
7.0 Playing a game

Your Klik & Play games are played in a standard window on the Desktop. This window can be moved around, and resized to your precise requirements.

Along the top there's a menu. This can be removed at any time and you can set-up your game so that it doesn't display this particular menu.

We'll now have an in depth look at the menu options that appear in a finished Klik & Play game:

Game

New Game **F2** **⌘ N**

Restarts the Game from the start beginning.

Password

Enters an optional password to jump to a new level.

Pause **Ctrl+P** **⌘ P**

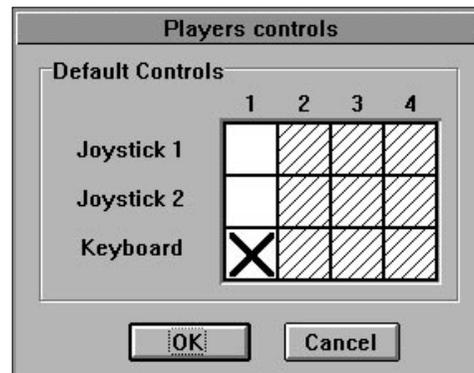
Pauses the game, and displays a dialogue box like so:



Click on "Continue" to resume.

Players **Ctrl+Y** **⌘ Y**

Presents a dialogue box which allows you to select the control systems used by each player. Every player can be assigned either to a joystick (if there are two), or the keyboard.



Click on a box to change the options.

- Options**
- Quit** **Alt+F4** **⌘ Q**
Returns you to Klik & Play or Windows/Macintosh Desktop as appropriate.
- Play Samples** **Ctrl+S** **⌘ S**
Turns the sampled sound on or off for the current game.
- Play Music** **Ctrl+M** **⌘ M**
Toggles the music on or off for your game.
- Hide the Menu** **F8** **⌘ D**
Hides the menu line from the screen. You can now call up the options using the keyboard short-cuts. Press F8 again to re-display the menu.

Help

- How to play** **F1** **⌘ H**
Displays an optional help file created by the author of the program.
- About** Displays a user defined credit box.

Starting a new game

You can abort the current game and start a new one by either selecting "New game" from the "Game" menu or by hitting F2 (**⌘ N**) from the keyboard.

Leaving the game

You can leave the game at any time by pressing Alt+F4 (**⌘ Q**) or selecting "Quit" from the "Game" menu. If you've run the game from the Level Editor, you'll now be returned to the main screen. However, if you've run the game from the Storyboard editor, or the Title screen, you'll be returned there instead.

Removing a game from the screen



Most Klik & Play games have a panic key assigned to F5. This removes the game from the screen, displaying whatever was behind it. You can now get on with some serious work, or at least look busy when the boss walks in. When he's gone, you can press F5 again, and continue with your game.

Reading the game instructions

Many games have instructions and credit screens. These can be accessed from the "Help" menu or by pressing F1, just like other applications (Mac users: **⌘ H**).

Toggling the sound effects

The sound effects can be turned on or off during the game. The Options menu lets you toggle either the sampled sound or the music. If an option is turned on, you'll see

a tick to the left of the item.

If you want to disable the sound effects more permanently, you can also turn them off straight from Klik & Play. Select the "Preferences" option from the main "Edit" menu, and click on the Play Music or Play Samples boxes as required.