RPG MAKER™ II

EVERYONE

CONTENT RATED BY ESRB

DESIGNERS WANTED

agetec®

DESIGNER SERIES™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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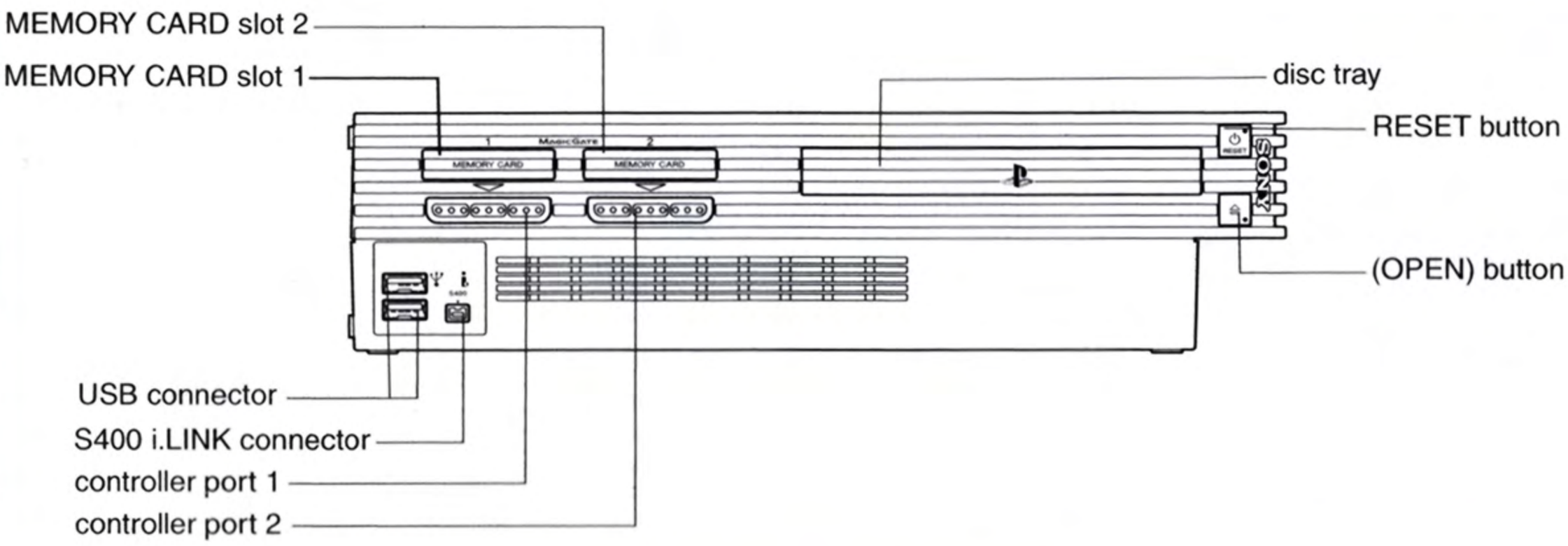
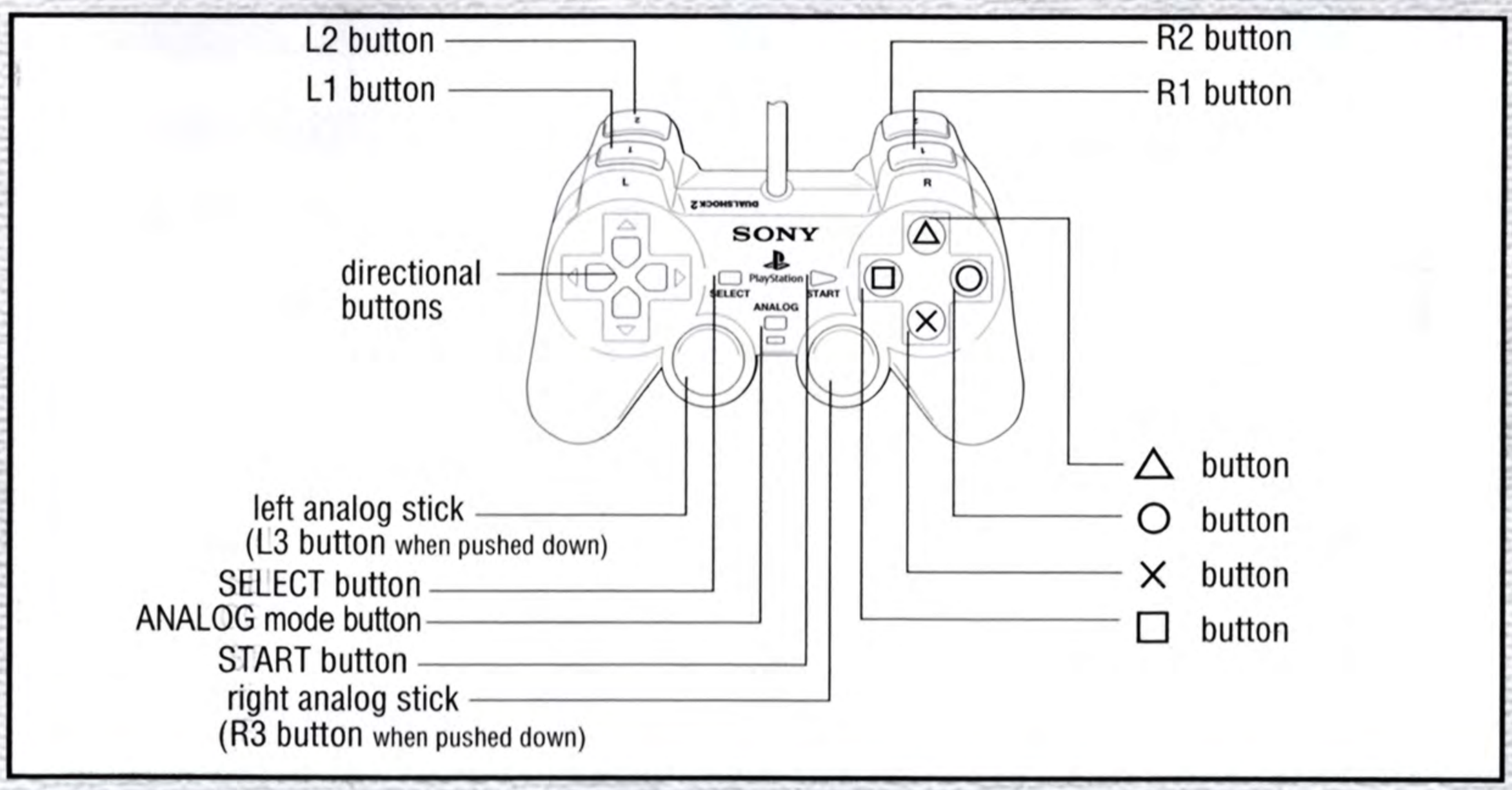
GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the (OPEN) button and the disc tray will open. Place the RPG MAKER 2 disc on the disc tray with the label side facing up. Press the (OPEN) button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



CONTROLLER OPERATIONS

DUALSHOCK®2 Analog Controller Configurations



DURING TEXT INPUT	
Move cursor	Directional buttons
Character input	⊗ button
Exit editor	◎ button
Backspace/delete	▣ button
Enter ***(if possible)***	△ button
Change page	L1 button + directional buttons
Insert page ***(if possible)***	L2 button
Move text cursor	R1 button + directional buttons
Insert page ***(if possible)***	R2 button
Display help	START button

WHILE EDITING	WHILE PLAYING	
Move cursor	**Move character / Move cursor**	Directional buttons
Confirm	**Display menu/Confirm commands**	⊗ button
Cancel	**Cancel/Run**	◎ button
----------	**Close all windows / Execute custom Script**	▣ button
Jump to database ***(only in a pull down menu)***	**Talk/Look**	△ button
Line scroll through list / Move to previous line	**Rotate camera (counter clockwise)**	L2 button
Page scroll through list / Move to previous page	**Rotate camera (clockwise)**	L1 button
Line scroll through list / Move to next line	**Rotate camera (clockwise)**	R1 button
Page scroll through list / Move to next page	**Rotate camera (counter clockwise)**	R2 button
Go to Menu ***(if possible)***	**----------**	SELECT button
Display help	**Turn camera north**	START button
----------	**Move character**	Left analog stick
Take screenshot	**Take screenshot**	L3 + R3 button

MAP EDITOR CONTROLS (Normal/Hard mode)

COMMON	
Create / Edit / Place	⊗ button
Cancel	◉ button
Exit Map Editor	SELECT button
Display help text	START button
Move cursor	Directional buttons ↑/↓/←/→
Switch to Build mode	▣ button + L2 button
Switch to Texture mode	▣ button + L1 button
Switch to Confirm mode	▣ button + R2 button
Switch to View *(edit-all)* mode	▣ button + R1 button
Toggle between A/B data	▣ button + L3 button
Quick-move cursor	R2 button + directional button ↑/↓/←/→
Change window transparency	△ button + R1 button
Hide/unhide windows	△ button + R2 button
Toggle Stop/Free cursor mode	△ button + L1 button
Jump to next pointer	L2 button + R2 button + directional button ↑/↓/←/→
Undo/redo one time	R1 button + R2 button + ◉ button

MODE CHANGE	
Switch to Edit mode	▣ button + directional button ↑
Switch to Copy mode	▣ button + directional button ←
Switch to Delete mode	▣ button + directional button ↓
Switch to Paste mode	▣ button + directional button →

DELETE MODE	
Delete all	R1 button + R2 button + L1 button + L2 button + ⊗ button

PASTE MODE	
Flip	△ button + directional button ↑/↓/←/→
Rotate 90 degrees	△ button + rotate left analog stick
Back to default	△ button + L3 button

BUILD MODE	
Change height	L1 button / L2 button
Resize area horizontally/vertically	Directional button ↑/↓/←/→
Toggle between build methods	△ button + directional button ↑
Switch the terrain shape	△ button + directional button ↓
Rotate terrain	△ button + directional button ←/→
Rotate terrain 45 degrees	▣ button + L1 button
Toggle between heights	▣ button + L2 button
Toggle between slope angles	▣ button + R1 button
Toggle between peak shapes	▣ button + R2 button
Change slope	▣ button + directional button ↑/↓
Change peak shape	▣ button + directional button ←/→

TEXTURE MODE	
Select texture	L1 button / L2 button
Resize area	Directional button ↑/↓/←/→
Toggle between blending methods	△ button + directional button ↑
Switch the landscape shape	△ button + directional button ↓
Rotate texture area	△ button + directional button ←/→
Rotate texture area 45 degrees	□ button + L1 button
Select landscape from 3 types	□ button + L2 button
Toggle between transparency	□ button + R1 button
Toggle between edge blending	□ button + R2 button
Change transparency	□ button + directional button ↑/↓
Change edge blending	□ button + directional button ←/→

CAMERA OPERATION	
Change view	R1 button + directional button ↑/↓/←/→
Rotate view	R1 button + L1 button / L2 button
Zoom view	R1 button + rotate left analog stick
Toggle between zoom amounts	R1 button + L3 button

OVERVIEW MAP OPERATION	
Change size	R1 button + rotate right analog stick
Toggle between sizes	R1 button + R3 button

LIGHT SOURCE OPERATION	
Move light source	R1 button + R2 button + directional buttons ↑/↓/←/→
Back to default	R1 button + R2 button + L2 button

WHEN EDITING (CURSOR ON A POINTER)	
Place another pointer	R1 button + ⊗ button
Set lowest priority to selected pointer	△ button + L2 button + directional button ↑
Set highest priority to selected pointer	△ button + L2 button + directional button ↓
Lower priority of selected pointer by 1	△ button + L2 button + directional button ←
Raise priority of selected pointer by 1	△ button + L2 button + directional button →
Toggle between pointers currently selected	L1 button / L2 button

CONFIRM MODE	
Move character	Directional button ↑/↓/←/→
Move character and ignore collisions	○ button + directional button ↑/↓/←/→
Change character	△ button + directional button ↑/↓/←/→
Toggle between times of day	R1 button + R2 button + L1 button + directional button ↑/↓
Select next weather type	R1 button + R2 button + R3 button
Change weather amounts	R1 button + R2 button + L1 button + directional button ←/→

DUNGEON/BUILDING EDITOR CONTROLS (Normal/Hard mode)

COMMON	
Create / Edit / Place	⊗ button
Cancel	◎ button
Exit Editor	SELECT button
Display help text	START button
Move cursor X and Y axis	Directional button ↑/↓/←/→
Move cursor Z axis	L1 button / L2 button
Switch to Build mode	▣ button + directional button ↑/↓/←/→
Switch to Texture mode	▣ button + L1 button
Switch to View mode	▣ button + R1 button
Switch to Transparency mode	▣ button + L2 button
Switch to Confirm mode	▣ button + R2 button
Toggle between A/B data	▣ button + L3 button
Change window transparency	△ button + R1 button
Hide/unhide windows	△ button + R2 button
Toggle Stop/Free cursor mode	△ button + L1 button
Undo/redo one time	R1 button + R2 button + ◎ button

MODE CHANGE	
Switch to Edit mode	▣ button + directional button ↑
Switch to Copy mode	▣ button + directional button ←
Switch to Delete mode	▣ button + directional button ↓
Switch to Paste mode	▣ button + directional button →

DELETE MODE	
Delete all	R1 button + R2 button + L1 button + L2 button + ⊗ button

PASTE MODE	
Flip X axis	△ button + rotate left analog stick
Flip Y axis	△ button + L3 button

BUILD MODE	
Select block shape	△ button + directional button ←/→
Rotate block direction	△ button + rotate left analog stick
Flip block up/down	△ button + L3 button
Sample block at cursor	△ button + L2 button
Turn On/Off block transparency	△ button + directional button ↑/↓
Change block texture	R2 button + directional button ↑/↓/←/→
Toggle between upper/lower textures	R2 button + L1 button
Copy texture	R2 button + L3 button
Paste texture	R2 button + R3 button
Flip texture	R2 button + L2 button + directional button ↑/↓
Rotate texture	R2 button + rotate left analog stick
Place current texture on all sides of block	R2 button + L2 button + L3 button

CAMERA OPERATION	
Change view	R1 button + directional button ↑/↓/←/→
Rotate view	R1 button + L1 button / L2 button
Zoom view	R1 button + rotate left analog stick
Toggle between zoom amounts	R1 button + L3 button

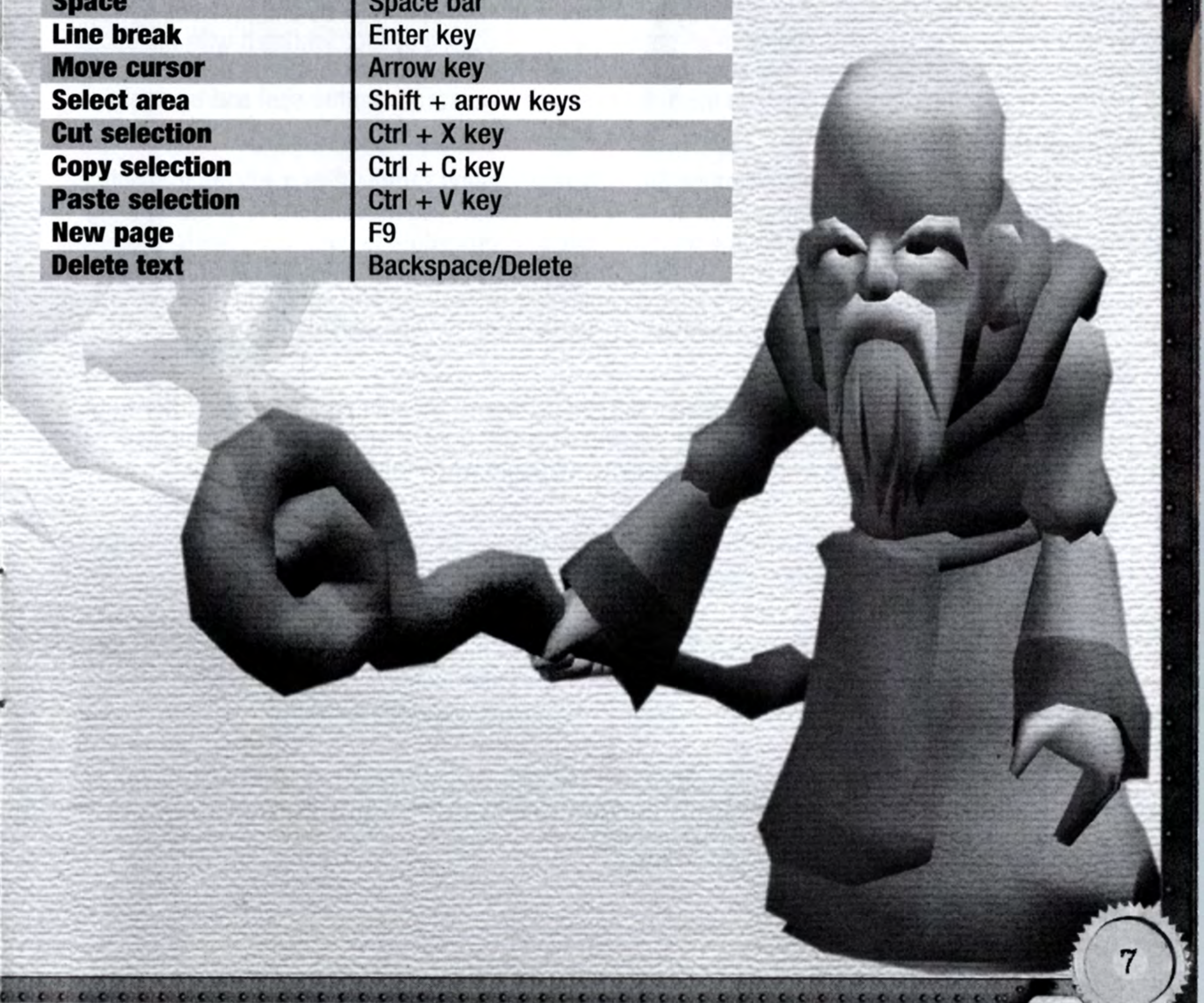
LIGHT SOURCE OPERATION	
Move light source	R1 button + R2 button + directional buttons
Back to default	R1 button + R2 button + L2 button

CONFIRM MODE	
Move character	Directional button ↑/↓/←/→
Move character and ignore collisions	◉ button + directional button ↑/↓/←/→
Change character	△ button + directional button ↑/↓/←/→
Select next weather type *(Dungeon Editor only)*	R1 button + R2 button + R3 button
Change weather amounts *(Dungeon Editor only)*	R1 button + R2 button + L1 button + directional button ←/→

KEYBOARD

This software is compatible with a USB keyboard only when entering characters. Insert the keyboard terminal to the USB terminal of the PlayStation®2 (main unit) before using the keyboard.

KEYBOARD CONTROLS	
Text input	A-Z, Numeric and Symbol keys
Space	Space bar
Line break	Enter key
Move cursor	Arrow key
Select area	Shift + arrow keys
Cut selection	Ctrl + X key
Copy selection	Ctrl + C key
Paste selection	Ctrl + V key
New page	F9
Delete text	Backspace/Delete



Introduction to RPG Maker 2

This section introduces the features and different types of editors that are available in RPG Maker 2.

Maps

Dungeons and Buildings are created by stacking square and triangular blocks. World maps are created by elevating and sinking the ground. Both are completed by adding different types of available textures.

Characters and Enemies

Graphics for the characters and enemies are represented in 3-D. These graphics are referred to collectively as "models." Characters and enemies are created simply by selecting models and assigning various attributes to them. It's also possible to edit the equipment and growth progress for characters, as well as the movement patterns of enemies during battle.

Items and Magic

Items and magic are created by setting the effects when they're used. Since it would otherwise be difficult to set these effects, various samples have been prepared for use. This allows the effects to be created with minimal editing.

Events

The game's scenario must be planned, ranging from conversations with townspeople to battles with bosses. Events that occur in your game are created with a "Script" that is attached to an "Event".

FEATURES OF RPG MAKER 2

Since there are many features available, the procedures may seem complicated when you're just starting out. RPG Maker 2 includes many functions that help cover these intricacies.

Help Function

"Help" refers to the function used to clarify the meaning of each option/menu and provides advice on how to use them. The description of an option can be displayed by highlighting it with the cursor and pressing the START button. You can press the START button anywhere you need help within RPG Maker 2. If you don't find the help you need, try moving the cursor to another spot and try again.

Preset Data

Preset Data refers to the available sample files. There are many sample files available for each editor. For example, when creating a magic spell from scratch, you must create it by assembling Scripts for the dramatization when that spell is used. This procedure is quite complicated. Therefore, the main effects have already been prepared for you. Additionally, Script commands have been assembled to create Events such as selecting teammates and changing Classes. Preset Data is also prepared for maps and enemies, so use the data to your advantage.

Difficulty Level

There are three levels of difficulty: Beginner, Normal and Hard. The editing limitations differ from one level to the next, particularly between the Beginner and Normal levels. The difficulty level can be changed at any time (the created content is not affected when the level is changed).

- **Beginner**

Each editor only allows changes to the name, with the exception of maps and Events. In this mode, you will concentrate on creating a story. Items, Abilities, etc., you'll use the Preset Data.

- **Normal**

Normal mode loads Preset Data similar to that of Beginner mode. "Basic" and "Custom" tab settings are available for each editor. Also, some of the operation methods are different from Beginner mode. If you used RPG Maker 1, we generally recommend the use of this level.

- **Hard**

Each editor will have "Basic" and "Custom" tabs available, and one new tab, "Adv" (Adv settings affects the system software, and we don't recommend the use of "Adv," even for advanced users). Also, no Preset Data is loaded (previously loaded Preset Data is not affected if you switch from Beginner/Normal mode to Hard mode).

RPG MAKER 2 - GAME DESIGN 101

STEP 1: Conceptualize

Think of a general concept for your game. Design on paper, the basic flow of your game. Where will the main character start? Who will join him in his quest? How will they accomplish the quest? What events will occur? Once this is finished you can begin building your game.

STEP 2: Check Settings

Begin your game by choosing the in-game fonts, menu displays and text, camera options and general game settings. Now is also a good time to name your weapon and magic properties along with your abnormality statuses, such as, poisoned or dead.

STEP 3: Build Your Universe

Start off by going to the World Editor and building your outer world maps - these are typically where you would encounter monsters and travel from town to town. Then, create the villages, towns, castles or whatever you thought up to place in your game. This is done using a combination of the World, Building and Dungeon Editors. First you create the ground or foundation of the town with the World Editor. Next you create the buildings that you want to place in your town with the Building Editor. Then you create the interiors of the buildings and Dungeons with the Dungeon Editor.

Step 4: Create Visual Effects

The Visual Effect Editor is one of the coolest parts of RPG Maker 2. You can create anything from simple candle light flames to huge lightning-bathed meteor shower magic effects for battle. There are ranges of pre-made effects that are ready to use as well.

Step 5: Setup Scripts

Scripts are what make Events happen in your game. Scripts are created by selecting commands from menus and linking them together to create a list of commands. There are pre-made Scripts for just about every general type of action you'll need, such as, shops, transitions from towns and vehicles. All you have to do is copy and modify the pre-made Scripts to suit your own needs.

Step 6: Create Events

Events are what run the game. Events are everything from treasure boxes that open, talking characters and cinematic cut-screens to entering and exiting buildings. They are created by attaching Scripts to Object, Character or Building models for placement in the game.

Step 7: Design Abilities, Items and Classes

Abilities are broken into two categories, magic and skill. You use Direct and Indirect Effects to operate them and Visual Effects to display them. A Direct Effect is anything that happens right when you apply it, such as, hitting with a sword or healing with magic. An Indirect Effect is anything that stays on the target after the Direct Effect takes place, such as, poison or other effects. Items are created the same way as Abilities. Set up Classes for your Party Members with ten titles for each Class.

Step 8: Setup Characters and Members

With the Character Editor you choose how you want the Characters and Party Members to look. With the Member Editor you set up the initial Party Members and future Members with Stats, Bios, Items, experience needed to level and Abilities.

Step 9: Setup Enemies

Now you create the enemies and monsters you will fight in the game. First you select how the enemy will look with the Enemy Model Editor. Then you designate the enemy's statistics and how it fights with the Enemy Editor. With the Enemy Action Editor you direct how the enemy moves and reacts during battle. After your enemies are created you set up their units. Units are groups of monsters that will appear together.

Step 10: Placement and Organization

The last steps to finishing the creation of your game world are to place Objects, Events and Units on your World, Town and Dungeon Maps with the Placement Editors and register each map with the World Organization Editor.

Finish: Test and Balance

The last step before putting your game out for people to play is to test and balance it by playing though and adjusting anything out of place or Events not performing correctly. Enemy balance is very important and can determine how easy or difficult your game is to complete.

STARTING THE GAME

"Edit Game" and "Play Game" are available as choices on the Title screen. Select "Edit Game" to create a game or "Play Game" to play a game that has already been created.

This starts the various editors used to create games. "Test Play", which is used to test games that have been created, is also available here.

This is used to play games created using "Edit Game". "Play Game" can also used to play "fu-ma" (a sample game included in the software). To differentiate between "Test Play" and playing a game, the act of playing a normal game will be referred to as "normal play".

The sample game can be used as a reference when creating games.

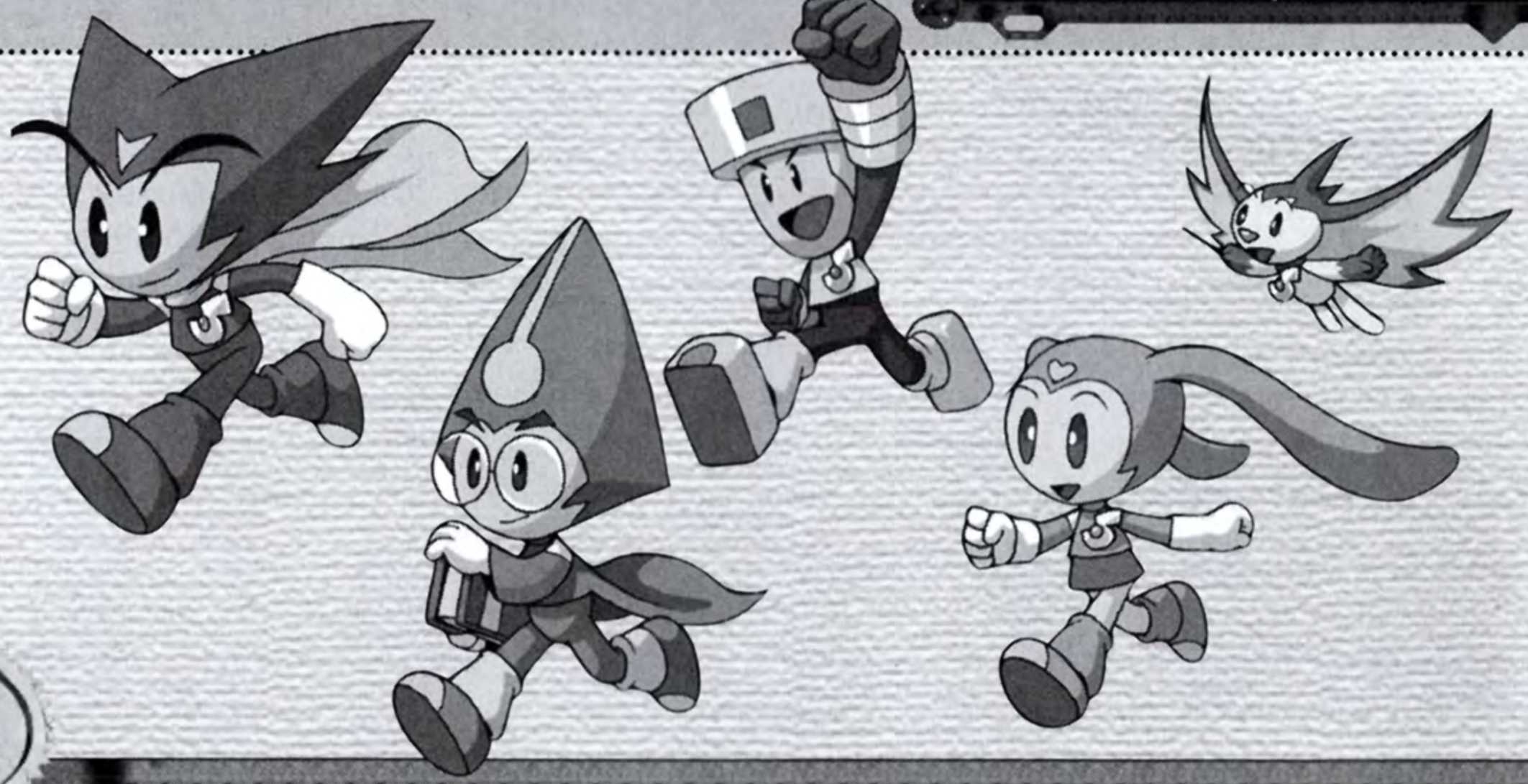
CREATING A NEW GAME FILE

The "Menu" screen will be displayed after "Edit Game" is selected. Press the ⊗ button where the cursor is highlighting the "Menu" item to open the "Menu" window. There are several types of options within the window (black text means it can be selected, gray means that it can't). **A file must be created before using this software.** Create a file by selecting "File" then "New" and selecting a level of difficulty (Beg, Norm or Hard). When creating a new file, the difficulty level you choose is very important. **If you create a new file in Beg mode, all available Preset Data is loaded.** If you choose Hard mode, only the essential Preset Data is loaded. If you create a new game file in Hard mode, there is no way of loading the missing Preset Data at a later time.

Opening Movie

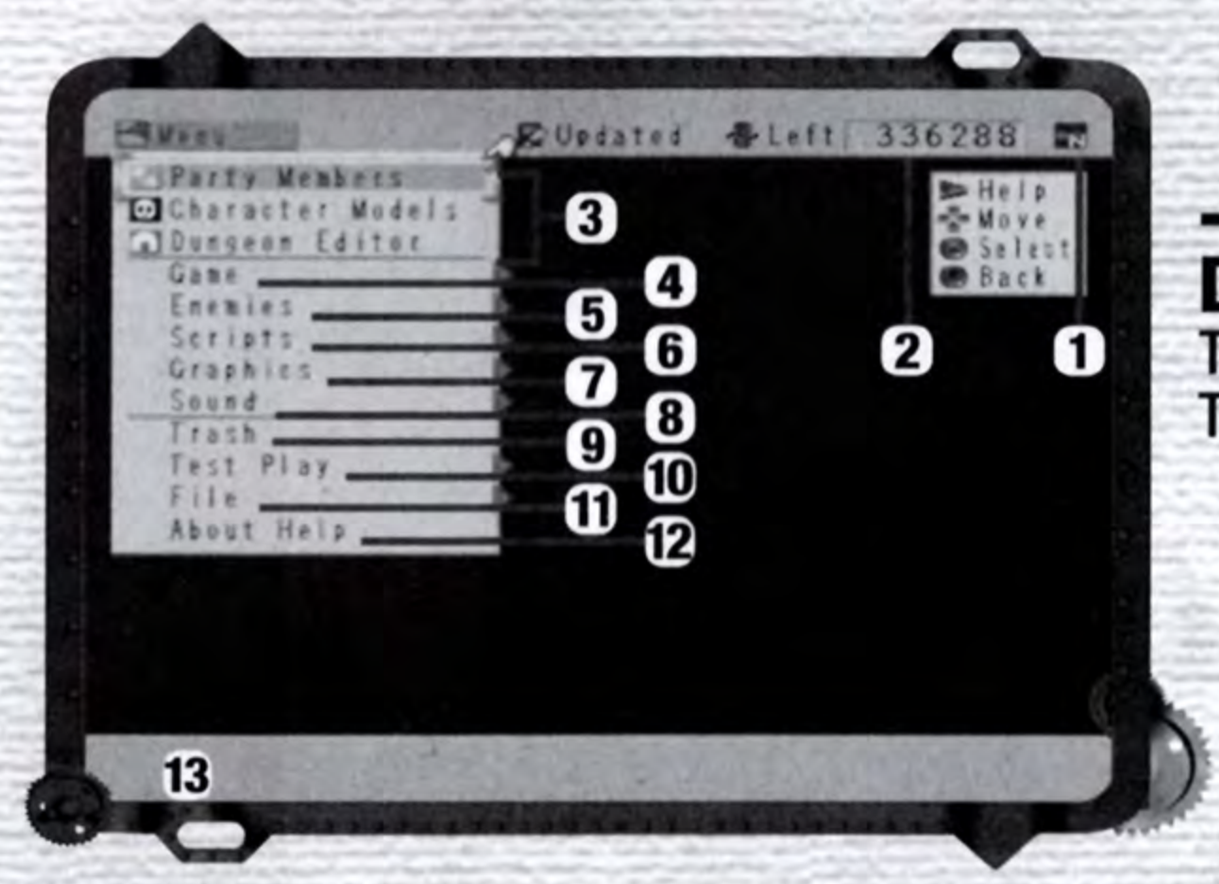
If you leave the screen with "Press Button" displayed on the Title screen, the opening move will play. All screens displayed here are Events created specifically for the opening movie using this software (It is not from "fu-ma").

