Edit Game Items

AGDP supports up to 60 items that the player can find and/or use in your game. The first thing you need to do in order to edit the items, is to design them. The game uses ICONS (*.ico) to represent the items that the player is carrying (inventory). YOU must design these icons yourself. Some are included in this package, and you may use them in your own game, but it is better to design your own, to add to the originallity of your game. It is easy to design your own items. Just use any icon editing program to draw your picture. Try to keep the item centered in the icon itself, this appears neater when displayed in the game. When you have designed all the icons you will need, simply place the files into the same directory as the rest of your project, and select Edit Game Items from the menu. The program automatically displays the first 60 (or less) icon files it finds in the directory. You can then edit the description of each item as it will appear in your game when the player puts the cursor over it in their inventory. For example you might have a jewel as an item that the player finds in a cave.. It's description might say "It's the jewel you found in the cave." To edit a description, just click the 'Edit' button located just below the icon that you want to edit. Then type the description into the text box, and press ENTER or click the Save button right next to it to save it. Also in this screen, you can decide which (if any) items the player will have in his inventory at the very beginning of your game. You can have only up to 6 to start with though. To add or remove an item from the list, simply click on the item's icon. To save changes to the list, click the '<--- Save List' button.

NOTE: The UNREGISTERED VERSION allows only 10 Items to be edited/ used.

About Adventure Game Designer Pro

AGDP was written for several reasons. One, I had a desire to make a game. Not just a game, but a cool game. Let's face it, if you've downloaded some of the 'home made' games off of some online services lately, I'm sure for the most part you were probably disappointed. Bad interfaces, lousy graphics, lacking in playability. Lacking in continuity! (If you are unfamiliar with this term, I'll give you a short explanation: Continuity in a game, or even a film, is when all events when put together make sense. Good examples of BAD continuity would be: In games, when you find a key under a doormat, for instance, and pick it up. Now if you look under that doormat again, their SHOULDN'T still be a key there, right? Well, if the game has bad continuity, sure enough, it'll be there. In films, a classic example: There's two cars racing down the street, slamming into each other. One minute, you actually see 'car A' with a huge dent in his right fender. Next minute, it's not there! Oh, wait a minute- there it is again! I'm sure you have seen that one!) Anyway, with AGDP, there is no bad continuity. You simply input information for each individual scene that the player will see. If he finds an item at a scene, and picks it up, it WILL NOT be there the next time. Same goes for using an item. If he uses a key to unlock a door, and he leaves and comes back, that door will remain unlocked. These were some of the reasons I decided to make this program. Others were the fact that I saw alot of postings in message boards "We are working on a REALLY COOL game, it's all planned out. It will be totally cool. All we need is a PROGRAMMER to do all the dirty work for us." Naturally, who is going to take these people up on it? Why would *anybody* do that? I'm sure there are lots of talented people out there who could really make a cool game, if they could program a computer. Well, now you have it. Instant Game, just add a story, pictures, sounds, and if you choose, movies! NO KNOWLEDGE OF COMPUTER PROGRAMMING IS REQUIRED!!! The way I designed this program makes it relatively simple to create your very own, professional looking, adventure game. Although the interface may look the same from game to game, the story, scenery, and the way the game plays out can be VERY unique. I believe this may possibly become THE platform for 'Home Made' Adventure Games. This is what alot of people have been waiting for....and it's here. Enjoy the program, and I wish you all the best of luck at designing your own games, and possibly even making some $$$ at the same time!

Sincerely,

Kevin M. Dommer

Planning your game (Read First)

Welcome to The Adventure Game Designer Pro. This program was created to help would-be game designers DESIGN their own games with absolutely no knowledge of programming required. Although it may seem a little confusing, and perhaps overwhelming at first, I encourage you to experiment with the designer, try things out- try altering the demo game. Once you are familiar with the way the designer works, and what it is capable of, you WILL be turning out very impressive Adventure Games, that YOU designed. Of course, you need a plan. If you expected to run this program, and in a couple of hours have the next Adventure Game HIT, then there might be some things you haven't thought of. Read on for the basics of getting PREPARED to design your own game.

1) Seems obvious, but you need a STORY, a PLOT. This is the first step. You will probably have to get out the old pen & paper and outline a story for your game. You will have to decide what it is you want the main character (the person playing your game) to have to do to get through your game. What kind of challenges? What is his ultimate goal?

2) Decide what ITEMS the player might find, or use, to get through the game. You want to be clever about this. Make the player go through all sorts of mini-missions which eventually bring him to the end of your game. Adventure Game Designer Pro supports up to 60 items per game (which at any point any of them can be USED, or TAKEN). Also, you will have to design ICON files (*.ico) containing the images of these items, once in the player's inventory.

