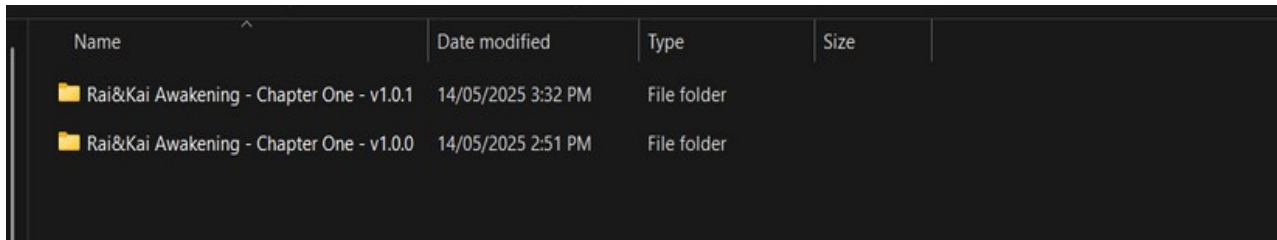


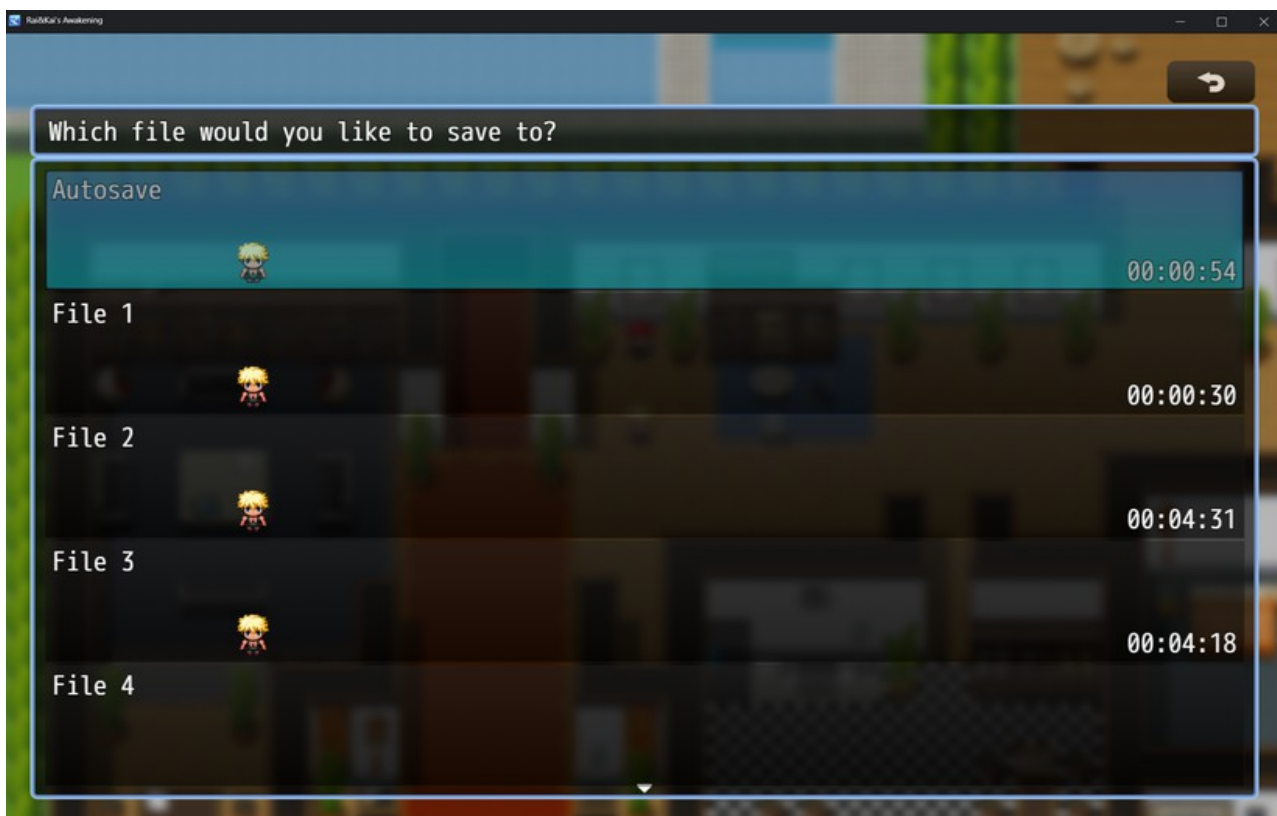
Transferring Old Saves Files - Guide (Rai&Kai's Awakening)

