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— A —

Introduction

A mod (short for "modification") is an alteration by players or fans of a video game that changes one or more aspects of the video game, such as how it looks or behaves. Mods may range from small changes and tweaks to complete overhauls, and can extend the replay value and interest in the game. With the Monster Prom Modtool, you can create full plotlines that include your own characters and add custom SFX, backgrounds, and items. You cannot play mods in online mode.

We politely request that you refrain from doing or asking for commissions until the official modtool is released (when the beta finishes).

— B —

Create mods

01. CREATE YOUR FIRST MOD



01. Go to the main menu and click **MODTOOL**.

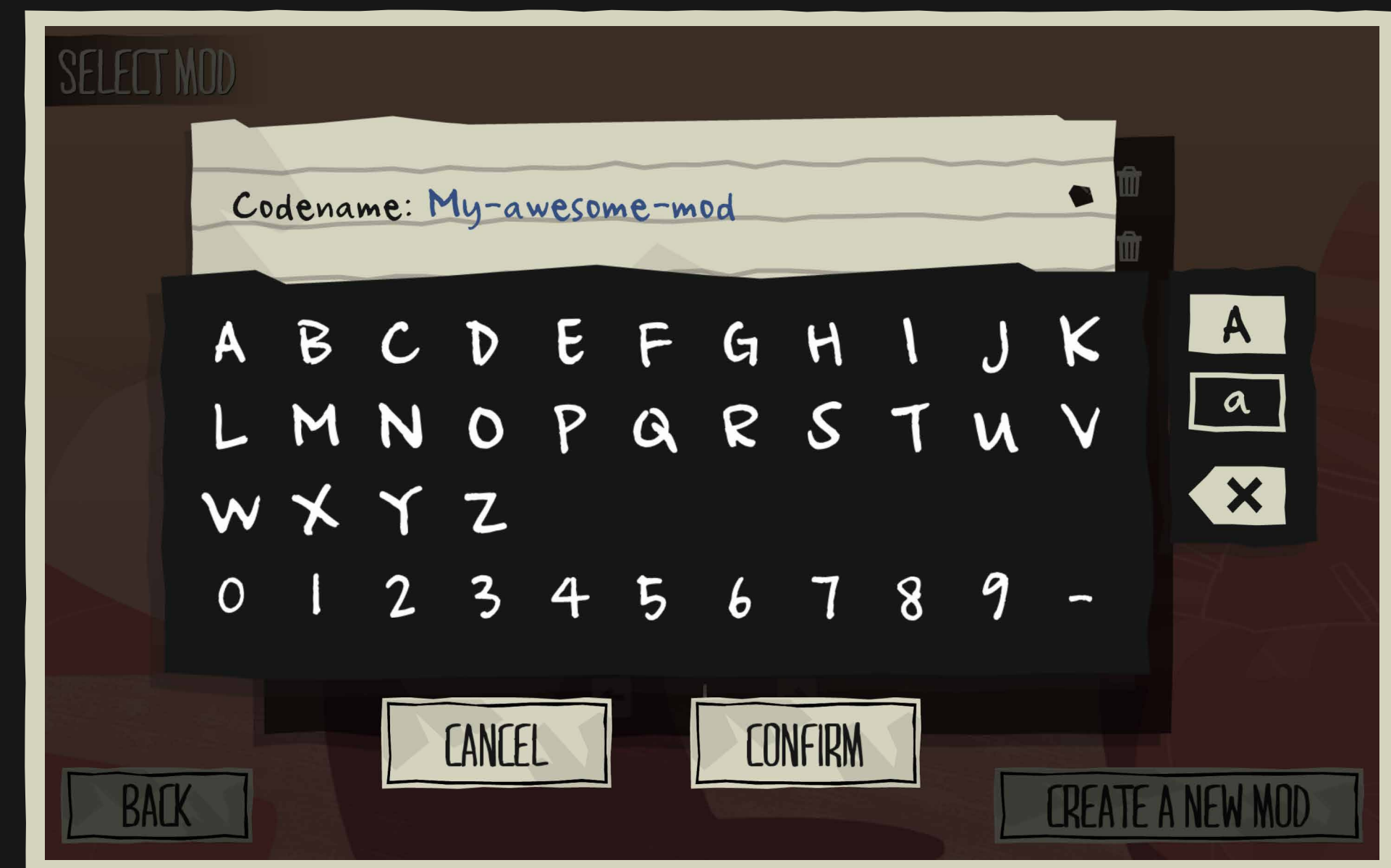


02. Select **CREATE MODS** to start.

01.CREATE YOUR FIRST MOD



03. Click **CREATE A NEW MOD** to start.

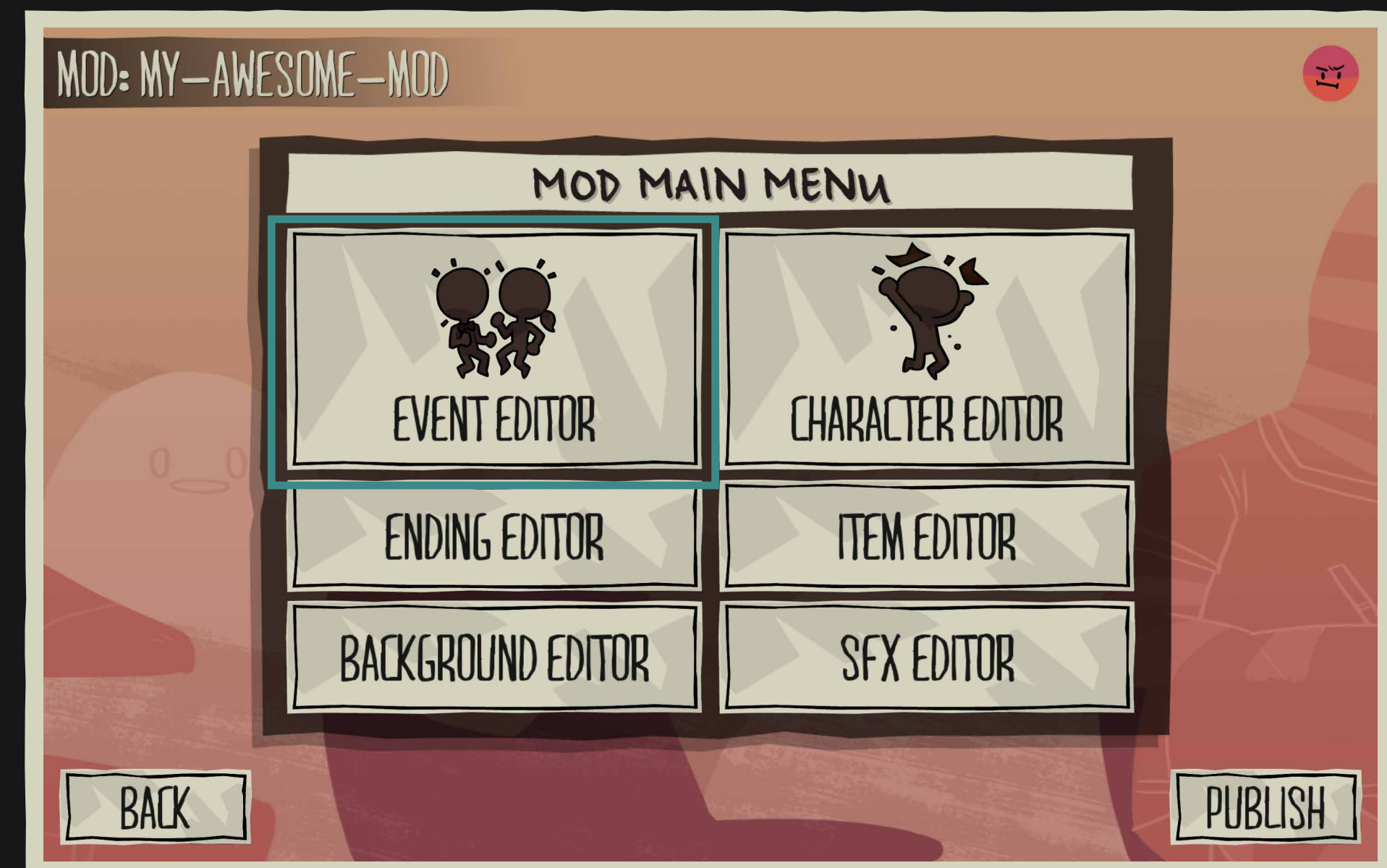


04. Write a name for your mod. You can edit it anytime.

01.CREATE YOUR FIRST MOD



05. Now you can start editing your mod!



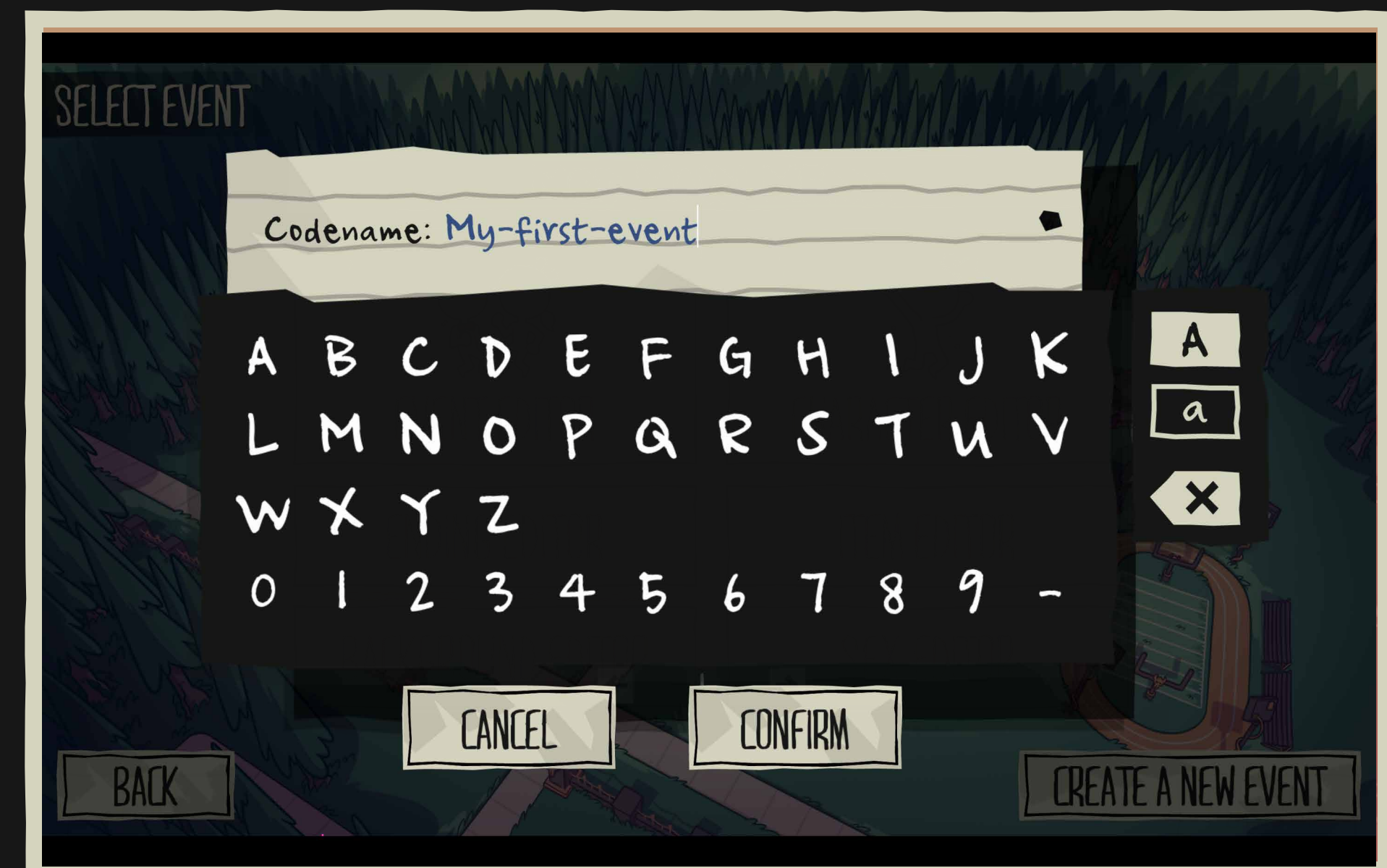
06. This is the **MOD MAIN MENU**. Let's start by creating a normal event by clicking **EVENT EDITOR**.

01.CREATE YOUR FIRST MOD

A. NORMAL EVENT



07. Click on **CREATE A NEW EVENT**.



08. Name your event, you can always edit it later.

01. CREATE YOUR FIRST MOD

B. EVENT MAIN MENU

09. This is the **EVENT MAIN MENU**.
You can choose the type of event and its location.

To make things easy, let's start with the normal event, but if you want to know more about the other **TYPES OF EVENTS**, go to page 31.

This angry icon is saying:
Hey, your event is incomplete!
It will appear around the mod tool everytime something is wrong/ incomplete. Look carefully and try to make it happy like this other one:



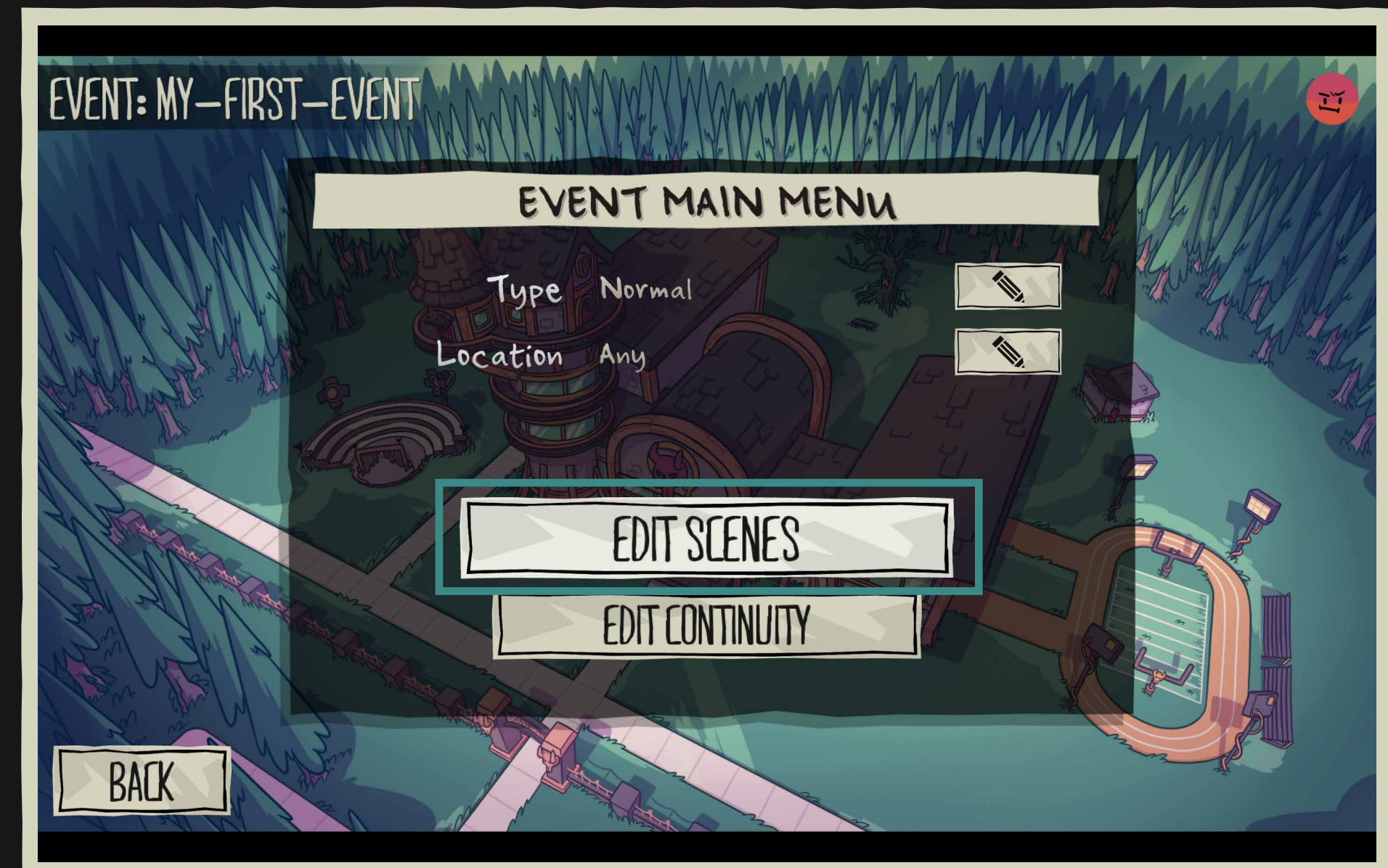
Go to page 49
to know more
about how to edit
CONTINUITY

01. CREATE YOUR FIRST MOD

B. EVENT MAIN MENU



09. Select the location where the event takes place. You can choose **ANY** if you don't mind where it's going to be triggered. Otherwise, select the one you prefer and the event will only appear if the player visits the location you chose.



10. Click on **EDIT SCENES**.

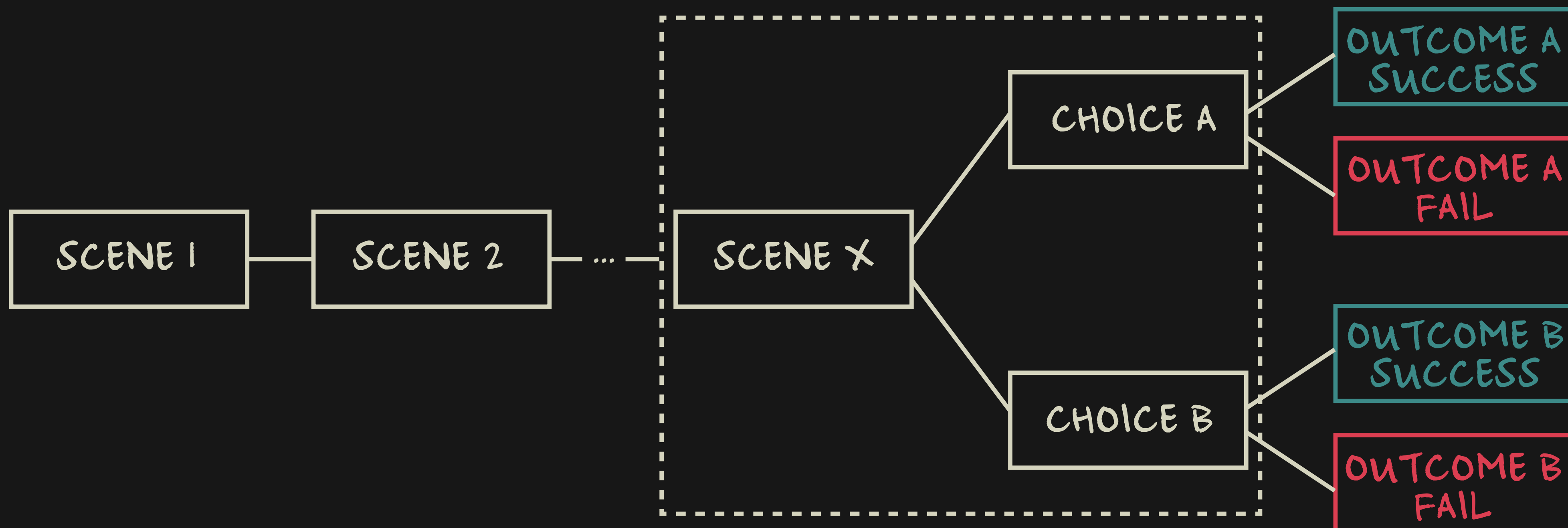
Requirements

A normal event will not work if you don't include a romance option.

01. CREATE YOUR FIRST MOD

C. EVENT STRUCTURE

An event can have as many **SCENES** as you want, 2 **CHOICES**, and 4 **OUTCOMES**:



01. CREATE YOUR FIRST MOD

D. ANATOMY OF A SCENE



01. CREATE YOUR FIRST MOD

E. ADD DIALOG TEXT

Now this little one is happy because SCENE 1 has the minimum amount of components necessary to work.



11. We are on SCENE 1. Click on the dialog space to start editing.



12. Here we have our first line, the narrator is talking. Now we jump to SCENE 2. To create it, you only have to click on the plus sign.

01. CREATE YOUR FIRST MOD

F. ADD CHARACTERS



13. SCENE 2. Let's add some characters. Go to **LAYOUT** to select the number of characters and their positions on the scene. Solo is one, trio is three... easy.



14. We've chosen a duo. Now we need to select the characters. Click on the **EDIT BUTTON** to start.

Tip

Note that you can change the layout in every scene. The layout in a new scene will be the same as the previous one by default.

01. CREATE YOUR FIRST MOD

F. ADD CHARACTERS



15. Choose a character.

Tip

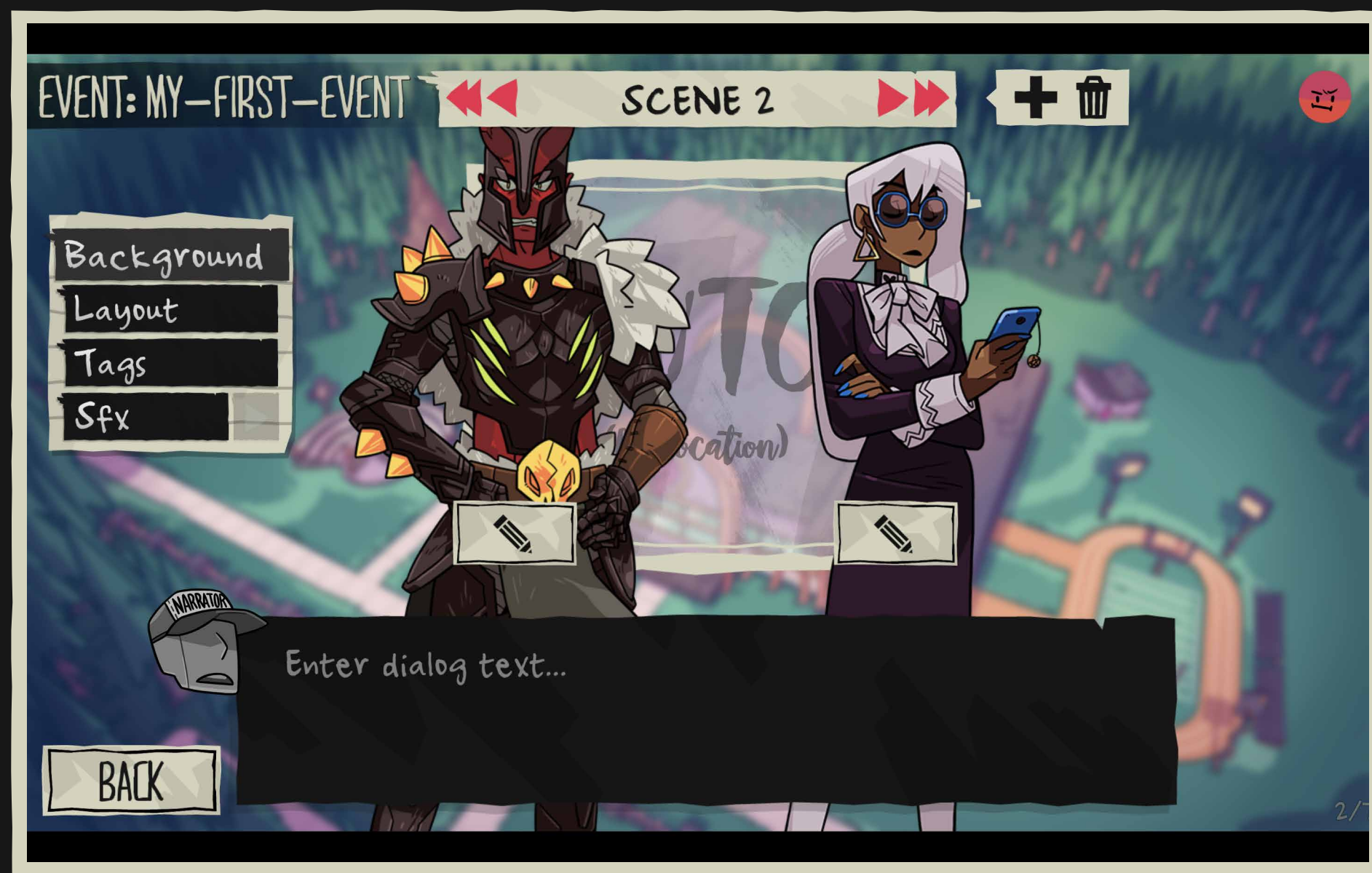
If you have created a character (see how on page 43) it will appear here. The **CREATE BUTTON** is a shortcut to the **CHARACTER EDITOR**.



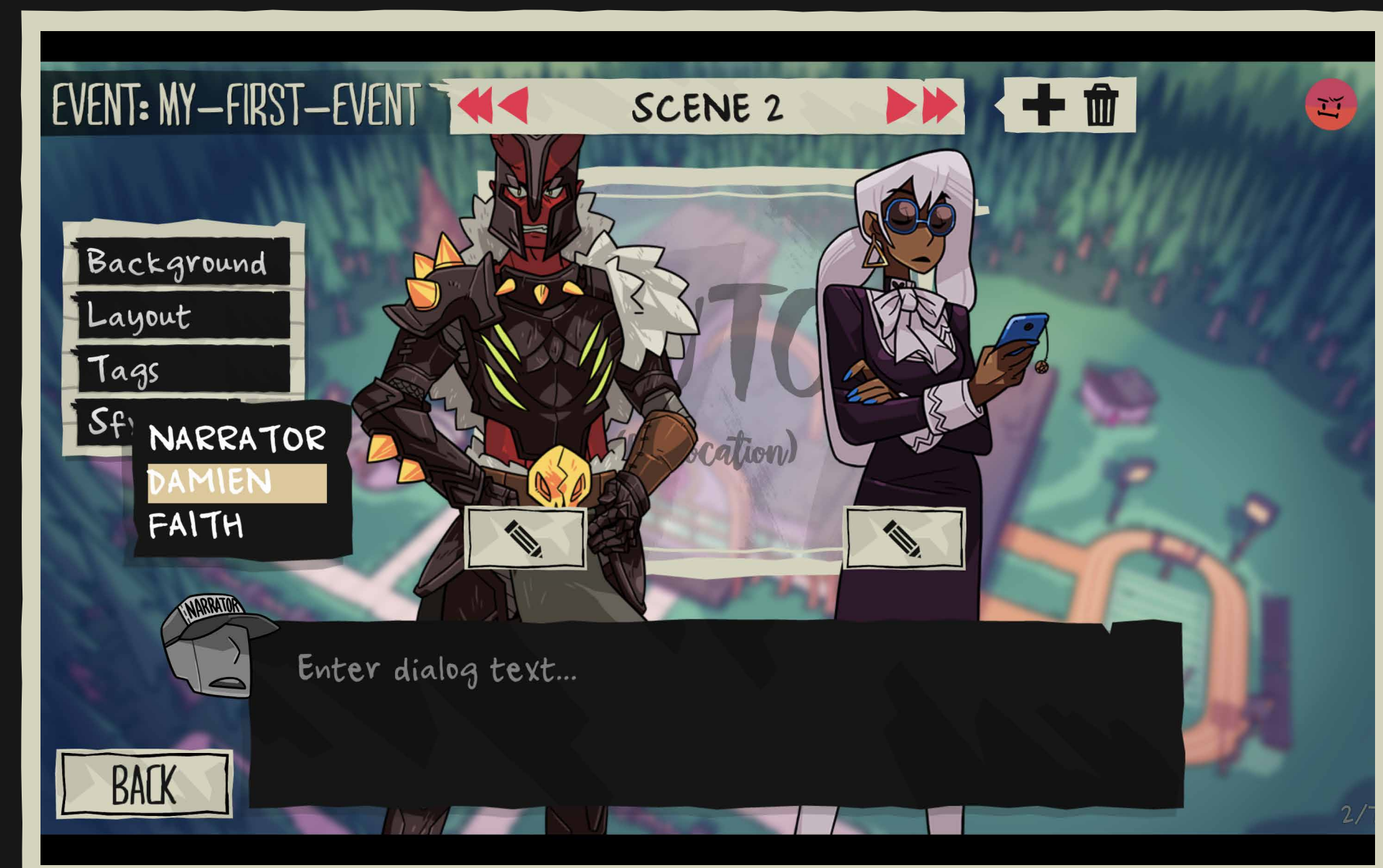
16. We've selected Damien. You can choose his **OUTFIT** (if you select **AUTO**, his outfit will change depending on the location the event triggers in). You can also choose his **MOOD**. That will change Damien's facial expression. Once you're done, click on **CONFIRM**.

