1.0 Getting Started

Welcome to Klik & Play, the ultimate games creator! Klik & Play is all you need to create amazing Windows/Macintosh games and presentations, without having to know a thing about programming. As you'll soon discover, games creation is not just breathtakingly easy, it's also fun!

Once you've run the installation routine, you can load Klik & Play by selecting the friendly new icon from the Windows/Macintosh Desktop. To select the icon, simply press the left hand mouse button twice. You'll now be presented with the following options:

Play game

Lets you play a Klik & Play game on the screen. The package includes ten ready made games for you to enjoy.

Modify game

Provides you with a simple file selector, and allows you to load a game into Klik & Play for subsequent editing.

Create Game

Takes you into the Storyboard Editor, the first step to creating your new game.

Quit

If for any reason you do not wish to go into Klik & Play, simply click on Quit, this will take you back to the Windows/Macintosh Desktop.

1:1 Absolute Beginners

We'll now look at each of the start-up options in more detail.

Play game

Allows you to play a game from the Klik & Play gamepack. Each game is represented by a small icon on the screen.

You can load your games by simply clicking on an icon with the left mouse button. If the game you want is not on the screen, you can scroll through the list with the slider bars to the right.

The **Cancel** button exits the gamepack selector, and returns you back to the main Klik & Play dialogue.

Your games are played in their own windows, which can be moved around the desktop, and re-sized using the standard controls.

The Play Game options

Each game has its own menu line along the top:

Game   **New Game** (or **F2** from the keyboard) (Mac: ⌘ **N**)
Restarts the game from the very first frame. All scores and number of lives and counters will be reset.

Pause (or hold down the **Ctrl** key and press **P**) (Mac: ⌘ **P**)
Stops the game so you can take a break if necessary.

Players (or hold down the **Ctrl** key and press **Y**) (Mac: ⌘ **Y**)
Allows you to define the player controls.

Quit (or hold down the **Alt** key and press function key **F4**) (Mac: ⌘ **Q**)
Exits from the game and returns you to the game selection box.

Options   **Play Samples** (or hold down the **Ctrl** key and press **S**) (Mac: ⌘ **S**)
Turns the sampled sound effects on or off.

Play Music (or hold down the **Ctrl** key and press **M**) (Mac: ⌘ **M**)
Toggles the music on and off.

Hide the menu (or press **F8**) (Mac: ⌘ **D**)
Removes the menu line from the screen.

Help   **How to play** (or press **F1**) (Mac: ⌘ **H**)
Displays a help file created by the author of the program.

About...
A dialogue will be shown, it will inform you of who made the game and what it is called.

Note that many games have a **"Panic"** option assigned to function key **F5**. This temporarily hides your game into the background, revealing whatever else is in your Windows backdrop/Macintosh Desktop. To return back to the game simply press F5 again.

Modify game

This displays a selector and allows you to pick a Klik & Play game from disk. All Klik & Play games have a ".gam" extension at the end.

```
                        Load game
Path:          c:\knp\gamepack
Game description:
┌────────────────────────────────────────┐
│                                         │
└────────────────────────────────────────┘

┌─────────────────────┐  ┌─────────────────┐
│ concentr.gam        │  │ [..]            │
│ facegame.gam        │  │ [-a-]           │
│ gracilis.gam        │  │ [-c-]           │
│ hungryh.gam         │  │                 │
│ music.gam           │  │                 │
│ othello.gam         │  │                 │
│ racingl.gam         │  └─────────────────┘
│ romeo.gam           │  ┌─────────────────┐
│ slotmach.gam        │  │                 │
│ toyland.gam         │  │                 │
│                     │  │                 │
│                     │  │                 │
└─────────────────────┘  └─────────────────┘

   [  Ok  ]      [ Cancel ]     [  Help  ]
```

As you scroll through the list, a full description of each game appears at the top of the selection box.

```
Game description:
┌────────────────────────────────────────┐
│ Klik & Play Music Game                  │
└────────────────────────────────────────┘
```

You can see what the game looks like by highlighting its filename with the mouse. A picture of the first game screen will appear in the preview area.

Loading a game from the file selector

Loading a game is very simple. Just move the mouse over a filename, and double click on it with the left button.

Klik & Play will now load the game that you have selected. When the game has loaded you will be in the Storyboard Editor, which will allow you to edit the game. The following four pages will give you an introduction to the Storyboard Editor and its associated features.