Step 1 - Locate the old version of the game (v1.0.0) and your new version (v1.0.1)



Name	Date modified	Type	Size
Rai&Kai Awakening - Chapter One - v1.0.1	14/05/2025 3:32 PM	File folder	
Rai&Kai Awakening - Chapter One - v1.0.0	14/05/2025 2:51 PM	File folder	

Step 2 - On your old game, locate your wanted save file (in this case the most recent save is 'File 2')



Step 3 - Find the 'save' folder in your old game

Name	Date modified	Type	Size
audio	14/05/2025 2:50 PM	File folder	
css	14/05/2025 2:50 PM	File folder	
data	14/05/2025 2:50 PM	File folder	
effects	14/05/2025 2:50 PM	File folder	
fonts	14/05/2025 2:50 PM	File folder	
icon	14/05/2025 2:50 PM	File folder	
img	14/05/2025 2:51 PM	File folder	
js	14/05/2025 2:51 PM	File folder	
locales	14/05/2025 2:51 PM	File folder	
save	19/05/2025 10:32 PM	File folder	
swiftshader	14/05/2025 2:51 PM	File folder	
credits	17/01/2024 1:30 PM	Microsoft Edge HT...	4,580 KB
d3dcompiler_47.dll	17/01/2024 1:30 PM	Application extens...	4,419 KB
debug	24/04/2025 9:48 PM	Text Document	43 KB
ffmpeg.dll	17/01/2024 1:30 PM	Application extens...	1,696 KB
Game	17/01/2024 1:30 PM	Application	2,090 KB
icudtl.dat	17/01/2024 1:30 PM	DAT File	10,272 KB

Step 4 - Locate the save file you wish to copy to the new game ('file2' if saved on File 2 in game)

Name	Date modified	Type	Size
file0	19/05/2025 10:29 PM	RMMZSAVE File	7 KB
file1	19/05/2025 10:28 PM	RMMZSAVE File	10 KB
file2	19/05/2025 10:32 PM	RMMZSAVE File	7 KB
file3	19/05/2025 10:32 PM	RMMZSAVE File	7 KB
global	19/05/2025 10:32 PM	RMMZSAVE File	1 KB

Step 5 - Go to the game files for the new version of the game (v1.0.1 for this example).

