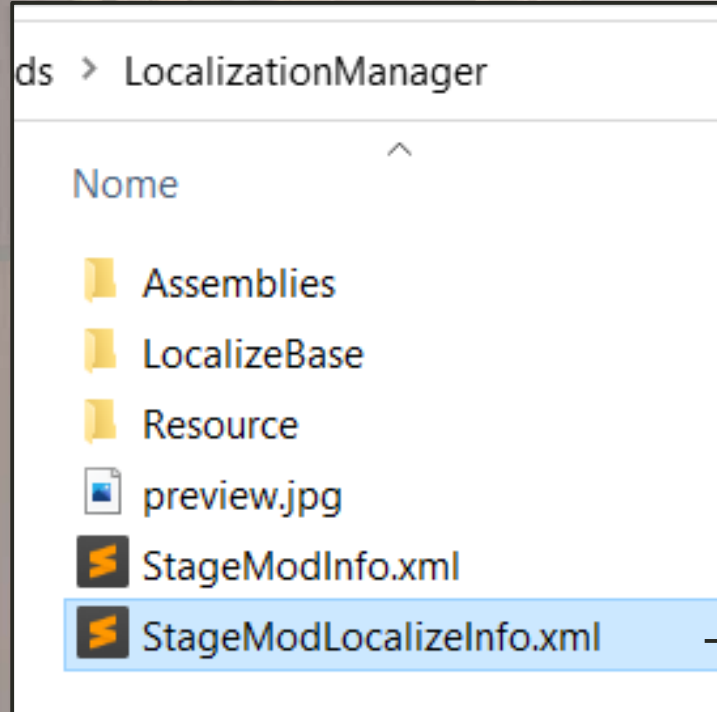
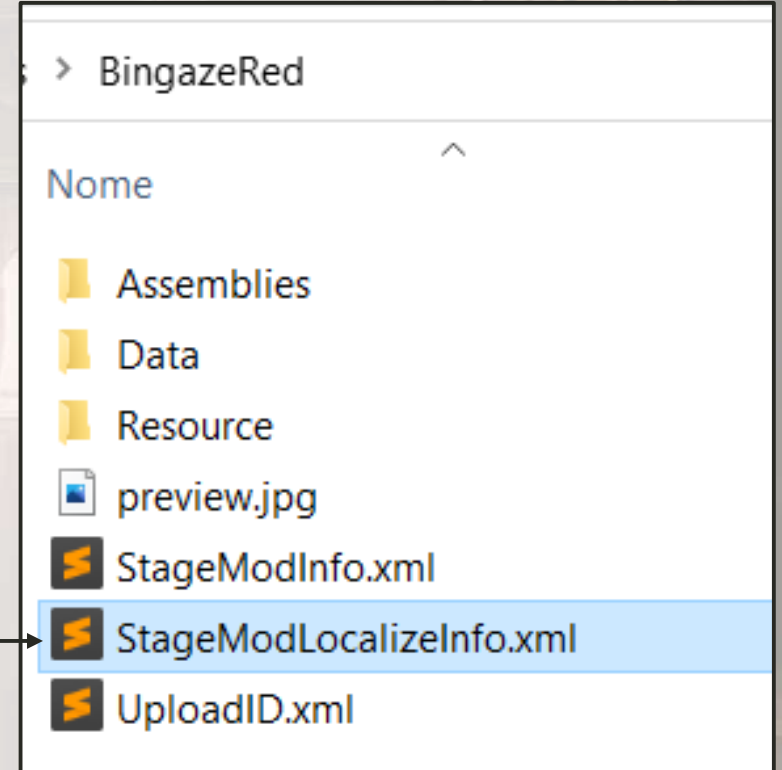


