Note: this manual was autotranslated and slightly touched up because of the length of the document.

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| **Introductionary basics** |

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| **What you need to know before making an RPG with Dante2** |

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| If you have used other RPG Maker software before, you will be able to use most of the features. If you know how Dante2 works, you will understand what you can do and how to do it, because Dante2 is the originator of all RPG Maker tool series. (I used to play around with it, and it helped me understand PS RPG Maker.  　I'll explain the rules of Dante2 as well. The details will be explained in each topic.  　The first thing you need to make a game is Dante2 itself. It is available on download sites, but most of them are in English. You can use it or get the Japanese version, if Japanese input is not a problem. Data Disk 0 contains the screen frame, opening and ending data, main character, and other data that will be used throughout the game. Data disks 1-16: Dante2 can hold 10 maps per disk, and can manage up to 16 disks. Please make a masterpiece. A serialized RPG using 16 disks would also be nice. The first disk you get with Dante2 is for the sample game, though you can tweak it if you want. You can create a data disk in the OPTION menu of the title. Finally, there is the user disk. This can be any formatted disk. You'll need it for saving during the game.  How to use  　First of all, most people will use the mouse to control the game, but you can also use the keyboard or joypad. When you start up Dante2, the mouse will not respond. It enters the mouse mode with the SELECT key in a real machine. In the case of an emu, FreeMSX in Mac and RuMSX in Windows support the mouse. Both of them have a problem.(Note: now use either OpenMSX or BlueMSX since they are more advanced than the emulators mentioned in the examples).  In the case of FreeMSX(Mac).  　Dante2 and other creation tool games frequently change disks, and when FreeMSX goes to an open dialog, the Dante2 cursor and the Mac cursor appear at the same time. If this happens, press the command key + M (mouse mode) twice to return to the original state. In addition, the color palette of FreeMSX is different from that of the actual machine only among the emulators of both Mac and Win. In particular, there is a difference in colors with low saturation.  FreeMSX https://web.archive.org/web/20030819131925/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/rumsx.gifRuMSX  　Also, we are using a G3/400 (nowadays people probably use newer Macs, iMacs or Mac books, so the following problem might not exist especially with OpenMSX since that now has on OSD keyboard), and the standard keyboard does not allow you to enter "}", so you cannot create messages (there is a workaround).  RuMSX (Win).  　When using Dante2 on RuMSX, for some reason the mouse stops responding every time I switch screens. I have to change the device to none and then switch to the mouse again. Does anyone have a workaround? If I'm unlucky, it even crashes. It's convenient to use both disk images and real disks.  　By the way, if you use the cursor, you can move the cursor faster by holding down the SHIFT key.  　By the way, I make most (especially graphics) with a real machine, and do the correction while checking the operation with the emu. The conversion from the real disk to the disk image uses the backup of the data disk from Dante2 with RuMSX. The disk manager of Windows could not copy the data because it was protected. I also used RuMSX to transfer the data from the disk image to the actual disk. Now you can play with the actual machine.(Note: this problem might not be present anymore if you want to use both a real MSX and an emulator. Disk Manager MSX Floppy Disk Manager should be able to copy the data disks).  Difference between emulator and actual machine  　It is most efficient to do it with the actual machine from the explanation of the mouse above. If the emulator can emulate the mouse perfectly, the emulator is better from the speed of the disk access. (Note: BlueMSX and openMSX should be able to handle this now. With openMSX be sure to disable reverse because that is very annoying when making a game and cause significant loss in data). The real machine breaks the disk when it gets hot (The data was blown three times because of this). {Note: nowawadys it might be convenient to use Dante 2 from diskimages on harddisk or for instance SD card}.  　Dante2 is made to be just right at the speed of MSX. The problem with Dante2 and Yoshida Konzern is that you can't use the keyboard to enter numbers. The speed of the image display of the emu is fast, and increasing or decreasing with the mouse becomes a great number just by pushing it a little (Note: this problem is no longer noted in recent emulators). The same goes for image data. I thought I would move one pixel, but four or five pixels move.(Note: this also might not be a problem any more)  　There is a problem in the opening and the ending only in Dante2. In the opening of a Faux Hydlide, the title appears from the bottom in the actual machine, but it suddenly appears on the top of the screen in the emulator. The music also has problems such as the FM sound source not being played depending on the emulator, so only PSG is used in "Faux" Hydlide. When it is RuMSX, the sound of the music of my own composition shifts in the opening. The endings play normally. Why is that? (Note: this also doesn’t apply anymore. |

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| **Playing games** |

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| **Try to play the game you made.** |

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| **How to Start a Game**  **When debugging your own game or playing a sample game, select GAME from the title screen. You can also try to solve the sample game (it takes about 2 hours to complete) and see how much you can do. But if you want to make a proper ARPG, the sample will be more helpful).**  **The first thing it asks for is data disk 0 to show the opening. You can't skip it. It's a hassle. When the opening starts, you can end it with the spacebar. The opening song of the sample game is too influenced by the opening song of Gradius 2. When the opening ends, it asks for the program disk again. In other words, the program that displays the opening is separate from the game program. It's troublesome. Next, it asks for data disk 0. This is to read the common data. After the screen frame is displayed, data disk 1 (the disk containing the starting map specified in the common data) is requested, and the game starts!**  **Operations in the game**  **Use the cursor to move, the spacebar to cast spells, and the N or GRAPH key to open the menu. In the menu, you can access status, equipment, etc. EVENT is used for event items. In other words, all items except equipment. SYSTEM is for saving and loading. You will need to prepare a user disk.** |

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| **Create common data** |

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| **Main character, screen frame, level-up settings, item creation, etc.** |

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| This menu allows you to create common data. You can enjoy the fun of Dante2 by simply changing the main character of the sample game. As there is a function to load a palette of map data, the map data is the first thing to be loaded. The level parameters are set to the strongest at level 1 for test play. The first step is to create the map and modify the initial data at the start of the game. Before creating conversations and events, I created the necessary items, and before looking at the game balance, I tweaked the level parameters. It's also easy to set level parameters first and then create enemy characters accordingly.  Creating Common Character Graphic Data https://web.archive.org/web/20030313102510/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/k01.gif This is where you create the player character, text font, magic bullets, and explosion graphics. As mentioned above, you cannot change the palette here.  1 This is where you can view and modify the selected graphics.  2 Select the colors you want to use from this list.  The tools in this section are common to all graphic editors. From top left.  3 From the top left: flip vertical, flip horizontal, move one pixel up, down, left or right, go to the bottom row, exit, clear the screen (the selected image), fill with the selected color, rotate 90 degrees, and submenu. In this mode, there are three submenus: ANIMATION, CONFIRM, and HELP. ANIMATION is used to check the actual animation. ANIMATION is used to actually check the animation, and CONFIRM is used to display the graphics with more space between them. It is not used very often.  The top part is the font list, and the bottom is the main character, magic bullets, and explosions. If you want to use a different font, you can use a different font. In the sample game, kanji characters are displayed. If you want to know how it works, you can edit Kanji characters to be used for unused characters (lowercase letters and symbols). However, the white squares are not editable. The white squares are not editable, but are special characters used by theMSX. (By the way, the bottom right one is the cursor.)  Editing fonts is difficult, and even if you make each font look cool, it often looks pathetic when you put them together. If you're not confident, you can leave them as they are. Explosions are displayed when a character dies. This is where you need to make it look cool.  In this screenshot, the color is applied to palette 0. Palette 0 is treated as a transparent color in the game, and will remain black in the game even if you change its color. The reason I'm coloring it is so that you can see the black pixels. If the background color is black, you won't notice if you hit the wrong black pixel.  Creating Player Level Parameter Data  https://web.archive.org/web/20030313102510/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/k02.gif  In Dante2, the maximum level is 32. Level 1 is the initial value. This means that you have 30 strength, 30 magic power, 30 arm strength, and 30 defense power. If you accumulate 100 experience points while at level 1, you will reach level 2. When you reach level 2, the values you specified at level 2 will be added. Strength 30 + 10 = 40. When you reach level 255, the number is fixed at 255. However, there is a bug in Dante2, if you equip a weapon with an attack power of 5 when your strength is 255, your total strength will be 5. It seems that the number added by the weapon is not being judged. If this is interfering with your game, you can subtract the number of your strongest weapon (or armor) from your highest level. In the case of my Faux Hydlide, I can clear the game at about level 16, so I leave it at that.  Use the left mouse button to increase the value, and the right mouse button to decrease it.(Note: a fix for this bug is being created)  Creating a destination for the magic item "Teleport  https://web.archive.org/web/20030313102510/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/k03.gif You can set up to five teleport destinations. Use the up and down buttons at the bottom left to change the destination. The E button allows you to enter a name for the destination, which can be up to 16 characters long. You can enter up to 16 characters, and use the arrow buttons to move the other values up or down.  Now, we need to pay attention to the positioning rules in Dante2. This is important. The map position is the coordinate of the map as it appears on the screen. The map position is the coordinates of the map on the screen, and the player position is the position on the screen. There are 28x16 characters on the screen. If you want the player to be in the middle of the screen, set the player position to 13,7. You can check the player position in the map character placement edit. The orientation of the player is 0 to 3, in order: up, right, down, left.  Create the initial data for starting the game. https://web.archive.org/web/20030313102510/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/k04.gif Set the location of the map (starting point) to be displayed at the start of the game, i.e. at the very beginning of the scenario, and what number of the palette to use for the color of the bar graph representing the player's hit points.  Creating Item Data  Dante2 allows you to create 128 different items: 0-5 are weapons, 6-11 are armor, 12-17 are shields, 18-23 are magic staffs, 24-29 are magic items, and the rest are freely configurable event items. https://web.archive.org/web/20030313102510/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/k05.gif This is the weapon edit screen. The controls are the same for all items.  Click on the name to enter the name mode (8 characters).  PRM is a numerical value (in this case, attack power), and GOLD is an amount of money, but I didn't specify it because You can't shop in Hydlide. https://web.archive.org/web/20030313102510/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/k06.gif A rather special magic wand setup. Only numbers 20 and 23 are used in Faux Hydlide. So what are numbers 18 and 19? In fact, the wand has a level that is not shown in the settings. 18 to 21 are straight bullets, while 22 and 23 are guided bullets. the lower the MP value, the faster the MP decreases. The lower the MP number, the faster the MP loss, so make no mistake. https://web.archive.org/web/20030313102510/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/k07.gif There are also special magic items: number 24 increases attack power, number 25 adds defense, number 26 restores health, number 27 sleeps (stops the enemy from moving), number 28 teleports, and number 29 shields (halves damage). Only Sleep and Teleport have an MP value of 0-255. While other items will continue to lose MP while equipped, these two items will consume the value specified here once. The PRM for Sleep is the duration of the sleep. It's a bit complicated. https://web.archive.org/web/20030313102510/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/k08.gif For event items, all you need to do is specify the amount and the message. You can make a variety of items, from herbs that restore strength to flag items for events. https://web.archive.org/web/20030313102510/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/k09.gif As mentioned in the Message Data section, the message entered here will be executed when the item is used. The above screenshot shows a Faux Hydlide resurrection potion. HP20 raises your HP limit by 20, and HR255 restores all of your health. In other words, you can create anything that uses messages that can be executed in Dante2. You can move around the map, display text, rewrite the map, and even create stores. The message "I-33" means that item number 33 (Resurrection Potion) will be reduced by one, meaning that it will disappear when you use it. If you use it well, you can even create items that can be used by consuming magical ingredients. It's amazing.  Reading map data from the palette  Specify the disk number and map number. That's it. The best way to do this is to create at least one map before creating the common data, read its palette, modify the graphics of the common data, and use the palette used for that map for all maps. |