Basic Principles

Klik & Play has a very useful and easy to use built in help system, you'll notice the effect whenever you move the mouse over an item. A message will pop up explaining what it's for. You'll also find additional help on the status line at the bottom of the window.
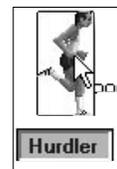
Klik & Play is split into several different sections, each handling a different part of the creation process. The first thing you will see is the Storyboard Editor.

An introduction to the Storyboard Editor

The Storyboard Editor divides your game into a number of "frames", and lets you select how they'll be displayed on the screen. You can assign each frame to either a game level, a still picture, or an animation sequence. Frames can be copied around with ease, and rearranged with a simple click of the mouse. So you can create games, slide shows, or interactive presentations, effortlessly!

Each frame is represented by a small box.

The "More..." box serves as a guide to show the next free frame in the sequence.

There are three sorts of frames to choose from

Picture frames

Hold a still picture in any of the standard PC/Macintosh formats.

Animation frames

Displays an FLI or FLC animation sequence.

Level frames

Holds a 'game' level.

You can select frames by simply clicking on them with the right mouse button. This will display a pop-up menu like so.

Since the level options are the most important, here's a brief explanation:

Level Set-up

Sets the size of the playing area, it also allows you to enter a password for the level if you wish. Using the Level set-up option you can also enter a title name for the particular level.

Goto Level Editor

Calls up the Klik & Play Level Editor. This allows you to design your level screens, position your objects, create movement patterns, or produce stunning animation sequences. It provides a studio where you can arrange your game objects, and set up the scenery.

If you're doing a lot of editing work, you can enter this module whenever you load Klik & Play. To be able to do this, select the "Edit" menu and then click on the Preferences option and simply alter the preferences to your individual needs.

Goto Step Through Editor

Enters the Step Through Editor. The Step Through Editor plays your games, and reports back when an event occurs, such as a bat colliding with a ball. You will then be able to choose an appropriate "action" directly from the screen. For example you would be able to make the ball bounce away from the bat after the collision.

Goto Event Editor

Runs the Event Editor. This provides you with complete control over all the events that can happen in your game. It writes the "Script" which defines how your characters will interact with each other on the screen. For example you may want to give the player an extra life after he reaches a thousand points, or introduce a baddy thirty seconds after the start of the game.

Play Level

Plays the currently selected level of your game.

You will only be able to use the options Goto Step Through Editor, Goto Event Editor and Play Level as Finished when at least one frame has been edited.

You can also call up the same features from the menu line at the top of the Storyboard window. Here's a breakdown of these options:

File   Holds all the options for saving and loading games. File also allows you to quit Klik & Play.

Edit   Enables you to Cut and Paste objects or even whole screens. Edit also allows you to set preferences, as well as define Game and Level Setup.

Objects Provides options for choosing objects and displaying them on the screen. (Not available from the Storyboard Editor).

Game   Lets you call up various parts of Klik & Play such as the Step Through

Editor and Event Editor, as well as allowing you to play the finished game.

Help   Forms the gateway to the Klik & Play help menus.

To the left of the Storyboard there are two buttons

The Goto button
Displays a list of icons which allow you to jump around the Klik & Play system. We'll be explaining most of these options later. But for now, it's worth noting that:

The LEVEL option plays the selected level.
The GAME option plays the entire game.

The Tools button
Adds new levels, picture, or animation's to your game.

Creating a game

This option enters you into the Storyboard Editor, and presents you with a blank screen. You can now start creating your games immediately.

We'll be discussing how the Storyboard Editor works later on. But for now, we'll concentrate on creating a quick demonstration game to get you started.

For our example, we'll bounce a ball around the screen, destroying bricks as it goes. We'll be producing a simple rebound game similar to Arkanoid.

If you are not already in Klik & Play, simply click on the Klik & Play icon and from the options displayed select "Create a Game".

Setting the scene

You'll now need to design a background screen for your game, and position the various objects. This can be achieved from the Klik & Play Level Editor.

