**Say keywords – data structure (Rec Length = 34)**

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| --- | --- | --- |
| **Variable Name** | **Type** | **Purpose** |
| keyw | STRING \* 20 | The keyword that will provoke a response. If \* then respond to anything said to this monster. |
| mnstr | INTEGER | The Monster number that this keyword applies to. |
| IGN | INTEGER | Percentage chance this Monster will withhold information from (or lie to) the Player. A value of zero means this Monster will always be forthcoming. Note that this value is adjusted by subtracting the Player’s charisma value. This means that Players with a high charisma can be very persuasive so if you want your Monster to very reluctant then set this value rather high (70+). |
| IFX | INTEGER | The Effect number to print the first time this keyword is spoken to this Monster. |
| RFX | INTEGER | The Effect number to print any subsequent time this keyword is spoken to this Monster. |
| WFX | INTEGER | The Effect number to print if the Monster withholds information or lies. |
| PC | INTEGER | If this value is non-zero, change the Monster’s personality disposition to this field’s value (*1=Enemy, 2=Neutral, 3=Friend*) when this keyword is spoken to this Monster. The change is made after the associated Effect is printed. If the Keyword is ignored, this change does not take effect. |
| SAID | INTEGER | 0 = This keyword has not been said to this Monster. 1 = This keyword has already been said to this Monster. *This is a run-time only field.* |

**NPC/General effects triggered by room entry – data structure (Rec Length = 12)**

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| --- | --- | --- |
| **Variable Name** | **Type** | **Purpose** |
| mnstr | INTEGER | The Monster number that will trigger the effect. |
| room | INTEGER | The room where the effect will be triggered upon entry – OVERLOADED |
| efx | INTEGER | The Effect number to print when triggered |
| trig | INTEGER | 0 = The effect has not yet occurred. 1 = The effect has occurred. *This is a run-time only field.Used to prevent annoying repeats.* -1 to allow repeats. |
| kind | INTEGER | 0 = Triggered when player and monster enter room  1 = Triggered when monster dies in room. Monster *var* must be alive and in room as well if greater than 0. *Var* is then set to location 0 (hidden). If *var* is zero, adventure ends.  2 = Triggered when player and monster enter room. Artifact *var* (door) is set to open (field 7 = 0).  3= Triggered when monster follows player out of the room.  4 = Triggered when player enters room not wearing artifact *var*.  5 = Triggered when player and monster enter room, artifact *var* is given to player. Effect is not triggered if artifact location is not zero. |
| var | INTEGER | Variable usage depending on type |

**Buyable items data – data structure (Rec Length = 10)**

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| --- | --- | --- |
| **Variable Name** | **Type** | **Purpose** |
| art | INTEGER | The artifact number of the item that can be bought. |
| room | INTEGER | The room where the item is for sale. |
| price | INTEGER | The price of the item. |
| mnstr | INTEGER | The monster selling the item. |
| qty | INTEGER | # of items in stock. |

**Synonyms– data structure (Rec Length = 24)**

|  |  |  |
| --- | --- | --- |
| **Variable Name** | **Type** | **Purpose** |
| word | STRING \* 20 | Synonym |
| art | INTEGER | The artifact associated with the synonym |
| room | INTEGER | The room where the synonym is effective |