

Contents

[Menu](#)

[Magic Editor](#)

[Item Editor](#)

[Character Editor](#)

[Monster Editor](#)

[Switches](#)

[Events](#)

[Event Editor](#)

[Make Game Disk](#)

[FAQs / Hints / Tips](#)

[Credits / Thanx](#)

Last information is available at [Don Miguel's RPG Maker95 Translation Site](http://www.chat.ru/~rpgmaker)
(<http://www.chat.ru/~rpgmaker>)

Feel free to [E-mail](#) me your suggestions!!!

THIS IS A BETA
VERSION 0.7
OF THE HELP FILE

This help file was created with [HelpScribble](#).

Credits / Thanx

I got some texts for this help from others FAQs. BTW my English is not so good for a help file because I'm Russian.

I gotta thanks some pplz:

Silver Queen, Baby, "Hollywood" Brian, Mina-P, Aspetra, TNomad, Bill, Holbert, Ward, Ankylo, Dragoon Mike, Bob, -=Perefin=-, JANUSKNIGHT, Chaos, Jawstrock, Vortex, Vincent', Stacie, Saneog, Thomas Keifer, MASF, Big-Fuck, Sertyz, Jenner, Super Sunny, Cent, Snoopy, Mutabor, RPGeek Xan, Sandoval, Mekilla

Thank you all!

Writed / Edited / Compiled by



Mikhail Bratous aka **Don Miguel**

Feel free to [E-mail](#) me your suggestions!

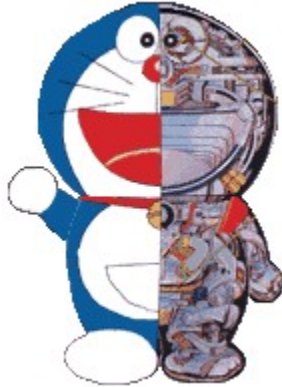


My cat Marcus
Thank you, my dear friend!
R.I.P. 8-(

P.S. Alexsux MUST DIE!!! You could kill him in my RPG game [Niggaz VS Satan](#)

This help file was created with [HelpScribble](#).

FAQ



Q: What is RPG?

A: RPG is an abbreviation of Role Playing Game.

Q: What's NPC?

A: NPC is an abbreviation too: Non Player Character (NPC) e.g. - Character, Sign, Town, Chest...

Q: Where can I Download the updates, musics, sounds and tilesets?

A: <http://www.chat.ru/~rpgmaker>

Q: How do I edit tile sets for my game?

A: Replace the new tile sets with the old one, or edit the existing one. You can edit it in [MS Paint](#).

Q: How many full characters (Hero, NPC, Vehicles, etc) can I have in my game?

A: You can have up to 64 sprites.

Q: When I replace the tile sets I downloaded from other site with the default tile sets that come with RPG Maker 95, it seems that when I place a tile on the map, it place 9 random tiles on the map instead of the tile I picked. How do I fix that?

A: Make sure the dimensions of the tile sets is exactly 256 pixels X 1024 pixels. If its not, you can edit it in [MS Paint](#). All tile sets must be in 256 Color BMP (or RLE) mode.

Q: How do I make a NPC (Non Player Character) disappear after I speak to him? I want the NPC to disappear forever!!!!

- A:** 1)Make a NPC, choose a picture for the NPC.
2)Displayed = "Same Level as Hero"
3)Movement = "Don't Move"
4)Condition = "On Talk/Search"
5)Decide what the message will be.

Note: Doesn't matter what you put here.

- 6)Click on [Change Game Switch](#), Yes. "**Switch [000] is ON**" should appear
7)Click on the ">>" button
8)Check the box where it said "Switch", then click the button next to it. Click on "000" and "OK". The word "000" should be on the button.
9)At the bottom where it said "[Event Options](#)", "Display" Select the "Remv". This will cause the NPC to disappear in the game.

Q: 10: How do I make a key item?

- A:** 1. Make a item and name it "Key"
2. Make an event, which is a door.
3. Make a switch, and switch to "Open"
4. Click the ">>" button

5. Turn the switch ON and select "Open"
6. Checked the "Item" box and select the item "key"
7. Put a Message "You opened the door"

The message "You opened the door" will not occur unless you have the item "Key". You can replace the "Message Event" with a "Teleport Event".

Q: How do I make what a NPC say change?

A: Gotta use the switches. Here's how...

1. Put in the text as usual then after that use the event that turns switches on.

Example: Message: "Ah my pants are on fire!"
 Switch [001] is On

2. Then go the next page by pushing the next page button. At the bottom of the page click the switch box and et it for the specified switch, Such as the 001 like I described above. From now on the person will do what is on this page instead of what you put before.

Q: How do I make random battles for the entire map?

A: In Monster Editor, create a battle. In Setup appearance, select a map and then click "Add". Set the encounter rate then you should be able to encounter this battle in that map.

Q: How do I make random battles for a specific portion of the map?

A: Right click the map in the white area at the left side of the screen. Select "[Setup Area](#)". Make a square in the map, that's where you'll encounter the monster. A window called "Area Name" should come up. Name it then go to "[Monster Editor](#)" and click on "Setup Appearance". You will find the map you just create there. Select it and then click on the "Add" button.

Q: How do I fight a boss battle after I talk to the BOSS?

A: Make an event. Select the picture of the boss (NPC). Use the "Message" function for the thing you're going to say with the boss. Put a "Cmbt" function right after the message. Select the battle.

Q: How do I change the battle music in my boss battle?

A: Before the "Cmbt" function, put a "Change BGM" function. Select the "Cmbt" option in the box. Than click on "Change" and change a BGM. After the "Cmbt" function, you may also want to add one more "Change BGM" function to change the battle music back to normal.

Q: When I make a gamedisk, it show the progress but when I check the directory, it's empty.

A: Here's how you do it and don't say it doesn't work because I did it. You go to the game directory and make a dir called game disk and when it asks you to pick the dir to compile it in go to that game's dir -

Example: I have a game called New_Game, go to c:\rpg95\New_Game,make a dir called GAMEDISK,now I have C:\RPG95\New_Game\Gamedisk,now go to make game disk but select C:\RPG95\New_Game, NOT C:\RPG95\New_Game\GAMEDISK, If all goes well you'll be done.

Q: When I start my game with the gamedisk it says USER32.DLL is missing?

A: Find Unlha32.dll, it should be in C:\Rpg95. Put it in the directory C:\Windows\System and then go to dos and type: **set TZ=JST-#** <- *This should be number of the time you're earlier than the Japan time.*

Example: set TZ=JST-9

Q: Can we define skills / spells that can only be used by enemies?

A: Yes. Though they count in the total magic available. (100 in RPG Maker 95)

Q: Besides HP and MP, is there things like resistance to certain attacks, immunity to certain attacks, and other enemy abilities that can be added?

A: You can select how much dommage a magic does to someone (by %) so you can give the effect of a certain resistance or weakness to certain magic. You can't really add enemie skill (except with magic).

Q: Exactly what graphics can be changed with bmp files, and which can't?

A: [Monsters](#), [Characters](#), [Maps Tiles](#), [Magic Animations](#), Title Screen (TITLE.BMP)

Q: Are the menus, etc. made especially for fantasy games, or could you make a game in modern times without making it sound stupid?

A: Menus are [customisable](#).

Q: Can you make your own music in RPG Maker 95. How does this work? Did I just hear wrong, or is there a built in program ? If so then, what's it like. Maybe like the one in Mario Paint (God I hope not). I'm really curious.

A: No, you have the option to import WAV, MIDI or CD Audio music. No music maker.

Q: I saw in some screen shots that you can import cd sound for background music in Rpg maker 95. Does that include mp3s? Also, wouldn't cd audio slow down your game a lot? I mean, do you need like a friggin' Pentium 2 too have a cd quality soundtrack and decent speed?

A: Nope, you absolutely need the CD to ear them, and I don't think this would slow down the game that much(unless it slow down your comp when you listen to CD-audio). Also if you plan to use CD music, warn the player that they need the cd to ear music... You can't use mp3 (they are NOT cd-audio... they are mpg where the movie, even if they've never been one, have been removed) and you can't browse your comp to find one...

Q: What resolution is RPG Maker 95 going to use? I imagine 640x480.

A: Well, the editing part is in the resolution your windows screen in, but the rpg WILL be in the 640x480 full screen or that resolution in a window, looking real small... I prefer the full screen mode

Q: How many colors? 256, or 16 bit? I have a nice Tolkien calender, and there's all sorts of pictures of dragons in it, it'll be good for some stuff, I'm sure, but what should I scan it at?

A: Only 256 colours BMP files are compatible... But you could use also compressed files with RLE compression.

Q: How do I set the monster encounter rate and types of monsters encountered for a specific PORTION of a map? I've only been able to find controls for an ENTIRE map.

A: Right click on the far left (White Area) the name of your map. Then from here pick [Setup Area](#). Then you simply make a box around the area and give it a name. When you go to the [Monster Editor](#) and click on Setup Appearance you will see the name of the area you just made. Click on the name then click add. It will ask you for a number (**The number of the steps (tiles) between a battles**).

Example: 5 = Next battle will starts after your 5 steps
35 = Next battle will starts after your 35 steps

Q: How do I make a town? The lowest encounter rate you can set is 1%.

A: Similar to above. Right click on your map name on the far left. Creaa a new map and name it. Now make it whatever size you want and there you go. And don't worry about monsters as long as you don't add them to this map the town will not have any monsters.

Q: How do u even control what enimies u face in the whole thing?? i have tried everything!

A: Go to Tools then [Monster Editor](#). On this screen you will notice a few key areas. **Party NO. ###**. This will setup a grouping of enemies. It also will have a specific selected **BACKGROUND**.

Example: You want 2 [Enemy A](#) to be grouped with a [Enemy B](#) so you use the **ADD** and **DELETE** buttons to add them. You can also click on the monster in the picture area to position them. Then you will want to add a BACKGROUND to this specific **Party No**. To do this you will select the slider named **BACKGROUND**. There are 20 BACKGROUNDS available. Now you want to actually put this Party of monsters on the map. So you click on Setup Appearance. In this menu you [select in which area or map](#) (SEE EARLIER NOTE) you would like this Party of Monsters to randomly attack. Click the add button then you will be asked to set the Encounter Percentage. Then go ahead and test your map.

