# Table of Contents

## Welcome to the *Zeus* Adventure Editor
With the *Zeus* Adventure Editor, you can create your own Greek epics.  This guide tells you everything you need to know to create adventures of mythic proportions.

## Before you Start
*First, get a pencil and some paper.  You are going to need them.*

Before you jump into designing your adventure, take some time to write down your vision.  The more you plan out in advance, the easier it will be to create your dream adventure.  Here are the types of things you should figure out before you even open the *Zeus* Adventure Editor:

1. **Ultimately, what do you want the player to achieve?**  Do you want the player to lead an economic powerhouse?  Or, maybe you want the player's military to be the mightiest in all of Greece.  Perhaps you want to test the player's skills as a diplomat, a city planner, an industrialist, etc., or maybe you want to test a combination of skills.  Regardless, having a clear idea of the central challenge of your adventure will help you immeasurably as you design it.

2. **Now that you have a central challenge in mind, what obstacles are you going to put in the player's way?**  Let's say you want the player to make tons of drachmas.  You could make this very easy for the player by giving him access to all the resources he could ever want and plenty of allies, vassals and colonies to sell goods to.  Or, you could make this quite challenging by limiting the player's resources, allowing for very few opportunities to export goods, and creating events that interrupt the flow of trade.  The more obstacles you place in front of the player, the more difficult your adventure will be.

3. **Who are the other characters in your adventure?**  You can populate the player's world with a wide array of gods, heroes, monsters and other city leaders.  You can use these other characters to help the player on his way or to impede the player's success.  For city leaders, it's valuable to decide which will be allies and which will be rivals, and which resources

**Need Inspiration?**  There are plenty of resources on ancient Greek history and mythology on the web and in your local bookstore and library.    Here are just a few:

Websites
The Perseus Project (http://www.perseus.tufts.edu).  The Perseus Project contains a wealth of information on ancient Greek culture and history, including many texts translated from ancient Greek.

Encyclopedia Mythica (http://www.pantheon.org/mythica/areas/).  If it's a Greek god, monster or hero, you're bound to find the information you need here.

Bulfinch's Mythology (http://www.bulfinch.org).  Bulfinch's Mythology covers some of the most famous Greek stories.

Books
Edith Hamilton's *Mythology*.  It wouldn't be a list of resources on Greek mythology without Edith Hamilton.

Robert Morkot's *The Penguin Historical Atlas of Ancient Greece*.  This book provides a good overview of ancient Greek history and details how Greece's borders changed through time.

Lesley and Roy A. Adkins' *Handbook to Life in Ancient Greece*.  This book is a catch-all that provides a general overview of Greek history, culture and mythology.

each city will have. Keep in mind that each of the other cities in the world can only need and produce four items in total (for example, a city can need four items and produce nothing, need three items and produce one, need two items and produce two, etc).

4. **Create a story.** You have a main character – that's the player. You have a plot (the central challenge and the obstacles preventing the player from overcoming the challenge). And, you have a supporting cast. Now, all you need to do is link these things together to form a story. Use the story to describe to the player why certain things are happening. For example, let's say that you want the player to build an economically strong empire, but you've put him in a location that has few natural resources. Why is the player building a city in harsh surroundings? Maybe he was ostracized from his home city (which is now a rival) and is setting out to prove that he can make it on his own. Or, maybe Demeter, mourning over the loss of her daughter Persephone, has rendered all of Greece barren, and it is up to the player to help the goddess get her daughter back and return Greece to its former prosperity. Let your imagination run wild!

This is a good time to think about how many episodes your adventure will have, and what the player will be expected to accomplish in each episode.

You don't necessarily have to figure out all of these things in the order presented here. You can certainly have a myth or story in mind first and fill in the other details. Regardless of the order in which you think about the above, it is important that you give each item careful consideration.

### Launching the Adventure Editor
To launch the Adventure Editor, you must first install the Official *Zeus* Enhancement Pack 1, if you haven't already done so. To install it, download it from Impressions Games website (http://www.impressionsgames.com). Then, double-click the file, Official *Zeus* Enhancement Pack 1.exe. Follow the instructions that appear on your screen.

After you install the Enhancement Pack, start *Zeus*. From the Main Menu, click the 'Adventure Editor' button. In the screen that appears, enter a file name, which can be up to fifteen characters long, for your Adventure. Don't worry: you'll have an opportunity to come up with a more elaborate name for your adventure later.

You can also select a pre-existing adventure from the list provided.

### Quick Start
All the steps for creating your own adventure are discussed at length below. But, if the spirit of discovery is extremely strong in you, and you want to figure things out for yourself, here are some basic guidelines that will make your life easier.

1. After you plan out your adventure on paper, start by editing the World Map. Add all the cities that you think will play a role in your adventure. If you need to, you can always come back to the World Map and add more cities later. But, it will be much easier on you if you have a complete World Map before planning the rest of your adventure.

2. Once the World Map is set, edit the parent city's landscape, as well as the landscapes for any colony sites. You'll need some of the information from each city's landscape to plan events.

3.  [Add episodes](#) to the Parent City list as necessary, and determine the episode progression.

4.  Designate each episode's [settings](#).

5.  Create some [text](#) for each episode, and for the adventure title, introduction and victory.  Create some [MP3 files](#) if you are providing narration for your text.  Also, select a [bitmap image](#).

6.  [Create the adventure](#) through the File Menu.

7.  Play your adventure!  Exit the Adventure Editor, and in the screen that appears, choose 'Play Zeus.'  After you choose a leader name, the Choose Game screen appears.  Select 'Custom Adventures.'  You should see the file name of the adventure you just created listed.  Select it, and click the button next to 'Begin Adventure' to enter your Greek world.

## The Main Menu

The editor's Main Menu is the control center for your adventure.  From here, you can access information about all the episodes in your adventure and determine the make-up of the Greek world.
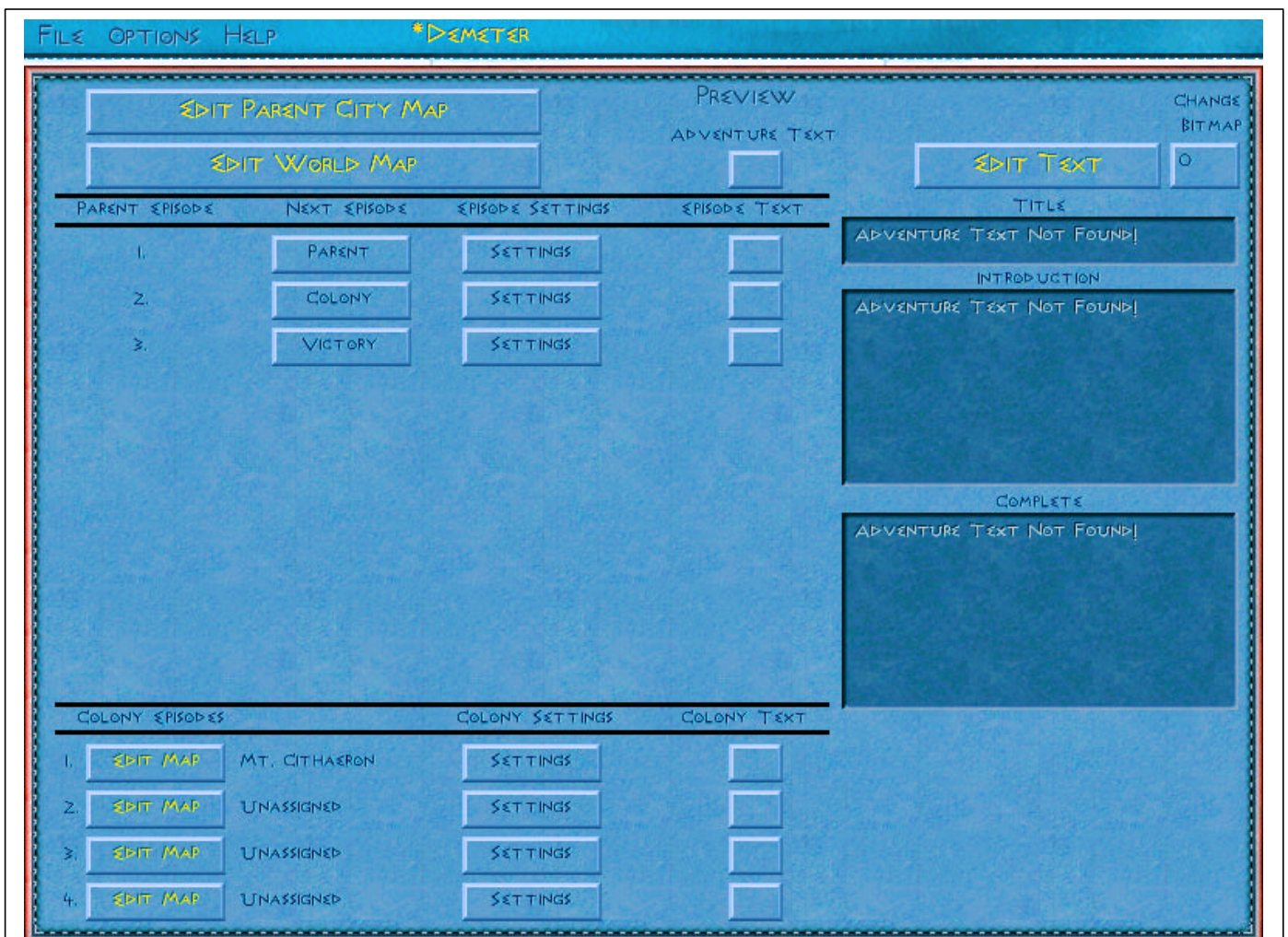


**The Main Menu.**  Click on a button on the graphic above to learn more about it.

The first thing you should do is set the stage for your adventure by editing the World Map. Click the 'Edit World Map' button to get started.

### Editing the World Map

When you click the 'Edit World Map' button, a blank map of Greece and the surrounding area appears. Four tabs on the side of the map will help you design the World Map: Add/Move World Object, City Properties, Trade Properties and World Properties.

### Adding, Moving and Deleting Cities and Regions

The first thing you should do is populate the landscape with the cities, including the player's parent city and colonies, that are participating in your adventure.

To place some cities on the map, click the first tab, the 'Add/Move World Object' tab, and click the 'Add City' button. Then, click the spot on the map where you'd like the city to appear. Keep clicking until you place all the cities in your world.


Add/Move World Object tab

Now, add some region names to the World Map. With the first tab selected, click the 'Add Region' button and click on the spot on the map where you'd like the region name to appear.

To move a city or region, click the 'Move' button. One city or region has a marquee around it, and the word 'Move' is white. If the object with the marquee around it is the one you'd like to move, point to the desired location and click. If you want to move a different object, first right-click the mouse button to deselect the current object. Then, left-click the object you want to move. The marquee appears around it. Click on its new location to move it.


Delete Selected Object


Delete All Objects

If you want to delete a city or region, make sure that the marquee is around it, indicating that it is selected. Then, click the 'Delete Selected Object' button at the bottom of the Control panel. The selected object disappears. If you want to clear the map of all cities and regions, click the 'Delete All Objects' button.

### City Properties: The Basics

Now that you've placed some cities on the map, it's time to give them each unique characteristics (you don't really want them all to be named Amphipolis, do you?). Select the second tab, the 'City Properties' tab, then select a city by clicking on it. Several buttons appear on the Control panel, underneath the tabs. Use these buttons to set the characteristics of each city.


City Properties tab

There are a few characteristics you must define for all cities. These characteristics are:

**City Name.** Click this button to choose a name for the selected city. You have to pick a name from the list provided; you cannot create your own.

**Label Location.** The 'Label Location' button is to the right of the 'City Type' button. Click this button to move the location of the label. Click repeatedly to cycle through the different locations. Changing the location of the label has no effect on gameplay.

**City Type.** A city's type determines its basic place in the player's world. To choose a city type, click the button that appears under 'Leader' (the button should read 'Foreign City'). The types are Parent City, Our Colony, Foreign City, Distant City and Enchanted Place. The buttons on the Control panel change depending on the type of city you chose. The city types and the decisions to make with regard to them are discussed in more detail below.

Two other buttons also always appear, no matter which city type you specify:

**City Number.** Each city has its own number. You'll use these numbers in event planning to determine which city is doing what to whom. *Zeus* automatically assigns a number, in sequential order, to each city as you place it on the map.

You can use the 'City Number' button to select a city to edit. Click the 'City Number' button and enter in the number of the city you'd like to edit. The information for that city is listed on the Control panel.

**Routes Shown/Routes Hidden.** Use this button to help you design routes in the game. Editing routes can be messy if you see all of the routes between all of the cities at the same time. To make life easier, click the 'Routes Shown' button to change it to 'Routes Hidden.' The routes to the selected city disappear from the map. A 'Routes Hidden' command supercedes any 'Routes Shown' command. For example, if Amphipolis is set to 'Routes Shown,' but Athens is set to 'Routes Hidden,' a route *does not* appear between the two cities. To see the routes again, click 'Routes Hidden' to switch to 'Routes Shown.' Click here for more information on routes.

### City Properties: The Specifics

Below are the decisions you'll make for each city type. After you determine a city's characteristics, be sure to write the information down:

#### Parent City

The city that you designate as 'Parent City' is the player's 'home base' throughout the adventure. You can only designate one city as 'Parent City,' and every adventure must begin there.

In addition to choosing the basics, pick a leader name for the city. This is the person that runs the parent city while the player is off establishing a new colony. To select a leader name, click the 'Leader Name' button and pick a name from the list provided. You must choose a name from the list; you cannot make up your own.

> Be sure to write down the *city number* for the Parent City.

#### Our Colony

Cities that you designate as 'Our Colony' are already colonies when the player begins the adventure or are potential colony sites.

