

# Rural Farm TILES

## Information Guide

How to use, crop identification, animal names etc.

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# Thank you for purchasing the Rural Farm Tiles Resource Pack!

The **Rural Farm Tiles** is a graphical resource pack intended for RPG Maker VX Ace. Would you like to use it with other game engines? Then purchase the non-RM license from the official store:

<http://www.rpgmakerweb.com/store>

This resource pack contains modern farm themed tiles, tailored for rural town settings. First and foremost it has all the farming tiles you need; tools, crops, animals etc. It also includes nature tiles in all four seasons, as well as modern interior and exterior tiles. There are also custom sprites available and it even has a time system!

All in all; this resource pack will satisfy all your farming needs!

# Importing

To be able to use the pack in your project, you will have to manually import it.

1. Open your project and locate the Resource Manager (or press F10).
2. Click on any of the folders which have a corresponding folder in this resource pack. Then click on import to import the graphics. Characters go in characters, Tilesets go in Tilesets etc.
3. Go to your database, and click on the Tileset tab.
4. Create a new tileset with the newly imported graphics and set the passage settings for them.
5. Tilesets start with the name TileA/1/2/3/4/5 or TileB/C/D/E and should be placed in the appropriate slot.
6. Tilesets named with “exterior” have a winter version, so make a winter tileset as well to utilize this.

## Example:

Click on the Tilesets folder, and import all of the images found in the Tilesets folder of the resource pack. Do the same for characters, pictures, system etc. The folder “Extra” should NOT be imported. These are extra graphics you can use that aren’t fit to be imported in RPG Maker VX Ace.

A quick way to import would be to copy and paste all the content of the resource pack into your project’s corresponding folders.

**The sample project has everything fully imported and can be used to start a new project with.**

# Tileset usage

The resource pack has a full autotile tileset (TileA1, TileA2, TileA3, TileA4 and TileA5), and these should be used in every tileset you create in the database. There is also a full TilB-TIleE for this set, making it 24 tilesets in total.

There is a waterfall in TileA1 that uses 3 separate autotiles combined to create the waterfall. First is the top part of the waterfall, then the middle, and then the bottom.

TileB, TileC and TileD are divided into exterior and interior tiles. So you will want to create a tileset that is meant for interior mapping, and several for exterior mapping to include all seasons. There are also some recoloured tilesets, it is your own choice which one you want to use.

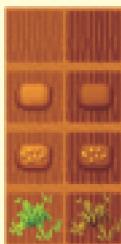
TileA1-5 all have two versions: one normal, and one for winter. TileB-D (exterior) all have a winter version as well. TileB has 4 versions (spring, summer, fall, winter) in total, so you'd need 4 tilesets for the exterior tiles set up. Check the sample project for how it's set up.

TileE can be used for both exterior and interior maps, and does not have a winter version.

**Check the characters folder for objects to place on counters or tables.**

# Crops & Products

The resource pack contains 32 different crops that all have an icon and can be grown on a plot of land, and each has 4 different stages of growth (trees are set up differently) that goes from: seeds > sprout > blooming > mature. Trees have more stages that coincide with the seasons. There is a sapling stage, a blooming stage, a fruit stage, a no-fruit stage, a fall and winter stage, and a dead stage. The crops that can be used on the map are located in the "Characters" folder.



Included in image '!\$crops\_2' and '!crops\_3' are these special tiles:

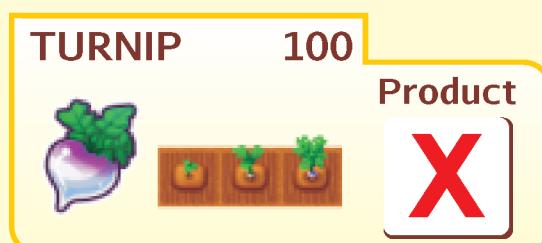
- a farm plot
- a tiled farm plot
- a farm plot with seeds sown
- weeds

Use these graphics for showing a farm plot, when the player tiles a plot of land, puts down seeds, or when a plant is withered. All of these graphics have a 'watered' version in case the player can water this.

## Crop names

With 32 different crops, you probably won't recognize some of them, so here's a full list of them (next page), with an accommodating icon as well as the products you can make out of them. It will also include their ID number that corresponds to their ID number in the database.

