

LOGAN BOOKS

# F.A.C.E

The MOTAS Flash Adventure Clone Editor

V5.8.Beta



## User Manual

An online adventure editing tool by Jan Albartus

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## **F.A.C.E. THE MOTAS CLONE EDITOR**

MOTAS is around for some time and has spawned many clones over that period. Now it's possible to create your own MOTAS Clone level that features the look and feel of the original MOTAS game.

**PLEASE NOTE: This software is still in BETA development stage. Many features are still under construction! Some featured may not work, others may be changed in the future. No backward compatibility is guaranteed.**

MOTAS' FACE was started before I noticed another FACE on the internet. This software is not related to FACE (Flash Adventure Creation Engine) other than that my Adventure Banner Xchange was running on their site. The site has dissapeared from the Internet.

### **Introduction**

With F.A.C.E. you can create your own MOTAS levels using predefined objects. Choose from a library containing over a 100 objects to design your rooms using the editor's easy point and click interface. Save your level designs for later editing and send an room as eCard. Registered users also may publish their results.

### **Mystery Of Time And Space**

MOTAS stands for Mystery Of Time And Space and is an online graphic adventure game where people have to solve puzzles and riddles to unlock the doors of the mystery of time and space. Some of MOTAS' features are:

- o Online Graphic Adventure Game
- o Easy Point & Click interface
- o Explore your surroundings
- o Collect objects to use
- o Solve puzzles
- o Use your own custom objects, stored on your own server

### **Escape The Room**

The object of the game is to explore your surroundings and find objects to use, like keys to eventually be able to escape the room you're locked up in.

## MOTAS F.A.C.E. - Flash Adventure Creation Editor

The MOTAS Clone Editor is developed separate from the game and is not used to create the original MOTAS game itself.

## MOTAS F.A.C.E. Features

F.A.C.E. is intuitive and yet very powerful. Here's some of the features.

- Create your own MOTAS clone, an online point and click adventure game
- Easy Point & Click interface
- Design up to 168 rooms per game, linked by rooms and passages
- Each room can have a different color and size
- Use over 100 official MOTAS room objects
- Add (in)famous MOTAS puzzles like the Green Wall
- Use your own custom objects, stored on your own server
- Use your own custom MIDI soundtrack, stored on your own server
- Publish your creation on your homepage (Registering required)

## MOTAS F.A.C.E. History

When I started on MOTAS in the end of 2001 all levels were build manually, mainly because of the uniqueness of each level. MOTAS is still build as individual levels. In 2003 I attended a game creation workshop at Flashtival and that inspired me to the creation of the MOTAS Editor. After the initial setup of putting objects in the room the project was abandoned for a while.

It's noteworthy that in the period from 2003 to 2004 I worked on Artogather, an educational online graphic adventure game that included another implementation of the editor concept in that is allowed the user to create a virtual exposition and email the result.

In 2005 it was discovered that a newer version of the editor was available but never uploaded (mainly because it needed some more tweaks). I did some tweaks and uploaded the result and I guess I never stopped tweaking.



## **SYSTEM REQUIREMENTS**

To get the most out of the software please check out the system requirements. Because this software uses Flash, a large array of Operating Systems is supported (check the Flash information on the Macromedia website for a complete overview of Operating Systems supported by the Flash Player).

### **Local Storage**

To save your game in the editor or save your game while playing, you need allow flash some local storage space. Normally this is set at 100KB default and this is probably enough for save games while playing. If you want to edit a few levels you might find yourself short on storage.

To enlarge local storage permitted do the following:

- o Right click on the game area
- o Click “Settings...”
- o Click on the “Local Storage” tab, represented by a yellow folder
- o Move the slider to the right (1MB should be enough for now)

### **Minimal Configuration**

- o Internet Browser with Flash 6 player installed.

### **Recommended Configuration**

- o Internet Browser and MIDI support and the latest Flash player installed.

## REGISTERING

Some features may only be available for registered users. Only these users may for example publish their finished MOTAS Clones on their homepage.

### Register Fees

To Register a license there is a small fee included. Here's an overview. Please send an email to inquiry about current rates.

### Licenses Overview

An overview of some of the options available.

