

**A Guide to MM7 Modding**  
**Part Three**  
**Quest Guide**  
by  
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26 April, 2008

# Introduction

This guide is designed to introduce the basic *requirements* for creating a new *Quest* within the Might and Magic VII gaming structure. In this final section of the Modding Guide, a new Quest will be issued by Rathbone to retrieve the *Ring of Rathbone* and return it to him in the Two Palms Tavern. The Ring will be placed in a 'locked' *crate* on Emerald Island. Rathbone will give the crate key to the party upon issuing the Quest. In order to generate this Quest, the following activities will be performed in this guide.

1. Create two new items – *Crate Key* and *Rathbone's Ring*.
2. Add *Rathbone's Ring* to crate (chest).
3. Modify *open chest event* to open crate only if key present (*CodeSnippet3*).
4. Complete *Global Quest Event* so that Rathbone will (1) issue the *Quest*, (2) give crate key, and (3) provide rewards upon quest completion (*CodeSnippet4*).
5. *Parse and comment CodeSnippet4* and make the necessary changes to correct several event 'bugs'.

# Orientation

*Quests* are a combination of *local* and *global events* that constitute the primary game *instrument* used to direct, equip, and guide the party towards game completion. A quest may be a simple, single-task event or may consist of a complex series of activities leading towards quest completion. Quest completion may be evaluated through the *possession* of a *Quest Item*, the *status* of a *Quest Bit*, by *triggering* a *local event* that indicates reaching a given map-area location or map feature, or similar accomplishments.

**Quest Item** *possession* is the most common means used to determine quest completion. The quest *task* directs the party to retrieve a given item and return to the quest-giver. The *Quest Code* must evaluate the entire party to determine if the item is present and proceed appropriately. The following code excerpt is normally used for this evaluation.

```
05xxxxxx 2305 Modify next by member 5 [evaluate entire party]
0Bxxxxxx 0E11 00yyyy00 zz Branch to zz if item yy present
```

**Quest Bit** *status* may be used to determine quest completion. The quest *task* directs the party to pray at an altar, to talk with a specific NPC, to clear an area of *hostiles*, or similar tasks. The task 'activity' is 'coded' to set a specific QBit which is evaluated by the quest-giver to determine quest completion.

Quest Bits, or QBits, may be *silent* or *announced*. An *announced* QBit makes a Quest Log entry; a *silent* QBit does not. *Silent* Qbits are used to keep track of *game progress*.

**Local Event** *triggering* may be used to indicate quest completion. The party may be directed to locate a given local 'feature' such as a pedestal, map coordinate, or other local sprite/graphic. When the party reaches the destination or selects the 'feature', the quest-giver 'mysteriously' appears and grants quest completion.

# Orientation (concluded)

A Quest consists of at least one *global event* and may include one-or-more *local events* and/or quest items. The global event(s) must, as a minimum, accomplish the following goals.

- (1) Set an *announced QBit* for Quest Log entry.
- (2) Add or set all *quest enablers* such as a chest key, an item of entry (Ring of Unwarding), setting a *silent Qbit* and the-like, as appropriate.
- (3) A means to determine quest completion (normally a conditional *Branch evaluation*).
- (4) Delete all *quest enablers* and/or *quest items* upon quest completion, as appropriate.
- (5) Delete the *announced QBit* (Quest Log entry) upon quest completion.
- (6) Set a Quest Complete *announcement* to party *Awards*.
- (7) Add party *Rewards* for quest completion
- (8) Delete the *Quest Topic* from the quest-giver.
- (9) Change the quest-giver *Greeting*, as appropriate.



# Activity 1 (continued)

Create Quest Items (concluded).

The screenshot shows the MM8LevelEditor 3.47 interface. The 'Import' menu is open, showing options: 'Quick-append currently-displayed resource', 'currently displayed resource', 'Quick-append selected file', 'Selected files', and 'All'. A red arrow points from the 'Import' menu to the 'Save' dialog box. The 'Save' dialog box shows the file name 'Events lod.new' and the file type 'All Files'. A red arrow points from the 'Save' dialog box to a 'Progress...' dialog box. The 'Progress...' dialog box shows a progress bar and the text 'Please wait. Importing... Reusing data NPCTEXT.TXT'. A text box at the bottom of the screenshot contains the following instructions:

Scroll down to entry 664 and add the information on *Crate Key* as illustrated.

Import *currently-displayed resource* .

# Activity 1 (concluded)

Clean up files.

1. Exit the MM8LevelEditor.
2. Delete the files *Events.lod*.
3. Rename file *Events.lod.new* to *Events.lod*.
4. Proceed to Activity 2.

# Activity 2

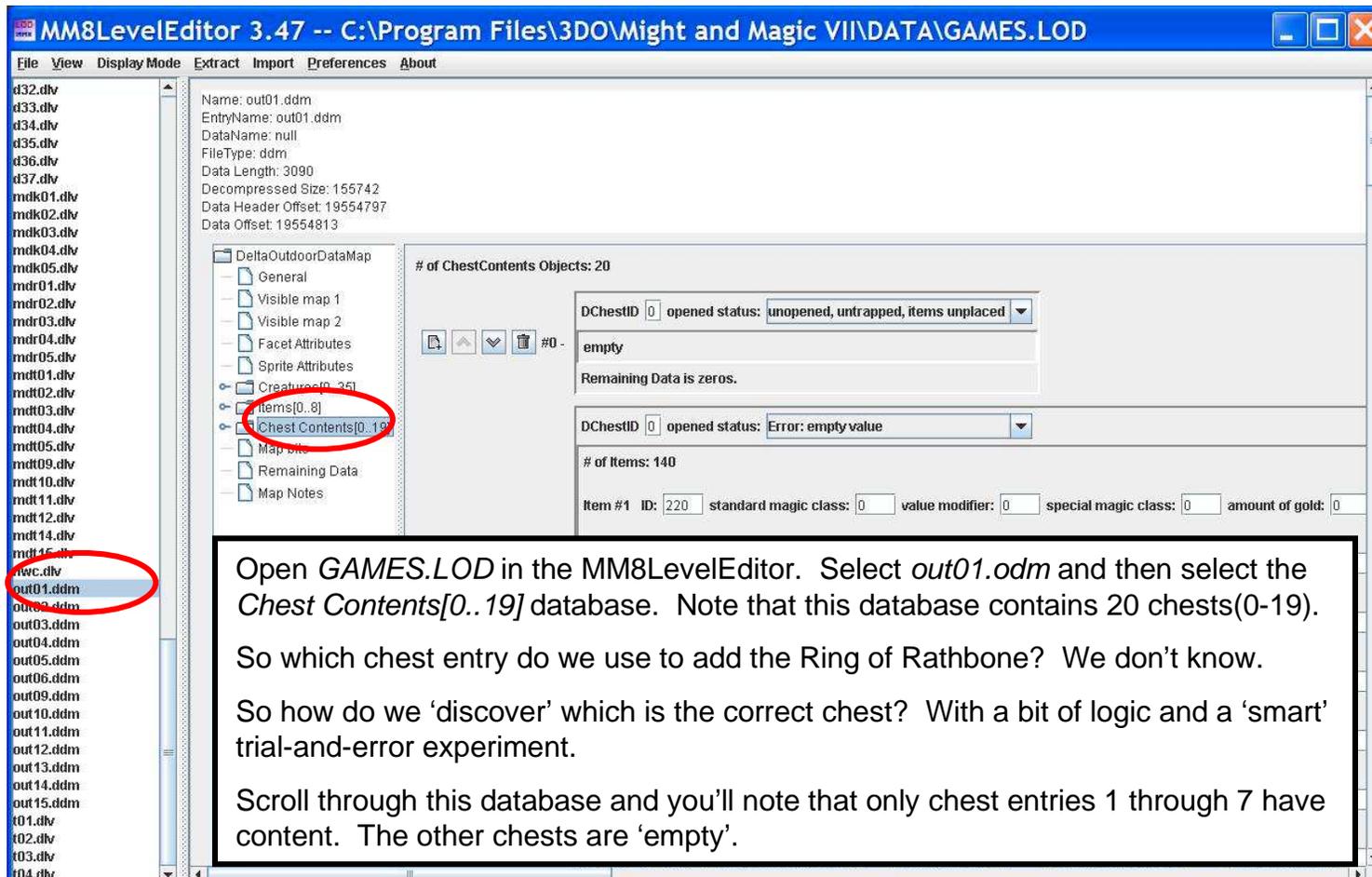
## Add Ring to Crate (chest).

It's now time to locate the *crate*.

1. Launch MM7 and Start a New Game.
2. Move your party down off the dock, turn left and follow the seashore until you reach the crate (coordinates 8611, 5495).
3. It is this crate that will contain the Ring of Rathbone.
4. Exit the game and proceed to the next page.

# Activity 2 (continued)

Locate *Chest Contents*.



The screenshot shows the MM8LevelEditor 3.47 interface. The title bar reads "MM8LevelEditor 3.47 -- C:\Program Files\3DO\Might and Magic VII\DATA\GAMES.LOD". The menu bar includes File, View, Display Mode, Extract, Import, Preferences, and About. On the left, a file list shows various .dlv and .ddm files, with "out01.ddm" highlighted. The main window displays the "DeltaOutdoorDataMap" database structure. The "Chest Contents[0..19]" entry is selected and highlighted with a red circle. The right pane shows the details for this entry, including the number of objects (20), a dropdown for "opened status" (unopened, untrapped, items unplaced), and a field for "D ChestID" (0). Below this, there is a section for "D ChestID" (0) with an "opened status" of "Error: empty value" and a "# of Items" of 140. At the bottom, there are input fields for "Item #1 ID" (220), "standard magic class" (0), "value modifier" (0), "special magic class" (0), and "amount of gold" (0).

Open *GAMES.LOD* in the MM8LevelEditor. Select *out01.odm* and then select the *Chest Contents[0..19]* database. Note that this database contains 20 chests(0-19). So which chest entry do we use to add the Ring of Rathbone? We don't know. So how do we 'discover' which is the correct chest? With a bit of logic and a 'smart' trial-and-error experiment. Scroll through this database and you'll note that only chest entries 1 through 7 have content. The other chests are 'empty'.

# Activity 2 (continued)

Determine unique items.

