



# FSM: Town of Beginnings Tiles Usage Guide (English)

This guide will teach you a few ways to use the FSM: Town of Beginnings Tiles more creatively.  
Please check the manual for information on for the basic use of assets.

## ◆ Contents

1. About the Sample Game		3. Using Map Helper Assets	
1-1) Check the Helpful Tips .....	2	3-1) Splashing Waterfall .....	6
1-2) Easily Setting Your Game's Tilesets .....	2	3-2) Shop/Stall Lamp .....	6
1-3) Putting Sample Maps in Your Game .....	3	3-3) Decorating Ovens and Altars .....	7
2. Using With Other Assets		3-4) Altar and Table Candles .....	7
2-1) Example: Using MV's Default Assets .....	5	3-5) Beds for Sleeping .....	8
		4. Bonus Pictures	
		4-1) The Pictures .....	9
		4-2) Making Original Tiles .....	10

# 1. About the Sample Game

While you can use the sample game as a showcase of all the assets that come in this package, you can use it in other useful ways, as well.

## 1-1) Helpful Tips

The “Creation Mythos” you can obtain in game contain not only explanations of the map you find them on, but small guides referring to creating maps with the included assets.



Try to find all of the “Creation Mythos” and take a look at the guides within.

◆For those who don't want to go through the trouble of finding the Creation Mythos...

Check the headstone on the top of the “Starter Area” three times.

When you do, a prompt to enter a password will appear. Enter ‘Beginning’ and you will be able to read all of the Creation Mythos.

※ Since you won't actually obtain them, the ones on the maps you have not obtained will still remain.

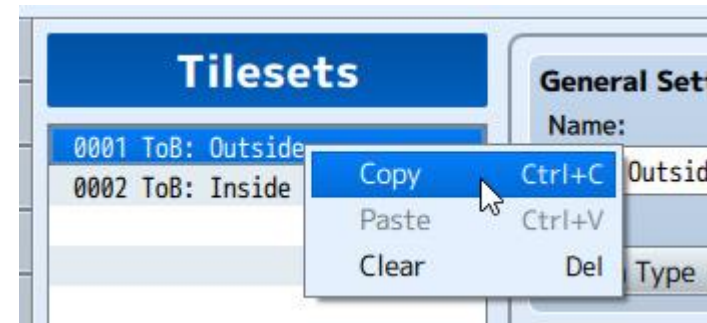
## 1-2) Easily Setting Your Game's Tilesets

Using the sample game, you can easily adjust the passage settings of your tilesets.

① First, copy the map assets into your game.

Please refer to “Using Map Assets” in the “manual” for more details.

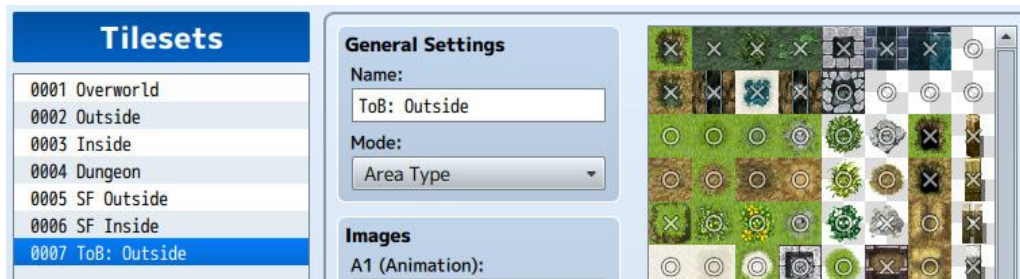
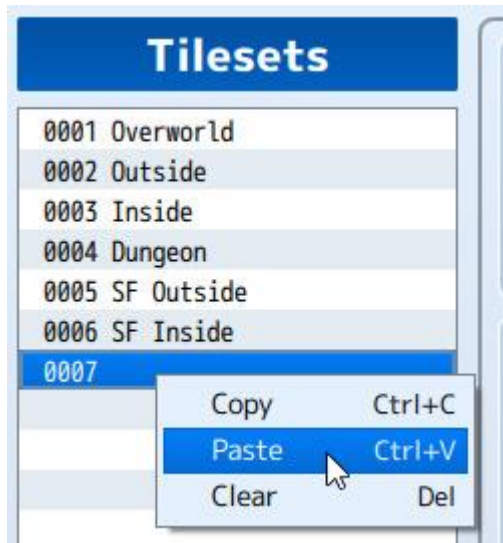
② Open the sample game's data with “RPG Maker MV”, then select the “Tilesets” tab from the “database”, select the tileset you wish to copy, and select “copy” from the right click menu.



