FAQ:

- **Can I LET'S PLAY/STREAM the game?**
  Yup. I'd recommend putting the following in the video description just to be safe:

  Music is licensed by jewelbeat.com & audioblocks.com, used with permission by
  valensiyagames.com(endlessgaming.today)/echoedgames.com
  Other songs used by tandess.com TRIAL AND ERROR

  The music used is the same as I use in my videos on YouTube, and in the let's play of the original, so you shouldn't get any strikes against you.
  You're also totally welcome to tweet @Echo607 to let me know about it!

- **Can I do FANART/FANFICTION?**
  Definitely yup! In fact, it's encouraged!
  Tweet me @Echo607 to let me know about it!

- **Can I review/use video clips of the game?**
  Go for it.

- **Can I edit/modify the game/assets?**
  I'd *reaaally* rather you not,
  but I can't exactly stop you. As long as they're your own personal mods made for your own amusement, go ahead and have fun.

- **Can I use the game's music/graphics in my own projects?**
  Music: No. The terms of use prevent me from letting you.
  Graphics – Sprites/Character Pictures: In free-to-play GM-related fan-projects, these may be used & edited with credit to Echo607 for creation.
  Graphics – Parallaxes: In free-to-play GM-related fan-projects, these may be used & edited with credit to Echo607 for creation. However, these were created using licensed tools and resources, so credit ObsidianDawn as well.

KNOWN ISSUES:

- **The screen is black, but I can see picture overlays, talk to people and open the menu**
  (Majikk Jungle Glitch).

This is caused by some older graphics cards being unable to load large images. This should only affect Majikk Jungle & Evermore. As this isn't a bug, I can't fix it, however below you may download a patch to bypass the areas. All you'll be missing is a few items and bestiary entries.
DOWNLOAD PATCH:
http://downloads.echoedgames.com/LargeMapSkip.zip

I've also had this occur earlier (Kachie's Clubhouse Dungeon) on old integrated graphics cards. If this occurs, it's probably too outdated to play the game.

- **RANDOM CRASHING?**
  May happen on low-memory PCs/Integrated Graphics Cards. Under GAMEPLAY SETTINGS in the menu, select PERFORMANCE SETTINGS (Clear Cache Mode in older versions)

  SELECTIVE: Clears entire image cache between chapters and complete areas. May cause longer load times at these specific points.

  TELEPORT: Clears the parallax images & anime art on teleport. May cause longer load times going back and forth between maps.

  Both can be kept on for completely safety. If despite this it somehow is still an issue, I would advise saving often, or playing in shorter sessions. Make sure you're on the most recent version.

- **AnimeCutscenePics are flashing in?**
  A result of Selective Clear Cache being on. If this occurs, let me know where it happened and I'll put a fix in for it.

- **EXP Bars hang?**

I haven't been able to replicate this, but it seems the EXP bars lag on some PCs. I can only guess it's a very rare graphics card thing, mixed with something in the code, as I've heard this happened to others using the same script. I'd recommend testing it on a different PC if at all possible. I haven't been able to gather any sort of data on this.

- **Victory sequence doesn't play?**

When an AI teammate gets the final hit, or an item is used to finish off the monsters, the zoom-in-fade-out sequence is skipped.

That's just what it does.

I don't have a good (easy) way around this, but everything processes normally so there's no need to worry.

- **Lag/Frameskipping/Slowdown?**

Maps with lots of particles are liable to lag on older machines. There are only a handful of areas this might occur in. *Firelolz (Teralolz on fire), Jade/Jade Mountain due to particles, and Eeon City during an invasion sequence.*

I've also had the game take longer to load randomly in battles – this is a graphics card issue I can't control.

This should be lessened since the update to 151. (GMEM V1.2.0)

- **LOAD TIMES?**

Longer map/scene load times may occur on older PCs/graphics cards. Turning OFF either/both Clear Cache settings (Menu>Gameplay Options> Performance Settings) may help, but is not recommended on low-memory PCs, as it could cause random crashing. This should be lessened since the update to 151. (GMEM V1.2.0)