Simple 3rd Generation ACBS Guide

Version 1.0

Created by Brock Nash

About this guide

I hope someone can use this guide to their benefit, but if you use this system or variations thereof please give me credit (preferably in beginning since many may not see the end of your game). Also this is to aid in the confusion of my endless numbered JPG's that make up this guide.

Note: I'm lazy and would not be willing to type this all out. Thus thanks to screenshots you can still get essentially the same thing if I were to type this out, however pictures without comments can and will confuse the heck out of most of you. Therefor this text part of the guide is needed to explain how it's organized and what some of that code gibberish means.

Organization V 1.0

Two screenshots listing my scripts are given, look at them to find the script you need. Each of these screens also has a folder. Inside are images of all the scripts named by number. Multiple images of scripts was often needed so they are sub-numbered by shot of the script EX: *100-1.jpg* is the first screen of script number 100. They all follow in order. If you notice something has been cut off at the end of the script then either the next image will contain the content OR the content is just the default values or obvious values for that script

Explanation of scripts

~Not all scripts are given, ones not particularly important to the system have been skipped. A basic attack, enemy attack, set-up, and damage checks have been included. More scripts will be added to later editions of the guide. Please request if you would like to see one specifically for a future version.
~Derivation of CUSTOM weapons and whatnot will be partially explained below.

391 button control

This is run from the enter map script included as an extra screen in this guide. It basically allows you to program any button to do any script, content scripts welcome even though they act as live action scripts.

399 sample sword

Checks which direction you character is facing so it can determine proper damage area. Atk# is to register it as a new attack so enemies can be hit by it. If you make an attack and don't Atk#+1 then the damage area of the attack changes BUT enemies already hit by the previous attack will not be damaged by the new one.

The next part is to set up a damage area for the attack. The first Z1 sets the distance in height that the enemy will have to be above for the attack to work. Z2 sets the distance in height that they will have to be UNDER to get hit. The next part branches the attack for the 4 main directions. X1, Y1 set a point and X2, Y2 set another. The point

X1, Y1 must exist up-left to point X2, Y2 for the attack to work. This creates either a box or possibly line damage area. This is set for 2 Frames, this is just enough time for the enemy event to register a hit then it it instantly over-wrote by a damage area that is impossible to hit anything. This is used so that the sword only hits when you swing and not after you've swung a long time ago. In cases where you want it to attack until you do something else, do not reset the damage area to something impossible. For long spells that last while you do other attacks. Spawn an event with Duplication and have the events action script repeatedly set damage checks without the Atk+1 part, or if the attack builds and attacks repeatedly then use the Atk+1.

400 enemy damage check

This checks to see if the enemy is within the damage range that was last set and also parses a piece of the enemy's variable that contains the last attack number they were hit by. If they were just hit by this attack number the attack does not hit them again.

401 damage enemy

Now that we've established that the enemy was hit, we need to actually cause the effect of the hit. NOTE: This script is not complete. Currently it only works with one kind of attack, that is one that just does damage. You will need to set up other effects such as if it pushes the enemy back or causes some effect on the enemy. You may make ANY attack type you want even one for the enemy's allies to heal a fellow enemy!

404 sample spin

See 399 sample spin for more detailed explanation. This is an example of a spin attack that regardless of which direction you face, the damage area is the same. This is helpful because we don't have to script branch for each direction.

411 Party damage check

This works in the same exact way that enemy damage check works only that it uses the variables set up by the enemy's attack and checks on the party's location. Reference 400 enemy damage check.

412 damage leader

Similiar to how enemy damage check works, this has a much more advanced system for status effects built in. Here's how the special effects of attacks work. The priority of an effect will determine how important the effect is, the lower the number the more important the effect. The effect # determines what the effect is such as burnt, frozen, poisoned, blown back, etc... The Count determines how many times the effects script will be applied. The wait is the amount of time in-between effects of it. The Var can be any value that is relative to the type of effect. For example in burnt it may be how much damage is taken each time your burnt likewise for poison. Later a death check is applied and if your dead the screen will go red and send you back to your last save.

413 sample enemy sword

The enemy attacks work just like party attacks, the only difference is that the variable names are different. See 399 sample sword for a better understanding.

414 Sample enemy action

This is the most simple version of enemy AI....in fact none really. This just calls their sword attack then waits a certain number of frames. It is up to you to come up with what the enemy does. You can have them randomize a variable to generate the next attack or have some complex scheme of branches and checks.

415 Screen Display

Quick look at what the screen display script looks like

417 HP display

Here's how a health meter that shows by % of MAX HP works.

Rights

All rights of this guide belong to me so don't try to paste your name over mine and redistribute. Also don't add or change anything to this guide. Submit missing or additionally wanted info to me via e-mail and I will try to include it in the next version.

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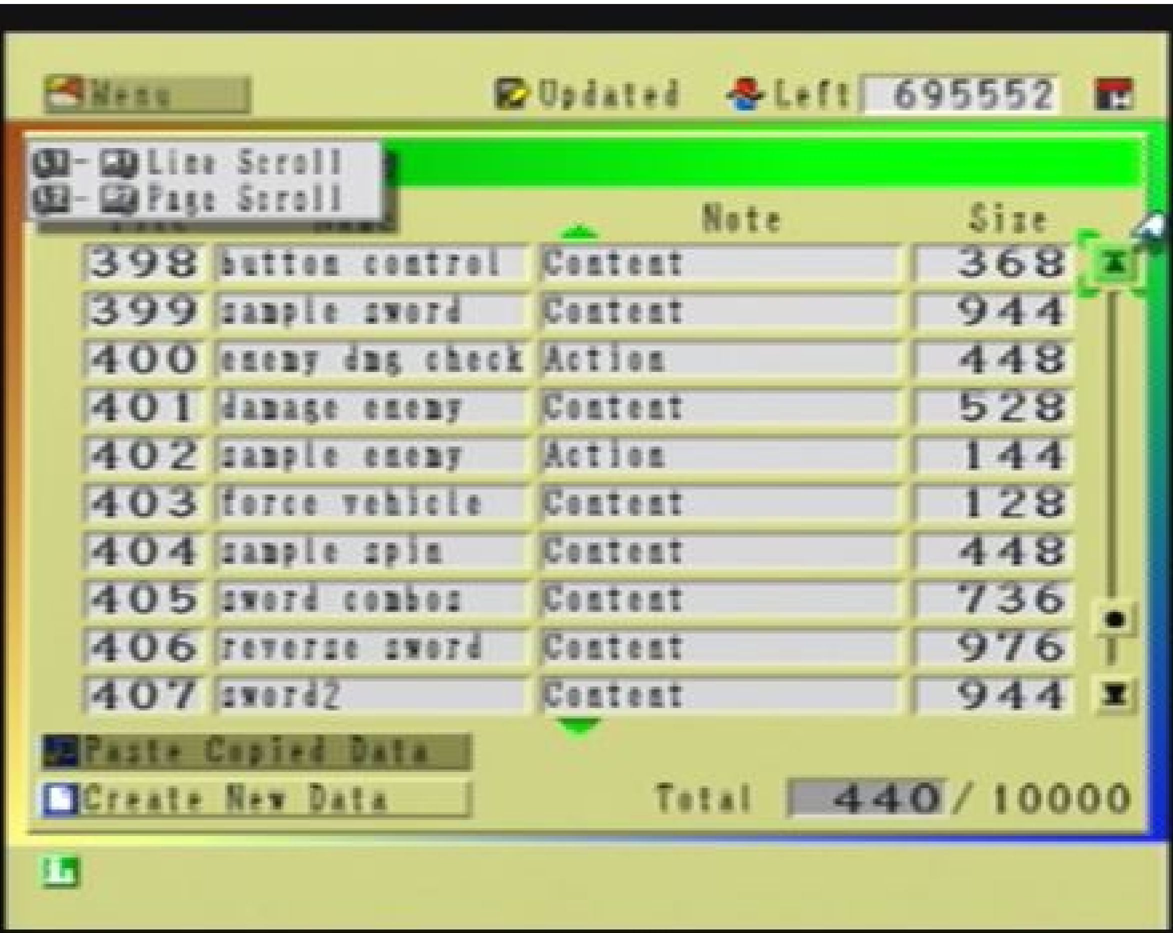
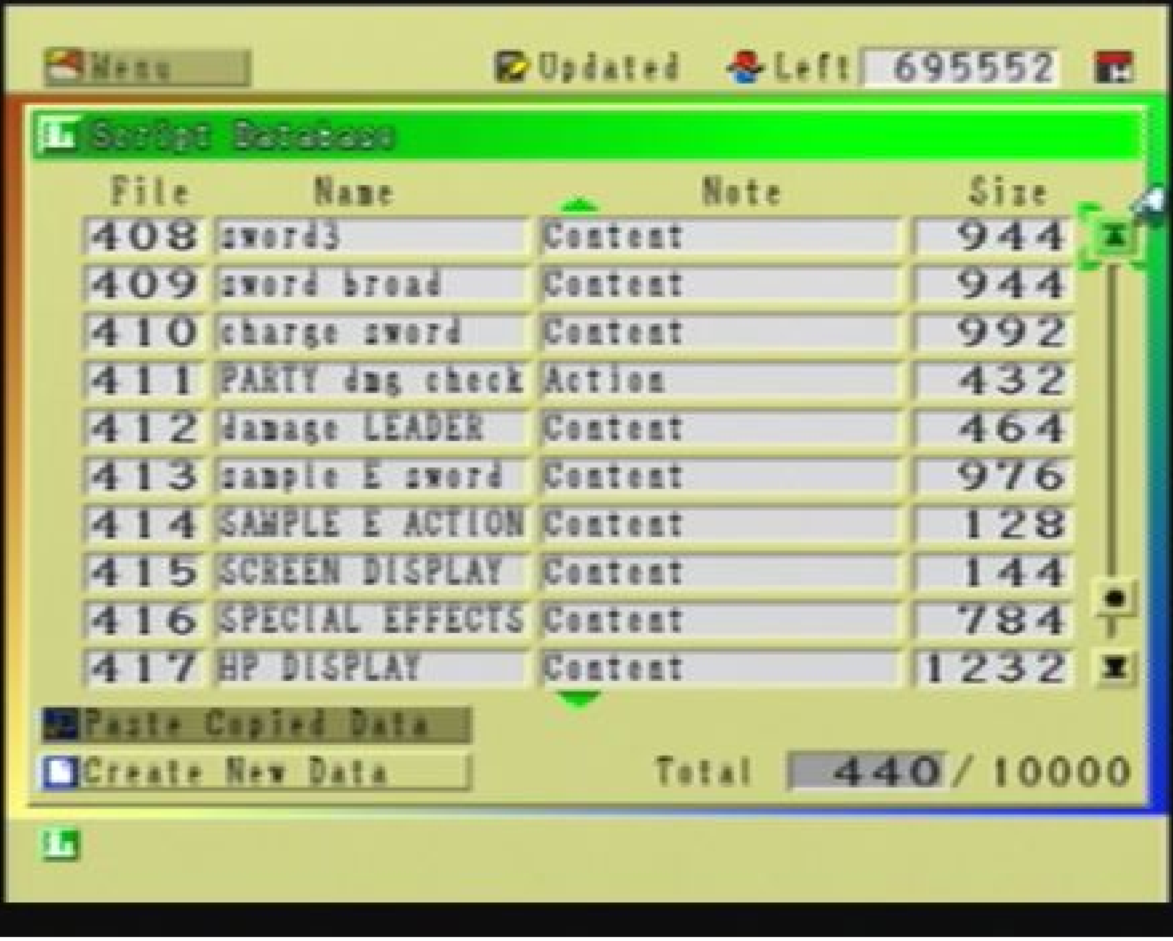


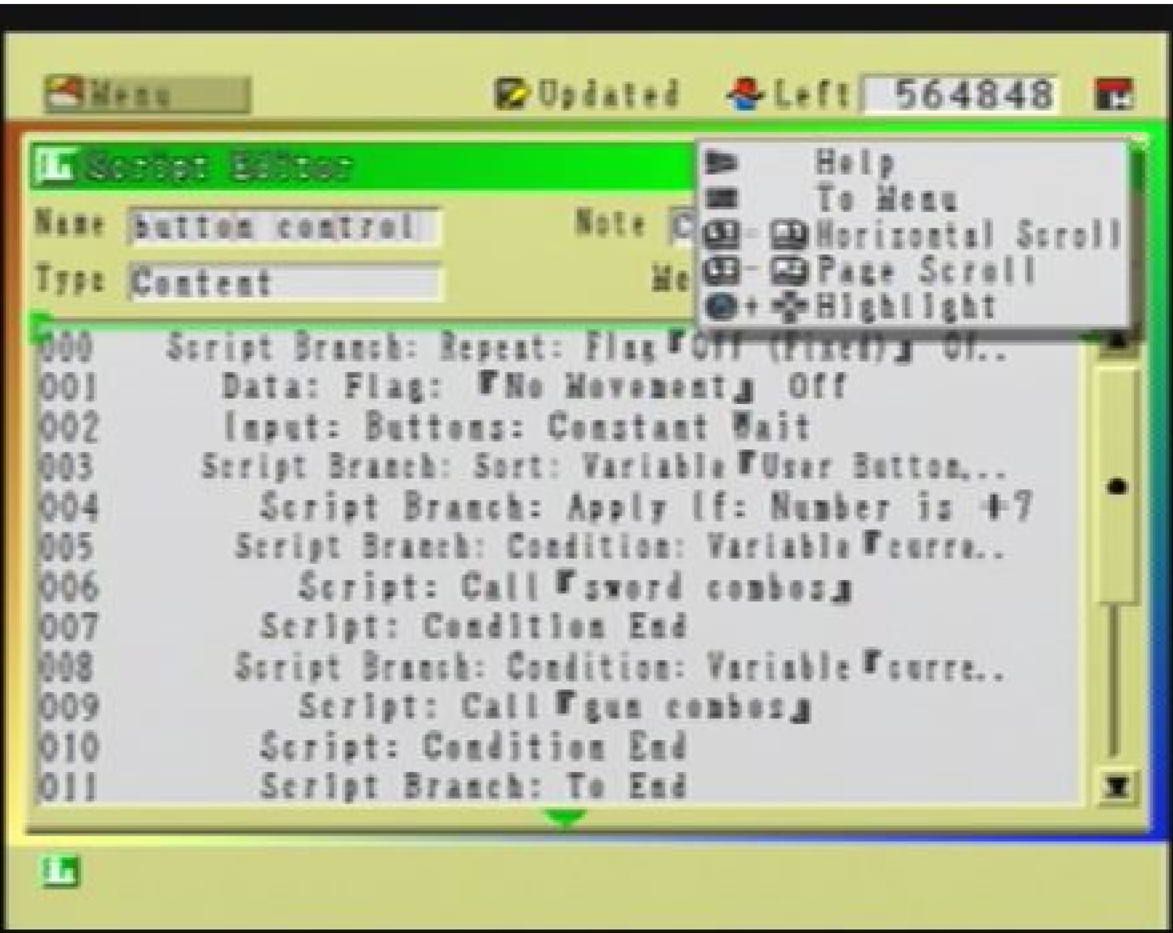
		Note	Size
398	button control	Content	368
399	sample sword	Content	944
400	enemy dmg check	Action	448
401	damage enemy	Content	528
402	sample enemy	Action	144
403	force vehicle	Content	128
404	sample spin	Content	448
405	sword combos	Content	736
406	reverse sword	Content	976
407	sword2	Content	944

Total 440/ 10000



File	Name	Note	Size
408	sword3	Content	944
409	sword broad	Content	944
410	charge sword	Content	992
411	PARTY dmg check	Action	432
412	damage LEADER	Content	464
413	sample E sword	Content	976
414	SAMPLE E ACTION	Content	128
415	SCREEN DISPLAY	Content	144
416	SPECIAL EFFECTS	Content	784
417	HP DISPLAY	Content	1232

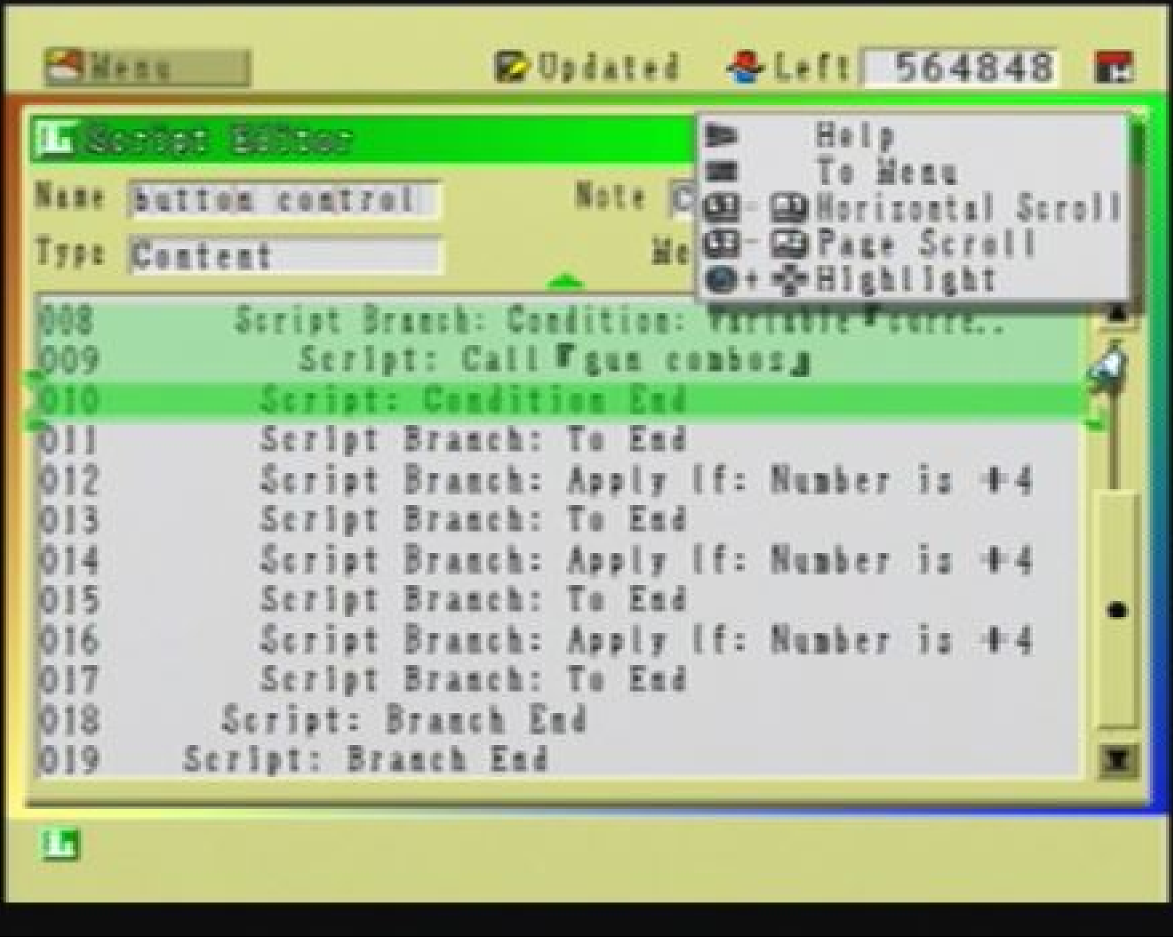
Total 440/ 10000



Name button control

Type Content

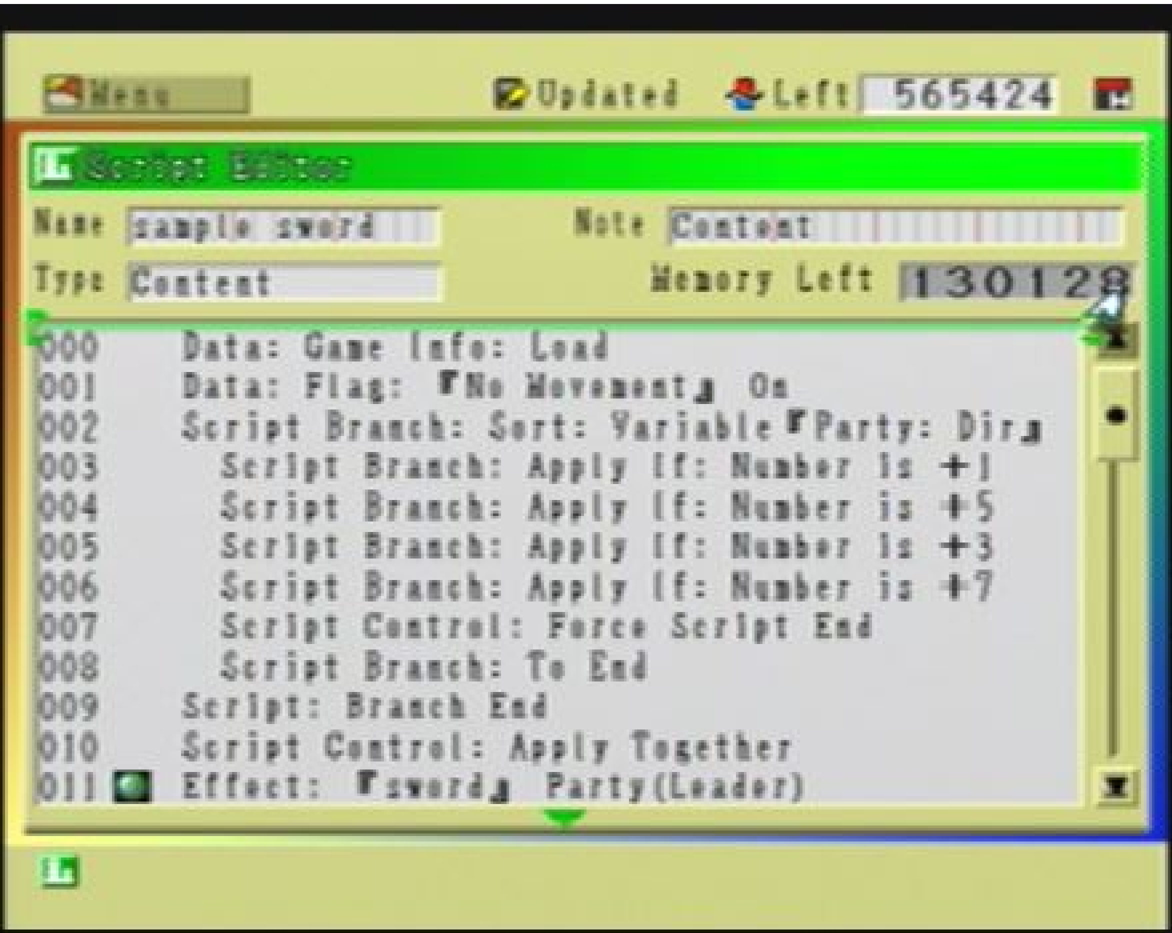
```
000     Script Branch: Repeat: Flag『Off (Fixed)』 Of..
001         Data: Flag: 『No Movement』 Off
002         Input: Buttons: Constant Wait
003       Script Branch: Sort: Variable『User Button...
004           Script Branch: Apply If: Number is +7
005         Script Branch: Condition: Variable『curre..
006             Script: Call『sword combos』
007           Script: Condition End
008         Script Branch: Condition: Variable『curre..
009             Script: Call『gun combos』
010           Script: Condition End
011           Script Branch: To End
```