ID	Name	Value	Type	Subtype	Stat 1	Stat 2	Stat 3	Stat 4	Stat 5	Stat 6	Stat 7	Stat 8	Stat 9	Stat 10
497	item192 Armageddon	7500	Book	Misc	S98	1	3	14	Book of Learning	78	0	0	0	0
498	item193 Souldrinker	10000	Book	Misc	S99	1	3	19	Book of Learning	78	0	0	0	0
499	null _scroll/book499	0	0	0	0	0	0	0	_scroll/book499	0	0	0	0	0
500	item217 Puck	20000	Weapon	Sword	3d3	14	Artifact	20	Artifact	1	0	0	16	1
501	item218 Iron Feather	20000	Weapon2	Sword	4d5	10	Artifact	20	Artifact	2	0	0	12	1
502	item219 Wallace	20000	Weapon	Sword	3d4	12	Artifact	20	Artifact	3	0	0	10	1
503	item220 Corsair	20000	Weapon	Sword	2d4	13	Artifact	20	Artifact	4	0	0	12	1
504	item235 Governor's Armor	20000	armor	Chain	8	28	Artifact	20	Artifact	21	0	0	0	0
505	item236 Yoruba	20000	armor	Plate	20	40	Artifact	20	Artifact	22	0	0	0	0
506	item223 Splitter	20000	Weapon	Axe	4d2	11	Artifact	20	Artifact	7	0	0	16	8
507	item226 Ghoulbane	20000	Weapon2	Axe	1d9	15	Artifact	20	Artifact	8	0	0	37	1
508	item225 Gibbet	20000	Weapon1 or 2	Spear	3d6	12	Artifact	20	Artifact	9	0	0	5	1
509	item227 Charele	20000	Weapon1 or 2	Spear	3d9	18	Artifact	20	Artifact	11	0	0	13	1
510	item228 Ulyses	20000	Missile	Bow	5d2	10	Artifact	20	Artifact	12	0	0	12	4
511	item244 Hands of the Master	20000	Gauntlets	Misc	3	9	Artifact	20	Artifact	30	0	0	0	0
512	item312 Seven League Boots	20000	Boots	Misc	2	13	Artifact	20	Artifact	31	0	0	0	0
513	item246 Ruler's Ring	20000	Ring	Misc	0	0	Artifact	20	Artifact	32	0	0	0	0
514	item232 Mash	20000	Weapon	Mace	1d3	15	Relic	30	Relic	16	0	0	2	1
515	item233 Ethric's Staff	30000	Weapon2	Staff	2d4	9	Relic	30	Relic	17	0	0	16	9
516	item234 Hareck's Leather	30000	Armor	Leather	4	26	Relic	30	Relic	20	0	0	0	0
517	item221 Old Nick	30000	Weapon	Dagger	2d2	8	Relic	30	Relic	5	0	0	7	7
518	item224 Amuck	30000	Weapon2	Axe	3d7	11	Relic	30	Relic	8	0	0	24	1
519	item237 Glory Shield	30000	Shield	Shield	6	18	Relic	30	Relic	23	0	0	43	8
520	item238 Kelebrim	30000	Shield	Shield	4	16	Relic	30	Relic	23	0	0	43	8

Open *Events.lod* in the MM8LevelEditor. Select *ITEMS.TXT* and scroll down to entry 500, the artifact *Puck*. We will add this unique item to *chest 01*.

Note that entry 501 is the artifact *Iron Feather*. We will add this unique item to *chest 02*.

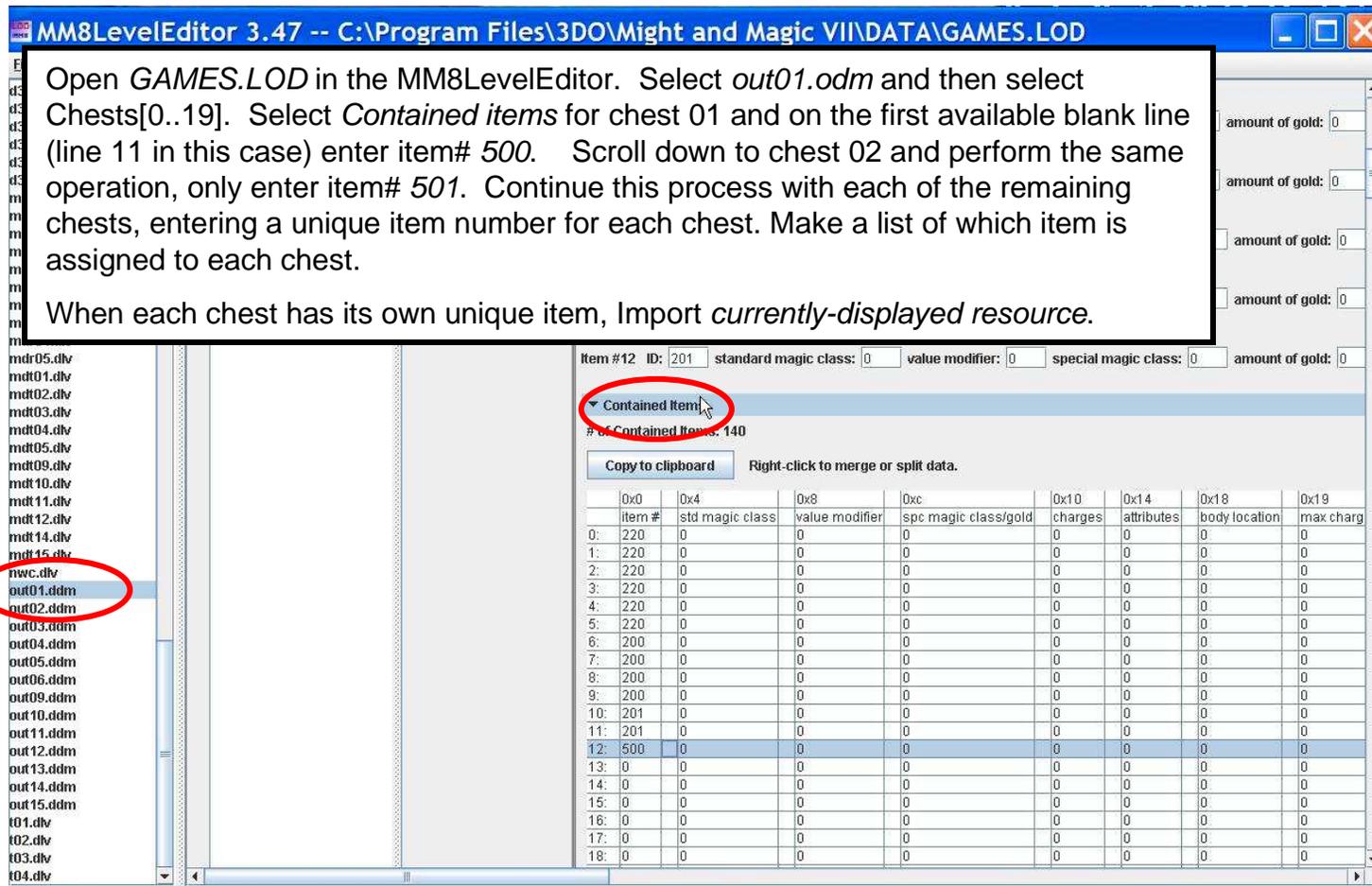
Similarly, we will add items 502 through 506 to *chest 03* through *chest 07*, one unique item per chest. Then we'll start a New Game, proceed to the crate, open it and observe which unique item has appeared. This is how we shall determine which chest number gets the Ring of Rathbone.

# Activity 2 (continued)

Add a unique item to each chest.

Open *GAMES.LOD* in the MM8LevelEditor. Select *out01.odm* and then select Chests[0..19]. Select *Contained items* for chest 01 and on the first available blank line (line 11 in this case) enter item# 500. Scroll down to chest 02 and perform the same operation, only enter item# 501. Continue this process with each of the remaining chests, entering a unique item number for each chest. Make a list of which item is assigned to each chest.

When each chest has its own unique item, Import *currently-displayed resource*.



	0x0	0x4	0x8	0xc	0x10	0x14	0x18	0x19
Item #	std magic class	value modifier	spc magic class/gold	charges	attributes	body location	max charg	
0:	220	0	0	0	0	0	0	0
1:	220	0	0	0	0	0	0	0
2:	220	0	0	0	0	0	0	0
3:	220	0	0	0	0	0	0	0
4:	220	0	0	0	0	0	0	0
5:	220	0	0	0	0	0	0	0
6:	200	0	0	0	0	0	0	0
7:	200	0	0	0	0	0	0	0
8:	200	0	0	0	0	0	0	0
9:	200	0	0	0	0	0	0	0
10:	201	0	0	0	0	0	0	0
11:	201	0	0	0	0	0	0	0
12:	500	0	0	0	0	0	0	0
13:	0	0	0	0	0	0	0	0
14:	0	0	0	0	0	0	0	0
15:	0	0	0	0	0	0	0	0
16:	0	0	0	0	0	0	0	0
17:	0	0	0	0	0	0	0	0
18:	0	0	0	0	0	0	0	0

# Activity 2 (continued)

Locate the chest number of the 'crate'.

It's now time to determine the crate *chest number*.

1. Exit the MM8LevelEditor.
2. Delete the current *GAMES.LOD* and *Events.lod* files.
3. Rename the *GAMES.LOD.new* file to *GAMES.LOD*.
4. Rename the *Events.lod.new* file to *Events.lod*.
5. Launch MM7 and Start a New Game.
6. Move your party to the crate and open it. Note which unique item is in the chest and check the item against your list, You now know the crate *chest number*.
7. Exit the game and proceed to the next page.

# Activity 2 (concluded)

**Add the *Ring of Rathbone* and verify changes.**

Open *GAMES.LOD* in the MM8LevelEditor. Select *out01.odm* and then select Chests[0..19]. Scroll down to the chest number discovered on the preceding page. Select *Contained items* for this chest and replace the artifact item# with 160, the item number for the *Ring of Rathbone*.

Delete the added artifact numbers for the other six chests and then Import *currently-displayed resource*.

It's now time to verify the file changes.

1. Exit the MM8LevelEditor.
2. Delete the current *GAMES.LOD* file.
3. Rename the *GAMES.LOD.new* file to *GAMES.LOD*.
4. Launch MM7 and Start a New Game.
5. Move your party to the crate and open it. Visually verify that the crate contains the *Ring of Rathbone*.
6. Exit the game and proceed to Activity 3.

# Activity 3

Lock the Crate.

MM8LevelEditor 3.47 -- C:\Program Files\3DO\Might and Magic VII...

File View Display Mode Extract Import Preferences About

Name: Quick-append currently-displayed resource  
EntryName: currently-displayed resource  
DataName: Quick-append selected file  
FileType: Selected files  
Data Length: All

Data Header Offset: 427299  
Data Offset: 427347

0	
1	Crate
2	Barrel
3	Well
4	Drink from the Well
5	Fountain
6	Drink from the Fountain
7	House
8	Trash Heap
9	Keg
10	Cart
11	Refreshing!
12	Boat
13	Dock
14	Anvil
15	Button
16	Chest
17	The crate is locked.
18	
19	Fruit Tree
20	Door
21	This Door is Locked
22	+50 Fire Resistance temporary.

Save

Save In: DATA

DailyUpdates d3dbitmap.hwl GAMES.LOD  
d3dsprite.hwl GAMES.LOD.final  
Events.lod GAMES.LOD.ORIG  
Events.lod.final ICONS.LOD  
Events.lod.ORIG ICONS.LOD.gobo  
Events.lod.STONECITY ICONS.LOD.mine

