

# **Amazon Kindle Product Special: Kindle Game Book Creator**

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**James J. Jones**

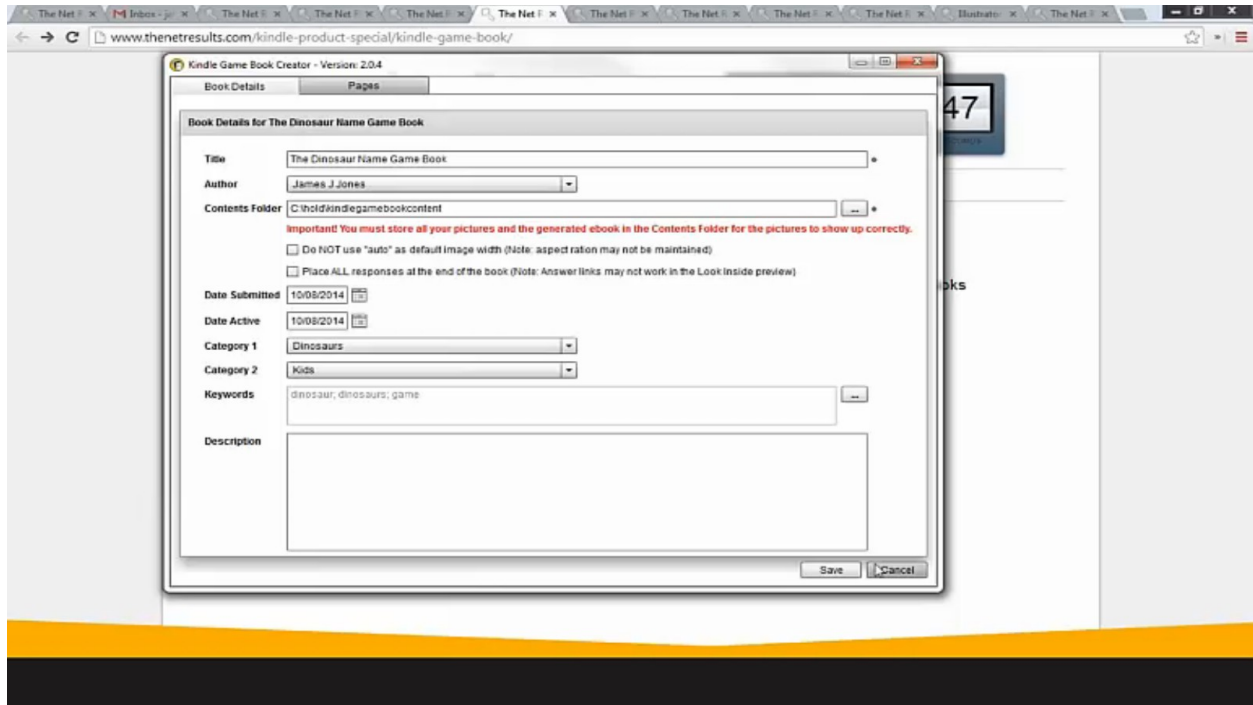
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## Introducing Kindle Game Book Creator



A staff member of mine, named Rita, developed this software. She spent a couple of months creating it, and she has been tweaking it for well over a year now. She has added a ton of stuff to it. The way that you use this software is to use the '+' button to add a book. You can add a blank book or you can copy existing books.