3) Decide what scenes or images your player will experience. These can either be digitized photos of REAL scenes, or computer drawn scenes. Every step your player takes requires a scene for you to draw or digitize. (See, I told you there was alot of work involved!) There can be up to 20 LOCATIONS your player can visit (all of which YOU decide when and how he is able to go to them), and an unlimited number of SCENES per location. A typical LOCATION might consist of anywhere from 1,2 up to 20,30,40 scenes. It's up to you, how big do you want your adventure game to be? Also, AGDP supports the playback of motion video (*.avi). You can have video clips of conversations, fighting, you name it. For each SCENE a player visits, you can have up to two totally different clips. One of which the player only see's the FIRST time he arrives at a scene, and the other everytime thereafter. You can use this as a simple conversation tool. The first time the player goes to a scene, a clip shows a man telling the player some information on something. Each subsequent visit to THAT SCENE, you can have the man say "I've told you all I know." It's simple, but there's alot you can do with it when you get the hang of making your games. Also, each scene can have a sound effect (*.wav file) played either upon arriving at a scene, departing

from the scene, or both. These occur EVERY time the player sees a particular scene. These could be sounds of him walking through leaves.... or wind blowing through trees, thunder, you name it.

4) Once you have all of your scenes digitized (or drawn), all of your movie files (if you choose to use them), and sounds finished, THEN you can begin to design it with the AGDP. Note that in order to work on a project, you must have the AGDP program in the SAME DIRECTORY AS THE SUPPORT FILES (pictures, movies, sounds). This simplifies everything when it comes down to creating your game.

You have just been introduced to the BASICS of designing your own game. As you might see, it takes alot of work designing games, and if you go the 'movie' route, well then you also need to consider scripts, and acting. Designing your own game will push your talents and imagination skills to the max. Of course it all pays off when you see the final product! There is MUCH MORE to know, alot of which you learn just 'by doing'. For further help on actually USING The AGDP, refer to the rest of this help file.

Jump to Loc'tn

Clicking this button displays a dropdown list box containing the names of all of the locations that you have defined. This makes it easy for you to go right to any location and start editing it, without having to remember specific scene names in order to find it. If you have a scene currently displayed when you jump to a new location, that scene is AUTOMATICALLY SAVED.

NOTE: The UNREGISTERED VERSION allows only up to four (4) locations.

Add Scene

Click The Add Scene button for a drop-down listbox containing any new images (*.jpg) that you have added to the directory, but haven't made into a scene yet (by filling out the scenes properties, or attributes). The reason I made it this way is so when you add pictures, you can add them, one by one as a scene, rather than have it automatically turn them all into scenes. This helps you keep track of what you are working on, without overloading you with too many new scenes to piece together.

MIDI Soundtrack Setting

You can have a midi soundtrack loop repeatedly throughout your game. Just create a midi file (*.mid) and place it in the directory of your project. Then select it from the listbox in the MIDI Soundtrack Setting frame. You can find lots of great MIDI sequencing programs on online services. They make it relatively easy to compose your own music. For best results, make it kind of a long song, with alot of different changes in it, so it doesn't sound TOO repetitious when it loops over and over throughout the game. You do not need a soundtrack, but it is highly recommended that you have one. Note: To save any changes made to this setting, choose 'Save General Game / Current Scene' from the 'File' menu.

General Game Script Settings

These include the Intro Movie, Start Scene, End Scene, End Movie, Title Sound, and the Exit Game 'Nag Screen'. Note: To save these settings after editing, select 'Save General Game / Current Scene' from the 'File' menu. This also saves the MIDI Soundtrack file and the Game's Title.

The following settings are NOT required to be used in order for your game to properly function:

The INTRO MOVIE is a movie file which contains a motion video clip of the intro to your game. This is usually a short movie that shows the player the situation he is in, or how he got into it. It's basically the same thing as the first few minues of a movie, which clue the viewers in on what is going on. It is played when the player starts a new game.

The END MOVIE is a movie file which contains a motion video clip of the ending to your game. It could be a spaceship flying off into space after saving the planet from certain doom, or a clip of the player winning the love of his life in the end after the big battle. Whatever you want it to be. It is played right when the END SCENE is loaded.

The TITLE SOUND is a .wav file which is played right when your game is run. It accompanies the Title Screen (title.bmp).

The EXIT GAME 'NAG SCREEN' is a Windows Bitmap file (*.bmp) which contains information on how to register your game, or anything else you want to display to the user after he closes your game. The filename should be called 'nag.bmp' and should be the same size (dimentions) as the sample nag file that came with this package. If you forget to include the nag.bmp file when you ship your game, or uncheck the Nag box in the Settings frame, it simply will not show anything when the player closes the game.

The following settings ARE REQUIRED to be used in order for your game to properly function:

The START SCENE is the scene that is first displayed when the player starts a new game from the beginning. It should be a scene from the the 1st (main) location. It doesn't have to be the scene that the location points to, but it should be from that location.

