

# InsideADRIFT

The newsletter of the ADRIFT community

Issue 25

September/October 2005

## Contents

News and announcements.

**1. Main news** (ModuleMaker)

**1. Competition news**

(Summer Competition results; Game of the Year Comp rule changes)

**2. Forum news** (

Regular features

2. Editorial

3. Drifters birthdays

3. Events diary

2. Drifters Toolbox: DAZ Studio out of beta.

5. ADRIFT recent releases

9. InsideADRIFT merchandise

Articles

3. Drifters think about .... how they will be writing in the future

5. What Were You Thinking...? By David Whyld

7. Modules: a missed opportunity? By Ken Franklin

Reference

8. Manual: Battle System

Issue: 25 (Sep/Oct 05)

Issue 26 due out 26 November 05

## News and announcements

ModuleMaker: a helping hand for `drifters

A small utility has been released on the InsideADRIFT website that is designed to allow swift creation of the barebones of an ADRIFT game. Currently a very basic text application, written in BBC Basic by Ken Franklin, compiled into a Windows executable. It has its own file format, but the main aim is to export the files as an ADRIFT module (.amf) file that can be imported into ADRIFT Version 4.0.

Currently the program can handle rooms and objects, with a handy facility that allows you to enter object names within curly brackets into the room description (and also the descriptions of other objects). The text is then parsed to remove the curly brackets and give you the opportunity to enter the details of each object.

## Competition news roundup

### InsideADRIFT Summer Competition 2005

The results of the Summer Competition have been announced on the forum and were as follow.

1. *"Target"* by Richard Otter (14pts)
2. *"Lights, Camera, Action!"* by David Whyld (13)
3. *"Can It Be All So Simple?"* by The Dominant Species (10)
4. *"Must Escape!"* by Robert Rafgon (9)
5. *"Regrets"* by David Whyld (5)

A decent competition, with enough judges to give a fair result

### InsideADRIFT Game of the Year Competition

The final event of the ADRIFT competition calendar is the Game of the Year competition in December (rules can be found at <http://www.adriftwiki.org.uk>).

These rules have been updated to automatically include the winners of ADRIFT competitions and the best placed ADRIFT games from the IF Comp and Spring Thing.

## Editorial

*That's the Summer over, an oddly British combination of rain and draught.*

*I'd like to take the opportunity to wish survivors of the American hurricanes all the best. How on earth do you even exist when all of the facilities you rely on are no longer available?*

*In this issue drifters put forward a few of their wishes for the next version of ADRIFT, whenever that emerges.*

*David Whyld takes a swipe at the number of games that seem to escape onto the adventures page without any attempt to tame their wilder excesses. It is a call to look before you leap, rather than an attack. It gives some advice that new authors would do well to heed if they really want to start their relationship with the community in the right way.*

**KF**

### Contact

*Send any suggestions, requests or comments about the newsletter to:*  
*editor@insideadrift.org.uk*

*Find the newsletter at:*  
*http://www.insideadrift.org.uk/*

### InsideADRIFT merchandise

*You can now purchase an exciting InsideADRIFT mug, if you so desire. It has been updated with the new logo.*

*The store is really not fully operational, if you are interested look at*

***www.cafepress.com/insideadrift***

*More details can be found on page 9.*

## Wider IF Community

### 2005 Interactive Fiction Competition

*We are now very close to the start of judging in the IF Comp, and it looks like ADRIFT representation is up (the last two years David Whyld has had the only entry). A thread on the forum suggests at least three ADRIFT entries this year and Rafgon has entered a game written in Inform. Good luck to everyone.*

*(For more details go to <http://ifcomp.org>)*

### Spring Thing 06 launched

*Greg Boettcher has launched the next Spring Thing for March/April of next year. Greg ran last year's event it is good to see that he has decided to carry on as organiser.*

*Details of the event can be found at <http://www.springthing.net/>*

## Forum news

*In a shock bit of activity MileStyle breathed life into the Registered Members only forum **Cast Adrift** and created a number of off-topic threads that asked people to name their favourites in a range of artistic classes including books, music, and movies.*