File Name: Events.lod.new  
Files of Type: All Files

Save Cancel

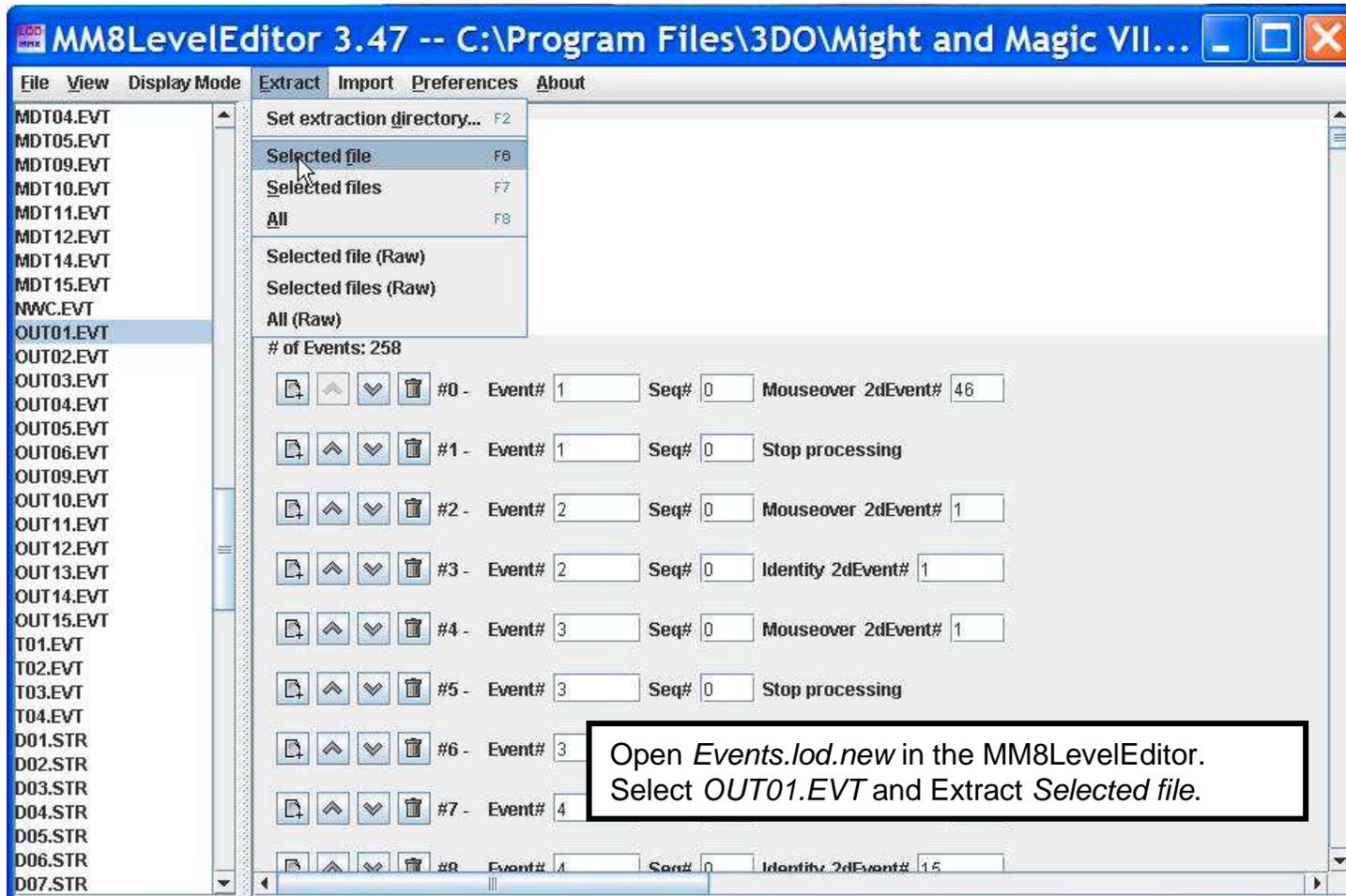
Open *Events.lod* in the MM8LevelEditor. Select *out01.STR* and then enter the following text as entry 17.

*The crate is locked.*

Import *currently-displayed resource*.

# Activity 3 (continued)

Export file.



# Activity 3 (continued)

Load files in Hex Editor.

The screenshot shows the Hex Workshop application window titled "Hex Workshop - [CodeSnippet3]". The main window displays a hex editor with the following data:

```
00000000 05FF FF00 0401 05FF FF00 2305 0BFF FF01 0E11 00A0 0000 0004 08FF FF02 1D11 0000 0005 FFFF 0301 .....#.....
00000026 0005 FFFF 0407 FF05 FFFF 0501 00 ....._.....
```

The Data Inspector window at the bottom left shows the following data types:

- 8BIT Signed Byte
- 8BIT Unsigned Byte
- 16BIT Signed Short
- 16BIT Unsigned Short
- 32BIT Signed Long
- 32BIT Unsigned Long
- 64BIT Signed Quad

The Data Inspector is currently set to "Data Inspector" mode. The status bar at the bottom indicates "Ready", "Offset: 00000033", "Value: N/A", and "51 bytes".

A text box overlaid on the screenshot contains the following text:

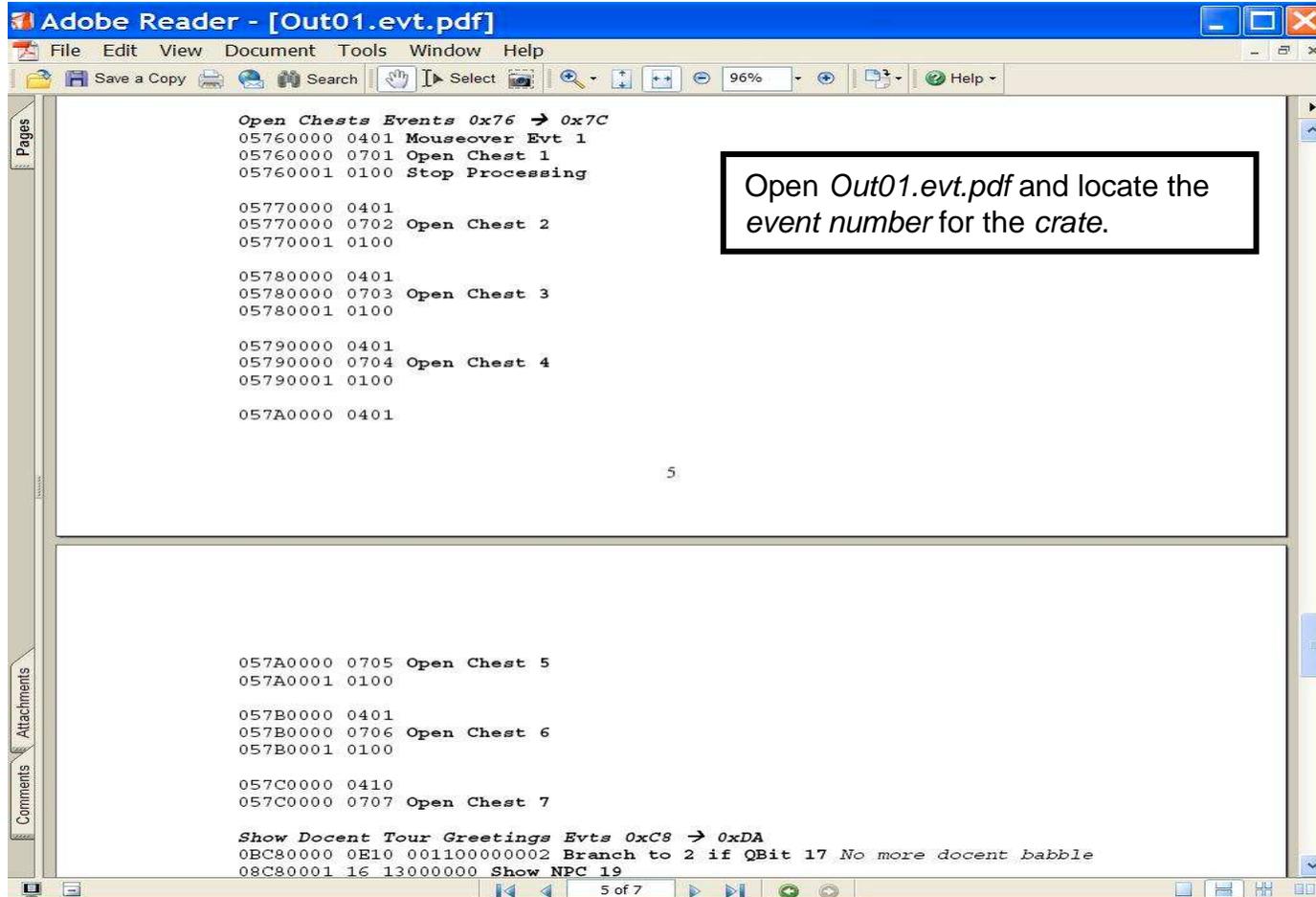
Open *CodeSnippet3* and *OUT01.EVT* in the HexEditor. Note that the code snippet does not have the proper *event number* for any of the instructions nor for the *open chest* instruction argument.

See the parsing of this snippet in the Appendix.

You will have to correct this before inserting it into *OUT01.EVT*.

# Activity 3 (continued)

Locate the proper *Event Number*.



# Activity 3 (continued)

Change *OUT01.EVT*.

Using the Hex Editor, change the code in *CodeSnippet3* to reflect the correct *event number* and correct the *open chest* number,

Using the Hex Editor, replace the original *open chest* code in *OUT01.EVT* with the corrected *CodeSnippet1* code and SAVE the files. See MM7 Modding Guide Part 2, pages 11-15, for an example of this process.

# Activity 3 (continued)

Import *OUT01.EVT*.

The screenshot shows the MM8LevelEditor 3.47 interface. The main window title is "MM8LevelEditor 3.47 -- C:\Program Files\3DO\Might and Magic VII\DATA\Events.lod.new". The menu bar includes File, View, Display Mode, Extract, Import, Preferences, and About. The "Import" menu is open, showing options: "Quick-append currently-displayed resource", "currently-displayed resource", "Quick-append selected file", "Selected files", and "All". A red arrow points from the "Selected files" option to an "Open" dialog box. The "Open" dialog shows the "extract" folder containing various files, with "OUT01.EVT" selected. Another red arrow points from the "Open" dialog to a "Save" dialog box. The "Save" dialog shows the "DATA" folder with "Events.lod.new.new" as the file name. A final red arrow points from the "Save" dialog to a "Progress..." dialog box with the text "Please wait. Importing... Reusing data NPCTEXT.TXT" and a "Cancel" button.

Open *Events.lod.new* in the MM8LevelEditor and Import *OUT01.EVT*.

# Activity 3 (concluded)

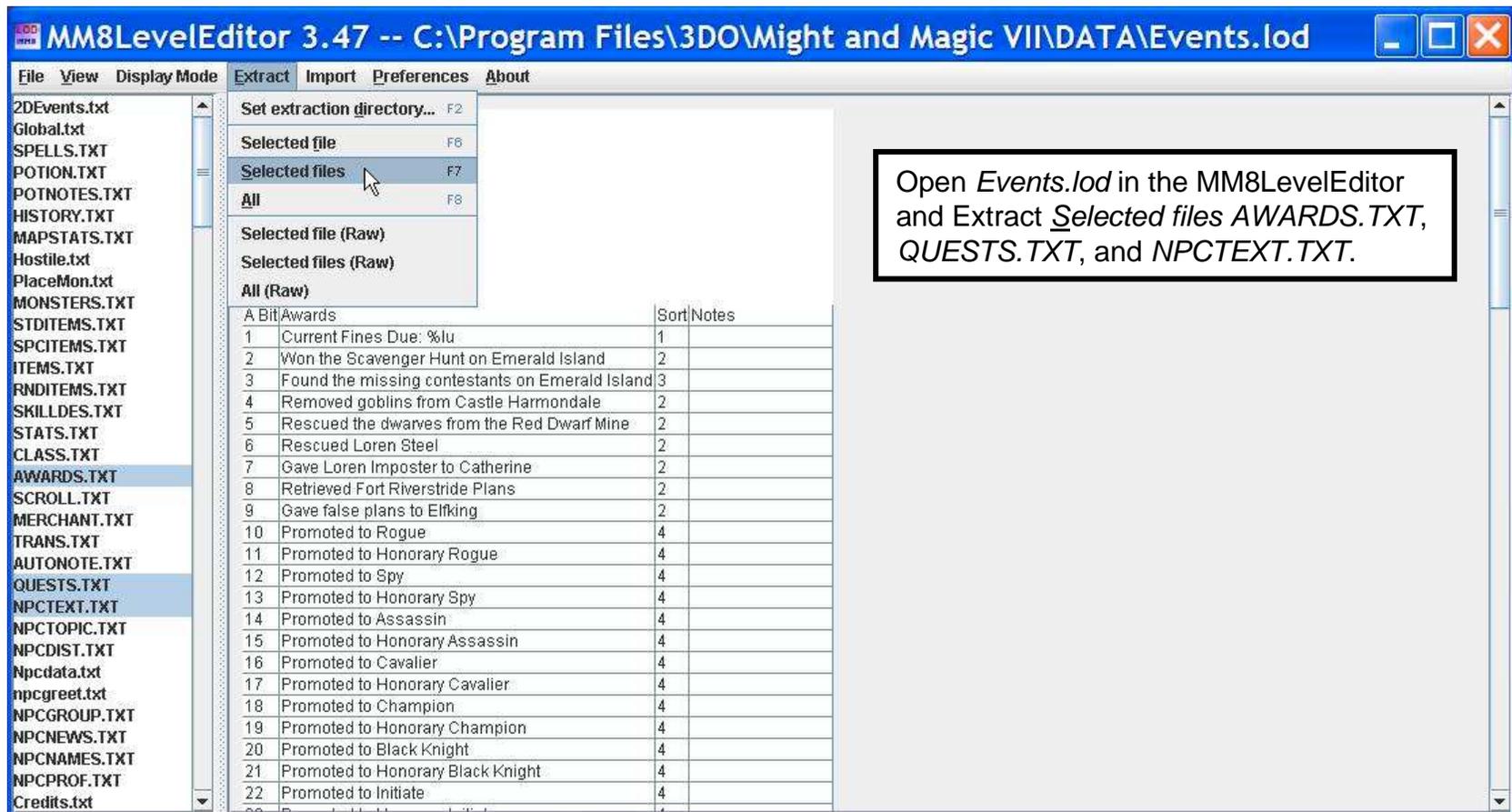
## Verify changes.