The END SCENE is the last scene of the game. When this scene is loaded (usually the result file of an action, or direction from a previous scene), the END MOVIE file is played (if applicable), the scene is displayed, and if there is an Arrive Sound for that scene, then that is played following the movie (if no END MOVIE, then it is played right away), then the game quits. This scene should be a scene showing what the player just did to win the game, and if there is a movie first, then it should resemble the last frame of the movie. You may also want to put a 'The End' caption at the top of the picture. This scene is the only one that you don't have to have any means of exiting it from, since the game ends here anyway. Please note that any

settings other than the ARRIVE SOUND (LOOK, USABLE, TAKABLE, NEW MAP LOCATION, MOVIES, and DIRECTIONS) that are 'programmed' into this scene, will be bypassed.

Scene Editor

This is the heart of AGDP. You enter information about each individual scene which tells the game playing module how your game works. You edit each scene by entering the scene's properties. The properties that each scene has are as follows:

- Look Settings
- Usable Item Settings
- Take/Operate Settings
- New Map Location Setting
- Movie Settings
- Sound Settings
- Direction Settings

- Automatic Direction Settings (Registered Version Option)

USABLE Item Settings

If you want the player to be able to use an item from his inventory in a scene, then uncheck the box next to this setting. Select an item name from the listbox (you must have item icon files in the same directory to see anything in this list) that the player must use. Then, select a sound effect, if you want one. Then select the resulting scene. There are actually TWO (2) scenes for each scene with a usable item. The first one is the scene before the item was used, and the second should be identicle to the first, with the exception that the item has been used, and it should appear that way. The two scenes should be exactly the same as far as Direction settings, Look settings, and Take/ Open settings. You also must define a HOT SPOT so the game knows where the player has to click in order to be able to use the item. When playing the game, once the player has used the item on this scene, the player will never see the scene again, instead he will always see the resulting scene even if the original scene is loaded by another scene.

NOTE: The UNREGISTERED VERSION allows only 10 Items to be edited/ used.

Also see the Automatic Direction Settings option for details on how to make doing this process a little easier.

TAKE/ OPERATE Settings

If you want the player to be able to take an item from a scene and add it to his inventory, OR let the user simply operate something, like a door, without the need of any special item, then uncheck the box next to this setting. If it is a ITEM to be taken, then select 'Takable Item' from the options, if it is an action, then select the 'Action (Open, move)' option. If it is a takable item, then select an item name from the listbox (you must have item icon files in the same directory to see anything in this list) that the player can take. (If it is an action, you will not be allowed to select an item.) Then, select a sound effect, if you want one. Then select the resulting scene. There are actually TWO (2) scenes for each scene with a takable item (or action). The first one is the scene before the item was taken (which should show the item sitting on a floor, or on a shelf, etc. Or if it is an action, then a closed door, etc.) and the second should be identicle to the first, with the exception that the item has been taken, and it should appear that way- unless it is an action, in which case the door, etc. has been opened (which may be an entirely different scene altogether). The two scenes should be exactly the same as far as Direction settings (if a takable item), Look settings (if a takable item), and Usable settings (if a takable item). You also must define a HOT SPOT so the game knows where the player has to click in order to be able to take the item, or operate something. When playing the game, once the player has taken the item from this scene, the player will never see the scene again, instead he will always see the resulting scene even if the original scene is loaded by another scene. However, if it is an ACTION, and NOT a takable item, the player will see this scene again, but the action will not have yet been performed, like in the example with the door, the door would be shut again and the player would have to re-open it.

NOTE: The UNREGISTERED VERSION allows only 10 Items to be edited/ used.

Also see the Automatic Direction Settings option for details on how to make doing this process a little easier.

Movie Settings

You can have a movie (*.avi) play either the FIRST TIME a player gets to a scene, or EVERYTIME. You can use these settings to make sort of a simple conversation happen. The FIRST TIME movie might be a clip of a person telling the player something. The EVERYTIME movie might be a clip of that same person telling the player that he has nothing else to say. These clips could also just be a clip of the player entering a house, etc. If you have access to a motion video capture card, utilizing these options can really make your game stand out!
Note: You do not NEED to use movies in your game, they are optional.

Direction Settings

There are up to four (4) directions that you can go from any scene. Which directions you want made available from a given scene is up to you. Please note that you need AT LEAST ONE DIRECTION available to the player from every scene. Otherwise the player is 'stuck'. An exception to this, however, might be if you have the player enter a room (scene), and it traps him. There would be no directions available to go. But, in this case, YOU MUST have a USABLE OR TAKABLE ITEM available to the player . It could be the player using a hatchet on a wall if you want, but there must be some way that the player can eventually get out of the given scene.

You select which scene a direction will take the player by opening the drop-down listbox and selecting a scene. Note it only lets you select from scenes that you have made a scene by using the Add Scene button. It's also important to remember that when a direction from 'scene a' takes you to 'scene b', that the opposite direction in 'scene b' should take you back to 'scene a'. This information is NOT automatically calculated, you must enter it manually.

