



FSM: Town of Beginnings Tiles Manual (English)

Thank you very much for purchasing the FSM: Town of Beginnings Tiles.
Please read this file before usage.

◆ Table of Contents

About This Product.....	2
What's Inside.....	3
How to Use Map Assets	4
About The Sample Game.....	5
User Agreement.....	7
Staff.....	8
Support.....	8

◆ What Are FSM Map Assets?

The RPG Maker 2000/VX assets these were based on were first released on the now closed asset site “First Seed Material”, made by a group named REFMAP. The assets are known as FSM Assets, taking the initials of the site. “FSM Map Assets” is an asset pack that remakes those materials for RPG Maker MV, with extra resources as well.

About This Product

FSM: Town of Beginnings Tiles mainly has assets for use in creating exteriors and interiors for towns and villages.

◆ Exteriors



You can use these assets to make towns, ports, farming villages, mountain cabins, graveyards, and other places where adventurers gather. However, if you leave out the buildings, you can also make outdoor maps such as plains and forests.

◆ Interiors



You can make houses, mansions, shops, and churches, but you can extend basement maps into tunnels, sewers, and other types of underground dungeons.

What's Inside

This product contains the following.

①Map Assets

- Folder: “material” – “tilesets”

These are tilesets for RPG Maker MV.

You can use them with tools other than RPG Maker MV, but you'll need to use image editing software to make them conform to the other tools' asset usage standards.

②Map Helper Assets

- Folder: “material” – “characters”

These are assets that supplement your maps, such as doors and smoke.

If you would like to use them with tools other than RPG Maker MV, you will need to use image editing software to apply that tool's asset standards to them.

③Bonus Assets

- Folder: “material” – “special”

These are bonus assets.

They generally cannot be used right away and need to be edited with image editing software.

④Sample Game

- Folder: “FSM_sample01_EN” / “FSM_sample01_EN_win”

This pack includes a sample game that you can see maps made with the assets for yourself.

There are two versions - a project version that you can look through the data of with RPG Maker MV, and an executable version of the game (Windows) that you can run directly.

* The Steam version only includes a project version

⑤Manual

- Folder: “FSM-Town_Of_Beginnings_Tiles”

This is this document. (manual_EN.pdf)

⑥Usage Guide

- Folder: “FSM-Town_Of_Beginnings_Tiles”

The guide_EN.pdf file shows ways to use the sample game, helper assets, bonus assets, and more.

Using the Map Assets

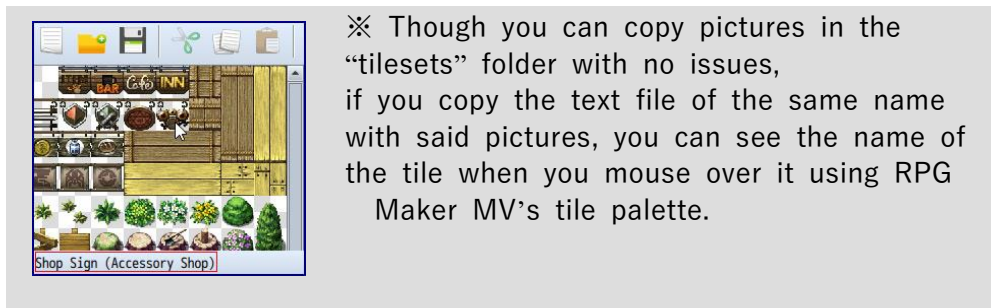
This page will explain how to use these assets in RPG Maker MV.

If you use them in another tool, please follow that tool's manual and use image editing software to make the assets conform to the necessary asset standards.

① Copy the Map Assets into the Game Folder.

Open the folder with the asset pack (In “FSM-Town_Of_Beginnings_Tiles”), then copy the “tilesets” folder in the “material” folder into the “img” folder of your current project's folder.

※ If you do not know where the game folder of your project is, when you start RPG Maker MV, you can click on “Game” - “Open Folder” to open your game folder.



② Copy the Map Helper Assets into the Game Folder.

Like you did with the map assets, copy the “characters” folder in “material” into your game folder's “img” folder.

This will allow you to use the helper assets as event graphics.

③ Set the Tilesets.

Run RPG Maker MV and set the assets you copied in step 1 into your tilesets.

※If you do not know how to set assets into tilesets, please check the RPG Maker MV help file.

The standard settings are as follows.

■ Exterior Set	
A1	fsm_Town01_A1.png
A2	fsm_Town01_A2.png
A3	fsm_Town01_A3.png
A4	fsm_Town01_A4.png
A5	fsm_Town01_A5.png
B	fsm_Town01_B.png
C	fsm_Town01_C.png
D	fsm_Town01_D.png
E	fsm_Town01_E.png

■ Interior Set	
A1	fsm_Inside01_A1.png
A2	fsm_Inside01_A2.png
A3	Not Set
A4	fsm_Inside01_A4.png
A5	fsm_Inside01_A5.png
B	fsm_Inside01_B.png
C	fsm_Inside01_C.png
D	fsm_Inside01_D.png
E	fsm_Inside01_E.png

Once you set the passage settings and others, they should be ready for use.

Please check the sample game for recommended passage setting.

(You'll need RPG Maker MV to check the passage settings.)

About the Sample Game

Here, we'll explain what's in the sample game and how to play it.

◆ Game Contents

This game has no story or battles, electing instead to allow the player to see and explore maps made with this product's assets.

