

HELLO!

Thank you kind AdventureX ticket buyer! This is the first newsletter prior to the event so I have no idea if it's going to work properly and reach you or not. But let's hope it does! Once again I'd just like to thank you for your interest in this event and its humble beginnings! Consider yourselves the forefathers of the event that recognises this great genre of computer games and all the people that make it happen!

So, you may be wondering where AdventureX comes from. Around the age of 17 I became aware of computer game expos, namely the ECTS event that was held in Earl's Court in London every year. What was more thrilling was the fact you could sign up as "press" and get free sandwiches. Also, using that persona you could get yourself some great interviews, and generally immerse yourself in the world of video-gaming.



ECTS 2002 - Myself (left) and Marek from Adventure Gamers (middle) interview Charles Cecil

The events themselves were nothing more than a trade-expo but of course it was designed for the gaming industry. There would be booths with the game developers, the publishers and plenty of hands on demos to play and videos to watch. For someone with even a fairly limited knowledge of gaming it was still a great event to visit.

I was lucky back in 2003 when Revolution (Broken Sword) were still key players in the genre and holding up the commercial side of adventure games. It was an interesting period, where 2D point and clicks had been considered dead in the eyes of commercial gaming. This was the a major turning point in the industry - the start of the "PlayStation" generation as some have come to know it, and of course, Revolution themselves were adapting from 2D adventures to fully fledged 3D experiences.

As an adventure game fan, and particularly involved with the underground 2D adventure movement I had hoped - probably from that day I met Charles Cecil - that 2D adventures would come back and there would be enough interest in them, or the adventure genre at least - to warrant some kind of event of its own.

I organised a meet-up of a particular 2D adventure community the year before - so I already had some idea of the potential for something a little more public, and that's where AdventureX came from. I would one day hire Earl's Court and all the booths would be 2D adventure game developers and publishers! And here we are many years later, finally making it happen... In an upstairs function room of a Labour club.

So you can understand why I have to thank your interest and enthusiasm for it. Because it's not a massive popular event at this stage - it's just a chance to get the ball rolling. In the future, I hope AdventureX will involve game-jams, more games, more people and funkier venues. But we'll see!

For now it's all about 2011 and I'm please that you'll attend, and check out some of the great games on show and meet some fantastic people that make the adventure game community tick!

Mark Lovegrove - organiser

Egress: The Test of STS-417



We're showcasing Dane Kram's new game, so we thought it appropriate to ask him a few questions about the development. You can already play this game for free, for yourself! Be sure to visit the game page:

<http://www.kramsdesign.com/games/egress>

Hi Dane - tell us about Egress - where did it begin, and why?

Actually it began straight after a screening of 2001: A Space Odyssey haha! So I guess it's no wonder people recognise some influence there. I had been working on another game for a while and needed something to distract me. I watched the film at this point and as the credits rolled I just sat there and thought 'I have to make a sci-fi game, right now'. Kind of a bizarre moment of enlightenment!

Great! Hopefully you didn't throw any bones through neighbours windows. Frame by frame animation features in your game - what about that? How long did that take you, and do you have any workflow techniques you can share?

Yeah it takes a while, I won't lie. I do it all in photoshop since the brushes work the way I like, and it's easy to just switch between layers, and decreasing opacities easily recreates that lightbox at the desk setting. I'm not sure I have the best words of advice, just to always ALWAYS use your keyframes, start there and work the rest in. It's an animation basic that can't be ignored.

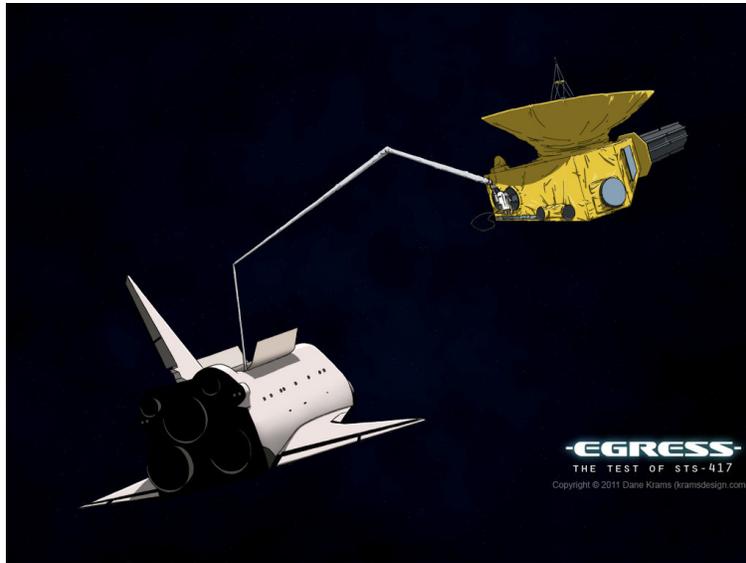
Who's your favourite astronaut, if any, and why?

Haha, easy - Sam Bell. Who can't love and feel for that man? I don't think a sci-fi character has affected me quite like Sam Bell did.

http://en.wikipedia.org/wiki/Moon_%28film%29

Great movie! Now, the game is out - what has been said about it, what are your comments on the players opinions?

The feedback has truly been overwhelming and SO inspiring. People really got what I was trying to do with it, and I really couldn't ask for anything more. By far the biggest feedback though was on the difficulty of the door puzzle. It's kind of funny to hear that since I was sure the puzzle would be solved in 10 seconds by everyone! It's taught me a lot about player experience. About how players approach adventure puzzles, and what kind of feedback they need while playing.



"The story begins when you, the commander of a two man recon team, are sent hurtling into space during maintenance on an interplanetary probe. After a sudden attack from an black alien substance, you awake on a mysterious planet."

Anything else you think the AdventureX'rs should know? Any development consequences? Were people harmed in the making?

Haha, maybe my relationship with my girlfriend who didn't see me too often during development! No but in all seriousness, I just hear so many people say that they have ideas but no time. If you really are passionate about it, just do it. Make time. When you're gonna sit down to play a game, start working on yours instead. Eventually you'll chip away at something! That's what I'd tell AdventureX'rs - go home and start making that game you want to make!

Thank you very much Mr Krams!

Next time: Alan V. Drake tells us about his adventure game Wretcher !!

Thank you for reading this test email. There will be more news, interviews and information coming in the next email. Of course, you are now signed up to get all the videos and extras from the event plus your name has been entered into the prize draw. Just what they are will be announced at a later date!

See you at AdventureX!

ADVENTUREX NEWSLETTER #2

Hello again, and welcome to the second newsletter for AdventureX. Final confirmations on the venue are sorted, we will bring you some information about the venue and a short video in a future edition of the newsletter. Today we're just going to focus on one of the games, but you can expect plenty of extra content in the next newsletter.

WRETCHER



Alan V. Drake has been working on his adventure game called Wretcher, and he's been very kind to agree to get a playable version ready for this year's event. His anticipated game, being created with Adventure Game Studio follows Aileen and Keith, as they investigate a murder and the mansion the victim left behind. Speaking publicly about the game Alan has explained:

"As you may see I'm trying to carry on what made that old gem that is Clocktower so unique, its style and its gameplay, which means that there will be chase scenes in which you'll have to run and hide, hoping not to be found, and unnerving events that will send shivers through your spine."

We are lucky to have asked him a few questions!

Hi Alan - fill us in about Wretcher, where did it begin, and why?

