

Anatomy of Time Encounter Editor

Time encounters are pretty simple to both implement and design. First let's take a quick run-through of the different fields and what they do.

Figure 12.0

Day: This sets the day the encounter will activate. This particular example will activate on Day 35 of the game. All Time Encounters happen right at midnight. As of now I only check for Time Encounters at midnight.

Increment: Most Time Encounters will be a one time event. However, you can have the event happen over and over again. Let's say you wanted something to happen every 5 days. If you put a 5 in the increment field. It would activate on day 35, then reset to activate again on day 40 and then again on day 45, etc. It would activate every X days where $X = \text{Increment}$.

A good use for this would be to change the inflation rate of a shop every 30 days to reflect actual inflation over time. Or perhaps make a random rectangle that contains roving bands of pirates to grow in size every 30 days as their evil spreads. The uses are endless.

% Chance: Just like Action Points you can have it activate only some of the time. Example: Let's say that every day there is a 5% chance that the King will summon you to his side to send you on a specific mission. Set Day to 1, Increment to 1 and %chance to 5 and it would activate only 5% of the time every day.

Extra AP to Activate: This is the Extra Action Point ID to activate if this encounter is triggered.

Required Item ID: Perhaps you only want this encounter to activate if the

party has a particular item. If so, put the Item ID here. If they don't have it then it won't activate.

-1 = Not a requirement.

Required Quest ID: Perhaps you only want this encounter to activate if the party has completed a particular quest. If so, put the Quest ID here. If they have not completed the quest, then it won't activate. For info on Quests see the section Quests.

-1 = Not a requirement.

Position Required: The entire right hand side of this dialog is for setting a required position of the party for the encounter to activate. i.e. Perhaps you want them to be standing in an exact location. Here you set exactly where they have to be in order for the encounter to activate.

1 = Land, 2 = Dungeon: This tells Realmz that the following location information pertains to Land Levels or Dungeon Levels.

-1 = Not a requirement.

Required Level: The land/dungeon level the party must be on.

-1 = Not a requirement.

Required Rect: The Random Rectangle the party must be inside.

-1 = Not a requirement.

Required X: The X location the party must be on.

-1 = Not a requirement.

Required Y: The Y Location the party must be on.

-1 = Not a requirement.

In figure 12.0 the Extra Action point is triggered on day 35 regardless of where the party is.

Figure 12.1

In figure 12.1 you can see that the Day and Increment are set to -1. That means that this encounter is initially inactive and will never trigger. However, some Action Point could use a Code 54 (Alter Time Encounter) to activate it at a later time in the game. Once active it will function normally. In this case, the party would have to be standing inside Random Rectangle 17 on Dungeon Level 8 at the time it is checked for. If they are, then Extra Action Point 24 will be activated.