Name button control

Type Content

```
008         Script Branch: Condition: Variable『curre..
009             Script: Call『gun combos』
010           Script: Condition End
011           Script Branch: To End
012           Script Branch: Apply If: Number is +4
013           Script Branch: To End
014           Script Branch: Apply If: Number is +4
015           Script Branch: To End
016           Script Branch: Apply If: Number is +4
017           Script Branch: To End
018       Script: Branch End
019     Script: Branch End
```

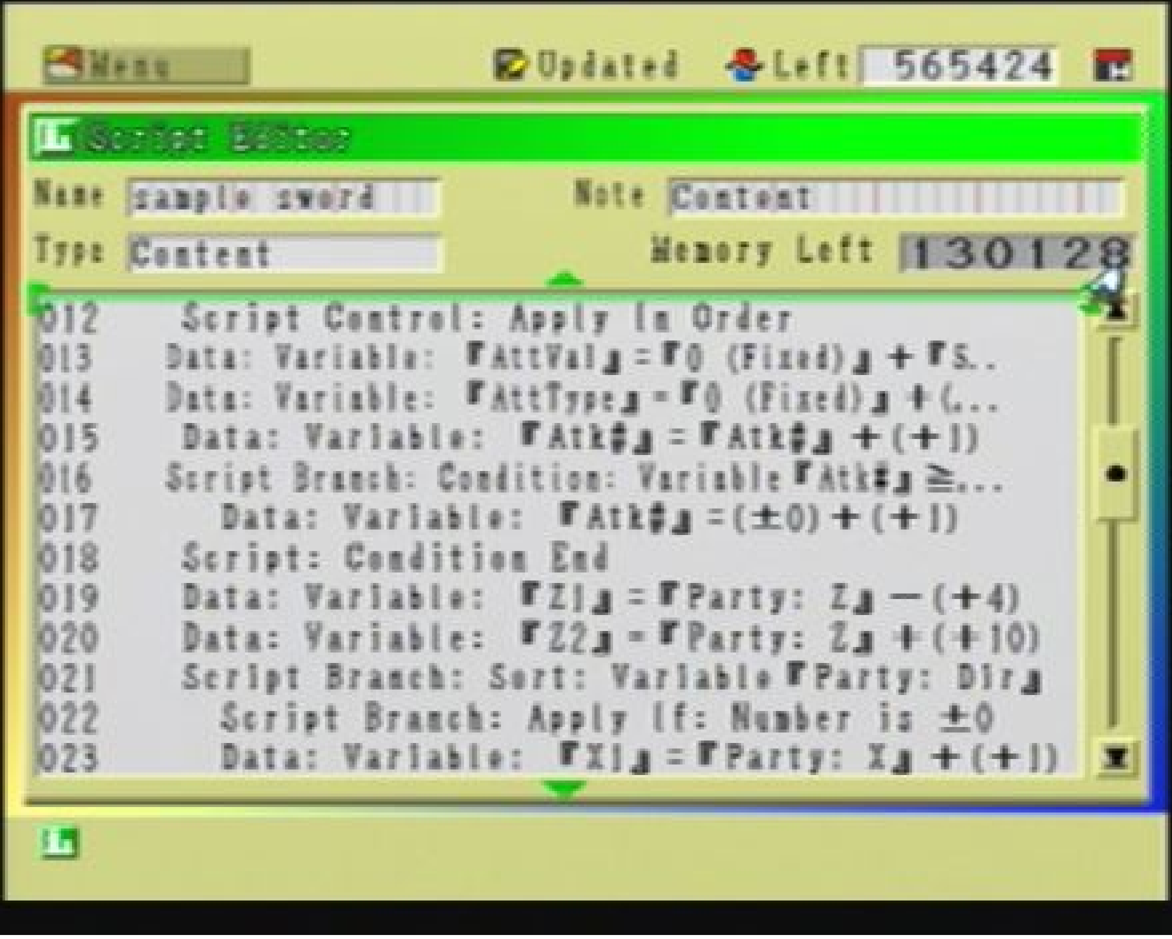


Name sample sword

Note Content

Type Content

```
000     Data: Game Info: Load
001     Data: Flag: 『No Movement』 On
002     Script Branch: Sort: Variable『Party: Dir』
003       Script Branch: Apply If: Number is +1
004       Script Branch: Apply If: Number is +5
005       Script Branch: Apply If: Number is +3
006       Script Branch: Apply If: Number is +7
007       Script Control: Force Script End
008       Script Branch: To End
009     Script: Branch End
010     Script Control: Apply Together
011 ●   Effect: 『sword』 Party(Leader)
```

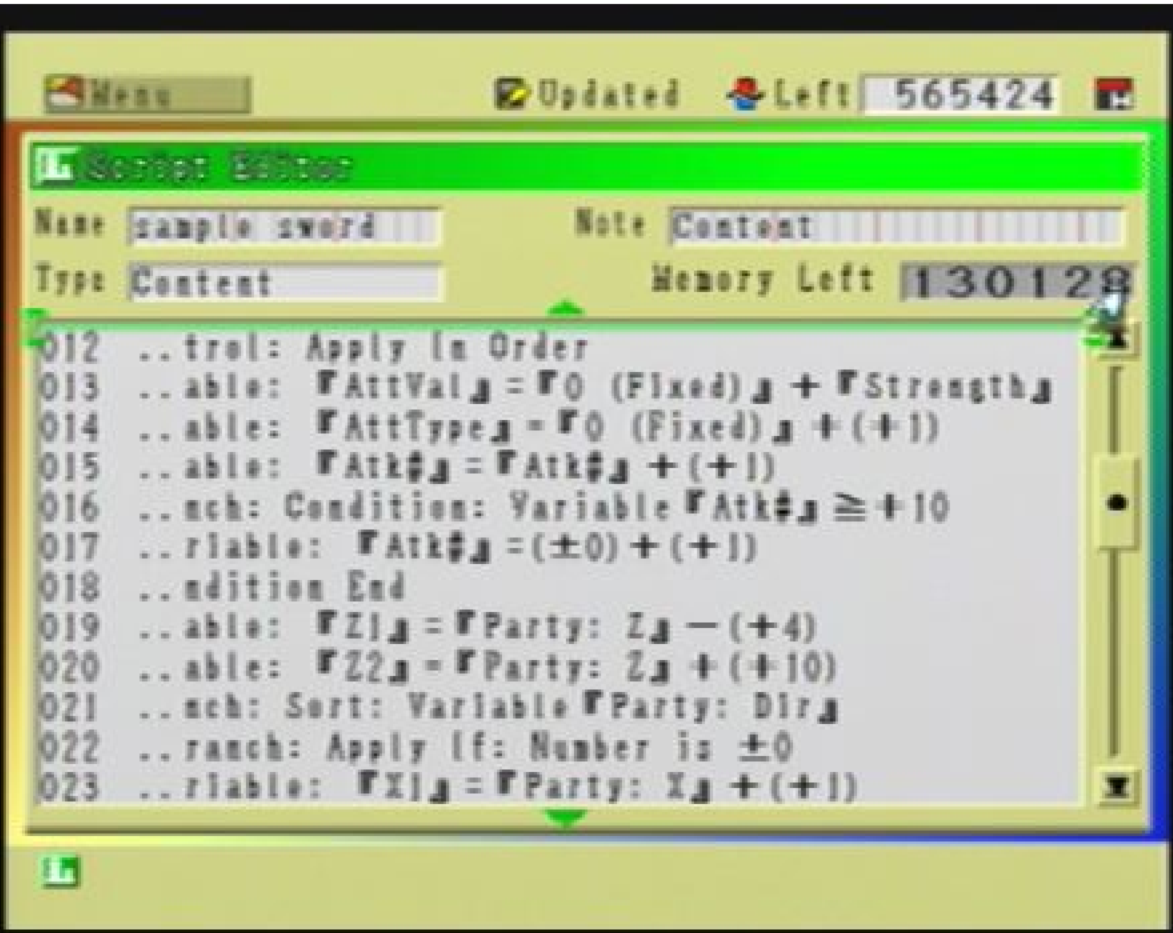


Name sample sword

Note Content

Type Content

```
012     Script Control: Apply In Order
013    Data: Variable: 『AttVal』=『0 (Fixed)』+『S..
014    Data: Variable: 『AttType』=『0 (Fixed)』+(...
015     Data: Variable: 『Atk#』=『Atk#』+(+1)
016    Script Branch: Condition: Variable『Atk#』≧...
017       Data: Variable: 『Atk#』=(±0)+(+1)
018     Script: Condition End
019     Data: Variable: 『Z1』=『Party: Z』−(+4)
020     Data: Variable: 『Z2』=『Party: Z』+(+10)
021     Script Branch: Sort: Variable『Party: Dir』
022       Script Branch: Apply If: Number is ±0
023       Data: Variable: 『X1』=『Party: X』+(+1)
```



Left 565424

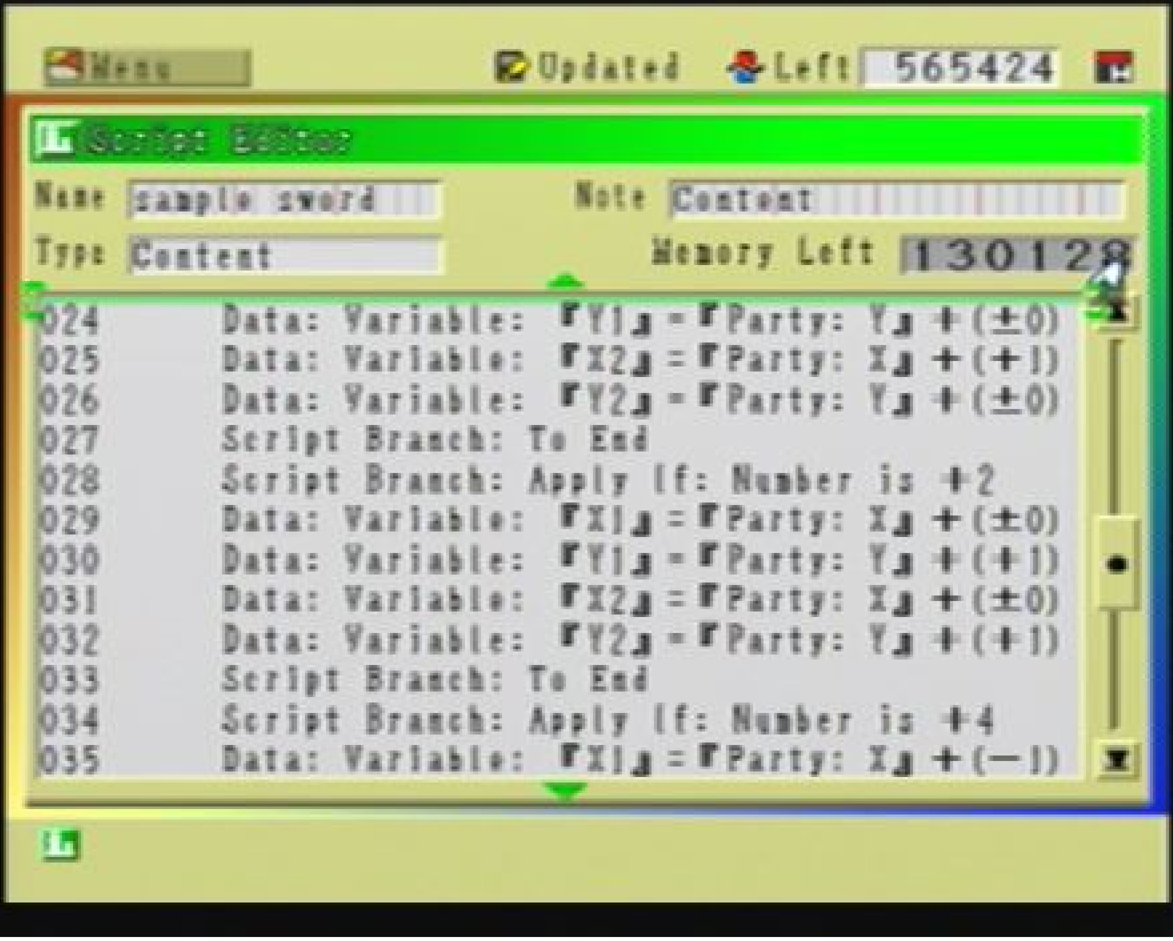
Name sample sword

Note Content

Type Content

Memory Left 130128

```
012  ..trol: Apply In Order
013  ..able: 『AttVal』=『0 (Fixed)』+『Strength』
014  ..able: 『AttType』=『0 (Fixed)』+(+1)
015  ..able: 『Atk#』=『Atk#』+(+1)
016  ..nch: Condition: Variable『Atk#』≧+10
017  ..riable: 『Atk#』=(±0)+(+1)
018  ..ndition End
019  ..able: 『Z1』=『Party: Z』—(+4)
020  ..able: 『Z2』=『Party: Z』+(+10)
021  ..nch: Sort: Variable『Party: Dir』
022  ..ranch: Apply If: Number is ±0
023  ..riable: 『X1』=『Party: X』+(+1)
```



Left 565424

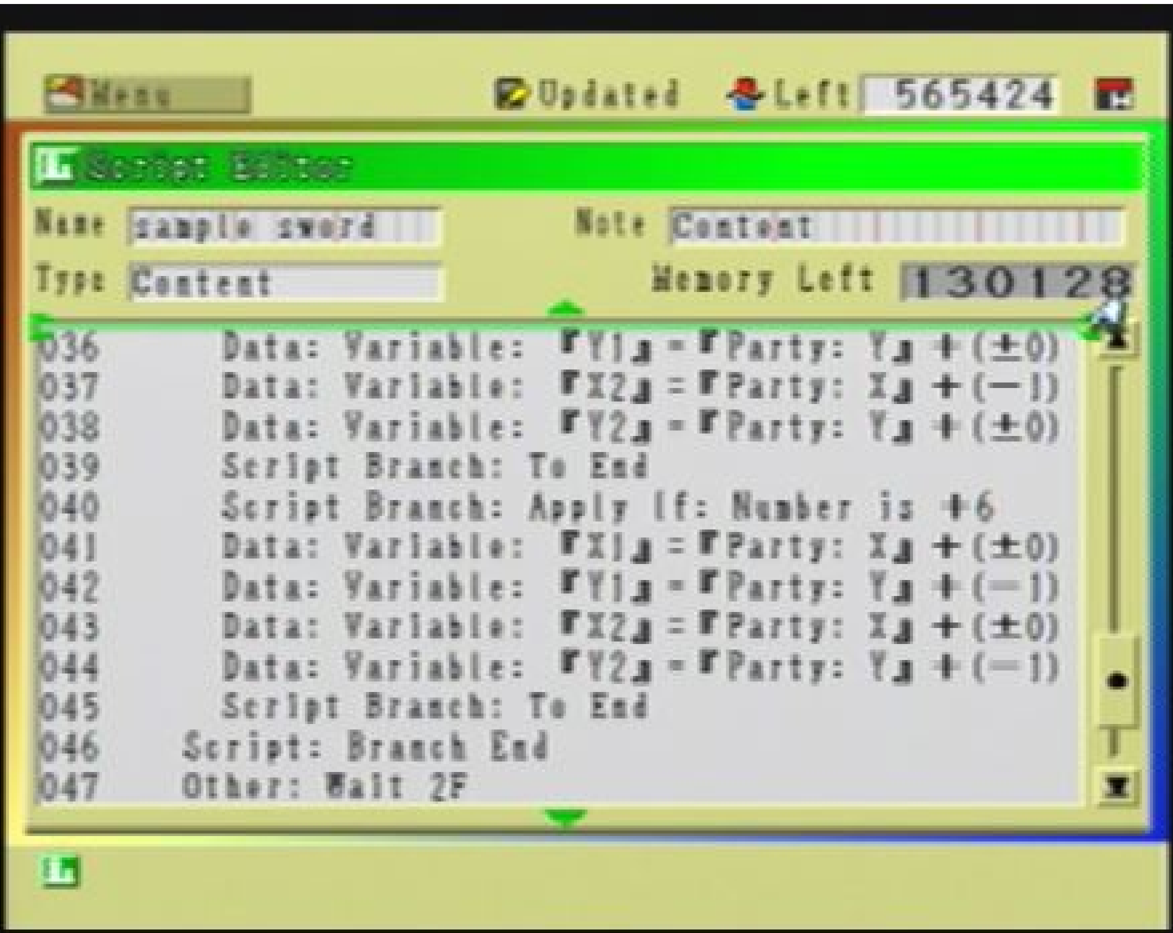
Name sample sword

Note Content

Type Content

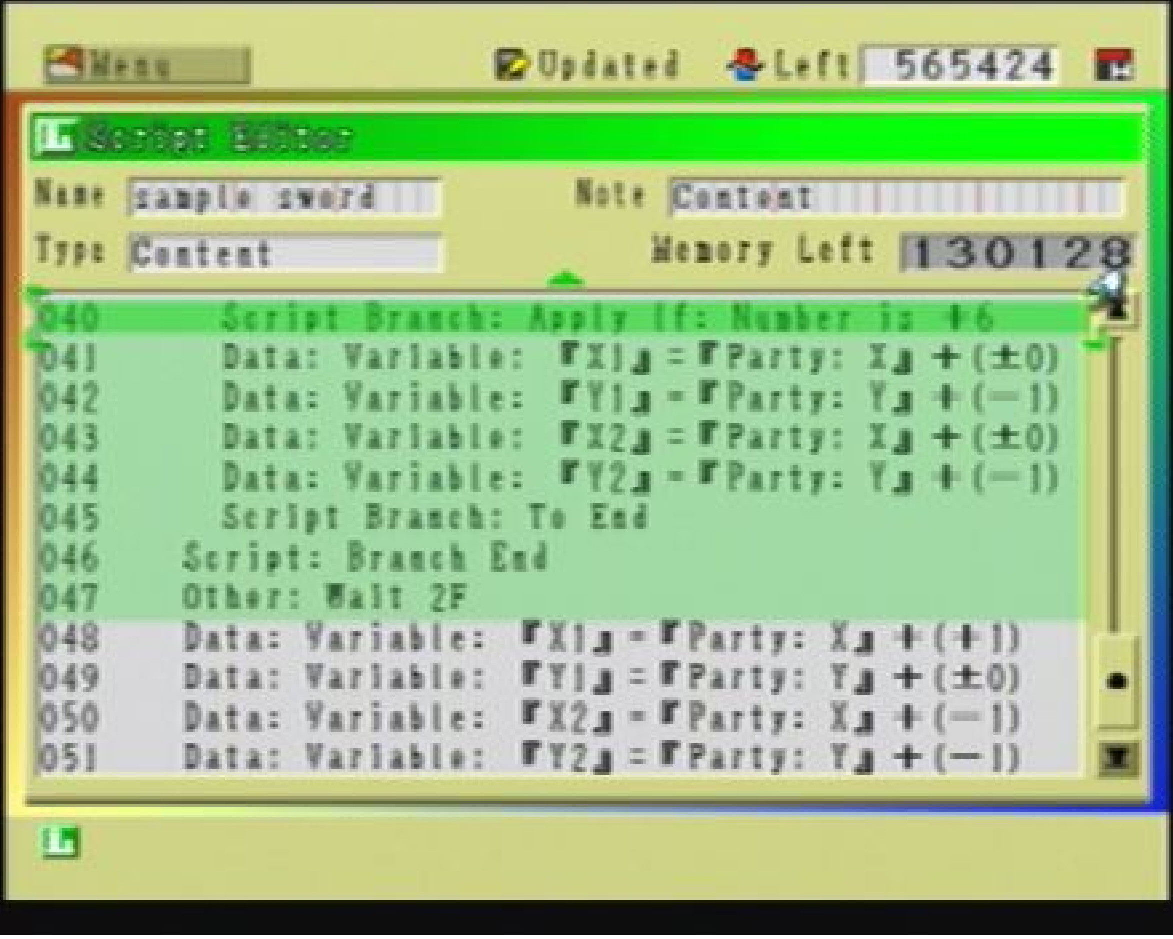
Memory Left 130128

```
024        Data: Variable: 『Y1』=『Party: Y』+(±0)
025        Data: Variable: 『X2』=『Party: X』+(+1)
026        Data: Variable: 『Y2』=『Party: Y』+(±0)
027        Script Branch: To End
028        Script Branch: Apply If: Number is +2
029        Data: Variable: 『X1』=『Party: X』+(±0)
030        Data: Variable: 『Y1』=『Party: Y』+(+1)
031        Data: Variable: 『X2』=『Party: X』+(±0)
032        Data: Variable: 『Y2』=『Party: Y』+(+1)
033        Script Branch: To End
034        Script Branch: Apply If: Number is +4
035        Data: Variable: 『X1』=『Party: X』+(—1)
```