In addition to the basics, you'll designate a lot of other characteristics for colony cities. These characteristics determine how the colony interacts with the world when the player isn't leading the colony directly.

First, choose a leader name by clicking on the 'Leader Name' button and picking a name from the list provided. This person leads the colony, unless the player is leading the city himself.

Beneath the 'Leader Name' button is a button to set the city's nationality. Colonies are always Greek, so switching nationality won't have any effect.

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**Just where is Mount Ida, anyway?** If you need a map to help you place cities in their proper locations, whip out your trusty 'Geography of the Greek World' that was included with *Zeus: Master of Olympus.* The map has all the cities that we used in our Greek worlds, except for the new ones we used in the Enhancement Pack. For regions, you can try these websites:

> http://www.sikyon.com/Sicyon/smapold_eg.html
> http://www.britannica.com/bcom/eb/article/single_image/0,5716,4461+asmbly%5Fid,00.html

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Below the 'City Type' and 'Nationality' buttons is the 'Active/Inactive' button. Click the button to switch back and forth between the two choices. If you set this button to 'Active,' *then the colony is visible and fully functioning from the beginning of the adventure, as if the player had already founded it.* If you want the player to found the colony during the adventure, set this button to 'Inactive.' The city's graphic on the World Map grays out, and it isn't visible during the adventure until the time comes for the player to establish the colony.

Now, decide whether the colony pays tribute by clicking on the 'Tribute Status' button. If the button reads, 'No Tribute,' then the colony does not and will never pay tribute to the player. Click the button to switch to 'Paying Tribute' if you want the colony to pay tribute to the player. Then, pick the tribute that you want the colony to pay by adjusting the buttons next to the word 'Pay.' Click on the button on the left to select an amount and the button on the right to choose an item. Above the 'Pay' settings are the 'Rec,' or
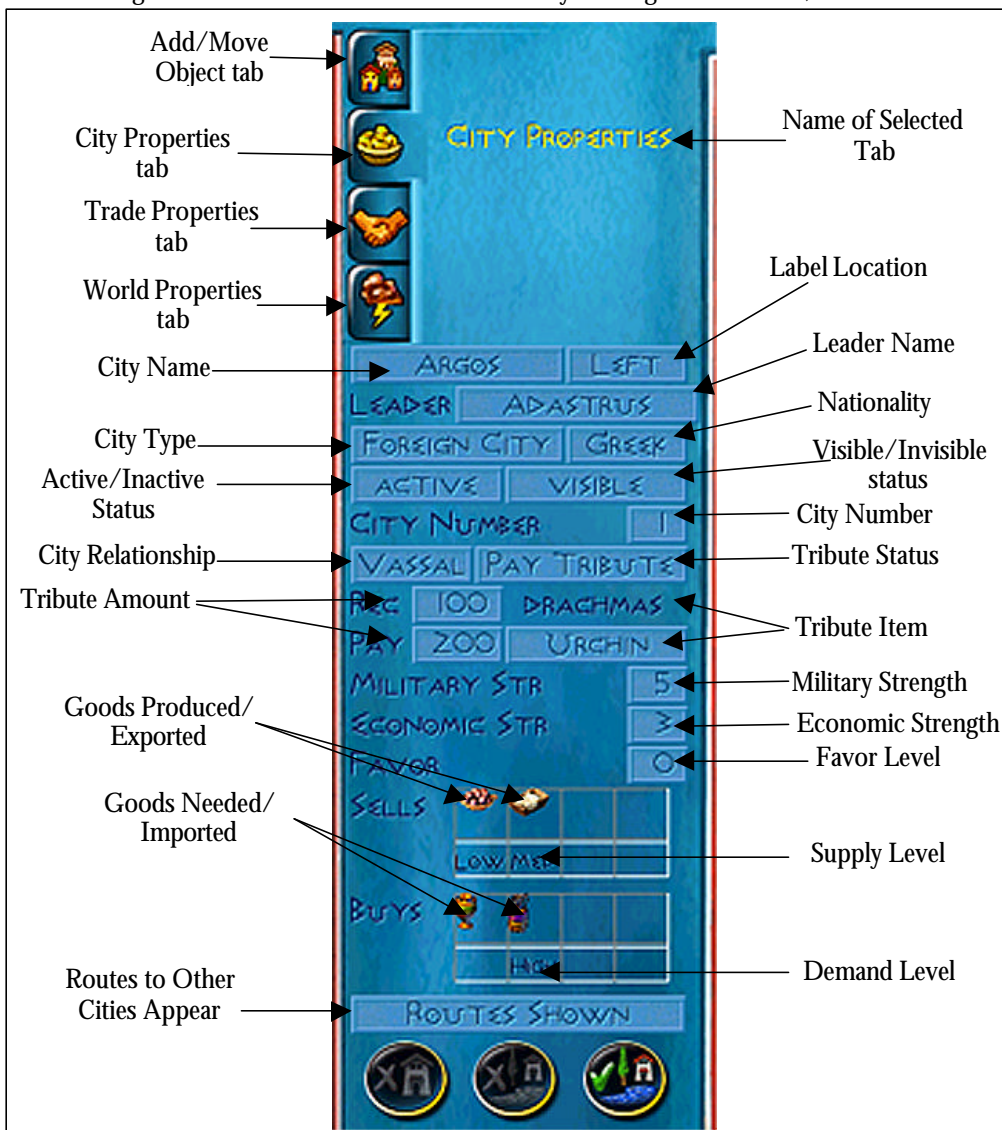


**Editing City Properties.** You have to set more characteristics for Foreign Cities than you do for any other city type. Some of these buttons will also show up for Colonies, Parent Cities, Distant Cities and Enchanted Places.

tribute receivable, settings. The player never pays tribute to a colony, so you don't need to adjust these settings.

Now, decide how strong the city's military is. You can set military strength from one to six. One is the weakest military possible and six is the strongest. *Also, if you set a city to have a military strength of six, it cannot be conquered.* You can always increase or decrease a city's military strength during an adventure by using a 'Military Buildup/Military Decline' event.

Keep in mind that a city's military builds up over time. Even though you may choose to set a city's military strength level at five, five shields won't appear next to the city's name right away. The city builds its military up to the five-shield level.

Below the 'Military Strength' button is the 'Economic Strength' button. Economic strength is rated on a scale from one to five, where one is the weakest and five is the strongest. You can change a city's economic strength during an adventure by using an 'Economic Prosperity/Economic Decline' event.

Next, decide what the city's opinion of the player is at the start of the adventure, or when the city becomes active. Favor is on a scale of 1-100, with one being the lowest.

Now, decide what the city buys and sells. Each city can deal in a maximum of four goods (the total number of goods the city sells plus the total number of goods the city buys cannot exceed four). Click the empty boxes to choose the commodities, then repeatedly click the small boxes under each item to decide how much of each item the city trades. A low level is 12 loads per year, a medium level is 24 loads per year, and a high level is 36 loads per year. You can also set the level to none, in which case it won't buy or sell the good at all. You can change a level during an adventure through a 'Demand Change' or 'Supply change' event.

You should now have a fully defined colony!

### Foreign City
Your allies, rivals and vassals are all foreign cities. After you set the basics, you can set the city's other characteristics.

Most of the settings for a foreign city are the same as for a colony. First, decide who the city's leader is by clicking on the 'Leader' button and choosing a name from the list provided. Then, choose the city's nationality by clicking the 'Nationality' button. Your choices are Greek, Trojan, Persian, Centaur and Amazon.

Now, decide whether the city is active or inactive at the start of the adventure. If the city is active, then the player can have a full range of interactions with it. If the city is inactive, it still appears on the map, but the player cannot interact with it. You can always create a 'City Becomes Active' event to switch a city

**What does it mean for a city to have a strong economy or military?** The strength of a city's economy and military determines how the city responds to some of the player's actions. For example, the stronger a city's economy, the more cash it is able to grant in response to a request, or the more money the player can plunder from a rival. Cities friendly to the player can also offer more bail-out money if the player goes into debt. Similarly, friendly cities with strong militaries are able to grant more soldiers in response to the player. On the other hand, rivals with strong militaries are more difficult to defeat.

from inactive to active during an adventure.

Next to 'Active/Inactive' button is a button that toggles between 'Visible' and 'Invisible.'  A visible city appears on the map at the start of an adventure, and an invisible city does not appear.  If you want an invisible city to join the world, create a 'City Appears' event.  By their very nature, invisible cities cannot interact with the player.

Now, choose what relationship the city has with the player.  Foreign cities can be rivals, vassals or allies. If the city is a rival, decide whether the rival is already receiving tribute from the player when the adventure starts.  If you would like the rival to already be receiving tribute, make sure the 'Tribute Status' button reads, 'Rec Tribute.'  If you do not want the player to already be paying tribute to the rival, make sure the button reads, 'No Tribute.'  When tribute status is set to 'No Tribute,' the player does not pay tribute to the rival unless the rival conquers the player's city.

If you choose to make a city a vassal, then you can decide whether or not the city pays tribute to the player.  Click the 'Tribute Status' button until it reflects your wishes.

Finally, if you make a city an ally, the 'Tribute Status' button is automatically set to 'No Tribute.'

No matter what relationship a city has to a player or what its tribute status is, you should set the tribute receivable and tribute payable.  If you choose it to be, the Greek world is an ever-changing place, and an ally one day might be a vassal the next.  Next to 'Rec,' enter in the tribute that the city *receives* from the player, should that particular situation arise.  Tribute receivable is always drachmas.  Next to 'Pay,' enter in the tribute that the city pays the player.

Determine the city's military and economic strength by clicking on the buttons next to 'Military' and 'Economic.'  Use 'City Status Change' events to change a city's economic or military strength during an adventure.

Next, decide what the city's opinion of the player is at the start of the adventure.

Now, select which items the city sells and buys or, in the case of a rival, needs and produces.  The total of sells/produces and buys/needs items cannot exceed four.  Choose the items by clicking the empty boxes and picking a commodity from the list provided.

Once the city's resources are in place, click the buttons under each item to determine how much of each item the city buys or sells.  You should set these for rivals, too.  The items that you list as 'sells' items can be plundered from a rival during a raid, and the higher the supply level, the more plunder the player can take.  The items a rival needs make great gifts if the player needs to butter up the city's leader.  And, if the rival ever becomes a vassal or an ally, it can trade with the player.

That's all you need to know about defining a rival, ally or vassal.

### Distant City
A distant city trades with the player, but it does not interact with him in any other way.

Things to write down about a foreign city:

1. City name
2. City number
3. Relationship with the player: is it an ally, rival or vassal?
4. Tribute payable and receivable amounts.
5. Visibility and activity statuses
6. Economic and military strength.
7. Items that it sells (produces) and buys (needs).

Set the basic information, then click the 'Leader' button to choose a name for the leader of the distant city. Underneath the word 'Leader' is a button you can use to change the appearance of the Distant City. When you click the button, a series of compass points appears. Click on one of these points, and an arrow emerges from the Distant City, pointing in the direction you've specified. You can use these directional points to indicate that the city is located off the map.

Then, designate whether the city is active or inactive at the start of the adventure, and whether the city is visible or invisible.

Now, choose which resources the distant city buys and sells, keeping in mind that the city can deal up to a total of four items. After you chose the commodities, click the 'Supply Level' and 'Demand Level' buttons to determine how much of each item the city trades.

### Enchanted Place
Enchanted places are the homes of monsters and other mythical creatures. Usually, an enchanted place is the destination of a quest. Enchanted places are not directly active with the rest of the world.

In addition to the basics, you need to decide whether or not the enchanted place is visible and active at the beginning of the adventure. Remember, you can always use events to make the city appear or disappear (or become active or inactive) during an adventure.

Because the enchanted place has limited interaction with the rest of the world, it cannot participate in many of the events that other types of city can. An enchanted city can only Become Active, Become Inactive, Appear, Disappear or be the destination of a Quest.

### Region Name
When the 'City Properties' tab is selected, you can change a region's name. Click on a region to select it, and a button containing the region's name appears on the Control panel. Click this button, and then choose a new name from the list provided.

### Trade Properties
Click the 'Trade Properties' tab to adjust the routes that connect cities together. These are the routes that anyone – a hero, an army, a trireme, etc. – follows when traveling from one city to another.

To see the routes between cities, make sure that 'Routes Shown' is specified for both cities in question. For more on showing and hiding routes, click here.

*Zeus* automatically draws a straight route between two cities. If you want to reshape a route, make sure you have the 'Trade Properties' tab selected, then click on a route. The names of the two cities that the route connects appear on the Control panel. Then, click the route again to add a way point. Click the way point and drag your mouse to move it to a new location to change the shape of the route. You can set up to 48 way points on a single route.

To remove a way point, right-click it. You cannot remove the way points at the beginning or end of the route.

Trade Properties tab

Trade properties have an impact on the types of buildings a player will build and on his military choices. If a sea route is in place between two cities, trade will occur at a Pier. And, if military is sent to a city that is connected by a sea route, the player will be able to send triremes in addition to hoplites and horsemen.

By default, all routes on the map are land routes.  To change a land route to a sea route, select the route by clicking on it.  Then, click the button that reads 'Land Route.'  The button switches to 'Sea Route,' and the route itself turns blue.

During the game, the player will only see the routes that connect the city he is leading (colonies and the parent city) to the other cities in the world.  The player will not see the routes that link non-player cities together.  Because they are not visible to the player, these routes do not have to look particularly good, but you should still make sure that they are the right *kind* of route (i.e., land route or sea route).  Otherwise, you might see soldiers walking across water!

### World Properties
Click the 'World Properties' tab to set the prices of all the goods in the world.  You can change a price by clicking it and entering in a new price on the keypad that appears.  If you would like to return all the prices to their default settings, click the 'Reset Prices' button.