01. CREATE YOUR FIRST MOD

E. ADD CHARACTERS



17. Here we have Damien and Faith. Now let's write some dialogue for them to complete SCENE 2.



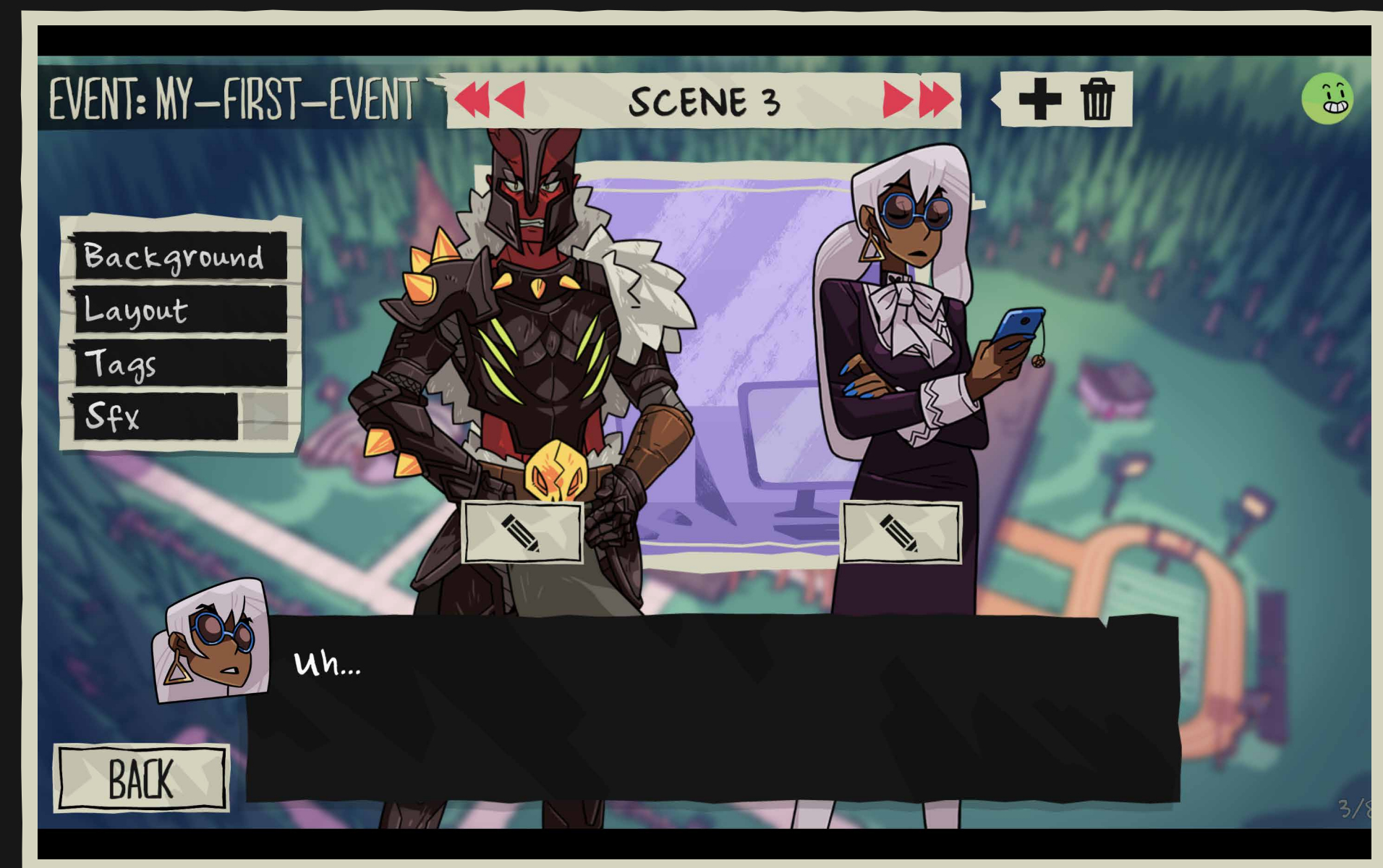
18. Click on narrator's face to choose the speaker. Once you're done, click on **CONFIRM**.

01. CREATE YOUR FIRST MOD

F. ADD CHARACTERS



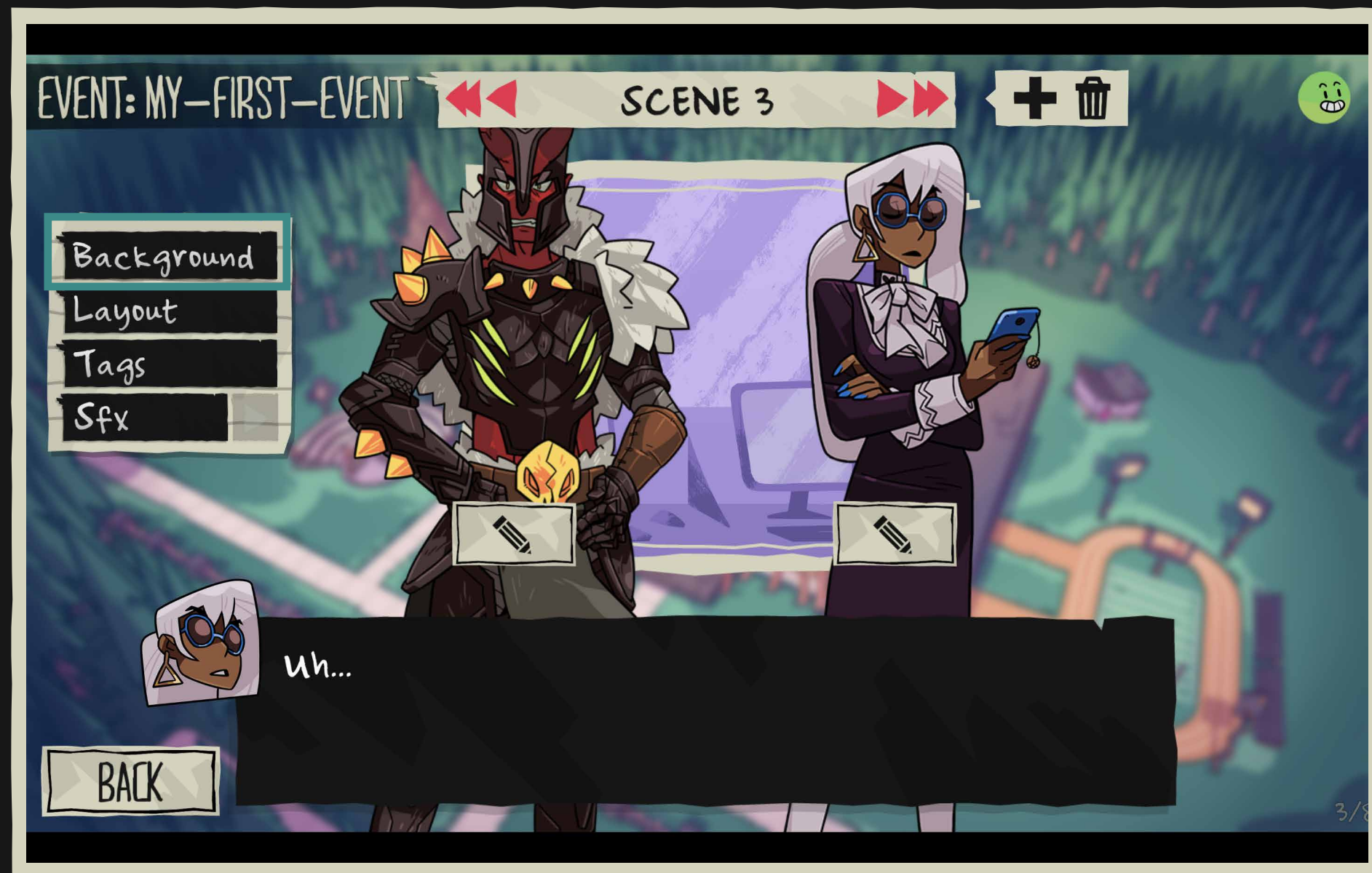
19. Write down Damien's line. When you're done, click the right red arrow to go to the next scene.



20. It's Faith's turn in SCENE 3. Keep going through scenes until you want the player to make a choice.

01. CREATE YOUR FIRST MOD

6. CHANGE BACKGROUND



21. Do you want to change the background? Click on **BACKGROUND**.



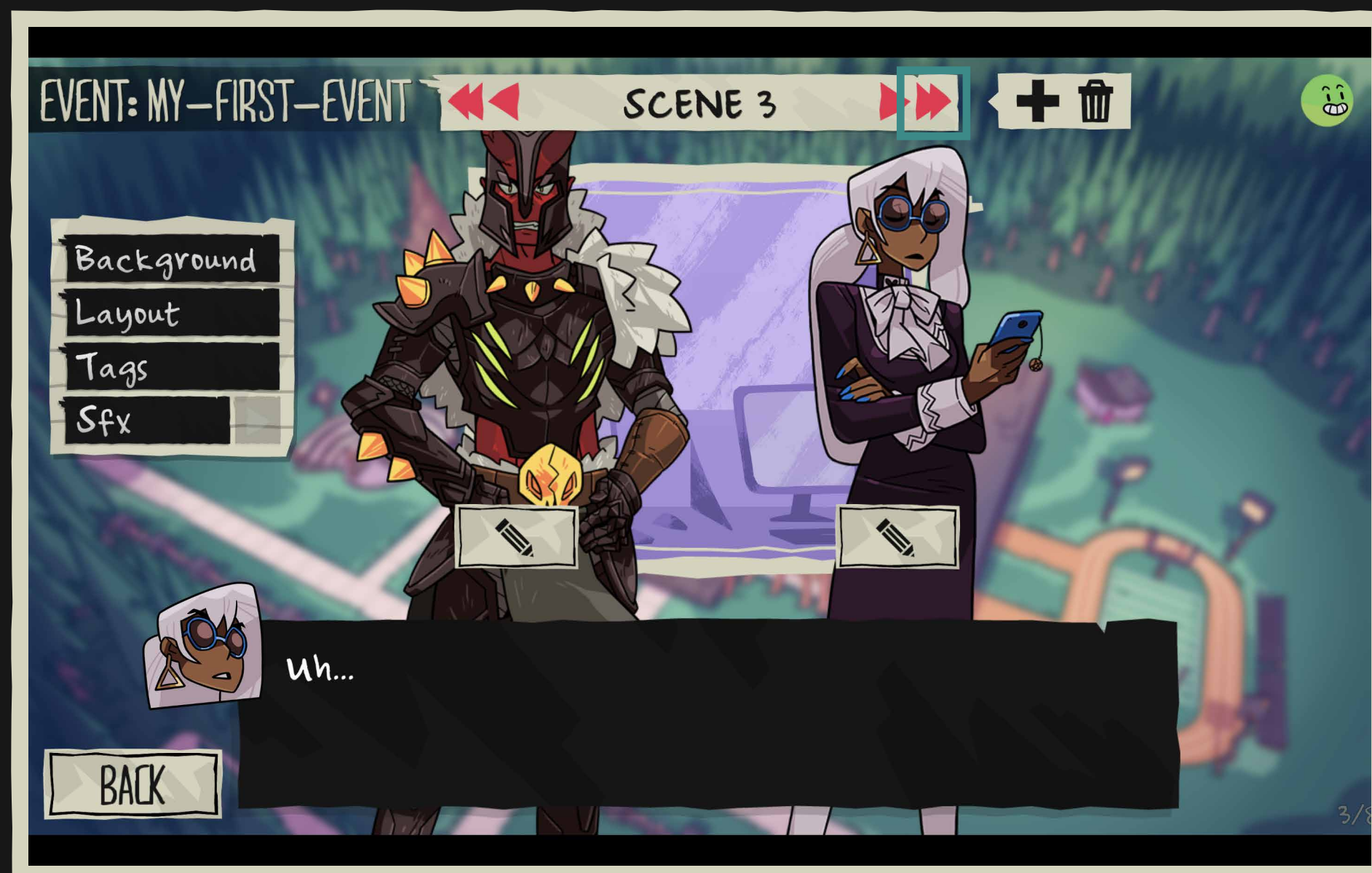
22. If you don't want to keep it Auto (by default), select another one. You can change it in every scene.

Tip

If you have created a background (see how on page 47), it will appear here. The **CREATE BUTTON** is a shortcut to the **BACKGROUND EDITOR**.

01. CREATE YOUR FIRST MOD

H. OPTION SCENE



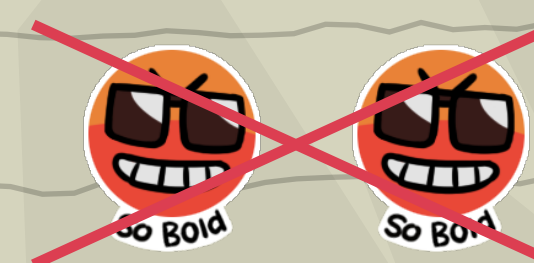
23. Time for the choices. Click on the double red arrow on the right to go to the **OPTION SCENE**.



24. Enter option A and B text, and select a stat (smart, bold, fun...) for each option by clicking on the icons.

Tip

DO NOT USE THE SAME STAT FOR BOTH CHOICES



01. CREATE YOUR FIRST MOD

1. OUTCOMES



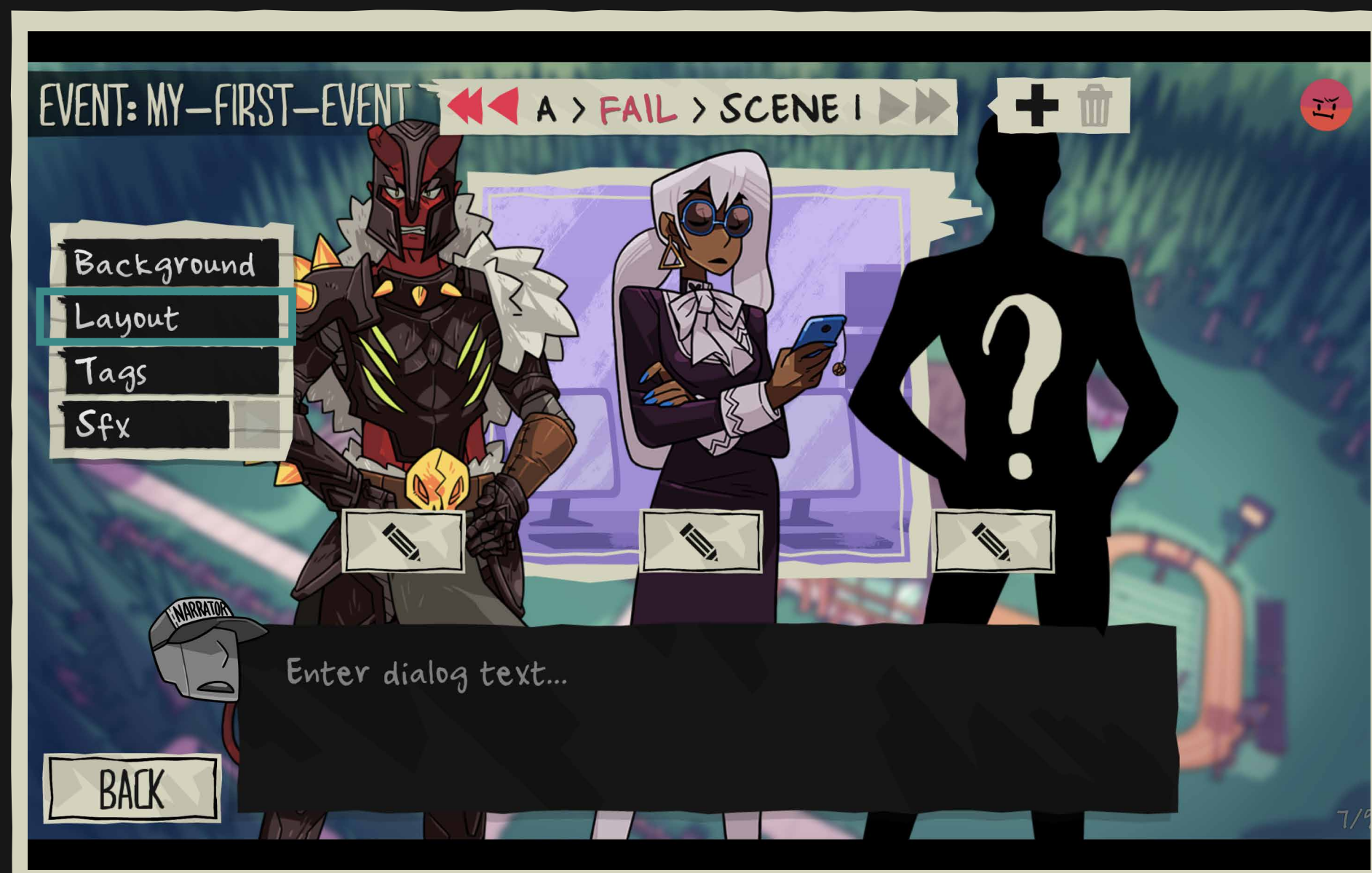
25. Each option (A/B) has 2 possible endings (success/fail). The player's stats will determine if it's a success or a failure. Write the 4 possible branches. It is mandatory to complete all 4 to have a valid event.



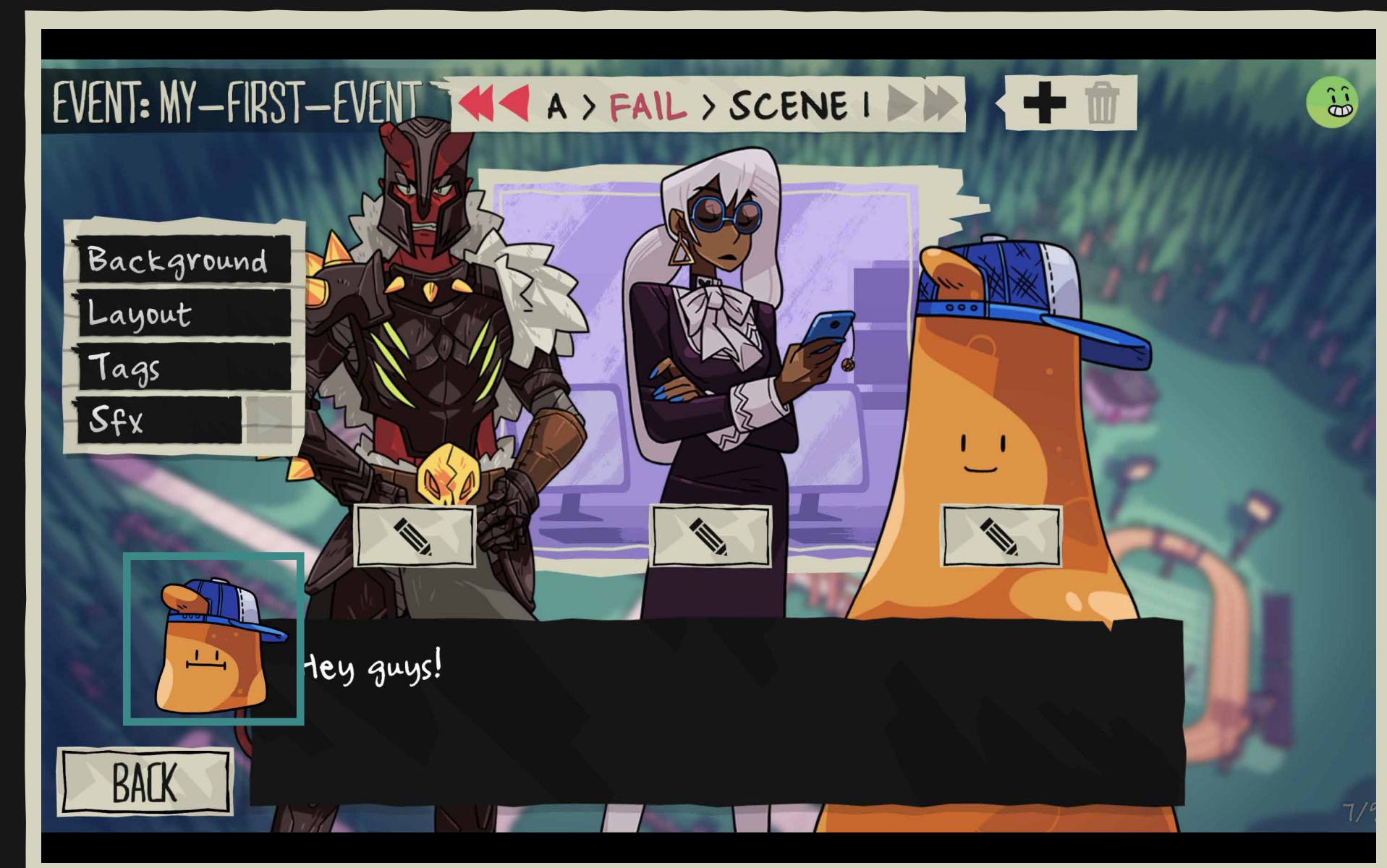
26. Click on success/fail button of each option to continue writing. You can always go back and forward with the arrows on the top of the screen.

01. CREATE YOUR FIRST MOD

1. CHANGE LAYOUT



27. Let's play a bit with the different choices. Starting with A-Fail, you'll see that you can change the layout and make a new character come to the scene. Let's add Blobert.



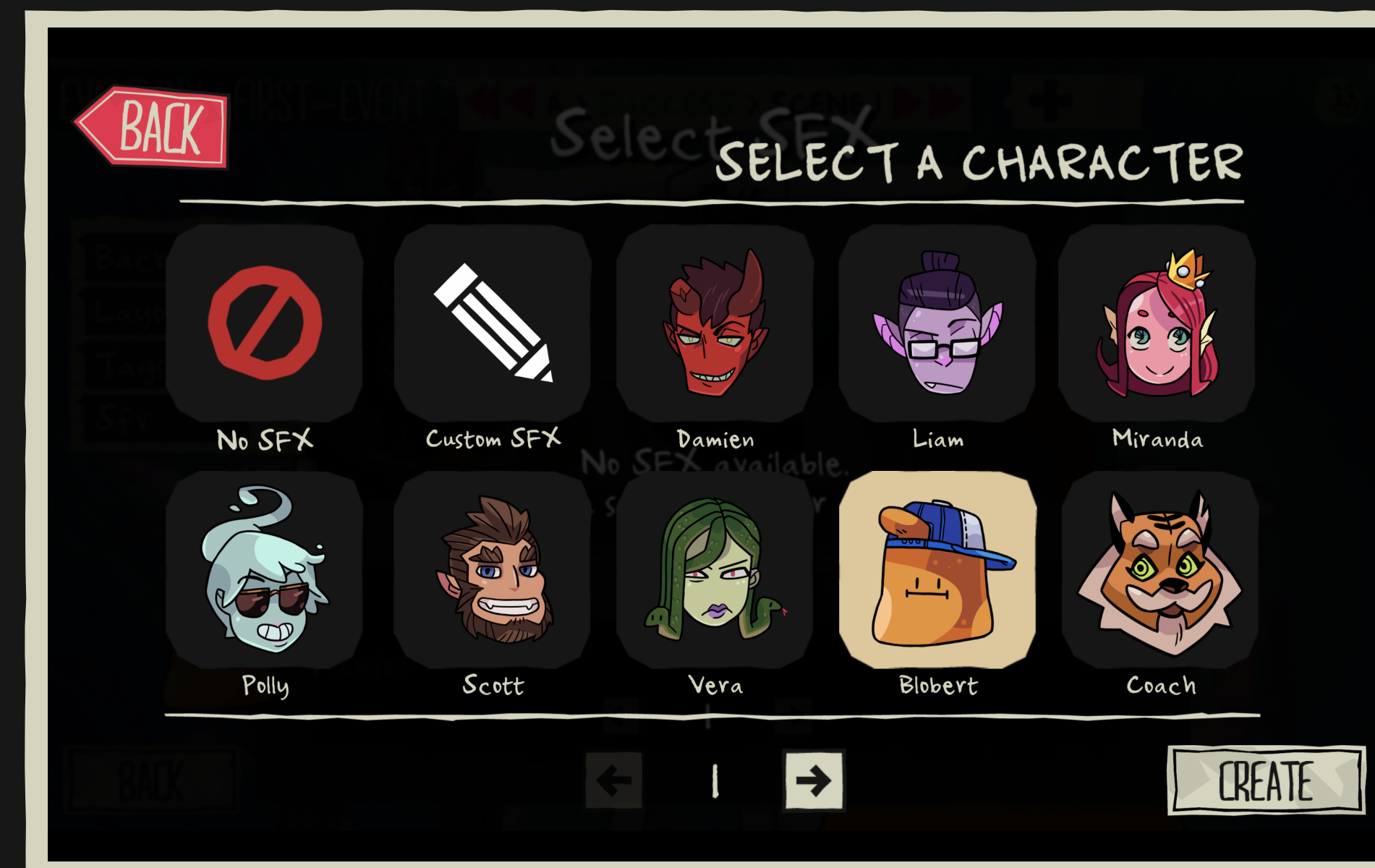
28. See? You can add more characters. Remember to select his icon to make him talk.

01. CREATE YOUR FIRST MOD

K. ADD SFX



29. Click **SFX** to select and add some of Blobert's voice lines.



30. Select a character to preview all of their sounds.

Tip

If you have created a SFX it will appear here.

The **CREATE BUTTON** is a shortcut to the SFX EDITOR.

01. CREATE YOUR FIRST MOD

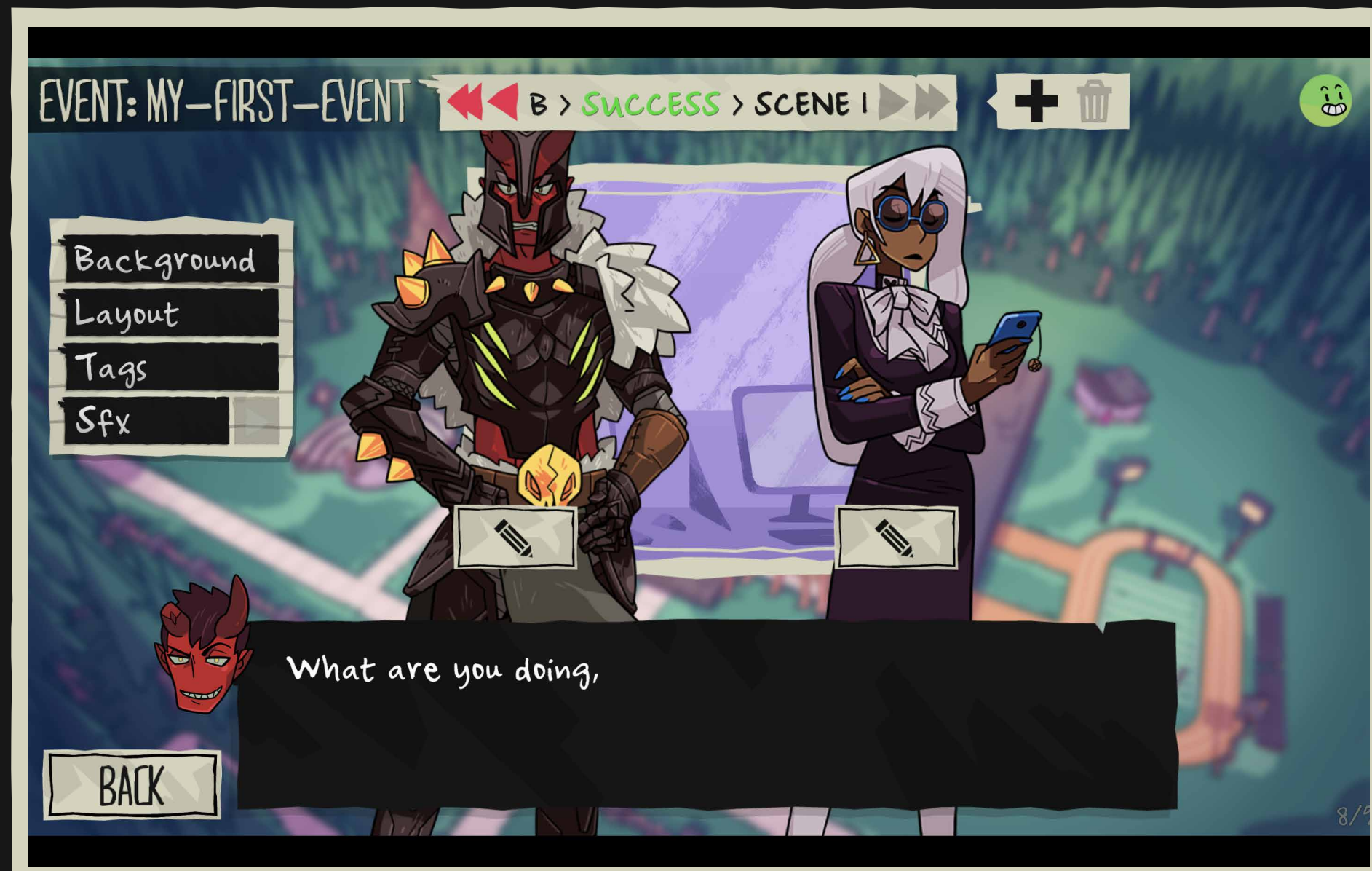
K. ADD SFX



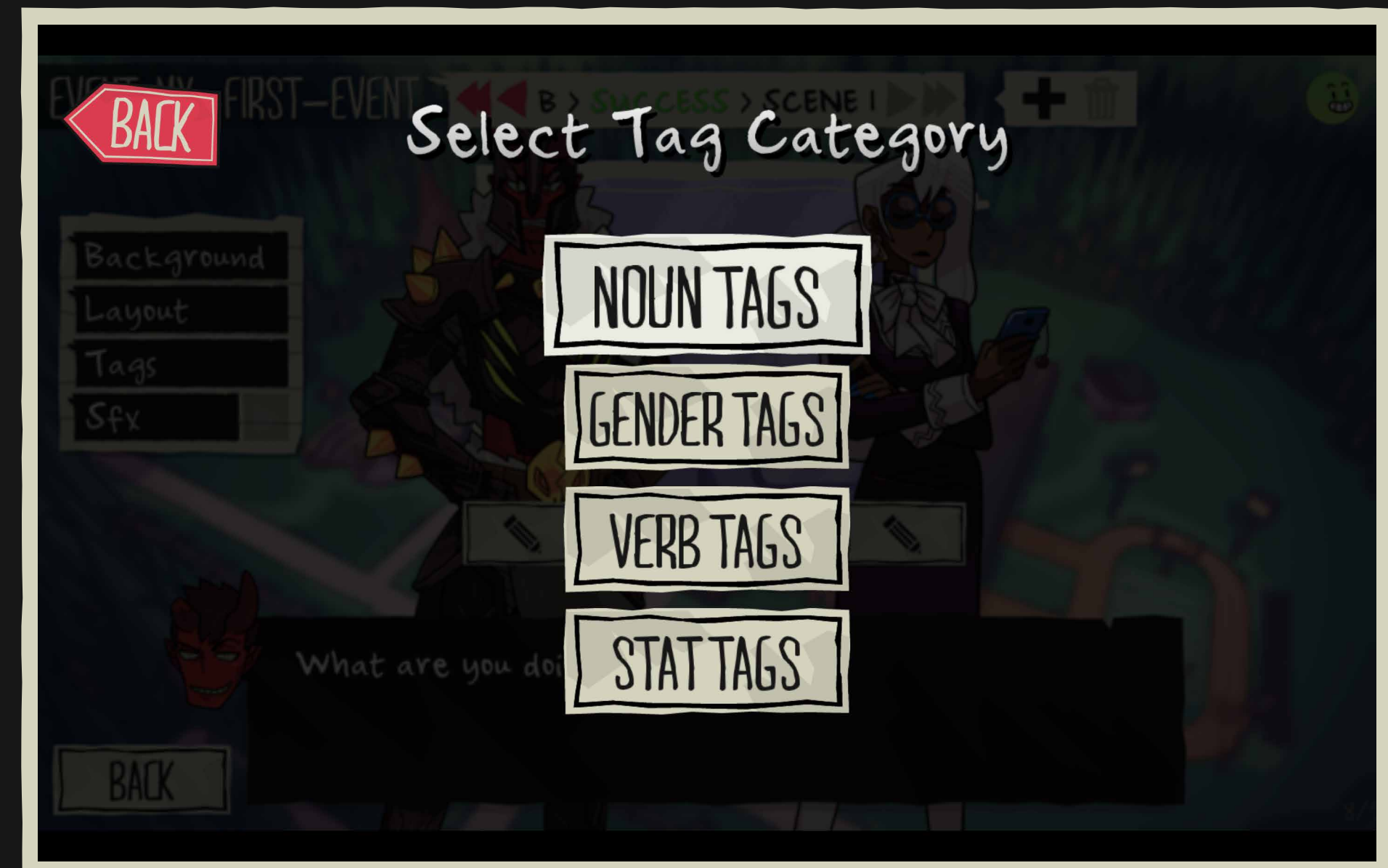
31. You can preview all of the sounds and see which one fits best. Select the one you'd like and go **BACK**.