Q: How do I change it so that I add a character to my party???

A: You don't even use a [switch](#) to changes characters, but you do need to use an [event](#). You only have to

go to "Change party" to add a character. "replace" is to change who leads the party.

Q: Well, it says the hero's name on the status thing when I test it, but he is still just a black square!!!

A: Set up an event that uses "Change Hero Picture" and change the pic, to what you want! Voila. The reason it doesn't by default use the hero's normal picture, is because he may look different later in the game, and unlike RPG 2, you won't just have to create a NEW hero to make him change appearance. (that is also why you have the growth curves). So really, you only need 8 [characters](#)...

Q: Could someone tell me how to take away a character!???

A: To delete one all you have to do is go to "remove" in "change party" [event](#), but if you are taking away all the characters and adding another like if you're going to a different part of the storyline. You have to add the new character and then remove the old ones.

Q: Do I need RPG 95 to play my game?

A: To play a compiled game, no. A [compiled game](#) is NOT a test game, there is no cheating there, but it is a stand-alone & doesn't need the editor.

Q: I don't want the event to happen an infinite number of times after it plays once I want it to go away how do I do this?

A: Set it so that the event activates a game switch after running, then set the event's second page to run when that switch is on, but not to do anything.

Q: HELP!!! I just DL the rpg 95 file and ive installed it right. But I get an error message when running the rpg95.exe file that says cannot find the DSOUND.dll file. OH YEAH AND WHEN I RUN THE GAME.exe file it says its missing DDRAW.dll file too. Can you people help me with that one to???

A: You need installed DirectX in your OS. (DirectX 2.xx or newest). You could find last version of DirectX at <http://www.microsoft.com/>

Q: Why does the game move so slowly on the map screens? Or is it just my PC?

A: Use Full Screen mode when testing it.

Q: So you can only use four tilesets?! Can you combine them somehow??

A: Yep. Only [four sets](#). You can always open the tile sets in a graphics program (Even [Windows Paint](#) SHOULD be able to edit them.) and just mix and match tiles until you have only the ones you want. Keep in mind though that if you start editing all the tiles, you'll need to update the data set that goes with them. Just click on the big red Xed out square on the little tile (in RPG 95) window and you'll see small icons in the corner of each tile. Right click the mouse to bring up a menu displaying all the possible [tile types](#), such as "Flat Land", "Damp Ground", "Floor/Entrance" and others. Whichever name has the check mark beside it is the active type. Any tiles you left click now will change to become of that type. Use this to make sure that all your wall tiles are treated like walls, and the same for your stairs and floors and so on.

Q: How do I get BGM's playing for Towns and Dungeons and stuff?

A: Well, first of all, set the default BGMs in "[BGM & Screen Switch setup...](#)" And when you want to change the BGM, make an [event](#) that either auto-starts or starts on contact, and insert an action "Play BGM" not "Change BGM" (for some reason that starts work after the battle or INN, etc...)

Q: Where is the enemy map???

A: Use the [Monster editor](#) and then click the Setup Appearance and then select what part of the overworld map you want them to appear in.

Q:

A: .

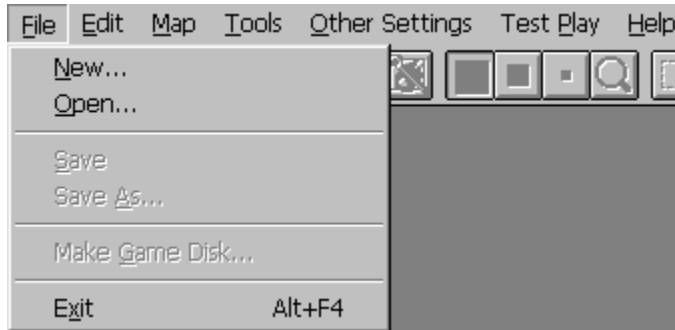
Q: .
A: .

more TIPS - coming soon...


This help file was created with [HelpScribble](#).

Menus

FILE



New  Creates a new game

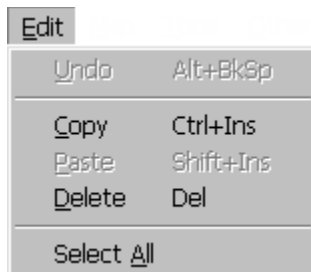
Open  Opens an existing gamefile (*.RPG File)

Save  Saves current game

Save As Saves game as different name
Note: It saves only MAPS, CHARACTERS and GAME PROPERTIES into the single <game name>.RPG file. (but it not saves EVENTS, [CHARA.BMP](#), MCHIP0.BMP, and other GFX / SOUND files)

Make Game Disk Make your game into a stand-alone (*.exe) program for others to play.

EDIT



Undo  Undo last map change

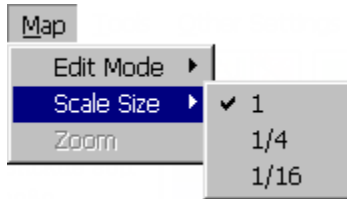
Copy Copy the current selection (tiles and events)

Paste Paste the current selection

Delete Delete current selection

Select All Select everything currently on the screen

MAP



Edit Mode Goes into edit mode so you can do the following below:



- **Copy and Paste** (copy and paste current selections)

Note: Drag mouse with Left button for moving selected portion of the map.
All the EVENTS into that selection will be moved as a map too.

MAP

- **Map** (in this mode you can [draw the maps](#))



Note: Right-Click - pick up current map tile.
Drag mouse with Right button for picking up more than one tile.

Tip: Hold Shift key when drawing for "Auto connect tile" OFF

EVENTS

- **Event** (in this mode you input events in the current map)

Scale Size Pick how large you want current map displayed



- 1 (normal size)



- 1/4 (1 quarter the normal size)



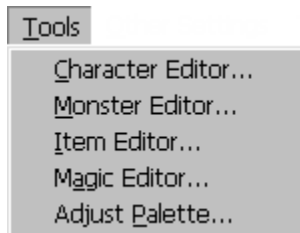
- 1/16 (1 sixteenth the normal size - great for large maps)

Zoom



Go into zoom mode-kind of like Scale size, only you click on zoom, then click on the portion of the map you want enlarged

TOOLS



Character Editor
your game



Pick magic, starting items, equipment, and pictures etc. for the characters in

Monster Editor
monsters in your game.



Choose monster name, monster appearance, picture, background etc for the

Item Editor



Edit the items! Do almost anything you want with this

Magic Editor



Edit magic! Same as the item editor

Adjust Palette

Palette Merging / Adjusting / Cropping utilite

OTHER SETTINGS



Game Properties

Set up message speed, maximum number of items, the currency unit, transparent window (this shows all game text in a cool transparent window!) and save without event (enables a player of your game to save ANYTIME they

want)

BGM & Screen Switch Setup

Set up world map music, battle music, victory music, level up music and more

Starting Party Position

Set where the Main character(s) will be standing at the beginning.



Opening Event

This is where you create the opening to your game. Event that happen before the game begin.(Logo, prologue...or events that happen in the story before the player can use the main character:etc)



starting menu!

Note: You can put **TITLE.BMP** (640x480 256 colours) pic and it'll appear before

TITLE SCREEN! (you must compile the game first - make GAMEDISK) It's for a game's

Tip: You can make a logo (logo of your game or logo like Squaresoft) to appear at the beginning using AVI movie file.

Death Event Event that happen when everyone in your party is dead.
Note: You can put a GameOver message. (Add pictures, music, text or whatever else you want)

Text Editor Edit the text and menus in the game!

TEST PLAY This is for testing out your game to see if it works within your specifications



Start Test



Start the game you saved while using the RPG Maker program

Note: **F2** key - Save Game
F3 key - Load Game
F4 key - Change screen mode (Full Screen / Window)
Alt+F4 - Exit
(Same keys works in the GAME.EXE too)

Load Test



Load the game you saved within the game itself

Full Screen Mode

Display game in a full screen

Note: Some of the Screen EFFECTS works only in the *Full Screen Mode*

No Opening

Skips Opening scene while testing game

Note: If you'll skip it then don't forget about right *Starting Party Position*

No BGM

Doesn't play background music while testing game

No Combat

No *RANDOM COMBAT* while in testing game mode

Invincible

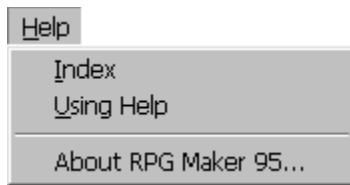
Invincible in battle while testing game.

Note: If you walk while poisoned however, for some reason you will still lose

HP!

HELP

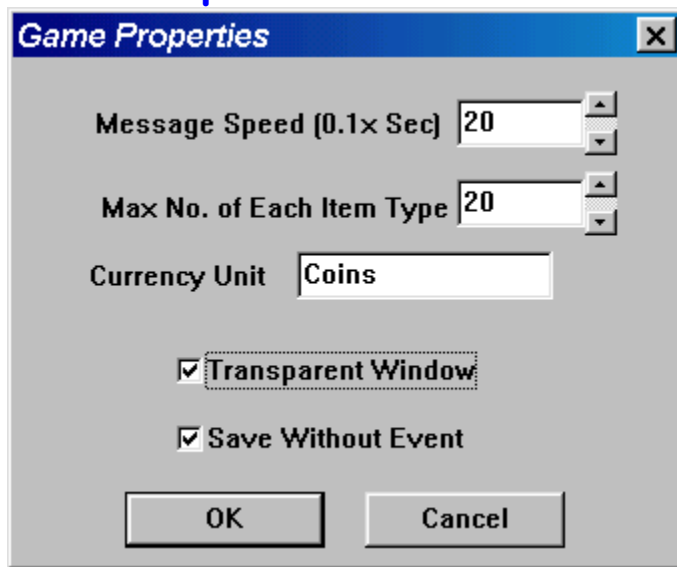
This text.