③ Close the “Database” and open your game.

- ④ Open your game's "Database", select the "Tilesets" tab, then select the place you'd like to set with the right click menu and hit "Paste". That will set the map assets and passage settings at the same time.

※If there is no space to copy your tileset, increase the maximum tilesets with the 'Change Maximum' button to gain more space.



### 1-3) Putting Sample Maps in Your Game

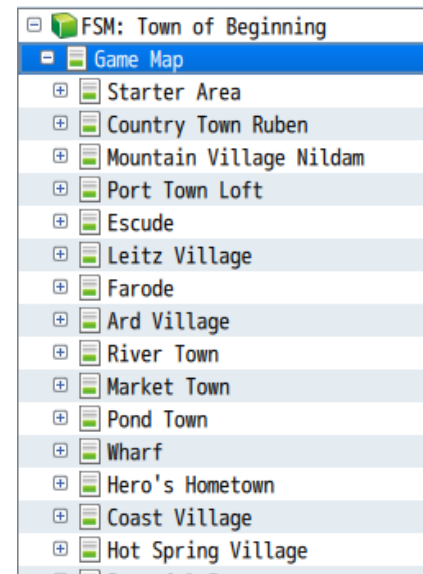
You can use the maps in the sample game as is in your own games. You can add them with the same method you used in 1-2) "Easily Setting Your Game's Tilesets".

- ① First, register the tilesets in advance using the method outlined in 1-2) "Easily Setting Your Game's Tilesets".

※We recommend that you also copy the map helper assets in advance, as well.

- ② Open the sample game data in "RPG Maker MV", select the map in the "map tree" that you would like to copy, and select "copy" from the right click menu.

※The maps under "Sample Maps" are plain maps without the events written for the sample game.





③ Then, when you open your game, right click over where you'd like to paste your map on the map tree and click 'Paste' to copy the map.

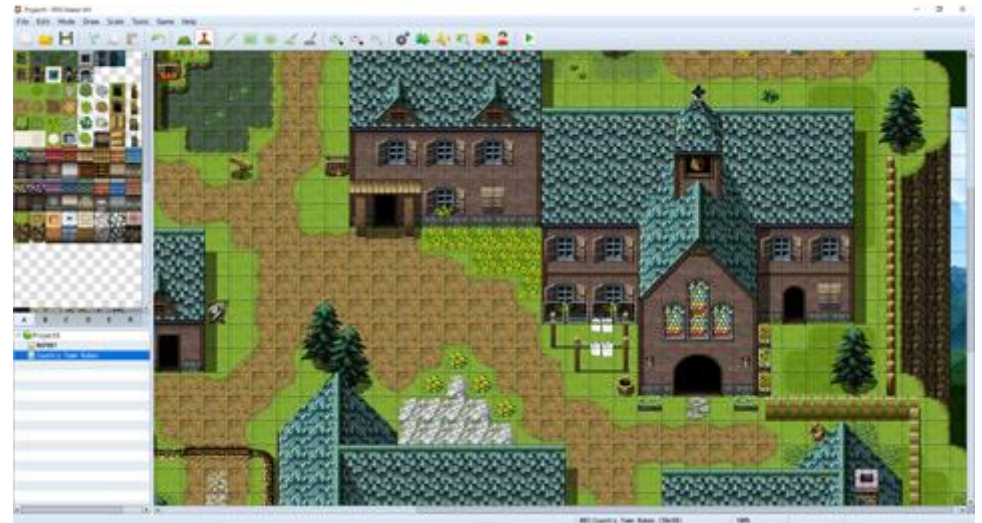
④ Sometimes, due to the tileset's position in the registry, the tiles on a map will glitch.



When this happens, right click the map on the map tree, select "edit" to pull up the "Map Properties". From there, select the right tileset.



Then, the tiles will display properly as they do below.



#### ◆About the "Forest Hideaway" Map

Among the sample maps, only "Forest Hideaway" will not display correctly when copied. Please copy the "!forest\_house\_bg.png" and "!forest\_house\_fg.png" into the "img"- "parallaxes" folder of your game's folder, then register the official plug-in "Foreground.js" in your plug-in manager. For further information on how to set up plug-ins, please read RPG Maker MV's help file.