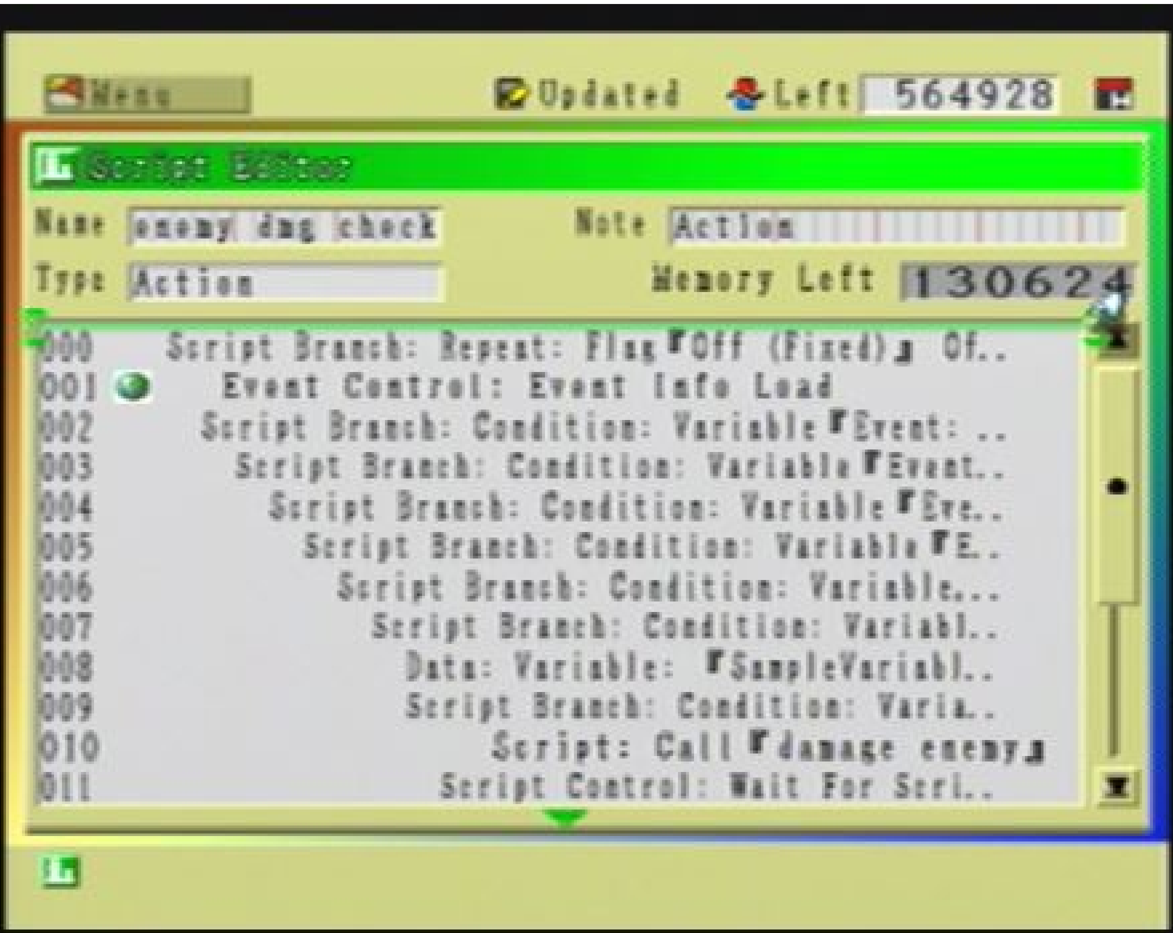
Name sample sword
Note Content
Type Content
Memory Left 130128

```
036      Data: Variable: 「Y1」=「Party: Y」+(±0)
037      Data: Variable: 「X2」=「Party: X」+(−1)
038      Data: Variable: 「Y2」=「Party: Y」+(±0)
039      Script Branch: To End
040      Script Branch: Apply If: Number is +6
041      Data: Variable: 「X1」=「Party: X」+(±0)
042      Data: Variable: 「Y1」=「Party: Y」+(−1)
043      Data: Variable: 「X2」=「Party: X」+(±0)
044      Data: Variable: 「Y2」=「Party: Y」+(−1)
045      Script Branch: To End
046    Script: Branch End
047    Other: Wait 2F
```



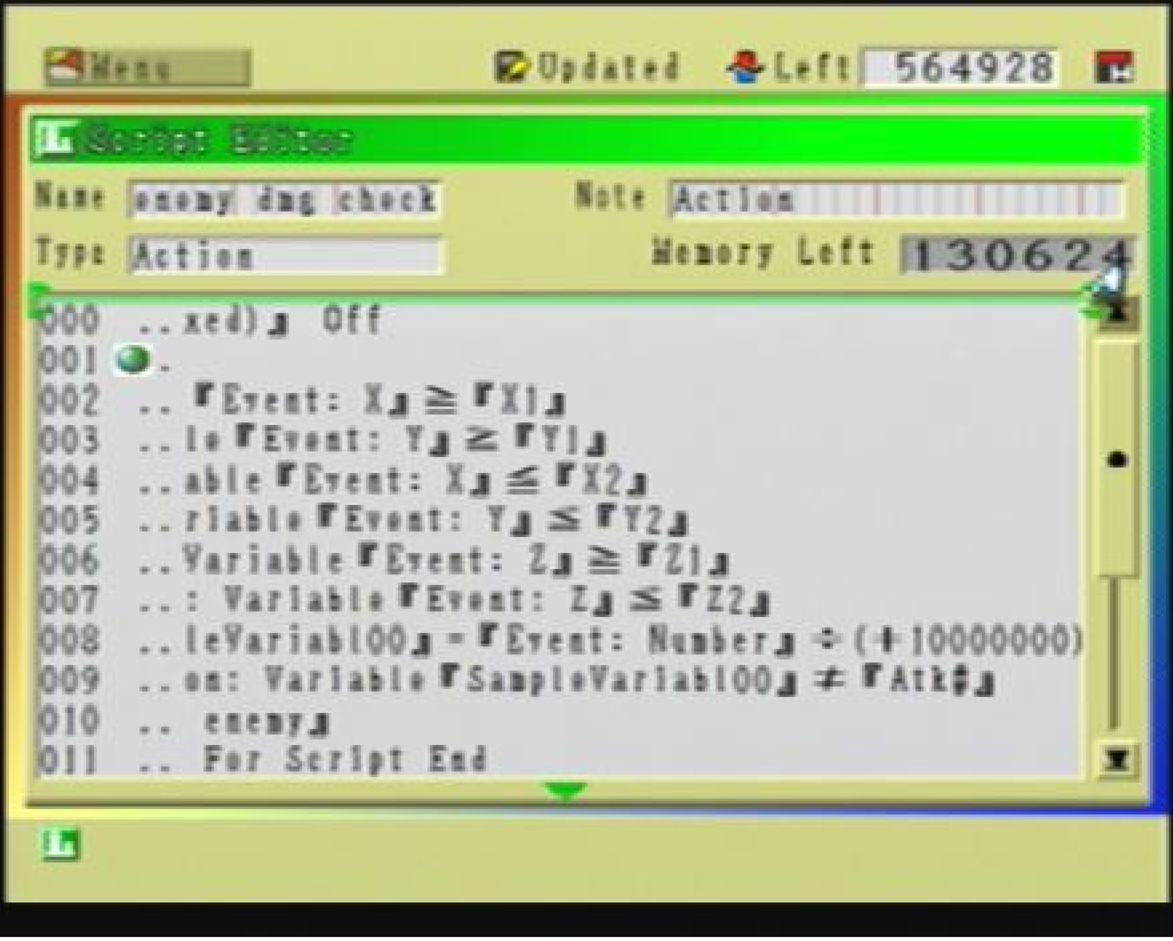
Name sample sword
Note Content
Type Content
Memory Left 130128

```
040      Script Branch: Apply If: Number is +6
041      Data: Variable: 「X1」=「Party: X」+(±0)
042      Data: Variable: 「Y1」=「Party: Y」+(−1)
043      Data: Variable: 「X2」=「Party: X」+(±0)
044      Data: Variable: 「Y2」=「Party: Y」+(−1)
045      Script Branch: To End
046    Script: Branch End
047    Other: Wait 2F
048    Data: Variable: 「X1」=「Party: X」+(+1)
049    Data: Variable: 「Y1」=「Party: Y」+(±0)
050    Data: Variable: 「X2」=「Party: X」+(−1)
051    Data: Variable: 「Y2」=「Party: Y」+(−1)
```



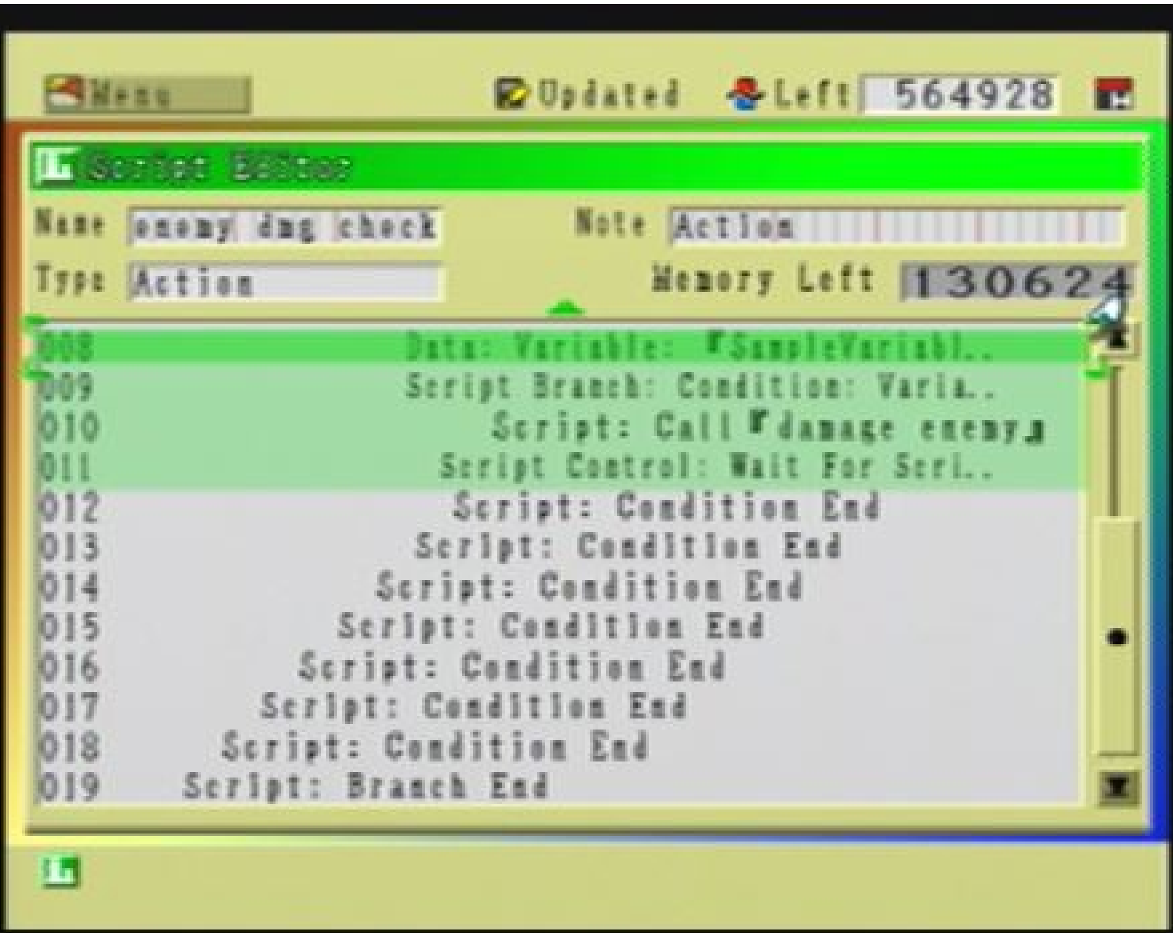
Name enemy dmg check
Note Action
Type Action
Memory Left 130624

```
Script Branch: Repeat: Flag「Off (Fixed)」 Of..
  Event Control: Event Info Load
    Script Branch: Condition: Variable「Event: ..
      Script Branch: Condition: Variable「Event..
        Script Branch: Condition: Variable「Eve..
          Script Branch: Condition: Variable「E..
            Script Branch: Condition: Variable...
              Script Branch: Condition: Variabl..
                Data: Variable: 「SampleVariabl..
                Script Branch: Condition: Varia..
                     Script: Call「damage enemy」
              Script Control: Wait For Scri..
```



Name enemy dmg check
Note Action
Type Action
Memory Left 130624

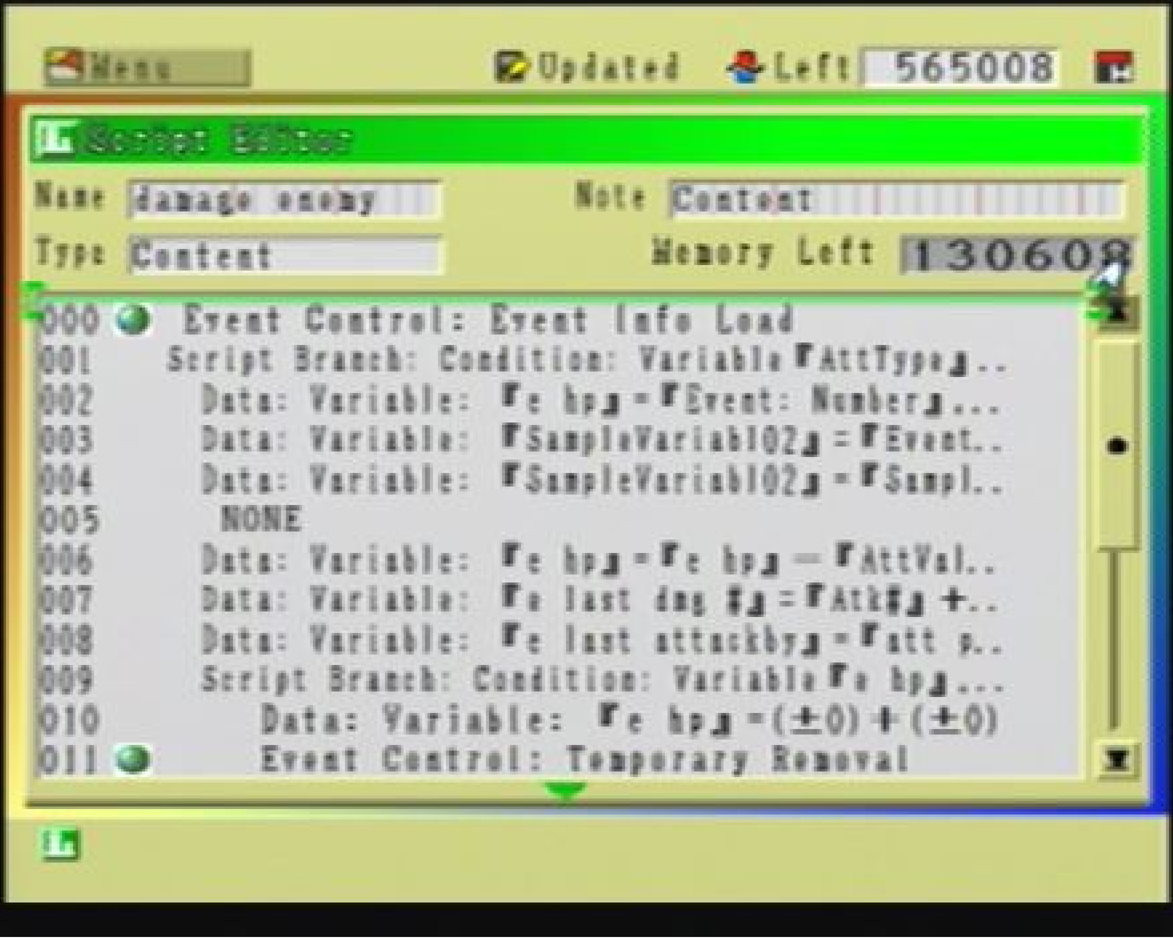
```
..xed)」 Off
.
..「Event: X」≧「X1」
..le「Event: Y」≧「Y1」
..able「Event: X」≦「X2」
..riable「Event: Y」≦「Y2」
..Variable「Event: Z」≧「Z1」
..: Variable「Event: Z」≦「Z2」
..leVariabl00」=「Event: Number」÷(+10000000)
..on: Variable「SampleVariabl00」≠「Atk#」
..  enemy」
..  For Script End
```



Left 564928

Name enemy dmg check   Note Action
Type Action   Memory Left 130624

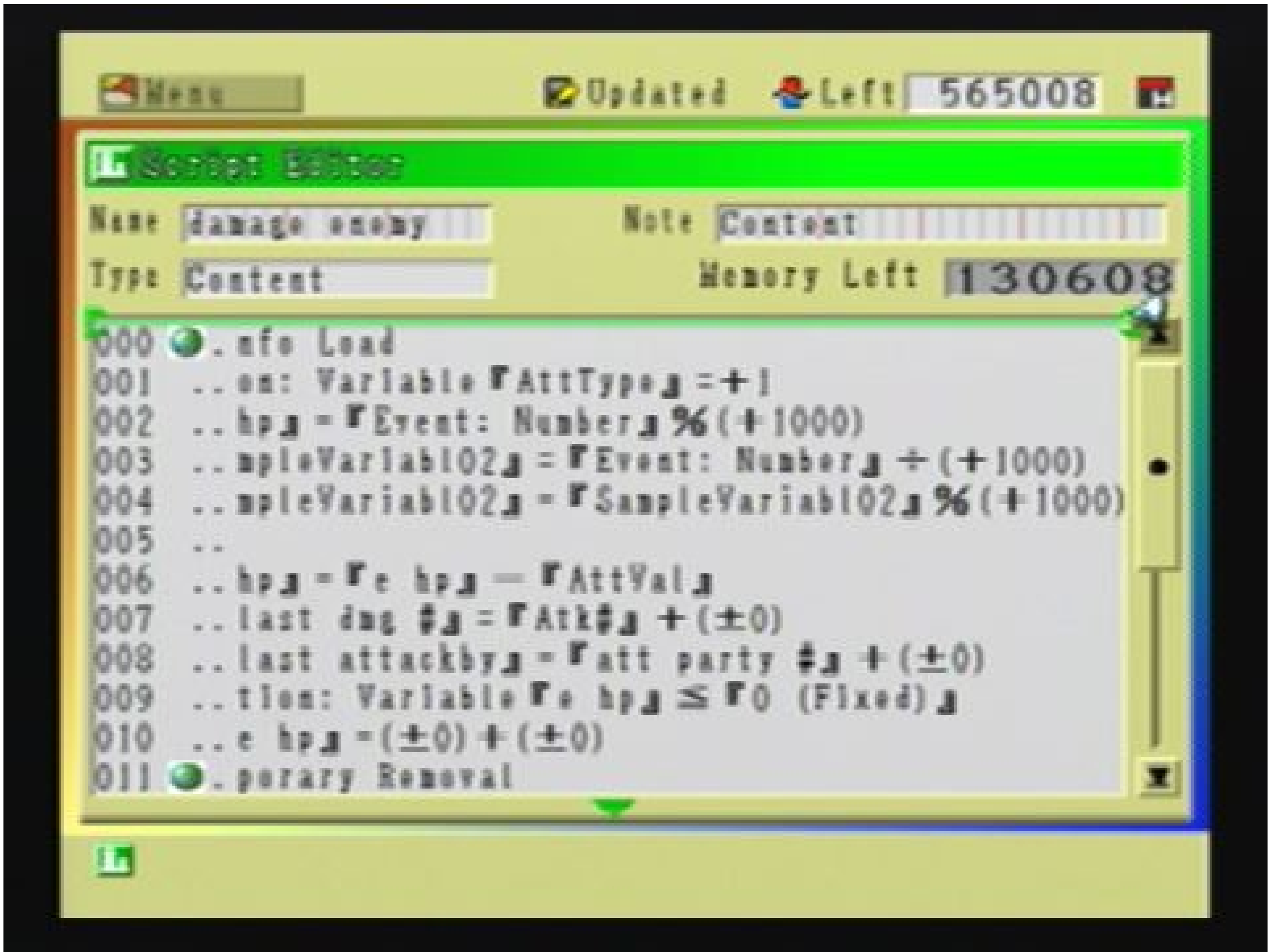
```
008           Data: Variable: 「SampleVariabl..
009           Script Branch: Condition: Varia..
010             Script: Call 「damage enemy」
011            Script Control: Wait For Scri..
012            Script: Condition End
013           Script: Condition End
014          Script: Condition End
015         Script: Condition End
016        Script: Condition End
017       Script: Condition End
018      Script: Condition End
019     Script: Branch End
```



Left 565008

Name damage enemy   Note Content
Type Content   Memory Left 130608

```
000    Event Control: Event Info Load
001   Script Branch: Condition: Variable「AttType」..
002    Data: Variable: 「e hp」=「Event: Number」...
003    Data: Variable: 「SampleVariabl02」=「Event..
004    Data: Variable: 「SampleVariabl02」=「Sampl..
005     NONE
006    Data: Variable: 「e hp」=「e hp」—「AttVal..
007    Data: Variable: 「e last dmg #」=「Atk#」+..
008    Data: Variable: 「e last attackby」=「att p..
009    Script Branch: Condition: Variable「e hp」...
010      Data: Variable: 「e hp」=(±0)+(±0)
011      Event Control: Temporary Removal
```