*The threads caught light and the forum that previously had a total of 377 posts received another 118 in just two days. This came after Mile had suggest a "watercooler" type of forum was needed to boost forum usage. His point seems well proved by these new threads, though it will be interesting to see who active things are by the time the next newsletter is due at the end of November.*

## Drifter's toolbox: DAZ Studio revisited

*I hope that I will be forgiven for pushing one of my favourite programs again (Previously reviewed in Issue 21 earlier this year). The only reason I return to it now is that the final release is now available after many months of beta testing. Since the program is released as Tell-Ware I am telling anyone who reads this about the program.*

DAZ Studio allows you to build 3D scenes from libraries of characters and props. Many of the objects can be altered with sliders to give millions of possible shapes. It is the modelling of figures that is the real stand out, though you can also create animations with the program.

This program is in the same mould as Poser, a program that has been around for a number of years, but DAZ Studio is free. DAZ hope that you will buy their content, but you don't have to.

You can visit <http://www.daz3d.com> to find out more.

## Drifters birthdays

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### October

1 ImpShial (34); SoftIron (25)  
 2 Narniagate58 (37); Morpork (22);  
 Sprite (18); Cookie (18)  
 4 TheDataHacker (28)  
 8 Shadrack (23)  
 12 skater\_paulish (22);Lady\_Juliet  
 (24)  
 14 baXter (31)  
 17 RoxiKat (17); wildfire74pa (31)  
 19 cricketmoon (33)  
 20 ukdave74 (31)  
 21 Century (23)  
 22 Valjean (40) cbishop (40)  
 23 theleaf (18); David Whyld (32)  
 25 ursus (35)  
 28 Sarazar (18)  
 30 evil\_flagpole (18)

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### November

2 tsm\_paul (29)  
 4 Lannly (21)  
 7 quantumdaimon  
 (26);jokerjesterknave (23)  
 11 Malym (37)  
 15 CJCole (35)  
 22 AgapeIncognito (32); Duncan\_B  
 (20)  
 25 DuoDave (39)  
 27 Cowboy (49); Kel-nage (18);  
 qkara (26); desilets (59); Rafgon (23)  
 30 Hyomoto (22)

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## Articles

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Drifters think about .... what new features would make a new version of ADRIFT great!

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### Ace says

*Option in rooms to trigger a task or event on enter, with options like "First time player enters", "Every time player enters".*

*Some scripting options, if/else, for/while loops, arrays*

*A single root word that can be used to override all inputs that accomplish the same action, ie: override get would automagically include any verb that "gets", take, pick up, etc*

### Ken Franklin says

*We obviously would all like a system that improved the creation of task commands, making overriding this much more simple and accurate.*

*The ADRIFT main interface is rather boring, though I admit it accomplishes its task. What I would like to see is a front end, with a bit of style, that puts the user in control. Currently there is the interface and , apart from playing with the windows layout, that is it. Let's at least see a few different toolbar images, perhaps information of making your own customised image sets.*

*I would like to see some way of speeding up the room/object creation as I have done in my ModuleMaker program. It could be as simple as the {object} system I used to indicate objects in descriptions, or a more complicated automatic system. This would help to ensure there were less undefined objects in descriptions.*

*It should be possible to define object types similar to edible, wearable, but user definable and available to use in task restrictions/actions. The type or group would be defined independent of the individual object and then applied to one or more.. It would be nice to be able to have unlimited user definable attributes and be allowed to apply them to any game item.*

*I would like to see variables that could be created that would be able defined as applying to objects or characters or rooms. Once defined there would be an array of variables for each object/character/room defined. This would allow the creation of something like an age variable that applied to each character. They could be accessed as %age[character name]%, though it might also be useful to be able to use character numbers as an alternative.*

*The speech system is well up for improvement, it will be interesting to see if we get a tree system to use.*

*It might be useful to see a system that allows the use of real time in a game, where a turn could be forced to end at the end of a set period of time, rather than when the user finishes inputting their command.*

## Events Diary

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September 2005

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**24th InsideADRIFT Issue 25**  
**September/October 2005** due out.

