



NTSC U/C

PlayStation



SLUS-00640
8750

RPG MAKER™

Manual 2 Of 2
Aníme Maker
&
Scenario Mode



agetec
DESIGNER SERIES

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

CONTENTS

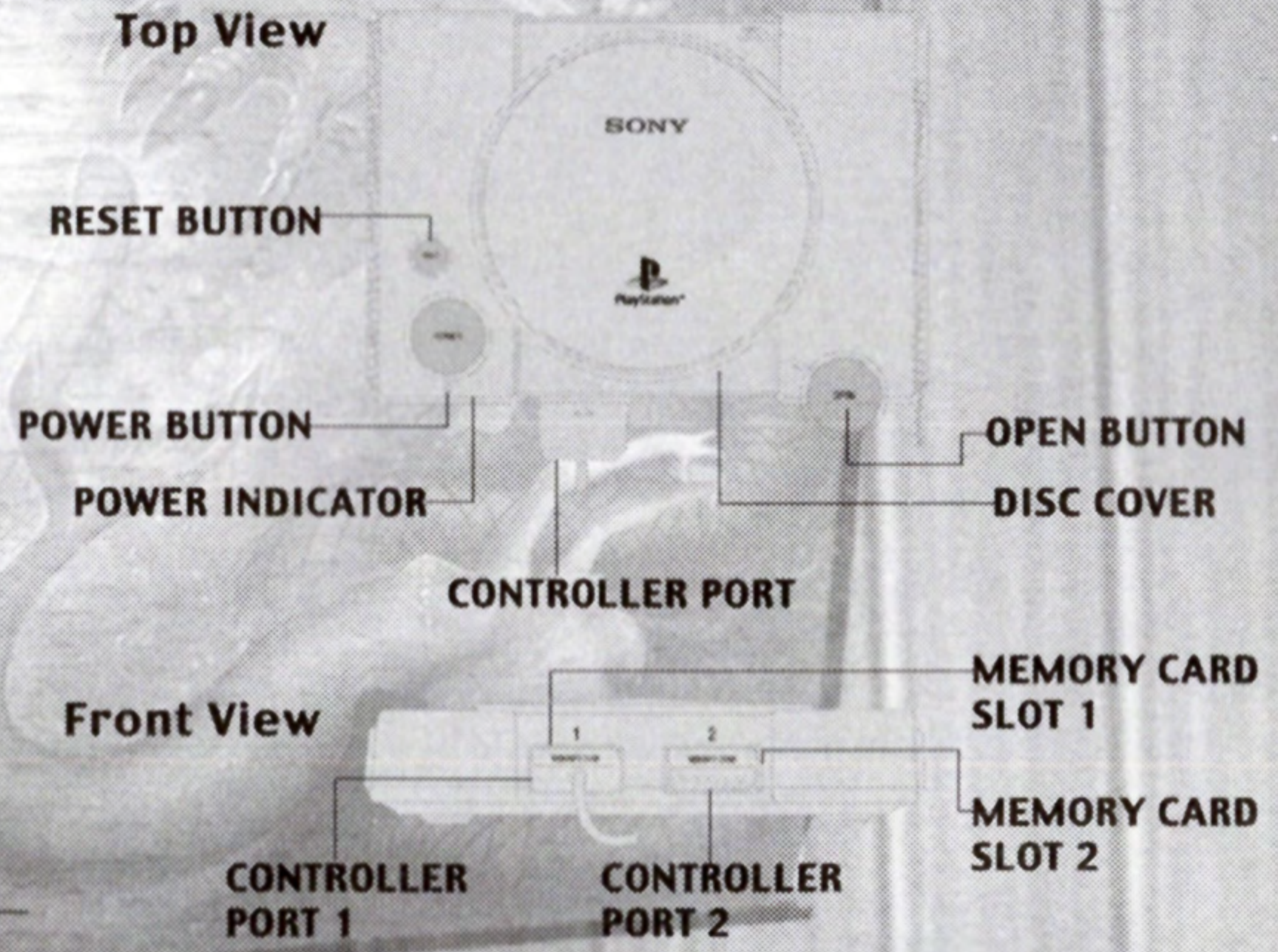
You become the creator of the universe, giving eternal life to a world of nothingness.
It is you who will breathe life into this world and pen an exciting tale.
You are limited only by your imagination.
Will it be a legend, a myth or a dream?
What will be the world in which your story unfolds?
What fate awaits your hero?
Everything is in your hands.
Yes, you are the creator of the universe!

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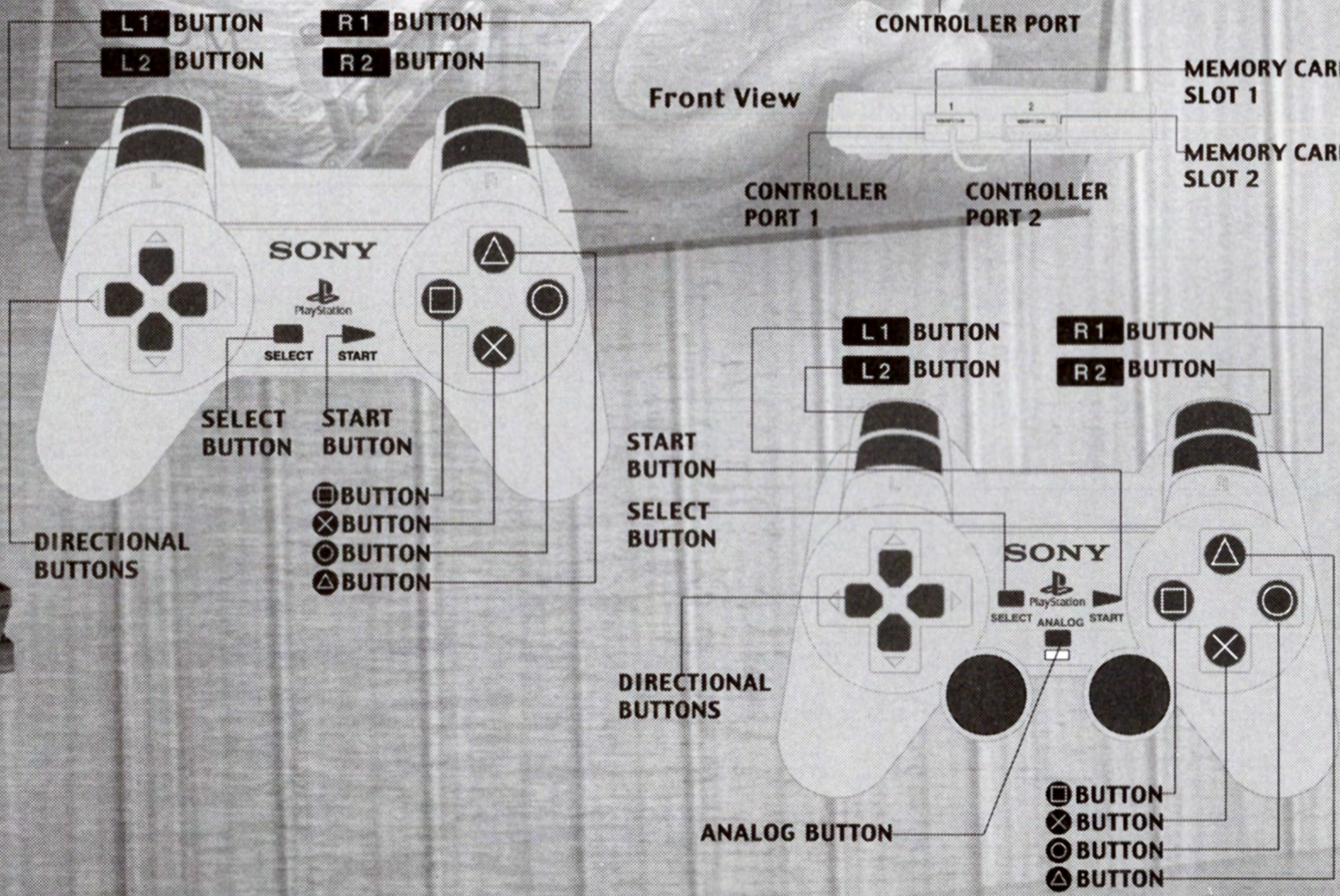
STARTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the RPG Maker™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Top View



Front View



SCENARIO DATA

RPG

EVENT

PRODUCTION FLOW

An event is similar to the commands such as [Display Message], and will be created through the combination of other events. You'll set the events and create the scenarios to play the game. The following explains how to create an event:

1. SPECIFY DUNGEON

Here you'll select from the list, the dungeon in which the event will be set. It will be easier to set the event if the dungeon is created in advance using [Dungeon Edit].

2. LOCATION IN WHICH THE EVENT TAKES PLACE

On the selected dungeon, specify the location where you want to set the event. [Start Point] will be set here, as well.

3. SETTING THE EVENT

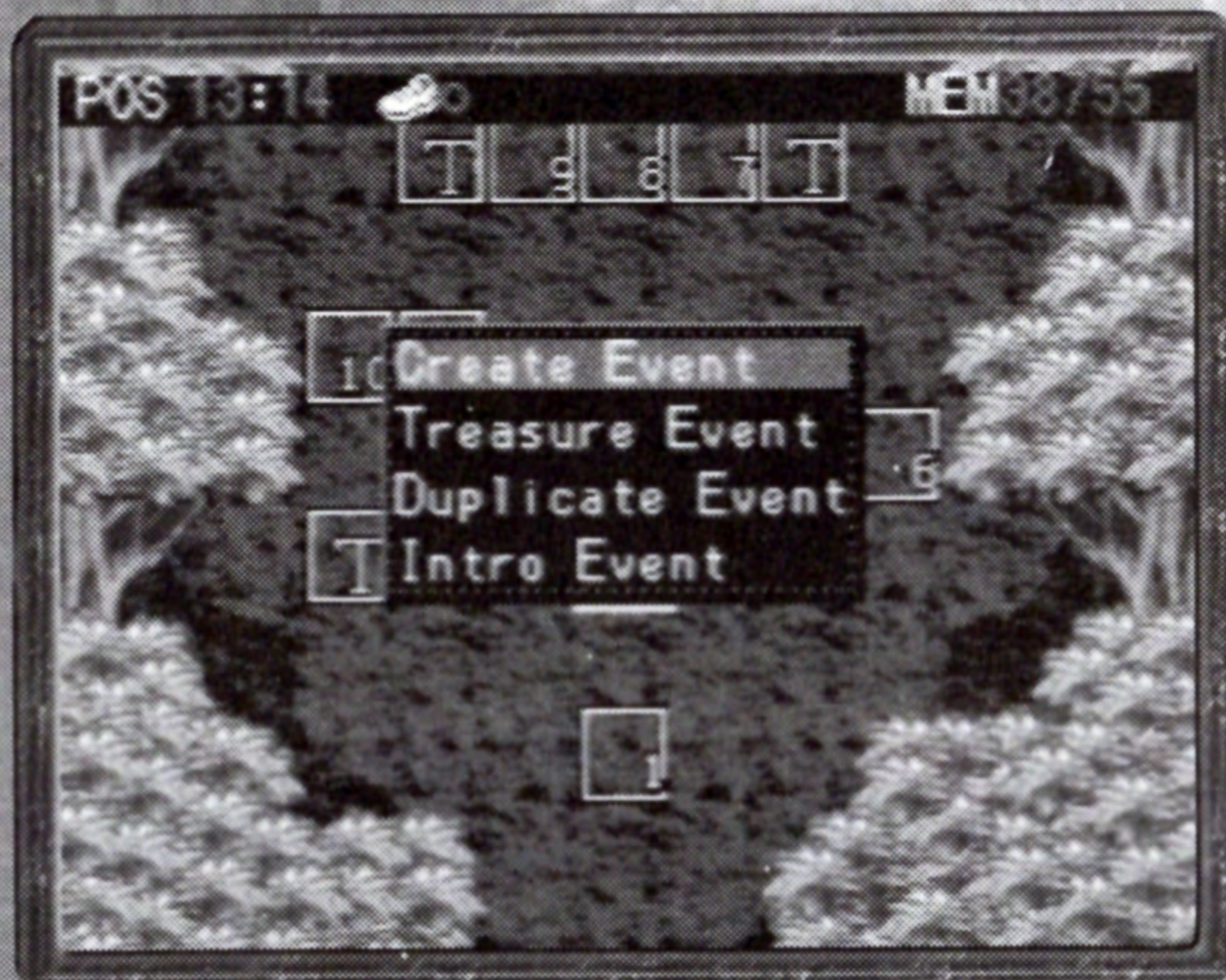
Here, specify the event contents. You can choose the event type from among four options: [Create Event], [Treasure Event], [Duplicate Event] and [Intro Event]. Use an appropriate type according to the event contents you wish to set.

4. TEST PLAY

Once the event is set, perform test plays as many times as you need in order to check the contents you've just set.


EVENT EDIT

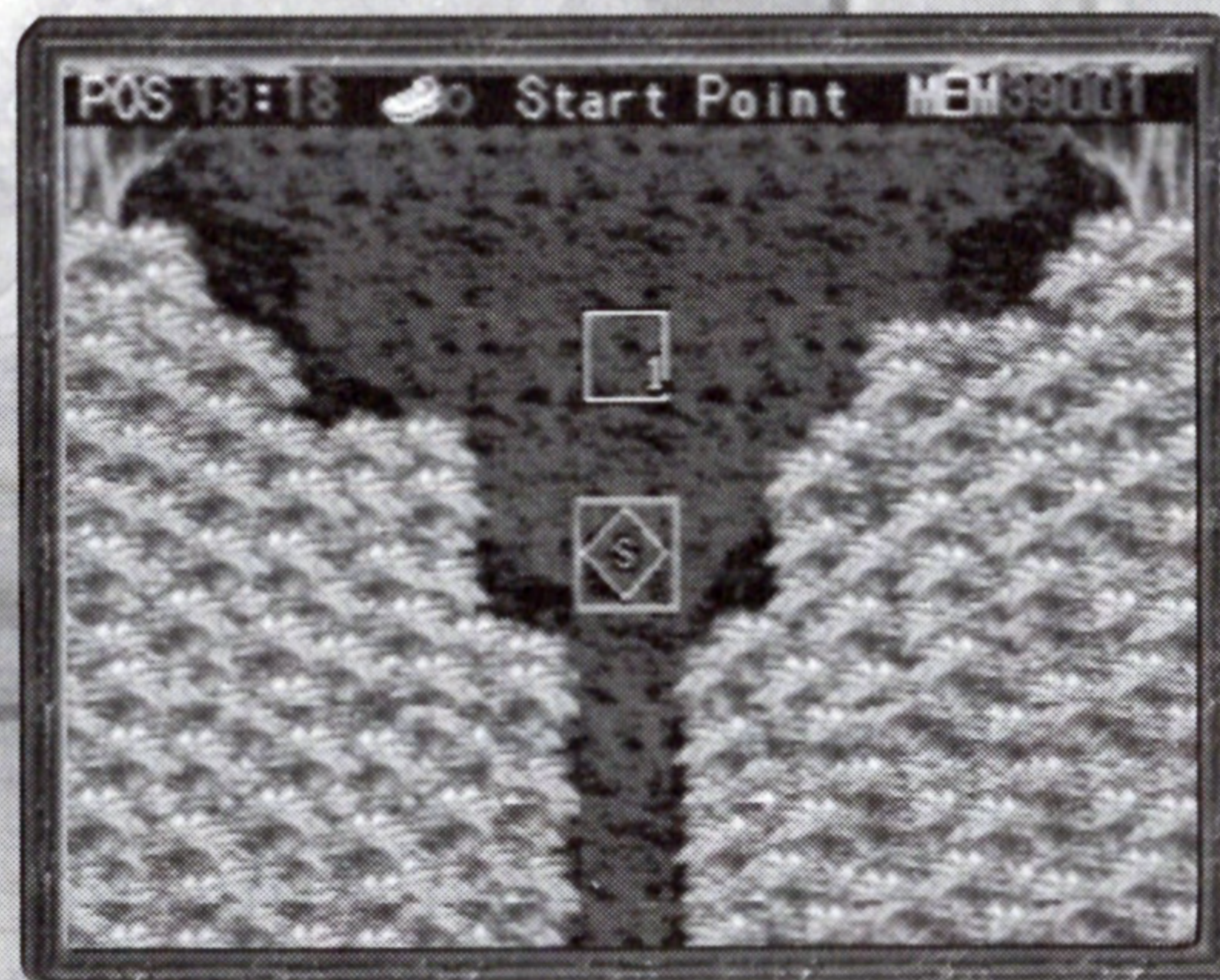
To set an event, select [Event] from [Scenario Data] in the main menu. A command menu will be displayed. Select [Edit] from this menu. For other commands, see pg. 17 Book 1.



Set events for each dungeon.

SELECTING THE DUNGEON

From the list being displayed, select the dungeon in which you wish to set an event. The dungeon is displayed, so now you can set an event in it. In this screen, move the cursor to the location where you'd like to set an event and press the  button. This displays the event menu shown in the screenshot to the left. Select a desired event type from this menu.



SCREEN CONFIGURATION


Create Event - You can create a variety of events. The following pages explain the detailed procedure used to create an event.

Treasure Event - Used to create an event involving a treasure box. See pg. 20 for the treasure event.

Duplicate Event - Creates an event where a copy of the character is created. See pg. 20 for the Duplicate Event.

Intro Event - Creates an introductory event. See pgs. 21 and 26 for the intro event.

SET START POINT

Before you create scenarios, you had better set the [Start Point] first. Choose the dungeon where your RPG will start, and press the  button to display the Command menu. Choose [Start Point] and set wherever you want to start the game. Whichever dungeon you set the [Start Point] in, your RPG will start from. If you don't set this [Start Point], your RPG will start from Dungeon number 1, and the main character will appear at the upper left corner of the dungeon map.

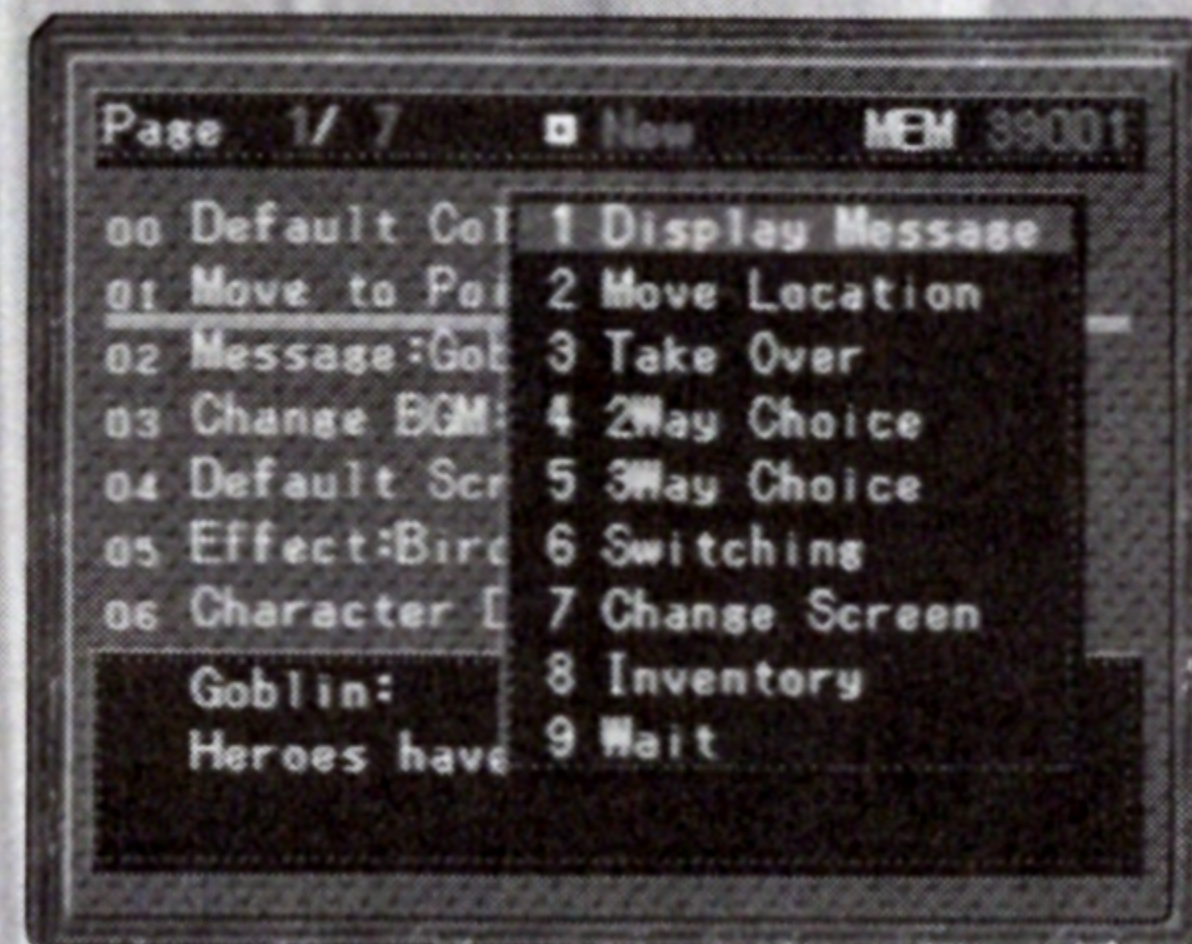
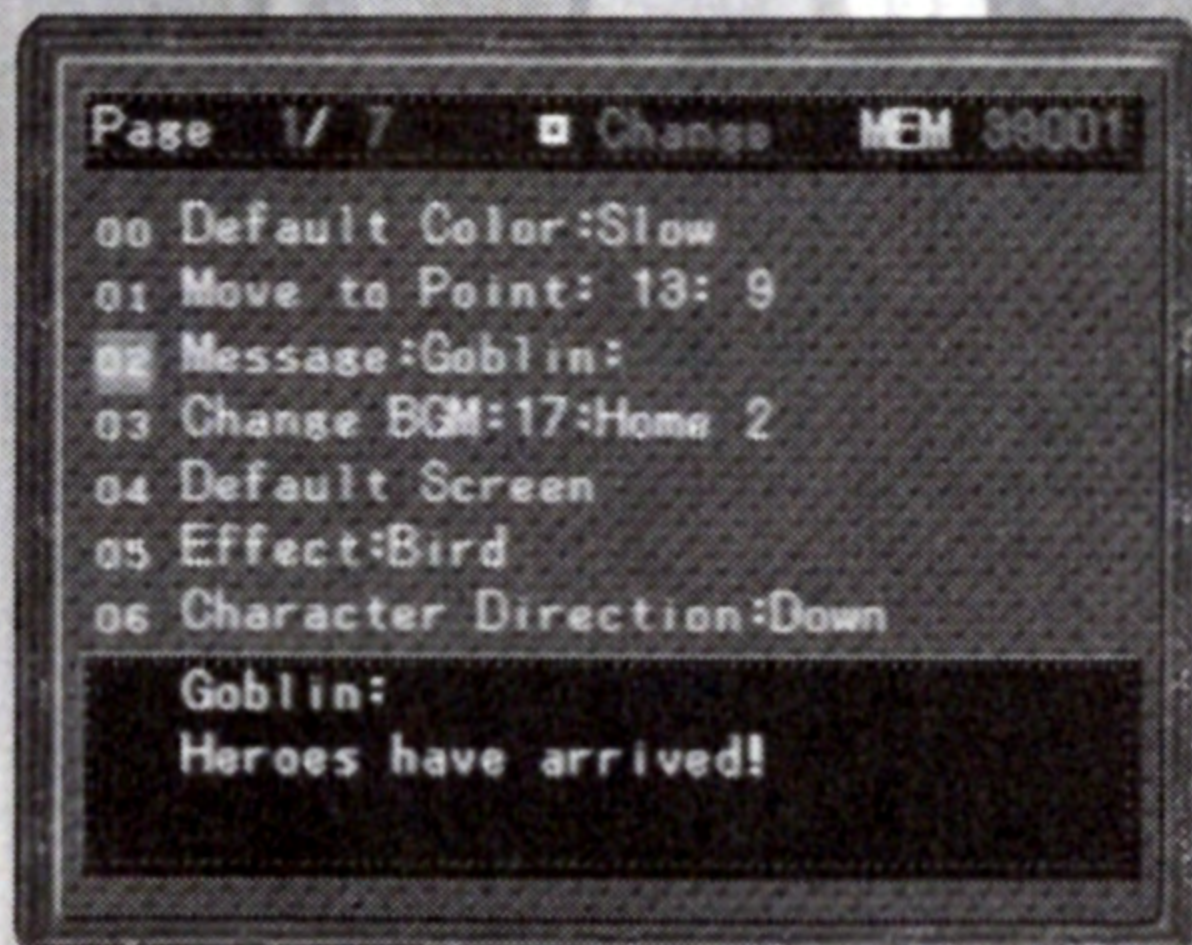


TABLE OF MESSAGE TYPES

Normal - A window appears at the bottom of the screen, and in it a sentence is displayed.

Main Character - A balloon appears containing the words spoken by the character. A balloon can't display a long sentence.




Event - A balloon is displayed at the location in which the event is set.

Message 1 - The sentence entered slowly scrolls up from the bottom of the screen.

Message 2 - The sentence entered is displayed in the center of the screen against a black background.

* See pg. 15 Book 1 for text-entry explanations.

ABOUT BUTTON

The  button allows you to delete or re-edit the event contents being set in the event contents setting screen. When a cursor displays on the event number, press the  button to edit the event contents. Pressing the  button again will resume the creation of a new event.

You can edit the event content that has been set.

EVENT CONTENTS

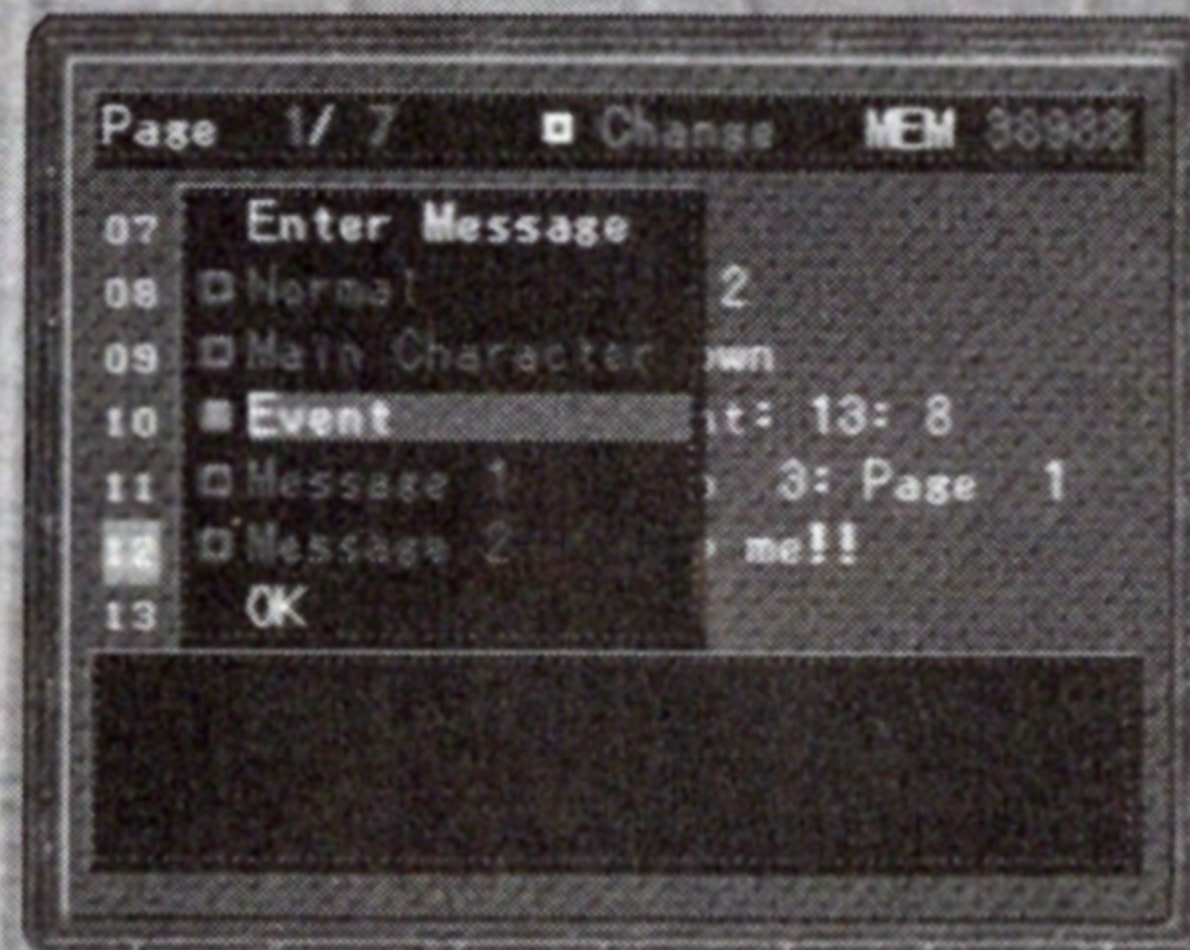
Event contents are instructions based on which an event unfolds. Event contents are set within the dungeon map. You'll set the happenings that take place during the target event.

Event contents are set as a combination of different components.