# Crops



# Crops

CUCUMBER 114



Product  
**X**

MUSHROOM 118



Product  
**X**

WATERMELON 123



Product  
**X**

CAULIFLOWER 115



Product  
**X**

SUGARCANE 119



Product

COCONUT 124



Product  
**X**

BANANA 116



Product  
**X**

LEEK 121



Product  
**X**

BROCCOLI 125



Product  
**X**

CHILIPEPPER 117



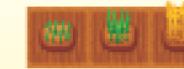
Product  
**X**

ORANGE 122



Product  
**X**

WHEAT 129



Product

# Crops

**CABBAGE** 130



Product



**LETTUCE** 131



Product



**BELLPEPPER** 132



Product



**PEANUT** 133



Product



**GRAPES** 134



Product



**COCOA** 139



Product



**CHESTNUT** 142



Product



**JASMINE** 143



Product



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# Products

MILK 030/032



Origin



WOODEN PLANKS 069



Origin



WOODEN STICK 070



Origin



WOOL 120



Origin



WOOLEN YARN 128



Origin



CLOTH 084



Origin



BREAD 087/112



Origin



PERFUME 094



HONEYCOMB 102



Origin



HONEY 103



Origin



PEANUTBUTTER 104



Origin



JAM 111



Origin



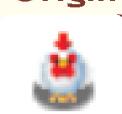
# Products

**EGG**

126



Origin

**SUGAR**

127



Origin

**CHEESE**

135



Origin

**BUTTER**

136



Origin

**FLOUR**

138



Origin

**COCOA SEEDS**

140



Origin

**CHOCOLATE**

141



Origin

**TEABAG**

144



Origin

**GOLDEN RING**

092



Origin

**SILVER RING**

093



Origin



# Minerals & Ingots

The resource pack contains 8 different ores (including gems) that can be mined, as well as 5 ingots. They can be mined from rocks that contain the ores, these are found in the Characters folder under the name 'miningrocks\_1' and 'miningrocks\_2'. These ores can then be turned into ingots. Below is a table of them all:



# Minerals & Ingots



# Tools

The resource pack contains 12 different tools, 6 of which can be upgraded into better tools with ores. These tools can be upgraded: hoe, pickaxe, axe, hammer, shovel and sickle. They can be upgraded into these types: copper > silver > gold > diamond. Below is a table of all tools.

HOE



HAMMER



MILKER



FISHINGPOLE



PICKAXE



SHOVEL



WATERINGCAN



OIL LAMP



AXE



SICKLE



SHEARS



WRENCH



Some tools have a corresponding action sprite so you can see it being used.

# Machines

There are three machines included in this pack that help aid the player to create products out of produce.

These are the windmill, the jam maker, and the cheese maker.

## JAM MAKER

The jam maker can produce several items;



## CHEESE MAKER

The cheese maker can produce several items;



The windmill is used to produce flour from wheat.



# Animals

There are a total of 6 animals (sheep have a shaved version) included in this pack, and these are the following:

Chicken



Chick



Cow



Pig



Sheep



Dog



Cat



Pigs cannot be slaughtered (there is no meat icon), but can be used as trashcans.

# Sprites

This resource pack contains several unique character sprites to populate your game with, and two very useful main character sprites (a boy and a girl).



Lana



Lars

The main characters (Lana & Lars) both have action sprites so that they can use the several tools available in this pack. Each tool (aside from the fishing pole and watering can) has 4 different versions (copper, silver, gold and diamond), and all 4 directions. The sample project has already evented all of these character sprites into a working system that allows the player to use a tool, and see the sprite perform an action with it. The player simply has to equip the tool (by selecting the tool in their inventory) and then press the Y button (standard as S on keyboard) to use the tool.

Because the changing of the sprites to show a tool being used is entirely evented, you can adjust or change anything you'd want (for example, which button the player has to press to use the tool).

In a new project, you will have to event (or script) these action sprites yourself (or copy and paste the common event from the sample project).

# Sprites

In total, this pack contains 51 unique character sprites (including the main characters). Some of these character sprites have different outfits so that your characters can marry or go to the beach. These outfits are:



Normal

Wedding  
attire

Evening  
wear

School  
uniform



Festival /  
Yukata

Swim  
wear

Normal

without headgear

# Time System

An evented time system is included in the sample project. It uses a few common events to run, and make the passage of time (and screen tinting) possible. It uses **switch 200: Time\_ON**, several variables and a parallel process to run.

It contains of 31 days, 7 weekdays (mon, tue, wed etc.), 4 seasons, 24 hours, and increments of 10 minutes.

The system does not track months (jan, feb, march etc.), instead it relies on 4 seasons (spring, summer, fall, winter). This decision was made to allow gameplay to speed up and be realistically played without having to go through every month of the year to have crops grow. This is also why the system doesn't use every single minute, instead every (roughly) 9 seconds in real life that have gone by, 10 minutes will have passed in-game. This is mostly done to prevent the common event which is running on a parallel process to not lag the game by using a long wait command each time it runs. It is also done because realistically, the time 18:42 could simply be reduced to 18:40 if you want something to happen based on the time (like a shop closing, or the sun going down).

Screen tinting is done based on what time it is, with morning, sundown and night time being tinted. There is an **Outside** and **Inside** common event, these **MUST** be called once on every map you create for the system to determine whether or not it should tint the screen.