Select the first frame of your game with the right mouse button. It's a box with "Frame 1" situated in the top left hand corner.
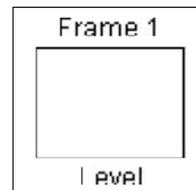
A menu will appear on the screen.
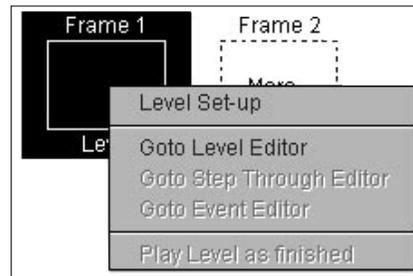
Highlight the line "Goto Level Editor", and click on it with the left mouse button.

You'll now be taken to the Level Editor. This is where you begin to create your game screens.

Down the left hand side are a series of small pictures, or "Libraries". Each library holds a collection of objects for use in your games.

If you are using 640x480 resolution, you will not be able to see the whole of the playfield. So you will need to scroll the screen around using the right hand side and bottom scroll bars. So when you place down objects (especially backdrops), make sure you place them at their correct spot.

To the right, there's a large white block taking up most of the window. This is the "play area" where you will design your game and bring it to life. Along the edges, you'll also see grey holding areas used to store objects off screen.

We'll now open a library and display its contents from the editor. Let's pick the one called TOYLAND.

Click on the scroll bar to the left of the library list and drag it down (or use the down arrow to move the library selection down) until you see a picture of a cat.

Select the library with the mouse and the library will be displayed on an "Object Shelf" at the top of the screen.

Each picture holds a different object which can be added to your games.

We'll pick the background first. With the left mouse button click on the object called "Dude's room" (all objects display their names as you point at them).

and drag it onto the play area.

The moment the mouse leaves the shelf, it will be replaced by a giant picture. This is the "Dude's room" object as it will appear in your game.
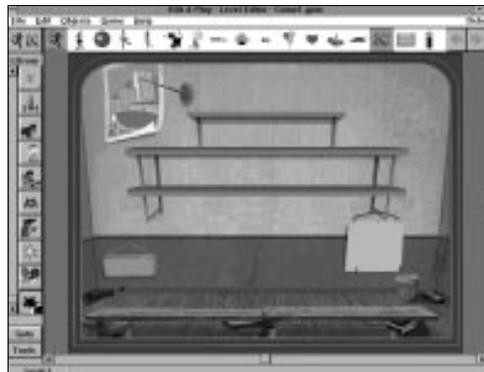
Position the room over the play area, and line it up carefully with the border. When you're satisfied with the effect, click on the left button to drop it into place. Don't worry if you make a mistake. You can hold down the left button and drag this background to a new position at any time.

We'll now select the "active objects" in our game. These are the ones which will move around on the screen.

From the same library pick the "Skate Dude" object and place him on the bench like so:

Let's add a bouncing ball to our game. Click on the "Big Ball" object and position it directly over the skateboarder's head.

Finally, we'll define our bricks. But instead of using bricks, we'll use some toy soldiers and spinning tops.

We now need to place down quite a few objects of the same type. Here's a tip: If you want to paste down several copies of the same object, drop them into position with the right mouse button (Mac users: Command + mouse click). The object will now be permanently assigned to the mouse, so you can make as many copies as you like. When you've finished, click again on the object's icon in the shelf, or hit the "Esc" key from the keyboard.

Select the "Soldier" object and position them, then select the "Spinning Top" object and position these as well. Arrange the soldiers and tops in the following pattern:
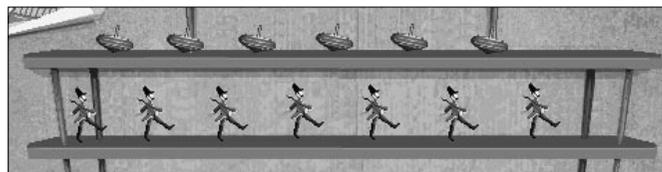
Normally, the next step would be to define some movement patterns for our objects.

Just to make life easier, we've cheated a little.

The skateboarder has already been set-up using the "eight direction movement" system. So when you test your game, you'll be able to move him around using the Joystick or cursor keys.

Similarly, we have chosen a bounce effect for "Big Ball", and defined a simple path movement for the Soldiers and Spinning tops.

If you wanted to set up these options for yourself, you'd click on your objects with the right button, and highlight from the Movement sub-menu, choose the "Select Movement" option. You could now choose the "Eight Direction Movement", "Bouncing Ball" and "Path Movement" buttons respectively. You'd then be able to define each of your effects in turn. There's no need to worry about how this works for the moment. We'll be discussing object movements in detail in Chapter 4. This is a simple example to show you how to make a basic game, but without involving too much detail at this stage.