Left 565008

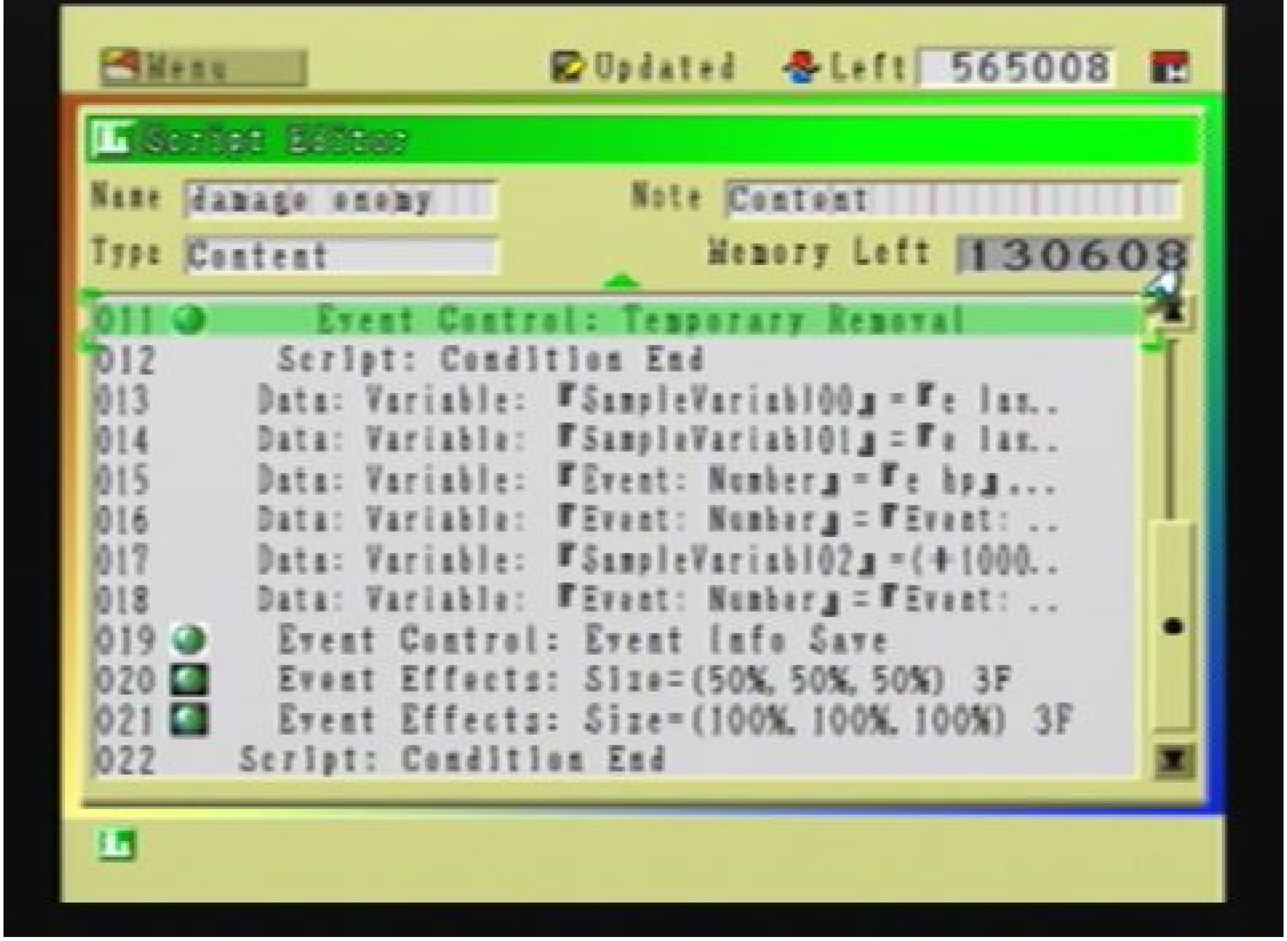
Name damage enemy

Note Content

Type Content

Memory Left 130608

```
.nfo Load
..on: Variable『AttType』=+1
..hp』=『Event: Number』%(+1000)
..mpleVariabl02』=『Event: Number』÷(+1000)
..mpleVariabl02』=『SampleVariabl02』%(+1000)
..
..hp』=『e hp』−『AttVal』
..last dmg #』=『Atk#』+(±0)
..last attackby』=『att party #』+(±0)
..tion: Variable『e hp』≤『0 (Fixed)』
..e hp』=(±0)+(±0)
.porary Removal
```



Left 565008

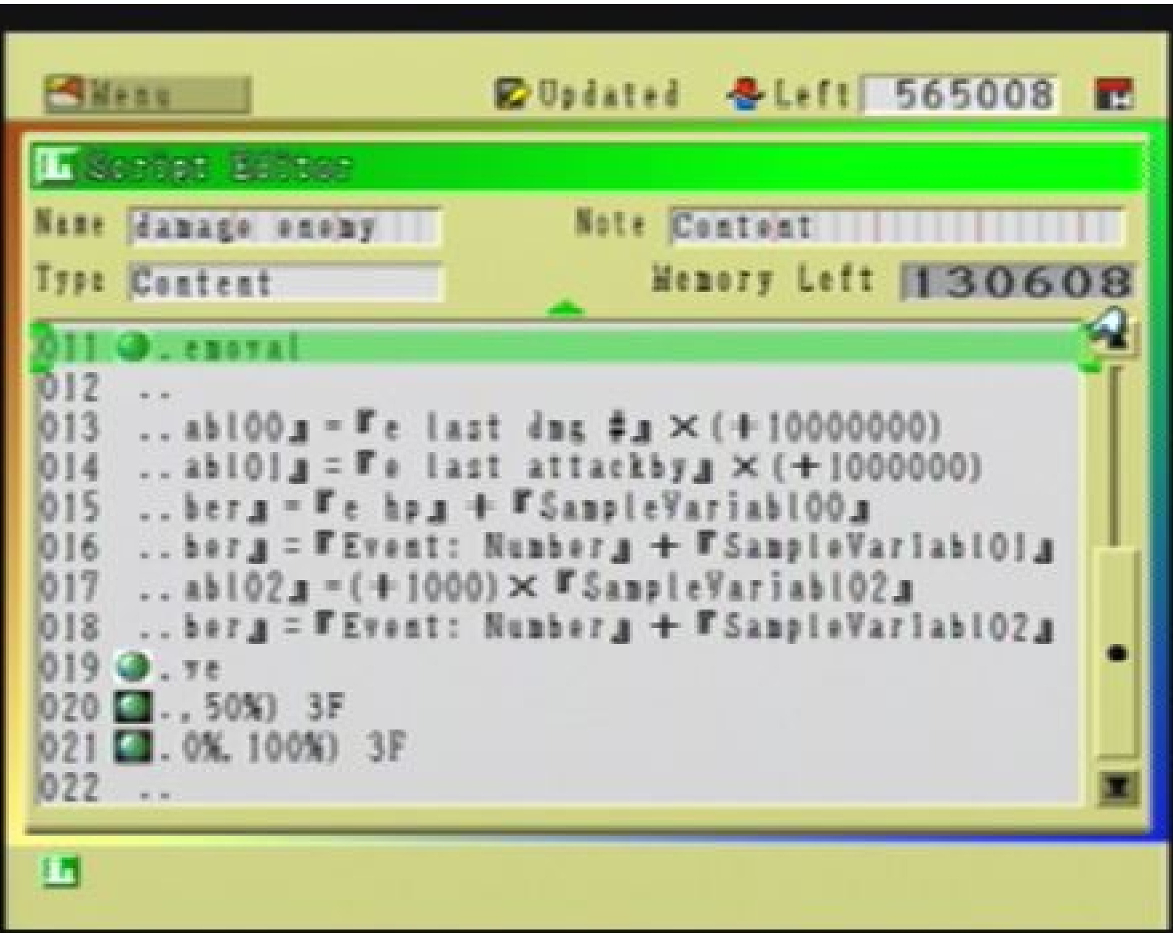
Name damage enemy

Note Content

Type Content

Memory Left 130608

```
    Event Control: Temporary Removal
    Script: Condition End
      Data: Variable: 『SampleVariabl00』=『e las..
      Data: Variable: 『SampleVariabl01』=『e las..
      Data: Variable: 『Event: Number』=『e hp』...
      Data: Variable: 『Event: Number』=『Event: ..
      Data: Variable: 『SampleVariabl02』=(+1000..
      Data: Variable: 『Event: Number』=『Event: ..
    Event Control: Event Info Save
    Event Effects: Size=(50%, 50%, 50%) 3F
    Event Effects: Size=(100%, 100%, 100%) 3F
  Script: Condition End
```



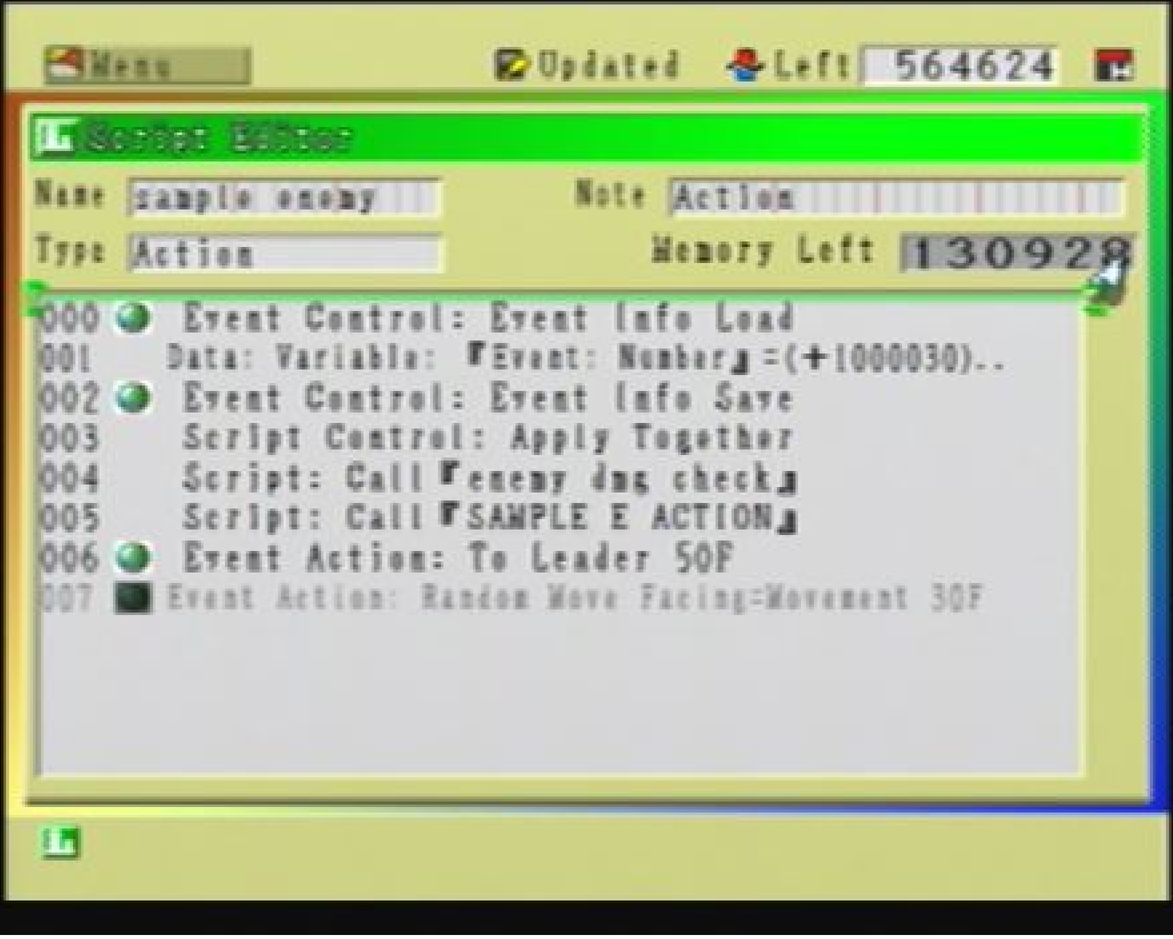
Name damage enemy

Note Content

Type Content

Memory Left 130608

```
● .emoval
  ..
  ..abl00」=「e last dmg #」×(+10000000)
  ..abl01」=「e last attackby」×(+1000000)
  ..ber」=「e hp」+「SampleVariabl00」
  ..ber」=「Event: Number」+「SampleVariabl01」
  ..abl02」=(+1000)×「SampleVariabl02」
  ..ber」=「Event: Number」+「SampleVariabl02」
● .ve
■ .. 50%) 3F
■ . 0%, 100%) 3F
  ..
```



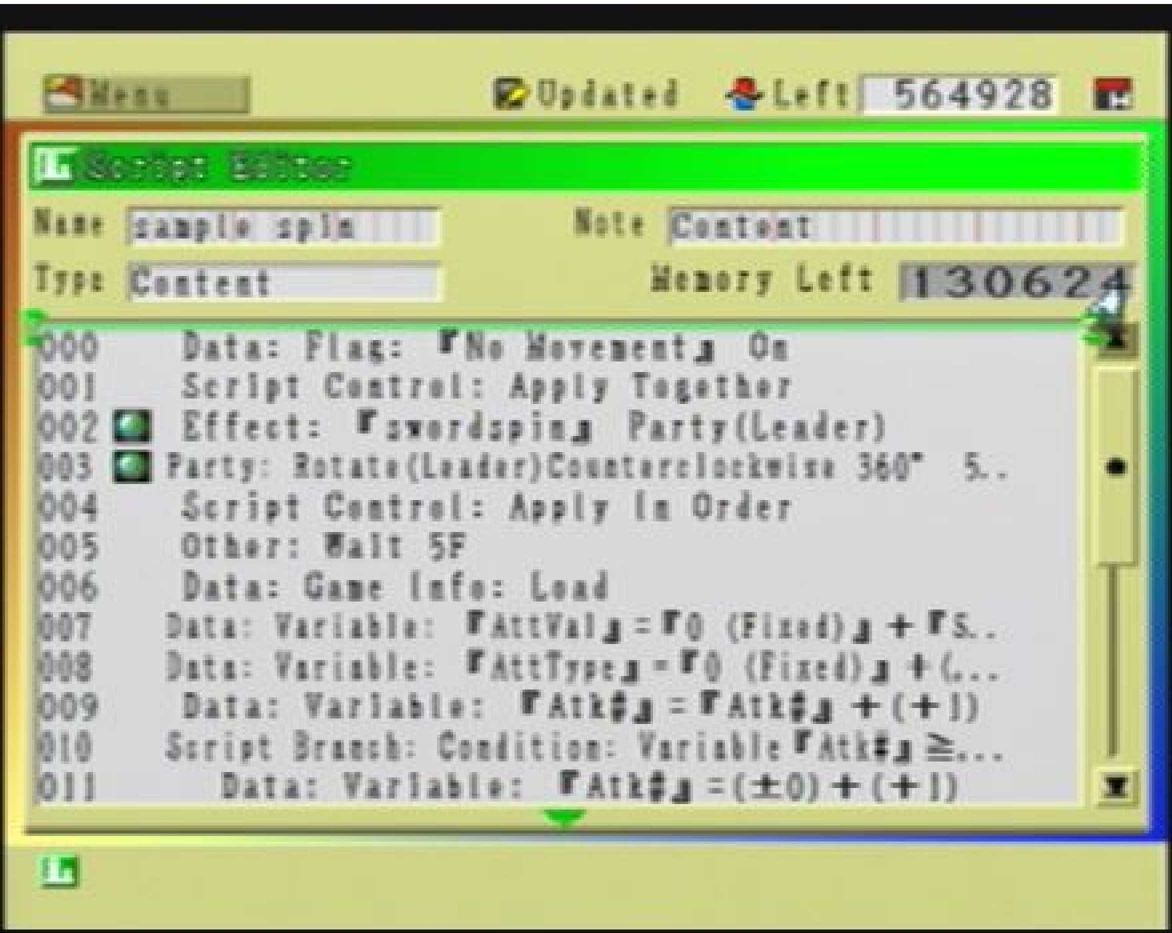
Name sample enemy

Note Action

Type Action

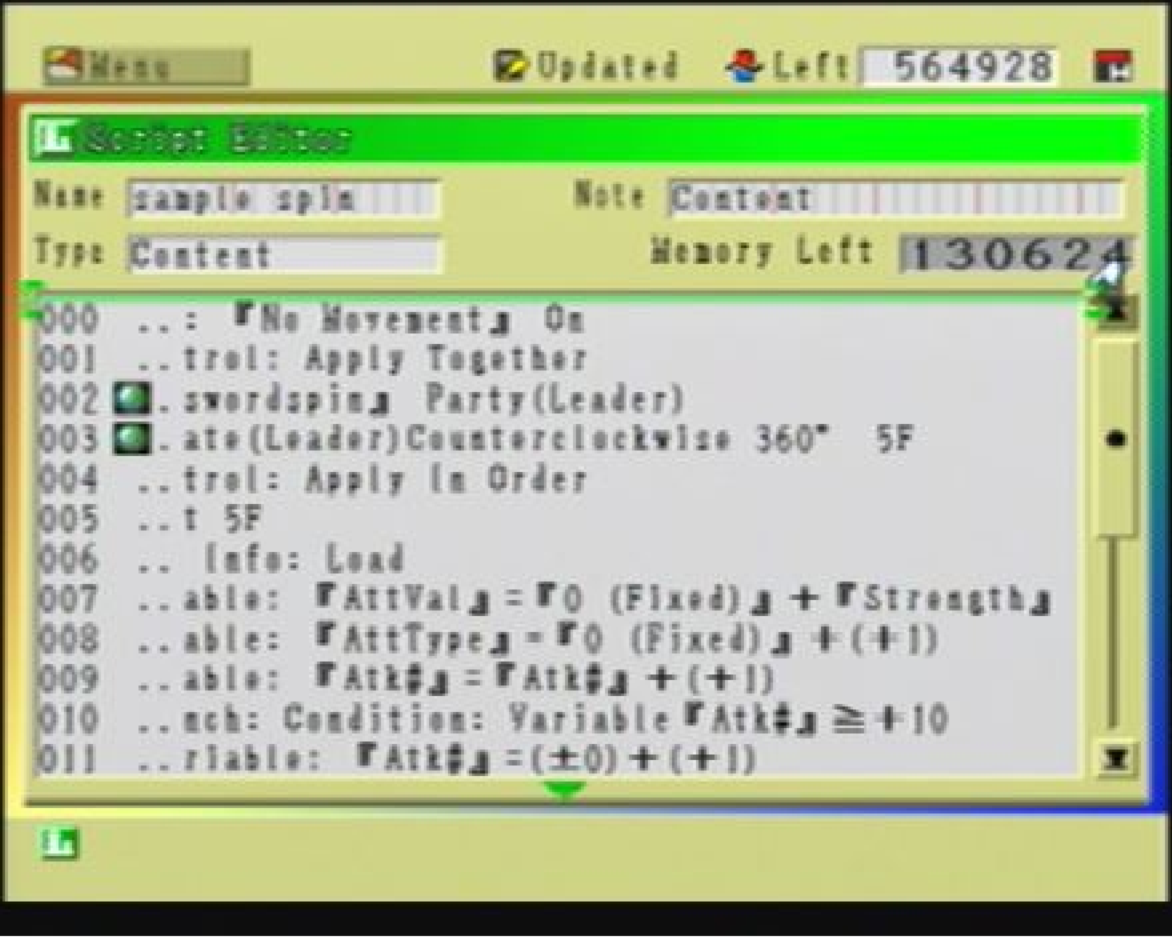
Memory Left 130928

```
●  Event Control: Event Info Load
    Data: Variable: 「Event: Number」=(+1000030)..
●  Event Control: Event Info Save
    Script Control: Apply Together
    Script: Call「enemy dmg check」
    Script: Call「SAMPLE E ACTION」
●  Event Action: To Leader 50F
■ Event Action: Random Move Facing=Movement 30F
```



