JoiPlay Tutorial

(As of November 2020)

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Public Service Announcement for JoiPlay (#NotSponsored)

Take in account that there's no guarantee of everything working flawlessly since this is **a still developing** app and as such, **I can't confirm whether or not you'll encounter issues with other games.**

An evergrowing compatibility list exists within the app but it doesn't include every single RPGMaker game ever made, let alone all NSFW ones so if you find issues with any not listed, don't be surprised.
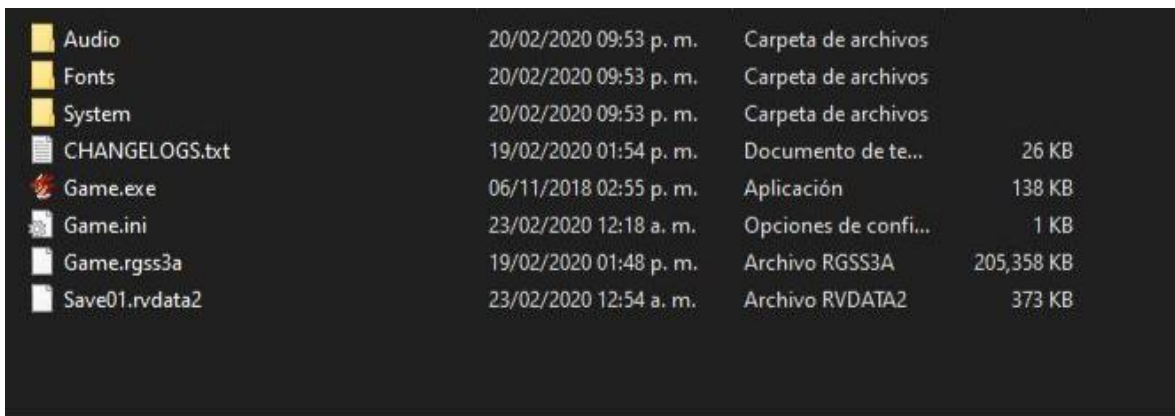
For "The Manor" specifically, I've found no bugs besides the already existing ones that you can find in the WIP "PC" version.

How to play RPGMaker and Ren'py based games on JoiPlay (Android only)

We're gonna need to transfer the game's files to the device in which you want to play it in (in this particular case, we're gonna do it to "The Manor").

First, you need to copy the game's folder to your device (if you have the files on your computer) or just download and extract the compressed file from the page. **Make sure the files are extracted in the internal storage, installing them in the external storage won't work**. This is what should be inside the game's folder (except for the save file already in there, that's mine :^v)

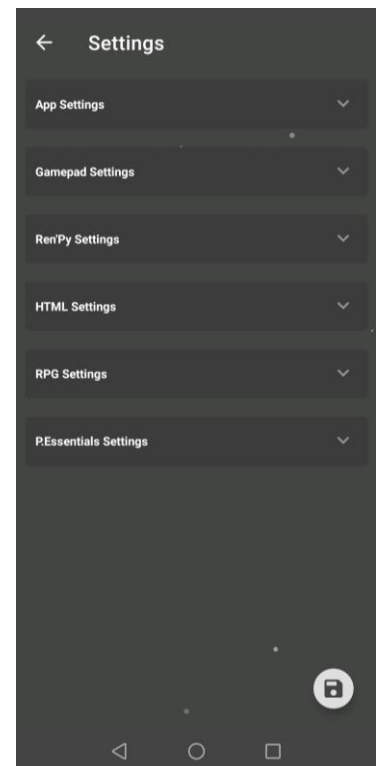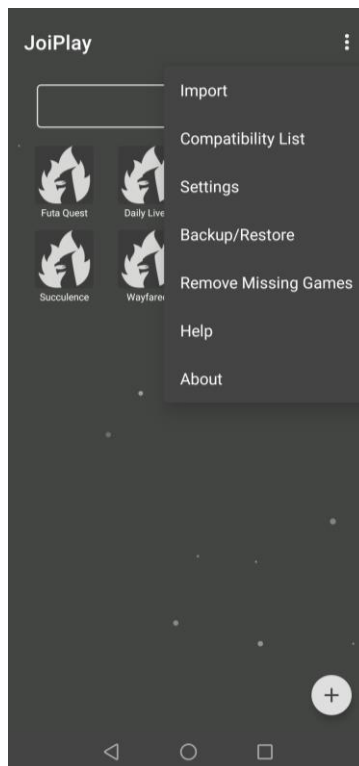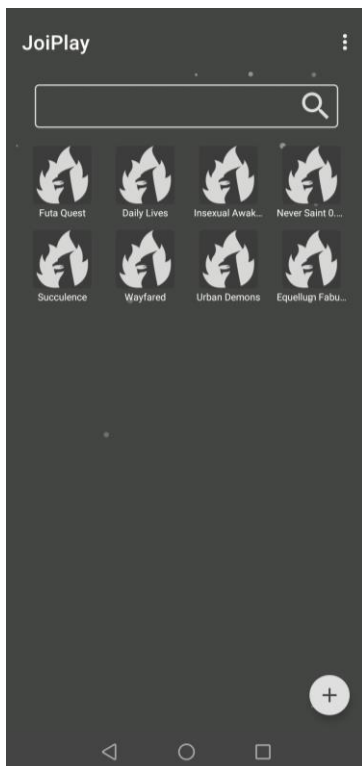Once you've done it, proceed to download the JoiPlay app files. (Click the blue text).