Note: You could check the version of your RPG Maker 95 in the "*About RPG Maker 95...*" point of a help menu

This help file was created with [HelpScribble](#).

Game Properties



Game Properties [X]

Message Speed (0.1x Sec) 20

Max No. of Each Item Type 20

Currency Unit Coins

Transparent Window

Save Without Event

OK Cancel

- | | |
|----------------------------------|---|
| Message Speed | Set message speed. |
| Max No. of Each Item Type | Set the Max number of each items you can store. |
| Currency Unit | Change the money unit in your game.(Coins, Gold, GP, Gill, Star, Buckazoid... etc) |
| Transparent Window | Make the windows (The window that appear when the characters talk, or the menu window) to be transparent. |
| Save Without Event | If the box is checked, you can save anywhere in the game. |



Monster Editor



Add/Delete Monster in battle: Select the Monster in the box and then click "Add" to add, "Delete" to delete



Tip: If you Right-Click on a monster in the Monster Editor screen, you will be presented with additional options like cloning that monster, bring to front/back etc.

Party No. #: Set the number for that Monster.(Not the numbers of the monsters!)

Background: Set the background picture in the battle.

Land Type: It's where the monster will appear.

Setup Appearance: Set which map ([or an area](#)) will the monster appear.

Battle Test: Battle Test. (You must set the LEVEL of your party first)

Palette Switch: Change the palette of a selected Monster, to make it look right on the screen. Especially when you're making your own background.

Setup Monster: Edit the name, status, attack patterns, and magic damage of the monster.



Attack pattern... coming soon...

Read more in [FAQ](#)

This help file was created with [HelpScribble](#).

BGM & Screen Switch Setup



BGM: Set the music/sound effects.

Screen Switch:

Map: Set the screen switching mode when moving from one map to another.

Battle 1: Set the screen switching mode between map and black.

Battle 2: Set the screen switching mode between black and battle.

Q: In "BGM & Screen Switch Setup", under "Screen Switch" there are "Map", "Battle 1" and "Battle 2", what are they???

A: Battle 2 is the change from the black screen to combat and back again. Battle 1 is the change from the game screen to the black screen. In terms of FF6, Battle 1 would be the mosaic blur, and Battle 2 would be the split fade from black, if you follow my drift. (BTW, this is explain right in the editor. Did you notice the explanation right below the options?) Map is switching screens.

Read more in [FAQ](#).

This help file was created with [HelpScribble](#).



Magic Editor

Create / Edit magic. Set the name, Effect, MP Cost, and Power of the magic.

No.	Name	Effct	MPCost	Power
57	Attack Up	Attack Up	8	61
58	Defence Up	Defence Up	6	19
59	Quick	Speed Up	12	22
60	Mental Orb	MPHeal	30	30
61	Cure Poison	Detox	5	***
62	Recover	Stat Rcvr	8	***
63	Return	Ressurect	50	300
64	Teleport	Telepr	20	***
65	Escape	Detox	20	***
66	Dragon Breath	Stat Rcvr	10	100
67	Fire Breath	Ressurect	15	120
68	Dispell	Attack Up	35	***
69	Holy Light	Defence Up	35	115
70	Holy Mist	Speed Up	45	80
71	Unused	Telepr	0	0

Magic editing is easier than the other editors. There are only a few things you need to know. The first thing you do is come up with a [name for a spell](#), and write it under Name. The next is effect. There are quite a few effects there, but they are self explanatory (maybe I will go over each effect in a later version of this manual). Choose the effect that best fits the spell you created. Now, under MPCost, type in how many Magic Points (MP) will be taken away from the character (or monster, for that matter) when the spell is cast. Under Powr, type in how much strength the spell has. A couple examples are: How much damage a damaging spell does; How many Hit Points are cured from a curing spell. Make sure after editing something in one of the boxes to push Enter.

Now you have created a spell. Go through and make as many spells as you need, or go through and edit the spells that have already been created for you.

Magic Animations...

This text explains how to change the animations used for magic in RPG95

What spell is used **Number used insted of ?? in [Anm???.bmp](#)**

Regular Atack	=	00
Posion	=	19
Paralyse	=	22
Sleep	=	24
Unconscious	=	26
Mute	=	34
Chaos	=	18
Detox		
<i>(enemy only)</i>	=	33
Atack Defence		
Speed down	=	20

**Hp heal single
or all**
 (enemy only) = 16
Mp heal
 (enemy only) = 14
Stat Recover
 (enemy only) = 16
**Attack Defence
and Speed up**
 (enemy only) = 16
Revive
 (enemy only) = 32

Note: Enemy Only means that the spell only has animation when used by an enemy. Also I may have missed a couple of these.

Single Attack Spells Are counted by how many are used so the first Damage one spell would be anm01.bmp and the second anm40.bmb no matter how many other spells were used between them. After 20 they start over so 21 would use anm01.bmp. The list is

1=01 11=29
 2=40 12=09
 3=04 13=11
 4=02 14=12
 5=35 15=36
 6=06 16=13
 7=07 17=21
 8=05 18=20
 9=08 19=27
 10=10 20=32 Then loop

All attack spells uses the same the same format of Single Attack Animations.

1=30 11=29 21=16
 2=28 12=09 22=16
 3=03 13=11 23=15
 4=02 14=13 24=14 Then loop
 5=35 15=36
 6=06 16=13
 7=07 17=21
 8=05 18=20
 9=23 19=27
 10=10 20=32

Q: I've tried to make new spells, but it never shows up in any of the different lists, like magic damage, or when my characters are supposed to learn them. Does any one know how to resolve this problem?

A: Be sure to press enter after you type in each box, and Press the OK button when you're done. To set when a character learns the spell go to the [character editor](#), and select the magic memorise button.

Q: Hey, when you make a new spell, how do you assign a picture to it?

A: Replace the [ANM##.bmp](#) that is used with one of your own. Get a Magic Animation Setup at [RPG maker workshop](#), in the Misc. Tile section.

Magic Sounds...

This text explains how to change the sounds used for a battle mode in RPG95
You can change or replace all BATTLE SOUNDS which you want.

Single Attack Spells sounds are counted by how many are used so the first
Damage one spell would be electro.wav and the second electro.wav no matter
how many other spells were used between them. After 20 they start over
so 21 would use electro.wav.

The WAVS are located in the C:\RPG95\SYS\SE\ directory.

The list is:

- 1) electro.wav
- 2) electro.wav
- 3) snarehit.wav
- 4) bomb.wav
- 5) mizu.wav
- 6) monster.wav
- 7) swordhai.wav
- 8) paku.wav
- 9) electrix.wav
- 10) thunder.wav
- 11) snarehit.wav
- 12) thunder2.wav
- 13) ninjahit.wav
- 14) ninjahit.wav
- 15) monster2.wav
- 16) monster2.wav
- 17) boom.wav
- 18) sludge.wav
- 19) error.wav
- 20) wibble.wav

The **Damage All spells** work in the same manner. After 24, they loop back to the first.

- 1) snarhit.wav
- 2) snarehit.wav
- 3) noizehit.wav
- 4) bomb.wav
- 5) mizu.wav
- 6) monster.wav
- 7) swordhai.wav
- 8) paku.wav
- 9) sword3.wav (rapid)
- 10) thunder.wav
- 11) snarehit.wav
- 12) thunder.wav
- 13) ninjahit.wav (rapid)
- 14) ninjahit.wav (rapid)
- 15) monster2.wav
- 16) monster2.wav
- 17) boom.wav
- 18) sludge.wav
- 19) error.wav

- 20) wibble.wav
- 21) mizu.wav
- 22) mizu.wav
- 23) mizu.wav
- 24) mizu.wav

Here are all the other spells.....healing etc. The pictures for these can be found in the C:\RPG95\BMP\ANIM\ directory.

HP Heal One - healer.wav
HP Heal All - healer.wav
MPHeal - healer.wav
Poison - magic.wav - anm19.bmp
Paralyse - latch.wav - anm22.bmp
Confuse - glsmash.wav - anm18.bmp
Sleep - mizu.wav - anm24.bmp
Stone - glsmash.wav - anm26.bmp
Attack Down -sludge.wav - anm20.bmp
Defense Down - sludge.wav -anm20.bmp
Speed Down - sludge.wav - anm20.bmp
Attack Up - healer.wav
Defense Up - healer.wav
Speed Up - healer.wav
Detx - wibble.wav
Stat Rcvr - healer.wav
Ressurrect - wibble.wav
Escape -wibble.wav
Teleport - wibble.wav

Here are the battle sounds:

