

What you need to know;

Hold the Ctrl key to move through people or objects blocking your path. You can also use button 6(Z) on a gamepad or D on the keyboard to toggle through-mode.

Press F1 to access options such as starting in full screen, sound and controller settings. You can use a standard USB controller or an Xbox controller.

Press F12 to exit to the Main menu.

Press Alt+F4 to quickly exit the game.

Press Escape or Button 2(B) on a gamepad to enter the game menu. You can change the sound levels, inventory, save the game and many other options from this menu.

There are 2 types of battles, physical and mental. You can tell which kind of battle you are in by how your enemy looks. If you see only their face, you are in a mental battle. If you see their entire body, a physical battle.
Physical attacks have no effect in mental battles and MOST mental attacks have no effect in a physical battle.
You can quickly access the mental attack by pressing up from the action selection menu in a battle.

There are 5 mental categories. Skills in these categories will be more effective against certain people. The categories are Science, Social, Business, Technology and Art. You want to apply for positions which suit your character. Look at your character description from the main menu.

Not getting murdered: in the game there are many ways you can get murdured. You can get killed by someone who is defending themselves from you. You can get killed by gang members. You can get killed by the police. You can get killed by thugs, bums, psychos etc. Groups such as gangs and the government attack you based on reputation levels. You increase your reputation level with a group by killing members of the group or by completing tasks for that group. Allying your self with a group will open up new opportunities within that group.

Here are 2 keys to survival
1. Stay alive
2. Make money

I will start with objective 1.

To stay alive you need prevent 2 things; starvation and getting murdered.
In the game, eating is automatic. Once a day $5 is automatically deducted from your cash reserves to pay for food. If you don't have enough money the game will tell you that you are starving and you will begin losing hit points (HP). You will lose hit points everyday until you get some more money or you die. This brings me to how time works in the game.

Time: each second of real time is equal to 10 minutes of game time.

Objective 2: Making money
You can make money in many different ways. You can rob people(turn on Criminal Mode from Esc menu or button 4 on a gamepad, A on the keyboard), you can work at a job, you can start a business or you can become the leader of a gang or a politician and receive bribe money.
The game has a built in economy that varies by game and over time as well. Opportunites and economic levels will vary from game to game.

Playing a Game

Basic Controls

Starting a Game

Games created by RPG Maker are started by double-clicking the Game.exe (or Game) file located in the game data folder. If the game data has been compressed, extract it ahead of time by double-clicking.

Controls

The controls for games created with RPG Maker are based on the use of a six-button game pad. For descriptive purposes, the button names will be referred to as A, B, C and so on here. The following table shows the correspondence between game pad buttons/keyboard keys and commands in a standard game. To move characters and the cursor, use the directional buttons on the game pad or the arrow keys on the keyboard.



Name	Game pad	Keyboard	Main function
A	Button 1	Shift	Dash
B	Button 2	Esc, Num 0, X	Cancel, Menu
C	Button 3	Space, Enter, Z	Confirm, OK, Enter
X	Button 4	A	-
Y	Button 5	S	-
Z	Button 6	D	-
L	Button 7	Q, Page Up	Previous page
R	Button 8	W, Page Down	Next page

Game Properties

Pressing the F1 key while a game is running displays the dialog box shown here. Use this dialog box to customize game pad button and keyboard key assignments. Clicking the Reset button reverts assignments to their default settings.

The following settings are available on the General tab.

Start in Full Screen

Automatically switches to full screen mode when the game starts.

Suppress Screen Flicker
: Minimizes the flicker associated with screen drawing. Screen drawing may slow down slightly.

Play BGM and ME
: Specifies whether to play back music while playing a game.

Play BGS and SE
: Specifies whether to play sound effects while playing a game.

Other Commands

Key	Description
Alt+Enter	Switches between window mode and full-screen mode.
Alt+F4	Forcibly exits the game.
F12	Forcibly returns to the title screen.
F2	Displays the frames per second (FPS) on the title bar.
F9	Opens the debugging window (list of switches and variables) when pressed while moving during play testing.
Ctrl	Enables characters to move through impassible tiles and disables random encounters when the key is held down while moving during play testing.

In-Game Menu Operations

Title Menu
: The title menu appears when a game is started. The following commands are available on the title menu.

New Game
: Starts the game from the beginning.

Continue
: Resumes a game from the previously saved data. Select the save data from which to continue.

Shut Down
: Exits the game.

Menu When Moving
: This is the menu that appears when the player presses the cancel button while moving on the map. The commands that appear are for using items to recover the actor's stats, saving game progress, and so on. The commands are described below.

Items
: View/use the party's items. To use an item, select it from the list. For some items, you will also have to select the target of the item's effect.

Skills
: View/use skills (such as magic). To use a skill, select it from the list. For some skills, you will also have to select the target of the skill's effect.

Equipment
: View/change equipment. Select the actor for which you want to view or change equipment. To change equipment, you must also select the slot you want to change and the equipment you want to equip there (or to empty a slot, select a blank item).

Status
: View an actor's status. Select the actor you want to view.

Change Formation
: Change the order in which actors are arranged. Select two actors to swap places.

Save

Saves current game progress. Select one of up to four save files.

Exit Game

Exits the game. Select Return to Title Screen, Shut Down (exit the game application), or Cancel (cancels the exit operation).

Menu When Fighting

When the player encounters an enemy character during the game, the screen switches to the battle screen. The player selects the following commands to proceed through the battle. The game ends if all party members are reduced to zero HP.

Party Commands

These are commands that are displayed each turn. Select Fight to continue the battle and Escape to flee from the enemy. But even if the player selects Escape, if the enemy circles around, only the enemy can act until the turn ends.

Actor Commands

After selecting the party command Fight, select actions for each party member. The main actions are Attack (with the currently equipped weapon), Defend (character protects himself to lessen damage), and Item (use an item on hand). Available actions vary by actor settings.