** The seaming of screens, staff credits and sound were created using special processes (they can't be created using the functions in this software).*



MENU SCREEN DESCRIPTIONS

Moving between the several options displayed on the "Menu" is how you access each editor. This section describes which option opens what editor, as well as the items displayed on the "Menu" screen.



-- 1 --
Difficulty Level Icons

These icons display the current difficulty level. The following icons represent difficulty levels:

Beginner **Normal** **Hard**

-- 2 --
Memory Left

This shows the amount of memory remaining. Memory is depleted each time something is created. Once the memory drops to an insufficient level, further operations can't be done (since the capacity requirements differ depending on the operation, memory may run out before reaching 0).

-- 3 --
History

The last three selected items are shown here. This is a shortcut you can use to access the recently closed editors.

-- 4 --
Game

This contains a collection of editors used for sections dealing with the system, as well as editors used to create the party and Abilities.

-- 5 --
Enemies

This contains editors pertaining to the creation of enemies.

-- 6 --
Scripts

This contains the event and scripting editors. This is where you create the story.

-- 7 --
Graphics

This contains all editors pertaining to graphics. The graphics for the main characters, enemies and maps are created here.

-- 8 --
Sound

This item allows you to listen to the BGM (background music), World (environmental sounds) and SFX (sound effects).

-- 9 --
Trash

All data items sent to the trash from various editors are stored here. "Delete All" permanently erases the data in the trash.

** This function is available only in Normal and Hard mode.*

-- 10 --
Test Play

This item is used to test games that have been created. ** For more details, see page 50.*

-- 11 --
File

This item is used to save and load data. By selecting "Preferences", you can change the BGM used during operation and difficulty levels settings can also be changed. The grayed items are only available when "Delete all" is selected (Caution: All "Updated" data will be deleted).

-- 12 --
About Help

This describes the help function used in this software.

-- 13 --
Window Shortcut Bar

The portion of the screen contains icons of all the windows currently open. To access the shortcut bar, press the ⬇ directional button when the cursor is at “Menu” button.

CREATION PROCESS PART 1 (DUNGEONS, CHARACTERS, OBJECTS)

After creating a new file, begin by using the following steps outlined n this section instead of creating Items on your own. By doing so, you will be able to grasp the creation procedures used in this software. Set the difficulty level to "Beginner".

CREATING DUNGEONS

Select "Graphics" then "Dungeon Editor" to open the "Dungeon Database". Since Beginner mode doesn't allow the creation of new dungeons, scroll down the list and select "Underground" as the example. To open the "Dungeon Editor", select "Edit" on the pull down menu that appears after pressing the ⊗ button. The cursor is set at "Basic" when the editor opens, press the ➡ directional button to select "Edit" and then press the ⊗ button.

DUNGEON/BUILDING EDITOR CONTROLS (Beginner mode)

COMMON	
Create / Edit / Place	⊗ button
Cancel	◎ button
Exit Dungeon Editor	SELECT button
Display Editor Help	START button
Move cursor X and Y axis	Directional buttons ⬆/⬇/⬅/➡
Move cursor Z axis	L1 button, L2 button
Change to View mode	Display menu with ▣ button
Change to Build mode	Display menu with ▣ button
Change to Confirm mode	Display menu with ▣ button
Toggle between A/B data	Display menu with ▣ button
Undo/redo one time	R1 button + L2 button + ◎ button

MODE CHANGE	
Change to Edit mode	Display menu with ▣ button
Change to Copy mode	Display menu with ▣ button
Change to Delete mode	Display menu with ▣ button
Change to Paste mode	Display menu with ▣ button

BUILD MODE	
Select block shape	△ button + directional buttons ⬅/➡
Change direction of selected block	△ button + directional buttons ⬅/➡
Flip selected block horizontally	△ button + L3 button

CAMERA OPERATION	
Change view	R1 button + directional buttons ⬆/⬇/⬅/➡
Change camera zoom	R1 button + rotate left analog stick

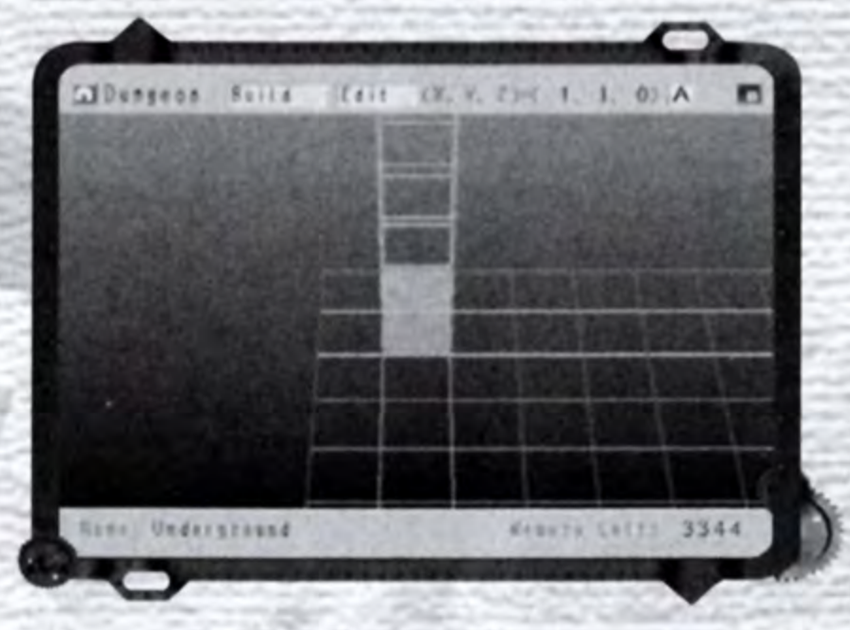
CONFIRM MODE	
Move character	Directional buttons ⬆/⬇/⬅/➡
Move character and ignore collisions	◎ button + directional buttons ⬆/⬇/⬅/➡

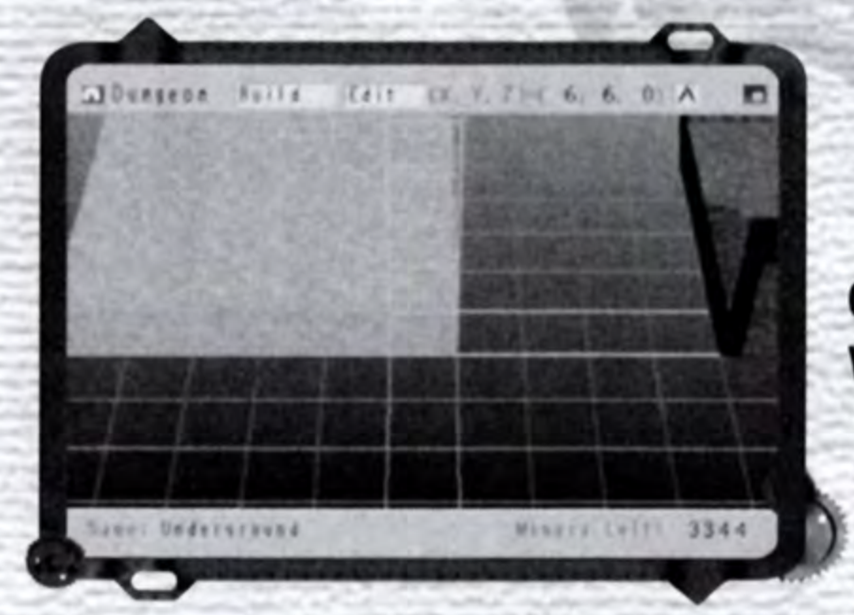
** These operating procedures are for Beginner mode only. For operating procedures relative to Normal and Hard mode, refer to the "Controller Operations" section of the manual.*

Creating the Floor

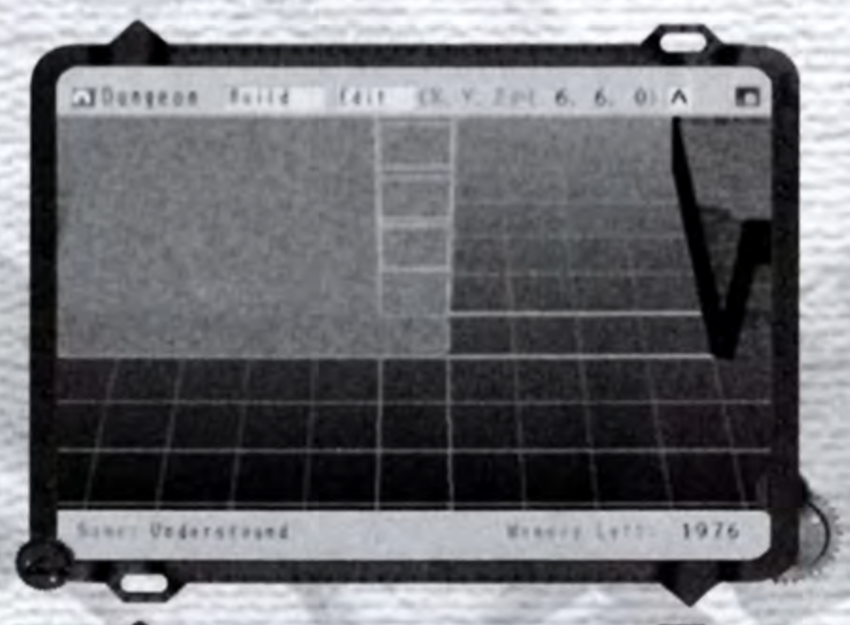
Once the "Dungeon Creation Editor" starts, a yellow block is displayed. This block is the cursor. A dungeon is created using "blocks" placed by the cursor.
The cursor's coordinates are 16, 16, 0 (this is displayed on the upper-right portion of the screen). This indicates the center of the editor (center of horizontal and vertical coordinates; height is 0). This "Underground" passage has already been prepared as a sample, but ignore the placed blocks. Right now we are focusing on placing new blocks.

① Use the directional buttons to move the cursor to the upper left of the screen (coordinates 1, 1, 0). You are going to create a new area in this location. First, you must create a floor on which the main characters will walk (the characters will not be able to move unless a floor is created).





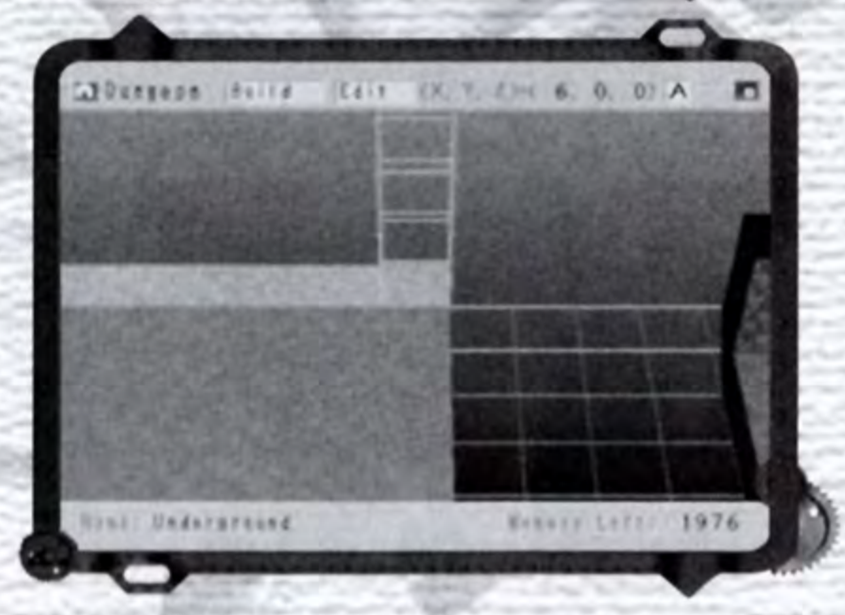
② To create blocks for the floor, push the ⊗ button then move down and right using the directional buttons. The yellow area will increase, thereby creating more blocks.

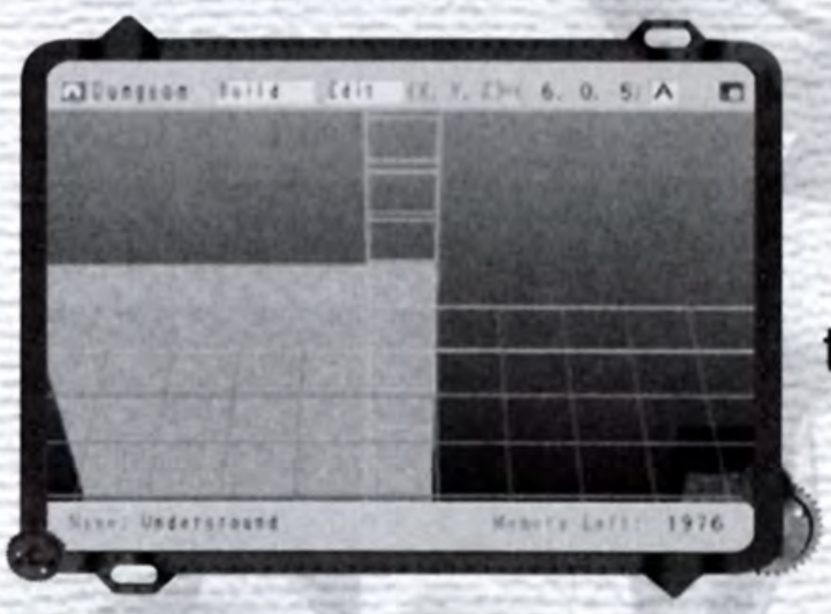


③ When the cursor is moved to coordinates 6, 6, 0, press the ⊗ button to confirm. This will create a gray floor. It is possible to fill the area block by block, but for wide ranges it is more efficient to define the start and end points as you just did.

Creating Walls

① Move the cursor to 1, 0, 0, then press the ⊗ button and move to the right (as you did when you created the floor). The destination coordinate is 6, 0, 0. Don't confirm it yet.





② Leave the cursor where it is and press the L1 button five times. The cursor will move up each time the L1 button is pressed (the L2 button moves the cursor down). The final coordinate location will be 6, 0, 5. Press the ⊗ button to confirm. Your wall has just been created.

Changing Angles

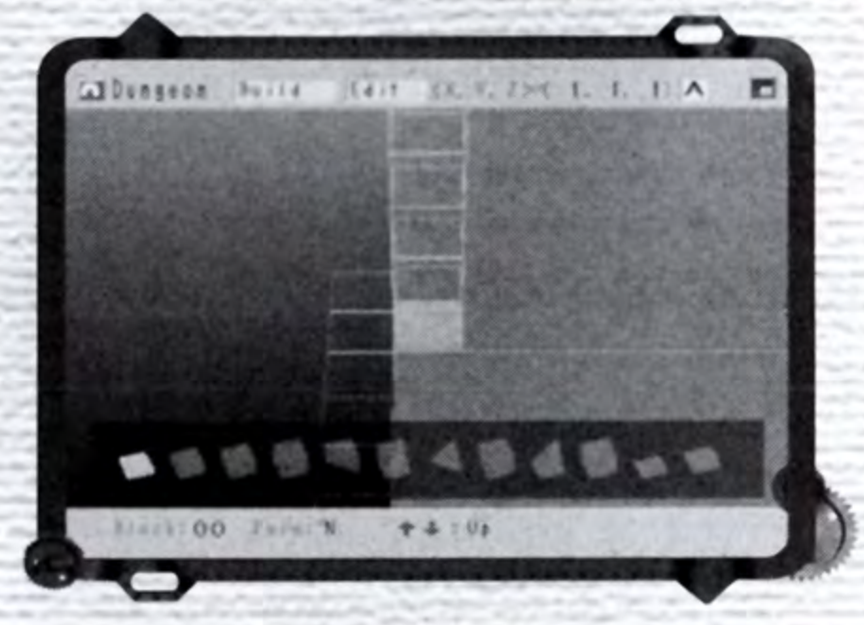
R1 button + directional buttons ↑, ↓, ← and →

The camera angle can be changed to view what was created. Press the ← and → directional buttons while holding down the R1 button. Each time a button is pressed the viewpoint will change by 45 degrees, with the current cursor location as the center (it's better if you move the cursor to a location that will allow easy viewing).

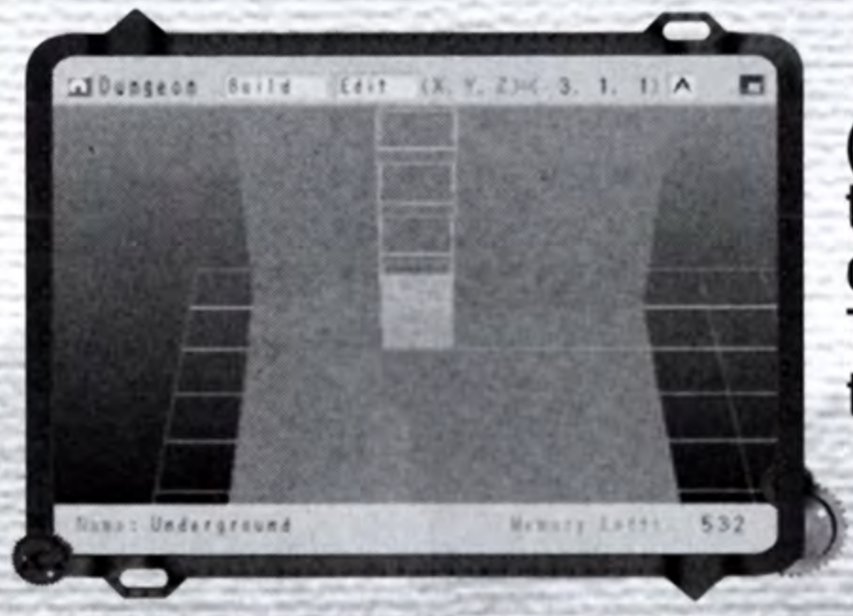
R1 button + Left Stick Rotation

Now rotate the left analog stick in a counterclockwise motion while holding down the R1 button. The viewpoint will back away, allowing the map to be viewed at a reduced size. Moving the stick clockwise lets you zoom in.

Creating Stairs

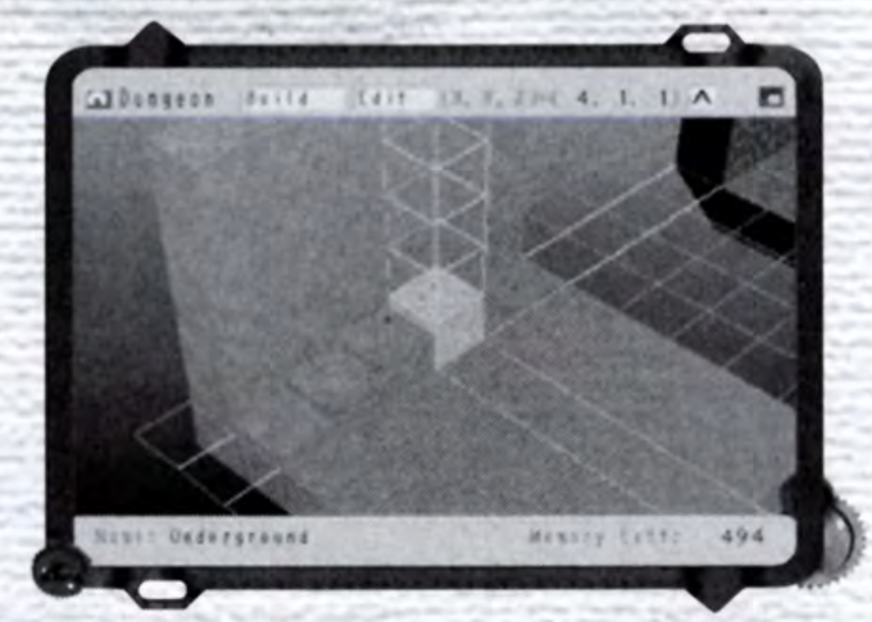


① Move the cursor to coordinate 1, 1, 1 (if it's hard to see, change the angle). Press and hold the △ button at that location. A window containing several types of blocks will be displayed. Hold the △ button down and use the directional buttons to choose the block on the far left, then release the △ button. The shape of the block will change accordingly.



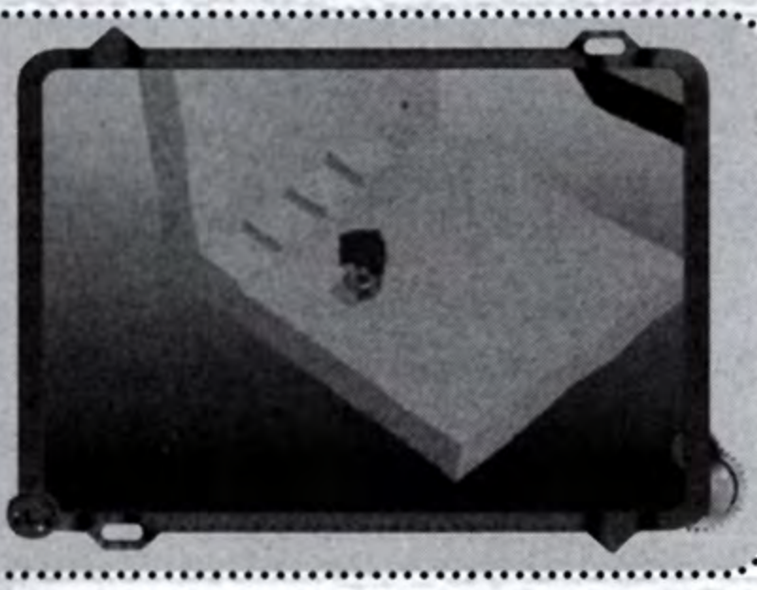
② Press the ⊗ button twice at the current location (coordinate 1, 1, 1) to place the block. Move the cursor one unit to the right (coordinate 2, 1, 1). Press the △ button again to open the selection window in order to change the block shape. This time, select the block located immediately to the right of the block currently selected. Place the new block at the current location (coordinate 2, 1, 1) and confirm it. Repeat this process to make stairs that gradually ascend.

③ Use four blocks with gradually different heights to create stairs. Once it's complete, change the camera angle to view the area that has been created. If the area is similar to the screenshot shown to the right, then you did it correctly!



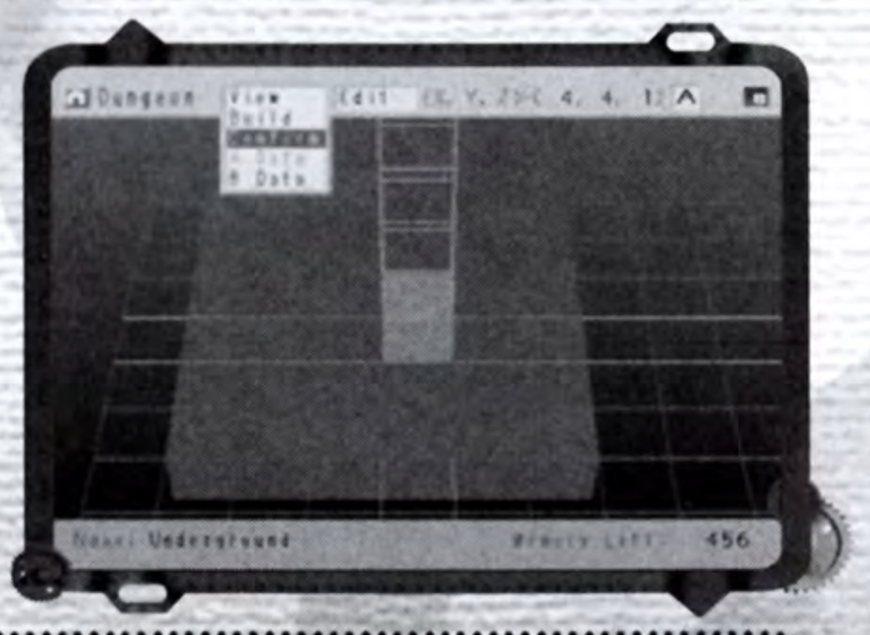
The height a character can climb

The block displayed on the far left of the window that is opened by pressing the △ button is one-fourth the height of the blocks used to create the floor and walls. This is the height limit a character can climb. Therefore, it's necessary to create stairs that are one-fourth higher at each step.



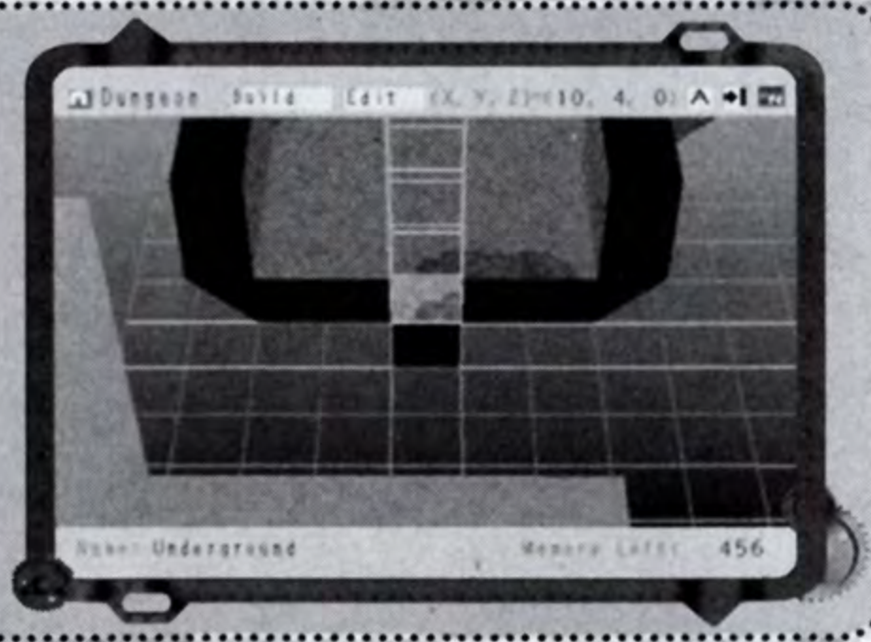
Confirming the Map

You can move a character around on the area you just created. Move the cursor to coordinate 4, 4, 1 and then press the ▣ button. Select "Confirm" from the pull down menu. The mode will change and a character will be displayed. Move the character around using the directional buttons (the reason the blocks look warped is because this preset map was set that way). Press the ▣ button to return to the editor.

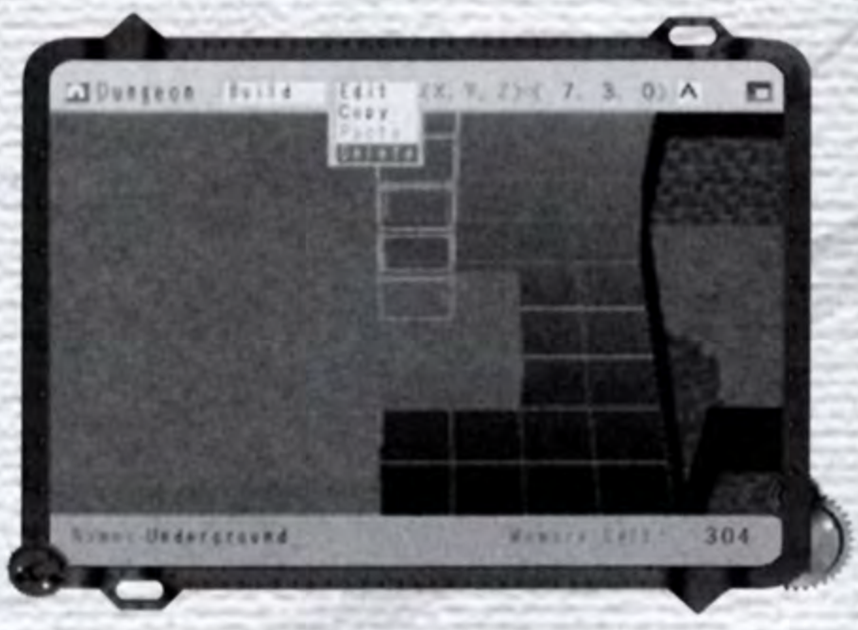


Quick Copy

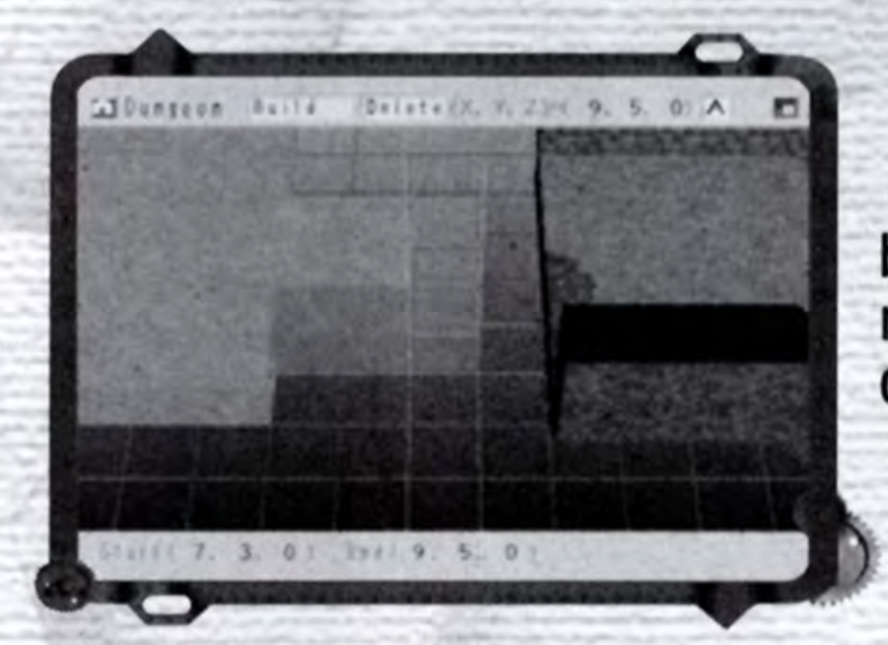
Place the cursor on the block you want to make an exact replica of and press the R2 button + △ button. This procedure changes the cursor to the block your cursor is on and allows you to build using that exact block.



Deleting Procedures



① A block can be deleted if it has been placed by mistake (the following is only for Beginner mode). Press the ■ button to display the pull down menu, and press the ✕ button while "Build" is selected. This will display the "Edit" category. Select "Delete", which immediately turns the cursor red.



② With the cursor red, use the same procedures as placing the blocks to select the blocks you'd like to delete. To return to the mode for placement of blocks (yellow), press the ■ button to display the pull down menu, and press the ✕ button while "Edit" is selected.