Sound Settings

There are two possible sound settings (*.wav) for each scene. The Arrival sound and the Departure sound. These are both OPTIONAL, and it's actually recommended that you don't use these settings in every scene. Use them occasionally if you want a special sound to be played every time the player either arrives or leaves a scene. The sounds could be footsteps in leaves, wind blowing through trees, an owl, or any other sound that you think will enhance a scene. It could even be a short sample of music, to enhance the effects of a certain scene.

Save General Game / Current Scene

This 'File' menu command does just what it says, and more. It saves the General Game settings, MIDI Soundtrack Setting, Game Title, and also all info for the scene currently displayed in the Scene Editor. Normally you do not have to use this command every time you want to save a scene (always though when you make any changes to the General Game Settings, MIDI Settings, or Game Title), because AGDP AUTOMATICALLY SAVES a scenes' information if you open another scene. This auto-saving occurs when you use the GO buttons, JUMP TO LOC'TN button, ADD SCENE button, or if you manually load a new scene by using the 'Load Scene' Dropdown Listbox.

Start a new game configuration

When you are ready to start making a game, simply copy the AGDP program and this helpfile into a directory. Also, place any other files that you plan to use in the game into the directory as well. Note, you don't need to have them all ready just to start- you can keep adding as you go along. To start a new game, select Start A New Game from the menu. This takes you to a screen that simply asks for a title (don't worry, you can change this later). Enter a title then click the 'Save and Exit' button to save it. This creates some files in the current directory, which allows you to begin making your game.

Edit Location Pointers

This is where you tell the game what the first scene is at a location. You can have up to 20 locations per game, and a minimum of one (the main one). You can select whether or not you want any location available to the player from the beginning of your game by checking the box located just to the left of each location. Here, you also name each location. The name is what will appear on the players 'map'. Make it descriptive enough so that the player will know what it is without having to think to hard about it (unless you want him too, that is). Some examples of location names might be 'Forest', or 'Industrial Complex', or 'John Smith's Apartment', etc. Be sure that for each location that you create, you give it a scene to start the player off at when chosen. This is why you should use caution if you decide to make more than on location point to the same scene, this can cause much confusion to the player. If you choose to do that, make sure it is obvious enough to the player why you did, so as not to confuse. If a location is not available to the player at the beginning of the game, then be sure to make it available to the player during the game by setting the New Location property of a scene. This scene might be a scene where the player learns of a new location through maybe a conversation, an address in a book of matches, etc. Once a new location is set through the New Location property, it is added to the player's MAP. To save your location configuration, click the 'Save' button before exiting the Location Editor screen.

NOTE: The UNREGISTERED VERSION allows only up to four (4) locations.

The Adventure Game Designer Pro (Contents)

Distributing your game

This screen lists all the files you will need to distribute with your game. You might want to print it out and save it as a reference. Before sending out your game, be sure that they are all there. Obviously I don't know what your support files will be (scenes, items, sounds, videos, midi, etc), so you must make sure that you do not forget to include any of them.

IMPORTANT: Do NOT, I repeat, DO NOT distribute your registered copy of AGDP! You must remember to move it (and preferably this help file) out of the directory you are working in before you zip it, or copy it. It would not be in your best interest to even distribute the UNREGISTERED version, particularly if you limit their access to the game as described in the Hints, Tips, and Reminders section of this help file. Giving them any version of AGDP could allow them to modify their game!

Please do NOT change any of these filenames. The game will not be able to find them if you do! The only filename you CAN change is the filename of the game playing module (Originally called Game.exe)

- Game.exe - The game playing module. You MAY alter this filename.
- Game.inf - General Game Setup Information
- New.inf - New Game Setup Information
- Mapoint.inf - List of Map Pointers
- Mapstart.inf - List of Map Locations available at the start of a new game.
- Title.jpg - This is the screen that displays when the game is run, but not started yet. You will have to modify the original one that came with this package. Keep the SIZE of the picture the same. Resave it using the SAME filename. Note it is a *.JPG file. Keep the file type the same also.
- Credits.bmp- This is the screen that displays when the player chooses to look at the credits. You will have to modify the original one that came with this package. Keep the SIZE of the picture the same. Resave it using the SAME filename. Note it is a *.BMP file. Keep the file type the same also.
- Nag.bmp - This is the screen that will display when the player closes, or quits your game. It is only displayed if you checked the 'End Game Nag Screen' checkbox under the General Game Settings. It should contain information on how to register your game. You will have to modify the original one that came with this package. Keep the SIZE of the picture the same. Resave it using the SAME filename. Note it is a *.BMP file. Keep the file type the same also.
- Nope.wav - This is a *.wav file that is played when the player tries to do something that doesn't work. Although you may reuse the one that came in this demo, you should re-record it to fit your own game.
- Nosee.wav - This is a *.wav file that is played when the player tries to LOOK at something in a scene, but there is nothing to look at, or he doesn't click in

the right spot. Although you may reuse the one that came in this demo, you should re-record it to fit your own game.