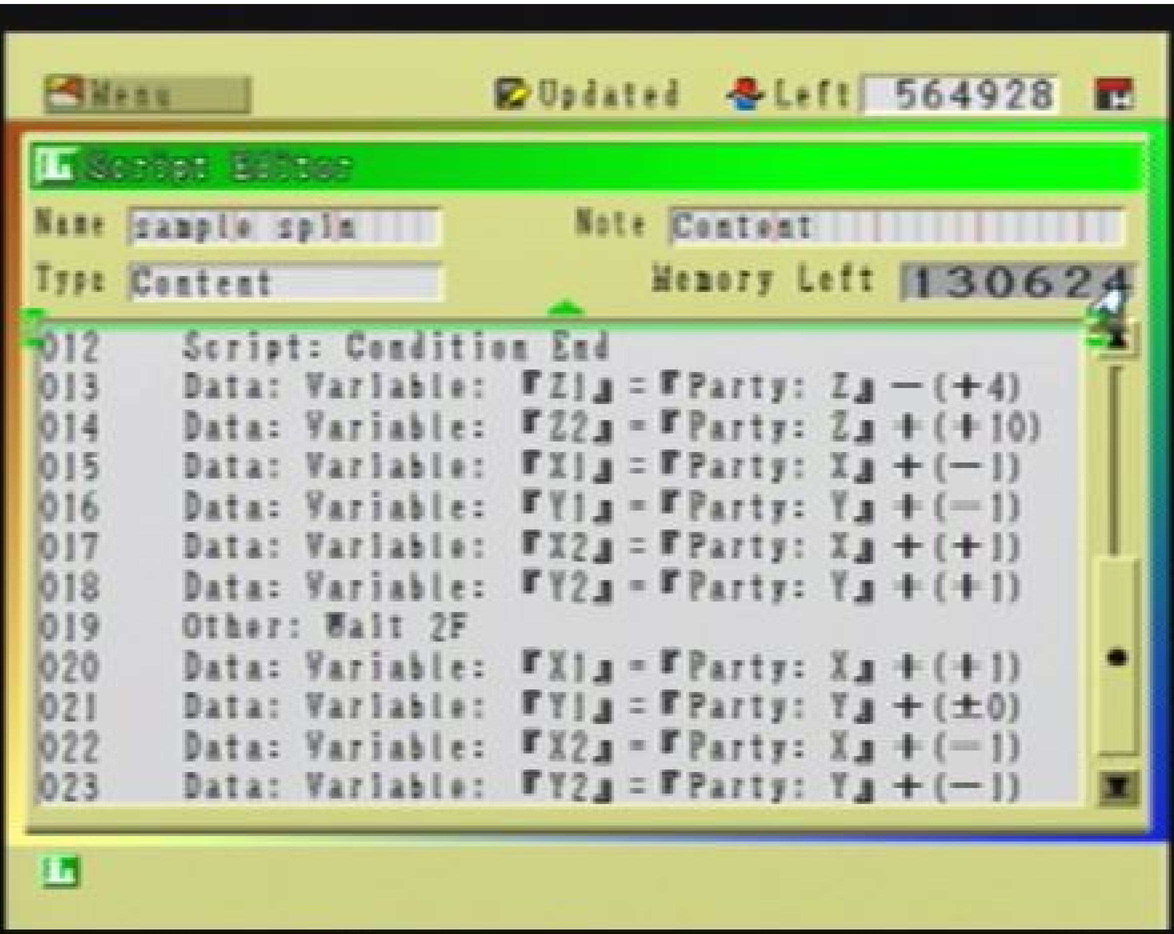
Name: sample spin
Note: Content
Type: Content
Memory Left: 130624

```
000     Data: Flag: 『No Movement』 On
001     Script Control: Apply Together
002     Effect: 『swordspin』 Party(Leader)
003    Party: Rotate(Leader)Counterclockwise 360°  5..
004     Script Control: Apply In Order
005     Other: Wait 5F
006     Data: Game Info: Load
007    Data: Variable: 『AttVal』=『0 (Fixed)』+『S..
008    Data: Variable: 『AttType』=『0 (Fixed)』+(..
009     Data: Variable: 『Atk#』=『Atk#』+(+1)
010    Script Branch: Condition: Variable『Atk#』≧...
011       Data: Variable: 『Atk#』=(±0)+(+1)
```



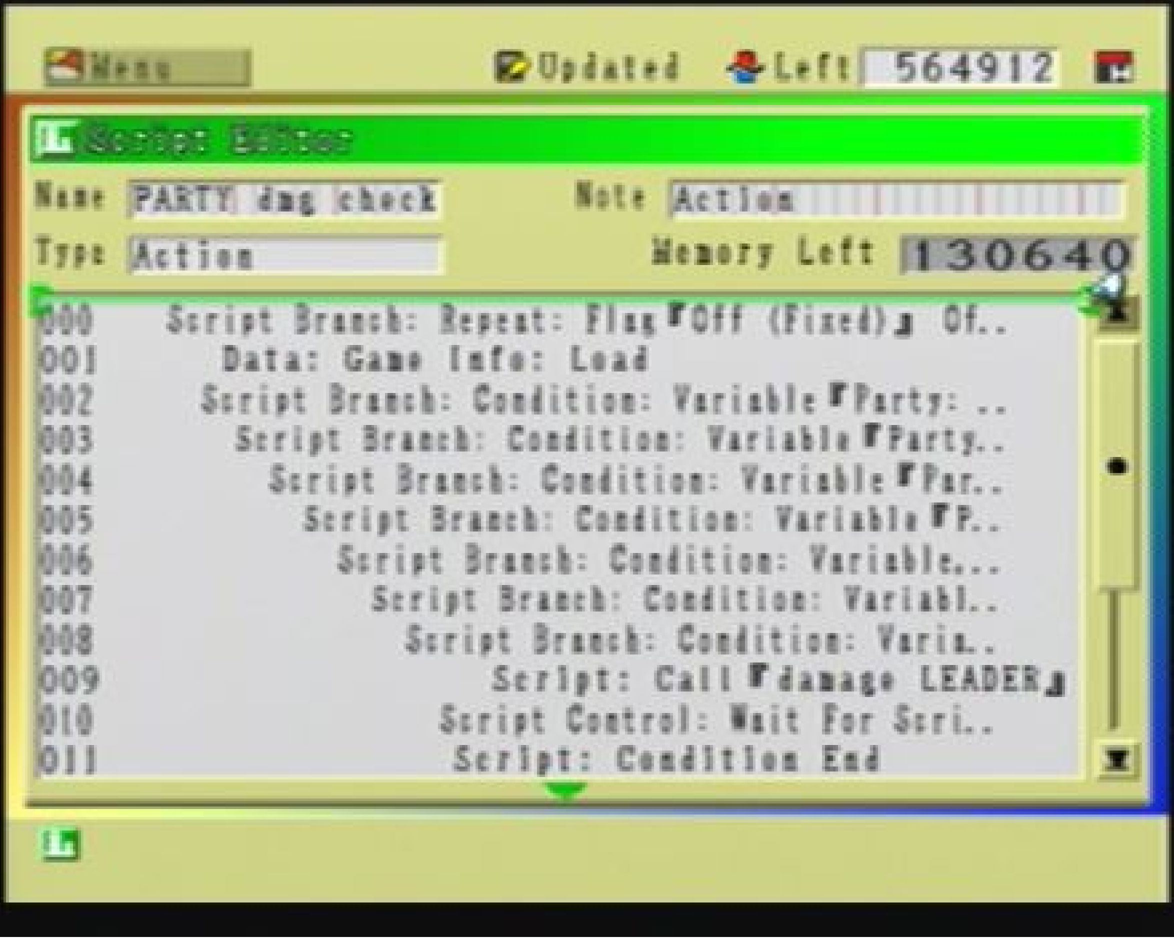
Name: sample spin
Note: Content
Type: Content
Memory Left: 130624

```
000  ..: 『No Movement』 On
001  ..trol: Apply Together
002  .swordspin』 Party(Leader)
003  .ate(Leader)Counterclockwise 360°  5F
004  ..trol: Apply In Order
005  ..t 5F
006  ..  Info: Load
007  ..able: 『AttVal』=『0 (Fixed)』+『Strength』
008  ..able: 『AttType』=『0 (Fixed)』+(+1)
009  ..able: 『Atk#』=『Atk#』+(+1)
010  ..nch: Condition: Variable『Atk#』≧+10
011  ..riable: 『Atk#』=(±0)+(+1)
```



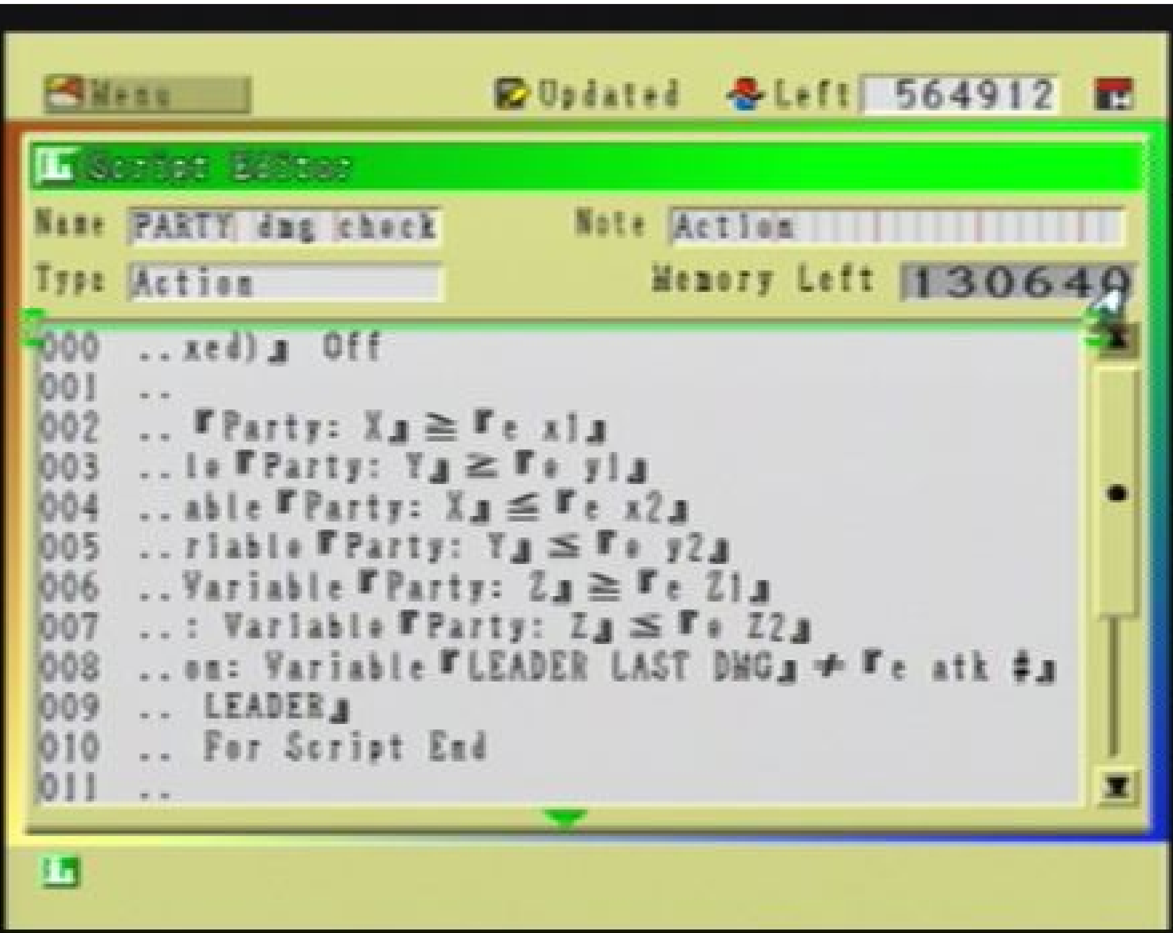
Name sample spin   Note Content
Type Content   Memory Left 130624

```
012     Script: Condition End
013     Data: Variable: 「Z1」=「Party: Z」 −(+4)
014     Data: Variable: 「Z2」=「Party: Z」 +(+10)
015     Data: Variable: 「X1」=「Party: X」 +(−1)
016     Data: Variable: 「Y1」=「Party: Y」 +(−1)
017     Data: Variable: 「X2」=「Party: X」 +(+1)
018     Data: Variable: 「Y2」=「Party: Y」 +(+1)
019     Other: Wait 2F
020     Data: Variable: 「X1」=「Party: X」 +(+1)
021     Data: Variable: 「Y1」=「Party: Y」 +(±0)
022     Data: Variable: 「X2」=「Party: X」 +(−1)
023     Data: Variable: 「Y2」=「Party: Y」 +(−1)
```



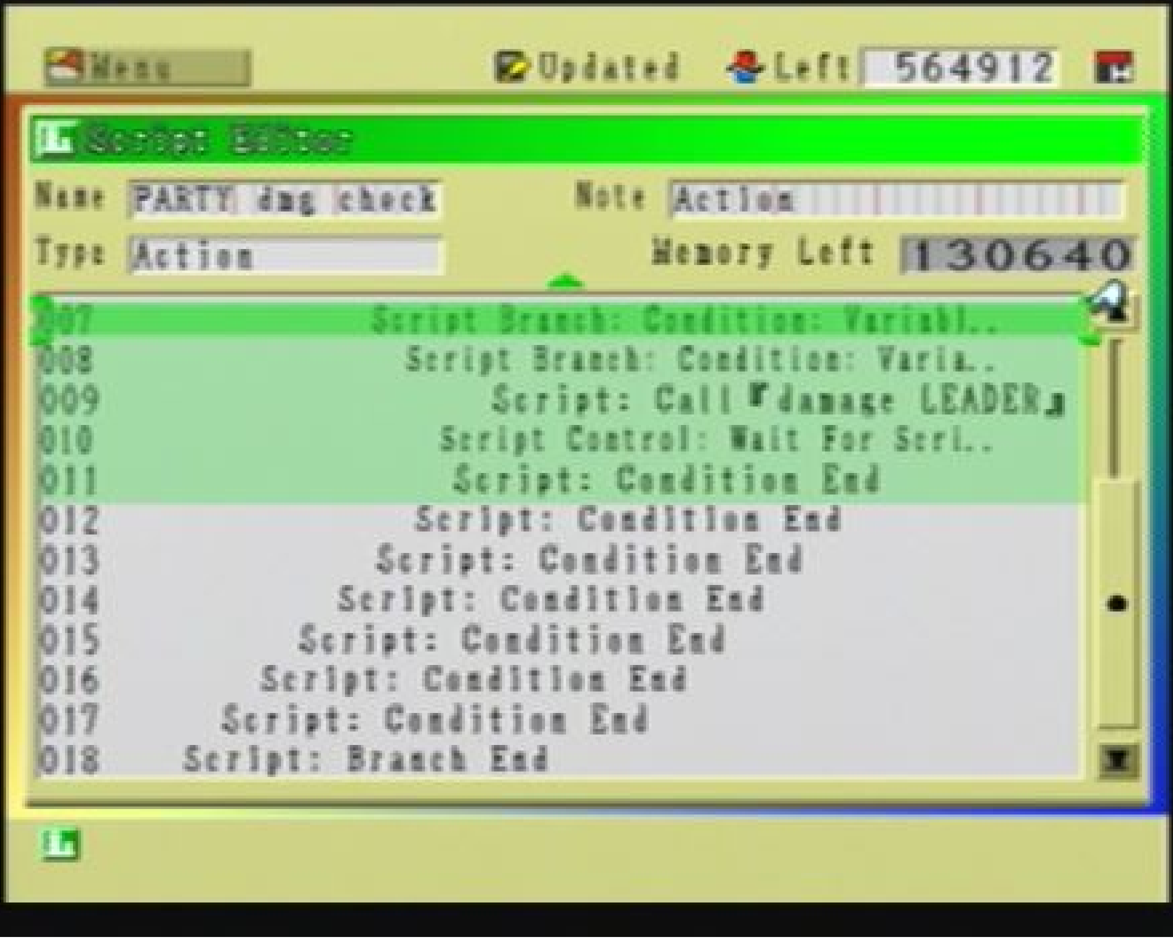
Name PARTY dmg check   Note Action
Type Action   Memory Left 130640

```
000    Script Branch: Repeat: Flag「Off (Fixed)」 Of..
001       Data: Game Info: Load
002      Script Branch: Condition: Variable「Party: ..
003        Script Branch: Condition: Variable「Party..
004          Script Branch: Condition: Variable「Par..
005            Script Branch: Condition: Variable「P..
006              Script Branch: Condition: Variable...
007                Script Branch: Condition: Variabl..
008                  Script Branch: Condition: Varia..
009                       Script: Call「damage LEADER」
010                    Script Control: Wait For Scri..
011                     Script: Condition End
```



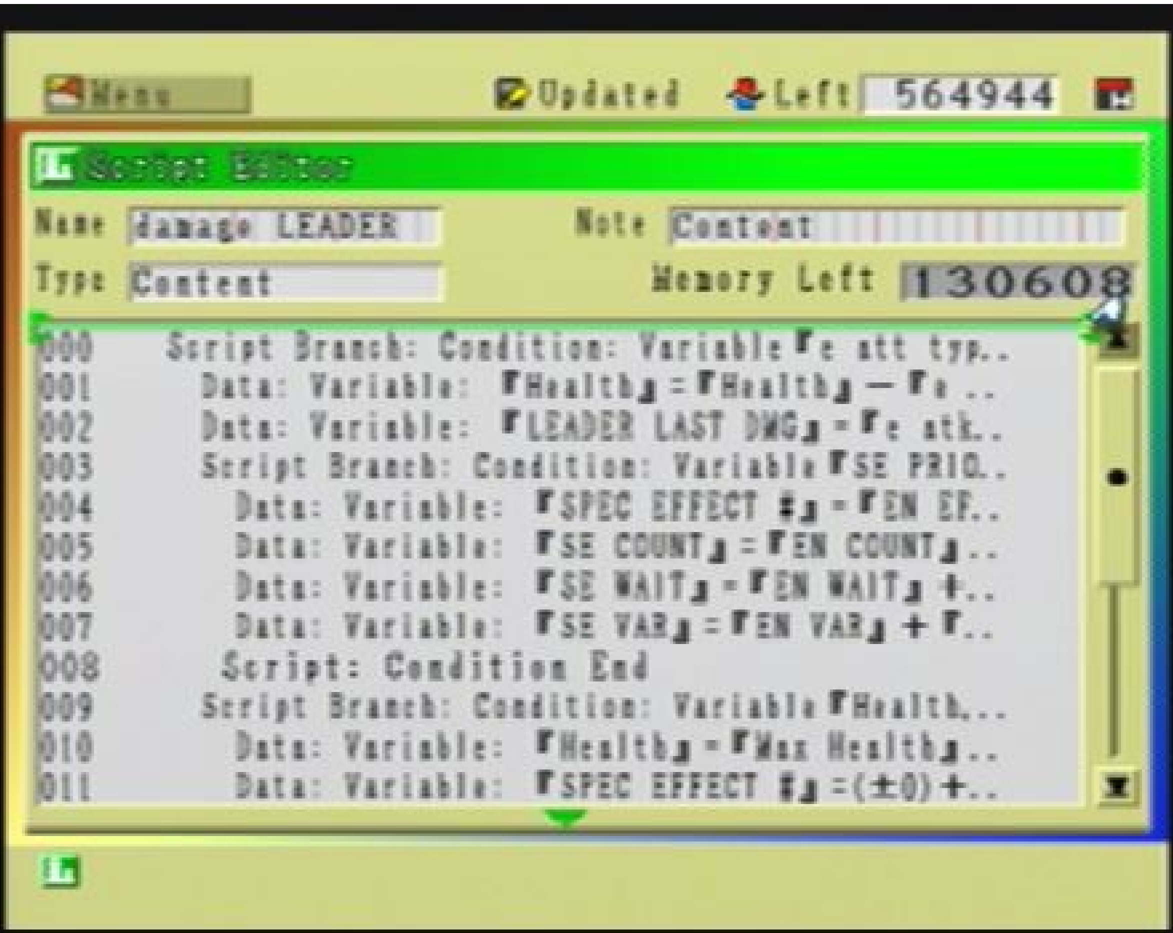
Name PARTY dmg check
Note Action
Type Action
Memory Left 130640

```
..xed)」 Off
..
.. 「Party: X」≧「e x1」
..le「Party: Y」≧「e y1」
..able「Party: X」≦「e x2」
..riable「Party: Y」≦「e y2」
..Variable「Party: Z」≧「e Z1」
..: Variable「Party: Z」≦「e Z2」
..on: Variable「LEADER LAST DMG」≠「e atk #」
..  LEADER」
..  For Script End
..
```



Name PARTY dmg check
Note Action
Type Action
Memory Left 130640

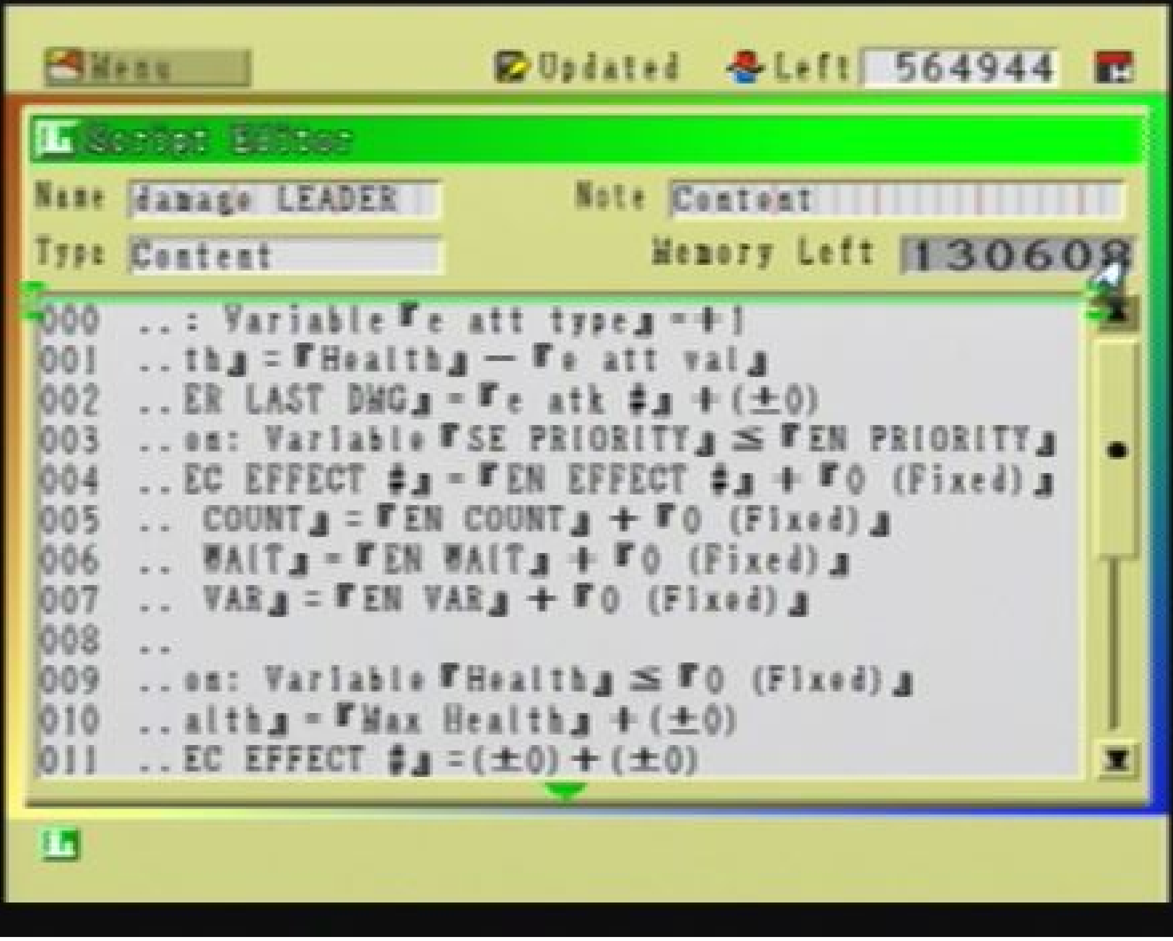
```
          Script Branch: Condition: Variabl..
            Script Branch: Condition: Varia..
                Script: Call「damage LEADER」
              Script Control: Wait For Scri..
              Script: Condition End
            Script: Condition End
          Script: Condition End
        Script: Condition End
      Script: Condition End
    Script: Condition End
  Script: Condition End
Script: Branch End
```