Updating information

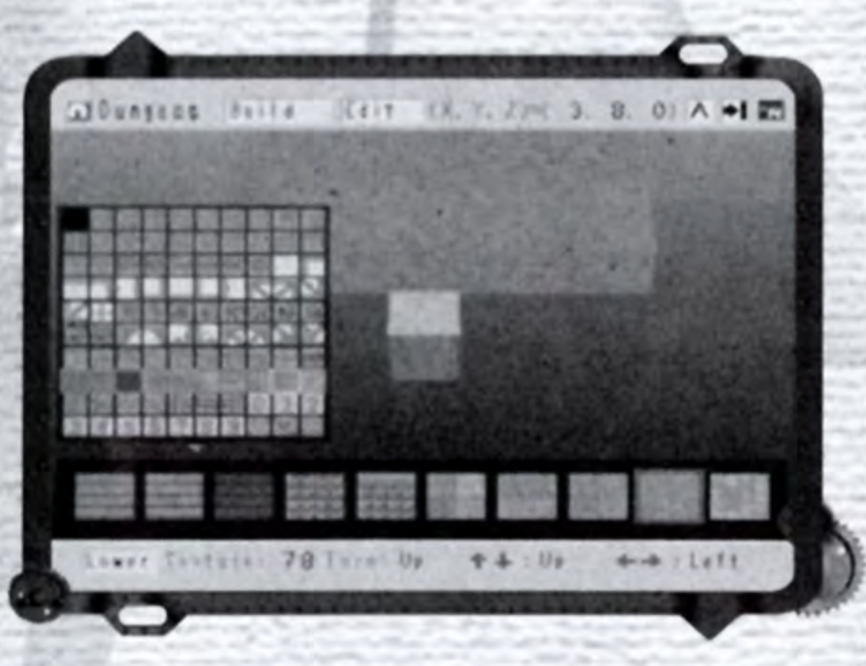
Let's temporarily save the progress up to this point. Pressing the SELECT button will exit the editor. Press the ● button when you get back to the "Dungeon Editor", then select "Update data and exit" (this save is temporary, and must be selected each time the settings are updated - data is saved to the memory card using a separate procedure.).

Applying Textures (Normal mode)

Let's apply some texture to the map you've just created to make it look more realistic. Textures can only be applied in Normal or higher difficulty level, so switch to Normal by selecting "File" and then "Preferences". Once switched, move back to "Graphics" then "Dungeon Editor". The cursor will be on "Create New Data". Press the ↑ directional button twice, and then press the ✕ button. Start the "Dungeon Creation Editor" editor by selecting "Underground", "Edit" and then pressing the "Edit" button.

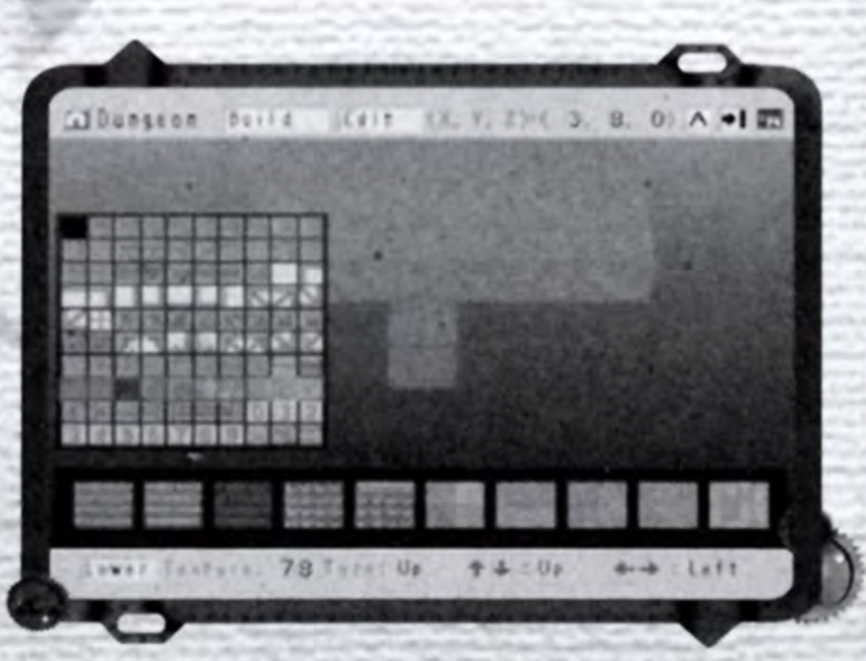
R2 button (texture selection)

Move the cursor so you can easily see it. Press and hold the R2 button to display the "Texture Selection" window. "Texture: 28" is displayed at the bottom-left corner of the screen. Hold down the R2 button and press the ↓ directional button to move to "Texture: 78". When the button is released, the 78th texture will be pasted onto the cursor. Note that the texture will only be pasted on the side of the block facing the camera. Use the R1 button + ↑, ↓, ← and → directional buttons to move the camera toward the side of the block you wish to texture.



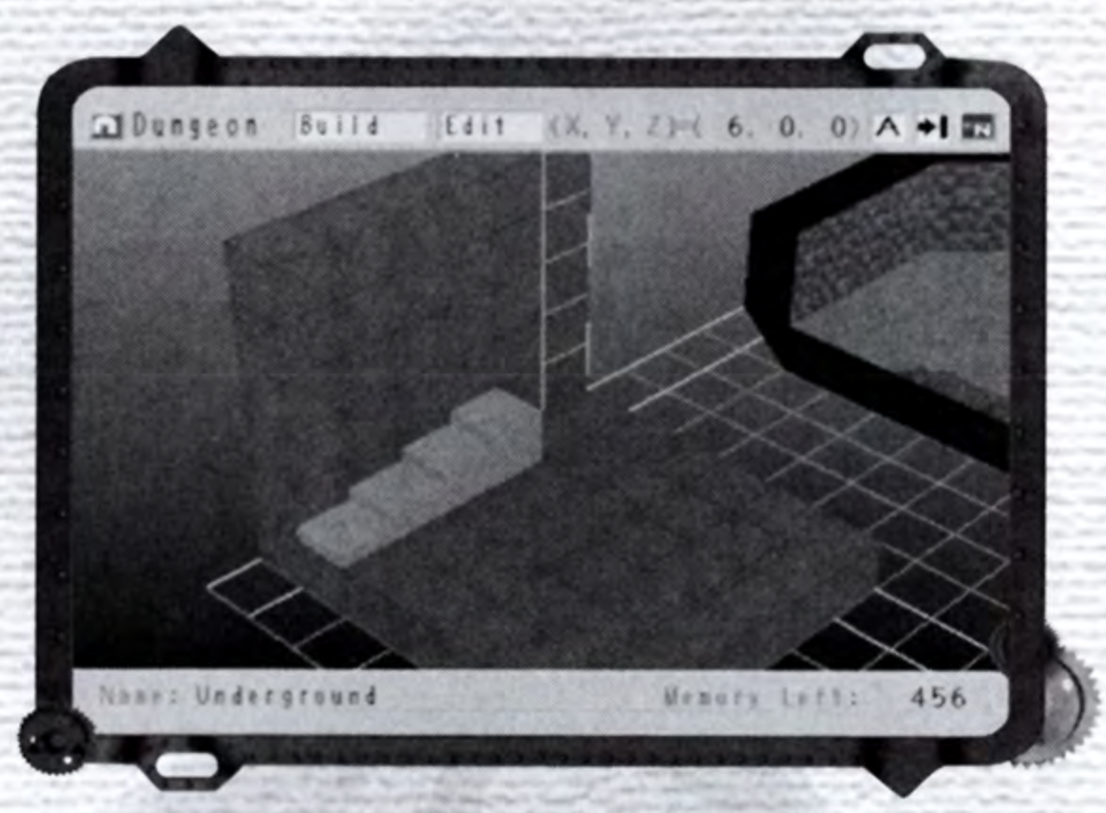
R2 button + L2 button + L3 button (all surfaces)

When it's too troublesome to place the texture surface by surface, press the R2 button while holding down both the L2 and L3 buttons. All surfaces will be pasted using the same texture.



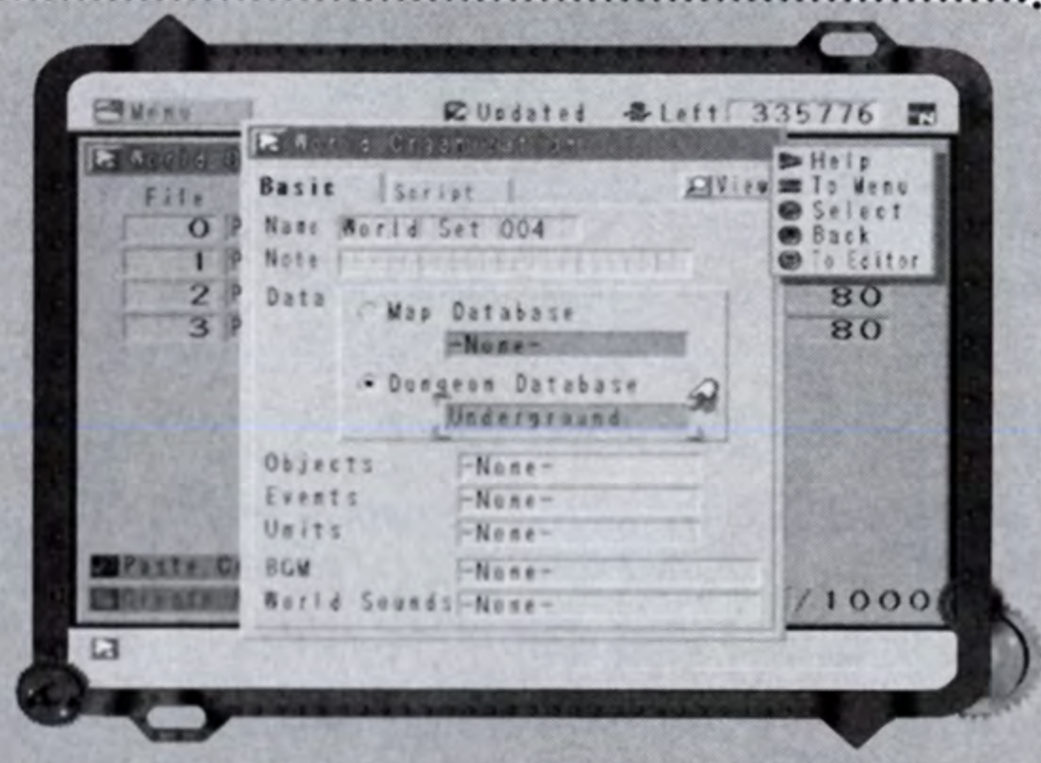
Editing the Map

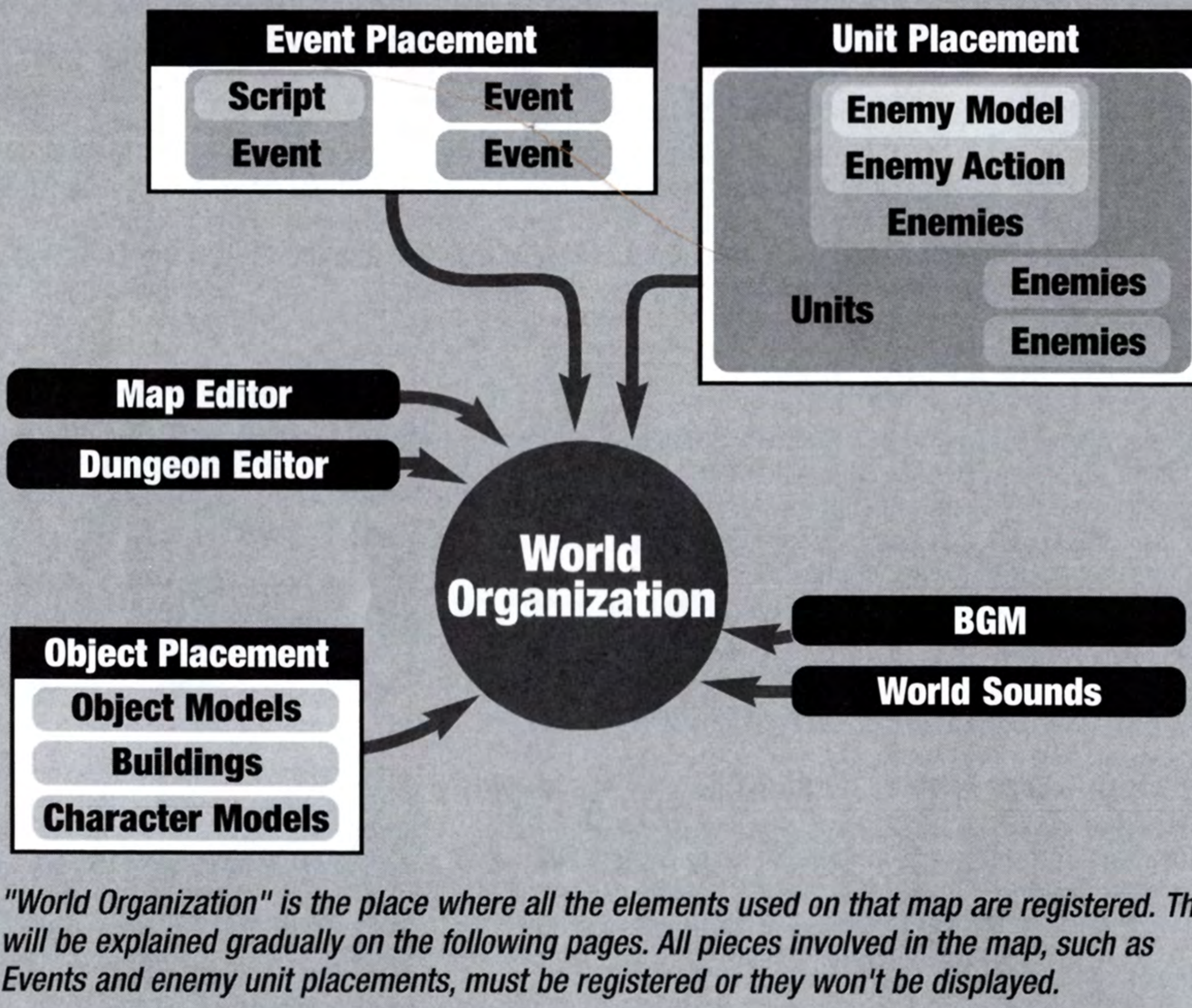
Once blocks are placed with textures, use the blocks to create the floor and walls as you did before, tracing the floor and wall created previously. It may seem like you're doubling the work, but you can avoid mistakes by using blocks without textures and then placing textures on them later. This concludes the creation of dungeons for the time being.



Don't forget to register the map! ①

Once you've created a map, be sure to register it in "World Organization". Open "Graphics" then "World Organization" and select "Create New Data". Next, register the previously created "Underground" map to the "Dungeon Database" option. So far you've only created a dungeon, so this concludes the map registration for now.





** "World Organization" is the place where all the elements used on that map are registered. This will be explained gradually on the following pages. All pieces involved in the map, such as Events and enemy unit placements, must be registered or they won't be displayed.*

CHARACTER CREATION

This section explains how to create the "main character" that will represent the player within the game. First, the graphics of the main character must be created using the "Character Models" editor (the editor that creates the model is within "Graphics"). This function can only be used in Normal or Hard mode. Once a model is created, you must register it as a "Party Member". The process is complete once the starting party and starting location are set.
These procedures apply to all "members that will enter the party". Don't forget to define other members of the party using similar procedures once the main character is created.

Character Creation Process

Graphics [Character Model]

⬇

Game [Party Member]

⬇

Game [General Settings] (Party)

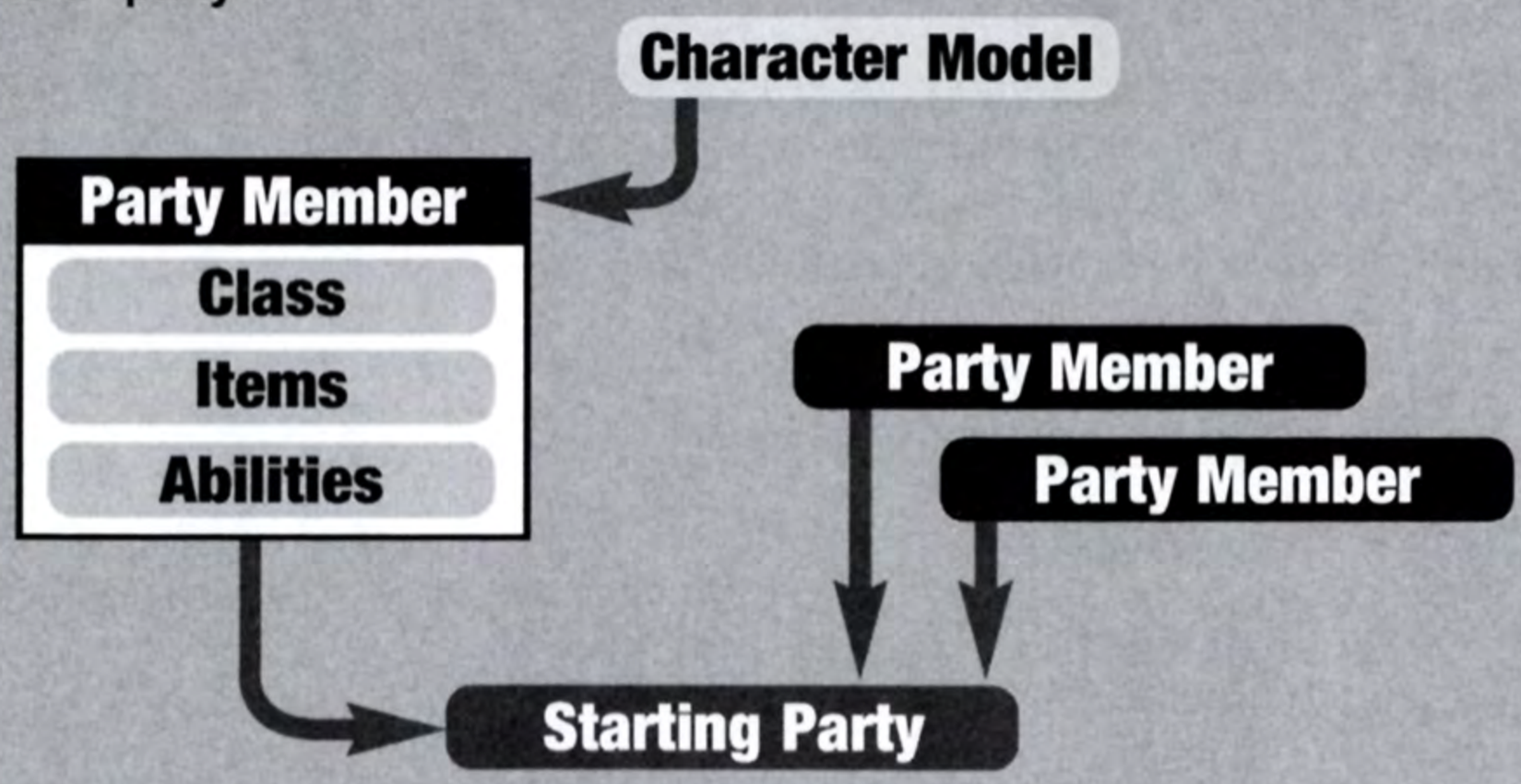
⬇

Game [General Settings] (Location)

Use the Preset Data if it's troublesome.

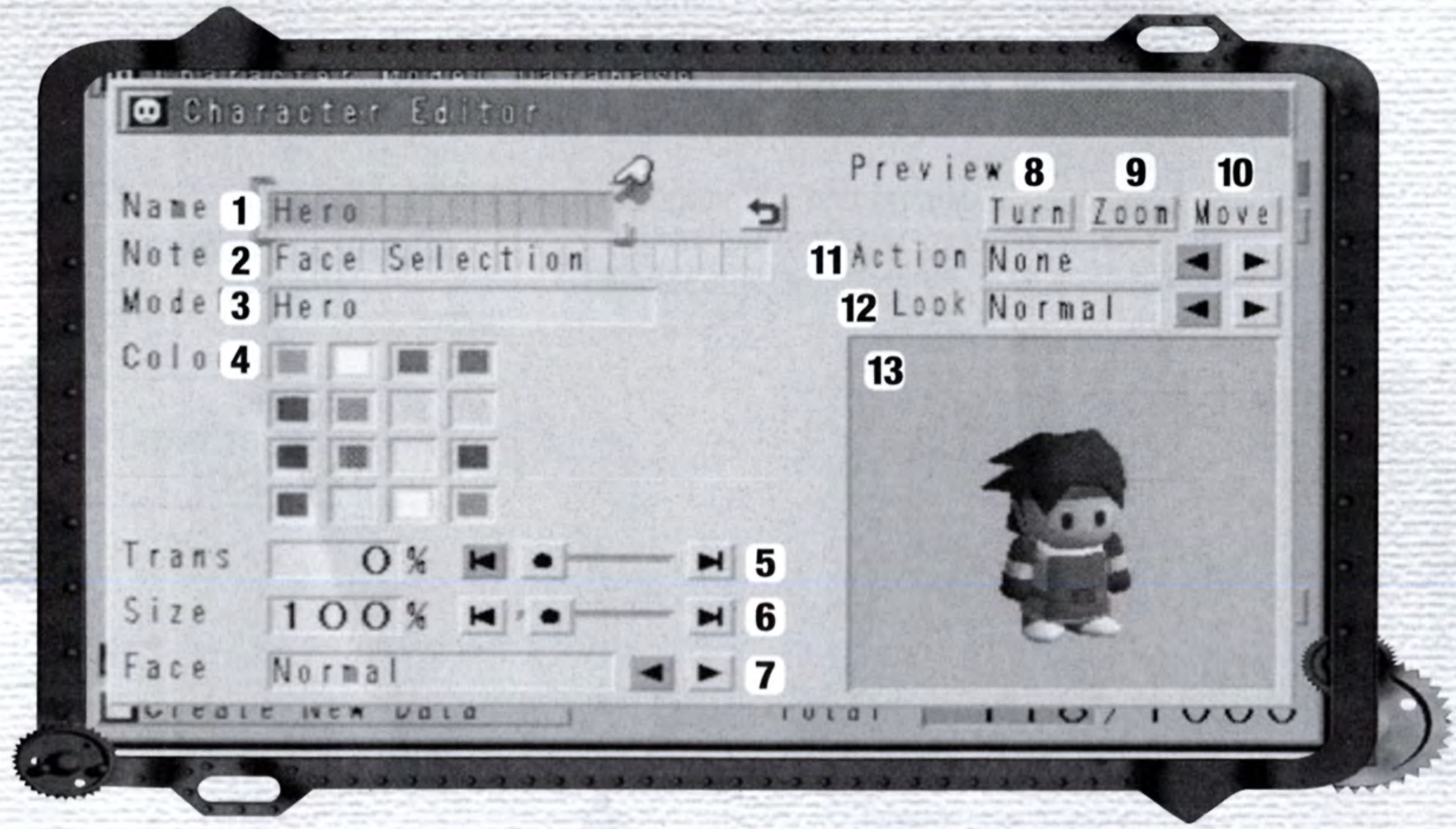
Elements that comprise the main character

If the main character is created in a simple manner, it should be sufficient to just use a model by itself. A single "member" is created using each of the following editors: Class, Item and Abilities. These editors are used to create (not required) a Class, starting Items/equipment and Abilities that can be used (including the spells and skills that will be learned later). These members come together to create a "party".



Screen Description

It is possible to create a "Character Model" that comprises the main character's graphics in Normal mode. Open the "Character Model Editor" by selecting "Graphics", "Character Model" and then "Create New Data" (hereinafter referred to as "Create New").



1 Name

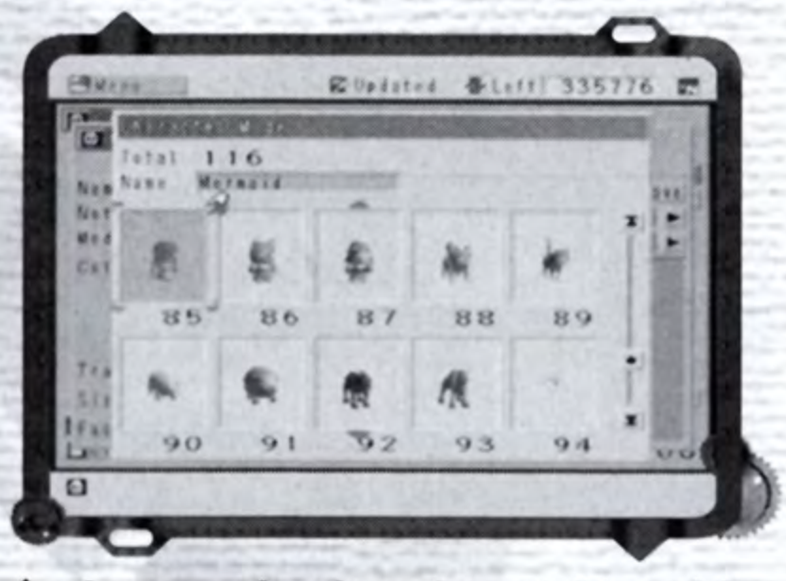
Enter the "Text Input" screen to choose the name. Up to eight characters can be entered.

2 Note

This is a memo pad for the creator. Since this is not reflected in the game, it isn't necessary.

3 Model

This option is used to choose the character's graphics from 116 different types. Select the graphics you'd like to use for your character from the "Model Selection" window. In addition to human type characters there are animal and other types available.



▲ *A name is already set. Use this as a reference for your selection.*

4 Color *(see the next page for more details)*

5 Transparency

This is used to set the transparency level. The character becomes more transparent as the number increases. At 100 percent, the character is invisible.

6 Size

The standard is 100 percent. The size can be set to a value between 1 and 999 percent.

7 Face

This allows you to choose a different face for the character. Choose from 14 different types.

8 Turn

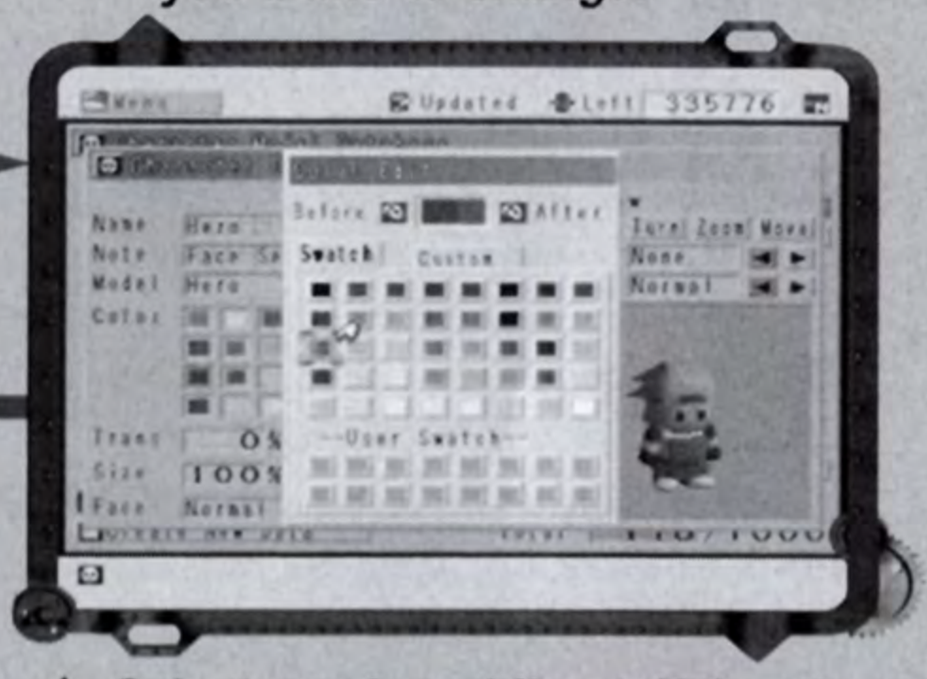
The graphics in the Preview screen are rotated by moving the ▲, ▼, ◀ and ▶ directional buttons while the ⊗ button is held down on this option. Items 8 through 12 are all functions used for purposes of verification.

Editing Colors

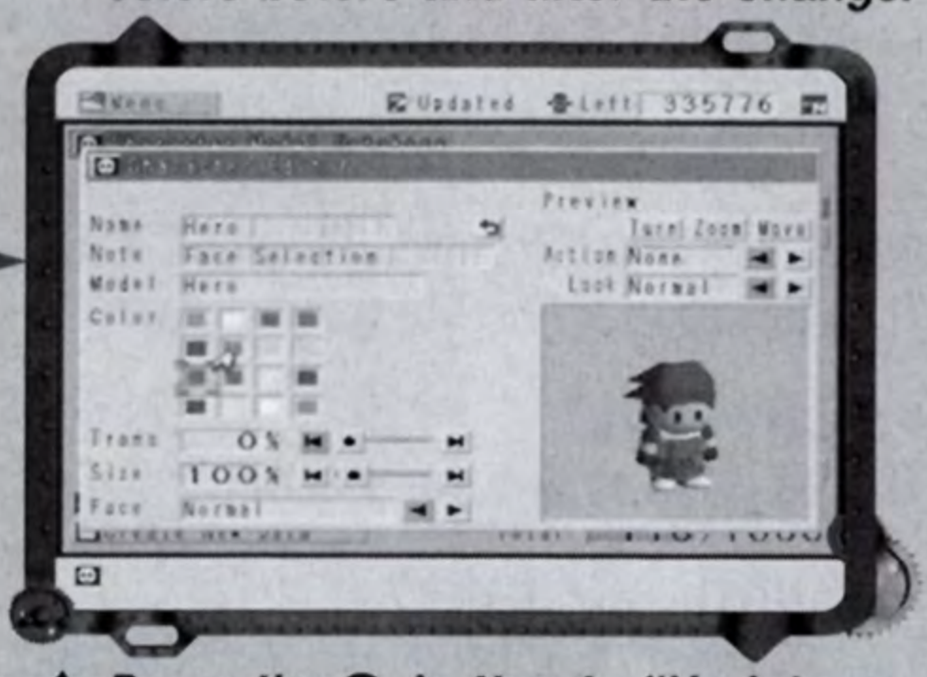
The 16 boxes within the 4 x 4 matrix are referred to as "swatches". When the cursor is placed on one of the boxes, a certain portion of the character within the preview screen will flash in black and white. That flashing area indicates the "area that is colored with the color specified by the cursor". For example, if you want to change the hair color, find the box that makes the hair flash and press the ⊗ button. The "Color Edit" window will be displayed allowing you to select a new color. The "Custom" option allows you to create original colors by adjusting the brightness and RGB values.

Find a color for the area you'd like to change.

Press the palette-shaped icon (see picture) to save a customized color to the "User Swatch" if you'd like to use the customized color for other model parts.



Select a color while verifying the colors before and after the change.



Press the ◉ button to "Update data and exit".

9 Zoom

Press the ⬆ directional button to zoom in and the ⬇ direction button to zoom out while holding down the ⊗ button

10 Move

Using the ⬆, ⬇, ⬅ and ➡ directional buttons while holding down the ⊗ button allows movement within the screen.

11 Action

Using this function you can check out the movement types for the character, such as "Walk" and "Happy". The "Special" type action is a unique movement for each character.

12 Look

This function allows you to check out the facial expressions for the character, such as "Sad" and "Happy".

13 Preview

The current character model is displayed here.

CREATING PARTY MEMBERS

Let's create party members using the model created in "Character Model". Open the "Party Member Editor" by selecting "Game", "Party Members" and "Create New Data". Avoid using the "Adv" tab available in Hard mode, since it affects the system itself.

Basic

This sets the name and model. The data list that is registered within "Character Model" will be displayed when the ⊗ button is pressed while the cursor is highlighting "-None-". The model previously created is located at the very end of the list (you can instantaneously move to the very last entry by pressing the ⬆ directional button). Select a model.

Custom

This section is used to set the information of the member, such as the starting attributes, experience curve (how fast levels are gained), starting equipment and Abilities that can be learned. The following describes the settings for each category.

• Details

The gender category has names such as "Sex 2" to denote genders other than male or female. These can be edited using "Game Settings", "Custom" and "Sex". Classes are selected after they're created with the "Class Editor". Enter anything you'd like for "Origin" and "Bio".

• Stats

There are 10 types available for use. The attributes will change when a growth "Type" is selected, but the values can be directly entered as well. "Lvl UP" refers to the value added to the "Lvl 1" when a level is gained (Level 2 = Lvl 1 value + Lvl UP).