It's now time to verify the file changes.

1. Exit the MM8LevelEditor.
2. Delete the current *Events.lod* and *Events.lod.new* files.
3. Rename the *Events.lod.new.new* file to *Events.lod*.
4. Launch MM7 and Start a New Game.
5. Move your party to the crate and attempt open it. Verify that you cannot open the crate and that the text *The crate is locked.* appears.
6. Exit the game and proceed to Activity 4.

# Activity 4

Extract *.TXT* files.



MM8LevelEditor 3.47 -- C:\Program Files\3DO\Might and Magic VII\DATA\Events.iod

File View Display Mode Extract Import Preferences About

2DEvents.txt  
Global.txt  
SPELLS.TXT  
POTION.TXT  
POTNOTES.TXT  
HISTORY.TXT  
MAPSTATS.TXT  
Hostile.txt  
PlaceMon.txt  
MONSTERS.TXT  
STDITEMS.TXT  
SPCITEMS.TXT  
ITEMS.TXT  
RNDITEMS.TXT  
SKILLDES.TXT  
STATS.TXT  
CLASS.TXT  
AWARDS.TXT  
SCROLL.TXT  
MERCHANT.TXT  
TRANS.TXT  
AUTONOTE.TXT  
QUESTS.TXT  
NPCTEXT.TXT  
NPCTOPIC.TXT  
NPCDIST.TXT  
Npcdata.txt  
npcgreet.txt  
NPCGROUP.TXT  
NPCNEWS.TXT  
NPCNAMES.TXT  
NPCPROF.TXT  
Credits.txt

Set extraction directory... F2  
Selected file F6  
Selected files F7  
All F8

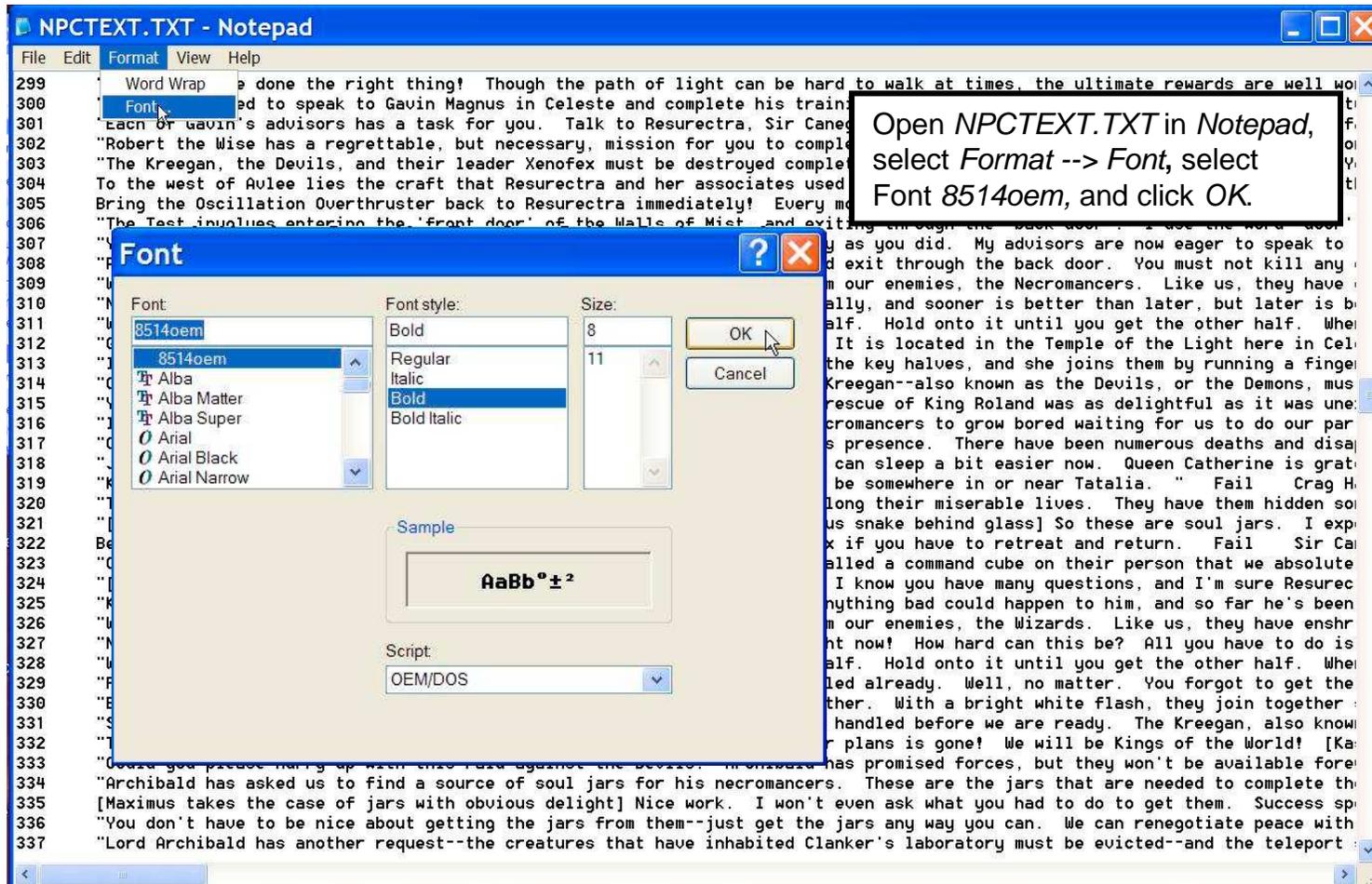
Selected file (Raw)  
Selected files (Raw)  
All (Raw)

A Bit	Awards	Sort	Notes
1	Current Fines Due: %lu	1	
2	Won the Scavenger Hunt on Emerald Island	2	
3	Found the missing contestants on Emerald Island	3	
4	Removed goblins from Castle Harmondale	2	
5	Rescued the dwarves from the Red Dwarf Mine	2	
6	Rescued Loren Steel	2	
7	Gave Loren Imposter to Catherine	2	
8	Retrieved Fort Riverstride Plans	2	
9	Gave false plans to Elfking	2	
10	Promoted to Rogue	4	
11	Promoted to Honorary Rogue	4	
12	Promoted to Spy	4	
13	Promoted to Honorary Spy	4	
14	Promoted to Assassin	4	
15	Promoted to Honorary Assassin	4	
16	Promoted to Cavalier	4	
17	Promoted to Honorary Cavalier	4	
18	Promoted to Champion	4	
19	Promoted to Honorary Champion	4	
20	Promoted to Black Knight	4	
21	Promoted to Honorary Black Knight	4	
22	Promoted to Initiate	4	

Open *Events.iod* in the MM8LevelEditor and Extract Slected files *AWARDS.TXT*, *QUESTS.TXT*, and *NPCTEXT.TXT*.

# Activity 4 (continued)

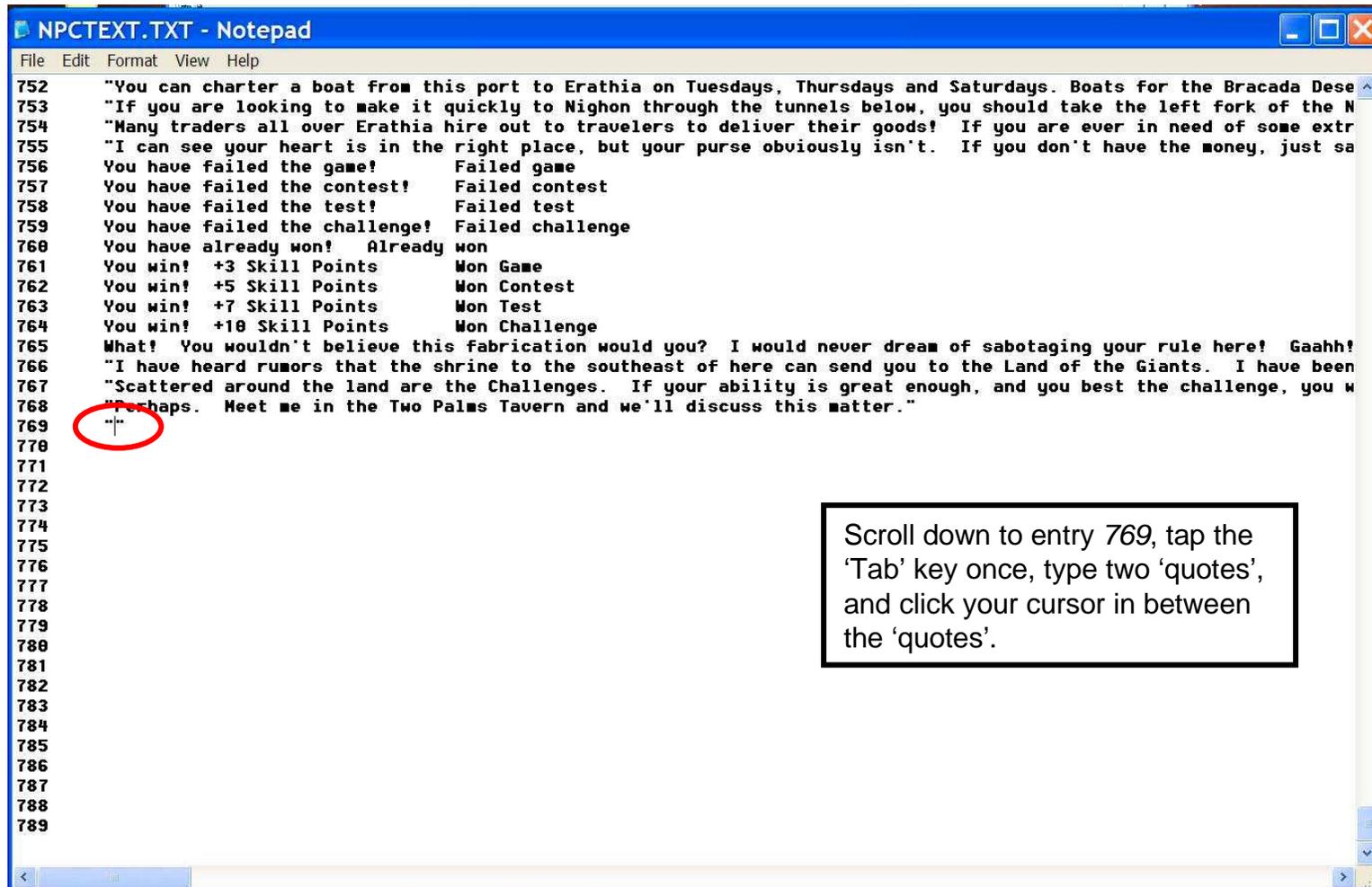
NPCTEXT entries.