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| **Creating Map Data** |

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| **Graphics, event characters, and other most important data** |

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| This is where you create maps such as towns, castles, caves, and fields. Maps, people and enemy characters, and events are all created here. Before creating, think about how many maps you need and what number of maps you want to create. It's just harder to play if the places you move around frequently are on a separate disk.  Creating Map Character Graphics  The map screen is made up of 256 8x8 pixel parts. The first step is to create the graphics here, arrange them on the map, and edit them here if any parts are missing.  A. This is where you can edit the selected graphic.  This is the only place in Dante2 where you can change the palette. This is the standard palette in the game: if you change the colors used for the font, the main character, or the screen frame, these colors will change every time you move around the map. If you change the colors used for the font, the main character, and the screen frame, these colors will change every time you move around the map. It would be an interesting effect to change the screen frame color for each location, but this would reduce the number of colors available for the character, so plan accordingly.  B. Normal map parts.  C. The map part superimposed on the character.  D. The map part that is displayed underneath the map part C above. For example, if you draw a tree branch in C and the ground in the same place in D, the tree branch, the character and the ground will be superimposed in that order.  The number of the currently selected map part. You should write down this number if necessary, because you will have to specify it when you rewrite the map in messages.  The sub-menus in this mode are: check superimposed characters, copy one character at a time, and help. one character at a time means that the cursor in Dante2's graphics editor is fixed at 2×2 characters. To copy a single character, left-click to select it, right-click to copy the graphics of the selected character (only on characters B through D), but note that this operation is reversed when copying a single character.  https://web.archive.org/web/20031108005426/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/m02.gif Right-click to select, left-click to copy. It's easy to make mistakes, so be careful. I can't tell you how many times I've had to rewrite this...  Creating Map Character Parameters https://web.archive.org/web/20031108005426/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/m03.gif This is the menu where you can set whether the part can be moved or not. If the part is shaded, it cannot be moved. Of course, you cannot specify this for superimposed parts.  Creating Map Character Placement Data https://web.archive.org/web/20031108005426/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/m04.gif This is the menu where you can literally create a single map by arranging the map parts you have created. This mode is probably the most fun. After all, you are creating the world yourself. Left click to place the selected parts, right click to pick up the parts on the map as selected parts. The size of the map is 128x128 characters. The scroll button is outside the screen. Yes, double right click to select the part. The map position is the upper left coordinate of the map displayed on the screen, the cursor position is the coordinate of the map unit (specified in the map rewrite message), and the cursor position is the coordinate of the player position on the map. When you exit the cave, you should note the coordinates of the map and the position of the main character on the map and cursor.  https://web.archive.org/web/20031108005426/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/m05.gif The sub-menu allows you to change the cursor size: 1 x 2, 2 x 2, etc. Change the map position: Switch between the normal map and the map for boss battles. If you have set a boss, the boss battle will start as soon as you jump to the boss map. If you don't have a boss, it will be treated as a normal map, so you can use it as a hidden room. Fill the map with the selected part. It's easier if you use this to create the groundwork first. Obstacle Check: When you create a beautiful map, you may not know where you can walk. This is a good tool to use in such cases.  https://web.archive.org/web/20031108005426/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/m07.gif  Finally, the map layout is displayed: you can see the whole map. I draw the map on a sheet of paper before making it, but if you make it as you like, you may find that the roads are not connected, or that there are gaps. This is a good time to check.  **Creation of event character graphics**  This editor is used to create graphics for people and enemies on the map. The only submenus are animation and confirmation. Graphics 0-7 from the top are for regular events (people and enemies), 8 is an optional character for bosses, and 9 is the boss itself. 0-7 can be used to create two patterns of graphics facing up, right, down, and left. Depending on the event settings, animation is possible regardless of the direction of movement. You can alternate between two patterns (such as bats), or use eight patterns for gorgeous animations.  You can also use eight patterns for gorgeous animations. Create the same pattern, two at a time from the left. The first two are for people suffering, the next two are for people dying, the next two are for people turning into bones, and the last two are for bones collapsing. Of course, you can do the same thing by rewriting the map parts, but it's easier this way. (I also used this trick in RPG Maker 3 on PlayStation.  The optional parts of the bosses cannot be animated by direction. (I used this trick in RPG Maker 2) The optional parts of the boss cannot be animated by direction. Decide how many animation patterns you want to use in the parameter editor.  Creating Event Character Parameters  This is the most important menu in the map editor, but it is even more important. This is what makes RPGs what they are.  https://web.archive.org/web/20031108005426/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/m11.gif This is how many different events can be placed on a single map. It may not look like much, but you only need to create one monster, and then you can place many more of the same. You have to make one for each person you want to talk to. The exit of the cave and the event are also used as one, so if you add too many people in the city, you will not be able to create special events. Number 62 is the option characters of the boss, and number 63 is the parameters of the boss itself.  https://web.archive.org/web/20031108005426/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/m12.gif Clicking on the event number will bring up the parameter edit screen like this, and the H button will give a brief description of each parameter. Let's look at the parameters in order.  GRAPHIC: Specify the graphic you created in the Event Graphic Editor. 0 to 7 are graphics, 8 is no graphic and is for event control only. 9 is for not executing the event, for example, if you beat the boss and want to prevent it from appearing again, change the graphic to 9 and the event will not be executed. The details will be explained in the message grammar. This parameter is not available in the options of No. 62.  MOVE: Sets the movement pattern of the event, which can be set from 0 to 59. There are 15 actual patterns, varying from 0 to 3, 4 to 7, and so on in increments of 4. The lower the number, the faster the movement speed (although in the description of MSX Magazine it is the other way around).  0-3: Does not move 4-7: Moves randomly 8-11: Repeats vertical, horizontal, and zigzag movement 12-15: Randomly moves and stops 16-19: Walks around a certain area and chases the player when the player enters the area. When the player enters the area, it chases the player. When the player leaves the area, it stops chasing the player. Stops chasing when some distance away 24-27: Usually stops, but chases when player approaches. 28-31: Usually stationary, but will chase when player approaches 32-35: Always chases player 36-39: Moves randomly, but will charge when vertical or horizontal coordinates match player 40-43: Usually stationary, but will chase when vertical or horizontal coordinates match player 40-43: Normally stationary, but will charge if its vertical or horizontal coordinates match the player's 44-47: Goes straight ahead, changes direction when it hits an obstacle (used for most of the enemies in Faux Hydlide) 48-51: Moves randomly, but will charge if attacked 52-55: Normally stationary, but will charge if attacked 52-55: Usually stationary, but will lunge when attacked 56-59: Runs away from the player  The boss's options and main body are set up separately, and the options' MOVE parameters become the boss's attack patterns: 0 for the main body only, 1 for the optional character to keep swinging from the top to the bottom of the screen, 2 for the optional character to fly in the bottom three directions, and 3 for four options to go around the main body. The boss's MOVE parameter does not work.  HP, AP, DP, EXP, GOLD: Strength, attack power, defense power, experience, and the amount of money you can get, respectively.  LEVEL: The level of the enemy character. If the character's level is higher than the player's level, the player will receive the specified amount of experience, and if it is lower, the player will receive less. This also applies to the damage calculation formula for attack festivals. Incidentally, the damage calculation formula is  Damage dealt = Attacker AP - (Defender DP)/2  You can determine the enemy's HP, AP, and DP based on the player's level and each value.  JUDGE: Whether or not to make contact with the player character. 0 means do, 1 means don't. Note that if you set 1 for an enemy, you will not be judged.  ENEMY: 0 for enemy characters, 1 for others. If you set it to 1, you will not be able to input data such as HP, but if you set it back to 0, the data you set will be restored. If you want to create a character like this, first set it to 0 to create the parameters for the enemy, and then change it to 1.  ANIMATION: When set to 0, the animation will follow the direction of movement; when set to 1 to 8, the animation will repeat the specified number of graphics regardless of the direction of movement.  SLEEP: Whether magic item sleep works or not. 0 means it works, 1 means it doesn't.  MESSAGE1: Message to be executed when the player makes contact, does not work if ENEMY is set to 0. This means that it is impossible to talk to enemies (you can force them to talk. (You can force them to talk. See the "Faux Hydlide" page for more details). If the graphics overlap even slightly, it will be executed, but if the graphics are numbered 8, it will not be executed unless they overlap completely. This means that events that move around the map will not be executed if they are buried in a wall.  https://web.archive.org/web/20031108005426/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/m6.gif The one on the left is OK, the one on the right is not.  MESSAGE2: Message to be executed when a character is defeated. Of course, it will not function unless ENEMY is set to 0.  The method of describing message data is explained in Message Data Grammar.  Creating Event Character Placement Data  https://web.archive.org/web/20031108005426/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/m13.gif The menu for placing the actual event data on the map. The operation is almost the same as placing map parts. Left click to place, right click to pick up the event, double right click to select the event. The sub-menus are almost the same. Changing the display mode changes the way events are displayed. Normally, the map parts are transparent, but when you switch to the other mode, the map parts are filled in as shown in the screen above. This is easier to see.  A maximum of 256 events can be placed on a single map.  Creating movement data for boss characters https://web.archive.org/web/20031108005426/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/m14.gif Set the movement pattern of the boss. There are only four types of attack patterns for the boss, so elaborate here to increase the variation. You can specify up to 255 points, but you don't have to use all of them. When you reach the end of a point, the game will loop back to the first point. The submenu allows you to move back one point or delete all points. After you have typed the whole thing in, do a test run to confirm.。 https://web.archive.org/web/20031108005426/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/m15.gifDuring test run  Create other parameters https://web.archive.org/web/20031108005426/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/m16.gif The top four specify which map you are connected to when you reach the end of the map. The next two specify whether or not your health will recover on the current map. It's easy to make the mistake of thinking that the lower the recovery fee, the faster the recovery. This is not explained in the game. It's terrible; you can set it from 0 to 65535, but in reality you'll only use 1 to 20. The next music number is the background music number. The next music number is the BGM number, which you should write down in music mode. If you want to use the original, specify the number of the imported BGM. (How to load it is explained in the other page).  The last map message. This is important. This is the message data that will be executed when you enter the map. In Faux Hydlide, if you have an item called "jar", it will show you the walls and holes of the dungeon, and if you don't have any items, it will add your initial equipment to your items in a type of message I am using. In Dante2, you can't have items at the start, so you have to have them in the map message. If you don't want to have more than one item, you can use flags to avoid it. See the message grammar for details.  When you finish creating the map data, it will ask you if you want to save it. Of course, you should save it, but you can also use this function to copy the entire map. When it asks you for the disk number to save, select "No". Then it will ask you where you want to save it, and you can specify the map to copy to. The first map is copied to all the maps in Faux Hydlide, because many of the characters in the game, such as Slime and Kobold, are common to all the maps. |