01. CREATE YOUR FIRST MOD

L. ADD TAGS



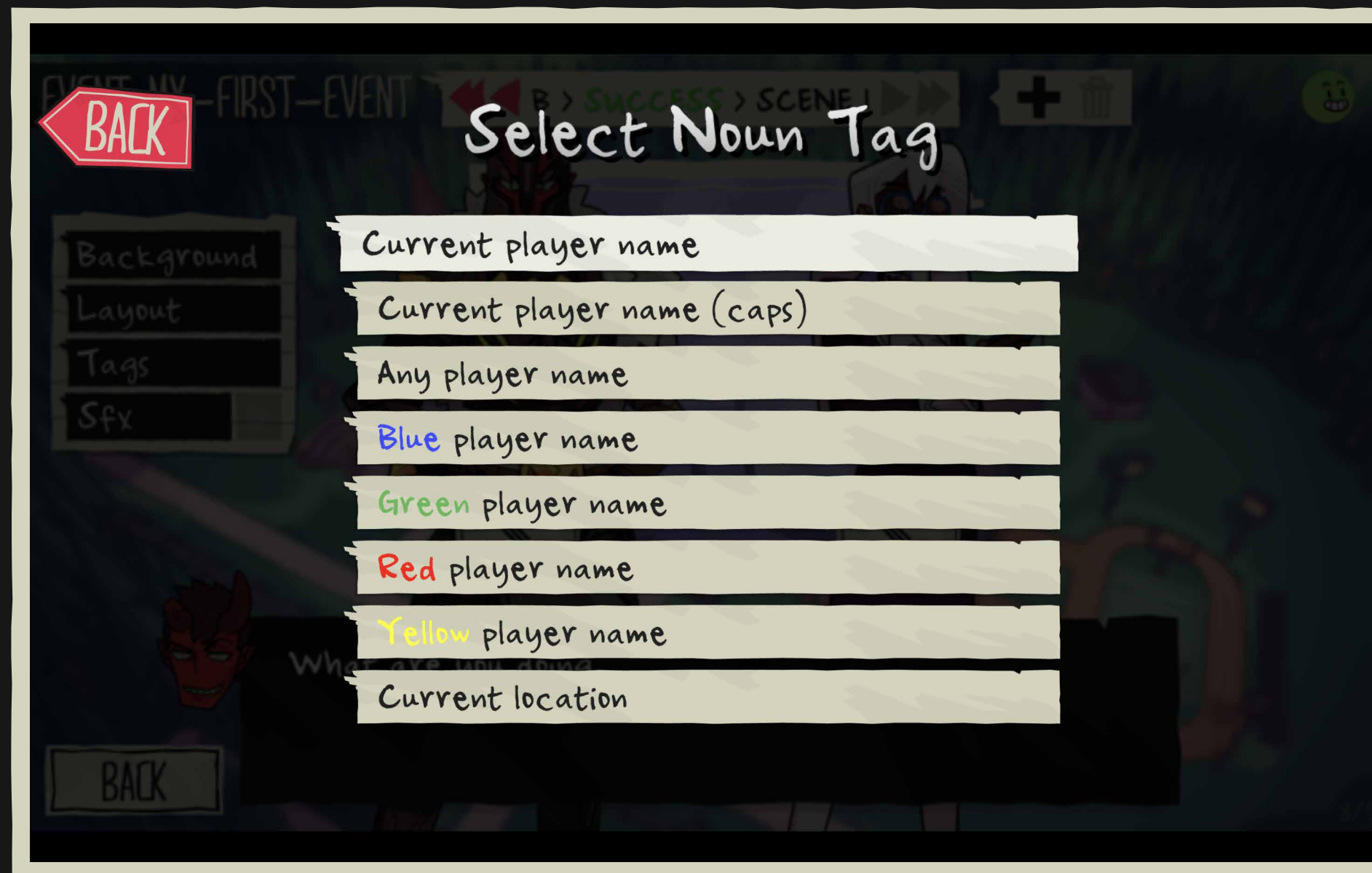
32. Go to **TAGS** to add a tag in the scene text to reference the player in a sentence.



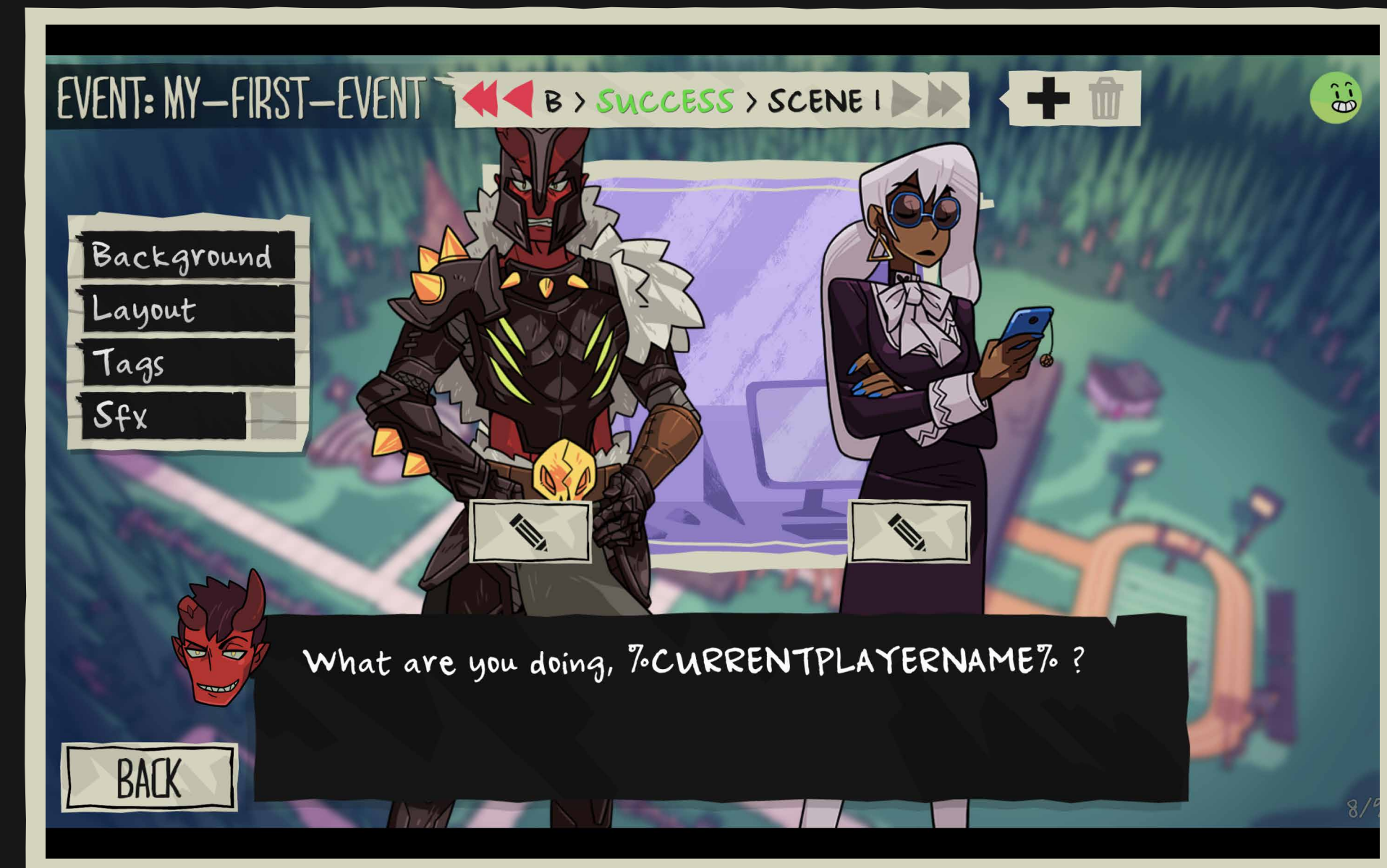
33. Select a tag category. **NOUN TAGS** are all about introducing the player name, **GENDER TAGS** are useful when you want to specify the player's gender in your sentence, **VERB TAGS** allow you to make the following verb agree with the player's gender... Feel free to explore them all.

01. CREATE YOUR FIRST MOD

L. ADD TAGS – NOUN TAG



34. Select the appropriate noun tag to reference any of the players or location.



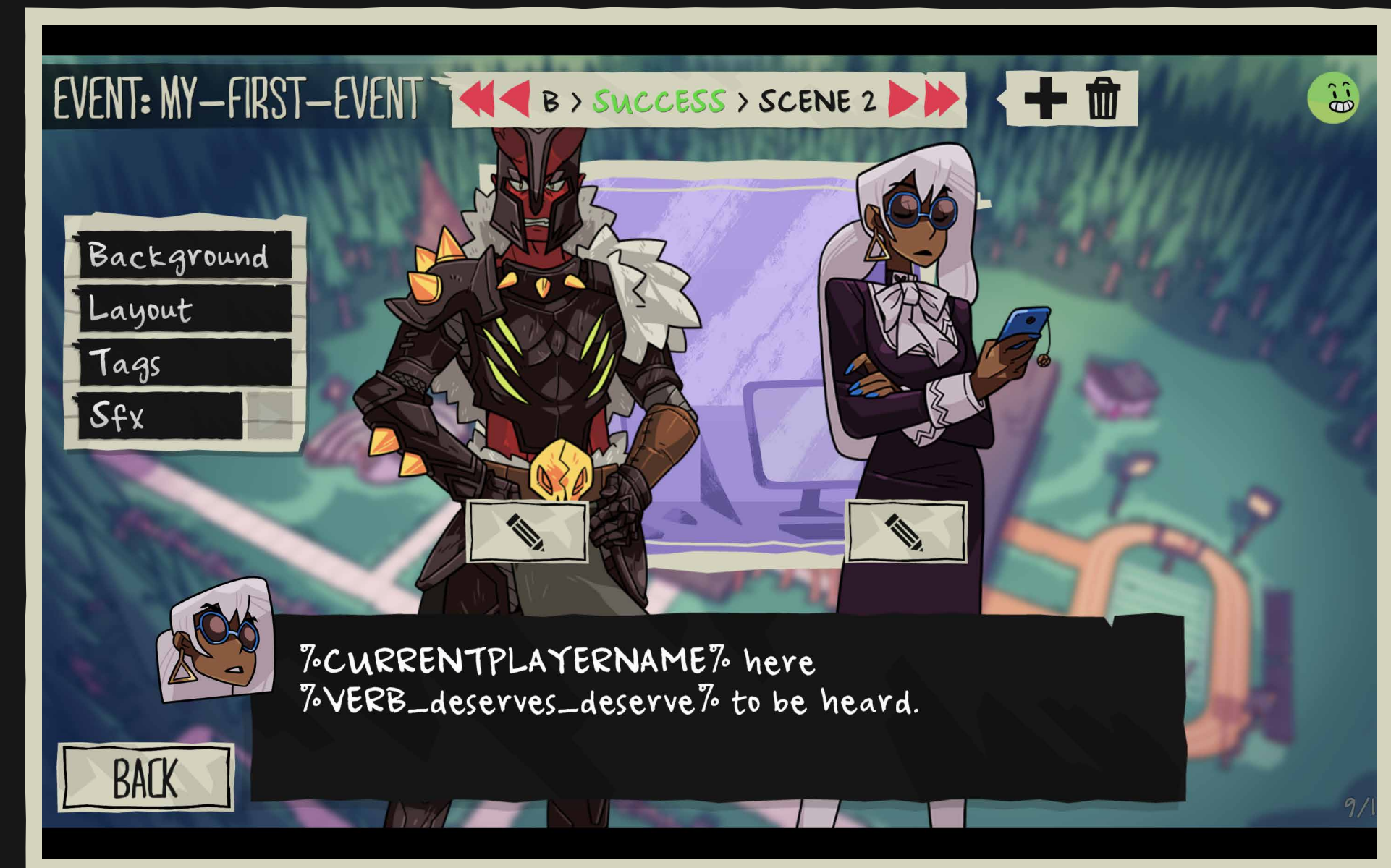
35. Where it says %CURRENTPLAYERNAME% the name of the player playing this event will appear.

01. CREATE YOUR FIRST MOD

L. ADD TAGS — NOUN TAG



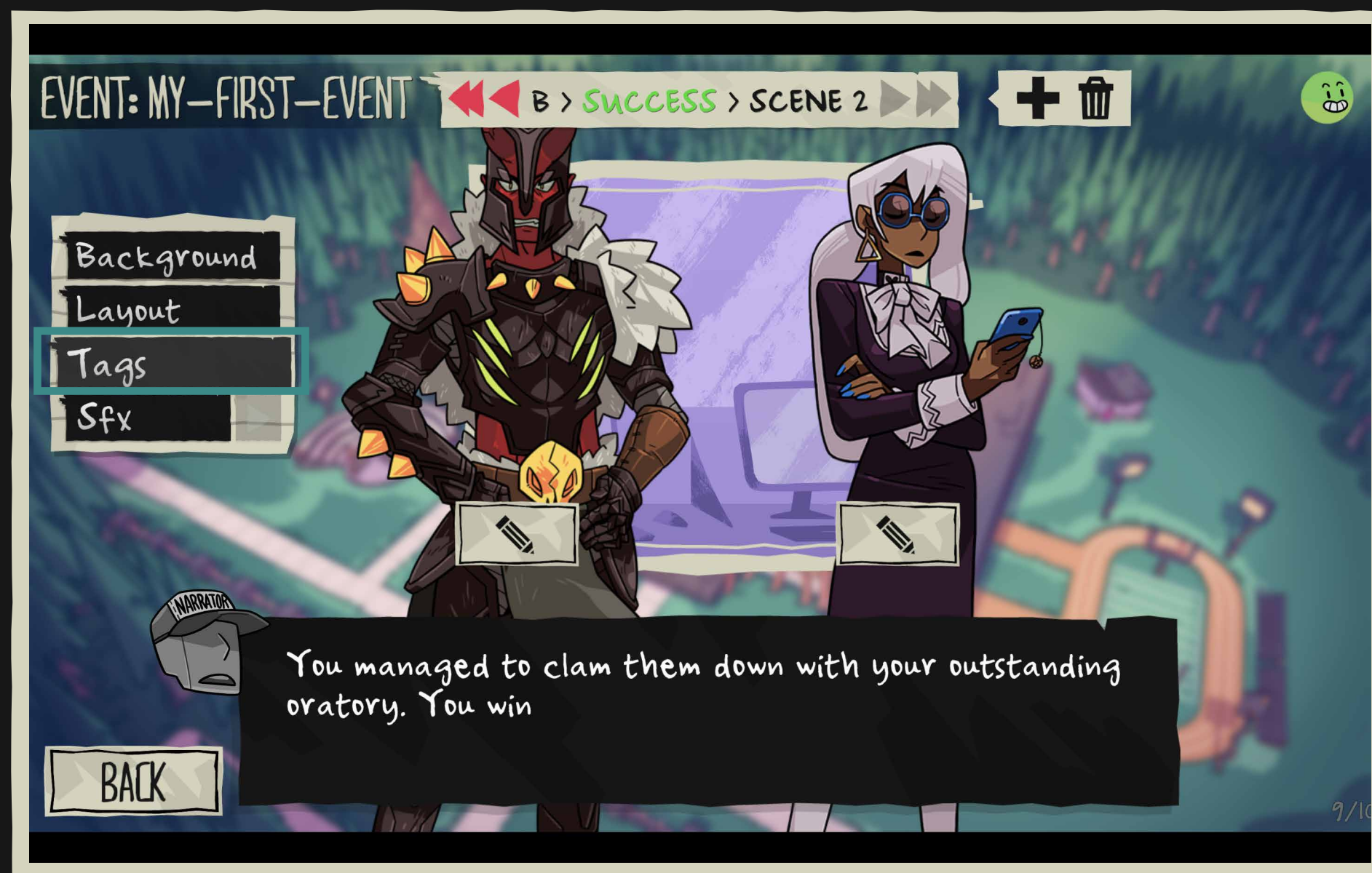
36. **VERB TAGS** are useful to use verbs in grammatically correct way when you don't know if you are going to reference him/her or them. Adding a verb tag will allow you to have all the options.



37. The verb will change automatically depending on the current player. It works in the same way with **GENDER TAGS**.

01.CREATE YOUR FIRST MOD

L.ADD TAGS – STAT TAG



38. Every outcome needs to have an end, and the final line normally determines how many stat points the player will win or lose. Usually points are only gained or lost in one stat, but it can also be multiple stats or none. Stat gains/losses are not mandatory and can appear in any of the scenes. Write down the narrator's sentence where he says the final resolution.



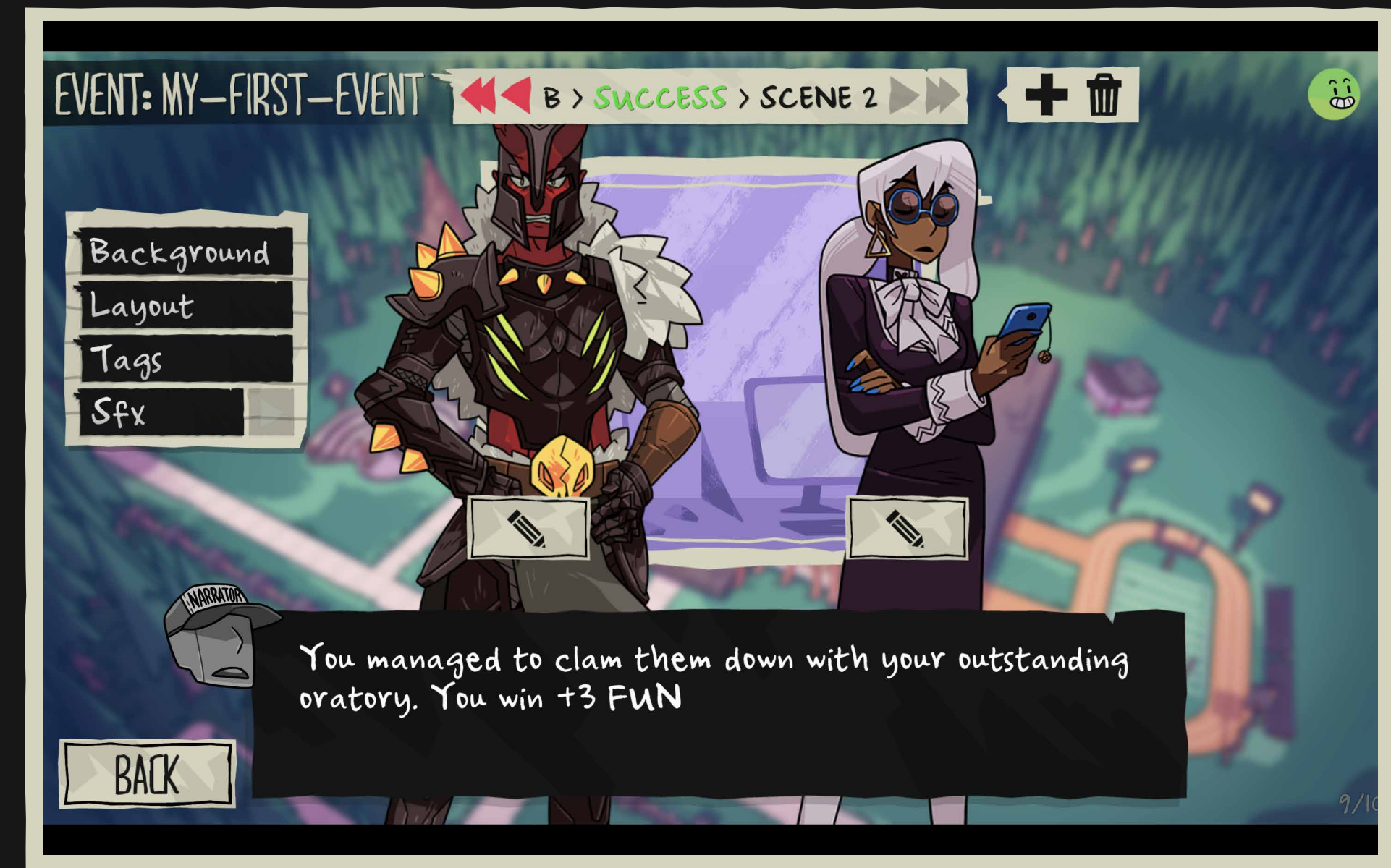
39. Click on the **STAT TAGS**.

01.CREATE YOUR FIRST MOD

L.ADD TAGS – STAT TAG



40. Select the stat (smart, bold, creative, charm, fun or wealth). Mark how many points are at stake. Click **INSERT** when you are done.



41. Now the stat tag is already in the text. Remember to finish all the outcomes with the narrator and a stat resolution, according to the success/fail endings.

01. CREATE YOUR FIRST MOD

0. FINISH AN EVENT



42. Go to the **EVENT MAIN MENU** once you have all the scenes, including the 4 outcomes. Check the face icon in the top right corner. Is it red? If so, something is wrong...



43. Click on the red face icon, will tell you what's wrong. Now you must go back and check every scene of the event in order to find the scenes that are not working. The red icon face will appear in the top right corner of each scene that isn't working. When the icon is green in the **EVENT MAIN MENU**, it's ready!

– 02 –

Event types

02.EVENT TYPES

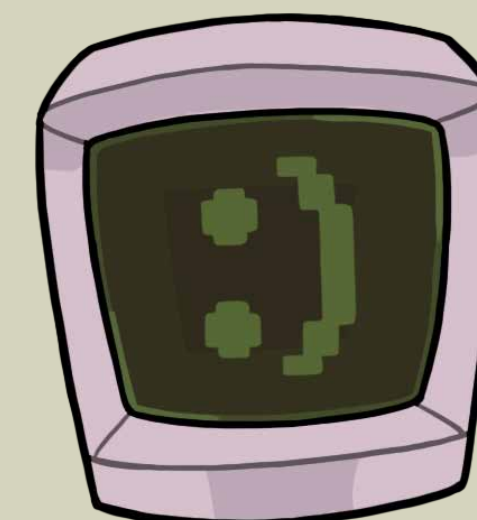
A. INTRODUCTION

A very important thing in Monster Prom is that the first few turns of the game are going to determine which is your locked love interest*. The locked love interest is the character you will encounter most frequently during the normal events once it's secretly chosen. The locked love interest is decided based on the player's choices during the **CAFETERIA** and **LOVE CHOICE** events.

*Locked love interests



(DLC)



02.EVENT TYPES

B. LOVE CHOICE



Time to see how the other event types work. Let's create a new one, starting with a LOVE CHOICE type.



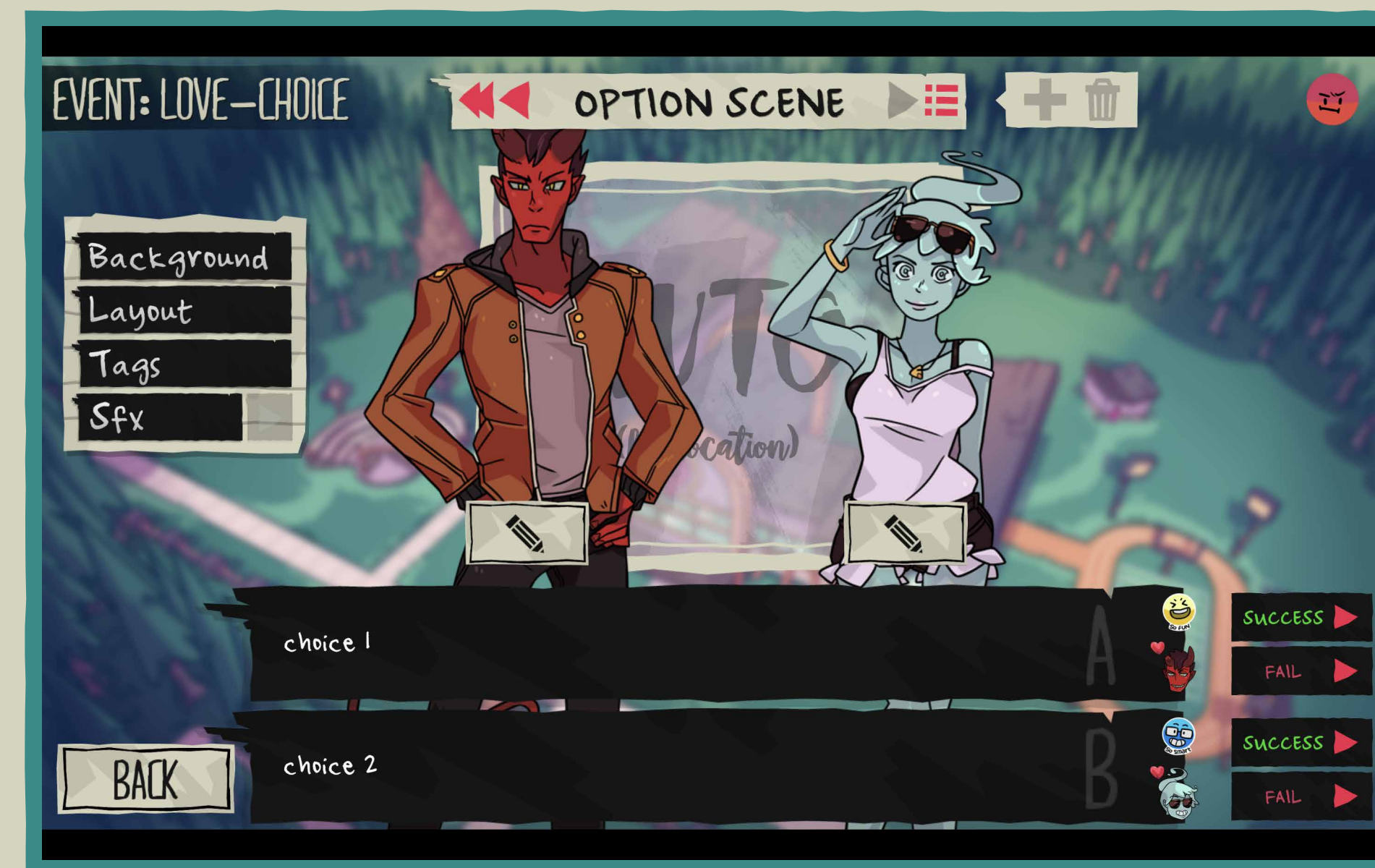
Select LOVE CHOICE in the event type options.

02.EVENT TYPES

B. LOVE CHOICE



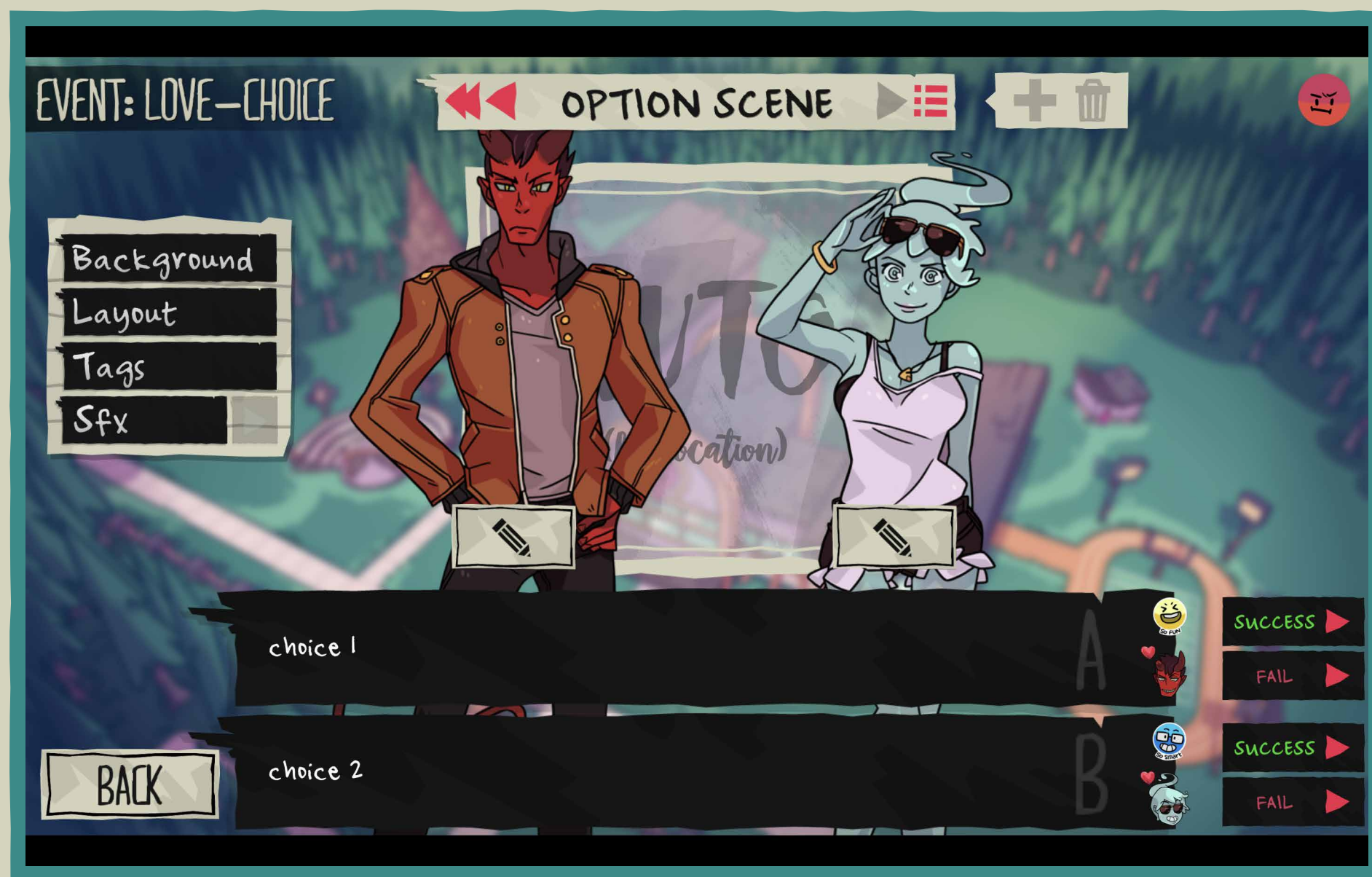
A love choice event is like a normal one; the only difference is that during the **OPTION SCENE**, you will have to choose a love interest that is tied to each one of the 2 options. The love interest can only be one of the 6 main love interests.