The screenshot shows a Notepad window titled "NPCTEXT.TXT - Notepad". The "Format" menu is open, and the "Font" option is selected. A "Font" dialog box is displayed in the foreground, showing the font "8514oem" selected in the font list, "Bold" selected in the font style list, and "8" in the size field. The "Sample" field shows "AaBb°±²". The "Script" is set to "OEM/DOS". A text box overlaid on the right side of the dialog box contains the following instructions: "Open NPCTEXT.TXT in Notepad, select Format --> Font, select Font 8514oem, and click OK." The background text in the Notepad window is partially visible, showing lines 299 through 337 of the NPCTEXT.TXT file.

# Activity 4 (continued)

NPCTEXT entries (continued).

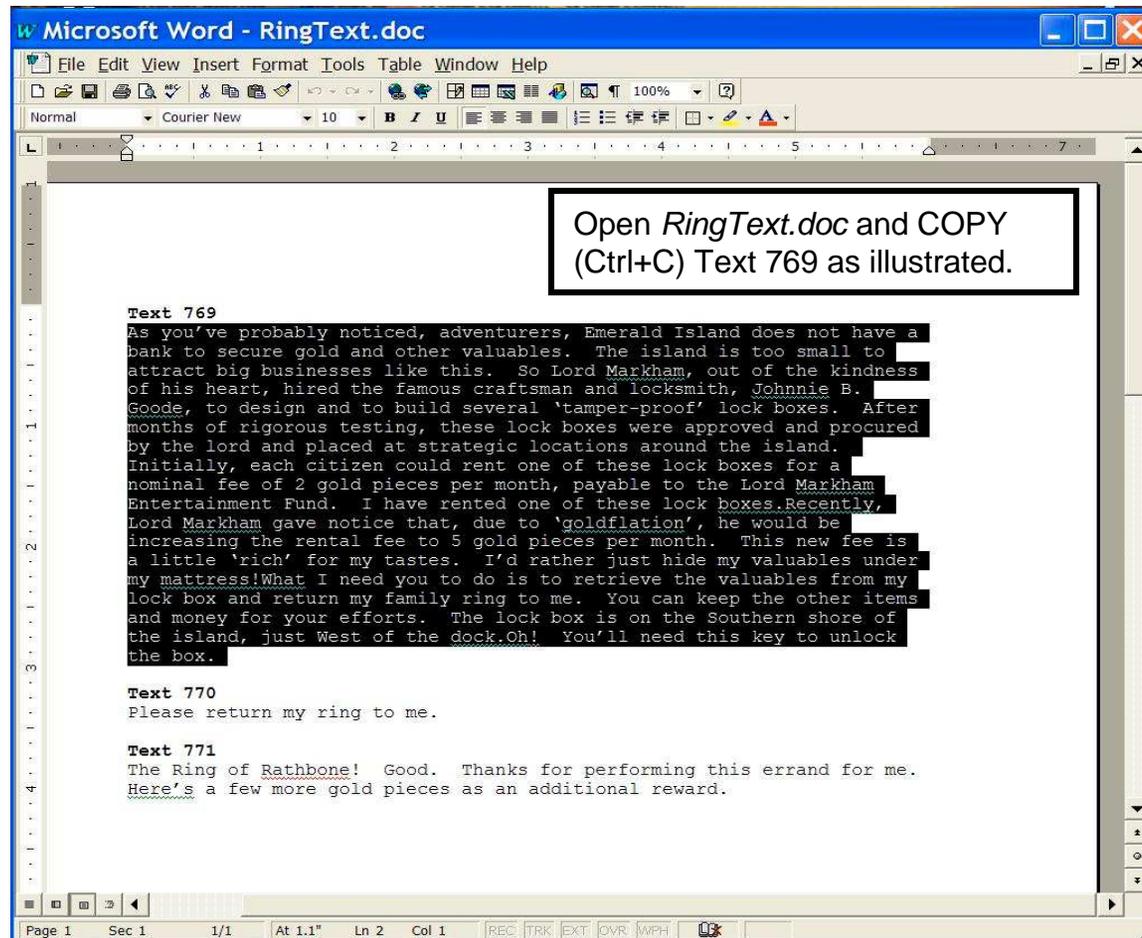


```
NPCTEXT.TXT - Notepad
File Edit Format View Help
752 "You can charter a boat from this port to Erathia on Tuesdays, Thursdays and Saturdays. Boats for the Bracada Dese
753 "If you are looking to make it quickly to Nighon through the tunnels below, you should take the left fork of the N
754 "Many traders all over Erathia hire out to travelers to deliver their goods! If you are ever in need of some extr
755 "I can see your heart is in the right place, but your purse obviously isn't. If you don't have the money, just sa
756 You have failed the game! Failed game
757 You have failed the contest! Failed contest
758 You have failed the test! Failed test
759 You have failed the challenge! Failed challenge
760 You have already won! Already won
761 You win! +3 Skill Points Mon Game
762 You win! +5 Skill Points Mon Contest
763 You win! +7 Skill Points Mon Test
764 You win! +10 Skill Points Mon Challenge
765 What! You wouldn't believe this fabrication would you? I would never dream of sabotaging your rule here! Gaahh!
766 "I have heard rumors that the shrine to the southeast of here can send you to the Land of the Giants. I have been
767 "Scattered around the land are the Challenges. If your ability is great enough, and you best the challenge, you w
768 "Perhaps. Meet me in the Two Palms Tavern and we'll discuss this matter."
769 "'
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789
```

Scroll down to entry 769, tap the 'Tab' key once, type two 'quotes', and click your cursor in between the 'quotes'.

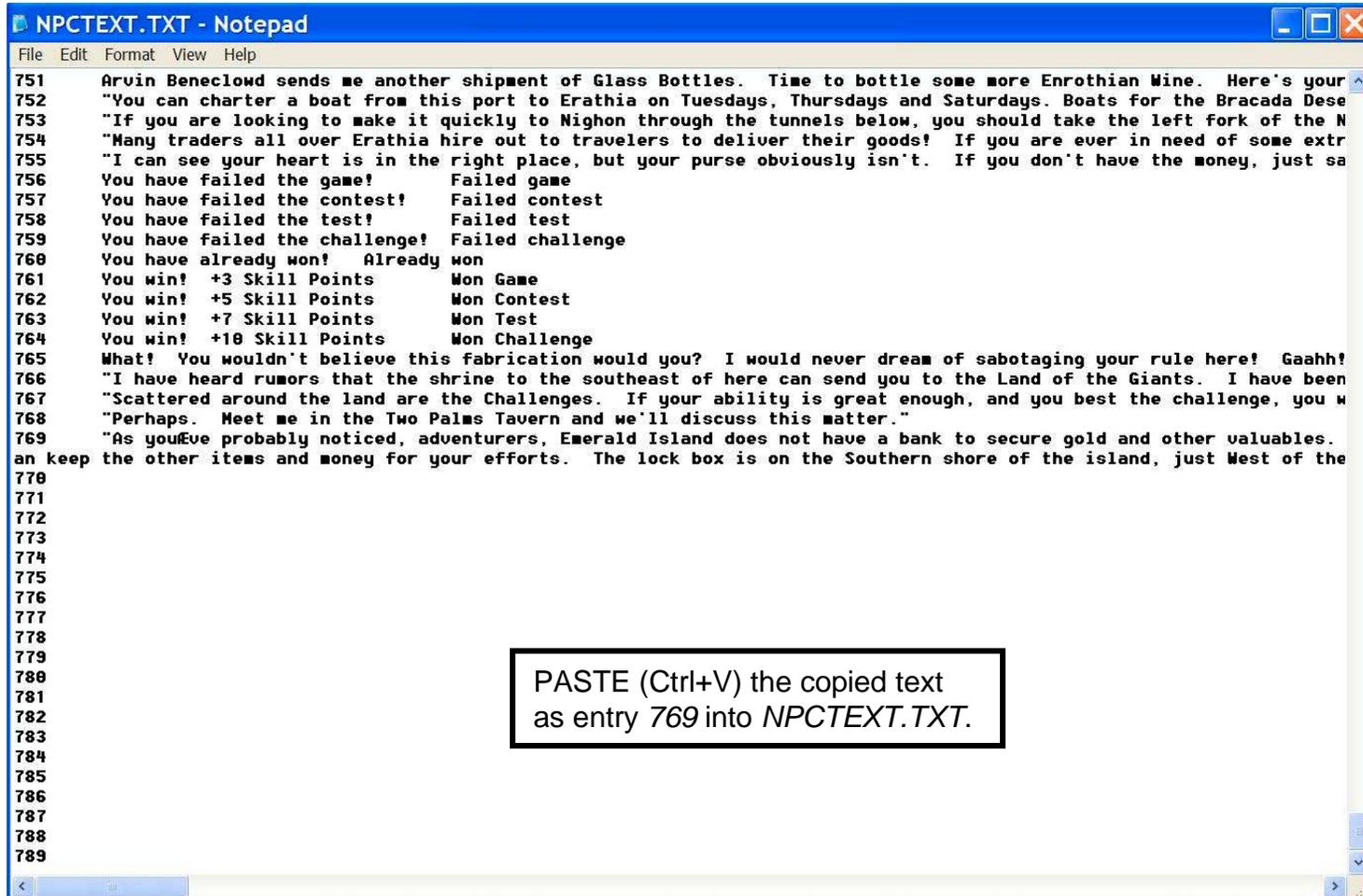
# Activity 4 (continued)

NPCTEXT entries (continued).



# Activity 4 (continued)

*NPCTEXT* entries (continued).