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| **Creating the opening and ending** |

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| **Creation of graphics and animation data** |

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| To get an idea of what you can do, check out Dante2's sample game "The Legend of Lidorune" or the opening of the game "Faux Hydlide". You can do quite a lot. It's amazing. The opening and ending are made the same way.  Creating the graphics  For the graphics, you can use two 256 x 208 pixel screens, and you can choose from two graphic data sets to animate them. It doesn't have to be a full-blown project, so it's a good idea to start with a storyboard. If you start without a plan, you will run out of space to draw graphics. If you don't have a plan, you will run out of space to draw graphics. This is what happens when you make a random game. (Later, I realized that I should have split it into two pieces. https://web.archive.org/web/20020619102828/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/d1.gif The tools, from left to right, are Exit, Undo, Freehand, Straight Line, Box, Fill Box, Fill, Zoom, and Copy. The palette is on the right. The number in the lower left corner is the coordinate of the cursor. https://web.archive.org/web/20020619102828/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/d2.gif When you use the magnification tool, you will see the familiar screen. The operation is exactly the same; click END to return to normal mode.  The color of the cursor on the screen is strange because we ran out of colors and had to change the color to black in palette 1.  Creating an animation  https://web.archive.org/web/20020619102828/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/d3.gif This menu allows you to decide how to display the graphics you have created. If you are not familiar with it, it is difficult to understand what you are doing, but it is an excellent tool. First, you need to initialize the data.  To open up the pointer position, create a blank space at the current pointer position and shift the subsequent data one by one. If you leave the space blank, the END command will be set there, so select the necessary command from COMMAND.  If you want to shift the pointer position, delete the command at the current pointer position and shift the following data one by one.  The cursor step setting... I'm sorry, I'm not sure. I guess it specifies the number of steps to display from the pointer, which I'll explain later. Well, you can make it without using it.  To move the pointer, you can move back and forth by one step or move to the first pointer. You can use this to select the point to change.  Show from Pointer is a test display. Each click displays the next step. Right-click to exit the test display. When you return to the normal mode, the pointer will be the one that interrupted the test display. It is easy to see that you can use this to correct the problem.  The commands below are the actual commands to specify the animation.  END: Ends the demo.  SET: Specify the graphics and set the display position.  WAIT: Sets the time to pause the command. (Unit: 1/10th of a second)  CLEAR: Clears the screen.  SET PLT: Sets the color palette.  FADE PLT: Fades the color palette in and out.  Now, here's what you see in MSX magazine. I have no idea. I'll show you how to actually make it.  The first step is to set up the palette. If you don't set this first, the demo will start with the palette in its default state. If you don't specify this, the palette will still look the same in the test display, but in the actual game, the colors will be messed up. If you want to use graphics from Graphic 1, specify GRAPHIC1. If you want to use graphics from Graphic 1, specify GRAPHIC1. black and white will change the entire palette to black or white, and the CLEAR and SET commands will make it visible from the top of the screen. If you don't want to do that, you can set the palette to BLACK, use SET to place the graphic, and then set the palette to GRAPHIC1, which will appear on the screen instantly. The FADE PLT command works in the same way, to facilitate palette changes. https://web.archive.org/web/20020619102828/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/d5.gif Now we will use the SET command. First, select one or two graphics you want to display, and then use the cursor to specify the range to display. Click to start the selection, and click again to confirm. https://web.archive.org/web/20020619102828/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/d6.gif Move the cursor to determine where you want to display the graphic. The graphic position displayed in the previous step is shown, so click on it while looking at it and the coordinates below to decide.  When you click on it, you get a screen like this. This is a logical operation, which specifies whether or not to hollow out the palette 0 portion of the graphic data: IMP displays the selected graphic as is, while TIMP overlays the palette 0 as transparent. https://web.archive.org/web/20020619102828/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/d4.gif If you're not sure, check the test display. This is a technique that I used in Faux Hydlide, but if you repeat the SET command at a location where you are moving a large graphic, you will be left with a wreck after the move. This means that you have to erase the part of the graphic that is not the destination. If you use the CLEAR command at that time, the screen will flicker. In this case, since the logo moves 8 pixels at a time, we select an extra 8 dots at the bottom of the graphic size. In this way, the graphics can be moved only by the SET command. (However, it is meaningless because the movement of the graphic is skipped and displayed when it is done with the emulator. |