**24th 'Finish the game' Comp**  
 entries should be in by today.

**30th 2005 IF Comp**  
 (<http://www.ifcomp.org/>) Authors  
 upload their games to the  
 competition site.

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October 2005

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1 2005 IF Comp  
 (<http://www.ifcomp.org/>) Games are  
 released sometime around now; the  
 six-week judging period begins.

**15th 'Finish the game' Comp**  
 judging ends.

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November 2005

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**15th 2005 IF Comp**  
 (<http://www.ifcomp.org/>) All votes  
 must be submitted by the end of the  
 day.

**26 InsideADRIFT Issue 26**  
**November/December 2005** due out.

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December 2005

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**InsideADRIFT Awards 2005** votes  
 during this month

**18th InsideADRIFT Game of the**  
**Year Competition 2005** entries in  
 and judging starts

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2006

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January 2006

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1st **InsideADRIFT Game of the**  
**Year Competition 2005** results

## Shuarian says

*For me, Adrift is a great piece of software. Why? It's easy to use. It's powerful. It lets me focus on story-writing. In order to advance and remain great, Adrift has to keep the balance between these three pillars. This means that new features, no matter how powerful they might be, should never confuse new users. This doesn't mean, however, that no new features should be developed. Quite the contrary. But these features must be implemented in a way new users aren't confused or overwhelmed. And lastly, no bugs or illogical behaviour should distract me from story-writing.*

*My perspective on the future development is probably insofar unique as I haven't yet encountered any bugs or limitations of Adrift. Some small improvements, some changes, is everything which is needed to keep me happy. Among these small improvements are many which concern the user interface. At present, keeping track of rooms and objects can become rather dull and indistinct. Being able to move them freely around the list would change this. Similarly, the possibility to customise the interface by changing the order of menus and adding custom shortcuts could benefit beginners and experts alike.*

*As said, this would keep me happy. But what would excite me, and what would attract more users? A more complex task and event system could look attractive even to experienced writers who are already familiar with the traditional IF languages. While the current system should be retained for new user, the new version could come in the form of an easy script language, akin to rexx or basic.*

*But the biggest - and presumably the most unlikely - vision I have for Adrift is the further development of an under-estimated feature: The inbuilt map of the Adrift generator. What now is only a window displaying a map could become one of the most easy to use and powerful features of Adrift. How? By making the map the second main screen to develop the static environment (rooms, objects and NPCs): To connect two rooms, just draw a line between them; cross the line to delete the connection. Double click on white space to create a new room, then move the room around freely. Double click on a room to be get to its window. Hover the mouse over a room to see a list with the room's objects, which in turn are accessible by clicking on them. Be able to drag and drop NPCs and objects on the map... and so on, there are many possibilities, and the use of it would be very intuitive.*

*In conclusion, there are many possible ways Adrift can develop, and every Adrift user probably has a different view on it. What's really important for me is that Adrift remains what it depicts for me now: an easy to use and powerful tool for writing text adventures.*

## ADRIFT recent releases

*These are the latest releases from the ADRIFT site, why not try one or two?*

### Complete games

#### **Must Escape! [Version 2] (18 Kb, mustescape.taf) By Robert Rafgon, released Fri 2nd Sep 2005**

Must Escape! is an action-packed adventure where you must escape from a facility that you have sabotaged. This game features (stick figure) graphic violence.

#### **Regrets (11 Kb, Regrets.taf) By David Whyld, released Mon 29th Aug 2005**

You have returned to the cabin in the woods, something you swore you would never do. Here lie the memories of your wife, and the terrible fate that befell her. A fate that you had more than a helping hand in bringing about...