I was chatting in a long forgotten chatroom with some friends, I proposed to make a horror game with a collective effort, I started tossing out ideas and everyone was thrilled. Obviously, the next day everyone had completely lost interest and despite my best efforts to involve them, I ended up having to do everything myself. Well to be fair one of them gave me *one* usable idea, ahah.

Anyway, the first embodiment of Wretcher was something completely different, you see, at the time the only game engine I knew how to use was rpgmaker, so that was what I had planned going to do the game with.

Around that time I also played Clock Tower, which I thought was how a horror adventure game done right was meant to be.

Time passed and I kept finding myself getting back to it, working on the story and brainstorming. The unnamed horror game was growing. I drew the characters for rpgmaker, but then when I saw the result on screen... it was not what I had painted in my mind. I was imagining it more like a point and click, but doing so would have meant a lot more to code, draw and animate... was I capable to do it ? I knew I had to.



"A famed archaeologist commits suicide, leaving behind his mansion and all of its possessions in the hands of his niece Aileen. Together with her friend Keith, they seek to unravel the mystery behind his death and the disappearance of his wife. A darkness cast its shadow over the mansion with more than just secrets awaiting to be discovered."

So I searched for a better game engine that would have allowed my vision to turn real, and that's when I found AGS, it was not the first time I heard about it, but ages ago when I first read about it, well... I wouldn't have touched it with a ten meters pole, but now it was improved and my gut feeling told me it would serve the purpose to make Wretcher how it was supposed to be.

So I learned AGS, started practise to draw backgrounds like CT, it took me quite a while to get good enough, I had never draw pixel bgs before.

And here we are, the engine is complete and the real work has begun!
:D

Fantastic - and now you're being pressured into a release for AdventureX! So, tell us more about the in-game features - for example what is "automatic panning of character generated sounds"?

Nothing amazing, I just altered AGS source code to automatically pan the sounds linked to the characters' animations. It was a pain in the ass and highly inefficient doing so without altering the source code.



Gravity, a long term AGS user, is finally helping someone with a game - how did come to be?

He contacted me offering help, but along the run he got hit by the Wretcher's curse... apparently his laptop broke twice, he was ill most of the times, but still he managed to do a couple of things for me, which given the trend of people promising help and doing nothing at all was a huge improvement. Sadly, I rarely catch him online now. I'm afraid I'll have to write everything in my own language and translate later, it's probably faster that way, ahah.

No problem. How long does it take to make a background, can you tell us anything about the production side on artwork for the game?

As now, if I know exactly what I need to draw, I can finish one in 2-3 days, but I have to say, it's harder to figure /what/ to draw than actually drawing it.

There's no much else I can say, the production side is mostly me bitching, moaning and then getting to work. Thankfully my friend Chris Darril is helping me with the character portraits.

And finally, is there anything else about the game you think the AdventureX'rs should know? Any chortlesome development co-incidences, for example?

Yeah, the funny story of how this project seems to be cursed as almost everyone willing to help suddently loses motivation, his skills dissappear, gets depressed, his laptop breaks, experiences a writer's block or is kidnapped by UFOs.

But none of that matters, I will finish this game regardless.

Thank you for taking the time to tell us about Wretcher! Also our apologies to Alan, who has lost sleep trying to get a version ready for AdventureX.

Thank you for reading! In the next newsletter, NickyNyce tells us about her game "The Visitor" and the sequel she now has in production. If you have any questions about the games on show, or just want to send a question for one of the guests (Chris Bateman, Alasdair Beckett, Chris Jones) please do email them through to info@screen7.co.uk

Kind regards,

Mark Lovegrove

- Organiser

THE ADVENTUREX NEWSLETTER #3

7th Dec 2011



Hello! And welcome to the third newsletter. This one may even be an "issue" rather than just a wall of text. In 11 days time the show will start, and in 19 days its Christmas! Can you believe it? Now I'm wondering why I chose to run it so close, and hope snow won't shut down the entire travel network anytime soon!

Providing no cutscene-esque problems occur - we've still got some great news about the event and an interview with a lady who wanted to make a game without any experience - and it worked! Before that - I just want to clarify info on the newsletter quickly. What else can you expect in the future from the AdventureX newsletter?

» **Video interviews**

We will make several video interviews at the event with any questions you have for the developers turning up this year. Of course, we'll ask a bunch of our own and perhaps find out some other interesting things at the same time. Direct links or embeds for the videos will be featured in the AdventureX newsletter after the event.

» **Exclusive downloads**

Where possible, we'll release to you any of the exclusive game builds from the event that the developers are happy for you to own. We'll have videos of the games and as you may have already noticed, interviews from the designers.

» **Full articles**

In later editions of the newsletter, there will full articles on game-design included.

» **Plenty of other surprises**

Ones that we don't even we know about yet! Thank you again for your support for AdventureX !!

SPECIAL GUEST - NEIL RENNISON - TIN MAN GAMES

It's early stages but Neil has expressed his interest in coming to talk at the event about his successful iPad gamebooks company Tin Man Games. His company recently landed a gamebook license for Judge Dredd and 2000AD. Although an Australian based company, Neil will be in the UK and can come and talk to us about their developments. With a background in using Unity 3D - there will be something for us all to learn about creating games for iPad, and the

influence of Gamebook Adventures in the adventure scene.

See: www.gamebookadventures.com

The AdventureX event hopes to express ways that show how people can go out there and design games for themselves. Whether it's for fun or to succeed commercially - we know there's a friendly spectrum for networking with people at all levels. For people who want to get started, the show will introduce simple methods of creating adventure games for personal entertainment.

But at the other end, the show will encourage networking with the experienced adventure developer and hopefully prove how entrepreneurship, good game design discipline and a love of the adventure genre - can shape a professional business. Of course, there will also be some awesome games to play!

DIDCOT: What is that place?

Didcot in Oxfordshire is an important industrial hub in the heart of the rolling English countryside. Set in the middle of the horse-shoe formed by surrounding hills the Power Station can easily be seen from roads far and wide giving for many years its locals the long running feeling of 'almost home'.



With its easy access by rail and car, Didcot has housed well known names such as the Williams F1 team and the Top Gear "Technology Centre". It's famous worldwide for its heritage railway centre that has recently been used in the filming of Kiera Knightly's new film Anna Karenina and also the Sherlock Holmes movie starring Robert Downey Jr.

Beside Oxford, the surrounding towns are smaller, market towns. Such is this that beyond the railway centre there isn't much history in Didcot. It has grown around its railway link and prides itself in being a modern town. The large, purpose built shopping centre and cinema - with arts centre that regularly houses comedy nights are a key feature that prove a modern vision.

At AdventureX you'll be at the heart of Didcot's history (if there really is any) - the Labour club has been loved by railway workers for decades. A poignant, white building with more history than most in the town -



we'll look into its roots a little deeper in a later issue.

The popular Didcot Wave leisure centre, multiple superstores, a police hub with small court and industrial estates keep Didcot moving. It may not be the most glamorous place, but it's certainly playing a thought provoking role.

You can find out more about Didcot by searching that very name on Google..

DEVELOPER SPOTLIGHT

A defining point of the 20th century was certainly the introduction of computers and their influence on younger generations. Nowadays most children learn interaction with computers and other digital devices from a young age. My friend's children had a pretty good grasp of how to have fun with Roller Coaster tycoon 3 aged 4.