Now that you're in the webpage, click **"Download"** in the top right corner or scroll down a bit to get to the files we are looking for.

JoiPlay is now available on the Google Play Store, so after you click/tap on "Install", the page will redirect you to the corresponding app page. For "The Manor" specifically, you **MUST** install **1** and then **3**. Only install **2** if you wanna play Ren'py based games, otherwise it's not necessary.
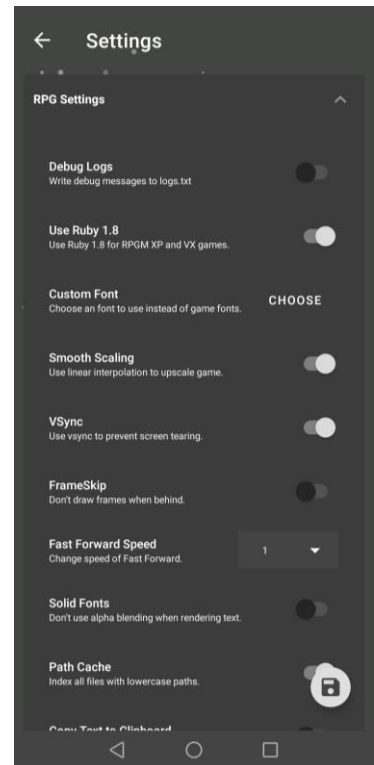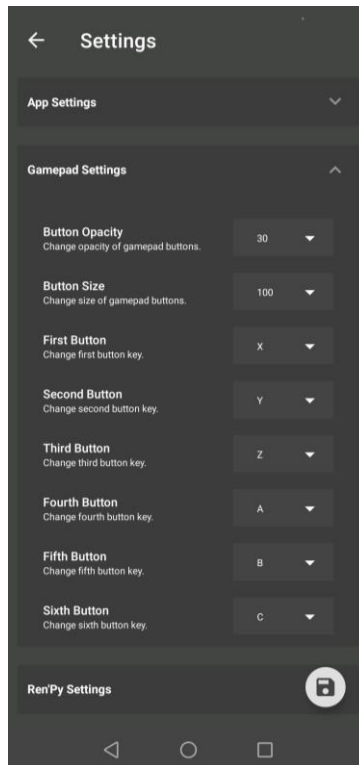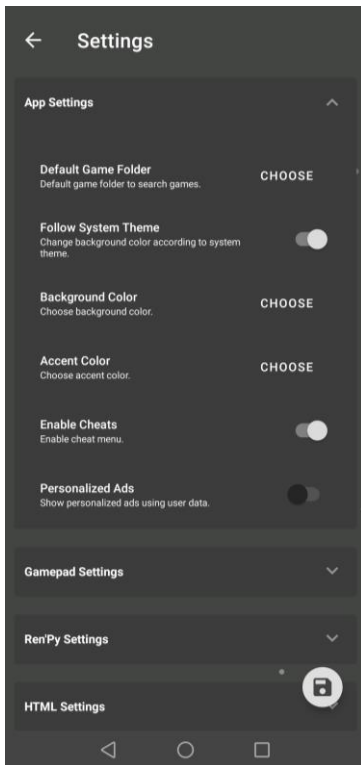
Once the installation of the plugins is done, load the app. It will show you a gray background (ignore the game icons in the screenshot). Before we add the game, tap the 3 dots in the upper right corner and select "Settings". In this menu you can change several options such as toggle a Cheat menu (**mostly useless for "The Manor", tho**), change button opacity/size, fonts and more.