Adding the action

You've now created the scenery for your game and placed your actors on the stage. Let's see some action!

Click on the "Game" menu, and select the "Step Through Editor" option.

This will start your game, and test it for "events". After a second or so, the game will stop with the following message:
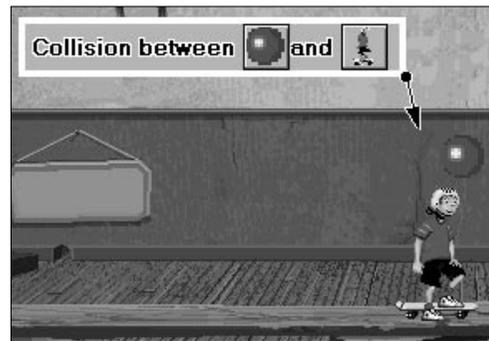
This message appears because Klik & Play has discovered that the ball has collided with the Skateboarder. Klik & Play will now ask you to decide what should happen at this point in the game. You can enter these options from the Step Through Editor.
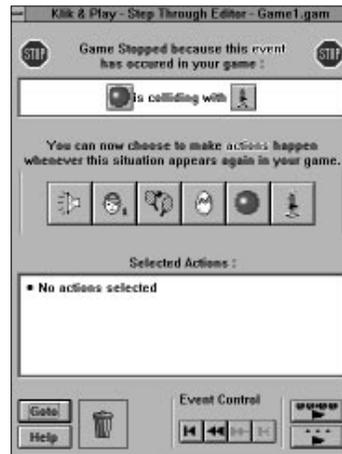
This allows you to assign one or more "actions" to each event in your game. In our present situation, we need to tell Klik & Play what action should be taken when the ball hits the skateboarder. Let's make the ball bounce and play an "Ouch" sound.

First, select the ball by pressing the left hand mouse button.

A dialogue box will be displayed on the screen, so that you can select an actions for this ball.


Click on the Bounce "Big Ball" button to bounce the ball against the character. You'll now be returned to the Step Through Editor, with the new action stated in the "Selected Actions" box.
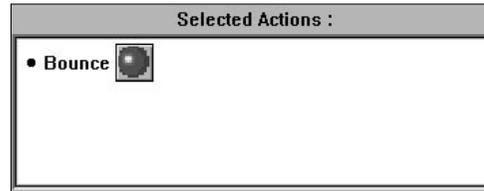
Next, we'll add the sound effect. Click on the "Loudspeaker" icon.

A sound selector will pop-up.
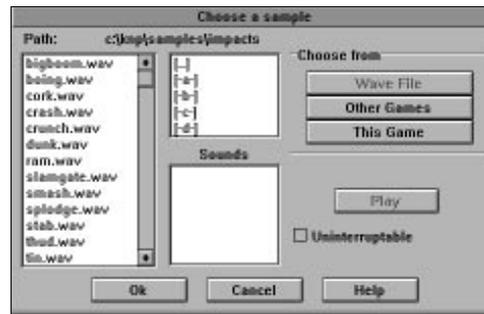
Not all options are available in the Mac selector

Double click on the TOYLAND directory to access the sounds we've provided for this game:
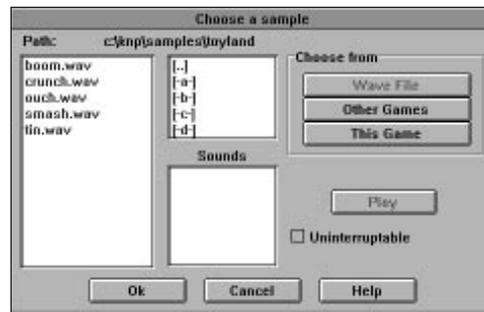
You should then click on the "OUCH.WAV" sound file and select "OK".

This sound will be immediately added to the action list.
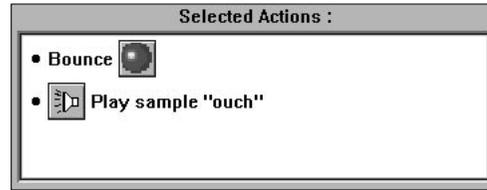
Now we've told Klik & Play what to do whenever the ball collides with the Skate Dude, we'll resume the game by clicking on the "Continue Game" icon.