We've chosen Damien and Polly by clicking on the question mark icon. They are going to be the love interests for each choice, meaning that the player will have more options to have one of them as a locked love interest.

02.EVENT TYPES

B. LOVE CHOICE



And the rest works just like the **NORMAL EVENT**, so you should be ready to create a love choice event.

Tips

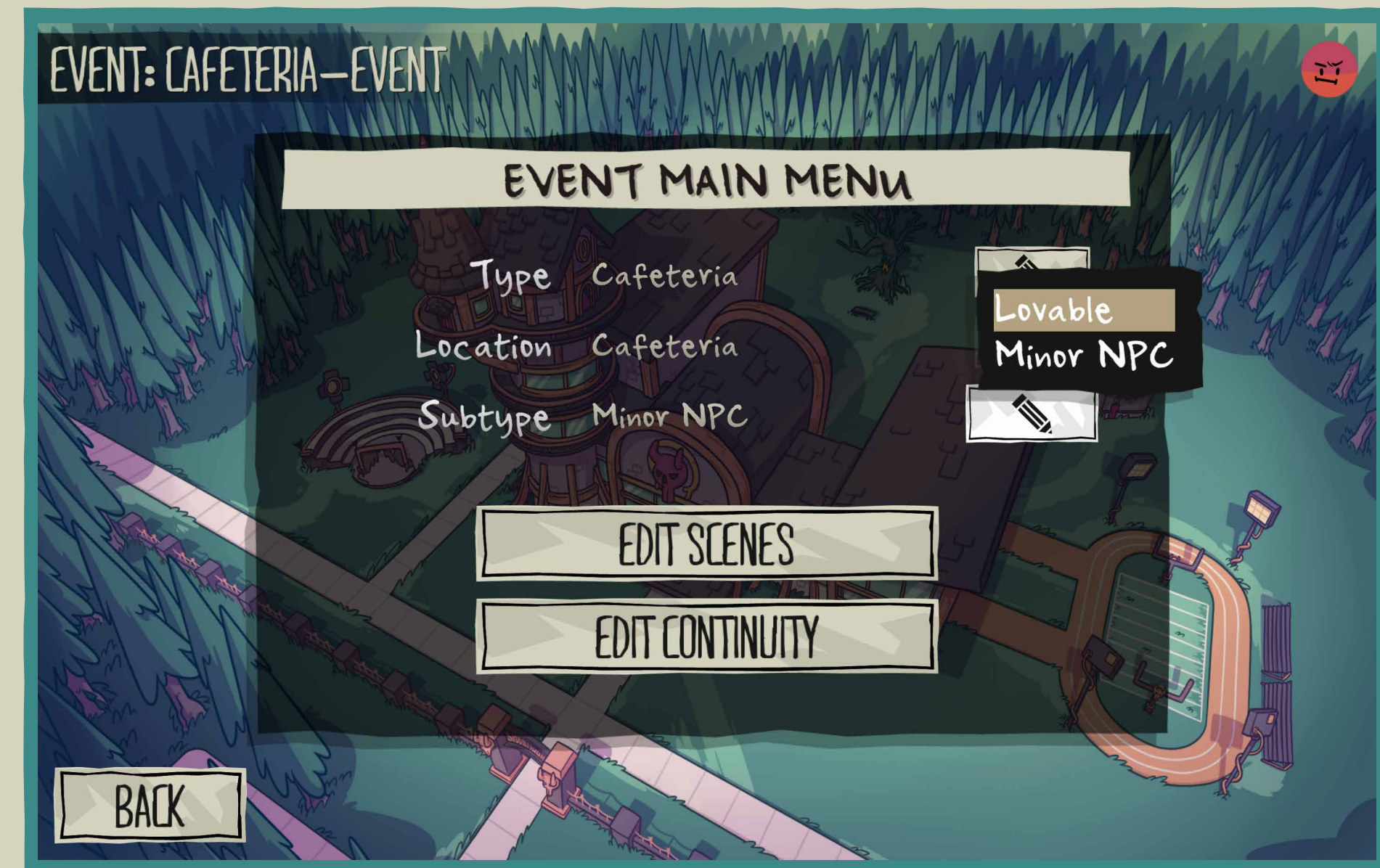
1. The characters chosen for the options must have previously appeared in the event.
2. Any other Minor NPC can appear additionally.
3. Love choice events only happen during the first school turns.
4. You can only choose between the main love interests of the game.

02.EVENT TYPES

C. CAFETERIA



A cafeteria event only appears when the players are in a cafeteria turn. The main difference is that it only **has 2 outcomes instead of 4**. So there is no option for failure.



There are 2 types of cafeteria events: **LOVABLE** and **MINOR NPC**. Let's explain them. There are 3 lovable events at the cafeteria and only one Minor NPC.

02.EVENT TYPES

C. CAFETERIA



LOVABLE: The player's choice adds up points to choose the locked love interest.

Requirements:

1. It must have 2 main love interests (not 1, not 3).
2. You can only add one minor NPC additionally.



MINOR NPC: Only gives stats to the players. Does not influence the selection of the locked love interest. (xl at the cafeteria)

Requirements:

1. Must have 1 or 2 minor NPCs.
2. Cannot include main love interests.

02.EVENT TYPES

D. ITEM



Tip

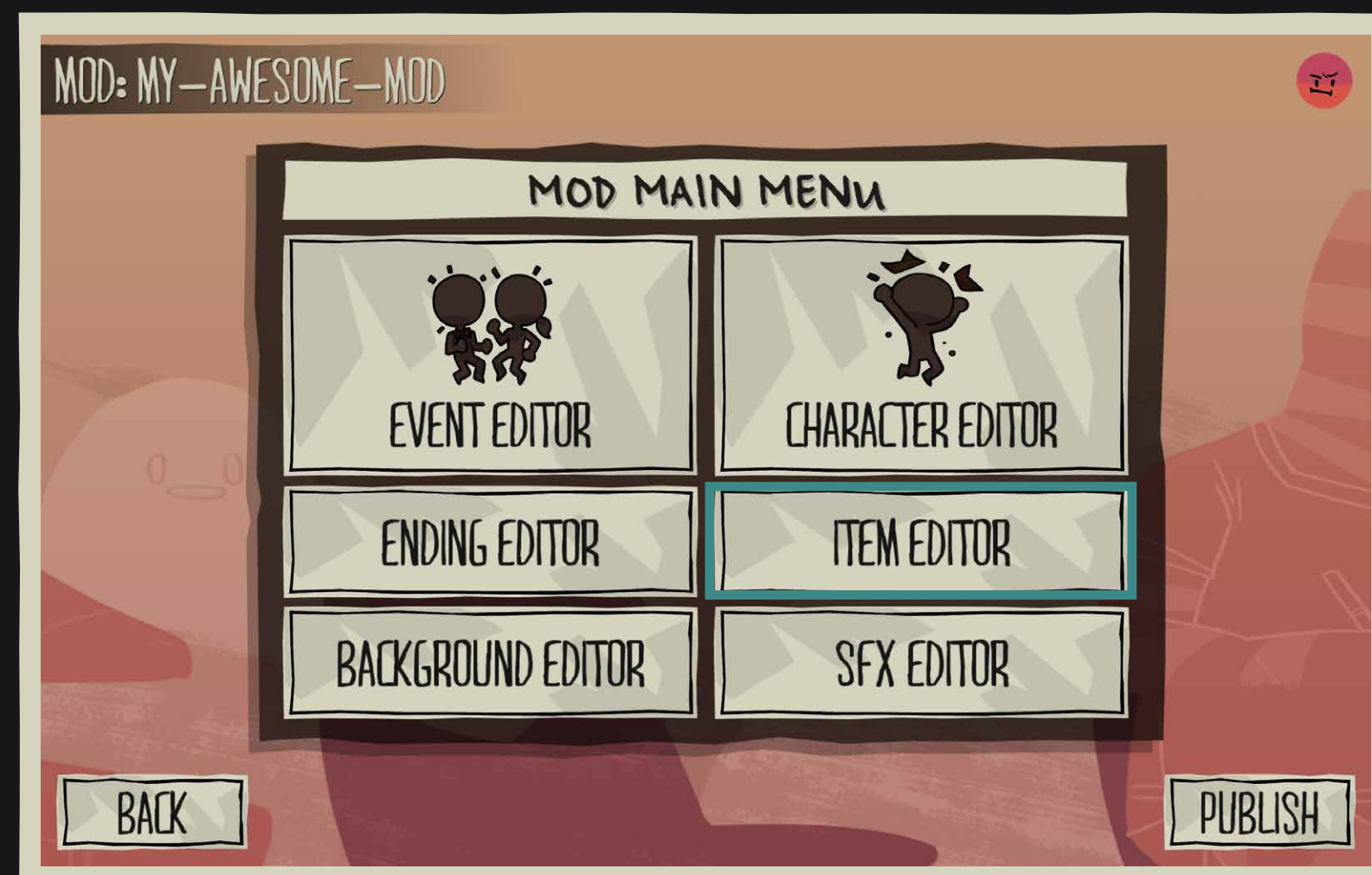
An Item event is the best option to ensure that a player is going to see your events. (These events will always show up when buying the item.)

And here is the last type of event, the **ITEM EVENT**. It's like a normal event; only difference is that it only triggers when the player buys a specific custom item at the shop. You must create the item first in order to write this kind of event. Time to see how add custom items.

– 03 –

How to create items

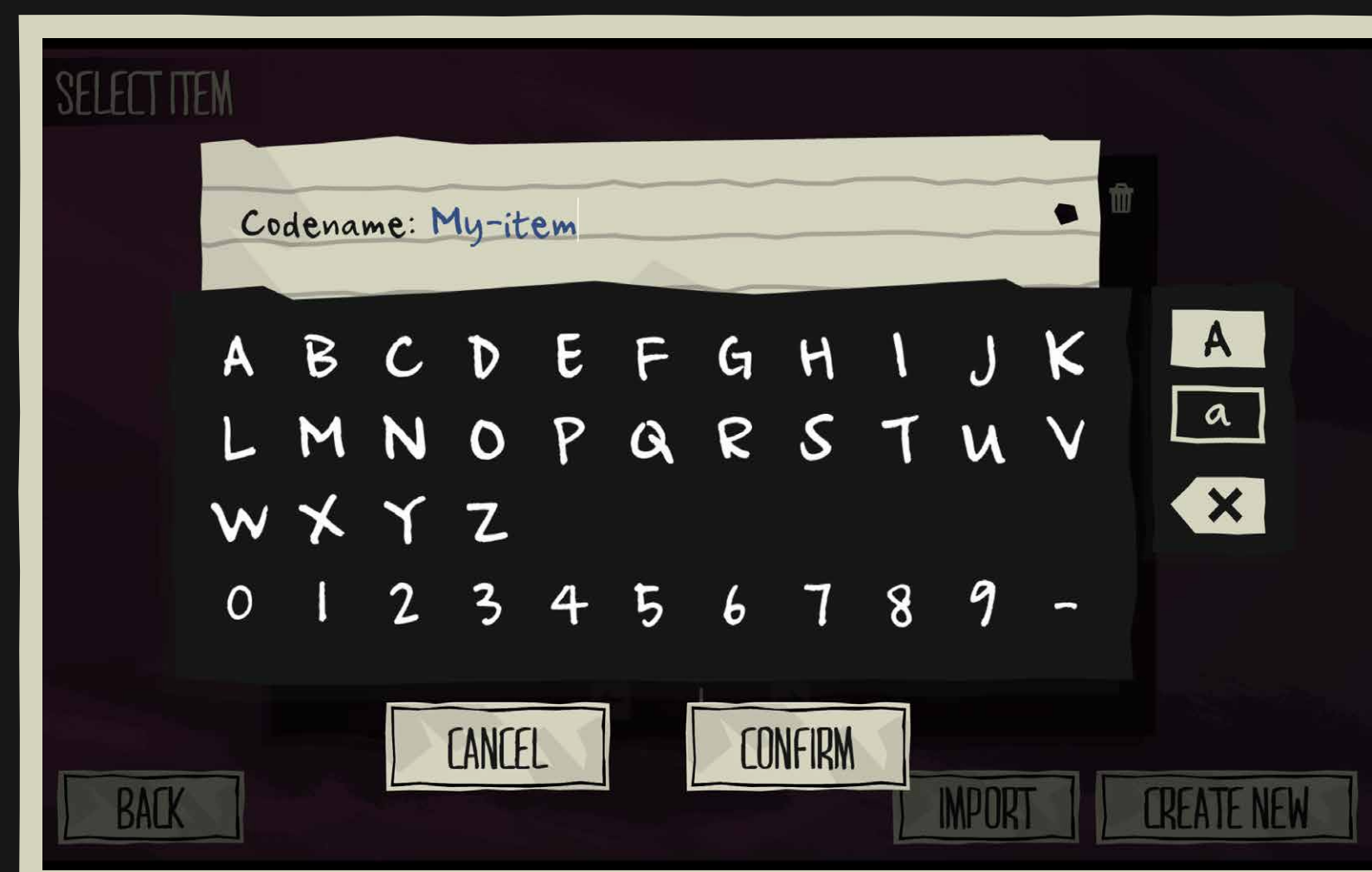
03. CREATE ITEMS



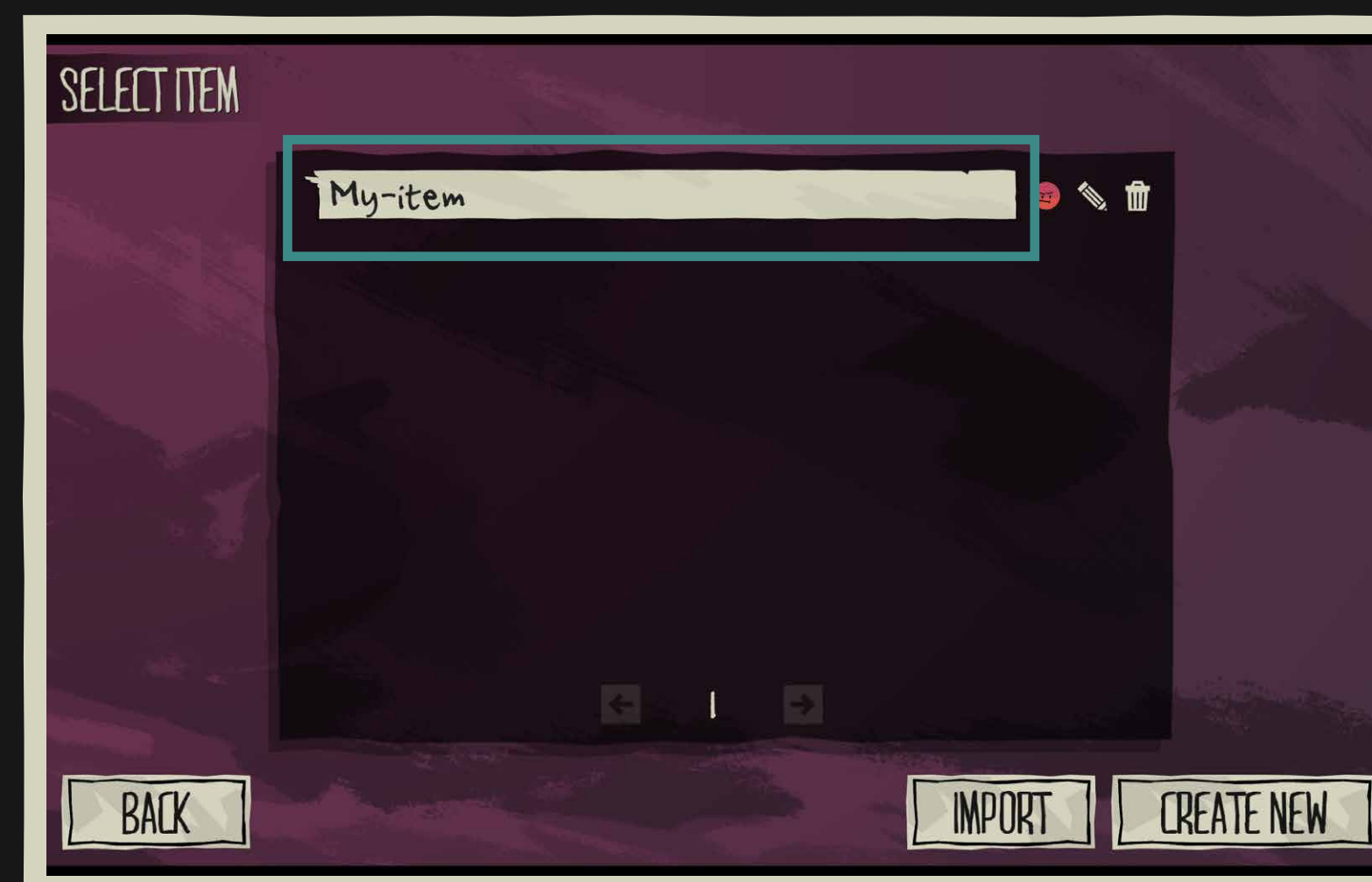
01. Go to **MODTOOL MAIN MENU** and click **ITEM EDITOR**.



02. Click on **CREATE NEW**. Click **IMPORT** to get items from other mods you already have.



03. Write a name.



04. Click on it to edit.

03. CREATE ITEMS



05. Write a name, price, and a description for your item.



06. Click on **TEXTURE MISSING** to upload two images of the item.



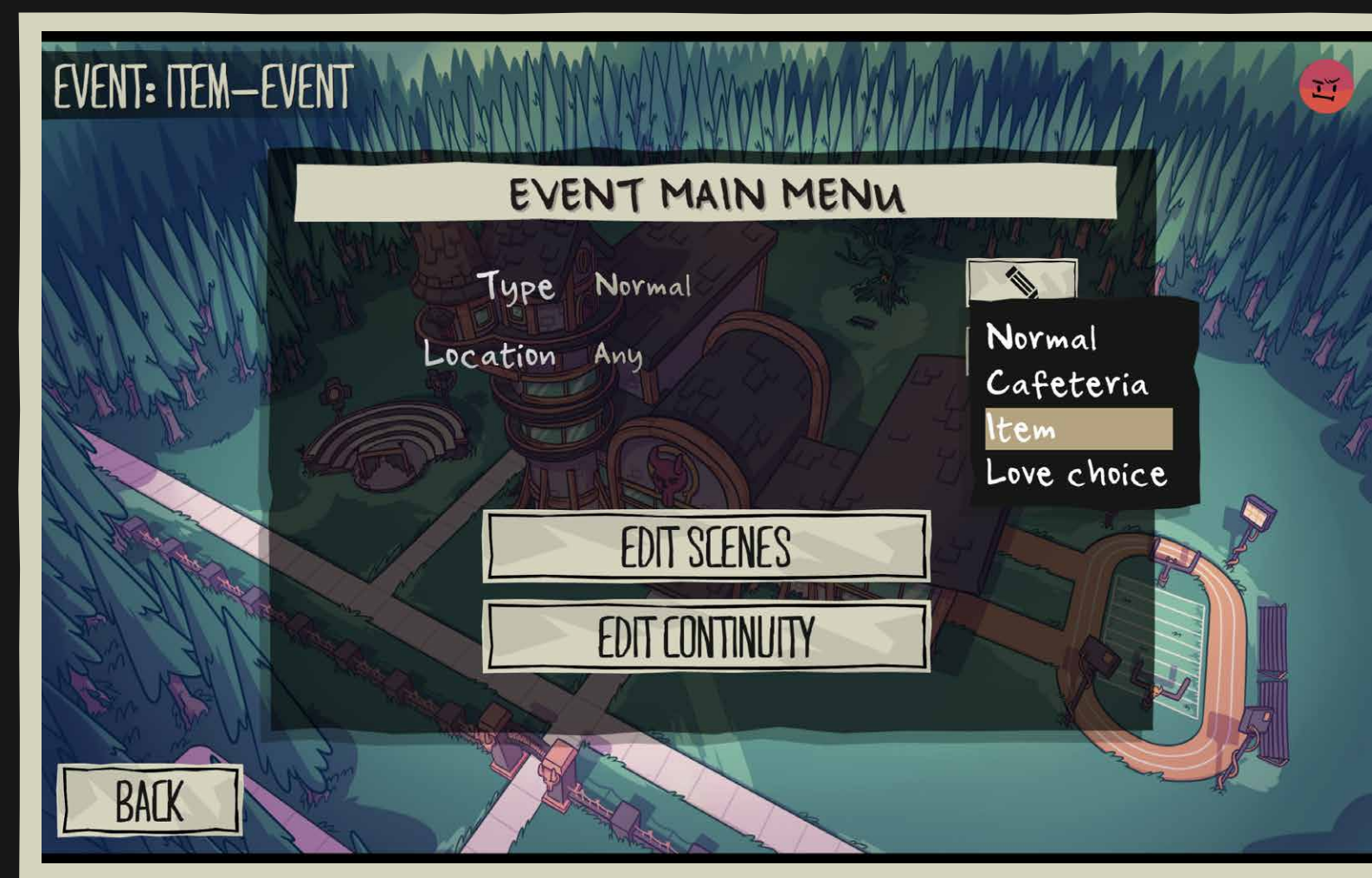
Small

Big

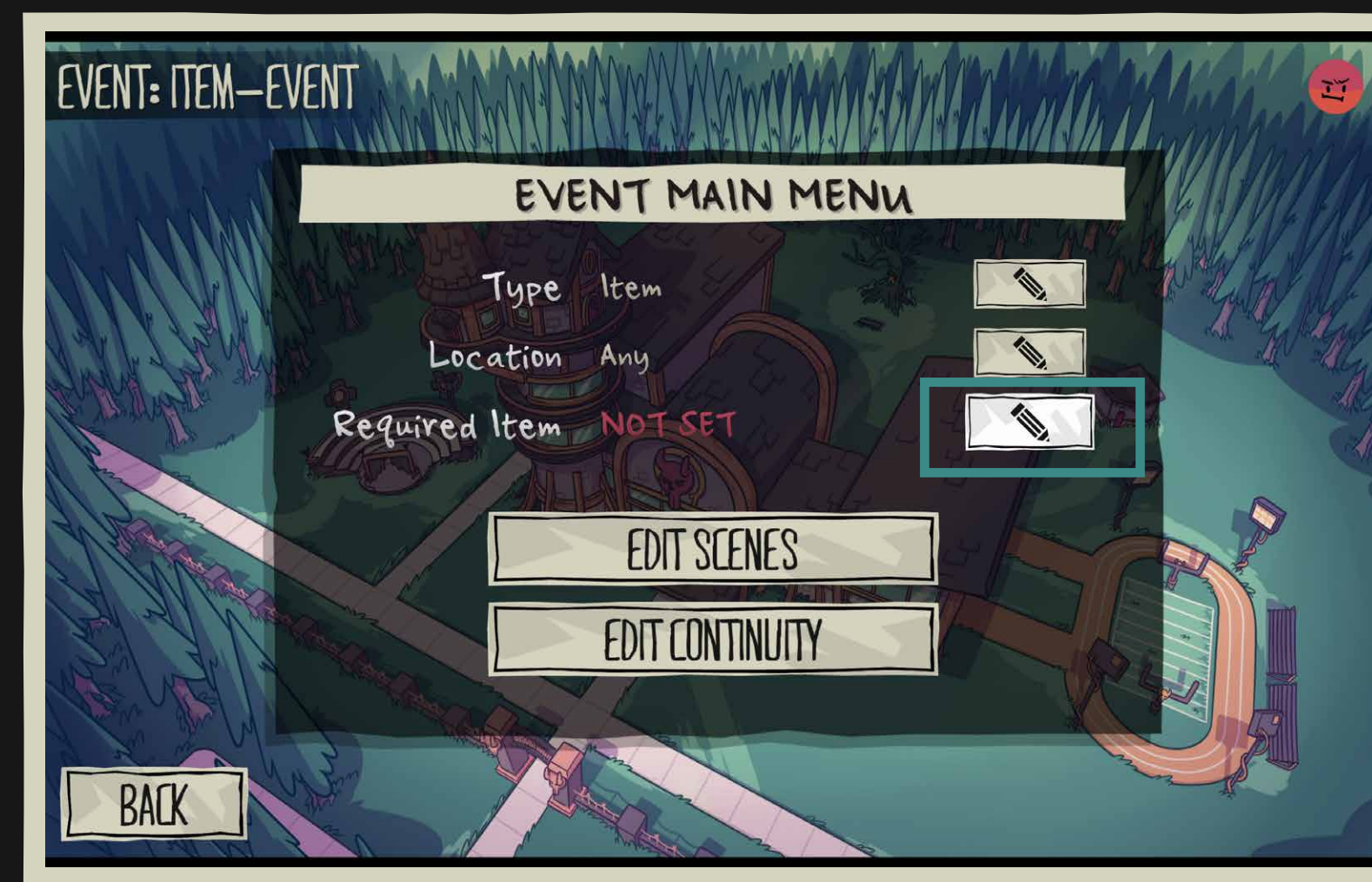
Image requirements:

1. Must be a PNG (transparent)
2. BIG IMAGE: 600px x 600px
3. SMALL: 300 px x 300px

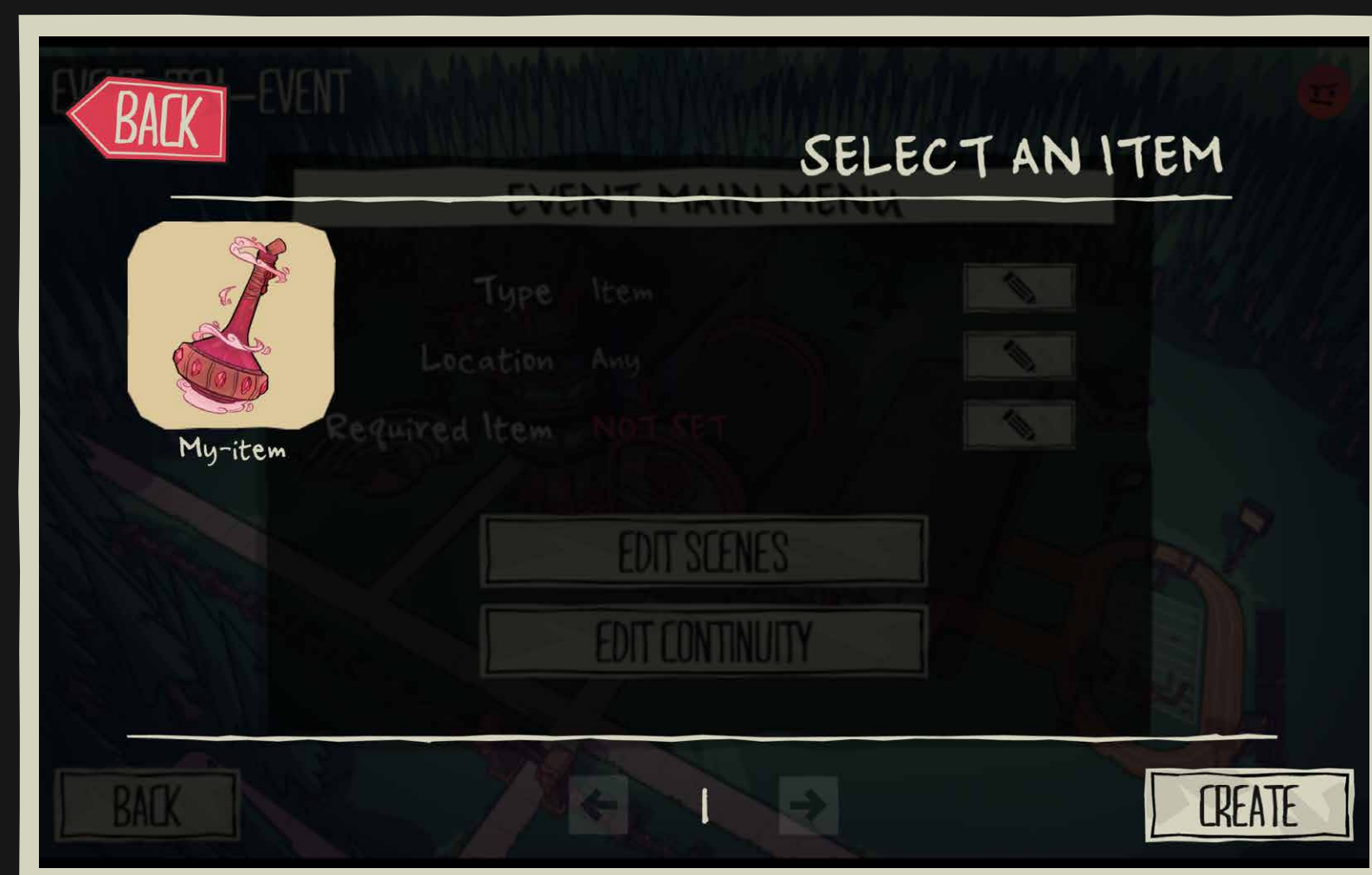
03. CREATE ITEMS



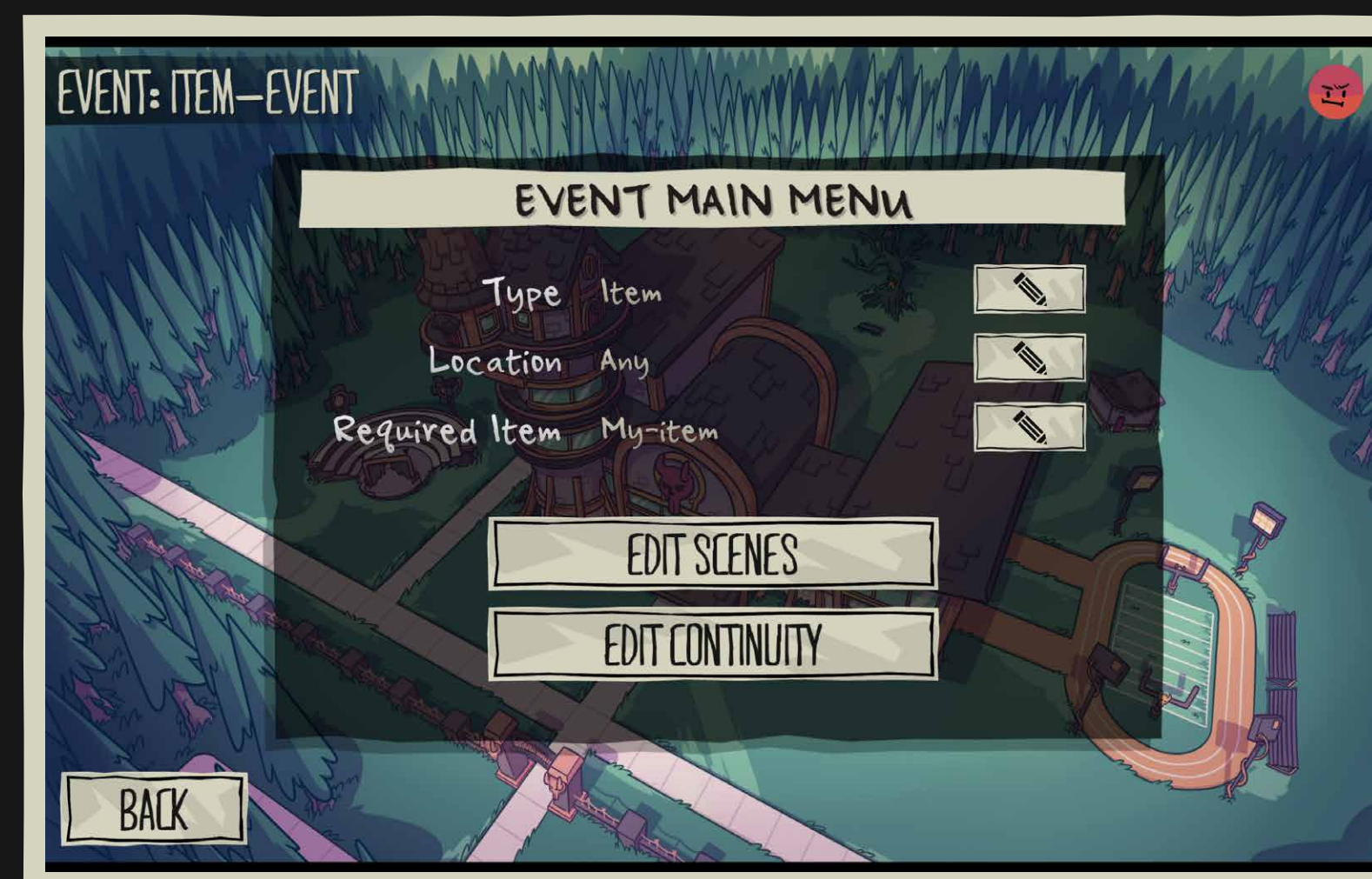
07. Go to **EVENT MAIN MENU** and select **ITEM TYPE**.