I'm sure most of us would recall a console, computer or interactive digital device at a friend's house in some shape or form. We've been able to play digital games in some shape or form for at least 40 years now. In those 40 years the games industry has transformed from lines of text you respond to into fully immersive moving environments.

But as some people get hooked on the progress of the mechanics of games, others appreciate the platform by which a story is told never need evolve. To this day people still enjoy retro computer games & consoles, and whether it's the thrill of a story or the escapism in ultra-realistic situations both things are testaments to their importance in human life in this age.

Things we grow up with stay in our minds and this could be one reason why so many more people are turning to game development, as a hobby or even going further. The processes behind game-making have become more flexible and the tools to progress your own project more readily available.

THE VISITOR



An example of a recently made point n' click adventure game by someone who has no previous experience in game-making is The Visitor by NickyNyce. She has taken her first step using Adventure Game Studio, an engine which allows any tom, dick or Larry to create a 2D adventure game.

Of course, it still requires learning to code if you want the project to stand out - but an admirable thing is Nicky's approach to the process of game design. Does that come with maturity? A discussion we may well debate at the show.

1) Hi Nicky, who is Nyce - The Visitor - where did it begin, and why?

Growing up, Adventure games were the greatest thing since sliced bread, I had to play everyone that was available. I always wanted to make my own game but had no clue how to go about it. I used to draw rooms and inventory items on paper and my friends would play my Adventure in front of me as I told the story. Sounds crazy, but I was desperate.

Shortly after that, my brother told me about Blender. A few weeks of playing with that had me thinking, maybe there's something like this for Adventure games. After Googling how to make Adventure games, I found AGS.

The Visitor was made while I was learning AGS and fiddling with MS paint. The story and puzzles were made as I went along, there was no plan at all. The game was actually being made so my friend who also loves these games could play it.

2) What was the most challenging part of production for you, and what was the most rewarding - and why?

I would say the most challenging part of making the Visitor was learning everything at once. I'm a complete noob when it comes to computers and have never drawn on a computer before. Without those Densming videos and the (half book) he made I wouldn't be writing this right now.

As for the most rewarding part, well...It's hearing what everyone thinks about it. It's my first game and I didn't expect anything but a bunch of people telling me what I did wrong. This was fine with me, I knew I wasn't going to make the next greatest Adventure game, but I did want to hear the good, the bad and the ugly so I could improve with my next game. You have to live and learn they say.



3) So, do aliens exist? What's your viewpoint on the subject?

Without wanting to get religion involved with answering this question, I would say the human race would be pretty selfish to think that all this was made for us. We barely know anything about Earth, no less the Universe. So...YES, Aliens do exist.

4) What got you interested in making games? (Or, if your answer for #1 covers that:) What do you think of making games as a hobby, what could other people learn from your experience and game release?

Making a game has been a life long dream, and it's easier then I ever thought possible. AGS is very easy to use and gives everyone the chance to get creative. I'm 36 and wish I had found this engine sooner, I feel a great sense of accomplishment when I hit that start button and

see my character walk across the screen saying what I want him to say. Just like anything on this planet, you just need a little time and effort. Once you get past that learning curve, things just start to snowball. Believe me when I tell you, if I can do it...anyone can!

5) You've already begun a sequel, can you tell us more about it, and is there anything else you think the AdventureXr's should know about the first game, any funny development stories or strange twists and turns?

Great question, I'm going to take advantage of this and spill my guts on the games.

The Visitor was almost scrapped halfway through the game. Being this was my first attempt at making a game, I hit a couple of road blocks which I'm sure is very common. As I mentioned before, the game was made as I went along learning everything. I started thinking that the game was not good enough, and I was tempted to start over, which I'm sure a bunch of people end up doing. I fought through it thinking, why waste all this time for nothing. Just finish the game and learn from it.



If you look deep inside the Visitor, I thought it actually came together pretty well considering the way it was made. You have Danny, who is abused by his brother, his parents are split up, which many people can relate with. You also have this Alien, that has a lot in common with Danny. They both kind of have the same personality and I made it this way on purpose. Jimmy and his cat Scrappy are always driving Danny and his dog Mighty nuts. I wanted the Alien to help Danny without knowing it.

Both Danny and Agent Moss hate spiders, and it's kind of funny how

that spider ends up saving Agent Moss in the end, and gets rid of Scrapy, for Danny and Mighty's sake too. When Danny's parents get back together at the end of the game, I thought this wrapped the game up pretty well.

As for the Visitor 2, I really wanted to start something new, but I couldn't resist getting a head start with the Aliens walk cycle and poses and stuff. So I decided if I did the Visitor 2, I would be able to save a bunch of time. I'm planning on having the player control 3 different Aliens, one of which is Agent moss, and one (secret character).

The story will continue from the first Visitor and will have the same kind of humor and puzzle solving. Agent Moss has now been promoted to super Agent and will lead a team of two other aliens into a base of some sort to rescue other Agents being held by the humans. I need to tweek the gameplay a bit, and hope I can figure out how to do what I want. This is where the nice people of AGS come in Wink

I'll take this opportunity to thank everyone that helped me. All you nice people have made a childhood dream come true, and I thank all of you.

I believe that's it's very important for any game maker using AGS to read the manual and all that boring stuff, but, I think helping people out and giving code and stuff like that really helps people catch on quicker. I really don't see the harm in helping people. I think a lot of people need to understand that.

Not everyone learns at the same pace, or has the time to read a manual from front to back before getting their feet wet. I have only been around for about 8 months, but I feel confident in saying, AGS is losing a lot of game makers due to not getting that initial help to get them motivated. Some of us need to see immediate results or we get impatient. If we all helped each other, the AGS community would be filled with cool new games to play, I believe this.

The Adventure game genre is not dead, and we should not be defending it. I believe defending it shows a sign of weakness or desperation. We should be showing all the world how awesome these games are by shoving them down everyone's throats and taking the offensive, not by trying to argue with an idiot that makes a thread about the genre being dead. Make a thread about why these games are so damn awesome!!!!

I hope some people find the Visitor fun, but most of all, I want people to understand that even someone with no experience with AGS, computers, drawing on a computer or previous game making

experience can do this. I just wish there were more videos to help people learn how to use the engine. Because if there were, we would see an increase in Adventure games flooding the forums.

Thank you very much for all your answers Nicky - we wish you the best with Visitor 2!

Thanks for letting me be a part of this m0ds, and thanks for helping a noob make a dream come true. Your a good man.

No problem, and thanks for sending some sequel material to show at the event!

The Visitor is out now and free to download & play:

<http://www.bigbluecup.com/games.php?action=detail&id=1492>

FINALLY...

Before I wrap up this issue - I just want to let you know about one kind chap called Claas, who works as head of PR for Lace Mamba Global - he is sending some brand new commercial titles our way for prizes and also to have a play with at the event. More about this, plus the prize draw in a future issue!

Thank you for reading!

THE ADVENTUREX NEWSLETTER #4

Dec 9th 2011



Hello and welcome to the 4th newsletter for AdventureX. Welcome to everyone who recently bought a ticket! Don't worry - you'll be sent a copy of all the newsletters once the show is over. All ticket buyers will get access to the "AdventureX Pack" with the newsletters, videos, builds

where possible and more.

There's only a week left before the show starts. I have been busy collecting the builds and making sure they're working well, which has been exciting to see - however I've purposefully not passed the menu screens... I've been sorting out some cables and equipment to take whilst dealing with various emails coming in from guests and game



developers.