World Properties tab

You can also change the picture that appears in the bottom left of the screen.  Click the arrow buttons that appear on both sides of  'Select World Map' to select a picture.

After you finish setting up the World Map, click the 'Save World Settings' button.  The information you entered is saved, and you are returned to the Main Menu.  You can also save the map through the File Menu.



Save World Map Settings

### Other World Map Tools
There are a few tools at your disposal to help you design your World Map.  Most of these tools can be found in the File Menu.

If you've made a few mistakes on your map, you can choose Revert Map to go back to your previous save.  You can also import a map from another adventure.  Of course, you can save the map from the File Menu, and you can also return to the Main Menu.

**World Level Hints, Tips and Tricks.**  Keep the following in mind as you design the World Map:

**Write down each city's characteristics!**  This can't be stressed enough.  Writing down each city's name and its characteristics will help immeasurably when you plan events.  If nothing else, at least write down each city's number.  You are going to need it!

**Consider creating ranges of cities of the same type.**  When you first start placing cities on the World Map, try to do so in groups.  For example, place the Parent City first, followed by all the colonies, followed by all the allies, etc.  The result will be that cities of the same type will be grouped together sequentially.  This will come in handy if you want to introduce some randomization into your events.  Let's say you want the player to be repeatedly asked for goods from different allies.  Instead of creating separate events, you can create a single, recurring event, and ask the program to pick one of your allies at random each time the event occurs.  This will only work, however, if all the ally cities are grouped in a range sequentially, i.e. that the allies are cities seven through nine, not city two, city seven and city nine.

**Consider creating more colony sites than colony episodes.**  Let's say that you're planning an Adventure that has two colony episodes.  If you designate three colony sites, you'll instantly add to the Adventure's replayability!  Since a player will be able to choose only two out of the three options, he'll have to play it again to see what the remaining colony is like.

**Don't forget to check supply and demand levels.**  If you have any supply or demand levels set to 'none,' double-check to make sure that that is what you really want.  If a level is set to 'none,' the commodity won't show up as an item that a city needs/imports or produces/exports.  If you do set a commodity's supply or demand level to 'none,' you can always create a supply or demand change event so that the city will begin visibly producing or needing it.

**Make tributes seem realistic.**  When setting tributes, try to make them as realistic as possible.  For tribute payable, select an item that you know that the city will be able to produce.  Tribute receivable is always drachmas.

The Options Menu adjusts the display and sound options, and the Help Menu gives you access to this file and allows you to adjust your Balloon Help settings.

## Landscaping

Now that you have the player's world set, it's time to design the areas where the player will build cities. You'll need to design a landscape for the player's parent city and all colony sites.

To begin landscaping the player's parent city, click the 'Edit Parent City Map' button. When you do, an expanse of empty, flat land appears.

Before you begin putting down any terrain features, decide how large a play area you would like. Go to the File Menu and choose 'New Map.' Then, specify a size from the list provided. Your choices are Tiny, Small, Medium, Large, Huge and Enormous. The default map size is medium.

Now, design terrain to your heart's content! Begin by selecting a paintbrush, and then choosing a terrain type. Then, paint the terrain onto the map by clicking and dragging your mouse.

The tabs on the Control panel contain everything you need to create the landscape:

**Paintbrush.** Click the 'Paintbrush' tab to select a paintbrush size. Use the large paintbrush sizes to block out large areas of terrain, and use the smaller paintbrush sizes to add in fine details.

**Empty Land.** Players do most of their building on this type of terrain.

When you begin a new map, all of the terrain is empty, and you won't notice any effect if you try to place additional empty land. Think of empty land as a way to erase most types of other terrain that you put down.

**Forest.** Players can harvest planks of wood from trees. Choose the 'Forest' tab, then click and drag the mouse and watch trees appear.

If you would like players to harvest wood from the trees, don't forget to set wood as a city resource.

**Water.** There are three types of water terrain: water, beach and marshland.

Water can play host to urchins and fish. You also must have water in a city if you want the player to be able to trade by water, to be attacked by invaders via the sea, or to be attacked by Poseidon, Kraken or Scylla. If you want anyone to come to the player's city via water, make sure that the water extends to the edge of the landscape. Otherwise, you won't be able to place the Entry and Exit points.

When placing bodies of water, don't forget to create some sections of straight coastline. Otherwise, players won't be able to place water buildings such as Piers, Trireme Wharves, Urchin Quays and Fisheries. Also, make sure that these straight sections of coast aren't in narrow channels or inlets. Make sure to give the player ample room for his boats to maneuver; otherwise, the boats will capsize.

You can place sandy beach anywhere, but it makes most sense to place it near water. Keep in mind that players cannot build any buildings on sand. Only

Basic Landscaping Instructions
Most terrain is placed as follows:

1. Select a paintbrush
2. Select a terrain type
3. Click or click and drag the mouse to paint the terrain on the landscape.

roads can be built on sand. If you want the player to build a road that goes from normal terrain onto sand, make sure that there is a straight section between the two types of a terrain.

Nothing can be built on marshes. You can use marshes to create obstacles for the player or for purely aesthetic reasons.

**Meadow.** Meadow is fertile land where players build farms and plant olive trees and grapevines. Sheep and goats also feed on meadow. Make sure that you set city resources if you want the player to be able to make use of meadow.

**Sea Animal Points.** Click this tab to place some Fish and Urchin points in the city's waters. These are the points from which fish and urchins appear.

To set a Fish point, click one of the 'Fish Point' buttons. Bring the block that appears over a body of water. If you've chosen a good spot, you'll see a green block. Click your mouse button to set the point in place.

Urchins live in the shallow waters along the coast. To place an Urchin point, click one of the 'Urchin Point' buttons. Move the block that appears to the water, near the coast. If the block turns green, you've picked an appropriate site for an Urchin point. Click your mouse button to set the point in place.

When placing Urchin points, make sure you can trace a path in shallow water from the spot you think the player will build the Urchin Quay to the Urchin point itself. Urchin gatherers cannot cross deep water to get to the urchins, so keep that in mind when designing your landscape.

To locate a point that you've already set, select the 'Sea Animal Points' tab. Double click on the name of the point you want to locate, and your view centers on that point. You can move the selected point by clicking on another location.

To remove all the Sea Animal points that you've set, select the Resets Menu and choose Clear Fish Pts. All the Fish and Urchin points are removed.

Make sure you set fish or urchins as a city resource so that the player can harvest seafood.

**Rock.** Click this tab to place the various types of rock in the city's landscape. Ordinary rock, silver-ore bearing rock, copper-ore bearing rock and cliff rock are placed just like any other terrain. Select a brush size, then click the type of rock you want to place. Click and drag your mouse over the area in the landscape where you'd like the rock. Remember, the player cannot build on rock, nor can immigrants, emigrants and other people walk over it.

Quarries are placed a little differently than other types of rock. When you select Quarry, a large green grid appears. This is the minimum size that a quarry can be. Place the grid over the area of the landscape where you'd like to place the quarry, and click to put the quarry in place. To enlarge the quarry, move the large grid adjacent to the quarry you just placed and click again.

When you place a quarry, it appears as it will look when the quarry site has been dug up. When the player enters the city, however, it will appear as its usual, flat whitish-gray self.

To erase a quarry site, first make sure you have 'Quarry' selected. When the green grid appears, place it over the quarry you'd like to erase. Hold down the CTRL key and click. The quarry disappears.

Don't forget to set the city resources if you want the player to be able to harvest marble and bronze. For the player to mine silver, make sure that Mints are enabled in the Buildings Allowed panel.

**Scrub.** Scrub adds variety to the landscape. People can walk over it, and players can build upon it. To place some scrub, begin by clicking the 'Scrub' tab.

Move the cursor to the area of the map where you'd like to place the scrub and click. A light area of scrub appears. To increase the density of the scrub, hold down your mouse button and run the cursor over the area and watch the scrub darken. To decrease the density of the scrub, hold down the CTRL key and your mouse button. Run the cursor over an area, and the scrub becomes less dense.

You can also give scrub a feathered, more natural appearance. Hold down the ALT key while placing some scrub. The scrub becomes more dense in the center and becomes gradually less dense towards the edges.

**Elevation.** Click this tab to change the elevation of the terrain. By default, the land in the city is not elevated at all and is as low as it can go. When you click the tab, the following buttons appear:

> **Raise Land.** To raise a piece of land up one level, select the 'Raise Land' button, and click or click and drag over the area of the landscape you'd like to elevate.

> **Raise Land High.** To raise a piece of land up two levels, click Raise Land High. The land you select is raised two levels.

> **Lower Land.** To lower raised land by one level, click the 'Lower Land' button. Then click on some elevated land. The elevation of the selected land is reduced by one level.

> **Lower Land High.** 'Lower Land High' reduces the elevation of land by two levels. Select the land that you would like to lower by clicking upon it. Make sure that the land you choose has been raised by at least two levels.

> **Access Ramp.** Access Ramps give the people in the player's city access to higher elevations. Access ramps link an area of land that is one level higher than adjacent land.

> To build an access ramp, first click the 'Access Ramp' button. Move the block that appears over to some terrain elevated one level higher than adjacent terrain. If the block is green, you've chosen an appropriate location for an access ramp. Click your mouse button to set the ramp in place. If the block is still red, find another location.

> **Set Elevation Level.** If you want to raise or lower a large section of land by a particular amount, use Set Elevation Level. When you click this button, an elevation number appears on the Control panel. Press '+' to increase the elevation amount and '-' to decrease the elevation amount.

You can increase the elevation up to fifteen levels, but increasing it a large amount may cause some appearance problems.

**Half Slope.** Half Slope is used on terrain that has been elevated one level. When you apply Half Slope, the terrain elevates over two tiles instead of its normal one. You can place an access ramp over Half-Sloped tiles.

It can be easy to create elevated terrain that just doesn't look very good. Have patience, and use different brush sizes and different elevation levels to edit any strange looking tiles. Don't forget to refresh the map often by clicking the 'Refresh' button!

Another thing to note about elevated terrain: it doesn't work very well if it is placed adjacent to water terrain. If you have your heart set on a mountain lake, you can make one. Just make sure some other terrain type separates the water from the rocky, elevated tiles. Also, disaster terrain (see below) does not look good when placed adjacent to or on top of elevated terrain.

You can flatten all elevated terrain by choosing the Resets Menu and selecting 'Flatten Elevation.'

**Disasters.** Click the 'Disasters' tab to plan where natural disasters occur. There are two steps to planning a disaster: painting the disaster area on the landscape and planning the 'Disaster' event. Here's what you need to know about painting disaster areas:

**Earthquakes.** Place earthquake fissures in the landscape just like you place any other terrain. Choose 'Earthquake,' and draw the earthquake fissure in the landscape by clicking and dragging the mouse. The small paintbrush, which makes the most attractive fissures, is selected automatically when you choose 'Earthquake.'

After you draw the fissure, place a Disaster point somewhere along it. The earthquake starts from this point, unless the fissure extends to the edge of the landscape. Then, the earthquake starts at the edge and branch out. Even if your earthquake fissure extends to the edge, you still need to place a Disaster point somewhere along the fissure. Be sure to write the Disaster point number down. You'll need it later when you plan the 'Earthquake' event.

**Lava.** Select a brush size and choose 'Lava' to paint some of this molten terrain onto the landscape. The landscape you designate turns red, but appears normal when the player begins the adventure.

After you decide where the lava will flow, place a Disaster point. The lava erupts from this Disaster point, unless you run the lava to the edge of the landscape or run it over an earthquake fissure. If you run the lava to the edge of the landscape, the lava flows in from the edge. If the lava goes over an earthquake fissure, it erupts from the fissure, *provided that you plan the 'Earthquake' event to occur before the 'Lava' event*.

Regardless of where the lava flow starts, you still need a Disaster point. Just make sure *that the Disaster point for lava is not on an earthquake fissure*. The program assumes that any Disaster point placed on a fissure is for an earthquake, and it won't allow lava to flow from an earthquake's Disaster point.

Keep in mind that when lava cools, it renders the land unusable. Be careful not to take too much of the player's usable land away with lava.

**Tidal Wave.** For a tidal wave to occur, select the 'Tidal Wave' button and paint a tidal wave area onto the landscape. Then, place a Disaster point in the tidal wave area. The disaster begins from this point, unless one of two conditions is met. If you extend the tidal wave to the edge of the landscape, then it will begin there. Or, the tidal wave will begin from the water if any part of the tidal wave area you place overlaps water terrain. Even if the tidal wave meets one of these conditions, you still need to place a Disaster point. Be sure to write down the point's number. When you plan the 'Tidal Wave' event, you'll need to enter in this Disaster point.

**Landslide.** Landslides occur along long, diagonal stretches of terrain elevated two levels above ground level. To see where landslides can occur, click the 'Refresh' button after designing some elevated terrain. Valid landslide locations appear pink. Place a Landslide point somewhere in the pink terrain, and be sure to plan the 'Landslide' event.

Removing an earthquake fissure, lava flow or tidal wave area is similar to placing one. Select the disaster area you want to remove; then, while holding down the CTRL key, click your mouse button and drag the cursor over the area you want to remove. You cannot remove landslide areas.

You can also hide the disaster areas by selecting the 'Disasters' tab and choosing Hide Zones. Or, you can press the TAB key to toggle between seeing the zones and hiding the zones. You can still paint disaster zones onto the landscape while the zones are hidden, but you won't be able to see them.

**Sea Invasion Points.** If you want enemies to invade your city by water, set some Sea Invasion points. To set a Sea Invasion point, click one of the 'Sea Invasion Point' buttons, and place the point in the water near the edge of the landscape. When the block turns green, you've picked a suitable spot.