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| **message data grammar** |

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| **Instruction table from message data input method** |

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| One of the most frustrating aspects of RPG tools, not just Dante2, is the ability to understand message commands. Most of the RPG tools for the PlayStation and Windows have only the same functions. That's the basic idea. The more things you can do, the more complicated the message data becomes. If you look at it from that point of view, Dante2 is still on the easy side. The more you use it and test play it, the more you will understand.  Grammar  First of all, you need to learn the grammar. Some people's brains go on strike when they hear the word "grammar" (like me), but it's just a little rule. However, Gichon and MSX Magazine's explanation is a bit unfriendly. Why don't I explain it in detail with some examples?  The basic rule is  condition/command{text}$...\  This is all there is to it. If it gets a little more complicated  condition/command{text}$ condition/{}$ /command{}$  This is all there is to it. As you can see from the above two examples, the five symbols /, {, }, $, and \ cannot be omitted. If you don't observe this, you will get a bug. pressing F4 is convenient because "/{}$￥" (Note: on Japanese MSX「／｛｝＄￥」) entered them together. It is all right even if these symbols cannot be typed on the emu.  There is a debug function in the message editor, and when F5 is pushed, grammatical debugging is done. It is only a grammar check. When you finish typing a message with F1, it looks like it's checking for you, but it's just checking if there is a \ at the end of the sentence. You can always make a mistake when you get used to it, so be sure to debug it even if it is a pain.  To explain the symbols, a condition is a condition, such as whether a flag is raised or whether an item is held. The / is the punctuation line between the condition and the command to be executed. It must be placed before the command even if there is no condition. The command is where you write the statement to be executed, as we will see later. {} is where you put the text. This is where you put conversations in the game. You can't omit {} even if there is no conversation. The $ character is a message separator. This must be placed before moving on to the next condition. The $ symbol is the end-of-message symbol. Here's an actual example  Condition / P0, 0, 9 F-1 B {&1%20 Oh my God! #What have I done?} $ / {}$\  The message is always read from the beginning (except for the S command). First, check the conditions. If the conditions are met, change the graphics of event 0 to 9 (P0, 0, 9), turn off flag 1 (F-1), execute the map message (B), display the conversation, end the message because there is $. If the condition is not met, the commands from / to $ are ignored. If the condition is not met, ignore the commands from / to $. Then jump to the next condition. The next condition is the second / in the above text. In other words, no condition. There is no command after that, so the message is terminated. In other words, this message is  If the conditions are met, the P, F, and B commands are executed, and the text is displayed; if not, nothing is done.  You can have as many conditions as you like. You can have as many conditions as you want, but since the judgments are made in order from the top, the later things happen in the story, the more conditions must be placed at the top. It is also possible to set multiple conditions (F1F2I23G50/ for example). This is where I usually get stuck. If the conditions are met and the command is executed, the message will terminate there. In other words, in a message like condition 1/・・・$condition 2/・・・$condition 3/・・・$\, even if all conditions 1-3 are met, only the message for condition 1 will be executed. The more flexible the game is, the more complicated it becomes to fulfill the conditions (in this example, some people will fulfill condition 1 and then condition 2, while others will skip condition 1 and fulfill conditions 2 and 3). You have to consider all the possibilities and fulfill the conditions. If you don't want to do that, make it so that you can't get this item until you get that item. If you don't like it, you can make it so that you can't get this item until you get that item. (The map message in map 1 of Faux Hydlide is very conditional, because you can take the cross, vase, and jewel in any order. Therefore, it is assumed that taking the jewel = taking the urn and getting the key, and the conditions are ranked and judged as "taking the jewel, taking the cross and the urn, taking the urn, taking the cross. The later the condition, the faster it is met. If you put "taking the cross" second, you will not be judged as having both the cross and the urn. Map messages often contain instructions to rewrite the map, so if you have a problem like "The item I took isn't gone! (If you have a problem like this, you should check the conditions in the map message.  Also, be sure to use capital letters for commands. Oops, I forgot. In the example above, the symbols in {}, &, %, and # are special symbols. & is the display mode: 0 for batch display of the text, 1 for display of one character at a time. If it is not specified, it is set to 0. % is the number of characters in the horizontal direction. This means that you can specify the width of the window in which the conversation will be displayed between 1 and 24 (what happens if you set it to 1?). The # character is a line break. In other words, these three symbols and {} cannot be used in a conversation. If you really want to use them, you have to create a graphic for a non-essential character such as "�".  List of message commands   |  |  | | --- | --- | | **How to set the conditions** | | | Setting conditions by item | **I Item Number**  Item number: 0 to 127  Condition setting to check whether or not the item specified by the item number is held.  Example: I4 | | Setting conditions by flags | **F Flag number**  Flag number: 0 to 127  A flag is a marker to control the progress of the game. If the flag specified by the flag number is on, the command will be executed. For example, if you want to change the content of the conversation between the first and second conversations, the first conversation will have flag 1 turned on, the second conversation will have a different conversation if flag 1 is on, and the first conversation will be the same if flag 1 is off. If you want to use the condition "whether or not you performed X", you can use it. If you don't take note of what you used what flag for, you'll get into a lot of trouble.  Example: F1 | | Set condition by map | **M disk number, map number (, X, Y)**  Disk number: 1-16 Map number: 0-9 X: Map X-coordinates Y: Map Y-coordinates  Condition setting based on the current location of the player. It is not used in normal conversation messages. If you set this condition in the message command of an event item, you can create an item that only works when used in a certain map (coordinate). X and Y in parentheses ( ) can be omitted.  Example: | | Set by Player's Choice | **S parameter number**  Parameter number: 0 to 9  This is a conditional setting for deciding which command to execute based on the parameter number selected by the player through the selection command (see below). It is useless unless used in combination with a selection command. Cannot be used in combination with other conditions. The grammar is as follows  S0/...$ S1/...$ / {Want to die? S{YES,NO}{}$\  If you don't put the condition S at the beginning, the part without the condition will be executed. It is easy to make mistakes in this area, so be careful.  Example: S0/...$ S1/...$ / {Want to die? S{YES,NO}{}$\ | | Set condition by money in possession | **G Number**  Number: 0 to 65535  Executes a command if the amount of money you have is greater than the specified number. Used for stores, buying and selling items, etc.  Example: G200 | | **How to set up the command** | | | Item Manipulation Commands | **I mode Number**  Mode: + Get the item specified by the number.  　　　 - Discard the item specified by the number  Number: item number 0 to 127  This command handles getting and throwing away items specified by numerical values. Note that when you get an item, the price of the item will be automatically deducted from your money. Useful for building a store.  Example: I+2 | | Flag Manipulation Commands | **F mode Number**  Mode: + Turn on the flag specified by a number.  　　　 - Turn off the flag specified by the number.  Numeric: flag number 0-255  This command turns on or off the flag specified by a numerical value. It can be used in various ways, such as to determine whether or not "X" has been done.  Example: F-1 | | HP Manipulation Commands | **H mode Number**  Mode: + Adds a number to HP.  　　　 - subtract value from HP  　　　 P Add number to maximum HP  　　　 M Reduces number from maximum HP.  　　　 R Set HP to the value of maximum HP (number can be omitted)  Value: 0 to 255  A command that manipulates HP (physical strength); can be applied to HP recovery items, poison swamps, etc.  Example: HM10 | | MP Manipulation Order | **M mode Number**  Mode: + Add a number to MP.  　　　 - Reduce MP by a numeric value.  　　　 P Add numeric value to maximum MP.  　　　 M Decrease numeric value from maximum MP.  　　　 R Set MP to maximum MP value (number can be omitted)  Number: 0 to 255  This command manipulates MP (magic points), and can be used with the H command to create an inn.  Example: M+50 | | EXP Manipulation Order | **E mode Number**  Mode: + Adds a numeric value to EXP.  　　　- Decreases the numeric value of EXP.  Numerical value: 0 to 65535  This command manipulates EXP (experience value). If you use this command to manipulate the experience value, the level will change accordingly. It is also possible to create enemies that decrease your level when defeated instead of experience. Example: E+20 | | GOLD Manipulation Order | **G mode Number**  Mode: + Adds an amount to GOLD.  　　　- Subtract an amount from GOLD.  Value: 0 to 65535  An instruction that changes the amount of money in your possession. | | Rewrite Map Character Location Data Order | **CX coordinate, Y coordinate, map character number**  X coordinate: Specify the coordinate of map unit.  Y coordinate: Specify the coordinate of map unit.  Map character number: 0 to 233  This command changes the map at the position specified by the coordinates to the pattern specified by the map character number. Even if this command is executed, only the map placement data is changed and the screen display is not changed. The map display is changed only by executing the command to rewrite the screen (D). The reason for this mechanism is that it makes it possible to change a lot of placement data and rewrite it all at once. Also, if you move to a different map after the rewrite and come back, you will be back to the state before the rewrite. Therefore, it is appropriate to put this command in the map message. It is also possible to move to another map and return to the previous map. | | Map Move Instructions | **W disk number, map number, map position X, map position Y, player position X, player position Y, player direction**  Disk number: 1 to 16 Map number: 0 to 9  Map position X: Specify coordinates of map unit  Map position Y: Specify coordinates of map unit  Player position X: Specify coordinates of player position  Player position Y: Specify coordinates of player position  Player direction: Up = 0, Right = 1, Down = 2, Left = 3  Command to move the player to another position. Use this command to move the player within the same map, to another map, or to a boss character map. | | Teleport Destination Manipulation Instructions | **R mode Numeric**  Mode: + Remember the destination specified by a number.  　　　　