EVENT CONTENTS 1: DISPLAY MESSAGE

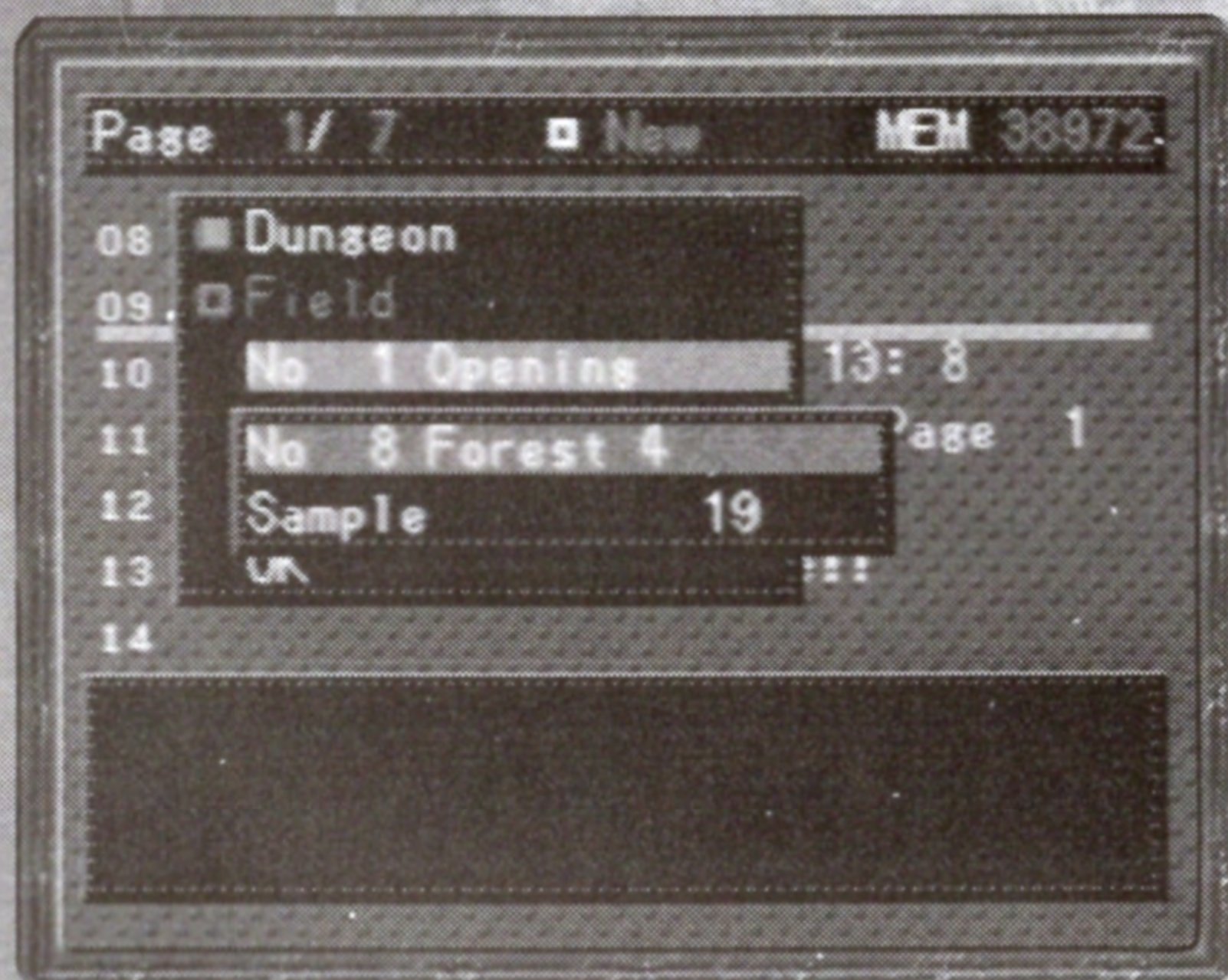
If you wish to display a message on the screen, set it from the menu displayed by selecting [Display Message]. Select [Enter Message] to enter the message text. Use the [Table of Message Types] shown below to decide how you want the message to be displayed.

[Display Message] is a feature you'll be using frequently.



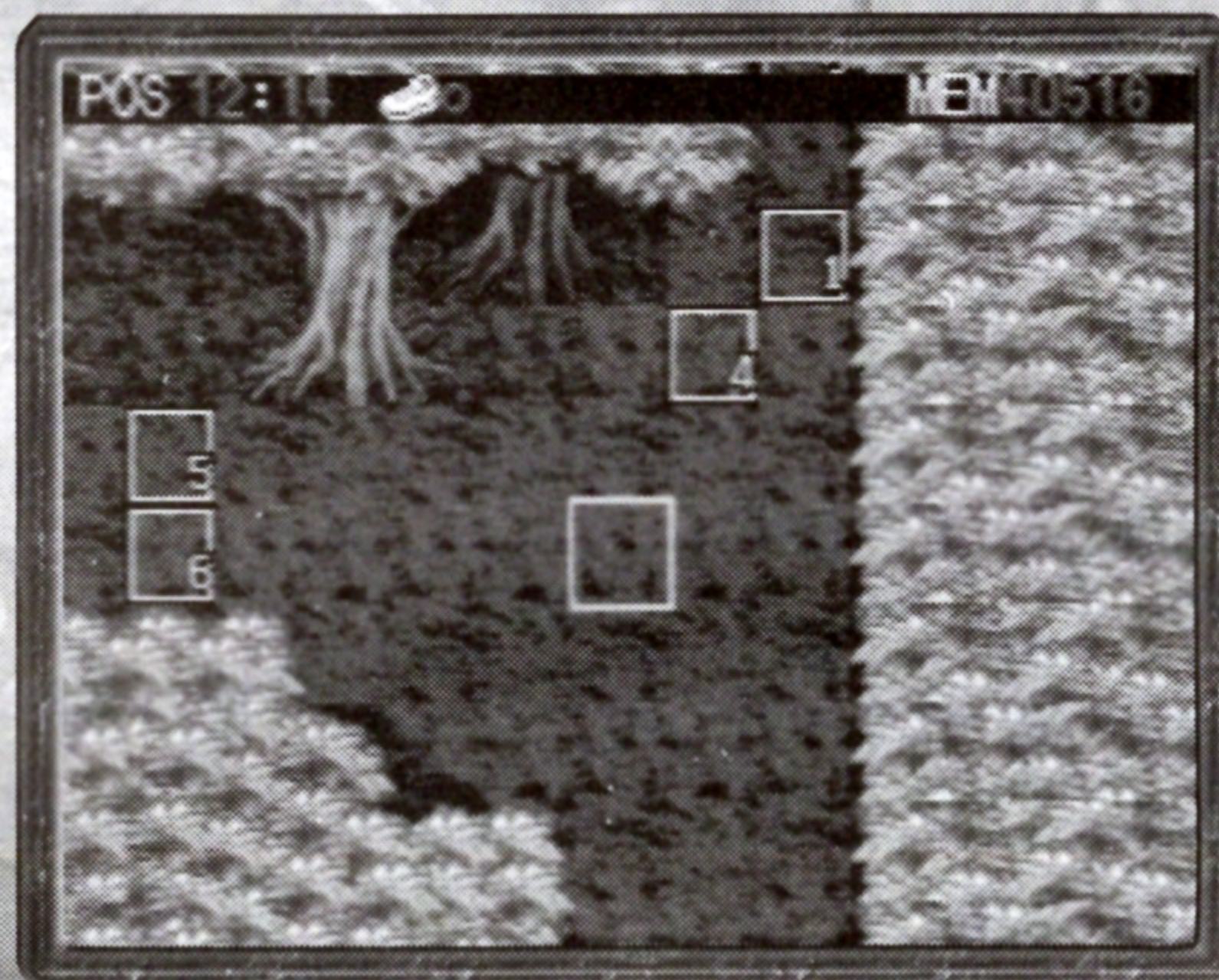
EVENT CONTENTS 2: MOVE LOCATION

Select [Dungeon] or [Field] from the displayed menu, then follow the procedure below. Note that the event contents of the lower order set by [Move Location] won't be executed. (Same with [Take Over].)



Set [Move Location] in the desired location.

The location will move when the condition is satisfied.





Moving from [Dungeon] to [Dungeon]

Select [Dungeon], then set the destination dungeon using [No]. Selecting [POS] displays the destination dungeon.

Specify the destination position using the directional

buttons. Use [Method] to select the screen effect used when the movement takes place. When the setting is completed, select [OK].

Moving from [Dungeon] to [Field]

Select [Field], choose the field names, and press the  button. Next, select the name of the destination field and press the  button again. You can now select the town set in the field. Follow the same steps as with [Dungeon].

EVENT CONTENTS 3: TAKE OVER

Set this function when you'd like to execute another event while the current event is in progress, such as B begins talking with the main character while he's still talking with A. You can only connect the events that are both set within the same dungeon. Selecting [Take Over] displays the menu used to specify the event you want to execute. To execute a different event, specify it by selecting [Event No.] and moving the cursor directly to the location of the event that will take over the current event. To execute a different Page (see pg. 19) of the same event, select [The Event] and specify the page number.

EVENT CONTENTS 4: 2 WAY CHOICE

[2 Way Choice] is a function that allows the player himself to set what will happen next by selecting either of the two choices presented to him. Use this function if you'd like to add certain changes to the subsequent events, according to choices made by the player.

Selecting the Choice Type

Selecting [2 Way Choice] from the event menu displays the menu used to select the Choice type. Set a desired Choice type by selecting it from the menu. The available Choice types are listed in the table below. Select a Choice type that matches the scenario.

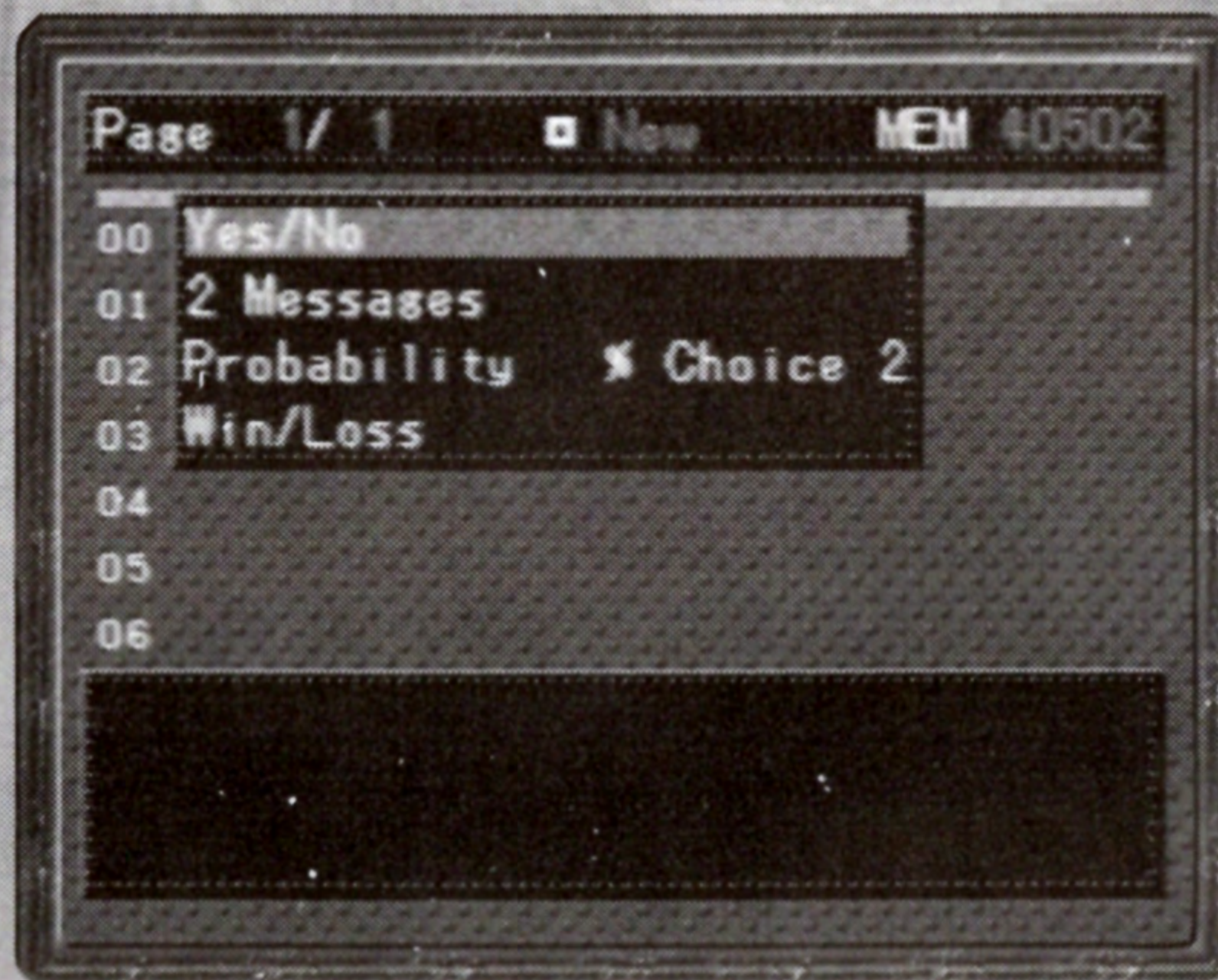
Choice Types:

YES/NO - One of the two events is executed when the player selects YES or NO. Naturally, the content of the other event will not be executed unless the player comes back to the same Choice and selects that event. In many cases you'll set [Display Message] before the Choice.

2 Messages - You, as the game creator, can enter messages that explain the choices presented. As with the YES/NO Choice, you can let the player select either of two choices by himself. The content of the event not selected will not be executed unless the player comes back to the same Choice and selects that event.

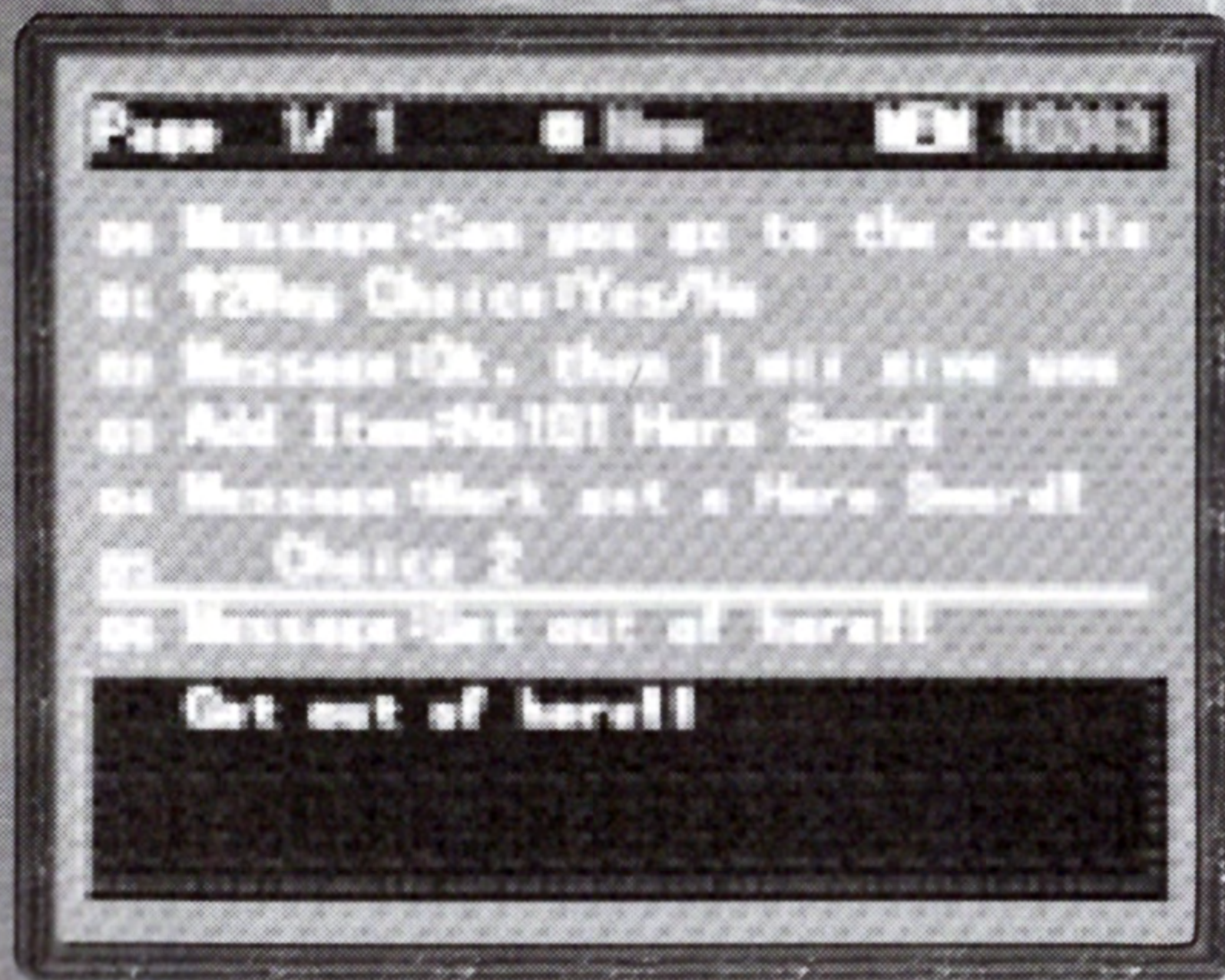
Probability - You can create an event in which the player cannot select the destination himself but the program decides for him, according to a set probability. Set the probability for which the event in Choice 2 is executed. For example, setting the probability as 50% means the event in Choice 2 will be executed at the probability of around once every two times.

Win/Loss (Battle) - You can change the destination based on whether the character has won or lost the battle. In many cases you'll set [Fight Monster] before the Choice. In Choice 1, set the event that occurs if the character has won. In Choice 2, set one that occurs if the character has lost.



Setting the Choice Contents

Set event contents for each destination. Here we'll select YES/NO in [2 Way Choice] and explain the steps using the screenshot shown on the right.



As shown in the screenshot, you set the event contents that apply when YES is selected, between [2 Way Choice: Yes/No] and [Choice 2]. Then, following [Choice 2] you set the event contents that apply when NO is selected. Use the same procedure to set other Choices.

Set the Event Contents executed after the Choice.

What is Choice?

Choice is a function that allows the player to change the direction of the scenario himself at each Choice point he encounters during the game. Set conditional event contents at points where you want to let the player select his or her own destination. For example, set [YES = Choice 1] and [NO = Choice 2] in [2 Way Choice]. If the player selects YES at the Choice point, the scenario moves to [Choice 1]. If they select NO, the scenario moves to [Choice 2].

EVENT CONTENTS 5: 3 WAY CHOICE

You can set up to three destinations at a 3 Way Choice. To set [3 Way Choice], select a Choice type and set the event content for each destination, just as you would in [2 Way Choice]. However, with a 3 Way Choice you can only use the [Message] and [Probability] types. For the types, see [Choice Types] on pg. 8.

EVENT CONTENTS 6: SWITCHING

Here you'll set the switch to be operated. Select [Switching] from the event menu and choose whether to set the switch to ON or OFF. Select either of the two and specify the number of the switch you want to operate. See the following paragraph for a detailed explanation of the switch.

What is Switch?

Switch is a trigger that sets off the event that follows. For example, let's assume that a conversation event with A is set in event number 1 (or any other number, for that matter). At the end of the event contents, set that [Switch 001] so that it will turn to ON. This provides proof, in the form of [Switch 001], that the main character has talked with A. Next, set the event contents that apply when the main character has yet to talk with A on page 1 of event number 2. On page 2, set the event contents that cause B to talk to the main character on the condition that the main character has already talked with A. In other words, page 2 is executed on the condition that [Switch 001] is ON. With this setting, if the main character talks to B after having talked with A, B will talk to the main character.

EVENT CONTENTS 7: CHANGE SCREEN

Here you can set various screen effects, such as shifting the position of the screen. Selecting an item you'd like to change allows you to perform a detailed setting for that item. For example, you can specify the shift direction in [Shift Screen] or a new color in [Change Color]. To return these effects to their original settings, set [Restore].



Use various screen effects to create a screen with a depth.

Shift Screen - Enables you to shift the screen Up, Down, Left and right up to 65 spaces. For example, set a big monster off-screen and when the player arrives the dungeon, show them where the monster is by using the [Shift Screen] command. This will give them some idea of where they should go.

Default Screen - You have to use this command to revert the screen back to its default after using the [Shift Screen] command, otherwise, the screen will never shift back.

Flash Screen - Enable an on-screen flashing. For example, when lightning strikes, or when a player is hit. If you want to use this command continuously, it is better to use the [Wait] command between each of the [Flash Screen] commands.

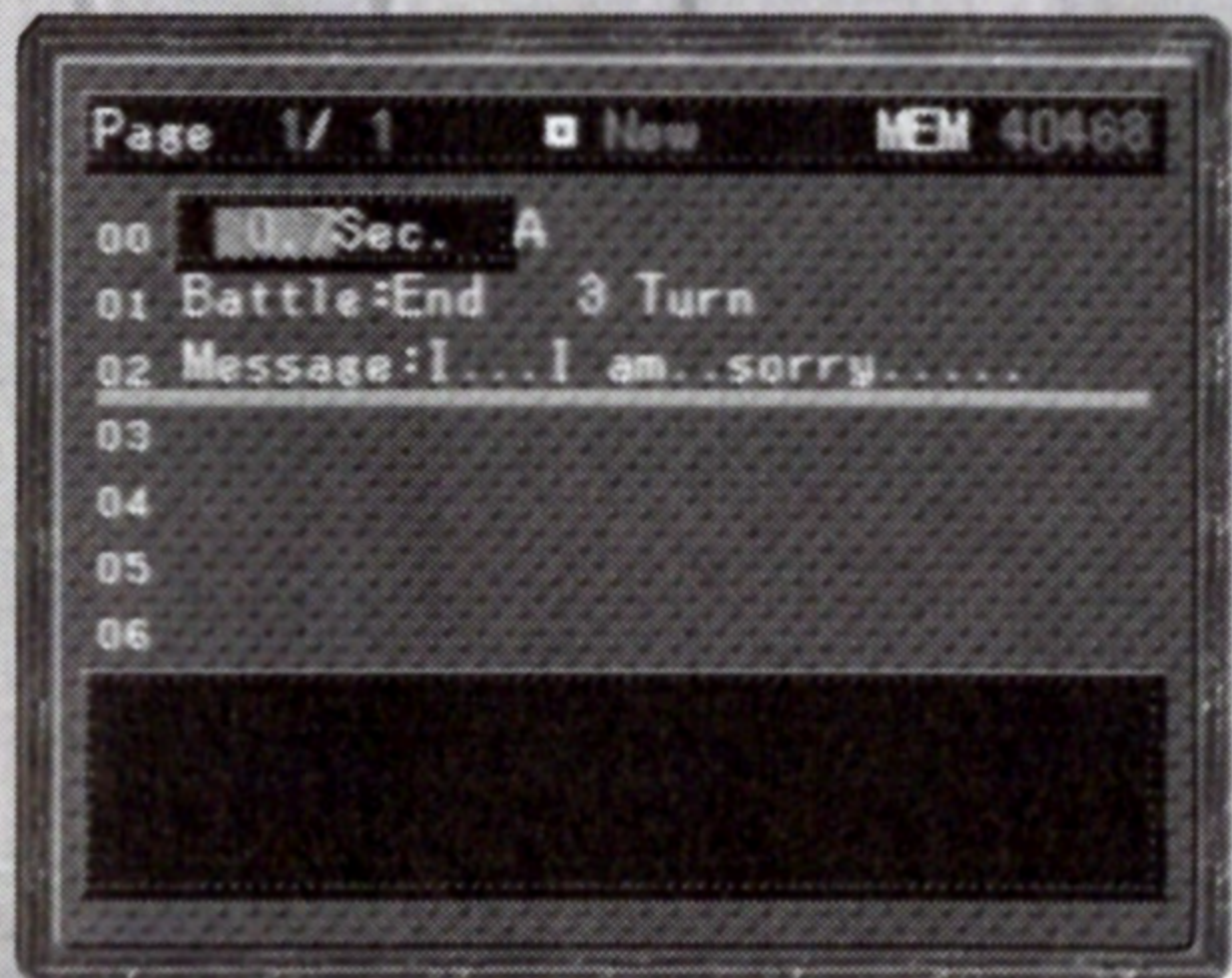
Swing Screen - Enable an on-screen-swinging motion. For example, when there is an earthquake or when the player takes damages. It is recommended to use the [Sound Effect] command before or after this command.

Change Color - Enable a change to the color of the entire screen. For example, changing the screen color to RED when fire is present, or changing it to monochrome for a retrospective sequence.

Default Color - This command must be used to revert the screen back to its default color after using the [Change Color] command, otherwise the screen color will not reset to its default.

EVENT CONTENTS 8: INVENTORY

You can change the Inventory of the character. Select [Add Item] to add new items or [Remove Item] to remove existing items. To change the gold value, select [Gold]. A menu will be displayed according to each setting item chosen. Specify the item to be added/removed, or enter the value to be increased/decreased.



EVENT CONTENTS 9: WAIT

You can delay by the specified duration of time for the execution of event content set next to [Wait]. While [Wait] is in effect, the controller buttons are disabled. You can use this function to express silence or insert a pause between events. Select [Wait] and set the desired number of seconds.

The [Wait] time can be set in increments of 0.1 seconds.

EVENT CONTENTS 10: EVENT STATUS

You can change the orientation, position and display status of the graphics set for the event. [Unable to Execute] is used to temporarily stop the execution of the event. Note that this setting won't work once your party has moved to a different dungeon map; the event will be reset. You can change the graphics temporarily.



Event Direction - Enables the player to change where the graphics (Character, Item, etc.) face.

Move Event - Enables the player to move the graphics (Character or Item).

Move to Point - Enables the player to move the graphic to a specified point. For example, you can make a character that will run back to his house once the player has talked to him.

Flashing Event - Enables a flashing graphic. For example you can make a ghost character.

Turn Right - Turn the graphic to right.

Turn Left - Turn the graphic to left.

Change Event Graphic - Temporary enables you to change the graphic to another. For example, when a Boss character transforms into a monster.

Unable to Execute - Once this command is executed, all events after this command will not be executed

EVENT CONTENTS 11: PARTY DISPLAY

You can change the entire party's display status. You can also change the graphics of the main characters. To return the display to the original setting, load [Restore Party Display] as event content.

The event will be executed, even though the graphics have been deleted.

Disappear - Make the party disappear. Even though the party vanishes, they still exist and can be moved, and can also execute events.

Ghost - Turn the party into Ghosts. For example, you create an event such as using an item that will turn party members into ghosts, allowing them to sneak into an enemy's castle.

Default - You have to use this command to make the party default after using [Party Display] commands otherwise the party will not revert back to normal.

Flashing - Enable to make the party flashing.

Main Character - Enables you to change the main character's graphic. For example, their graphic could change after they acquire a new skill.



EVENT CONTENTS 12: PARTY MEMBERS

The makeup of the party can be changed. You can add a new member or remove an existing one. You can also change all the members. With [Main Character] you can change who will appear first as the main character.

You can also change the main character who appears first.



Add - Add a new character, which you can create in [Character Edit]. The new character will be added to the end of the party.

Remove - Remove a character

Change Whole Party - Change all party members.

Move to Front - Enables you to change the main character who appears first in the party. For example, you can create an event such as; the party got lost on their way to the enemy's castle and one of them says "Hey, I know where the castle is! Follow me!" and use this command to let that character take over the party lead.

EVENT CONTENTS 13: MOVE PARTY

You can forcibly change the orientation and position of the main characters. You can use [Gather Party Members] to gather the entire group at the first character's location. Note that in [Move Party to Point] you can only set a destination that is within the same dungeon.

Use this function to make the main character turn around, etc.

Character Direction - Enables you to forcibly change the direction in which the lead party member is facing. For example, when the character who is in the lead finds something, then he turns back and says to the other members, "I found a special sword!"

Move Party - Enables you to move the party [UP], [Down], [Left] and [Right], up to 99 spaces in the dungeon.

Move Party to Point - Enables you to forcibly move the party to a specific location in the dungeon.

Gather Party Members - Enables you to gather the entire party at the lead character's location.



EVENT CONTENTS 14: PARTY STATUS

You can change the status of the entire party. When Poisoned, the characters lose one HP point for each step forward that they take on the dungeon map. During battle they sustain damage of four HP points for each turn. When Paralyzed the characters lose all their powers except for the ability to walk and use magic. When Petrified the characters become unable to fight, although their HP and MP remain unchanged. The characters are released from petrification using the specified [Restore Status] event or magic.

Table of Status Changes

Poison - Poisons all main characters in the party. The characters take 1 point of damage per each space of movement.

Paralyze - Changes the status of the entire party to Paralyzed. The characters cannot move and cannot use magic.

Petrify - Petrifies all main characters in the party. The characters cannot do battle.

Restore Status - Restores any abnormal status of the entire party to normal.

HP - Increases (or decreases) the Party members' HP by the set number of points.

MP - Increases (or decreases) the Party members' MP by the set number of points.

Increase EXP - Increases the main character's EXP by the set number of points. Keep in mind the characters' level will not increase, even if they acquire enough EXP for the next level, until they fight and win another battle.

EVENT CONTENTS 15: CHARACTER STATUS

You can set an event where the main character's parameters are changed. With each event, first select the main character whose status you'd like to change, then perform the appropriate settings. With the commands from [Change STR] to [Change M DEF], you can set the value of the main character's strength, defense, stamina, intelligence, agility, luck and magic defense. To set [Change M DEF], the corresponding item must be set to ON in [Gameplay Edit]

Learn Magic - An order allowing letting a specified Character memorize magic. For example, create a Special magic that cannot be learned from Leveling Up. Player will have to train the character, then they can learn the special magic.

Change Skill - Enables you to forcibly change specified character's skill.

Remove Equip - Enables you to forcibly remove a specified character's equipment

Change STR - Enables you to change the Strength of a specified character

Change DEF - Enables you to change the Defense of a specified character

Change STA - Enables you to change the Stamina of a specified character

Change INT - Enables you to change the Intelligence of a specified character

Change AGI - Enables you to change the Agility of a specified character

Change Luck - Enables you to change the Luck of a specified character

Change M DEF - Enables you to change the Magic defense of a specified character

EVENT CONTENTS 16: BGM

You can change the BGM set for the event. You may also adjust the volume, tempo and Music Effect data of the BGM selected here. Process the BGM to fit the event. In the case of Music Effect, use [Default] to reset all Music Effects.

Change BGM - Enables you to change the BGM

BGM Volume - Enables you to change the volume of the BGM

BGM Tempo - Enables you to change the tempo of the BGM.

BGM Reverb - Enable you to change the reverberation of music. You can select depth of reverberation among six phases.

EVENT OPTION 17 SOUND EFFECT

You can add a sound effect by selecting one of 78 sounds. [Pitch] allows you 12 stages of variation in the pitch of the sound. Note that [Pitch] has no effect if the sound effects are set to [None].

Sound - Enables you to add a sound effect. For example, use this command when going up and down stairs, or opening a door.

Pitch - Enables you to change the pitch of the sound effect.

EVENT CONTENTS 18: SHOP

Four types of shops, listed in the following chart, are available for creation. If you want to make an event in which the character talks with a clerk over the counter, what you'll need to do is set only a graphic of the clerk at his/her standing position, and create the event above the counter in which the character talks with the clerk that you've made in [No Graphic].

Shop List

Inn - In [Inn] set a charge in the monetary amount between [0] and [9999]. With one overnight stay at an inn everyone in the main characters' party will completely regain HP and MP. While playing the game, talking to the clerk displays a confirmation message. Select YES to stay there.

Item (Item Shop) - Create an item shop by selecting [Item] in the event setting. Up to 8 types of items you've created in Item Edit can be sold here. The shop also buys any item that the main character no longer needs. The buy price is half the price set for the item.

Skill (Skills Selection Shop) - You can switch the skills of a character who meets the selection criteria set at [Skill]. Set the types of skills available to switch here. While playing the game, selecting a main character and the type of skill to switch will complete the switch.