⬆ *The weapon "Property" denotes the attack type when a weapon isn't equipped.*

• Start Level

This is used to set the starting level of the character. This is usually left at level 1.

• Experience Curve

This is used to set the experience points necessary to gain a level. This directly affects the member's growth rate. Selecting the "Types" will change the required experience points, but it is possible to enter a value directly (growth gets slower as the value increases). The gray rectangular area is a graph in which the horizontal axis represents a range from level 1 through 99, and the vertical axis represents the necessary experience points. The necessary experience points are indicated by darker colors (the preset types don't have any drastic changes in the graph).

• Ability

This is the list of Abilities that was created using the "Ability Editor". This is used to set certain Abilities (a zero is used to denote an Ability that can't be learned).

• Items

This is used to set the Items that the member possesses at the start of the game.

• Equip

This is used to set the Items that are equipped by the member at the start of the game. The member's stats may change, depending on the effects of equipped Items.

• Titles

This sets the Class level that is already associated with the member at the start of the game.

• Resist Weapons

Weapon properties are attributes of Items (weapons) that are set in the "Item Editor", "Custom", "Attack" and then "Property" within. For example, if "Slash" resistance is 50 percent and "Blunt" is 100 percent, the damage sustained by an enemy attack will be half for "Slash" type and zero for "Blunt" type.

• Resist Magic

This sets the resistance to Ability types for the member. The damage from a specified Ability type that is set to 50 percent would be half.

GENERAL SETTINGS

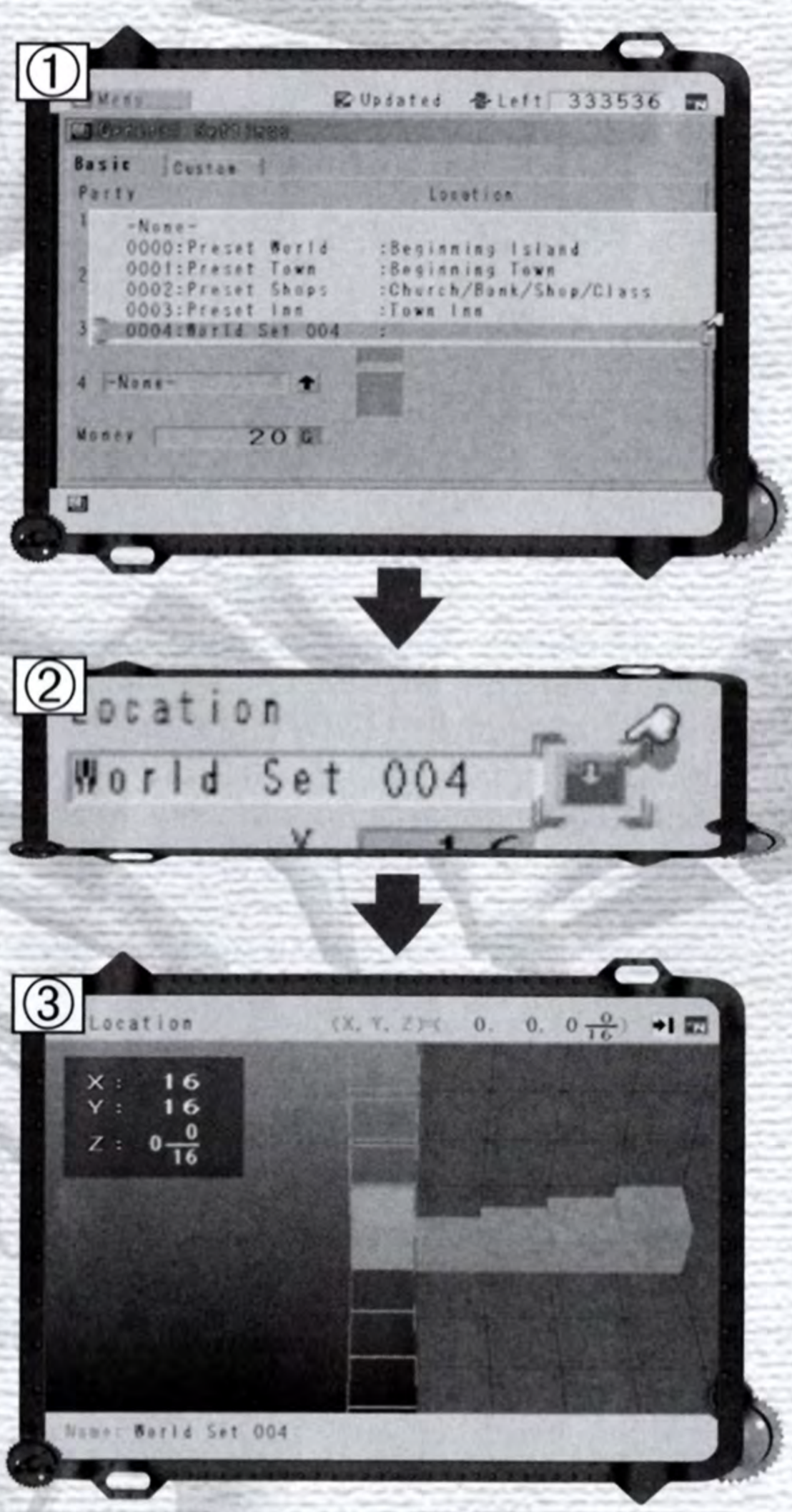
This is used to set the Party Members that are present when the game starts, along with the starting location (if these aren't set, the party from the preset data will be used). Open the "General Settings Editor" by selecting "Game" then "General Settings".

Party

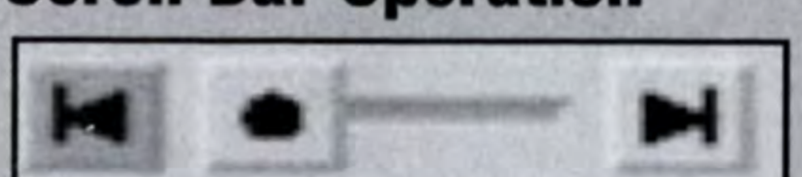
Up to four people can be registered as members of the party. Note that the members of the party defined here are merely members of the "Starting Party". If there is only one member in the party at the start of the game, perform only settings for that member (other members joining the party can be added using Events).

Location

This is used to set a location for the start of the game, in other words, the Starting location in which the party will appear. Open the pull down menu by moving the cursor to the option set as "Preset Town" and pressing the ⊗ button ①. A list of registered maps will be displayed. Select the dungeon created earlier ("World Set 004" if the name hasn't been changed). Next, enter the map by clicking on the icon to the right of the column ②. The X, Y and Z coordinates are 0 ③. Move the cursor to an arbitrary position and press the ⊗ button twice to select it. When the coordinates of the selected location are displayed in the upper left corner ④, exit the map by pressing the SELECT button ⑤. This completes the setting for the starting location.



Scroll Bar Operation

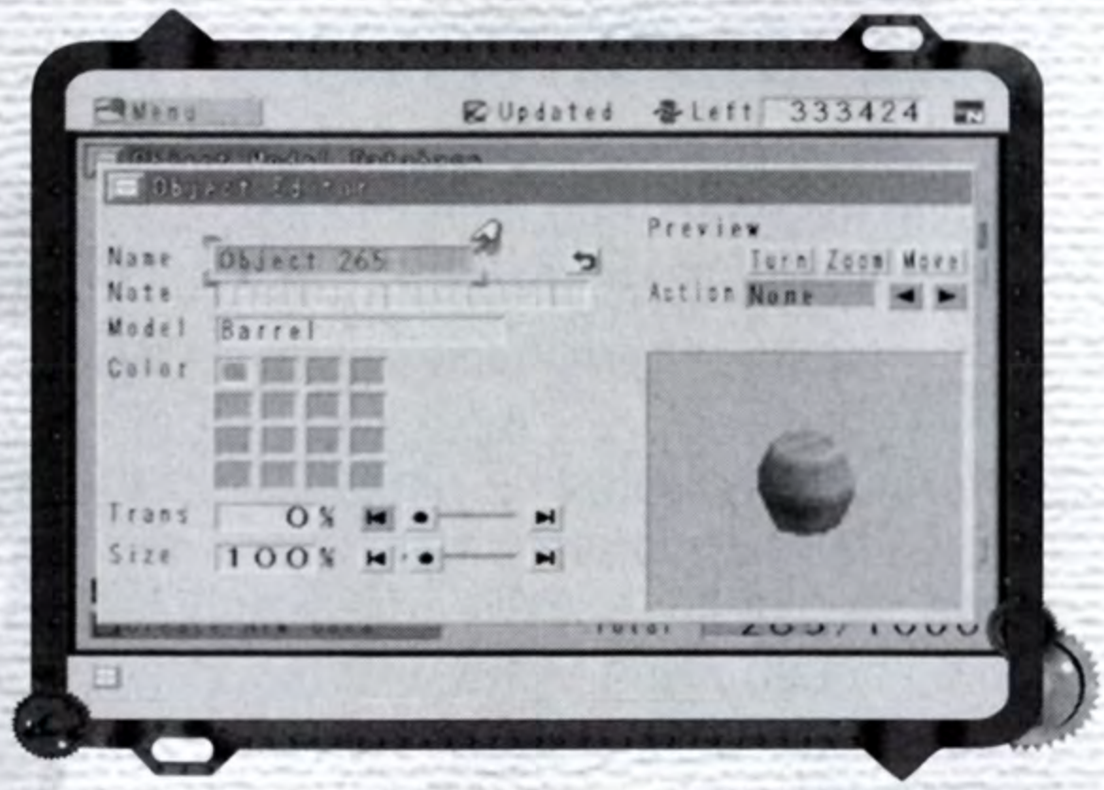


There are vertical scroll bars and horizontal scroll bars. Both can be moved to the extreme high or low end by pressing the buttons indicated with triangles.

Furthermore, the area denoted by the • symbol, allows for scrolling one at a time by holding down the ⊗ button while using the ← and → directional buttons (if the bar is horizontal). It is possible to move in increments of 10 by using the ↑ and ↓ directional buttons (or by pages). For vertical scroll bars, the opposite applies.

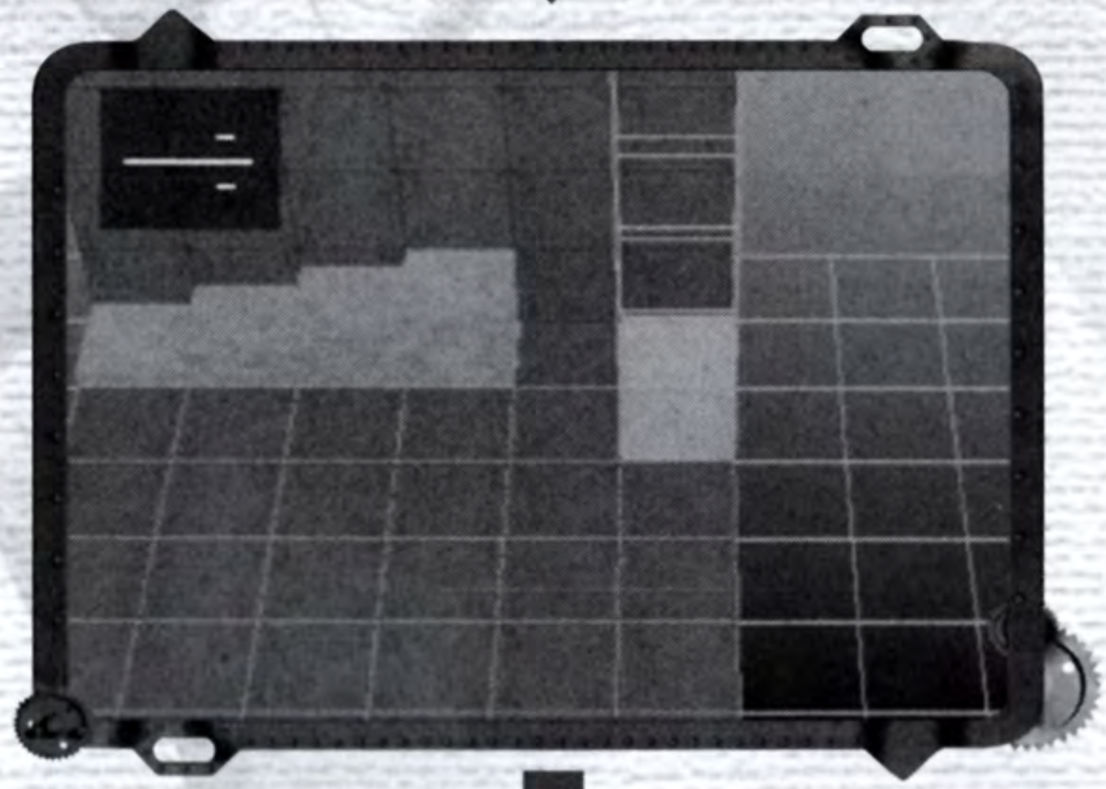
OBJECT CREATION

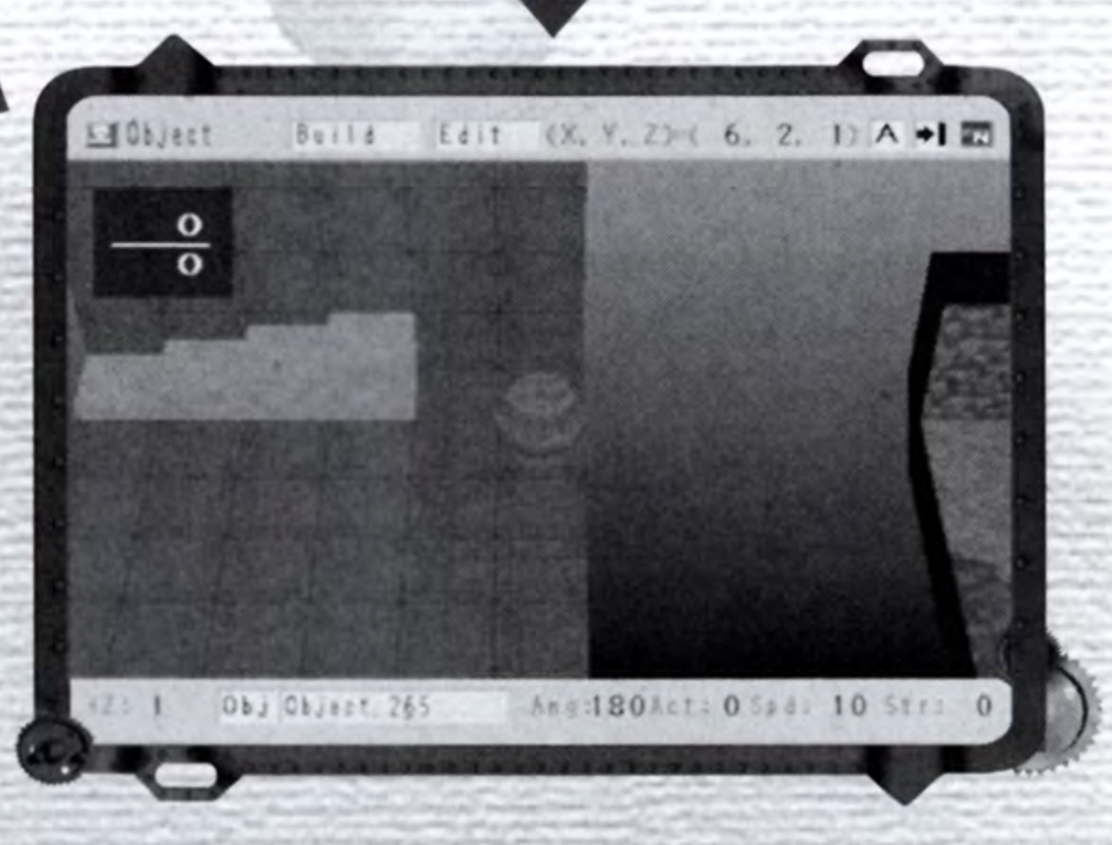
Use "Object Models" to create objects for placement on the map. This is also used to create the graphics used for Events. Open the "Object Editor" by selecting "Graphics", "Object Models" and then "Create New Data" (you can also use the Preset Data instead of creating new objects). This is used to create the objects in the same way you created the "Character Model".



OBJECT PLACEMENT

Once the objects are created, they must be placed using "Graphics" and then "Object Placement". Select the "Underground" dungeon that was created earlier by clicking "Dungeon Database" and selecting it where "None" is currently displayed". Next, enter the map by moving the cursor to "Edit" and pressing the ⊗ button. Move the cursor to the location in which you want to place the object and press the ⊗ button in the same manner as when creating the dungeon. The first object to be displayed will be a character, not an object. Pressing the ▣ button will switch between characters, objects and buildings, in that order. Select object and use the directional buttons to select the object you'd like to place. Press the ⊗ button to place the object, and repeat until object placement is done. Press the SELECT button to exit the map and save the changes.



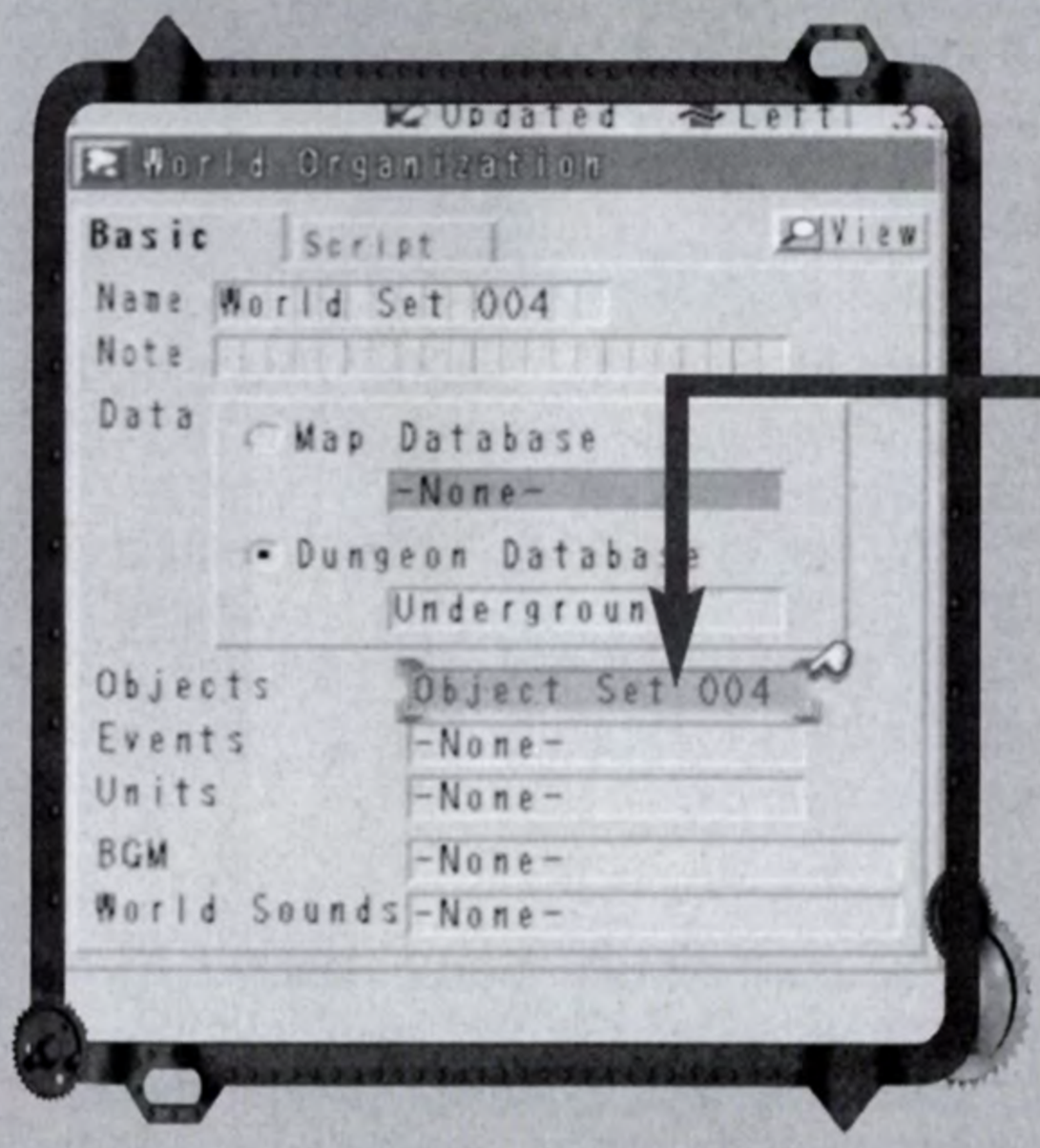


Use the ▣ button and directional buttons to select what you want to place.

▲ *Place all objects that will be displayed on the map.*

World Organization ②

Once "Object Placement" is complete, map registration must be performed again. Open the same number as the "World Organization" set on page 16 using "Edit", and then set the "Object Placement" created on the previous page to the "Objects" option.

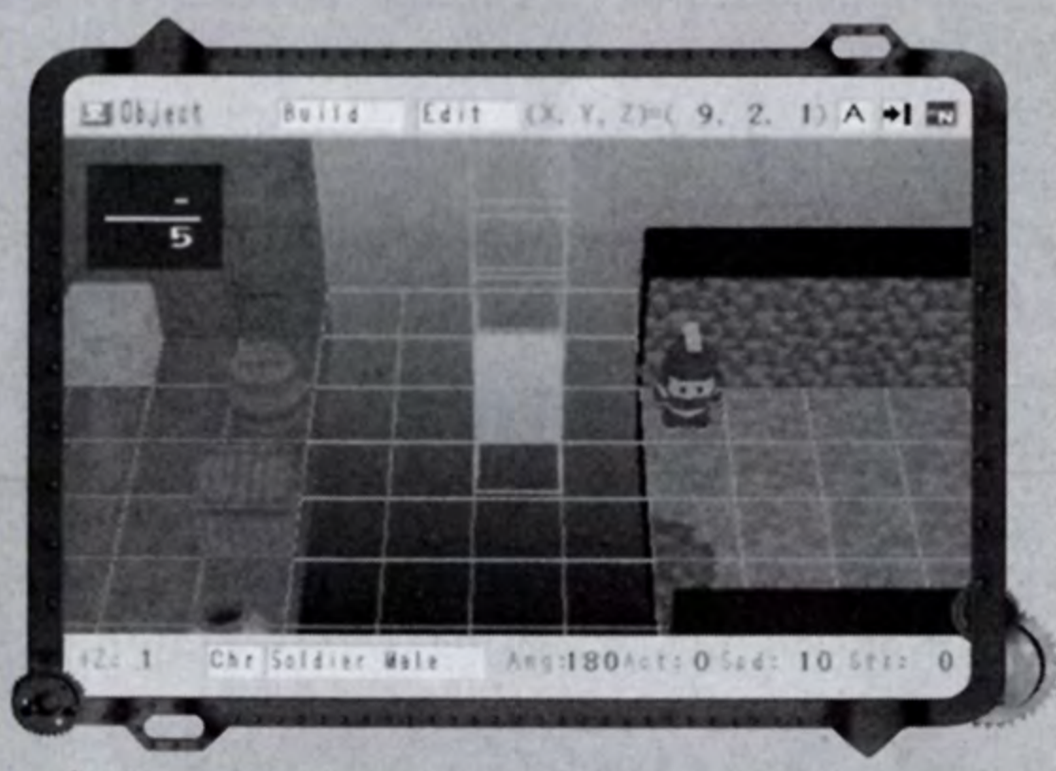


Object Placement

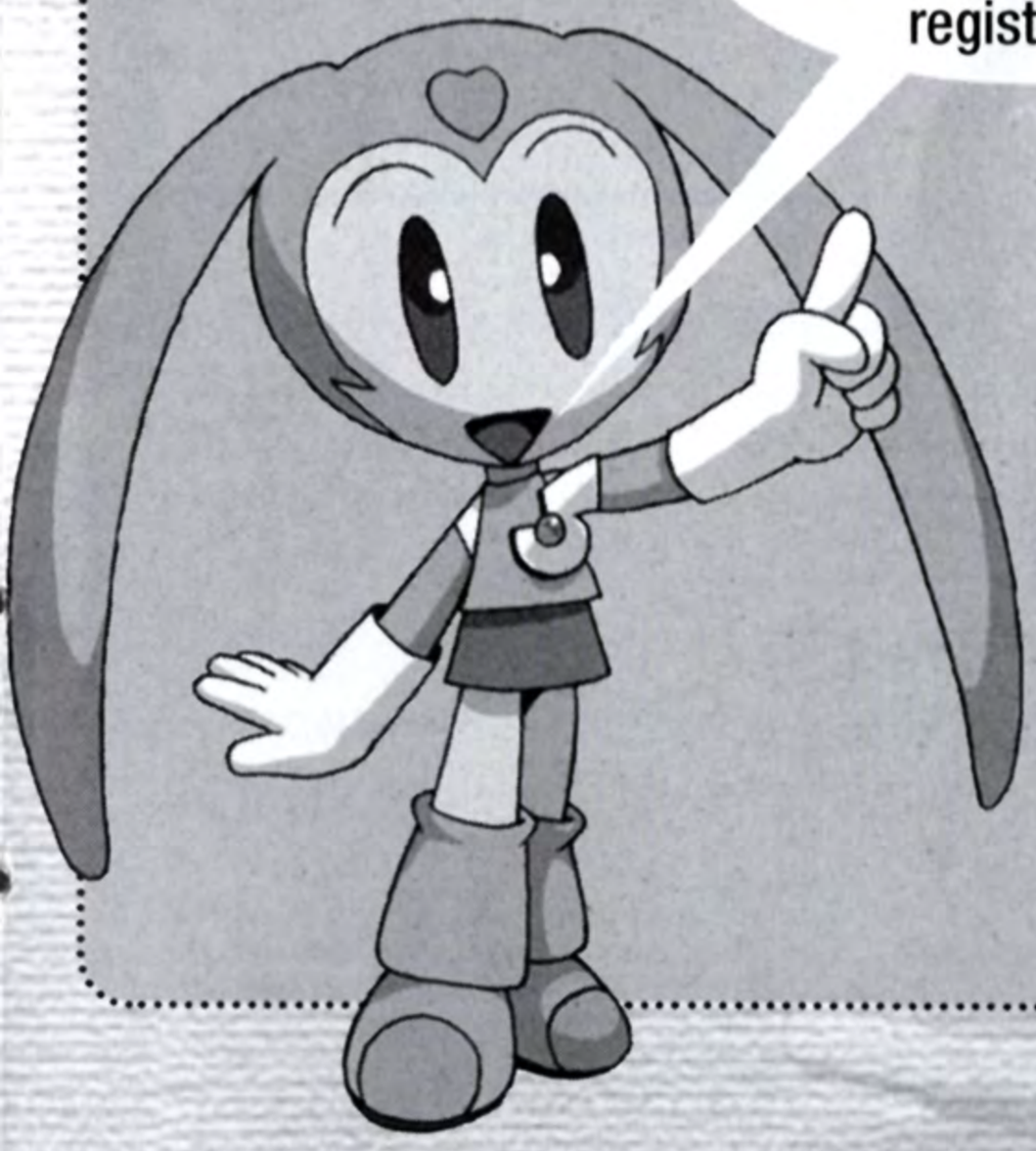
- Placed doors
- Placed characters
- Placed buildings

What if I update the object placement?

"Object Placement" is used not only to set objects but is also used to set characters (not Events, but people placed like statues) and buildings created using the "Building Editor". Therefore, "Object Placement" sets with the same number can be changed many times. However, once it is registered in "World Organization", it doesn't have to be registered again.



It's no problem to add as long as you don't forget to register.



Additional Objects

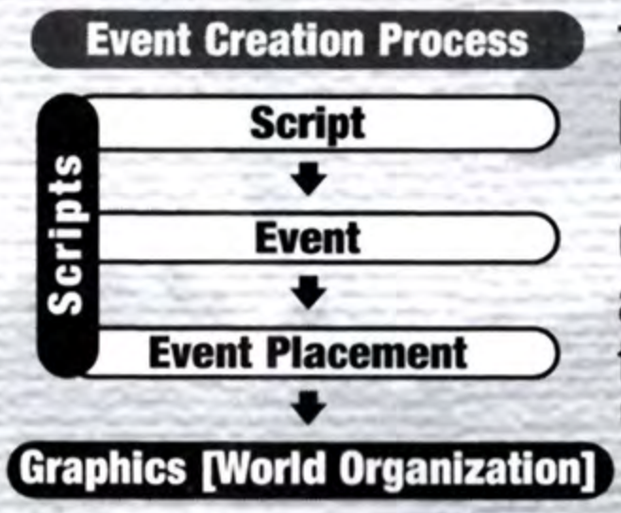
- Placed a new tree
- Place a new person

World Organization — **Already connected** — **Object Placement**

CREATION PROCESS PART 2 (EVENTS)

Events such as conversations with townspeople, inns and shops that are common with RPG's, as well as traps in dungeons, battles with bosses, and endings must all be created as Events. It may be difficult at the beginning, but as you get used to it you'll be able to create complicated scripts.

PROCESS OF EVENT CREATION



The commands for event creation are contained in "Scripts". The complete process for creating a Script is performed in the following order: "Script", "Event", "Event Placement" and "World Organization". The “Script” is used to assemble commands one by one to create the "Event" contents, and this “Script” is applied to the "Event". This creates the "Container" that defines the shape of the Script and time at which it is executed. "Event Placement" is then used to place the location of the Event.

Differences from RPG Maker 1

The event creation process is slightly different from that of the previous RPG Maker. However, the major difference is the fact that the "Event" contents are now separate from the "Event". In this version, these event contents are referred to as a "Script". Also, the "Event Command" that shapes the Event is now referred to as a "Script Command". The benefit of this distinction is that one Script can be used for multiple Events. Another difference is that in the previous series, event contents were created after the location of event placement was determined by viewing the map. In this version the Script (event contents) is created first, then applying it to the Event sets the location. Keep these changes in mind as you learn the process of creation used in this new software.

SCRIPT EDITOR

This section will describe various editors by creating an Event in which "when the main character talks to one of the townsfolk, the townsperson responds by saying 'Good morning.'" We'll be using the dungeon and main character created in "Creation Process Part 1" on page 12.

Create New Data ➔ Type

Open the "Script Editor" by selecting "Script" and "Create New Data". Enter an arbitrary Script name in "Name" (not required). Next, make sure the "Type" is set to "Content". Using a model as the "Start" method determines it as a "Content" type Script.

Choosing a Script

There is a large white area in the editor. It will be used to set the Script commands (hereinafter referred to as commands. See page 26 for details on the various commands). Move the cursor to the white area. Press the ⊗ button to display the Command menu. Select "Screen Display", "Text" and then "Message". This will display the "Text: Message" window. Press the ⊗ button again to display the "Text Input" screen where you will enter the text.

** It isn't necessary yet, but there are commands that require the setting of "time" using "F" as a unit. In this case "F" stands for "frames" and one frame is 1/30th of a second. In other words, 30F equals one second. Remember that this isn't the continuous time of the Event but rather the "time it takes for a change to occur".*

Entering Messages

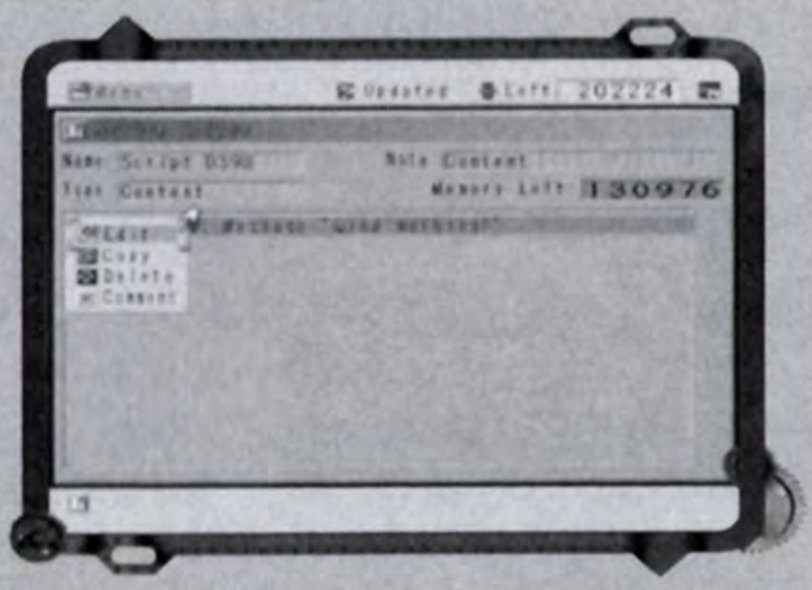
The controller or the keyboard can be used to enter a message. See page 7 for the procedures used to operate the keyboard. If using the controller, the cursor will be used to select characters at the bottom of the screen (character by character) to compose a message. The text entered will be displayed in the gray area at the upper portion of the screen. Enter the statement, "Good morning". Hold the R1 button down and use the directional buttons to move the cursor within the bracket to make any changes. Up to three lines can be entered per page. The page number will change every three lines (depending on the font size).