Next week the prizes supplied kindly by the folks at [Lace Mamba Global](#) will arrive. If your name is picked from the hat, you could win a copy of Tales of Monkey Island, Gray Matter, The Book of Unwritten Tales or 15 Days. If we're lucky, there may also be a chance for someone to win a copy of the brand new Darkstar interactive movie game!

And that's not all, one lucky person will win a coupon code for [TellTale Games](#) that will allow them to download one game for free! If things go well we hope to hold another prize draw with quality old boxed games or a charity auction for a good, local cause. Bring any of your unwanted adventure games if you wish to donate to the cause.

EVENT NEWS

Just 7 days left until AdventureX begins - great to have you on-board for it, whether you're coming along or supporting us from home. Remember if you have a PASS or a DAY TICKET you can bring a friend for free.

Yahtzee is working on his audio clip. Hopefully a small sample will be in a newsletter in the coming days!



James from the [Infamous Adventures](#) team will be here on the Sunday to show and talk about their Space Quest 2 Remake project. He'll also have some other exciting stuff from the team to show and talk about. Lots of showing & talking, basically.

Screen7 will have a retrospective exhibit and a bunch of classic games to play including Danny Dread: Is On Call and the Fountain of Youth demo. There will also be mince pies.

Plenty of AGS developers will be on-hand on the Sunday for anyone who's unsure about or wants to start using Adventure Game Studio.

Guests are permitted to use the downstairs bar, as the event bar will not be open the whole day. You will also be welcome to use the downstairs facilities.

DEVELOPER SPOTLIGHT

We've been lucky to get a bunch of games from developers to showcase, and hope very much to be able to present, at least for a few minutes, all the games from our list at some point on each day. We suggest bringing your own laptop to play these games on, as the show's laptop may be in constant use.

Remember, if you want to promote yourself or your game then you are welcome - and we will do our best in terms of security. You may wish to find other methods, and if you have any concerns about security before or at the event, please speak to organiser Mark Lovegrove. Some items can certainly be stored in a cloakroom if necessary.

It was Beneath A Steel Sky that taught us: Be vigilant, citizen! So now - what can we learn from The Philanthropist?

It's time to talk to Ethan Damschroder, who is doing what he can to

develop a build of his game for us at AdventureX. It will be an exclusive first look at this anticipated 2D adventure from a top-notch team. Will he, won't he? And what the hell is a Philanthropist? WHY is Phil Andthrop pissed? We find out:



THE PHILANTHROPIST

1) Hi Ethan. The Philanthropist - what's it all about, where did it start, and why?

The Philanthropist is, on the surface a story about conning a corrupt rich man guilty of murdering his father who escaped the law with his money as well as about bringing down a criminal organization. However, under the surface it's more than anything a story about two people overcoming certain problems in their lives.

Nathan, the main character, finds himself drawn to helping people, but unable to make lasting connections despite the fact that nearly everyone who meets him loves him. This is largely because he can't identify with these other people, and in another sense feels he doesn't belong in the same world as these people.

The almost-main character Mary Baker has a different problem. While growing up, she helped a friend with a job (of the illegal persuasion) and found it very exciting. She slowly got pulled in until she finds herself in a place where she is losing her ability to justify stealing from people, and so the excitement begins to lose it's appeal.

Mary, just as with Nathan, feels she doesn't belong in the real world, and at the point where we fall into the game she is questioning whether she can continue but feeling in a way trapped. Nathan and Mary help each other overcome these obstacles, as you'll see through

the game.

2) Excellent. Tell us more about the features in the game, what is this "ability to add any item or character in the room to a list of clues to work out connections and special actions like crying or playing piano." for example?

The special features in the game have been partially cut. You can still do things like combine the information "bar" with "money" to get the action of ordering a drink, but I found that from a game design point of view all most of the combining ended up being making the player essentially 'look' at an object before being able to interact with it in a way that is obvious to the player.

Originally, for instance you could find out a character enjoys hearing the piano, if you combined this information with the piano in the room then Nathan could sit down and play. However, that connection is mostly obvious and people may have caused frustration if kept the way it was.

All that being said, there are still times where you must have the player think of the solution before allowing you to do it. This was largely as an effort to make it more difficult to randomly click your way through the game.



A different special feature of note however is the confidence feature. Each character you meet in the game has a certain opinion of each of the main characters you play as. Sometimes a solution will be simple if they like you based on what you say when you first meet them and

what you do in the environment with what you have they may tell you more things.

Otherwise, other solutions have to be found. I'll also be adding in bonus scenes that are available only if you finish a certain scene with disposition at a certain point. For more about this, you'll have to play the game.

3) You've assembled a crack-team for the game - tell us more about your role, and what you are having others do. Also - how has this team setup been regarding production?

My role in the team: I'm programmer, designer, and project coordinator. I've programmed and designed one game before, which I'm proud to have done but looking back, the game is not nearly representative of what I can do. This is both because I have learned many things by studying other adventure games and because I've resolved not to cut quality for the sake of faster completion. I'm excited to show the new skills I've learned and am happy to report that even today I'm getting better.

Igor Donevski - He's the background artist from Croatia. He's very good with backgrounds and often goes the extra mile to give the scene the feel it needs (once providing me with a 36-frame vault closing effect.) Unfortunately for him, he's the first person with which I worked commercially and it's been a learning experience to say the least.

Shane Stevens - I'm fairly sure Shane could do sprites in his sleep. He is certainly someone the project could not live without. Usually when I describe what's in my head as far as art goes he takes it and gives me something better. Not to mention his help with the GUI development.

Ian Schlaepfer - Very professional, though I've only worked with him on portraits so the interaction isn't horribly extensive. I love the art he's given me, and I think the player will as well. I would never say no to working with him in the future if the opportunity ever presents itself.

Tony Franklin - My friend since 5th grade. If not for Tony I'd have to have found a composer who then would have to painfully try and interpret what I am trying to describe. Luckily, Tony's great at this and always impresses me with what he comes up with. (We've got a lyrical piece for the credits I think the player will enjoy.)

Karen Petrasko - Fantastic poster artist, though I feel I jumped the gun as far as getting poster art goes I absolutely love the art she's given me. Somehow managing to capture Mary's fear and defiance all in one facial expression.



4) Quality! What are your views on philanthropy then - and why is that the title? Are you a philanthropist yourself? How will you be improving the welfare of others this Christmas?

The title philanthropist is about the overall theme of the game. What the word literally means is 'friend of man.' I think people get bogged down too much thinking that they have to be seen helping people or donate large sums of time and money to be a philanthropist. In reality a philanthropist is someone who picks up trash when they see it, hold doors, and help strangers when they think they can, very literally a friend of humanity.

The idea in the game is that the many characters who would normally be seen as philanthropists such as the businessman who donates money for appearances, or the politician who speaks of his commitment to welfare for votes are not in fact friends of humanity but only to themselves, whereas the main character who is in appearances a criminal only helps others despite breaking a few laws and does not keep much for himself, the point being, it's not the image that matters, it is the effect and the intention.

As far as whether I am a philanthropist in that sense, I try, but as we all know commitment to high ideals is a difficult thing. I'll never give up though, I think anyone in business can do real good for the world. I've just got to pay for my college tuition and the development of this game before I can focus on a higher cause. ;)

5) Good luck! Finally, is there anything else about the game you think the AdventureXr's should know? Funny tales, development problems, people donating you thousands of pounds for the welfare of the team?

