



Once you have registered for an account on Twitter, you can use the search function to find me. My Twitter account is:

@JasonDarby

## Website

If you want more information about the *Adventure* book that you are currently reading or want to download the project files, you can find all the relevant information at the Castle Software website, which is my website for my game and book projects.

<http://www.castlesoftware.co.uk>

For specific information relating to this book, you can look under the “Books” section.

## MMF2 HELP

MMF2 has a number of features that can give you a head start in learning the product further, finding help, and just generally getting the information you need to make your games.

### Help Files

MMF2 has its own built-in Help feature, which provides details and explanations on how to use the product and how various systems work. This should be your first port of call when struggling to understand a problem or feature. The product Help function is quite detailed and should provide you with solutions to most of your questions.

To access the Help, you will need to do the following:

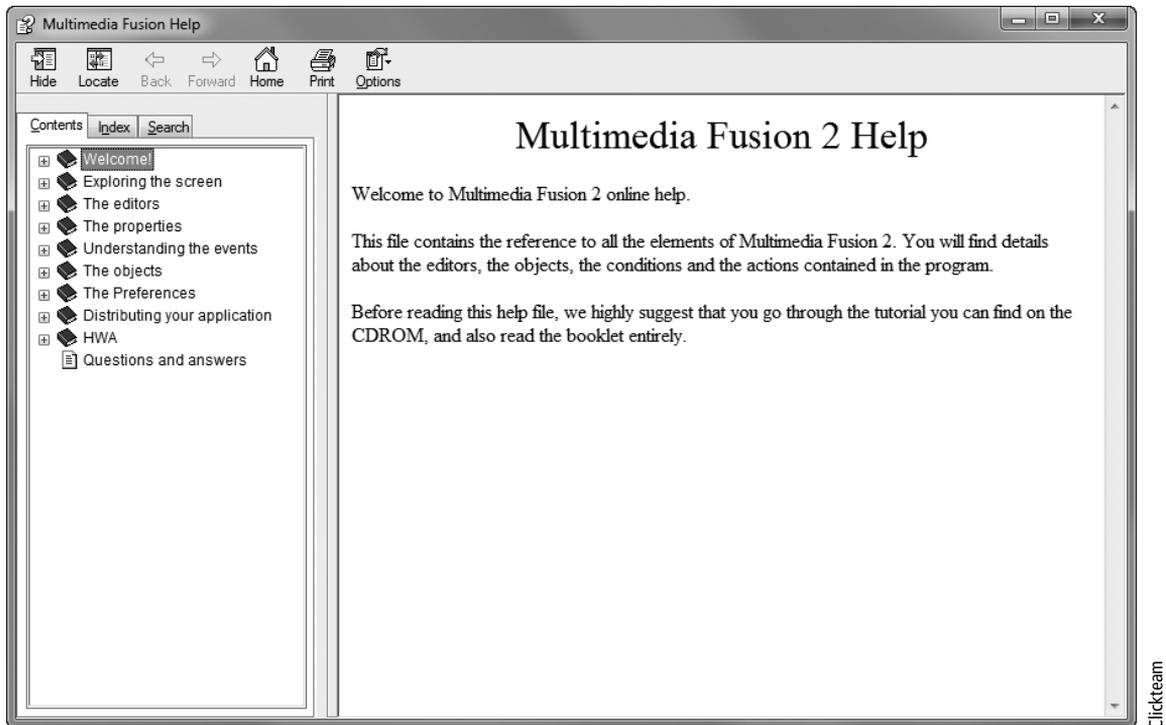
1. Start MMF2, then go to the menu bar at the top of the program.
2. Select the Help option.
3. Select the Contents option. The Help system will now load as seen in Figure 18.1.

The great thing about the Help system is that you can search for keywords and titles. This is very handy when you are looking for something specific.

### Help About Option

If you cannot find what you are looking for, then you may need to post questions on the Internet at Clickteam’s own website forums at:

<http://www.clickteam.com>



**Figure 18.1**  
The Multimedia Fusion 2 Help file.

But when you do, make sure you advise any readers on the forum what version you are currently running. For example, if you are running the demo product, you should specify the product “Demo” of MMF2. If you have purchased the full version, then it will also have a build number. You can obtain the build number from the Help About dialog box.

