

# Adventure User's Manual

Adventure games are created through the use of data files. Adventure uses four types of files. Room files, Item files, Message files, and Verb files. The files must be located in the same directory as Adventure.exe, and may be specified in the Adventure.ini file, also located in the same directory as Adventure.exe.

## Adventure.ini structure

The Adventure.ini file consists of 4 lines, each containing the filename of the particular data file. A sample Adventure.ini file would look like this:

```
RoomData.txt
ItemData.txt
MessageData.txt
VerbData.txt
```

As you can see, the order is Room file, Item file, Message file, and Verb file.

## Room data file structure

The room data file consists of a number of room records, consecutively following each other in the file, numbered starting at 0, and terminated by a single "\*" on a line by itself. The records format is this, minus the comments to the right:

```
1 { // Room number, starts at 0 and must be in consecutive order
-1 // North room link, -1 for none
-1 // East room link, -1 for none
-1 // South room link, -1 for none
2 // West room link, -1 for none
5 // Points for entering the room, given first time only
1 // 1 if a car may drive here, 0 if not
room1_N.bmp // filename for north picture
room1_E.bmp // filename for east picture
room1_S.bmp // filename for south picture
room1_W.bmp // filename for west picture
* // filename for up picture, * if none
* // filename for down picture, * for none
You are at the gate entrance. // short description
You are at the gate entrance. // long description – continues until final brace
There is a big sign out front.
}
* // Put a single asterisk here at the end of the file
```

Note that Adventure only supports bitmap (.bmp) picture file types.

## Item data file structure

The item data file consists of a number of item data records, having the form:

```
0 {           // Item Number
1           // Start room
50          // Points for finding
32          // Deposit room
50          // Points for deposit in deposit room
30          // Weight percent (out of 100)
0           // 1 if the item is drivable, 0 if not
STAFF      // Item name
There is a hiking STAFF // short description
Your hiking staff has a Windows(TM) logo inscribed into the
handle.    // long description, may span multiple lines until last brace
Awe-inspiring, you say!
}
*           // Put an asterisk here at the end of the file
```

## Message data file format

The message file holds messages attached to a number access key that the verb data file will reference. It consists of a number of linear message records, and ends with an asterisk (\*).

```
0 {           // Message number
All your base are belong to us // multiple lined message until ending brace
They have set us up the bomb
}
*           // Put an asterisk here at the end of the file
```

## Verb data file format

The verb data file consists of a number of linear records:

```
0 {           // Verb Number
EAT DEER    // Verb phrase to match
1           // Room must be in. -1 for any room
0           // Item that must be in room (Direct Object) -1 for any
3           // Item must have in inventory (Indirect Object) -1 for any
0           // Message 1 ( in message data file )
1           // Message 2 ( in message data file )
2           // Message 3 ( in message data file )
}
```

Do not use multiple entries of one verb phrase to match.

The game is won when the adventurer deposits all of the items in their deposit room for point credit. If you have an item that is hard to deposit in a room correctly for some reason, make its deposit points 0, effectively taking it out of the test for if the adventurer has won.