Once the entry is complete, select "Update data and exit". This completes the script process for the time being.

Various functions of the Script Editor

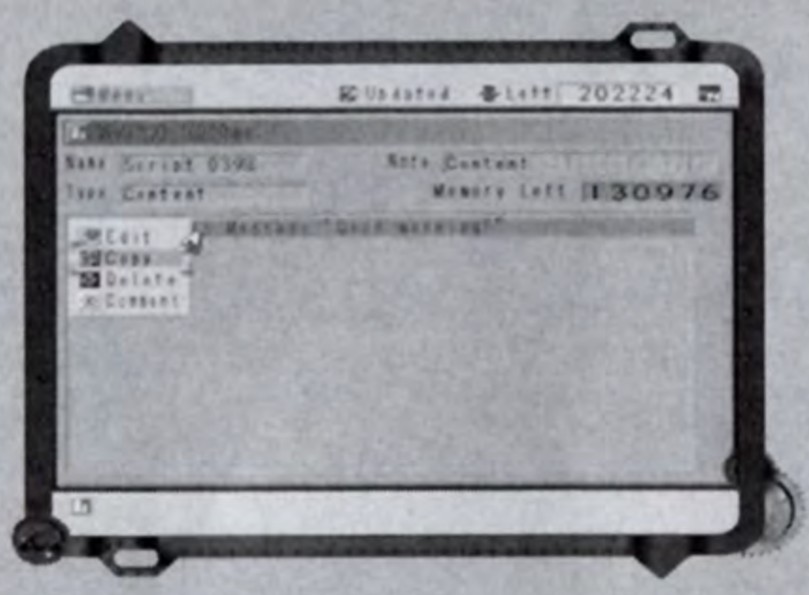
• Insert and Edit

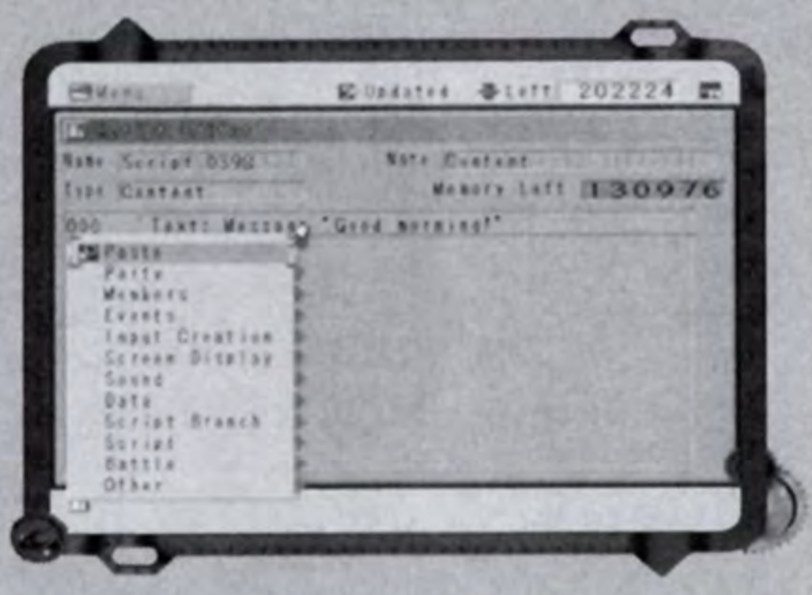
When editing a command that has been set, select "Edit" by putting the cursor on the command you'd like to change and pressing the ⊗ button. Also, when you want to insert a command between two commands, move the cursor in between the commands and create the desired command.



• Copy and Paste

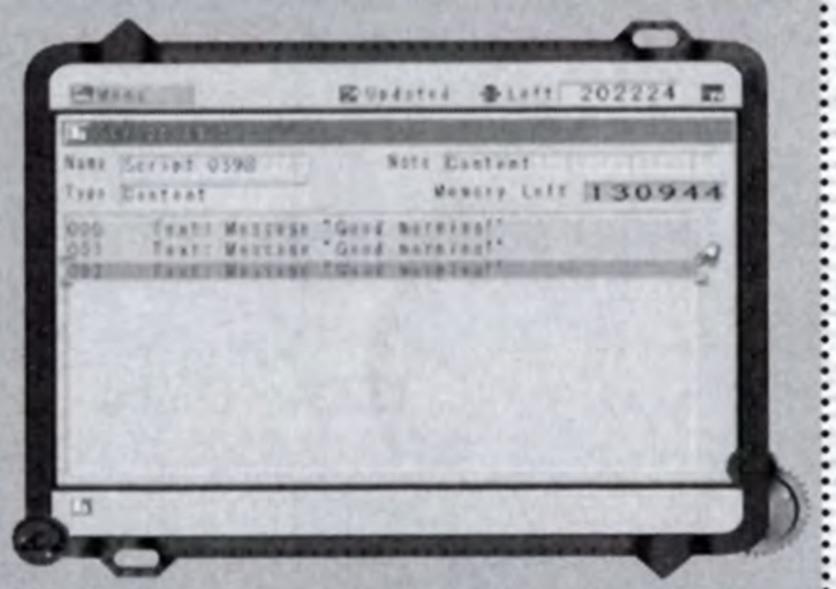
Selecting "Copy" while the cursor is on a command will record the command temporarily. Selecting "Paste" will paste that command from memory.





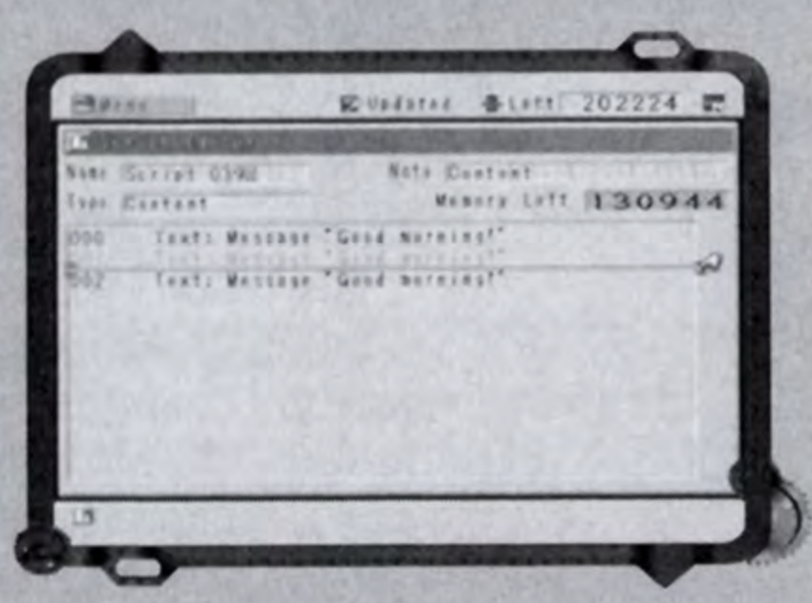
• Multiple Selection

If you wish to select multiple different commands, press the ⊗ button at the command you wish to select, then move the cursor using the ⬆ and ⬇ directional buttons to the end of the area you wish to select and release the button. Although it can only be used in sequential numbers, it is a useful feature.



• Comment

This is used to temporarily disable a command that has been set without deleting it. The commands selected as "comments" will be grayed out and are not executed. This function is useful when verifying the operation of an Event.



SCRIPT COMMAND LIST

Party

Possessions	
Money	Changes the party's on-hand cash.
Item	Add and delete Items in the bag.
Empty Bag	Deletes all contents in the bag.
Use Bag	Enables bag usage by the party.
Members	
Formation	Changes the party's member structure and order.
Change Member	Adds and removes the specified member.
Leader	Changes the lead character of the party.
Movement	
Direction Move	The party moves in the specified direction. Speed and distance (1 cell = 1 character) must also be specified.
Location Move	Moves the party to the specified coordinates.
Direction Change	A target faces the specified direction.
Rotate	A target rotates the specified number of degrees.
Vertical Move	A target moves to the specified height.
Landing	A target lands (stops when there's an obstacle). This is mainly used for landing aircraft.
Gather	Party combines with the lead character.
Bypass Objects	When "Yes" is selected, a target passes through all obstacles. "No" returns to normal.
Display Party	Disables and enables the graphics of the party.
Float	Change the height that can be viewed by a target. The actual hit judgment will not be changed. This is used to dramatize the floating of the character.
Teleport	
Warp	Warps the party to the specified location.
Warp to Saved	Warps instantaneously to the "Save Point" created using the Script command "Show Save Window" (the "Save Point" last executed is valid).
Teleport	Selects a location that is "Teleport-set" and teleports there instantaneously.
Set Teleport	Adds a new teleport destination to use with the "Teleport" command. "Auto" will register the location where the lead character is located.
Delete Teleport	Removes a "Set Teleport" location from the list available.
Escape	Forcibly teleports to the location that was set with "Set Escape". Only one location can be set in "Set Escape". When there are multiple "Set Escape" locations, the last location registered will be effective.
Set Escape	The location of the lead character will be registered for use with the "Escape" command.
Delete Escape	Deletes a "Set Escape" location.

Members

Attributes	
HP	Changes the member's hit points.
MP	Changes the member's magic points.
STR	Changes the member's strength.
AGI	Changes the member's speed stat.
DEF	Changes the member's defend stats.
INT	Changes the member's intelligence.
LUCK	Changes the member's luck.
ATTACK	Changes the member's attack.
ARMOR	Changes the member's defense.
MAX HP	Changes the member's maximum HP.
MAX MP	Changes the member's maximum MP.
Basic Info	
Name	Changes the member's name.
Origin	Changes the member's origin.
Bio	Adds to or deletes the member's biography.
Sex	Changes the member's gender.
Weapon Property	Changes the member's weapon property.
Experience	Changes the member's experience points.
Level	Changes the member's level. In order to reduce the level, the experience must also be reduced.
Class	Changes the member's Class.
Class Rank	Changes the member's Class level.
Class Experience	Changes the member's Class-experience points.
Battle Victory	Changes the member's total number of victories.
Item	Adds to or deletes the member's Item.

Equip & Abilities	
Equipment Settings	Sets whether or not equipment can be removed.
Equip	Forces the specified Item to be equipped.
Remove Equipment	Forces the specified Item to be removed.
Ability	Ignores required level and forces magic to be learned (or forgotten).
Status	
Action Status	Sets or removes the member's movement status (death, paralysis, etc.).
Condition Status	Sets or removes the member's condition status.
Magic Status	Sets or removes the member's magic status.
Skill Status	Sets or removes the member's skill status.
Movement	
Direction Move	The member moves in the specified direction.
Location Move	Moves the member to specified coordinates.
Direction Change	A member faces the specified direction.
Rotate	A member rotates the specified number of degrees.
Vertical Move	A member moves to the specified height.
Bypass Objects	When "Yes" is selected, a target passes through any obstacle. "No" returns to normal.
Bypass Members	When "Yes" is selected, all moving Events will pass through a member. "No" returns to normal.
Lay Down	A member falls over to the specified number of degrees (lying down).
Member Effects	
Display	Switches the display of the specified member on and off.
Model	Changes the member's model.
Transparency	Changes the member's transparency.
Color	Changes the color of member's model.
Size	Changes the member's size.
Flash	A member will flash at specified intervals.
Motion Change	Changes the member's normal motion.
Single Action	Plays one loop of the motion set for a member.
Look	Changes the member's expression.
Shadow	Sets whether or not to display the member's shadow.
Default	Returns the transparency, color and size to normal.

Events

Control	
Start	Set "Off" to prevent Events from starting, even if the Event's execution conditions are met. Returns back to normal with "On". Use this function by selecting an Event you don't want to occur with "Event Change" and disabling (enabling) it.
Temporary Removal	Temporarily deletes an Event that has been executed. The deleted Event comes back if the characters return to the same location.
Duplicate	Creates the specified Event at the specified coordinates. It will be deleted when a character returns to the same location.
Change	Use this function to change a target Event. For example, use this function when you want to move Event B as instructed while Event A is being executed.
Event Info Load	When this command is executed, the target Event's specified value will be substituted into a Variable. Use this function in situations such as finding out the coordinates of a target Event.
Event Info Save	Writes the information stored in Variables, such as Variable 071, into an Event.
Event Action	*(The following commands can only be set when Script "Type" is set to "Action")*
Random	Moves an Event randomly.
East/West	Event continues to move between east and west.
North/South	Event continues to move between north and south.
To Leader	Event moves toward the main character.
To Party	The Event gets closer to the last member of the party.
Act As Member	The Event attaches to the end of the party and behaves like a member of the party.
Leave Leader	The Event goes away from the main character.
Up & Down	The Event makes a round trip vertically.
Movement	
Direction Move	The Event moves in the specified direction. Speed and direction must be specified.
Location Move	Moves the Event to the specified coordinates.
Direction Change	An Event faces the specified direction.
Rotate	An Event rotates the specified number of degrees.
Vertical Move	An Event moves to the specified height.
Bypass Objects	When "Yes" is selected, a target passes through any obstacle. "No" returns to normal.
Bypass Members	When "Yes" is selected, an Event or a member will be passed through. "No" returns to normal.
Lay Down	An Event falls over to the specified number of degrees (lying down).

Effects	
Display	Sets the display of the specified Event on and off.
Model	Changes the Event's model.
Transparency	Changes the Event's transparency.
Color	Changes color of the Event's model.
Size	Changes the Event's size.
Flash	An Event will flash at specified intervals.
Motion Change	Changes the Event's normal motion.
Single Action	Plays one loop of the motion set for the Event.
Look	Changes the Event's expression.
Shadow	Sets whether or not to display the Event's shadow.
Default	Returns the transparency, color and size to normal.

Input Creation

Multiple Choice	Creates a multiple-choice option.
Numbers	Displays a window to enter numbers.
Text	Displays a window to enter text.
Buttons	All further command execution is paused until a button is pressed.
Display Member List	Displays a window to select a party member.
Merchant List	Displays a list of Items that can be purchased at a store.
Display Buy List	Loads and displays the "Merchant List" settings.
Display Who List	When an Item is purchased at a store, this is used to display a member list to select which member will hold it, etc.
Display Sell List	Displays a list of Items in inventory to sell at a store.
Display Class' Info	Displays a window where a Class can be chosen.
Class Change List	Displays Class changing agency window.
Inn	Displays the inn window.

Screen Display

Text	
Message	Displays the entered text in a message window (display location fixed).
Close Message Window	Closes the message window.
Screen	Displays text on the screen.
Text Box	Opens a text box of the specified size at the specified coordinates (character entry is allowed and can be simultaneously displayed with "Message").
Close Text Box	Removes the "Text Box" display.
Display Money	Displays the party's money.
Clear Message	Clears only the characters within the "Message" window.
Font	Changes the font (typeface) used. All characters currently displayed will be changed.
Color and Size	Changes the color and size displayed in "Message" windows.
Content	
Variable	Displays the contents of the specified Variable in the message window.
Input	Displays the contents of the specified text Variable in the message window.
Menu text	Displays the name of the specified "Menu Text" in the message window.
Description	Displays the specified "description" of the in the message window.
Screen Effects	
Mask	Changes the color scheme around the edge of the screen.
Color	Changes the color scheme of the entire screen.
Shake	Shakes the screen (the time specified here is the time for the vibration to start).
Linger	Displays a lingering after-image effect.
Weather	Changes the weather.
Time	Changes the time of day.
Default	Returns, to normal, the screen effects that have been changed.
Camera	
Rotate	Rotates the camera around the current viewpoint (the main character, unless changed).
Custom Rotate	Restricts the camera's rotation amount.
Distance	Changes the distance from the current viewpoint.
Viewpoint Angle	Changes the angle vertically.
Horizontal Angle	Changes the angle left and right.
Height	Changes the camera height based on the number of frames specified.
Viewpoint Height	Changes the viewpoint (the point on which the camera is focused) based on the number of specified frames.
Viewpoint Target	Changes the camera's viewpoint to the target.
Default	Returns all changes made to the camera.

Effects	
Location	Displays the effect at the specified coordinates.
Party	Displays the effect on the specified target.
Member	Displays the effect on the specified member.
Event	Displays the effect on the executed Event.
Target	Displays the effect on the specified target.
Viewpoint	Displays the effect on the current viewpoint.
Set Wipe	Changes the screen effect when entering battle.
Apply Wipe	Executes wipe effect.
Image	Reads the digital camera image in advance.
Clear all Effects	Erases all effects displayed on the screen.
Map	
Display Map	Displays the overhead map.
Remove Map	Hides the overhead map.
Sea Level	Changes the sea level. The collision location (height) does not change.

Sound

BGM	Plays a background music track.
World Sounds	Plays an environmental sound.
SFX	Plays a sound effect.
Sound Control	Changes the volume, pitch and tempo of BGM or world sounds.
Stop	Stop all sounds (BGM, World Sound and SFX).
Temporary Save	Temporarily saves the music currently being played.
Replay Saved	Resumes the music saved with "Temporarily Save".
Battle Music	Plays the BGM during battle.
Map Music	Plays the BGM that is specified in "World Organization".

Data

Flags	Changes the On and Off status of Flags.
Variable	Changes the Variable status.
Input	Changes the text Variable status.
Game Info	
Load	When executed, values are loaded from specified Variables and Flags that are mainly related to the party.
Save	When executed, values are written into specified Variables that are mainly related to the party.
Member Info	
Use Member Order	The member database number is called when "Variable053: Member Order" is applied.
Load	When executed, values are loaded from specified Variables and Flags that are mainly related to the member.
Save	When executed, values are written into specified Variables that are mainly related to the member.
Target	
Attributes	
HP	Changes the target's hit points.
MP	Changes the target's magic points.
STR	Changes the target's strength.
AGI	Changes the target's speed stat.
DEF	Changes the target's defend stats.
INT	Changes the target's intelligence.
LUCK	Changes the target's luck.
ATTACK	Changes the target's attack.
ARMOR	Changes the target's defense.
MAX HP	Changes the target's maximum HP.
MAX MP	Changes the target's maximum MP.
Basic Info	
Name	Changes the target's name.
Origin	Changes the target's origin.
Bio	Adds to or deletes the target's biography.
Sex	Changes the target's gender.
Weapon Property	Changes the target's weapon property.
Experience	Changes the target's experience points.
Level	Changes the target's level. In order to reduce the level, the experience must also be reduced.

Class	Changes the target's Class.
Class Rank	Changes the target's Class level.
Class Experience	Changes the target's Class-experience points.
Battle Victory	Changes the target's total number of victories.
Item	Adds to or deletes the target's Item.
Equip & Abilities	
Equipment Settings	Sets whether or not to allow equipment to be removed.
Equip	Forces the specified Item to be equipped.
Remove Equipment	Forces the specified Item to be removed.
Ability	Ignores required level and forces magic to be learned (or forgotten).
Status	
Action Status	Sets or removes the target's movement status (death, paralysis, etc.).
Condition Status	Sets or removes the target's condition status.
Magic Status	Sets or removes the target's magic status.
Skill Status	Sets or removes the target's skill status.
Load Item Info	Loads a particular Variable related to an Item.
Load Direct Effect Info	Loads a particular Variable related to a Direct Effect.
Load Indirect Info	Loads a particular Variable related to an Indirect Effect.
Load Ability Info	Loads a particular Variable related to an Ability.
System	
Substitute Attribute For Variable	Substitutes the attributes of a battle participant into a Variable.
Substitute Variable For Attribute	Substitutes the values of a Variable into the attributes of a battle participant.
Item Action	Allows an Item in possession to be increased, sold, discarded or used.
Get Member Name	Substitutes the member's name into Character Variable 001, "Common Name".
Get Enemy Name	Substitutes the enemy's name into Character Variable 001, "Common Name".
Get Class Name	Substitutes the Class name into Character Variable 001, "Common Name".
Get Class Title Name	Substitutes the Class title name into Character Variable 001, "Common Name".
Get Trait Name	Substitutes the Trait name into Character Variable 001, "Common Name".
Get Item Name	Substitutes the Item name into Character Variable 001, "Common Name".
Get Ability Name	Substitutes the Ability name into Character Variable 001, "Common Name".
Confirm Party Item	Verifies that the Item specified by Variable134 "Item Number" is within the possession of the party.
Confirm Member Item	Verifies that the Item specified in Variable134 "Item Number" is within the possession of the member specified in Variable086 "Member Number".
Confirm Member Ability	Verifies that the Ability specified in Variable155 "Ability Number" is acquired by the member specified in Variable086 "Member Number".
Database Number For Variable	Substitutes the database number of the specified information to a specified Variable.
Battle Action	Forces the target to act as specified.

Script Branch

Condition	The commands within this condition branch are executed when the specified condition is met.
Repeat	The commands within this condition branch are repeatedly executed while the specified condition is met.
Sort	Creates a script branch that specifies, "what should happen when a certain Variable is a certain value" by using "Apply If" and "No Application" below. The "certain Variable" portion is specified here.
Apply If	Specifies the "certain value" (explained above).
No Application	Specifies the "certain values" (explained above) that occur other than "Apply If". Treat "Sort", "Apply If" and "No Application" as a single command.
To End	Treats a script branch section as a "script block" and jumps to the end of it.
To Top	Goes back to the beginning of the "script block".

** Since "Data" and "Battle" are commands that greatly affect the system, they're difficult to understand. These commands don't need to be used under normal circumstances, and games can be created without their use. For this reason detailed descriptions will be omitted (check the in-game help function for a detailed description of their usage).*

Script

Call Script	Executes the specified Script.
Wait For Script End	This stops the execution of the Script command set after this command until the Script that has been "called" is done.
Apply In Order	Executes the Script commands in order, from top to bottom (this is the default status and is used to change the "Apply Together" command).
Apply Together	Executes Script commands simultaneously (Script commands that are in-between "Apply Together" and "Apply In Order" are executed simultaneously).
Force Script End	Forces a Script to end.

Battle

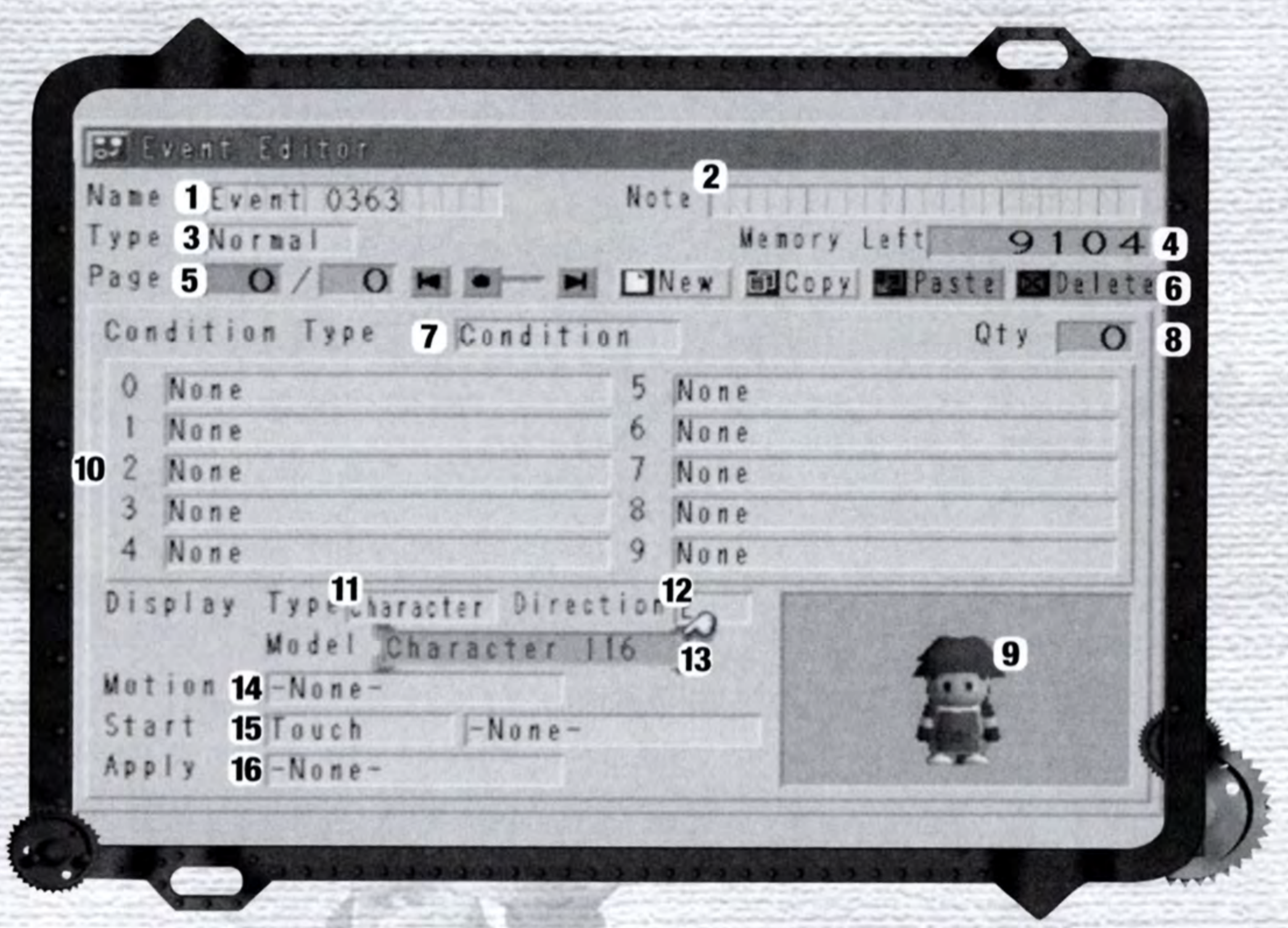
Enemy	
Call Same Enemy	Calls enemy of the same type as the enemy that executed the Script.
Call Other Enemy	Calls the specified enemy.
Enable Call Same Enemy	Verifies that the same enemy can be called.
Enable Call Other Enemy	Verifies that the specified enemy can be called.
Enemy Action	Executes the specified enemy action.
Default Enemy Action	When the enemy's action is complete, this performs the processes to return the enemy to standby status.
Enemy Action Still	Pauses (or stops) and resumes the playing of an enemy action.
System	
Check Who Goes First	Sets the target of the participant list (an internal list that loads all characters participating in a battle) as the first character.
Check Who Goes Next	Sets the target of the participant list to the next character.
Change Back Active Character	Switches back the target of the participant list to the current character.
Substitute Target Attribute For Variable	Substitutes the participant's complete attribute set into Variables.
Substitute Variable For Target Attribute	Substitutes Variable values into the participant's attributes.
Make Active Character	Switches the active character and target character.
Give Exp	Adds experience points specified by the "Enemy Editor" after winning.
Give Money	Adds the money amount specified by the "Enemy Editor" after winning the battle.
Give Items	Adds the Items dropped by an enemy to the party's belongings.
Check Level Up	Performs level-up judgment processes.
Check Level Up & Ability	Performs magic and skill obtaining judgment processes during level up.
Check Class Level Up	Performs Class level-up judgment processes.
Check Class Level Up & Ability	Performs Class magic and skill obtaining judgment processes during level up.

Other

Event Battle	Starts a battle with the specified unit.
Vehicle	
Set As Vehicle	Registers the current Event as a vehicle.
Ride Vehicle	Party boards the Event that was "Set As Vehicle".
Deploy Vehicle	When the vehicle is treated as an Item, this command is used to take the vehicle out and board it.
Control Vehicle	This allows the Event, that was "Set As Vehicle", to be controlled by the party (all execution of Script commands after this are paused).
Exit Vehicle	Performs judgment of whether or not the characters can exit the vehicle.
Call Vehicle	This is used to transport the vehicle along with the character when Warp is used.
Controller Vibration	Vibrates the controller at the specified strength.
Show Save Window	Opens the save window. This is used to create save points.
Start New Game File	Executes a different game file. * See page 49 for details.
Wait	Specifies a wait time.
None	Nothing is done.
Finish Game	Forces game play to end.
Note	Enter notes here. The text entered here isn't reflected in the game. This can be freely used by the creator to manage Scripts.

EVENT EDITOR

This is used to register and apply a Script to an "Event". The "Event Editor" opens when "Script", "Event" and then "Create New" is selected. This page describes the items within the editor.



1 Name
Enter a name for the Event here.

2 Note
This is a memo pad to enter notes for the Event. This is a function for the creator.

3 Type
This is usually left as "Normal". "System" is used to create Ability actions using Events, so it isn't used unless you're creating Abilities from scratch. To put it simply, the purpose for "System" type Events is "to be executed and ignore Start conditions".

4 Memory Left
This is the remaining amount of memory. This value decreases each time something is created.

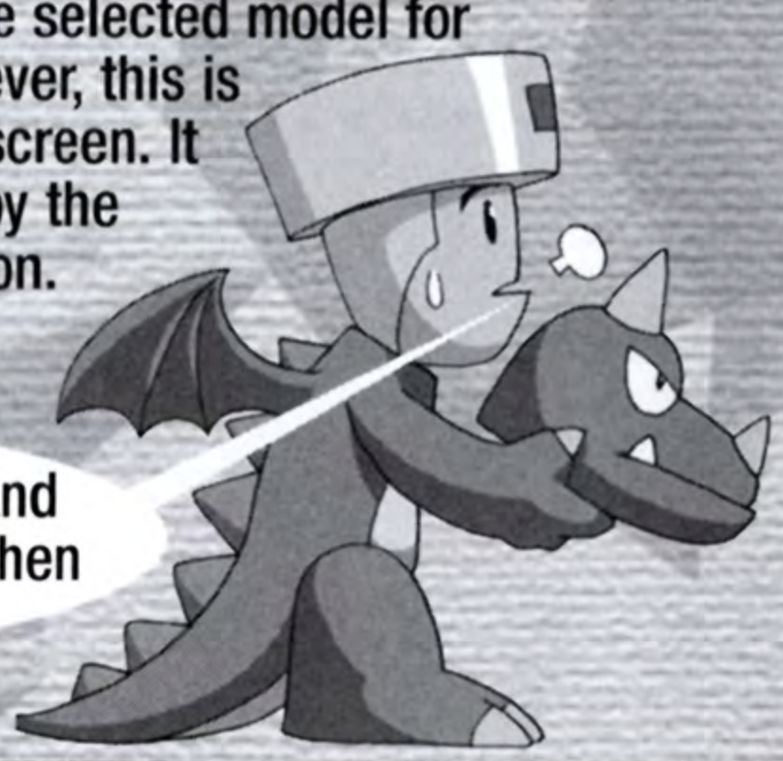
5 Page
The current page number is displayed here. If no pages are added, it will be displayed as 0/0. New pages can be added using "New", as described below (to a maximum of 99 pages). "Pages" are used when the "Apply" contents of the same Event change, depending on the conditions.

6 New / Copy / Paste / Delete
This function is used to create a new page, copy it, paste it or delete it. A new page is created every time "New" is pressed and deleted each time "Delete" is pressed. The "Copy" function will copy the current page temporarily, and "Paste" will paste the page that was copied.

7 Condition Type
This is used to specify whether to manage the current page using the conditions set with the "Page Condition" options or through the use of a custom Script. If a Script is to be used, it must be created beforehand.

8 Condition Total
This displays the number of conditions currently set.

9 Model Preview
This displays the selected model for the Event. However, this is only a preview screen. It is not affected by the "Direction" option.