Name damage LEADER　　Note Content

Type Content　　Memory Left 130608

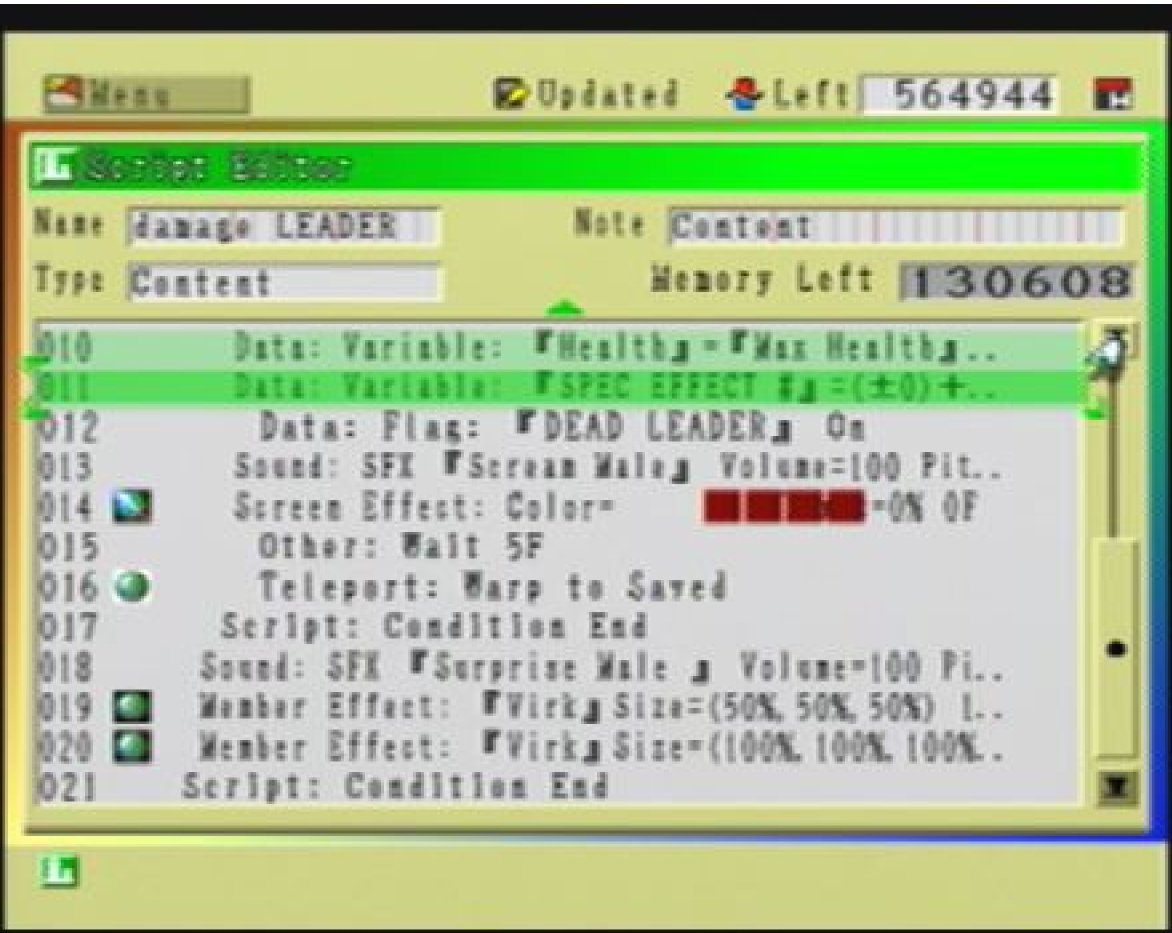
```
000    Script Branch: Condition: Variable『e att typ..
001      Data: Variable: 『Health』=『Health』—『e ..
002      Data: Variable: 『LEADER LAST DMG』=『e atk..
003      Script Branch: Condition: Variable『SE PRIO..
004        Data: Variable: 『SPEC EFFECT #』=『EN EF..
005        Data: Variable: 『SE COUNT』=『EN COUNT』..
006        Data: Variable: 『SE WAIT』=『EN WAIT』+..
007        Data: Variable: 『SE VAR』=『EN VAR』+『..
008       Script: Condition End
009      Script Branch: Condition: Variable『Health...
010        Data: Variable: 『Health』=『Max Health』..
011        Data: Variable: 『SPEC EFFECT #』=(±0)+..
```



Name damage LEADER　　Note Content

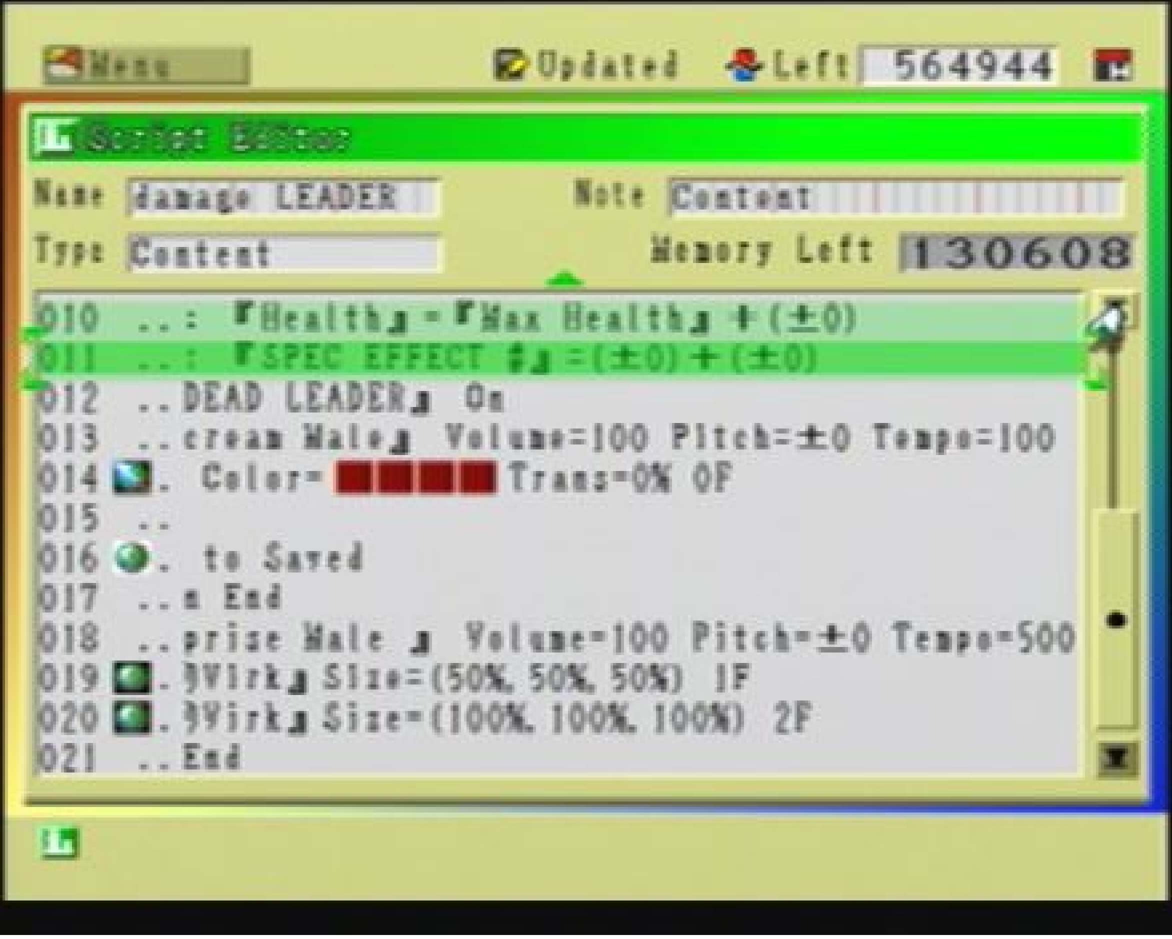
Type Content　　Memory Left 130608

```
000  ..: Variable『e att type』=1
001  ..th』=『Health』—『e att val』
002  ..ER LAST DMG』=『e atk #』+(±0)
003  ..on: Variable『SE PRIORITY』≤『EN PRIORITY』
004  ..EC EFFECT #』=『EN EFFECT #』+『0 (Fixed)』
005  ..  COUNT』=『EN COUNT』+『0 (Fixed)』
006  ..  WAIT』=『EN WAIT』+『0 (Fixed)』
007  ..  VAR』=『EN VAR』+『0 (Fixed)』
008  ..
009  ..on: Variable『Health』≤『0 (Fixed)』
010  ..alth』=『Max Health』+(±0)
011  ..EC EFFECT #』=(±0)+(±0)
```



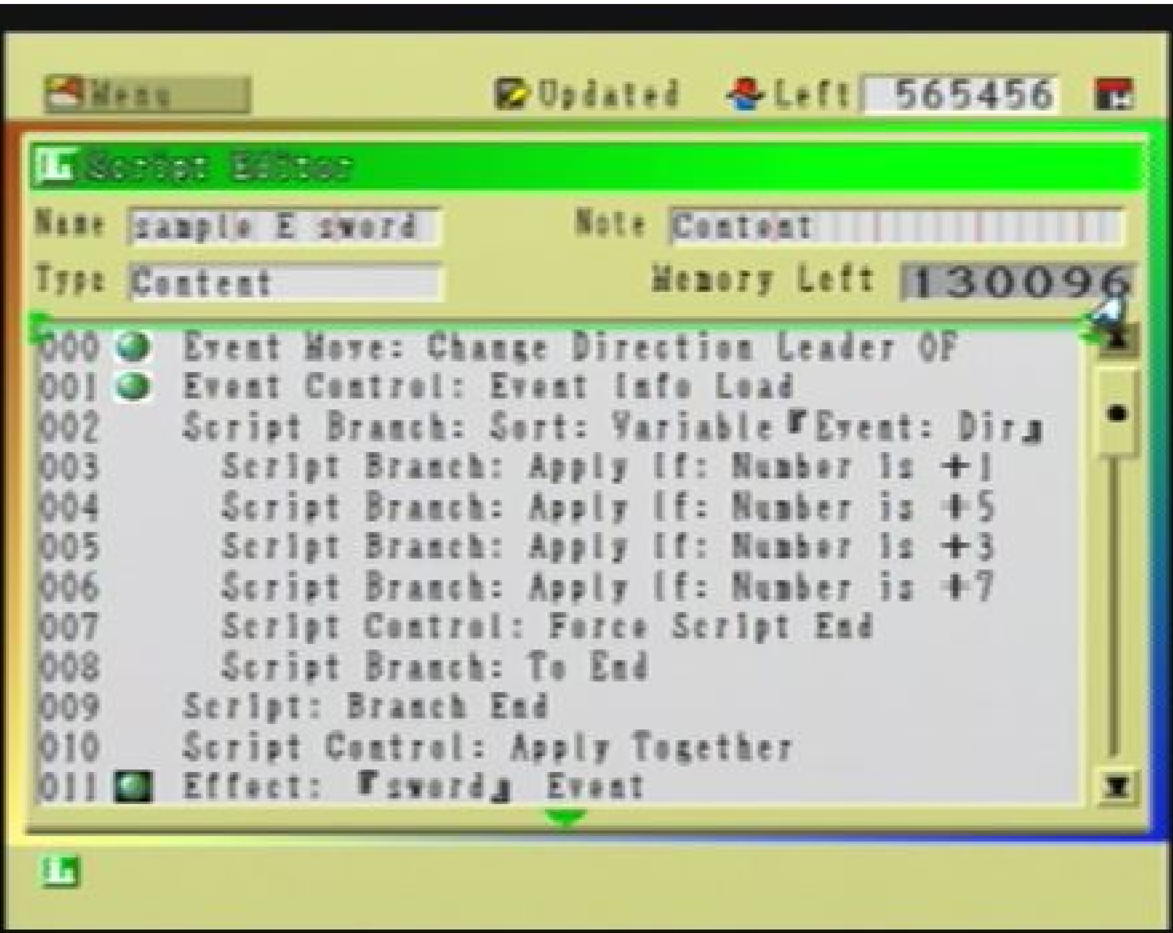
Name damage LEADER
Note Content
Type Content
Memory Left 130608

```
010          Data: Variable: 『Health』=『Max Health』..
011          Data: Variable: 『SPEC EFFECT #』=(±0)+..
012            Data: Flag: 『DEAD LEADER』 On
013          Sound: SFX 『Scream Male』 Volume=100 Pit..
014          Screen Effect: Color=      🟥🟥🟥🟥=0% 0F
015            Other: Wait 5F
016            Teleport: Warp to Saved
017         Script: Condition End
018        Sound: SFX 『Surprise Male 』 Volume=100 Pi..
019        Member Effect: 『Virk』Size=(50%, 50%, 50%) 1..
020        Member Effect: 『Virk』Size=(100%, 100%, 100%..
021       Script: Condition End
```



Name damage LEADER
Note Content
Type Content
Memory Left 130608

```
010 ..: 『Health』=『Max Health』+(±0)
011 ..: 『SPEC EFFECT #』=(±0)+(±0)
012 ..DEAD LEADER』 On
013 ..cream Male』 Volume=100 Pitch=±0 Tempo=100
014  . Color= 🟥🟥🟥🟥 Trans=0% 0F
015 ..
016  . to Saved
017 ..n End
018 ..prise Male 』 Volume=100 Pitch=±0 Tempo=500
019  .『Virk』Size=(50%, 50%, 50%) 1F
020  .『Virk』Size=(100%, 100%, 100%) 2F
021 ..End
```



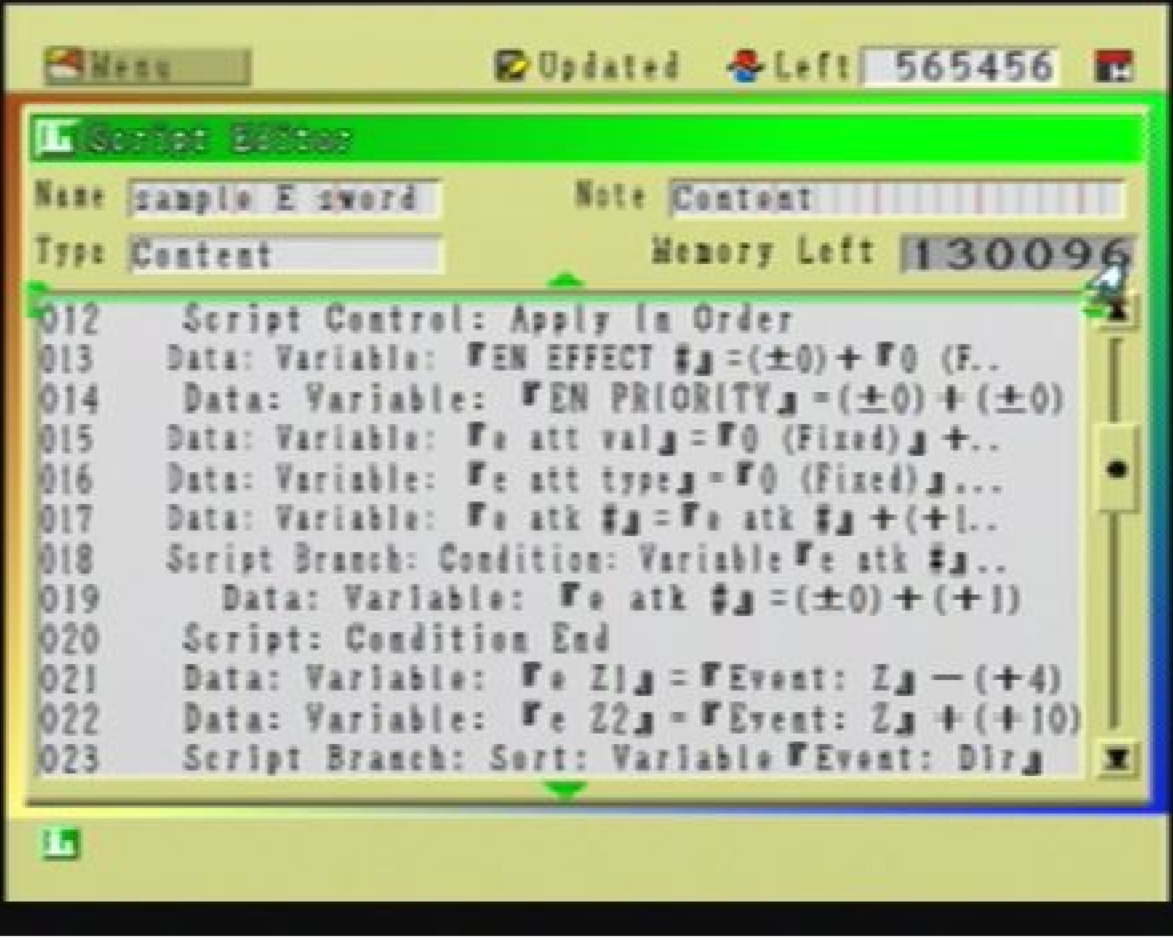
Name sample E sword

Note Content

Type Content

Memory Left 130096

```
000 ●  Event Move: Change Direction Leader OF
001 ●  Event Control: Event Info Load
002    Script Branch: Sort: Variable「Event: Dir」
003      Script Branch: Apply If: Number is +1
004      Script Branch: Apply If: Number is +5
005      Script Branch: Apply If: Number is +3
006      Script Branch: Apply If: Number is +7
007      Script Control: Force Script End
008      Script Branch: To End
009    Script: Branch End
010    Script Control: Apply Together
011 ●  Effect: 「sword」 Event
```



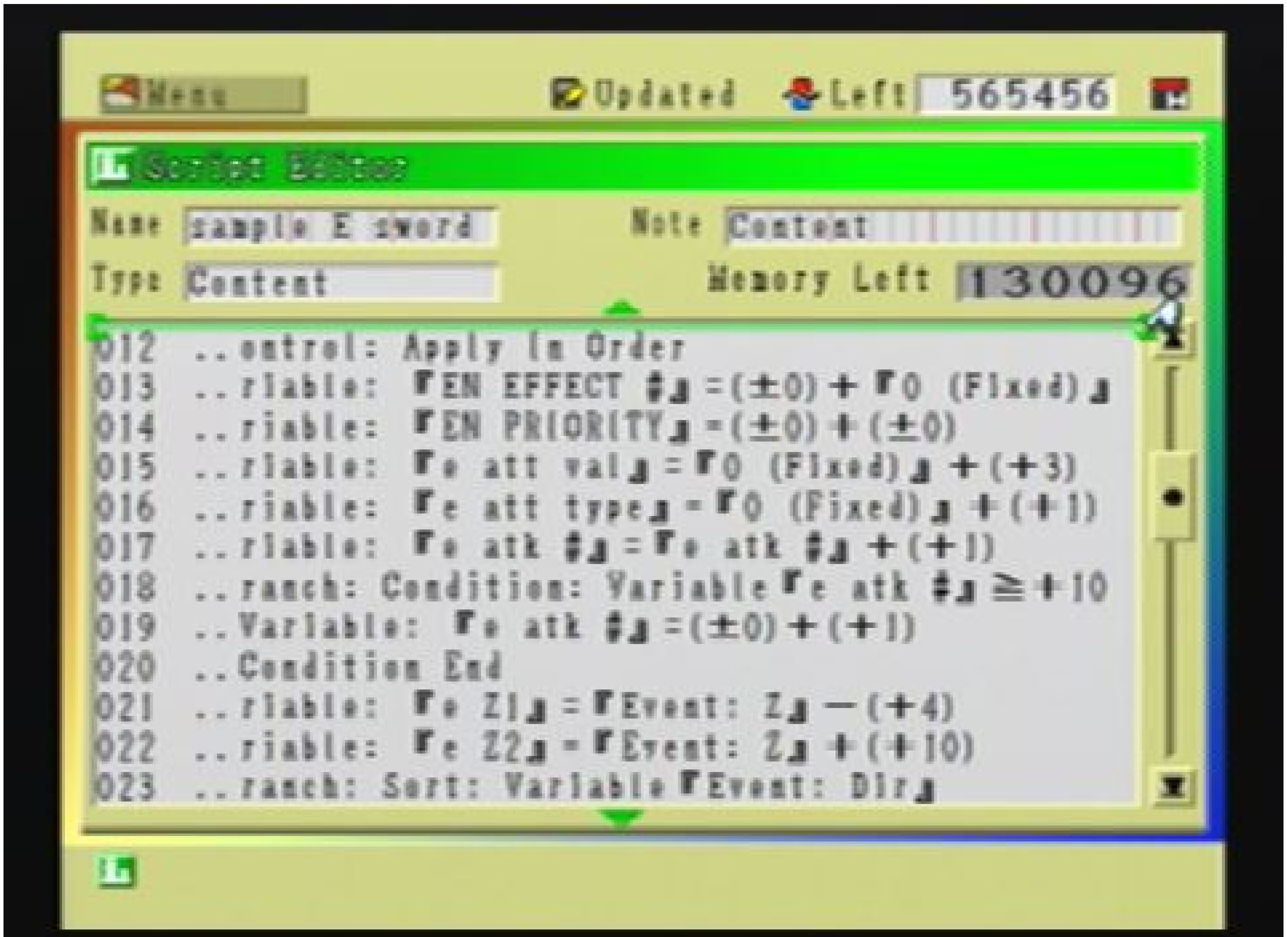
Name sample E sword

Note Content

Type Content

Memory Left 130096

```
012    Script Control: Apply In Order
013   Data: Variable: 「EN EFFECT $」=(±0)+「0 (F..
014    Data: Variable: 「EN PRIORITY」=(±0)+(±0)
015   Data: Variable: 「e att val」=「0 (Fixed)」+..
016   Data: Variable: 「e att type」=「0 (Fixed)」...
017   Data: Variable: 「e atk $」=「e atk $」+(+1..
018   Script Branch: Condition: Variable「e atk $」..
019      Data: Variable: 「e atk $」=(±0)+(+1)
020    Script: Condition End
021    Data: Variable: 「e Z1」=「Event: Z」−(+4)
022    Data: Variable: 「e Z2」=「Event: Z」+(+10)
023    Script Branch: Sort: Variable「Event: Dir」
```