## Get Started



Copy and edit this



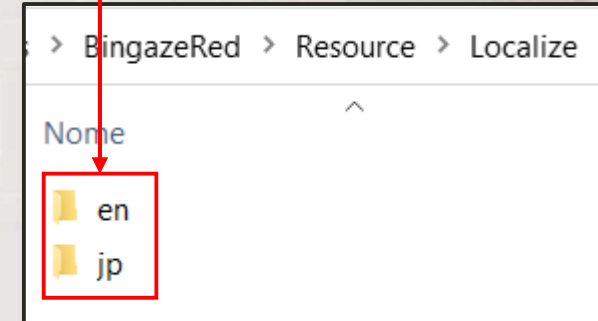
# LocalizationFile

```
<?xml version="1.0" encoding="utf-8"?>
<LocalizationInfo xmlns:xsd="http://www.w3.org/2001/XMLSchema" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" Enable="true">
  <LocalizationFile Enable="true">
    <BattleCardAbilityInfo Exist="true">
      <Path>\Resource\Localize\{0}\BattleCardAbilities</Path>
    </BattleCardAbilityInfo>
    <BattleCardNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\BattleCardNames</Path>
    </BattleCardNameInfo>
    <BattleDialogInfo Exist="true">
      <Path>\Resource\Localize\{0}\BattleDialogues</Path>
    </BattleDialogInfo>
    <BattleEffectTextInfo Exist="true">
      <Path>\Resource\Localize\{0}\EffectTexts</Path>
    </BattleEffectTextInfo>
    <BookDescInfo Exist="true">
      <Path>\Resource\Localize\{0}\BookDescs</Path>
    </BookDescInfo>
    <CharacterNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\CharacterNames</Path>
    </CharacterNameInfo>
    <DropbookNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\Dropbooks</Path>
    </DropbookNameInfo>
    <PassiveDescInfo Exist="true">
      <Path>\Resource\Localize\{0}\PassiveDescs</Path>
    </PassiveDescInfo>
    <StageNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\StageNames</Path>
    </StageNameInfo>
  </LocalizationFile>
  <ExtraFile>
    <EpisodeInfo Enable="true">
      <DefaultName>{1} {0}</DefaultName>
      <EpisodeName>{2}</EpisodeName>
    </EpisodeInfo>
    <BufIconInfo Enable="true">
      <Path>\Resource\BufIcons</Path>
    </BufIconInfo>
    <StoryIconInfo Enable="true" IconGlowPostfix="_Glow">
      <Path>\Resource\StoryIcons</Path>
    </StoryIconInfo>
  </ExtraFile>
</LocalizationInfo>
```

```
<?xml version="1.0" encoding="utf-8"?>
<LocalizationInfo xmlns:xsd="http://www.w3.org/2001/XMLSchema" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" Enable="true">
  <LocalizationFile Enable="true">
    <DefaultLanguage>en</DefaultLanguage>
```

If language is not present, it uses the default language

{0} => language



Path can be edited

BingazeRed > Resource > Localize > en

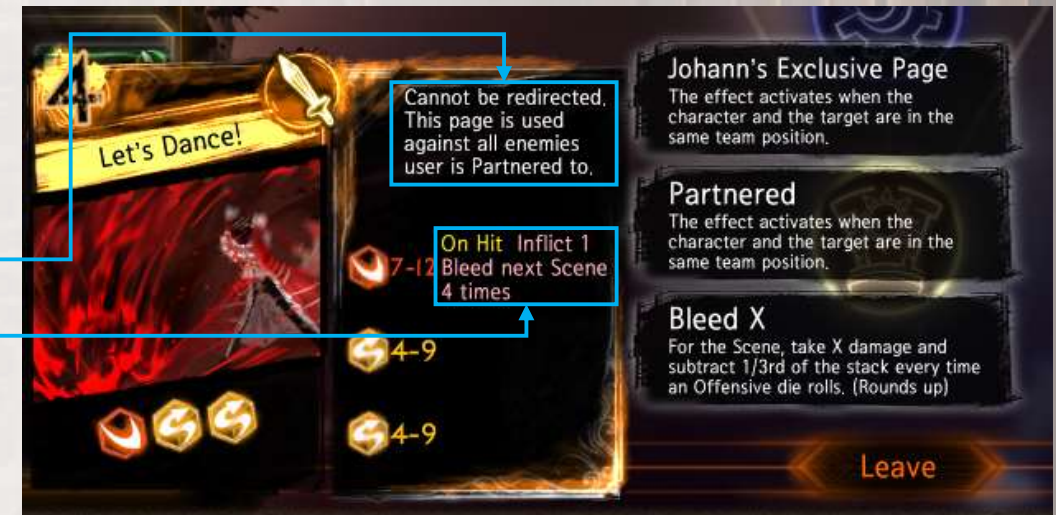
Nome	Ultima modifica	Tipo
BattleCardAbilities	22/05/2022 23:20	Cartella di file
BattleCardNames	22/05/2022 23:20	Cartella di file
BattleDialogues	22/05/2022 23:20	Cartella di file
BookDescs	22/05/2022 23:19	Cartella di file
CharacterNames	22/05/2022 23:20	Cartella di file
Dropbooks	22/05/2022 23:28	Cartella di file
EffectTexts	22/05/2022 23:19	Cartella di file
PassiveDescs	22/05/2022 23:21	Cartella di file
StageNames	22/05/2022 23:23	Cartella di file