	Games per License	Rooms per Level	Libraries available	Custom Objects	Custom Music	Email Function	Free Promotion Link		
Free Trail	0	8	Common	0	N/A	N/A	N/A	N/A	N/A
Personal	2	16	Common	8	Yes	Yes	1 Week		
Budget	4	32	All	16	Yes	No	1 Month		
Enterprise	8	Max	All	MAX	Yes	Yes	3 Month		

### How to register

Send an email to [jan@albartus.com](mailto:jan@albartus.com)

### *Subject*

MOTAS FA.C.E. Registration

### *Message*

username: one word, no spaces

full name: your full name

server: the server url where you have uploaded your game data

### License Upgrades

Upgrades are handled on a case to case basis. Please contact us for more information.

### Engine Updates

Updates to the engine like patches, fixes and improvements are applied automatically next time you start FACE.

### Content Updates

Updates to the content, like new objects and new libraries, are applied automatically next time you start FACE.

## **GETTING STARTED**

Getting started is very simple. Open an Internet browser and go to the FA.C.E. homepage.

### **FA.C.E. Website**

The URL is <http://www.albartus.com/face/>

### **Edit Link**

Click this link to enter the FA.C.E.

### **Demo Link**

If it's the first time on the editor website, check out the DEMO to get an idea what your clone may look like.

### **Support Forum**

For support or discussions about the MOTAS editor (FA.C.E.) please refer to the following forum:  
<http://www.albartus.com/forum/viewforum.php?f=37>

### **Support Chat**

For support or discussions about the MOTAS editor (FA.C.E.) you may visit the LOGAN Chat room found at: <http://www.albartus.com/motas/chat.htm?LOGAN#chat>

## **GAME PLAY INSTRUCTIONS**

The game is a point and click game where you need to explore your surroundings, find and use objects and solve puzzles to unlock the doors that trapped you.

### **Interactive Mouse Pointer**

The mouse pointer changes according to any actions. Look (pointing finger or magnifying glass), walking (walking feet), manipulate (Grabbing hand). A grabbing hand also can sometimes indicate you can use an inventory item there. Also the pointer shows a pop-up text identifying an object.

### **Response Text**

When you click on different room items the engine gives feedback through the response text near the bottom of your screen.(Grabbing hand). A grabbing hand also can sometimes indicate. Read these texts carefully as they may contain hints or other useful information.

### **Inventory**

Any objects you will find during game play will be placed in your inventory. To use objects from your inventory click them and click where you like to use the item. Items in your inventory can sometimes be combined to get new items.



## **ROOM OBJECTS**

A FA.C.E. game world is build up out of individual objects like tables, chairs, puzzles and anything else in the game world. These objects are ordered into libraries so you may quickly navigate through the library locating an room object.

### **Doors & Passages**

Doors and passages and other navigation objects that enable you to move to another room.

### **Desks & Tables**

A collection of desks and tables to populate your clone with.

### **Chairs & Sofas**

Various Chairs and Sofas.

### **Cupboards & Storage**

Cupboards, Bookcases, Shelves, Boxes.

### **Beds**

A collection of beds.

### **Paintings & Wall Items**

Paintings and other things to hang on the walls.

### **Plants & Flowers**

Add some green to brighten up the rooms.

### **Lamps & Light Switches**

A collection of lamps and light switches to put in your rooms. These switches and lamps really influence darkness in the current room.

### **Misc**

Assortment of stuff.

### **Puzzles**

A collection of puzzles.

### **User Objects**

A library of user objects. These objects are loaded from the URL you entered in game info.

## **PUZZLES**

A MOTAS clone without puzzles would not be a real clone. So some basic puzzles have been implemented. It's advised to place a puzzle in an empty room, or at least experiment with how they are placed and play out. It's important to remember to put puzzles and rooms in the correct order, else you might find you placed a puzzle on the wrong side of the wall.

### **Massive Mazes**

Just by designing your level as being a maze of rooms makes a perfect puzzle to find an object or (of course) the end door.

### **Hidden Passages**

These doors are hidden by something blocking its view. The player can move the objects aside revealing a door.