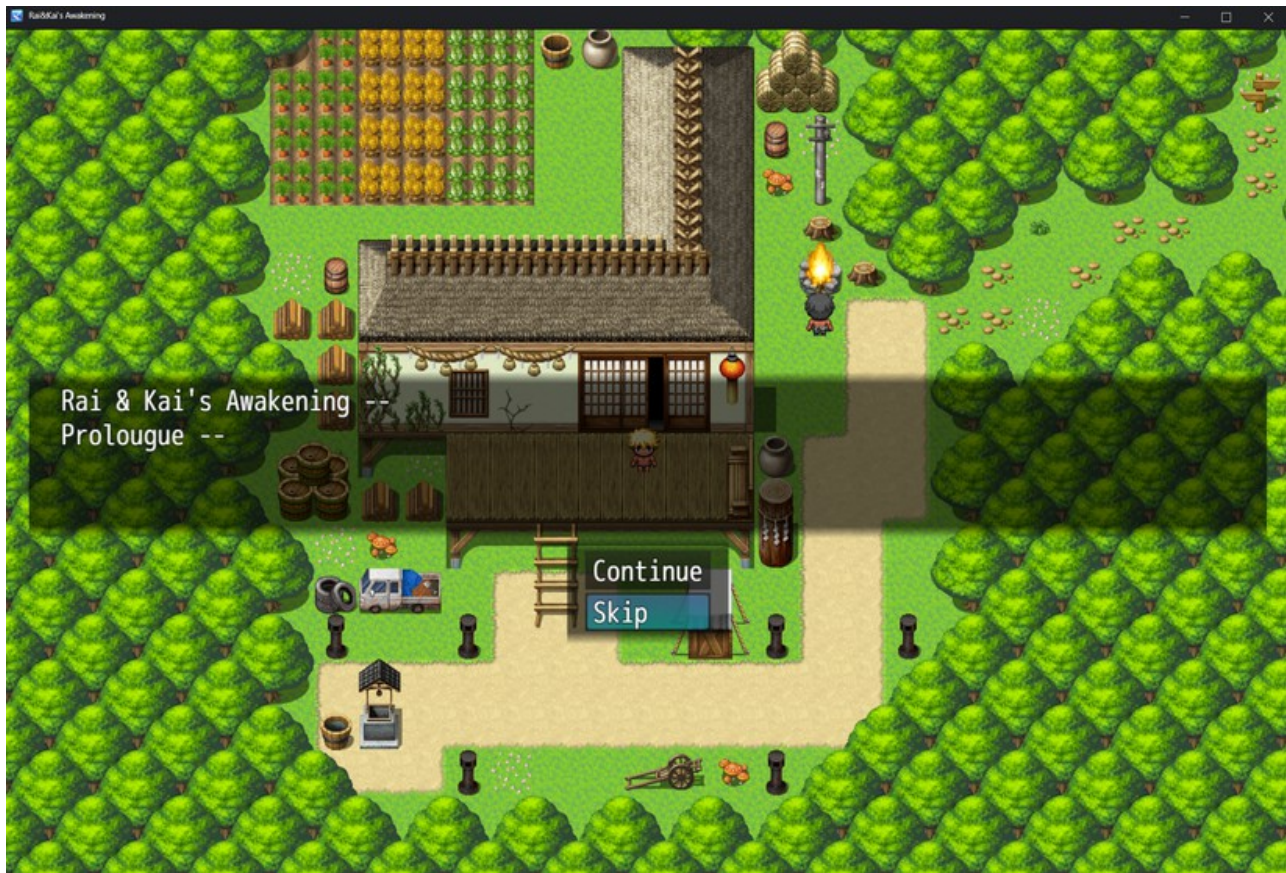
If you have not played this new version yet there will be no generated 'save' folder yet (making a new folder and renaming save **does NOT** work)

Name	Date modified	Type	Size
audio	14/05/2025 3:31 PM	File folder	
css	14/05/2025 3:31 PM	File folder	
data	14/05/2025 3:31 PM	File folder	
effects	14/05/2025 3:31 PM	File folder	
fonts	14/05/2025 3:31 PM	File folder	
icon	14/05/2025 3:31 PM	File folder	
img	14/05/2025 3:32 PM	File folder	
js	14/05/2025 3:32 PM	File folder	
locales	14/05/2025 3:32 PM	File folder	
swiftshader	14/05/2025 3:32 PM	File folder	
credits	17/01/2024 1:30 PM	Microsoft Edge HT...	4,580 KB
d3dcompiler_47.dll	17/01/2024 1:30 PM	Application extens...	4,419 KB
debug	29/04/2025 11:12 PM	Text Document	45 KB
ffmpeg.dll	17/01/2024 1:30 PM	Application extens...	1,696 KB
Game	17/01/2024 1:30 PM	Application	2,090 KB
icudtl.dat	17/01/2024 1:30 PM	DAT File	10,272 KB
index	29/04/2025 11:23 PM	Microsoft Edge HT...	1 KB
libEGL.dll	17/01/2024 1:30 PM	Application extens...	378 KB
libGLSv2.dll	17/01/2024 1:30 PM	Application extens...	8,001 KB
node.dll	17/01/2024 1:30 PM	Application extens...	12,035 KB
notification_helper	17/01/2024 1:30 PM	Application	898 KB
nw.dll	17/01/2024 1:30 PM	Application extens...	139,860 KB
nw_100_percent.pak	17/01/2024 1:30 PM	PAK File	827 KB
nw_200_percent.pak	17/01/2024 1:30 PM	PAK File	1,457 KB
nw_elf.dll	17/01/2024 1:30 PM	Application extens...	880 KB
package.json	29/04/2025 11:23 PM	JSON File	1 KB