#### **Lights, Camera, Action! [version 2] (123 Kb, lights.taf) By David Whyld, released Mon 29th Aug 2005**

Step into the shoes of celebrated film director G. I. Torrance as he endeavours to get his latest masterpiece finished with all the odds set against him. His main star treats him like the hired help, his assistant has become a monkey... and there's a serial killer at large. Whatever else happens today, it's certainly going to make an interesting film.

#### **Target v1.00 (49 Kb, target.zip) By rotter, released Sun 28th Aug 2005**

Years of military training and discipline have honed the skills needed to execute a hit efficiently and dispassionately. So when the next piece of work comes in you quickly accept, especially when you have seen the fee. One poor soul is about to get taken out. [1st in InsideADRIFT Summer Comp 2005]

### What Were You Thinking...? By David Whyld

A few things to do in order to avoid having your next game roasted:

- Have you played your game through to the end and checked that it can be finished? (Funnily enough, quite a few games I've played are impossible to finish because the writer has missed something out and not even realised it because he hasn't bothered playing his own game.)
- Have you read through all the text in your game to check for spelling and/or grammatical errors? Better still, have you tried spell-checking it? (And don't try to claim that spelling and/or grammatical errors don't matter. They do. This is a text adventure. The spelling and the grammar are the most important things about it.)
- Has your game got a proper introduction for when it's put on the main site? (Believe it or not but "dis is me first game. its proolly preety lame but pleser rite a gud review of it" isn't going to go down favourably.)
- Is it a proper game as opposed to something you threw together in five minutes and uploaded a minute later? (i.e. is it more than 3-4 KB in size? If not, don't bother with it. Games of that size are too small to be much good and will be over with before the player has even started to play it. Tackling a game of 20+ KB on your first attempt might seem daunting, but ask yourself: do you want a reputation as someone who writes proper games or someone who just messes around?)
- Have you tested it for bugs? (And by bugs, I mean 'anything wrong in the game'. Can items that are described in the room description be examined? If there's a clock on the shelf, can it be taken? If not, why not? Can the wardrobe be opened? If not, include a reason for why not. Are there NPCs in your game? Can they be spoken to? If not, why not? Does going west from the lake crash the game? If so, wouldn't it be a good idea to fix that error before you upload it?)
- Have you got someone else to test it? (Not 100% necessary but always a good idea, particularly if you're a newcomer and might not realise just how much work there is in making a good game.)

Now all of the above would seem incredibly obvious things to remember to do when writing a game. After all, they're common sense. Everyone does them. Right?

### Wrong.

Recently, there seem to have been a spate of bad games uploaded to the main ADRIFT site. Now, by "bad" I don't just mean "not very

**Space Boy's First Adventure ver 2.0 (383 Kb, s\_First\_Adventure\_ver\_2.0.zip) By thatguy, released Thu 11th Aug 2005**

A word about the game it is intentionally designed to be a simple-feeling, old-fashioned, text-adventure style game. It does contain both moderately difficult puzzles (according to those who BETAed it) and a simple kid-friendly atmosphere (my wife and I have 5 kids so it leaks into everything else I do.)

Take a moment, give it a go, and let me know what you think.

**Laboratory R.A.T.S. (8 Kb, labrats.taf) By Chenshaw, released Wed 10th Aug 2005**

The laboratory is dingy, underground, and secret. You're looking for evidence of aliens. Now if only you can get that microscope to work... A mini-game for your lunch break.

**The White Singularity (770 Kb, White\_Singularity.taf) By Irene, released Tue 26th Jul 2005**

You are Dr. Christian Esguerra, a world-famous scientist and explorer. Your childhood dream has always been to reach the Core. Then, one day, you discover a way to make this dream come true! However the trip is very dangerous...perhaps you should reconsider the destination of your maiden voyage...

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**Demos**

**No Drop Demo (1 Kb, NoDropDemo.taf) By KF, released Tue 30th Aug 2005**

Simple demo that shows a way of stopping people dropping something they are holding.