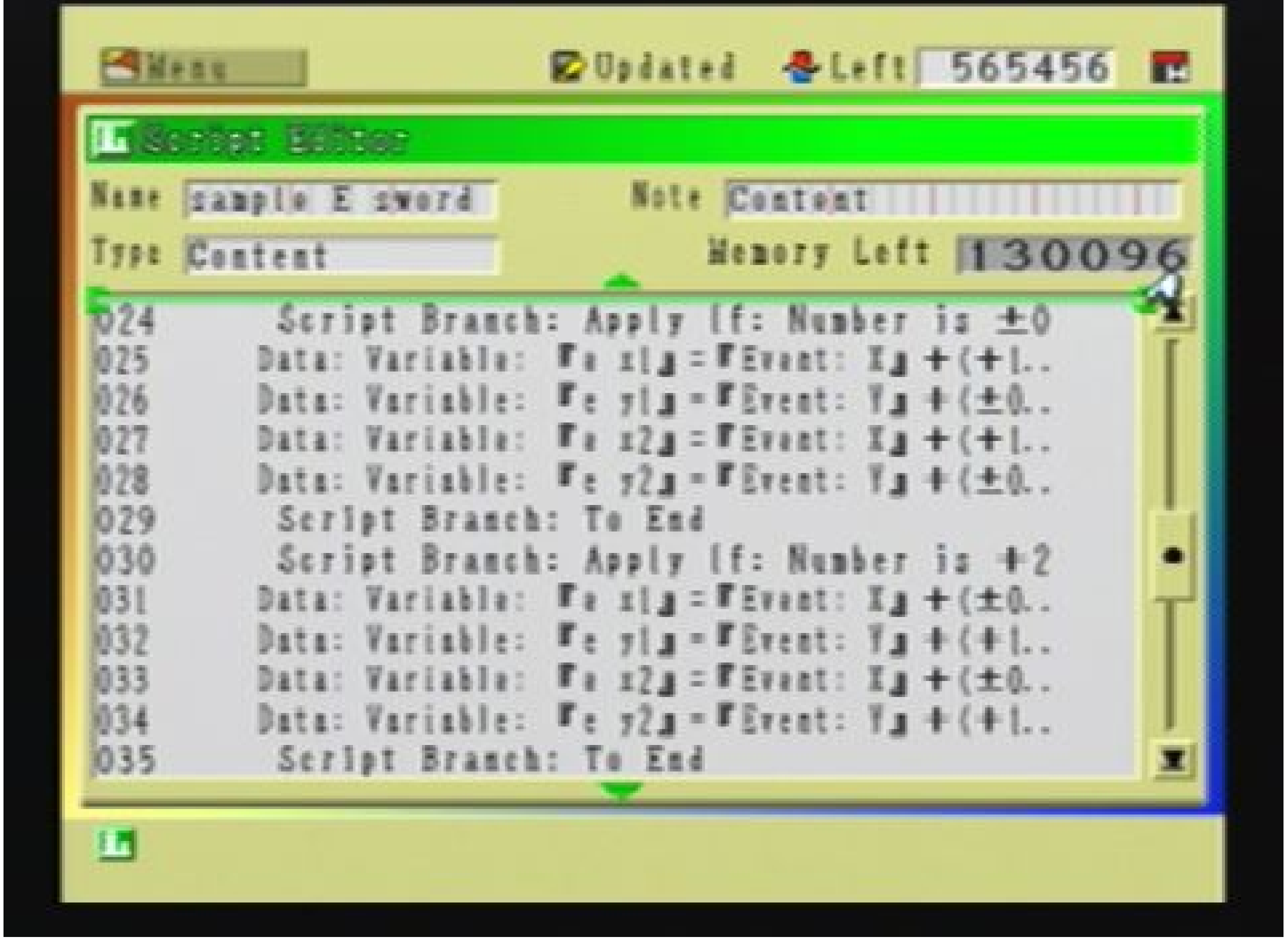


Left 565456

Name sample E sword　Note Content

Type Content　Memory Left 130096

```
012  ..ontrol: Apply in Order
013  ..riable: 『EN EFFECT #』=(±0)+『0 (Fixed)』
014  ..riable: 『EN PRIORITY』=(±0)+(±0)
015  ..riable: 『e att val』=『0 (Fixed)』+(+3)
016  ..riable: 『e att type』=『0 (Fixed)』+(+1)
017  ..riable: 『e atk #』=『e atk #』+(+1)
018  ..ranch: Condition: Variable『e atk #』≧+10
019  ..Variable: 『e atk #』=(±0)+(+1)
020  ..Condition End
021  ..riable: 『e Z1』=『Event: Z』−(+4)
022  ..riable: 『e Z2』=『Event: Z』+(+10)
023  ..ranch: Sort: Variable『Event: Dir』
```

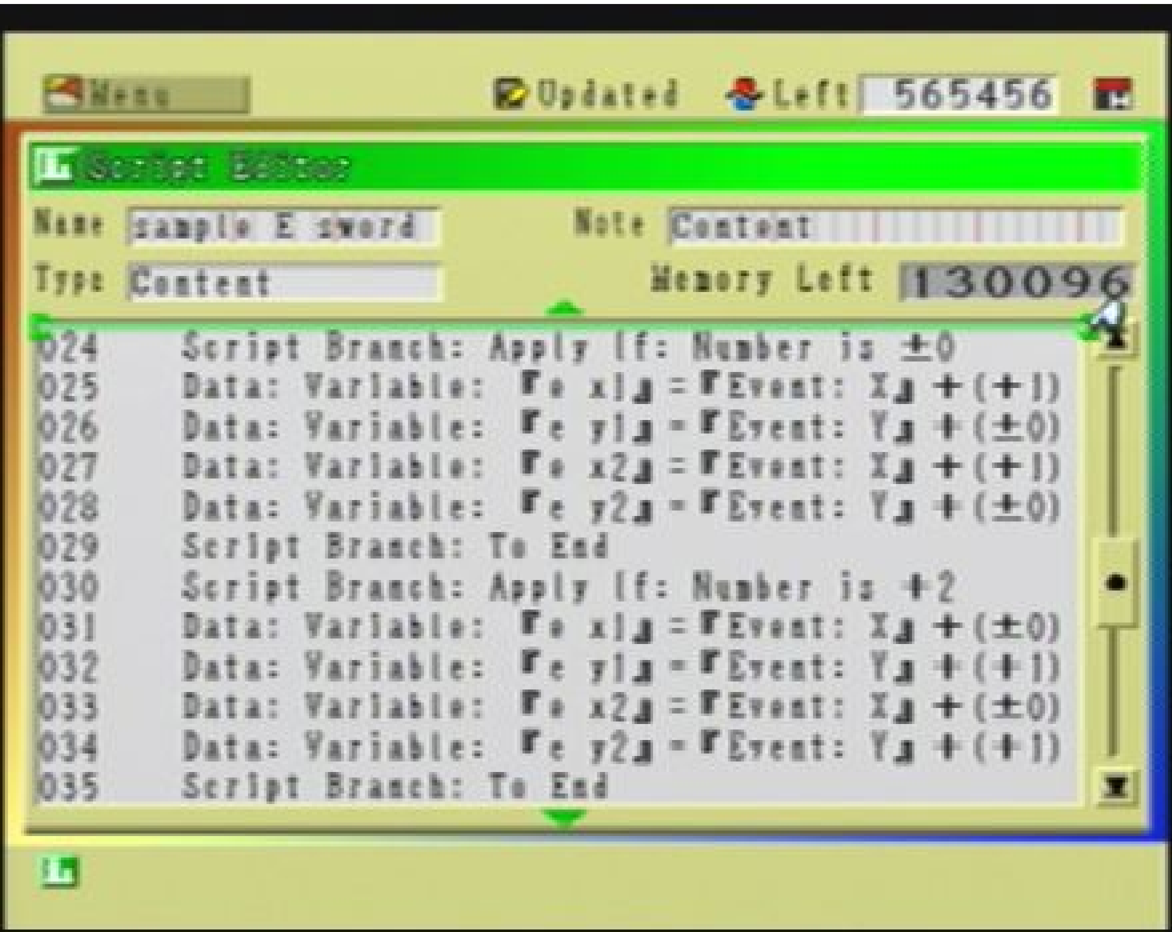


Left 565456

Name sample E sword　Note Content

Type Content　Memory Left 130096

```
024      Script Branch: Apply If: Number is ±0
025     Data: Variable: 『e x1』=『Event: X』+(+1..
026     Data: Variable: 『e y1』=『Event: Y』+(±0..
027     Data: Variable: 『e x2』=『Event: X』+(+1..
028     Data: Variable: 『e y2』=『Event: Y』+(±0..
029      Script Branch: To End
030      Script Branch: Apply If: Number is +2
031     Data: Variable: 『e x1』=『Event: X』+(±0..
032     Data: Variable: 『e y1』=『Event: Y』+(+1..
033     Data: Variable: 『e x2』=『Event: X』+(±0..
034     Data: Variable: 『e y2』=『Event: Y』+(+1..
035      Script Branch: To End
```

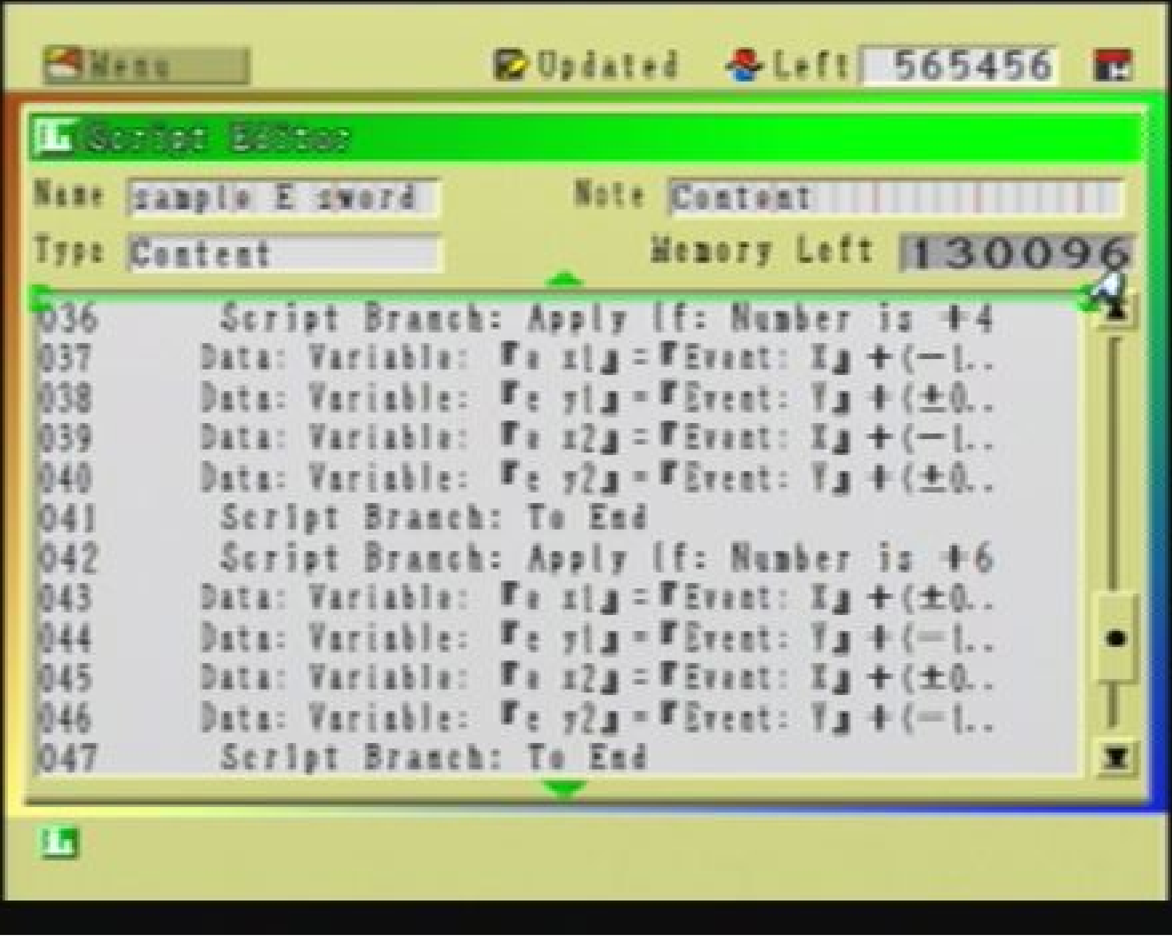


Left 565456

Name: sample E sword   Note: Content

Type: Content   Memory Left: 130096

```
024     Script Branch: Apply If: Number is ±0
025     Data: Variable: 「e x1」=「Event: X」+(+1)
026     Data: Variable: 「e y1」=「Event: Y」+(±0)
027     Data: Variable: 「e x2」=「Event: X」+(+1)
028     Data: Variable: 「e y2」=「Event: Y」+(±0)
029     Script Branch: To End
030     Script Branch: Apply If: Number is +2
031     Data: Variable: 「e x1」=「Event: X」+(±0)
032     Data: Variable: 「e y1」=「Event: Y」+(+1)
033     Data: Variable: 「e x2」=「Event: X」+(±0)
034     Data: Variable: 「e y2」=「Event: Y」+(+1)
035     Script Branch: To End
```

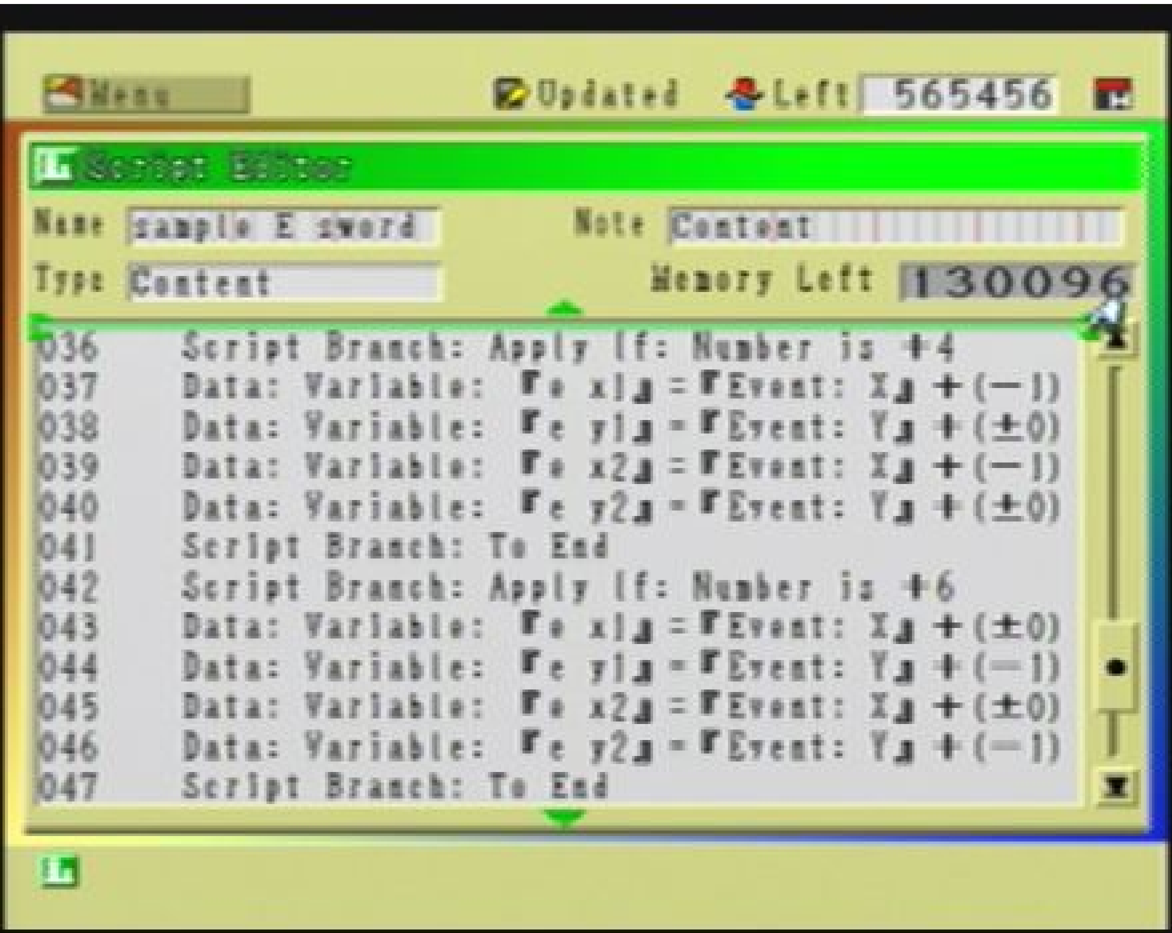


Left 565456

Name: sample E sword   Note: Content

Type: Content   Memory Left: 130096

```
036      Script Branch: Apply If: Number is +4
037     Data: Variable: 「e x1」=「Event: X」+(−1..
038     Data: Variable: 「e y1」=「Event: Y」+(±0..
039     Data: Variable: 「e x2」=「Event: X」+(−1..
040     Data: Variable: 「e y2」=「Event: Y」+(±0..
041      Script Branch: To End
042      Script Branch: Apply If: Number is +6
043     Data: Variable: 「e x1」=「Event: X」+(±0..
044     Data: Variable: 「e y1」=「Event: Y」+(−1..
045     Data: Variable: 「e x2」=「Event: X」+(±0..
046     Data: Variable: 「e y2」=「Event: Y」+(−1..
047      Script Branch: To End
```

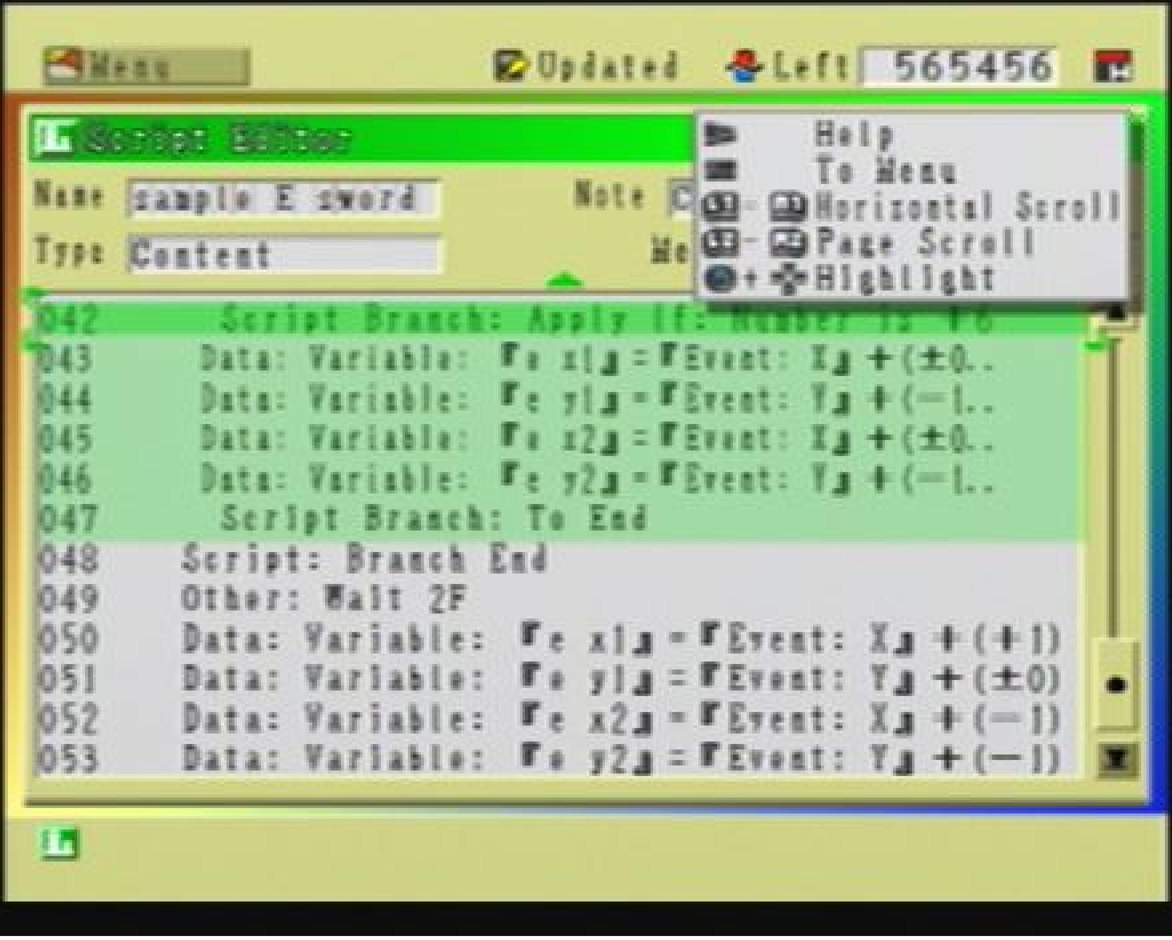


Left 565456

Name sample E sword Note Content

Type Content Memory Left 130096

```
036    Script Branch: Apply If: Number is +4
037    Data: Variable: 「e x1」=「Event: X」+(−1)
038    Data: Variable: 「e y1」=「Event: Y」+(±0)
039    Data: Variable: 「e x2」=「Event: X」+(−1)
040    Data: Variable: 「e y2」=「Event: Y」+(±0)
041    Script Branch: To End
042    Script Branch: Apply If: Number is +6
043    Data: Variable: 「e x1」=「Event: X」+(±0)
044    Data: Variable: 「e y1」=「Event: Y」+(−1)
045    Data: Variable: 「e x2」=「Event: X」+(±0)
046    Data: Variable: 「e y2」=「Event: Y」+(−1)
047    Script Branch: To End
```