## 2. Using With Other Assets

By combining the assets of this product with other assets, you can create a variety of visual expressions.

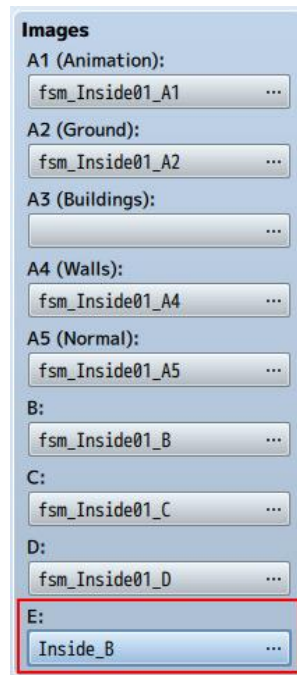
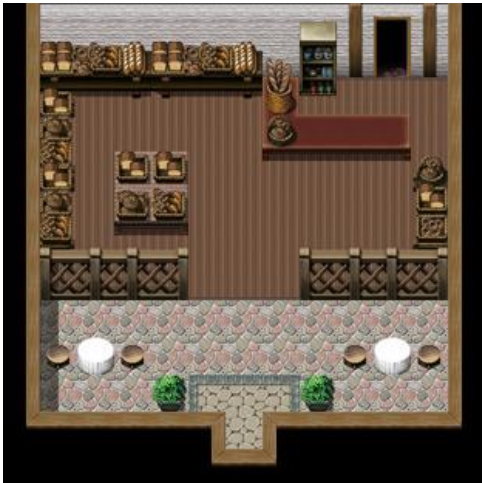
### 2-1) Example: Using MV's Default Assets

As an example, we'll show an example of using our assets with the preset assets that come with the RPG Maker MV (referred to hereafter as MV Assets).

For example, we'll set the interior set "E" to the MV Assets' "Inside\_B".

※Please set passage settings manually.

Then, as below, you'll be able to use round tables that are not included in this package.



Furthermore, though you will need image editing software, if you copy only the tiles you need and create your own original tileset, you can have an even easier time making maps.



#### Combination Examples

- Base: Sample Map "River Village".
- Change the wall around the inn to "Wall G (Hedge)".
- Erase shops and add a building with "Roof B(Orange Tile)" and "Wall B(Stone)".
- Place "Tent A" and "Rock Fire Pit B" in the empty space.
- Add a "Barricade (Vertical)" to block the road.

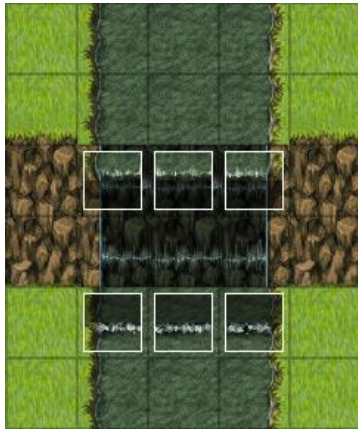


# 3. Using Map Helper Assets

By using map helper assets, you can make even more visually impressive maps.  
This section will show you a few things you'll need to know to use them.

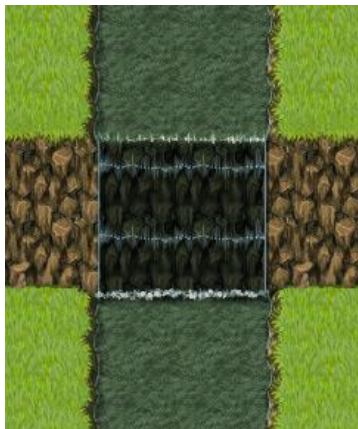
## ● 3-1) Splashing Waterfall

The splashing effect is found in “!fsm\_Waterobject01.png”.



The splash effect in the waterfall is set as an event one square under and one square over the waterfall.

Don't forget to set each event as “direction fix” and “stepping”.



When you do, they'll display cleanly like this.

## 3-2) Shop/Stall Lamp

A lamp for use in shops and stalls is in the “!fsm\_Flame01.png” file, but because the lamp is divided into top and bottom, you need an event on the top and one on the bottom for each lamp you make.