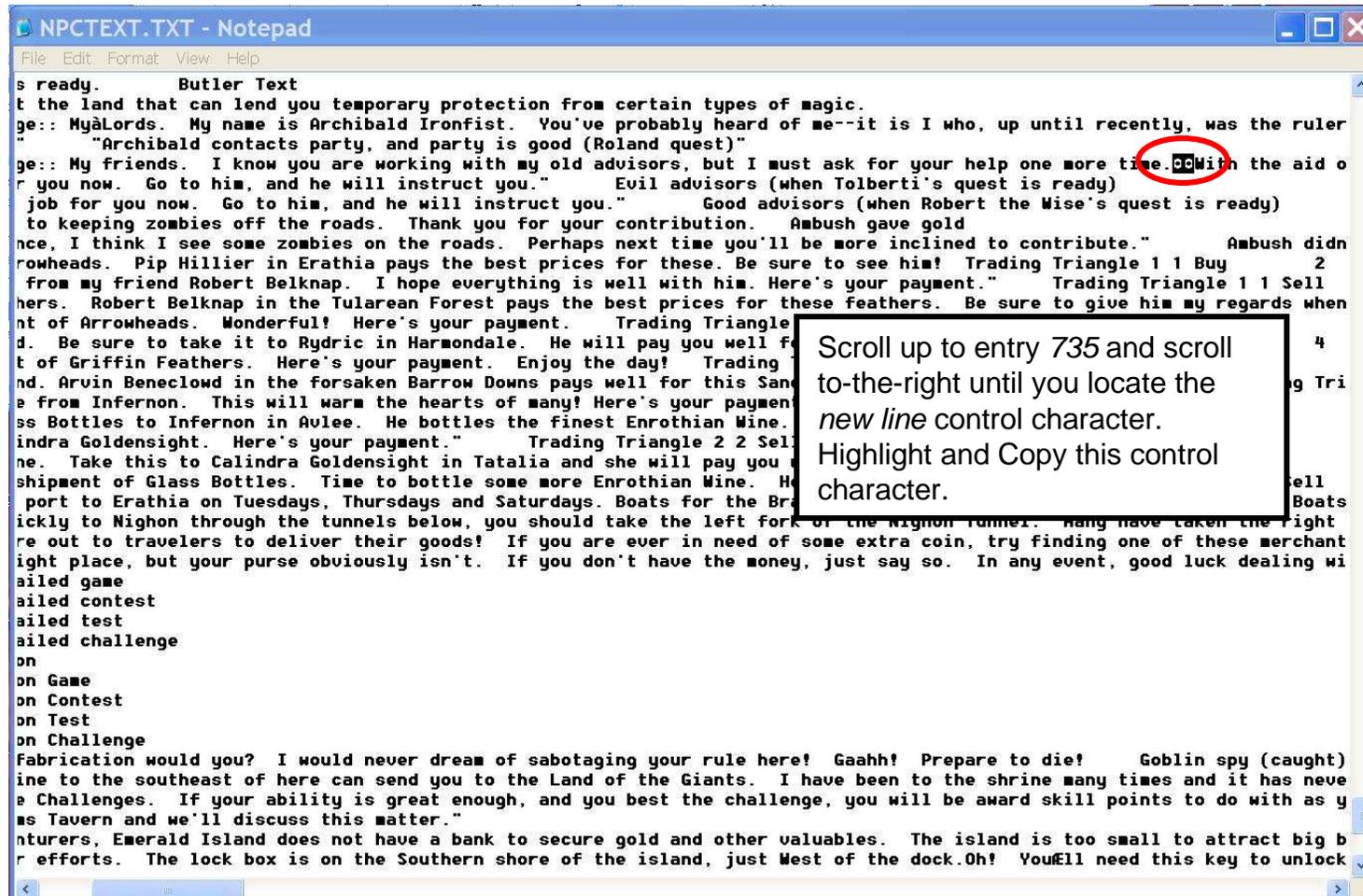


```
NPCTEXT.TXT - Notepad
File Edit Format View Help
751 Arvin Benecloud sends me another shipment of Glass Bottles. Time to bottle some more Enrothian Wine. Here's your
752 "You can charter a boat from this port to Erathia on Tuesdays, Thursdays and Saturdays. Boats for the Bracada Dese
753 "If you are looking to make it quickly to Nighon through the tunnels below, you should take the left fork of the N
754 "Many traders all over Erathia hire out to travelers to deliver their goods! If you are ever in need of some extr
755 "I can see your heart is in the right place, but your purse obviously isn't. If you don't have the money, just sa
756 You have failed the game! Failed game
757 You have failed the contest! Failed contest
758 You have failed the test! Failed test
759 You have failed the challenge! Failed challenge
760 You have already won! Already won
761 You win! +3 Skill Points Won Game
762 You win! +5 Skill Points Won Contest
763 You win! +7 Skill Points Won Test
764 You win! +10 Skill Points Won Challenge
765 What! You wouldn't believe this fabrication would you? I would never dream of sabotaging your rule here! Gaahh!
766 "I have heard rumors that the shrine to the southeast of here can send you to the Land of the Giants. I have been
767 "Scattered around the land are the Challenges. If your ability is great enough, and you best the challenge, you w
768 "Perhaps. Meet me in the Two Palms Tavern and we'll discuss this matter."
769 "As you've probably noticed, adventurers, Emerald Island does not have a bank to secure gold and other valuables.
an keep the other items and money for your efforts. The lock box is on the Southern shore of the island, just West of the
770
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772
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774
775
776
777
778
779
780
781
782
783
784
785
786
787
788
789
```

PASTE (Ctrl+V) the copied text  
as entry 769 into *NPCTEXT.TXT*.

# Activity 4 (continued)

NPCTEXT entries (continued).



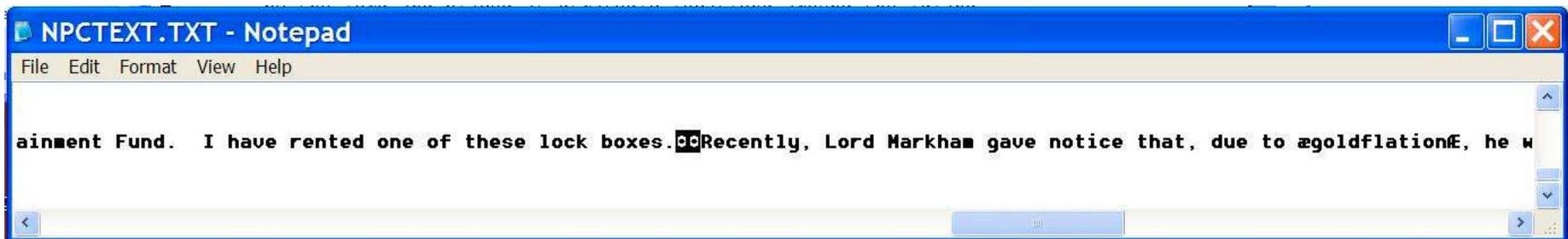
```
NPCTEXT.TXT - Notepad
File Edit Format View Help
s ready. Butler Text
t the land that can lend you temporary protection from certain types of magic.
ge:: MyàLords. My name is Archibald Ironfist. You've probably heard of me--it is I who, up until recently, was the ruler
"Archibald contacts party, and party is good (Roland quest)"
ge:: My friends. I know you are working with my old advisors, but I must ask for your help one more time. CC With the aid o
r you now. Go to him, and he will instruct you." Evil advisors (when Tolberti's quest is ready)
job for you now. Go to him, and he will instruct you." Good advisors (when Robert the Wise's quest is ready)
to keeping zombies off the roads. Thank you for your contribution. Ambush gave gold
nce, I think I see some zombies on the roads. Perhaps next time you'll be more inclined to contribute." Ambush didn
rowheads. Pip Hillier in Erathia pays the best prices for these. Be sure to see him! Trading Triangle 1 1 Buy 2
from my friend Robert Belknap. I hope everything is well with him. Here's your payment." Trading Triangle 1 1 Sell
hers. Robert Belknap in the Tularean Forest pays the best prices for these feathers. Be sure to give him my regards when
nt of Arrowheads. Wonderful! Here's your payment. Trading Triangle
d. Be sure to take it to Rydric in Harmondale. He will pay you well fo
t of Griffin Feathers. Here's your payment. Enjoy the day! Trading
nd. Arvin Benecloud in the forsaken Barrow Downs pays well for this Sand
e from Infernon. This will warm the hearts of many! Here's your payment
ss Bottles to Infernon in Avlee. He bottles the finest Enrothian Wine.
indra Goldensight. Here's your payment." Trading Triangle 2 2 Sell
ne. Take this to Calindra Goldensight in Tatalia and she will pay you
shipment of Glass Bottles. Time to bottle some more Enrothian Wine. He
port to Erathia on Tuesdays, Thursdays and Saturdays. Boats for the Bra
ickly to Nighon through the tunnels below, you should take the left fork of the Nighon tunnel. Wang have taken the right
re out to travelers to deliver their goods! If you are ever in need of some extra coin, try finding one of these merchant
ight place, but your purse obviously isn't. If you don't have the money, just say so. In any event, good luck dealing wi
ailed game
ailed contest
ailed test
ailed challenge
on
on Game
on Contest
on Test
on Challenge
Fabrication would you? I would never dream of sabotaging your rule here! Gaahh! Prepare to die! Goblin spy (caught)
ine to the southeast of here can send you to the Land of the Giants. I have been to the shrine many times and it has neve
e Challenges. If your ability is great enough, and you best the challenge, you will be award skill points to do with as y
as Tavern and we'll discuss this matter."
nturers, Emerald Island does not have a bank to secure gold and other valuables. The island is too small to attract big b
r efforts. The lock box is on the Southern shore of the island, just West of the dock.Oh! You'll need this key to unlock
```

Scroll up to entry 735 and scroll to-the-right until you locate the new line control character. Highlight and Copy this control character.

# Activity 4 (continued)

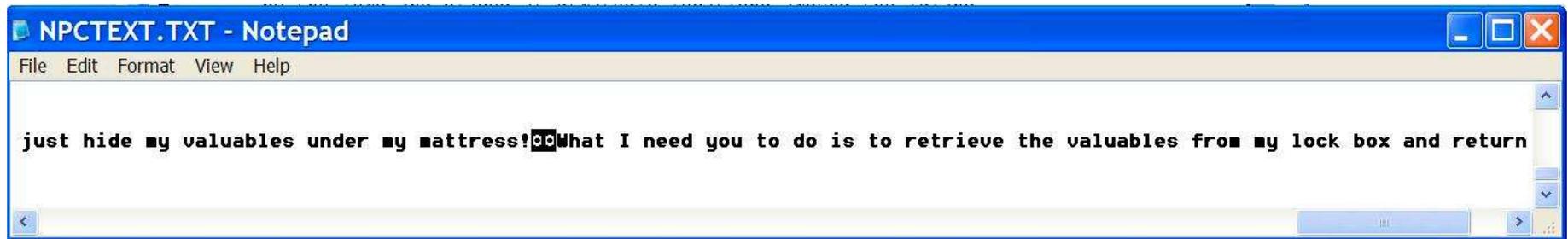
## NPCTEXT entries (continued).

Scroll down to entry 769 and PASTE (Ctrl+V) the control character at the text locations indicated below.



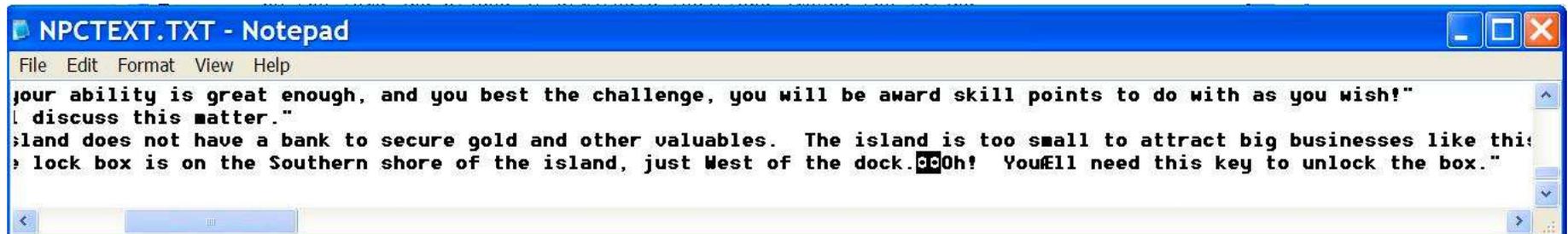
NPCTEXT.TXT - Notepad  
File Edit Format View Help

ainment Fund. I have rented one of these lock boxes.☐☐Recently, Lord Markham gave notice that, due to ægoldflationÆ, he w



NPCTEXT.TXT - Notepad  
File Edit Format View Help

just hide my valuables under my mattress!☐☐What I need you to do is to retrieve the valuables from my lock box and return