- gvbox.vbx - This is a support file that the Game Playing Module uses, It MUST be included in your distribution package. If you use an installation program, have it install this file to the users' Windows\System directory, using version checking.
- gvjpeg.dll - Another support file that the Game Playing Module uses. It too MUST be included in your distribution package. If you use an installation program, have it install this file to the users' Windows\System directory, using version checking.
- mciwndx.vbx - Yet another support file that the Game Playing Module uses. It too MUST be included in your distribution package. If you use an installation program, have it install this file to the users' Windows\System directory, using version checking.
- All of your support files (the scene pictures ('*.jpg'), each scenes' information file ('*.inf'), your item icons ('*.ico'), each item's description file ('*.des'), any movies ('*.avi'), any sounds ('*.wav'), and your midi soundtrack ('*.mid') if used. You should also design an ICON for your game, (example: game.ico) as it will appear on the player's desktop. NOTE: Do NOT include any of the 'save game' files that you may end up creating during testing. Changes made to your game could cause these files to be faulty. The Game Playing Module automatically creates these files on the users' computer as the user plays your game. These files are: 'sindex.dat' and 'sav#.dat' , where # is 0-9.
- You must also explain in the description of your game that the game requires VBRUN300.DLL. This file can be found all over the place on online services. There's even a good chance that they already have it on their computer, but you must make sure that they know anyway. You may distribute it WITH your game if you choose, though most programs that are distributed via ONLINE services do not. You SHOULD distribute it if you plan to sell it via some means other than an online service.

GO buttons

These buttons are located next to various settings in the Scene Editor. Use these to load the scene that the setting, when executed in the game, will show the player. Note that when using a GO button, the scene currently displayed WILL BE AUTOMATICALLY SAVED before the next scene is displayed. This saves you much time, so that you can just GO right through locations, one direction at a time, until that LOCATION is done. Very user friendly!

Also see the Automatic Direction Settings option for details on how it can make designing your games a little easier when used with some of the GO Buttons.

New Location

If you wish to give the player a new location to explore, uncheck the box by this frame and select a new location to give to the player from the dropdown list box. When the player gets to this particular scene, that new location will appear on his map. You usually reward the player with a new location to go to when he discovers an address, or someone tells him about a place he hasn't been to yet, etc.

NOTE: The UNREGISTERED VERSION allows only up to four (4) locations.

Look Settings

If you want the player to be able to look at something in a particular scene, uncheck the box by this frame, and fill in the information for the look property. If you just want a sound file played, select a .wav file from the list box. If you want there to be a closeup scene of what the player is looking at, then select a closeup scene file. This closeup scene is a normal scene, except that it should be a closeup of whatever the player clicked on in order to see it. Also, the only available direction you should be able to go from a closeup scene is back (down). This direction should point to the scene that the player was just at when he clicked on the thing to look at. You also must define a HOT SPOT so the game knows where the player has to click in order to be able to look at the object.

Also see the Automatic Direction Settings option for details on how to make doing this process a little easier.

Hints, Tips, and Reminders

The following is a list of things to help you get through the process of making your game. You might want to print it out and save it as a reference.

- Each scene must be in JPEG (*.jpg) format and it's size should be 415w X 350h. When resizing a picture, ALWAYS use the RESAMPLE command, if available, rather than the resize command. Resampling often produces much better results.
- When using movie files (*.avi), you might have to experiment in order to get the best results, depending on your board and computer set-up. Remember, although the movies look better at higher frame rates, they can take up ***ALOT*** of space. Try to find a nice medium configuration to get a good balance of quality and reasonable disk space requirements. Movie files should be carefully thought out, don't go overboard- or your game could end up taking 300+ MB of hard drive space! Try to rely more on great graphics (*.jpg) and sound (*.wav) files.
- Audio files (*.wav) should be recorded in MONO at 22000 hz, 8 bit for the best balance of quality and disk space required. If you must, though, you can record some files in stereo and at higher rates.
- You don't have to go through all the trouble of recording sound effects all by yourself. There are plenty of tapes and CD's specifically made for sound effects needs. Just be sure that the sound effects you buy are ROYALTY FREE, and are permitted to be used commercially, meaning that you can use them freely, without paying any royalties (or fines, for that matter!).
- Try to maintain a consistent volume level between .wav files. They should also be just a little louder than the MIDI background music. Audio within movie clips should be about the same volume as the .wav files.
- Modify the .wav files 'Nope.wav' and 'Nosee.wav' to fit your game. Do not change the filenames.
- Modify the 'credits.bmp' and 'nag.bmp' files to fit your game.
- Create a 'game.ico' file so it fits your game. This is the icon that the user will see on his desktop representing your game.
- Remember to carefully set all the properties of each scene, escpecially the direction properties.
- Scenes are automatically saved if you load another one by using theGO buttons, Add Scene button, Jump To Loc'tn button, or if you manually load a new scene with the 'Scene' dropdown listbox.
- Try to work on one location at a time, adding scenes as you go. This will greatly reduce confusion and errors.
- Remember to define result scenes and to define hot spots for items that can be used or taken.
- Remember to record .wav files for each scene that a player can LOOK at something. It is a .wav file that tells the player just what he is looking at.
- If you use a MIDI soundtrack, remember to make it a good length, and

varying a little throughout. Since that one song is looped over and over throughout the entire game, it shouldn't be too monotonous.