The Help About option displays information about the current program and the level of patches that are currently installed. Always mention the product and version number in any correspondence to ensure a faster response to your problem. The Help About option can be accessed from the menu system.

1. Start MMF2, then go to the menu bar at the top of the program.
2. Select the Help option.
3. Select the About option. The About dialog box loads.

You can see an example of the Help About dialog box in Figure 18.2. The numbers you will need to advise support of if you have any issues will be the numbers just above the copyright notice.



**Figure 18.2**  
The Help About box.

## Tutorial

When you first launched MMF2, a tutorial Help file appeared. You may have read this Help file or you may have closed it. If you want an easy way to see some of the different editors and menus in action, I suggest running through the tutorial.

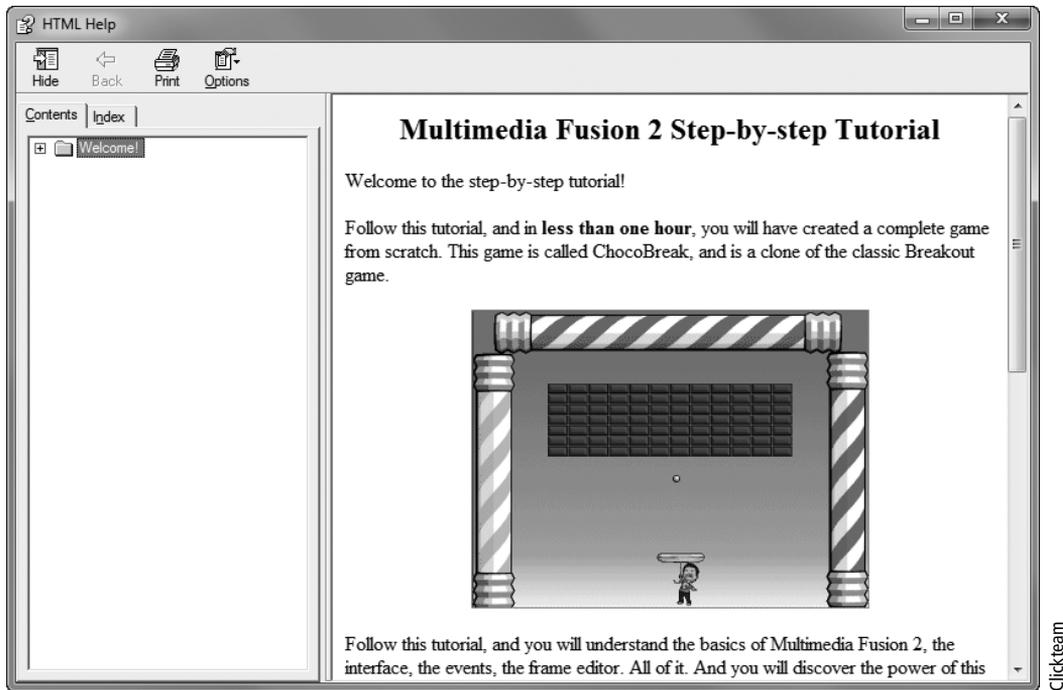
To re-run the tutorial at any point, especially if you have switched it off, do the following:

1. Click on the Help button in the menu bar.
2. Select Tutorial. A Help file tutorial loads as shown in Figure 18.3.

## Examples

There are two types of example files you can use/look at. If you purchase the product, MMF2 comes with a number of game examples for you to try that also allow you to explore the code in more detail. If you are stuck with a specific concept or game type, then take a look at the examples to see if it makes it easier for you to implement in your own game. This is a very good way of finding out how a specific game type is made, but if you have problems, then copy the code bit by bit into a new game and see what it does.