You also need to set Disembark points so that armies invading by sea have a place to land. Disembark points must be placed in the shallow waters along the coast. You've picked a good spot when you see the green block.

To reach the southern and western edges of the landscape, either rotate your view or press ALT-d. Pressing ALT-d will give you the ability to scroll beyond the viewable edges of the landscape.

Make sure that there is a clear path over deep water from the Sea Invasion point to the Disembark point, and from the Disembark point to the Sea Exit point (see below). Otherwise, strange things could happen. Also, make sure that you always set at least one Disembark point, even if you are not planning any invasions by water. The player could provoke an attack on his own, and if these invaders come by water, they'll need to know where to land.

**Invasion Points.** Invasion points mark the areas from which invading armies and other unfriendlies attack the city by land.

Land Invasions points are the spots from which enemy armies attack the city. These points must be placed near the edges of the landscape. To place a Land Invasion point, first click one of the 'Land Invasion Point' buttons, and then click on the spot in the landscape where you'd like invaders to appear. If you've picked a suitable spot, you'll see a green block. Click to place the point.

You can center your view on any point that you've set by choosing the appropriate tab and double-clicking on the point's name.

You can place up to eight Land Invasion points.  If you set more than one, you can introduce a little randomization in your 'Invasion' events.

Monster points serve as the nefarious creatures' home base.  If a monster is in residence in the city (through a 'Monster Invasion' event), it appears at a Monster point.  Monsters always return to Monster points after their forays.  To place a Monster point, click one of the 'Monster Point' buttons and click on the area of the landscape where you'd like the monster to appear.

Each Monster point is assigned to a specific monster.  Monster1 appears and hang out at Monster point one, monster2 at Monster point two, and monster3 at Monster point three.  You'll decide which monsters appear in an adventure later when you determine episode settings.

If Scylla or the Kraken appear in your adventure, make sure that you place their Monster points in the water.  If you place them on land, they appear, but the won't be able to move.

**Entry and Exit Points.**   Entry and Exit points are where friendly people enter and exit your city.

Migrants and trade caravans enter and exit via the Entry and Exit points.  These two points must be placed on land near the edge of the landscape.  If you forget to place Entry and Exit points, no one will be able to come to your city.

Set Sea Entry and Exit points if the city is going to trade via water.  These are the points by which trade ships enter and exit.  They must be placed on water near the edge of the landscape.

When placing Entry and Exit points, make sure that you can draw a path from one to the other.  If impassable terrain completely divides the two points, migrants and traders will not be able to enter your city.

**Land Animal Points.**   Animal points are the breeding grounds for the boars and wolves that live in the city.  You can place these points anywhere on the land.  If you want the player to be able to hunt boar for food, make sure that you set pork as one of the city's resources.

**Helpful Landscaping Tools**
You have several tools at your disposal to help you landscape cities.  These tools are:

**Grid.**   Click the 'Grid Off' button to turn on a grid that overlays your view of the landscape.   You can use the grid to determine specific placement of different terrain features and also to make sure that you allow the player enough room to build larger structures.  You can also use the spacebar to turn the grid on and off.

**Refresh.**   Click the 'Refresh' button to refresh your view.    Refreshing the view redraws all the terrain features and clears up most tiling problems.  On large landscapes or lower-end systems, this can take some time, so be patient.

**Road, Rotate and Undo Buttons.**   These buttons function just like they do in the game.  Use the 'Road' button to lay down any roads that you would like to appear in the city when the player begins his adventure.  The 'Rotate' button

rotates your view, and the 'Undo' button undoes your last action. You can only use the 'Undo' button when it appears lit.

**Resets.** Use the Resets Menu to remove any points you have set and to flatten any elevated terrain in the city. When you tell the program to clear points, it clears all of the points of that specific type. For example, if you choose to 'Clear Wolf Points,' all the Wolf points that you have set are removed.

**File Menu.** Use the File Menu to save your work or to import a map that you've already designed. You can also revert the map to the previously saved version and exit to the Main Menu.

**Hotkeys.** These hotkeys may come in handy as you design the landscape:

| | |
|---|---|
| CTRL+F1-F4 | Set map bookmarks 1 to 4 respectively |
| F1-F4 | Jump to map bookmarks 1 to 4 respectively |
| Page-up | Rotate map clockwise |
| Page-down | Rotate map counterclockwise |
| Home | Rotate map to North view |
| Space | Toggle grid |
| CTRL-Left-Click | Remove Scrub, Earthquake, Lava, Flood, and Quarry |
| +, - | In Elevation touch up mode, changes the touch up height box |
| ALT-d | Toggle ability to scroll beyond map edge |
| ALT-z | Refresh terrain |

After you design your ideal Greek landscape, go to the File Menu and select 'Return to Main Menu.'

To edit the landscape for your colony cities, click 'Edit Map' next to each colony name. The names of the colonies appear if you have already edited the World Map. If you haven't edited the World Map, 'Unassigned' appears next to each 'Edit Map' button.

Now, it's time to develop the characteristics of each city that the player leads, determine the gods that are involved in the player's life and design the events that convey the story line for your adventure.

### Planning the Adventure: Parent City Episodes and Colonies
When you first open the Main Menu, one Parent City episode, the Victory episode, is already listed. To insert a second Parent City episode, click the button that reads 'Victory.' An episode is inserted above the 'Victory' episode. To insert more Parent City episodes, either click 'Victory' again, or right-click on any episode and choose 'Insert Episode.' A new Parent City episode is inserted above the episode you selected. Each adventure can have up to ten Parent City episodes.

Adventures can have up to four Colony episodes, and buttons for each of these episodes already appear at the bottom of the panel. If you have already visited the World Map and created some colony sites, the names of the colonies are listed. Otherwise, the word 'Unassigned' appears.

Episode progression is determined by the Parent City episodes. Every Adventure begins with a Parent City episode, which is listed as episode 1 in the Parent City portion of the Main Menu. If you want the second episode to be a Colony episode, click the first button in the 'Next Episode' column until it reads 'Colony.' When the player plays the adventure, he'll play a Colony episode as the second episode

and then return to the parent city. **The number of Colony episodes you set must be less than or equal to the total number of colonies that you designated on the World Map.**

If you want the second episode to be another Parent City episode, click the first button until it reads 'Parent.' After the player completes the first episode, he'll play the second episode in the parent city as well.

Finally, the last episode of an adventure must be marked Victory. Since a Victory episode appears when you first open the Main Menu, chances are you already have one. No other episodes may be inserted after the Victory episode. If you want to assign another episode as the Victory episode, right-click on it and choose 'Victory' from the list provided. **Be warned, though: any episodes listed after the Victory episode will disappear.**

You can delete any parent city episode by right-clicking on its 'Next Episode' button and choosing 'Delete Episode.' To delete a Colony episode, return to the World Map, select the colony, and delete it from the map.

### Episode Settings
After you decide on episode progression, edit the settings for each Parent City episode and each assigned colony. Click the 'Settings' button, and a panel with several buttons appears. Click each button to set the following:

### Start Date
Choose a start date for your adventure. Click the first button, and a keypad pops up. Enter the year you want the adventure to start. Then, click the button next to the date to choose BC or AD. You only have to adjust this setting for the first Parent City episode.

### Initial Funds
Click this button to set the amount of money the player has at the start of the adventure. Provided that the player is playing the adventure at Mortal, Hero or Titan level, the amount you set will match the amount that the player starts with. If the player plays at the Beginner difficulty level, he will be granted 50% more money than the amount you set. If he plays at Olympian, he will be granted 20% less than the amount you set. So, if you set Initial Funds at 4000, the player will receive 6000 if he plays at Beginner level and 3200 if he plays at Olympian. You only have to adjust this setting for the first Parent City episode.

### Pan-Hellenic Games
If you would like the player to participate in the Pan-Hellenic Games, click the button until it reads 'Yes.' If you do not want the player to participate in the Pan-Hellenic Games, make sure the button reads 'No.'

### Mythology
The Mythology settings determine which gods, monsters and heroes populate the player's world. Each god can have only one role in an adventure; a deity can't be both a proponent and an opponent at the same time.

**Opponent Gods.** Opponent gods do not like the player, and you can use them as obstacles to the player's success. There are two types of opponent gods: proximate and distant. Proximate gods can appear directly in the player's world through 'God Invades' events. The first two proximate opponent gods also have the luxury of being able to 'Unleash a Monster.' When you pick proximate opponent gods one and two, their monsters are automatically listed in the monster section (there's more on monsters below).

19

You can set up to four proximate opponent gods. Click the buttons next to proximate one through four to choose the proximate gods.

Distant opponent gods never appear themselves in the player's city. Still, they can still cause trouble for the player through 'God Disaster' events. You can set up to eight distant opponent gods.

**Proponent Gods and Sanctuaries.** Proponent gods are friendly towards the player. Like opponent gods, proponent gods can be either proximate or distant.

Proximate proponent gods can appear in the player's city if you allow the player to build a Sanctuary to him or her. You can designate up to six proximate proponent gods by clicking the buttons next to proximate one through six and choosing a god from the list provided. To give the player the option to build a Sanctuary, click the button next to the proximate god's name until it reads 'Yes.' Remember, though, that each city can have up to four Sanctuaries. So, even though you might give the player the option to build Sanctuaries to six gods, he'll only be able to have a maximum of four of the six Sanctuaries in his city at any one time.

You can further limit how many Sanctuaries a player can build by adjusting the 'Max Sanctuaries' setting. Click the button, and enter in a number from zero to four. The number that you enter serves as the maximum number of Sanctuaries a player can have in his city at one time, regardless of how many Sanctuaries the player has the *option* of building.

You can also designate proponent distant gods. Proponent distant gods never appear directly in a player's city, but they can issue quests.

**Monsters and Heroes.** The first two monsters listed on the Mythology panel are determined by the first two opponent proximate gods listed. The third monster, the independent monster, can be a monster of your choosing, with two exceptions. If Ares or Hephaestus is one of the player's proximate proponent gods, then his monster, the Dragon for Ares and Talos for Hephaestus, cannot be the independent monster.

After you determine which monsters appear in the adventure, you may want to go back to each city's landscape and adjust the Monster points.

The enemy monsters determine which heroes are available to the player. As you may recall, each monster is thwarted by a particular hero. This hero is selected automatically and listed next to the appropriate monster. Depending on your plan, you might want to select an opponent god or independent monster just to make a particular hero available.

It's a good idea to write down the names of the heroes that appear in the adventure. You'll need them later when you plan events, particularly quests. The first hero listed is referred to as Hero1 in quests and events, the second as Hero2 and the third as Hero3. It's also a good idea to write down which monsters are Monster1, Monster2 and the Independent Monster.

For a list of gods, their monsters and the heroes that fight them, see appendix 3.

The gods, monsters and heroes that you designate for the first Parent City episode stick with the player throughout the adventure in whatever role you assigned them. For example, if you choose Ares as the proximate opponent god number one, he is

always proximate opponent god number one. He can never be a proponent god, nor can he be a distant opponent god.

You can, however, change which Sanctuaries are available to a player and alter the total number of Sanctuaries that can be built.

## Buildings Allowed

The Buildings Allowed panel helps to determine which buildings the player can build in each episode. To prevent the player from building a particular structure, click the structure's name so that it appears in yellow type.

Most of the game's buildings are listed on the Buildings Allowed panel, with a few notable exceptions. Most of the raw materials producers, such as the Foundry, Masonry Shop, Timber Mill and Carding Shed, are not listed here. The Husbandry buildings, Farms, Dairy, Boar Hunter's Lodge, Fishery and Urchin Quay, aren't listed here either. The availability of these buildings is determined solely by a city's resources.

The Mint, however, is listed on the Buildings Allowed panel. If you want the player to be able to mine silver, make sure that the Mint is enabled on the Buildings Allowed panel. Then, make sure the landscape has some silver ore-bearing rock. Or, you can give the player the ability to mine silver by allowing him to build the Gates of Hades. Even if you do not allow Mints in the Buildings Allowed panel, the Mint is activated automatically upon completion of the Gates of Hades.

There's one more thing to note concerning buildings allowed. The player won't be able to build manufacturers (Olive Press, Winery, Sculpture Studio and Armory) unless the raw materials they need are available to the player. For example, unless the player can acquire olives from a neighbor, has olives as a city resource or can build a Sanctuary to Athena for her olive grove, he won't be able to build an Olive Press, even if it is one of the buildings allowed.

## Episode Goals

Each episode can have up to six goals, and there are several different types of goals that a player can meet. To get started, first click the 'Add Goal' button. Then, choose one of the goals from the list provided:

**Population.** If you want the player to draw a certain number of people to his city, select 'Population' and enter the desired amount on the keypad. The player must have at least the desired number of people in the city at the end of the episode.

**Treasury.** Set a treasury goal if you want the player to have a certain amount of cash before moving on. The player's treasury must be at or above the goal you set at the end of the episode. To set a treasury goal, select 'Treasury,' and enter the amount of drachmas you want the player to have.

Setting a treasury goal in the episode immediately before the player has to establish a colony can be very helpful to a player. Colonies can be quite expensive to found, and setting a treasury goal can help to ensure that the player has enough money.

**Sanctuary.** Use the Sanctuary goal to require the player to build a certain number of Sanctuaries, or to build a Sanctuary to a particular god.

When you click on Sanctuary, a panel pops up with a pair of buttons. If you want the player to build a specific number of sanctuaries, click the number

button and enter in the desired amount, up to four.  Be sure not to enter in a number higher than the [maximum number of Sanctuaries you've allowed](#). Otherwise, the player won't be able to meet the goal.

To require the player to build a Sanctuary to a specific god, click the button on the left and choose the desired god from the list provided.  Make sure that you choose a god that is a proximate proponent god, and that you have allowed the player to build the god's Sanctuary.