08. You must select the required item in order to create the event.



09. Select an item you have created.

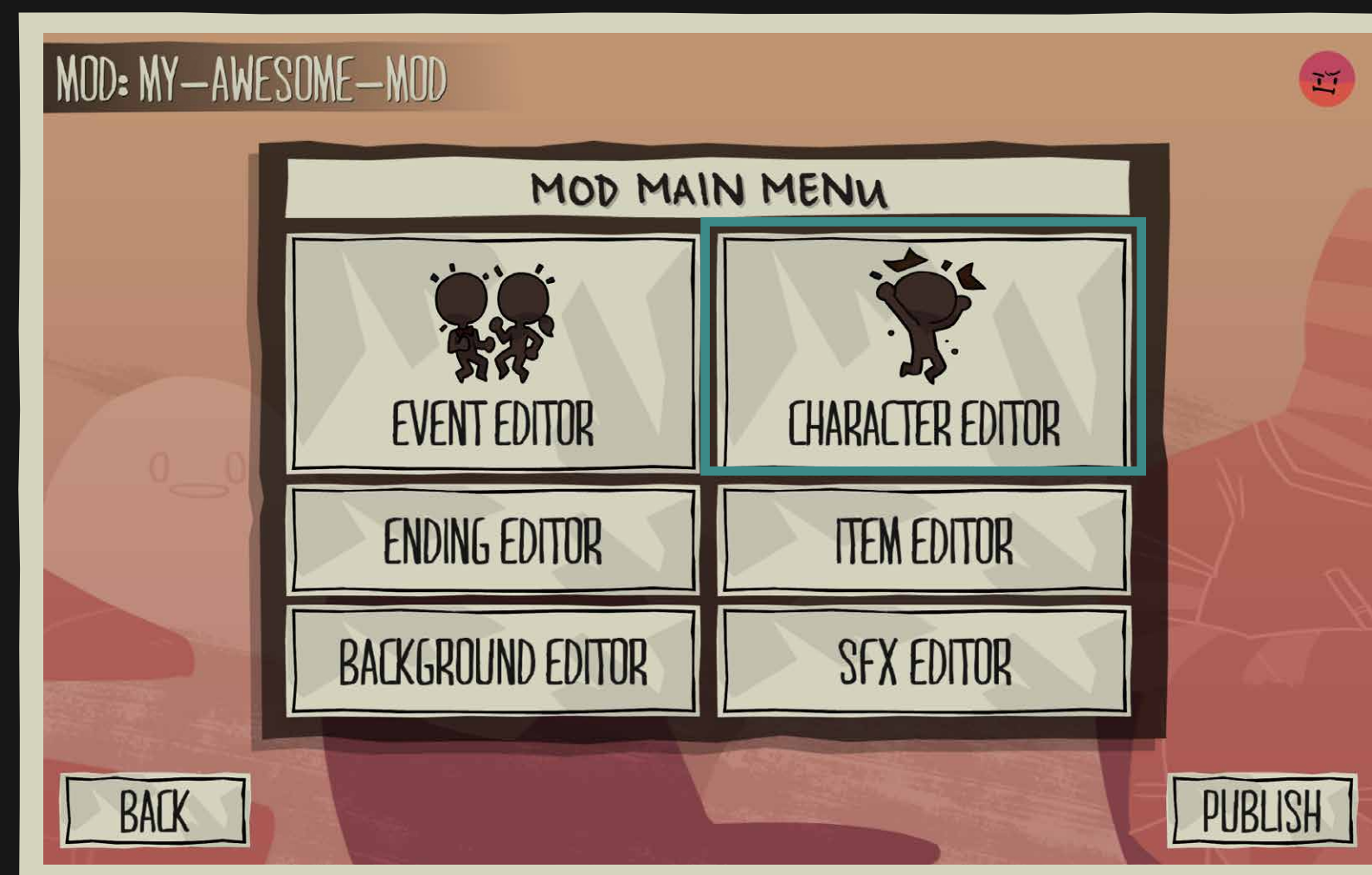


10. Now you can **EDIT SCENES**.

— 04 —

How to create characters

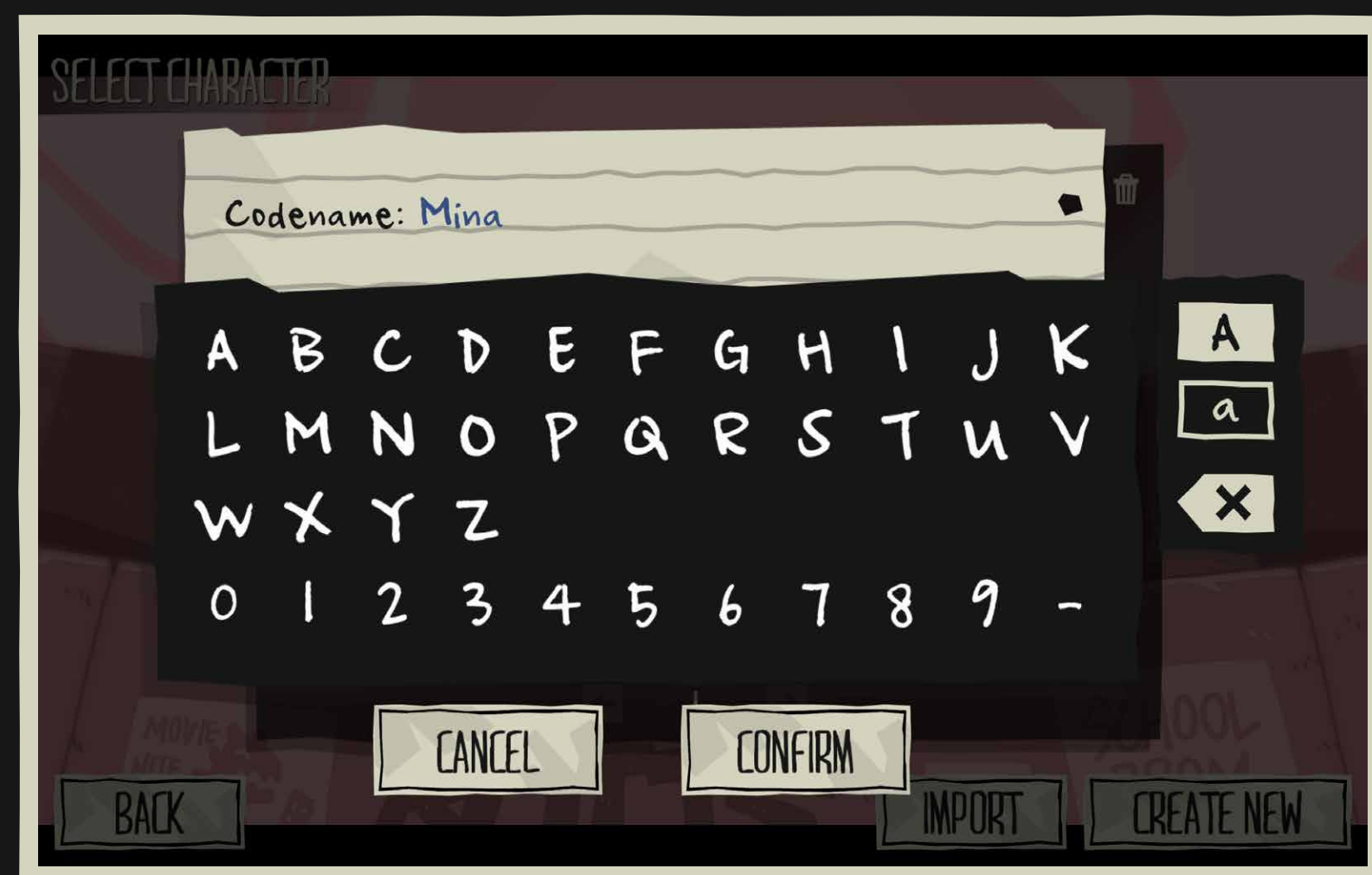
04. CREATE CHARACTERS



01. Go to **MOD MAIN MENU** and select **CHARACTER EDITOR**.



02. Click on **CREATE NEW**.



03. Write a name.



04. Now you can edit the character.

04. CREATE CHARACTERS



05. Upload* a character image and an icon.



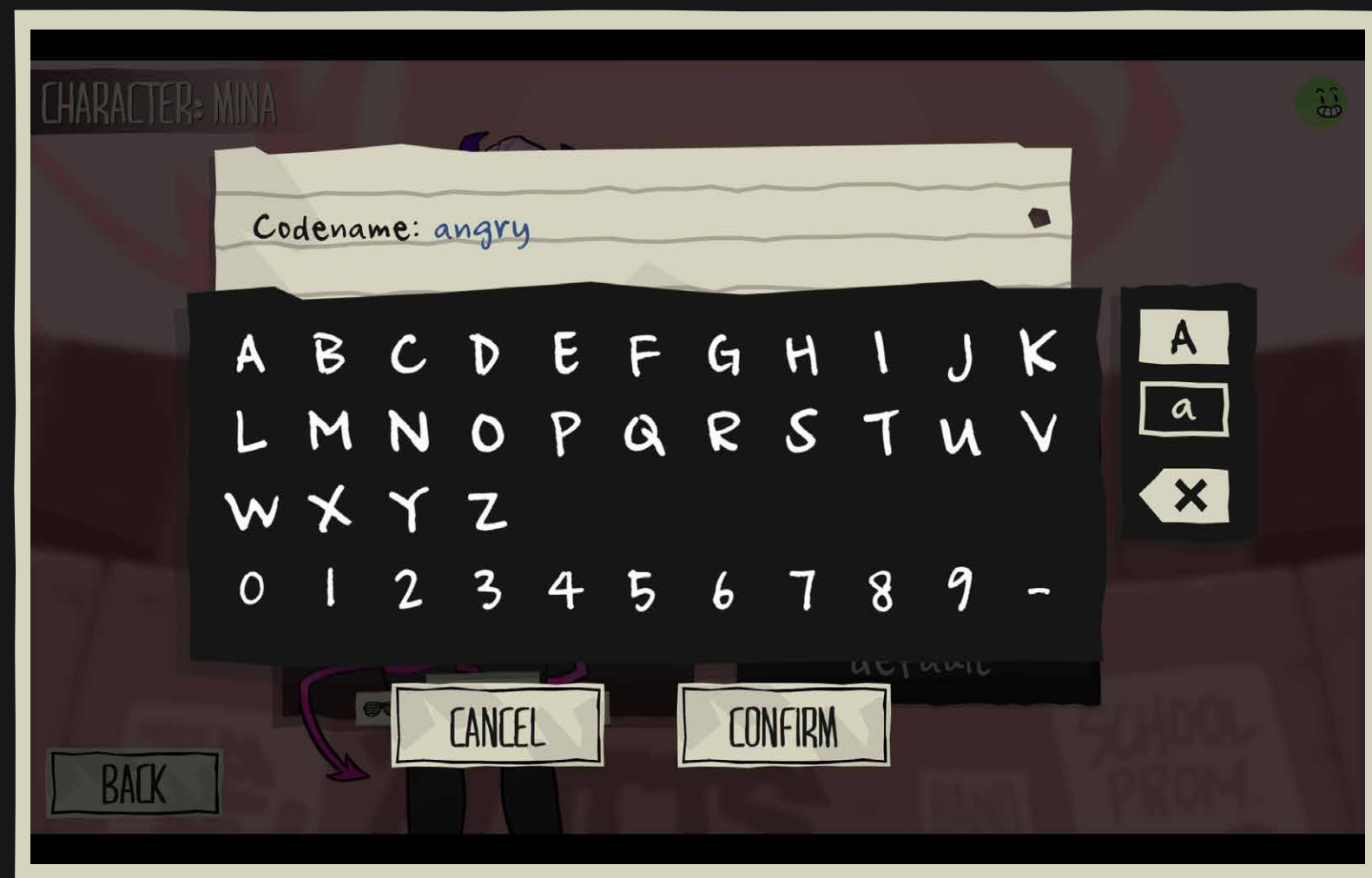
06. Now you have a complete character.



07. Preview clicking at the glasses icon.

- ◆ ***Image requirements:**
 1. Must be a PNG (transparent)
 2. CHARACTER: 568px x 1080px
 3. ICON: 512 px x 512px
- ◆

04. CREATE CHARACTERS



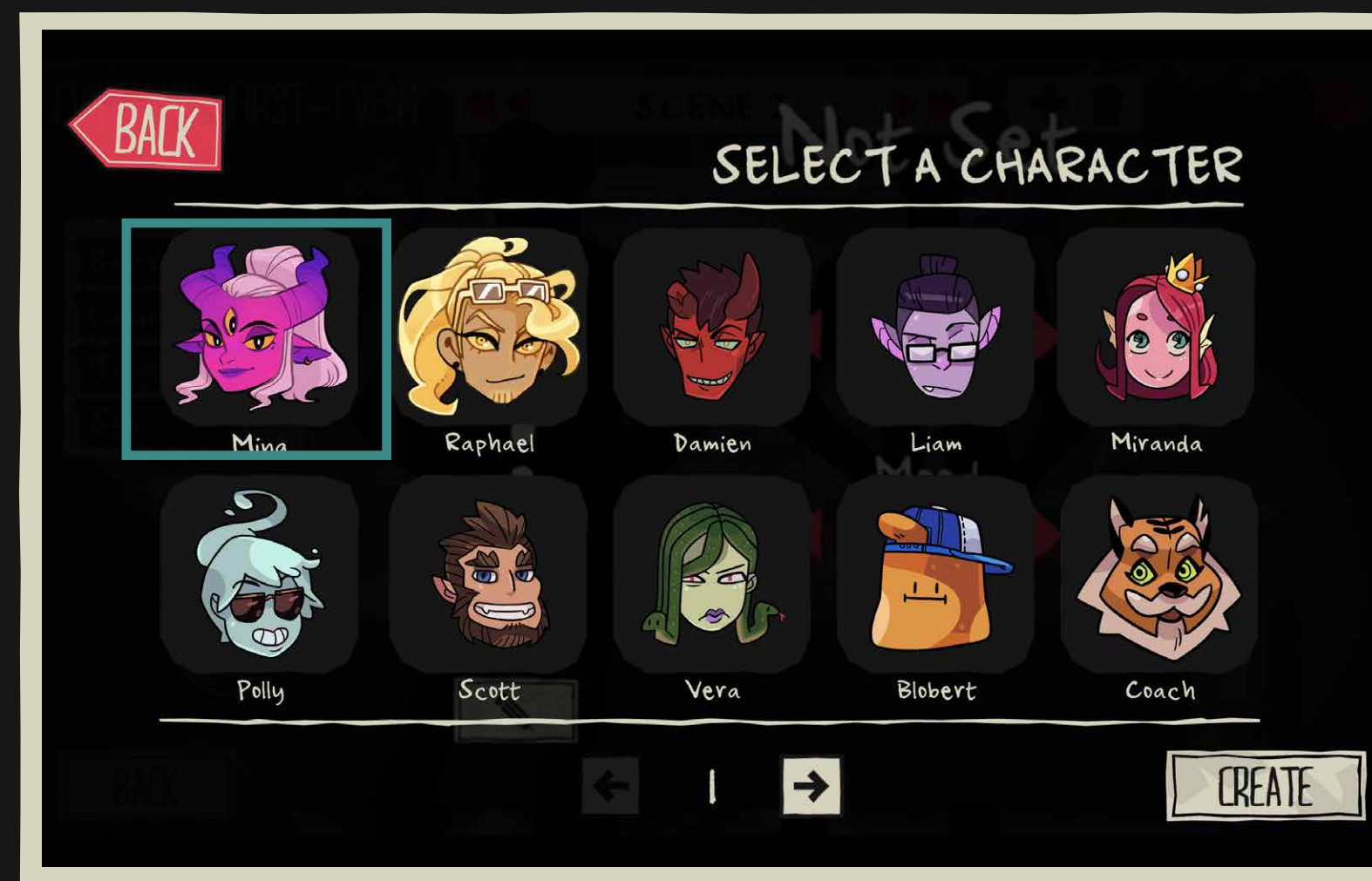
08. You can add another expression by adding a **MOOD**.



09. You have 2 **MOODS** to use. Add as many as you want, same with the **OUTFITS**.



08. The character is ready, as shown by have the green face icon.



11. Your custom character will appear when you are selecting one for a scene.

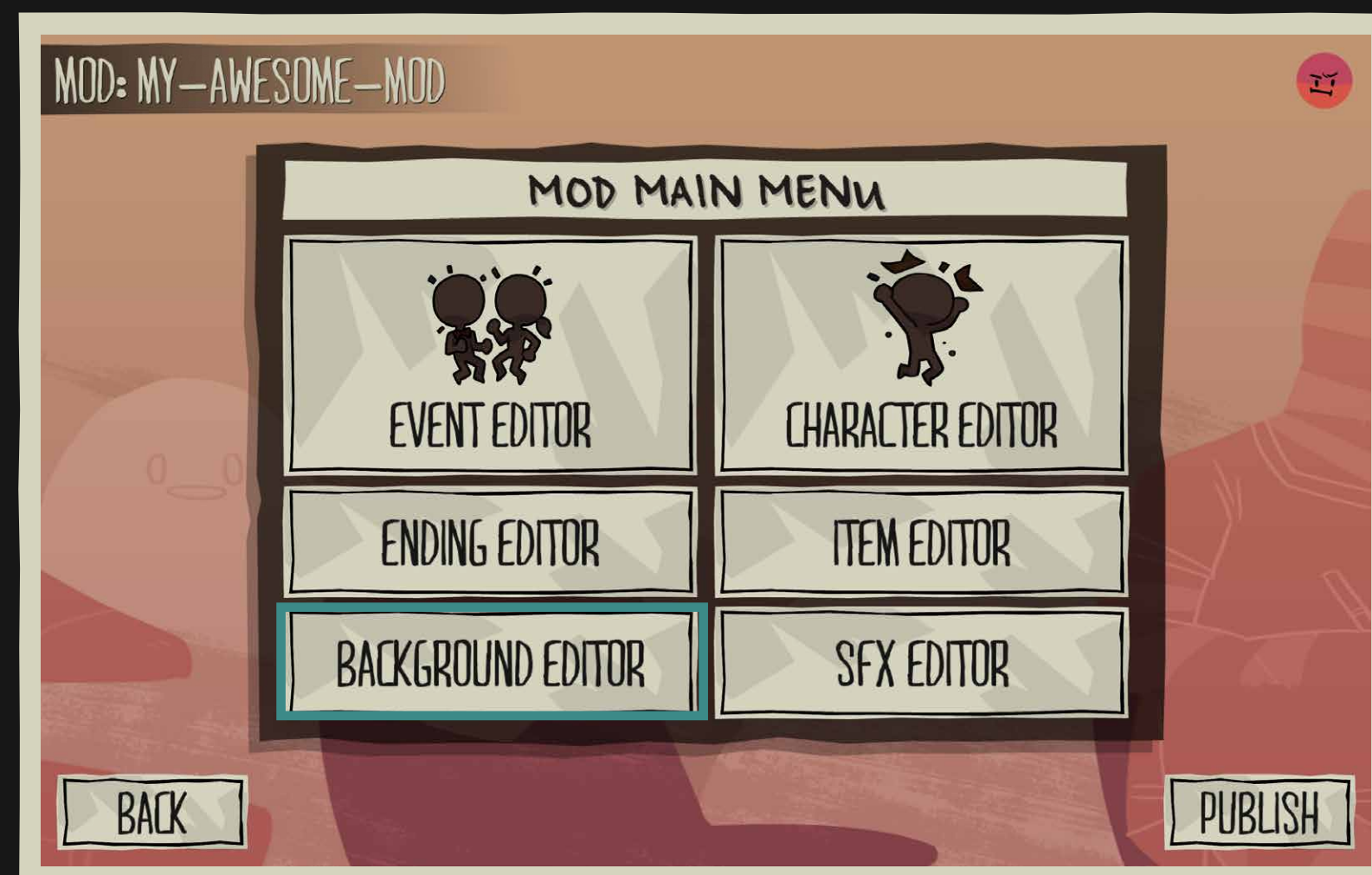
– 05 –

How to create backgrounds

05. CREATE BACKGROUNDS

Image requirements:

1. Must be a PNG
2. 1276px x 1076px



01. Go to **MODTOOL MAIN MENU** and click **BACKGROUND EDITOR**.



02. Click on **CREATE NEW**. Click **IMPORT** to get backgrounds from other mods you already have.



03. Upload the image. (As you can see in this example, this is also the way to create illustrations for the endings.)



04. Your custom background will pop up when you are selecting one for a scene.

— 06 —

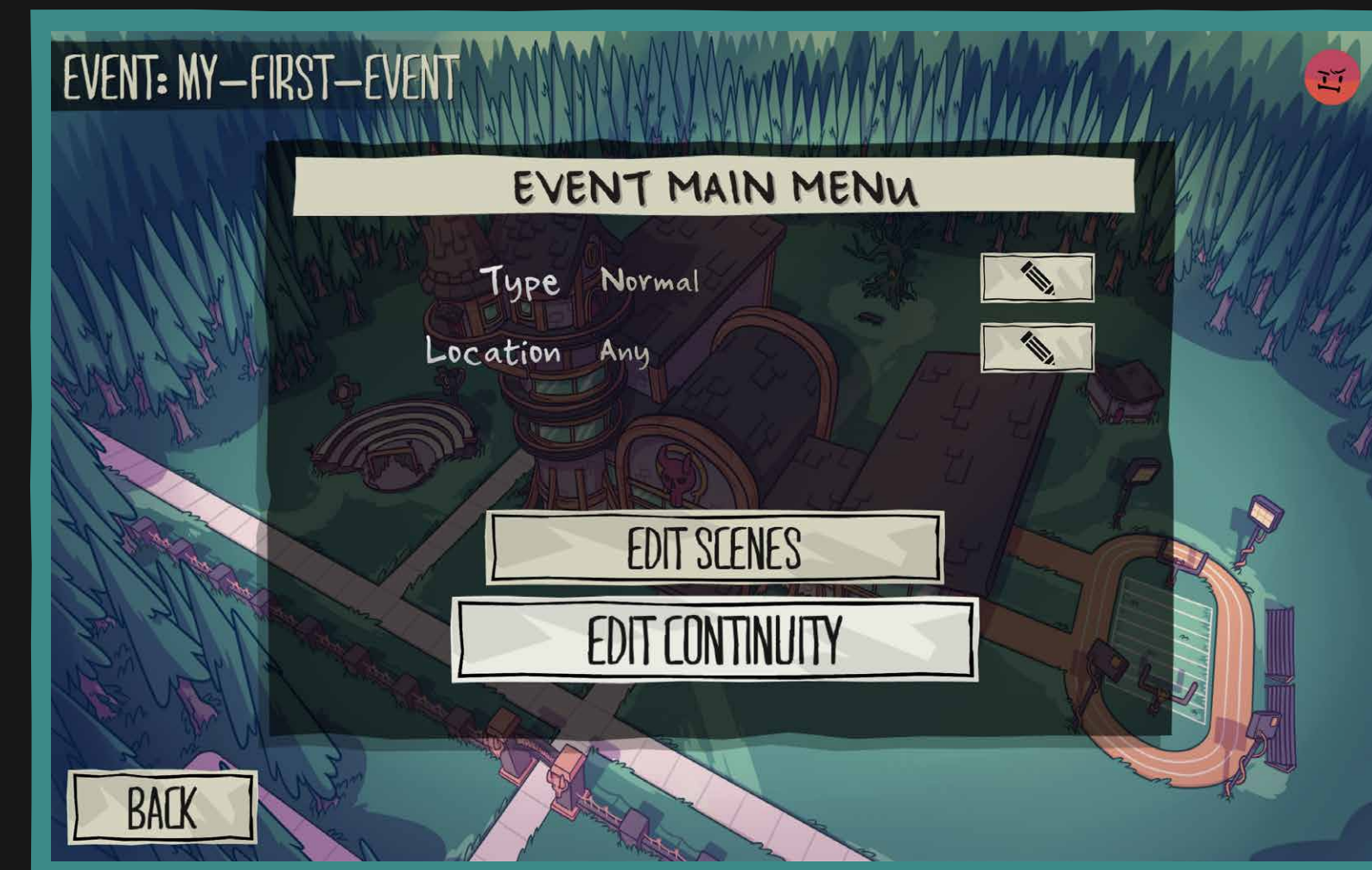
How to edit continuity

06. EDIT CONTINUITY

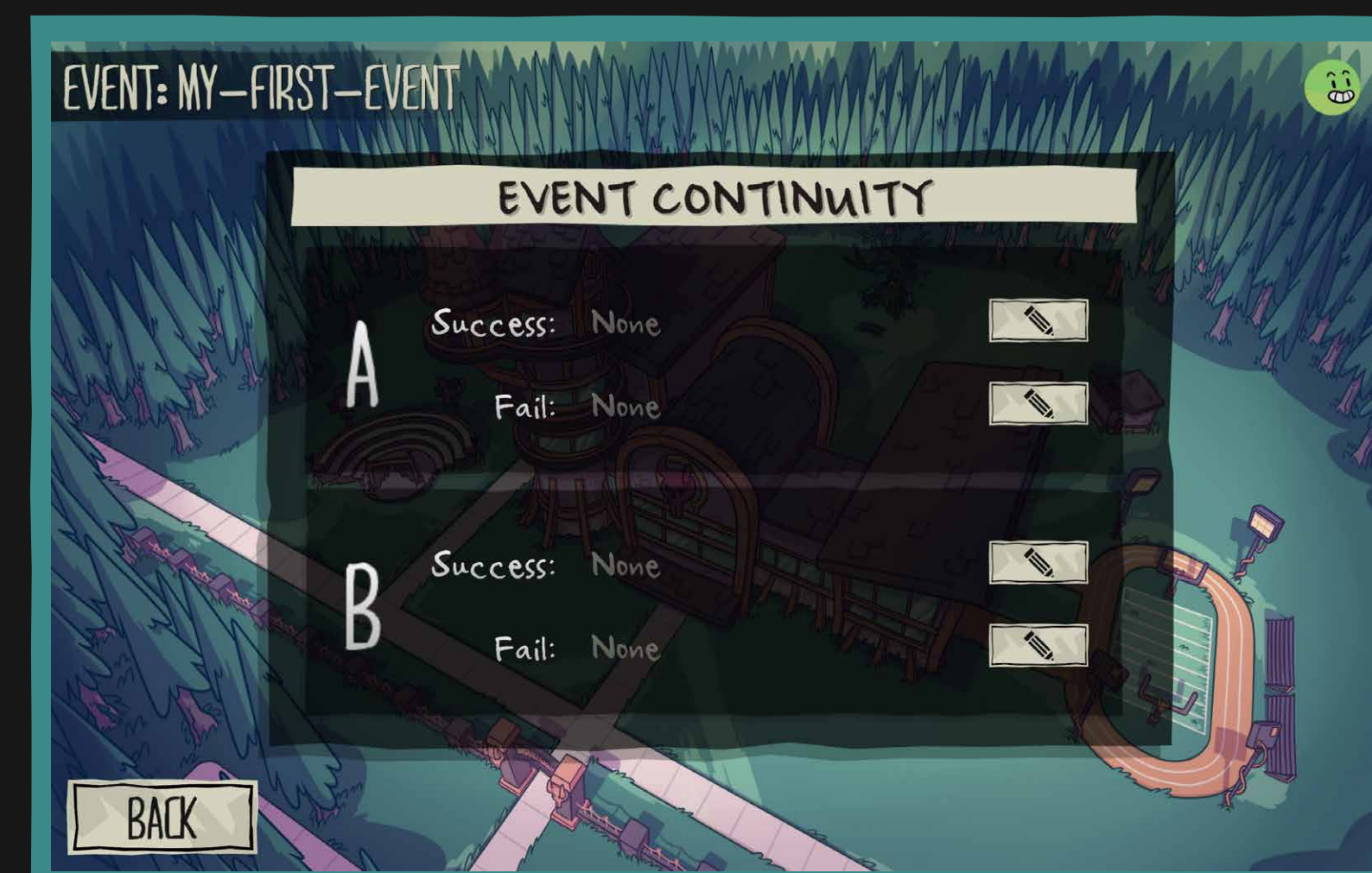
With this tool, we can create a plotline by linking various events. Every event has 4 outcomes, and for every one we can decide which other event follows it, building the continuity.