Budget problems, over and over. It's surprising in the development of a commercial game the number of things that are overlooked when first budgeting. Overall the main problem has been from me not planning accordingly. I've learned from this mistake though and for my next game, whenever that may be, I'll have a detailed plan at the beginning rather than charging in with half formed ideas.

No one has donated anything as of yet to the game, but that's mainly because I haven't asked. Although, I suppose it may be something I need to look into, since budget is continuously a challenge.

Thank you very much Ethan for the detailed answers - and here's to hoping you're able to complete some form of build for us to take a look at during AdventureX!

You can find out more about The Philanthropist at:

<http://www.bigbluecup.com/yabb/index.php?topic=43583.0>

AND FINALLY:

SPECIAL NEWSLETTER CAMEO BY GAME DESIGNER FROM YESTERYEAR

With Steve Stamatiadis - artist for Flight of the Amazon Queen



(Interactive Binary Illusions)

1) Time flies, what were you up to a decade ago? Were you working on Stereo Jack? Were you thinking, "Aw god, I *should* be working on Stereo Jack" ?

We were working on "TY the Tasmanian Tiger" a cool 3D platformer that John and I spearheaded at Krome. We always wanted to do a 3D platformer and it was the right project at the right time. I had a ball working on it. Stereo Jack was past the point of being worth doing - it had a lot of great ideas but it was too late for them to be cool and unique, as they say "timing is everything".

2) Do people still ask you about Amazon Queen, and if so, what do they say?

It gets mentioned rarely but generally when it comes up nowadays it gets a better response than it ever did when it came out.



3) What is your general opinion on point & click adventures - are they dead? Would you ever make artwork for such a low res game ever again?

I don't think they're dead the just need some revitalization. Fans are too caught up in the "retrones" of the genre. If I had access to the tools and hardware we have now there's no way I'd be doing a 320x200 256 color game. That's Just backwards. Even in the late 90s John and I were experimenting with 3D and how to make adventures cool and up to date. I've been mulling over some ideas at how to make point and click adventures more fun and I've come up with some radical stuff that actually dovetails perfectly with classic adventure elements. Hopefully I can get a crack at putting them together in a project soon. It will definitely shake things up when I do.



Stereo Jack

4) You've given us a great cameo for the newsletter, but what are you

giving your friends and family for Christmas? An interview? Or knitted socks perhaps?

I'm giving them a bunch of surprises... hopefully. I still need to go out and do a heap of shopping. :) I usually like to wait so I can fight my way through the crowds like the idiot that I am.

5) Finally, for nostalgic purposes - we'd like to know what you thought would be your life's outcome when you were young. Did you see yourself where you are today? Did you want to be a train driver?

When I was younger I just wanted to create worlds and characters and tell stories with them. I started with Star Wars figures then I graduated to comics then making games. So really I think it worked out well. Actually better than well because I got to create worlds and characters for a Star Wars game AND they made some figures based on the characters I designed.



Thank you Mr Stamatiadis for answering our highly important questions.

And thank **YOU** for reading issue 4. In the next newsletter we have another developer spotlight, any further event news and of course a few small surprises here and there!

See you at AdventureX 2011 !!

THE ADVENTUREX NEWSLETTER #5

Dec 13th 2011



Hello! Welcome to issue 5 of the AdventureX newsletter! The clock is ticking and with just 3 days to go I have been getting as much done as I can to make sure AdventureX is an enjoyable event with plenty to see and do.

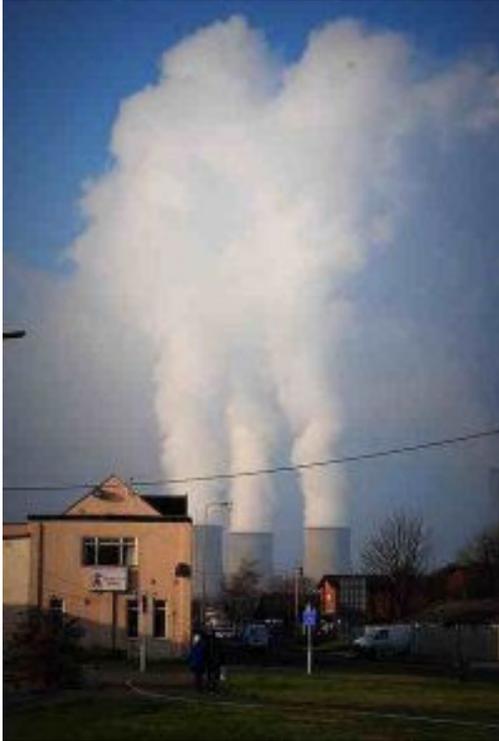
EVENT NEWS

There will be plenty of writing instruments and paper for doodling, my mum is preparing some sandwiches and Simon Love is preparing a short selection of video game songs to play on keyboard on Sunday evening.



I also want to tell you that it won't be necessary to dash off at 7 o'clock each evening - if you want to stick around for a few post-show drinks you are more than welcome - thanks to the Labour club for that! Those who turn up early will be able to enjoy some free tea & coffee.

Adventure game designers have been sending me their builds and so far so good - everything is working a-ok and they all look great! Don't forget to bring your USB stick to take a copy home, you may also want to bring a laptop in case the on-site computers are all in use.



You'll be able to copy the game-files over throughout the day. If you turn up early, why not go to the Prince Of Wales (pub) opposite the train station for some food and drink?

Please note that on Sunday there will not be anyone on-site at the Labour Club until 10.30am, so don't get cold! We're also hoping Friday's predicted storms don't bring any delays to your journey.

Please remember if you are coming by car, to park in the car park opposite the train station - it's £2 for 24 hours. The few spaces on-site are reserved for our special guests. If you have any problems on the day you can contact organiser Mark Lovegrove on +44(0)7506 946936 (SMS or calls).

A SPECIAL AUDIO MESSAGE

One of the features this year is an audio clip by Ben Yahtzee Croshaw. Ben is well known amongst gamers as the voice behind Zero Punctuation, in which he reviews (and slates) game releases every week.

A lot of his earlier years were spent creating free adventure games as a hobby, so we are lucky to present his fast-paced speech about the history and future of adventure games. The 7 minute clip will play at about 6pm each day. You can hear a 10 second sample of his comical perspective on the genre [here!](#)

A WORD IN EDGEWAYS

Creator of the Chzo Myths and various other point n' click adventures - Yahtzee is a well known developer especially within the AGS community. Despite his busy schedule of game reviews, writing books and running a bar in Australia - we were lucky to ask Yahtzee a few questions (and of course, get him to ramble about something for our listening pleasure)...

1) Hi Yahtzee, where did your passion for computer games begin?

My parents bought me a Philips Videopac (aka the Magnavox Odyssey) at a very early age, and I still remember games like Pickaxe Pete and Munchkin (a Pacman rip-off that got the company sued, apparently), but I only really started getting into it with the Commodore 64, and games like Fantasy World Dizzy. I remember even as a child using my drawing paper to storyboard out my own ideas for games.



2) Developing various adventure games for fun by yourself, what was the most challenging design aspect for you and what was the most rewarding?

Doing graphics has always been the biggest challenge for me. I've lost count of how many walk cycles I've animated over the years, and backgrounds were always a slog. The most rewarding part was learning the programming. I made a habit of reading through the help files, reading up on the many functions and picturing applications for them all.