You can mix and match the two types of Sanctuary goal.  Let's say that you want the player to build two Sanctuaries, and you want one of the Sanctuaries to be to Athena.  Create one Sanctuary goal that requires the player to build a Sanctuary to Athena.  Then, create a second Sanctuary goal that requires the player to build a Sanctuary to any two gods.  Voila!  The player will have to build the Sanctuary to Athena, and will be able to build a second Sanctuary of his choosing.

**Support.**  Select 'Support' if you want the player to have a certain number of soldiers or triremes in his city.  Click the button on the left to cycle through the different types of soldier and trireme, and choose which one you'd like the player's city to have.  Then, use the button on the right to decide how many of the soldier or trireme to have.  Keep in mind that the number represents individual soldiers (and triremes, for that matter), not companies.  See [Appendix 4](#) for more on soldiers.

**Quest.**  When you choose 'Quest,' a ['Quest' event](#) panel pops up.  This panel is explained more fully in the Events section below.  In summary, the 'Quest' event panel allows you to choose which god is issuing the quest and which hero is needed to complete it.

**Slay.** When you choose 'Slay,' a ['Monster Invasion'](#) panel pops up.  On this panel, you'll choose which monster the player has to kill.  There's more on the 'Monster Invasion' event below.

**Yearly Production.**  A yearly production goal requires the player to produce a certain amount of a commodity in one year.  The player only has to achieve the desired level of production once.  If the production of the item subsequently slips below the desired amount, the goal is still considered met.

To set the production goal, select 'Production.'  In the panel that pops up, click the button on the left to choose which item you want the player to produce.  Then, click the button on the right to determine how much of the item the player needs to produce in a single year.  A year is measured from January to December.

**Rule.**  Choose this goal if you want the player to rule over a particular city. When you select 'Rule,' a keypad appears.  Enter in the city number of the city you'd like the player to rule.  After you do, the city's name appears next to 'Rule' in the Episode Goals panel.  If the name of the city that appears is not the one you want, double-check to make sure that you entered in the correct city number.  A city is considered 'ruled' if it is a vassal or colony.

**Yearly Profit.**  Use this goal if you want the player's city to earn a certain amount of money in one year.  The player only has to earn the desired amount once.  Remember, this is the amount of profit that you want the city to earn, not the amount that is in the treasury.  When you click on 'Yearly Profit,' a

keypad appears. Enter in the amount that you want the player to earn in one year, measured from January to December.

**Housing.** Use the housing goal if you want the player's city to feature a certain number of people in a particular type of housing. When you select 'Housing,' a panel with two buttons appears. Click the button on the left to decide what type of housing you want the player to build. Then, decide how many people should be living in the housing by using the button on the right. There's a chart of how many people each type of housing can hold in [Appendix 4](#).

The player's housing level must be at or above the goal at the end of the episode for the player to move on.

**Trading Partners.** Select the Trading Partners goal if you want the player to trade with a specific number of cities. When you select 'Trading Partners,' a keypad appears. Enter in the number of trading partners you would like the player to have. Allies, colonies and vassals (including conquered rivals) are the player's trading partners

**Set Aside Goods.** Use this goal if you would like the player to set aside a certain amount of goods for the next city. This goal makes most sense if the player is changing location for the next episode, i.e. he's currently in the parent city and is going to the colony next, or he's currently in a colony and is going back to the parent city. When you select 'Set Aside Goods,' a panel with two buttons appears. Click the button on the left to pick the particular good you would like the player to set aside. Click the button on the right to specify an amount.

If you want the player to be able to use the goods in the next episode, you have to script a 'Gift' event. Just match the amount of the gift to the amount that you had the player set aside. There's more on the ['Gift'](#) event below.

If you want to delete any goal, select it and then click the 'Delete Goal' button. If you choose not to set any episode goals, the episode will be an open-play episode and **will not end**. The player will not be able to proceed to any subsequent episodes.

## Events

Events help to drive the plots of your episodes, and make the other characters in your adventure – gods, monsters and other city leaders – take action. To begin, click the 'Events' button on the Settings panel. When you do, the Event Summary panel appears.

Depending on the goals you set for the episode, a few events may be listed here. To add a new event, click the 'Add Event' button. A new button appears with the details of a default event. Click this new button to plan the event.

All events are set up in the same, basic way. When you choose an event type, all the buttons that you'll need to plan the event appear. Click these buttons to adjust the settings. Each event type and the decisions that you'll need to make are discussed below.

When you are done planning an event, right-click on the Event panel to return to the Event Summary panel.

For many of the decisions that you make, you are given the option of entering in more than one choice. You can use this ability – the ability to enter in ranges – to add some randomization to your events. For example, you are frequently given the option of entering two different city numbers. If you enter in the same city number, the event happens to that specific city. If you enter in two different numbers, the program picks a city number from the range that you specify.

## Event Timing

For nearly every event that you plan, you need to determine *when* the event occurs. Events can occur in four ways:

**One-time events.** One-time events are just that – they happen only one time. When you designate an event as a one-time event, you need to decide in which month the event happens. Click the button next to 'Month,' and enter in a number from zero to eleven. In the first episode of the adventure, zero equals January and eleven equals December. In subsequent episodes, zero equals the first month of the episode. So, if the second episode starts in May, zero equals May. Then, you need to decide how many years after the start of an episode you would like the event to occur. If you know that you want the even to happen in a certain year, enter in the same number in both 'Between Years' buttons. For example, if you know that you want an event to occur five years after the start of an episode, click each 'Between Years' button and enter in five. If you want the program to decide in which year the event occurs, enter in two different numbers in the 'Between Years' buttons.

**Recurring Events.** Recurring events happen over and over throughout an episode. Like one-time events, you pick a month in which the event occurs. Each time the event happens, it always occurs in the same month. Then, pick numbers for the 'Between Years' buttons. 'Between Years' works a little differently for recurring events. Let's say that you choose five and ten for the 'Between Years' buttons. The recurring event happens for the first time between five and ten years after the start of the episode, and then recurs every five to ten years after the first occurrence. Make sure you don't set either of the 'Years' buttons to zero. If you do, the event could occur almost every month, which could result in much annoyance to the player!

**Triggered Only.** A triggered only event happens as a result of another event. Nearly all events can be *triggered* by another event, but only a few events can serve as the trigger. These events are the completion of quests and the slaying of a monster. You set up whether these events trigger another through the 'Monster Invades' events and the 'Quest' event.

For triggered only events, you decide how many months after the first event – the event that serves as the trigger – that the triggered only event occurs.

**Episode Complete.** Episode complete events happen at the end of an episode. You can use these events to change the player's world for the next episode. Not all events can be episode complete events; generally, just city status and trade change events can. If you plan an episode completion event, make sure that you let the player know of the event in the episode text. Otherwise, the event won't be communicated to the player at all, and he will not know that an event has occurred.

## Event Types

Now that you're familiar with the basics, it's time to review the different event types that you can plan. The events are:

**Goods Request.**  Goods requests are one of the more basic and frequently used events.  There are several different reasons another city might make a request of the player, and these reasons are listed when you click the button next to 'Subtype.'  The subtypes for a goods request are 'General Request,' 'Festival,' 'Construction,' 'Famine' and 'Financial Woes.'  The subtype that you choose helps to determine the goods that the city can request from the player.  For example, if you choose the subtype 'Famine,' you can only specify 'Food' as the item requested.  The program automatically limits your choices based on the subtype that you choose.

After you determine the subtype for the request, decide which city is doing the requesting.  Here's where writing down the city numbers while you were designing the World Map comes in very handy.  If you want one particular city to make the request, enter in its number on both buttons next to 'Cities.'  Or, you can enter in two different numbers to allow the program to pick from the range you specified.

Now that you know who is doing the requesting, choose which item they are asking for.  Click the button next to 'Choices' and select an item from the list provided.  For the 'General Request,' 'Construction' and 'Festival' subtypes, you can pick up to three goods.  When the event occurs, the program picks *one* of the three goods that you specified.

Next, decide how much of the good the city is asking for by entering in a specific amount or range of amounts.

If you choose 'Festival' as the subtype, choose which god the city is honoring.  The god's name is used in the event message.  It doesn't matter which god you choose; it won't have any effect on gameplay.  Take into consideration your adventure's fiction and choose accordingly.

The buttons on the right of the panel determine when the event occurs.  First, decide whether the event is a one-time event, a recurring event, or triggered by another event.  Then, decide the month and the timeframe for the event.  Finally, next to 'Warning,' enter in how many months the player has to comply with the event.

The player's consequences to complying with or refusing a request differ based on subtype.  'Famine' events are the most important – after all, lives are at stake -- and have the most effect on favor.  'Construction' events are the least important.  Also, the event subtype determines how much additional time is granted to fulfill the request if the player does not comply with the request on time.

**Military Request.**  Military requests are similar to general requests.  Instead of requesting goods, however, other cities request the services of your military or a hero.

First, select a subtype.  Your choices are 'City Under Attack,' 'City Attacks Rival' and 'Greek City Terrorized.'  For the 'City Under Attack' event, the city requesting aid is being attacked by a rival army.  Use the 'City Attacks Rival' event when you want one of the player's allies or vassals to attack a rival (colonies cannot attack rivals).  Use the 'Greek City Terrorized' event if you want a monster to attack the city requesting aid.  If you use this subtype, a Hero's Hall is made available to the player.

Now, select the city that is making the request. If the city you choose is a rival at the time of the event, the event won't occur. It makes sense if you think about it: would you really loan your own troops to a rival?

The 'Choices' line is filled automatically for you. If the event subtype is 'City Under Attack' or 'City Attacks Rival,' 'Troops' is entered automatically next to 'Choices.' For the 'Greek City Terrorized' event, 'Hero' is inserted next to 'Choices.'

You also choose the monster doing the terrorizing if you're using the 'Greek City Terrorized' event. 'Monster1' is the first monster listed on the Mythology panel, which corresponds to the god that you assigned as proximate opponent god 1. 'Monster2' is the second monster listed, and 'Monster3' is the independent monster. The appropriate Hero's Hall is made available depending on the monster you choose.

If you choose 'City Under Attack,' pick the rival that is attacking the city and enter its number in next to 'City Attacking.' For the 'City Attacks Rival' subtype, enter in the number of the rival that comes under attack next to 'City Attacked.'

Next, choose what happens if the player fails to comply with the request for troops. For 'City Under Attack,' your choices are unaffected, conquered or destroyed. Nothing happens to the requesting city if you choose 'unaffected,' but its opinion of the player decreases if he fails to comply with the request. A conquered vassal or ally becomes the city's rival. If the city was trading or making tribute payments, both activities stop. A conquered colony stops trading and paying tribute for awhile. If a city is destroyed, it is wiped off the face of the earth and never interacts with the player again.

If the player fails to comply with a 'City Terrorized' request, the requesting city is either destroyed or unaffected. Failure to comply with a 'City Attacks Rival' event results in the rival city being unaffected or conquered. If an ally or vassal conquers a rival city, the rival becomes an ally.

Then, decide if the event is a recurring, one-time or triggered only event, and determine the timing of the event. Finally, set the amount of time that the player has to respond to the request for troops.

**Gift.** If you want another city to give the player a gift, use the 'Gift' event. The 'Gift' event can be particularly useful following the use of a 'Set Aside' goal. If the previous city 'Set Aside' any goods, you can use the 'Gift' to present the subsequent city with the items.

To set up a 'Gift' event, decide which city is giving the gift and enter its number in the 'City' buttons. Use the same number for both buttons if you want a particular city to make the gift, or enter in two different numbers if you want the program to pick from a range of cities.

Then, decide what the gift is. Click the button next to 'Choices' and pick an item from the list provided. You can enter in items for the following two buttons, too. If you do, the program picks *one* of the three items. Then, choose the size of the gift. If you have a certain size in mind, make sure both buttons next to 'Amount' are identical. Otherwise, insert two different numbers, and the program will pick from the range that you specified.

Finally, decide whether the event is a one time, recurring or triggered only event, and determine when it occurs.

**Quest.**  Gods issue 'Quests' that can only be completed by heroes.

To decide which god is issuing the 'Quest,' click the 'Subtype' button.  A list of all the proponent gods in the adventure appears.  Choose the god that you would like to issue the quest.

Next to 'Choices,' Hero automatically appears.  Only heroes can successfully complete quests.

If you would like the god to reward the player with a Commemorative Monument upon the completion of the 'Quest,' click the button next to 'Monument.'  Your choices are small, large and none.  Continue to click the button to cycle through your options.

To decide which hero is needed to complete the quest, click the button below the 'Commemorative Monument' button.  You have a choice of Hero1, Hero2 and Hero3.  These heroes correspond to the heroes listed on the [Mythology panel](). Keep in mind that heroes have very exacting standards and require the player to meet certain conditions before coming to the city.  Make sure that the player can achieve these goals.  For a list of each hero's demands, consult [Appendix 2]().

You can also choose the event that the completion of the 'Quest' triggers. Enter in the number of the event that you want completing the 'Quest' to cause next to 'Next Event.'  Make sure that the event number that you specify is set to be a 'Triggered Only' event.  Otherwise, the link won't work.

Finally, determine whether the 'Quest' is a one-time, recurring or triggered event, and set its timing.

**Invasion.**  If you want a rival to invade the player's city, use an 'Invasion' event.

First, specify the city that is doing the invading by clicking on the buttons next to 'Cities' and entering in its number.  If you want a specific city to attack, make sure the two buttons match.  If you want the program to pick from among several cities, specify a range of numbers.  If the city you choose is not a rival at the time of the event, the invasion won't occur.