- Forget the destination specified by the value  Value: 0 to 5  This command turns on and off the destination set in the teleport magic destination setting in the common data creation. If the destination has not been set in the common data, this command will cause a bug. | | Character Auto Move Instructions | **A Character number, movement direction**  Character number: 0-61, 64  Direction of movement: Up = 0, Right = 1, Down = 2, Left = 3  This command makes the specified character walk automatically. 0 to 61 specifies the event character, 64 moves the player character. Events with graphic numbers 8 and 9 cannot be moved (if you must, create a transparent graphic and assign it). Multiple movement directions can be specified. For example, A00112223303. If there is an obstacle at the destination, you cannot proceed. If you want to move only by stepping, you can do so by using the map rewrite command. | | Select Commands | **S {parameter 0, parameter 1, ..., parameter n}**  Parameter: string of up to 16 characters  　　　　　　　The number of parameters can be from 0 to 9, i.e. up to 10.  When this command is executed, the set parameters will be displayed and the player can select them. When the selection is completed, the conditional command S in the same message is executed. | | Execute Ending command | **Z**  Runs the ending demo. Naturally, you can't go back to the game after executing it. When you type this command, the game is complete. Hit the Z key as hard as you can. | | Change Music Order | **JM Music Number**  Music number: 0 to 19  This command changes the background music, and cannot be set to turn off the background music. | | Change Palette command | **JP palette number, R, G, B**  Palette number: 0 to 15  R: Specify the red color in the color palette in the range of 0 to 7  G: Specify the green color in the color palette in the range of 0 to 7  B: Specify blue for the color palette in the range of 0 to 7  Command to change the specified palette. Of course, once you leave the map, it is reset. | | Execute Map Message command | **B**  Call a map message from a normal message. Dante2 does not have event transfer commands like RPG Maker for PlayStation 2 (i.e., you can move an event character and then transfer the command to another event to move that event). In other words, in Dante2, you can't have people in the city walk around and then the main character moves back), but map messages can be transferred. If you want to have a long automatic event like in Final Fantasy, you can use this command to go to the map command and move the character around as much as you want. Note that there is a limit on the number of characters that can be entered in a message.  If you use this command in a map message, it will cause a loop, so don't mistake it for the D command. | | Rewrite Screen command | **D**  This command is used when you want to display the screen after executing the map character placement data rewrite command (C). This should also be placed in the map message. Rewriting by map message takes time. The slight freeze after moving the map is due to the execution of the map message. When you go out from the key cave to the Roper's Labyrinth in Faux Hydlide, you can clearly see the map being rewritten. You should try to prevent this from happening. | | Manipulate Character Parameters command | **P Character number, parameter type, and setting parameters**  Character number: 0 to 63  Parameter type: 0 to 11   |  |  |  |  | | --- | --- | --- | --- | | Value | Description to be changed | Value | Description to be changed | | 0 | GRAPHICS | 6 | GOLD | | 1 | MOVE | 7 | LEVEL | | 2 | HP | 8 | JUDGE | | 3 | AP | 9 | ENEMY | | 4 | DP | 10 | ANIMATION | | 5 | EXP | 11 | SLEEP |   Setting Parameters: See Event Character Parameter Creation page.  Commands that change the parameters of a specific character. This is a command with infinite possibilities.  It can be as simple as preventing a boss character from appearing, turning the townspeople into enemies, or extinguishing candles, or it can be as complex as making the enemies around you stronger by defeating the boss of the pack, making the townspeople run away at once, transforming enemies into Super Saiyans, or returning stolen money by defeating an enemy. You can do amazing things depending on how you do it. Of course, the game resets when you move around the map. | | Flash Screen commands | **JF pallet number**  Pallet number: 0 to 15  Flashes the specified palette for a moment. It is so instantaneous that you can't even tell if it has been executed or not. It is better to use this command several times in a row or with sound effects. | | Shake Screen command | **JQ**  A command that shakes the screen for a moment. | | Sound Effects Commands | **JS Sound effect number**  Sound effect number: 0 to 19  Command to play a sound effect. |   **Tips/Q & A**  Take notes. In particular, writing down the order of priority of conditions on a piece of paper will make it easier to understand. Also, test play the game.  Here are some examples of messages that are commonly used in any game.  **Map Movement**  This is the most commonly used message. The event graphic is set to 8, and MESSAGE1 is set to "/W1,0,50,70,13,7,2{Entering the weaponshop.} $¥" That's it. You don't need to write any text. The last three numbers, 13, 7, and 2, refer to the state where the screen is facing down in the center. You use them often. To move from the normal map to the boss map, use something like "/W1,0,0,130,13,7,0{}$¥". The coordinates of the boss's map are X0 to 27 and Y130 to 145.  Store  This is a bit complicated. Of course, you put the command in MESSAGE 1. It doesn't matter if the graphics are from the store or number 8. Whatever you want.  The following is copied from MSX magazine.  S1I0/{I already have this sword.} $.  S2I1/{I already have this sword.} $  S3I2/{I already have this sword.} $  S1G100/I+0{I got a broadsword.} $  S2G400/I+1{I got a longsword.} $  S3G2000/I+2 {I got a longsword+1.} $  S1/{The old man at the weapon store: "Dear customer, you don't have enough money!”} $  S2/{The old man at the weapon store: "Dear customer, you don't have enough money!”} $  S3/{The old man at the weapon store: "Dear customer, you don't have enough money!”} $  S0/{The old man at the weapon store: "Dear customer, are you just window shopping?"} $  S0/{The old man at the weapon store: "This is the weapon store."} S{Don’t buy., Broad sword 100G, long sword 400G, Long sword+1 2000} {} $ \  This is a pain in the ass, but this is the message data for the weapon shop. In order from top to bottom, this is the process when you already have the selected weapon (you can't have more than one piece of the same equipment in Dante2), and when you have enough money for the selected weapon. The amount of the item is subtracted when the I command is executed, so there is no need to specify it. There is no need to specify the amount of money in the next condition, because Dante2 cannot determine that the amount of money is lower than the conditional amount, and if the amount of money is enough, the previous message to buy the item will be executed. If the amount is not enough, the previous message to buy is executed, so the amount condition is not necessary. Notice that I did not omit the {} after the S command in the last line. It's easy to forget, so you just have to remember that the message ends with {}$¥ no matter what. But it's a pain in the ass. This is a common RPG type of store, and it would be much easier if we had a store like in Dragon Slayer 4. It's all about ingenuity.  The grammar of the message is as I have explained at length, but irregular grammar is also possible as long as you follow the rule of not omitting anything.  F0/G+100 {text}$￥  F0/{sentence}G+100{}$¥  These two sentences have the same effect, but the difference is whether the money is received before or after the sentence is displayed. As long as the last sentence ends with {}$¥  If you end the sentence with {}$￥, you can create long sentences such as /P0,0,9F+1B{text}JS0JQ{text}H-100JF0JS0{text}{text}$￥  By the way, if you continue with {sentence}{sentence}, the conversation display window will be reset and a new window will open. This can be used to direct the conversation of another person.  Lastly, I will post a simplified version of the Q&A that appeared in MSX Magazine.  Q1 I don't know how to set conditions.  The conditions are determined from the beginning of the message. If the condition is not satisfied, it will jump to the next condition.  F1F2/I+30{}$  F1/I+31{}$  F2/I+32{}$  /{I won't give it to you}$\  In this example, if two flags are present, you get item #30; if only flag 1 is present, you get item #31; if only flag 2 is present, you get item #32. If neither flag is present, you will be told "I won't give it to you".  **Q2 I don't understand the meaning of flags.**  If you want to add conditions other than those that can be determined by items, money, map position, or selection commands, you can use flags. Conversely, you can use the I command for conditions such as whether you have taken an item or not. For example, if you want to talk to an elder and get an item from him, you can say "/F+1{text}$¥" to the elder and "F1/I+15{I'll give you this.} $/{I won't give you anything.}$¥" to the person. When you are not talking to the elders (flag 1 is off), the message "I won't do anything for you." is displayed, and when you are talking to the elders (flag 1 is on), the message "I'll do this" is displayed and you get item 15. When you are talking to the elders (flag 1 is on), it will say "I'll give you this." and you will get item 15.  Q3 The character parameters I rewrote are back to normal.  Read the manual. First of all, the map rewrite command itself only temporarily changes the data of the current map, not the map data on the disk (obviously). Therefore, if you move the map and load the disk, the map before the change will be loaded. If you want to avoid this, you can use map messages. A map message is a message that says it will be executed when you move to that map, so you can execute the map rewrite command there. Of course, you need to set a condition with a flag or something.  Q4What is an event item?  Items number 30 and onwards are assigned as event items. They can be used for a variety of purposes, from simple consumption items such as medicinal herbs, to important texts, to stone tablets that split the ocean. For example, to make a medicine for item 30, you can use "/H+50 I-30 {}$￥". When used, the command entered in the MESSAGE will be executed. If you don't specify anything in the MESSAGE, you can use it instead of a flag, but since you can only have 24 event items at a time, it would be a shame to use it as a flag. For example, if you put "/P0,1,56{}$¥" on the item "smelly clothes", it will cause the character with event 0 to run away. If the condition is set to M1,4, it will only work when used on Map 4 of Disk 1. You can also make something like "Holy Water" from Hydlide 3 that will break the seal if you use it in a specific location. Also, this is a backdoor trick, but if you put in an ungrammatical message like "/GJ?{} $" you make a joke item that bugs when you use it.  Q5 The boss I defeated once appears again. That's great!  The boss character appears automatically when you go to the boss map. Therefore, even if you defeat a boss once, the boss will appear again when you come back. There are two ways to avoid it. Put a command to turn on the flag in MESSAGE2 of the boss itself, event 63. If the flag is on in the map message, P63, 0, 9 will be executed. That's it. If it still comes up, set the flag in MESSAGE2 and then put B to execute the map message immediately. The other way is to do the same thing up to the point where the flag is set, and then devise a message that prevents the player from moving to the boss's map. That's how I do it in Faux Hydlide.  Q6 I want to remove the walls on the map during the game.  Read this page again from the beginning. For a simple explanation, type "/F+0B{}$¥" in the event message. In other words, set the flag and then execute the map message. Then write "F0/C50,30,25C51,30,25D{}$¥" in the map message, and the map message will rewrite the screen. Got it? This page is too long. |