3) You've shot to stardom amongst videogamers with your popular Zero Punctuation reviews, you've released a book, made your own games

and opened a gaming bar of sorts, why so much enthusiasm towards gaming - isn't there something better to do? (And if not, why not!)

Video games are probably the most interesting industry to be working in right now. Interactive storytelling is a whole new dimension of art. We are extremely privileged to be able to watch it grow from its infancy. A hundred years from now people will envy us the same way people today might envy those who grew up in the early days of cinema or any other artistic movement.



4) Your freeware adventure games in the Chzo Myths series have become synonomous with point n' click fans - what did you learn (if anything) from writing a quadrilogy, and what advice would you give to other adventure developers?

Start by making something small, then push yourself a little harder with each project to make something gradually bigger and better. And never catch yourself using "it's amateur" as an excuse. Make something that looks like it could be sold, or could have been sold in an earlier time on the Amiga or somesuch.



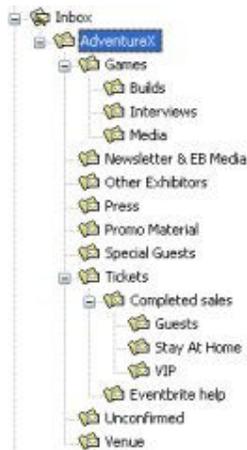
5) Finally, what does the future have in store for you Yahtzee? Do you have any fresh projects or big ideas? And the question on everyones mind is do you ever intend to return to the point n' click genre?

I've got a second book in the pipeline, and a couple of other ideas. I've also been working on a freeware platform game in Game Maker that I hope to release pretty soon. As for new point n' click games, I've actually been looking into the iPad's potential for that sort of thing, been kicking around an idea or two there. I'm still kind of dubious about the whole adventure game inventory puzzle setup, though, so I'll be looking into ideas that go a bit further gameplay-wise than Use Key In Door.

Thank you Ben!

The Chzo Myths series (5 Days A Stranger, 7 Days A Skeptic, Trilby's Notes & 6 Days A Sacrifice) will be available to play at the event. You can download them for free at

<http://www.fullyramblomatic.com/games.htm>



AND FINALLY

On Friday lunchtime we will send to you the final list of all the confirmed games, guests and features of the event. We are now putting the funds you've helped raise for the event into the things we need to buy to ensure it runs smoothly and successfully, so as of tomorrow refunds will not be available. A refun can still be arranged until the end of tomorrow (14th) so if you need to pull out - please get in touch!

Thanks again to everyone who's signed up in the last few days, and apologies this newsletter didn't arrive sooner. There are still plenty more to come, with more developers to get through and of course, all the show material - so keep an eye on your inbox, and thanks for reading!

See you at AdventureX this weekend!

Mark Lovegrove

- Organiser

THE ADVENTUREX NEWSLETTER #6

Dec 15th 2011



Hi there and welcome to issue 6 of the AdventureX newsletter - the late night edition. Why so? It's because I'm up late after shopping for various AdventureX things and getting certain bits of equipment from my good friends. It's been a fun process and quite rewarding - organising it. With just one day to go, it's come to the point where all I'm fretting over is cables and builds, and also that my friend will remember to pick me up at 8.30am on Saturday morning...

One rewarding part of the process is having the game builds sent, many of which haven't gotten further than the programmer's desktop at this point in time. I'm pleased to say AdventureX has helped encourage a few developers, including two who have created games especially for the show, several that have pieced together what they've got but not released into something we can show and others who have simply gone out of their way to make sure everyone gets to enjoy their game.

That said - despite making sure they work, I haven't delved into any builds myself so it will all be new to me especially on the Saturday. As will the running of the show itself, but I'm pretty certain it will go smoothly and be a good time for all. Thank you for coming - or supporting - and props to those who intend to come on both days.

My flat is laden with computer monitors and packed equipment, with

only tomorrow to get any final items needed for AdventureX. But don't let that bother you! Later today at about 6pm I will send out a final pre-show newsletter which will have the confirmed line-up of guests, games and exhibitors. There is still time to get any material you want shown/seen at AdventureX, otherwise bring it with you on USB and a laptop if you want to speed up the process.

I'll leave you tonight with some developer spotlights, and thanks again - see you very soon!

ROADWORKS & AN UNKINDNESS OF RAVENS



By gameboy

1) Tell us a bit about yourself, where did your interest in adventure games begin, and why did you start developing your own?

I was about 9-10 years old, when I first played Indiana Jones and the Fate of Atlantis and I was blown away. I had never played any games of the adventure genre before that. I grew up playing old platformers and first person shooters. But playing FoA made me realize what kind of games I most like. I then went on and played other classic adventures too.

I did not think about making a game myself until a friend of mine showed me AGS. I was actually surprised how easy it was to make a quality game with AGS! I downloaded AGS, had great ideas, joined the forums, started making stuff... But I'm kind of lazy, as more than 6 years have passed and I still have not released a single game. To think of how many games Ben304, for example, has made during the time... :P

2) Roadworks - what is it all about, where did it begin and why?

The idea for a game like that popped in my head around 2008 or so. Back then I was already working on another game, an untitled adventure of a kid doing kid stuff and saving the world, so I put the Roadworks idea on hold. Due to poor planning and holes in the plot, the game did not work out and a while later (spring 2011), when I had extra time, I dug up the idea for Roadworks and started creating something that hopefully will be my first proper adventure game!

The idea originally stemmed from the economic crisis and people losing jobs. I thought that a quest to get the character's job back would make an awesome game. Unlike the kid-saves-the-world-game, the story of Roadworks is complete, at least in my head, so I'm not going to abandon it.

3) Your art style is full of retro goodness, have you always been a wizard with pixels?

Haha, thanks! I guess all the games I've played have had an influence on my art.

I've practiced a lot. When I did my first game attempts, the graphics were far from good, but I've always did my best to evolve and get better. The Critics Lounge has always been very helpful, too, without it I wouldn't have got this far.



4) An Unkindness of Ravens - can you tell us a little more about this game?

Sure. The protagonist, while driving home one evening, gets abducted. Waking up tied to a chair in some basement, the bloke must find a way to escape and gets to know the reasons behind the kidnap.

5) Finally, is there anything else you think the AdventureXr's should

know, any funny tales about your game developments, or any funny tales from your life in general?

Can't think of any at the moment. The past few weeks have been a lot of hectic studying and now the pre-Christmas time is packed with band rehearsals and gigs, so I haven't had time to be involved in any funny stuff recently. :P

Thank you gameboy, and we look forward to checking out your games at this years show!

QUASAR



By Crystal Shard

We spoke to Pieter "Radiant" Simoons, who leads the Crystal Shard team:

1) Quasar, what's it all about, tell us more!

The inspiration for Quasar comes from two sources. First, a feature that I think adventure games should use more often is the ability to control multiple characters and switch between them (such as in the original Maniac Mansion, and in the Goblins series). Second, the game is inspired by the series Firefly, which I've first learned about on the Canadian Mittens several years ago.

So the focus of the game is on four controllable characters and how they react and interact; for example, every character has different reactions to the various hot spots, and several puzzles require a particular character's skill to solve. I think this is one of the easier games I've written; it's not about solving puzzles, but about having the various crew members explore the ship.



2) A Tale Of Two Kingdoms is one of the most popular downloads at AGS, tell us about that, how has the reception been?

Regarding ATOTK, because of the game's non-linear nature, we paid a lot of attention to a complicated graph of which puzzle or event requires which other puzzle or event, to make sure there would be no dead ends.

