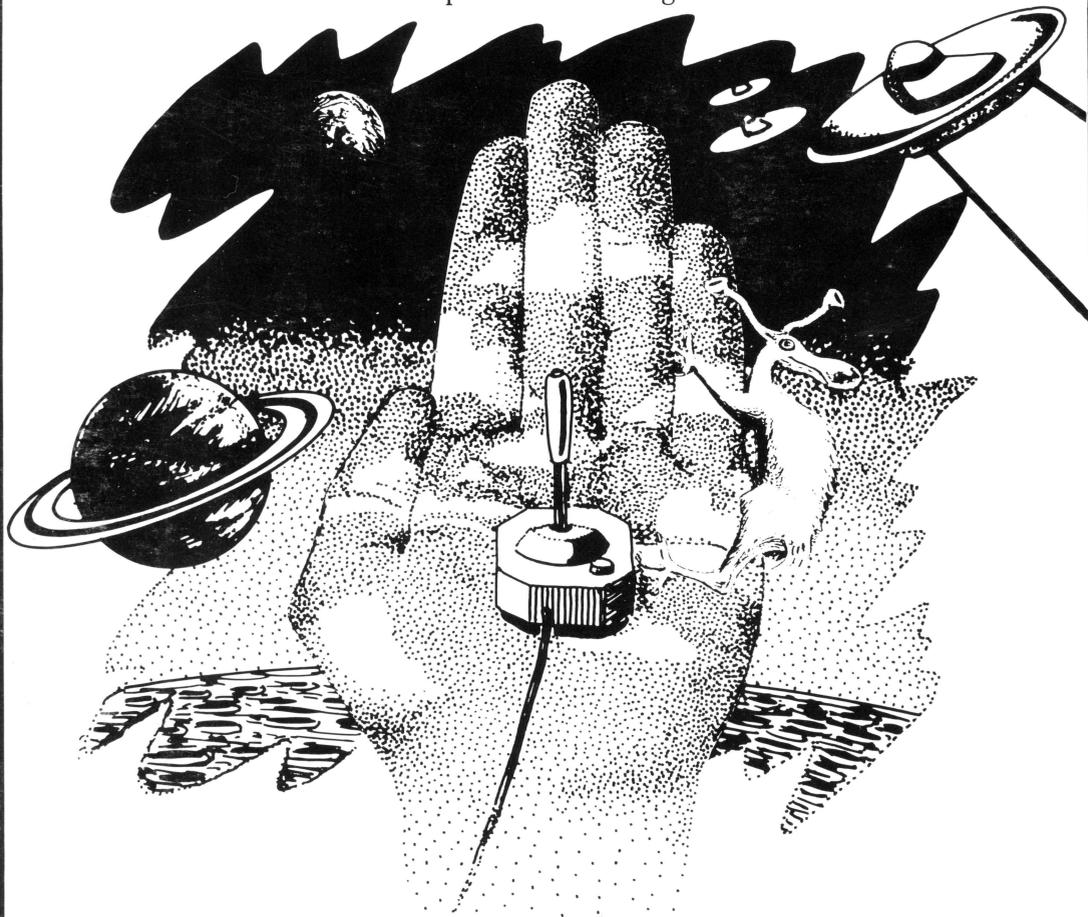


GameMaker™

SCIENCE FICTION

Designer's Library™ for use with Garry Kitchen's GameMaker™:
The Computer Game Design Kit™



User's Guide

For Commodore® 64™ and 128™
and Apple® II Series Computers

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Conquering new worlds in space-age computer games with Garry Kitchen's *GameMaker: The Computer Game Design Kit* is now easier than ever. The *GameMaker Designer's Library: Science Fiction* provides you with a wide variety of ready-made science fiction scenes, sprites, sounds, and music that streamline the process of designing and constructing your own sci-fi computer games.

You use the *Designer's Library* with your *GameMaker* Design Kit disk. This guide reviews the steps required to load *GameMaker* and its various modules (SceneMaker, SpriteMaker, SoundMaker, and MusicMaker) and describes how to load, view, save, and use the various game elements in the *Designer's Library* while you're creating games with *GameMaker*.