The ball will bounce off the skateboarder's head and collide with the soldier above. So straight away, we'll have another set of actions to define. For this situation, we need to add actions to:

1. Destroy the soldier

2. Bounce the ball

3. Make a bounce sound

Here's the procedure:

To Destroy the soldier:
        Click on the "Soldier" icon.

        Select the "Destroy Soldier" button.

To Bounce the ball:

Choose the "Big Ball" icon.

Click on "Bounce Big Ball"

To play a sound sample:

Select the "Play sound sample" icon.

Select "Tin.Wav" from the Toyland directory.

When you're finished, you should have the following action list:
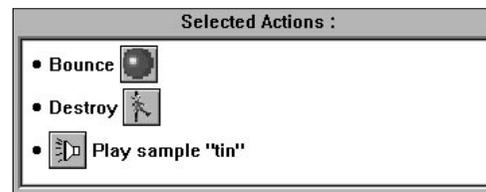
As before, click on "Continue game", and test your game.

You've now set-up two "events" in your game. In practice, most games have dozens of these events. Let's define a few more. Since we've no way of knowing how the ball will bounce, we obviously can't guess what's going to happen next. So here's a list of the possible events, along with the recommended actions.

Collisions between the ball and play area boundary

Click on the "Big Ball" from the Step Through Editor screen, and choose the Bounce "Big Ball" option.
Note: Any objects that have ball movement will have a bounce action already defined for this situation. So you don't need to set this event up really.

Select "Continue game" to proceed.

Collisions between the ball and the spinning top.

Select the spinning top icon, and add the same actions you defined for the Soldier.

Click on "Continue game".

Collisions between the Skateboarder and play area boundary

> Select the skateboarder, and choose Bounce "Skateboarding Dude" Click on "Continue game"

Once you've added all these events, select the "Stop" icon, or press the "Esc" key to return to the Step-Through Editor.

When you select "Stop" you are stopping the game after a certain time and so Klik & Play regards this as an event and you will be returned to the Step Through Editor.

You can now play through the entire game by clicking on the "Restart game" icon.

The game will play on the screen continuously, with the ball bouncing around, and destroying objects as it collides with objects, as well as playing sound samples. As you can see, creating games is really easy with Klik & Play. All you have to do, is Klik on the options, and Play your games.

We'll be expanding this demonstration game later on, so it's good idea to save it on the disk.

Click on the "Stop" icon with the mouse, and select the GOTO button from the Step Through Editor. Choose the "Goto Storyboard Editor" icon, it looks like this:
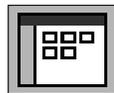
When the Storyboard Editor reappears, call up the "File" menu from the top of the window, and highlight the "Save Game" option.

The following selector will appear:

Not all options are available in the Mac selector

Type in a name of your choice for the game, and click on "OK". Choose a name like "Demo1.gam".

Your demonstration game will now be saved on the disk, ready for future use.

And that's about it! The rest of this manual contains detailed instructions for creating the various parts of your games. Have fun!

1.2: The Basics of Klik & Play

A few years ago, you needed to be an expert in order to write a computer game. But these days are finally over! Klik & Play provides you with everything you need to create terrific games in the comfort of your own home. Klik & Play allows anybody to create a game, very easily and very quickly.

Klik & Play is totally different to anything you've seen before, and it's easy to get overwhelmed by the many features of Klik & Play, so the following chapter basically describes how to use the major features, and what each of these features is responsible for.

Help is at hand

Klik & Play contains a built-in help system, it explains each option as you are using it. This "Handy Hint" feature presents you with a helpful message whenever you move the mouse over an object or control icon.
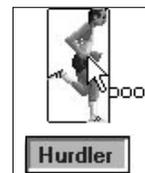
If you get stuck, there's even more information on the status line.

Hurdler : Active object, movement : static,

A standard Windows/Macintosh Help menu is also available to give you guidance on all the available options. So you're never more than a klik away from assistance.

Using the mouse

All options are selected in the same general way.