**The Vergowven House (2 Kb, johns\_house.taf) By liquidblueflames, released Mon 29th Aug 2005**

This is a walk through of my house!

good", I mean "downright awful. Terrible. Excruciatingly bad. Appalling" and words to that effect. These were games that didn't just have the kind of problems you'd expect from newcomers to the scene – typos, grammatical errors, missing commands that everybody expects in text adventures these days – but games so mind-numbingly dire that it's hard to believe even the writers thought they were any good.

Yet they uploaded them anyway.

**Why?**

Of course, the quality (or otherwise) of a game is a difficult thing to judge. Particularly when it's your own game. I once wrote a game that I thought, quite honestly, was brilliant. I expected people to heap praise upon it and sing its sheer magnificence from the rooftops. Instead, it just got lots of bad ratings and disappeared without trace a week later and has never been heard of or mentioned since (aside from a few comments by yours truly). It was my first game. At the time it happened, I was pretty miffed at the way my masterpiece had been so unfairly dismissed, yet looking at it later on, when I'd learned a few things about writing games and took on some much needed advice, I could all too easily see the game's many flaws. Things that had seemed so wonderful to me when writing the game now seemed so bad. The 'inspired storyline' I had come up with was actually revealed as something quite embarrassing. The characters were a mess, the puzzles impossibly hard, and the writing veered all over the place in such a way that I winced at the idea I had once thought it was ever going to rock the interactive fiction world. In short, I made a lousy game yet was unable to see it for what it was because it was my game.

Which is a kind of long (and rambling) way of saying that, yes, it is difficult to judge your own games and know whether they're any good or not. What might seem good to you isn't necessarily going to seem good to anyone else. Yet at the end of the day, there's a big difference between a game you've genuinely taken your best shot at, and a game you've written in five minutes and uploaded a minute later.

Which brings me nicely back to the subject of this article: the terrible games recently uploaded to the main ADRIFT site. Now I haven't played them all – several, thank heavens, were deleted before I had the chance to download them; several others I took one look at the descriptions of them – which tended to be along the lines of "dis is me firs gam. Plese rite a review an tell me wot u fink of it" – and decided against bothering with them; several others I did play. And have regretted it ever since. Why any of them were uploaded in the first place is probably one of life's great mysteries.

I don't know about anybody else, but when I see a game description along the lines of "dis is me firs gam. Plese rite a review an tell me wot u fink of it", the first thing I think is "ah, we've got a newbie here

**The Train Station (2 Kb, train\_station.taf)** By liquidblueflames, released Mon 29th Aug 2005

Harry Potter fan fiction.

**Wasteland (6 Kb, wasteland.taf)** By strangelove, released Fri 26th Aug 2005

Wasteland: This is just the first ten rooms of a game I'm working on, posted for other users to comment on. It features only one real puzzle which you will probably be able to solve quite easily but it does feature plenty of information for the player should they want to take the time to explore the complex. Players who do so will have a much better idea of what to expect when they reach the outside world. If you've made it outside of the complex then you have got as far as I have (due to the restrictions of my as-yet unregistered copy). Hope you enjoy it, feel free to e-mail me at starnode@hotmail.com and let me know what you think or comment on it in the forum.

**Locations Change Picture demonstration (39 Kb, ChangePicture.taf)** By KF, released Sun 21st Aug 2005

You have a room with a picture which, after you enter, changes the picture after one turn. (From a request by Cowboy).

Here if you move north to Another Room, then look (or anything else) a different image will be shown.

**Player name as input (DEMO) (1 Kb, MyNameIS.taf)** By KF, released Sat 20th Aug 2005

This has a task with the command %text% and then uses the INSTR() formula to ensure required elements are input. It won't be perfect but accomplishes what was required.

**Teleport demo (1 Kb, teleport.taf)** By KF, released Thu 11th Aug 2005

A quick demo that allows you to teleport between three locations.

who's written a game even he thinks is awful, but he's hoping that by stating straight out that he's a newbie people will take pity on him and say nice things about it anyway". Read the description again. It doesn't exactly imply that there's a great game here, does it?