- If you choose to make the game more 'realistic' by having multiple views of the same scene (such as in the demo), remember that you will need at least 2 pictures of the same scene. One of them being a MIRROR image of the other. Also remember that if there is something to look at, or a usable or takable item, sounds, movies, etc., then the mirror image scene should contain the same information as the orginal. For example, in the demo game, for the scene with the key on the ground, there are four (4) scenes altogether for that one apparent scene. One scene going east (and ANOTHER with the key taken), and one scene going west (and ANOTHER with the key taken). Also notice, that no matter which direction the player is going when he finds the key and picks it up, that it is not there anymore no matter which way he's going when he goes back. It's all in the scene properties. Once you begin to understand how it all works, there's lot's of neat tricks you can do!
- To make it easier on yourself to TEST every part of your game (and you WILL test everything, right?), try creating some temporary LOCATIONS, and point them to the areas of the scenes you wish to test. Also, check their checkboxes to make them available at the beginning of the game. If necessary, also add the appropriate items to your game start inventory, if they would normally be found elswhere in the game. This way you can just go right to any scene you want to and test it thoroughly. When you are convinced that it is OK, just remove the location from the locations list and set the 'scene pointed to' to 'none'. Also, if you added some items to your game start inventory, remember to take those back out.
- Write a small instruction manual, or documentation file using a word processor, or Notepad, explaining the basics of your game, and how to play it. Be sure to explain how the directions work (if you chose the 'realistic' type approach, or the 'sliding' method, as explained a few paragraphs up).

*** BELOW IS A TIP ON HOW TO DISTRIBUTE YOUR GAME AS AN UNREGISTERED 'DEMO' WHICH WILL ALLOW THE PLAYER TO ONLY GET SO FAR. YOU CAN THEN ALLOW ACCESS TO THE REST OF THE GAME BY GIVING THE USER ONLY A FEW SMALL FILES AFTER HE REGISTERS! ***

Include ALL of the files in the original package. However, for the scene in the game that you want to be the last until they register, select that scene for the LAST SCENE, in the GENERAL GAME SCRIPT SETTINGS. You might want to make that scene display some text like 'Please register to continue.' You also want to check the 'End Game Nag Screen' box in the General Game Settings frame. Also, be sure to include your nag screen (nag.bmp). That screen should contain information on how much it costs, and where to send the $$$. NOW, what to give the user when he registers? Include the following:

- A replacement file for the scene (file.jpg). This file should now appear normal to the game, with no text or anything on it.

- A replacement file for the game settings (game.inf). This file should have the 'Nag Screen' settings DISABLED, and a different file selected as the LAST SCENE. This will keep your nag screen from popping up everytime the registered user quits your game for the night, and the game will then end on the correct scene.
- Also, if your orginal 'credits.bmp' file had some registration information/ nagging, then you should update that file too.

When you send these files to the registered user, simply tell him to place them in the directory that the game is in. When Windows asks if he wants the old files replaced with the new ones, tell him to say YES. That's all there is to it. Simple, huh? Of course if you want, you can just wait until they register to give them the rest of the game files. But it's much nicer to just replace a couple small ones.

Registration Information

(Click HERE for list of features only offered in the **REGISTERED** version)

(Click HERE for the **Registration Form**)

Thankyou for evaluating the Adventure Game Designer Pro. If you are reading this page, then I assume that it has at least sparked some interest. If so, I am glad you like it. Much time and care went into this program to make it the best, easiest to use, and most powerful game editor available for the price. And what is the price? It may be cheaper than you think. You can easily pay (and I have seen it, trust me) $70 PLUS for a game editor not even close to this. But, I love games, love making games, and would love to help others make cool games too. I am happy to say that The Adventure Game Designer Pro will cost you only $40! Now, even if you are thinking "That's still not very cheap....", consider the possible profits ($$$) from selling your game to potentially hundreds, thousands of people. All games made with REGISTERED users of AGDP may be distributed freely - or not so freely ($$$). I get no kickback. It's all yours. Just let me know when you finish them, so I can check them out, and see what you are making with this program. Also, for more incentive, REGISTERED USERS receive the following, at NO cost:

1) ONLINE SUPPORT- Whether it be a problem running the AGDP, distributing your game, or even DESIGNING your game, help is an E-mail away!*

2) UPGRADES- Any upgrades made to the Adventure Game Designer Pro AND/OR the Game Playing Module are FREE....FOREVER.