# BattleCardAbilityInfo

CardInfo.xml

```
<Card ID="222222">
  <Name>Let's Dance!</Name>
  <Artwork>RedShoes_EGO</Artwork>
  <Rarity>Unique</Rarity>
  <Option>OnlyPage</Option>
  <Spec Range="Near" Cost="4" Affection="TeamNear"/>
  <Script>BingazeRed_dance</Script>
  <BehaviourList>
    <Behaviour Min="7" Dice="12" Type="Atk" Detail="Slash" Motion="J" EffectRes="EGO_RedShoes_Atk" Script="
    BingazeRed_danceDice" ActionScript="dawnAction" Desc="" />
    <Behaviour Min="4" Dice="9" Type="Standby" Detail="Evasion" Motion="E" EffectRes="" Script="" ActionScript="" Desc=
    "" />
    <Behaviour Min="4" Dice="9" Type="Standby" Detail="Evasion" Motion="E" EffectRes="" Script="" ActionScript="" Desc=
    "" />
  </BehaviourList>
  <Chapter>6</Chapter>
  <Priority>1</Priority>
</Card>
```

```
<?xml version="1.0" encoding="utf-8"?>
<BattleCardAbilityDescRoot xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsd="http://
  <BattleCardAbility ID="BingazeRed_dance">
    <Desc>Cannot be redirected. This page is used against all enemies user is Partnered to</Desc>
  </BattleCardAbility>
  <BattleCardAbility ID="BingazeRed_danceDice">
    <Desc>[On Hit] Inflict 1 Bleed next Scene 4 times</Desc>
  </BattleCardAbility>
```





# BattleCardNameInfo

CardInfo.xml

```
<Card ID="2222222">
  <Name>Let's Dance!</Name>
  <Artwork>RedShoes_EGO</Artwork>
  <Rarity>Unique</Rarity>
  <Option>OnlyPage</Option>
  <Spec Range="Near" Cost="4" Affection="TeamNear"/>
  <Script>BingazeRed_dance</Script>
  <BehaviourList>
    <Behaviour Min="7" Dice="12" Type="Atk" Detail="Slash" Motion="J" EffectRes="EGO_RedShoes_Atk" Script="
    BingazeRed_danceDice" ActionScript="dawnAction" Desc="" />
    <Behaviour Min="4" Dice="9" Type="Standby" Detail="Evasion" Motion="E" EffectRes="" Script="" ActionScript="" Desc=
    "" />
    <Behaviour Min="4" Dice="9" Type="Standby" Detail="Evasion" Motion="E" EffectRes="" Script="" ActionScript="" Desc=
    "" />
  </BehaviourList>
  <Chapter>6</Chapter>
  <Priority>1</Priority>
</Card>
```

```
<?xml version="1.0" encoding="utf-8"?>
<BattleCardDescRoot xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:schemaLocation="http://www.w3.org/2001/XMLSchema-instance http://www.w3.org/2001/XMLSchema-instance">
  <cardDescList>
    <BattleCardDesc ID="2222222">
      <LocalizedName>Let's Dance!</LocalizedName>
    </BattleCardDesc>
  </cardDescList>
</BattleCardDescRoot>
```



# BattleEffectTextInfo

```
0 references
public class DiceCardSelfAbility_BingazeRed_dance : DiceCardSelfAbilityBase
{
    0 references
    public override string[] Keywords => new string[] { "BingazeRed_onlypage_johann Keyword", "BingazeRed Partner Keyword" };
    0 references
}
```

```
<?xml version="1.0" encoding="utf-8"?>
<BattleEffectTextRoot xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:
<effectTextList>
  <BattleEffectText ID="BingazeRed_onlypage_johann_Keyword">
    <Name>Johann's Exclusive Page</Name>
    <Desc>Can only be set in the deck of Johann's Key page.</Desc>
  </BattleEffectText>
  <BattleEffectText ID="BingazeRed_onlypage_waltzer_Keyword">
    <Name>Sanguine Waltzers' Exclusive Page</Name>
    <Desc>Can only be set in the decks of Sanguine Waltzers' Key pages.</Desc>
  </BattleEffectText>
</effectTextList>
```

```
<?xml version="1.0" encoding="utf-8"?>
<BattleEffectTextRoot xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsd="http://www.w3.org/
<effectTextList>
  <BattleEffectText ID="BingazeRed Partner Keyword">
    <Name>Partnered</Name>
    <Desc>The effect activates when the character and the target are in the same team position.</Desc>
  </BattleEffectText>
</effectTextList>
```