The game has no objective, so please enjoy freely exploring its world.



◆ How to Play

This pack include a sample game as a project that you can look through the data of with RPG Maker MV. The RPG Maker Web version also includes an executable version of the game (Windows) that you can run directly.

●FSM_sample01_EN

This is an RPG Maker MV project file that can be used in either Windows or Mac OSX, so if you have the program, you can double click Game.rpgproject to open the sample game's data.

After opening the data, select 'test play' to try the game.

※You can also open it by selecting "File" - "Open Project" after running RPG Maker MV.

●FSM_sample01_EN_win

This is the Windows version of the game. You can play the game by double clicking "Game.exe".

◆ Controls

Action	Gamepad	Keyboard	Mouse
Move	Directional Pad	Arrow Keys, Numpad	Click Destination
Confirm	A Button	Z, Enter, Space	Click Target
Cancel	B Button	X, Esc, Numpad 0	Right Click
Open Menu	Y Button	X, Esc, Numpad 0	Right Click
Dash	X Button	Shift	
Previous Page	LB Button	Q, Page Up	
Next Page	RB Button	W, Page Down	
Scroll Page	Directional Pad	Arrow Keys, Numpad	Mouse Wheel

Key	Function
F2	Toggle FPS/Drawing Mode Display
F3	Toggle Compact Mode
F4	Toggle Full Screen Mode
F5	Reload

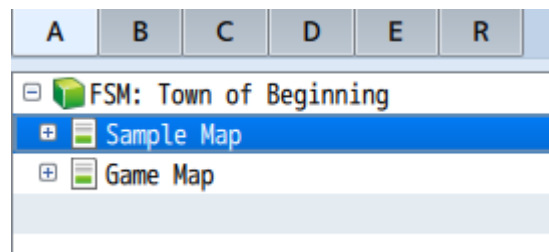
※When using a gamepad with the Windows version, you will need an XInput compatible game pad, such as the Xbox 360 Controller for Windows. Please check to see if your gamepad is compatible.

◆ The Sample Game Maps

The maps in the sample game can be used either partially or completely in your games.

If you have RPG Maker MV, you can open the sample game's data with it and easily copy the maps into your game. For details, please check the guide_EN.pdf file.

Furthermore, there are plain maps under the “Sample Map” section in the map tree that do not have events set to them. It is recommended that you copy those.



◆ Points of Caution

The sample game has, for certain effects, assets from RPG Maker MV and assets that are sold on other sites. Because they are not part of this product, please do not use them.

All of the assets offered in this product are in the “material” folder, so please only use those.

User Agreement

Use of this product will follow the following agreement.

◆ Using the Assets

- Though these assets are intended to be used with RPG Maker MV, you may also use them with other tools, as web assets, or in various other ways.
- These assets can be used commercially or non-commercially, without restriction to age or form of expression.
- These assets can be freely changed (changing colors, cutting out parts, combining with other assets).
- These assets can be used, according to this agreement policy, even after the sales period for this product ends.

◆ Releasing, Distributing, Selling

- It is forbidden to publish, distribute, or sell these assets. You may not publish, distribute or sell modified versions of these assets, either.
- When publishing, distributing or selling products that use these assets, please make the assets inaccessible through methods such as encryption.
Furthermore, when you use them as web assets, please make it so that viewers cannot directly save the assets through methods such as combining them with other images.

◆ About Displaying Copyright.

- When you publish, distribute, or sell a work that uses these assets, please write that you used them in a text file included with the work. However, you do not need to include it in the work itself, through staff credits or otherwise.
If you use them as web assets, please write that you used them in the site itself.

Product : FSM: Town of Beginnings Tiles
Creator : REFMAP
©2016 REFMAP

◆ Disclaimer

- The responsibility for any conflict or harm that comes from the use of a product using these assets lies solely with said work and its creator.

Please use these assets with the above conditions in mind.
Furthermore, the user agreement may change unannounced.

REFMAP

Staff

Proposal/Sample Game Creation/Director

Nobuhiko Yoshimura

Asset Creation

REFMAP

Sample Game Test Play

Kotonoha, Hanabi Papa, Yuwaka, REFMAP

Assets used in Sample Game

RPG Maker DS Graphics and Music Asset Pack

©2010, 2014 KADOKAWA CORPORATION

[Amuseum](#)

[KAMESOFT](#)

[Delusional Field](#)

[Hikimoki wa Heisa shimashita](#)

[BlueRedZone](#)

[Yana](#)

[Ongaku no Tamago](#)

[Terrax](#)

[NINE](#)

[Pipoya](#)

[Penguin no Nedoko](#)

(Japanese Alphabetical Order)

Special Thanks

Kenji Shigetoshi, Triacontane

Production

REFMAP

Support

If you have any uncertainties about this product, please contact us on our web site below. However, please know that we cannot answer questions that do not concern the product itself, such as how to use the tools (such as RPG Maker) that use it.

<https://www.rpgmakerweb.com/support/contact-us>

The public Twitter account tweets the latest information about RPG Maker.

<https://twitter.com/rpgmakerweb>

You may also find the latest information in Japanese on FSM Map Asset website and Twitter. However, REFMAP cannot respond to inquiries in English.

<http://refmap.wix.com/fsm-material/>

http://www.twitter.com/refmap_fsm/

FSM: Town of Beginnings Tiles Manual

©2016 REFMAP