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| **Other** |

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| **Other features of Dante2, how to make it, etc.** |

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| **Creating frame data**  The editor is exactly the same as the one in the demo. When you create data disk 0, you will find a screen frame, a frame where gauges, etc. are displayed. Let's create a nice screen frame based on it.  Loading graphic data  Opening graphics, ending graphics, and frame data can be converted from graphics data recorded in BSAVE format. If you have a graphics tool that can save in BSAVE format (such as DD Club), you can use its advanced features to create amazing pictures. If you have a graphics tool that can save in BSAVE format (such as DD Club), you can use the high performance features to draw amazing pictures. However, drawing with just the Dante2 editor is also very nice. I'm used to it.  Loading data created with MuSICA https://web.archive.org/web/20020619103743/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/m1.gif MuSICA is MSX Magazine’s most powerful music tool. Only PSG, SCC and FM sound sources are supported. Faux Hydlide uses only PSG because of the low reproducibility of the FM sound source depending on the emu (note: this is no longer true). It is not a corner-cutting by any means. The concrete way makes a tune with MuSICA first. From disk mode, select BGM SAVE (#5). The amount of data for normal BGM is limited from B700 to C6FF, for opening and ending from A700 to C6FF, and for game over and level up from B700 to BAFF. If you get carried away and make level-up music that's about a minute long, it's useless. When you save the game, it will ask you for the address, so specify B700 for BGM, Game Over, and Level Up, and A700 for Opening and Ending. Enter a file name and save. From here, enter Dante2 MuSICA data loading mode and select the song type.  https://web.archive.org/web/20020619103743/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/m2.gif When you see this screen, type in the file name you just saved and .BGM (don't forget the file extension). Follow the instructions on the screen and insert the disk where you saved the BGM data. If it's BGM data, it will ask you which disk you want to save it on, and then you can specify the BGM number. If the file name is wrong, it will not work. If you can't do it, the file name is wrong or the address is wrong when you used MuSICA to save the BGM.  About Option Mode  OPTION menu at the bottom of the title screen. There are utility menus other than editing.  https://web.archive.org/web/20020619103743/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/o1.gif Screen position correction: Corrects the position of the screen. Pointless on emulators.  Music test: Listen to sample songs.   There are two composers, but I don't think Yoshida's music is very RPG-like.  He's the one who makes the BGM for the Yoshida series. The hi-hats are tick-tock noise. A guy named Kitagami is the guy who did the music course at MSX Magazine.  Sound Test: You can listen to 20 different sound effects. Not many. https://web.archive.org/web/20020619103743/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/o3.gif Create a data disk: Create a disk to actually make your own game. Of course, you can modify the sample disk, but in that case, keep a copy of the sample.  https://web.archive.org/web/20020619103743/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/o4.gif  Specify the disk you want to create like this.  Create a sample game disk: Create data disks 00 and 01 of the sample game "The Legend of Ridlorn". The game is very complete for a sample, so you should try it at least once to study. It also uses some pretty nifty tricks.  Back up your data disks: Literally. Even if it's a hassle, you should do it often. Especially if you're working on a real machine, it's easy to have disk errors after a long time, so back up the actual disk to an image at the end of the day. No, really...  Create MuSICA system disk: MuSICA is included in the first issue of MSX Magazine Disk Communication, but this disk is a pain in the ass because it has to be loaded several times before MuSICA starts up. This menu allows you to create a MuSICA stand-alone disk. You need to prepare a formatted disk.  What do I make it about?  Of course, there is no such manual, but if you want, I'll show you how I made mine.  1 Think: Of course. Of course, you need to think about the story and ideas, but the more you know about Dante 2's features, the better your ideas will be. Like if you are making a feature film, write down the story in bullet points.  2 Think more deeply: I'm talking about the system here. How many maps do you need for the story, what items do you need, what kind of enemies do you need, what kind of conversations do you need, what flags are assigned to what numbers? Of course, some of these things can be decided while making the game, but it's better to have a structured outline than a haphazardly created one.  lhttps://web.archive.org/web/20020619103743/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/samp1.jpg By the way, this is a memo I used for Faux Hydride. It's just one sheet. It's the worst. You should write in a space with more room. There's no more room for notes. It's so hard to see. https://web.archive.org/web/20020619103743/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/samp2.jpg This is the first field section. Notice how map 0 and map data 5 are planned to be the same thing. Map 5 is the map where the slime turned into hyper. On the map, you can see what event number is used for the entrance to the cave, the coordinates on the map, and the part numbers to rewrite.  It's really hard to see.        https://web.archive.org/web/20020619103743/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/samp3.jpg This is a memo of the enemy parameters. I made a memo of the enemy parameters for each map, because the same enemies tend to appear on different maps in Hydlide. I wrote down the same data for each map, but since I changed the balance so many times, I don't know what it says. You should write these data down on a larger piece of paper.  3 Create the player character and the first map: As I explained, first create one map and fix the palette. Use that palette to write the main character. Create only 0, 1, 2, 3, and 4 maps; 5, 6, and 7 are copied after they are completely created, since the events and terrain of the maps are almost the same.  4 Create all the maps: This is, of course, because Hydlide is a game with a small number of maps. In the case of a full-length game, I would make a certain amount of flow, test-play, fix, test-play, fix, continue, and so on. It's normal to test-play using saved data, but in some cases, you may have to drastically change events (especially flags) before saving. You can start over from the beginning, or if it's too much work, you can tweak the initial data, or you can create an event that turns on all the flags that were originally turned on when you touch it, and then touch it to continue playing. Of course, be sure to delete any temporary events before completing the game.  5 Create all events and test play: This is a test play to see if the events work properly. Keep the enemy parameters at their lowest or highest initial level and just focus on checking the events.  6 Determine the level-up data and test play: If all the events seem to work correctly, adjust the game balance and enemy strength. This is the basics of Tucool. But for RPGs, it's better to say, "It's too hard”. In RPGs, the author knows the map. In RPGs, the author knows the map and can proceed in the shortest possible distance, but players who don't know the map will get lost. In the meantime, the author will gain experience in unexpected places. You can assume that you'll be above the level you're supposed to be at (in fact, in Faux Hydlide, you're supposed to kill bees and gain experience until you're level 3 or so, when in fact you're suddenly dealing with zombies. (Depending on how you do it, you can beat a vampire at level 1.  