Thankyou,
Kevin M. Dommer

*** E-Mail Address - 'KevSoft@aol.com'. You MUST write using the same E-Mail address that you registered with. If not, you will not get a response to your E-Mail. If for any reason your E-mail address should change, send me E-mail stating your REAL NAME and your old E-mail address. I will then update my records. (((This does NOT apply to unregistered users simply inquiring about the software. Letters of that nature WILL be answered.)))**

Click HERE for the **Registration Form**.

Adventure Game Designer Pro Registration

* Print this Form, fill it out, then mail to the address below.*

Name_____
Address_____ Apt_____
City_____ State_____ Zip_____
Company (If Applicable)_____
FULL E-MAIL ADDRESS (Important- I will E-mail you the registered copy of AGDP!)_____

The following questions are optional:
1) Have you ever designed a computer game before? _____
2) What is your favorite type of computer game?_____
3) Do you own - a) A Still-Image Capture Device? _____ b) A Motion-Video Capture Device?_____ c) A Flatbed or Photo Scanner? _____
4) What is your age?_____
5) What was the biggest influence on your decision to register the Adventure Game Designer Pro? _____
_____

Note there is a discount for group purchases If you plan to work on games in groups, please follow the price list below.
1 unit - $40
2 - 5 units - $35 each
6+ units - $30 each

Quantity Cost Each Total
----------|----------|----------
x $. = $.

If more than one unit was purchased, please print the E-MAIL ADDRESSES of the other users below (Required).
_____

_____
Please make a U.S. check* or money order payable to *Kevin M. Dommer* and send it to:

AGDP Registration
3009 190th Pl.
Lansing, IL. 60438

Thanks for your order!
***(Please allow 7-10 days for personal checks to clear)**

Refresh button

When clicked, this little button will refresh (update) all of the file dropdown listboxes in the AGDP. This is handy if you happen to minimize AGDP, move some new files to your working directory, then restore AGDP. Click this button and the new files that you just added to the directory will appear in the listboxes, so you can begin working with them.

Automatic Direction Settings Option

REGISTERED VERSION ONLY

When this option is checked, AGDP will automatically set the next scene's DIRECTION settings, based on the current scene's direction settings, when you use a GO BUTTON from the following settings:

- LOOK (Closeup) - Set's the Closeup Scene's BACK (DOWN) Direction setting to the Current scene. This is because generally the only direction available out of a closeup scene should be back, to 'step back' from the item you looked at closely.

- TAKE / OPERATE -
- TAKABLE ITEM - Set's ALL FOUR (4) of the Result Scene's Direction settings to the same as the Current scene's. This is because the result scene should be exactly identicle to the original scene, with the exception that the result scene should depict the result of the item being taken. (In other words, the item should not be there anymore.)
- ACTION (Open/ Move) - Set's the LEFT, RIGHT, and BACK (DOWN) of the Result Scene's Direction settings to the same as the Current scene's. This is because the result scene should be exactly identicle to the original scene, with the exception that the result scene should depict the result of the action (such as a now open door that WAS closed). The UP (FORWARD) setting is NOT kept the same because there should be a different scene to go 'forward' to from the result scene, since now there is 'a door open'. Actually, the player shouldn't be able to even go UP (FORWARD) to ANYTHING if there is an action to be done first. (As in the example, the player can't just walk through a door, can he?)

- USABLE ITEM - Set's ALL FOUR (4) of the Result Scene's Direction settings to the same as the Current scene's. This is because the result scene should be exactly identicle to the original scene, with the exception that the result scene should depict the result of the item being used.

NOTE: The Automatic Direction Settings do NOT work when using the GO Buttons from an actual Direction Setting. This is because their are a couple different ways you can design your game. For example, in the demo game, it used more than one scene for each apparent scene, the duplicates were mirror images of the originals, to simulate 'walking the other way' down the same scene. This required different result scene's from certain directions, depending on which way the player was 'facing'. You don't have to do this, you could just have a simple layout, where the player just 'steps back', 'slides left and right', etc. This is much simpler to make than the other way, and since there is more than one way to do it, it could end up being more of a hassle than good if the settings were automatically computed. (There is almost no way to compute a 'reversed' scene's name coming from a normal

scene. If this part has you completely confused, examine the DEMO game with the AGDP Game Editor. Pay close attention to the scene names while switching back and forth between directions. This should help you understand what I am talking about.) Also note that it does not automatically set the sound or movie settings either, as these can vary depending on situations.

Registered Version Added Features

The **REGISTERED** version of AGDP adds these features:

- Allows up to 20 Locations, and supports up to 60 Items. The UN-REGISTERED version allows only up to four (4) locations, and up to 10 items to be edited/ used in your games.
- Automatic Direction Settings. With this option checked, AGDP automatically sets result scenes' Direction Settings as you build your game. The UNREGISTERED version doesn't offer this option.