Trade (Trade Shop) - Trade the items of the main characters for goods in [Trade]. For instance, a main character's item worth 100G can be traded for one 50G item or five 10G items. That is, the character must have something at least twice the value as the item he or she wants to obtain by trading. Note that no trade can occur between the same items.

EVENT CONTENTS 19: BATTLE

You can battle monsters created in Monster Edit. Let's create a highlight scene in the story here, such as a battle against the Monster King. Note that this battle always takes place at the position set for the event, unlike battles against monsters designed in [Monster Appearance].

Select Monster - Enables you to select up to 6 monsters.

BGM - Enables you to select a BGM that will play during battle (35 total).

Battle Till End - Enables you to set the number of turns in the battle. If you want to keep the battle till player or monster die, just leave "Battle Till End" setting.

End ??? Turn - If you want to end a battle in a specified number of turns, enter the number here.

EVENT CONTENTS 20: GAME SYSTEM

You can change the system of the game. Six game systems are changeable from [Magic] to [Monsters]. For instance, if you set [Monster] to OFF, no monster will emerge after the dungeon until an event that sets [Monster] ON is executed.

Magic - If this command is set to OFF, magic cannot be used until the command is set to ON.

Level - If this command is set to OFF, EXP cannot be gained until the command is set to ON.

EQUIP - If this command is set to OFF, specified equipment cannot be equipped until the command is set to ON.

Skill - If this command is set to OFF, characters cannot acquire any skills until the command is set to ON.

Gold - If this command is set to OFF, characters cannot acquire any gold until the command is set to ON.

Monster - If this command is set to OFF, no Monsters will emerge until the command is set to ON.

EVENT CONTENTS 21: EFFECT

You can choose a graphic to enrich the scene while playing the game (see the following chart). Select a graphic and decide on a position in which to display it. You can choose just one of 78 sound effects. Once the setting is performed, a preview lets you check the result.

Explosion - Select from the 12 types of graphics provided.

Main Character - Set a position to display the graphics on the screen.

Sound Effect - Set a sound effect to add while the graphics are displayed.

Preview - This lets you check the effect you've set using the actual screen.

EVENT CONTENTS 22: DISPLAY TITLE

This displays the title entered in [Game Info] of System data while playing the game. You can display the title at any time, anywhere within the dungeon. That is, it's up to the producer to display it in the beginning or in the middle of the story.

You can decide the timing for display of the title.



EVENT CONTENTS 23: ENDING

When [Ending] is executed, upon completion of the story, the screen becomes dark and the credits roll. Since it works with [Snapshot], you can devise your own production in order to enhance the game you've created.

Ending - Choose the BGM that will play at the end of the game here. If [Ending] is set alone, the background for the credits will display as black.

Snapshot - By setting this in one or more scenes during the adventure, they can become parts of the background during the ending. This production effect, of creating a background like an album, will surely enhance the ending. Maximum 20 snap shots will be used at the Ending.

EVENT CONTENTS 24: PROHIBIT ESCAPE

When [Prohibit Escape] is executed, the main character can no longer use the [Escape Dungeon] magic. However, once he or she leaves the dungeon, the effect of this event option vanishes, allowing the use of magic to escape dungeons.

EVENT CONTENTS 25: SAVE POINT

You can save the game data while playing. To do this, choose [Save Point] from the event menu. It's also a good idea to set [Display Message], [2 Way Choice] and so on prior to the event.

EVENT CONTENTS 26: NEXT SCENARIO

Use it to read an alias scenario data. If you choose [Next Scenario] from the event menu, the menu used to enter a name for the next scenario will be displayed. Press the button. See pg. 15 Book 1 for text-entry explanations.

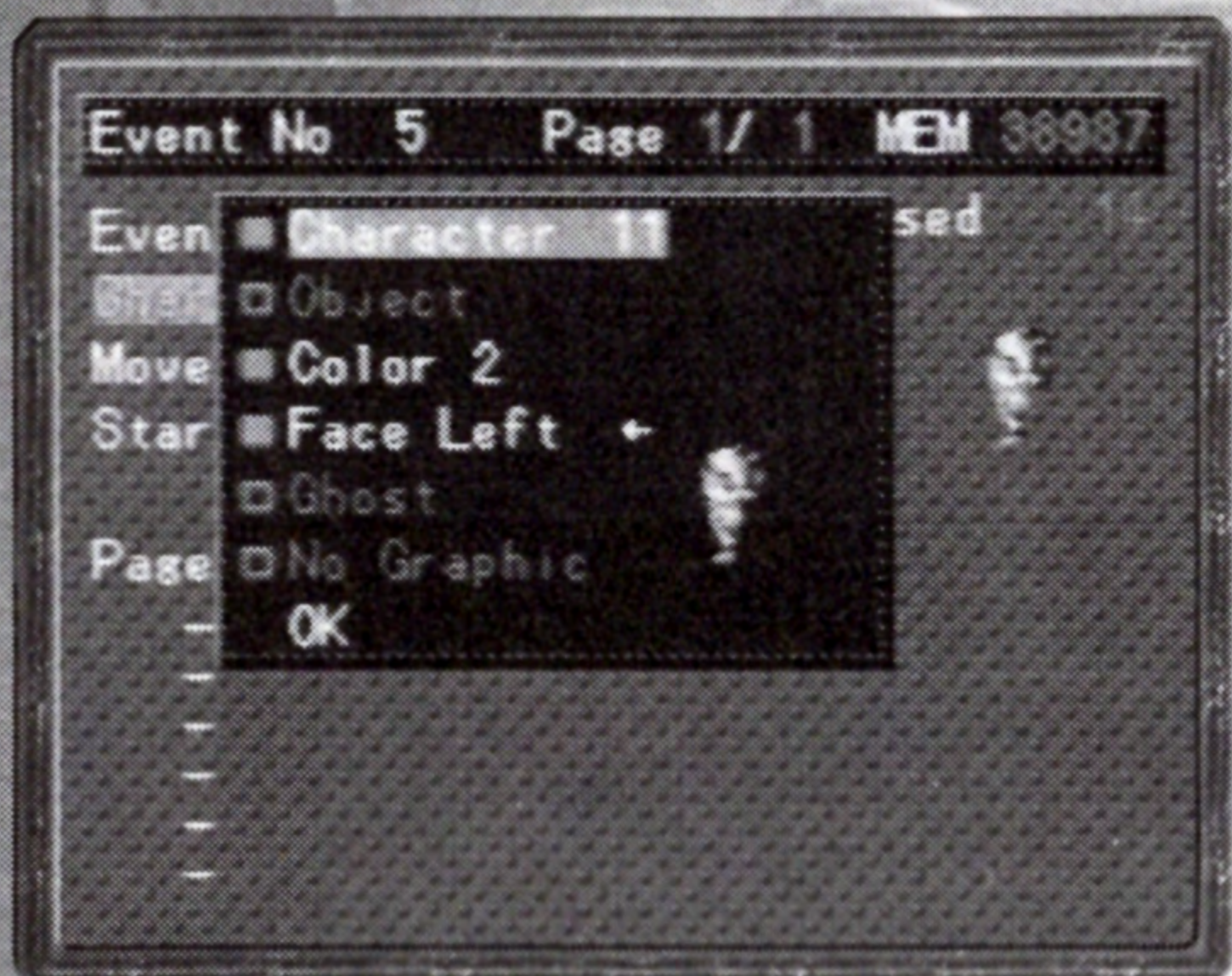
Enter the name of the scenario data accurately.

What is the next scenario?

The next scenario is the scenario data to be loaded next. When this event is executed, the scenario data is searched and loaded. It can be used only if the scenario data is divided into several sections. See pg. 22 for details.

EVENT CONTENTS 27: EXIT EVENT

This allows you to exit the currently executed event. In the same manner as Stop during the test play, it can be used when you'd like to play only a part of the event option that has been set. Just choose [Exit Event] from the event menu to set this one.



GRAPHIC (DEFAULT SETTING IS [NO GRAPHIC])

This allows you to set a graphic for the event. Choose [Character] for a human figure, or [Object] to display things such as treasure boxes and stairs. It also allows you to change settings such as colors, direction the graphic is facing and invisibility (Ghost). If no graphics are required for an event, you can choose [No graphic].

Six setting types are available.

MOVE TYPE

This is used to set a move pattern for the graphic in the event. Choosing [Move Type] displays a list menu of move patterns. Select a pattern from among them. You can set any pattern for a human or object.

Don't Move - Event graphic will not move. For example, when you want to set a character integral to the story, the character shouldn't move but should stay in a specific place.

Random - Event graphic will randomly move around. This can be set when you create characters that exist in a town.

Right-Left Arrows - Event graphic will move right and left.

Up-Down Arrows - Event graphic will move up and down.

Close Up - Event graphic will try to get close to the main character.

Away - Event graphic will try to move away from the main character.

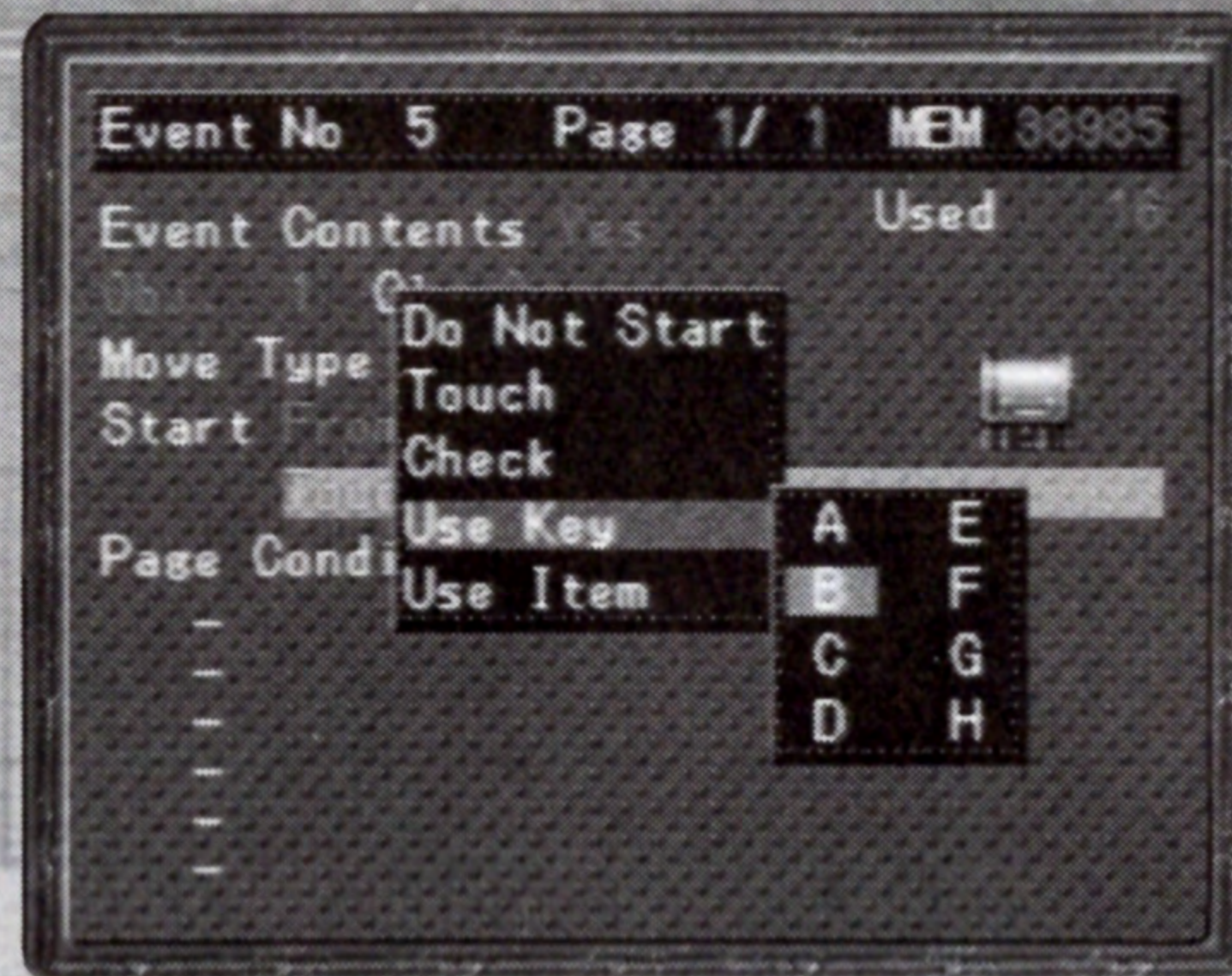
Step Only - Event graphic will stay where they are and step in place.

Flashing - Event graphic will stay where they are and flash.

START (STARTING METHOD)

You can specify the directions and situations used to start the event. Select one direction from [Top], [Below], [Right], [Left], and [All]. Situations can be chosen from [Touch], [Use Item] and so on. [Do Not Start] is used only after [Choice] or [Switch].

An event to open a door with a key can be an example of such a use.



The condition of execute event

From All - Event will be executed when the Character does one of the following: [Touch], [Check], [Use Key], [Use Item] to the event graphic from any directions.

From Top - Event will be executed when the Character does one of the following: [Touch], [Check], [Use Key], [Use Item] to the event graphic from the top.

From Below - Event will be executed when the Character does one of the following: [Touch], [Check], [Use Key], [Use Item] to the event graphic from below.


From Left - Event will be executed when the Character does on of the following: [Touch], [Check], [Use Key], [Use Item] to the event graphic from the left side.

From Right - Event will be executed when the Character does one of the following: [Touch], [Check], [Use Key], [Use Item] to the event graphic from the right side.

Methods used to execute an event

Do Not Start - The event will not execute even character [Touch], [Check], [Use Key], [Use Item] to the event graphic from any directions.


[Touch] - The character just needs to touch the event graphic to execute the event.

[Check] - The character needs to check the event graphic (by pressing the ) to execute the event.

[Use Key] - The character needs to use a KEY (created in [Item Edit]) on the event graphic to execute the event.

[Use Item] - The character needs to use an Item (created in [Item Edit]) on the event graphic to execute the event.

PAGE CONDITION

You can use this to display different messages on the first occurrence, the second occurrence and so on. Set conditions by pressing the  button to create a new page. A page can be moved using the left and right directional buttons. Note that you can set the conditions from the second page.

Switch - You can decide whether the specified [Switch] is ON or OFF, in order to execute the event. Select ON or OFF and enter the switch number.

Characters - Decide whether or not a specific character needs to be in the party in order to execute the event. Select YES or NO, then select the character.

Item - Decide whether or not a specific item is required to be in the party's possession in order to execute the event. Select YES or NO, then choose the item.

Gold - Decide whether or not the gold in your character's possession is equal to, above, or below the monetary amount needed to execute the event. Select [More] or [Less] and enter the amount.

Party - Decide whether or not the number of people in the party is equal to, above, or below the required number needed in order to execute the event. Select [Specified] or [Other] and enter the number.

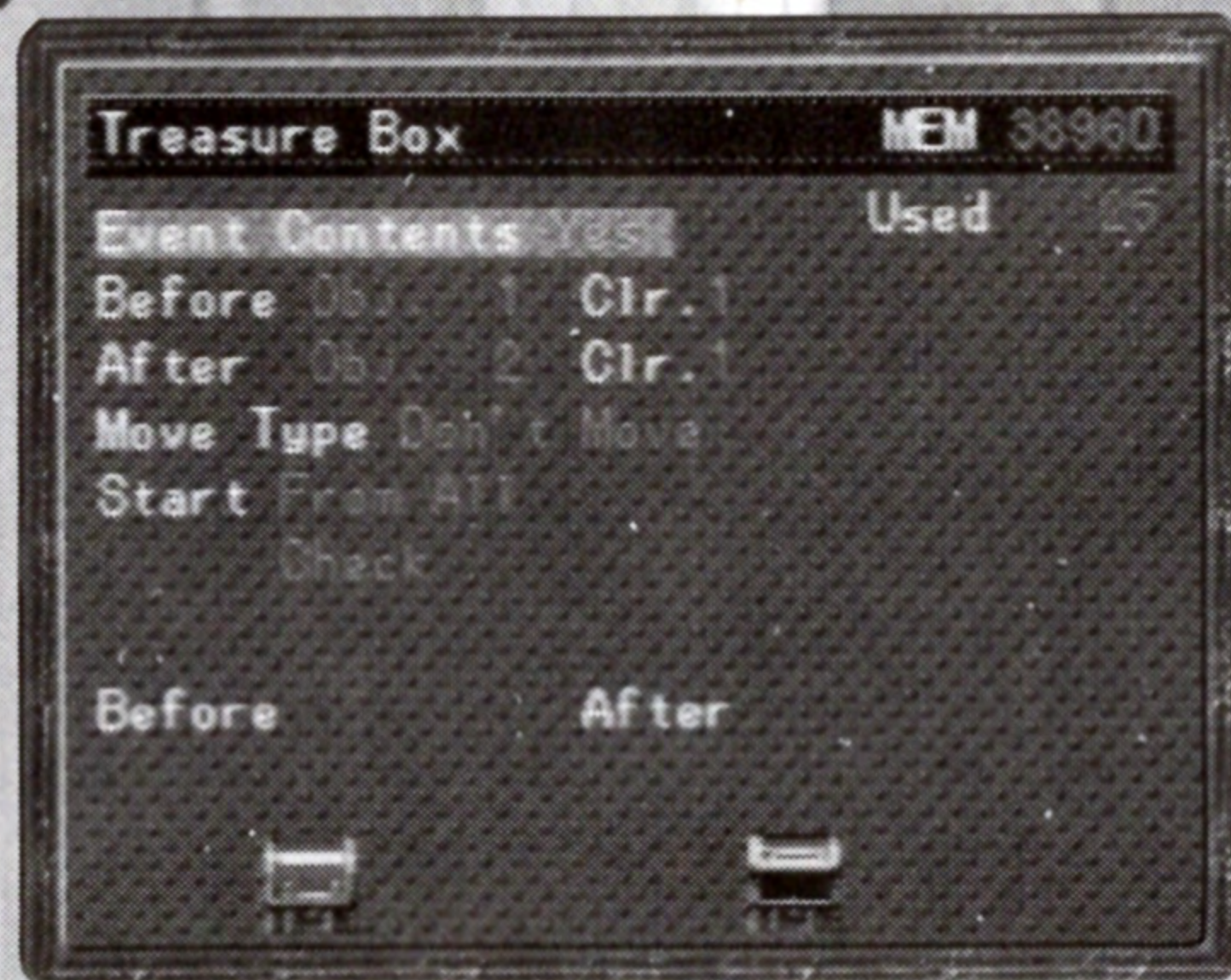
System - Decide whether the specified game system is ON or OFF in order to execute the event. Choose either [On] or [Off] and choose the game system.

What is a page?

A page itself is somewhat like a condition. You can set conditions page by page, and events in each page are executed when the appropriate conditions are met. Which Page event will execute first is determined from the larger page number. However, if, for example, there are 4 pages in one event and conditions for Page 4 aren't satisfied and neither Page 2 nor Page 3 have anything set in them, Page 1 will then be executed.

CREATE TREASURE BOX EVENT [TREASURE BOX]

The event allows different graphics to display depending on whether it's before or after starting it. You cannot set [Page Condition] in this event. That is, unlike [Create Event] it doesn't allow you to display a different message each time.



Set an event for the time when this event is executed at [Event Contents], then specify each graphic for [Before] and [After]. A graphic you have chosen will be displayed as a preview at the bottom of the screen. The remainder of the setting procedure is similar to [Create Event].

This is not only for the opening [Treasure Box] but for other events, as well.



CREATE DUPLICATE EVENT [DUPLICATE EVENT]

This allows you to display one or more duplication of a preset event in a specified position. It isn't just a simple copy of the event. If any one of the imitated events via Duplicate Event is executed, the execution spreads through the rest of the copies.

Editing the original event also changes the duplicated events.

INTRO EVENT

When the main character moves from one dungeon to another, you can set an event that will be executed unconditionally upon his or her arrival. Since choosing [Intro Event] brings up the screen used to set an event, set any [Event Contents] you'd like. You can use [Page Conditions] and set the appropriate conditions needed to execute the event automatically from the second time onward. Refer to the following column for more about [Intro Event].



[Intro Event] affects the entire dungeon, so the setting won't be displayed on-screen.

What is Intro Event?

[Intro Event] is an event that is executed when the main character arrives from another dungeon. In many cases you may set [BGM] and [Change Screen]. [Start (Starting Method)] needs to be set in other events, but not in this one, as it's always executed at the beginning. Some event options, such as [Display Message], are not available for this event. The method used to create an event using [Intro Event] is explained on pg. 26.

SET GAME INFO

This setting is intended to manage the scenario data. You can name each of the 15 scenarios, from A to O, using [Scenario Name]. In addition, setting a password can prevent the data from being loaded by a third party.

SCENARIO NAME

Name each scenario. You can also change a previously created scenario name.

SCENARIO PASSWORD

Set a password to manage the scenario data. Once set, the password has to be entered in order to load the scenario data.

DELETE DATA

All data pertaining to the scenario is deleted. This saves you the trouble of having to select and delete data piece by piece. Selecting YES from the confirmation window performs the deletion.

[Scenario Name] Relation

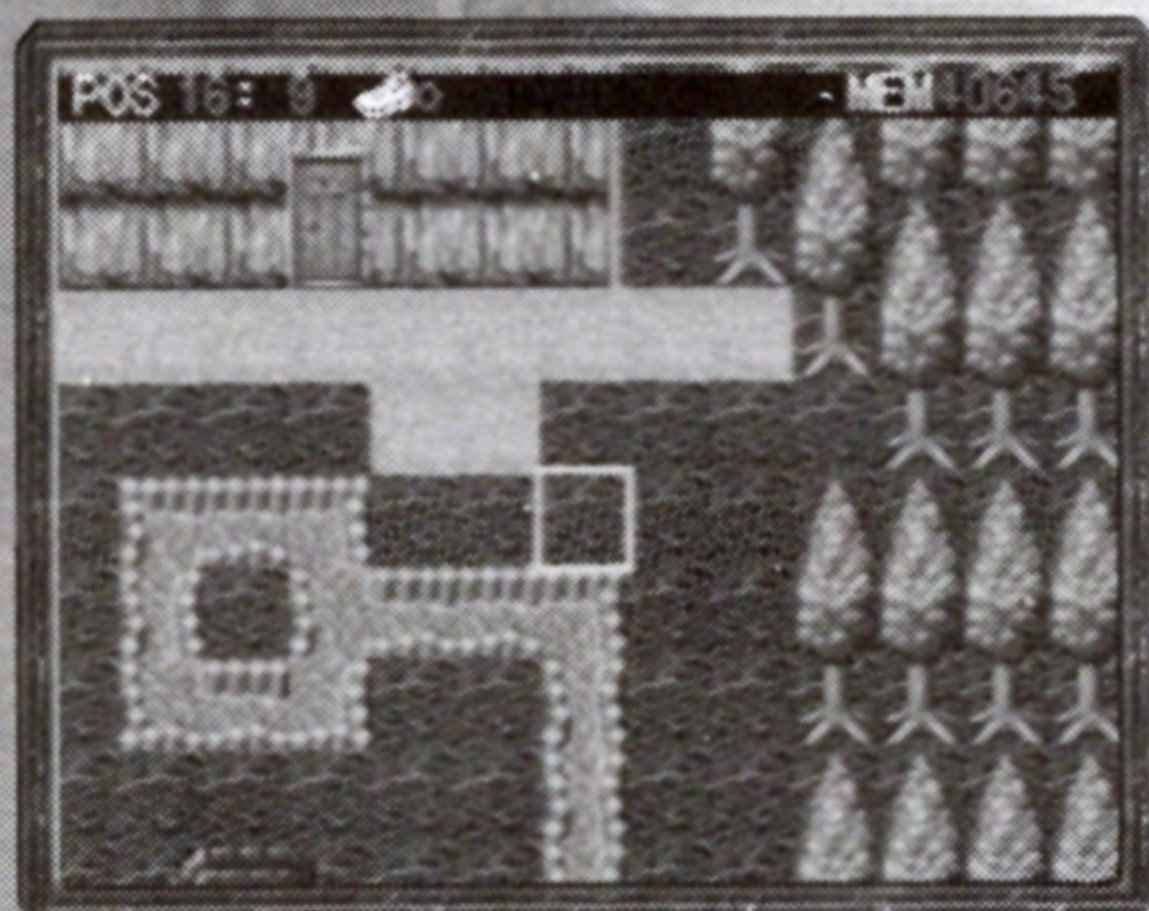
Create a [Scenario Name] identical to the scenario name used in game system info. If different scenario names are used, the system data cannot be loaded and the game will not start. Up to 15 separate scenarios can be saved on a Memory Card. Setting the event content [Next Scenario] in a dungeon allows you to connect scenarios, but the previous scenario data disappears once the next scenario is reached. Accordingly, some events, such as Move Location, must be set again. (However, the main character's system data and level will be preserved.) Set the Start Point (initial position) of the main characters' party in the next scenario. Note that only one system data is allowed per game, but that you can set an unlimited number of scenario data.

EXAMPLES OF EVENT CREATION

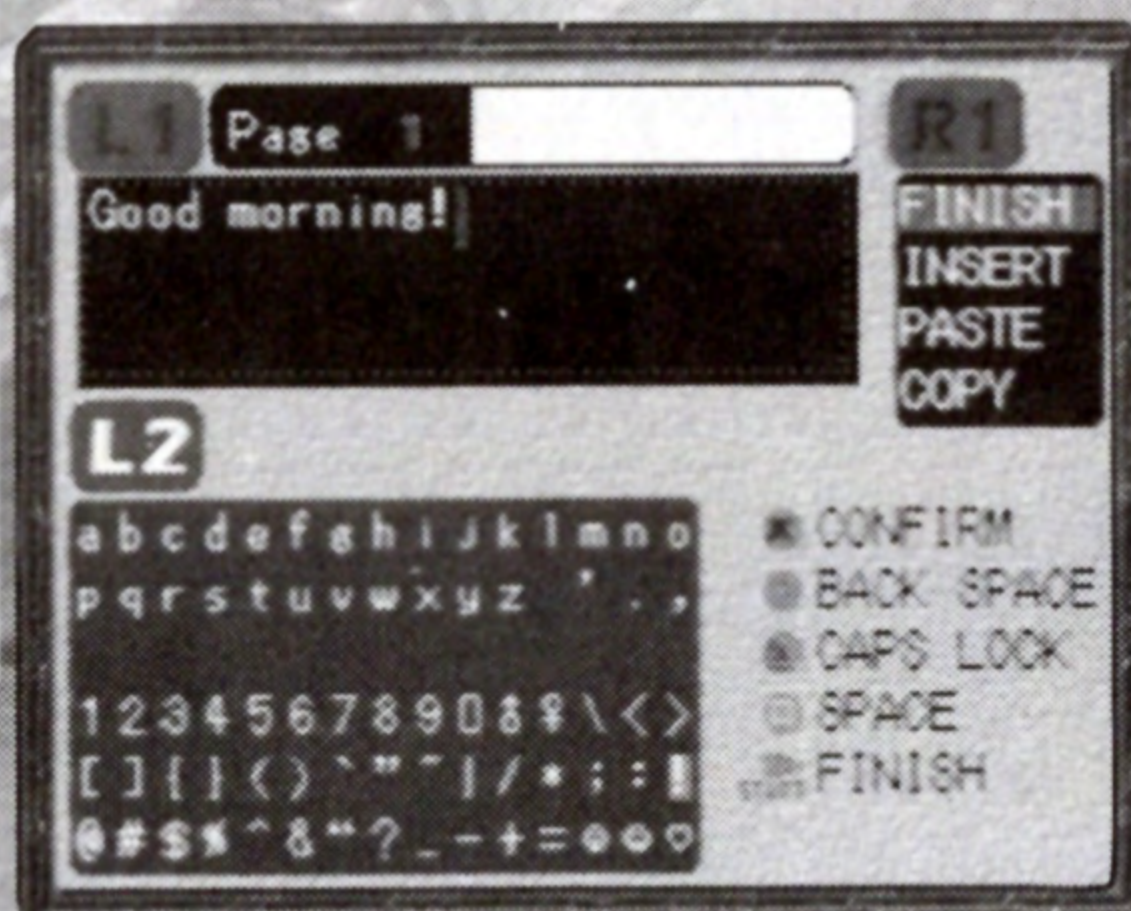
This section helps beginners learn the steps needed to create simple events. More experienced users can learn how to create events that are automatically executed.

CREATING A TOWN RESIDENT

If you're a beginner, you may want to learn how to create a "town resident." From [Event] in [Scenario Data], first select a town you've already created. Next, move the square cursor on the dungeon map to specify the location where you want to place a town resident. Press the **X** button to confirm the location. A menu will be displayed upon confirmation. Selecting [Create Event] displays an editor. Select [No Graphic], choose [Character] and select the graphics for town resident, and select [OK]. Next, move the cursor to [Event Contents] and press the **X** button. When the setting screen for event content is displayed, press the **X** button again to display a list of event contents. Select [Display Message] from the list, then enter text using [Enter Message]. Here, let's enter "Good Morning". Go back to the dungeon map and press the **△** button to set the Start Point (initial position) of the main character near the town resident. Now, run a test play. If the message "Good Morning" is displayed when the main character touches the event (town resident), the setting is complete. Note that when you finish the test play, make sure to change back the **Start Point** to where your RPG will start from.

