

# ARCH ULTRA

**ARCH ULTRA MODUS OPERANDI**

*Written by Manpaint*

## **Introduction**

**This document relates development info of ARCH ULTRA. I strongly advise to play the game normally first as game data may spoil you. It should also be noted that there is traces of many story revisions, so you will find incoherence everywhere. This document assumes reasonable knowledge of RPG Maker VX ACE.**

## **List of abbreviations**

**CE = Common Event.**

**ID = Identifier**

## **Section 1: Dialogue handling.**

**The game contains two language, English and French. It is defined by a variable. Dialogue CEs are triggered by an event on a map based on a dialogue ID. In the final game, those dialogue classes range from CE 297 to 295.**

## **Section 2: Map handling**

**Each map in the game is accompanied by a set of pictures of multiples functions. The map handling is done by CE 23.**

## **Section 3: Audio handling**

**BGM, BGS and SE are handled by CEs when invoked with an ID. Those CE range from 76 to 79.**

## **Section 4: Scene loader**

**Due to the linear nature of ARCH ULTRA, the game was divided into multiple sequence (or scene). Here's the exhaustive list of those used in the final game:**

*The following spoils major plot details.*

**24, 26 Enkloi reveal Simultra function**

**36 Intro of Lucien**

**66 Rosia tells her past to Paul**

**43 Walking to get to the library.**

**13 Shady guy attacks library**

**43 Walking to get to the HIA.**

**91, 28 Gouvernement whereabouts**

**43 Paul search for Kewey.**

**92 Imperator talks to Paul**

**93 Rosia talks about her fears**

**88 Walking to train station**

**86 Info about Olmas Street**

**83 Walking to Magia store**

**30 Maga brings the guns**

**17 Underground parking cutscene**

**31 Rosia rescue seq**

**74 Going back to the HIA base**

**85 Imperator reveal assault on Conclave**

**99 Paul comments on the situation.**

**57, 39 Conclave cutscene**

**70 Bill finds the Codex**

- 87 Lucien put Simultra on Paul and Rosia head**
- 96 Paul and Rosia are forced into a Simultra simulation and tries to escape**
- 98 Black Tower cutscene**
- 84 Bill reveal the true purpose of ARCH ULTRA**
- 97 Walking back to HIA HQ**
- 46 Abolition of democracy**
- 72 Purge cutscene**
- 100 Paul attempting to find Someone**
- 69 Paul localize Rosia's phone**
- 103 Lucien reveal what happened.**
- 67 Simultra terminal seq**
- 90 Ending**
- 89 Ending**
- 60 Credits**

#### **Section 5: Miscellaneous notes**

- There is an unused combat system from an early build of the game.**
- The term "KUPPACLE" is a placeholder word for debug purpose. It is derived from Super Mario 64.**
- The term "demo" mean cutscene, it is derived from many Nintendo game internal filenames.**

