

OUT01.EVT Emerald Island Local Events

05010000 042E **Mouseover Evt 0x2E** *[Sign] Welcome to Emerald Isle*
05010000 0100 **Stop Processing**

Enter The Knight's Blade

05020000 0401 **Mouseover Evt 0x01**
08020000 02 01000000 **Show 2DEvt 1**

05030000 0401 **Mouseover Evt 0x01**
05030000 0100 **Stop Processing**
08030001 02 01000000 **Show 2DEvt 1**

Enter Eric's Armory

05040000 040F **Mouseover Evt 0x0F**
08040000 02 0F000000 **Show 2DEvt 0F**

05050000 040F **Mouseover Evt 0x0F**
05050000 0100 **Stop Processing**
08050001 02 0F000000 **Show 2DEvt 0F**

Enter Emerald Enchantmnets

05060000 041D **Mouseover Evt 0x1D**
08060000 02 1D000000 **Show 2DEvt 1D**

05070000 041D **Mouseover Evt 0x1D**
05070000 0100 **Stop Processing**
08070001 02 1D000000 **Show 2DEvt 1D**

Enter The Blue Bottle

05080000 042A
08080000 02 2A000000

05090000 042A
05090000 0100
08090001 02 2A000000

Enter Healer's Tent

050A0000 044A
080A0000 024 A000000

050B0000 044A
050B0000 0100
080B0001 02 4A000000

Enter Island Training Grounds

050C0000 0459
080C0000 02 59000000

050D0000 0459
050D0000 0100
080D0001 02 59000000

Enter Two Palms Tavern

050E0000 046B
080E0000 02 6B000000

050F0000 046B
050F0000 0100
080F0001 02 6B000000

Enter Iniate Guild of Fire

05100000 048B
08100000 02 8B000000

05110000 048B
05110000 0100
08110001 02 8B000000

Enter Initiate Guild of Air

05120000 048F
08120000 02 8F000000

05130000 048F
05130000 0100
08130001 02 8F000000

Enter Initiate Guild of Spirit

05140000 049B
08140000 029 B000000

05150000 049B
05150000 0100
08150001 029 B000000

Enter Initiate Guild of Body

05160000 04A3
08160000 02 A3000000

05170000 04A3
05170000 0100
08170001 02 A3000000

Enter The Lady Margaret

05180000 043F
08180000 02 EE000000

05190000 043F
05190000 0100
08190001 02 3F000000

05310000 0407 **Mouseover Evt 7 House**
05310000 0100 **Stop Processing**

Enter Donna Wyrith's Residence

05320000 04E0
08320000 02 E0000000

Enter Mia Lucille' Home

05330000 04E1
08330000 02 E1000000

Enter Vandalir Residence

05340000 04E2
08340000 02 E2000000

Enter House 227 (N/A)

05350000 04E3
08350000 02 E3000000

Enter House 228 (N/A)

05360000 04E4
08360000 02 E4000000

Enter House 229 (N/A)

05370000 04E5
08370000 02 E5000000

Enter Carolyn Weathers' House

05380000 04EF
08380000 02 EF000000

Enter Tellmar Residence

05390000 04F0
08390000 02 F0000000

Enter House 241 (N/A)

053A0000 04F1
083A0000 02 F1000000

Enter House 241 (N/A)

053B0000 04F2
083B0000 02 F2000000

Enter House 254 (N/A)

053C0000 04FE
083C0000 02 FE000000

Enter House 255 (N/A)

053D0000 04FF
083D0000 02 FF000000

Enter House 255 (N/A)

053E0000 04FF
083E0000 02 FF000000

053F0000 040F **Mouseover Event F Button**
053F0000 0100

05400000 040A **Mouseover Event A Cart**
05400000 0100

05410000 0409 **Mouseover Event 9 Keg**
05410000 0100

Enter Markham's Headquarters

05420000 0464
08420000 02 BA000000

05430000 0464
05430000 0100
08430001 02 BA000000

05440000 0424 **Mouseover Event 24** *[Sign] Guilds*
05440000 0100

05450000 0427 **Mouseover Event 27** *[Sign] Shops*
05450000 0100

05460000 0428 **Mouseover Event 28** *[Sign] Lord Markham*
05460000 0100

05650000 041E **Mouseover Event 1E** *Enter The Temple of the Moon*
26650000 06 48FBFFFF 7FEFFFFF 6E010000 40010000 00000000 00000000
BF034430362E626C7600 **Teleport**
05650001 0100