Judging a book by its cover might be a bad idea (the cover, after all, is most likely done by someone else other than the author) but judging a game by its description is a good idea. Bad description = bad game right? Not necessarily, but more often than not when you see a description which reads "dis is me firs gam. Plese rite a review an tell me wot u fink of it", it's a fair bet that the game in question is going to be a complete stinker.

The biggest question here is just why people upload these things in the first place. Are they so eager to release their first game that they're willing to put out something even they know is awful just so they can say "well, I wrote a game"? Or are they just totally incapable of telling the difference between a good game and a bad one? The strangest thing is that quite a few newbies come along with a game they know is bad and yet they go ahead and release it anyway. I even remember someone coming onto the ADRIFT forum a few months back announcing he'd just written a game that he knew was awful but had uploaded it to the main site anyway and was looking for comments on it. What, honestly, did he expect? People seldom heap praise on games by newbies at the best of times; when that newbie has just announced that even he thinks his game is awful, what are the odds he's going to get any decent feedback for it?

So if you're going to upload a game, slip a little common sense into your thinking beforehand. Ask yourself: if this was a game by someone else and you were playing it, would you be happy with it? If the answer's no, then keep on working on it until you would be happy with it. Then, and only then, upload it.

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**Modules: a missed opportunity?** By Ken Franklin

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As you may realise, given my little bit of programming with ModuleMaker, I have been looking at creating modules and to a degree their role in ADRIFT.

Over a number of years I have been calling for an alternative way to lay out your game a bit quicker, in ModuleMaker it is possible to add new rooms in as you navigate the game by typing direction commands. If you are in the living room and want to add in the a new kitchen simply type R which tells the program you want to add in a new direction from where you are, type in the number for the direction (which is listed) then instead of picking a room from the list type N and you get the chance to add a new room linked to the original one. If you put curly brackets round an object name in the room description you get the chance to add in the details of the object.

**Armour (new and improved) (1 Kb, armour2.taf) By David Whyld, released Sun 31st Jul 2005**

Wearing one suit of armour and automatically removing any worn armour.

**Armour (1 Kb, armour.taf) By David Whyld, released Sat 30th Jul 2005**

Wearing just one type of armour.

**Stand on stool to examine (1 Kb, standingdemo.taf) By KF, released Wed 27th Jul 2005**

A small file that answers a question asked on the forum. The player can only see what is on a high shelf if they stand on a stool first.

While I don't expect this to be added into ADRIFT, it shows another approach to drafting out a game.

It would not have been possible to make ModuleMaker if it wasn't for the module format as the internal ADRIFT format is way too hard to hack into. The module should be considered as a format for information interchange and not as a game writing language. I can create a skeleton for a game in ModuleMaker, but modules are an incomplete description of the whole of an ADRIFT game. If I make a complete export of a game as a module I will not have the game when I load it back.

That is what modules cannot do, what they can do is help us to save things we have made for one game so that they can be re-used in another one. This is a function of modules that tends to be very much underused. If you look at the "big" languages they have libraries of code made available for all. Attempts have been made to implement this sort of thing, but somehow the module isn't quite up to the task.

## Reference

*Bulky chunk of manual here that details the much maligned ADRIFT Battle System.*

### The Battle System

ADRIFT has a built in Battle System. What this allows you to do, is create battles between the various characters in your game and with the Player. By default, the battle system is disabled. To enable it, select Adventure > Options from the menu, and check the Enable Battle System checkbox.

Battles ensue in ADRIFT when two opposing characters meet, or if the Player comes across a character marked as an enemy. Different characters (and the Player) have different strengths and attributes. These can be set within ranges, so that they are random to a certain degree. Weapons and armour can also be picked up to enhance the particular attributes of the characters. You can also make characters flee or do anything when their stamina gets low, and run other tasks when they die.

You should notice two things once the Battle System is enabled. Both the Player dialog box, and Character dialog boxes should have an extra tab, namely Battles.

Extra functions also become available in object attributes.



## InsideADRIFT Merchandise

Although this is not intended as a money spinning idea, more a way to create items for me, these items are available for the discerning drifter to purchase.