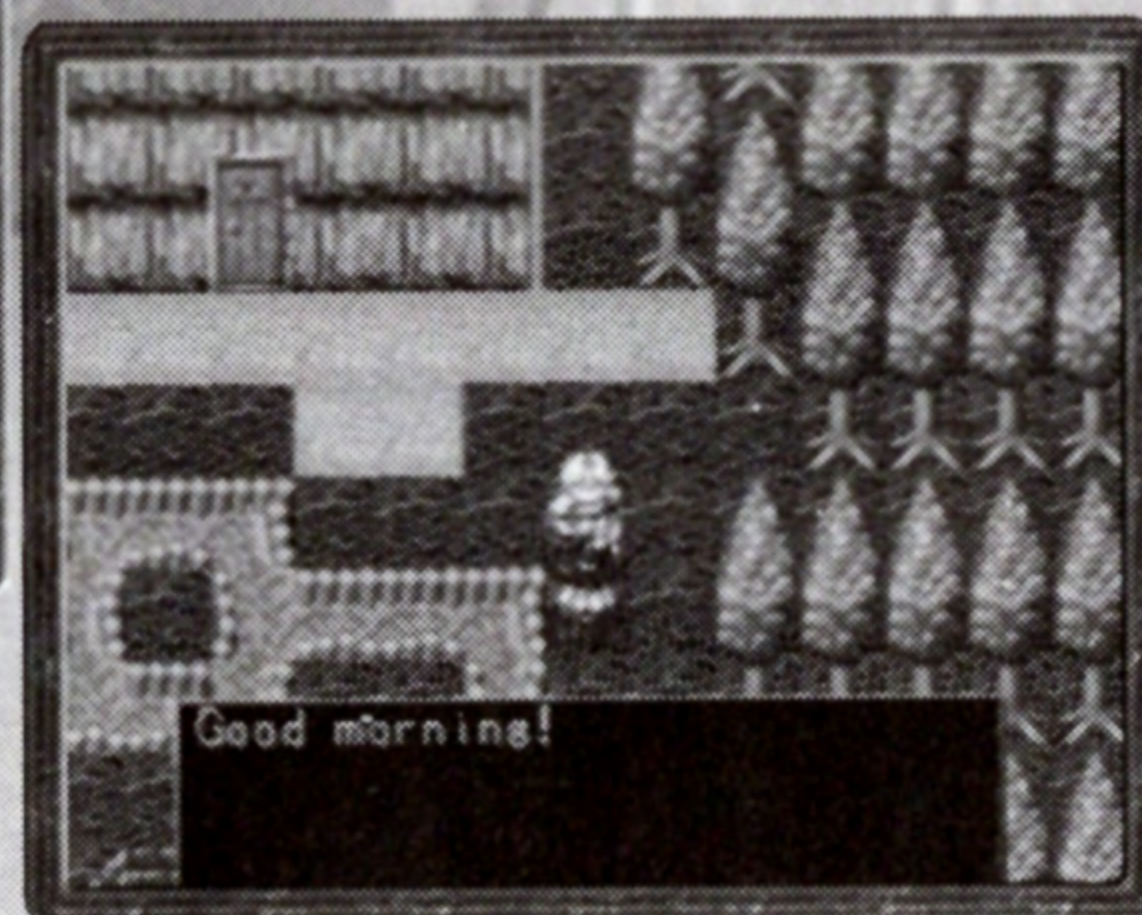


Move the square cursor to specify the location.



Enter the message you'd like to display.

Try experimenting with the function once you've mastered the procedure.



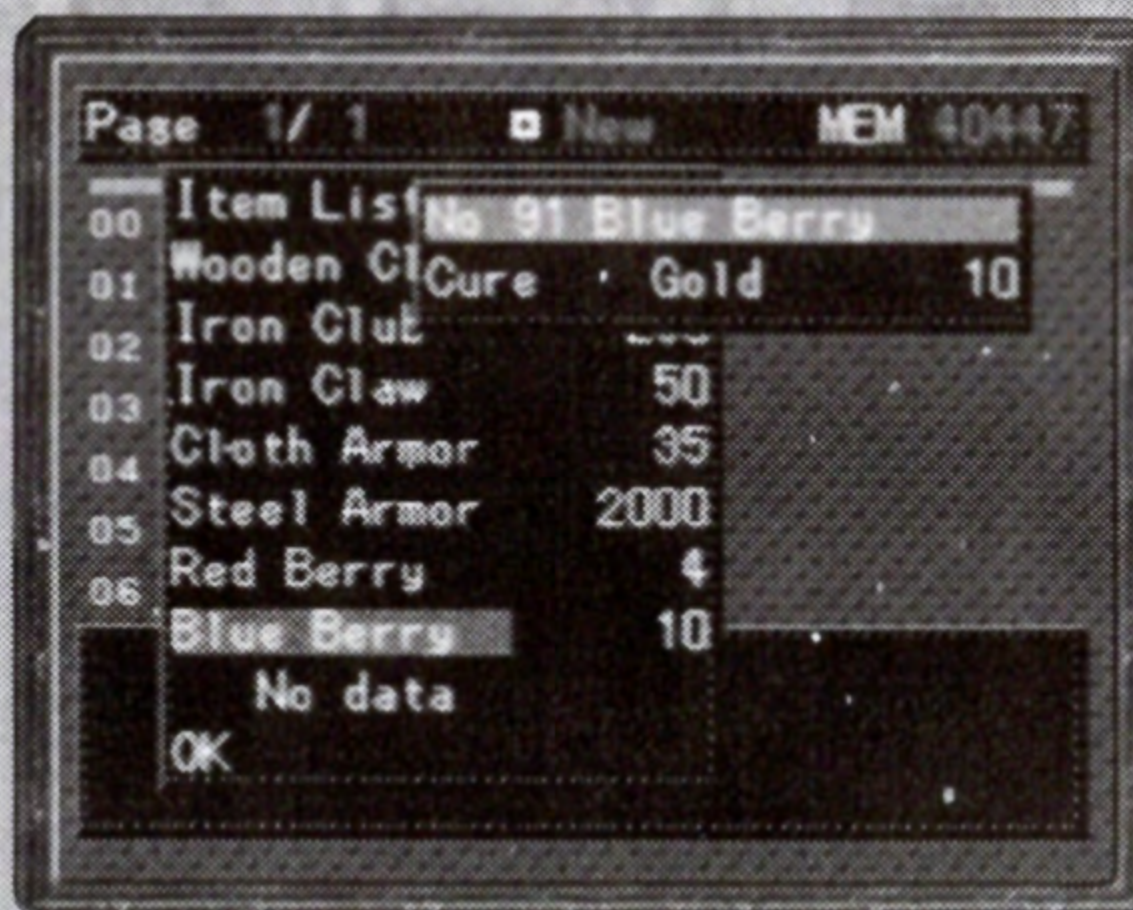
CREATING A SHOP - ITEM SHOP

This section explains how to create a shop (item shop). Select [Shop] from the list of event contents, then select [Item Shop]. When the [Item List] screen is displayed, move the cursor to a number denoting [No Data] and press the \otimes button. The [No Item selected] screen will be displayed. In this screen, use the up/down and left/right directional buttons to display the item names you've already created, then choose a desired item. The setting is successful if the selected item name is displayed on the list. Repeat the steps to select a maximum of eight items sold at the shop. Finally, select [Confirm] to exit the screen.



Select the items you'd like to display at the store.

Set different items for each store.



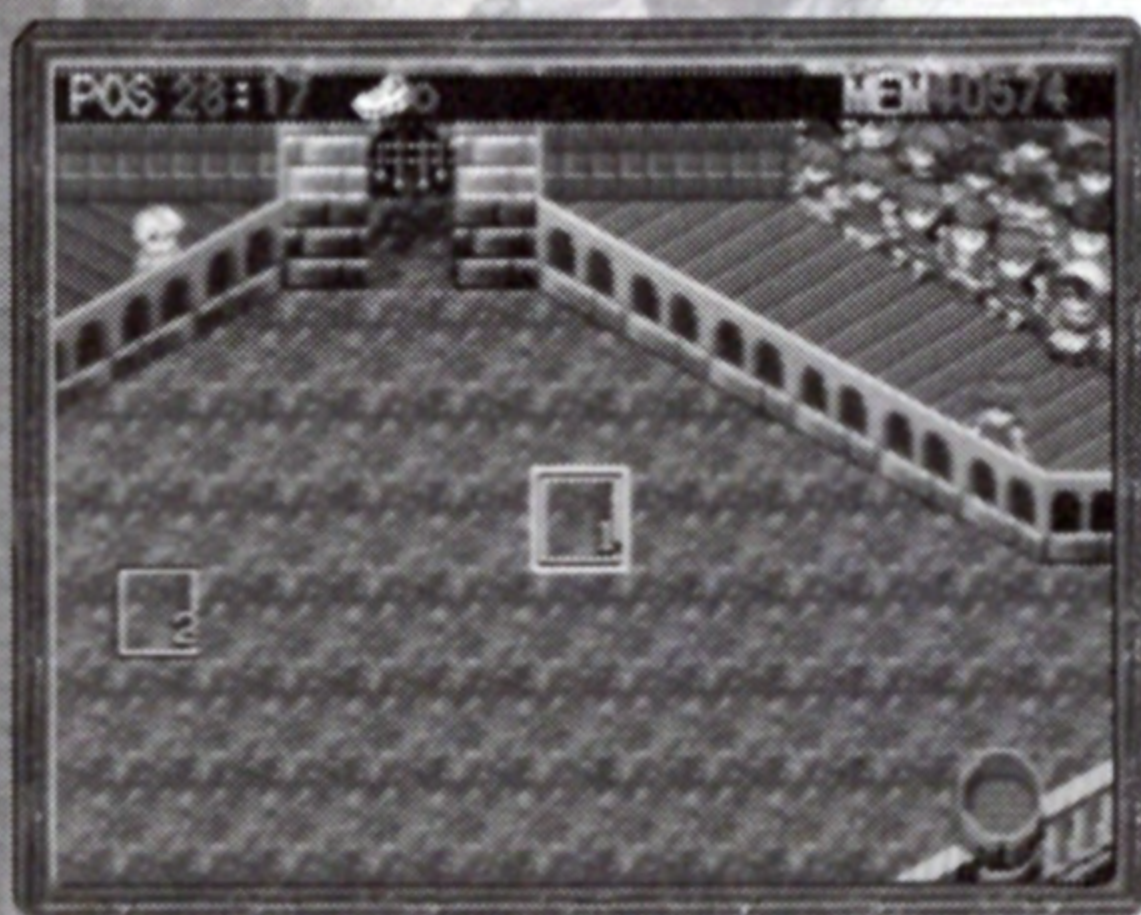
HOW TO DISPLAY A BOAT OR BLIMP

Let's assume you've created a boat or blimp in [Item], as well as an event in which the main character obtains that item. You may wonder what the player can do with a boat or blimp, even though the main character has obtained it during the game. Actually, the boat and blimp are not used according to the wishes of the player. When the main character owns a boat, its graphic is displayed only while the character is traveling on the sea, if there happens to be one between two adjoining towns on the field dungeon map. Owning a blimp allows the main character to travel by air using the blimp (that graphic is displayed in a similar manner) when going to a remote town not connected by a direct route. The graphics for the boat and blimp can't be changed.

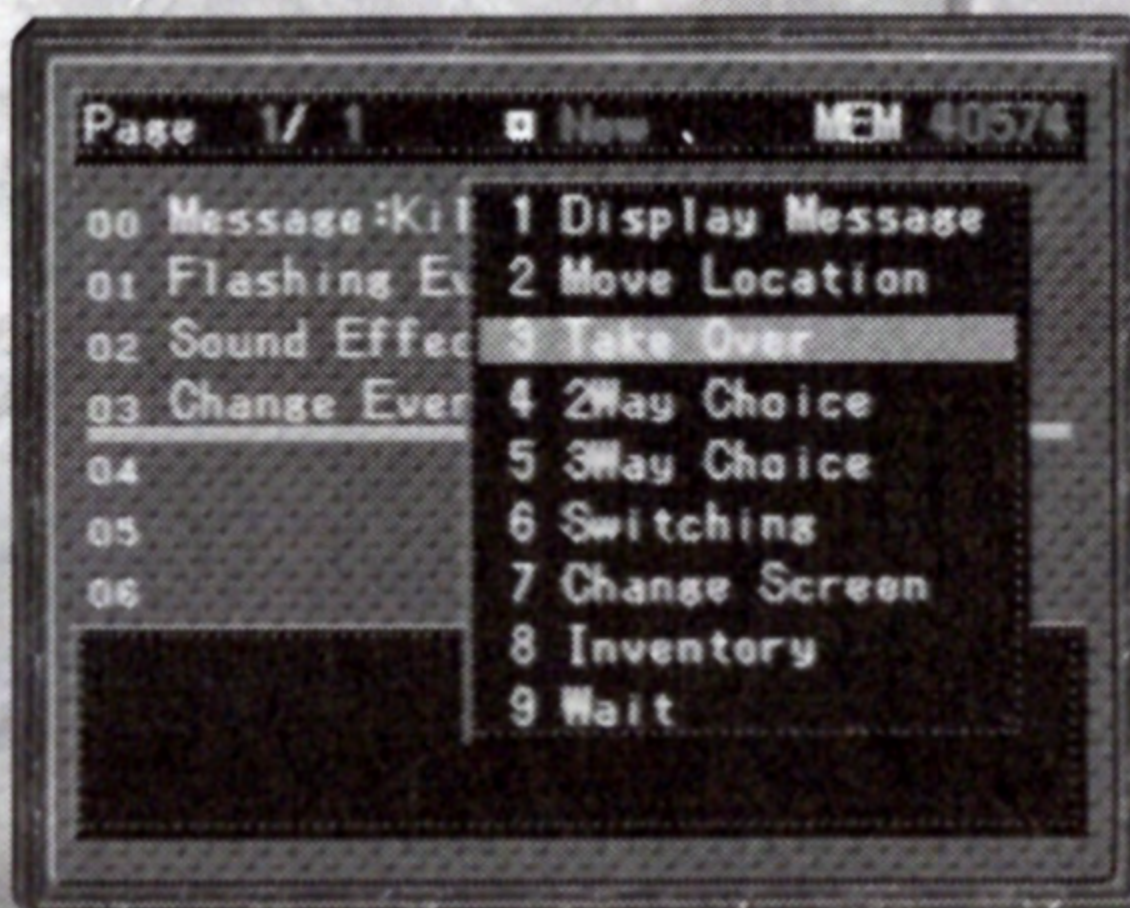
CREATING AN AUTOMATIC EXECUTION EVENT USING [TAKE OVER]

First prepare event A, which starts when the main character talks to someone. Next, inside the same dungeon map prepare event B (conversation with B), which starts when he finishes talking with A. If no additional setting is done, B won't be executed unless the main character talks directly to B. Here you'll set [Take Over] at the end of the event contents of A. When the [Take Over] screen is displayed, move the cursor to [Event No.] and press the **X** button. A dungeon map will be displayed. On the dungeon map, move the cursor to event B and press the **X** button again. An event-editor screen for B will be displayed. Press the **X** button to confirm. (If there are more than two pages, use the left/right directional buttons to select the event page that will take over the current event.) A and B are now linked. You can run a test play to confirm that B is executed as soon as A is completed. With that you'll have created the event that automatically executes event B.

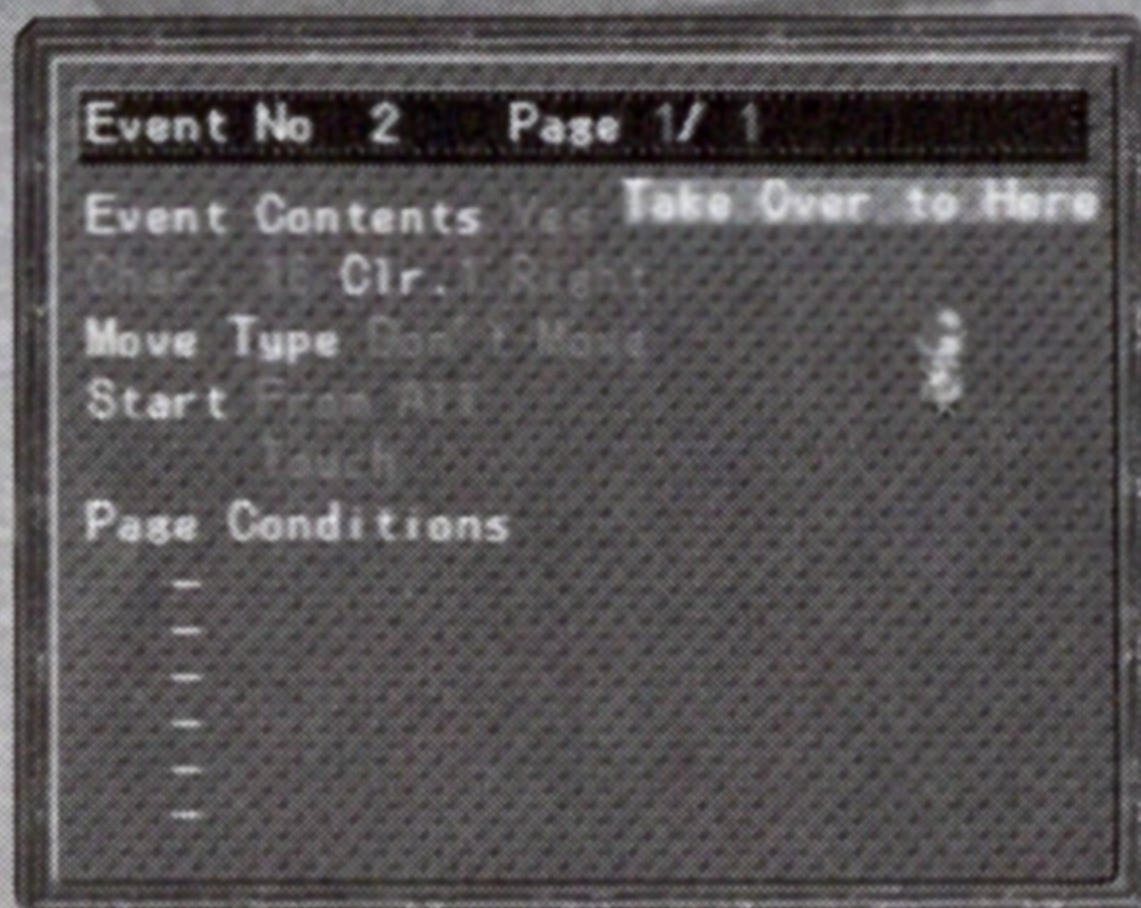
Prepare two types of events, [A] and [B].



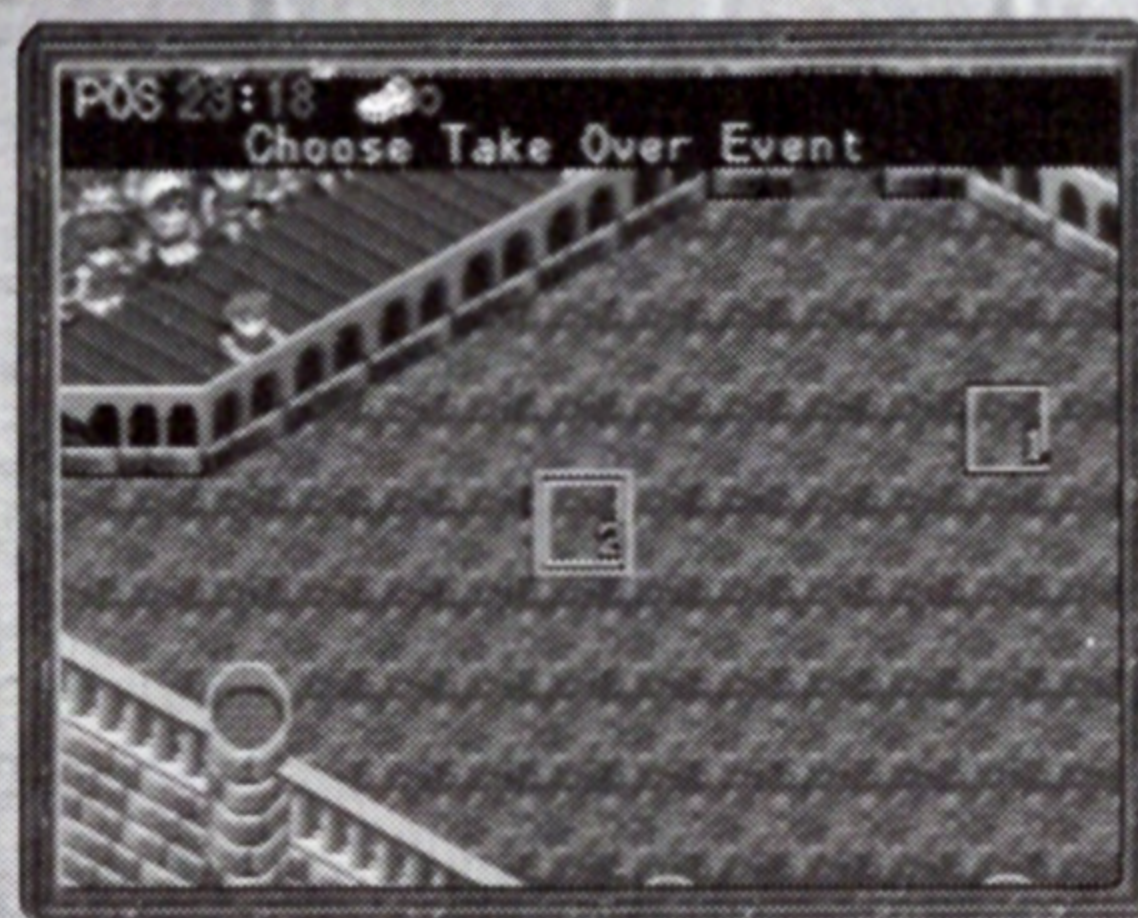
Set [Take Over] in the event contents of [A].




Move the cursor to [B] and press the **X** button.



Selecting the page that takes over the current event completes the setting process.



SMART WAYS TO USE [INTRO EVENT]

Pressing the  button on the dungeon map to place an event displays a screen in which you can choose the item called [Intro Event]. This section explains events you can create using [Intro Event].

In [Intro Event], you can create an event that first occurs when the main character enters the dungeon map. This event will be executed automatically upon the main character's entrance into the dungeon map. For example, you can turn the whole town to red, as if it were engulfed in flames. Using this function, you can also set a separate event within the same dungeon map to take over the entry event so that a town resident will come to the main character and talk to him the moment he arrives in the town. Try creating this event yourself.

You can also set a condition in [Intro Event]. For example, you can set the event so that it will be executed when the main character arrives in the town for the second time. Or, you could set a crown item as the condition so that the intro event will occur only when the main character arrives in town carrying a crown he has obtained somewhere. In short, you can control the point at which the intro event occurs. Note that only one intro event can be set for each dungeon map.

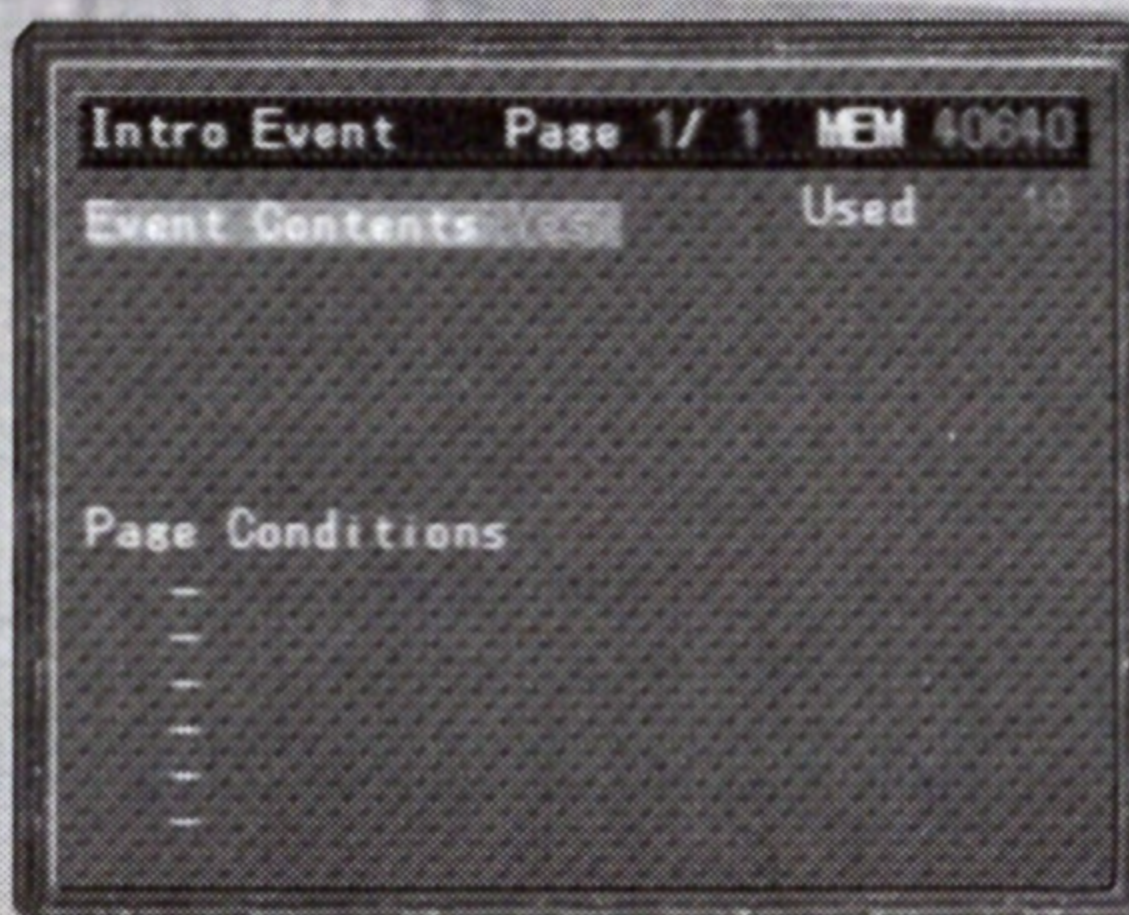
Select [Intro Event].



The event begins the moment the main character arrives in town.



You can set the content and condition of the event.



You can also create an automatic execution event and set it to take place upon the moment of arrival.



ANIME MAKER

RPG Maker comes with a built-in graphics creation tool called Anime Maker. The graphics created in Anime Maker can be used in RPG Maker. You can also use a dedicated mouse for the PlayStation (sold separately) to create graphics. (The explanation in this section assumes that you'll be using a mouse.)

OPERATING THE MOUSE

Left button - This is the confirmation button. Click it to execute the item specified by the cursor.

Right button - This is the help button. Clicking it displays an assistant who will explain the various on-screen items.

OPERATING THE CONTROLLER

X button - This is the confirmation button. Click it to execute the item specified by the cursor.

Circle button - This is the help button. Clicking it displays an assistant, who will explain the various on-screen items.

L1 button - In Animation Editor, this button rotates the film downward.

L2 button - In Animation Editor, This button rotates the film upward.

Important

This manual does not contain detailed explanation of each individual command. If you have a question, press the HELP button that displays the assistant. You can ask her for help.



RPG Data - Create graphics (for main characters and monsters) to be used in RPG Maker.

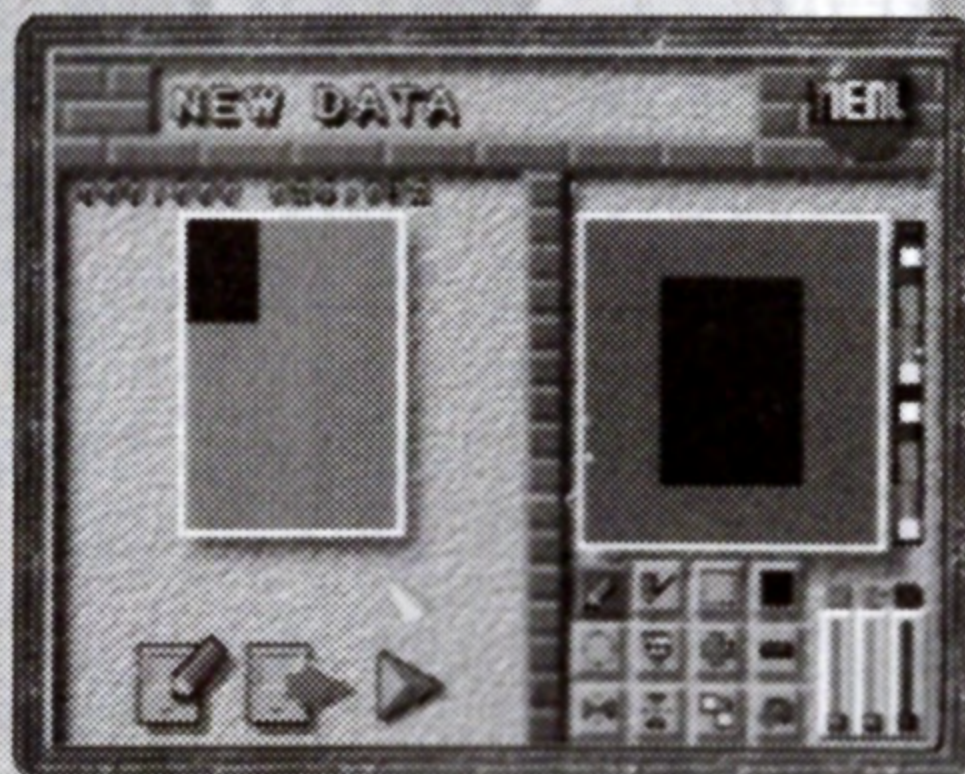
Demo - Create an animation or story. Caution is necessary, since the data created with this function cannot be used in RPG Maker.

Memory Card - Check the contents of a Memory Card. You can also copy or delete data.

Return - Exit Anime Maker and return to the main screen.

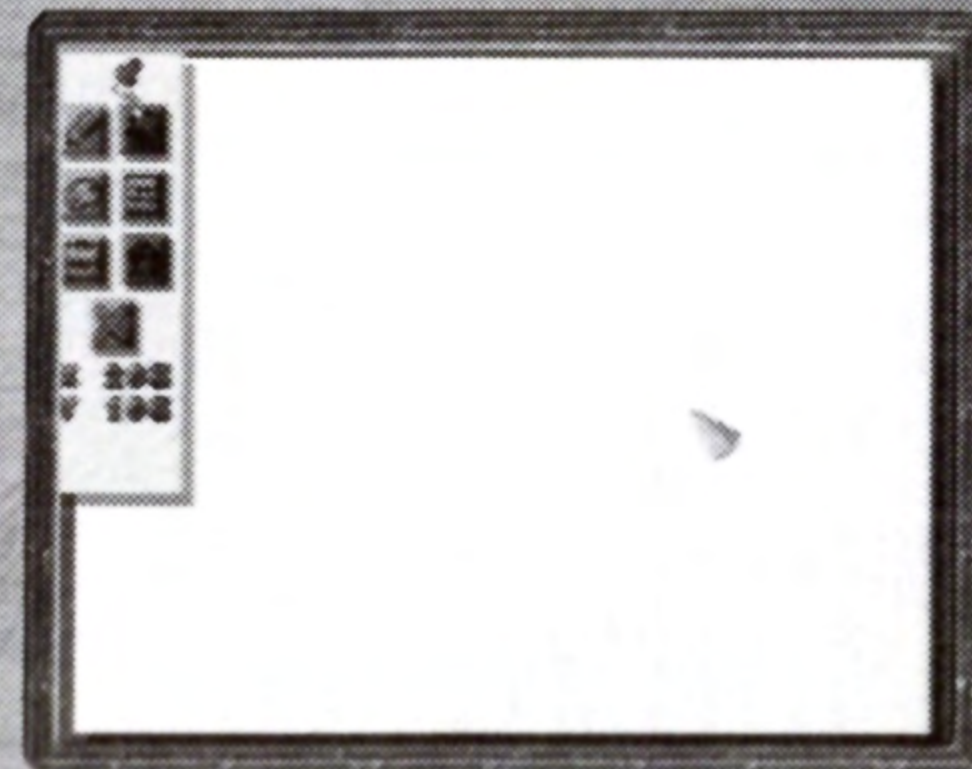
RPG DATA (CREATE RPG DATA)

Create graphic data that can be used in RPG Maker. Three types of graphics can be created: character, title and monster.