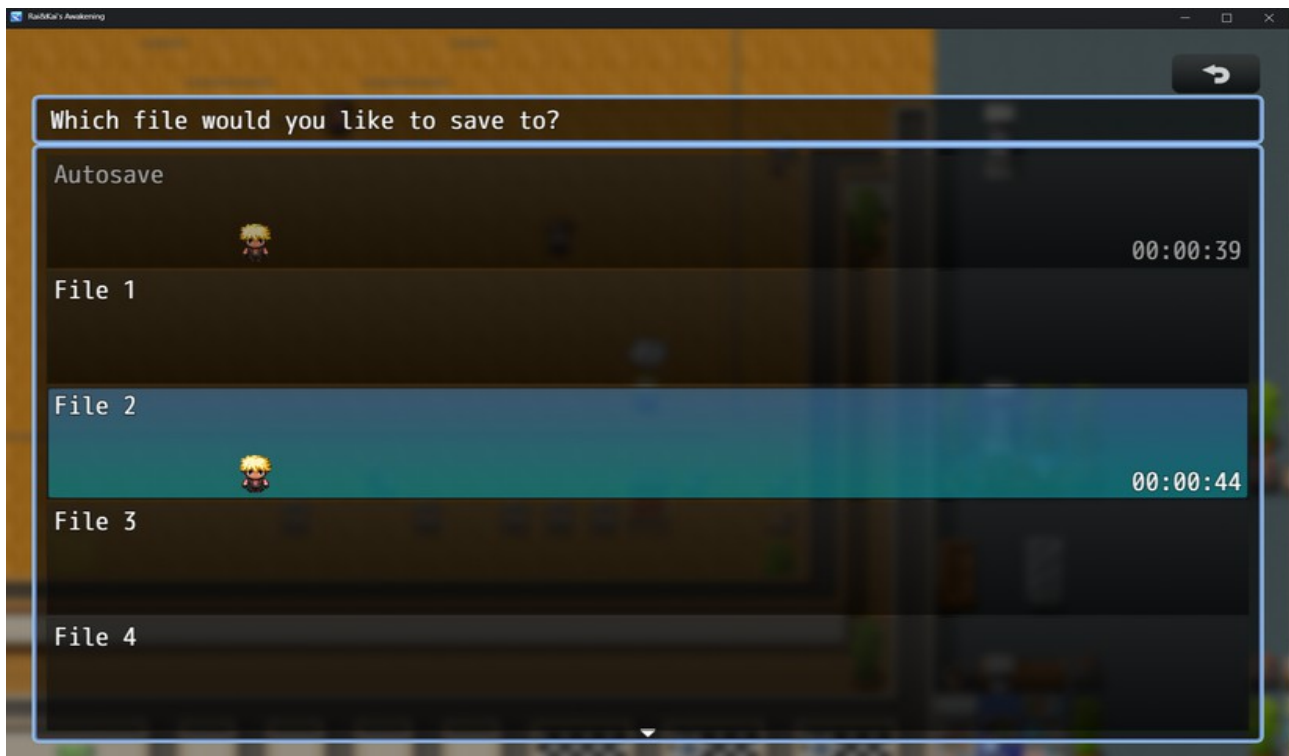
Step 5.1 - Generate the save folder by starting a new game (The menu will have continue blanked out)



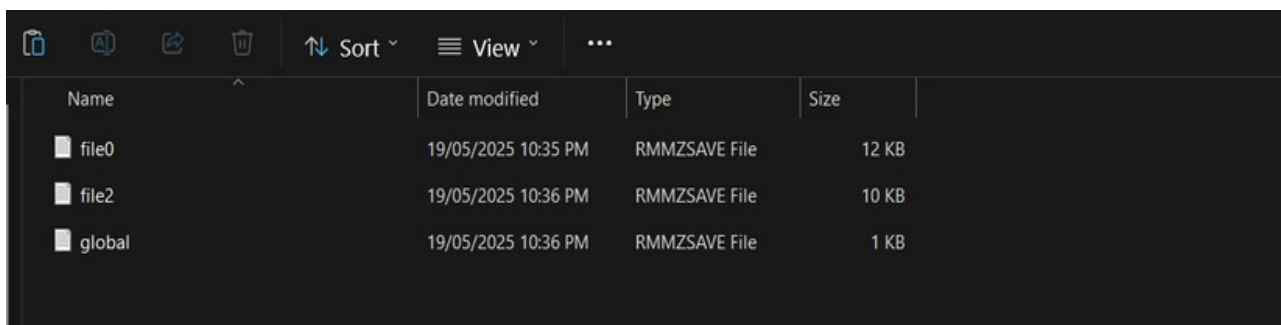
Step 5.2 - Start a new game and skip the prologue (To skip the game start scene that will play hold down left click on mouse, or enter/space bar on keyboard)



Step 5.3 - Once you are out of dialogue, save to the **SAME** save file that you are copying over from (in this example it would be 'File 2') . You can close the game now.