Tips

- Each of the events that belongs to a plotline triggers during a school turn, so if you create a plotline that has more events than school turns, the plotline will not be completed.



Go to **EVENT MAIN MENU** and click **EDIT CONTINUITY**.



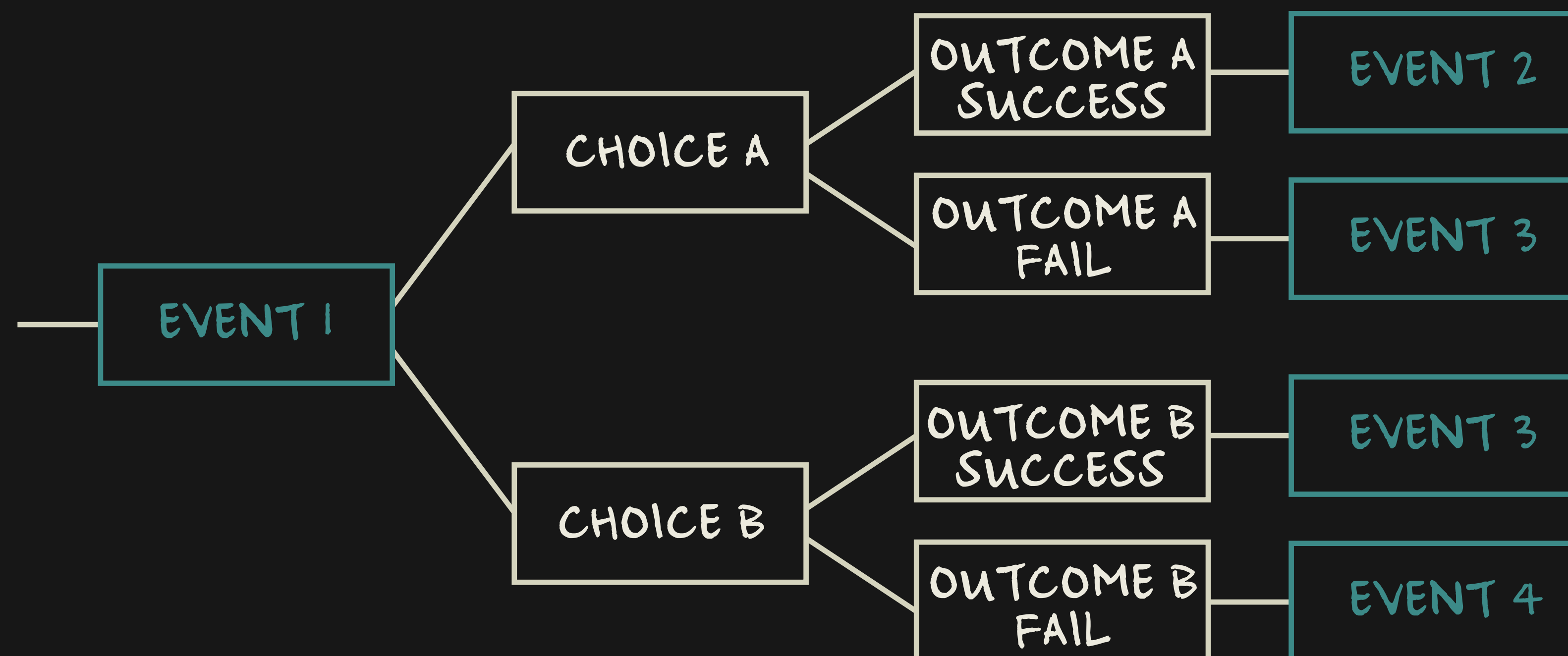
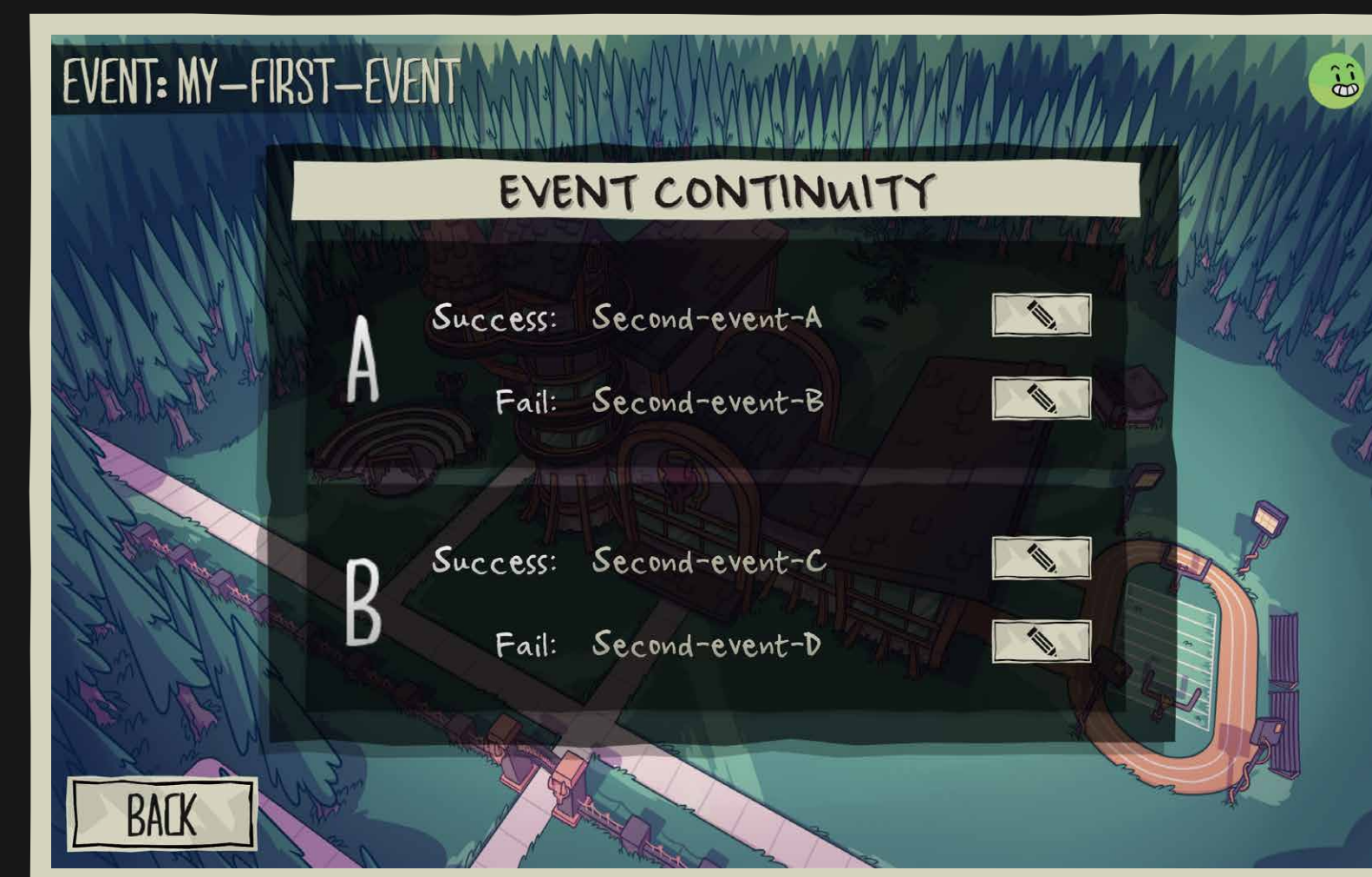
Here you can decide which event follows every outcome.

06. EDIT CONTINUITY

4 DIFFERENT EVENTS

EXAMPLE 1

Here we have a different event for every outcome (4)

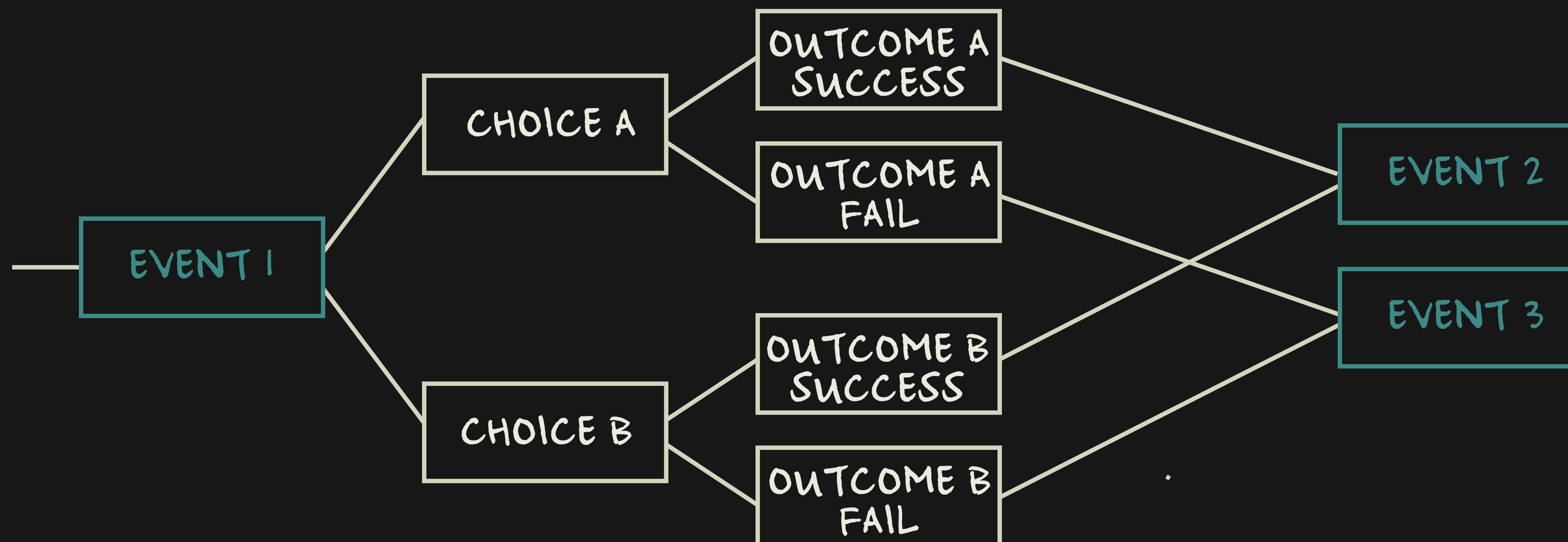
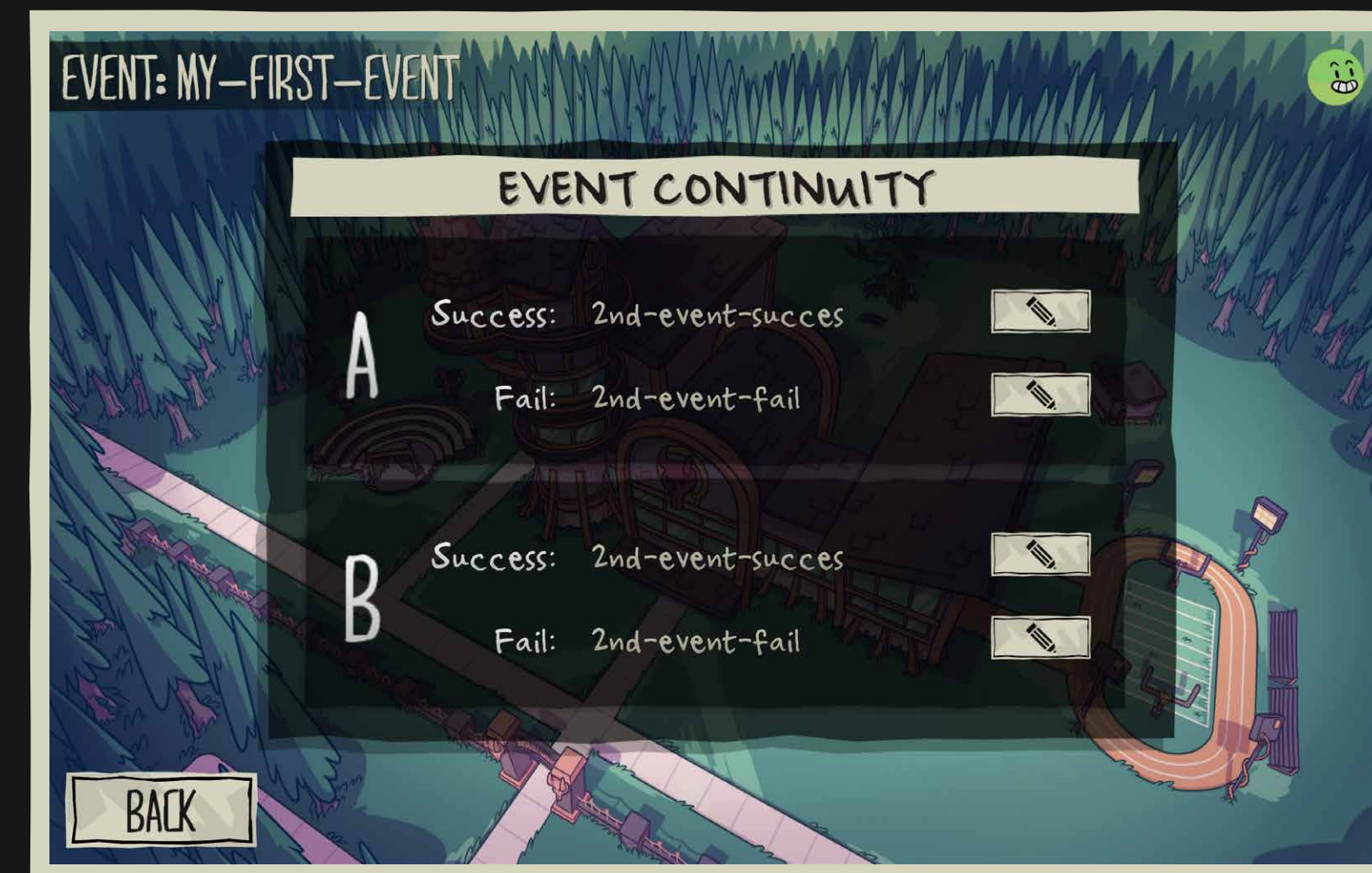


06. EDIT CONTINUITY

2 DIFFERENT EVENTS

EXAMPLE 2

You can also simplify it by selecting the same events for different outcomes:

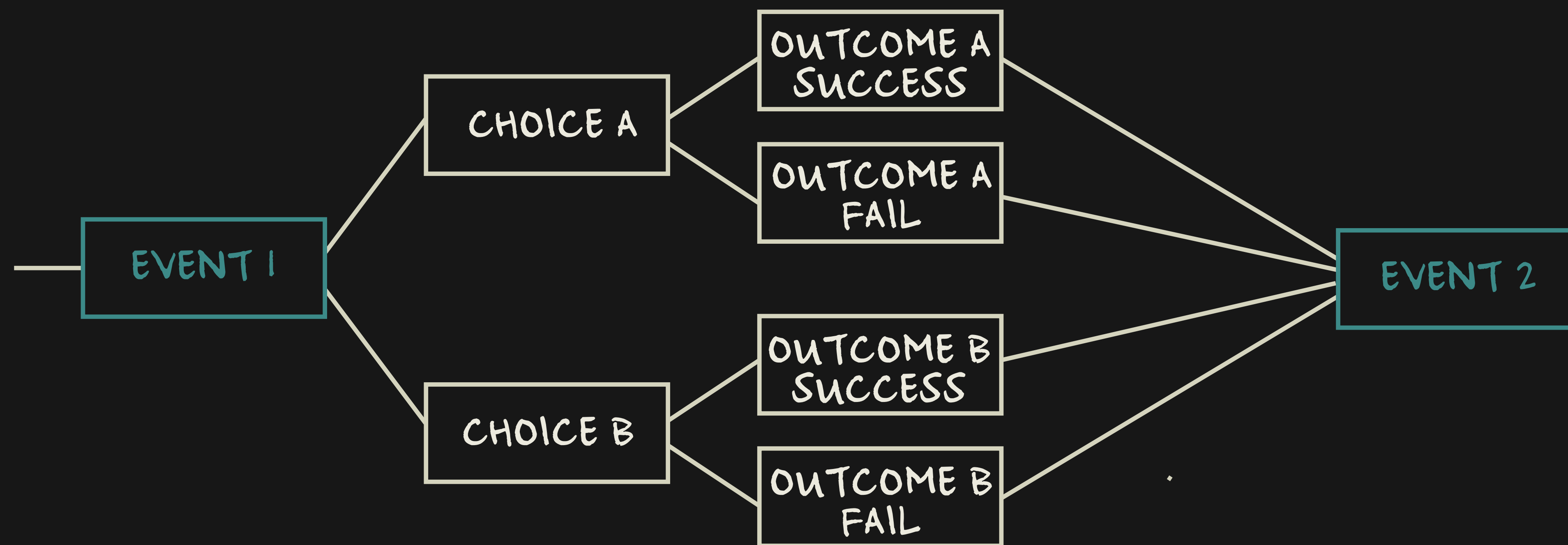
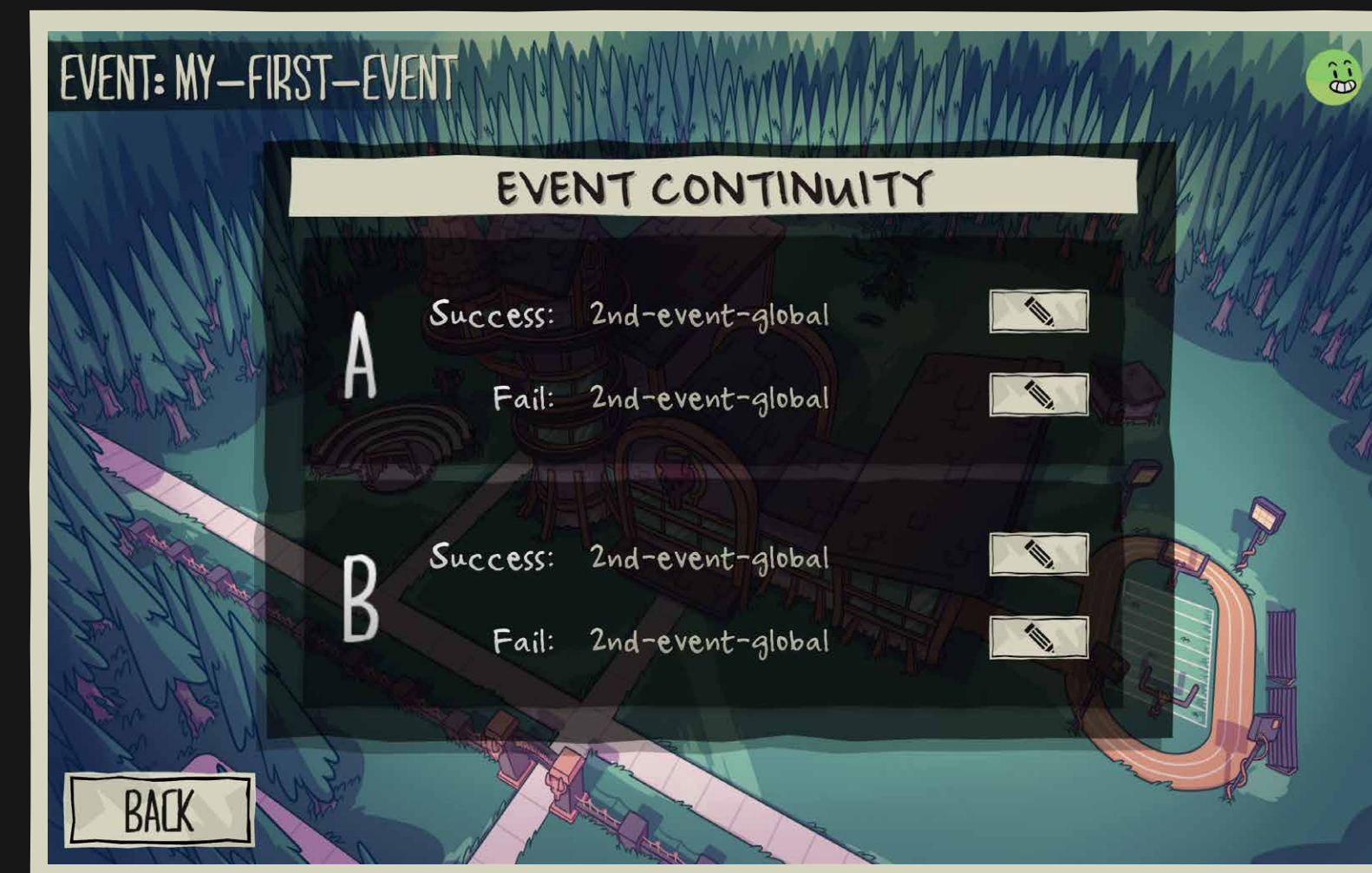


06. EDIT CONTINUITY

1 EVENT ONLY

EXAMPLE 3

You can even link the 4 outcomes to the same next event, making everything sequential:



— 07 —

How to edit endings

06. ENDING EDITOR

CREATE ENDINGS

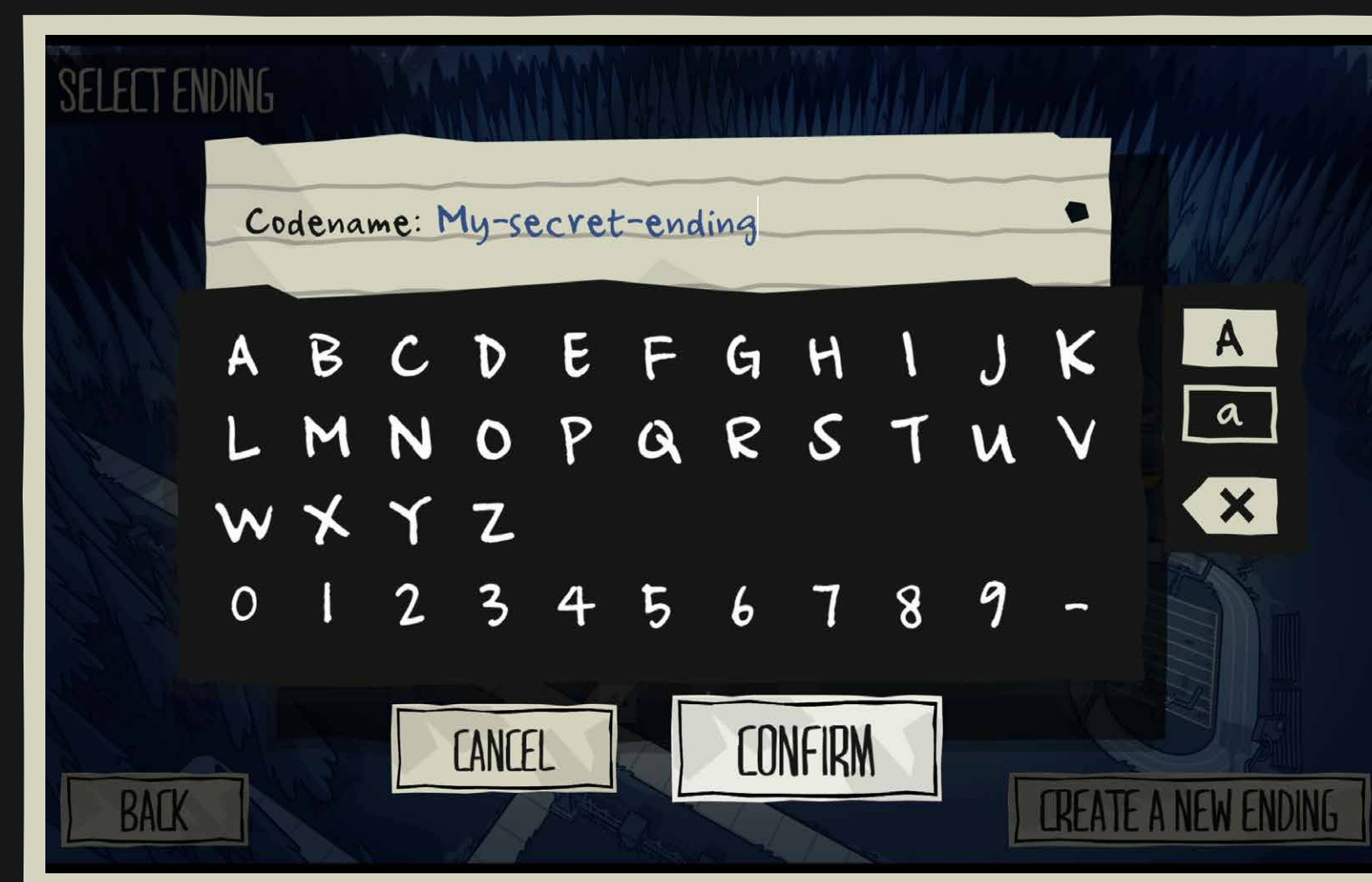
You can edit endings in the same way as normal events
Your ending will work the same way as a Monster Prom (original game) secret ending.



01. Go to **MODTOOL MAIN MENU** and click **ENDING EDITOR**.



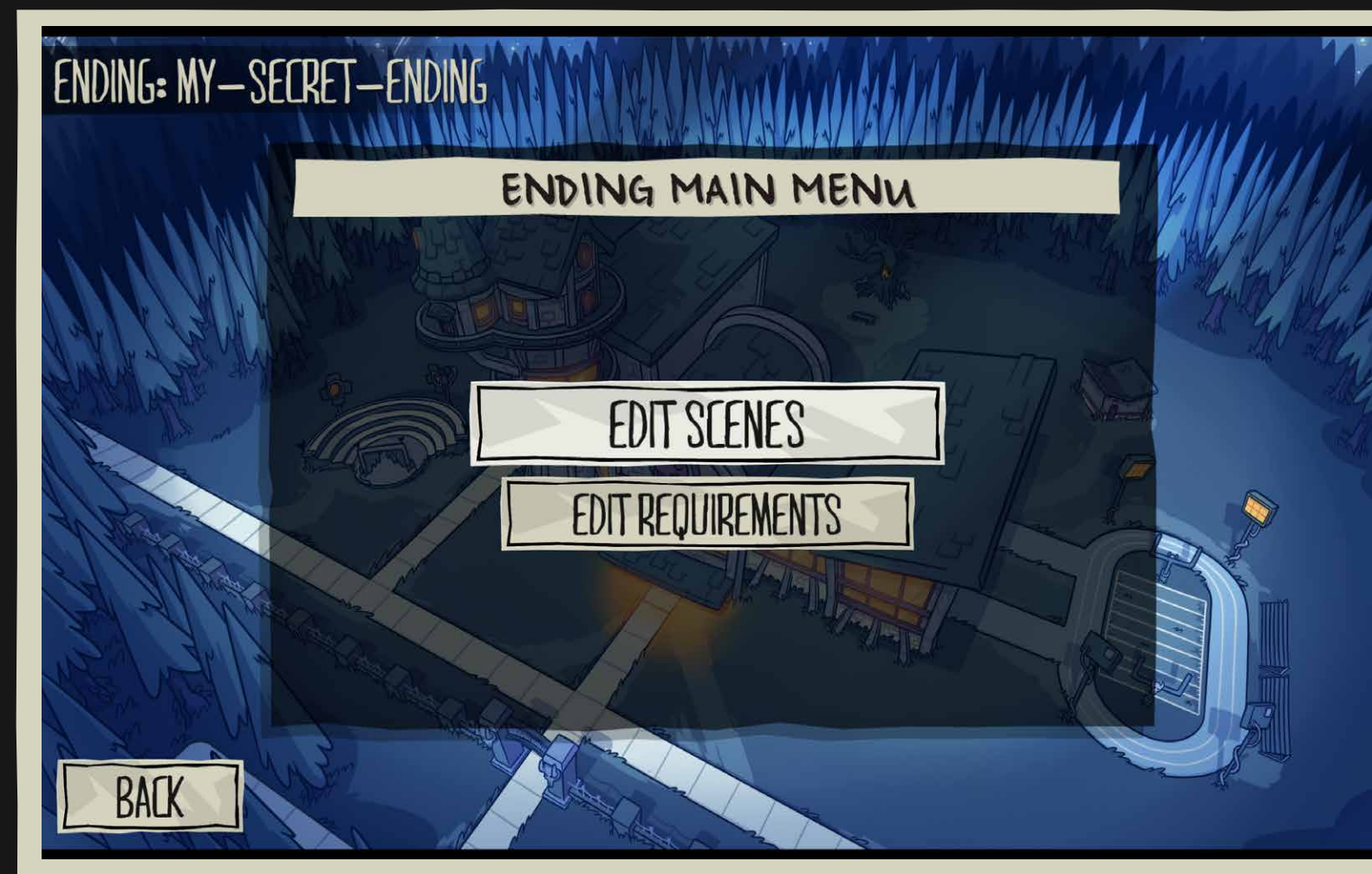
02. Click on **CREATE NEW**.