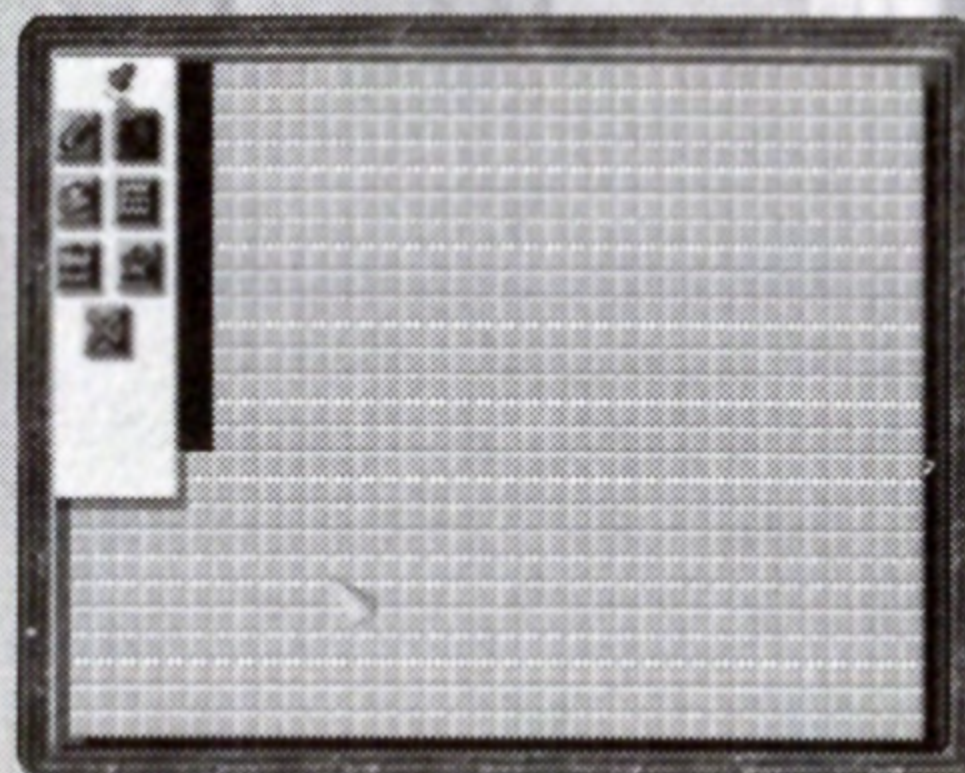
CHARACTER

See pg. 30 - Draw main characters, subcharacters and town residents.



TITLE

See pg. 33 - Draw a background that will be displayed on the title screen.

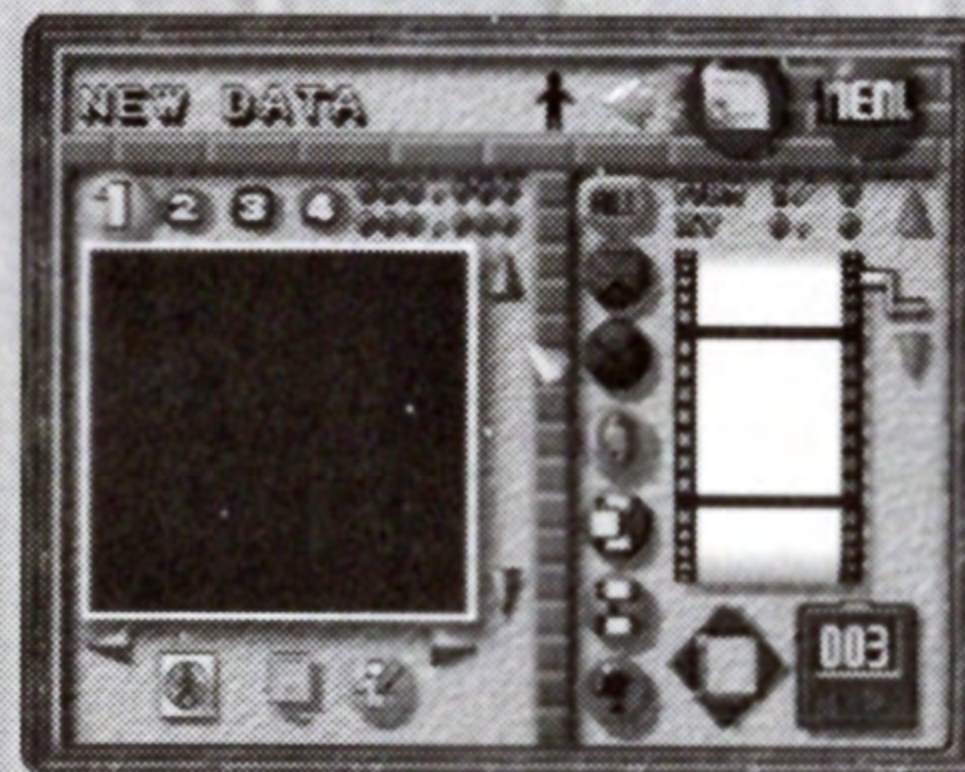


MONSTER

See pg. 34 - Create original monsters.

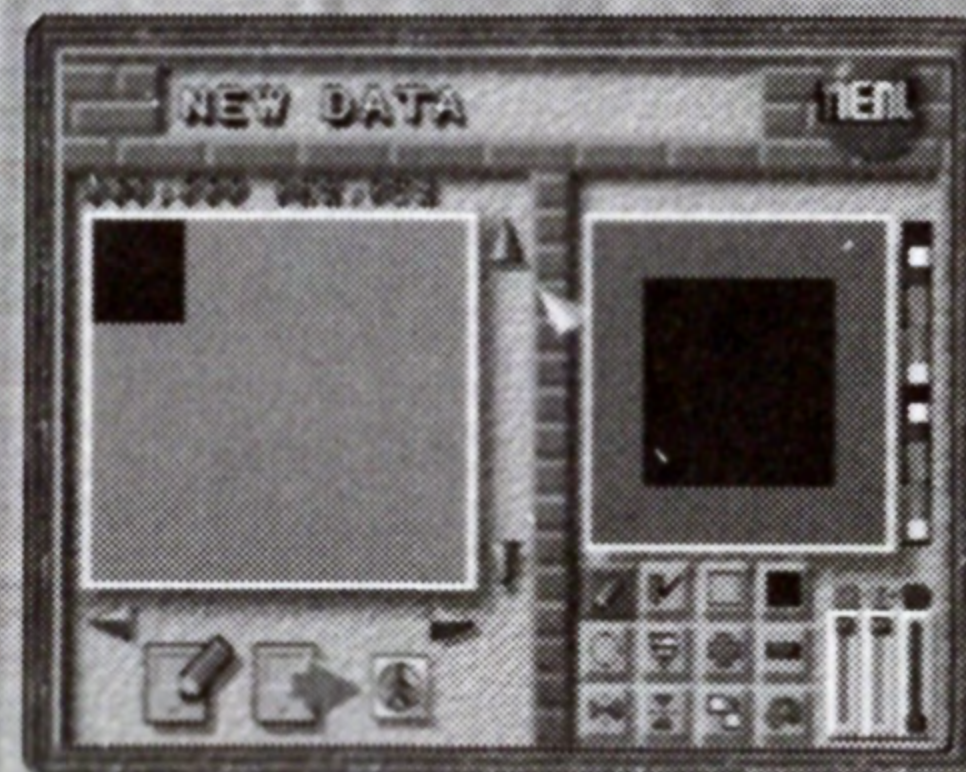
DEMO (CREATE DEMO STORY)

You can create an animation or story using the characters you've drawn. Remember that RPG Maker doesn't support this demo mode.



CHARACTER

See pg. 35 - Create characters you can use in your animation or story.

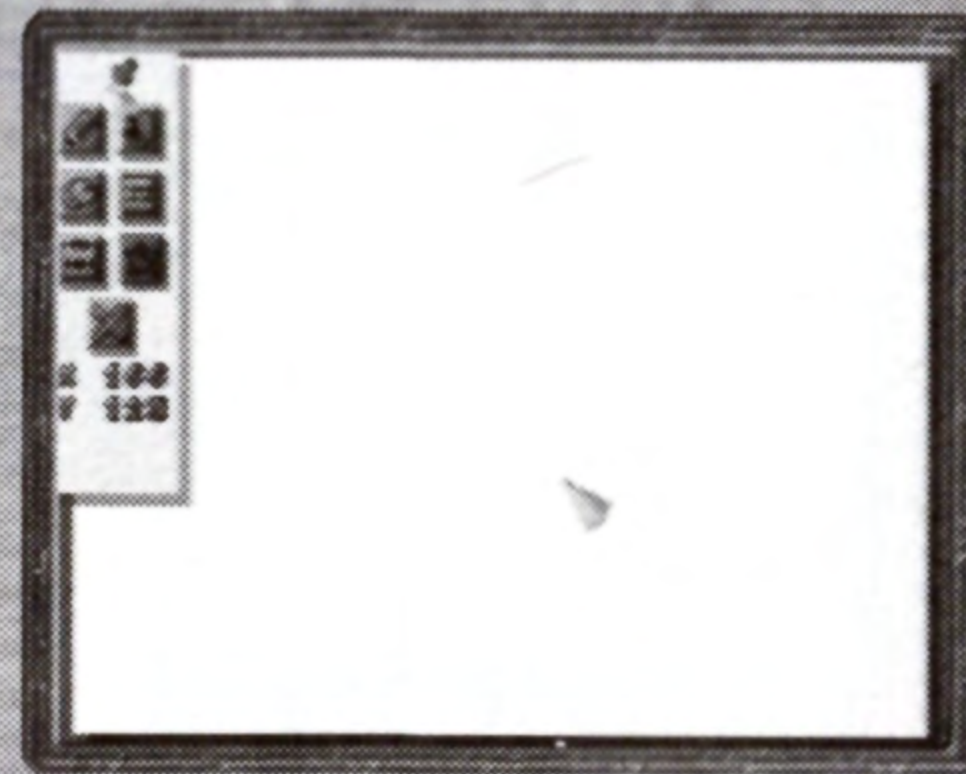


ANIMATION

See pg. 35 - Set the details of character animation.

BACKGROUND

See pg. 39 - Here you can create the background of the story you'll be creating.



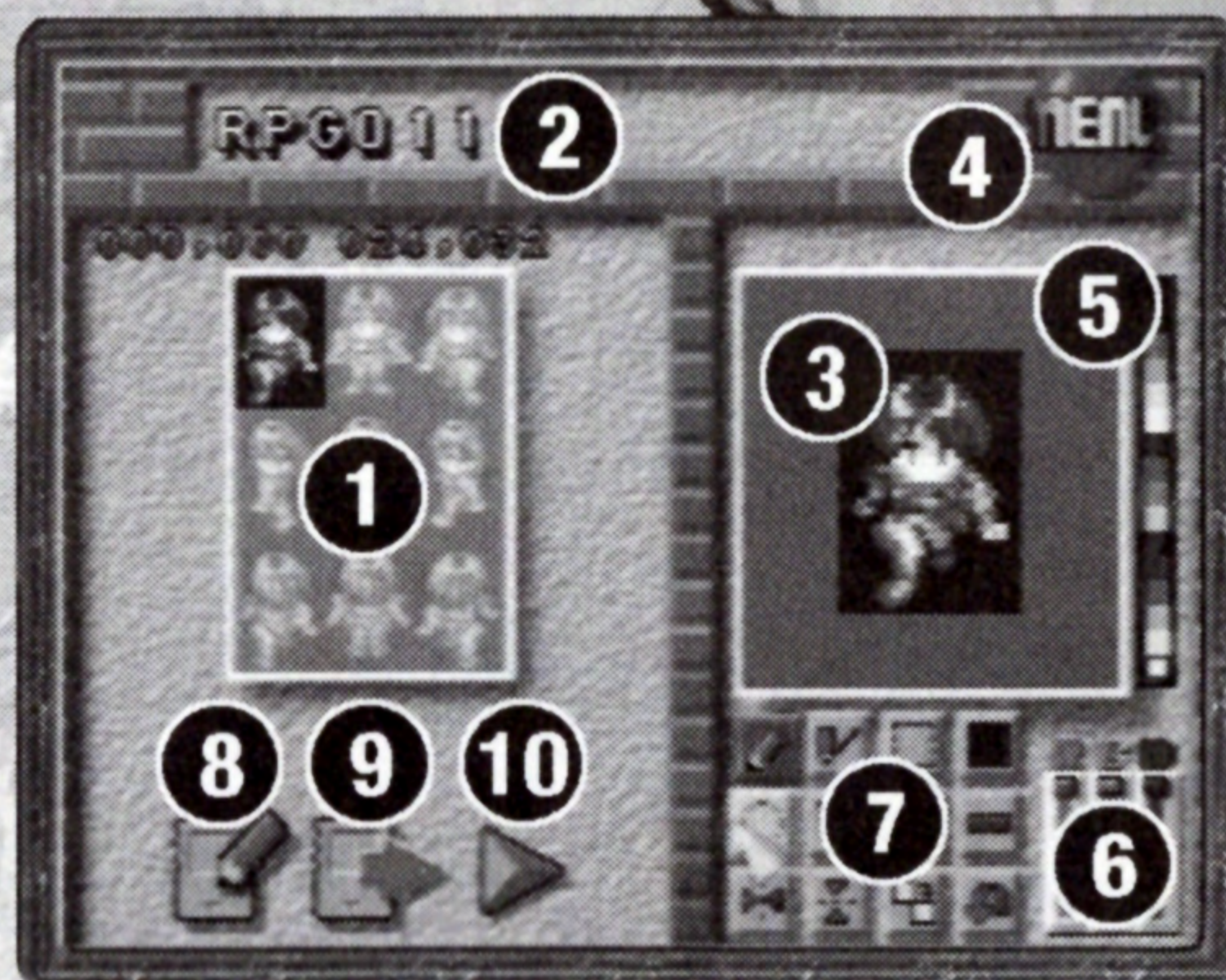
STORY

See pg. 39 - Here, you can create a story featuring the characters you've drawn.

RPG DATA

You can create graphic data to be set in Character Edit and Event Edit. Use this function to create original main characters. The following explains the screens and creation procedure:

1. Bank Window
2. Name of Current Data
3. Edit Window
4. Button to Return to the Main Menu
5. Palette
6. Color-Change Bars
7. Various Buttons
8. Save Button
9. Load Button
10. Test Play Button



The Top Color of the Palette is Transparent

You can change the hue of each of the 16 colors displayed on the palette (#5 in the screenshot above). You must remember that the top section of the palette, which is initially shown in black, contains a transparent color. A transparent color is literally see-through. For example, when a character drawn in [Character] is placed on the background, the sections drawn with the transparent color show the background. This color is used for special effect, so try not to change the top color on the palette. Initially, the entire area of the edit window is filled with the transparent color.

HOW TO DRAW

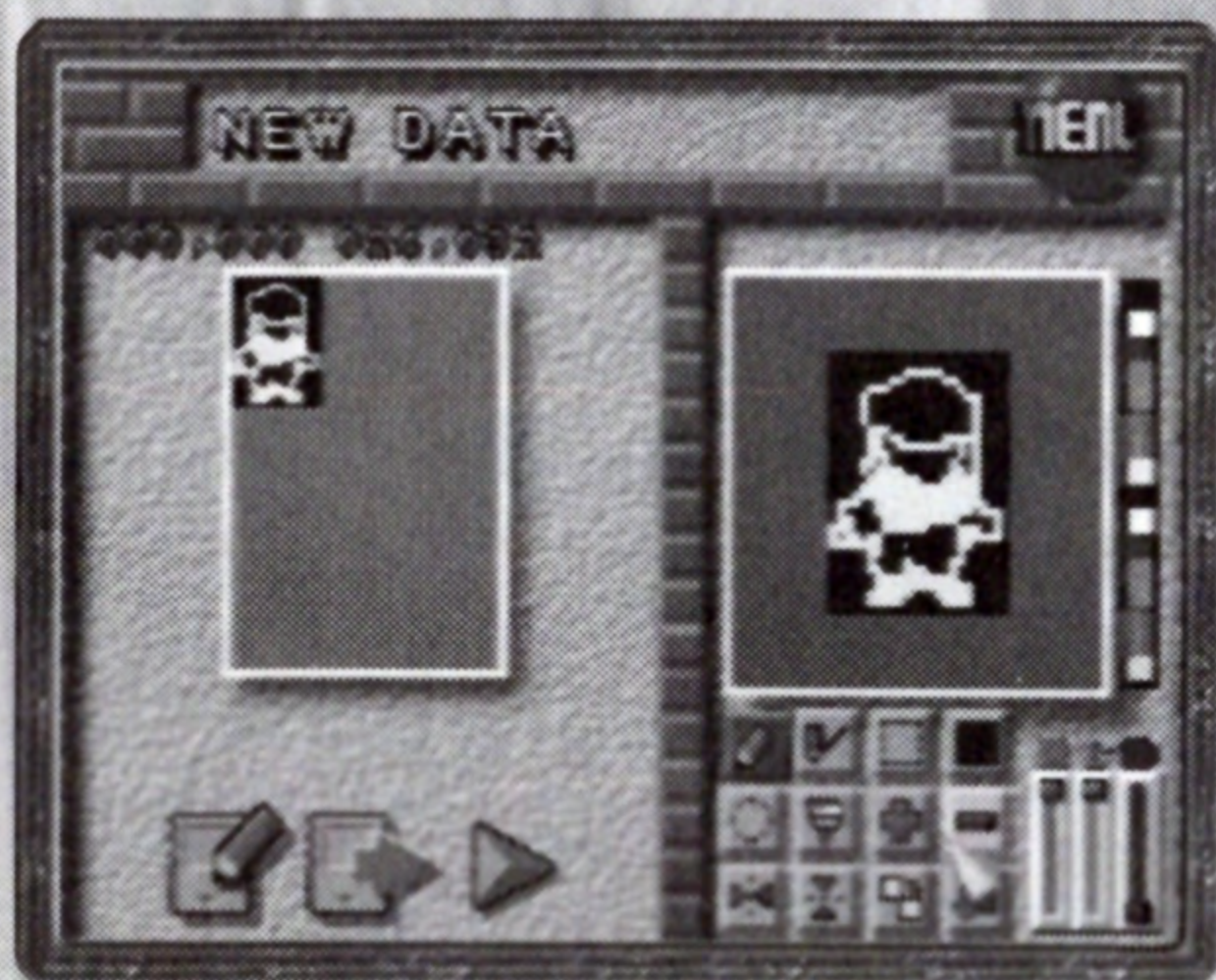
Draw in the edit window. As you draw, the same image appears in the bank window. When the drawing in the edit window is complete, move the square box on the bank window to a blank area. Select the area and start drawing again. Repeat these steps to draw nine movement patterns (turning to the side, etc.) for each character. (See the screenshot.)

Important

Create the front view, side view, back view and walking pattern. Be careful, since the areas you can use to draw these images are specified.

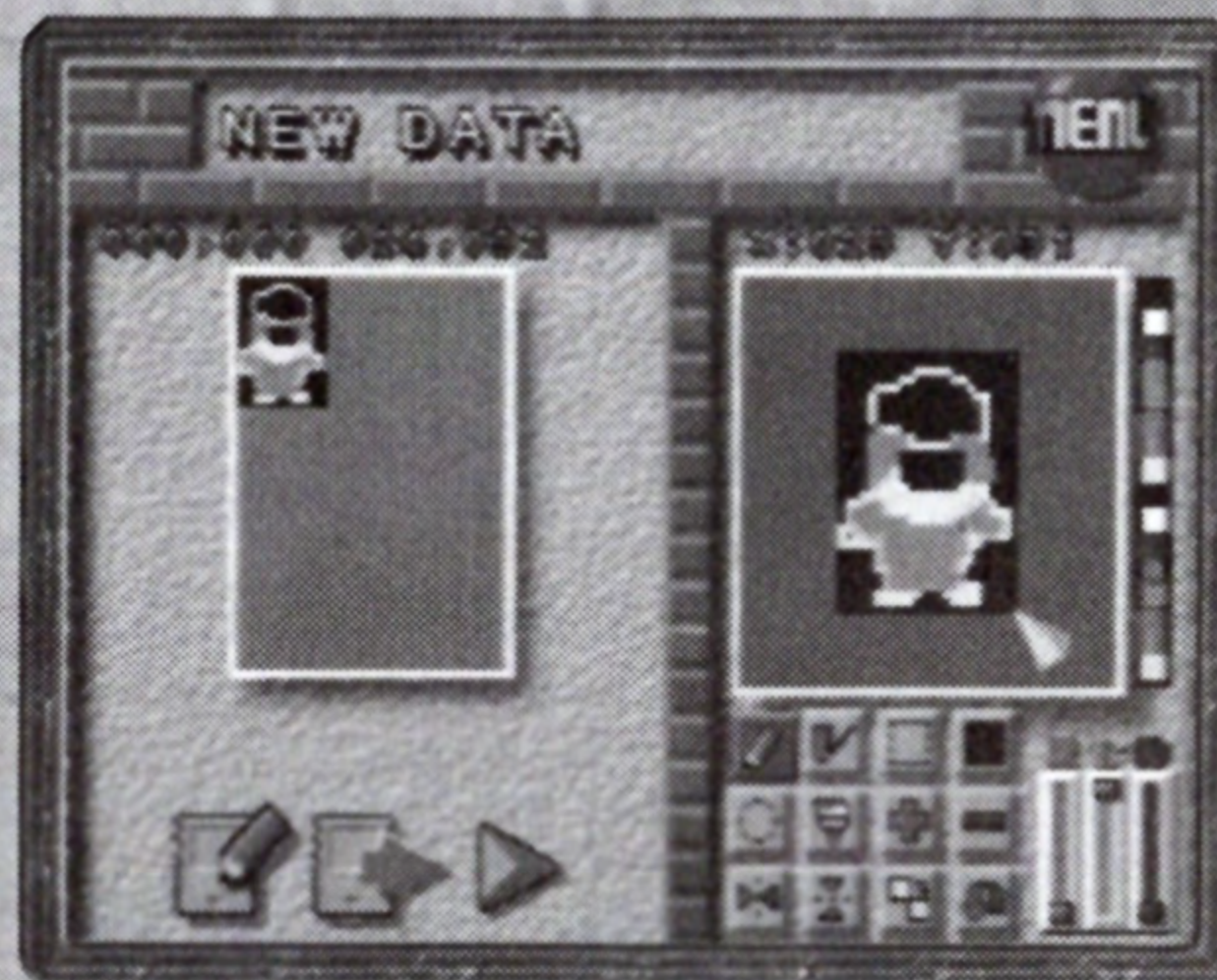
1. Using the Free Hand Buttons

Twelve buttons are located at the bottom of the edit window. Use these buttons to draw more efficiently. The first button you'll use is the Free Hand button. Click on this button to draw **free hand** in the edit window.



Select colors from the palette as you draw in **free hand** fashion.

When you change the color, the current color is overwritten by the new color.

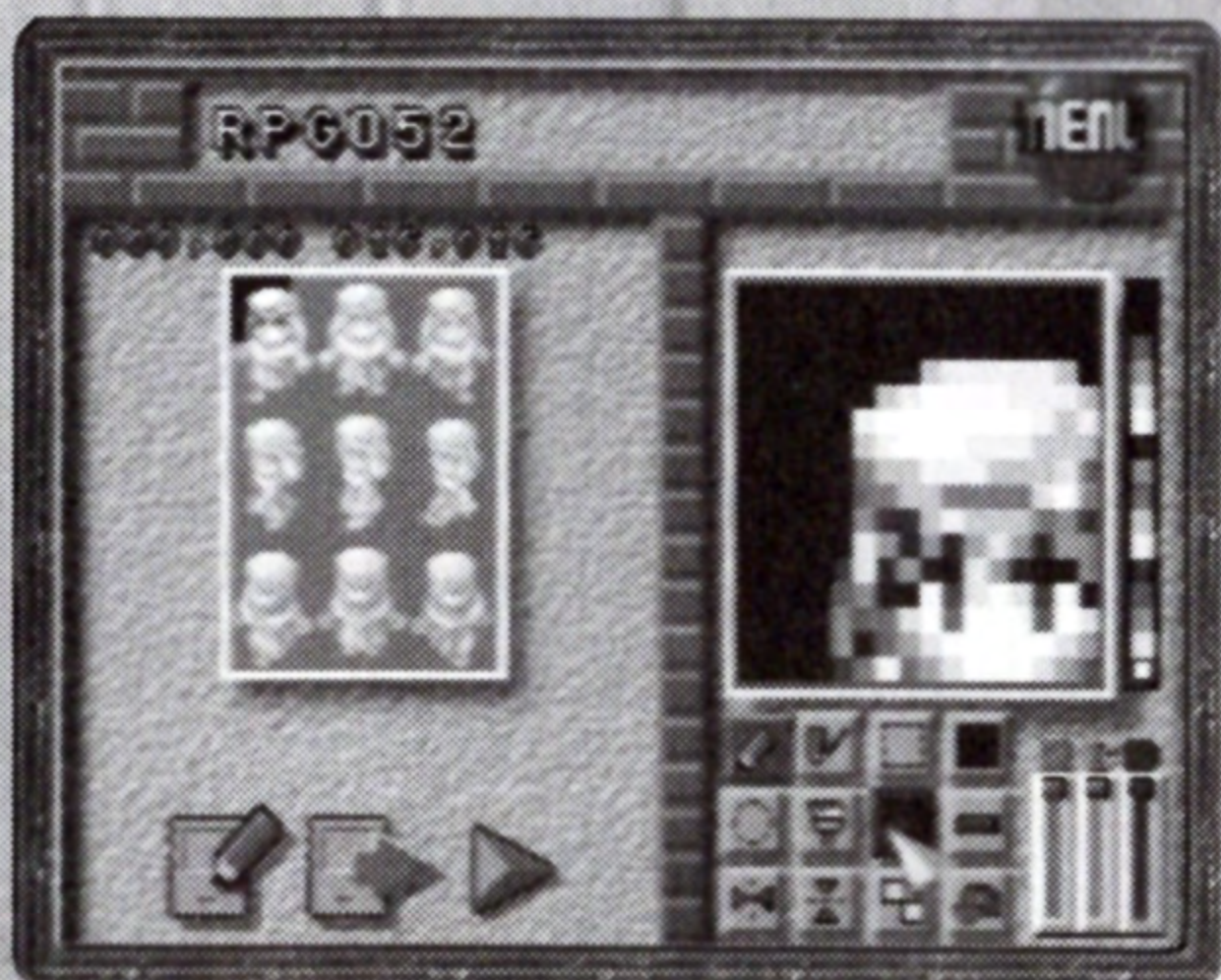


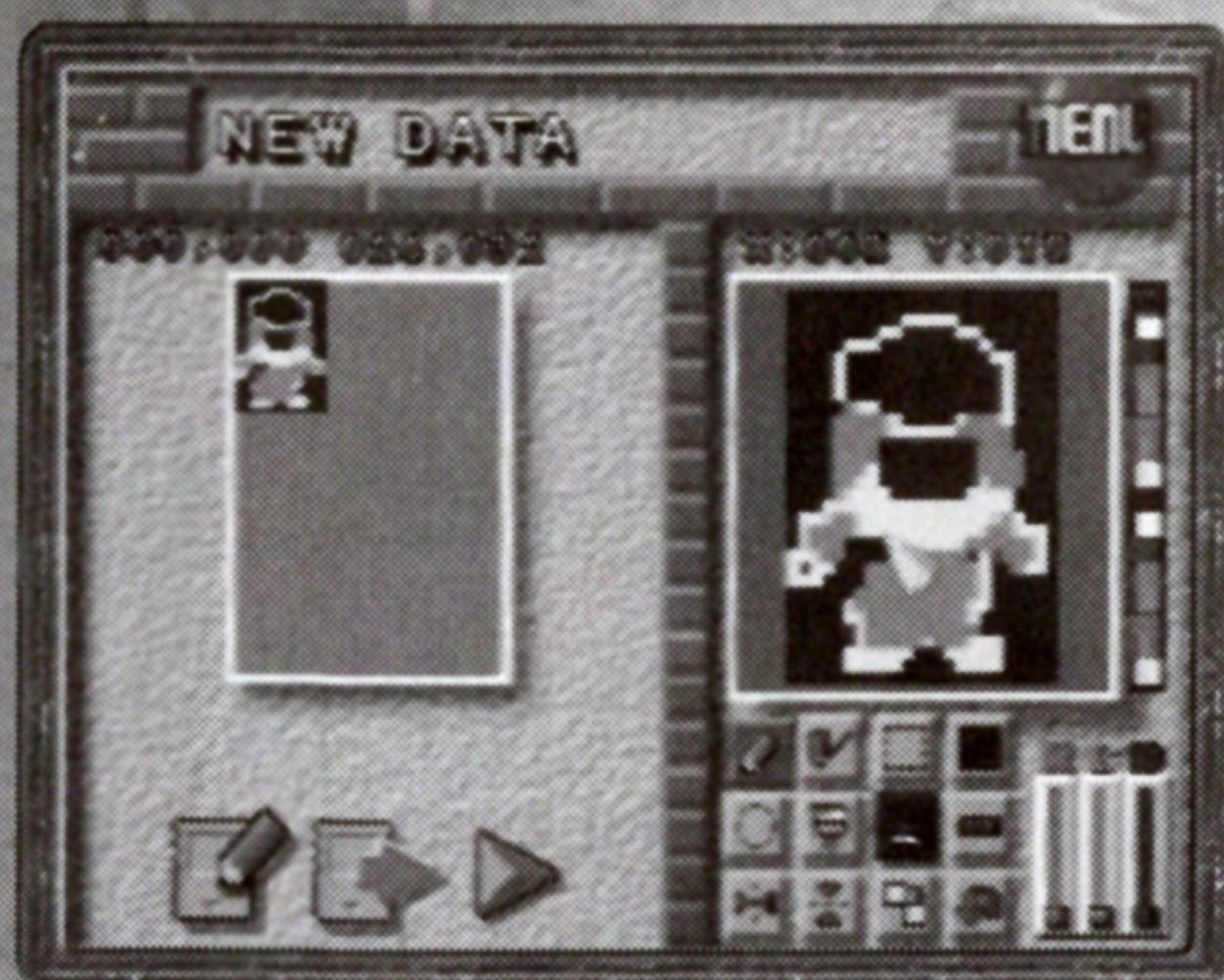
2. Enlarging the Display

As the drawing approaches the final stage, you may want to correct the details. The enlarge button represented by a crosshair cursor is useful when adding the finishing touches. Clicking this button slightly enlarges the image drawn in the edit window. You can only enlarge to one specific size.

A Smart Way to Use the Enlarge Button.