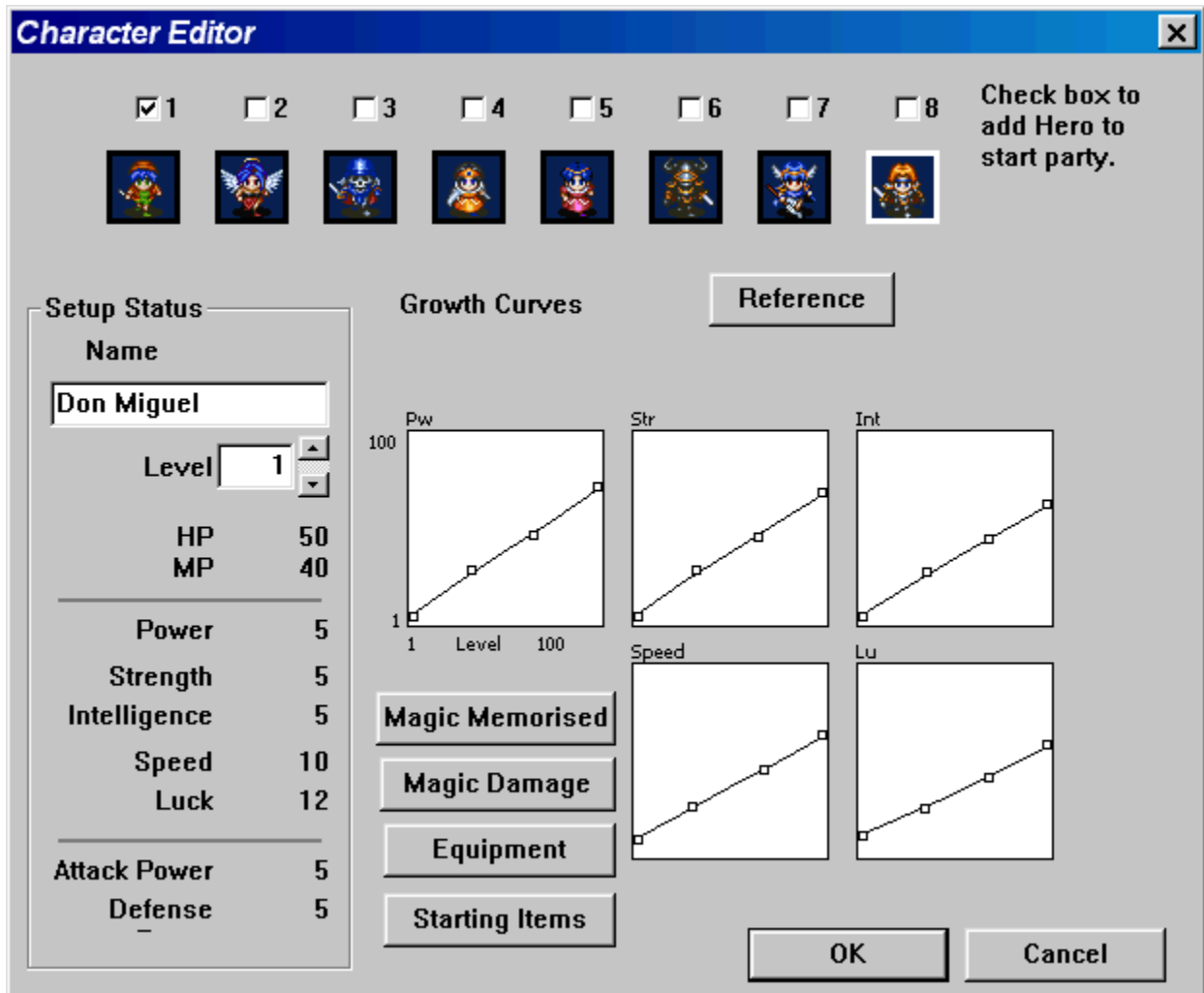
- 1) Regular Attack - flamer.wav
- 2) Enemy Attack - zap64.wav
- 3) After Some Spells Hit - punch.wav

Example: Open FLAMER.WAV by [Sound Recorder](#) - Regular Attack Sound

Read more in [FAQ](#).



Character Editor



Open the Character Editor window.

Select Characters

You can have up to 8 characters in your party. To add a character to your party, check the box above the character picture.

Note: Only 4 characters are able to fight

Change Character Pictures

Double click on the picture to select a new sprite for that character.

Setup Status

Single Click the picture of the character you want to setup. Then edit your character with the setup status.

Reference

Select the class/job of your character. It'll affect the growth rates of your character.

Growth Curves:

Edit the growth rates of your character.

Magic Memorized

Select the default magic the character use.

Magic Damage

Edit the Damage/Target rate of the magic.

Equipment

Select the default equipment for your character.

Starting Items

Select the default items for your *starting team*.

Read more in [FAQ](#).

This help file was created with [HelpScribble](#).



Item Editor

Create Items. Set the name, cost, kind, Power (Attack/Defence/Luck/etc power) , and equip by:

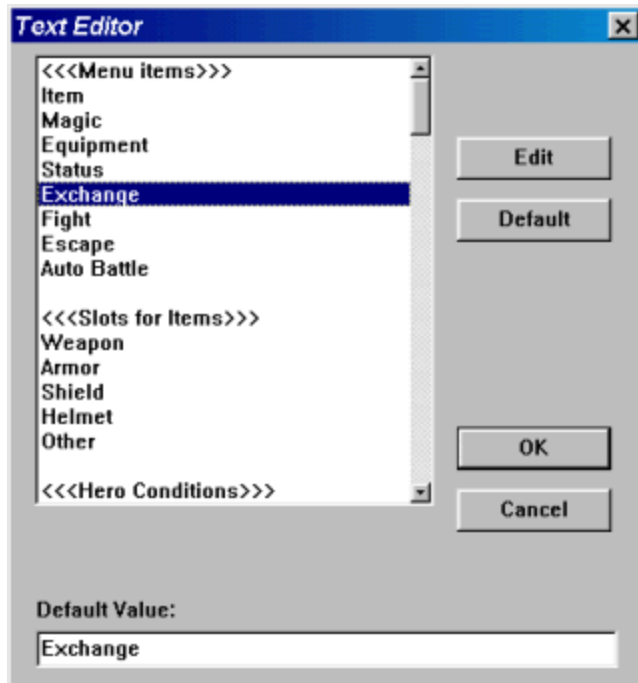
No	Name	Cost	Kind	Power	Equip By
48	Plate Mail	850	Ar	30	12—8
49	Small Shield	50	Sh	5	12-456-
50	Large Shield	180	Sh	12	12-5—
51	Iron Shield	400	Sh	18	-2—
52	Shoulder Shield	450	Sh	16	-3-678
53	Open Helm	110	Hl	10	12-5-8
54	Cross Helm	250	Hl	13	12—8
55	Full Helm	400	LuckUp	16	*****
56	Leather Hat	30	Int Up	6	12345678
57	Winged Hat	80	Speed Up	8	1-34567-
58	Head Band	230	LuckUp	12	-34—
59	Head Wrap	420	*Flame Bolt	16	1-456-
60	Head Card	500	*Burning Fire	18	1-3-7-
61	Cross Mantle	60	*Nova Flame	5	12345678
62	Leather Mantle	200	*Fire Ball	9	12345678

The first thing you need to do is figure out the name of the item, then type it under Name. Then, if it can be sold in shops or some other way, put in how much it will cost under Cost. The next column is labeled Kind. This tells what effect the item will have when it is used. They are pretty easy to understand, so I won't go through each effect. The next column is Power. Most items can have different strengths, so tell what the strength of each item will be. Like, you have two items that raise your Hit Points (HP) up, you can have one Power set to 30, and one Power set to 70. The last column is Equip By. This is used if only certain characters can equip items. Click on the box for that item's "Equip By" and a box comes up. Here, check the boxes next to the characters that you want to be able to equip that item. In most games, each character specializes in a certain type of weapon/armor, and as each weapon type (sword, spear, axe, etc.) get more powerful, only the character who specializes in that weapon type can use the most powerful one. You don't have to do it that way, though.

Read more in [FAQ](#).

This help file was created with [HelpScribble](#).

Text Editor



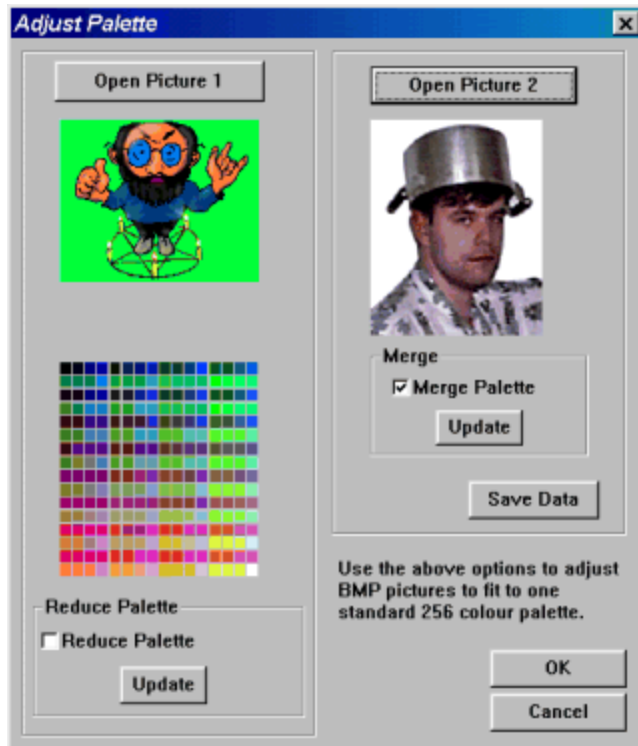
Edit the menu text, such as weapon, armor, item..etc, or things that you comp display in battle.

I.e **'Magic'** could be called **'The Force'**...
'Status' could be called **'The Mirror'**
etc...

Read more in [FAQ](#).

This help file was created with [HelpScribble](#).

Adjust Palette



coming soon...

Read more in [FAQ](#).

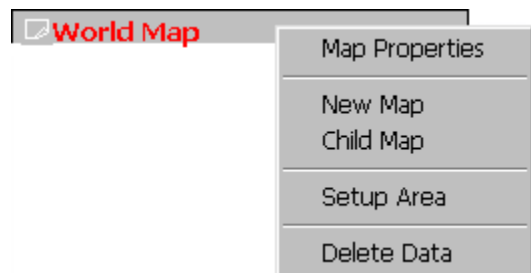
This help file was created with [HelpScribble](#).

Setup Area

A Setup Area is an area on a map that contains a certain set of monsters. To create a Setup Area, right-click on the map you want to place it on, then left-click on **Setup Area**. Your cursor should now change to a cross. Use your mouse to create a box around the area you want to create a setup area for then left-click on the box. Another box should come up labeled "**Area Name**" Just type whatever you want to name the setup area in here and click **OK**. Now that you've created a Setup Area, it's time to mess around with the [Monster Editor](#). Click on the word Tools on the menu bar, then click on [Monster Editor](#). This is where you can name your monsters and change their stats. Choose the monster you want from the list, click on **Add**, and you should now see the monster's picture in the picture above. If you don't want a monster in the picture above, just click on that monster and click **Delete**. Now click on **Setup appearance** and you should see a list of all the maps you currently have. The one you want to pick is the Setup Area map. Click on that one then click on **Add**. A new box will come up. This is where you set the encounter rate for your monster. A lower number means More encounters while a higher number means less. I usually type 30 here. This number means **the number of steps (tiles) between last and next encounter**. If you have more than one set of monsters and you set different encounter rates for all of them, one set of monsters will always appear and the rest will not. So make sure all your monsters have the same encounter rate. Click **OK** on this box and you'll see the area where you have the monster set up.