The left mouse button calls up a command, or highlights a component in your game.
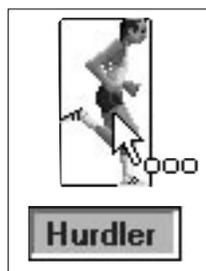
The right button displays a pop-up menu so you can edit the component on the screen. (The right button can be emulated by double clicking with the left mouse button).
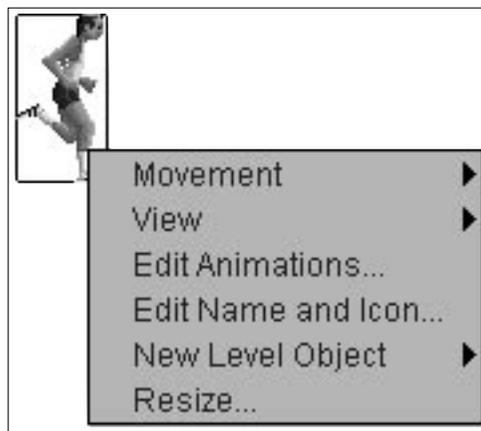
Klik & Play Overview

Klik & Play is split into several sections, each dealing with a specific part of the games creation process.

The Storyboard Editor

This is the first thing you'll see when you enter Klik & Play. It's used to define the structure of your game, and sets up your various levels and start-up screens.

Each game consists of a number of "frames" containing either a level, a picture, or an animation.


If you are designing a brand new game, to edit the first frame simply click on frame 1 with the right hand mouse button and select the option "Goto Level Editor" from the resulting menu.

However, if you have already created a game consisting of several frames and wish to create a new frame, simply click on the "Tools" button and select the option "Add a new level to the game", you can then insert this frame into the desired place. You can also move frames around, import pictures or load .flc or .fli animation files.

The Level Editor

The Level Editor lets you define individual game screens, and set up the individual objects in your games. These objects are used for things like spaceships, racecars,

or obstacles. They can be dragged into place, and set in motion using a range of simple menu options. Depending on the type of object, you can add movement patterns, possessions, or animation sequences with ease.
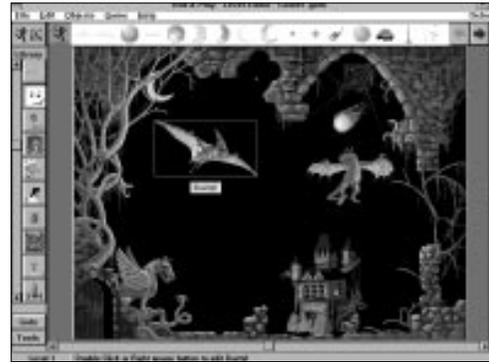
Once you've chosen your objects, you'll be ready to define how they will interact. This is the job of the Step Through Editor and the Event Editor.

The Step Through Editor

The Step Through Editor plays your game, and stops whenever an event occurs. Typical events include two objects colliding, or the player pressing the fire button. Each event can be associated with a number of different actions in your game. These actions allow you to explode your objects, or launch off a missile as required. You can now continue from where you left off, and check for the next event in your game. Before you know it, your game will be complete.
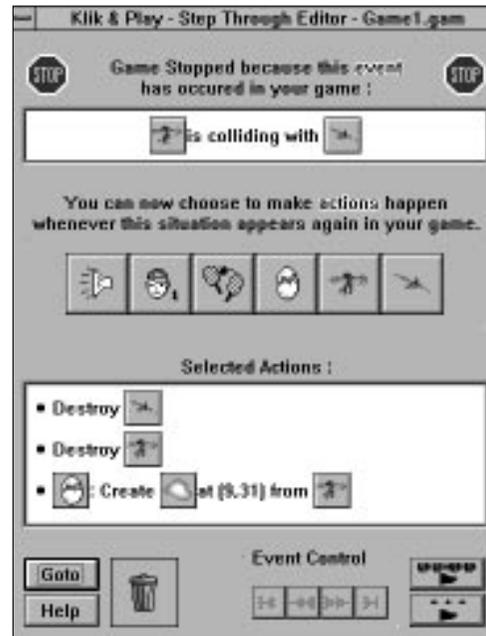
The Event Editor

With this editor you can set-up events and actions before they have actually occurred within your game. There are more powerful events and actions that can be chosen from this editor, and once you've got the hang of how it operates you'll spend most of your time creating your games here.