05660000 041F **Mouseover Event 1F** *Enter the Dragon's Cave*
26660000 06 F0020000 B5080000 01000000 F4030000 00000000 00000000
C0034432382E426C7600 **Teleport**
05660001 0100

056D0000 0403 **Mouseover Event 03** *Well*
056D0000 0100

Fire Resistance Well

056E0000 0404 **Mouseover Event 04** *Drink from the Well*
0B6E0000 0E39 003200000005 **Branch to 5 if Fire Resistance Total is 50**
0A6E0001 1239 0032000000 **Modify by Setting Fire Resistance to 50**
086E0002 1D 16000000 **Show Local text 22 +50 Fire Resistance temporary.**
0A6E0003 10DF 0002000000 **Modify by Adding AutoNote 2 50 points of**
temporary Fire resistance from the central town well on Emerald Island.
056E0004 2406 **GOTO 6**
086E0005 1D 0B000000 **Show Local text 11 Refreshing!**
056E0006 0100 **Stop Processing**

0E6F0000 26 000000000000100000000 **Execute Next on Elapsed Time (1 day)**
0A6F0001 127B 001E000000 **Modify by Setting 7B (Hit Point Well) to 30**
uses
0A6F0002 127C 001E000000 **Modify by Setting 7C (Spell Point Well) to 30**
uses

Restore Hit Point Well (30 uses/day)

05700000 0404 **Mouseover Event 4** *Drink from the Well*
0B700000 0E7B 000100000003 **Branch to 3 if 7B=1**
08700001 1D 0B000000 **Show local text 11 Refreshing!**
05700002 2407 **GOTO 7**
0A700003 117B 0001000000 **Modify by Deleting 1 from 7B**
0A700004 1003 0005000000 **Modify by Adding 5 HP**
0A700005 10DF 0003000000 **Modify by Adding AutoNote 3 5 Hit Points**
regained from the well east of the Temple on Emerald Island.
08700006 1D 17000000 **Show local text 23 +5 Hit points restored.**
05700007 0100 **Stop Processing**

Restore Spell Point Well (30 uses/day)

05710000 0404 **Mouseover Event 4** *Drink from the Well*

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0B710000 0E7C 0001000000003 Branch to 3 if 7C=1
08710001 1D 0B000000 Show local text 11 Refreshing!
05710002 2406 GOTO 6
0A710003 117C 0001000000 Modify by Deleting 1 from 7C
0A710004 1005 0005000000 Modify by Adding 5 SP
08710005 1D 18000000 Show local text 23 +5 Spell points restored.
0A710006 12DF 0004000000 Modify by Adding AutoNote 4 5 Spell Points
regained from the well west of the Temple on Emerald Island

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Luck Well (max 8 'uses'/month)

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05720000 0404 Mouseover 2D evt#4
0B720000 0E26 000F00000002 Branch to 2 if Luck = 15
0B720001 0E7D 000100000004 Branch to 4 if 7D=1
08720002 1D 0B000000 Show local text Refreshing!
05720003 0100 Stop Processing
0A720004 117D 0001000000 Modify by Deleting 1 from 7D
0A720005 1026 0002000000 Modify by Adding 2 to Luck
08720006 1D 19000000 Show local text 25 +2 Luck permanent
05720007 0100 Stop Processing
0E720008 26 00010000000000000000 Execute Next on Elapsed Time (1 month)
0A720009 127D 0008000000 Modify by Setting 7D=8 (uses)

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Money Well

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05730000 0404 Mouseover 2D evt#4
0B730000 0E7F 000300000009 Branch to 9 if 7F = 3
0B730001 0E7E 000100000009 Branch to 9 if 7E = 1
0B730002 0E15 00C900000009 Branch to 9 if gold = 200
0B730003 0E26 000F00000005 Branch to 5 if Luck = 15
05730004 2409 GOTO 9
0A730005 107E 0001000000 Modify by Adding 1 to 7E
0A730006 1015 00E8030000 Modify by Adding 0x3E8 (1000) Party Gold
0A730007 107F 0001000000 Modify by Adding 1 to 7F
05730008 240A GOTO A
08730009 1D 0B000000 Show local text 0x0B Refreshing!
0573000A 0100 Stop Processing
0E73000B 26 00000100000000000000 Execute Next on Elapsed Time (1 week)
0A73000C 127E 0000000000 Modify by Setting 7E = 0