### **Green Wall**

The infamous Green Wall hides one or 2 doors. When solved the passage(s) become visible. If you want to hide 2 doors make sure you place the Green Wall object on the right side wall, otherwise the door on the opposite side will be visible over the Green Wall.

### **Intelli-Lock (Not implemented)**

This is the puzzle from MOTAS level 3 where the player has to pick the one that does not belong.

### **Quest Book (Not implemented)**

This puzzle can be placed in your final room and link to your guest book. (Not implemented)

## **FILE MENU**

In the File Menu you can load, save, import or export your levels.

### **Import your level saved as text in a text file**

Click the IMPORT LEVEL button, and on the import screen paste the level data, then press IMPORT LEVEL to import your text data. (NOTE: This feature only works for level designs, not interaction, for example doors won't work.)

### **Import your level from URL**

This is used to import an previously exported and uploaded game. Click on IMPORT URL Enter an URL that links to your uploaded to a web server and click the IMPORT button.

### **Export your level as text**

Click the EXPORT LEVEL button, and on the export screen copy the level data and paste it into a text file, email message or forum. The data contains all available information for a level. (Later you will be able to import the data from a server.)

### **Load your previously saved level**

Enter the filename and click the LOAD LEVEL button

### **Save your level**

Enter the filename and click the SAVE LEVEL button. A level overwrites a previous saved level with the same filename without warning!

## **GAME INFO**

The title editor enables you to enter your name and the title of your MOTAS Clone among some other customizations.

### **Clone Title**

The title of your creation. It will be shown on the game's intro screen.

### **Your Name**

Your name is shown during the intro screen and at the top left of the screen while in Preview mode.

### **Music URL** (Registered version only)

Your game can use a custom midi or just one of the enclosed example tunes (menu.mid, mystery1.mid, mystery2.mid, mystery3.mid, mystery4.mid).

### **User URL** (Registered version only)

This entry is used to get custom room objects from a remote server. This enables registered users to add their own objects to the editor. Please note that when adding a user URL all current user items will be replaced.

## **ROOM EDITOR**

In the Room Editor you visually build each room by placing items in a room.

### **Change room size**

Use the (+) and (-) buttons on the top right of your screen to change the room size. It may be useful while editing to start zoomed in.

### **Change room color**

Select a room color through the use of the two buttons indicated with ROOM COLOR.

### **Place an item**

Click on an item you like to place. Place it on the yellow mouse over hot spot. Items cannot be placed on all hot spots.

### **Remove an item**

Click on the round button with the red X in the top right of the screen, then click on the yellow mouse over hot spot of the item you want to remove from the room.

### **Creating a passage**

Select a door or passage from the library, then place it in room. You will be transferred to the level editor where you can select a new or previously designed room to navigate to. (see LEVEL EDITOR for more details) In that room you place the second door on the opposite wall.

### **Removing or changing a passage**

Remove both doors from their rooms, then optionally replace them with new doors or objects.

## **LEVEL EDITOR**

The Level Editor helps you create new rooms and allows you to switch between rooms.

### **Create a new empty room**

Click on an empty square

### **Switch between rooms**

Click on a square with a room symbol

## **END EDITOR**

This screen allows editing of the end screen (NOT YET IMPLEMENTED).

## **PREVIEW GAME**

To view the current level without the editor.

### **Exit Preview**

Click on the round button with the red X in the top right of the screen, to exit preview mode and return to the editor.

## **PUBLISHING YOUR CLONE**

When you are satisfied with the game you created and after you play tested it it's time to publish your game.

### **Download & Editing Clone Template**

This zipped archive gives you an example web page that links to your game. By default it links to the example game of the Editor. Update the HTML file accordingly so it contains your user name and level name.

### **Editing gamename.txt**

In file menu click the EXPORT button. Copy the game data into an empty text document and save it as gamename.txt where gamename should be replaced with a proper name, but one without spaces and preferably lowercase.

### **Uploading files to your server**

When you registered you have entered a URL for your game(s). (for example: <http://www.myserver.com/myclone/> ) Upload the edited template files and any games you have created. When only allowed one game (personal license) the game data name will be user.txt in the folder you registered.

Now you can attach a small Java script to an HTML file that will show the ENTER link.