03. Write a name.

06. ENDING EDITOR

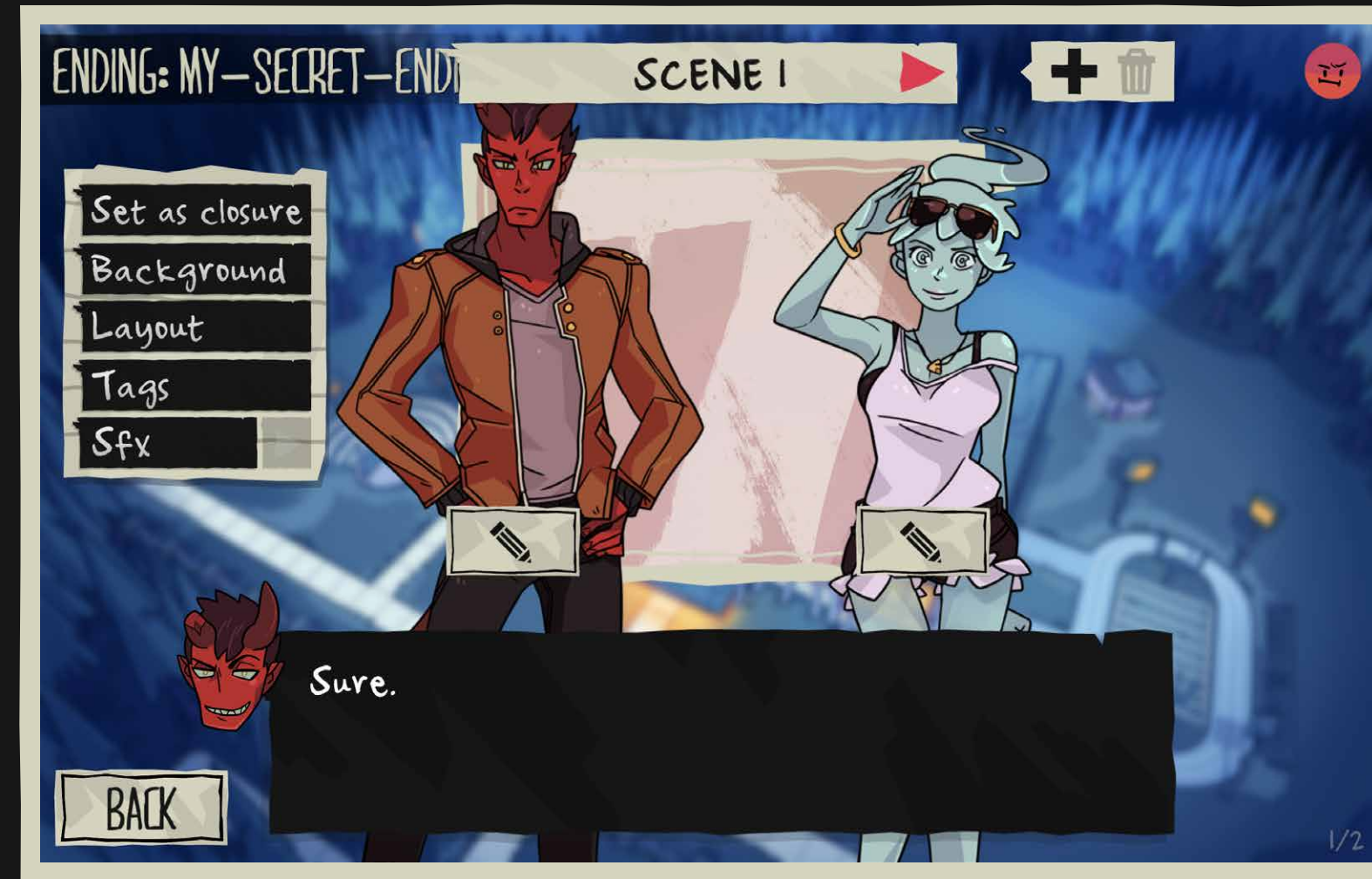
EDIT SCENES



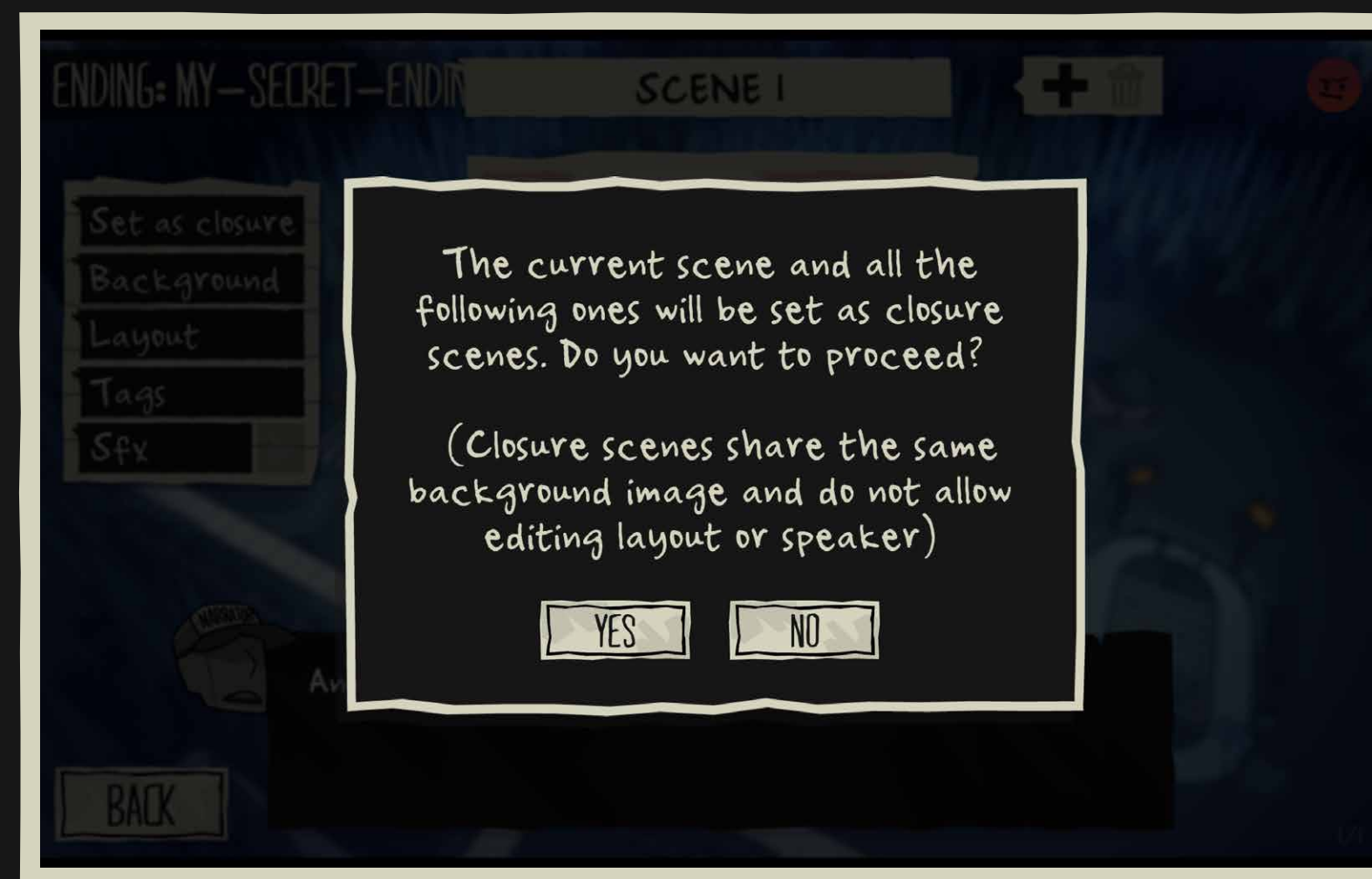
04. Go to **ENDING MAIN MENU** and click **EDIT SCENES**.



06. When you want to write the ending, click **SET AS CLOSURE**.



05. Edit the scene as you would a normal event one.



07. From that point on, only the narrator will speak and the background will be always the same without characters appearing.

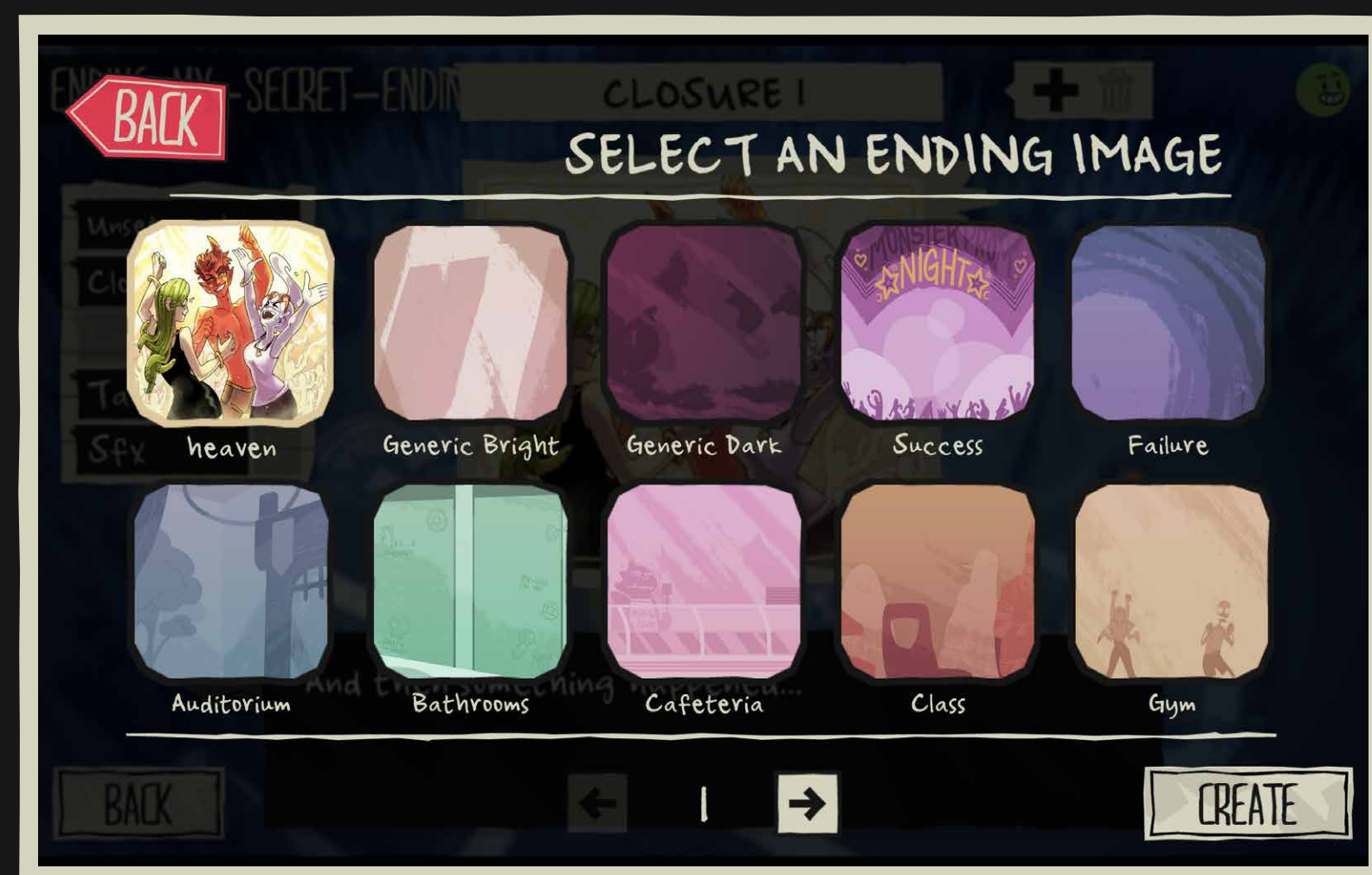
06. ENDING EDITOR

EDIT SCENES

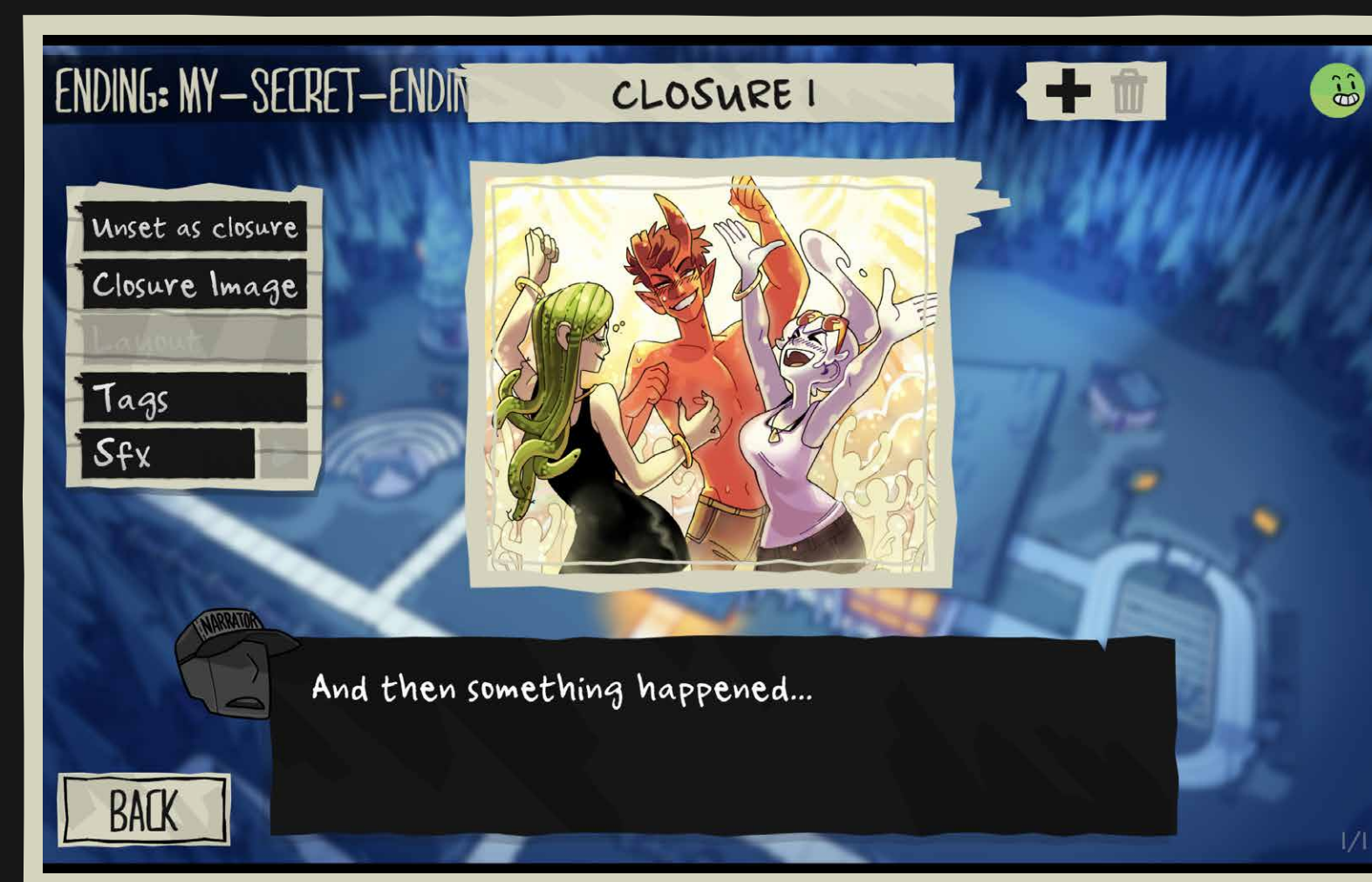
You can select a custom image as a closure image in the same way you select the background image.



08. Go to **CLOSURE IMAGE**.



09. Select the background to fix for the ending.



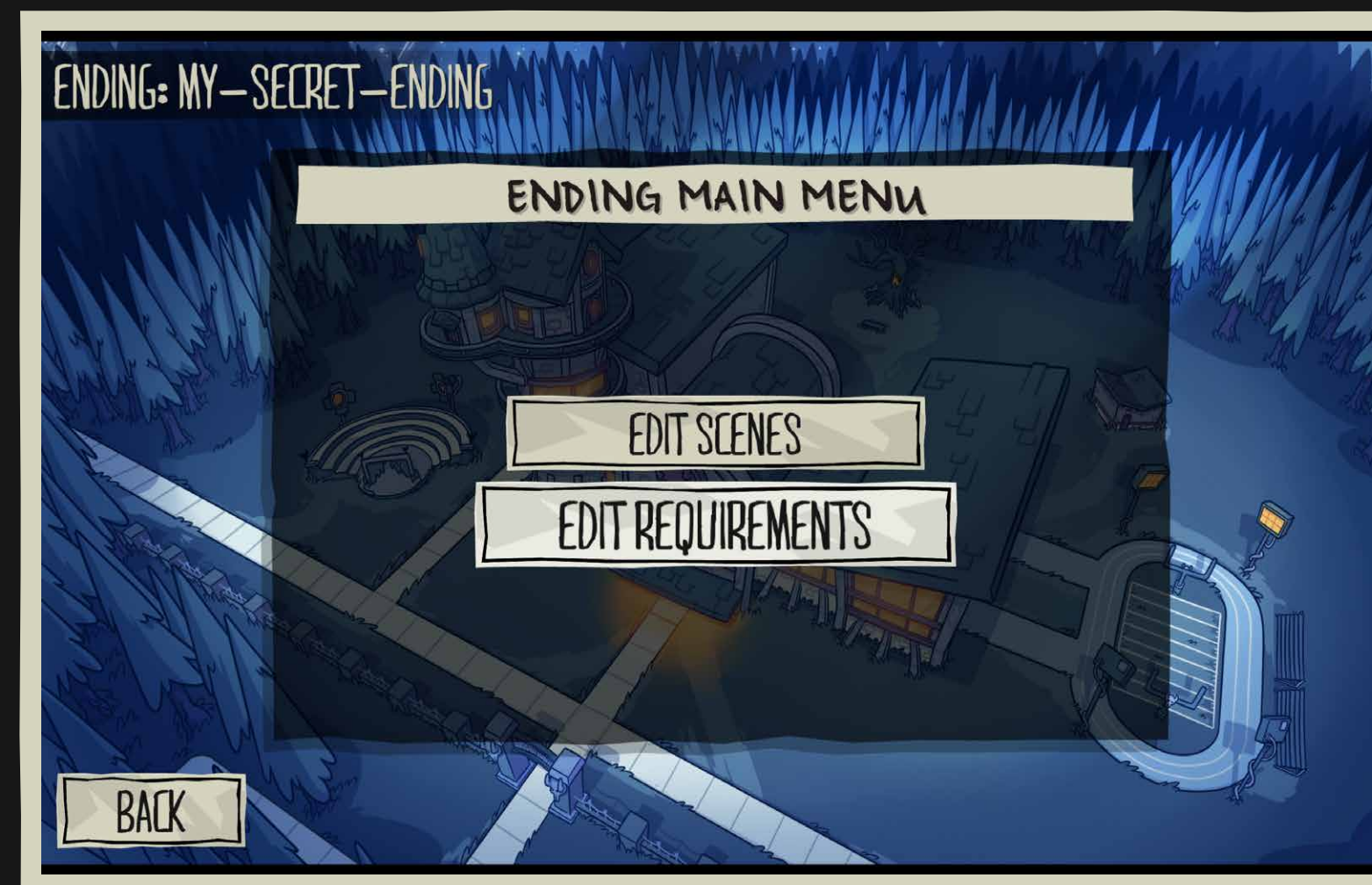
10. The selected background will appear.

06. ENDING EDITOR

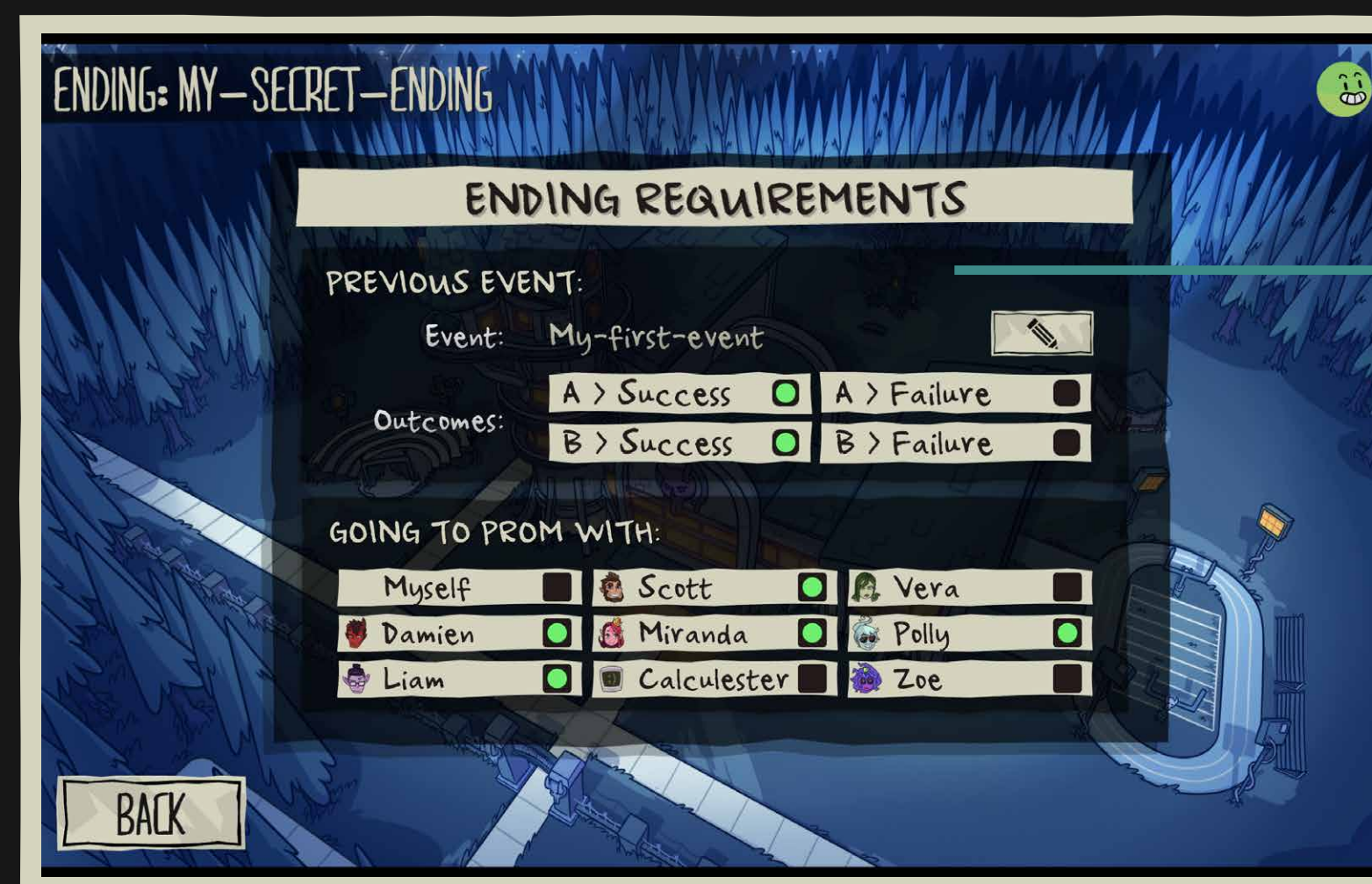
EDIT REQUIREMENTS

With this tool you can decide when the event is going to trigger by:

- Selecting the event that the player must see.
- Marking which outcomes from this event the player must select (you can even choose all 4).
- You also need to choose who to go to the prom with. (You must choose at least 1 person, or "myself.")



01. Go to **ENDING MAIN MENU** and click **EDIT REQUIREMENTS**.



In this example, the ending will trigger when the player ends up with a success outcome and also selects to go to prom with Scott, Damien, Miranda, Polly, or Liam.

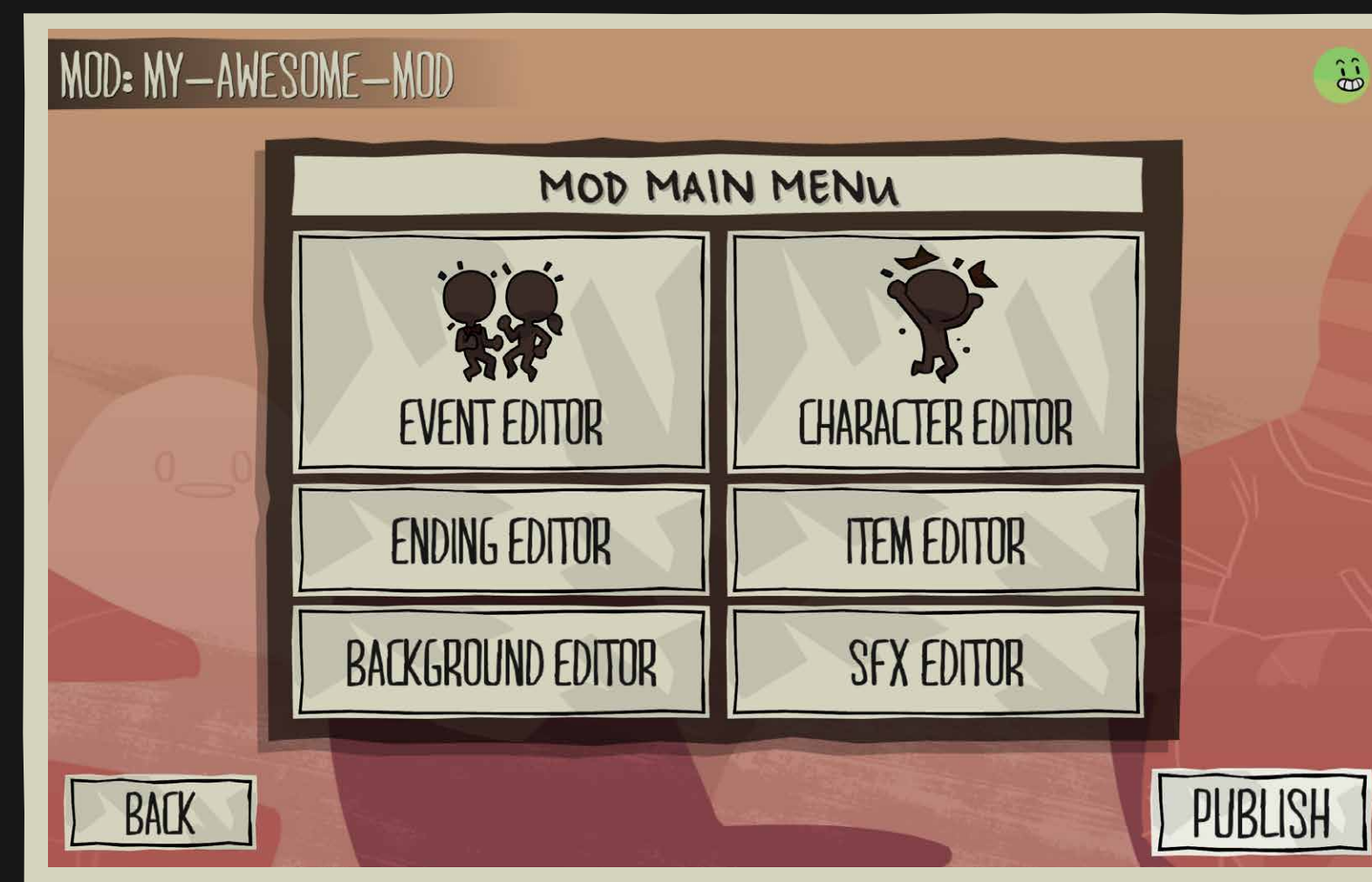
02. Select the previous event and who to go to prom with.