So eventually we got a bug report that, in the unlikely situation that you've (1) missed out on gambling with the goblins, (2) used the wishing well for something else, and (3) missed the sorcerer's figurine, then you'd be stuck because you can no longer buy the flute. I had to do some searching to answer that one, but it turns out you're not stuck: you can still find a pot of gold under the rainbow, AND if you've already lost that, you can sell Morholt's crystal.

Aside from that - the game contains numerous references that you'd only get if you've read a lot of Celtic myths or fairy tales; I rather like getting a message from people who enjoy these, or who suddenly "get" one.

3) What's in the pipeline for Crystal Shard next year? The Crystal Maze?

Next year. Well, the main attraction is a full length adventure inspired by Quest for Glory, which may or may not be released in 2012 (as you know, It's Done When It's Done). It uses a class and skill system similar to the QfG series, but is otherwise set in a wholly new location with different characters and plot. We've got more info and screenshots at <http://crystalshard.net/hq.htm>

Also, I've enjoyed so far using AGS for non-adventure games just to see if it can be done (e.g. Vector Vendetta, Dennis Dennis Revolution, or

Indiana Rodent). Expect to see some more of that in the near future.

Thank you Radiant! You can see all three games at this year's AdventureX. Quasar was released yesterday so be sure to check it out from their website <http://www.crystalshard.net>

AND FINALLY

It's almost time to USE ticket on TRAIN, OPEN door and interact with AdventureX. Whether it has a good storyline or not is anyones guess. Don't forget your fine leather jacket - or your rubber chicken. You'll be able to add booze to your inventory if you wish and choose the best line of dialog for those that you meet. Please try not to engage in any insult swordfighting - no-one wants to leave Under a Killing Moon.

THE ADVENTUREX NEWSLETTER #7

Dec 19th 2011

A round up of the event...

SATURDAY

Saturday morning was cold, wet & icy. After an hours sleep the night before (due to prepping time) I awoke in a groggy haze, but Charlie arrived early and we had his car packed quickly. After a quick stop at Tesco and a revitalizing cup of tea, we went on to the venue and quickly started to set up. Before long the guests were arriving and I was still setting some things up for the first hour of the event.

Will was the first to turn up, representing Cubed Gamers and gaining experience for journalism. Others followed shortly and after all the final checks the show kicked off with a video about an experimental adventure game called S3nses. The video by Tom spoke of the game which is set from a blind persons perspective. After this game showcasing begun, and our first prize draw took place with Matt winning a copy of The Book of Unwritten Tales.

As more people tickled in - some who turned up on the spot - the showcasing continued. Before long Chris Bateman arrived and shortly after so did Neil Rennison. Although some guests were held up in traffic, and one suffering a car breakdown just outside the venue - Neil kicked off the talks to a good crowd, with enthusiasm and interesting information on how his company and its strategy have developed. His key points were getting your name out there, marketing yourself and your brand to be sure to succeed.

He later explained how next year was very important for his company, with a lot of key projects in the pipeline including the rights to produce a Judge Dredd game book. We wish him all the best and were glad to hear he had enjoyed AdventureX. Neil had connections with the local area so perhaps we will see him at another one! His speech was followed by Chris Bateman.

Chris was pleased to deliver his first ever speech about Discworld Noir. He explained the origins of the story and a few tales from working with voice actors. He detailed Perfect Entertainment and how after the work was done, the team would end up in the pub on most nights. After that, he told us his views on the death of adventures with an in-depth look at the use of an audiences imagination in terms of defining where popularity in a game genre might fade and grow, particularly how the imagination of a player is exploited through visual aspects. He also plugged his new book, so be sure to get a copy!

Once he had finished Chris had to shoot off, but we were very pleased he could visit and we were glad to accomodate his speech about Discworld Noir and game making philosophy. Another prize draw followed and Azure's friend Spike won a copy of Gray Matter. Tales of Monkey Island was later won by Daniel. The demonstrations continued, Technocrat giving us a brief insight into his new game The Rail. This was followed by Stu who spoke out about his Entrapment demo and the AGS Bake Sale. Another prize draw saw Technocrat win a copy of Back To The Future: The Game, thanks to TellTale Games.

Near the end of the evening Yahtzee's audio clip was played and raised a few laughs, and before the event ended Joe of Boneyard Audio explained aloud what it is he does and how he can help game makers with audio. Most departed after that, the lights were turned off and a few remained downstairs to have a few drinks. I was back home by 9pm and went straight to bed! The adventure would continue tomorrow...

SUNDAY

After a good long sleep, Sunday morning was bright and calm, but cold. After collecting sandwiches from my mothers house I made my way to Didcot on the bus, the chimney's of the power station were spewing steam (and toxic chemicals) and in the cold morning sun looked epic. Today was going to be more relaxed, there was no setting up to do and I had a better idea of how to run proceedings. The Infamous Adventures lads were there early and set up their desk to promote the Space Quest 2 Remake. As guests trickled in once more, their table was very popular throughout the day.

To wake everyone up we started with Murran Chronicles 3, it's intro making sure everyone was wide awake. Alasdair Beckett and his fiancé Rachel (aka Nelly Cootalot) had arrived and were drawn to the screen and Ali began reading the lines of dialogue from various games being showcased, giving everyone a good chuckle. Because I suck at solving adventure puzzles, the crowd of AdventureXrs helped me solve various puzzles. Ask A Monkeyologist went down well with its humor and voice acting. Wretcher seen being played on the corner computer and Magintz kept himself busy working on a game project.

By mid-afternoon Chris Jones arrived and soon after delivered a speech about AGS, his background and future. Explaining how the engine was devised as a way for HIM to make a point & click adventure, he told us how early and minimal feedback geared him up to work on the engine and make improvements. He explained the three versions, but also how his commitments in real life have led him to take a step back from working on the engine. We wish Chris the best for the future! Simon Loveridge turned up with his large keyboard and proceeded to play a set of medleys, including Super Mario and Metroid music, finishing with a Zelda Medley. It was very well played and moving, so thanks to Simon!

Alasdair Beckett-King took to the stage with a funny presentation about his work on Nelly Cootalot 2. One point he covered that excited the guests was his progression from 3D characters to a rather more pleasing look for the sequel. We must thank him for showing us exclusive material and delivering a great presentation! Just before he and Rachel had to leave, we played the Yahtzee audio clip (not to everyone's liking!) but again it was enjoyed by those who hadn't heard it previously. From here the Sunday edition wound down, Chris and Ali had gone home and others were departing.

By 7.30 the hall was empty, and so I packed everything up and had a final pint and a game of pool downstairs before heading home. Thanks to Birkey who helped me get all the equipment from the car back into

my flat. And that's where it ended, a whole 2 days of adventure-goodness, plenty of projects to see that I know helped inspire others to begin their journey on creating adventure games. The days winners included both Joe and Rachel who won a copy of the Book of Unwritten Tales, followed by Rebecca and Steve who won copies of 15 Days. Two people won Tales of Monkey Island and two people one a copy of Gray Matter, but I forgot to write down who :P Some other old games were dished out as prizes, although I apologise to the chap who won the boxed quadrilogy with no CD's in it...