Then, decide how large the invasion force is.  The maximum size of a single invasion force is 256 soldiers, and you can have a total of 500 invaders in a city at one time.

Next, decide from which point the invaders enter the city.  When you designed the city's landscape, you set some Invasion points.  Each of those Invasion points has a number, and those are the numbers you enter by clicking the buttons next to 'Markers.'

The Invasion points you enter determine whether the invasion comes by land or by sea.  If you enter in Invasion points 1-8, the invasion comes by land. Enter in points 9-16 for the invasion to come by water.

If you choose a Water Invasion point, decide how many enemy warships accompany the transport ships that carry the enemy troops.

If you want the invasion to occur at a particular Invasion point, make sure that both 'Markers' buttons match. Otherwise, enter in a range, and the program will pick one of the points from the range at random.

Now, all you need to do is determine whether the event is recurring, one-time or triggered, and decide its timing. Finally, enter in the number of months of advanced warning the player receives.

**Monster Invasion.** Plan some monster invasions for these dastardly creatures to wreak havoc in the player's city. There are threes subtypes of Monster Invasion: 'Monster in City,' 'Monster Unleashed' and 'Monster Invades.'

After a Monster Invasion occurs, the player is given the ability to build the appropriate Hero's Hall. Remember that each monster is associated with a particular hero, and each hero has specific requirements that the player must meet before the hero comes to the city. For a list of the heroes associated with monsters, consult Appendix 3. Consult Appendix 2 to see what each hero requires before coming to a city.

Use the 'Monster in City' event if you want the monster to be in residence in the city when the episode begins. The monster sticks around until a hero comes along to kill the beast. Both independent and god-owned monsters can be the monster that lives in the city. You don't need to set up the timing for this event. It happens automatically at the start of the episode.

Use the 'Monster Unleashed' event if you want proximate opponent god one or two to send a monster to the city. When a monster is unleashed, he comes to the city and causes trouble until a hero kills him. Monsters are unleashed without warning

The 'Monster Invades' event is used with the independent monster only. The player is warned that the monster is approaching. Like the other events, the monster sticks around in the city until a hero sends it on its way.

To set up any of these events, first choose the subtype that you want. Then, choose your monster. If you haven't already written down which monsters are monster1, monster2 and the independent monster, go back to the Mythology panel to find out. Remember, only monster1 and monster2 can be used for the 'Monster Unleashed' event, and only the independent monster can be used for the 'Monster Invades' event.

Next, choose a target. The monster goes after buildings, people and animals related to the target. The targets are food, sea, industry, military, money, troops, common buildings, aesthetic structures, mythological buildings and the city's best buildings. You can also have the monster attack buildings at random.

The next step is to decide how aggressive the monster is. The more aggressive a monster is, the more often it wreaks havoc. The aggressiveness levels, from least aggressive to most aggressive, are passive, active, very active and aggressive.

If you would like an event to be triggered by the monster's death, enter the event's number by clicking the button next to 'Next Event.' Just make sure that the *event you enter* is set to 'Triggered Only.'

Lastly, set up the timing of the event and choose whether it is recurring, one-time or triggered only.

**God Invasion.**  Plan this event if you want an unfriendly god to pay a visit to the player's city.  Click the button next to 'Choices,' and select a god from the list provided.  The list is made up of the gods that you specified as proximate opponent gods in the Mythology panel.  Then, set up the timing of the event.

**Disaster.**  The four subtypes of Disaster are 'Lava,' 'Tidal Wave,' 'Earthquake' and 'Landslide.'  Before you set up this event, make sure that you've painted the disasters onto the city's landscape and set Disaster points.

Choose the type of disaster you want by clicking on the 'Subtype' button and choosing from the list.  Then, click the 'Markers' button to determine where the disaster starts.  Make sure that the Disaster points you choose correspond to the Disaster points that you set on the city's landscape, i.e. that the point you enter for a lava event is the lava Disaster point.  Then, set the timing of the event.

For lava, earthquake and landslide events, you can plan only one event for each disaster area that you have painted on to the landscape.  If you plan a second lava event to occur at the same disaster area, you'll see some very unattractive tiles appear.  If you plan a second earthquake or landslide, you won't notice any difference after the second event.  Tidal Waves can occur at the same spot over and over.

**Wage Increase/Wage Decrease.**  To plan one of these events, decide by how much you want 'Normal' wages, which are 30 drachmas per year per ten workers, to change.  Enter in the amount, or a range of amounts, by clicking the buttons next to the word, 'Amount.'  Then, decide when the event occurs.

**Trade Change.**  Use the Trade Change events to alter the price and availability of goods, and the activity of traders.

> **Demand Increase/Demand Decrease.**  Use these events to change how much of a good another city *buys* from the player.  Click the buttons next to 'Cities' to decide which city will change its demand level, or to specify a range of cities.  Then, click the button next to 'Choices' and decide which goods are affected.  Make sure that you choose an item that the city buys from the player.  Otherwise, the event will occur, but it won't make much sense.
>
> If you decrease a low demand, the city stops buying the good.  If you increase a demand level that you set to none, the city begins buying the item from the player.  Refer to the World Map to see what the demand levels are for each city.
>
> **Supply Increase/Supply Decrease.**  Use these events to change how much of a good another city *sells* to the player.  Choose the city, and choose a good that the city sells.
>
> Keep in mind that if you decrease a supply level set to 'Low,' the city stops selling the good to the player.  Conversely, if you increase a supply level from none to 'Low,' the city will begin selling the good to the player.  Refer to the World Map to see what the supply levels are for each city.

**Price Increase/Price Decrease.**  To change the price of a good during an episode, use these events.  Choose an item by clicking on the button next to 'Choices,' then click the button next to 'Amount' to set the amount of the increase or decrease.  If you enter in two different amounts, the program will choose an amount from the range you specified.

**Trade Shuts Down/Trade Opens Up.**  Use the 'Trade Shuts Down' event to halt trade between the city you designate and the player's city.  Remember that allies, vassals and colonies are the cities that can trade with the player.  If the city you choose is a rival at the time of the event, then it won't occur.

Use the 'Trade Opens Up' event to re-establish trade relations.  If the city you choose is already trading with the player, or if the city is a rival, the event won't occur.

**City Status Changes.**  There are several ways a city's relationship with the player can change.  Remember to set up the timing for each of these event subtypes:

**Rival Becomes Ally, City Becomes Rival and City Becomes Vassal.** These three events are similar, and they each can change a player's world significantly.  If for some reason the city you choose cannot be the subject of the event (for example, if you plan a 'Rival Becomes Ally' event to happen to a city that is already an ally), the event won't occur.  Colonies cannot be the subject of any of these events.

Other than that, keep in mind what each event means for the player.  When a rival becomes an ally, it begins trading with the player.  If a city becomes a rival, all cordial relations – like trading and paying tribute – cease.  If a city becomes a vassal, it may start paying tribute.

**God Disaster.**  Use the 'God Disaster' event if you want a god to cause trouble for a non-player city.  'God Disaster' events disrupt trade.

To set this event up, choose the city that is the unfortunate target of a god's wrath.  Then, choose a god.  Any opponent god, both proximate and distant, can cause a disaster for a non-player city.  Click the button next to 'Duration' and enter how many months the god will be attacking the city.  After the time you specified passes, an event announcing the end of the disaster is triggered automatically.

**Military Buildup/Military Decline.**  Use these events to change the strength of a city's military.  Choose a city, then specify the amount of the increase or decrease.  The amount you enter corresponds with the number of shields that are added or subtracted.  For example, if you plan a 'Military Decline' event and set the amount of the decrease to two, then the city will have two less shields next to it on the World Map.  Keep in mind that the maximum military strength is six.

**Economic Prosperity/Economic Decline.**  These events change the economic strength of the city that you specify.  Use the amount to determine how strong or weak the city becomes.  The number you enter determines how many coins are added or subtracted from the city on the World Map.  If, for example, you plan an 'Economic Prosperity' event

and enter in three as the amount, three coins will be added next to the city on the World Map (the maximum strength is five).

**City Becomes Active/City Becomes Inactive.** These two events relate directly to the characteristics that you set for cities in the World Map. When a city becomes active, it begins to participate in world events, depending on its city type. When a city becomes inactive, it ceases to have contact with the outside world. You can always reactivate a city with the 'City Becomes Active' event.

**City Appears/City Disappears.** While editing the World Map, you may have designated some cities 'Invisible.' Use the 'City Appears' event to introduce them to the world. If you also set the invisible city to inactive, use a 'City Becomes Active' event if you want it to participate in diplomatic relations or trade.

Use the 'City Disappears' event to wipe a city from the face of the earth. When a city disappears, it is removed from the World Map, and the player cannot interact with it. If you want the city to reappear, use the 'City Appears' event.

**Rebellion Over.** Use this event to force an end to a rebellion.

A rebellion occurs when the player treats a vassal or colony particularly badly over a long period of time. Rebellions can end by themselves. But, you may want to script a 'Rebellion Over' event if you know that the player is going to need a vassal or colony for a particular reason (to help conquer another city, for example).

To plan this event, choose the city or range of cities that you'd like the event to happen to. If the selected city is not currently rebelling when it is time for the event to occur, the event won't take place.

**City Conquered.** Use this event if you want one non-player city to conquer another one.

To plan this event, enter in the number of the city that you want conquered by clicking the buttons next to 'Cities.' Then, decide which city is doing the conquering and enter its number by clicking the button next to 'Attacking.'

Keep in mind the effects of conquering on the cities in the world. If an ally or vassal conquers a rival, the rival becomes an ally. The former rival enters into trade relations with the player. If a rival conquers an ally or vassal, the conquered city becomes a rival, and all friendly relations with the player cease. Colonies can't conquer anyone of their own volition. If a rival conquers a colony, the colony will shut down for awhile and stop trading and paying tribute. It eventually returns to normal.

**Rival Army Away.** Use this event to temporarily weaken the military strength of a rival. If one of your episode goals is for the player to conquer a particularly strong rival, use this event to give the player a window of opportunity to defeat the foe a little more easily.

To plan this event, enter in the number of the rival whose army you want to temporarily weaken. Make sure that the city you choose is a rival of the player, or the event won't occur.

As you plan each event, buttons are added to the list in the 'Event Summary' screen. The information on each button gives you a basic idea of what the event is. If you want to delete an event, select it and then click the 'Delete Event' button.

When you are done planning events, right click on the Event Summary panel to exit. If there are any problems with the events that you've planned, you are notified which events are faulty upon exiting. To fix the events, return to the Event Summary panel by clicking the 'Events' button on the Settings panel. The faulty events are preceded by an asterisk and appear in yellow type. Click on one of these events to open it. The problematic information is highlighted in yellow. Change the offending information, and return to the 'Event Summary' screen by right-clicking. If you have successfully corrected the event, the font will no longer be in yellow, and the asterisk will be removed.

Events can be wrong for a variety of different reasons. Maybe you chose a good that does not appear in your episode. Or, perhaps you asked one event to trigger another, but failed to set the event to be triggered as 'Triggered Only.' Make a note of the problem area, and then carefully review the above information about events to discern the solution.

### Editing City Resources

Editing the city's resources is vitally important. A city's resources are key in determining which buildings a player can build in his city. In fact, the City Resources are the soul determinant for most of the types of husbandry and raw material-producing buildings a player can build. For example, if you want the player to be able to build Wheat Farms, *you must set wheat as one of the city resources.* All the meadow terrain in the world won't help the player grow wheat if you haven't designated wheat as a city resource.

Of course, the player still won't be able to grow wheat if you designate wheat as a city resource but fail to provide meadow terrain. When you choose city resources, make sure that the terrain in the city can support them. Consult Appendix 2 for a list of all the things you need to produce a particular good.

When setting a city resource, you only have to designate food and raw materials. If a player can produce a raw material – grapes, for example – then the player can turn those grapes into wine, *provided that you have not disallowed the Winery in the* [Buildings Allowed panel](#).

To set a city resource, click the name of the resource you want to make available to the player. The resource's name turns blue, and a picture of the resource appears in one of the boxes to the right. To remove one of the city's resources, click its name again. The text turns yellow, and the picture of the resource is removed from the boxes.

There is one way to give a city a resource without listing it in the City Resources panel. If you allow the player to build a Sanctuary that has resources associated with it (specifically, Arbor of Athena (olives), Grove of Dionysus (grapes), and the Forge of Hephaestus (bronze)), the resource is made available to the player upon completion of the Sanctuary. For information regarding the Gates of Hades and silver, see [Buildings Allowed](#).

### Editing World Settings

The 'Edit World Settings' button only appears on Parent City episodes, and you only need to set these if the next episode is a Colony episode. These settings

determine what the parent city can trade, how strong its military is, and how strong its economy is while the player is away.

When the player is leading a colony, the player's parent city can only trade four goods. For consistency, be sure to pick goods that the parent city actually produces and needs. To choose a good that you want the parent city to buy, click on a good once. The word 'Buys' appears next to it, and a picture of the good appears in one of the boxes to the right. To choose a good that you want the parent city to sell, click on it twice. To remove a good from the boxes, click until the name of the good turns yellow.

Once you've chosen goods, set the supply and demand levels. Under the picture of each good is a small button. Click this button to cycle through the different levels.

Next, set the parent city's military strength. The scale for military strength is one to six (remember, a city set to six is unconquerable). Again, take into consideration the likely conditions of the parent city when deciding how strong the military is. If, for example, you know that the player did not have access to Elite Housing, it would make most sense to choose a relatively weak military.

Then, set the parent city's economic strength. The scale is from one to five.

Finally, decide what the parent city's current attitude towards the colony is. One is the lowest, and 100 is the highest.

