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Venatio Creo Tutorial  
<http://www.venatiocreo.com>

### **Installation (Win32/64 XP/VISTA Only)**

- 1) Go to <http://www.venatiocreo.com>.
- 2) Click on the “Downloads” button at the top right of the page.
- 3) Click on the big “Venatio Creo Free” icon to begin downloading the file.
- 4) Once downloaded, find the file and double click it to start the installer.
- 5) Proceed through the installer, while making sure to install Venatio Creo to a directory you can find. (A shortcut will also be made on your desktop).
- 6) You must ACCEPT the OpenAL software when it prompts you. Venatio Creo requires it to run.
- 7) Run the shortcut on your desktop to begin.

### **Before the Tutorial**

After you’ve completed the installation, you should be looking at the main menu. Before we make a little project, you should try out a game or two to see how game play works in Venatio Creo.

- 1) Press the icon next to the text “Play a Game” (top option on the main menu)
- 2) In the middle of this menu, you should see a text box, with two icons next to it. Click on the folder icon to open up the game browser. There are a few projects provided that you may try, but I recommend you use your time to try “demo” and “jump”.
  - “demo” is a small RPG (role-playing game)
  - “jump” is a small 2D platformer (like traditional games on older game consoles).
- 3) Once you double click on a game name, press the green check mark on the “Play Game” menu to start the game.
- 4) While playing any game, press ESCAPE at any time to return back to the menu system.

### **Tutorial – Making a Simple Game**

This tutorial will teach you how to make a very simple game. The objective of the game will be to touch an object (of your choosing) within the game world with the player character. At any point during this tutorial, you can press h to access the help system.

From the Venatio Creo Main Menu, follow these steps:

- 1) Press the icon next to “Create and Modify Games” (second option from the top)
- 2) In the “Project Editor” menu, create a new project by typing a game name into the top text box and pressing enter. You can select the text box by left clicking on it.

- 3) You will be prompted with an information screen. After reading it, press the green check mark to dismiss it. (Lower right hand corner)
- 4) You are now in the Game World Editor. You should see a background in front of you with tiled green grass. The grass is broken up into a grid, and you may click on each individual part (tile) to change its image.
- 5) You may move the camera by placing your mouse near the edge of the screen. It will scroll your view in that direction. (Similar to a real-time strategy games)
- 6) Let's begin by making your player character. On the left side of your screen you should see a vertical list of colorful icons. The bottom icon on that list is the "Add Object" icon. Press that icon once. You should see a brown block pop onto the screen.
- 7) An object is a piece of your game world. Objects can represent ANYTHING (rocks, players, people, and clouds) and may even be invisible for other purposes. For this tutorial, we will be making two objects total: the player (you), and our destination.
- 8) You can select objects (and your background tiles) by left clicking on them. So if your object ever becomes unselected, just left click on it.
- 9) Let's change the objects image now, as that block simply won't do for a player. While the object is selected, you will see a number of options in the bottom of the screen. Click the plus icon next to the words "Change Image:"
- 10) Now you are looking at the image selection menu. We have given you a wide array of images that you can use by default, but you are free to easily add your own images when you make a game of your own. At the bottom of the image selection menu, you will see an arrow pointing down; Click that to see more images.
- 11) Change the image to one of your choosing. You may left click an image to select it, or double click it to select and leave the menu. Once you have left the menu, you will see that your object now is represented by your selected image.
- 12) Now we need to breathe some life into your player. Venatio Creo supports a very robust game logic system to add rules and functionality to your game. The best part is that there is no programming involved, you simply build easy English sentences. We will be doing a little bit of that later.
- 13) Venatio Creo also supports object logic macros. These are macros that give your object certain characteristics without you needing to program them in by hand. For our player, we want him to move around with the arrow keys. So while your player object is selected, find the plus icon to the right of the word "Macro:" on the bottom menu.
- 14) Now the macro menu will pop up. Left click on the first icon at the top of the menu (which is to the left of the words: "RPG PLAYER: Traditional RPG Player Character").
- 15) Once you do that. The image will close and your object will now respond to your arrow keys.
- 16) Now let's make your destination object. Click on the "Add Object" button again (located on the left-side tool bar). A new object will pop onto the screen.
- 17) While this new object is selected, use your ARROW KEYS to move it around and place it a little bit away from your player object.

- 18) As we did before, choose a new image for this object. It can be anything you'd like.
- 19) After you have the image selected, we need to add a single game rule to this object. So double click the object to bring up its game logic code.
- 20) Now you should be looking at the Local Logic Editor Menu. There should be some instructions here and very little else. This is where you add custom functionality into your game objects by forming the English sentences I mentioned earlier. Read the instructions (it's OK if they don't make perfect sense right now) and when you are ready, press the plus icon at the top left of the screen.
- 21) A sentence will pop up that says: When Object self (icon) is touching 0 (icon) then and.
- 22) See each part of the sentence that is underlined? That shows that you can click on those words to change them. This sentence is remarkably close to the sentence we want too, which will make your job here easier.
- 23) Click on the word: and at the end of that sentence. A vertical listing of choices will appear. Use your arrow keys to traverse this list. Go down the list until you find the words: end game. Once you have selected it, press ENTER.
- 24) You will see that your sentence has changed to now say:  
When Object self (icon) is touching 0 (icon) then end game.  
What this means is that when this object touches your player object, the game will end and return you to the main menu.
- 25) Yeah, it's simple, and not much of a game. But it makes a great introduction to how the different parts of the editor work. Leave the game logic menu by clicking on the DOOR in the lower right hand corner of the screen.
- 26) That's it! Your game is done! On the left hand tool bar (second icon from the top) you should see a disk icon. Click that to save your project.
- 27) Click on the door icon at the top of the left-side tool bar. This will take you to the "Project Editor Menu".
- 28) Click on the bottom choice that says: "Return to the Venatio Creo Main Menu".
- 29) A dialog box will pop up, Press the green check mark.
- 30) Now just load your game like you did earlier when you played a few of the sample projects. Click on the "Play a Game" icon, then find your game in the file browser. You are ready to play!