The boxer shorts, priced at \$13.49, with a discreet InsideADRIFT logo on the right leg.

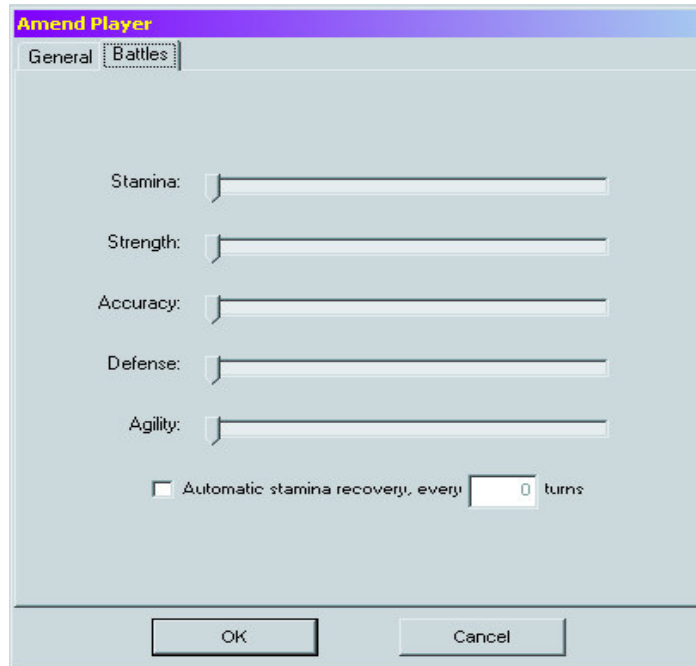


Costing \$17.39, the baseball jersey comes in red/blue/black and white.

*Also available from [www.cafepress.com/insideadrift](http://www.cafepress.com/insideadrift) are: trucker hat \$11.79; sweatshirt \$22.39; sleeveless tee \$15.89; women's tank top \$15.89; mousepad \$11.49; teddy bear \$13.79; sticker \$2.69; journal \$7.69; messenger bag \$19.99.*

## The Player

The extra tab in the Player dialog box looks like this:



The Player has five attributes; stamina, strength, accuracy, defence and agility.

**Stamina** is the amount of life the Player has. Once stamina reaches zero, the Player is dead.

**Strength** is the physical strength of the Player. This is what is used to harm other characters – the greater the strength, the more damage is done. Strength can be increased by wielding weapons with hit strength greater than zero. You can also have cursed items with a negative strength, which reduces the character strength.

**Accuracy** is how likely the Player is to hit another character. The greater the accuracy, the higher the chance of making contact.

**Defence** is the ability of the Player to withstand physical attack. The greater the defence, the higher the strength must be of the character attacking in order to do the Player damage. The amount of damage received on a successful attack will be the character's strength, minus the Player's defence.

**Agility** is the likelihood of the Player to avoid the attack of another character. It is directly opposed to accuracy, such that the chance of an accurate character hitting a Player with high agility might be the same as the chance of a not so accurate character hitting a Player with low agility.

All attributes are set on a sliding scale from 0 to 100. Dragging the slider up the scale selects the range. To clear the range, simply drag back down the bar, or click onto the selector. You can also manually

set the range to exact values by rightclicking on a slider. This will prompt you for the minimum and maximum values. In the game, the value of each attribute will be a random value in the range selected each time the attribute is required, with the exception of stamina – stamina is assigned randomly in the range whenever the game starts.

You can allow the Player to slowly recover from any damage sustained by selecting the **Automatic stamina recovery** checkbox. This allows you to specify the number of turns to go by for the stamina to go up by one point. This can be in the range 0 to 100. The stamina will then be increased every so many turns up until it reaches the maximum value set in your range.

### Characters

Characters have exactly the same options as Player plus a few more. The characters Battles screen looks like this:

In addition to the same options as the Player, you can also specify the attitude of the character, from ally, neutral or enemy.