Think of it this way... this costume is the "Event" and I am the "Script". The Event will move only when a Script is set.

10 Page Conditions

This is used to set the conditions for execution of the current page. Place the cursor over "None" and press the ⊗ button to display the "Set Page Condition" window. Select a condition from the window and choose the options such as names and values. If conditions need to be met simultaneously across multiple pages, the page with the highest number (closest to 99) will be the first priority.

11 Type

This is used to select the model type. Types can be selected from "Character", "Object" and "Building". The "Models" available will change depending on the type selected here.

12 Direction

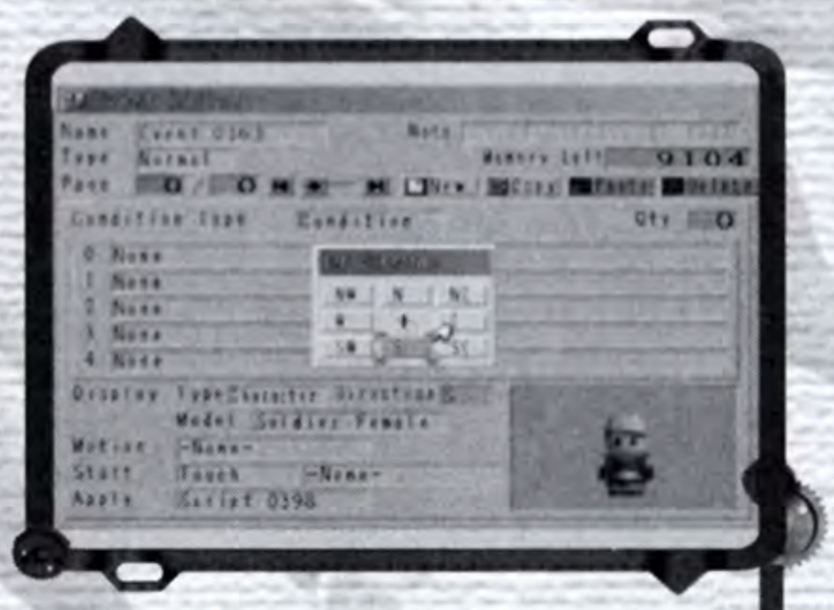
This is used to specify the direction in which the Event will face. The default setting is east, which means it will face right, so if north is set, it will face the back of the screen. Therefore, if you want the Event to face toward the player when north is the back of the screen, the Event must be specified to face south. There are eight different directions to choose from.

13 Model

This is used to choose the Event's graphics. If "Character" is chosen as the "Type", the model list registered in the "Character Model Database" will be displayed.

Setting the Display Type

Next we'll set the display type. Here we must create a person who will say, "Good morning". Select "Character" as the "Type" ("Character" is already chosen if it's still the default setting). Next, set the "Direction". Usually, Events will be created with the idea of "back of the screen is north, front of the screen is south". The default direction is set as east, and if left alone the character will be facing to the right. Let's change the direction to "South". The "Type" selection will affect the "Model" category. Since it was set as "Character" previously, the "Character Model Database" list will be displayed. Select a model from the list.



14 Motion

This is used to specify the action (or movement) of the Event using a Script. For example, if you want the action to be set as "continuously running through a field of flowers", a Script must be generated with commands that specify "3 to the north", "3 to the east", etc. This allows the Event to be "moving without the interaction of the main character".

15 Start Conditions

This is used to specify the condition for the Event to start. If the subject is one of the townsfolk, the startup condition can be when you "Talk" to them. If the subject is a location movement, the condition would be "Equal" (when the leader moves on top of the Event). If the subject is a treasure chest, the condition would be you "Examine" it. "-None-" on the right of this category denotes that the startup condition can be specified through the use of a Script. There is no need to specify a Script until you get understand how it works.

Setting the Startup Condition

In the last step the "Start" condition will be used to set "what action from the main character will start the Script". Since we're creating one of the townsfolk, set it as "Talk".

16 Apply Content

This is used to specify the Script that you want to have happen when the conditions are met. This section only allows the selection of "Content" Script types.

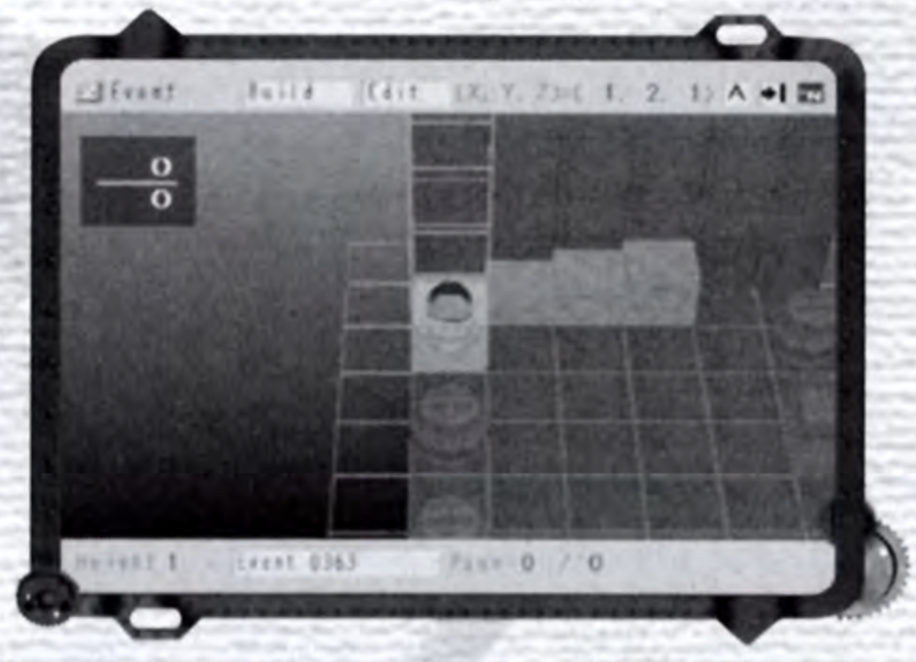
Setting the Script to "Apply" Contents

Set the previously created "Good morning" Script to "Apply". This means that the "Good morning" Script will be executed when the Event's "Start" and "Page" conditions are met.

EVENT PLACEMENT

In order to determine the placement of the created Event, open the "Event Placement Editor" by selecting "Script", "Event Placement" and then "Create New Data". Select "Dungeon Database", and then specify the "Underground" dungeon created on page 12. Next, specify the number of the "Object Placement" created on page 22 at "Object Set". Then perform the placement by pressing the "Edit" button. Event placement is performed with blocks in a manner similar to when creating a dungeon (for creating World Maps, it conforms to that specific creation method). The "No. 0 Event" model located in the "Event Database" will be displayed when the ⊗ button is pressed at the desired location (only when the type is a "Normal" Event). Using the directional buttons will switch the models found on the list, in order. The ➡ directional button increases the number by one, and the ⬇ directional button increases the number by 10. The ⬅ directional button will decrease it by one, and the ⬆ directional button will decrease it by 10 ("System" Events can't be placed). Once the Event to be placed is determined, complete the placement by pressing the ⊗ button.

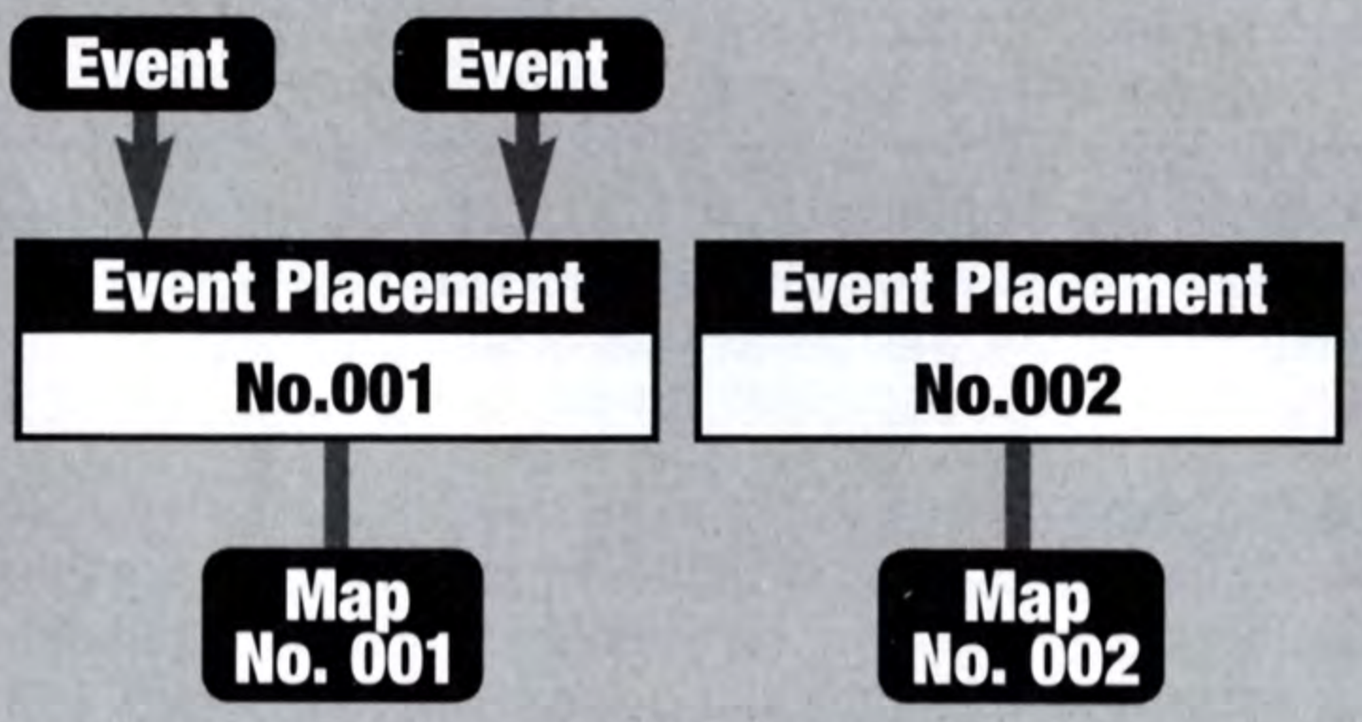
⬆ *Temporary template settings are required as a reference for event placements (be sure to select this option).*



If the Event is at the end of the list, press the ⬅ directional button once. ➡

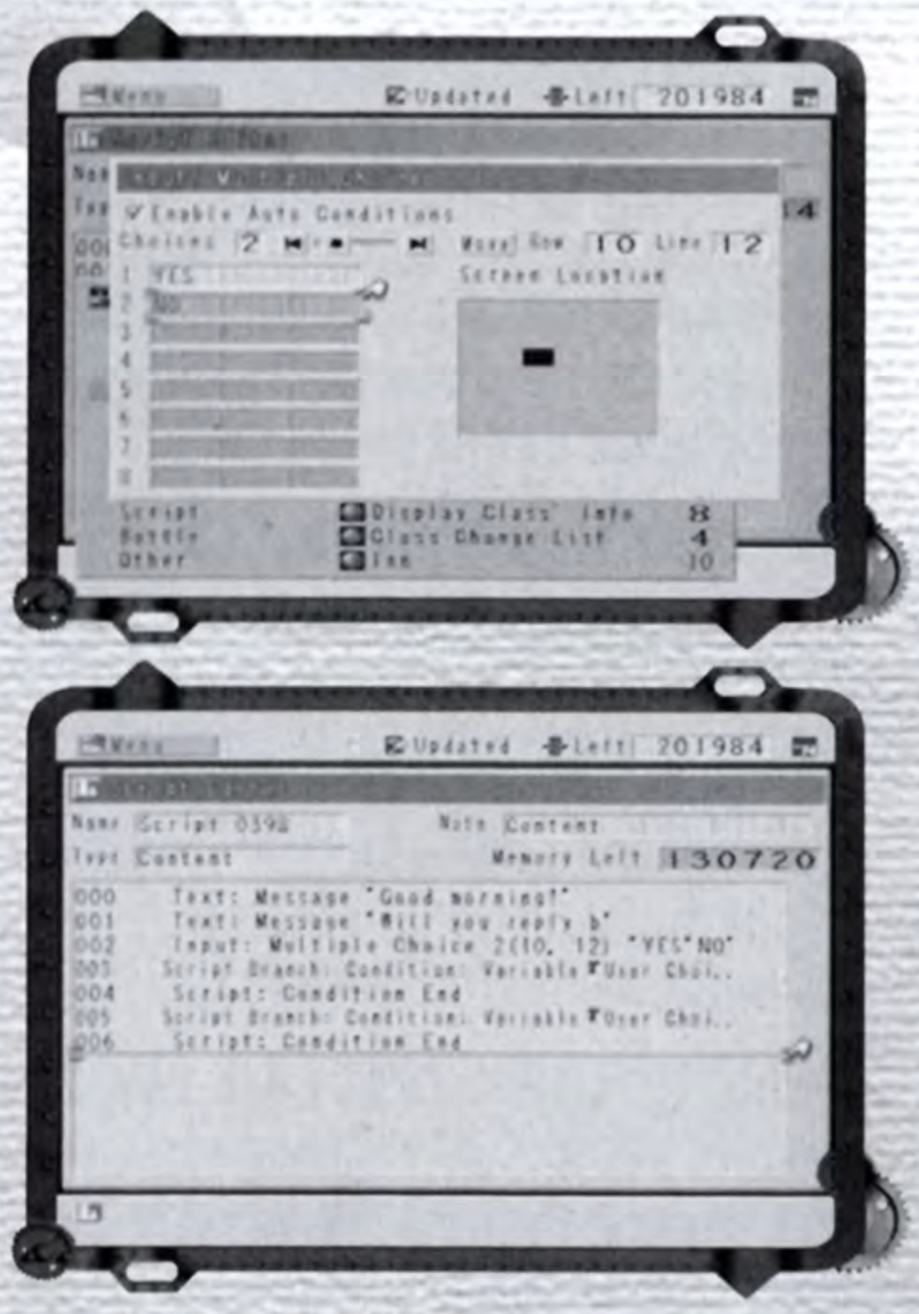
World Organization ③

Once "Event Placement" is complete, be sure to perform "World Organization". The dungeon set as the "Template" in the "Event Placement Editor" is temporary. The "Event Placement" and map will be linked together when "World Organization" is complete. In other words, the Events within the same map should be set in the "Event Placement" of the same number.



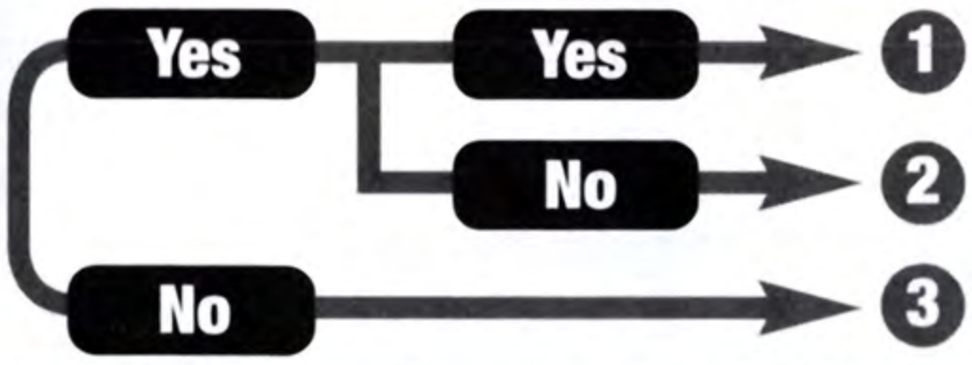
EVENT CREATION EXAMPLE ① [SCRIPT BRACHES]

This section will describe the process of creating Scripts for frequently used Events. The first is the creation of multiple-choice options. We will create a text prompt that says, "Will you reply back?" following the "Good morning" command. Once you create the "Will you reply back?" message command, create the answer choice window by selecting "Input Creation" and "Multiple Choice". Change the number of "Choices" to "2" and enter "Yes" for 1 and "No" for 2. Five Script lines will be created ("Multiple Choice 2", two "Script Branches" and two "Condition Ends) when "Update data and exit" is performed. At this point, (this is assuming that it is set to 002 through 006) create a Script command in between 003 "Condition: Variable" and 004 "Condition End" for when "Yes" is selected ("No" is between 005 and 006). This will complete the process of choice creation.



APPLICATION OF EVENT CREATION EXAMPLE ①
[CREATING DOUBLE CHOICES]

This section explains how to create choices within choices. Let's say, for example, "Yes" is chosen and you wish to create another "Yes/No" choice Event. In this case, (as shown on the right) there will be a total of three different destinations for the player, depending on the answer the player gives. A special command must be placed before each "Condition End" point. Move the cursor in between the message and the "Condition End", then open the Command Menu.



Setting Variables

Select "Data" and "Variable". After the window opens, change "SampleVariabl00" on the upper left to "002: User Choice" (this Variable is used by the system. The Variables that can be freely used are 200 and higher, but this Variable is required for the creation of this Event). Next, change "Var". "0 (Fixed)" (located immediately below "User Choice") to, "Set" "-1" (we will omit the detailed reason for this, just please set the values as shown). This will create the equation, "002: User Choice" = "Set -1" + "Variable 0 (Fixed.)" Set this to the end section of EACH script branch immediately before "Condition End" (there are four spots in this example).

The commands should look something like this.

What happens if this isn't set?

If the above Variable operation is not incorporated, ③ will be executed after ② is executed from the "Yes" and then "No" choice. This means that the "No" choice ③ will be executed, since the data stating that "No was chosen" is still in memory when branch ② ended. It is required to go through this process (with the use of Variables) to clear the information stating, "No was chosen". This may seem difficult, but if the choices go on for two or three phases, you must perform the procedure described above.

What are Variables?

Variables are, as their name suggests, "data that changes". First, think of "Variables" as bags and "data" as balls that go into the bags. Data is put inside and removed from the bag. This allows the creation of complex Events that aren't possible through the use of "Flags". If Variable 200 = "Set" data 1 + "Set" data 1, there are two balls placed inside "Variable 200". For example, if an Event is created where "a character must meet five different people", the Variable operation of Variable200 = Variable200 + "Set" data 1 must be performed once; each time the character meets one of those five characters. This is because if Variable200 = "Set" data 0 + "Set" data 1 is used, Variable200 will remain as one every time the characters are met. By performing this setting, one will be added to Variable200, no matter what order the character meets the five people. Once all five have been met, a "Page Condition" that is set as "Variable200 is +5 or more" can be executed.

Caution:

- Variables 000 through 199 are used internally by the system. Avoid using them.
- Variable 200 and above can be used freely.

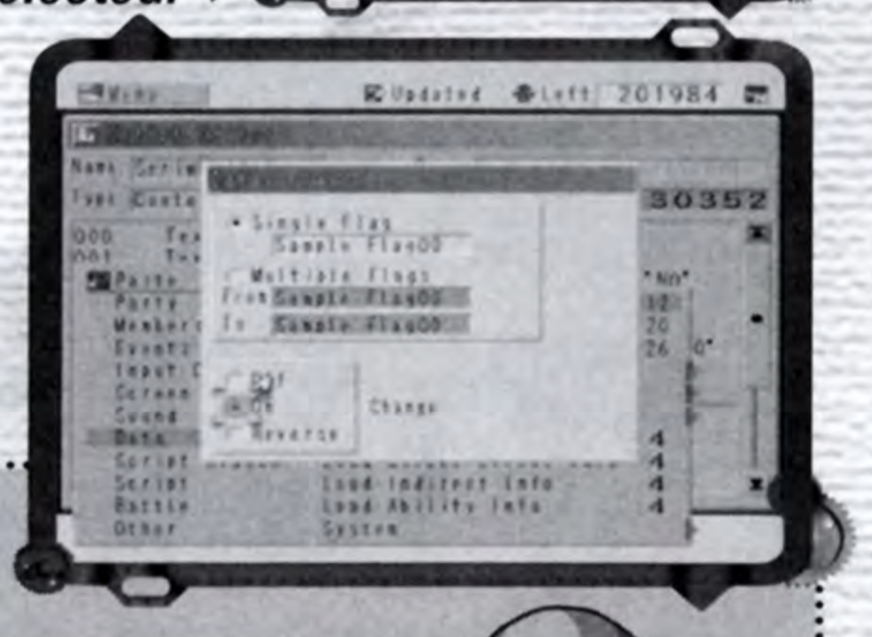
EVENT CREATION EXAMPLE ② [FLAG USAGE]

This section describes a frequently used creation process in which "Flag" operation and page switching are combined. Let's create an Event in which "the graphics disappear and a path is accessible" when "Yes" is chosen in the choice selection created on page 35.

The Event disappears when "Yes" is selected. ➡

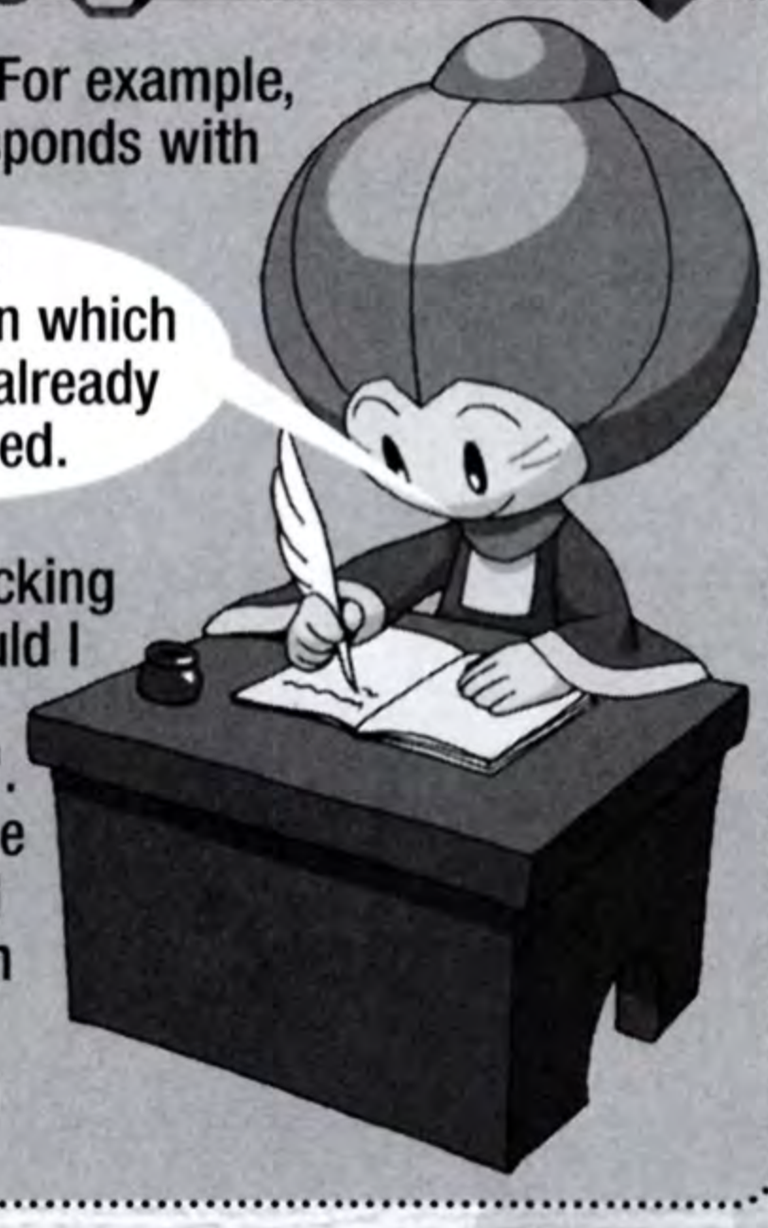
Using [Flag]

Create a "Flag" command (located in "Data") in front of the "Condition End" for when "Yes" is chosen in the multiple choice selection (use the choice on the first phase). Set the options as follows: "Single Flag", "Flag200", "ON" (see the picture). This will set Flag200 to "ON" when "Yes" is chosen.



What is a Flag?

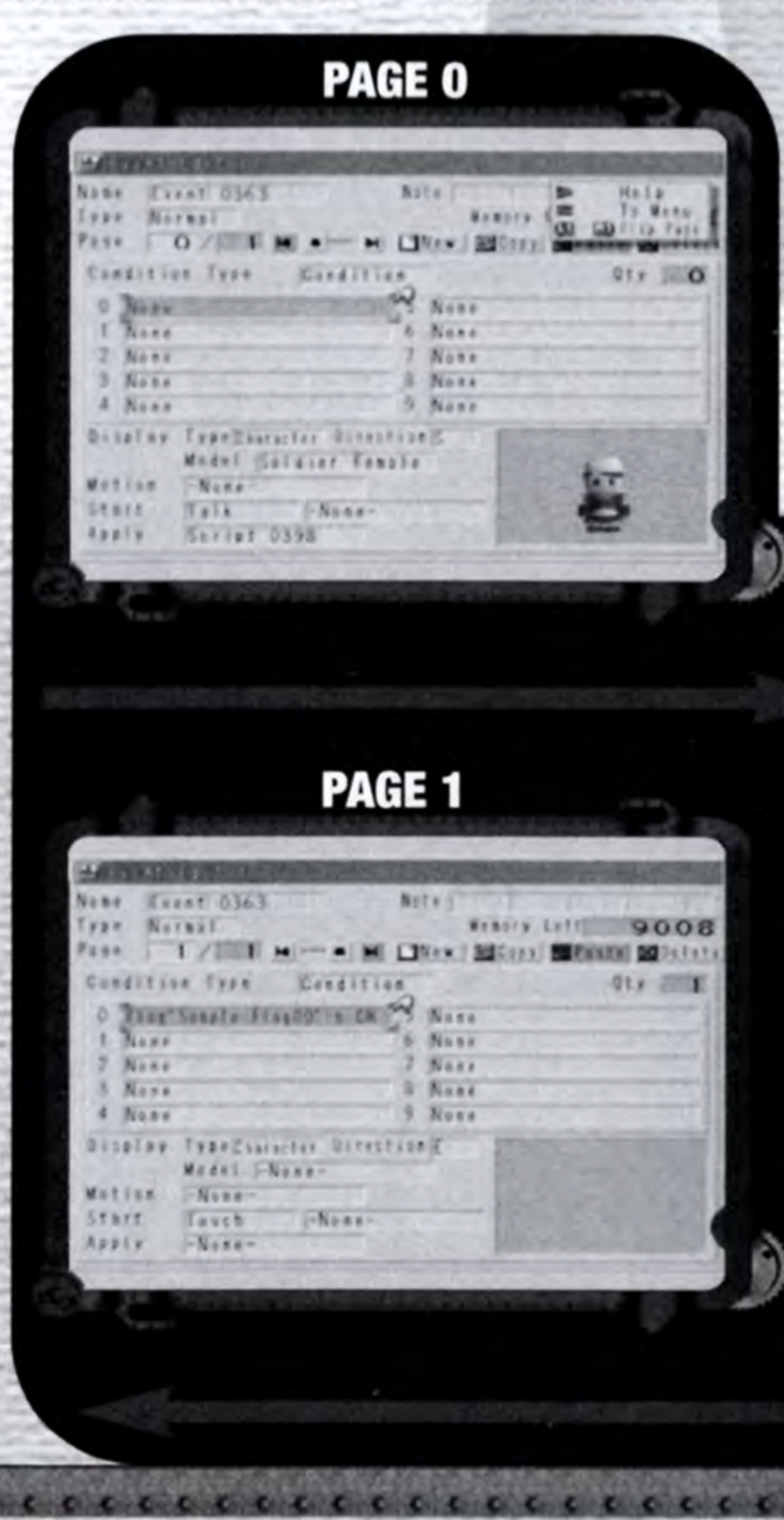
Flags are switches 0 through 999 that are available in the game. They're always set to either "ON" or "OFF" (default is OFF.) For example, let's create a situation where "when the character talks to A, A responds with the question, "What should I do?"" and "when the character talks to B, B responds with the statement, "A wants to go to the cave"." In this situation, A will repeatedly say, "What should I do?" no matter how many times the character talks to A. So, you set a Script on A's page 1 so that the message "I want to go to the east cave, but there are Enemies blocking the way". will be displayed. But A will continue saying, "What should I do?". This is where a Flag comes into play. Set a command that sets "Flag200 to ON" after B tells the character, "A wants to go... ". Next, set "When Flag200 is ON" in the "Page Condition" of A's page 1. Then, when the character talks to A after talking to B, A's page 1 is executed so that the "I want to go to..". message is displayed. In this way, a Flag is used as a trigger to cause an Event. We used "Flag200" as an example here, but be careful not to duplicate Flag numbers for different Events.



Creating Pages with Events

Once the "Flag" operation is created, open the "Event Editor". There are no changes to make in the "Apply" contents set on page 0. Create page 1 using "New". Once a new page is created, open the "Set Page Condition" window by selecting one of the "None" page conditions in order to select the "Flag Flag200 is ON" option. The page conditions will be set once "Update data and exit" is performed be pressing the ◉ button. There is no need to set models on this page. This completes the process.

Now, let's actually execute this Event. Talk with the Event and select "Yes" when the choice is displayed. The Event suddenly disappears, allowing you to proceed. In other words, the Event will no longer be an obstacle. This Event will always be gone, and from the player's perspective it is gone forever. However, if Flag200 is turned OFF from somewhere else, the Event will appear again, since the conditions are no longer met. Now what happens if you choose "No"? Since there is no command incorporated to the "Flag" operation on the "No" option, Flag200 will not be turned to ON. Since the conditions for page 1 will not be met, the Event will not disappear, and it will continue to execute page 0. The process of switching pages using Flag operations is a technique that can be used for various adaptations.



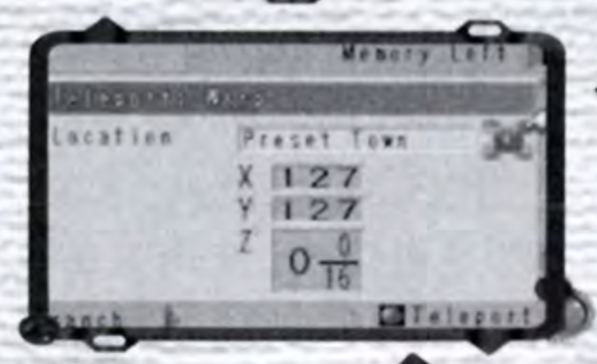
EVENT CREATION EXAMPLE ③

[MAP CHANGE]

Once several maps that connect to each other (such as from a world map to a dungeon or from the first to second floor) have been created, they need to be connected. Events are used to connect two different maps. Select "Party", "Teleport" and then "Warp" from the "Script Editor" (the Events up to this point will no longer be used).

Specify Warp Destination

Once the Warp window is open, select a location. To do this, first select a map name from "-None-" (we will use "Preset Town" as the example). Next, press the icon on the right to move to the map. When the map is displayed, move the cursor to the position that will become the destination. This operation is similar to the operation used to create maps. For example, there are operations unique to creating maps, such as fast movement by holding down the R2 button + directional buttons. See "Controller Operations" for a complete list.