Q: What is a child map?

A: Child map is a map that is "inside" another map. Like on the world map, that is not one, but I'd make all of the towns ect. for that map child maps, because they are "in" the World map. Child Maps are Sub-Maps (like towns and dungeons) of the World Map.



To create "Child Maps" you must first use your mouse to right-click on the left side of the main screen (under the word file where you see the white paper icon) where you see the word "World Map" highlighted in red. When you right-click on it you have the option to see the "Map Properties", create a "New Map", create a "Child Map" under the World Map, create a "Setup Area" (Setup Area will be explained below) and "Delete Data".

Q: How would I make another map? Child or regular?

A: Right click on the default World map, and click either **New map**, or regular map and voila.

Q: Is there a limit to the amount of child maps you can have?? I keep making child maps in my map building. I have a child on that one that says Main Building. I have 3 childs on that My office, Left wing, Right wing. But problem is i cant make maps parallel with main building (I.E. child map of Main Building)

A: All you have to do, is right click on the map up one from the one you want to make yours parallel to, and click child map.

Example:

World Map
- **Building**
- - **Office**

You want your next child map to be parallel with office. Right click on building and click "Child Map" here is what it should look like:

World Map

- **Building**
- - **Office**
- - ***Name***

Read more in [FAQ](#).

This help file was created with [HelpScribble](#).

Switches

What Are Game Switches?

Game switches activate things, or stop things from repeating over and over. Other words... SWITCH is a binary trigger. You got? Without using any game switches, a game with very simply not be any good. They are tough to learn, but after that they are very easy to use.

Note: Use your Switches carefully!!! You can have only 100 (000..999) switches in your game.

Example 1: Treasure Chest

This is what people are always asking how to do, so that is why I chose this example. Here it is: You want a treasure chest with a 'Potion' inside, but the problem is, you don't want the hero to be able to pick up the potion as many times as he/she/it/they wants to. So, first you have to set up the event page. Where it says Displayed, put it at Same Level as Hero. This makes it so the player doesn't walk over/under the chest, but is blocked by the chest. Then, set the Condition at On Talk/Search. Now you have to make your events.

The first event is a message, saying something like "You found a Potion!". Then, after that, put in a "**ChangeNoOf Itms**" event. Select 'Relative' (meaning the number of items increases the number you set it at, while 'Absolute' sets the number of items to the number you choose). Then, set the number in the Right box at 1, and in the Left box choose the item you want the player to get (in this example, select 'Potion'). Then click OK.

The third event is a Change Game Switch event. Go to that event, and choose a number (currently set at 000) between 000 and 999. Choose one you haven't used before. I'll say 001, but you don't have to use that. So, you select the number 001 (or whatever you wanted to choose) and click OK.

Now you are on that main events page. Click the button near the bottom right corner that looks like ">>". This button will take you to the second page of that event. The second page is used to go to if you don't want the first page to repeat itself (you can use third, fourth, fifth pages too (as many as you need, I think)). So, now you are on the second page. At the bottom left hand corner in a box, and to the right of it it says "Switch [000] is ON". Change 000 to 001 (or whatever you chose on the Change Game Switch event), and make sure you check the box there. Also, make sure the "Displayed" is at Same Level as Hero, and the Condition is at On Talk/Search, and put in a message event, saying something like "The chest is empty!".

So how does this work? After the player gets the item (with the "**ChangeNoOf Itms**" event), there is the event that turns the switch 001 on. This is like an activation switch. So switch 001 is activated after the hero character picks up the item. On the second page, that page is set so when switch 001 is activated, it flips to the second page (because of the checked box in the lower left corner). Once it is on the second page, it won't go back to the first page. So, now whenever the hero tries the treasure chest, it will display a message you chose, which in this example was "The chest is empty!".

Example 2: King

Okay, let's say you talk to a King, and he sends you on a mission to get a 'Gem'. When you return with the gem, you don't want him to say the same thing, right? Well, okay.

First make the event for the King, and put in a message event like "Brave knight, find the hidden gem". That was easy. But you're not done. Go to wherever the gem is and make an event for it. It's first event should be a message event something like "You found the hidden gem!" Make sure you have the Condition set to On Talk/Search. Now, the second event is a Change Game Switch event. Change the event to a number you haven't yet used. In my example I will use 002. So you have turned on, or activated, game switch number 002. Now with this activated, go back to the king. Right click on the event and click edit event. Now click the box at the bottom right corner that looks like ">>". This takes you to the second page of the event. Once the event goes to page 2, it won't go back to page 1, unless you turn the game switch off. But that's not part of the example.

So now you are at page 2. Make an event, probably a message event, saying "Congrats! Your reward is 100,000 gill" There you have, it, another example for you on game switches.

Example 3: Appearing Things

"Appearing Things" means you want a character, item, or something else, to appear at a certain time. Yup, game switches are used for them too. They are used for a good portion of everything.

Okay, let's say after two people have a conversation another character appears and says something.

Q: What does the switches do?

A: A switch is used when you want to make something occur as a result of something (i.e. A chest icon turns to an open chest icon only when you pick up the treasure inside.) Using that **example**, here it is: First, make an event. Find your closed chest icon, place it and edit it. Put a message ("You got 1 Piece of Cake!!") then follow it with a 'change item #' option. After that, select '**Change Game Switches**' which brings up another dialog box, and pick a switch you haven't already used. To pick one, click on the number. Click on 'On' . Do that, then look at the bottom of the list of events in that dialog box for a >> button. Click it and you'll go onto the next page of events. You'll notice a whole lot of options on the left are available now. Put a checkmark next to the box saying "Switch XXX is on" where xxx is the number of the switch.

Q: I'm a dork! Please, repeat the last answer!!!

A: Er... A dork? Okay. A switch is a way to make an event lead to another event (i.e. a chest filled with stuff changes to an open chest with nothing inside only when you stop to take the goodies therein.)

Using that **example**:

Click on 'Events' and find the picture of a chest in [Set C](#) of tiles. Pick a location for it. Now edit it. Put the following in the menu:

- 1) Message such as "You got 1 Piece of Cake!!"
- 2) Pick Same Level as Hero in the box at the upper left.
- 3) Change # of Items so you actually do get the item.
- 4) Change Game Switches: A dialog box comes up, click a number to go to a list of numbers from 000 to 999.
- 5) Pick a number (you can name them, too).
- 6) Select 'Switch is ON'.
- 7) Look for a >> button below the window where your events are. Click on it.
- 8) Please note that a whole bunch of new options are open to you on the left now.
- 9) Click "Switch XXX is on" where XXX is the number or the name. After that... Click on the name/number to go to the list, select the one you used on the previous page, and change the picture to that of an open chest. Set Below Hero/Above Hero/Same Level to Same Level. Start test game. If you did it right, then when you take the stuff inside the chest, it's picture will change and there will be no more stuff in it.

Read more in [FAQ](#).

Teleport / Escape Point

Using Teleports

There are generally three types of teleport events:

- Add/Del Teleport**
- Disable Teleport**
- Set Escape Point**

These work in conjunction with the "**Telepr**" and "**Escape**" magical abilities. (And with same magic items too)

Using "Telepr" (Teleport) ability:

In order to use the "**Telepr**" event, you must first create a New Area on the map where you want the warp point to be. In order to [create a New Area](#) you must first right-click on the map you want it on (on the left side where you see the list of maps) then left-click on "Setup Area". Now, create a box around the area on the portion of the map you want the Setup Area to be placed. It will now prompt you to click on an area in the Setup area. When you do so, it will ask to name the setup area. After all this is done, click on any part on the setup area, where you want the teleport event to be placed, so that if the party casts a teleport spell, they will teleport to that place on the Setup Area.



When you want the party to be able to teleport to that location, just choose the "**Add/Del Teleport**" event from the Event Properties window, then select the current Setup Area selected. Whenever the "**Telepr**" spell is cast in the game, a list of the allowed teleport locations will be displayed. You can also use the "**Disable Teleport**" Event in the Event Properties box to Enable or Disable all teleports. To enable or disable access to a specific teleport, use the **Add/Del Teleport** Event option to do so.

Using Escape Spell Ability:

This operates differently from "**Telepr**". When the Escape spell is cast, the party warps to the presently active "Escape Point". To set current Escape Point, use the "**SetEscapePoint**" [Event](#) in the Event Properties box and select the appropriate spot on the setup area as in the above example.

Read more in [FAQ](#).

Files Contains

I'll explain here some things about contains of all RM95's DAT files...

FILE NAME	WHAT IS IT FOR?
*.RPG	Game settings, default BGM and otth. default sounds, names of your party, possible spells for each hero, map names, all maps
mchip0.bmp, mchip1.bmp, mchip2.bmp, mchip3.bmp	Gfx for all four Tilesets (BMP or RLE file. 512x1024 256 colours)
mchip0.atr, mchip1.atr, mchip2.atr, mchip3.atr	Type of each tile from the each tileset
monstpic.dat	Monsters pics (RAW format)
chara.dat	Monsters stats, names, etc...
chara.bmp	Pics for characters (Chara Set) (BMP or RLE file. 1024x512 256 colours)
eparty.dat	Stats of your heroes
param.dat	?
strings.dat	Strings from the menu, etc...
magic.dat	Name, type, power of each magic spell
item.dat	Name, cost, power, type of each item
eve00000.dat	The Opening Event
eve?????.dat	Other Events
eve99999.dat	The Ending Event
swname.dat	The names (aliases) of your Switches
*.sav	Save game info
copybuf.dat	Temporary file
bg??.bmp	Gfx for all 20 Battle Backgrounds (BMP <u>only</u> file. 640x480 256 colours)
anm??.bmp	Gfx for all four Magic Animations (BMP or RLE file. 384..1024x128 256 colours)



coming soon...

Read more in [FAQ](#).

This help file was created with [HelpScribble](#).