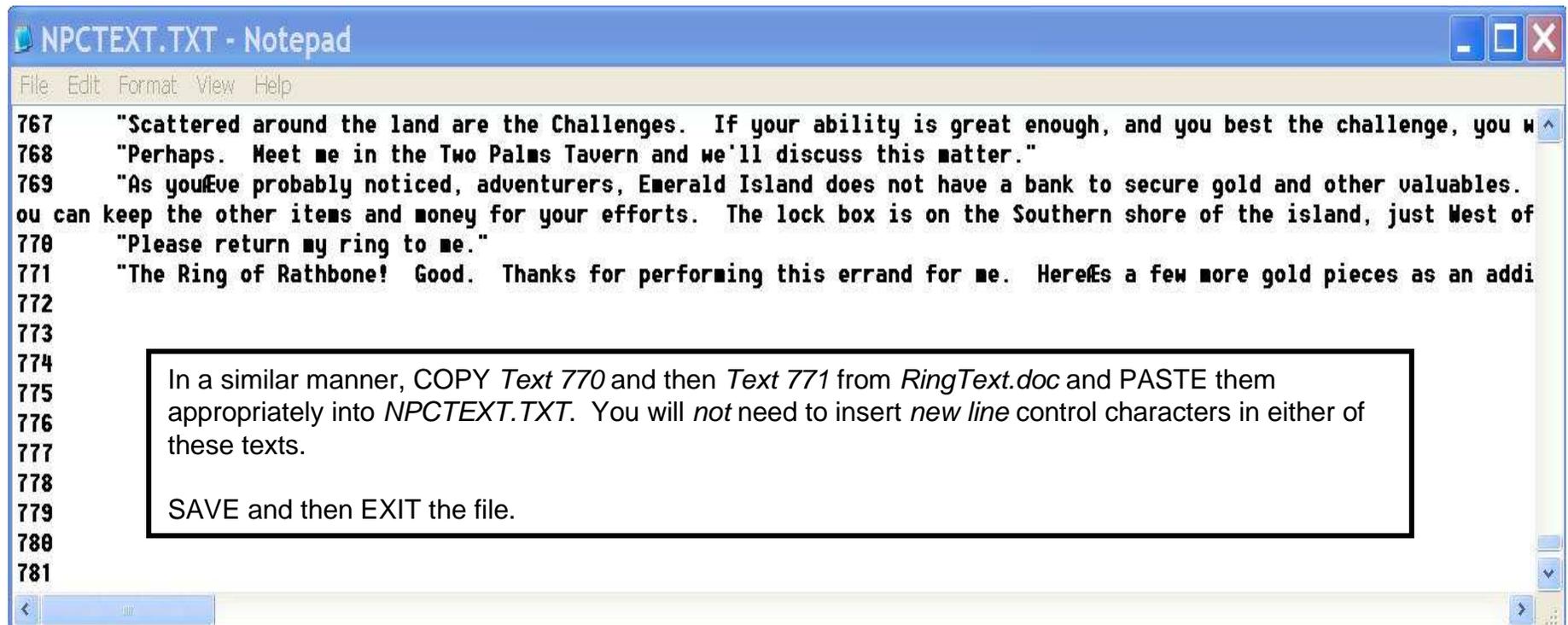


NPCTEXT.TXT - Notepad  
File Edit Format View Help

your ability is great enough, and you best the challenge, you will be award skill points to do with as you wish!"  
I discuss this matter."  
Island does not have a bank to secure gold and other valuables. The island is too small to attract big businesses like this  
lock box is on the Southern shore of the island, just West of the dock.☐☐Oh! YouÆll need this key to unlock the box."

# Activity 4 (continued)

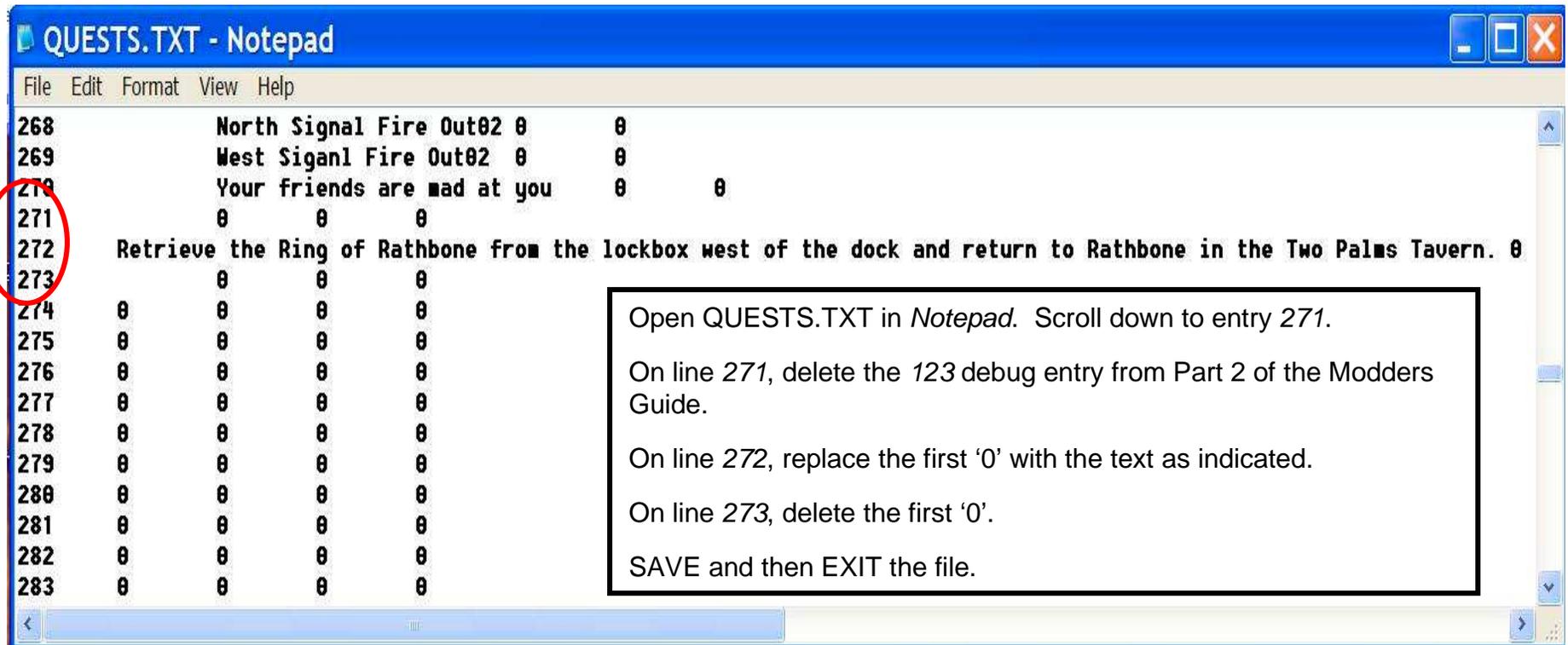
**NPCTEXT** entries (concluded).



```
NPCTEXT.TXT - Notepad
File Edit Format View Help
767 "Scattered around the land are the Challenges. If your ability is great enough, and you best the challenge, you w
768 "Perhaps. Meet me in the Two Palms Tavern and we'll discuss this matter."
769 "As you've probably noticed, adventurers, Emerald Island does not have a bank to secure gold and other valuables.
ou can keep the other items and money for your efforts. The lock box is on the Southern shore of the island, just West of
770 "Please return my ring to me."
771 "The Ring of Rathbone! Good. Thanks for performing this errand for me. Here's a few more gold pieces as an addi
772
773
774 In a similar manner, COPY Text 770 and then Text 771 from RingText.doc and PASTE them
775 appropriately into NPCTEXT.TXT. You will not need to insert new line control characters in either of
776 these texts.
777
778 SAVE and then EXIT the file.
779
780
781
```

# Activity 4 (continued)

**QUESTS** entries.



```
QUESTS.TXT - Notepad
File Edit Format View Help
268      North Signal Fire Out02 0      0
269      West Siganl Fire Out02 0      0
270      Your friends are mad at you 0      0
271      0      0      0
272      Retrieve the Ring of Rathbone from the lockbox west of the dock and return to Rathbone in the Two Palms Tavern. 0
273      0      0      0
274      0      0      0      0
275      0      0      0      0
276      0      0      0      0
277      0      0      0      0
278      0      0      0      0
279      0      0      0      0
280      0      0      0      0
281      0      0      0      0
282      0      0      0      0
283      0      0      0      0
```

Open QUESTS.TXT in *Notepad*. Scroll down to entry 271.

On line 271, delete the 123 debug entry from Part 2 of the Modders Guide.

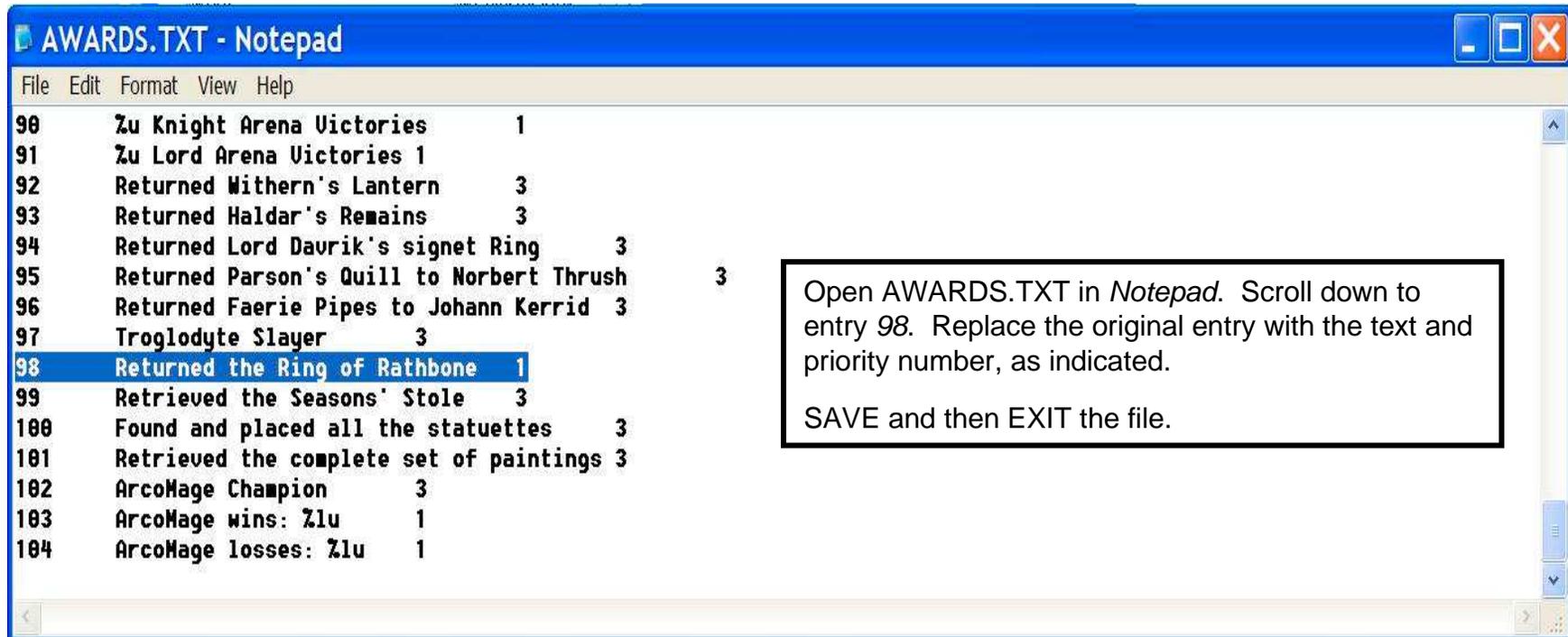
On line 272, replace the first '0' with the text as indicated.

On line 273, delete the first '0'.

SAVE and then EXIT the file.