If you want to display the entire design of the character in the Edit window, you can only enlarge to one specific size. If you want to draw in more details, try to make size of white square small on the Bank Window then you can enlarge the design to 6 specific sizes.





3. Correcting with the Transparent Color

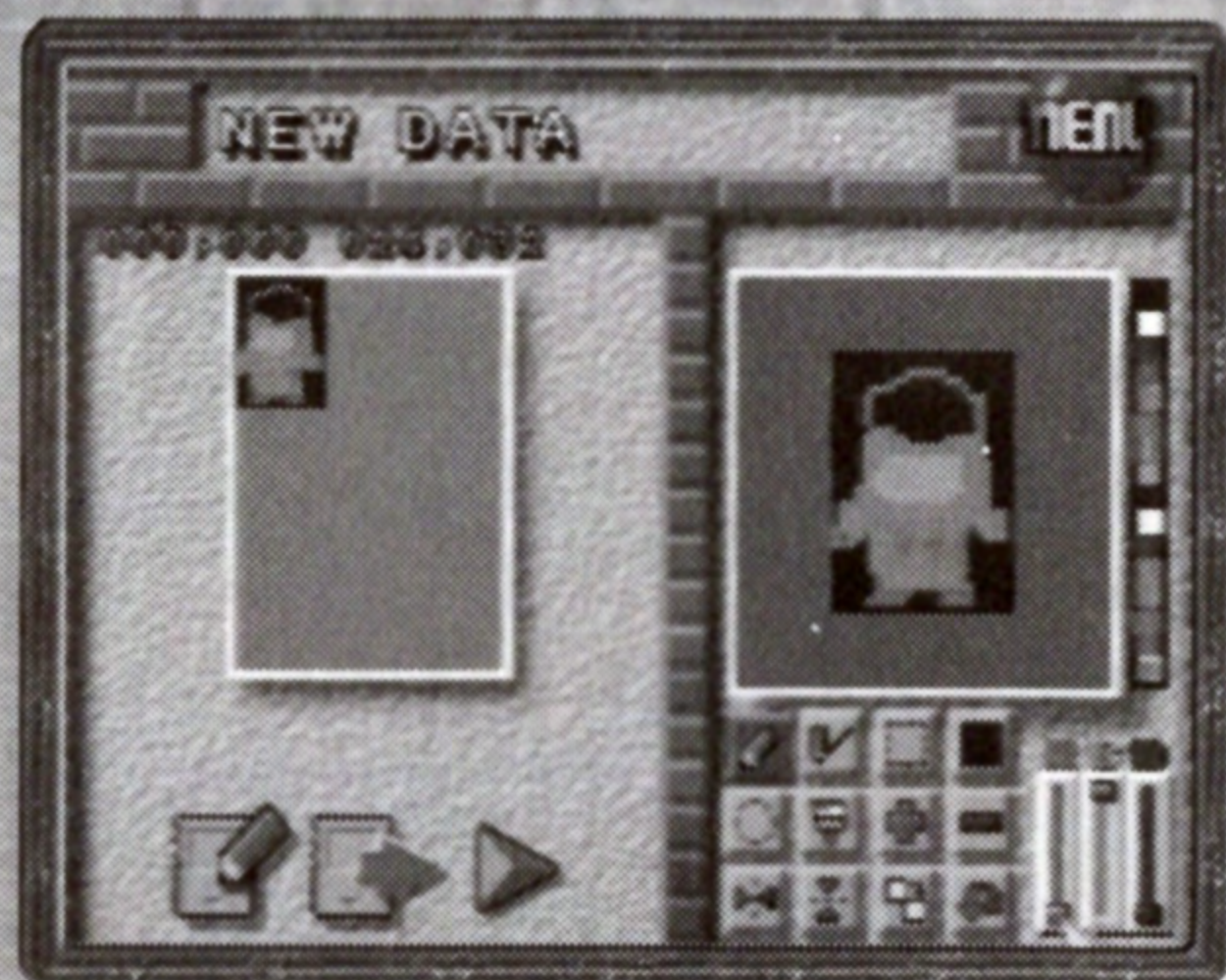
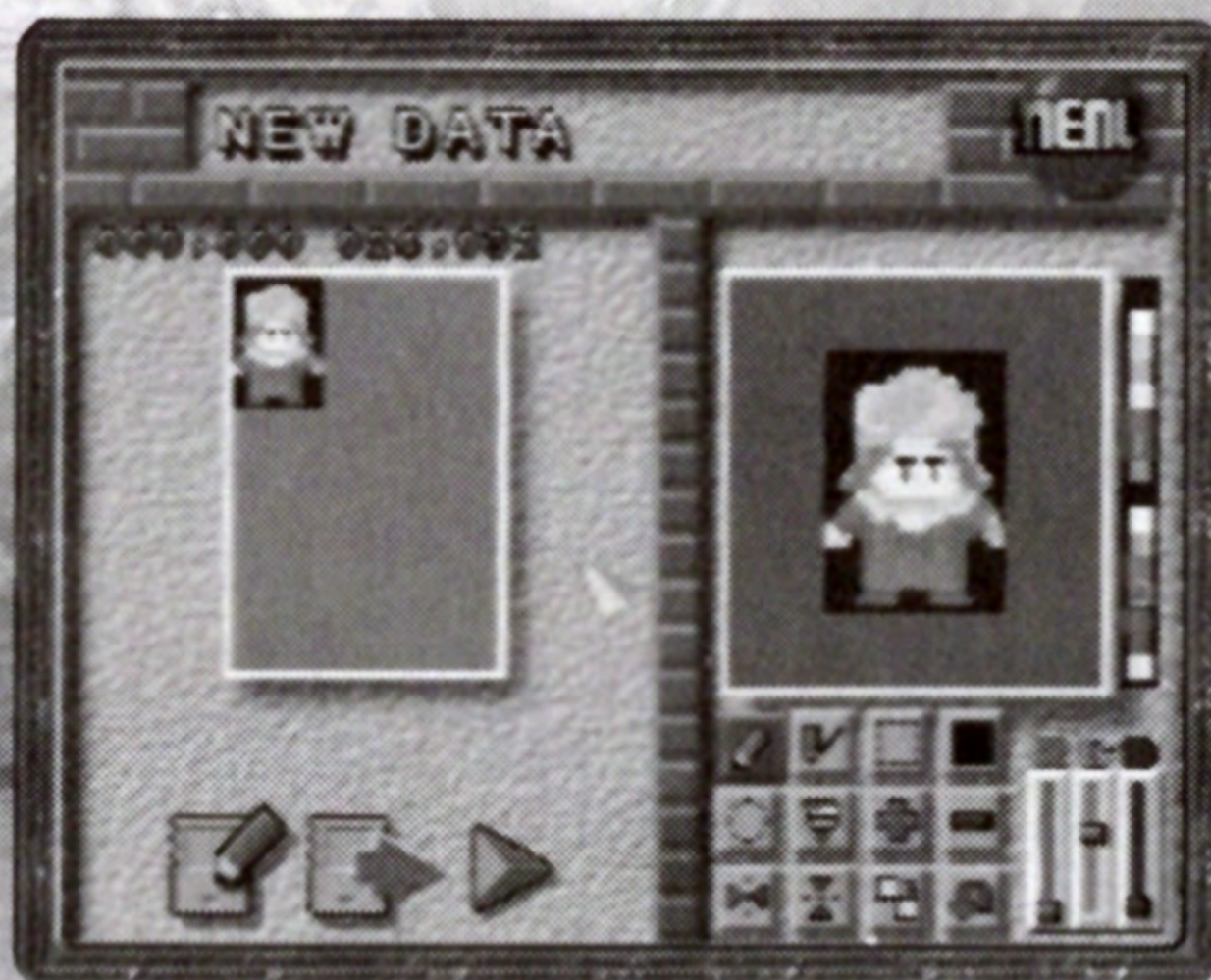
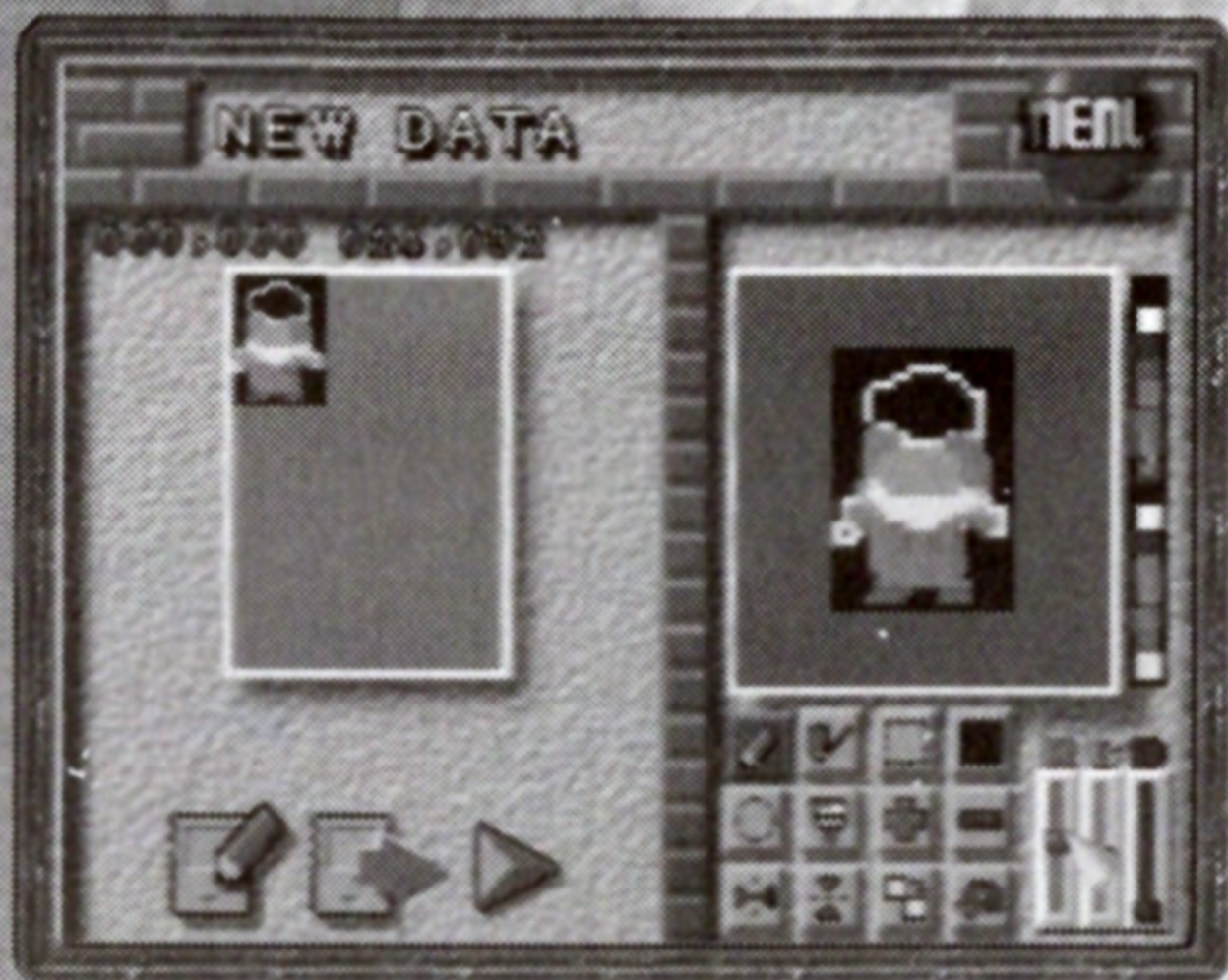
If you make a mistake, you can easily correct it using the transparent color. The transparent color is set in the top section of the palette.

Use the transparent color to correct (fill) the area you'd like to erase.

4. Changing the Colors on the Palettes

As you draw, you may find that the palette doesn't offer the color you need. If this is the case, you can change the colors on the palette. To do this, first select a color on the palette, then adjust the Color-Change bars located at the bottom of the palette. Moving these bars changes the selected color on the palette accordingly. When a desired color is created, use that color to fill the target area.

You can select and change a color on the palette as you see fit.



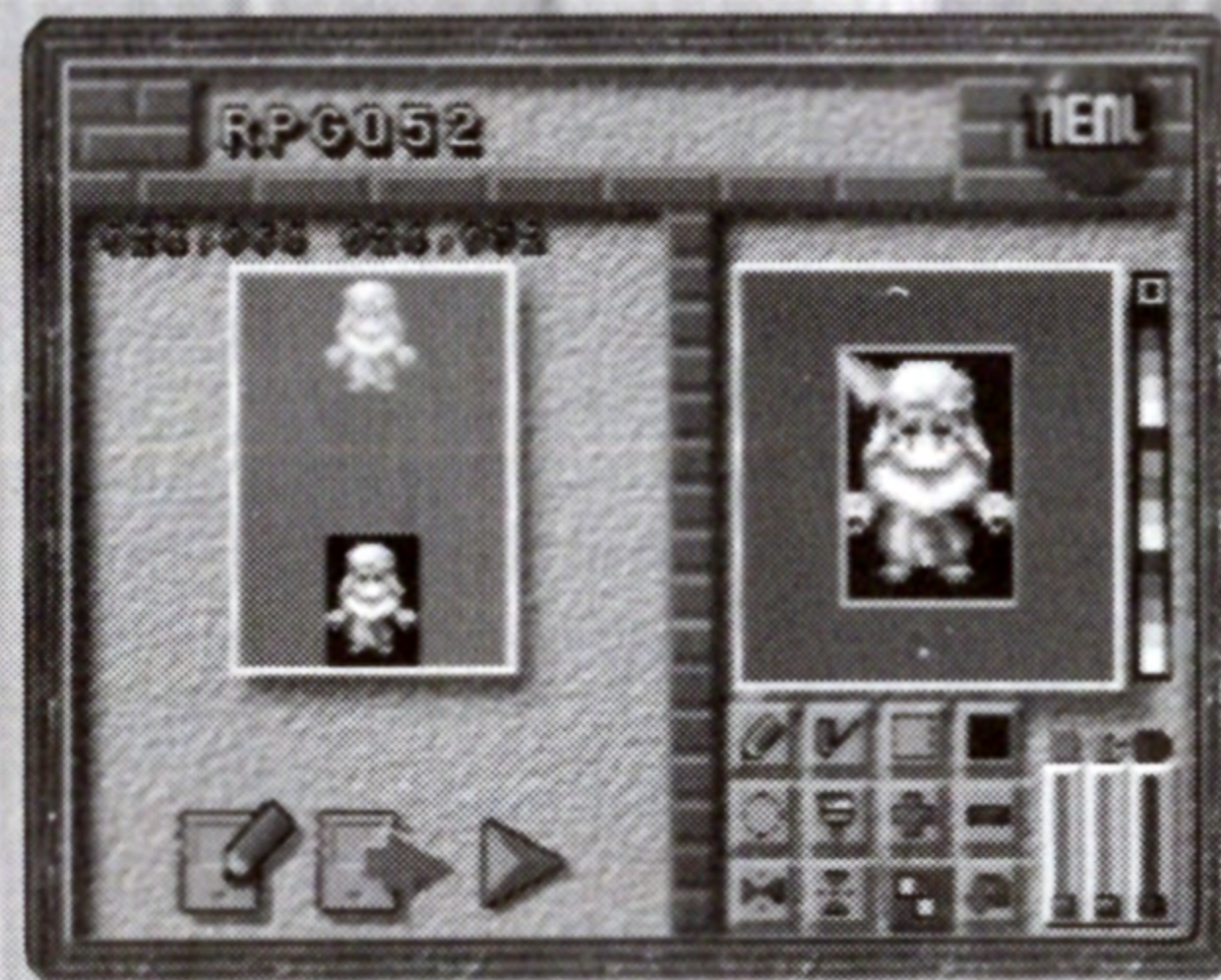
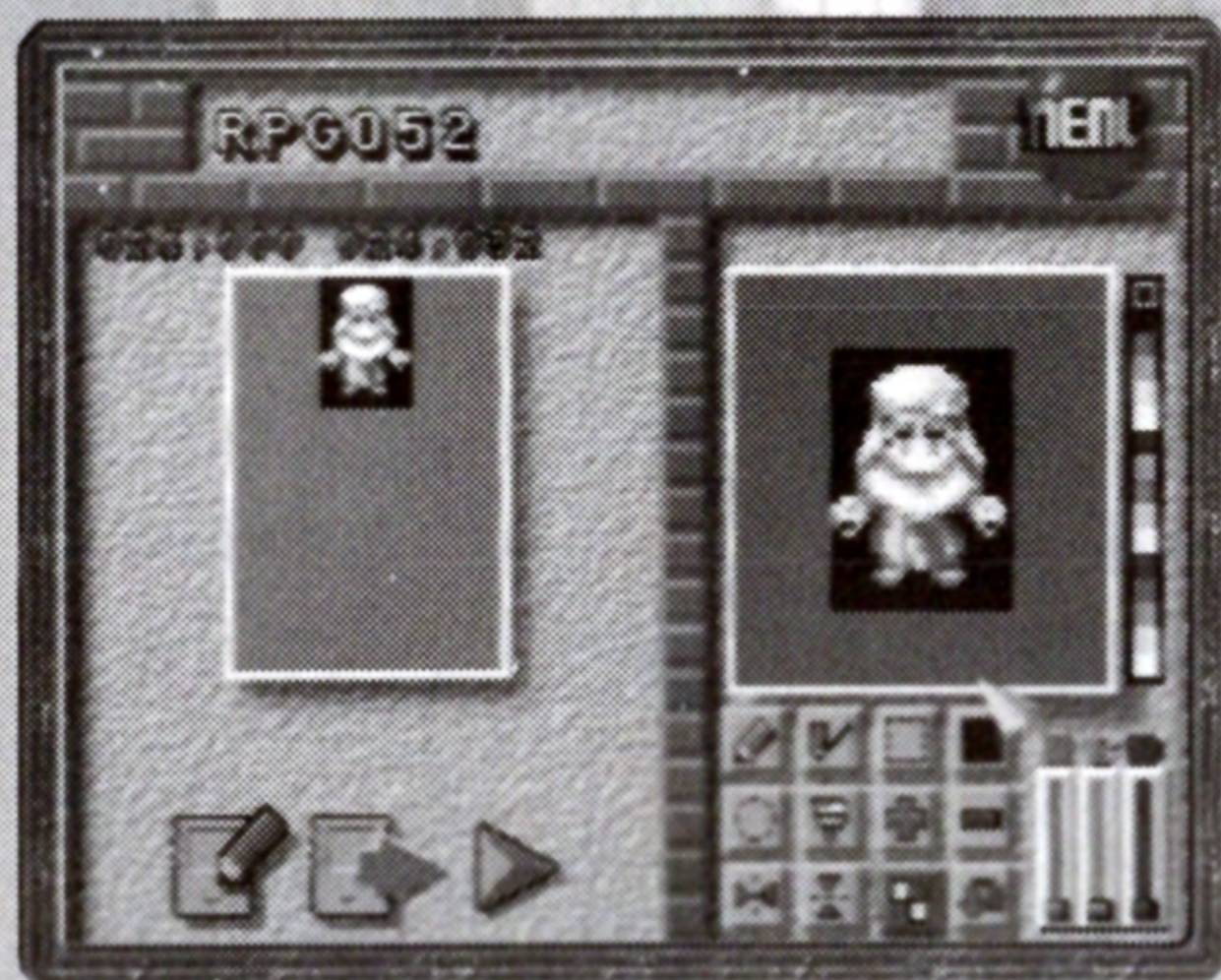
Do Not Change the Colors Already Used

You must remember one thing when changing colors on the palette: You must not change the colors you've already used in the Edit window. If you change them, the sections drawn with these colors will all change. You should change the colors first, or remember the colors on the palette you haven't already used.

Changing the colors without minding this point can have grave consequences.

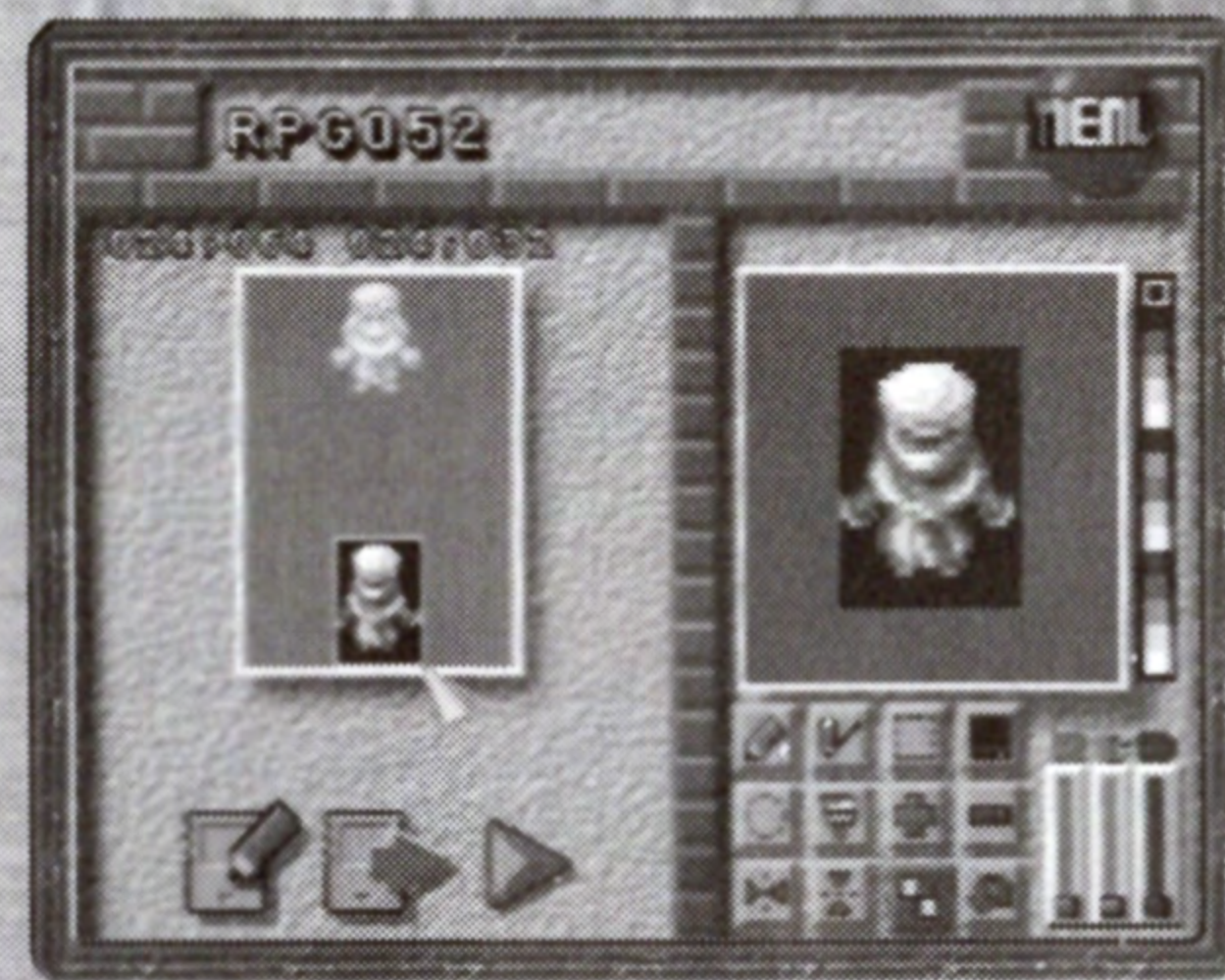
5. Copying

Drawing a back or walking pattern of the character is a cumbersome task if you are doing it from scratch. We recommend that you copy the sections you can use from the designs you've already created.



How to use the Copy Button

1. Press the Copy Button
2. Select the image you would like to copy. Press the Left mouse button (⊗ button) to decide a starting point on the Edit window. Move the mouse (Directional button) and select the designs you want to copy. Press the (⊗ button) again to decide the end point.
3. Move the cursor to the Bank window and select the area where you want to paste, then press the Left mouse button (⊗ button) to confirm.
4. Move the cursor to the Edit window and match a frame with the Edit window well, then press the Left mouse button (⊗ button).
5. Now you can edit the copied picture.



TEST PLAY

When the drawing is complete, check to see if the character you've created will move correctly. To check it, use the triangular Test Play button located at the bottom of the bank window. Clicking the button displays the test-play screen. Use the controller to move the character.

Testing helps you find any unnatural areas on the image.

SAVE

The icon of a **Memory Card and Pencil** shown at the bottom of the bank window is the [Save Button]. Clicking this button displays the text-entry screen. In this screen, assign a name to the character you'd like to save. When the name is assigned, click [OK] and select the number corresponding to the Memory Card on which you'd like to save the data. The character will be saved to the Memory Card.

DRAW TITLE BACKGROUND



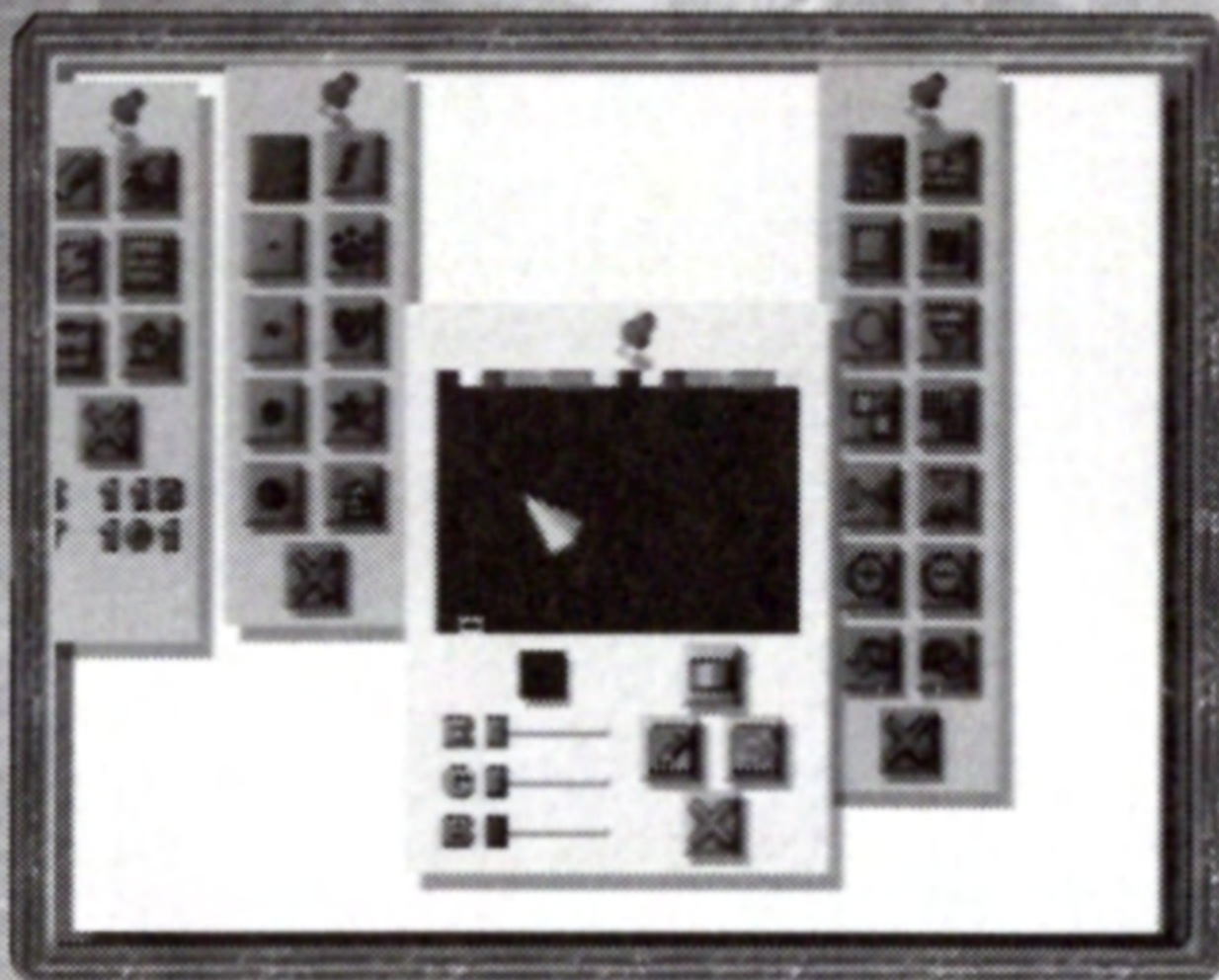
The graphics created in [Title] can be used in [Screen] provided in [Title Edit] of RPG Maker. The following explains the [Title] edit screen and gives a brief description of how to draw a title background. Note that you'll need to use [Import] in order to load the data saved here. (See pg. 63 Book 1.)

1. **Thumbtack** - You can to move a window within the screen.
2. **Pen Window** - Choose line thickness, use Spray, etc.
3. **Palette Window** - Select a desired color from the palette.
4. **Tool Window** - Use Straight Line, Fill, Reverse, etc.
5. **System Window** - Save, Load and end the edit.
6. **Window Clear** - Clears the window currently displayed on-screen.
7. **Cursor Position** - Indicates the current cursor position numerically.

How to Draw

You can draw with a thin, black line by dragging the mouse. To make the line thicker, open the [Pen Window] and change the thickness. To change the color, select a desired color from the [Palette Window]. We recommend that you draw the details by enlarging the image using the [Enlarge Button] in the [Tool Window]. Don't forget to save the image when the drawing is complete.

You can draw with multiple windows open at the same time.