Make Game Disk

The procedure for making a GameDisk is as follows: After you've already saved your game, create a new folder within your game directory named "GAMEDISK", eg: if you've named your game "Marcus", and you've already saved it, you would have to browse to the directory in which you saved it (c:\rpg95\marcus). As you can see in the GameDisk menu, there are two different types of GameDisk you can make. You can either make a GameDisk with "Compression" or with "No Compression". The difference between the two is if you've created the game with No Compression, it will have put all the necessary files for your game plus a game.exe file into a separate folder (the GAMEDISK folder), then all you'd have to do is just double-click on game.exe to play your game. Remember, since it is uncompressed, it will be much larger than if you choose the Compression option. If you choose the Compression option, it will create a *.lzh file (LHARC archive file) in the GAMEDISK folder. After you've unzipped this Winzip file (with an archiver program), you will also see a setup.exe icon which will allow you to install the game to your pc. This will install the game as if you were installing any regular windows program and it will add an icon to your start menu.



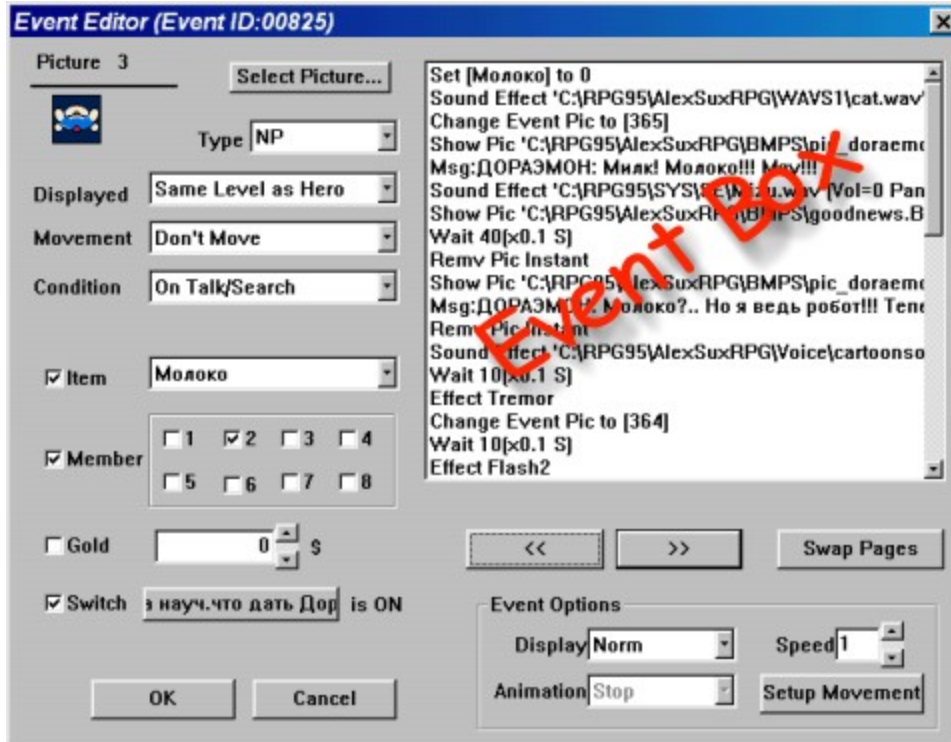
Tip: Don't use "Compression" ever. If you do, some Midi files are bound to disappear.

Read more in [FAQ](#).

This help file was created with [HelpScribble](#).

Event Editor

To create an [event](#), click on the "EVENTS" button at the top, and then click where you want the event to happen on the map. Then the Event Editor will pop up.



To add an [event](#) in the [Event box](#), double click on it. Right click an existing event and click on "Properties" to edit the event.

Select Picture: This is where you can select the picture that's going to appear on the map.

Type: This is where you can select what type of event you're making:

- NP** - Non Player Character (NPC) e.g. - Character, Sign, Town, Chest...
- Wagon** - Wagon. Operates like a land vehicle with a covered Wagon behind it.
- Sled** - Sled. Operates like a land vehicle with a sled behind it.
- Boat** - Moves only next to the shore in water.
- Sh** - Ship. Moves any where in water.
- Baln** - Balloon. Will not move over "Tower" tiles.
- AirShp** - Air Ship. Will move over any thing.

Use this chart to decide how you want the event to move:

- Flat Land** - NP, Wagon, Baln, AirShp
- Marsh** - NP, Baln, AirShp
- Snowy Ground** - NP, Sled, Baln, AirShp
- Forest** - NP, Baln, AirShp
- River** - Boat, Sh, Baln, AirShp
- Shallow Rapids** - Boat, Sh, Baln, AirShp
- Sea** - Sh, Baln, AirShp
- Mountin** - NP, Wagon, Baln, AirShp
- Steep Mountain** - Baln, AirShp
- Tower** - AirShp

???? - NP, Wagon, Baln, AirShp
Floor/Entrance - NP, Baln, AirShp
Obstacle - Baln, AirShp
Desk/Chair - Baln, AirShp



Note: If you think that NPC is Non Playable Character then you are **LAMER!**

Displayed

Below Hero The Hero (the person you're controlling) will be on top of this tile.
Same Level as Hero Same level as you, meaning you can't walk across it.
Above Hero You can walk across it, but it'll be on top of you.

Movement

Don't Move The tile will not move.
Follow Hero The tile will follow you.
Evade Hero Char The tile will run away from you.
Random The tile will move randomly.

Condition

On Talk/Search The event will happen when you press "ENTER" near it.
On Contact The event will happen when you touch it.
AutoRun The event will happen as you entered the map. (The map where this tile

(NP, Wagon..etc) is in.

Item Select what item(s) you have for the event to occur.

Member Select which party you'll need for the event to occur.

Gold The amount of cash you need for the event to occur.

Switch [???] is ??: Jump to another event. Read all about the switches here.

>> Goes to the next page of the current event. Each event have 4 pages within it self.

<< Goes to the previous page of the current event.

Swap Pages Swaps all events in the current event box with all events from the next page.

Event Option:

Display

Norm: The tile appear on the screen as normally.
Trns: The tile (event) is still there but you can't see it.
Remv: The EVENT will be removed.

Animation

Normal: The NPC move as normally.
RightTurn: The NPC will keep turning right.
LeftTurn: The NPC will keep turning left.
Random: The NPC will move randomly
SameDir: The NPC will move as normally, but it'll always face the same direction.
None: Same as "Same Direction", but the sprites of the NPC will not change.

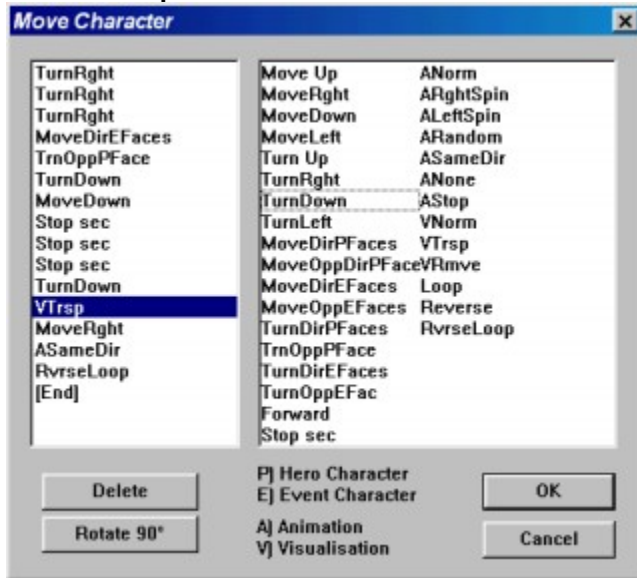
(The arms and legs of the NPC will not move)

Stop: Same as "None", but when you talk to this NPC, it'll keep facing the

default direction, and not facing you.

Speed Set the speed of the tile. 20=slowest 1=fastest

Setup Movement Set the movement of the tile.



Move Up: Move up one tile
Move Right: Move right one tile
Move Down: Move down one tile
Move Left: Move Left one tile
Turn Up: Turn upward
Turn Right: Turn right
Turn Down: Turn downward
Turn Left: Turn Left

MoveDirPFaces: Hero Walk one tile to the direction where the hero is facing.

MoveOppDirPFace: Hero Walk one tile to the opposite direction the hero is facing.

MoveDirEFaces: EVENT tile will walk one tile to the direction the EVENT tile is facing.

MoveOppEFaces: EVENT tile will walk one tile to the opposite direction the EVENT tile is facing.

TurnDirPFaces: The EVENT tile will face the same direction as the hero while standing still.

TurnOppPFaces: The EVENT tile will face the opposite direction the hero is facing while standing still.

TurnDirEFaces: The EVENT tile will face the same direction the EVENT tile is facing while standing still.

TurnOppDirEFaces: The EVENT tile will face the opposite direction the EVENT tile is facing while standing still.

Forward: Move forward one tile.

Stop: Stop for a moment.

ANorm: EVENT tile will change it's tiles (Front, Back, Left, and Right) as normal. Meaning when the EVENT tile walk upward, the tile will be "Back". When it walk downward, the tile will be "Front" This is use when you set the NPC to "ARightSpin", "ALeftSpin" or "ARandom" and you want to change it back to normal.

ARightSpin: EVENT tile keep spinning right.

ALeftSpin: EVENT tile keep spinning left.

ARandom: EVENT tile will change it's tiles(Front, Back, Left, and Right) randomly.

ASameDir: The EVENT tile will move as normally, but it'll always face the same direction.

ANone: Same as "ASameDirection", but the sprites of the EVENT tile will not change.(The arms and legs of the NPC will not move)

AStop: Same as "ANone", but when you talk to this NPC (EVENT tile), it'll keep facing the default direction, and not facing you.

VNorm: EVENT tile will be display in the screen as normal. You will use this when trying to turn a "invisible" or "disappeared" NPC back to the screen.

VTrsp: NPC (EVENT tile) will be invisible.

VRmve: EVENT will be gone for a that time while your Hero is at same map as this tile.

Loop: Keep repeating the function above it.

Reverse: Repeat all the functions above of it one time.

ReverseLoop: Keep repeating all the functions above of it.