If you are only running the demo, you can still download many different examples from the Internet and give them a try. Many people upload open source file game



**Figure 18.3**  
The MMF2 tutorial example.

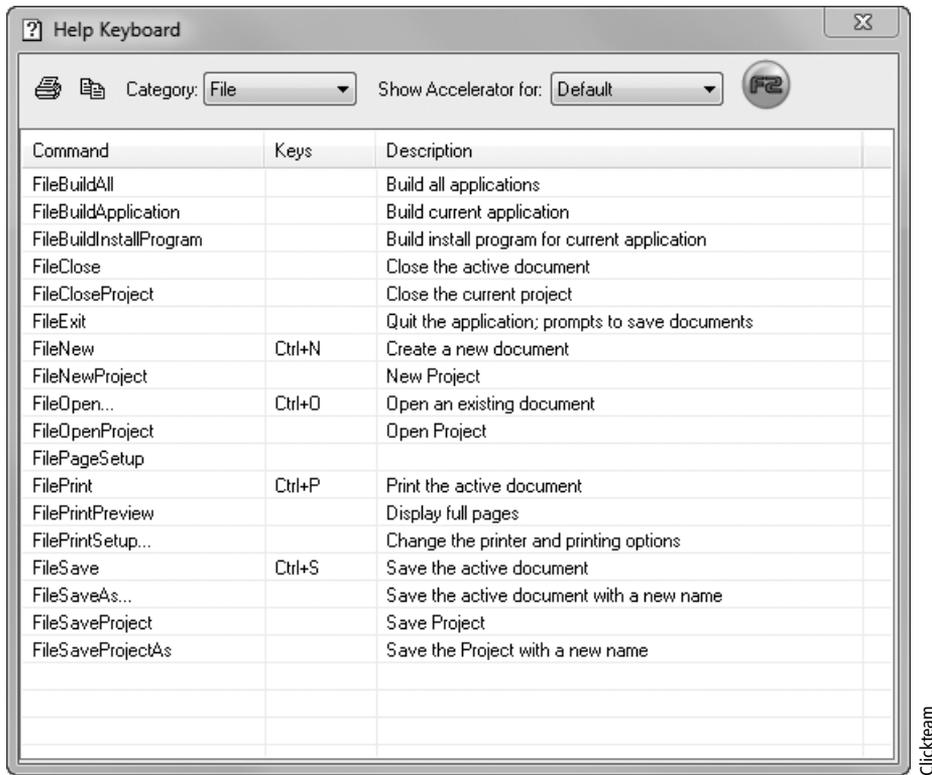
examples showing programming techniques. You can find many examples at the [www.clickteam.com](http://www.clickteam.com) website.

## Keyboard Shortcuts

Keyboard shortcuts allow you to use certain key combinations to do things quicker rather than clicking on menu items. Within MMF2, there is a default set of shortcut commands, but you can also amend them to suit your own requirements. Over time, you may find that you are duplicating certain menu combinations when you are developing your games. By setting up your own keyboard shortcuts, you will be able to work faster and more efficiently. The other option you have is not to change the defaults but to make a list of all the important key combinations that you use for future reference.

To view the default keyboard preferences:

1. Start MMF2, then go to the menu bar at the top of the program.
2. Select the Tools option.
3. Select the Keyboard Shortcuts option.



**Figure 18.4**  
The keyboard shortcuts dialog box.

You can see the Help Keyboard dialog box in Figure 18.4. Some default key combinations are listed in Table 18.1.

## Patches and Service Packs

It is always recommended that you install the latest patches because they will often contain fixes to problems that were discovered after the software was initially released. Often, when you ask someone for assistance, he will want to know if you have the most up-to-date patches installed. Patches include fixes to bugs but also sometimes include new features, so it's to your benefit to keep up-to-date. If you are in the middle of development of a game, consider waiting a few days or even a couple of weeks before applying a new patch. Though unlikely, it is possible that installing a patch can cause problems with the program you are currently working on. Before applying the patch, make sure that you have already backed up any games you're making so that if you need to, you can roll back to a previous release without losing any code.

