

About Silver's RPG Engine 1.0.3:

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Thank you for downloading my engine. If you have any inquiries regarding it you can contact me at: www.roguesoft.co.uk or email me at: dropsilverline@yahoo.co.uk

How To Use Silver's RPG Engine 1.0.3

Setting Player Stats

Edit the "New Adventure" button script on Card 2 to set the starting player character stats to whatever you want.

Adding Enemies To Your Game

Edit the Card script on Card 9 to create enemies that can be encountered in your game. Copy and paste each enemy block into each area block that you want to have a chance of encountering them in. Next edit the Card script on Card 4 to set how much damage each enemy's attack can do.

Adding BOSS Enemies To Your Game

In addition to the regular enemy creation routine, set the variable "bossbattle" to 1 before entering the battle Card.

Adding Weapons To Your Game

Edit the weapon information blocks in the “Attack” button script on Card 3. When the player clicks the “Attack” button, if he has an equipped item in his inventory with the same name as one of the listed weapons he will deal damage equal to whatever value you have set for that weapon.

Adding Spells To Your Game

Edit the “Cast Spell” button script on Card 3 to set the effects of your spells, then edit the button scripts on Card 8 to allow those spells to be selected.

Adding Healing Potions To Your Game

Edit the “Use Heal Potion” button scripts on Cards 6 and 7. Change the value of “healamount” to set the amount of HP Heal Potions will heal the player by.

Adding Enemy Pictures To Your Game

Edit the Card script on Card 9 and change the value of “enemypict” in an enemy information block to whatever Card number the picture of that enemy is on. Set “enemypict” to 3 if you don’t want an enemy to have a picture.

Adding EXP (Experience Points) And Player LVs (Levels) To Your Game

Edit the Card script on Card 9 and change the value of “enemyEXPvalue” in an enemy information block to whatever amount you want to increase the players EXP by when they defeat that enemy. Next edit the EXP information block in the Card script of Card 11 to set how much EXP is needed to reach each level.

Adding An Intro Movie To Your Game

Place a file named “Intro Movie.mov” in the the same folder as the game. This movie will play when the game starts up.

Adding Music To Your Game

Place a file named “Title Music.mp3” in the the same folder as the game. This music will play whenever the Title Card is loaded.

Place a file named “Background Music.mp3” in the same folder as the game. This music will play when the “New Adventure” Button is clicked and whenever a battle ends. (unless the battle results in the player dying)

Place a file named “Battle Music.mp3” in the the same folder as the game. This music will play whenever the battle Card is loaded.

Place a file named “Boss Battle Music.mp3” in the the same folder as the game. This music will play whenever the battle Card is loaded and “bossbattle” equals 1.

Place a file named “Game Over Music.mp3” in the the same folder as the game. This music will play whenever the Game Over Card is loaded.