When the player is outside, they will witness the screen tint gradually. When they exit a building, the screen tinting (if it was changing) will be done instantly instead of gradually.

# Time System

Every day at midnight (0:00), the system will call up the common event **New Day**. This makes sure a day is added to the calendar. The usefulness of this common event however, is that you can call this common event yourself if you wish to manually jump to a new day.

For example, the player goes to bed at 21:30 and sleeps till 6:30. All you need to do, is change **variable 196: Hour** to 6, and **variable 195: Minute** to 3, then call common event **New Day**. This will generate a new day and set the time to 6:30.

If you want to change the time manually, without creating a new day (for example during a cutscene), simply change the appropriate variables for the hour and minute, and then call common event **Time Update**. This makes sure the HUD is updated with the recent time changes. If you have changed the time to a time where the screen tint is different, call common event **Screentint Update** as well.

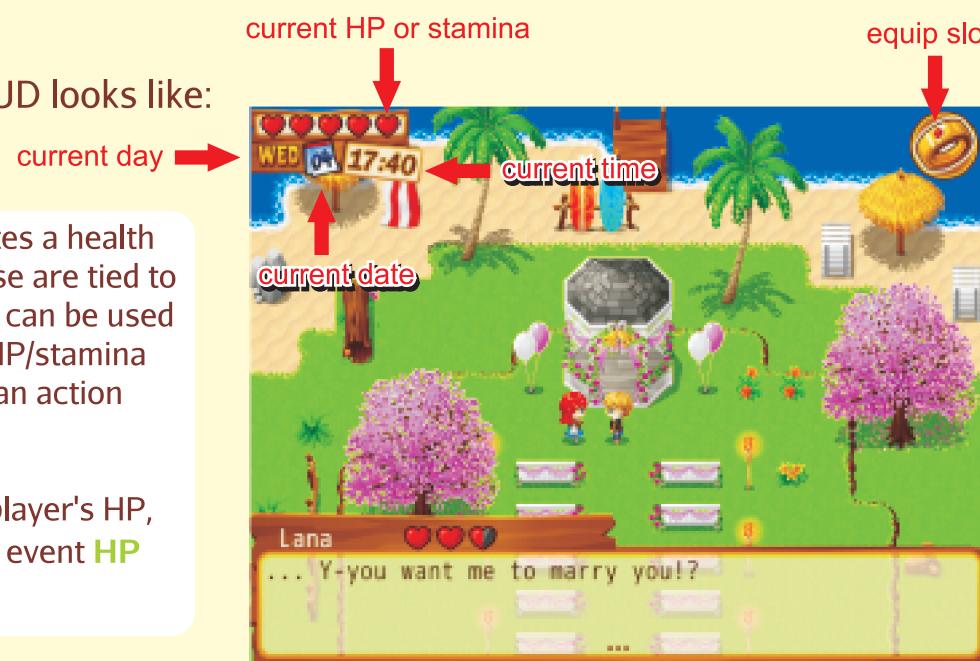
The time system does not include a weather system, though this is easily done by determining what season it is through a conditional branch, and then use a variable on random to decide whether or not it should rain/snow/storm that day (this should be done in the **New Day** common event).

The common event **New Day** should also be used in combination with your crops. If you want the crops to grow, you could add any changes of variables or switches in this common event, or create a *new* common event yourself that controls crop life, and call this common event in **New Day**.

# HUD

HUD stands for Heads Up Display - it means anything that shows information to the player on the screen at all times. In this case, it means showing the time and calendar to the player, as well as their health and currently equipped item.

Here is what the HUD looks like:



The HUD incorporates a health or stamina bar. These are tied to the player's HP, and can be used to make them lose HP/stamina when they perform an action such as using a tool.

After changing the player's HP, always call common event **HP Calculation**.

The equip slot shows what item or tool the player has currently equipped.

Any item selected in the player's inventory will be asked if they want to equip it. The item ID of the equipped item will be stored in the variable **187: CurrentItem** and you can use this variable yourself to determine what item or perhaps tool the player wishes to use when they press the Y button.

The sample project uses a script that makes it possible for several images to show up on the screen and change instantly based on the value of a variable. So if it is 11:20, and then the time changes to 11:30 - the variable **195: Minute** has changed from 2 to 3, and the script will reflect this by showing a different image on the screen without having to event anything of this yourself.

**The HUD can be hidden from sight by turning off switch 199: **HUD\_ON****

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## Credits

**Celianna  
Enterbrain, INC  
Degica Co., LTD**

**Special Thanks:**

Neon Black (script)  
Kairi Sawler (trailer music)  
Archeia (graphics)

And you, yes you! For purchasing this pack and supporting the artist.