

Scenario Startup Information

This section will tell you how to define where the party starts in your scenario and how to give the player an idea of the recommended number of Character Levels for this adventure.

To edit this information click the button "Scenario Data" (half way down the right side of the Land Editor window). When you do, you will see the screen we use to define much of the special information concerning your scenario.

Figure 2.0

For now we are concerned with the upper right section of the screen.

When your adventure begins, you need to assign a position for the party to start. The Starting Land Level and Start X: Y: Position defines the exact spot they will begin the adventure.

The Recommended Starting Levels is for player information only and does not affect the difficulty of the scenario. This number is displayed in the lower right hand corner of the screen when a player builds a party to play your adventure. It will also affect the amount of Victory Points the player gets.

If you design a scenario for characters just starting out, then 6 is a good choice here. That would tell the player that if you have 6 characters of 1st level or 3 characters of 2nd level or any other combination that adds up to 6, then this scenario should be just about right for them when using normal monsters on normal difficulty.

As a word to the wise: Try not to design a scenario for 100th level characters as your first try. A lot of the fun of Realmz is in the nail biting of a battle/puzzle wondering if your party will survive. If you make it impossible then nobody, without super-characters, will want to play it.

Without question, some of the most popular adventures will be those set up for lower level characters as it adds a special tension in the air when your characters have to actually think about solving a puzzle instead of using weapons to just kill everything in site.

Global Macros

You can script an Extra Action Point that will automatically be executed at specific times. Currently there are only 3 such times:

Start: This X-AP will be executed when the player starts a new adventure. This is a good place to display your splash screen and any other info they need before they start the adventure.

Death: This X-AP will be executed when the party is killed. If you want to give a random hint or just taunt the player here is a good time to do that.

Quit: This X-AP will be executed when the player quits the adventure. This is not executed when they die, only if they choose to quit.

Scenario Restrictions

If you would like your scenario to have restrictions at to the number and type of characters that can play the scenario you can set that info here. Let's take a look at the Scenario Restrictions screen.

his is actually pretty simple. If you don't want any restrictions you never need to deal with this screen.

If you wish to exclude any races or castes from playing this scenario just check the boxes of those banned from the scenario.

You can also set the maximum number of characters and the maximum level of any particular character. A value of 0 in either of these fields will default to no restriction at all.

In addition, you may enter a brief text description as an explanation to the player as to why these restrictions exist. That info will be displayed during party setup.

Contact Info

If you would like those that play your scenario to know how they can contact you concerning your work you can enter the information here. This information can be displayed from Realmz by selecting "About this scenario" under the Apple Menu.

If you have set up your scenario with a registratino code, this info will also be displayed each time they load your scenario to help remind them who to contact about registering.

Let's take a quick look at the "Contact Info Editor"

s you can see, you can enter all the information you will need in order to allow to people to conatct you. Of course none of this information is required but it is nice for those that play your scenario to know who to contact in case they have a question.

Spell Editor, Caste Editor, Race Editor and Picture Editor

These subject each have their own chapter later in this manual.