

# Anatomy of Treasure Editor

A treasure can consist of up to 20 items as well as up to 32000 victory points , 32000 gold, 32000 gems and 32000 pieces of jewelry.

To edit which items are available in a treasure, click on the description of the treasure to advance to the next possible item. You can also click the category buttons to bring up a popup menu of possible items. Selecting an item from the menu will add it to the first open spot in the treasure.

Items are broken down into 5 categories.

**Weapons** Include any supplies that are for weapons such as arrows and darts.

**Armor** Includes only armor worn on the body such as robes, plate mail and the like.

**Accessories** Include hats, shields, boots, gloves, etc.

**Magic** Includes rings, potions, necklaces, etc., etc.

**Supplies** Can be just about anything as well as any special scenario items. Any special items you create for use with your scenario will be stored in this category regardless of what it actually is.

Each item is identified by a number 1 through 1000.

Each category can contain 200 items. Items 1 through 199 are weapons, 200 through 399 are armor, etc. etc.

Item 0 is not an actual item and cannot be used.

You will notice that not all items are actually used. These can be used in future upgrades to Realmz. Of the 1000 possible items, I have used maybe 50 to 60% of them. That's a lot of upgrades, boys and girls. From time to time when I release new versions, I will add items to the permanent list.

You will also be able to create items of your own for use as special items. These will be items numbered 900 through 1000. That gives you 100 scenario specific items. I doubt anybody will actually need more than that. See the chapter Item Editor for more information on creating items.

**Selecting Items:** You may select items in one of 3 ways.

- 1) Type the Item Number in one of the 20 boxes provided.
- 2) Click on the Items Description until it shows the item you desire.
- 3) Click on the category of item you wish and select the correct item from the popup menu.

If you wish to award victory points, gold, gems or jewelry with this treasure, just fill in the boxes provided with the amount. (Not to exceed 32,000)

If you wish a random amount of victory points, gold, gems or jewelry, make the value awarded a negative. Example: If you wanted to give away 1 to 500 gold, type in -500. If you wanted to give from 1 to 50 gems, type in -50. The same goes for jewelry and victory points. A positive number will give that exact amount while a negative number will give a random amount from 1 to X.

Note: All victory points and treasure are multiplied by the Difficulty Level the player is playing at. If they are earning victory points at 50% then all gold and victory points will be reduced.