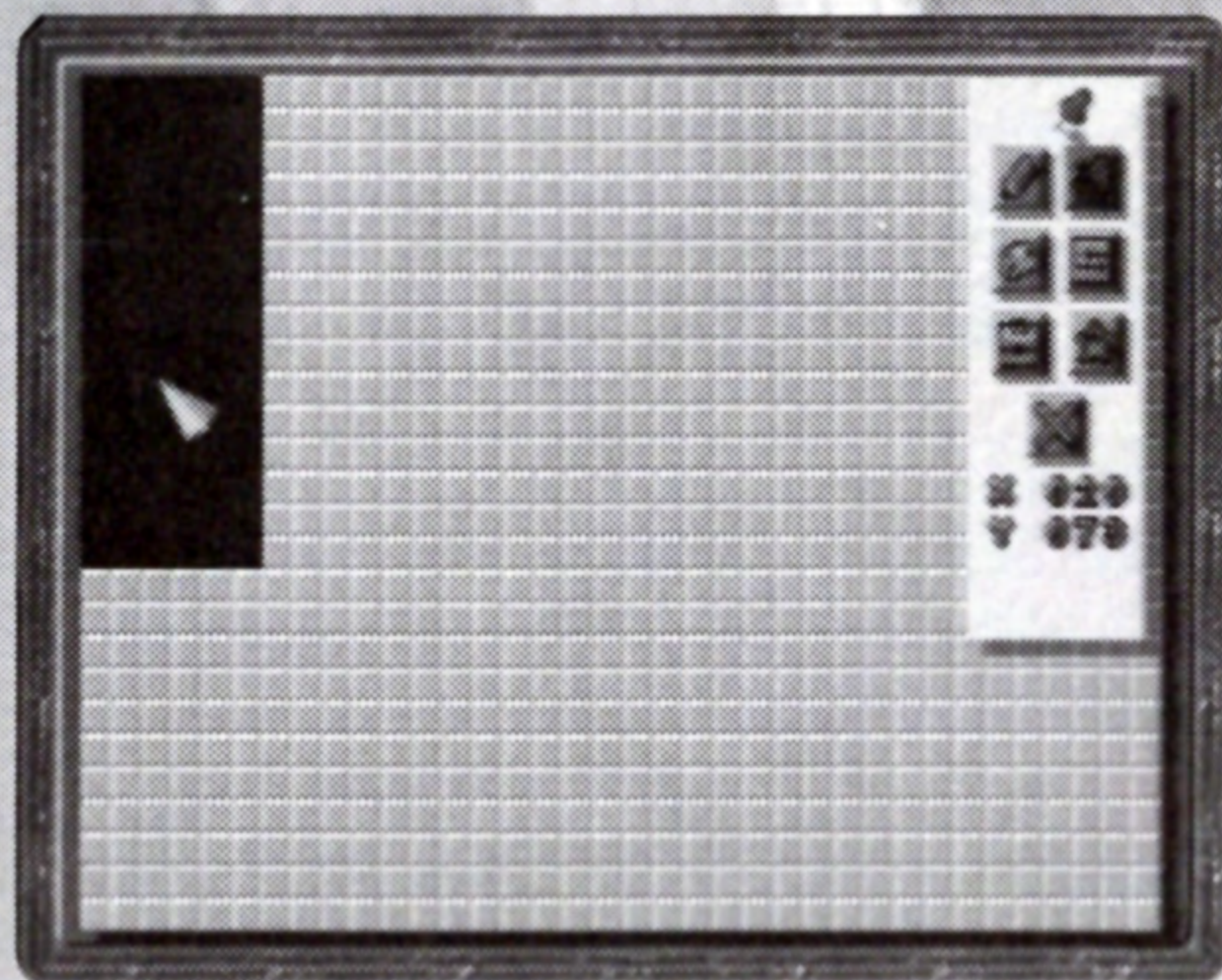


GRADATED PALETTE

In the Palette window, you can use the gradation button to make a horizontally gradated palette. A gradation is when a color smoothly changes into another color. Use gradation to draw a more realistic picture. First, click the left side of the Palette and change the color as desired. Then click the right side of the palette and change color as desired. Now press the gradation button to make a horizontally gradated palette.

DRAW MONSTER

The graphic data created in [Monster] can be used in the [Monster Edit] of RPG Maker. (See pg. 64 Book 1 for the procedure to import data.) The following gives a brief explanation of tasks performed in this editor.

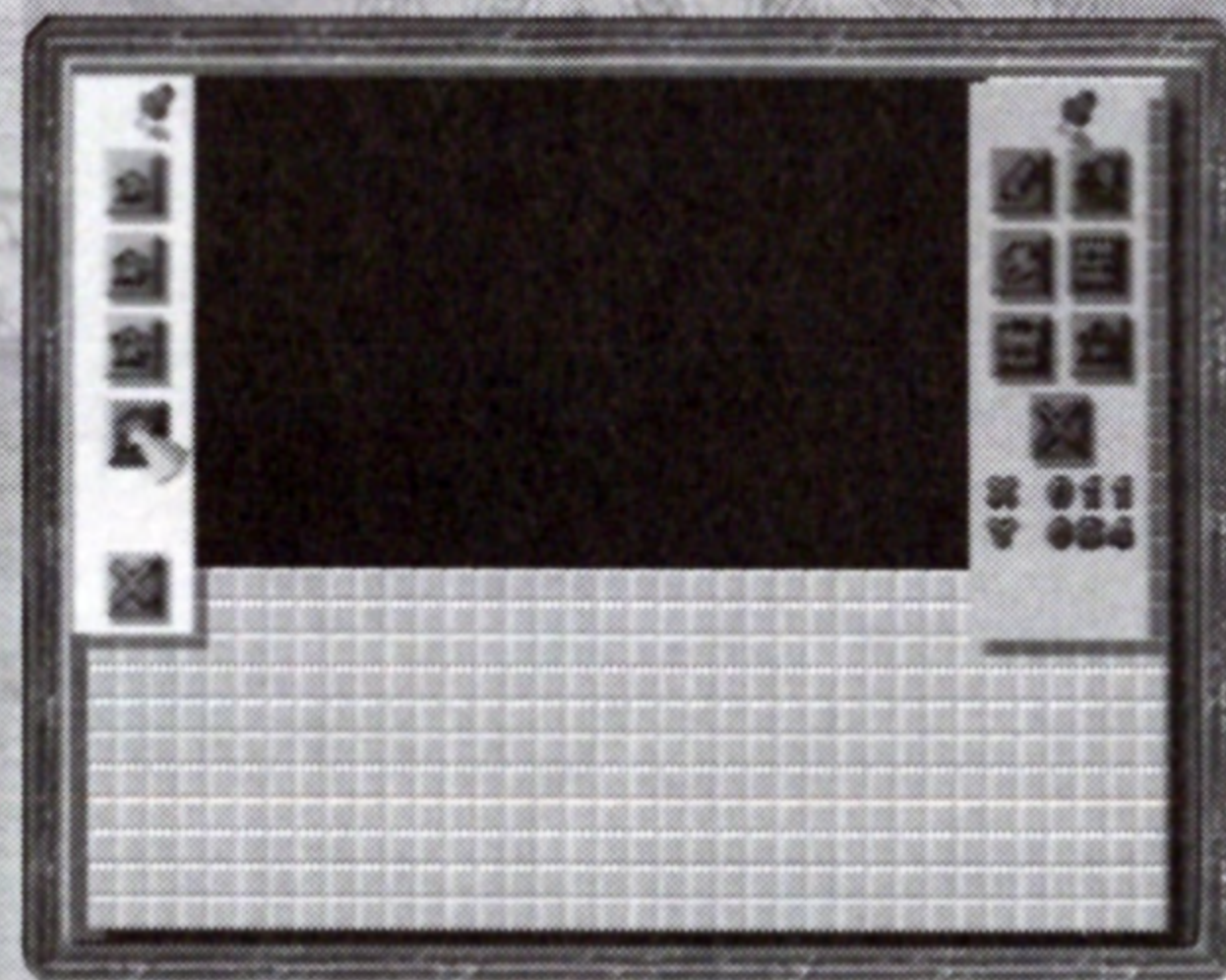


Monster Size Window

Before drawing, open the [Monster Size Window] and set the size of the monster you'll be drawing (four sizes are available, with the largest size being 240 x 120 dots). Deciding the size in this window determines the available drawing area.

The default size is 48 x 120 dots. Selecting a size changes the available drawing area accordingly.

You can change the size setting while you're drawing.



How to Draw

After setting the monster size, draw a monster by following the same procedure used in [Character] or [Title]. Select the line thickness in the [Pen Window] and fill areas with colors selected from the [Palette Window]. As with the previous two editors, you can change the colors on the palette. Be sure to save the image when the drawing is complete.

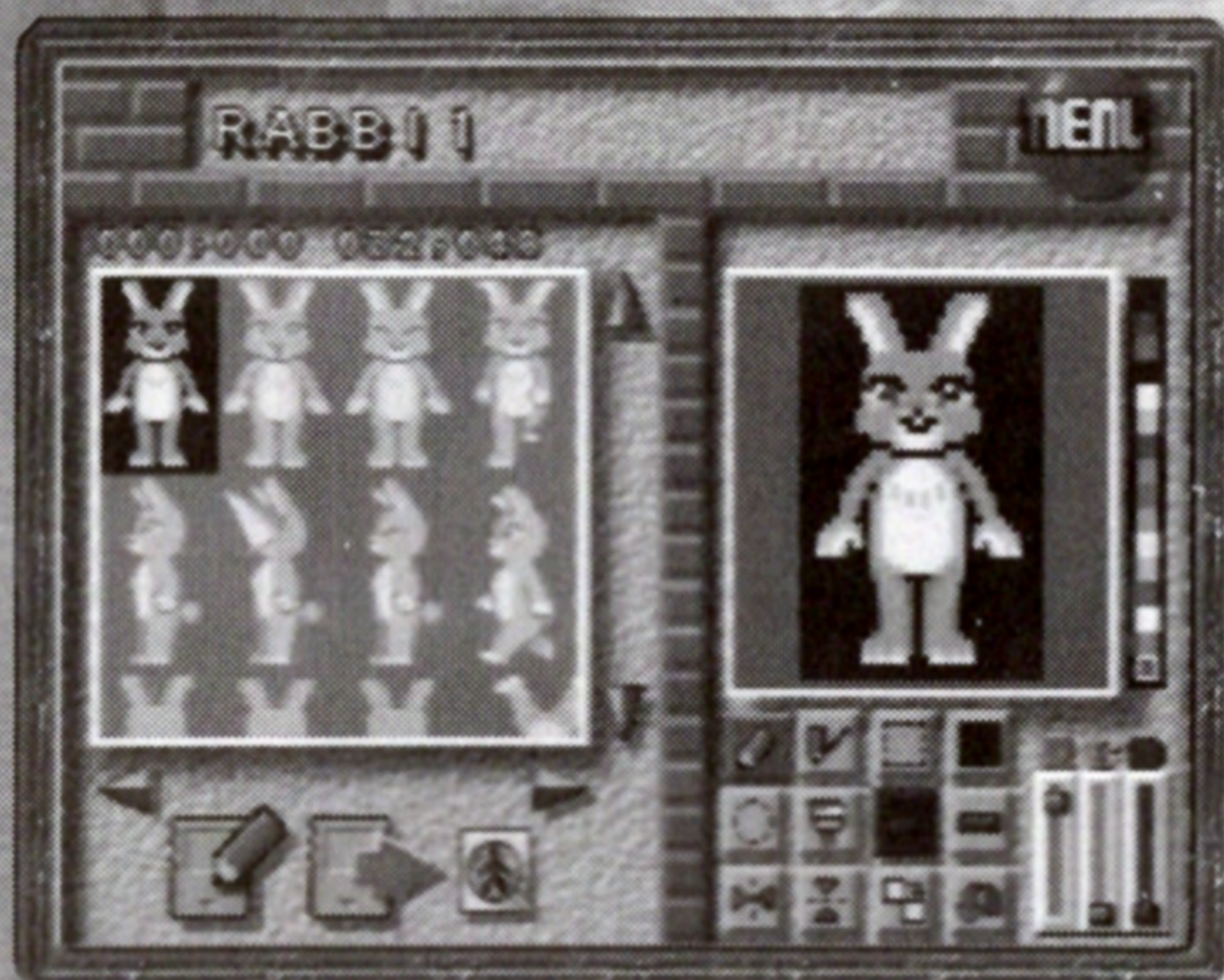


If you have any questions, check with the assistant by clicking the right mouse button (Ⓞ button).

CREATE DEMO

The following pages explain the tasks performed in [Demo] in Anime Maker. We begin with the explanation of [Character] in [Demo]. The characters you've drawn here will eventually be used in [Story].

Remember that RPG Maker doesn't support this demo mode. The demo you create here cannot be used in RPG maker.



CREATE CHARACTER

How to Draw

In [Story], the character drawn in [Character] will be moved to front and back (or up and down) or right and left. Moreover, you'll be able to jump. You must draw a character that is suitable for the various movements. If you aren't sure, you can load the sample image and study it first. To load the sample data, click on the [Load Button] in the editor. The drawing procedure is the same one used with [RPG data].

This screen shows what it looks like to load the sample data. It's easy to understand the procedure if you load the image of a Rabbit or Fox.

See pgs. 30-32 for detailed steps on drawing.

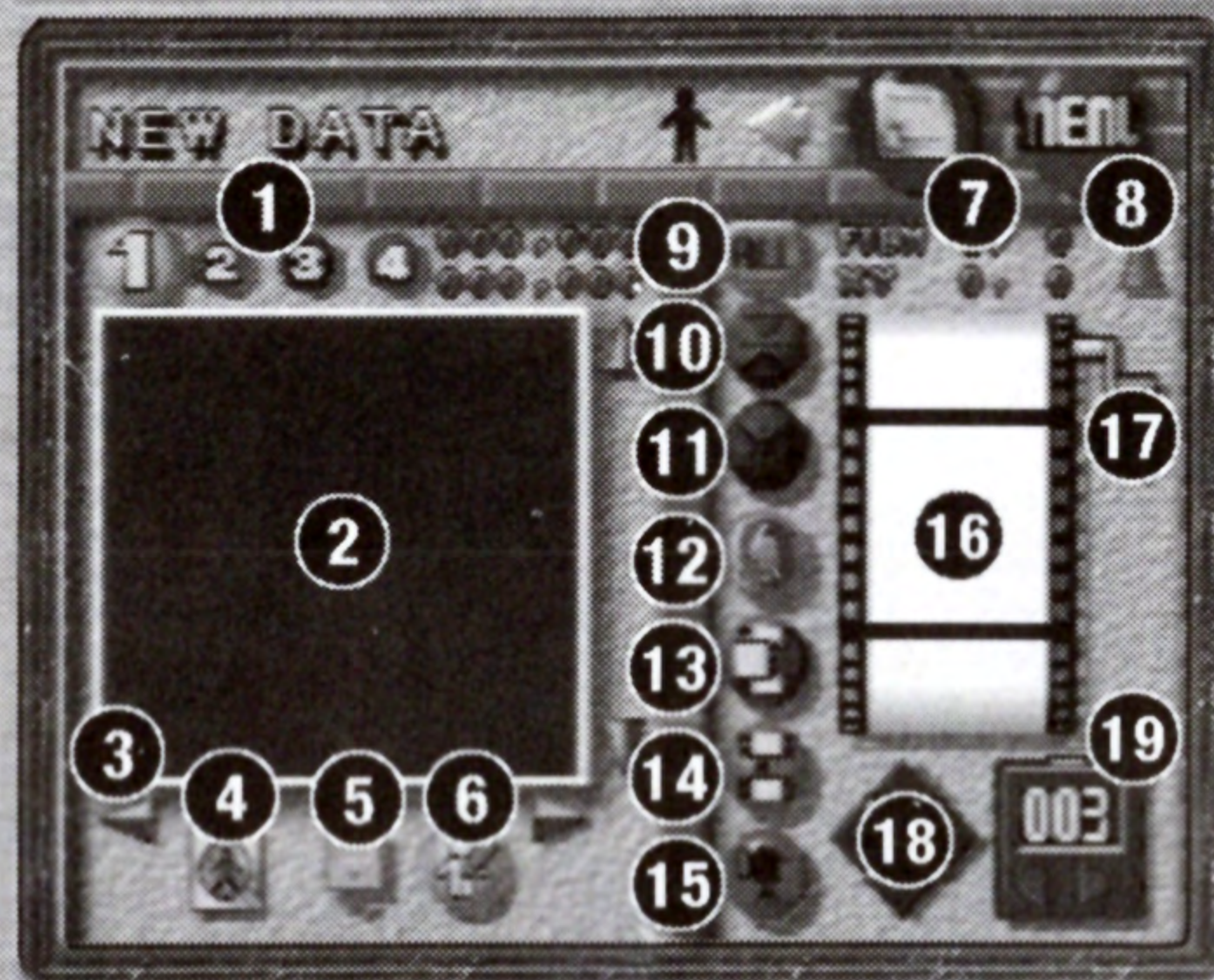
CREATE ANIMATION

In [Animation] you'll set the movement of the character you've drawn in [Character], as explained on page 38. For example, you can use images of the character sticking out his right leg and left leg, respectively, then combine them into one action. You'll perform these settings here in order to create animation. The following explains the editor and how to create animation:

In Anime Maker, most of the time, it is better to use the Mouse, but not for creating [Animation]. For this it is better to use the Controller.

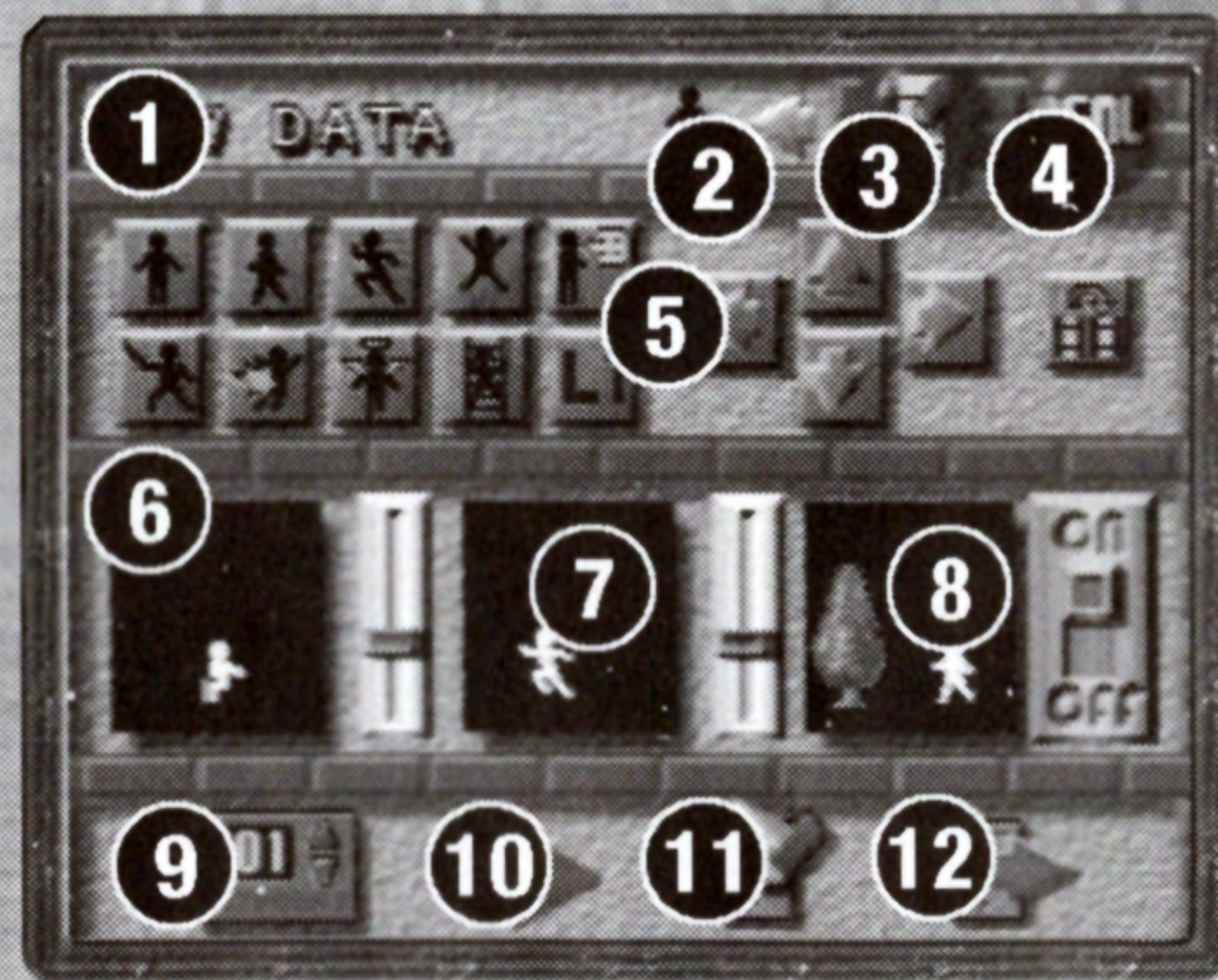
ANIMATION EDITOR SCREEN

1. Bank-Selection Buttons (Buttons 1 through 4)
2. Bank Window
3. Scroll Button
4. Enlarge/Reduce Button
5. Load Button
6. Character Editor Switch Button
7. System Screen Switch Button
8. Button to Return to the Main Menu
9. All Button
10. Vertical Flip Button
11. Reverse Button
12. Loop Button
13. Insert Button
14. Delete Button
15. Test Play Button
16. Film for Setting Animation
17. Film Scroll Buttons
18. Move Buttons
19. Time Setting Buttons



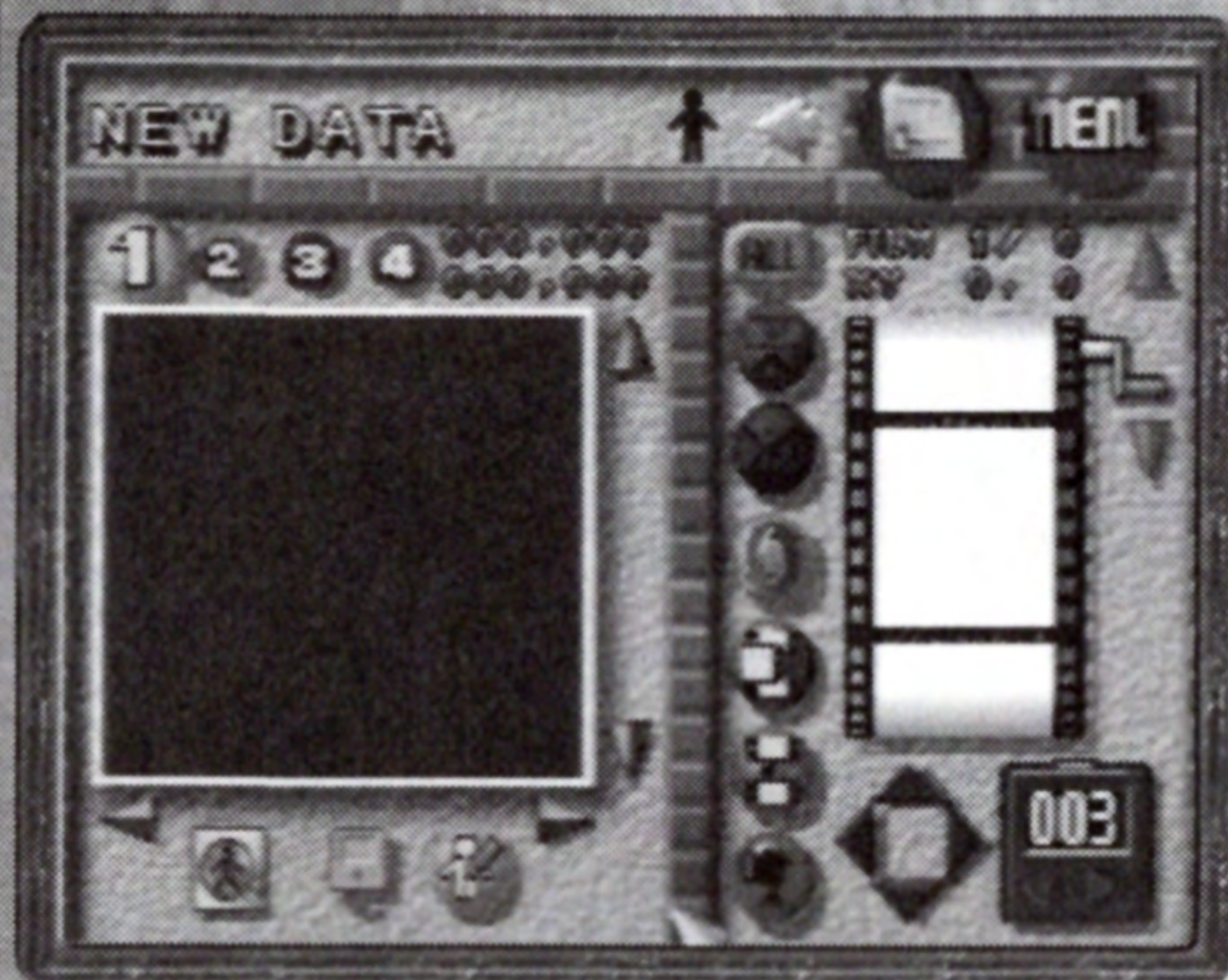
SYSTEM SCREEN

1. Data Name
2. Displays the Action Pattern which you are now editing
3. Animation Editor Screen Switch Button
4. Button to Return to the Main Menu
5. Action Pattern Selection Buttons
6. This shows how high the character can jump. Use the bar to set how high the character can jump.
7. This shows how fast the character can run. Use the bar to set how fast the character can run.
8. This shows whether or not the character is set to Contact. If this is set to ON, the character can be damaged by others during the creation of the story.
9. This is the HP Setting button, which sets how many times the character can be hit before being knocked down.
10. Test Play Button - You can manipulate the animation data you've created using the controller. In the test play mode, **X** button = Jump, **○** button = Attack, Directional button right = walk to the right, Directional button left = walk to the left, Directional button right x 2 = run to the right, Directional button left x 2 = run to the left and **L2** button to return the System Screen.
11. Save Button
12. Load Button - Load animation data. Be careful, this is not loading Character data! If you want to load character data, go back to the Animation Editor screen and click the [Load button].



ABOUT THE SYSTEM SCREEN

Before creating animation, press the System Screen Switch button to display the system screen. The system screen becomes the main screen for [Animation]. In other words, you work in the system screen first, and then edit data in the animation editor. For example, you specify walking in the system screen and then create animation matching the movement in the animation editor.



How to Set

Let's see how it works using an example. Go to the System Screen from the Animation Editor Screen.

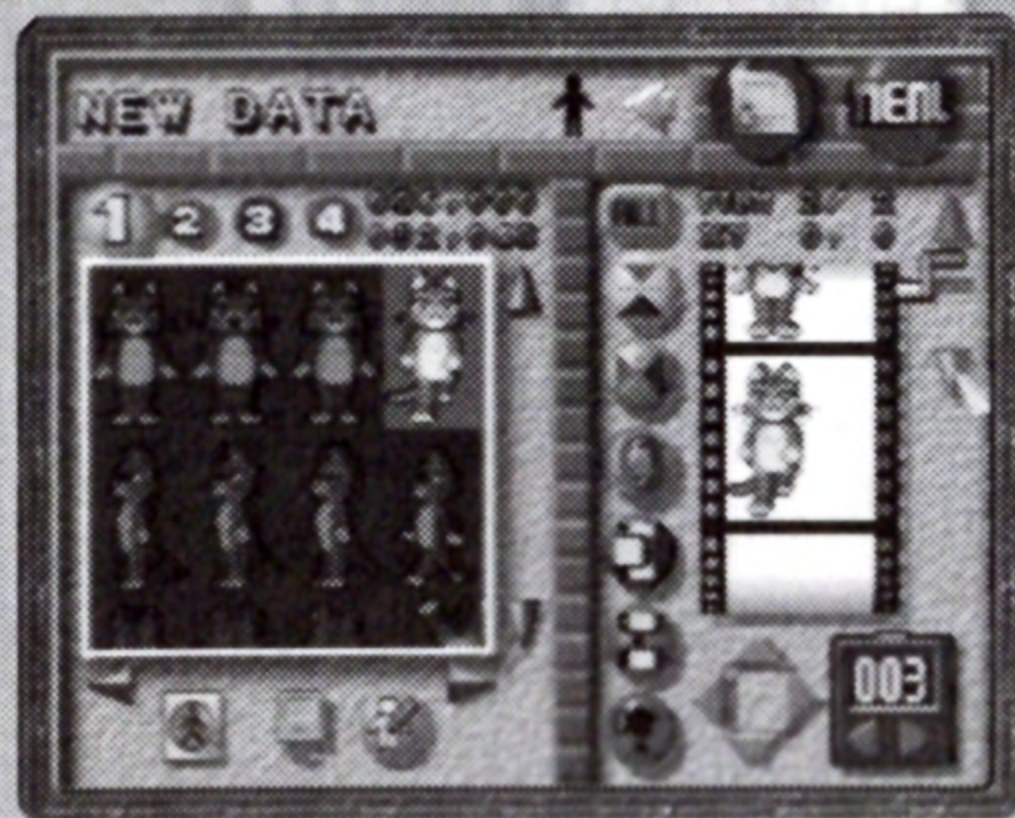
1. First, click on the [Action Pattern Selection Button] for Walking (second button from the left in the top row) of the screen.
2. Next, click on the left side of the [Direction Select Button] (four buttons are available indicating up, down, left and right). You've now selected the action, Walking to the left.
3. Return to the animation editor screen and set the animation of the character walking to the left by referring to pgs. 38 and 39.
4. The **Animation of the Character Walking to the Left** is now complete.
5. Return to the system screen again. This time, click on the right side of the [Direction Select Button] and select the action, **Walking to the Right**.
6. Repeat the steps explained above to create **Animation of the Character Walking to the Right**. Similarly, you can set all other actions, such as one of the character running or jumping, that are needed in [Story].

HINT: Use the Copy button in System screen. It is used to copy the animation of a certain action pattern to another action pattern. For example, create Walking to the left animation first, then, use this button to copy **Walking to the Left** to **Walking to the Right**. Now, click on the [Action Pattern Selection Button] for **Walking to the Right**. Go back to the Animation Editor screen. First, press [All button], then press [Vertical Flip button]. Now **Walking to the Right** is completed.

If you wish to set a new movement not available with the nine action-pattern selection buttons, you can assign it to the **L1** button. The HP setting button in the main screen is used to set the number of blows the character can withstand before fainting. Adjust the jumping height and running speed of the character using the corresponding setting bars provided at the center of the screen.

HOW TO CREATE ANIMATION

The following pages explain how to create animation. The procedure explained here is just one example. As you work you may want to explore buttons other than those explained here. Click the right mouse button to display an explanation for each button. Use the various buttons effectively to create your own animation.