## Copying Episode Settings

If you want to copy the settings from one episode to another, right-click the 'Settings' button. Choose the episode that has the settings you want to copy. This can be quite helpful: if all the parent city episodes are going to have the same resources available, you won't have to input them for each parent city episode.

## Editing Text, Providing Narration and Assigning a Bitmap

Click the 'Edit Text' button to create title, introduction and completion text for each episode and for the entire adventure.

When you click 'Edit Text' a plain text file opens. You'll see entries for ten parent city episodes, four Colony episodes and the adventure introduction and victory. Just use the entries that you need.

When you are creating text for your adventure, **make sure you add it in between the two double quotation marks in each entry.** If you don't, the program will become confused, and your text won't appear.

To format your text, use @L and @P. Use @L to create a line break at the end of a paragraph. Use @P to indent the text. So, to get text that looks like this:

> Demeter's cries echo throughout the land, and all of Greece shares her grief. The foul Hades has abducted Demeter's daughter, Persephone, and taken her to the Underworld.
>
> Demeter spends all of her waking hours searching for her lost daughter, and the fertile land that she used to guard over has become barren. Greece is beginning to starve.

you'd input text that looks like this:

@L@PDemeter's cries echo throughout the land, and all of Greece shares her grief. The foul Hades has abducted Demeter's daughter, Persephone, and taken her to the Underworld.

@L@PDemeter spends all of her waking hours searching for her lost daughter, and the fertile land that she used to guard over has become barren. Greece is beginning to starve.

Because the program uses @ and the double quote (") as reference points, make sure that you *never use them in the body of your text.* There are many other characters that won't appear if you use them, including the ampersand (&), the carat (^), the dollar sign ($), the ellipsis (…), the accent (`), basically, anything that appears above the numbers on your keyboard. Though not all characters are valid, most standard punctuation marks, such as the period (.), comma (,), question mark (?), exclamation point (!), colon (:), semicolon (;), apostrophe (') and parenthesis(()), are acceptable.

Now, create some text. To prevent text from overrunning the space allotted to it, limit the adventure introduction text to about 350 characters, the adventure title to 35 characters, and episode titles to 65 characters. All character counts include spaces. If your title text is too long, the text will not appear in the preview, and the scroll arrows will overlap.

In addition to title, introduction and victory text for colonies, you can also write colony selection text. The colony selection text appears when the player chooses a colony to play. This text should give the player an idea of what the terrain of the colony looks like, and should not exceed 210 characters.

Once you finish creating text, save the text file, close it and return to the Adventure Editor. To get an idea of what the text will look like, click one of the 'Preview Text' buttons next to one of the episodes. The text for that episode appears. You can also preview the adventure introduction and victory text.

If you want to provide voiced narration for your adventure, create some MP3s of the text you just created. Create separate MP3 files for each episode introduction and each episode victory, as well as the adventure victory text. The adventure introduction and colony descriptions are not narrated.

After you create the MP3s, make sure that you named them properly. For the adventure victory text, the file name should be:

> Youradventurefilename_A_v.mp3

The file names for the parent city and colony episodes follow the same basic format as the file name for the adventure victory text. They all begin with the file name of your adventure, followed by an underscore:

> Youradventurefilename_

Then, type a P after the underscore if the MP3 file is for one of the parent city episodes, or a C for a colony episode:

> Youradventurefilename_P
>          or
> Youradventurefilename_C

**How do I create an MP3?** A good place to start is http://help.mp3.com/help/article/wav_to_mp3.html. This site will help you convert .wav files into MP3s.

Then, enter in the appropriate episode number for colonies and parent city episodes. A colony episode's number is determined by the order in which it is listed on the Adventure Editor's Main Menu. The order that the colony episodes are played does not matter. For example, if the text is for the first parent city episode, a '1' follows the 'P':

Youradventurefilename_P1

An underscore follows the number. Then, type in 'i' or 'v', depending upon whether the narration if for the introduction or victory.

So, the file name for the introduction of the first parent city episode is:

Youradventurefilename_P1_i.mp3

The file name for the victory text of the first parent city episode is:

Youradventurefilename_P1_v.mp3

After you create the files, be sure to place them in your \Zeus\Adventures\ youradventurefilename folder.

As for a specific MP3 format, we used mono, 64kbps, 44khz MP3s. A higher-quality format won't necessarily sound any better, and a lower-quality format will definitely sound worse.

If you don't create MP3 files, don't worry. Your adventure will be just as playable; it just won't have customized sound.

The last thing to do before you create the adventure is select a BMP number. The number you input here determines which bitmap the player sees when he selects your adventure. Refer to Appendix 5 for a picture of each bitmap.

### Creating the Adventure
Now that all your settings are in place, it's time to create the adventure. Go to the File Menu, and select 'Create Adventure.' The program asks you if you want to overwrite the current saved settings. Choose yes, and the program will try to build the adventure.

If the program is unable to build your adventure due to errors, it will tell you what is causing the problem. If the program can't find any errors, it will create your adventure and notify you of its success. Hooray! You're done! To exit the editor, go to the File Menu and choose 'Exit Editor.'

### Saving and Loading Adventures in the Adventure Editor
You can save your adventure at any time during its creation if you need to take a break. Use the 'Save Settings' feature located in the Main Menu's File Menu to save the adventure's information without actually creating the adventure. This can be helpful if you want to save your work, but you know that there is something wrong with your adventure that will prevent it from being created successfully.

Use the Save as command in the Main Menu's File Menu to save your adventure with a different name. You can also load an adventure from this location or begin designing a new adventure.

### Sharing your Adventure

If you want to share your adventure with others, send them the .pak .mp3 and .txt files for your adventure. Double-click the Zeus folder. This folder is located wherever you installed Zeus. If you used the default installation location, the folder is located in c:\Impressions Games. After you double click Zeus, double click the Adventures folder. You should see a folder with your new adventure name. In this folder are the .pak, .mp3 and .txt files. Copy these files into a new file folder, and send the folder to the person who wants to play your adventure. This person should place the folder in his Zeus\Adventures folder.

If you want others to be able to edit the adventure, send the entire folder for your adventure. The folder for your adventure contains all the landscapes you created for your different cities as well as the file that contains the settings for your adventure. For more information on these files, refer to Appendix 6.

### Playing Your Adventure

To play your adventure, either exit the editor to return to *Zeus'* Main Menu, or start *Zeus*. From *Zeus'* Main Menu, choose 'Play Zeus.' After you pick a leader name, the 'Choose Game' screen appears. Click 'Custom Adventures,' and pick your adventure from the list. Click the button next to 'Begin Adventure' to enter into your version of ancient Greece.

### Feeling Overwhelmed?

There is a lot to the *Zeus* adventure editor, and there is a ton of information in this guide. You may find it helpful to look at the Impressions Games adventures that you downloaded as part of the enhancement pack. They will give you an idea of how we use the different settings and events to put adventures together.

But, above all, remember to have fun!

## Appendix 1: Hints and Tips

What makes an adventure fun?  The following tips will help you create an adventure that people will relish playing.  Some of these have been mentioned before, but they bear repeating:

**Plan, plan, plan.**  Before jumping into designing an adventure, take a step back and figure out the general theme of your adventure.  Do you want to give the player the challenge of building a large city with limited access to resources?  Or perhaps you want to place the player in a volatile world, where attack by enemies is frequent?  Maybe you want to immerse the player in the world of mythology, where many gods, monsters and heroes compete for attention?  Whatever you want the player to experience, it pays to plan out the basic plot of your adventure before you start designing it in the Adventure Editor.  As you create the episodes in your adventure, the plan will help you decide what sorts of resources should be available to the player, what types of events should occur, and what goals the player should accomplish.

**Take notes.**  Taking good notes is one of the most important things you can do to help you create a good adventure.  Writing down each city's name, number, resources and relationship to the player will help you immeasurably as you plan events.  Also be sure to write down events, their numbers and their timing.  With a handy list of events, you'll be able to tell if everything is happening the way you want it to when you test your adventure.

**Remember limitations and dependencies.**  Before you start planning an adventure, keep in mind *Zeus'* limitations and dependencies.  For example, the entire world in *Zeus* can only have four food types.  Take a minute to figure out what you want those food types to be and which cities will have them as resources before you get too deep into designing your adventure.  Trust us, it will save a lot of frustration and heartache later.  Also remember that some buildings and resources require the existence of other resources.  A prime example of this is a Sanctuary.  In order for a player to build a Sanctuary, he must have access to marble, wood and sculpture.  A complete list of dependencies and limitations is found in Appendix 2.

**The city's resources and its Terrain go hand in hand.**  The city's resources determines what types of farms and industries the player will be able to build.  *Creating the proper terrain will not give a city the ability to harvest a food or good if it is not listed as one of the city's resources. If the resource is not specified, the building to harvest the resource **will not appear**.*  On the other hand, if you specify a resource in the city's settings but fail to create the proper terrain, the player will not be able to harvest the resource.   For example, if you list wheat as one of the city's resources but do not create any meadow, the player will see Wheat Farm on the 'Husbandry' tab, but won't be able to build one because the proper terrain will not exist.

**Tell a story.**  A compelling story helps to keep the player's attention.  You can make up your own story, or you can pull a story from the annals of Greek history and mythology.  Then, tell your story through the episode introductions and victory texts, and add in events to help move your story along.

**Keep the action moving.**  To keep the player interested, make sure that the player doesn't go too long without having a goal to accomplish.  This goal can, of course, be one of the episode requirements.  Or, it can be gathering supplies for a Hero's Hall, or even preparing materials to fulfill a request.  Make sure that the player always has plenty to do.

**Give the player more than one way to shear a sheep.**  In other words, give the player more than one way to solve a problem.  For example, if the player needs wine, consider giving him the option of acquiring it from another city or building the Grove of Dionysus so that he can make his own.

**For replayability, plan some events that might not happen unless a certain condition is met.**  A good example of this is the adventure, Hercules' Labors.  In each parent city episode except the first one, we scripted 'Rival Attacks City' events, scheduling Cyme to attack the player's city.  But, Cyme doesn't become a rival until the player plays the colony, Ephesus.  Until the player plays that colony, Cyme won't attack the player because it is not yet a rival.  This adds to replayability.  If the player founds Ephesus first, the Amazons will plague him for the rest of the adventure.  If he founds Ephesus last, the Amazons will only attack during the last parent city episode.

**Then again, flexibility can be a curse.**  The Adventure Editor is very flexible, allowing you to give the player plenty of choices – like the order in which to establish colonies.  But, this flexibility can introduce complications into your adventure design.  The more permutations that each adventure can have, the more testing you'll need to do to make sure each permutation works.  For example, if you have an adventure that has four parent city episodes and three

colony episodes, you'll need to test twenty different permutations!  With so many permutations, there's a greater risk of error.  So, before you offer the player a multitude of options, make sure that they are all absolutely necessary to your story.

**Use episode completion events to drive your plot.**  Episode completion events can be a great way to move your story forward.  For example, let's say that you want a city to begin trading with a player because the player built a Sanctuary to Hermes.  The text for the 'Trade Opens' event, however, won't suggest this cause-and-effect relationship.  But, if you make the 'Trade Opens' an episode completion event, you can use the episode's victory text to tell the player why the new trade partner is available.

**Mass Destruction does not equal fun.**  Well, at least it usually doesn't in city builders.  Be judicious when planning natural disasters and monster invasions.  If you plan these events to happen in the middle of where a player is likely to build his city, much of his carefully planned and well-built city will be destroyed.   No one likes that!  Try to place Monster points outside the main city-building area, and increase the monster's aggressiveness to ensure that it does some damage.  Likewise, try to plan natural disasters so that only a small portion of a player's city is destroyed.

**If there's a trick to successfully completing an episode, let the player know.**  For example, if the player needs wine to draw a hero to the city, and the only way he can get the commodity is through gifts, be sure to alert the player to this in the episode introduction text.  You don't have to state the fact baldly; you can just allude to it: "Wine is hard to come by, so be sure to jealously horde any supply that comes your way."

**Start small.**  As tempting as it may be to try to recreate the *Illiad* in your first adventure, start small until you get the hang of using the Adventure Editor.  Try an adventure with just a couple of parent city episodes and a colony episode.  Once you cut your teeth on the small stuff, you can move on to bigger, more complex adventures.

**Test, re-test, test again, then test some more.**  You really almost can't test enough.  The more variables you introduce in an adventure, the more you should test it to make sure all the elements of your adventure work the way you intend them to.

**Have Fun!**

## Appendix 2: Limitations and Dependencies

<u>Limitations</u>
Keep the following in mind as you design adventures:

In any single adventure, the entire Greek world can have up to **four food types.**

The entire Greek world can have up to **twenty-two cities.**

Each city can have up to **four Sanctuaries.**

Up to **three monsters** can attack a city. Two of these are associated with opponent gods; the other is independent.

Up to **six friendly gods can be active** in a city. You can give the player the option of building a Sanctuary to any of these six gods, but keep in mind that the player will be able to have **four** out of the six in the city.

Up to **four enemy gods** can be active in a city.