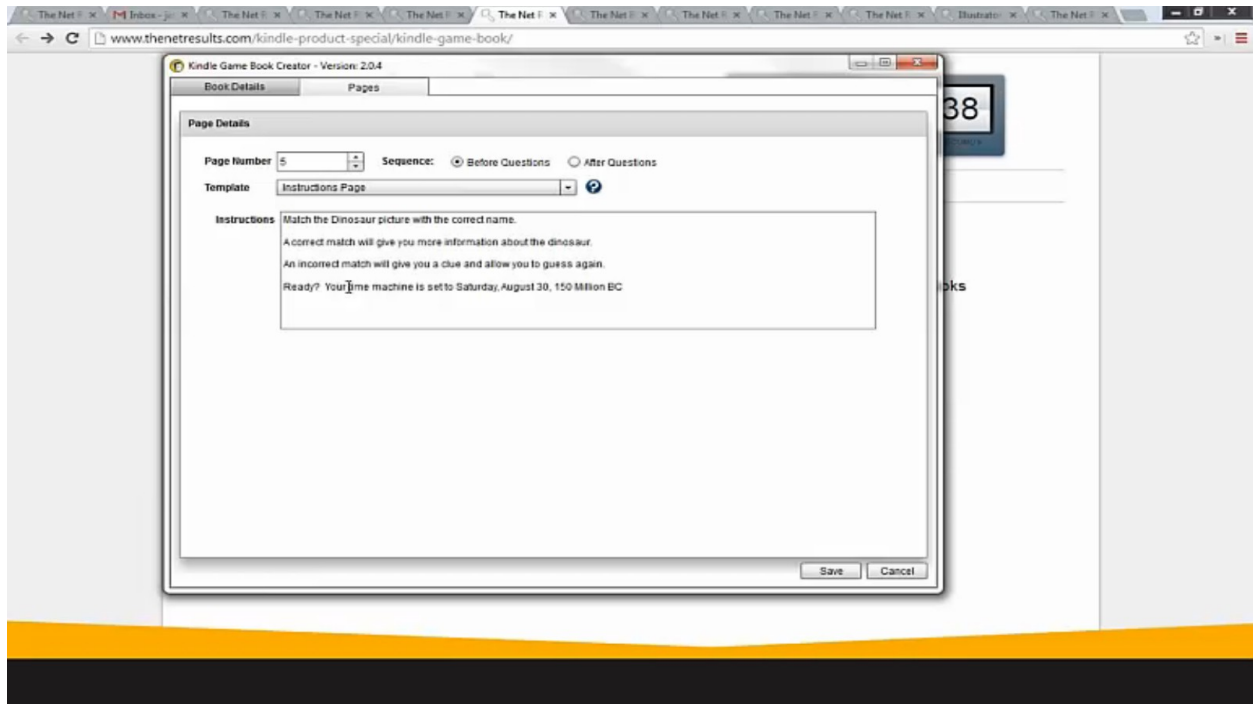
Let's say that you've already got one, and you want to do another one that's very similar. You would just copy an existing book by selecting that option from the window that appears when you click on the '+' symbol. If you choose to start from a blank book, a form will appear that will allow you to enter in your title, the author's name, and other basic information. The book details of one that has already been started is shown in the screenshot above.

Built into this software is a training video and publishing guide. The video gives you a complete walkthrough of the software; it's about 17 minutes long. Anyway, once you start adding pages, you can use templates for them. For instance, there's a template for the title page, there's a template for the instructions page, etc. Then, there are also various templates for different types of books.

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My first big Kindle success was called *The Dinosaur Name Game*. I published it back in 2011, and when I did that book, I didn't have this software. I had to do it by hand, and it took me weeks to finally get this game book together. That's the reason why we came up with this software. With this program, you can do a book like that in an afternoon.



Above you can see an example of one of the instructions pages. It states:

"Match the Dinosaur picture with the correct name.

A correct match will give you more information about the dinosaur.

An incorrect match will give you a clue and allow you to guess again.

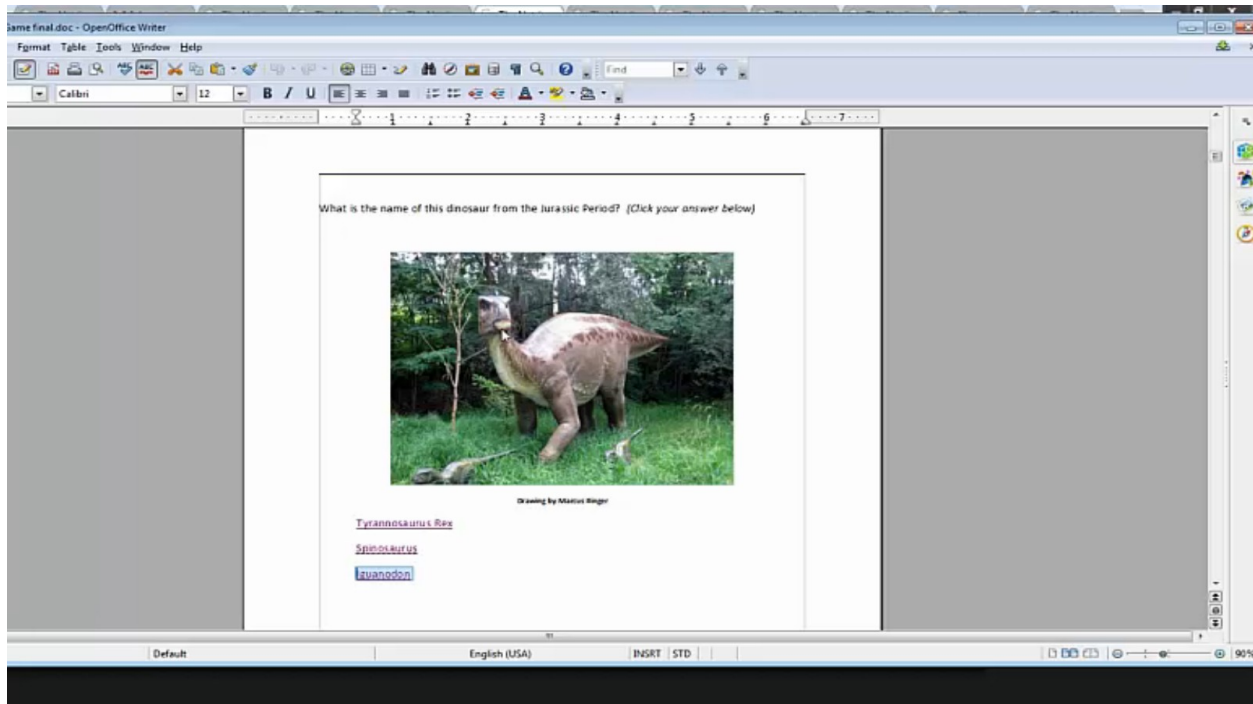
Ready? Your time machine is set to Saturday, August 30, 150 Million BC"