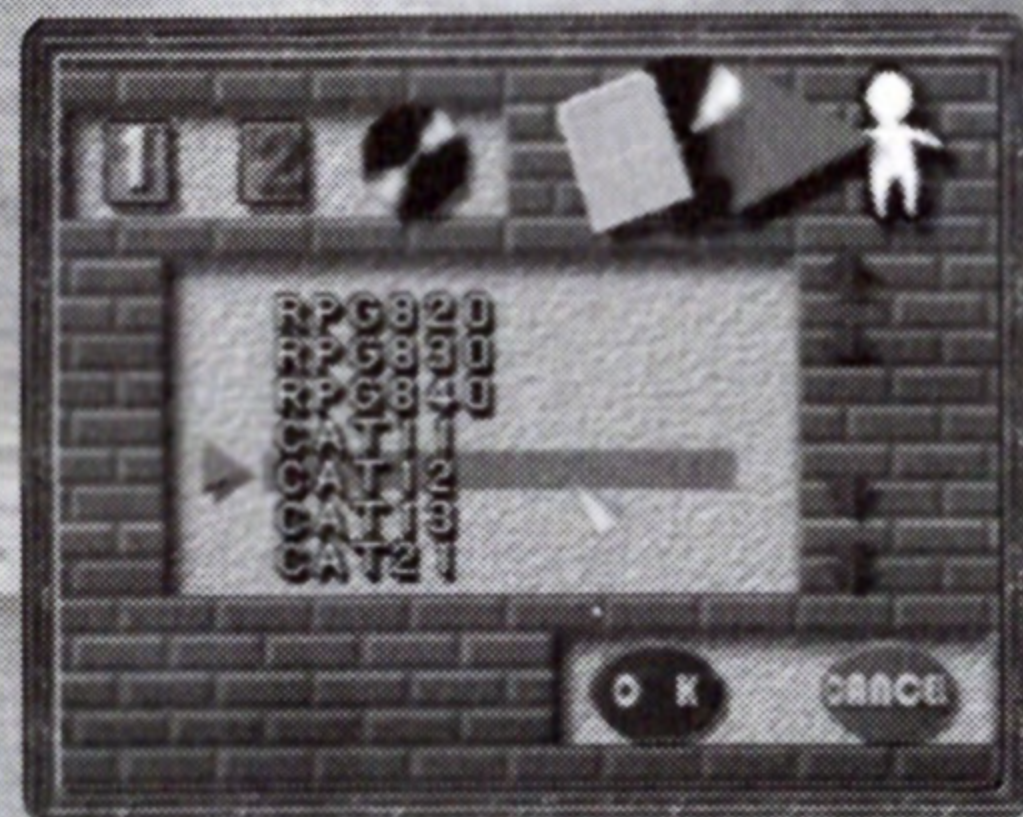
1. Loading an Image You've Drawn

Click on [Bank Selection Button] 1 (which should already be selected when the screen is displayed), then load the character data using the [Load Button]. Loading is complete when the image is displayed in the [Bank Window].

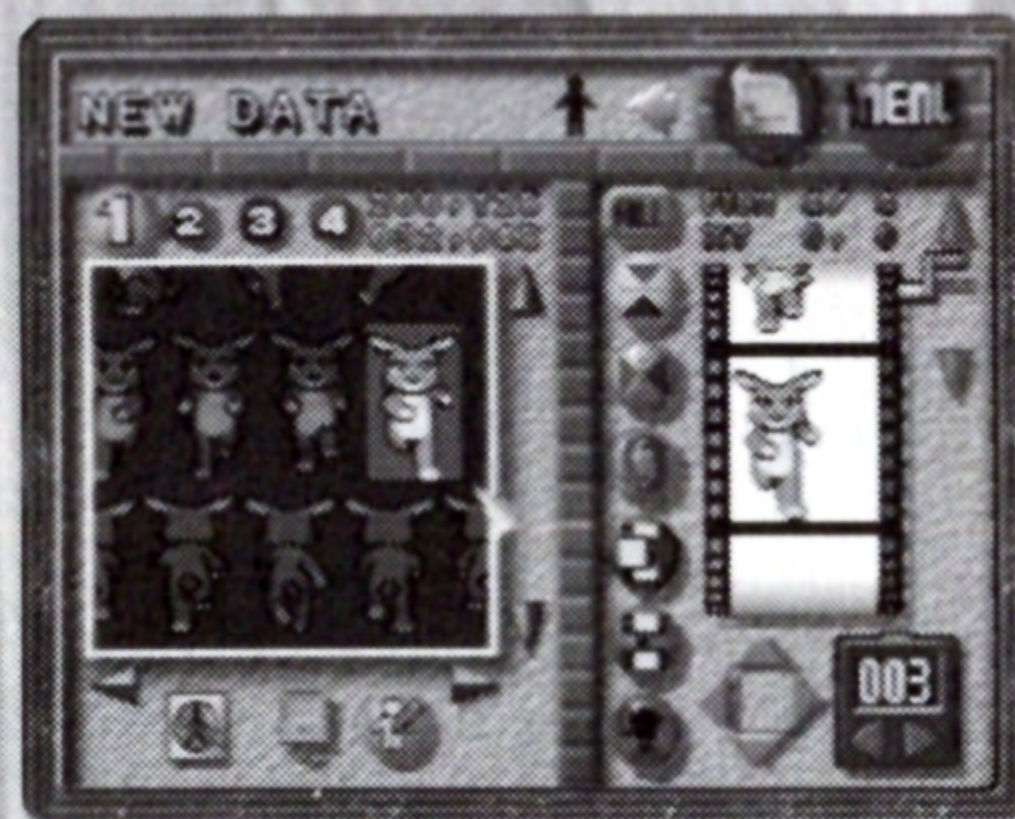
Find the image number in the load screen.

2. Setting the Image onto the Film

Paste the loaded image onto the film. In the [Bank Window], drag the cursor to change the size of the square box and specify the image. Releasing the left mouse button pastes the specified image onto the film.



Paste image for a single frame of the film.



3. Moving the Image inside the Film

Use the [Move buttons] located below the film to move the image up/down or left/right within the film. The image is positioned slightly to the left immediately after pasting. Unless you'd like to do something fancy, click on the right side of the [Move Button] to move the displayed image to the center of the film.

4. Setting a New Image on the Film

One image alone won't constitute animation. Click once on the lower part of the [Film Scroll Button] to display a new frame of film containing no image. Paste a new image onto the frame by following the same steps. Repeat the procedure to create a single animation.

HINT 1: It is better to use the **L1 / L2** button to scroll the Film instead of using Film Scroll buttons.



5. Running a Test Play

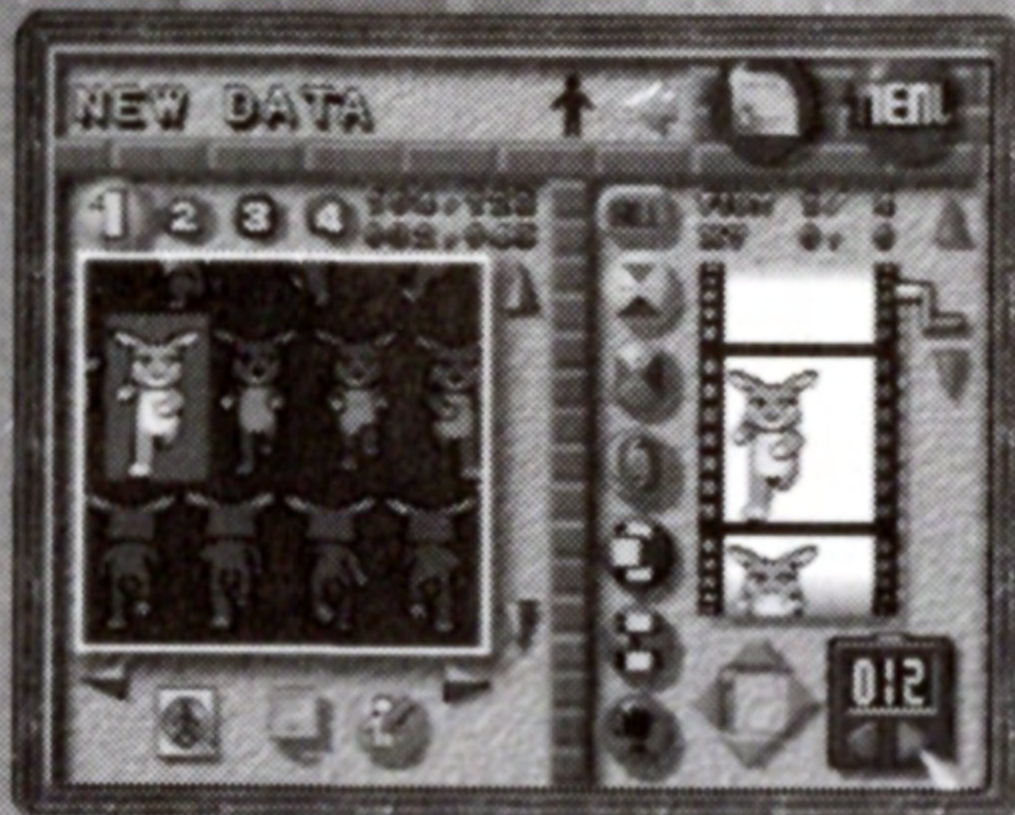
When all images have been pasted, you can see how they work by using the [Test Play Button]. If you find a mistake, display the frame you'd like to correct using the [Film Scroll Buttons], and make the necessary changes. The animation is complete if no problem is found.

The same animation is repeated over and over during the test.

HINT 2: [Loop button] - This is important. If this is not selected, your animation such as Walking to the left, will repeat only one time. To avoid this, use the [Loop button] on the 1st frame of film. Now, your animation will repeat all frames automatically.

About the Loop Button

The [Loop Button] is used to repeat the specified segment of images pasted onto the film. For example, let's assume you've created animation comprising of 10 frames, with each frame containing an image. If you want to play the sixth through tenth frames again, press the [Loop Button] on the 6th frame to set a loop on the film. The film will be displayed from the first through tenth frames, and then the sixth through tenth frames will be displayed again. You can set only one loop per animation.



6. Editing the Playback Time of Each Film

You may notice during the test play that the animation is played in fast motion. Adjust the playback time using the [Time Setting buttons]. Use the left/right buttons to select the value. You must adjust the time for each animation.

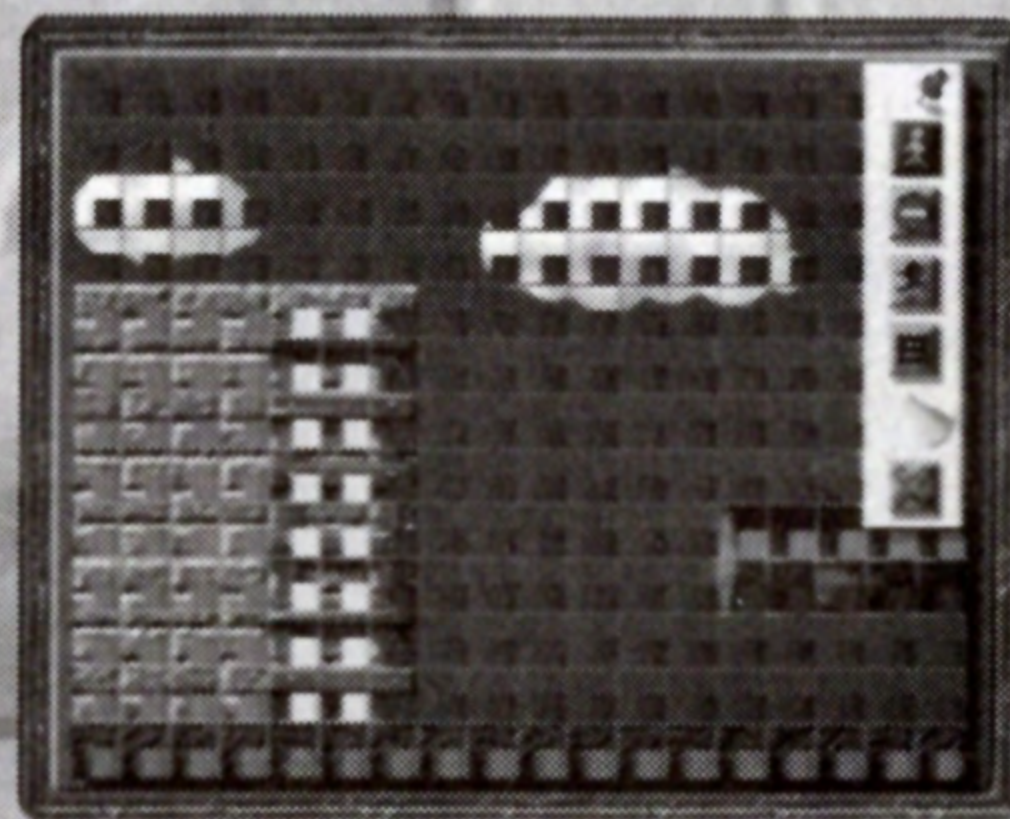
Set the speed for individual animations.

DRAW BACKGROUND

In [Background], you'll draw a background that is displayed in [Story]. When the drawing is complete, open the [Attribute Window] and set the passable/impassable sections, sections that can be jumped over, stairs and so on.

The drawing procedure is the same as with [Title], which is described on pg. 33.

You can obtain a better grasp of the steps involved, by loading and studying a sample.

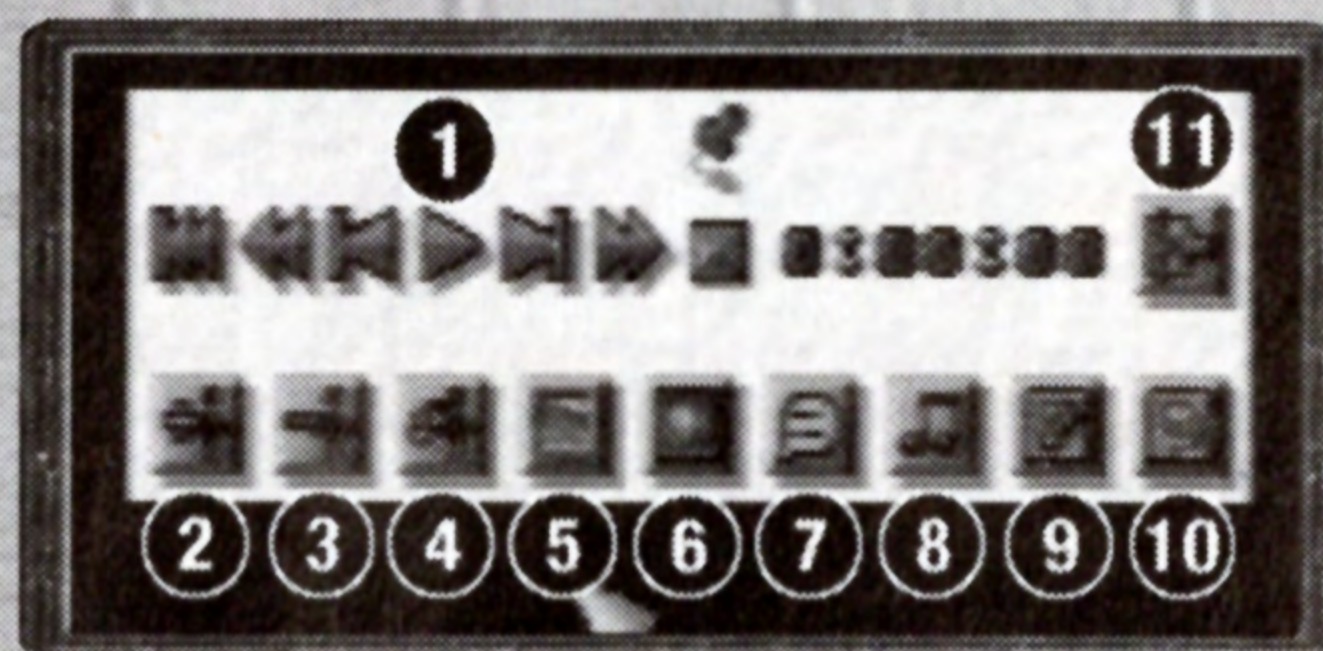


CREATE STORY

CREATE DEMO

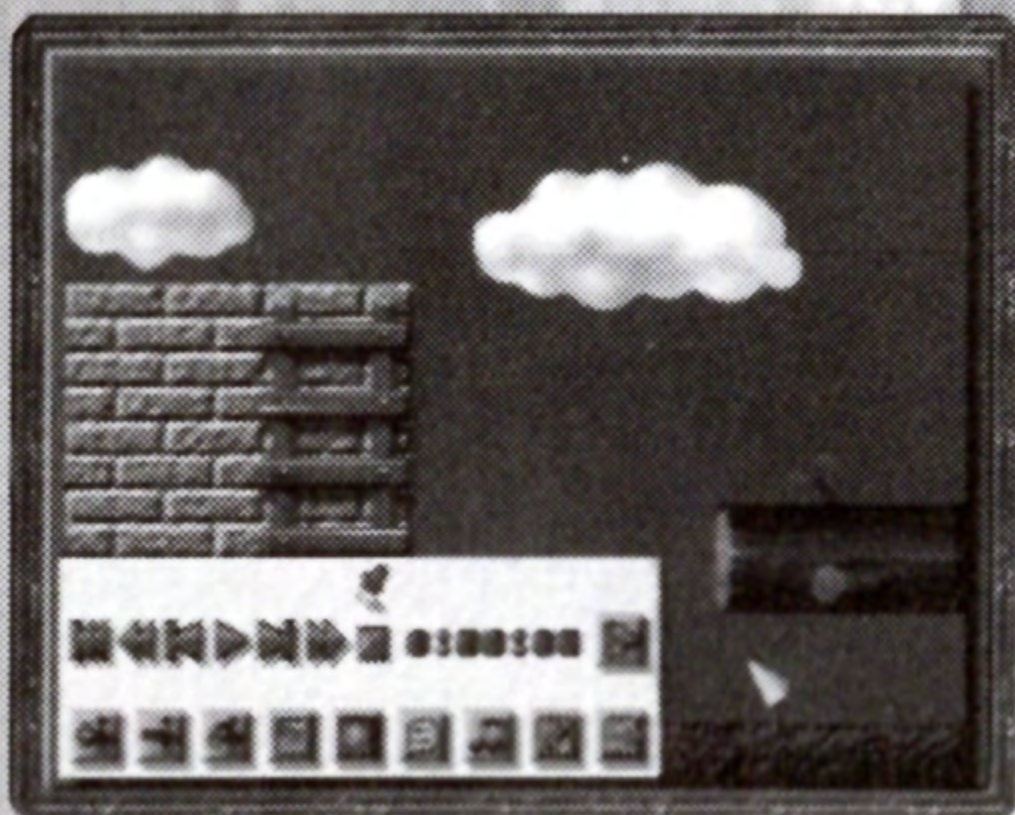
In [Story] you'll create a story that develops within the confines of one screen using the animated characters created in [Animation] and background created in [Background]. The following explains the main window and how to create a story.

1. Playback, Rewind, Fast Forward, Stop and other Buttons
2. Character Add Button
3. Character Delete Button
4. Redo the character's movement Button
5. Background Load Button
6. Top/Side View Switch Button
7. Line Add Button
8. BGM Setting Button
9. Save Button
10. Load Button
11. Exit Button



HOW TO CREATE

Before starting your work, be sure you've created the necessary characters in [Animation] and background in [Background]. The procedure explained here is just one example. Master the basic steps, then apply them to the creation of your original story.



1. Loading the Background

First, load the background using the [Background Load Button]. If you haven't created a background yet, select a desired background from the sample data. If the story uses a black background, you needn't set the background.

The screenshot on the left shows the screen displaying the loaded sample data.

2. Switching Between Side View and Top View

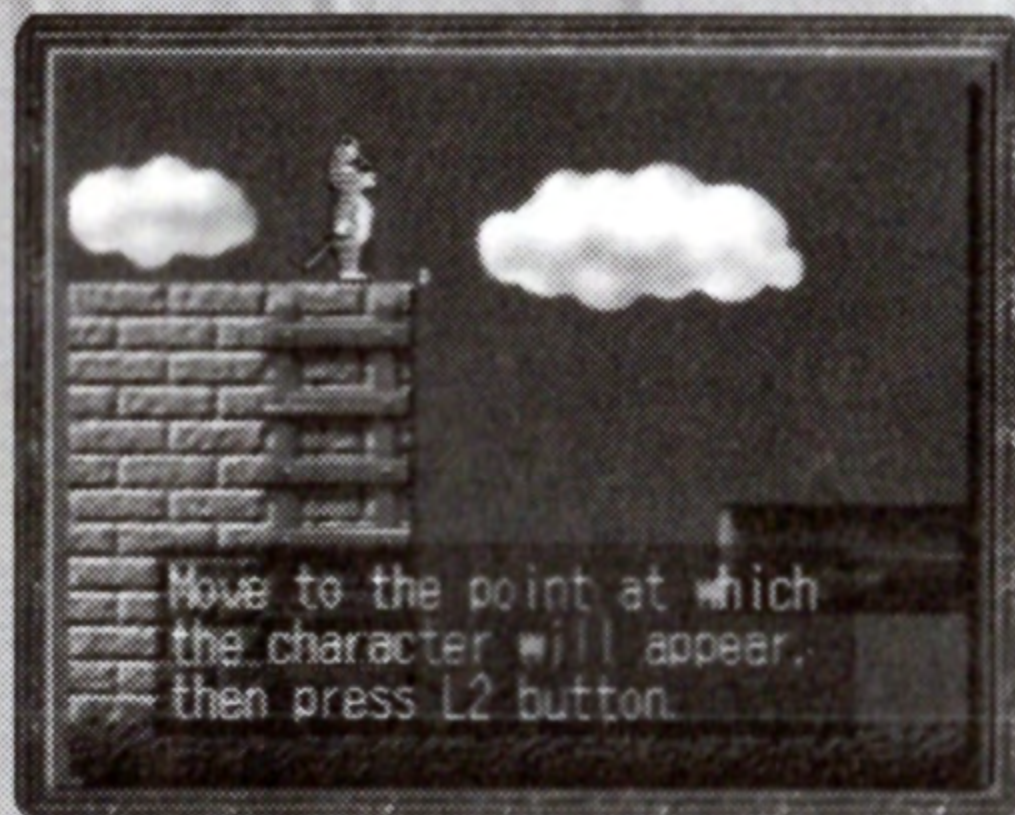
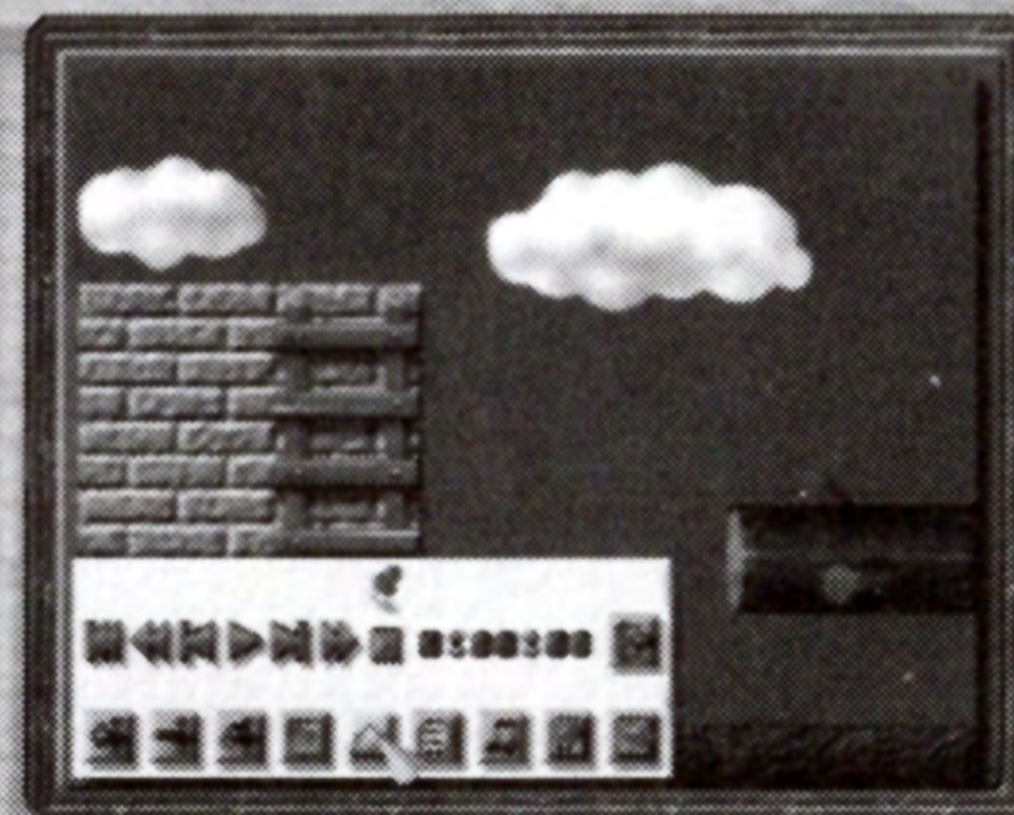
Set the use of gravity on the background using the [Top/Side View Switch Button]. When Side View is selected, the background will have gravity and objects will fall from a height to the level of the impassable section. When Top View is selected, the background remains free of gravity.

View is selected, the background remains free of gravity.

This setting doesn't change the image itself.

3. Loading the Character

Next, use the character addition button to load the character. If you have no original data, load the sample data. When load is complete, use the controller, not the mouse, to set the character's initial position.



Use the directional buttons on the controller.

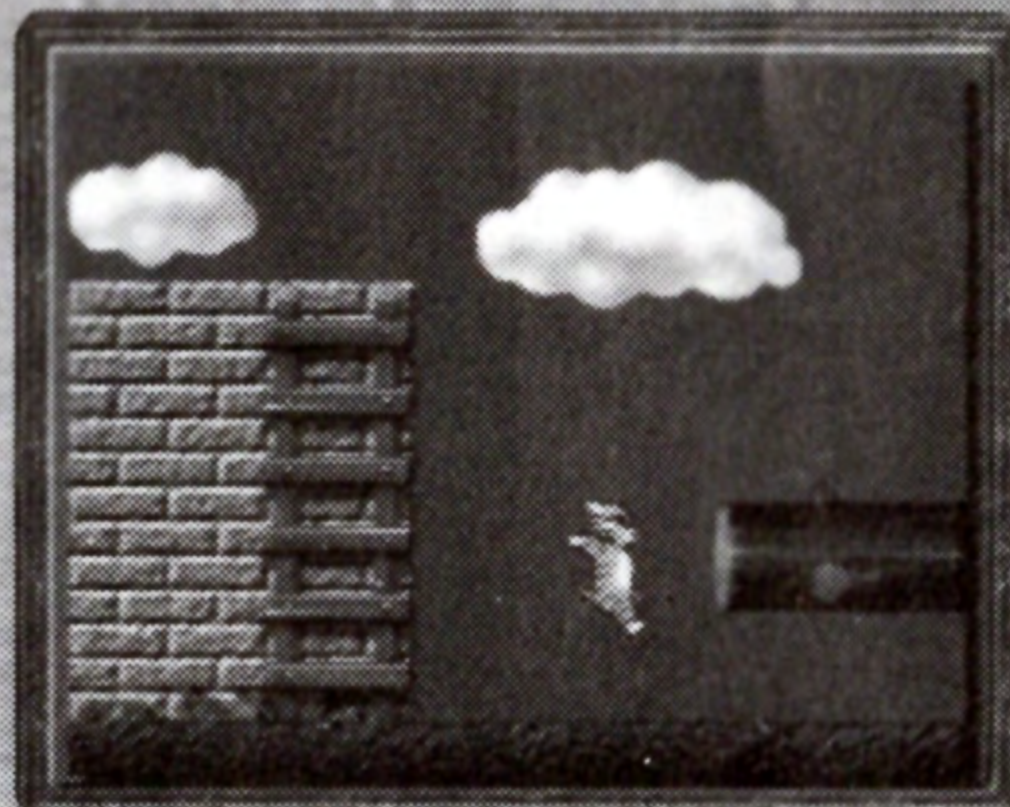
4. Recording

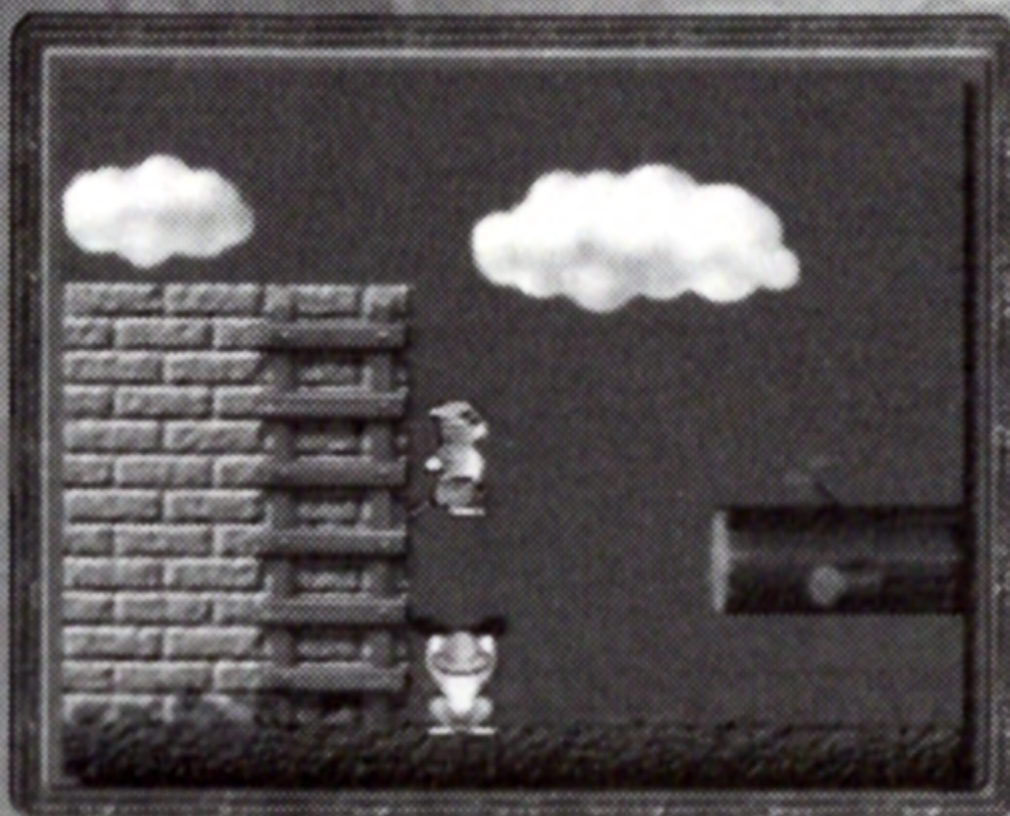
When the initial position is set, press the **L2** button. Recording begins the moment the button is pressed. As you move the character using the directional buttons and others, the character performs the movements set in the [Animation] system screen. Pressing the **L2** button again ends the recording.

The movement of the character displayed on screen is recorded as is.

5. Re-recording

Check the recorded movement by clicking on the [Reset button] followed by the [Play button]. If you don't like the animation, record it again. Click on the [Redo the character's movements Button] and select the character you'd like to record again. Clicking on the [Edit Button] begins recording.





6. Adding a Character

You can add a character to the display by clicking the [Character Addition Button] and loading a new character. As with the procedure explained above, press the **L2** button to record the animation. As the recording progresses, the animation you've recorded earlier is played back and the two characters move together on the screen.

7. Saving

When tasks listed above are complete, use the [Line Addition Button] to add narration to the screen or use the [BGM Setting Button] to play a BGM. When all tasks are complete, click the [Save Button] and save the data according to the on-screen instructions.

8. Play the Story

Once you have rewound all data, press the **L2** button to play the animation.

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RPG

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