← *Select the icon shown by the cursor in the picture.*

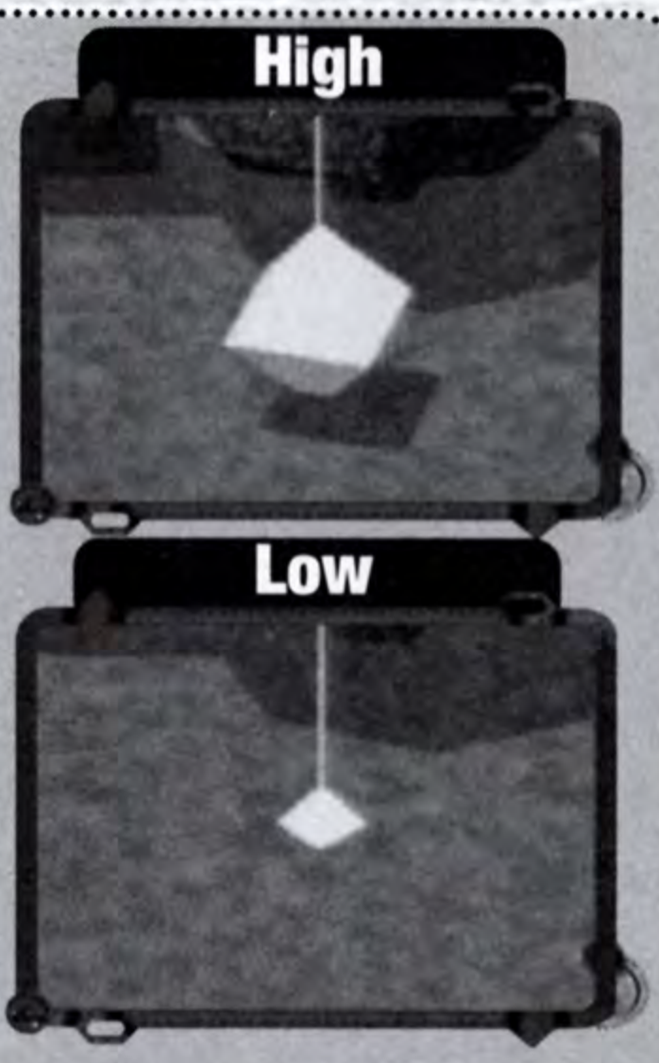
Adjusting Height

Once the cursor is moved to the area you wish to set as the destination, you must adjust the height. The diamond-shaped cursor will start to move when the L1 button is held down. The cursor will eventually stop moving when the L1 button remains held down. This is the height that is perfect for the character to appear. Press the ⊗ button to set that height. Exit the map by pressing the SELECT button. The steps used in this section are only for world map operations. The location specification for dungeons conforms to the procedure of dungeon creation (which is specified in block units).

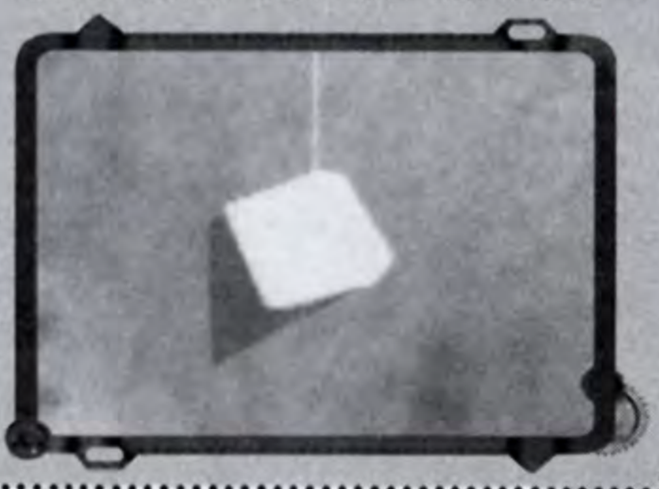
↑ *Holding L1 stops the cursor at the right height.*

Height Correction

Aim for the center of the diamond-shaped cursor when adjusting the height on a map. The cursor will move up when the L1 button is pressed and down when the L2 button is pressed, but it will stop at the proper height when the button is held down. It's better to use this function instead of trying to adjust it yourself. This also applies to the case where a slanted position must be specified. Set the location where the cursor stops. If it's too low, the character may move one cell off in another direction.



The best location will be chosen, even on a slanted surface. ↓



Execution Diagram

Yes

↓

Flag1 turns ON

↓

It meets the conditions for page 1 and is therefore executed.

↓

Event is gone permanently

No

↓

Flag1 turns OFF

↓

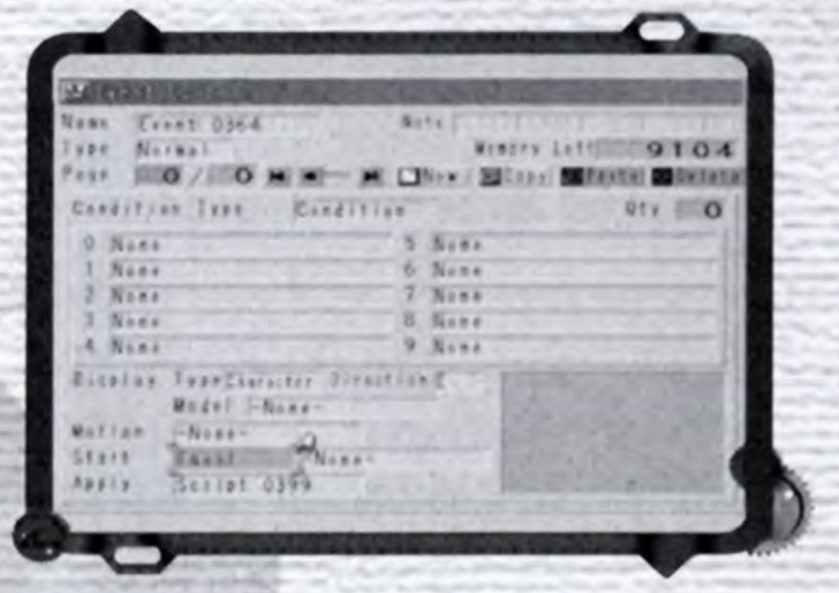
It doesn't meet the conditions for page 1, so it stays at page 0.

↓

Event doesn't disappear

Set the Startup Condition to "Equal"

Set the Script created on the previous page in the "Apply" contents of the "Event Editor" (a model is not required). The important thing in this step is the "Start" condition. Change this to "Equal" for this Event. In other words, the location will be changed once the coordinates of the main character and Event match.



Placing Events

Use "Event Placement" to select a location. In this example, a dungeon is the origin of movement. Open the dungeon using "Edit", and move the cursor to select the location from which the character will warp to the other location (in a manner similar to when a dungeon is created). Since there is no model for the Event, an invisible "!" block will appear once it's placed. Once the setting is complete, always perform a test play to confirm that the two maps have connected properly. This completes the connection of a map from one direction. Now you must create an Event to come back, so that the character can move back and forth.

The location is basically the entrance and exit of the map.

Test play is necessary.

EXAMPLE OF EVENT CREATION ④ [EVENT BATTLES]

This section describes an Event you want to create at a specific location, such as a boss battle, or in other words, "Event Battle". These are different from encounter battles (battles that occur randomly when the character is walking). To create an Event battle, all you have to do is specify the unit with an "Other" then "Event Battle"Script command. However, be sure to create a unit prior to creating an Event (see page 41).

Changing the BGM

There are several detailed steps involved in changing the BGM during Event battles. This is because this software is completely created through the use of Scripts, and changing the BGM requires total customization of a certain portion of the Script. Experience is required, even for advanced users, in order to understand this concept. Those who are not yet able to create Scripts proficiently should refrain from this procedure.

Remove the check mark next to "Start".

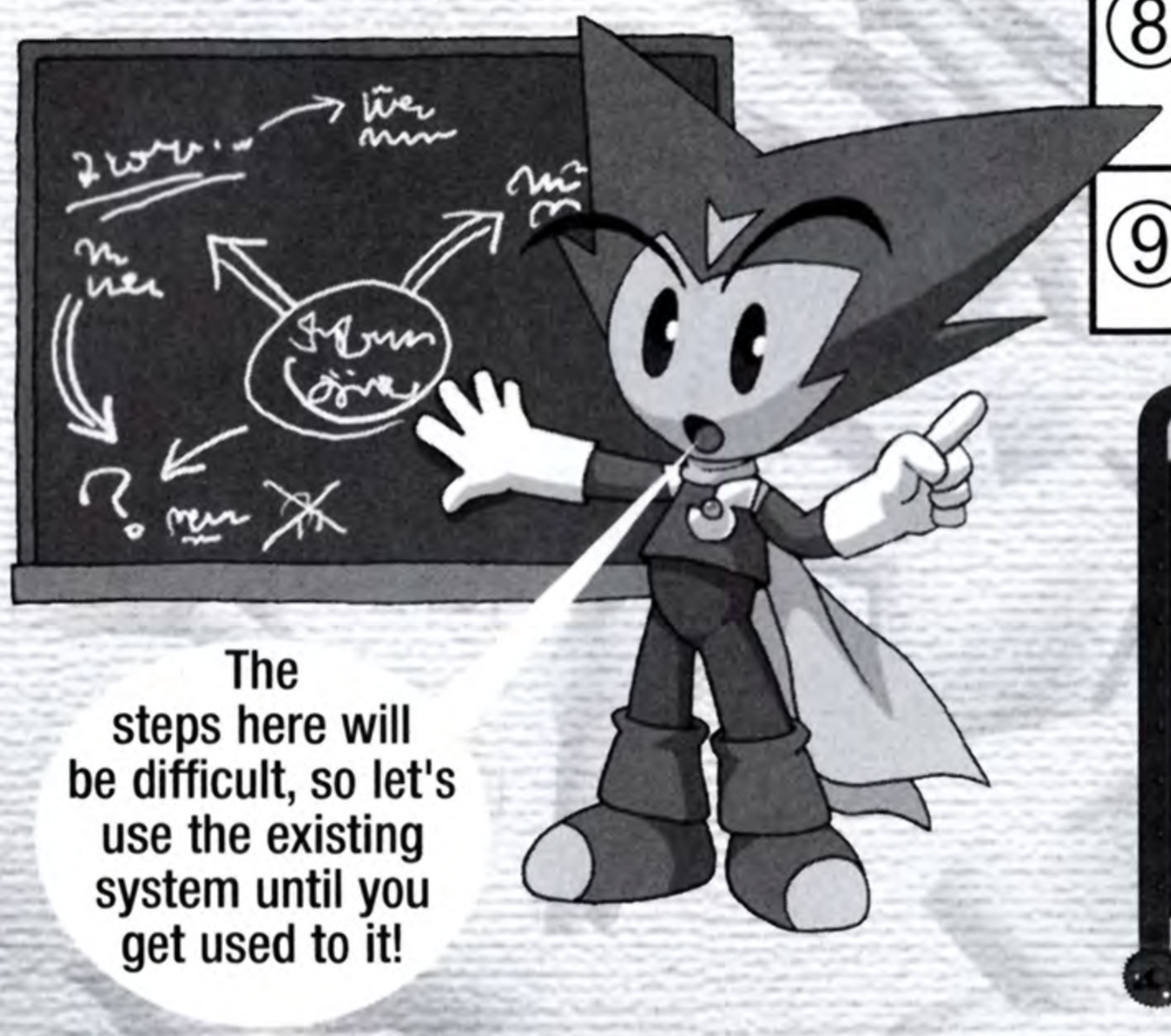
The battle BGM is set as a process used at "Battle Start". Therefore, the check box for "Enable Battle Start Defaults" must be unchecked in the "Event Battle" window. This will prevent the execution of processes when a battle starts. You must then customize that section. Let's say the check box on "Enable Battle End Defaults" is unchecked. When it's unchecked, all the Scripts after the end of the battle will not be read. The check for this item needs to be turned off when you don't want messages such as "XXX gained 0 experience points" to be displayed. However, un-checking this function will require you to script processes such as fading and BGM processing. As an example, this section describes the editing procedures for "Start".

• Customizing a Start Process

The start-processing Script will be described in order. The first command to set is in "Sound", select "Temporarily Save" ① to save the BGM that was playing before the battle occurred. Next, select the BGM you'd like to use. In "Sound", select "BGM" and then "Boss3" (or any BGM) ②. Next, in "Script" select "Apply Together" ③. This allows for the execution of all commands simultaneously, instead of one after the other (depending on the settings of this command and "Apply in Order"). Next, fill all four boxes black of the "Color" command in "Screen Display", "Screen Effects" then "Color". This will make the screen totally black when a battle starts ④. Set the time to 40F. The reason for this is that it takes 40F to enter the battle screen. Then set the "Apply Wipe" command in "Screen Display", "Effects" ⑤. If you forget to set this function, the effect used to split the screen won't be visible when you switch to the battle screen. Next, set the "Wait" command to 40F in "Others" ⑥. Next, use "Script" and then "Apply in Order" to return to normal script execution from ③ "Apply Together" ⑦. Next, set the "Event Battle" command that was created earlier ⑧. Finally, set "Replay Saved" in "Sound" to complete the process ⑨.

As seen here, considerable experience is required to create a Script to change the BGM from scratch.

	Setting Contents
①	**Sound [Temporarily Save]**
②	**Sound [BGM] Select "Boss3"**
③	**Script [Apply Together]**
④	**Screen Display [Screen Effects] (Color) Make all four boxes black. Set the time to "40F"**
⑤	**Screen Display [Effects] (Apply Wipe)**
⑥	**Others [Wait] Set to "40F"**
⑦	**Script [Apply in Order]**
⑧	**Others [Event Battle] Remove the check mark from "Enable Battle Start Defaults**
⑨	**Sound [Replay Saved]**

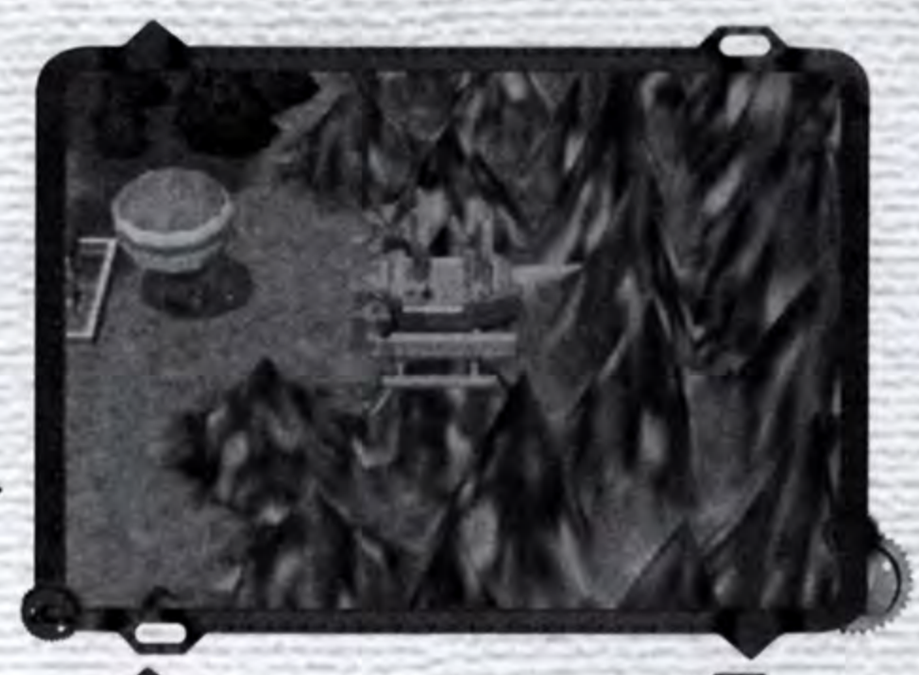


The steps here will be difficult, so let's use the existing system until you get used to it!

⬆ This is how it looks following actual creation. The BGM and unit contents can be changed.

EVENT CREATION ⑤ [VEHICLES]

This section describes how to create "vehicles" that are prepared for use as transportation by the main characters. The vehicles are classified into three broad categories: land, sea and air (low altitude and high altitude). This section describes the process used to create an aircraft.



Look, an aircraft that flies over all obstacles. ➡

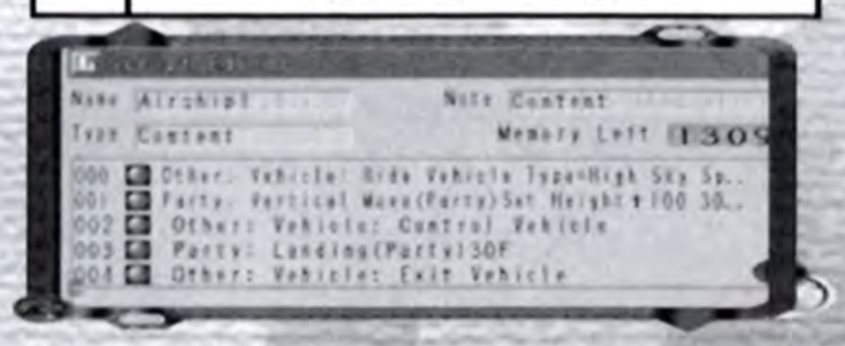
Creation of "Action" "Type" Script

Two different types of Scripts are required for vehicle creation. First, let's create a Script with a "Type" as "Action". First, select "Others", "Vehicle" and then "Set as Vehicle". Set the "Number" option to "4" (any number can be used but, make sure to use an unused number). This enables the Event itself to be recognized as a vehicle. Next, set "Events", "Movement", "Bypass Members" to "Yes". This command is used to allow the dramatization of "the main character overlapping the Event". If the Event vehicle is entered ("Started") with the "Examine" option, this command isn't necessary. Set the above commands, and the first step is complete.

Creation of "Content" "Type" Script

Next, prepare a Script as a "Content" "Type". First, choose "Other", "Vehicle" and then "Ride Vehicle", and prepare a command that sets "High Sky" and "4X Speed" ①. This will allow the main characters to board the vehicle. Next, select "Party", "Movement" and then "Vertical Move". Then prepare a command that has the target set to "Party", the height to "100/16" "Set Height", and "Time" to "30F" ②. This command is used to dramatize the effect of floating up to the sky (assuming that the vehicle will be boarded on the ground). Height movement is performed because the vehicle will move above the ground in that position. Set "Others", "Vehicle" and then "Control Vehicle" ③. This is a command that will allow free control of the Event that has become the vehicle. During game play, the Script execution process will be paused at "Control Vehicle" from the time this command is executed until the ◉ button is pressed (characters exit the vehicle). Next, set a command that sets "Party", "Movement", "Landing" and then "Target" to "Party" and "Time" to "30F" ④. This is the command used to land the vehicle. Then perform "Others", "Vehicle" and then "Exit Vehicle" ⑤. This will allow the characters to exit the vehicle. This completes the process. Note: For Event vehicles entered ("Started") with the "Examine" option, "Bypass Members" and "Yes" must be added at the beginning and "Bypass Objects" and "No" must be added at the end.

	Setting Contents
①	Others [Vehicle] (Ride Vehicle) Change to High Sky, 4X Speed
②	Party [Movement] (Vertical Move) Target is "Party" Height is "100/16" "Set Height" Time is "30F"
③	Others [Vehicle] (Control Vehicle)
④	Party [Movement] (Landing) Target is "Party" Time is "30F"
⑤	Others [Vehicle] (Exit Vehicle)



Event Creation

Select the model of an airship from "Display" "Type" in the "Event Editor". Next, set the Scripts that we just created in "Motion" and "Apply" (since the types are different, they're easy to find). The Event is complete once the "Start" condition is set to "Equal".

Effective Additional Scripts

Battles will occur even if the characters are inside the vehicle (“sky” units). Therefore, you should set a command that turns the encounters off in "Data", "Flags" and then set "Flag015: No Encounters" to ON before the "Control Vehicle" command. However, don't forget to turn the Flag back to OFF once the characters exit the vehicle. It's also good to set "Party", "Display Party" and then "Hide Party" command between ① and ② of the "Content" Script in order to render the party temporarily invisible. Don't forget to turn the display of the party back on when they get out of the vehicle.

EDITOR DESCRIPTIONS

This section will introduce you to the other editors, focusing on "Enemies" and "Map Editor". We recommend using the Preset Data contained in the software for "Abilities" and "Items" (edit these options as you get used to the software).

ENEMY CREATION

Enemies are comprised of the four editors present in "Enemies". First, define the battle movements using "Enemy Action", then set the stats and Abilities of each enemy using "Enemies". Then assemble enemy parties using "Units" and determine the appearance location using "Unit Placement". The model graphics will be created using "Graphics" and then "Enemy Models". If you wish to change colors or other options, edit the enemies using the "Enemy Model Editor" with operations similar to those in the "Character Model Editor".

Enemy Action

This is the editor used to create various actions for the specified enemy model during battles. Use this editor to create motions, such as waiting or attacking. Since motions for all the models are available in the Preset Data, there's no need to create new actions when you are just starting out.

Enemies

This is used to specify options such as the enemy's stats and weapon resistance. The chain of actions the enemy will use, such as attacking, defending and use of Abilities must be defined in "Behavior". These settings are also available in the Preset Data for all models. We recommend only editing "Custom" in the beginning.

Units

This is an editor used to create enemy parties. Even if an enemy appears as a single member, it must be registered as a unit. This is because opponents are selected using units for the "Unit Placement Editor" and "Event Battle" Script command. Up to four enemy types can be used per party.

- **Test**

This is used to perform test battles with the units that have been created. Choose "Test" and select the party members to participate in the battle. The weapons and levels can be specified for each character registered in the "Party". Select a map and location, and then press "Battle" to start the battle test.

Unit Placement

This is used to set the encounter area of the unit. This "Unit Placement" must also be registered in "World Organization". In other words, this editor doesn't specify the "map in which this unit appears". For example, if you want the unit specified here to appear in the "Underground" passage map, you must specify "Dungeon" in "Details" and then set the "Unit Placement" created here to the "Unit" category in "World Organization".

- **Unit Placement Editor**

The "Unit Placement Editor" is opened with the "Edit" button (only when a World map is selected). To perform placement, select "Place" and set the start and end of the encounter area.

MAP EDITOR

This is the editor used to create the world map that will serve as the stage for the adventure. You'll be able to freely create vast mountain ranges, unexplored islands and caves surrounded by oceans, defining the world to your taste. The operating procedures are rather complicated, but once you understand the processes, maps can be created easily by placing various terrains. In Beginner mode, only the editing of Preset Data is allowed. Even if you are a beginner, we urge you to switch to Normal mode and create a new map.

Let's refer to the Preset Data.

MAP EDITOR CONTROLS (Beginner mode)

COMMON	
Create/Edit/Place	⊗ button
Cancel	◎ button
Exit Map Editor	SELECT button
Display help text	START button
Move cursor	Directional buttons ↑/↓/←/→
Change to View mode	Display menu with ▣ button
Change to Build mode	Display menu with ▣ button
Change to Texture mode	Display menu with ▣ button
Change to Confirm mode	Display menu with ▣ button
Toggle between A/B data	Display menu with ▣ button
Undo/redo one time	R1 button + L2 button + ◎ button

MODE CHANGE	
Change to Edit mode	Display menu with ▣ button
Change to Copy mode	Display menu with ▣ button
Change to Delete mode	Display menu with ▣ button
Change to Paste mode	Display menu with ▣ button

BUILD MODE	
Change height	L1 button/L2 button
Resize area horizontally/vertically	Directional button ↑/↓/←/→

TEXTURE MODE	
Select texture	L1 button/L2 button
Resize area	Directional button ↑/↓/←/→

CAMERA OPERATION	
Change view	R1 button + directional button ↑/↓/←/→
Zoom view	R1 button + rotate left analog stick

CONFIRM MODE	
Move character	Directional button ↑/↓/←/→
Move character and ignore collisions	◎ button + directional button ↑/↓/←/→

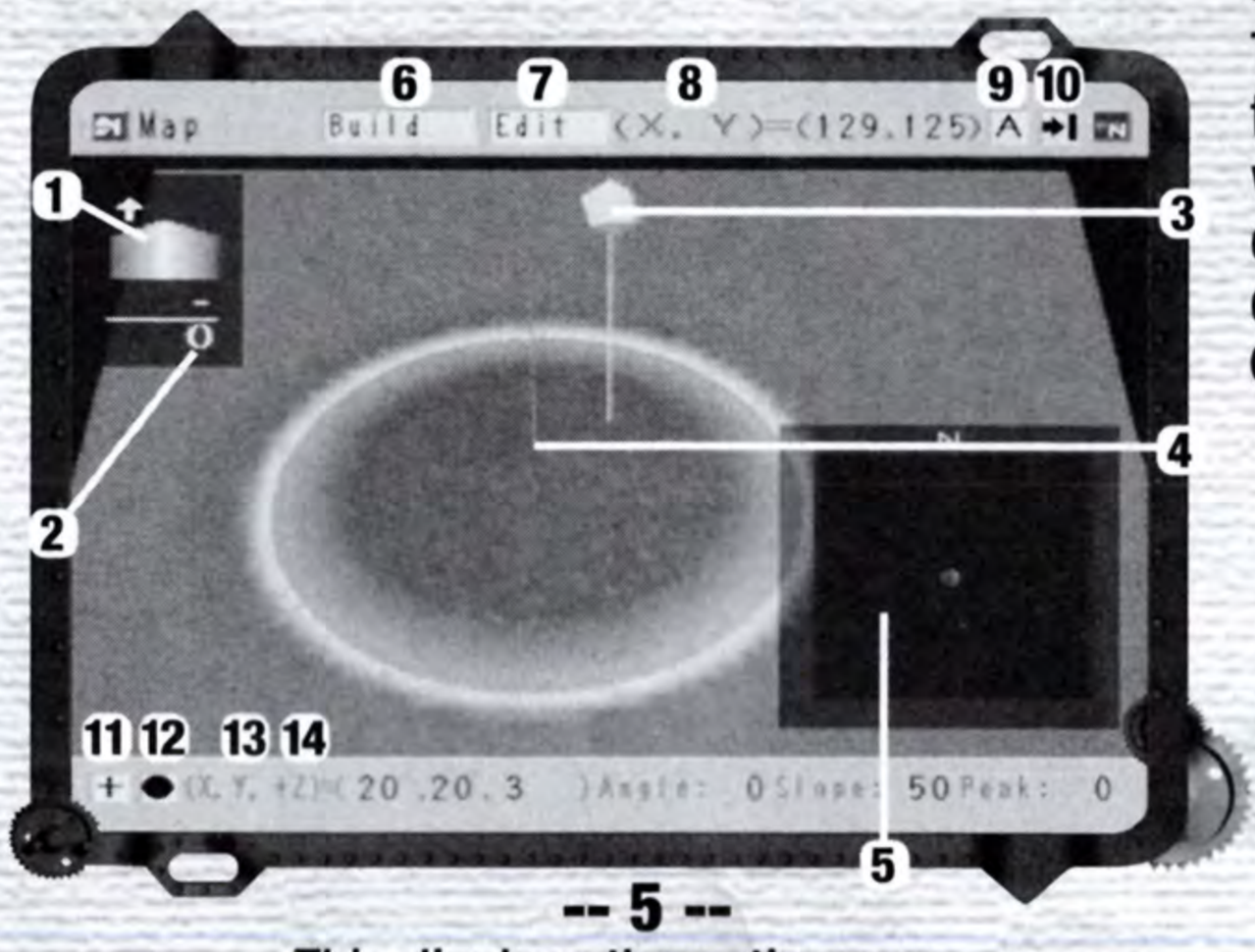
** These controls are for Beginner mode only. See "Controller Operations" for Normal and Hard mode controls.*

Screen Descriptions

Unlike the block construction of dungeons, maps are created by raising and lowering the surface to create mountains and cliffs.

-- 1 --
This represents mountains, plains and cliffs in respect to sea level. It displays a simple representation of the shape.

-- 2 --
The bottom number indicates the last terrain pointer placed. The top number indicates the current pointer number.



-- 3 --
This is the cursor. Move the cursor to specify where you'd like to create land. Terrain is created by pressing the ⊗ button.

-- 4 --
This is an area where land has already been created. The terrain can be edited by moving the cursor to the pointer and pressing the ⊗ button.

-- 5 --
This displays the entire map.

-- 6 --
This displays the current editor mode.

Build:
This is the standard editor mode used to create land and underwater trenches.

Texture:
This mode is used to place textures such as grass, sand and tress on the ground surface.

View:
This mode is used to look at the overall world map. You cannot edit the geography or ground surface in this mode but you can copy, paste and delete both the terrain and textures at the same time.

Confirm:
This mode is used to confirm what you have created by using a character to walk around on it.

-- 7 --
This indicates the current mode.

Edit: This mode is used to create terrain.

Copy: This mode is used to copy the selected pointers. The range will be specified by the start and end points.

Paste: This mode is used to paste the copied pointers. Use this function in conjunction with Copy.

Delete: This mode is used to delete the selected pointers.

-- 8 --
This indicates the cursor's present coordinates. Up is north, X is the horizontal axis and Y is the vertical axis.

-- 9 --
This displays whether the current map is on the A data or B data side. A is used in the game and B is not. The contents will be reset each time you exit the editor. Use B data as a temporary storage area.

-- 10 --
This displays the cursor movement type. "6" will stop the cursor when it hits a pointer, and "|" will continue without stopping.

-- 11 --
This indicates the current terrain building method.

+: Creates terrain by adding to the details of the surrounding terrain. This means that when you attempt to create a new land formation by overlapping terrains, the neighboring landscape will affect the new terrain.

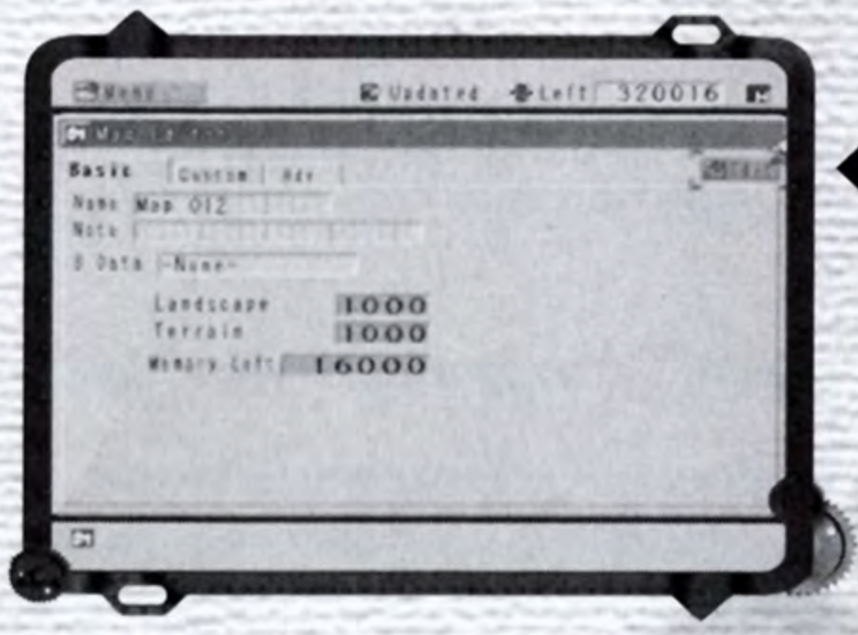
=: Creates terrain, ignoring the neighboring landscape. The newly created land formation will take priority and the overlapping areas will be removed. Use this function when creating cliffs.

-- 12 --
This indicates the shape of the terrain to be created. Select from ● (circle) and ■ (square).

-- 13 --
This displays the length, width and height (depth) of the terrain being created. It also displays slope information.

Map Creation

This section describes an example of actual map creation. The operating procedures are described relative to Normal mode, so change to the Normal level of difficulty in order to use this as a reference.



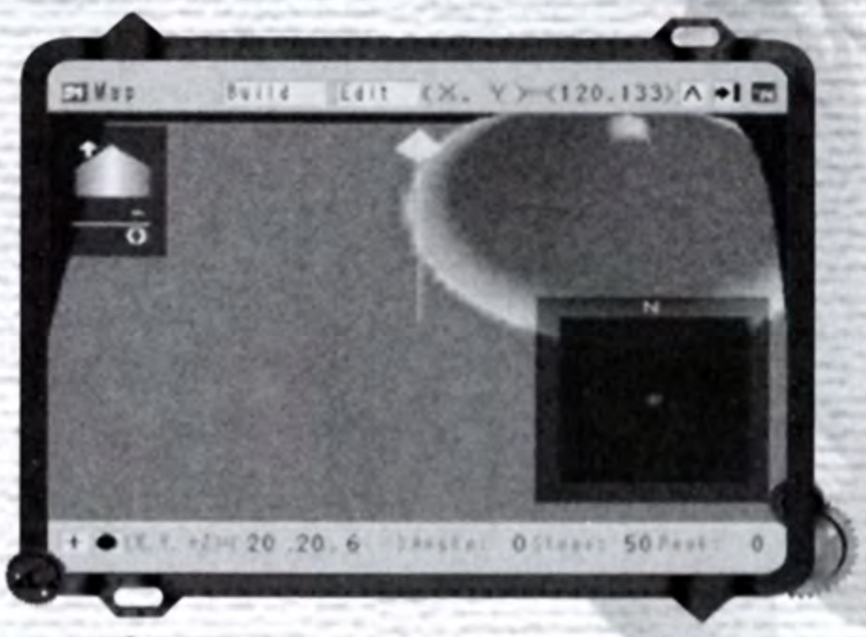
Pressing "Edit" will open the Map editor.