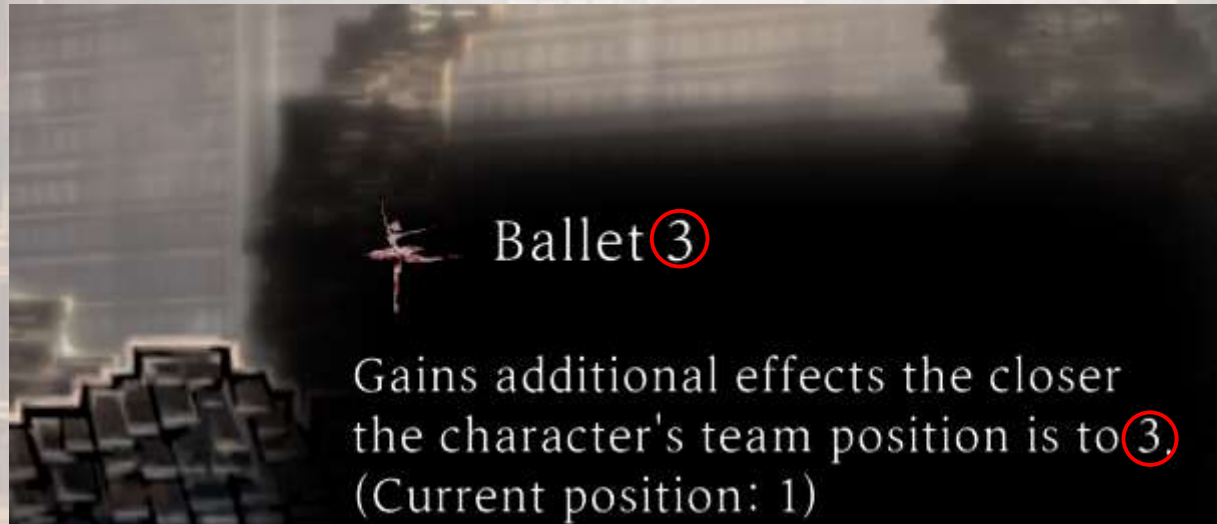


## BattleEffectTextInfo

```
private class PositionBuf : BattleUnitBuf
{
    ...
    protected override string keywordId => "BingazeRed_Ballet";
}
```

```
?xml version="1.0" encoding="utf-8"?>
BattleEffectTextRoot xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsd="http://www.w3.org/2001/XMLSchema"
<effectTextList>
  <BattleEffectText ID="BingazeRed_Ballet">
    <Name>Ballet</Name>
    <Desc>Gains additional effects the closer the character's team position is to {0}. (Current position: {1})</Desc>
  </BattleEffectText>
  <BattleEffectText ID="BingazeRed_Ballet_1">
```

For card bufs (Chun,  
Index, Roland):  
CardBuf\_keywordId



## BookDescInfo

No TextId

```
<Book ID="22">
  <Name>Johann's Page</Name>
  <Episode>22</Episode>
  <BookIcon>BingazeRed</BookIcon>
  <EquipEffect>
    <HP>95</HP>
  </EquipEffect>
</Book>
```