# Activity 4 (continued)

**AWARDS** entry.



The screenshot shows a Notepad window titled "AWARDS.TXT - Notepad". The menu bar includes "File", "Edit", "Format", "View", and "Help". The text content is as follows:

90	Zu Knight Arena Victories	1
91	Zu Lord Arena Victories	1
92	Returned Withern's Lantern	3
93	Returned Halдар's Remains	3
94	Returned Lord Davrik's signet Ring	3
95	Returned Parson's Quill to Norbert Thrush	3
96	Returned Faerie Pipes to Johann Kerrid	3
97	Troglodyte Slayer	3
98	Returned the Ring of Rathbone	1
99	Retrieved the Seasons' Stole	3
100	Found and placed all the statuettes	3
101	Retrieved the complete set of paintings	3
102	ArcoMage Champion	3
103	ArcoMage wins: Zlu	1
104	ArcoMage losses: Zlu	1

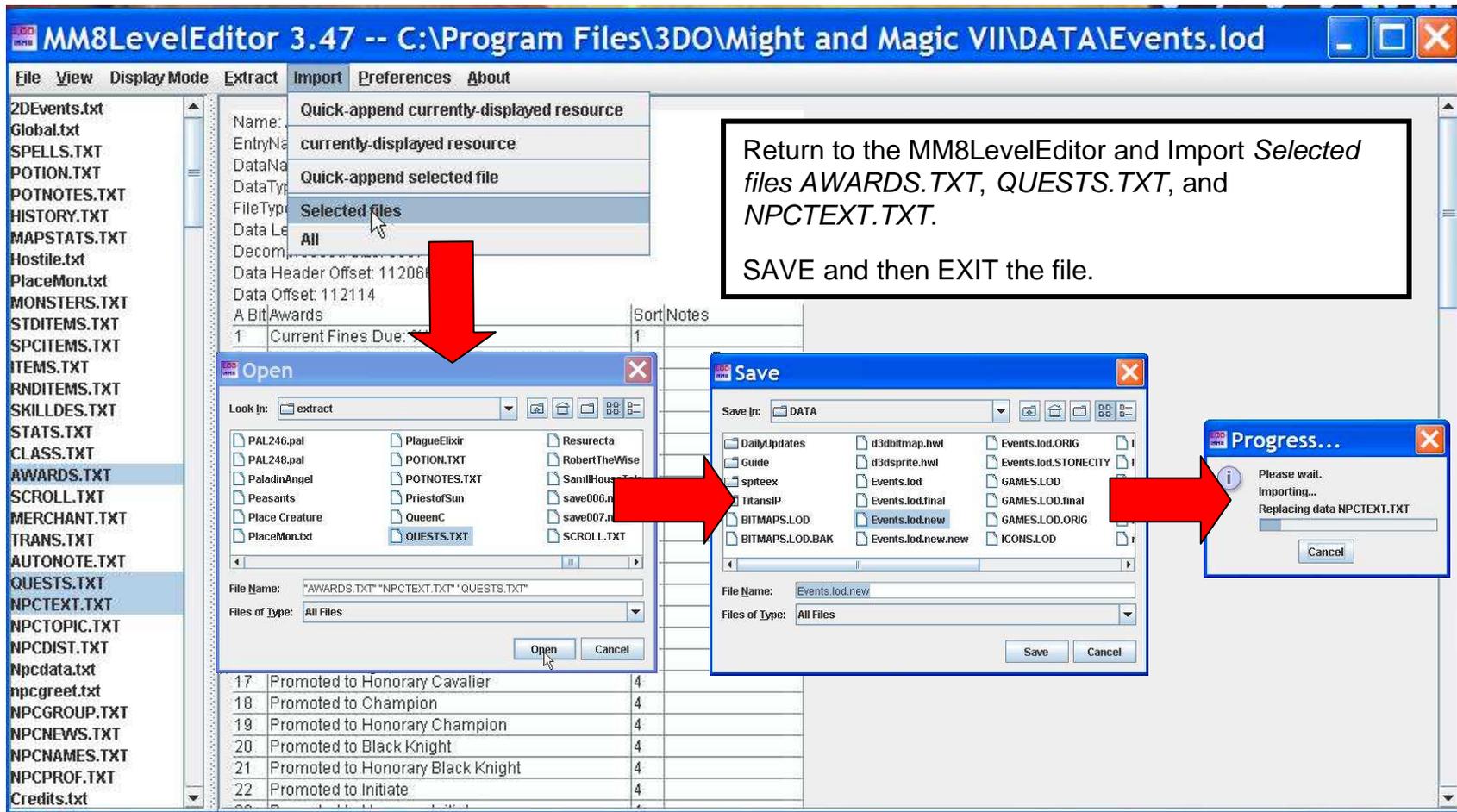
Entry 98 is highlighted in blue. A text box on the right contains the following instructions:

Open AWARDS.TXT in *Notepad*. Scroll down to entry 98. Replace the original entry with the text and priority number, as indicated.

SAVE and then EXIT the file.

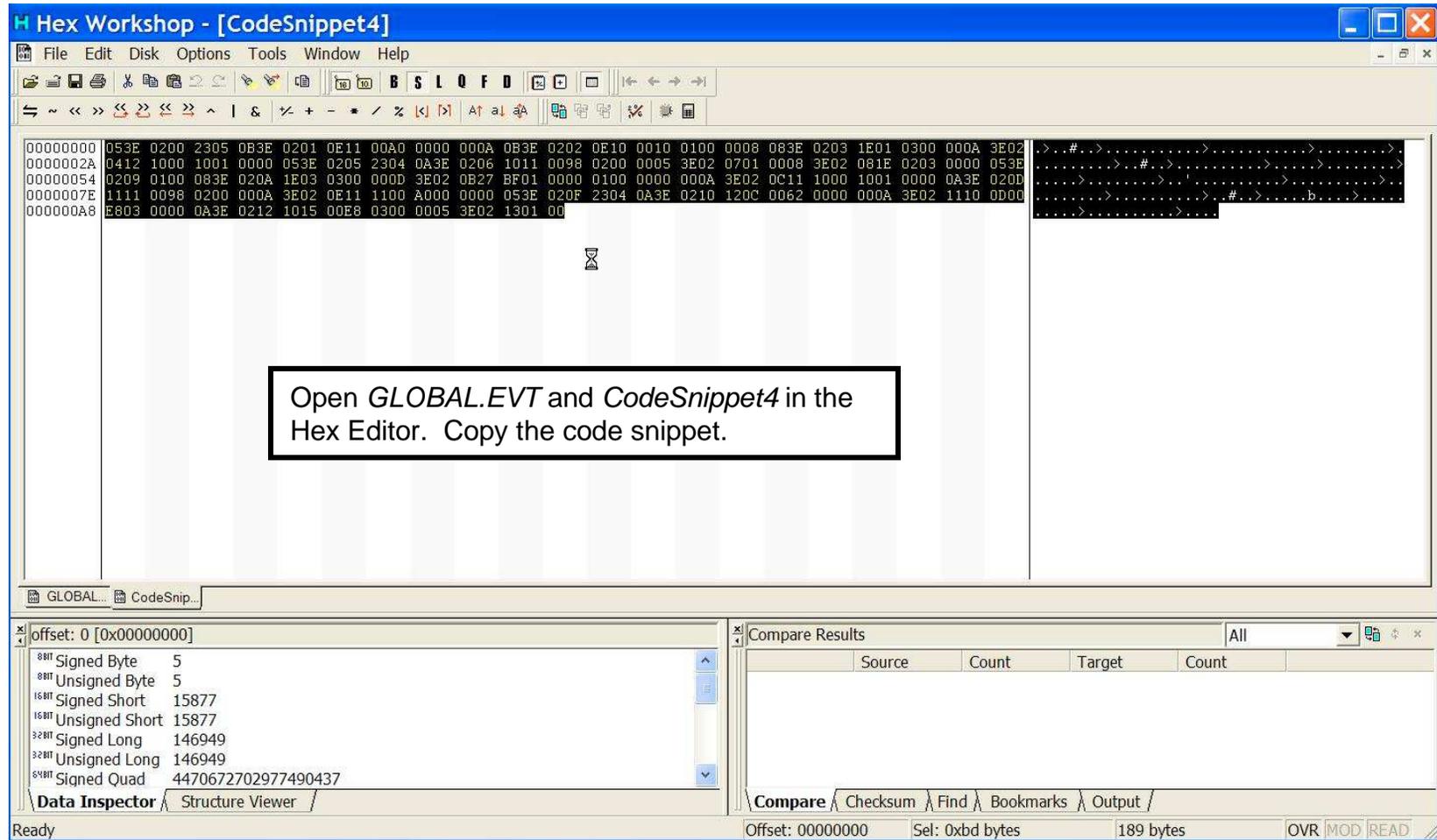
# Activity 4 (continued)

Import files.



# Activity 4 (continued)

Insert *CodeSnippet4*.



# Activity 4 (continued)

Insert *CodeSnippet4* (concluded).

The screenshot shows the Hex Workshop interface with the file GLOBAL.EVT open. The main window displays a hex dump of the file's contents, with columns for hexadecimal values and their corresponding ASCII characters. The address range shown is from 0000A368 to 0000A758. A text box with a black border is overlaid on the bottom right of the hex dump, containing the following instructions:

Select *GLOBAL.EVT*, scroll down to the end of the file, click your cursor after the last entry, and PASTE the code snippet.

SAVE the file.

The bottom status bar of the application shows the current offset as 0000A777, the value as N/A, and the total file size as 42871 bytes.

# Activity 4 (continued)

Import file.

The screenshot shows the MM8LevelEditor 3.47 interface. The 'Import' menu is open, with 'Selected files' highlighted. A red arrow points from this menu item to an 'Open' dialog box. The 'Open' dialog shows the 'extract' folder with 'GLOBAL.EVT' selected. Another red arrow points from the 'Open' dialog to a 'Save' dialog box. The 'Save' dialog shows the 'DATA' folder with 'Events.lod.new.new' as the file name. A final red arrow points from the 'Save' dialog to a 'Progress...' dialog box. A text box in the background contains the instruction: 'Open Events.lod.new in the MM8LevelEditor and Import Select files GLOBAL.EVT.'

Open *Events.lod.new* in the MM8LevelEditor and Import *Select files GLOBAL.EVT*.

# Activity 4 (concluded)

**Cleanup files.**

1. Delete the current *Events.lod* and *Events.lod.new* files.
2. Rename the *Events.lod.new.new* file to *Events.lod*.
3. Proceed to Activity 5.

# Activity 5

## Observe the changes.

It's now time to start the game and observe the resultant changes.

1. Launch MM7 and Start a New Game.
2. Perform all party activities required to complete the Quest sequence.
3. Visually observe the results of each party action and make a written record that details each action and its result(s).
4. Although your changes will 'execute' without 'crashing' the game, you should discover several 'bugs' as you perform this quest.
5. *Most* of the 'bugs' are caused by poorly written code in *CodeSnippet4*. You will have to *parse* and *comment* this code snippet in order to discover the 'bug' causes and correct them. These Modders Guides have provided you with sufficient *background* to complete this task. You'll have to develop your own *process* to accomplish this.
6. If you are unable to complete this task, then you should probably give up any aspirations of serious game 'modding' involving the *Event Language*.

***Good Luck and Happy Modding! BDJ***

# Epilog

**This concludes the three-part Modders Guide series. The author realizes that the information in this guide is basic, at best, and that much detail has been omitted in presenting these topics. The detail omissions were a conscious decision made by the author who believes that game modification involves a challenging and rewarding *Process of Discovery*, a Right of Passage *journey* that can ultimately reward the modder with his own unique MM game mod. For the bright, intelligent, curious, and motivated modder *wannabe*, this ‘journey’ is what modding is all about.**

**Good Luck on your Journey! BDJ**

**The author may be contacted at;**

**mm7rev4modrel2@yahoo.com**

# Appendix

## CodeSnippets

### CodeSnippet3

```
05FFFF00 0401 Mouseover Evt 01
05FFFF00 2305 Modify next by member 5
0BFFFF01 0E11 009802000004 Branch to 4 if item 664
08FFFF02 1D 11000000 Show local text The crate is locked.
05FFFF03 0100 Stop Processing
05FFFF04 07FF Open Chest FF
05FFFF05 0100 Stop Processing
```

**Note.** Replace the *FF* fields with the proper number.

### CodeSnippet4

```
053E020023050B3E02010E1100A00000000A0B3E02020E10001001000008083E02031E01
0300000A3E020412100010010000053E020523040A3E020610110098020000053E020701
00083E02081E02030000053E02090100083E020A1E030300000D3E020B27BF0100000100
0000000A3E020C111000100100000A3E020D111100980200000A3E020E111100A000000
053E020F23040A3E0210120C00620000000A3E02111100D00E80300000A3E0212101500E8
030000053E02130100
```

**Note.** Parse and comment this code, find the 'bugs', and correct them.