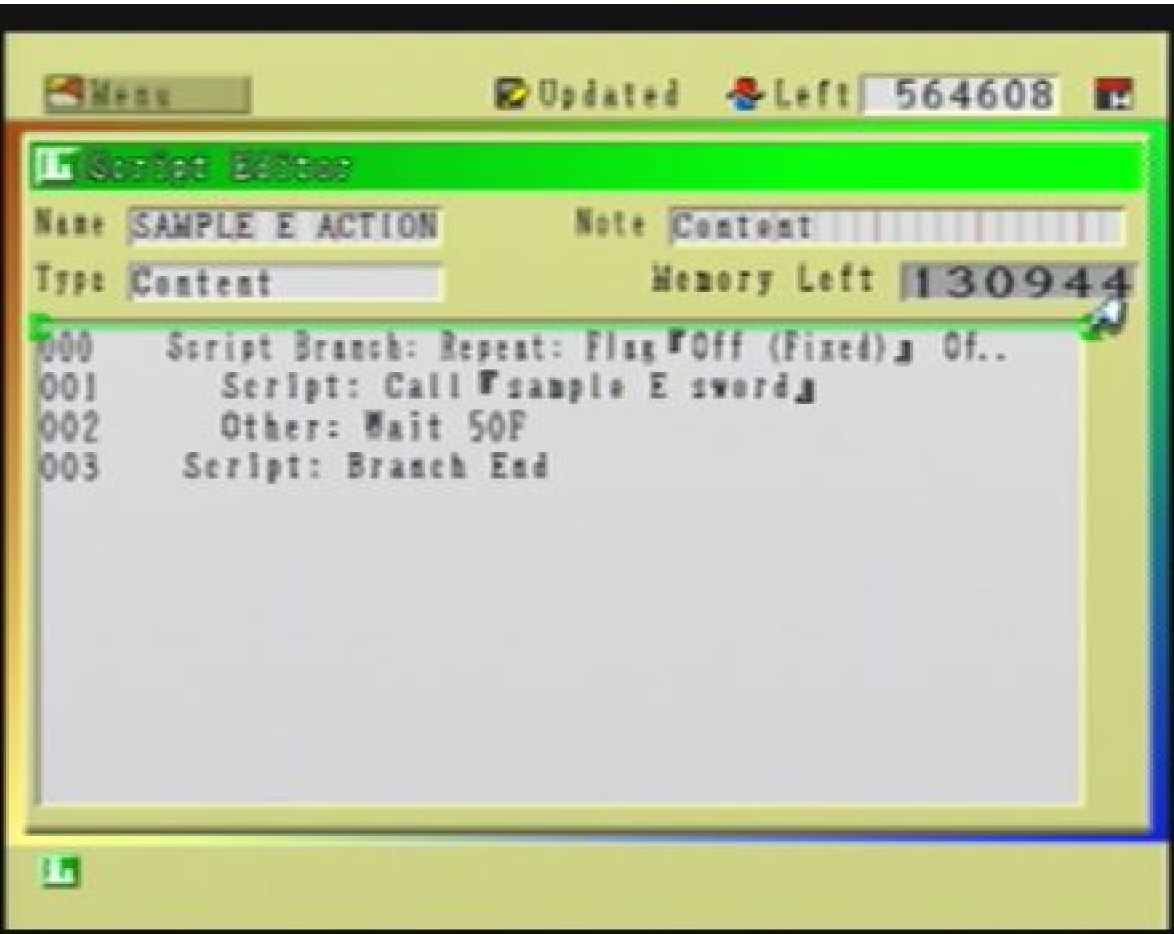


Left 565456

Name sample E sword Note C

Type Content

```
042     Script Branch: Apply If: Number is +6
043      Data: Variable: 「e x1」=「Event: X」+(±0..
044      Data: Variable: 「e y1」=「Event: Y」+(−1..
045      Data: Variable: 「e x2」=「Event: X」+(±0..
046      Data: Variable: 「e y2」=「Event: Y」+(−1..
047     Script Branch: To End
048    Script: Branch End
049    Other: Wait 2F
050    Data: Variable: 「e x1」=「Event: X」+(+1)
051    Data: Variable: 「e y1」=「Event: Y」+(±0)
052    Data: Variable: 「e x2」=「Event: X」+(−1)
053    Data: Variable: 「e y2」=「Event: Y」+(−1)
```

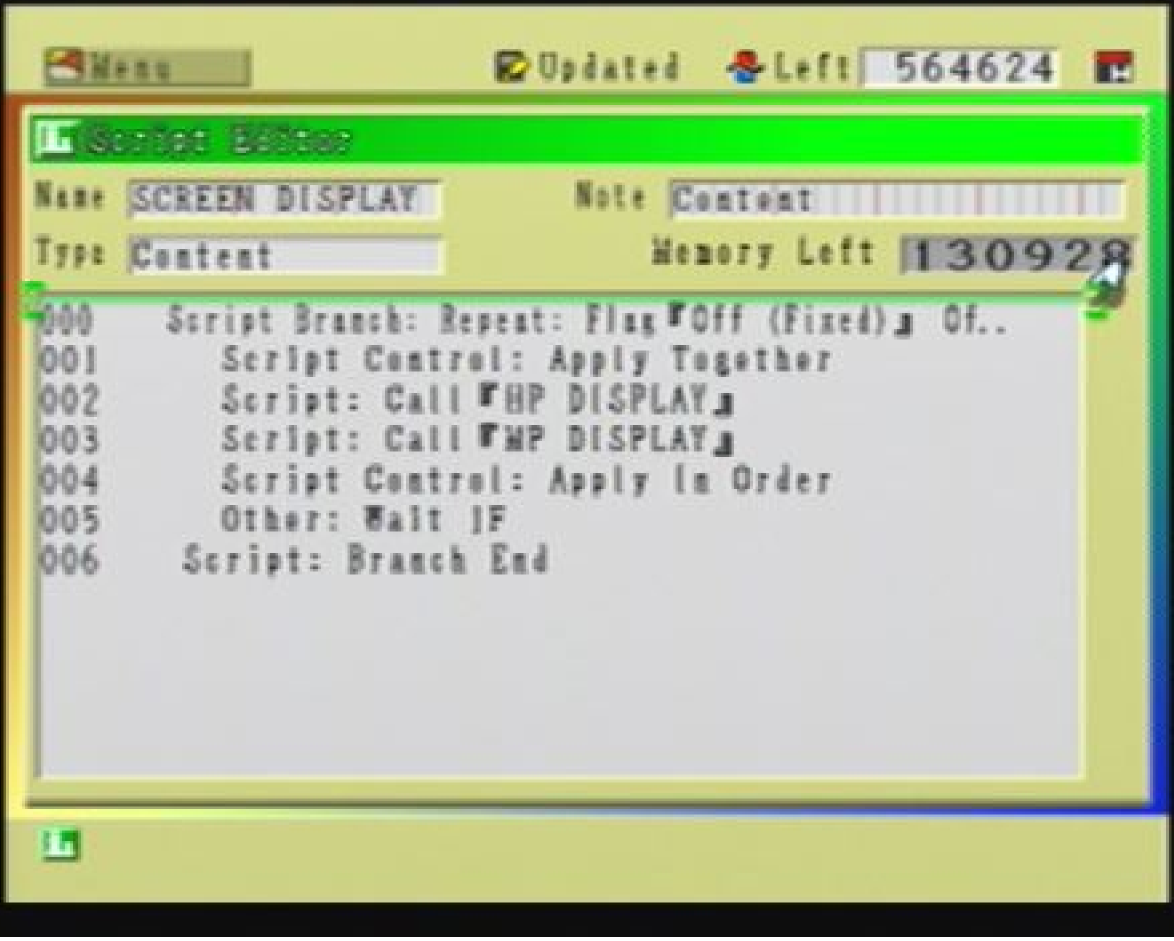


Left 564608

Name SAMPLE E ACTION Note Content

Type Content Memory Left 130944

```
Script Branch: Repeat: Flag『Off (Fixed)』 Of..
   Script: Call『sample E sword』
   Other: Wait 50F
 Script: Branch End
```

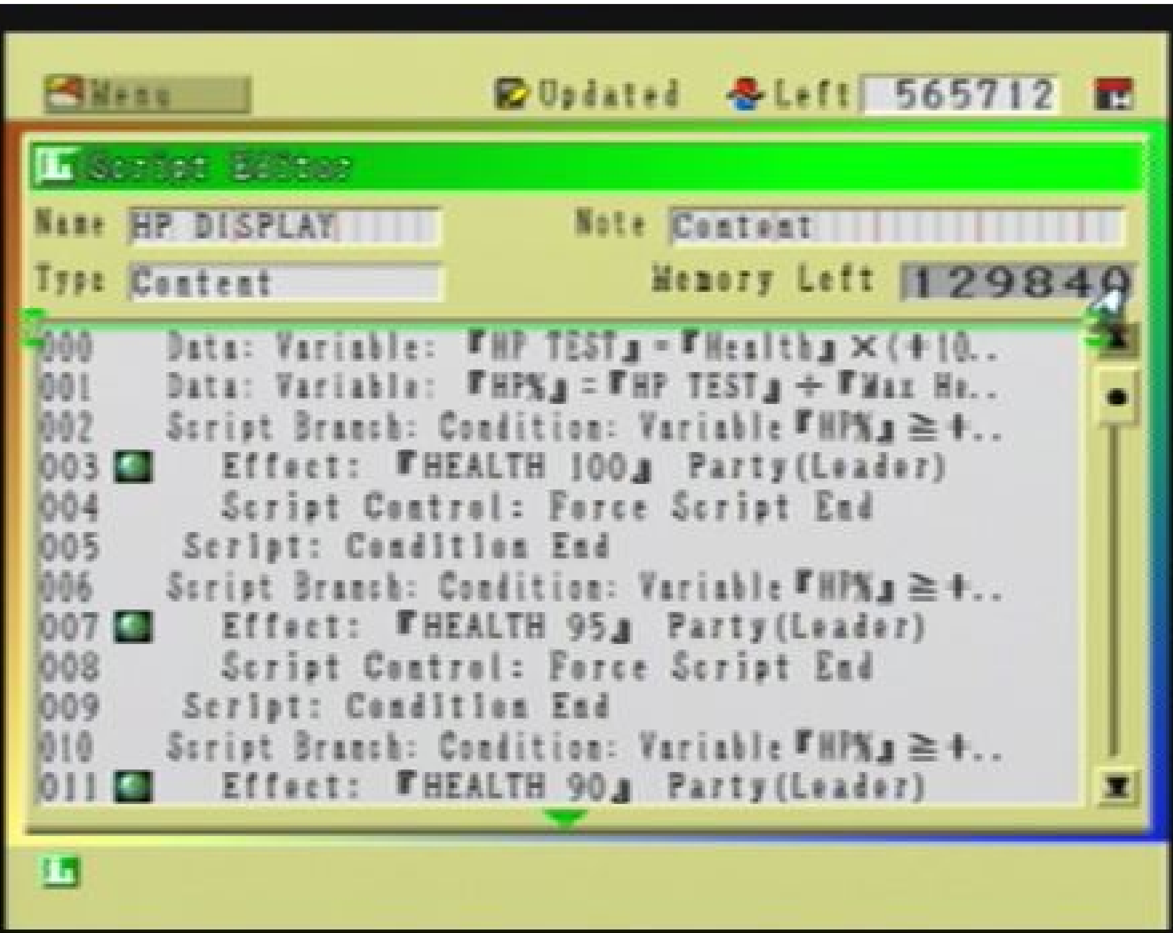


Left 564624

Name SCREEN DISPLAY Note Content

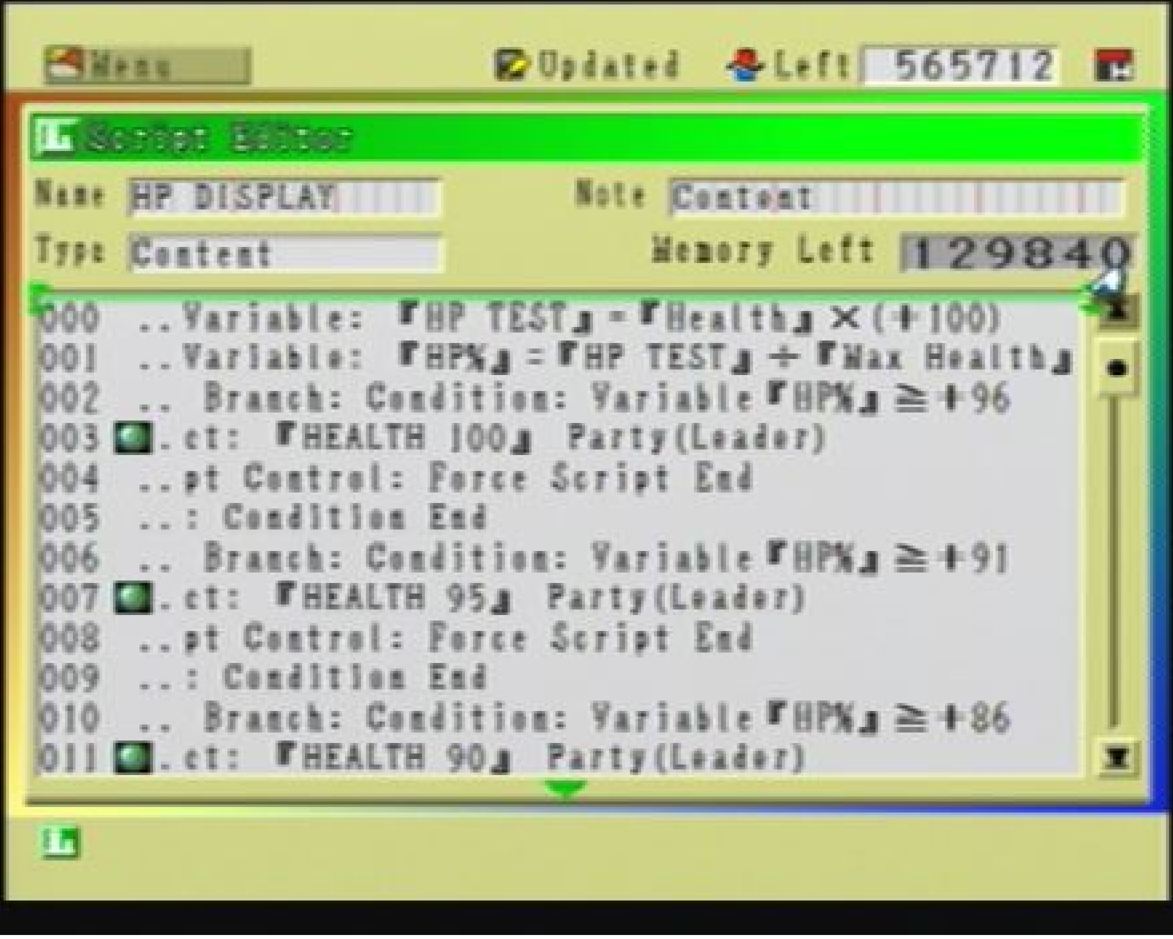
Type Content Memory Left 130928

```
Script Branch: Repeat: Flag『Off (Fixed)』 Of..
   Script Control: Apply Together
   Script: Call『HP DISPLAY』
   Script: Call『MP DISPLAY』
   Script Control: Apply In Order
   Other: Wait 1F
 Script: Branch End
```



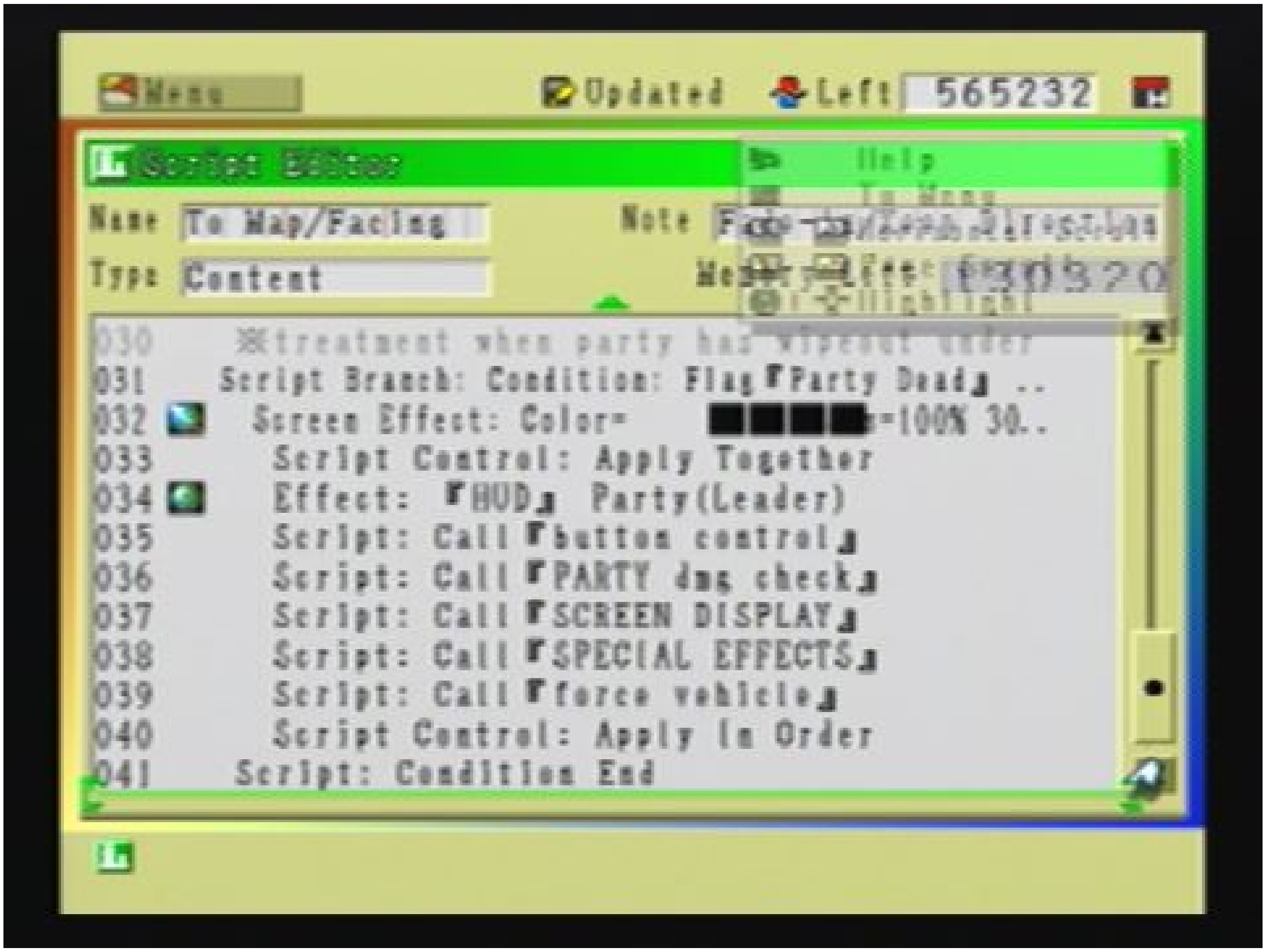
Name HP DISPLAY Note Content
Type Content Memory Left 129840

```
000    Data: Variable: 『HP TEST』=『Health』×(+10..
001    Data: Variable: 『HP%』=『HP TEST』÷『Max He..
002    Script Branch: Condition: Variable『HP%』≧+..
003      Effect: 『HEALTH 100』 Party(Leader)
004      Script Control: Force Script End
005     Script: Condition End
006    Script Branch: Condition: Variable『HP%』≧+..
007      Effect: 『HEALTH 95』 Party(Leader)
008      Script Control: Force Script End
009     Script: Condition End
010    Script Branch: Condition: Variable『HP%』≧+..
011      Effect: 『HEALTH 90』 Party(Leader)
```



Name HP DISPLAY Note Content
Type Content Memory Left 129840

```
000 ..Variable: 『HP TEST』=『Health』×(+100)
001 ..Variable: 『HP%』=『HP TEST』÷『Max Health』
002 .. Branch: Condition: Variable『HP%』≧+96
003 .ct: 『HEALTH 100』 Party(Leader)
004 ..pt Control: Force Script End
005 ..: Condition End
006 .. Branch: Condition: Variable『HP%』≧+91
007 .ct: 『HEALTH 95』 Party(Leader)
008 ..pt Control: Force Script End
009 ..: Condition End
010 .. Branch: Condition: Variable『HP%』≧+86
011 .ct: 『HEALTH 90』 Party(Leader)
```



Name To Map/Facing

Note Face-up/Keep direction

Type Content

Memory Left 130320

```
    ※treatment when party has wipeout under
   Script Branch: Condition: Flag「Party Dead」..
     Screen Effect: Color=    ■■■■=-100% 30..
      Script Control: Apply Together
      Effect: 「HUD」 Party(Leader)
      Script: Call「button control」
      Script: Call「PARTY dmg check」
      Script: Call「SCREEN DISPLAY」
      Script: Call「SPECIAL EFFECTS」
      Script: Call「force vehicle」
      Script Control: Apply in Order
    Script: Condition End
```