## **TIPS & TRICKS**

Backup your level-designs often and with a new number attached to its file name each time you save in case things go wrong. Also keep a pen and paper at hand to remember a room or make some basic level lay out.

### **Room Editor**

Start editing in maximum zoom, filling the room gradually while working back. Remember that the zoom tool also sets the size for that room.

If you want to replace doors it's best practice to first locate both doors (and remember the room numbers) and delete both doors. Then place doors like normal, but instead of selecting a new room you select the previous room that the door linked to.

## CREATE YOUR OWN CUSTOM OBJECTS

To create your own objects to be used with the editor you need a program to edit Flash Content, preferably Macromedia Flash. To help you with the creation of objects there are some room templates available. These can be used you create your user1.swf to user8.swf files.

### Room Templates

This Flash 6 source file (.FLA) that can be used to create your own custom objects for the editor. The template shows an object near to the left back wall. This is the default orientation for objects in the game that are placed on either the wall or close to the wall.

### Creating a new room object

Start designing the object close by and when it's ready, create a symbol out of it, move the center point to the vanishing point of the room and scale the object down so it ends up sitting against the back wall in the template.

### Adding variables to save game array

To remember an objects status that will also be saved on your save game, your variable(s) should be stored in the save array variable. This is a dynamic variable that works even when multiple instances of the object are placed in the game or room.

```
_root.saveArray[_root.motasroom][_parent.roomObjIndex][0] = 1;
```

The code above sets a variable for your object directly into the save array. Please note that the roomObjIndex uses *\_parent*. If you put the code inside an object, add the appropriate *\_parent*. To ensure the roomObjIndex is set properly. If you need more variables you can replace the 0 with any number of indexes you might need.

To ensure proper array initialization the sub array needs to be created. You need to add some code to your first frame to create the new sub array inside the save array. Use code like this:

```
if(_root.saveArray[_root.motasroom][_parent.roomObjIndex]== undefined){  
    _root.saveArray[_root.motasroom][_parent.roomObjIndex] = new Array();  
}
```

### Uploading Your Objects

Upload the swf files and edit the User URL on the Game Info page. Make sure you name the objects user1.swf user2.swf and so on..

### Using Your Objects

Your custom objects are available in the library menu and have replaced the default custom objects (that were there as an example). All custom objects already used in the game will be replaced by your own set of objects.



## **TECHNICAL INFORMATION**

This software is created using Flash, one of the most versatile and most used browser plug ins available today.

### **Loading Rooms**

When you enter a room it will load all required objects separate. Because of the loading delay objects will seemingly appear in the back of the room filling up while moving forward. This is purely a loading issue and not the speed of the game code itself. Although a nice effect on itself, the MOTAS editor features a fade to black transition effect when switching rooms during the review or game play.

### **File Sizes**

**Engine < 150 KB**  
**Editor < 350 KB**  
**Objects 1 – 20 KB / Object**  
**Level Data (29 rooms) Saved: 20KB, Exported: 6KB**

## **PROBLEMS AND POSSIBLE SOLUTIONS**

Before panicking, refer to this section if any problems you may encounter can be solved.

### **I'm unable to save game**

SOLUTION 1: Check filename, it should be one word, no spaces.

SOLUTION 2: Right click and select settings. Check if you have allowed enough local storage. (Default is 100KB).

### **I'm unable to place Room Objects on the yellow hot spots**

Because Room Objects cannot be placed at any random hot spot, try placing it by clicking another hot spot. (It's illogical to place a table on the wall for example)

### **I'm unable Publish my game**

Publishing your game is only available to registered users.

### **I don't hear any sound in FireFox**

SOLUTION: Make sure you have a plug-in (like QuickTime) enabled to play MIDI files.

## **LICENSE AGREEMENT**

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A user is granted to develop his or her own level designs.

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## **CREDITS**

MOTAS FA.C.E. & Documentation by: Jan Albartus

Documentation published by: LOGAN Books & Docs

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## **Thanks to:**

E-Space (for hosting the MOTAS game), PGI.

## **Greetings to:**

## **Documentation Information**

Document Version: v1.123

Last Update: 2005-08-16

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