SuperBlah12’s Visual Novel Engine Test

Greetings! Thank you for choosing the SB12 VisNov engine. If you are interested in playing games for this engine, see below this paragraph. If you are interested in making games for this engine, see the next page.

To play a game, simply make sure the folder containing the specific game you wish to play is named “PLAY” and in the same directory as the SB12VisNov program.

To switch games:

1. Rename the current “PLAY” folder to something else.
2. Rename the desired game folder to “PLAY”.

WARNING: If done in reverse order, windows may ask to merge and overwrite files. Click “NO” or “Cancel” and do the operation in the correct order.

Creating Games for the SB12VisNov Engine:

There are two key pieces to make your own SB12VisNov game: The Art and the Dialogue.

Art:

Art is made using ASCII characters. Each piece of artwork is 80 characters wide by 38 characters tall. Like this:

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| 00000000000000000000000000 |

| 000000 000000 |

| |

| 0 000000000 00000000000000 0 |

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We recommend making images in an image manipulation software first (recommended size: 80x76 pixels) then importing the image into an Image to ASCII converter such as <http://www.text-image.com/convert/ascii.html>.

Image Width: 80

Text color: White Background: Black

If making a white on black image: invert image

If making a black on white image: don’t invert image.

Extra contrast is optional, not recommended.

When making the art, keep notes as to where each new piece of art begins and ends. We recommend using Notepad++, as it has line numbers that you can use to keep track of image sizes.

Also, use this preformatted list to keep track of your art:

0:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

38:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

76:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

114:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

152:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

190:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

228:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

266:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

304:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

342:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

380:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Artwork line numbers should be a multiple of 38. If using NP++, line numbers will appear as one more than actual.

Save this as Art.ascii and place in a folder.  
Dialogue

To create dialogue, follow this template:

[CharacterName]|Line1|Line2|Line3|ArtLine#

If no character is talking, leave empty.

If only one or two lines is used, delete the placeholder text.

ALWAYS have an ArtLine#.

To ask a question in the game, use this syntax:

QUESTION

CorrectAns#|WrongAns1#|WrongAns2#

1. Ans1|2. Ans2|3. Ans3|ArtLine#

Rephrase Question?

L#1|L#2|L#3|L#4|L#5|L#6

[Penalty?]

QUESTION is required to tell the program that a question is being asked. Questions will loop over and over until the player chooses the correct answer.

The second line should have the number of the correct answer, followed by the other two (or one) numbers in order.

EX:

Three Options:

Answer is 3 – 3|1|2

Answer is 2 – 2|1|3

Answer is 1 – 1|2|3

Two Options:

Answer is 1 – 1|2

Answer is 2 – 2|1

The next line has the options that the player will select. It is capped off by the code for the art to be displayed.

1. Answer1|2. Answer 2|3. Answer 3|{artcode}

If you only want two options, do this:

1. Yes|2. No|{leave this spot empty}|{Artcode}

The fourth line is where you write the question again so the player can read it.

The fifth line with all the L#’s is for dialogue trees. If a player makes a choice, they will be shown a section of story specific to their choice. The L#’s (short for line numbers) define where these trees start and end.

For instance: is a tree starts on line 25 and ends on line 30 you’d write: 25|30|31|L#|L#|L# It follows that if one tree ends at 30 the next one will start on line 31. Repeat either once for two options: L#|L#|L#|L# or   
twice for three: L#|L#|L#|L#|L#|L#

The Sixth line tells the program if the player should lose HP if they are wrong. True turns the safety on, false turns safety off and allows HP loss.

To make a CHOICE follow this similar format:

CHOICE

Ans1#|Ans2#|Ans3#

1. Ans1|2. Ans2|3. Ans3|ArtLine#

Rephrase Question?

L#1|L#2|L#3|L#4|L#5|L#6  
[Penalty?]

The difference between a CHOICE and a QUESTION is that a QUESTION will loop whereas a CHOICE won’t. The program is capable of remembering the last choice that the player made and acting upon it using CHOICETREE:

CHOICETREE  
L#1|L#2|L#3|L#4|L#5|L#6

Once another choice has been made, the previous choice will be over written. There also can only be three choices made in a game.

If you’d like a random choice to be made just write RANDOM on its own line. Use a CHOICETREE later to use that random choice.

Now YOU can make your own adverntures!