7 Make the parts I haven't made yet (frames, demo, etc.) and it's done.  That's about it.  I've never drawn pixels in my life.  I'm an art college graduate, so I'll give you a few simple tips.  First of all, you only need three colors to draw a three-dimensional picture. Dante2 can only use 16 colors, so you'll have to use at least 3 colors.  This is what a sphere looks like when drawn with four colors. From lightest to darkest, highlights, object colors, shadows, and reflected light. Reflected light is nearly impossible to express with six pixels from 16. But if you have highlights and shadows in the basic colors, you can create a three-dimensional image. Of course, you also need to know which way the light is coming from, but if you don't know, just assume it's coming from the side.  https://web.archive.org/web/20020619103743/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/s1.gif This is a sample. It is the worst.  First of all, draw a picture using the true colors of things.  If you think it's difficult to fit in 16x16 dots, take screenshots of Ys, Tower of Druaga (not the MSX version), Hydlide, etc. with an emulator and observe. You'll learn a lot.  https://web.archive.org/web/20020619103743/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/s2.gif Then add shadows.  If you stop at this point, it will look like a db-soft picture.  This doesn’t make it feel like a robot.          https://web.archive.org/web/20020619103743/http://naramura.kdn.ne.jp/msx3/const/kaisetu/dante2/s3.gif Highlight, outline in black.  Move the hands and feet back and forth, and you're done.  It's a real robot superhero. \*Cough\*  Of course, if you consider that you can only use 15 colors per map, and that there are fixed colors for frames and players, you can think of about 7 colors you can actually use. The trick is to choose colors that can be used for highlights and shadows, and to focus on colors for enemies and backgrounds to make the image look consistent (Xanadu uses only blue and yellow for backgrounds, and red, white, and black for characters). I like the idea of creating something with fixed colors, and then adding the colors you really want.  Also, if there is too much difference in the gradation (in this case, the change from highlights to shadows), it can cause color fogging. In the case of the robot superhero above, the light blue looks a little too bright. The solution is to make the light blue a little whiter or the blue a little brighter. Similarly, haloing is something to watch out for. If you put bright colors next to each other or complementary colors (red and green, blue and orange, yellow and purple) next to each other, the colors will look blurred. This is also not easy on the eyes. There's no way you can learn to draw pixels from a page like this, so let's take a look at a real game.  What can you do and what can't you do?  Here is an example of what Dante2 can and cannot do. If you have any questions, I'll add them.  **Is it possible to make the background music silent?**  Yes, you can, by creating a silent background music in MuSICA and loading it from Dante2. I use it after defeating Varalis in Faux Hydlide.  **Can you make a forced adventure game?**  You can if you try hard enough. You can make a single picture using map parts. You'll have to read the disk every time the scene changes, though. I'm sure the message data is not half bad either. You don't have to go that far to make an adventure like Shalom. You can also use map parts to display the faces of the characters you're talking to, a technique often used in RPG Maker 95.  **I want to change the protagonist in the middle of the game.**  This is not possible. If you want to change the main character in the middle of the game, you can use the same graphics and change the palette depending on the story, like in Popolon and Aphrodite from Maze of Galious.  **I want to make a shooting game.**  You should use Yoshida Konzern. But if you're creative, you can probably make a shooter like Xak.  **I'd like to create a summoned beast.**  Admit that you're using the MSX. If you really want to do this, you can only rewrite the map parts in the event and have it power up the player's level.  **How can I make the enemies talk to each other?**  Yes, you can. Of course, you can't do that if you play the game normally. The easiest way to do this is to blend in a character with an enemy graphic and an ENEMY parameter of 1. If you want the character to attack after the conversation, put a command in MESSAGE 1 to change the ENEMY parameter to 0, and the character will change into an enemy character after the conversation.  **Can I make the boss character talk to me?**  Yes, you can. For now, try clearing the first map of the sample game "The Legend of Lidorune". You will find the answer. All you have to do is create the same map data as the boss character, and add dialogue to the event character in graphic #8 as if he were speaking. You can't do what I asked above.  **I want to make a time-limited event.**  You can't. Dante2 doesn't have a command to control time. If you want to limit the number of steps, you can do it. To do so, we need to make the game not use GOLD. To do this, we need to make the game GOLD-less. We need to put events on the floor that give +1 GOLD when stepped on. Put an event on the floor that gives you +1 GOLD when you step on it, and another event that gives you -255 when you reach a certain amount of GOLD. There you have it.  **I want to make a dance competition event.**  You can do it if you want to. First, make a character that doesn't move. Put a bunch of them in a row. Change the character's MOVE parameter in the event, or use an auto-move event to move it. The auto-move event, in particular, seems to work only for one character, but since you specify the event number, it will work the same if there are other characters with the same event number. It should.  **I want the main character to just turn around and not move in the event.**  Yes, you can. The auto-move event does not have a setting to change only the direction of the character, but if there is an obstacle, the character can change only the direction without moving. In other words, all you have to do is replace the map part with a non-moveable part before the auto-move event.  **Well, can't I just move backwards?**  No, you can't. Do you really want to? If you really want to do it, you can make a superimposed part with the parts of the ground where the main character is standing. In other words, make it invisible by overlaying it on the main character. After that, make a backward facing map part for the main character and rewrite it one step at a time. That's about it. But there are other ways to make the main character disappear from the screen.  **Pika?**  Drop dead.  **I want to display text in the opening.**  Yes, you can. But you have to write the graphics yourself. That's how It’s done in both the sample game and Faux Hydlide.  **I want to weave a 3D dungeon into the mix.**  I don't know what you're talking about. Go play Contra. That's a hint.  **I want to make multiple endings.**  Why don't you just make it? You can only make one ending demo. You can make an ending with a small event before the demo. Otherwise, the message will say "Disk 00 is required, but please insert disk 99" and put another ending in the common data disk which is disk 99.  **I want to make fake ending.**  You mean like the fake ending to Nobita's Adventure to the Magic World? (I love it.) Give it up. As with the question above, it's about creating an atmosphere that looks like the end of an event.  **I'm going to make a kind of Final Fantasy 8.**  May you have an eternal itch and very short arms. But I'm personally interested, so announce it before the Windows version, in 2D. |