However, when you set the lamp normally, the shop or stall will cast its shadow over the upper part of it.



So, when you set the priority of the lamp's upper half to “above characters”, no shadow will be cast on it, allowing it to be displayed clearly.

### 3-3) Decorating Ovens and Altars



Inside the “!\$fsm\_Inside01\_Extra01.png” file, you'll find pots and other helper assets to decorate “Oven C”.

There are already pots and frying pans included as tiles within the tileset, but by using these helper assets, you can make a variety of ovens for your maps.



Inside the “!\$fsm\_Inside01\_Extra03.png” file, you'll find helper assets used for decorating altars.

The elements are all matched to different positions on the map, so by mixing and matching them well, you can create a wider variety of altars.

### 3-4) Altar and Table Candles



You'll find candles for your altars and church tables in the “!fsm\_Flame02.png” file, but if you place the helper assets over the tiles to light them, it'll make their shadows heavy.



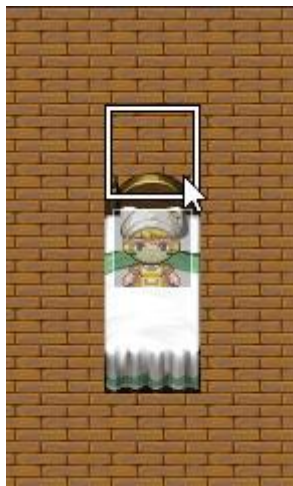
So, when you want to light your candles, don't place tiles. Try to place only the helper assets.



If you do, the shadows won't become heavy, and the objects will display properly.

### 3-5) Beds for Sleeping

When you want to have a character sleep on a bed, you can display that with one of the two following methods.



First, place a bed, then place the character on top of it. When putting together the bed, use the “Bed A/B/C (Cannot be entered)” tile for the very top of the bed, where the cursor is in the picture.

If you don't, the character's head will go through the bed.

Next, place the “Bed A/B/C (Can be entered)” tile on the bed.



When you see this in-game, you'll see that the character is tucked into the bed.



Another method you can use is making only the top half of the bed a tile. (Don't forget to use the impassable tile for the very top of the bed.)

For the lower half of the bed, place one of the bed tiles in the “!fsm\_Inside01\_Extra04.png” file as an event.

Afterwards, simply place the character you wish to have sleep in the bed and you'll be finished.



When you see this in-game, you'll see that character is sleeping in the bed.

Both methods give you the same result, but though the first method is easier, you can't tell whether the bed is enterable or not in the editor. The second method takes a little longer, but you can tell if the bed is enterable or not in the editor. So use whichever method you prefer.



## 4. Bonus Pictures

In this section, we'll talk about using the bonus pictures included in the asset pack.

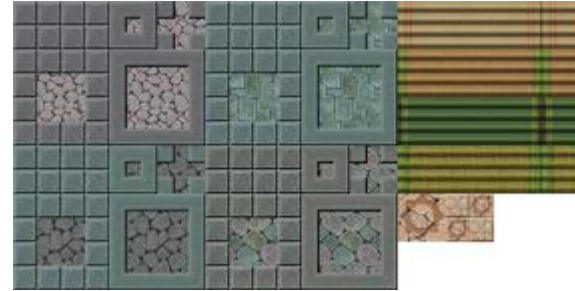
### 4-1) The Pictures

#### ● fsm\_extra01.png



This is a bundle of parts used to make the other assets.  
Try using them to make your own tiles.

#### ● fsm\_extra02.png



These are unused tiles.  
If you see anything you like, try putting it into your tileset.

#### ● \$fsm\_chara01~04.png



These are the characters used in the sample game.  
They don't have portrait graphics or side-view battle sprites.

#### ●!\$fsm\_Boat01.png



This was made by turning the boat in the tileset into a character. You can use it as is, but if you use image editing software to place a character at the boat's head, it may seem more immersive.

#### ● Parallaxes Folder

These are the near and far scenery pictures needed to use the “Forest Hideaway” sample map. Please check section 1-3, “Putting Sample Maps in Your Game.”

## 4-2) Making Original Tiles

By using image editing software to combine the tiles in the “fsm\_extra01.png” file with other tiles, you can make your own, original tiles.

#### ●Examples



Try putting together some original tiles to make a map that's completely yours!

FSM: Town of Beginnings Tiles Usage Guide

©2016 REFMAP