The next page is where the game book really begins to come together. It will be a question page with multiple word answers. There is a template for that in the program. The page will look somewhat like the one below after it's completed. Do you see? It's going to be a picture with multiple word answers. In this case, you have three answers to choose from. Two of them are incorrect, and one of them is correct. If the reader clicks on the right answer, they will be led to a page which says that their answer is correct. Then, of course, if they choose the wrong

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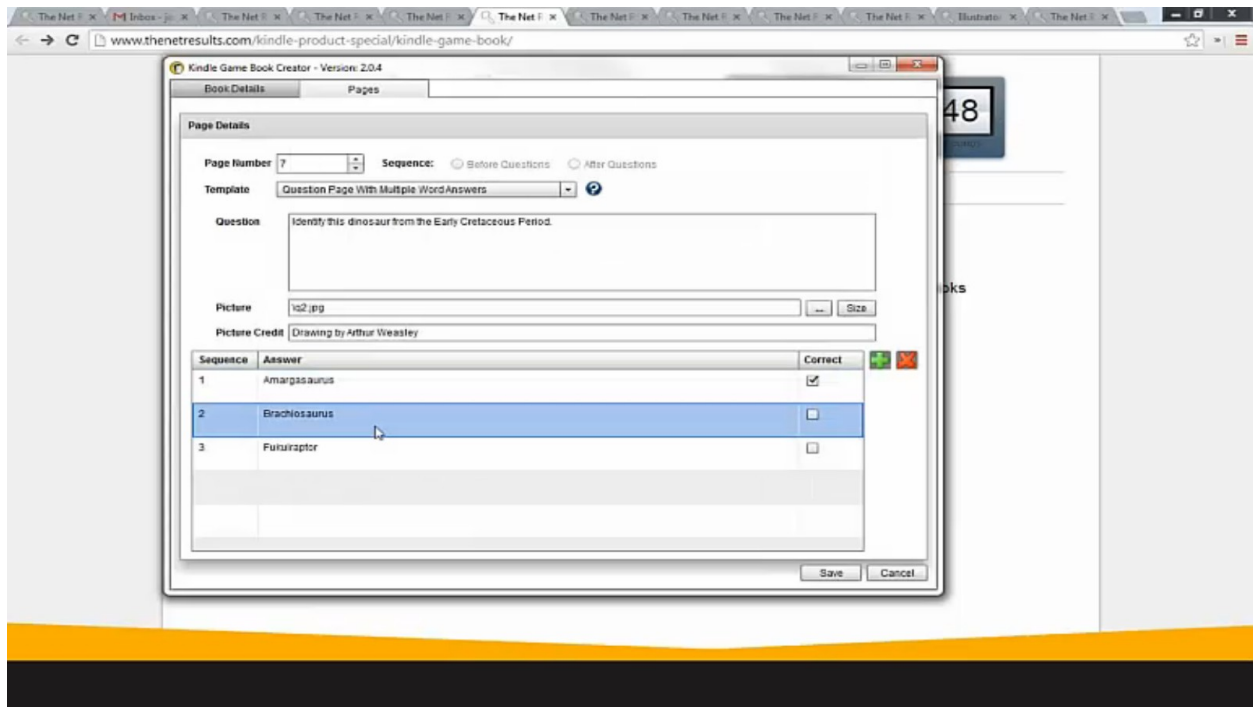
answer, they will be led to a page that says they were incorrect and give them some other options.



You can create each of these pages within the program. The page that says the answer is correct gives the reader a little more information about the dinosaur. That's sort of the payoff for getting it right. This page also contains another picture. You don't have to include a picture in all of your pages, but in a children's book it works out rather nicely, and you are always given the option to in the program. You can also add a caption to the picture. When a person gets the answer wrong, they are led to a page that says they have gotten it wrong, and they are given a hint.