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| **How does Faux Hydlide do it?** |

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| **It was too much to ask in the first place...** |

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| I'm going to show you some of the difficulties and difficulties in recreating Hydlide in Dante2, which is a Ys type RPG.  The basics of treasure chests, caves, switches, warps, etc.  These are not reckless or anything, they are the basics of Dante2. If I had to say anything, it would be the treasure chests and caves. At first, I made treasure chests out of map parts (you can still see the remnants of them in the map data). When I took them, I would delete them with a map message. But at first, this didn't work. Then I realized something. There are a lot of fake treasure chests in the cave with the key, and it would be a huge hassle to delete them one by one. It's also a waste of flags. If you go to the desert map, you will see a tomb on the other side of the river. Yes, you're taking gems, but there's a treasure chest! So I changed all the treasure chests to event characters. So I changed all the treasure chests to event characters, so you don't see any wizards on the first map. The fun thing about both Hydlide and Tritorn is that you can see powerful enemies on the other side of the world that you can't get to yet, and that's exciting. If I could, I wouldn't have turned off the wizard...  　And then there's the cave. In Hydlide, the cave is completely dark unless you take the item called the Eternal Lamp. I could change the palette to make it darker, but I've already shared a lot of the palette with my little Hydlide. What to do? I copied the entire map with the caves and filled the map parts with black. After that, it's up to the item to determine which map it will jump to. It's a gorgeous way to use a map.  　I had a hard time with the closing wall in Varalis Castle. In Hydlide, it's easy to make the walls close when the screen changes. However, Dante2 is a scrolling type. I had no choice but to put a message that the wall would close when you exit the passage. But it wasn't that easy. The wall opens when you break the tomb, stays open if you don't have the gem outside, and closes again if you have the gem. See Event 30 in Map 1 for the solution. I tried to use the flags of destroying the tomb and closing the door to my advantage.  In terms of graphical problems, I'd say the overlapping.    　 In terms of graphical problems, I'd say the overlapping.  I tried to use flags of destroying the tomb and closing the door to my advantage. I'd say the overlapping is my advantage.  Unreasonable and ugly parts  There's a lot of forcing. Let's go through them in order.  　First of all, how do I cover up the specifications of Dante2? First, money. There is no money in Hydride. But it keeps showing up on the screen. So what to do? I had no choice but to use the number of fairies. Now that I think about it, I can't help but notice that the word "GOLD" is displayed on the status screen... What I can't avoid is equipment items. Of course, there is no concept of equipment in Hydlide. But since it's Dante2, there is. I'll use my sword and shield as equipment items. But if I do that, I'll be fighting with my bare hands at first... I don't like that. So, I decided to give them the initial equipment. I added the original armor because it would be unbalanced to have only the sword and shield powered up. I also added two magic wands for the same reason (did you find them?). Three gems can also be equipped as magic items.  　I made the vampire the boss, but that's just for fun. It's a nice feature. The only thing I couldn't recreate was the bats moving over the walls. Damn. I was actually going to make it a boss battle if you touch the miniature vampire, but I was sick of drawing event graphics, so I decided against it. I'd lose the hint of the cross.  　Don't forget the bees. There was no way to recreate this in Dante2, so I made it so that when you walk by a tree, bees will attack you from each tree at once. One more problem. There is a fairy in one of the trees, but there is no random element in Dante2. I'm stuck. So I added an event where you can get a fairy by defeating just one of the bees.  　In the first map, the original version has HYPER and GOBLIN enemies at level 6, but Dante2 doesn't have a command to determine the level. So, let's see. So, I decided to use the items that I would have acquired at that level. A sword and a shield. If you have these two items, it will change the normal field, map 0, to map 5, where HYPER is. Here's another problem. I noticed a problem when I was test playing. There is no way to recover magic power. So, in the following maps, there is a hidden event where you can recover your magic power in exchange for your physical strength. There was an idea to put out a recovery item, but it didn't seem like Hydlide, so I rejected it.  　Let's go to the cave. Gold Armor and Lady Armor. Normally, you can get these items by how many of them you kill. Yes, unfortunately Dante2 doesn't even have a count function. I used a flag. You can make one of many different event characters. If you defeat that character once, the flag is turned on, and if you defeat the same character when the flag is turned on, you get an item. In the original game, you get a shield if you defeat five of them, but in Dante 2, the event is defeated and cannot be revived unless the initial event location disappears from the screen. In other words, you have to scroll the screen to revive it. You'll probably kill a few of them in the meantime, so you'll feel like you're getting an item after killing 4 or 5 of them.  　Next is the Cave of the Keys. This is just an event that disappears when you take it. I decided that this was too boring, so I added three treasure chests that attack you (and are very strong). I think I heard someone who was playing the game in the same way as Hydlide say, "This is not possible! And then it happened. That's when I started putting in traps that weren't in the original.  　On the next map, the wizards got stuck. I couldn't cast a spell. There was nothing I could do about it. I gave up completely. The way to get fairies is the same as for the knight in the cave.  　And the moving tree. At first, I made all three of them solid enemies. But when I made them enemies, MESSAGE 1 wouldn't run. So I set the ENEMY parameter to 1 for one of them, and changed it to ENEMY 0 after I took the fairy.  　The resurrection potion, as I've explained in other pages, of course cannot be resurrected. At first I made it just a recovery potion. I didn't have a magic power recovery idea at that time. But it's too severe that you can only recover your strength once. So I changed it to a potion that increases maximum HP and MP to eliminate the difference between AP and DP, which are increased by equipment.  　The balance of the game is already far from the original. It's all good as long as it's fun. So far, I've added vampire and wisp bosses (the design of this one is based on the Decopikari guy from Hydraide 2. I wonder if anyone has noticed...) and two other types have appeared. The other two are a dragon and a valaris (although there was an idea to make a goblin boss). I'd like to have a boss that requires a slightly different fighting style around here. (I had an idea to make a goblin boss, but it turned out to be too weak. It was too weak when I made it. That's why I changed the dragon's movement from horizontal movement to feinting movement. Now it was too strong...  　Finally, the castle of Valaris. I knew that Valaris had to be fought in the midst of mooks, so the little Bararis appeared, and since one was too weak, I had three of them appear in a row. Defeat them and you get the ending! I'm sure you'd like to hear that.  　I've had a plot in mind since I started making this Faux Hydride. I'll never forget the summer of last year. I had cleared the tape version of Tritorn when I was in elementary school. Last year, I started emulating the game and played the ROM version of Tritorn. The last dungeon of the tape version must have been three screens. I'm sure the last dungeon in the tape version had three screens, and yet it was a huge dungeon spreading out in front of me. ・・・・ How could I forget this shock, this bitterness! I wanted to give you a taste of this excitement, so I'm waiting for the true last dungeon in my little Hydelide! Yeah, yeah.  　The motif is the Underground Empire from Hydlide 2. That sucks! Suck it. It was hell even when I played it myself. I had no clue whatsoever. I also arranged the BGM to resemble the main theme of the last dungeon in Hydlide 3. You can do whatever you want. Somebody stop me. Try to find the Dream Staff. However, they are useless. The three types of Valaris are the basis of the level. The fastest Valaris is the strongest enemie. The other two are the statues and switches. There are also statues and switches, and a wall that you can walk through, just like in Hydlide 2. If you can't see through them, you can't clear the game. I really wanted to put Trimochi in there, but I couldn't recreate it. Darn.  　The ending is amazing. Try your best to see it. First, I tried to recreate the ending of the original Hydlide. It's a little painful, but I've recreated the part where Anne kisses him. And then to the ending demo... Yes, it's a great demo. |

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| **Faux Hydlide Strategy** |

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| **I'm not going to attack something I made myself. If you've never played Hydelide before, and you ain't going to be playing the real thing, take a look. Of course, playing Hydelide is based on no hints. Please take a look when you're done solving it.** |

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| **Monster Levels**  **The key to this game is to find out your level and the level of your enemies. I didn't set out to make this game. I just found myself doing this. Try to fight enemies of the same level as you are. If the enemy is strong, it means you are not of a high enough level.**   |  |  | | --- | --- | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/slime.gif | Slime. Level 1. it's a waste of time to level up with these things. Let's deal with Kobolds from level 1. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/kobolt.gif | Kobolds. Level 2. you can beat them even at level 1, but if you hit them head-on, they die immediately. Start from the back. | |  | Bees. You can earn money with this until level 4 or so. If this appears before level 2, it's hell. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/stirger.gif | Bats. It's not good for gaining experience because it recovers its energy slowly. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/vampia.gif | A vampire. Level 5, but its movements are monotonous and its attacks are dull. Can be beaten by level 4. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/roper.gif | Roper. It was a strong enemy in the original game, but it's a sucker here. It's hard to kill at level 4, but at level 5 or 6, it's a sucker. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/zombi.gif | Zombies. Level 6. can be dealt with from level 1, but they are hard. Easier to earn money than Whips. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/wips.gif | Whips. Level 6, annoying. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/boss.gif | No name. A guy from Hydlide 2. He's supposed to be level 6. Easy once you learn the moves. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/scorpion.gif | Scorpion. Level 7, next easy mark. | |  | Gold armor. Level 7. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/tresure.gif | Treasure chest. Level 7. hard to bump into on the same level. | |  | Tree. Level 7. 11 experience for a strong one. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/ledy.gif | Lady armor. Level 8. If you have P-Sword, you can deal with it. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/hyper.gif | Hyper. Level 9. However, even level 10 hurts if you hit it head-on. | |  | Wizards. There are only two of them, so they're not good for earning money. However, since they are event enemies, their experience is high. | |  | Dragons. Level 10, but their movement is terrible. I can't believe I'm saying this, but... Don't rush it, but take your time. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/ell.gif | Eel. Level 11. very strong. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/green.gif | Green armor. Level 11. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/skelton.gif | Skeleton. Level 12 easy mark. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/vala1.gif | The first three brothers are strong. They are bosses. Other than that, they're easy. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/vala2.gif | Valaris 2. level 14. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/vala3.gif | Probably the strongest in the game. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/stone1.gif | Rocks. Some of them attack you, some don't. Of course they are strong and hard. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/stone2.gif | A scary rock. Level 15, for events. Even stronger and harder. It's kind of hideous. | | https://web.archive.org/web/20030505153616im_/http://naramura.kdn.ne.jp/msx3/const/kaisetu/hydlide/varalis.gif | Valaris. By the time you fight this one, you'll be around level 17, so it's weak. |   **Comparison of the original and faux riddles**  **If you don't know the original Hydlide, it might be too hard for you because there are no hints. Of course, there was a time when no hints were the norm. I'll explain the riddle of the original and tell you how it is in the fake one.**   |  |  |  | | --- | --- | --- | |  | **Original Hydlide** | **Faux Hydlide** | | key | One of the many treasures. | Same. But there is a trap. | | Sword | It's fallen. | Doesn't appear if you have taken two fairies. | | Hyper | It appears when you reach level 6. | Appears when you have a sword and shield. | | Staff | There is no such thing. | If you take two fairies, there's an entrance somewhere. | | Armor | There is no such thing. | The enemy has it. | | The Third Fairy | Take a few shots from the wizard's magic, then kill two of them. | You'll find out if you try. | | Underground Empire | There's no such thing. | You'll see. |   **Item Description**   |  |  | | --- | --- | | Crucifix | Vampires appear & can be defeated. | | Eternal Lamp | The cave becomes brighter. | | Urn | See invisible things | | Key | Open a treasure chest that cannot be opened. | | Shield of the Brave | Equipment Items | | Sword of the Brave | Equipment Items | | Ruby | Equipment item - Restore strength | | Diamond | Equipment Item: Increase Attack Power | | Wand | Original Item: Cast a spell | | Armor of the Brave | Original Item | | Potion of Resurrection | Increase physical strength and magic power. | | Sapphire | Equipment Item: Barrier | | Dream Staff | Original Item: Launch guided magic bullets. | | Statue of Valaris | Original Item: I wonder what it is? |   **Story**  **Fairyland is at peace because there are three magical gems. One day, someone stole the gems. Valaris, who had sealed the jewels, woke up. Princess Anne has been turned into three fairies (for what purpose, I don't know). You are Jim. Good luck. That's all.** |