At the end of the guide you'll find a complete list of all the game elements included on the *GameMaker Designer's Library* disk.

Table of Contents

Loading <i>GameMaker</i>	1
Saving Elements From the <i>Designer's Library</i> on Your Game Program Disks	3
Creating Your Own Libraries of Modified Game Elements From the <i>Designer's Library</i>	5
SceneMaker	7
SpriteMaker	11
SoundMaker	13
MusicMaker	15
The <i>GameMaker</i> Editor	17
Scenes, Sprites, Sounds, and Music Included in the <i>Designer's Library: Science Fiction</i>	19

Loading *GameMaker*

With **Apple II series computers**, insert the *GameMaker* program disk in your disk drive, label side up, and turn on the drive. Then turn on your computer.

With Commodore 64 and 128 computers:

1. Turn on your disk drive and computer. (If you have a Commodore 128, hold down the **C** key while turning on the computer to put it in the 64 mode; otherwise, after turning it on type **GO64** and press **RETURN**, then type **Y** and press **RETURN**.)
2. Insert the *GameMaker* program disk in the disk drive, label side up.
3. When the word **READY** appears, type **LOAD "*" ,8,1** and press **RETURN**.

When the program has loaded into your computer, you'll see the *GameMaker* title screen. Press the joystick button, and the *GameMaker* Editor screen will appear.

Apple users: Whenever this guide instructs you to press the joystick button, use the *lower left* button on your joystick.

If you're using *GameMaker* with the keyboard only: Whenever this guide instructs you to press the joystick button, press the *spacebar*.

Saving Elements From the *Designer's Library* on Your Game Program Disks

It's important to save all the scenes, sprites, sounds, and music you want to use on the disk that contains your game program. If your game program calls for an element not contained on the game disk, you'll get a **File not found** error message when you try to run the game.

Each of the following sections of this guide includes instructions for saving sci-fi game elements on your own disks.

Creating Your Own Libraries of Modified Game Elements From the *Designer's Library*

When you modify the game elements from the library disk using the many tools available in *GameMaker*, you may want to save the modified scenes, sprites, and so forth on your own library disks for later use. You may use any initialized data disk to save your scenes, sprites, and so forth; simply follow the instructions in this guide for saving game elements on a game program disk, using an initialized data disk to store your library of customized game elements.

You cannot save modified game elements on your *Designer's Library* disk.

SceneMaker

The *GameMaker Designer's Library: Science Fiction* disk contains a variety of otherworldly scenic elements for your sci-fi creations. You can use them just as they appear on your *Designer's Library* disk or modify them to match the space-age worlds of your imagination. You can "cut and paste" elements of each file to create the sci-fi scenery you want for all your computer games.

Loading SceneMaker

1. Make sure that the *GameMaker* Design Kit disk is inserted, label side up, in your disk drive.
2. Select the **menu** command. The *GameMaker* Main Menu will appear.
3. Select **SceneMaker** from the *GameMaker* Main Menu.

After SceneMaker finishes loading, you'll see the SceneMaker screen.

Loading a Scene From the *Designer's Library*

1. Remove the *GameMaker* program disk from your disk drive and insert the *Designer's Library* disk, label side up.
2. Select the **file** command.
3. Select the **load** command. When the catalog of scene files has loaded, the message **load ocean1?** will appear.
4. Push the joystick forward to view the list of scenic elements available. (**Keyboard users:** press I or the up arrow key.) A complete list of the scene files on the *Designer's Library* disk may be found on page 19 of this guide.
5. When the name of the file you want to use appears, press the joystick button.
6. Select yes to confirm your choice.

When the scenic element finishes loading, you'll see the bottom half of it on your screen. The SceneMaker commands, drawing modes, and paintbox occupy the top half of the screen. You can select the **view** command to "hide" the SceneMaker commands and view the entire scenic element.

