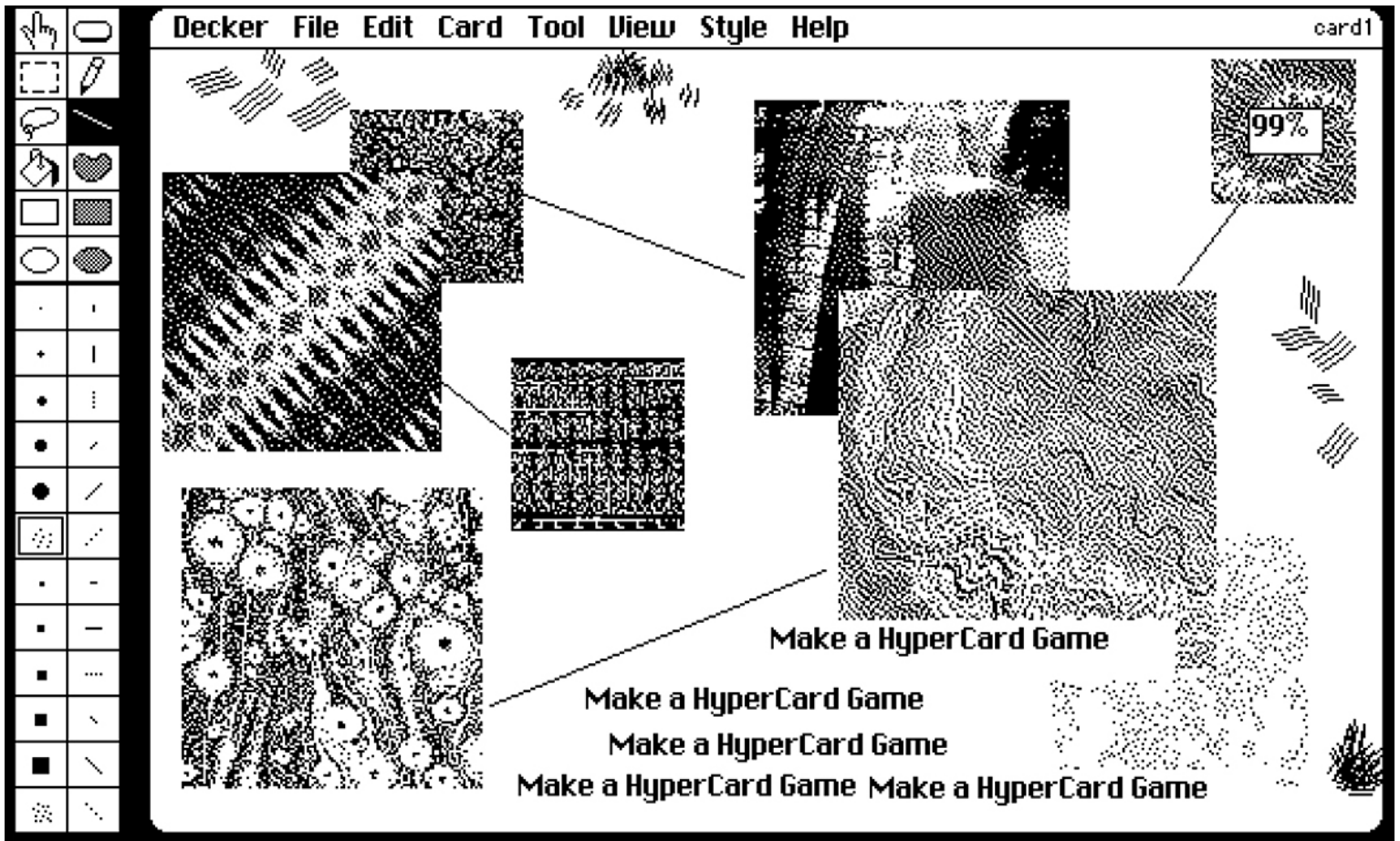


10.24.2026



Making HyperCard
games in

Decker

Game Jam # 5

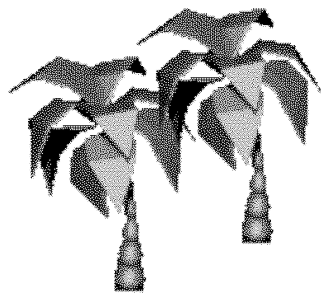
with
nilson carroll
nilsoncarroll@vsw.org

"Decker is a painting program. It's also a presentation tool, a database, and a game engine. It's a holistic medium and toolkit for digital arts and crafts. You could write a zine, build an adventure game, make a utility program, or doodle some pixel art, all in a single environment which erases the divisions between users and authors."