Click HERE for Registration Information.

Game Playing Module

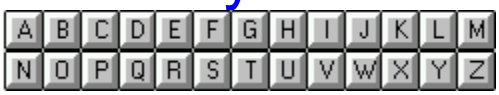
OVERVIEW:

The Game Playing Module is the program (.exe) that actually plays your games. If you played the demo then you have seen the Game Playing Module. You may have noticed that it looks rather professional. It's nicely laid out, user friendly, and quite functional. The main screen is where the whole game takes place. Everything the player can do in the game is right there, at his fingertips. Very simple to use!

FEATURES:

- **Easy-To-Use Interface**
- **Supports *.MID Music files, *.AVI Movie files, and *.Wav Sound files**
- **Each individual scene is a *.JPG file, to help keep harddrive space requirements the lowest they can possibly be**
- **The game's design and available 'scripting' techniques allow for excellent continuity**
- **Items in the player's inventory are represented by ICONS, unlike some other cheaper games that simply use a word. There is also support for custom descriptions of each item the game uses**
- **Up to 10 slots available for saved games, *with* descriptions**
- **MIDI Soundtrack On/Off Option**
- **Travel 'Map' allows player to travel to different locations with a few clicks of the mouse (Up to 20 locations are available, with no limit to each one's size)**
- **Up to 60 Items (icons and descriptions) are available per game**
- **VCR Style controls during movie playback**
- **Point-&-Click Interface for Looking at, Picking up, and Using objects and items**
- **Displays your custom 'Shareware Nag' and 'Credits' screens**
- **Freely Distributable by REGISTERED users of The AGDP**

Glossary



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A
Adventure Games

G
Game Playing Module

H
HOT SPOT

I
icon

L
LOCATION

M
MAP
movie

S
scene
setting

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MONEY, DOUGH, LETTUCE, GREENBACKS, THE ROOT OF ALL HAPPINESS. There's potential money to be made in designing computer games, if you have the means to do it (like with the help of The Adventure Game Designer Pro....)

Adventure Games

Games where a player 'explores', and as he does so, a story unfolds. These games usually include digitzed pictures, movies, and sounds. The Adventure Game Designer Pro makes it easy to create your very own Adventure Game!

Game Playing Module

The main executable program which plays your game. This file is freely distributable by registered users of AGDP.

HOT SPOT

A Hot Spot is a square area that you define in order for the game to know where the player has to click in order to Look at something, Use something, or Take/Operate something. It is real easy to define a hotspot. Here's what you do:

1) Uncheck the frame of the setting you want to define the hotspot for.
2) Place the mouse pointer over the UPPERLEFT area of the spot that you want to define (say the upperleft corner of a door).
3) Click and HOLD DOWN the LEFT mouse button, then drag the mouse to the LOWER RIGHT corner of the spot that you are defining (say the lower right corner of a door). There should now be a red square covering your hot spot.
4) Release the mouse button. Next, click the Define button in the frame of the setting you are defining. If all went well, it should say 'Defined.' next to Hot Spot, and the red square will have disappeared.

*Once you define a hot spot as instructed above, that spot will remain in memory until you close the AGDP, therefore, if you have more than one thing the player can do (i.e. LOOK and TAKE an object), you don't have to re-draw the hotspot, just click the Define button for each action once it is initially created.

*If you just want to get rid of the red square, simply click on it.

*To review the location of a hot spot, click and hold the little red square located next to each 'Hot Spot> Defined.' label.

icon

A small graphical image used to represent something. In AGDP, icon images are used to display items that the player might find and use in your game. Icon files have the suffix '.ico'.

LOCATION

A location consists of many individual scenes. You can have up to 20 locations per game, with unlimited scenes per location.
Locations, when made available to the player, appear on a map in the game. The player can then go to locations at his discretion.

MAP

This is a screen in the game that allows the player to travel somewhere by choosing from a list of locations. Usually a location is 'rewarded' to the player when he discovers something, like an address, etc.

movie

In the AGDP, it's a computer file which contains a digitized movie clip. AGDP supports movie files ending in the '.avi' suffix. You create these files using a video camera (camcorder), and a motion video capture card. You may not have access to these items, but if you do, they can really make your game stand out. Motion video capture cards can run anywhere from around $300 to well above $2500.

scene

A scene is a picture (*.jpg) that the player see's every step he takes. There can be many scenes that make up a location.

Note: To make a picture a scene, you must first place it in the same directory as the AGDP Program, and then click the 'Add Scene' Command button. This opens up a dropdown listbox displaying all the *.jpg pictures in the directory that haven't yet been made into a scene.

setting

Each scene consists of a bunch of settings. Some of these are DIRECTIONS, TAKABLE ITEMS, USABLE ITEMS. There also General Game Settings which tell the game things such as opening scenes, closing scenes, midi soundtrack to play, etc.