The Animation Editor

This controls the way your objects will be displayed on the screen. Most Klik & Play objects can be flipped through a complex animation sequence, so they can change

shape, or bounce around the display at will. You can choose the animation, change the speed, rotate it, or generate fancy zoom/reduce effects, all using a simple dialogue box.
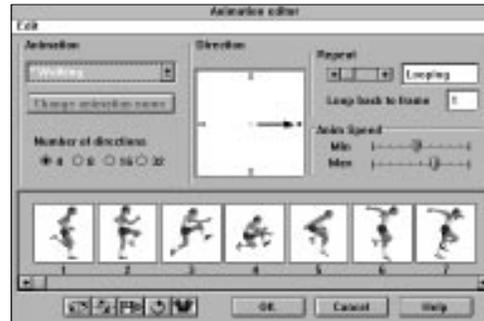
The Picture/Icon Editor

The Picture/Icon editor allows you to draw new objects for your games. Each object consists of one or more screen images, along with a small icon used to identify it within Klik & Play. Both can be edited to your precise requirements.
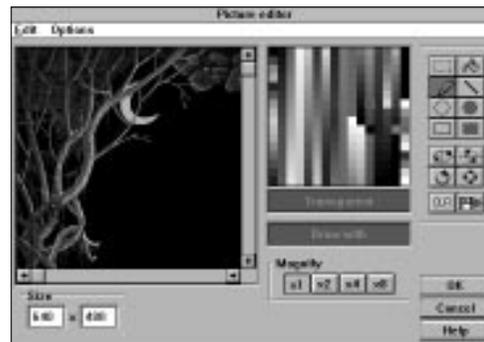

Icons and Menus

We'll now have a look at how Klik & Play is controlled. There are several possibilities.

 Icons: These are small pictures which can be clicked with the left mouse button to perform a command.

Command Icons
are found in control panels, and dialogue boxes. They call up a specific option from the Klik & Play system.
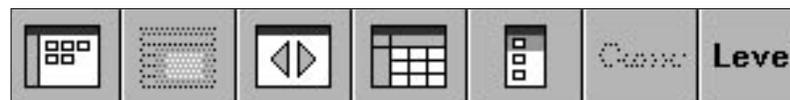
Buttons are command icons which contain text, rather than pictures. Good examples are "Goto" which jumps around the Klik & Play system, and "Tools" which lets you create an object or level.
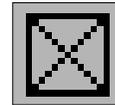
Checkmarks
turn features ON or OFF. When they're selected, an X appears in the box.

General Options

☒ Show handy hints

☒ Boot-up straight into Storyboard Editor

☐ Boot-up straight into Level Editor
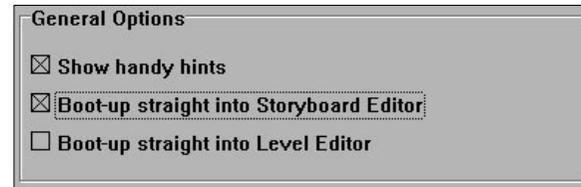
Radio buttons
are arranged in groups, and work in a similar way to checkmarks. They toggle a feature through one of a number of alternatives At any time, only a single radio button can be turned ON in each group.

Magnify

×1 ×2 ×4 ×8
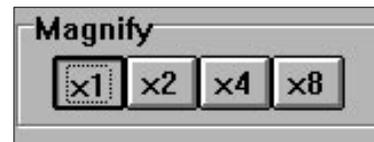
Object Icons
appear in the Object Shelf, and represent a single object which can be positioned in your game.

Library icons
can be found in the Library list. Each icon contains a collection of ready made objects for your games.

Menus: These are lists of headings which can be selected using the mouse. Klik & Play uses three sorts of menus:

Fixed Menus
appear as a list of titles along the top of the current window. You can call them up by simply clicking on the title with the left mouse button. The "File" menu is a typical example. It contains all the commands for loading and saving your games on the disk. It's available from the Storyboard, Level, and Event editors

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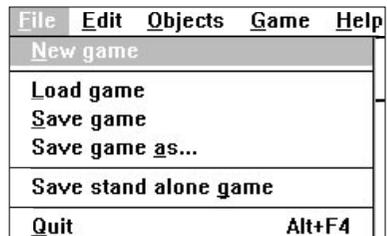
Pop-Up Menus are displayed when you select something with the right mouse button (or double click with the left button). They are used to edit objects, events, animations, or even entire levels.