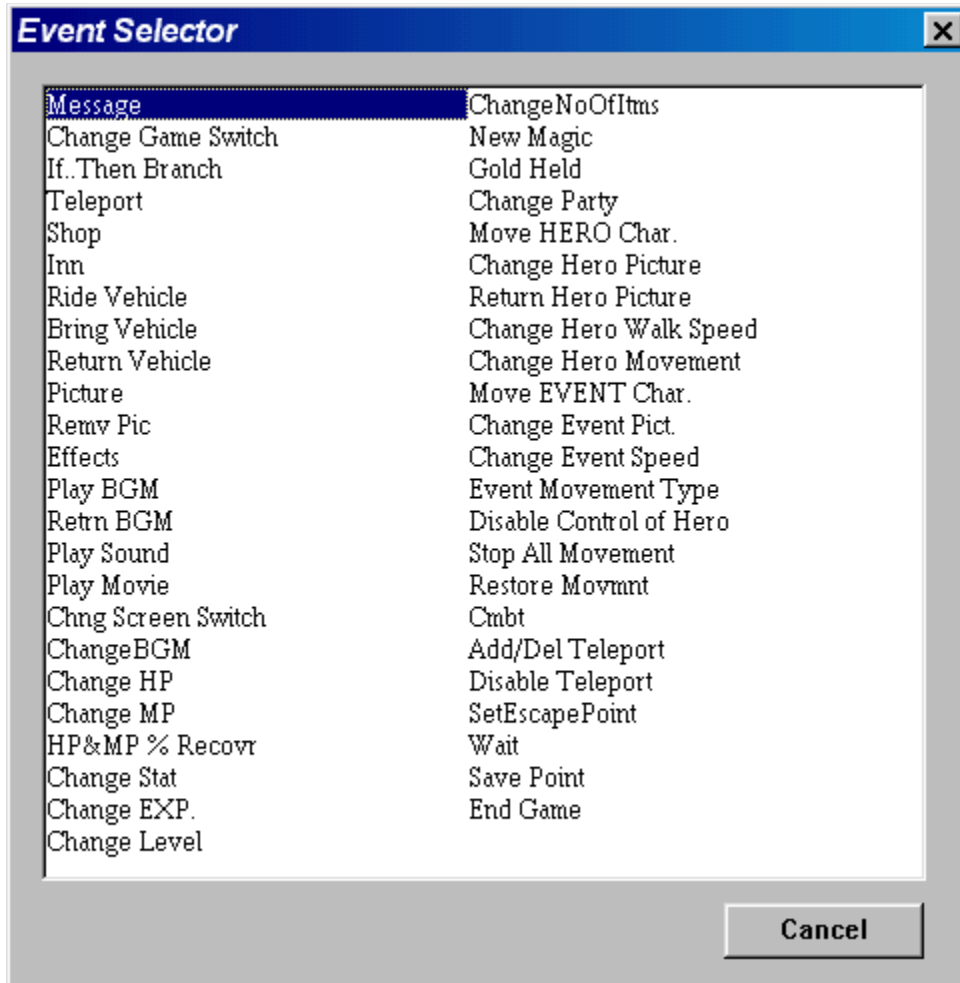
Read more in [FAQ](#).

This help file was created with [HelpScribble](#).



Events

To add an event in the event box, double click on it. Right click an existing event and click on "Properties" to [edit the event](#).



Message This is for talking to another person or send a message to the screen such as "You received 10 GP!" when open a treasure chest.

Wait For Action If the box is checked, the message window will not disappear until you press "Enter". If the box is not checked, then the window will disappear after 2-3 sec.



Note: You can set the amount of time in which a message box disappears in box Message Speed from "[Game Properties](#)".

Display At Bottom The window will display at the bottom of the screen.



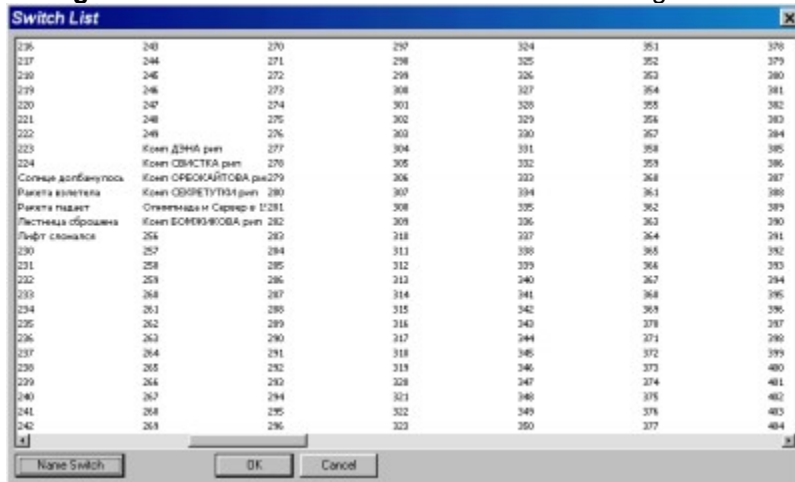
Note: The tokens like **\$1, \$2, \$3, \$4, \$5, \$6, \$7, \$8** will be replaced by names of yours Heroes.

Example: The name of the 1st hero is **LOCKY**, 2nd - **NIA**, etc.

be
useful

Then this string "**\$1: Yo! I got it!!! \$2, come here!**" will
"LOCKY: Yo! I got it!!! NIA, come here!". It's very
in a game with a lot of dialogues.

Change Game Switch Switch to another event in the game.



If..Then Branch

This is for when a NPC ask you a question, you can answer up to 4 answers. After you put this event in the event box, **Ask -<Yes, No>** should appear. Below it should be "Yes" and then "No". If you want an event to happen after the player chose Yes, put the event that's going to happen after "Yes".

Teleport

Teleport your characters to another place. Example: when the hero walk to a door, it'll teleport him inside the house.

Shop

You can place a Shop on your map. You can even choose the items you want to be bought in that shop, and the messages you want displayed (**Greeting Message, Trade Complete Message, No Sell Message**) Remember, you can also edit the price, name etc. of the items / weapons if you go into [Item Editor](#) mode.

At the lower-left of the "Store Manager", there is a check box **"No Sell"**. When you checked it, you can't sell anything in that shop.

Inn

You can place an Inn on any portion of your map. You can choose the **Cost**. "100" means you have to pay \$100. There are 5 check boxes:

Hp Restore - restores your Hp

Mp Restore - restores your Mp

check it, the Inn will restore your Hp and Mp to full volume.

Cure Paralysis - cures paralysis.

Cure Poison - cures poison.

Restore All Stats - cures all **PowerUP, DefenceDown**, etc. [spells](#)

Check it, the Inn will cure it.

You can choose a trade messages at the 3 text boxes:

"Greeting", "Trade Complete" and "No deal".

Ride Vehicle
airship..etc.

You will ride on this "Event tile". This is for riding a vehicle such as boat,

Baloon,

Note: By riding a vehicle your hero can reach a far away lands! He'll fly on swim on **Ship**, etc...

Bring Vehicle

This is pretty much the same as Ride Vehicle. Change the Type (of the event) to the vehicle you want, and when the player activates this event, it will bring the vehicle to that tile.

Return Vehicle

First change the Type (of the event) to the vehicle that the character would be riding, and then put in a Return Vehicle Event. This will make the vehicle non usable, and the characters will no longer be riding it.

Picture

Display a picture or animation on the map.

Browse Select an picture/animation.

Display Effect choose the display effect

Instant
RandomBlockA
RndmBlckdown
RndmBlckUp
RndmBlckB
HorzBlind
VertBlind
HrzStrpe
VrtStrpe1
VrtStrpe2
BigWhirl
SmallWhirl
Quad
Msaic
Fade In/Out

For all of the effects above, I think you should test it by yourself, because I don't know how to explain it, and I don't think you'll understand even if I try. All I can tell you is that, the effects above are same as the "Screen Switch" effects in "BGM & Screen Switch Setup"

To Black First"

Expand to Full Screen Expand the picture to fill the screen, you must set "Fade

Fade To Black First Fade to a Black Screen before the picture is display.

Transparent Border Draw the picture with transparent border. It's very usefull for a FACES, etc.

Wait For Action The picture will not disappear until you press "Enter"

Display Position Set where on the screen the picture will be display at.

Remove Picture

Put this event after the "**Picture**" event. This is where you can create an effect of how the picture you display with the "**Picture**" event will disappear.

Note: Don't use an extra "**Remov Pic**" otherwise you'll got a black screen.

Effect	Create Screen Effects	
	Flash1	Make the fast screen flash
	Flash2	Make the two fast screen flashes
	Flash3	Make the long screen flash
	Tremor	Make a tremor effect (the screen shake)
	Quake	Make an earthquake effect (shake harder than tremor)
(Immediately)	InstantPalChnge	Make the screen turn to a certain color
	FastPalChnge	Slower than InstantPalChnge (Game Stops)
	DelyedPalChnge	Slowest (Game Runs)

Note: The PalChnge effect is very useful. You can make the screen to turn kind of red while the town is on fire or under attack. Or you can turn the screen color to Black and white during a flashback scene.

Monochrome I don't know what exactly this does. When I make a "PalChnge" event, and set the colour Hue to [R-200, G-0, B-200] the screen will turn purple, and you can barely see anything on the screen. But when I checked the "Monochrome" box, the screen still turn to purple but I can see all the stuffs on the map clearly.

Note: You might have to turn on Full Screen Mode to see some of the affects.

Play BGM	Play music, sound or stop them.
Retrn BGM	Return to the original music while playing other musics.
Play Sound	Play sounds. You can set "Stop Previous Sounds" so that the sound that is already playing will stop before playing this sound.
Play Movie	Play an AVI movie. ???????? Expand the movie to fill the screen. Fade To Black.. Fade to a black screen before playing the movie. Display PositionSet where the movie will be playing on the screen.
Chng Screen Switch	Change the switch screen mode for a certain event. This is what's in the boxes: Left box: Map Battle 1 Battle 2 Right box: Instant RandomBlockA RndmBlckdown RndmBlckUp RndmBlckB HorzBlind VertBlind HrzStrpe VrtStrpe1 VrtStrpe2 BigWhirl SmallWhirl

Quad
Msaic
Fade In/Out

Change BGM Change the BGM. The words in the first box are:

Walking
Wagon
Sled
Boat
Ship
Balloon
Airship
*Battle Start
Battle
Victory
Level Up
*Rest

Change HP The top-left box contain all the character's name in your party, the top one is "Allmembers". All the other functions are not translated yet. Click the left option to +/- HP by number. Click the right option to change the character's HP to the number you put at the top-right text box. To make the HP to change randomly, click on the button above the cancel button. A window will appear. Put 20 in the left box and 10 in the right box will make the character's HP to increase randomly between 10-20 points.