My book contained about 20 different questions. Each question had three different answers; one was correct, and the other two were wrong. So, each set of pages for this digital book works about the same as the first. In the picture below you will find a screenshot of the template that you would fill out to create one of these pages. As you can see, the question is entered into the top of the form, and the three answer are listed underneath. If you were to click on one of these answers in the program, it's set up page would appear as well, with fields to fill out for the content.

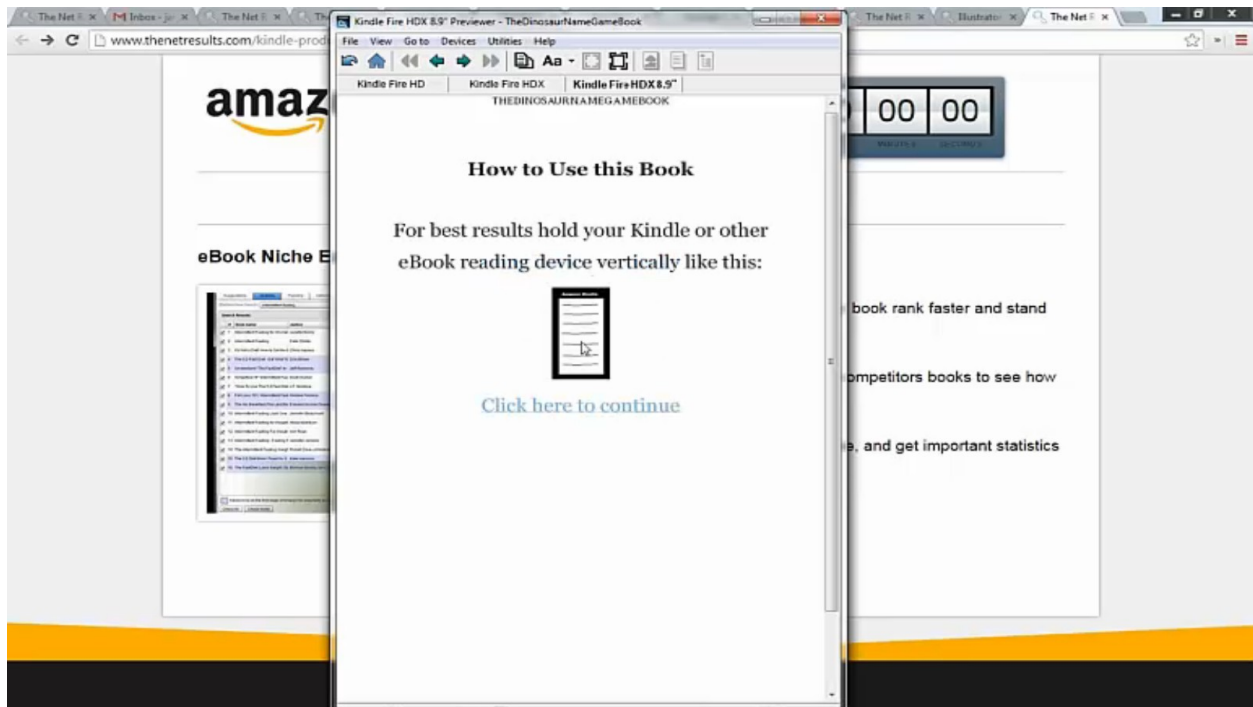
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After you get your game book all laid out, you can click on the 'Create Ebook' button down at the bottom of the window. This will allow you to save your ebook as an html file. If you were to open this up in a browser, it's going to look kind of weird. However, if you open it up in a Kindle previewer, it looks right. One thing that you will notice is that with this type of book you click a link to go from one page to the next instead of swiping the pages. That's just so that people get used to clicking on the links and know what to do when they reach the question and answer pages.

Amazon provides a Kindle previewer so that you can look at your books and make sure they are right before you publish anything. This previewer is shown in the screenshot below, and inside another one of the pages from my book is shown. As you can see, the previewer not only allows you to check the formatting as it would appear in the Kindle Fire HD, but also the Kindle Fire HDX and the Kindle Fire HDX 8.9".

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Again, this was a preview of the Kindle Game Book Creator. The software may seem a little complicated at first, but once you get the hang of it, you'll be able to put these cool game books together in an afternoon. Another cool aspect of this program is that there are also templates for having multiple picture answers. So, instead having words for your answers, you would have several pictures that they could choose from.

This program also does things behind the scenes that you really wouldn't even think about. For instance, it puts all of the answers at the very bottom of the book so that the readers can't see the answers without going through the questions. Because of this, people can't really sample the book on Amazon. The software knows this, however, so it will put the first answer and the first question at the very beginning.

Lastly, the software does book bundles. For example, say that you had three different quiz books on dinosaurs. You could create an eBook bundle out of those three books, and you would have a completely different book that included all three of those.

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