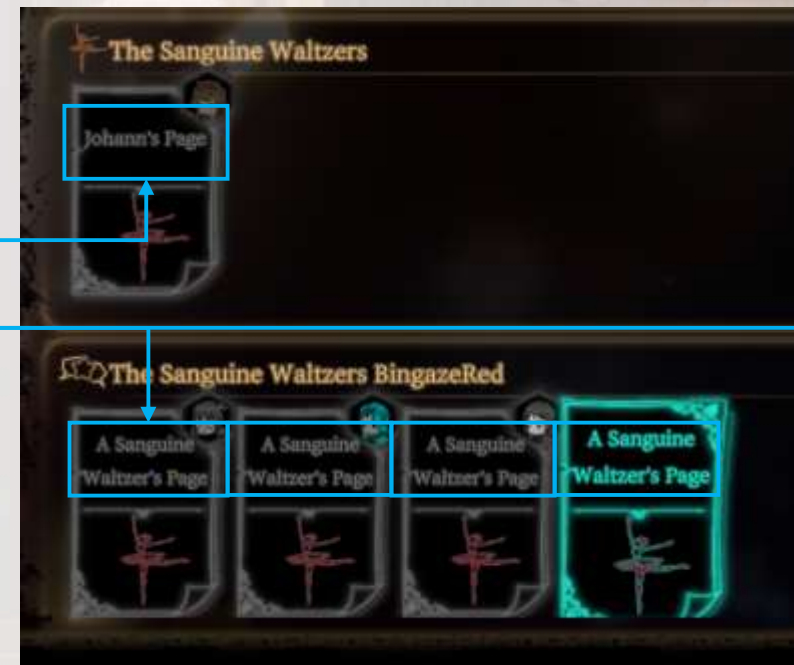
EquipPage\_Enemy.xml

EquipPage\_Librarian.xml

Yes TextId

```
<Book ID="2222">
  <Name>A Sanguine Waltzer's Page</Name>
  <TextId>2222</TextId>
  <BookIcon>BingazeRed</BookIcon>
  <EquipEffect>
    <HP>90</HP>
  </EquipEffect>
</Book>
```

```
<BookDescRoot xmlns:xsd="http://www.w3.org/2001/XMLSchema" xmlns:xsi="http://www.w3.org/2001/XMLSchema-
  <bookDescList>
    <BookDesc BookID="22">
      <BookName>Johann's Page</BookName>
      <TextList>
        <Desc />
      </TextList>
    </BookDesc>
    <BookDesc BookID="2222">
      <BookName>A Sanguine Waltzer's Page</BookName>
      <TextList>
        <Desc>The Sanguine Waltzers is an entertainment group of dancers that spans across the City. Un
        many branches have ceased activity over the years and, to revive the business, Pops decided it
        we no longer perform in front of crowds, rather we employ our swift movements as mercenaries fo
      </TextList>
    </BookDesc>
  </bookDescList>
</BookDescRoot>
```



## CharacterNameInfo

No NameID

Yes NameID

```
<?xml version="1.0" encoding="UTF-8" standalone="yes" ?>
<EnemyUnitClassRoot xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" ?>
  <Version>1.1</Version>
  <Enemy ID="22">
    <Name>Boss</Name>
    <MinHeight>175</MinHeight>
    <MaxHeight>179</MaxHeight>
    <Gender>M</Gender>
    <BookId>222222</BookId>
    <DropTable Level="0">
      <DropItem Prob="1">22</DropItem>
      <DropItem Prob="1">2222</DropItem>
    </DropTable>
    <DropTable Level="2">
      <DropItem Prob="3">22</DropItem>
    </DropTable>
  </Enemy>
  <Enemy ID="2222">
    <Name>Grunt</Name>
    <NameID>2222</NameID>
    <MinHeight>179</MinHeight>
    <MaxHeight>180</MaxHeight>
    <BookId>22222222</BookId>
    <DropTable Level="0">
      <DropItem Prob="1.5">2222</DropItem>
    </DropTable>
    <DropTable Level="2">
      <DropItem Prob="3">2222</DropItem>
    </DropTable>
  </Enemy>
</EnemyUnitClassRoot>
```

```
<?xml version="1.0" encoding="UTF-8" standalone="yes" ?>
<CharactersNameRoot xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" ?>
  <Name ID="22">Johann</Name>
  <Name ID="2222">Sanguine Waltzer</Name>
</CharactersNameRoot>
```





## DropbookNameInfo

```
<BookUseXmlRoot xmlns:xsd="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
  <Version>1.1</Version>
  <BookUse ID="22">
    <Name>Boss Book</Name>
    <BookIcon>BingazeRed</BookIcon>
    <TextId>dropbook_bingazered_johann</TextId>
    <Chapter>6</Chapter>
    <BookValue>7</BookValue>
    <DropItem Type="Equip">22</DropItem>
  </BookUse>
  <BookUse ID="2222">
    <Name>Grunt Book</Name>
    <BookIcon>BingazeRed</BookIcon>
    <TextId>dropbook_bingazered_waltzer</TextId>
    <Chapter>6</Chapter>
    <BookValue>7</BookValue>
    <DropItem Type="Equip">2222</DropItem>
  </BookUse>
</BookUseXmlRoot>
```

Dropbook.xml

```
<?xml version="1.0" encoding="utf-8"?>
<localize xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsd="http://www.w3.org/2001/XMLSchema-instance">
  <text id="dropbook_bingazered_johann">Book of Johann</text>
  <text id="dropbook_bingazered_waltzer">Book of a Sanguine Waltzer</text>
</localize>
```



## PassiveDescInfo

```
<?xml version="1.0" encoding="UTF-8" standalone="yes" ?>
<PassiveXmlRoot xmlns:xsd="http://www.w3.org/2001/XMLSchema-instance">
  <Passive ID="22">
    <Rarity>Uncommon</Rarity>
    <Cost>6</Cost>
    <Script>BingazeRed_Red</Script>
  </Passive>
  <Passive ID="2222">
    <Rarity>Rare</Rarity>
    <Cost>6</Cost>
    <Script>BingazeRed_Dance</Script>
  </Passive>
  <Passive ID="222222">
```