Each non-player city (except enchanted places) can need/import and produce/export up to **four items in total** (for example, a city can export four items and import nothing, export three items and import one, export two items and import two, etc)**.**

Each adventure can consist of a maximum of **ten Parent City episodes and four Colony episodes.**

<u>Dependencies</u>
Refer to this chart to plan adventures and to troubleshoot problems:

**Mythology**

| If you want the player to: | Make sure you: |
|---|---|
| Build a Sanctuary | 1. Allow Sanctuaries to be built in the <u>Mythology panel</u>.<br>2. Give the player access to marble, sculpture and wood.<br>3. Make sure that there is enough flat, buildable landscape to build the Sanctuary. |
| Summon Achilles | 1. Allow the player to build a Hero's Hall in the <u>Buildings Allowed</u> panel. Also allow Watchposts to ensure that there is no unrest.<br>2. Create a <u>Quest</u> that requires the services of the hero and/or create a <u>Monster Invasion</u> or <u>Greek City Terrorized</u> event that requires the services of the hero.<br>3. Give the player access to armor, or bronze and Armories.<br>4. Allow the player to build elite housing for <u>hoplites</u> (this means access to at least three culture types, food, fleece, olive oil and armor)<br>5. Give the player access to wine or grapes and Wineries.<br>6. Allow the player to build a <u>Sanctuary to Athena or Hephaestus</u>. |
| Summon Hercules | 1. Allow the player to build a Hero's Hall in the <u>Buildings Allowed</u> panel. Also allow Gymnasiums, Drama Schools, Theaters, Colleges, Podiums and the Stadium to achieve cultural coverage<br>2. Create a <u>Quest</u> that requires the services of the hero and/or create a <u>Monster Invasion</u> or <u>Greek City Terrorized</u> event that requires the services of the hero.<br>3. <u>Enable Pan-Hellenic Games</u>.<br>4. Give the player access to wine or to grapes and Wineries so that he can make his own. |
| Summon Jason | 1. Allow the player to build a Hero's Hall in the <u>Buildings Allowed</u> panel. Also allow <u>Trireme Wharves</u>, Horse |

| | | |
|---|---|---|
| | 2. | Create a Quest that requires the services of the hero and/or create a Monster Invasion or Greek City Terrorized event that requires the services of the hero. |
| | 3. | Give the player access to wine or to grapes and Wineries to meet Jason's requirements and to evolve Elite Housing. |
| | 4. | Give the player access to food. |
| Summon Odysseus | 1. | Allow the player to build a Hero's Hall in the Buildings Allowed panel.  Also allow Elite Housing and Infirmaries. |
| | 2. | Create a Quest that requires the services of the hero and/or create a Monster Invasion or Greek City Terrorized event that requires the services of the hero. |
| | 3. | Give player access to olive oil or to olives and Olive Presses so that he can make his own. |
| | 4. | Give the player access to wine or to grapes and Wineries so that he can make his own. |
| Summon Perseus | 1. | Allow the player to build a Hero's Hall in the Buildings Allowed panel. |
| | 2. | Create a Quest that requires the services of the hero and/or create a Monster Invasion or Greek City Terrorized event that requires the services of the hero. |
| | 3. | Allow the player to build a Sanctuary to two of the following gods: Athena, Hermes, Hades or Zeus.  Note that Perseus prefers Athena and Hermes.  He'll accept a Sanctuary to Hades or Zeus if Athena and/or Hermes are not available. |
| | 4. | Give the player access to fleece. |
| | 5. | Give the player access to sculpture or to bronze and Sculpture Studios so that the player can make his own. |
| Summon Theseus | 1. | Allow the player to build a Hero's Hall in the Buildings Allowed panel.  Also allow the Palace, Beautification Structures, Walls and Gatehouse |
| | 2. | Create a Quest that requires the services of the hero and/or create a Monster Invasion or Greek City Terrorized event that requires the services of the hero. |
| | 3. | Give the player access to marble. |
| | 4. | Give the player access to wine or to grapes and Wineries so that the player can make his own. |
| Host the Pan-Hellenic Games | 1. | Enable the Pan-Hellenic Games in Settings |
| | 2. | Enable Stadium in the Buildings Allowed panel. |

## Husbandry

| If you want the player to: | | Make sure you: |
|---|---|---|
| Build Farms | 1. | Designate wheat, carrots and/or onions as a city resource. |
| | 2. | Place meadow on the city's landscape |
| | | -or- |
| | | Allow the player to build the Garden of Demeter |
| Harvest urchins | 1. | Designate urchins as a city resource. |
| | 2. | Place Urchin points in the city's waters |
| | 3. | Make sure to design straight sections of coastline so the player can place the Urchin Quays. |
| Fish | 1. | Designate fish as a city resource. |
| | 2. | Place Fish points in the city's waters. |
| | 3. | Make sure to design straight sections of coastline so the player can place Fisheries. |
| Hunt wild boar | 1. | Designate pork as a city resource |
| | 2. | Place Boar points on the city's landscape |
| Make cheese | 1. | Designate cheese as a city resource. |

| | 2. Place meadow in the city's landscape<br>-or-<br>Allow the player to build the Garden of Demeter. |
|---|---|
| Grow grapes | Method 1<br>1. Designate grapes as a city resource<br>2. Place meadow in the city's landscape.<br>-or-<br>Allow the player to build the Garden of Demeter<br>Method 2<br>1. Allow the player to build the Grove of Dionysus |
| Grow olives | Method 1<br>1. Designate olives as a city resource.<br>2. Place meadow in the city's landscape<br>-or-<br>Allow the player to build the Garden of Demeter<br>Method 2<br>1. Allow the player to build the Arbor of Athena |
| Produce Fleece | 1. Designate fleece as a city resource.<br>2. Place meadow in the city's landscape<br>-or-<br>Allow the player to build the Garden of Demeter |

**Industry**

| If you want the player to: | Make sure you: |
|---|---|
| Mine silver | Method 1<br>1. Enable Mint in the Buildings Allowed panel<br>2. Place silver ore-bearing rock in the city's landscape<br>Method 2<br>1. Allow the player to build the Gates of Hades. |
| Produce bronze | Method 1<br>1. Designate bronze as a city resource<br>2. Place copper ore-bearing rock in the city's landscape<br>Method 2<br>1. Allow the player to build the Forge of Hephaestus. |
| Make wine | 1. Allow player to grow grapes<br>2. Allow Wineries in the Buildings Allowed panel |
| Make olive oil | 1. Allow player to grow olives<br>2. Allow Olive Presses in the Buildings Allowed panel |
| Quarry marble | 1. Designate marble as a city resource<br>2. Place a quarry in the city's landscape. |
| Make sculpture | 1. Give the player the ability to produce bronze<br>-or-<br>Allow the player to acquire bronze from another city.<br>2. Allow Sculpture Studios in the Buildings Allowed panel |
| Harvest wood | 1. Designate wood as a city resource<br>2. Place trees on the city's landscape. |

**Military**

| If you want the player to: | Make sure you: |
|---|---|
| Build triremes | 1. Enable Trireme Wharves and Palace in the Buildings Allowed panel.<br>2. Give the player the ability to produce armor and wood<br>-or-<br>Allow the player to acquire armor and wood from another city.<br>3. Make sure there are straight sections of coastline in the city so the player can build the Trireme Wharves. |

| Support hoplites | 1. Enable Elite Housing and Palace in the [Buildings Allowed] panel.<br>2. Allow player to develop Elite Housing to at least the Mansion level. |
|---|---|
| Support horsemen | 1. Enable Elite Housing and Palace in the [Buildings Allowed] panel.<br>2. Allow player to develop Elite Housing to the Estate level. |
| Man Towers | 1. Enable Wall, Tower and Palace in the [Buildings Allowed] panel. |
| Raise Horses | 1. Enable Horse Ranch in the [Buildings Allowed] panel<br>2. Give the player the ability to produce wheat or acquire it from another city. |
| Make armor | 1. Give the player the ability to produce bronze<br>-or-<br>Allow the player to acquire bronze from another city.<br>2. Allow Armories in the [Buildings Allowed] panel |

### **Housing**

| Develop Mansions (each Mansion can produce up to two hoplites) | 1. Enable Elite Housing, three types of culture and Aesthetic structures in the [Buildings Allowed] panel<br>2. Give the player access to food, fleece, olive oil and armor. |
|---|---|
| Develop Manors (each Manor can produce up to four hoplites) | 1. Enable Elite Housing, three types of culture (including the Stadium) and Aesthetic structures in the [Buildings Allowed] panel<br>2. Give the player access to food, fleece, olive oil, armor and wine. |
| Develop Estates (each Estate can produce up to four horsemen) | 1. Enable Elite Housing, all Culture buildings, Horse Ranch, and Aesthetic structures in the [Buildings Allowed] panel<br>2. Give the player access to food, fleece, olive oil, armor, wine and wheat for horses. |

## Appendix 3: Gods, Monsters, Heroes and Quests

The following chart lists the gods, their associated monsters, and the heroes that fight them.  For additional information, refer to the Mythology chapter of the *Zeus* manual:

| God | Monster | Hero Needed to Fight Monster |
|---|---|---|
| Zeus | Cyclops | Odysseus |
| Poseidon | Kraken | Perseus |
| Hades | Cerberus | Hercules |
| Demeter | Medusa | Perseus |
| Athena | Hydra | Hercules |
| Artemis | Calydonian Boar | Theseus |
| Apollo | Scylla | Odysseus |
| Ares | Dragon | Jason |
| Hephaestus | Talos | Jason |
| Aphrodite | Hector | Achilles |
| Hermes | Minotaur | Theseus |
| Dionysus | Maenads | Achilles |

The following chart lists the gods, their quests and the heroes traditionally associated with the quests.  You can, however, choose any hero specified in the Mythology panel to complete the quest:

| God | Quest | Traditional Hero |
|---|---|---|
| Zeus | Return the Golden Fleece to Greece | Jason |
| Poseidon | Recover the Palladium | Odysseus |
| Hades | Acquire His Helmet of Invisibility | Perseus |
| Demeter | Acquire the Cattle of Geryon | Hercules |
| Athena | Retrieve the Mirror Shield | Perseus |
| Artemis | Steal the Girdle of Hippolyte | Hercules |
| Apollo | Rescue Theseus from Hades | Hercules |
| Ares | Acquire the Mares of Diomedes | Hercules |
| Hephaestus | Recover the Bow and Arrows of Hercules | Achilles |
| Aphrodite | Bring the Apples of the Hesperides | Hercules |
| Hermes | Retrieve Hermes' Winged Sandals | Perseus |
| Dionysus | Recover the Horn of Amalthea | Theseus |

## Appendix 4: Housing Occupancy and Soldiers Produced

The following chart outlines the different housing types and how many people each can accommodate. It also shows the number of soldiers each house produces. Use the chart to help plan housing and support goals.

| Housing | Maximum Occupants | Maximum Soldiers Produced |
|---|---|---|
| Common Housing | | |
| Hut | 8 | 0 |
| Shack | 16 | 0 |
| Hovel | 24 | 5* |
| Homestead | 32 | 6* |
| Tenement | 40 | 10* |
| Apartment | 48 | 12* |
| Townhouse | 60 | 15* |
| Elite Housing: | | |
| Residence | 4 | 0 |
| Mansion | 8 | 2 hoplites |
| Manor | 16 | 4 hoplites |
| Estate | 20 | 4 horsemen |

*Each rabble soldier that you see in the field represents six people. For example, even though a fully occupied Homestead produces six soldiers, you'll only see one in the field. It takes 48 rabble soldiers to make one company.

## Appendix 5: Bitmap Images
On the Main Menu of the Adventure Editor, you can set the bitmap the player sees when he chooses your adventure. The bitmaps are:


Bitmap 0

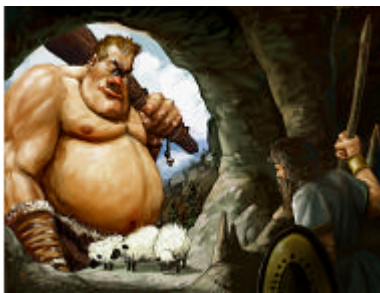
Bitmap 1


Bitmap 2


Bitmap 3


Bitmap 4


Bitmap 5


Bitmap 6


Bitmap 7


Bitmap 8

**Appendix 6: File Names and Other Technical Information**
When you create an adventure, a new folder with your adventure's file name is placed in your 'Adventures' folder.  The following files are found inside this new folder:

**youradventurefilename.pak.**  This is the file that the program reads when you play your adventure.  If you want to share your adventure with others, you'll need to send them this file.

**youradventurefilename.set.**  This file retains all of the adventure's settings.

**youradventurefilenameP.map.**  This file contains details about your parent city's landscape.  You can load this file from the city map editor.

**youradventurefilenameC#.map.**  This contains details about your first colony's landscape.  Depending on how many colonies you have, you could have up to four of these.

**youradventurefilename.txt.**  This file contains the text for your adventure.  If you want to share your adventure with others, you'll need to send them this file, along with the .pak file.

If you want others to be able to *edit* your adventure, you'll need to send them all of these files.

If you created MP3s for your adventure, these files also appear.  Depending on the number of episodes in your adventure, you may see the following files:

Youradventurefilename_P1_i.mp3
Youradventurefilename_P1_v.mp3
Youradventurefilename_P2_i.mp3
Youradventurefilename_P2_v.mp3
Youradventurefilename_P3_i.mp3
Youradventurefilename_P3_v.mp3
Youradventurefilename_P4_i.mp3
Youradventurefilename_P4_v.mp3
Youradventurefilename_P5_i.mp3
Youradventurefilename_P5_v.mp3
Youradventurefilename_P6_i.mp3
Youradventurefilename_P6_v.mp3
Youradventurefilename_P7_i.mp3
Youradventurefilename_P7_v.mp3
Youradventurefilename_P8_i.mp3
Youradventurefilename_P8_v.mp3
Youradventurefilename_P9_i.mp3
Youradventurefilename_P9_v.mp3
Youradventurefilename_P10_i.mp3
Youradventurefilename_P10_v.mp3
Youradventurefilename_C1_i.mp3
Youradventurefilename_C1_v.mp3
Youradventurefilename_C2_i.mp3
Youradventurefilename_C2_v.mp3
Youradventurefilename_C3_i.mp3
Youradventurefilename_C3_v.mp3
Youradventurefilename_C4_i.mp3
Youradventurefilename_C4_v.mp3
Youradventurefilename_A_v.mp3