Change MP Basically the same as "**Change HP**", but it change the MP.

HP&MP % Recover The left box is the characters in your party, the top one is "Allmembers". The right box is the % of the character's total HP&MP will recover.

Change Stat The right box is the characters in your party, the top one is "Allmembers". The words in the right box are "Normal", "Poison", "Paralyze", and "Dead".

Change EXP. The right box is the characters in your party, the top one is "Allmembers". Click the left box to +/- the number of Experience in the top-right box to your character's current Exp. Click the right box to change your character's Exp. to the number you putted at the top-right box. Click the button above the cancel button, a window will appear. Put a number in each of the two boxes, than the character's Exp. will change randomly between the two number.

Change Level The right box is the characters in your party, the top one is "Allmembers". Click the left box to +/- the number of level in the top-right box to your character's current level. Click the right box to change your character's level to the number you putted at the top-right box. Click the button above the cancel button, a window will appear. Put a number in each of the two boxes, than the character's level will change randomly between the two number.

ChangeNoOf Items The left box are the items you can add/change. Click the left box to +/- the number of items in the top-right box to the No. of item you already have. Click the right

box to change the No. of item to the number you putted at the top-right box. Click the button above the cancel button, a window will appear. Put a number in each of the two boxes, than the No. of item will change randomly between the two number.

- New Magic** Left box = "Allmembers" and other characters in your party. Right box = Magic that your characters will learn.
- Gold Held** Change the number of cash you have. Click the left box to +/- the number of cash to the cash you have. Click the right box to change the No. of cash to the No. you putted at the top-right box. Click the button above the cancel button, a window will appear. Put a number in each of the two boxes, than the No. of cash will change randomly between the two number.
- Change party** You can add, remove or replace the characters in your party.
- Move HERO Char.** Edit the movement of your hero character. Go to "[Setup Movement](#)" above for the definition of the movements.
- Change Hero Picture** Change the picture of the hero character.
- Return Hero Picture** Change the hero picture back to the default picture.
- Change Hero Walk Speed** Set the hero character's walking speed.
9 = slow, 1 = fast
- Change Hero Movement** Change the hero type. NPC, Wagon, Sled, Boat, Ship, Balloon and airship.
- Move EVENT Char.** Edit the movement of the Event (NPC).
- Change Event Pict.** Change the picture of the Event tile (NPC).
- Change Event Speed** Set the speed of the event. Click the left option to +/- the number you putted at the top-right box to your current event speed. Click the right option the change your event speed to the number you putted at the top-right box. Click on the button above the cancel button a window will appear. Put a number in each of the 2 boxes. The event speed will change randomly between the two number. (I don't know what is event speed, if you know, please tell me!)
- EVENT movement Type** Change the event motion.(Stop, follow hero:etc)
- Disable Control of Hero** The player can't control the hero.
- Stop All Movement** Stop all moving objects on the map.
- Restore Movmnt** Restore the control of hero.
- Cmbt** Makes a combat event. Usefull if you want to have an

Event where an NPC displays a message to challenge you, and then you go into a battle. If you don't want your players to be able to escape the battle, put a check in "**No Escape**" box at the bottom. Also read [this](#).

Allow Teleport

[Allow Teleport](#)

Disable Teleport

[Disable Teleport](#)

Set Escape Point

[Set Escape Point](#)

Wait

Freeze the game. The box at the right is where you can set how long the game will be freeze. If you put 10 in the box, then the game will freeze for 1 second. Because 1 = 0.1 second.

Save Point

Save the game. There are 3 check box. When you checked the first box, you'll be able to locate a directory/folder to save your game. If you checked the second box, you'll turn the "Save Without Event" ON, if you haven't already. This mean that you can save anywhere in the game. If you checked the third box, you can no longer save anywhere in the game if you set the "Save Without Event" ON.

End Game

Exit the game. (Exit to Windows)

Read more in [FAQ](#).

Magic Spells

Coming soon...

Read more [here](#).

HP Heal One -

HP Heal All -

MPHeal -

Poison -

Paralyse -

Confuse -

Sleep -

Mute -

Stone -

Attack Down -

Defense Down -

Speed Down -

Attack Up -

Defense Up -

Speed Up -

Detox -

Stat Rcvr -

Ressurrect -

Escape -

Teleport -

Read more in [FAQ](#).

This help file was created with [HelpScribble](#).



Map Palette



Adding tiles on the map
and

selecting

map tile.

more than one tile.

tile" OFF

Filling the entire map by one tile
a


entire map should be that same tile:

Add one tile for a specific portion of the map
appear at.

tile" OFF

How do the comp know which tile is Below you, Same level as you, or Above you?

Select the tiles in **A, B, C** or **D** sets 


then click the pen button 


Then click on the map to add a choosed tile.

Note: Hold Left mouse key and Drag mouse for
more then one tile

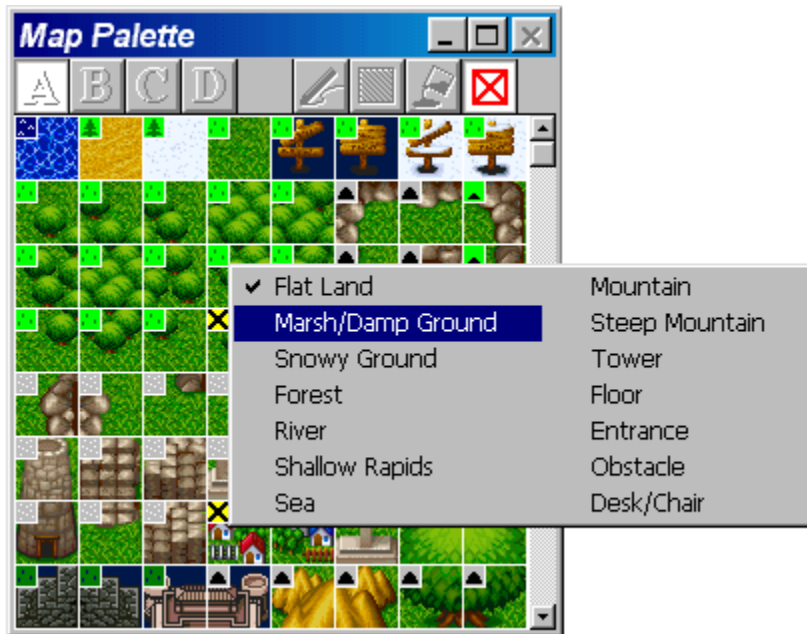
Note: Right-Click at the map window - pick up current
Drag mouse with Right button for picking up


Tip: Hold Shift key when drawing for "Auto connect

Click on the button with a glass and blue ink . Select
tile, and then click on any where in the map. The

Click on the button with a square in it . Select a tile,
and then select a portion on the map where the tile will

Tip: Hold Shift key when drawing for "Auto connect



Click on the button with a red X on it . Then right click on a tile. A list of tile types will appear. Select the type you want, and then click on a tile to make it the tile you want. For example: Select the Flat Land, then left click the grass tile. The Grass tile will be a Flat land, which you can walk on it.

Read more in [FAQ](#).

This help file was created with [HelpScribble](#).

HelpScribble

HelpScribble is a help authoring tool written by Jan Goyvaerts. This help file was created with the unregistered version of HelpScribble, which is why you can read this ad. Once the author of this help file is so honest to register the shareware he uses, you will not see this ad again in his help files.

Recompiling the help project with the registered version is all it takes to get rid of this ad.

HelpScribble is a stand-alone help authoring tool. It does *not* require an expensive word processor. (Only a help compiler as Microsoft likes keeping the .hlp format secret. Not my fault.)

Here are some of HelpScribble's features:

- The Setup program will *properly* install and uninstall HelpScribble and all of its components, including registry keys.
- Create, edit and navigate through topics right in the main window. No need to mess with heaps of dialog boxes.
- All topics are listed in a grid in the main window so you won't lose track in big help projects. You can even set bookmarks.
- Use the built-in Browse Sequence Editor to easily create browse sequences.
- Use the built-in Window Editor to change the look of your help window and create secondary windows.
- Use the built-in Contents Editor to create Windows 95-style contents files. Works *a lot* better than Microsoft's HCW.
- No need to mess with Microsoft's SHED: use the built-in SHG Editor to create hotspot bitmaps. Draw your hotspots on the bitmap and pick the topic to link to from the list.
- With the built-in Macro Editor you can easily compose WinHelp macros whenever needed. It will tell you what the correct parameters are and provide information on them.
- If you have a problem, just consult the online help. The help file was completely created with HelpScribble, of course.
- HelpScribble is shareware. However, the unregistered version is *not* crippled in any way. It will only add a small note to your help topics to encourage you to be honest and to register the shareware you use.

These options are very interesting for Delphi and C++Builder developers:

- If you are a component writer, use the Delphi Parser to build an outline help file for your component. Just fill in the spaces and you are done. HelpScribble can also extract the comments from your source file and use them as the default descriptions.
- If you are an application writer, HelpScribble provides you with a property editor for the HelpContext property. You can select the topic you need from a list of topic titles or simply instruct to create a new topic. No need to remember obscure numbers.
- The property editor also provides a tree view of all the components on your form and their HelpContext properties. This works very intuitively. (Much nicer than those help tools that simply mess with your .dfm files.)
- HelpScribble can perform syntax highlighting on any Delphi source code in your help file.

HelpScribble is shareware, so feel free to grab your copy today from my web site at <http://www.ping.be/jg/>