### 6 Ballet of Blood


Each Scene, a random team position is chosen. The closer the character is to the position, the greater the effects. 'Mixer' is added to the E.G.O pages list, an On Play page that can switch the character's position with an ally's. (Characters close to the bottom of the Stat UI have lower team positions)

### 6 Waltz in Red

While only one other ally is present, all Offensive dice gain +1 Power and inflict 1 Bleed next Scene upon winning a clash.

```
<?xml version="1.0" encoding="UTF-8" standalone="yes" ?>
<PassiveDescRoot xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
  <PassiveDesc ID="22">
    <Name>Waltz in Red</Name>
    <Desc>While only one other ally is present, all Offensive dice gain +1 Power and inflict 1 Bleed next Scene upon winning a clash.</Desc>
  </PassiveDesc>
  <PassiveDesc ID="2222">
    <Name>Ballet of Blood</Name>
    <Desc>Each Scene, a random team position is chosen. The closer the character is to the position, the greater the effects. 'Mixer' is added to the E.G.O pages list, an On Play page that can switch the character's position with an ally's. (Characters close to the bottom of the Stat UI have lower team positions)</Desc>
  </PassiveDesc>
```

## StageNameInfo

```
<?xml version="1.0" encoding="utf-8"?>  StageInfo.xml
<StageXmlRoot xmlns:xsd="http://www.w3.org/2001/XMLSchema"
  <Version>1.1</Version>
  <Stage id="22">
    <Name>Waltzers</Name>
    <Wave>
      <Unit>2222</Unit>
      <Unit>22</Unit>
      <Unit>2222</Unit>
      <Unit>2222</Unit>
      <Formation>9</Formation>
      <FormationType>AscendingOrder</FormationType>
      <AvailableUnit>4</AvailableUnit>
    </Wave>
    <FloorNum>1</FloorNum>
    <Chapter>6</Chapter>
    <Invitation Combine="BookValue">
      <Value>6</Value>
      <Num>1</Num>
    </Invitation>
    <StoryType>BingazeRed</StoryType>
  </Stage>
</StageXmlRoot>
```

```
<?xml version="1.0" encoding="UTF-8" standalone="no">
<CharactersNameRoot xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
  <Name ID="22">The Sanguine Waltzers</Name>
</CharactersNameRoot>
```





## TextDataInfo (additional text for UI and other)

```
</StageNameInfo>  
<TextDataInfo Exist="true">  
  <Path>\LocalizeBase\{0}\etc</Path>  
</TextDataInfo>  
</LocalizationFile>
```

```
<?xml version="1.0" encoding="utf-8"?>  
<localize xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">  
  <text id="test_other">Test</text>  
</localize>
```

```
TextDataModel.GetText("test_other");
```

```

<?xml version="1.0" encoding="utf-8"?>
<LocalizationInfo xmlns:xsd="http://www.w3.org/2001/XMLSchema" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
  <LocalizationFile Enable="true">
    <BattleCardAbilityInfo Exist="true">
      <Path>\Resource\Localize\{0}\BattleCardAbilities</Path>
    </BattleCardAbilityInfo>
    <BattleCardNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\BattleCardNames</Path>
    </BattleCardNameInfo>
    <BattleDialogInfo Exist="true">
      <Path>\Resource\Localize\{0}\BattleDialogues</Path>
    </BattleDialogInfo>
    <BattleEffectTextInfo Exist="true">
      <Path>\Resource\Localize\{0}\EffectTexts</Path>
    </BattleEffectTextInfo>
    <BookDescInfo Exist="true">
      <Path>\Resource\Localize\{0}\BookDescs</Path>
    </BookDescInfo>
    <CharacterNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\CharacterNames</Path>
    </CharacterNameInfo>
    <DropbookNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\Dropbooks</Path>
    </DropbookNameInfo>
    <PassiveDescInfo Exist="true">
      <Path>\Resource\Localize\{0}\PassiveDescs</Path>
    </PassiveDescInfo>
    <StageNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\StageNames</Path>
    </StageNameInfo>
  </LocalizationFile>
  <ExtraFile>
    <EpisodeInfo Enable="true">
      <DefaultName>{1} {0}</DefaultName>
      <EpisodeName>{2}</EpisodeName>
    </EpisodeInfo>
    <BufIconInfo Enable="true">
      <Path>\Resource\BufIcons</Path>
    </BufIconInfo>
    <StoryIconInfo Enable="true" IconGlowPostfix="_Glow">
      <Path>\Resource\StoryIcons</Path>
    </StoryIconInfo>
  </ExtraFile>
</LocalizationInfo>