Cutting and Pasting Science Fiction Scenes

You'll notice that the scenic elements on the *Designer's Library* disk are different from the scenes on your *GameMaker* program disk. Rather than a single completed scene, each file is composed of several different scene design elements. You can choose any elements you want to use in your science fiction games.

Experiment with each file; you'll find that the copy function offers you lots of flexibility and versatility for creating science fiction scenes. Here's how to use the copy function to cut and paste elements from a *Designer's Library* scene file:

1. Load the scene file you wish to use as described above.
2. Select the copy command.
3. Move the "corner" cursor to the upper left corner of the area you want to copy. Press the joystick button.
4. As you move the joystick, four corners appear on the screen. Position the cursor so that the four corners encompass the area of the screen that you want to copy. Press the joystick button to "cut out" the area.
5. Move the joystick to position the marked area on another part of the screen. When you have the marked area properly positioned, press the joystick button. The area you marked will be duplicated and "pasted" in the specified area, covering whatever previously occupied this area.

Erasing Elements of a Science Fiction Scene File

While the science fiction scene files offer many elements on a single screen, there will be times when you wish to eliminate specific elements or areas of a scene. To do this, first select the background color as your current drawing color. For example, if your background color (designated by the letter **b** on Commodore computers) is black, select black as the current drawing color. (See your *GameMaker* Design Kit user's guide for complete instructions on selecting colors.) Then follow these steps:

1. Select the **box** command and the **fill** command.
2. Move the cursor into the drawing board and position it in the top left corner of the area you want to erase. Press the joystick button. A shaded pencil will mark the point.

-
3. Move the cursor to the lower right corner of the area that you want to erase and press the joystick button. The rectangular area will fill in with the background color and erase any existing scenic elements in that area.

Think of the *Designer's Library* scene files as a construction set. You can use the design elements you need and discard the others. Experiment with different color combinations to create new atmospheres. You can transform a lunar surface into Mars or a moss-covered landscape, simply by changing the colors.

Create unique settings by combining features of the science fiction scenes with your own artwork. All the SceneMaker commands, drawing modes, and color selectors function as usual. For complete instructions on using these functions, see your *GameMaker Design Kit* user's guide.

Saving a Science Fiction Scene on a Game Disk

If you're creating a game on a separate disk (see the **make-a-disk** command in your *GameMaker Design Kit* user's guide) and wish to use one of the science fiction scenes in your game, load and if you like modify the desired scenic elements from the *Designer's Library* disk as described above. Then follow these steps:

1. Remove the *Designer's Library* disk from your disk drive and insert the disk containing your game program.
2. Select the **file** command.
3. Select the **save** command. The name of the scene will appear.
4. Press the joystick button. (**Keyboard users:** press **RETURN**.) Confirm that you want to save the scene by pressing yes.

NOTE: With some versions of *GameMaker*, you may need to re-load the program after saving a very complex scene on a game disk. This will not affect the scene that you saved onto your game disk.

Exiting SceneMaker

NOTE: If you've made any modifications to a science fiction scene while in the SceneMaker mode, you must *save* the scene on a separate disk before exiting SceneMaker or you'll lose your work when you exit SceneMaker. You cannot save modified scenic elements on the *Designer's Library* disk.

1. Select the **quit** command.
2. Select **yes** to confirm your choice. The *GameMaker* Editor screen will appear.

SpriteMaker

Your *Designer's Library: Science Fiction* disk contains a variety of spacecraft, aliens, and other sprites that you can use ready-made or customize for your sci-fi games.

Loading SpriteMaker

1. Make sure that the *GameMaker* program disk is inserted, label side up, in your disk drive.
2. Select the **menu** command to access the *GameMaker* Main Menu if it is not currently displayed on the screen.
3. Select SpriteMaker from the *GameMaker* Main Menu.

When SpriteMaker finishes loading into your computer, you'll see the SpriteMaker screen.

Loading Science Fiction Sprites

1. Remove the *GameMaker* program disk from your disk drive and insert the *Designer's Library* disk.
2. Select the **file** command.
3. Select the **load** command.
4. Push the joystick forward to view the list of sprites available. (**Keyboard users:** press **I** or the up arrow key to view the list.) A complete list of the science fiction sprites can be found on pages 19–21 of this guide.
5. When the name of the sprite you want appears, press the joystick button.
6. Select **yes** to confirm your choice.