- john earnest /internet-janitor

Find Decker here:

<https://internet-janitor.itch.io/decker>

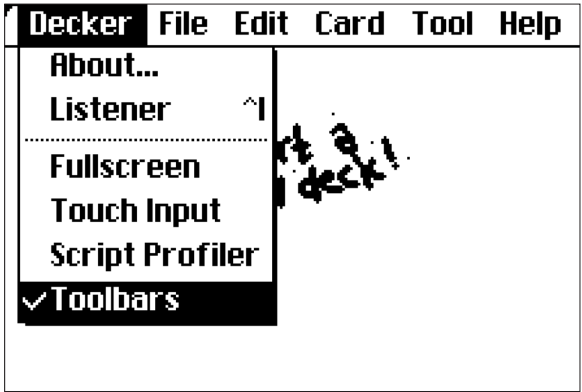
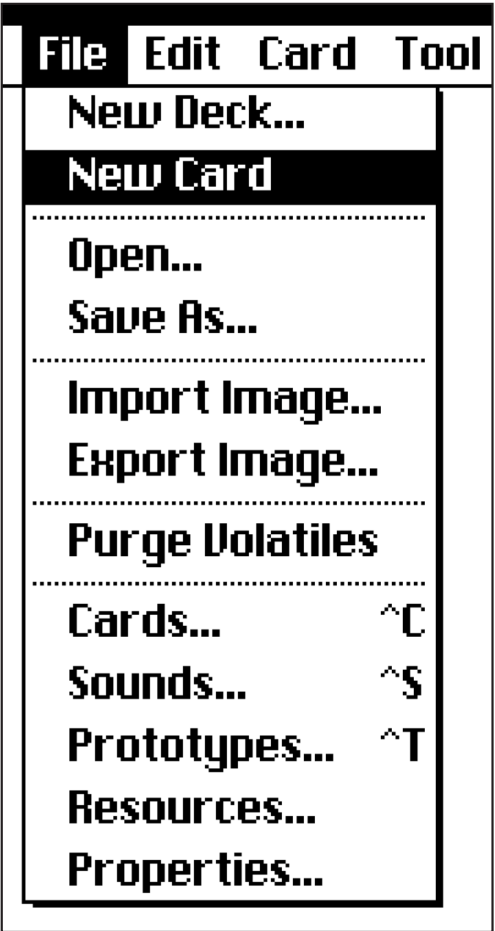


Navigation in Decker

Navigation in Decker can be a little confusing at first!

Start by showing your Toolbars with the setting under [Decker].

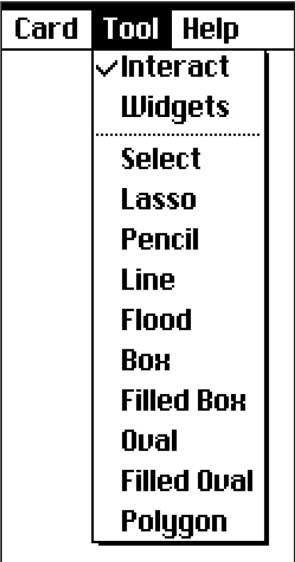
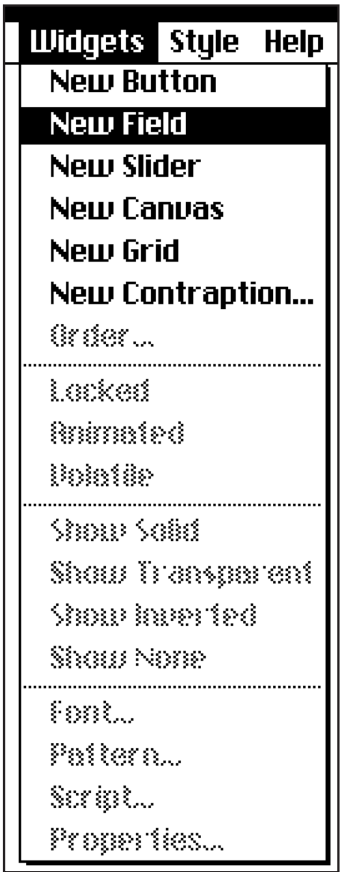
Navigation will change based on which Tool you are using: Interact, Widgets, or one of the paint tools.