```

Episode

## EpisodeInfo

```

<Book ID="22">
  <Name>Johann's Page</Name>
  <Episode>22</Episode>
  <BookIcon>BingazeRed</BookIcon>
  <EquipEffect>
    <HD>95</HD>
  </EquipEffect>
</Book>

```



EquipPage\_Enemy.xml



EquipPage\_Librarian.xml

No Episode

```

<Book ID="2222">
  <Name>A Sanguine Waltzer's Page</Name>
  <TextId>2222</TextId>
  <BookIcon>BingazeRed</BookIcon>
  <EquipEffect>
    <HD>99</HD>
  </EquipEffect>
</Book>

```

## StageNameInfo

```

<?xml version="1.0" encoding="UTF-8" standalone="yes">
<CharactersNameRoot xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
  <Name ID="22">The Sanguine Waltzers</Name>
</CharactersNameRoot>

```

{0} => ModId  
 {1} => Title  
 {2} => Stage name

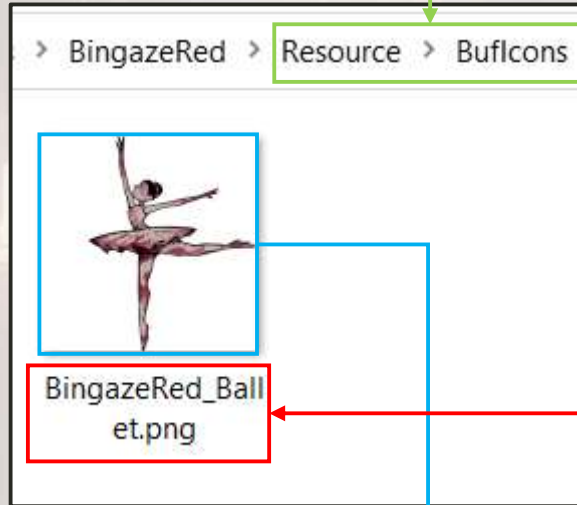
Episode name format  
 can be edited  
 (Note: cannot use  
 {2} in DefaultName)



## BufIconInfo

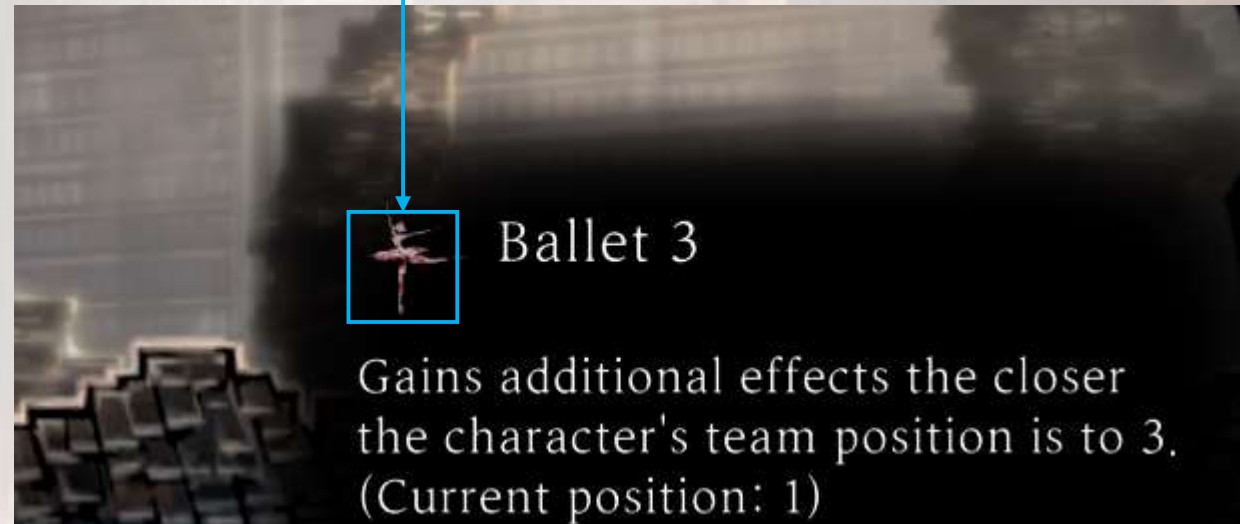
```
<?xml version="1.0" encoding="utf-8"?>
<LocalizationInfo xmlns:xsd="http://www.w3.org/2001/XMLSchema" xmlns:xs="http://www.w3.org/2001/XMLSchema" Enable="true">
  <LocalizationFile Enable="true">
    <BattleCardAbilityInfo Exist="true">
      <Path>\Resource\Localize\{0}\BattleCardAbilities</Path>
    </BattleCardAbilityInfo>
    <BattleCardNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\BattleCardNames</Path>
    </BattleCardNameInfo>
    <BattleDialogInfo Exist="true">
      <Path>\Resource\Localize\{0}\BattleDialogues</Path>
    </BattleDialogInfo>
    <BattleEffectTextInfo Exist="true">
      <Path>\Resource\Localize\{0}\EffectTexts</Path>
    </BattleEffectTextInfo>
    <BookDescInfo Exist="true">
      <Path>\Resource\Localize\{0}\BookDescs</Path>
    </BookDescInfo>
    <CharacterNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\CharacterNames</Path>
    </CharacterNameInfo>
    <DropbookNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\Dropbooks</Path>
    </DropbookNameInfo>
    <PassiveDescInfo Exist="true">
      <Path>\Resource\Localize\{0}\PassiveDescs</Path>
    </PassiveDescInfo>
    <StageNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\StageNames</Path>
    </StageNameInfo>
  </LocalizationFile>
  <ExtraFile>
    <EpisodeInfo Enable="true">
      <DefaultName>{1} {0}</DefaultName>
      <EpisodeName>{2}</EpisodeName>
    </EpisodeInfo>
    <BufIconInfo Enable="true">
      <Path>\Resource\BufIcons</Path>
    </BufIconInfo>
    <StoryIconInfo Enable="true" IconGlowPostfix="_Glow">
      <Path>\Resource\StoryIcons</Path>
    </StoryIconInfo>
  </ExtraFile>
</LocalizationInfo>
```