After the sprite loads, you'll see it on your screen. You'll notice that the sprite appears in both the sprite drawing board and the sprite positioning area. You can modify your science fiction sprite on the sprite drawing board. The sprite positioning area shows what the entire sprite will look like when it appears in a game.

Use the science fiction sprites as they appear in the library, or enhance and modify them to suit your specific needs. See your *GameMaker* Design Kit user's guide for complete instructions for using all the SpriteMaker commands.

Saving a Science Fiction Sprite on a Game Disk

If you want to use one of the sprites from the *Designer's Library* in a game you're creating, or if you've modified one of the science fiction sprites and don't want to lose your work, you'll need to save the sprite on the disk containing your game program or one of your own library disks. To do so, load the desired sprite as described above, modify it if you like, and follow these steps:

1. Insert the disk that contains your game program in the disk drive.
2. Select the **file** command.
3. Select **save**. The name of the sprite will appear.
4. Press the joystick button to accept the name or type in another name for the sprite, then press the joystick button.
5. Confirm that you want to save the sprite by selecting yes.

Exiting SpriteMaker

1. Select **quit** from the SpriteMaker commands.
2. Confirm this decision by selecting **yes**. The *GameMaker* Editor screen will appear.

SoundMaker

Use the sounds available on your *Designer's Library: Science Fiction* disk—explosions, electronic beeps, and other “alien” noises—to add realism and excitement to your computer space games.

Loading SoundMaker

1. Make sure that the *GameMaker* Design Kit disk is inserted, label side up, in your disk drive.
2. Select the menu command to access the *GameMaker* Main Menu if it is not currently displayed on the screen.
3. Select SoundMaker from the *GameMaker* Main Menu.

When SoundMaker finishes loading into your computer, you'll see the SoundMaker screen.

Loading Science Fiction Sounds

1. Remove the *GameMaker* program disk from your disk drive and insert the *Designer's Library* disk, *label side up if you're using a Commodore computer and label side down if you're using an Apple computer*.
2. If you're using a Commodore computer, select the **file** command. If you're using an Apple computer, proceed to step 3.
3. Select the **load** command. When the catalog of sound files has finished loading, the message **load beamup?** will appear.
4. Push the joystick forward to view the list of sounds available. (**Keyboard users:** press **I** or the up arrow key to view the list.) A complete list of the science fiction sounds can be found on pages 21–22 of this guide.
5. When the name of the desired sound appears, press the joystick button.
6. Select **yes** to confirm your choice.
7. After the sound loads into your computer, you can select the **hear** command to listen to the sound. (**Apple users:** select the **hear sound** command.)

You may use any of the SoundMaker commands, knobs, and sliders to work with and modify the sound. See your *GameMaker* user's guide for complete instructions for using all the SoundMaker commands.

Saving a Science Fiction Sound on a Game Disk

If you want to use one of the sounds from the *Designer's Library* in a game you are creating, you'll need to save the sound on the disk containing your game program. To do so, load the desired sound as described above, modify it if you like, and follow these steps:

1. Insert the disk that contains your game program in the disk drive.
2. If you're using a Commodore computer, select the **file** command. If you're using an Apple computer, proceed to step 3.
3. Select the **save** command. The name of the sound will appear.
4. Press the joystick button to accept the name or type in another name to rename the sound, then press the joystick button. (**Keyboard users:** press **RETURN**.)
5. Confirm that you want to save the sound by selecting **yes**.

Exiting SoundMaker

1. Select **quit** from the SoundMaker commands.
2. Confirm that you want to quit by selecting **yes**. The *GameMaker* Editor screen will appear.

MusicMaker

The *Designer's Library: Science Fiction* disk includes several songs that can enrich your sci-fi games. Use them just as they are or modify them to suit your particular needs and style.