Table 18.1 Common Key Combinations

Action	Key Combination	Details
Copy	Ctrl+C	Copies the selection and puts it on the Clipboard
Cut	Ctrl+X	Cuts the selection and puts it on the Clipboard
Delete	Delete	Deletes the selected object
Events editor	Ctrl+E	Opens Event editor window
Frame editor	Ctrl+M	Opens Frame editor window
Help	Shift+F1	Displays Help for clicked on buttons, menus, and windows
New	Ctrl+N	Creates a new document
Open	Ctrl+O	Opens an existing document
Paste	Ctrl+V	Inserts Clipboard contents
Play	F5	Plays the current frame from the current position
Print	Ctrl+P	Prints the active document
Redo	Ctrl+Y	Redoes the previously undone action
Run Application	F8	Runs the current application
Run Frame	F7	Runs the current frame
Save	Ctrl+S	Saves the active document
Select All	Ctrl+A	Selects the entire document
Storyboard editor	Ctrl+B	Opens storyboard window
Undo	Ctrl+Z	Undoes the last action

## USEFUL WEBSITES

There are many useful websites that can provide you with more information or ideas for your games. I've listed a few in this chapter, but the World Wide Web is a very large place, and as such, there may be many useful sites that you should consider adding to your Favorites list.

## Gaming Websites

If you intend to make games, there are some things you should do. First, you should play lots of games that are in the same genre that you want to make.

Second, visit as many gaming websites as possible to give you an idea of what the press, but also gamers, are saying about particular games. Making games is a lot of fun, but to make a good game takes an understanding of what users like to play and how it's implemented.

Here is a list of some of the websites that I recommend that you visit from time to time.

- **Eurogamer:** Though this is a European-centric website, they do post a lot of information and details about games, such as reviews, gameplay videos (including the first 15 minutes of some games), and technical analysis.

You can find out more about Eurogamer at [www.eurogamer.net](http://www.eurogamer.net).

- **IGN:** The IGN site covers gaming as well as movies and TV shows. There is an extensive amount of content available to view, including reviews, videos, guides, and cheat guides.

You can find out more about IGN at [www.ign.com](http://www.ign.com).

- **Gamespot:** Gamespot is another gaming website, with a similar type of news and review content as IGN and Eurogamer. What I like about this site is the Most Popular board, which shows which titles are getting the most visits/views.

You can find out more about Gamespot at [www.gamespot.com](http://www.gamespot.com).

- **GameTrailers:** GameTrailers is a gaming website but consists mostly of game trailers and videos and is a great resource for looking at gameplay and game trailer content. They also have a wide range of interview-based videos that discuss gaming.

You can find out more about GameTrailers at [www.gametrailers.com](http://www.gametrailers.com).

## Company Websites

Some games-based company websites that I would recommend checking out include:

- **Big Fish Games:** Big Fish Games tries to release games at a very regular rate—at one time, one game a day. Big Fish Games is a game creator and publisher, releasing many different games from different games companies. Its most popular game types are the hidden object games, many of which have some very nice features and include many adventure-based stories and puzzles.

You can find out more about Big Fish Games at [www.bigfishgames.com](http://www.bigfishgames.com).

- **Double Fine:** Double Fine is a games company with two legendary games creators working for them, Tim Schafer and Ron Gilbert. These two guys have

worked on some incredible adventure games in the past and have, at the time of this writing, just started work on a new adventure game, funded by the public to the tune of \$3.3 million.

You can find out more about Double Fine at [www.doublefine.com](http://www.doublefine.com).

- **Fighting Fantasy books:** In Chapter 3, we showed you how to make your own adventure books/games. If you want to see some excellent adventure books that have sold millions of copies over the years and wish to perhaps see what stories are available, then the Fighting Fantasy website is the perfect place to visit. You should be able to purchase any of these books from any online book retailer.

You can find out more about Fighting Fantasy books at [www.fightingfantasy.com](http://www.fightingfantasy.com).

- **Games Workshop:** This company is a board and role-playing games creator that is most famous for *Warhammer* and *Warhammer 40K* tabletop games.

You can find out more about Games Workshop from [www.games-workshop.com](http://www.games-workshop.com).

- **Harebrained Schemes:** Working on a RPG/Adventure game that has roots back to paper-based role-playing games, it has funded *Shadowrun* from users and is planning on releasing a new game based on the *Shadowrun* mythology in 2013. The great thing with these types of games is the depth of storytelling, characters, and the world that it creates.

