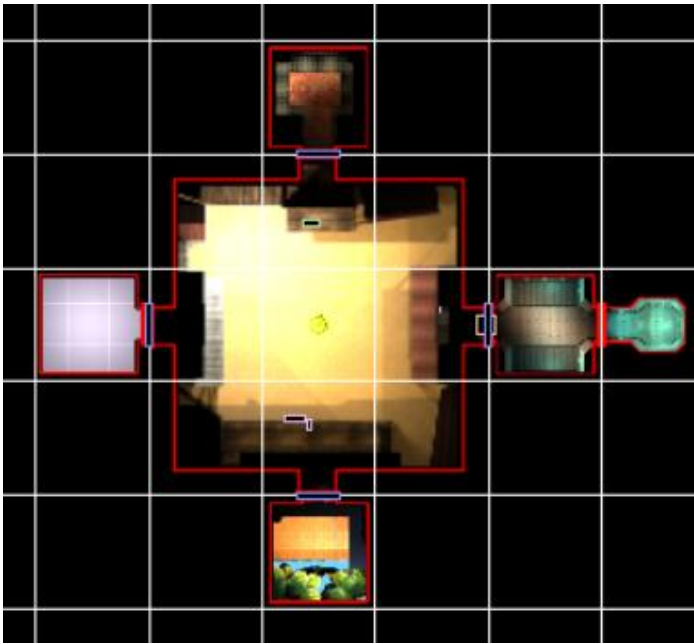


Revising Building Worlds and Rule Systems(1)

one sheet between two

How much can you remember and how much can you work out from what you already know?

1. Build this world



Save

2. Add these doors

<p>Open this door by clicking on it using the Trigger</p> <p>Object Clicked</p> <p>Save <input type="checkbox"/></p>	<p>Open this door by turning the lever on. Close the door by turning the lever off. Use Object Clicked and the</p> <p>State Trigger Save <input type="checkbox"/></p>	<p>Open this door by placing a key card close to the middle. Use the Spatial Trigger. Can you work out how to close the door by moving the key card away? Save <input type="checkbox"/></p>	<p><i>You will now open this door by using the magic wand.</i></p>

3. Using the Shot by Player trigger

- Go to the NEW Menu and Doors. Add the Mini World Gate to your world.
- Go to the NEW Menu and Pickup. Add the Wand and Wand Ammo.
- In the Properties of the Wand Ammo, change the Quantity to 5.
- In the Properties of the Wand, add to the Description to tell your player that it opens doors.
- Click on the door either in the game space or the My Game menu. Click on Actions and Open. Choose the Shot by Player trigger and when asked to 'select an object', click on the door again. The rule should read:
If Mini World Gate is shot by player, Mini World gate opens. Click the tick to accept. TEST and SAVE

Moving On

Now you are going to tell your player the purpose of your game and add a treasure to each of the rooms.

1. Adding Instructions through a Pop Up

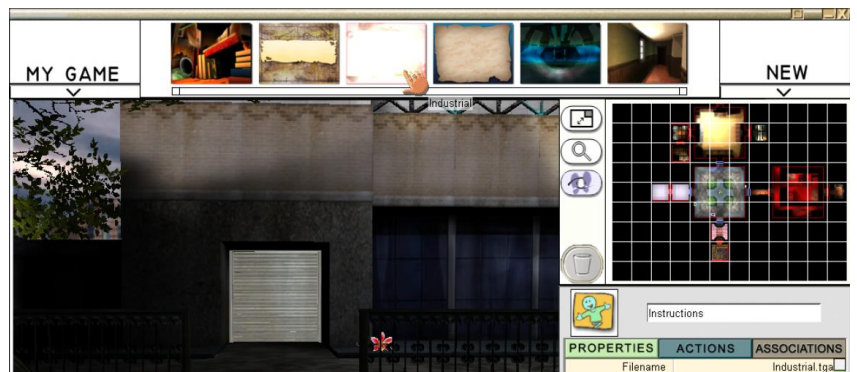
Go to the **New** menu, click on **Media** and then on **Pop Up**.



Give the Pop Up a new name: Instructions

PROPERTIES

Click on one of the tiles at the top of the screen to choose a background. Check that a **Filename** appears. If you don't do this, it won't work!



Select whether you want the Pop Up to **Display As** a full or partial screen (Pop Up)

Now write your instructions in the **Overlay Text** line. Be brief and explain clearly.

Look at the background, and choose an **Overlay Colour** that will show up. Choose the **Text Alignment** and decide whether you want the Player to be able to **Click to Dismiss**. This means if they finish reading they can get rid of the Pop Up. Choose the **Font, Size** and **Duration**.

ACTIONS

Click **Play** (Play On only works when you have added a screen, TV etc). Choose **Global Trigger** and the **Start of Game**. You can add a couple of seconds delay if you like by changing the number in the Delay Box above the Rule.



Play
Check (change?)
Save