If a menu item has several possible options, a Sub-menu will appear. Sub-menus are indicated by a ▶ character to the right of the item.
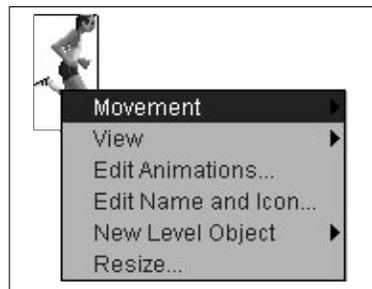
Dialogue boxes:
are collections of Command Icons, Checkmarks and Buttons arranged together in a box. Typical options are:

"OK" accepts the current settings. Simply click on 'OK' with the left mouse button.

"Cancel" aborts the selection and exits from the dialogue box.

"Help" calls up the Klik & Play help system for advice.

The Mouse modes

The mouse pointer is used for a variety of different purposes. In order to avoid confusion, the pointer changes shape to reflect the current mode.

Here's a list of the available mouse modes:

Standard modes

Arrow   This is the default. It's used to select Klik & Play commands, and call up the various menus.

Hourglass/watch
If Klik & Play is busy, the standard Windows hourglass/Macintosh clock will be displayed. You'll need to wait until it changes back to the arrow again before entering any more commands.

Selection Indicates that the mouse is over an item which can be controlled from a pop-up menu. When the mouse is in this state, you simply press the right button to display the pop-up menu.

Positioning
This appears when you've selected an object from the Object shelf. You can now drag your object over the play area and drop it into position. If you don't want to use the object you've selected you can abort from this mode by hitting the "Esc" key.
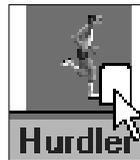
Quick Backdrop
In this case, Klik & Play is ready to drop a Quick backdrop object into position. Move it over the play area, and click on the left mouse button to fix it into place.

Level   The frame pointer is displayed when you create a new Level frame from the Storyboard. You can now move the mouse over the destination, and click once to insert it into position. Note that "More..." box is just a place marker. It represents the next frame in the sequence.

Picture   This appears when you add a new picture frame to your game.

Animation
This appears when you add a new animation to your game.

Resizing   The resize arrows appear when you're changing the size of an object or window.
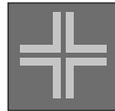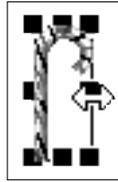
Grab   The grab pointer is used by the import feature. When it appears, you can select an area by moving the mouse over the top left corner, and dragging a box around it with the left button.

The Klik & Play File Selector

Klik & Play provides you with a simple selection box which allows you to effortlessly choose your files from the disk.
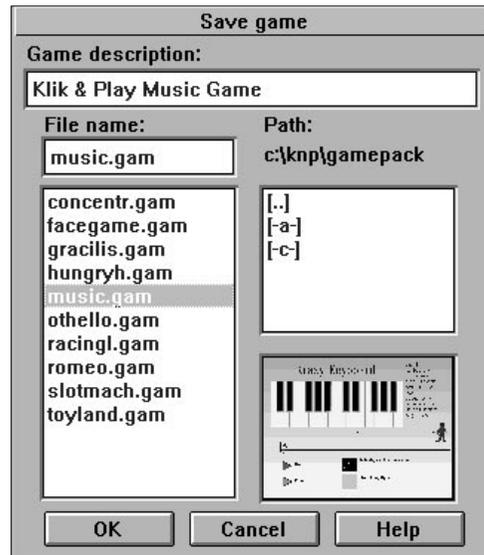
1. The Game Description

Holds an expanded description of your game. Don't confuse this with the filename. The game description is there to remind you what your game is about, before you decide to load. It's got nothing to do with how your game is actually stored on the disk.

2. The Filename

If you're saving a file, this box will allow you to enter its name. You can edit this name by simply clicking on the filename and typing in a new one. Remember that game file have a ".GAM" extension.

3 Path   This shows the directory used by the file list.

4 The File List

Lists all the files in the current directory. Klik & Play game files have the extension ".GAM". You can select a file by highlighting it with the mouse. If you're in a hurry, you can load your file straight into memory by double clicking on the left button.

5. The Scroll bars

Let you slide the file list through the directory.

6. The Directory window

Chooses the drive or directory you are using for your files.

[-C-]

Represents one of your drives. Double click here to list all the all files on this drive.

[Name]

Holds the name of a directory on the disk. Select it to open up the directory, and display any files it contains.

[..]

Moves you back one place through the directory structure. The file list will now be updated to show the available files.

7. The Preview Window

Displays a small picture of the first screen in the selected game. You can use this feature to identify your game before you load it from the disk. It's a valuable memory jogger if you forget what the filename means.