- “New Deck” starts a new project!!!!
- “New Card” adds a new card to your current project.
- “Save As” will allow you to save either a .decker file or an .html file. Change the file name to .html if you want one. SAVE OFTEN :) .decker files can be loaded back into Decker, and .html files can be used to share your game.
- “Cards” allows you to quickly look at all your cards. Cool!

(Adding Images)
| Drag/drop images into Decker |
| or use File/Import Image |
()

Navigation changes based on what tool you have selected!



Connecting Cards / Widgets

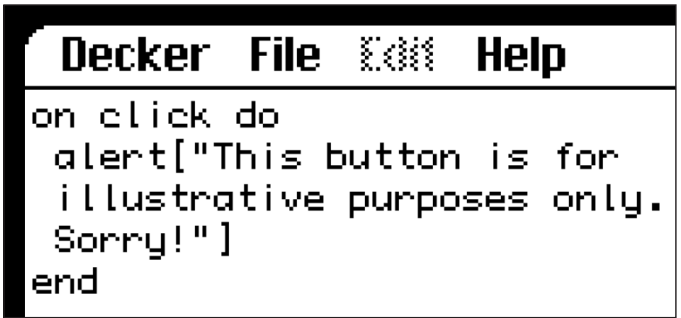
To connect a Card to another Card:

1. Click “Widgets” under TOOL (top menu)
2. A “Widgets” menu appears in top menu. Click “New Button”
3. Double click the new button. Give it some text.
4. Still in the Button Properties menu, click [Action...]
5. Choose which card to connect the button to.

If you use Pick / Choose, navigate to the card you want to connect with. Hit [Choose] to select the current card.

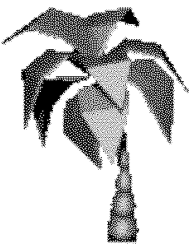
What about Scripting ?

Scripts can be used for all sorts of things that Decker’s base tools don’t cover. Scripts can be added to Buttons.



For instance, ‘alert[“Text”]’ will show a pop-up alert with text on click.

For scripts that require variables or means of tracking the player’s actions, the “Name” of the button is used.



```
on click do
  if memory.value
    alert["I have a sense of deja vu."]
  else
    alert["That's the first time you clicked."]
    memory.value:1
  end
end
```

In the example, “memory” refers to a button named “memory” elsewhere on the card. The “memory.value” is keeping track of the player’s click.

Button 1

```
Decker File Help
on click do
  result.text:random[4,6,1]
end
```

Button 2

```
Decker File Help
on click do
  if result.text=4
    alert["ITS 4"]
  elseif result.text=1
    alert["ITS 1"]
  else
    alert["ITS 6!"]
  end
end
```

Using Scripts pt.2

Here's an example of a two-button combination script that makes something "random" happen.

When the player clicks Button 1, the script saves one of three values to "result.text"

When the player clicks on Button 2 (named "result"), one of the three messages plays based on the value of "result.text."

All done?

Uploading to itch.io



If uploading to itch.io:

Go to Dashboard

Click "Create new project"

Change "Kind of Project" to HTML

Upload your entire ZIP file.

The game will now be playable in your browser.

To add fullscreen button to your game window, in your Project Settings: under Embed Options>

>Frame Options:

click Fullscreen button.

Other tools

Make checkers: <https://beyondloom.com/decker/draggable.html>

Animation: <https://beyondloom.com/decker/zazz.html>

Dialogue boxes: <http://beyondloom.com/decker/dialog.html>

Audio: <http://beyondloom.com/decker/sound.html>

Puppets??: <https://beyondloom.com/decker/puppeteer.html>



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Council on the Arts



The Andy Warhol Foundation for the Visual Arts



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