More information about *Shadowrun* can be found at [www.harebrained-schemes.com/shadowrun/](http://www.harebrained-schemes.com/shadowrun/).

- **inXile:** Brian Fargo's game studio that is currently working on *Wasteland 2*, an apocalyptic role-playing game. This game was also funded by the public just like *Shadowrun* and Double Fine's new game. The great thing about games like *Wasteland* is the depth to the story, characters, and locations—exactly what a good adventure/RPG game should include. Brian Fargo has also been involved in many of this author's favorite games such as *Baldur's Gate*, *Fallout 1* and *2*, *Stonekeep*.

More information about *Wasteland 2* can be found at [www.inxile-entertainment.com/](http://www.inxile-entertainment.com/).

- **Pinkerton Road:** A new game studio started by Jane Jenson and Robert Holmes. Jane is probably most famous for making the adventure game *Gabriel Knight* (which is available at [www.gog.com](http://www.gog.com)). Their aim is to make 3D-based adventure games, which are well worth checking out.

You can find out more information at [www.pinkertonroad.com](http://www.pinkertonroad.com).

- **Revolution Software:** Revolution Software has been responsible for some of the most popular and well-known adventure games ever released, including *Broken*

*Sword* and *Beneath a Steel Sky*. These games have been made available on game services, such as GOG, and released through the iTunes store.

You can find out more at <http://revolution.co.uk/>.

- **Tell-Tale Games:** Tell-Tale Games has been making adventure games for many years and are one of the few companies around (except for those already mentioned) that believed that adventure games still had a place in gaming. Tell-Tale has been releasing its games in an episodic method, very much like a TV show, where you play each part before moving on to the next. These bit-size games are perfect for people who don't want to spend many hours playing a single story/game and allows people to finish each episode in a short amount of time. It has released many different types of games, and at the time of this writing, is just about to release a game based on the *Walking Dead* TV show.

You can find out more about Tell-Tale at [www.telltalegames.com](http://www.telltalegames.com).

#### Note

---

Some of these sites contain games that are direct descendants of the traditional adventure game, but they all contain the requirements of a good adventure game: a good story, interesting places and characters, and puzzles. So even if you are creating a text adventure, all of these sites are still worth checking out.

---

## Other Useful Websites

I wanted to mention a few other websites that I think are very useful for information about computer games.

- **GOG:** GOG has just been re-launched to focus on new games and new releases, but its original meaning is Good Old Games, and they have many old games that have been made to work on the latest operating systems. On the site, there are many classic adventure games of different types. GOG is well worth checking out, not only to see some of the available game ideas but to also buy some great games at a very low price.

You can find out more at [www.gog.com](http://www.gog.com).

- **Kickstarter:** Kickstarter has been hitting the news websites quite a lot recently, mainly because of high profile funding successes. Kickstarter allows people to create a project that needs investment and allows the public to pledge money for a reward. In the gaming world, this normally means getting the game for free. As far as adventure games go, there have been a number of companies pushing

for funding for adventure and role-playing-based games, such as Double Fine, inXile, Harebrained Schemes, and Pinkerton Road. It's an interesting site, which allows you to get an idea of what games are popular and what users think of the various games that are submitted.

- **YouTube:** You can view videos of games being played, which is really useful if you have heard of a game that you wanted to check out, but cannot find it to buy anywhere. YouTube allows you to research different subject matters that you might be looking for in your game.

---

**Note**

Use caution when visiting any website links provided here as we do not control any of the content posted on these sites. There may be content, such as guns, violence, horror, or bad language, that you may find disturbing or unpleasant.

---

## CHAPTER SUMMARY

In this chapter, we have covered where to find more information about this book and its author, how to use MMF2's built-in Help systems, and finally where to get ideas and inspiration to get your own game ideas off the ground. Make sure you begin to build up your own website resources and favorites, so you can easily find information that will be useful for your next adventure game project.

Well, Adventurer, you have completed your journey, but hopefully there will be many more quests and adventures still ahead of you. Good luck!