So that was it for year 1 of AdventureX. There was a lot to learn, but at the same time a lot of positive feedback enough to consider doing it again in 2012. It was great to see everyone and I hope people got something out of it, everything came together in the end to make a fun weekend. In the future, it would certainly need a little better structure, ideally some better equipment and more games machines - but the venue served us well, the bar was cheap and despite not realising the street to the venue was "No Entry" people managed to find their way to it easily. I certainly had a great time, so thank you for that! It was a mission trying to remember everyone's names but I hope I didn't offend anyone... My big apology is certainly to Jim Riley whose game A Hard Day's Knight I had not put on the machines.

That sums it up. Make sure you come to the next one, which will hopefully be arranged for a time more suitable for travellers. Lots of material still in the works to be dished out - so keep an eye out for updates here and of course, if you're receiving the newsletter - you'll get a first look.

Thanks for reading!

In the next newsletter: A Video clip and Yahtzee's audio speech, plus lots more interesting things. We're soon to feature interviews from the special guests - but please remember as Christmas is right around the corner we may not have those for you to read until next week sometime, but rest assured there is still plenty more news to come to your inbox.

Thank you to everyone who made AdventureX a very special event and gave us a reason to hold another one sometime in 2012! All the online winners will be announced in the next newsletter, and your games will be posted ASAP.

Thanks again for being a part of AdventureX 2011...

Mark Lovegrove

- Organiser

ADVENTUREX NEWSLETTER #8

5th Jan 2012



HAPPY NEW YEAR!!

Hello again and welcome to issue 8, in a brand new year with plenty of things on the horizon. In the remaining 8 newsletters you will get some more fabulous developer interviews, and some from our special guests - plus the chance to play a variety of new games and a few special builds!

I've been busy with a couple of game releases but over the next fortnight you will get the final 8 newsletters including a link to all the old ones and videos etc in the final issue. Then, hopefully, I will see you at the next event! Website updates are due to follow in early February, as preparation for the next show begins!

Perhaps this is getting ahead of ourselves, because there's still plenty from the first event to sort out. In this newsletter you'll find some information on the recent releases, the first video from AdventureX and finally the audio clip about adventure games from Yahtzee, so read on and have a superb 2012!

Mark L - Organiser

STAY-AT-HOME PRIZE WINNERS!



Thanks to **Lace Mamba Global** we were able to give away a multitude of games as prizes at the event, and of course there was a prize draw for those who bought an online "Stay At Home" ticket! The following people were our lucky online winners - you will be emailed personally very soon for your postal address. Congratulations!

Peder Johnsen won a copy of **The Book of Unwritten Tales**

Armageddon won a copy of **Gray Matter**

Stuart Forbes won a copy of **Tales of Monkey Island**

Rikard Peterson won a copy of **15 Days**

Event winners who also got a copy of one of these games included Joe, Rachel, Rebecca, Steve, Gary, Matt and Spike.

Also, thank you to **TellTale Games** who gave away two free codes for their Back To The Future game series! The lucky winners were **James Dearden** and **Will Ross**.

NEW RELEASES

These titles that were kindly premiered at AdventureX have now gone public!



WRETCHER - DEMO by Alan V. Drake

One of the highlights of the show, the nervous atmosphere and tense gameplay in Alan V. Drakes upcoming game shines through in this playable demo. Many had a go and lots of people talked about the games potential. You have to see it for yourself, and even though it's only a demo, well worth it!

Download it from:

<http://www.bigbluecup.com/games.php?action=detail&id=1506>

SPACE QUEST II REMAKE: VOHAUL'S REVENGE by Infamous Adventures



Another highlight from AdventureX was the exhibition by Infamous Adventures. Many people played the game on Sunday, which looks fantastic and went away talking about it. The team are highly dedicated to the project and the exhibitors explained their enthusiasm for this kind of passion behind a project. Days later, the game was released and is now free to play!

Download it from:

<http://www.bigbluecup.com/games.php?action=detail&id=1518>

INDIANA JONES and the PASSAGE OF SAINTS by Screen 7

On Sunday we showed a few moments from the Fountain of Youth project, plus people read about the games production in our Screen7 dossier! After AdventureX, myself and my team from FoY produced Passage of Saints - a mini-game about Christmas. Have a go and a laugh for free!

Download it from:

<http://www.bigbluecup.com/games.php?action=detail&id=1515>

ADVENTUREX PRESS

So has anything been said about the first AdventureX? YES! Kindly, some of the attendees have written about the show for websites and blogs - this is much appreciated! Our official 2011 reporter Will Ross has completed two articles:

AdventureX report (Saturday)

<http://www.cubedgamers.com/home/2012/01/03/adventure-x-2011/>



An Interview with Chris Bateman

<http://www.cubedgamers.com/home/2011/12/20/an-interview-with-chris-bateman/>

One visitor, Nick Wheeler - who writes for The Reticule, came along on the Sunday and kindly recalls the events here:

The Reticule - AdventureX 2011 (Sunday)

<http://www.thereticule.com/adventurex-2011/>

SHOW MATERIAL

VIDEO - SATURDAY SHORT CLIP

<http://www.youtube.com/watch?v=P9x4oFKI24Q>



This short video will give you a little look at AdventureX on Saturday 17th Dec 2011 - with a couple of quick interviews and a few key points from the speeches by Neil Rennison and Chris Bateman.

VIDEO - YAHTZEE on ADVENTURE GAMES

<http://www.youtube.com/watch?v=gpNSlzk80HY>



An audio only video, hear what Yahtzee, author of many freeware

adventures, has to say about the life of adventure games! He kindly recorded this speech which was played on both days.

FORTHCOMING VIDEOS

Sens3s presentation, 15 min presentation -- in the next newsletter !!

AdventureX Sunday - short clip, 3 min clip

N. Rennison full speech, 15 min clip

C. Bateman full speech, 15 min clip

C. Jones (AGS) full speech, 20 min clip * Thanks to **Infamous Adventures**

A. Beckett-King full speech, 20 min clip * Thanks to **Infamous Adventures**

OTHER NEWS

Screen 7 take A Night At Camp Ravenwood under their wing. The game's intro was showcased especially at AdventureX, and shows the tale of some young Scouts camping near a spooky forest. Designer Micheal Cross said, "I'm very happy for the game to have it's home at Screen7." So are we!

Yahtzee reviews Serious Sam 3: BFE in his latest Zero Punctuation video!

<http://www.escapistmagazine.com/videos/view/zero-punctuation/5184-Serious-Sam-3-BFE>

The AGS Bake Sale games should be on sale in 10 days time! Finally you will be able to get your hands on Entrapment, which was shown at AdventureX in 2011. Find out more about Entrapment and the bake sale at <http://www.lightbulbgames.co.uk/>

AND FINALLY...

Some aspects that we hope to focus on more at the next event, especially after some feedback include:



- » Game making tips & tutorials for beginners
- » A clearer schedule for both days
- » Improved accomodation

If you have the time, please hit "reply" to this newsletter and answer the following questions to help us improve on the show next year!

Please rate each from 1 to 10, where 1 is rubbish and 10 is very good!

VENUE

1. How easy was the venue to find?
2. How would you rate the venue itself?
3. If you stayed in Didcot, how was your stay/accomodation out of 10?

SHOW

1. How satisfied have you been with your ticket and what you have gotten from it?
2. How satisfied were you with the cost of your ticket?
3. How would you rate the daily schedule for the show?

GAMES

1. How interesting did you find the games on show?
2. How pleased were you with the selection of games to see & play?
3. How pleased were you with the available space to play games/design games?

Do you have any other comments, suggestions or improvements, please write them below!