Path can be edited



```
private class PositionBuf : BattleUnitBuf
{
    protected override string keywordId => "BingazeRed_Ballet";
}
```

(Works for BattleDiceCardBuf too)





# StoryIconInfo

```
<?xml version="1.0" encoding="utf-8"?>
<LocalizationInfo xmlns:xsd="http://www.w3.org/2001/XMLSchema" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" Enable="true">
  <LocalizationFile Enable="true">
    <BattleCardAbilityInfo Exist="true">
      <Path>\Resource\Localize\{0}\BattleCardAbilities</Path>
    </BattleCardAbilityInfo>
    <BattleCardNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\BattleCardNames</Path>
    </BattleCardNameInfo>
    <BattleDialogInfo Exist="true">
      <Path>\Resource\Localize\{0}\BattleDialogues</Path>
    </BattleDialogInfo>
    <BattleEffectTextInfo Exist="true">
      <Path>\Resource\Localize\{0}\EffectTexts</Path>
    </BattleEffectTextInfo>
    <BookDescInfo Exist="true">
      <Path>\Resource\Localize\{0}\BookDescs</Path>
    </BookDescInfo>
    <CharacterNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\CharacterNames</Path>
    </CharacterNameInfo>
    <DropbookNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\Dropbooks</Path>
    </DropbookNameInfo>
    <PassiveDescInfo Exist="true">
      <Path>\Resource\Localize\{0}\PassiveDescs</Path>
    </PassiveDescInfo>
    <StageNameInfo Exist="true">
      <Path>\Resource\Localize\{0}\StageNames</Path>
    </StageNameInfo>
  </LocalizationFile>
  <ExtraFile>
    <EpisodeInfo Enable="true">
      <DefaultName>{1} {0}</DefaultName>
      <EpisodeName>{2}</EpisodeName>
    </EpisodeInfo>
    <BufIconInfo Enable="true">
      <Path>\Resource\BufIcons</Path>
    </BufIconInfo>
    <StoryIconInfo Enable="true" IconGlowPostfix=" Glow">
      <Path>\Resource\StoryIcons</Path>
    </StoryIconInfo>
  </ExtraFile>
</LocalizationInfo>
```

Path and postfixes  
can be edited

IconPostfix="\_Default" IconGlowPostfix="\_Glow"



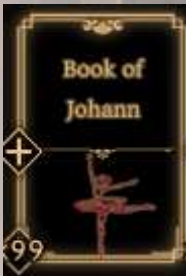
IconPostfix="" IconGlowPostfix=""



IconPostfix="" IconGlowPostfix="\_Glow"



```
<BookUse ID="22">
  <Name>Book of Johann</Name>
  <BookIcon>BingazeRed</BookIcon>
```



```
<StoryType>BingazeRed</StoryType>
</Stage>
```



```
<Book ID="222222">
  <Name>Johann's Page</Name>
  <TextId>22</TextId>
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