My custom settings are button opacity at 30 and Vsync + Smooth Scalling toggled on. These work wonders for the 6-7 games I've played with the single exception of Urban Demons, to which I had to up the Windows and Font Scale settings (the latter does affect "The Manor" 's text size and these can't be configured individually for each game as they're global settings).

However, if you aren't planning on playing Urban Demons, pay no mind to the highlighted text, just make sure that after changing the settings, you tap the little "Save" icon in the bottom right corner, otherwise your changes won't be saved and you're gonna have to configure everything again.
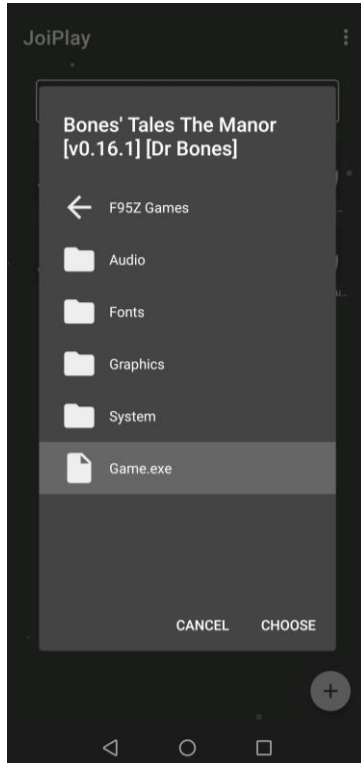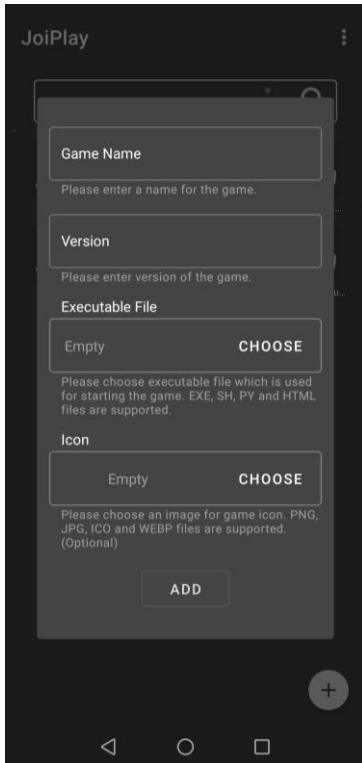
Alright, now to add the game to the main menu of the app. Go to the bottom right area and tap the button with the "+" symbol.

To add the game, tap the icon and it will show you a new window where you can input the info of the "shortcut".
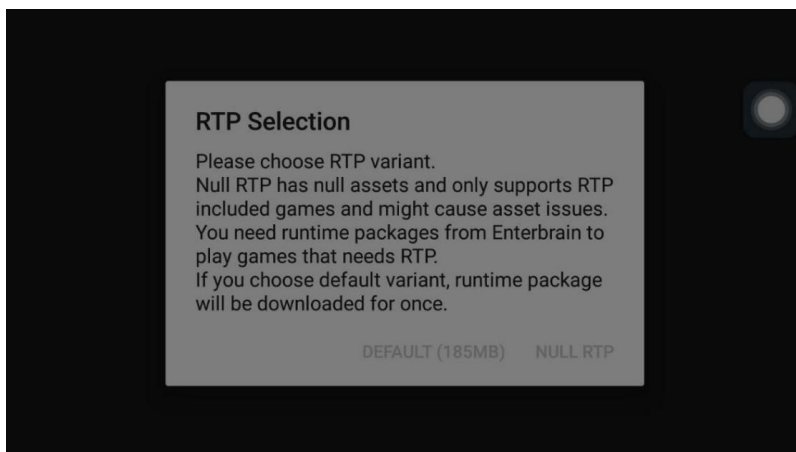
Once you input the name and the version (the latter not mandatory), tap the "Choose" button that's just below the "Version" text box. This will prompt a file explorer window.

Search for the folder in which the game's .exe file is located, tap the .exe file once and then tap "Choose". Once you're done, just tap "Add" and a shortcut will be added.

Alternatively, you can add a personalized icon but that's just an aesthetic choice and it doesn't have an impact in the game per se.