Allies will never attack the Player, but if an enemy appears in the same room as the character, the ally will attack the enemy.

Neutral characters will never attack the Player, nor will they attack any enemies.

Enemies will attack the Player, plus any allies they come across.

To further enhance the normal attributes of characters, you can make super bad enemies. To do this, check the Extra Strong checkbox. This changes the slider scales from being from 0-100 as with the Player, to 0-1000.

You must assign a speed for the character to attack at. Potentially

you, the player, can attack every turn. This allows you to give the Player an advantage against slower characters but allows you to be equally matched against faster ones.

The options for speed are:

- Attack every turn
- Attack most turns
- Attack every second turn
- Attack one in three
- Attack one in four

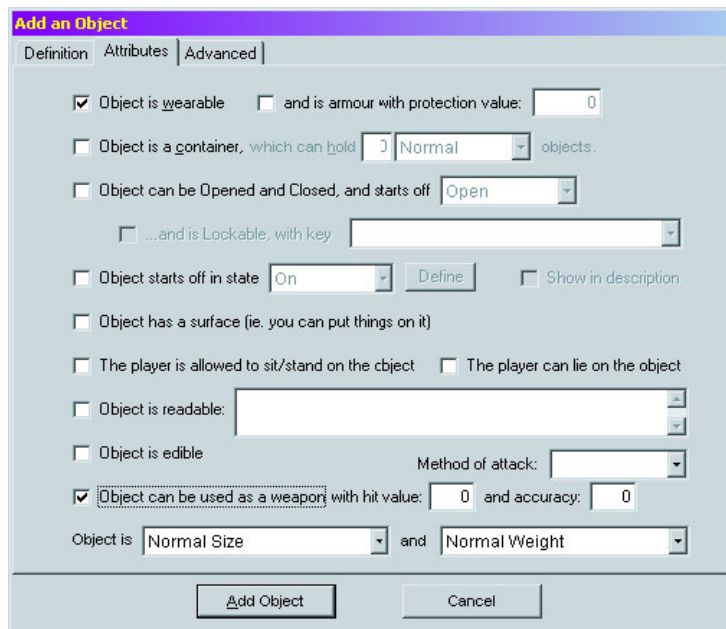
If a character comes up against more than one foe at a time, it will randomly pick between the characters (and the Player) to decide which one to attack.

In order to make a character flee, or do certain things if it gets low on stamina, you can select a task in the Task to run if stamina low pull down menu. This will execute every time the stamina decreases below 10% of its maximum stamina.

The default behaviour for when a character is killed (i.e. its stamina reaches zero) is for the character to disappear, and any objects it was holding are moved to the current room. Typically you would want to create a dead body and have some message notifying the player of the recently deceased. To do this, create a task which moves your body object to the current room with an accompanying message, and select it in the Task to run if killed menu.

### Objects

When the battle system is enabled, extra options become available in object attributes like so:



Wearable objects have the option to become armour. If you select the

checkbox **and is armour with protection value**, the textbox for entering the value becomes available.

This allows you to specify a value that the armour protects whoever is wearing it. This can be in the range –100 to 100, negative values providing cursed behaviour.

The value of the armour is added to the defence value of whoever wears it if an object is defined as a weapon, extra functionality becomes available. You can specify a **hit value**, and an **accuracy value**. Both these can be in the range –100 to 100. The hit value is added to the strength of whoever is wielding it and the accuracy value is added to the accuracy of whoever is wielding it.

Each weapon has an **attack method**. This is the verb that should be used when attacking with it, such as shoot, hit, chop etc.

*NB. Only one weapon can be wielded at any one time – the weapons attributes, and only that weapons, are added to the characters attributes. A character will always wield its best weapon. Armour is different, in that each separate piece of armour accumulates the defence value of the wearer.*

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*Information is copied and pasted from the manual and while every effort is made to be accurate, there are no guarantees that it is error free*

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Please send any contributions or suggestions to [editor@insideadrift.org.uk](mailto:editor@insideadrift.org.uk).