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Open Chests Events 0x76 → 0x7C

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05760000 0401 Mouseover Evt 1
05760000 0701 Open Chest 1
05760001 0100 Stop Processing

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05770000 0401
05770000 0702 Open Chest 2
05770001 0100

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```

05780000 0401
05780000 0703 Open Chest 3
05780001 0100

```

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05790000 0401
05790000 0704 Open Chest 4
05790001 0100

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057A0000 0401

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057A0000 0705 **Open Chest 5**
057A0001 0100

057B0000 0401
057B0000 0706 **Open Chest 6**
057B0001 0100

057C0000 0410
057C0000 0707 **Open Chest 7**

Show Docent Tour Greetings Evts 0xC8 → 0xDA

0BC80000 0E10 001100000002 **Branch to 2 if QBit 17 No more docent babble**
08C80001 16 13000000 **Show NPC 19**
05C80002 0100 **Stop Processing**

0BC90000 0E10 001100000002
08C90001 16 14000000 **Show NPC 20**
05C90002 0100

0BCA0000 0E10 001100000002
08CA0001 16 15000000 **Show NPC 21**
05CA0002 0100

0BCB0000 0E10 001100000002
08CB0001 16 16000000 **Show NPC 22**
05CB0002 0100

0BCC0000 0E10 001100000002
08CC0001 16 17000000 **Show NPC 23**
05CC0002 0100

0BCD0000 0E10 001100000002
08CD0001 16 18000000 **Show NPC 24**
05CD0002 0100

0BCE0000 0E10 001100000002
08CE0001 16 19000000 **Show NPC 25**
05CE0002 0100

0BCF0000 0E10 001100000002
08CF0001 16 1A000000 **Show NPC 26**
05CF0002 0100

0BD00000 0E10 001100000002
08D00001 16 1B000000 **Show NPC 27**
05D00002 0100

0BD10000 0E10 001100000002
08D10001 16 1C000000 **Show NPC 28**
05D10002 0100

0BD20000 0E10 001100000002
08D20001 16 1D000000 **Show NPC 29**
05D20002 0100

0BD30000 0E10 001100000002
08D30001 16 1E000000 **Show NPC 30**

05D30002 0100

0BD40000 0E10 001100000002
08D40001 16 1F000000 **Show NPC 31**
05D40002 0100

0BD50000 0E10 001100000002
08D50001 16 20000000 **Show NPC 32**
05D50002 0100

0BD60000 0E10 001100000002
08D60001 16 21000000 **Show NPC 33**
05D60002 0100

0BD70000 0E10 001100000002
08D70001 16 22000000 **Show NPC 34**
05D70002 0100

0BD80000 0E10 001100000002
08D80001 16 23000000 **Show NPC 35**
05D80002 0100

0BD90000 0E10 001100000002
08D90001 16 24000000 **Show NPC 36**
05D90002 0100

0BDA0000 0E10 001100000002
08DA0001 16 25000000 **Show NPC 37**
05DA0002 0100

Shoot Cannon

05DB0000 040F **Mouseover Event 0F**
1FDB0000 15 2B 03 0A FF280000 3C450000 42090000 FF280000 505E0000
94110000 **Cast Spell 2B, level 03, Skill 10 [Death Blossom]**

Create Monsters

05DC0000 0464 **Mouseover Evt100**
0EDC0000 26 00000001000000000000 **Execute Next on Elapsed Time**
0BDC0001 3301 140000000003 **Branch to 3 if no hostiles**
05DC0002 0100 **Stop Processing**
Create 10 Spawn Group 1 Type 1 Monsters at Coordinates Facing
1BDC0003 13 01 01 0A B0FEFFFF B0380000 00000000 14000000 00000000
Create 5 Spawn Group 1 Type 2 Monsters at Coordinates Facing
1BDC0004 13 01 02 05 10000000 E03F0000 5A000000 14000000 00000000
Create 10 Spawn Group 1 Type 1 Monsters at Coordinates Facing
1BDC0005 13 01 01 0A E0010000 70470000 06000000 14000000 00000000