• Creating Terrain

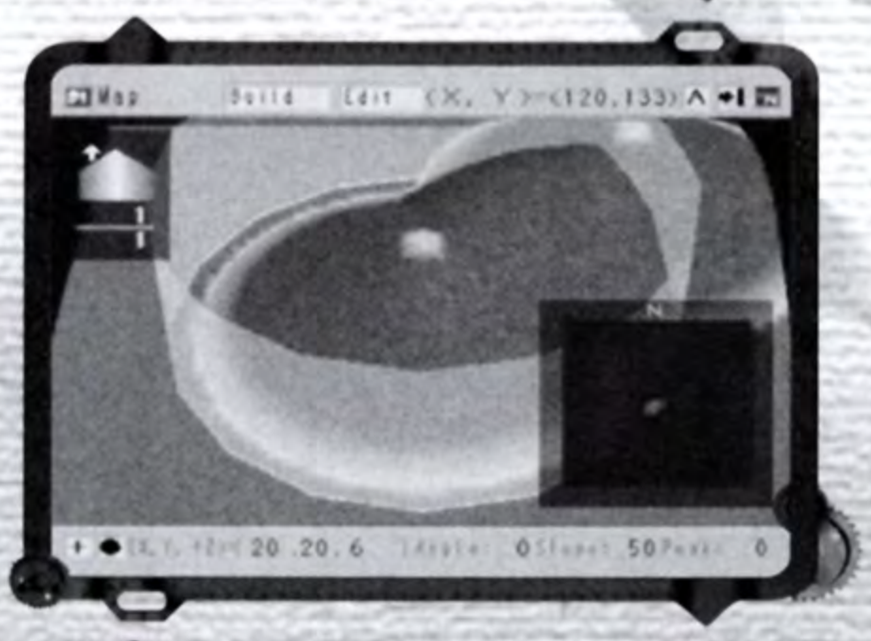
① Using the mini-map in the lower-right portion of the screen, move the cursor to the location where you'd like to create land (press the R2 button for high-speed movement). Once you have determined the location, press the ⊗ button. A circular bracket will appear and a circular land formation will be created on the water's surface.

② Hold down the L1 button to make the land rise, creating a high mountain. Holding the L2 button will bring the land back down to sea level (cursor movement will stop momentarily). Holding down the L2 button again will cause the land formation to sink downward.

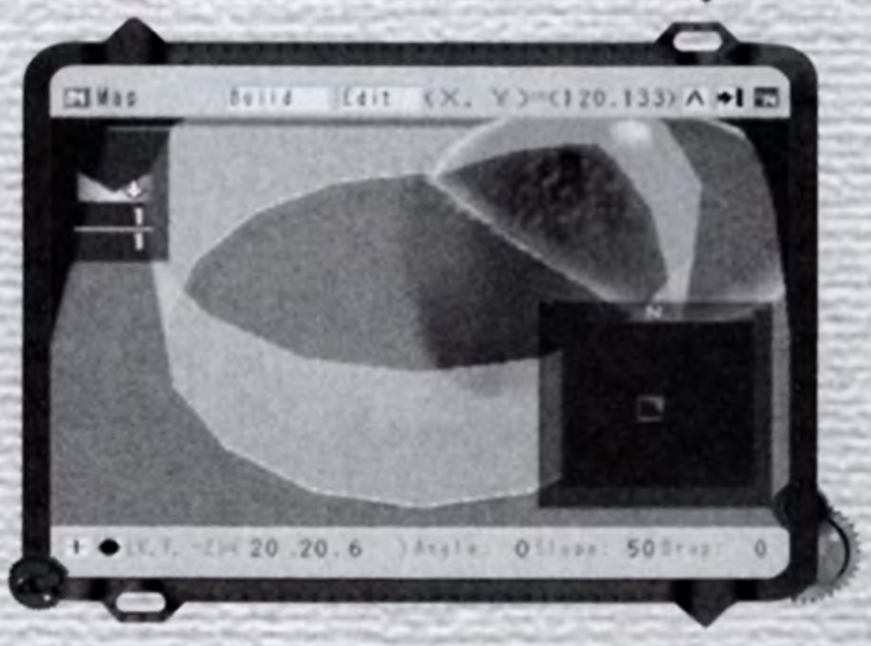
③ Press the ⊗ button when a mountain is formed. You have just created your first piece of terrain. Move the cursor away from the current location. Stop when the cursor is no longer over the land you've just created, and then press the ⊗ button.



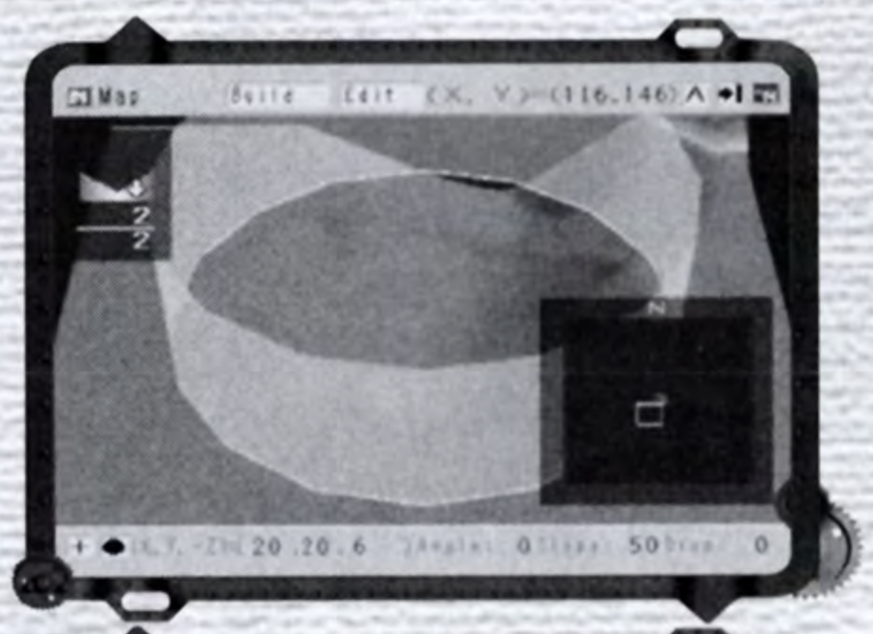
④ A new land formation will be displayed, and at the same time the overlapping area will automatically fill in. This is due to the "+" terrain method explained on the previous page.



⑤ Now, hold the ■ button and press the L2 button. A canyon will be created. It will change from canyon, flat to mountain each time the L2 button is pressed. Press the ⊗ button when a canyon is created to end the process up to this point.



⑥ Press the ⊗ button where the land overlaps again. A new formation can be created while still in the canyon mode. Remember that when new land is created in this manner, the new land will inherit the properties of the previous setting.



⑦ Press the ■ button + L2 button to return to the mountain mode for the next procedure. Once it is returned, change the slope of the mountain by pressing the ■ button + R1 button. It is also possible to change the peak of the mountain by pressing the ■ button + R2 button.

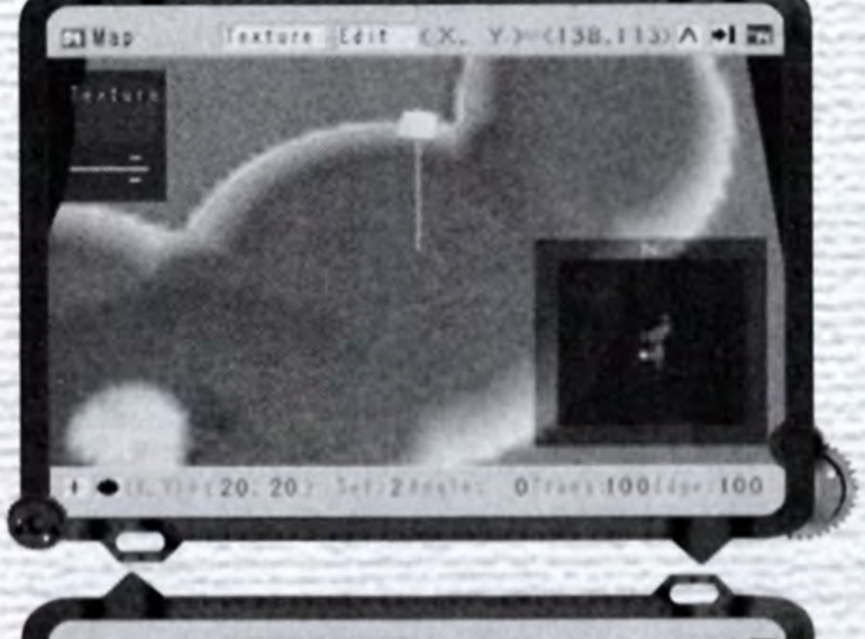
⑧ Repeat this process to create the general shape of the map.

• Placing Textures

① Once the geography is created using "Build" mode, press the ■ button + L1 button to switch to "Texture" mode (you can't switch modes when the white, circular frame is displayed - complete or cancel the terrain first).

② Move the cursor to a location where the placing of a texture is desired. When the location is determined, press the ⊗ button. The ground surface will instantly assume a grass texture.

③ Pressing the L1 and L2 buttons allows you to select a texture type from the left side of the screen. The information will be reflected on the screen as well. When you find a texture you like, press the ⊗ button to end the process at that point. By repeating this process, a textured map will be created. There are many detailed operations other than those described here. Use the "Controller Operations" page to make detailed adjustments.



CLASSES

This is used to create a Class for a member. For example, if a Class called "Warrior" is created, the character becomes "Warrior Level 1" when a character takes that Class. The character can increase the Rank up to level 8. The rate at which the character gains Ranks is created using "Promote". However, the number of "Victories" and necessary "Experience" needs to be set in order to gain a Rank.

"Evolve" is used to set the required conditions to enter the Class. For example, if you set the requirements for becoming a "Knight" as "Warrior Rank 5" and "Monk Rank 5", the player must attain Rank 5 as a warrior first, then change Classes to a monk and attain Rank 5 as a monk (the order doesn't matter - the player can only be one Class at a time, but all Classes that the player previously was will be recorded).

The Event required for changing Classes are created using "Input Creation" and then "Change Class List" in the Script Command menu. When this command is executed, all the Classes created using the "Class Editor" will be displayed (only the Classes that the player is able to choose will be displayed - Classes for which the player has not fulfilled the requirements will not be displayed). Once the player chooses a Class from the displayed Class list, the process is complete. You must create your own prompts such as, "Which Class would you like?". A Preset Data example is available within the Script relating to changes to Classes (use that data as a reference).

TRAITS

This is used to create Scripts for the behavior of enemies and party members during battle. Traits created here are set to members and enemies in their respective "Adv" tabs with the "Traits" option. Enemies will ignore the contents of their "Behavior" settings and use the Trait Script as the priority. Party Members will fight automatically if they're chosen.

ITEMS

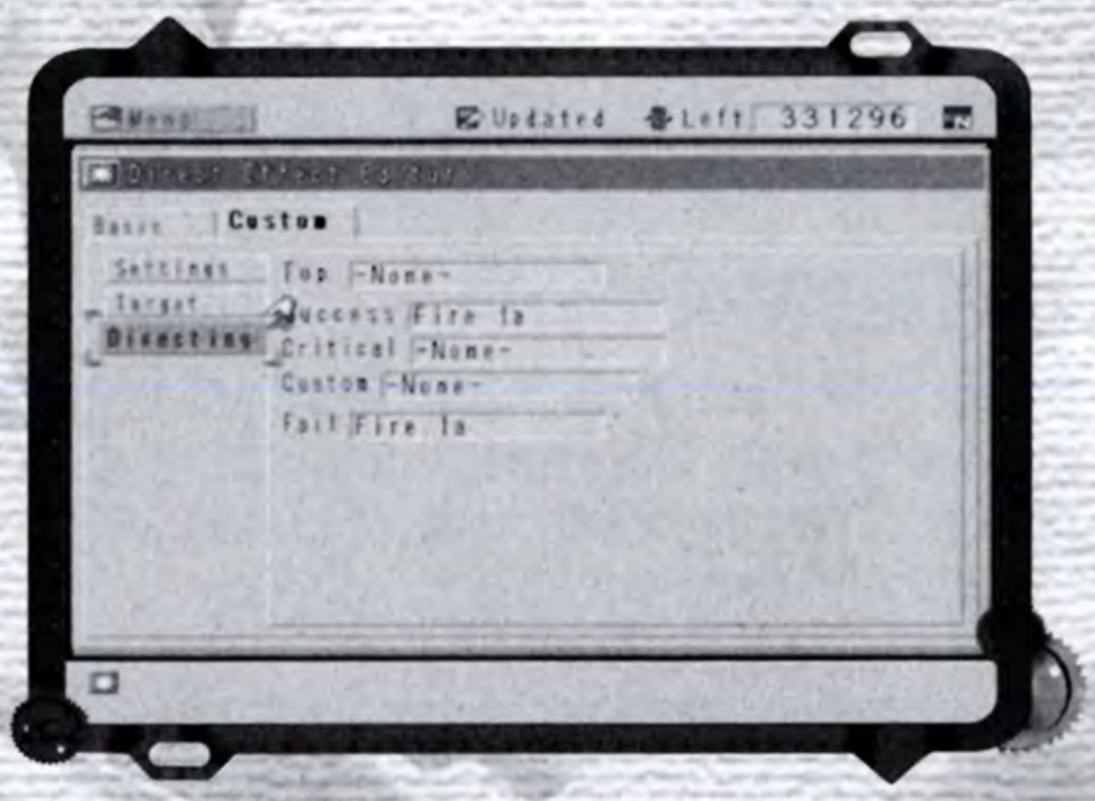
This is the editor used to create various Items such as herbs and weapons. A sword is classified as a "Weapon" and an herb would be classified as "Other". For an herb, you must create the effects that occur when they're used. "Direct Effect" and "Indirect Effect" in "Used" manage the created effect. These are introduced on the following page, but note that it's difficult to create them on your own, since they're comprised of Scripts. We recommend that you use the Scripts prepared in the Preset Data.

ABILITIES

This editor is used to create magic and skills that members and enemies can use. For example, for "Fire" magic, the "Usable" situation is "Battle" and the magic "Property" is "Fire". Also, "Direct Effect" and "Indirect Effect" control the actions of the Ability. These are comprised of Scripts, just as with Items, and are quite difficult to make from scratch. Abilities are available as Preset Data. We recommend that you leave customization to the extent of changing the names.

DIRECT EFFECTS

This is mainly used to set the effects of Abilities and Items. Choose "Offense" with "Custom" and then "Type" for Items and Abilities that cause damage to opponents, such as fire magic or fire scrolls. Choose "Defense" for the herbs and magic that heal injuries. Choose "Other" for Abilities and Items that neither cause damage nor heal injuries, such as increasing attack power, sealing magic and teleportation. Note that the Scripts for these actions must be selected from "Directing". The Direct Effect editor itself is designed for advanced users. Avoid editing the contents until you become familiar with the software. Use the Preset Data instead.



INDIRECT EFFECTS

Indirect effects create "effects that last for certain time period", such as poison magic or magic that increases attack power (Direct Effects are used to create effects that are "used and finished immediately"). Indirect Effects can't be selected using the "Ability Editor" unless a Direct Effect is selected. It's therefore necessary to choose extra options by creating "Other" type Direct Effects. The "Indirect Effect Editor" itself is also designed for advanced users. Avoid editing the contents until you're well acquainted with the software. If you'd like to create a new effect, use the Preset Data as a reference and combine it with a Direct Effect (this will help you understand the structure of Abilities and Items).

Using the "Jump" to database feature

Pressing the △ button in a pull-down selection menu allows you to jump directing to the database (and file) your cursor is currently on. Using the jump to database feature is a great way to learn how things work in RPG Maker 2. For example, if you want to learn how a certain Ability is created. Open the Ability and search around until you find an option with an Event selected. Press the ⊗ button on the option to open the pull-down menu and then press the △ button to jump directly to the Event database. Now you can open the Event and check out how it was setup. You can also move to one of the Event's options and repeat the same procedure (like following a trail) as many times as needed until you find all the info you need. When you press the ○ button to close the current database, you will be automatically returned to the last open editor.

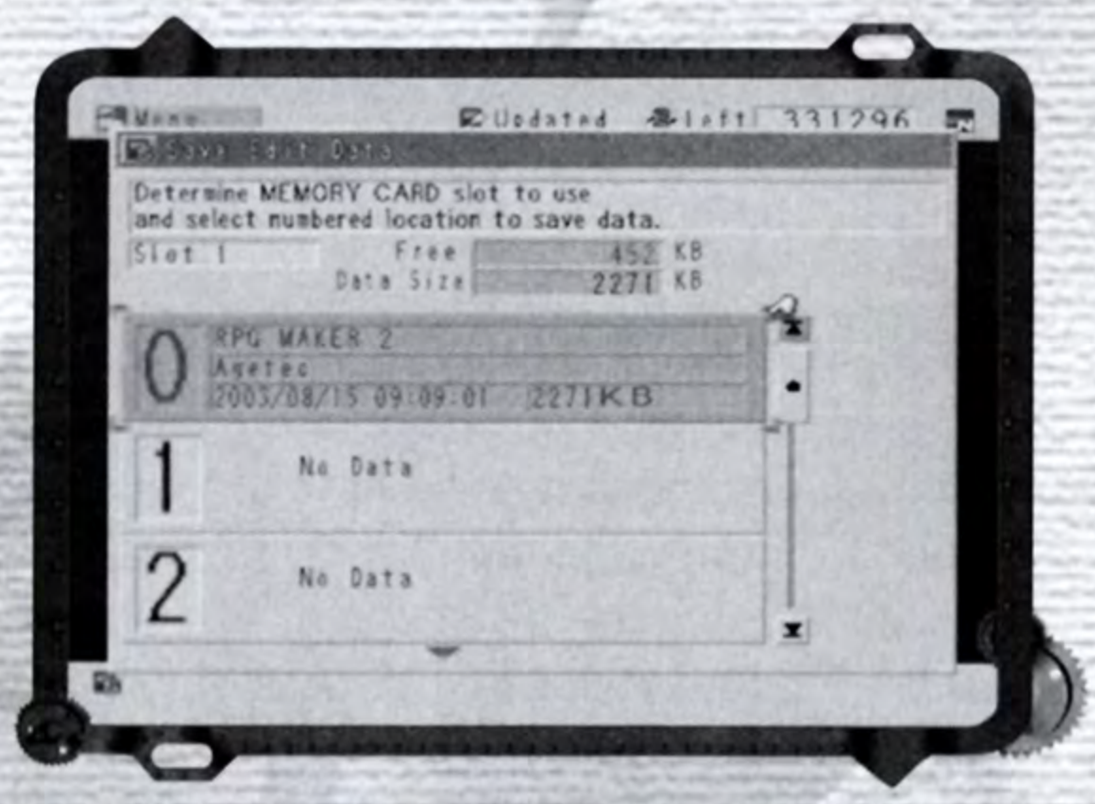
Press the △ button in any pull-down menu to jump directly to the file.

Saving and Loading

Be sure to save the data you've created. As long as you saved your data, you'll be able to continue at the point where you left off by loading your data.
Use the following procedures with a Memory Card (8MB) (for PlayStation®2).

SAVING

Verify that a Memory Card (8MB) (for PlayStation®2) is properly inserted in MEMORY CARD Slot 1 or 2. Select "File" and then "Save" and select a numbered saving location. There are 10 locations in which the files can be registered, but saving won't be allowed if there is insufficient space (use the PlayStation®2 "Browser" to delete unnecessary data). It is possible to overwrite existing data, but note that the previous data will be lost.



LOADING

Select "File" and then "Load", and select the data to be loaded. Note that "Load" can't be selected when data is currently being created. In such a case perform a save first (if needed), and select "File", "Delete All" and then select "Load".

• Switching MEMORY CARD Slots

Press the ◉ button at the Data Selection screen to switch between MEMORY CARD slot 1 and MEMORY CARD slot 2. The green bracket will become bigger ①. Press the ↑ directional button at this point. The cursor will move to the "MEMORY CARD Slot 1" area ②. Press the ⊗ button at this point and select "MEMORY CARD Slot 2" from the items that appear ③. Selecting "Sample" here will load the data from the sample "fu-ma" game included in the software (see page 52).

Connecting Game Files

When memory space is running low, data that exceeds the remaining memory won't be allowed. However, it is possible to interconnect game files using Script commands. Be aware, however, that certain rules apply.

INTERCONNECTING DATA

Let's say, for example, that a first part and a latter part are available in the game. Game files must always be saved on the same Memory Card (8MB) (for PlayStation®2). Set "Others" and then "Start New Game File" in the Script for the last Event in the first part of your game. A file number must be specified in "Start New Game File". Specify the number of the file that contains the latter part of the game (the number corresponding to 0 through 9 of the "File" screen). This will allow the latter part to start once the first part is complete.

WHAT "STARTING NEW GAME FILE" MEANS

Treat the first part and latter part described above as two separate games. In other words, the weapons, Items and levels obtained in the first part will return to the default values set in the latter part. Flags and Variables will also return to the default settings. Therefore, it isn't possible to carry the ending data statuses of the first part into the latter part.
When interconnecting data, it is recommended that all categories such as Items, money, level and Abilities obtained by the end of the first part be adjusted at the beginning of the latter part to a certain level that the player will be able to relate to (so that it seems as if the data has been carried over). Interconnect the data by keeping in mind that a completely new game is being started. This function isn't available during test play (it will return to the editor).

TEST PLAY

The game that is being created must be tested over and over while it's being made. The process of "Test Play" allows for balance adjustment, such as the execution timing of individual Events and the general flow of the story.

Select "Test Play" from the "Menu" screen, and select an option from the available list.

Resume Test Play will begin at the point where Quick Save was performed.

Load Test Play starts from the point where the Script command "Show Save Window" was used to save. Select the data from the Memory Card (8MB) (for PlayStation®2).

Start Test Play starts from the Party's starting location.

"Play Game" selected from the Title screen is the normal way to play a game. When you want your friends to play your game, be sure they start from "Play Game".

SPECIAL OPERATIONS

Special commands and operating procedures as well as normal game operations are available in Test Play.

- **◉ button**

Hold this button down to move at double speed and avoid battle encounters.

- **Debug Command**

Selecting the "Setup" command will allow access to the "Debug" command.

Flag Select from a list to immediately turn a particular Flag ON or OFF.

Variable Select from a list to immediately change of the numeric values of Variables.

Input Select from a list to immediately change of the data of Input Variables.

Start Event Select from a list to immediately execute "System" Events.

Quick Save This option performs a temporary save at any location (except during battles or during Events). However, the contents will be reset when "Trash", "Delete All", or "Test Play" "Start' is selected. The Quick Save data is not saved on the Memory Card (8MB) (for PlayStation®2).

Pressing the SELECT and START button simultaneously will end Test Play and return to the editor. In a normal game, the SELECT button + START button + L1 button + L2 button + R1 button + R2 button will return to the Title screen.

Using Images from a Digital Camera

This software allows images taken by a digital camera to be imported into the game for use as Visual Effects. However, not all digital cameras are compatible with this feature. Only cameras that are compatible with PictureParadise™ from Sony, can use this feature. "PictureParadise" is a feature that allows you to import image data to compatible software by connecting the unit to a PlayStation®2. Connect the PictureParadise compliant hardware device with its USB cable to the USB port of "PlayStation®2". Set the compliant hardware device to the mode used for PC connection.

PictureParadise

PictureParadise-compatible devices:
*All Sony Digital Still Cameras and Sony Digital Video Cameras compatible to Memory Stick and USB interface.
*Sony USB reader/writer.(MSGC-US10 not included)

USB-compatible devices sold by Sony Corporation:
DSC-F505/DSC-F505V/DSC-F55V/DSC-S30/DSC-S50/DSC-S70/DSC-P1/DSC-S75/DSC-P30/DSC-P50/DSC-S85/DSC-P20/DSC-P3/DSC-P5/DSC-F707/MVC-FD92/MVC-FD97/DCR-PC110/DCR-TRV17/DCR-TRV30/DCR-TRV330/DCR-PC9/MSAC-US1/MSAC-US1A/MSAC-US5

The camera models listed may or may not be compatible with RPG Maker 2. Agetec will not assume responsibility for any camera models that are or are not compatible with the PictureParadise technology utilized in RPG Maker 2. The PictureParadise logo is a trademark of Sony Corporation. All rights reserved.

For more details on PictureParadise-compatible products, see your nearest retail center or the homepage of Sony.

IMPORTING GRAPHICS

① Take the picture of what you want to import (you can't take a picture while the unit is connected to the PlayStation®2).
② Connect the digital camera to the USB connector of the PlayStation®2.
③ Select "Graphics" and then "Image", and select "Create New Data".
④ Press the "Get" button on the "Image Window", and then select "Camera Image".
⑤ A list of images will be displayed. Select the image to import using the cursor.
⑥ Once an image is selected, set a name to it.
⑦ This completes the process of importation.

** Pressing the L3 button + R3 button during editing or game play will record the screen image at that moment. This is referred to as the "Snap" function, and one recorded image (the last image taken) can be used as an "Image".*

USING IMPORTED IMAGES

① Set an image as a Visual Effect by selecting the following, in this order: "Graphics", "Visual Effects", "Create New Data", "New Element" and "Image".
② Created Visual Effect can be used within the six Script commands "Location" through "Viewpoint" available in "Screen Display" "Effects".

SAMPLE GAME

A sample game called "fu-ma" is included in this software. You can play this game to see what kinds of games can be created and what features can be used within RPG Maker 2. Play this game before creating an original game.

Playing the Sample Game

Select "Play Game" and then "fu-ma" to play fu-ma. You can also load the "fu-ma" data from "Edit Game", "File", "Load" and then "Sample". Use this as a reference for Scripts, etc. The password for loading fu-ma edit data is ◉, ⊗, ⬆, ⬅, ⬇, ➡, ▣, △.

** Saving is performed by using the "Book of Records". Select "Continue" after "Play Game" and select your "fu-ma" save game to continue playing a previous game.*

IN-GAME COMMAND DESCRIPTIONS

The following describes the commands displayed within the game. User created games will have similar contents.

Normal Commands

Talk
Talks to the character in front of you. The same function can be achieved simply by pressing the △ button in front of the character.

Magic
The list of known Abilities is located here. Select a Party Member and an Ability to be cast by that member.

Item
The list of the Party's Items is located here. Select a Party Member and an Item to be used by that member.

Look
Examines the object in front of you. Just like the "Talk" command, the △ button can be used instead.

Stats
Allows you to view the statistics of the members in your party. You can also view equipped Items and Abilities your characters have learned.

Setup
Change the order of the characters and adjust options such as the message display speed.

Battle Commands

The Battle menu will open when a battle begins. This window is separated into the two following parts:

Fight
Select this command when you want to fight the enemy. The "Sub-window" will open when this is selected.

Auto
All members in your party will "Attack" automatically when this option is selected.

Setup
Adjusts the message display speed.

Flee
Select this command to run away from the enemy (fleeing is not successful all the time).

Sub-window

Attack
This directly attacks the enemy with the equipped weapon. This normally attacks a single enemy, but there are weapons that can inflict damage to multiple enemies.

Magic
This allows you to use Magic available to the Party Member.

Defend
This allows you to reduce the damage inflicted by an enemy by assuming a defensive position.

Skill
This allows you to use a Skill known by the Party Member.

Item
This allows you to use an Item carried by a Party Member.

Equip
This allows you to change the equipped weapon and armor of the Party Member.

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Repair/ Service After Expiration of Warranty - If your game disc requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Agetec, Inc. Customer Service Department/Technical Support Line (408) 736-8001 - Call this number for help in installing or operating our products and for general product questions. Representatives are available Monday-Friday, 8:30am-4:00pm Pacific Time.

Agetec, Inc. Online at http://www.agetec.com - Our news is always cool! Visit our website and find out what's happening at Agetec, Inc. - new titles, new products, and fresh tidbits about the new gaming world!

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RPG MAKER II

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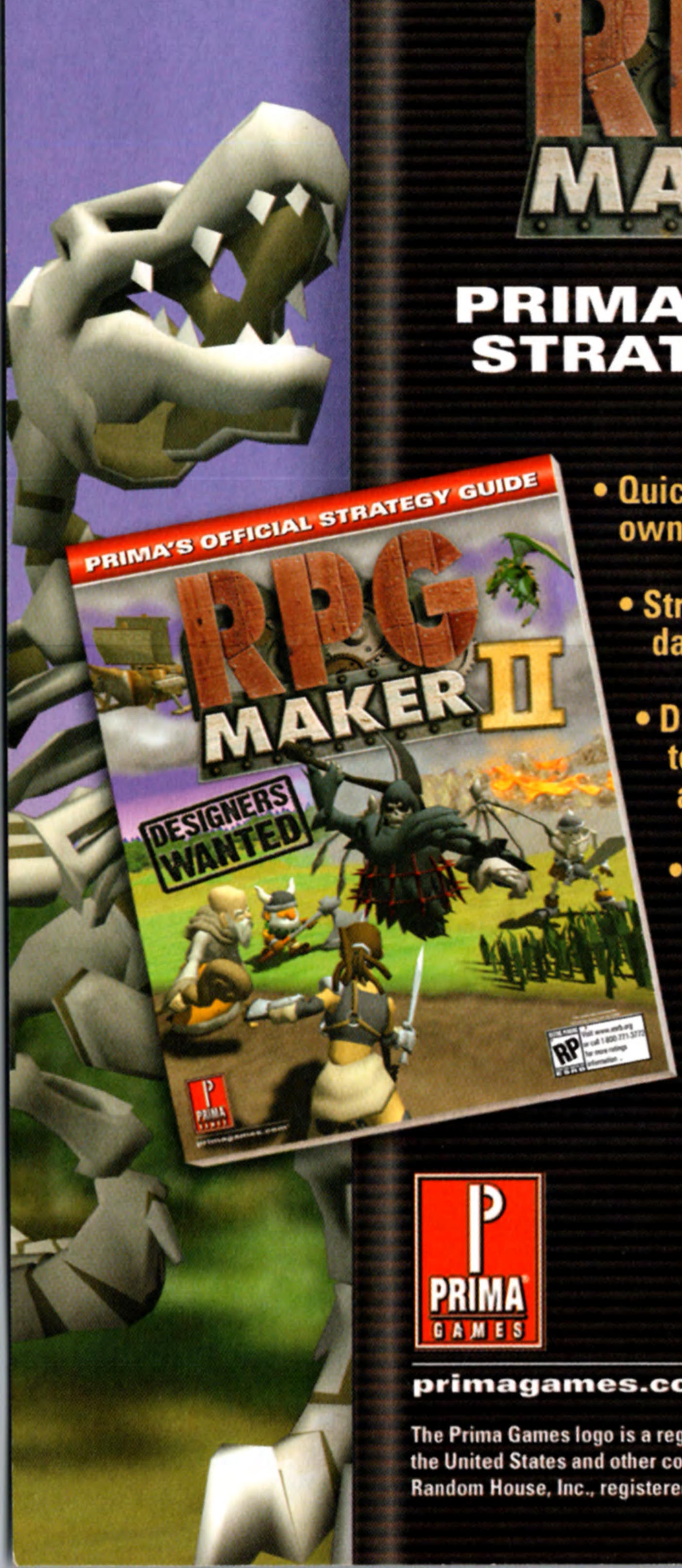

- Quick-start tutorial to create your own adventure in an afternoon
- Strategies for using every editor, database, and creation tool
- Detailed, step-by-step instructions to build your own world, town, and dungeon
- Thumbnails of every building, texture, item, character, and enemy for quick reference
- Complete walkthrough of the Fu-Ma role-playing game

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