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EULA.txt

Animation Battler Material Collection Travel Companion Set 2

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### ■ Introduction

“Animation Battler Material Collection Travel Companion Set 2” (hereinafter referred to as "this software") is a product created by Vibrato. and is a collection of assets containing graphic data that can be used in the game production support software "Maker" series.

### ■ About this content

These animated battler assets are specifically designed to meet the standards of RPG Maker Unite, RPG Maker MZ, and RPG Maker MV. The Traveling Companions Set 2 features richly animated characters that are modeled after four Unite characters, bringing further liveliness and energy to your battle scenes!

### ■ Contents

Unite: 52 pieces (each character x 13 files, original size)

Contains original size animated battlers.

Unite2: 52 animation battlers (each character x 13 files, 2x enlarged version)

Contains animated battlers that have been enlarged to twice the size of Unite's screen size.

sv\_actors: 4 items (for MV/MZ)

Contains animation battlers cut to 3frame base that can be used in MV/MZ.

Steps are not included here, so if you wish to use them, please edit the Steps in the Unite folder and use them as images.

Characters: 9 (4 for MV, 4 for MZ, and 1 compilation sheet)

Contains walking graphics for 4 characters that can be used in MV/MZ.

Files marked with \$ work as stand-alone.

For the file containing a compilation of 8 characters, the top row is the MV version. The lower row is the MZ version of the walking graphics.

### ■ Included motion

sv\_actors: for MV/MZ

(wait / chant / guard / damage / evade / thrust / skill / item / victory / dying / dead / swing or spell)

Any motions not listed above will be copied.

SV\_Actors: for Unite

(wait / chant / defend / damage / avoid / thrust / magic / item / win / lose / step / swing or skill)

Unite requires individual motion files to be set up, so please substitute existing motions for those not listed.

Some motion names for Unite have been changed from MV/MZ.

For physical occupations, "swing" has been added and two types of attack motions are available.

For magic occupations, "spell" has been added and two types of magic motions are available.

## ■ System Requirements

System supporting "RPG Maker Unite", "RPG Maker MZ", and "RPG Maker MV".

## ■ How to use this software (For Unite)

This section explains how to use the assets in the collection.

### < For Unity Asset Store version >

1. Start the "RPG Maker Unite" editor and open the project to which you want to add assets.
2. Open the asset page in the Unity Asset Store and click the Open in Unity button.
3. The Package Manager window will open, displaying information about the asset. Download and click the Import button.
- 4.

The Import window will appear. Click "Import" in the lower right corner of the screen to import this collection of assets in a batch.

5. The Import window will appear, which allows you to reference the assets as Unite assets. Follow the instructions to import.

### < For the Steam version >

1. Start the "RPG Maker Unite" editor and open the project to which you want to add assets.
  2. Select "Window" > "RPG Maker" > "Mode" > "RPG Maker Unite + Unity Editor" from the main menu.
  3. In the Unity Editor, select Assets > Import Package > Custom Package.
  4. Select "Travel Companion Set 2.unitypackage" in the folder of this asset collection and click [Open].
- The "Import" window will appear. Click "Import" in the lower right corner of the screen to import this collection of assets in a batch.

■ How to use this software (For MV/MZ)

Please follow the bellow steps when you install assets data to RPG Maker MV and RPG Maker MZ.

1. Run the editor of "RPG Maker MZ" or "RPG Maker MV" and open the project to which you want to add assets from this collection from the menu.
2. Select [Tools]> [Resource Manager] from the main menu.
3. The [Resource Manager] screen will be displayed.
4. Select the "img/ sv\_actors " folder. (If there is no folder, create a "sv\_actors" folder under *the project folder/img/*)
5. Click the [Import] button at the screen's top right.
6. Select the folder that contains the assets.
7. Select the assets file you want to add.

\*Import "characters" asset data in the same way.

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END USER LICENSE AGREEMENT

**IMPORTANT, READ CAREFULLY.**

Please refer to the following URL for terms and conditions.

<https://rpgmakerofficial.com/support/rule/?id=2>

Your game must include additional documentation that clearly indicates the use of the Product and the following copy:

(C) Vibrato

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Developer

Vibrato

HP: P3X-774

<https://vibrato08.wixsite.com/p3x-774>

Publisher:

Gotcha Gotcha Games Inc.

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Customer Support:

[https://www.gotchagotcha.jp/support/maker\\_dlc/](https://www.gotchagotcha.jp/support/maker_dlc/)

\*NOTE: We cannot answer any inquiries that are not related to the Product and/or how to use the Product.

Official Store:

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

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