

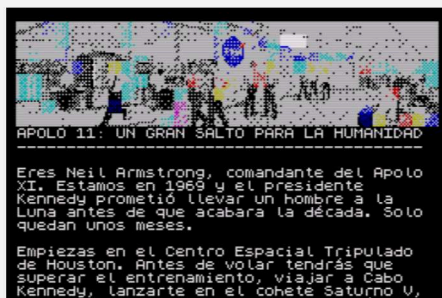
BASIC outside. ASM inside.

New!
3.0



SCRIBA

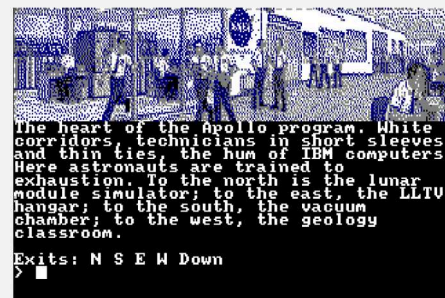
Write your text adventure once and take it to the Spectrum, the Amstrad, the MSX2 and the PC. Visual editor, debugger and multi-language support included.



ZX Spectrum 128K. Apollo 11, in Spanish.



ZX Spectrum Next. Layer 2 graphics.



Amstrad CPC 6128. Mode 1, in 4 colours.

Native ASM

Your adventure runs on a native Z80 machine-code engine. Since 3.0, every machine is built from the same engine, compiled in pure Python.

- AY music, FX and digitised WAV sound
- On the Next, Layer 2 and the ROM left untouched
- A memory budget with every export

Conducts in BASIC

If you have written BASIC, you can already write conducts: ON, IF, THEN, ELSE, LET and PRINT, with variables and timers.

```
REM El Faro
ON DIG SAND
IF AT @beach THEN
LET _SAND_DUG = 1
CREATE #key @beach
PRINT "A key peeks out."
ENDIF
ENDON
```

Seven platforms

One database, compiled for each machine and in five languages: Spanish, Catalan, English, French and Portuguese.

ZX Spectrum 48K	.TAP
ZX Spectrum 128K	.TAP
ZX Spectrum Next	.NEX
Amstrad CPC 6128	.DSK
MSX2	MegaROM
Amstrad PCW	disk
Windows	.EXE

3.0 What's new in this version

- 1 **MSX2.** MegaROM cartridge, SCREEN 5 at 42 columns and music through the PSG.
- 2 **Amstrad PCW.** Self-booting disk for the 8256 and 8512, at 90×32.
- 3 **Native Z80 engine** on every machine. Goodbye, Boriel.
- 4 **CPC in Mode 1.** 40 columns and 4-colour images in ZX0.
- 5 **128K and Next.** Text, music and FX in memory banks.
- 6 **Windows.** A single encrypted .exe with the game inside.
- 7 **DAAD import.** Opens DAAD 1 and 2 .ddb games (8-bit) and converts them to YAML, logic included.



The editor. Draggable map of Apollo 11, with tabs for objects, vocabulary, conducts and sound. Instant testing on the PC, with a step-by-step debugger.

Try it today. Join the channel.

t.me/ScribaAdventures

Source code at github.com/Menyiques/scriba, with El Faro and the DAS BOOT demo.

A program by Sergio Morales

Menyiques soft