Loading MusicMaker

1. Make sure that the *GameMaker* Design Kit disk is inserted, label side up, in your disk drive.
2. Select the **menu** command to access the *GameMaker* Main Menu if it's not currently displayed on the screen.
3. Select MusicMaker from the *GameMaker* Main Menu.

When MusicMaker finishes loading into your computer, you'll see the MusicMaker screen.

Loading Science Fiction Music

1. Remove the *GameMaker* program disk from your disk drive and insert the *Designer's Library* disk, *label side up if you're using a Commodore computer and label side down if you're using an Apple computer*.
2. Select the **file** command.
3. Select the **load** command.
4. Push the joystick forward to view the list of songs available. (**Keyboard users:** press **I** or the up arrow key to view the list). A complete list of the songs available can be found on page 22 of this guide.
5. When the name of the desired song appears, press the joystick button.
6. Select **yes** to confirm your choice.
7. After the song loads into your computer, select the **play** command to listen to the music.

You may use any of the MusicMaker commands, scrolling arrows, and channel and instrument selectors to work with and modify the song. See your *GameMaker* Design Kit user's guide for complete instructions for using the MusicMaker commands.

Saving Science Fiction Music on a Game Disk

If you want to use any of the music from the *Designer's Library* disk in a game you're creating, you'll need to save the music on the disk that contains your game program. To do so, load the desired song as described above, modify it if you like, and follow these steps:

1. Insert the disk that contains your game program in the disk drive.
2. Select the **save** command.
3. The name of the sound will appear. Press the joystick button to accept the name or type in another name if you like, then press the joystick button. (**Keyboard users:** press **RETURN**.)
4. Confirm that you want to save the song by selecting **yes**.

Exiting MusicMaker

1. Select **quit**.
2. Confirm that you want to quit by selecting **yes**. The *GameMaker* Editor screen will appear.

The *GameMaker* Editor

The *GameMaker* Editor screen appears when you first load *GameMaker* and whenever you select **Editor** from the *GameMaker* Main Menu. This screen includes the master commands, a message line, your program listing, and the command window. Refer to your *GameMaker* Design Kit user's guide for complete instructions on using the Editor.

Using the *Designer's Library* Disk While Programming

The *GameMaker* Design Kit program always accesses the disk in the drive to load the catalog of available scenes, sprites, sounds, or music when you use one of the following commands:

scene 1 is
sprite 1 is
sound is
song is

So it's important to make sure that the disk in the drive contains the scene, sprite, sound, or song that you want to include in your game.

By saving all the game elements (scenes, sprites, sounds, and music) that you want to include in your game on the disk containing your game program, you'll save yourself a lot of disk swapping. Otherwise, you'll have to remove the disk in the drive and insert your *Designer's Library* disk before selecting any of the commands listed above.

NOTE to Apple users: Science fiction scenes and sprites are located on the label side of your *Designer's Library* disk; sounds and music are located on the other side.

As an example, here's how to load the scene **ocean1** from the *Designer's Library*, so that you can work with it using the *GameMaker* Editor and/or save it on a game disk:

Once the *Designer's Library* disk is inserted in the disk drive, select **scene 1 is**.

The command **scene 1 is** will appear in the programming area. Press the joystick button to accept the number 1; or change the number to the appropriate scene number by pushing the joystick forward, then press the button.

The message **loading catalog** will appear. When the catalog of scenes from the *Designer's Library* disk have loaded into the computer, the first scene name (**ocean1**) will appear. Push the joystick forward to view the list of scenes available. When the name of the scene you want to use in your program appears, press the joystick button.

While the scene is being loaded, the message **loading ocean1/pic** will appear.

Once the scene is loaded, you can remove the *Designer's Library* disk and insert your *GameMaker* Design Kit program disk or your own game disk. If you run *GameMaker* or your own game program now, you'll be able to work with the scene because it's currently in your computer's memory. However, if you exit the *GameMaker* Editor screen without first saving the scene on the disk containing your own game program, the scene will not appear when you try to run the game program again. So be sure to save all the necessary game elements on the disk that contains your game program.