Tap the new icon created and start the game. If this is the 1st time you're using JoiPlay to play "The Manor", a pop up will appear after you launch the game. Select the "Default" option and let the app do the work of downloading and extracting. Once it's done, you can now play the game.
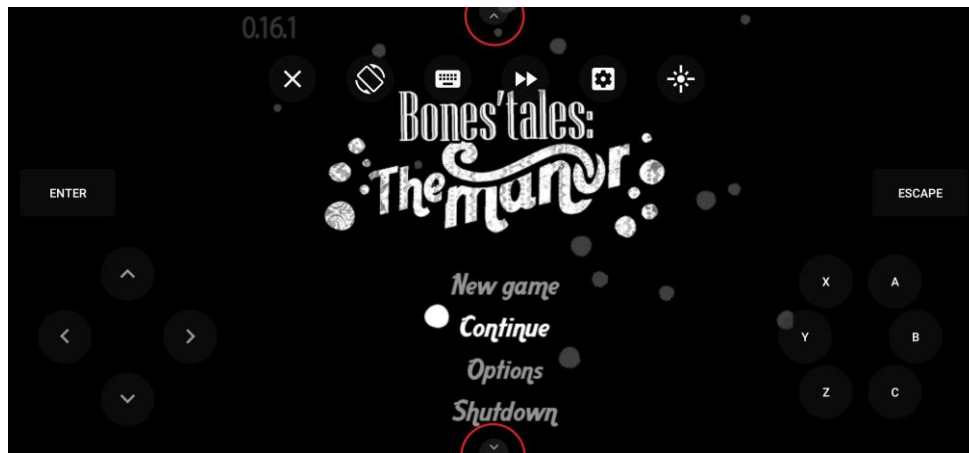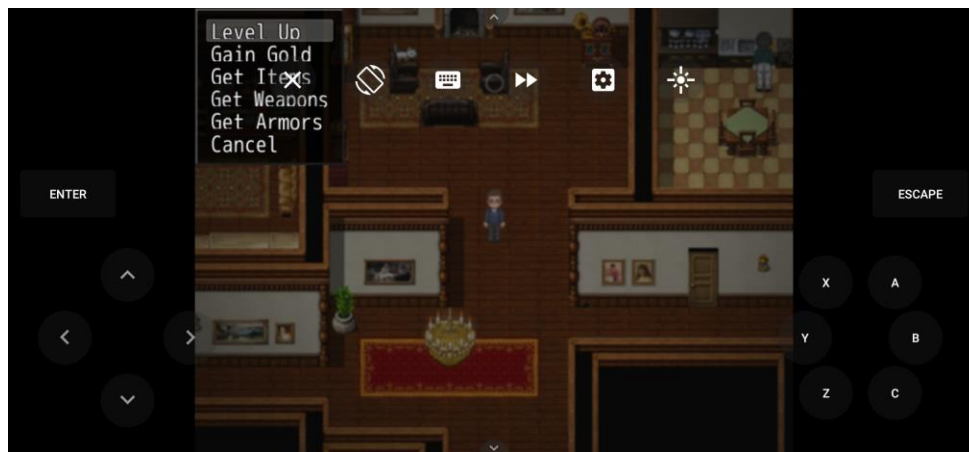
Just some miscellaneous stuff

After launching any game, you'll notice two arrows in the middle of the screen, one at the top and one at the bottom. These toggle the special menu and the button layout, respectively.

The special menu contains options to close the game, rotate the screen (if for some reason the game needs to be in a vertical position), open up a keyboard (mainly for Ren'py games), a Fast Forward that speeds up the game (by default to double speed), a control panel to customize the buttons of the game you're playing (if you need custom keys for the specific game you're currently playing) and finally a cheat menu.

This menu works in different (and mysterious) ways depending on the game. More complex games could require a mix of the button inputs and toggling the keyboard. For "The Manor" however, this cheat menu is **mostly useless**. You could give yourself the items, but changing that stuff could seriously mess up the game's triggers/events, so unless you want to risk a broken mess, just ignore it. The level menu is for the default level system in RPGMaker games and doesn't affect the "Points" system the game uses. As for the gold cheat, you only need 25 for the pills, the other stuff the Merchant offers is just standing there... ㄱㄱㄱㄱ M E N A C I N G L Y ㄱㄱㄱㄱ

So yeah, don't use the Cheat Menu in "The Manor".