— 08 —

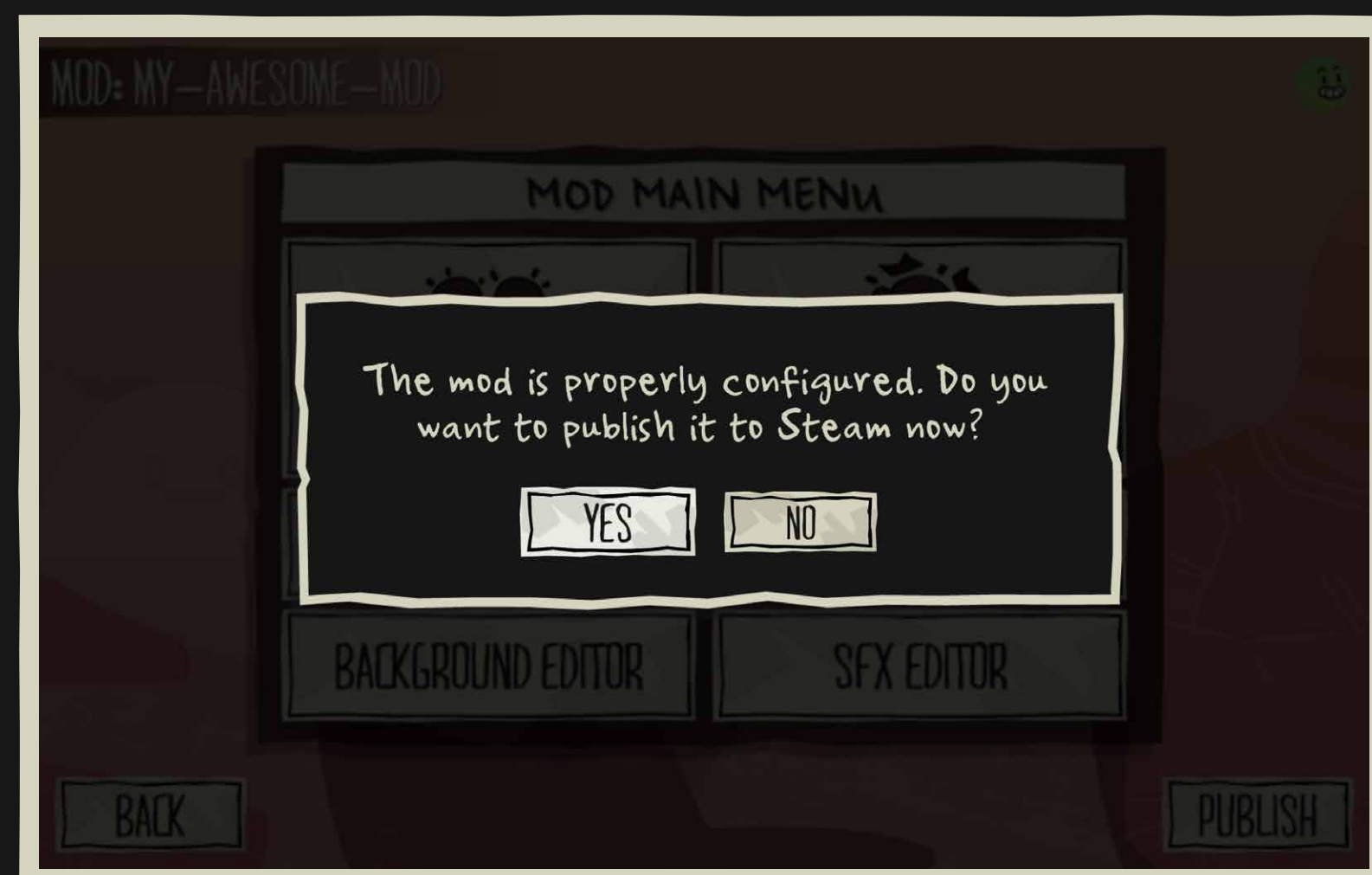
Publish your mod

08. PUBLISH YOUR MOD

Once you have all your events, characters, items, and everything ready, go back to the mod main menu to publish your mod.



01. Check that the face icon at the top right of the screen is green.



02. Click on **PUBLISH**.



03. Fill in the mod description and click **PUBLISH MOD**.

08. PUBLISH YOUR MOD

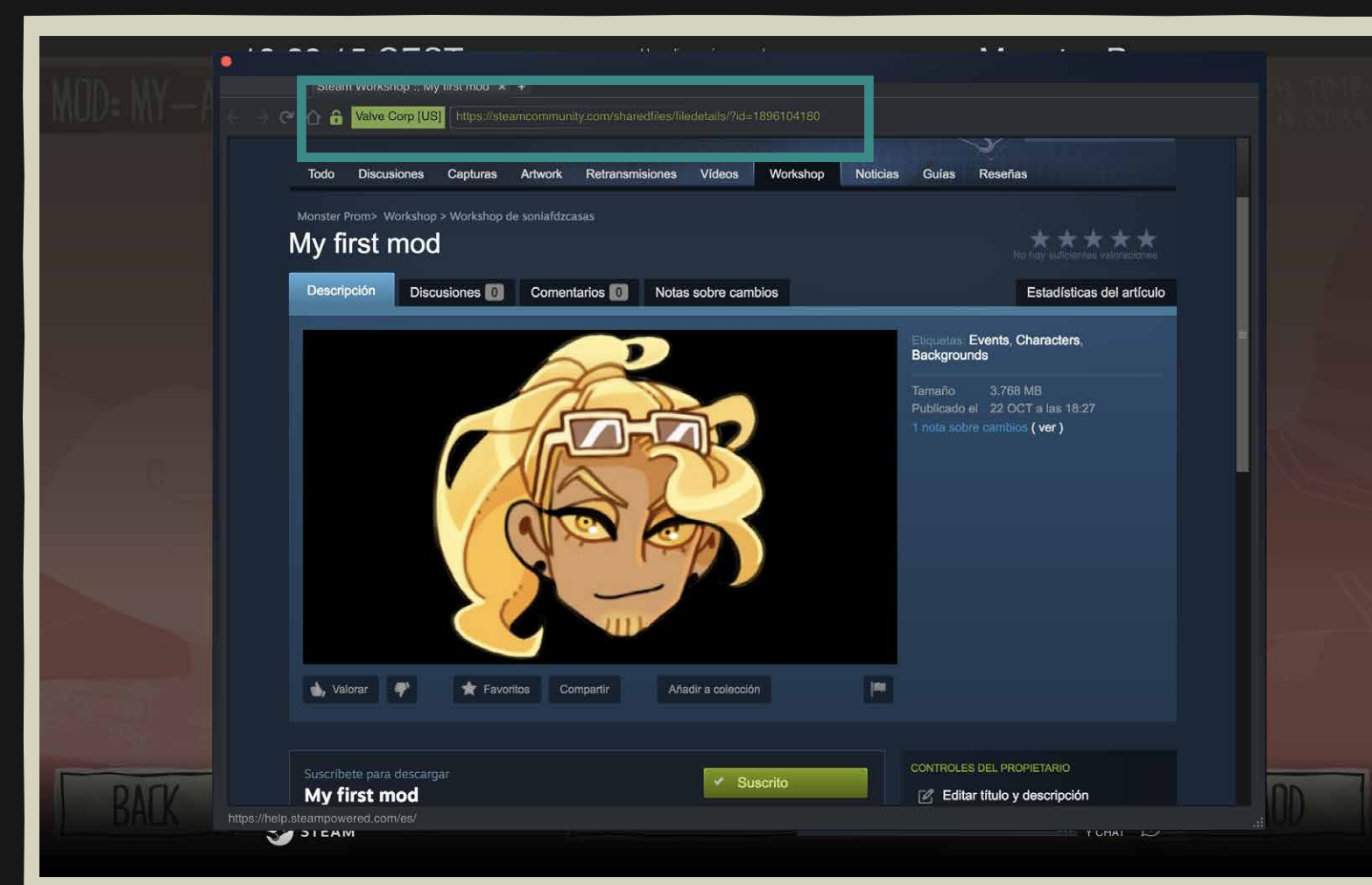
When you click on **SEE MY MOD**, you will be redirected to the steam page where it is published. Here you can get the link and share it.



04. Once your mod is published, a confirmation message will pop up.



05. Now you will be able to **SEE AND UPDATE THE MOD**. Click see my mod.



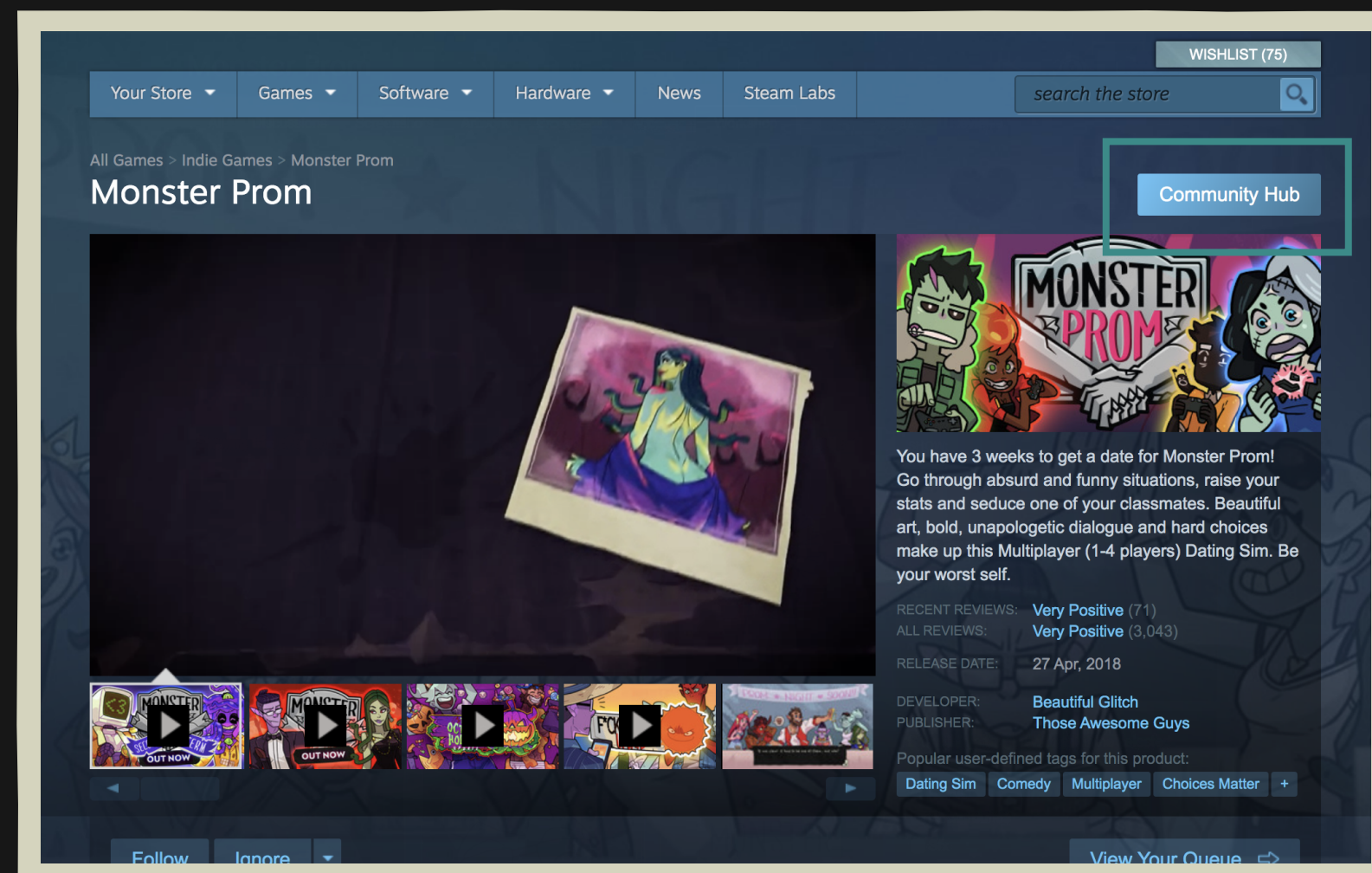
06. You will be redirected to the steam page where it is published. You can share the link with your friends to download it.

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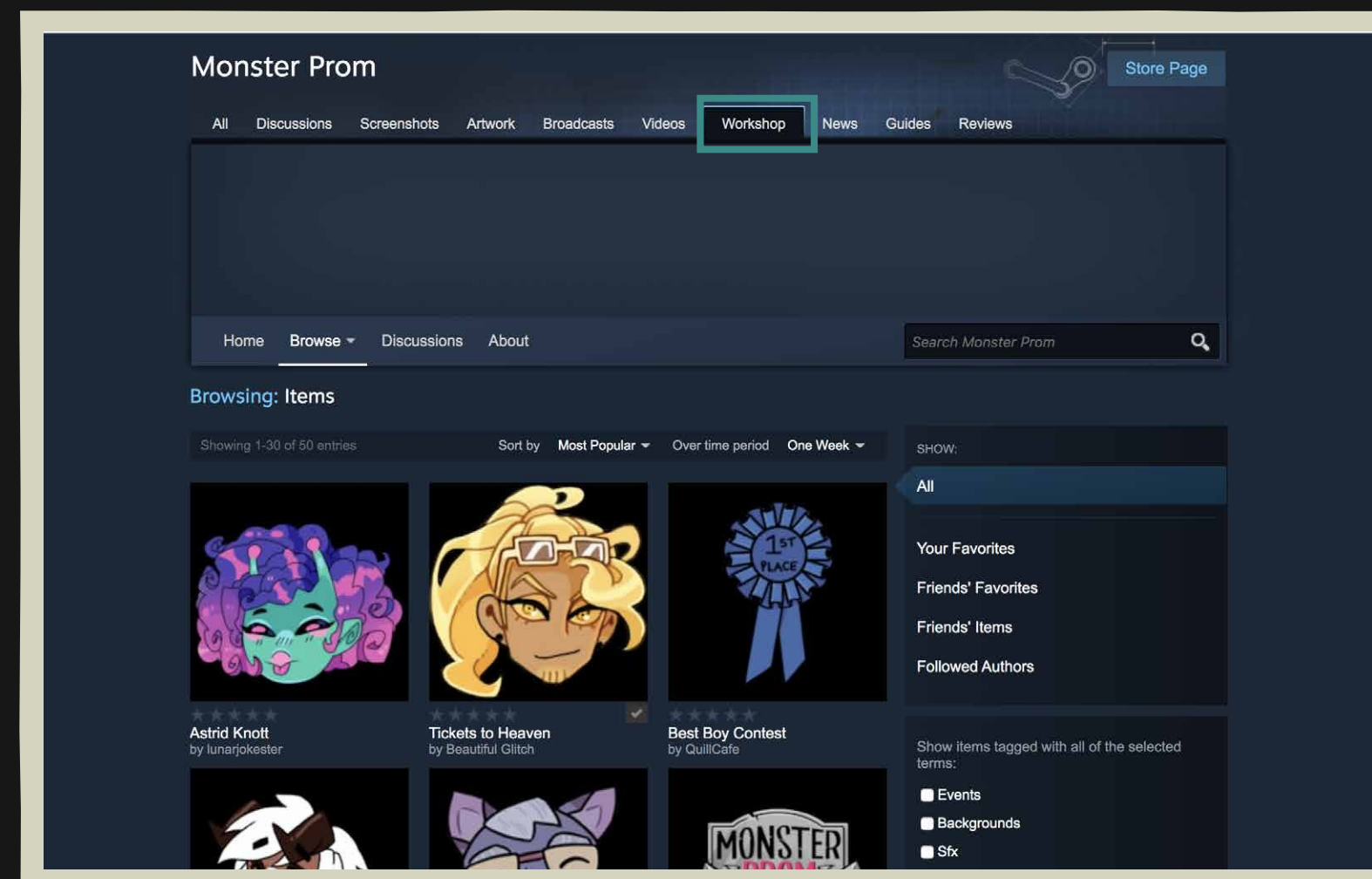
Play Mods

C. PLAY MODS

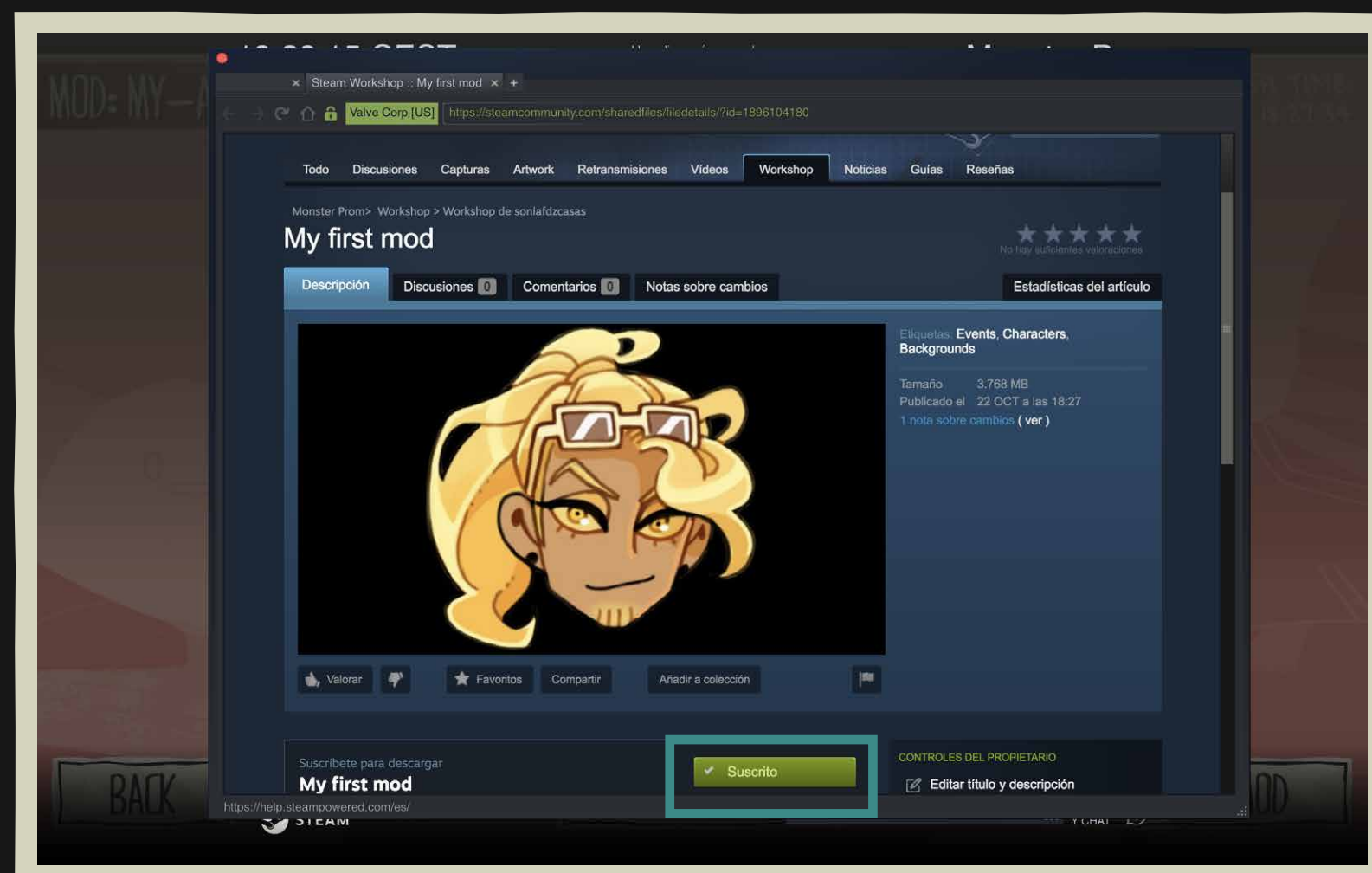
You cannot play mods in online mode.



01. It's easy to play other users' mods. Go to the Steam page and click **COMMUNITY HUB**.



02. Click on **WORKSHOP** and choose some mods to download.



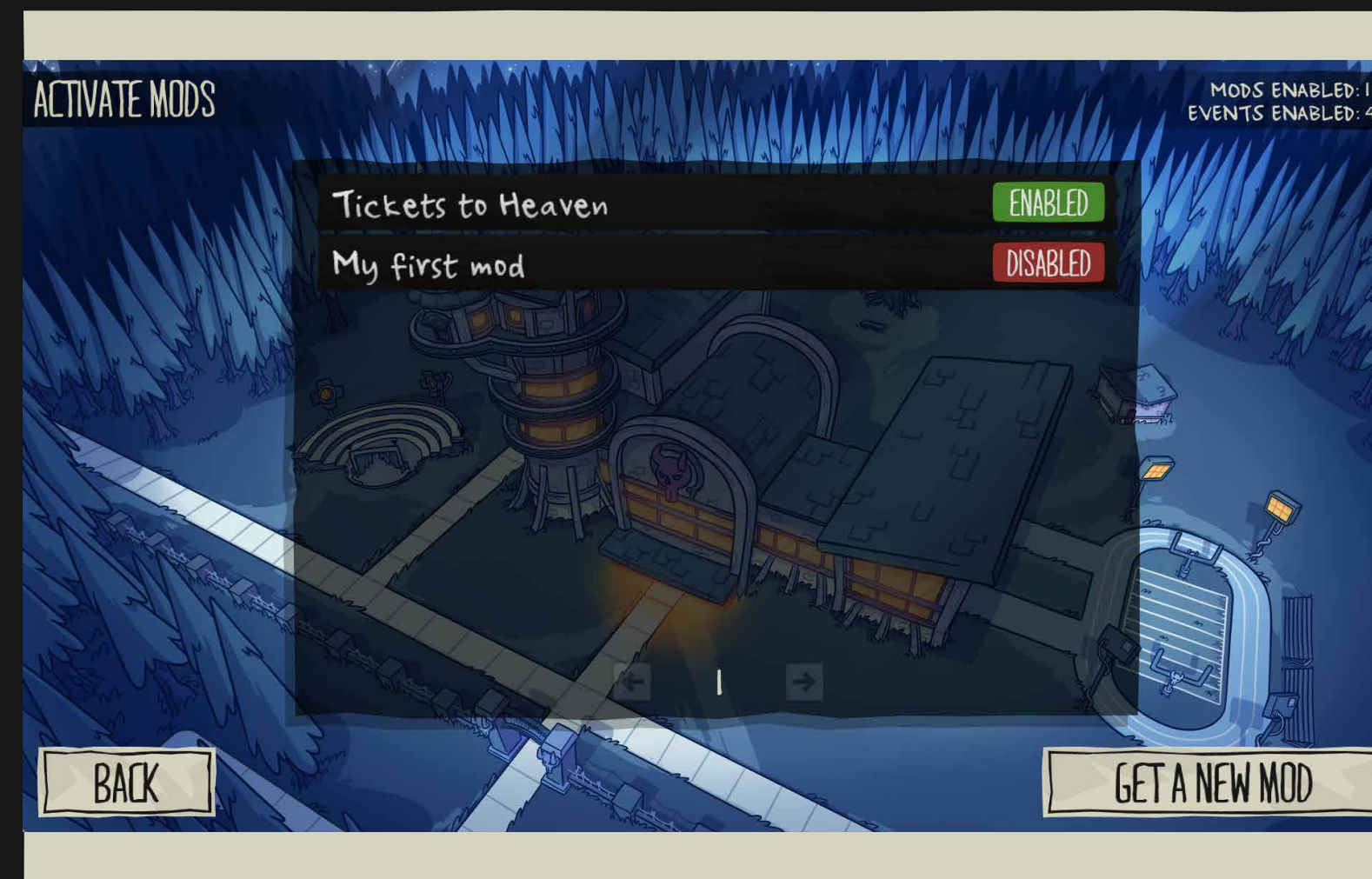
02. Select the ones you want to play and click **SUBSCRIBE**. An automatic download will start.



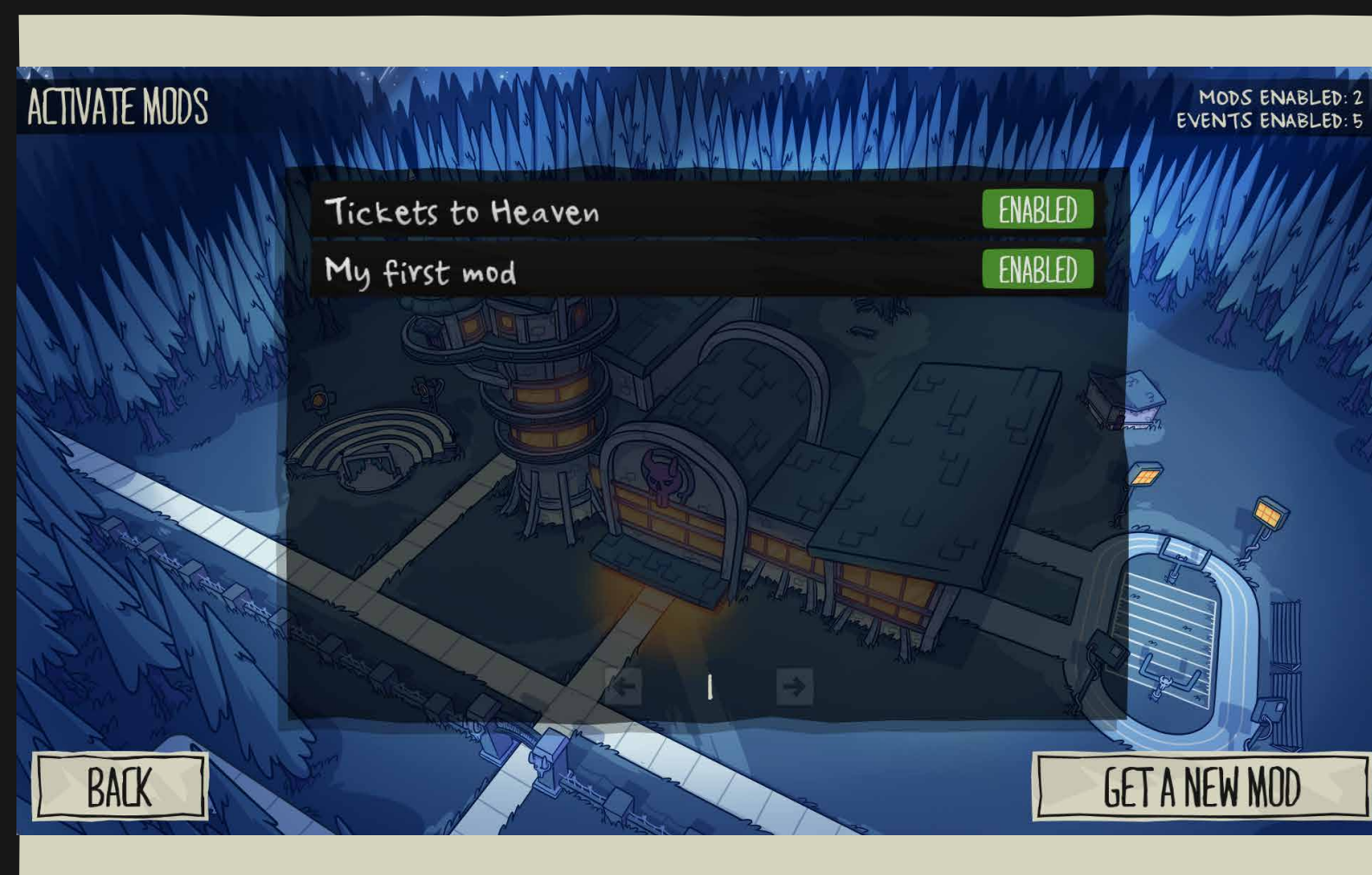
03. Go to Modtool and click on **LOAD MODS**.

C. PLAY MODS

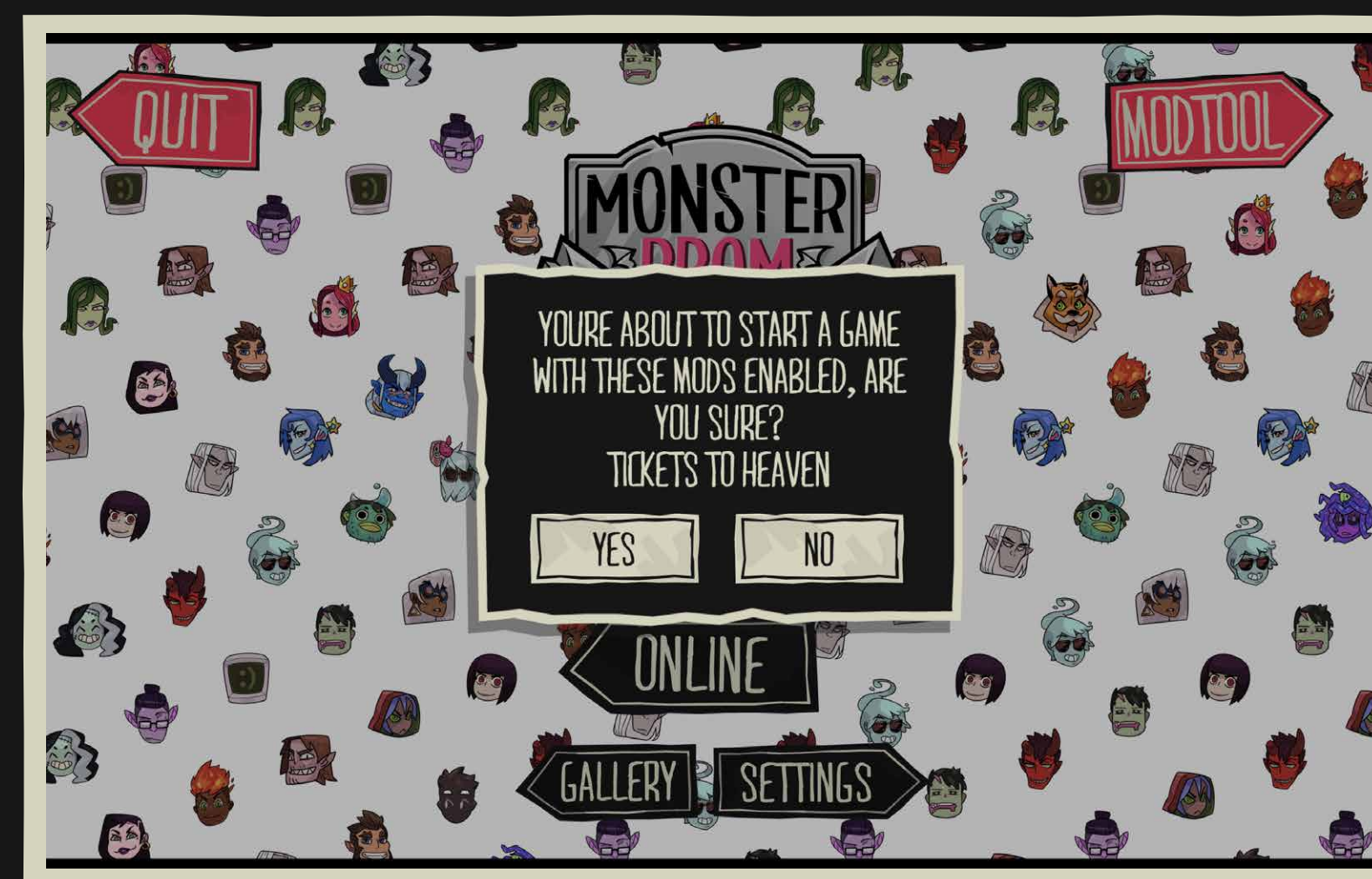
It's easy to play other users' mods. Go to Steam and browse all the mods included in the **COMMUNITY HUB/WORKSHOP**.



06. The mod you just downloaded will appear in **ACTIVATE MODS**.



07. **ENABLE** the mod to play it.



08. Every time you play Monster Prom with mods enabled, a message will pop up.

ADD MONSTER CAMP
TO YOUR WISHLIST!