Scenes, Sprites, Sounds, and Music Included in The *Designer's Library: Science Fiction*

Scenes

ocean1	Greek columns, radar, ocean, underwater building, tube, platform
panint	interior items: table, meteors, ladder, beam-up device, cave passageway
planet	planets and planet surfaces
space1	space station, meteors, planets, asteroids, stars
space2	planet surfaces, stars, meteors, galaxies
world1	flowers, mountains, clouds, vegetation, moon, satellite

Sprites

Most of these sprites perform one or more of the following actions: move left and right, forward and backward; turn on and off; open and close; zap, blow up, or shoot.

barge1	spacebarge
barge2	spacebarge moving left
beamup	spaceship beaming up
beanpo	six-eyed plant
bikel	motorbike, left view
biker	motorbike, right view
bston	astronaut putting seatbelt on
bstoff	astronaut taking seatbelt off
bstzpl	zapping with gun, left view
bstzpr	zapping with gun, right view
bustr1	astronaut walking right
bustr2	astronaut walking left
bustr3	astronaut walking forward
bustr4	astronaut walking, back view
cloz1	ship closing, left view
clozr	ship closing, right view
cruzl	ship cruising, left view
cruzr	ship cruising, right view
destar	death star

dweedl	satellite
explo1	exploding star
eyebok	three-eyed monster
eyebol	three-eyed monster, moving left
fatboy	exploding bomb
feder1	Federation ship
field1	energy field
gravl	ship with gravity pull, left view
gravr	ship with gravity pull, right view
horded	many-eyed monster, growing
horror	many-eyed monster, dying
jdead	human in flames
jded2	human falling and bleeding
jefre1	man walking to the right
jefre2	man walking to the left
jefre3	man walking forward
jefre4	man walking back view
jenny1	girl walking to the right
jenny2	girl walking to the left
jenny3	girl walking forward
jenny4	girl walking, back view
jet-l	jet, left view
jetlr	jet, rotating left to right
jetr	jet, right view
jetrl	jet, rotating right to left
jet-tl	jet with landing gear, left view
jet-tr	jet with landing gear, right view
jet-ul	jet bringing landing gear up, left view
jet-ur	jet bringing landing gear up, right view
jetglr	jet on ground, rotating left to right
jetgrl	jet on ground, rotating right to left
jetrnl	jet running, left view
jetnr	jet running, right view
korleb	monster
kstahk	space ship
kubex1	cube with swirl
labryn	space ship
lbaklr	space ship turning left to right
lbakrl	space ship turning right to left
lyb-lr	space ship turning left to right
lyb-rl	space ship turning right to left
lyber6	space ship facing left
lyber7	space ship facing right
myssy1	one missile
myssy2	two missiles

open-l	ship with gravity pull, opening left
open-r	ship with gravity pull, opening right
orbyn	space station orbited by satellite
phred1	one-eyed monster
qoorn1	monster
rsuitl	man in red suit, walking right
rsutlr	man in red suit, turning left to right
rsuit2	man in red suit walking left
rsutrl	man in red suit turning right to left
rtran1	man in red suit transforming into motorbike, left view
rtran2	man in red suit transforming into motorbike, right view
saucer	flying saucer
saucow	saucer blowing up
trynid	satellite
ugly1	monster
veggie	man-eating plant
zapded	man zapped to death
z-rod	zap rod
zapon	space ship with zapper on

Sounds

In general, many of these sounds “match” similarly-named sprites or actions, but you can use any sound with any sprite or event.

beamup
bstzpl
cloz
fatboy
field1
footst
grav1
horded
horror
jet
jetstp
korleb
lyber
motor
open
orbyn
quorn

raygun
saucer
ugly1
veggie
zappon
zrod

Music

badguy (Apple only)
doomed
finale
flyin
prelud

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GD-148-03

GameMaker Designer's Library:

SCI-FI TD-148 / FOR PREVIEW ONLY

For use with Garry Kitchen's GameMaker

See instructions to load

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For use with Apple II Series

PRELIMINARY TEST PROGRAM