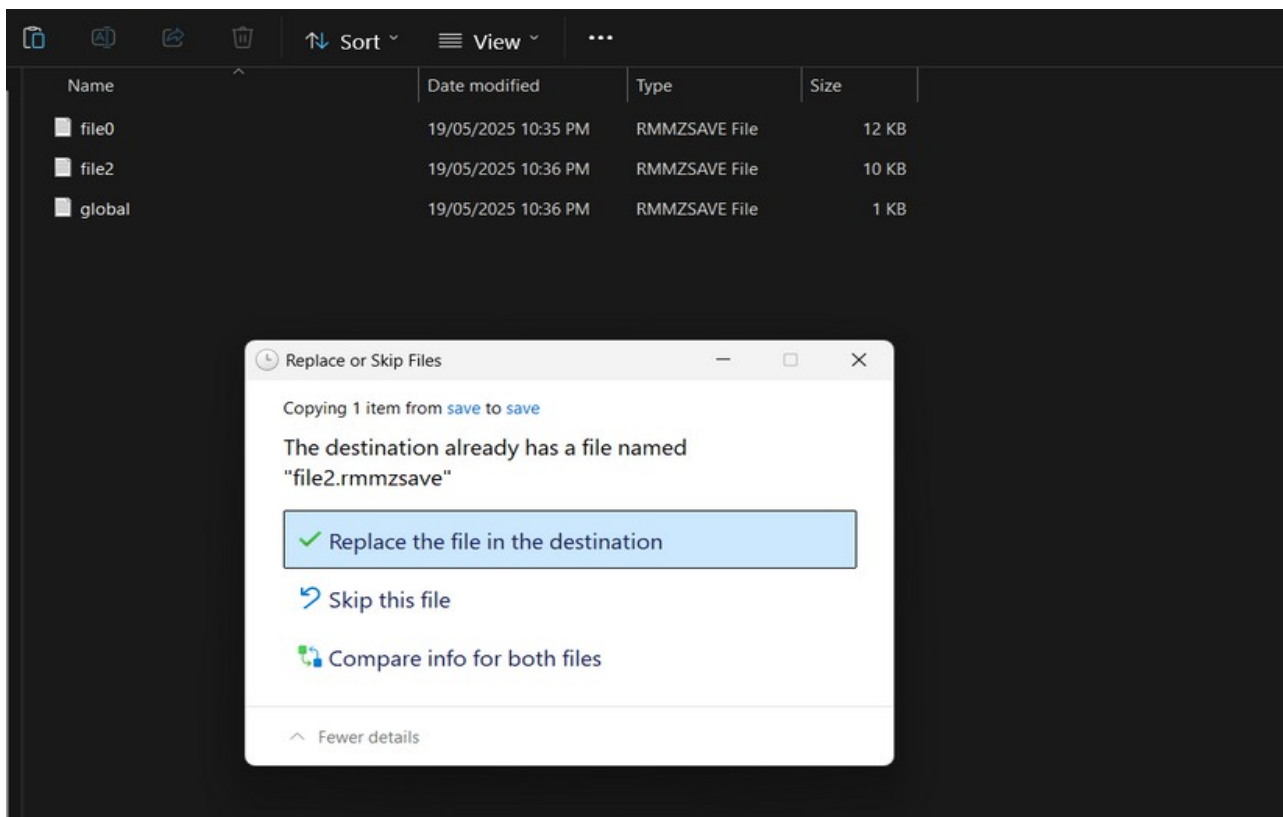


Step 6 - Locate the new 'save' folder in the new game content. Ensure there is a save file that can be replaced (In this example the blank 'file2' save we just made) *(This blank save must be created by the game itself otherwise the game won't know it exists)*

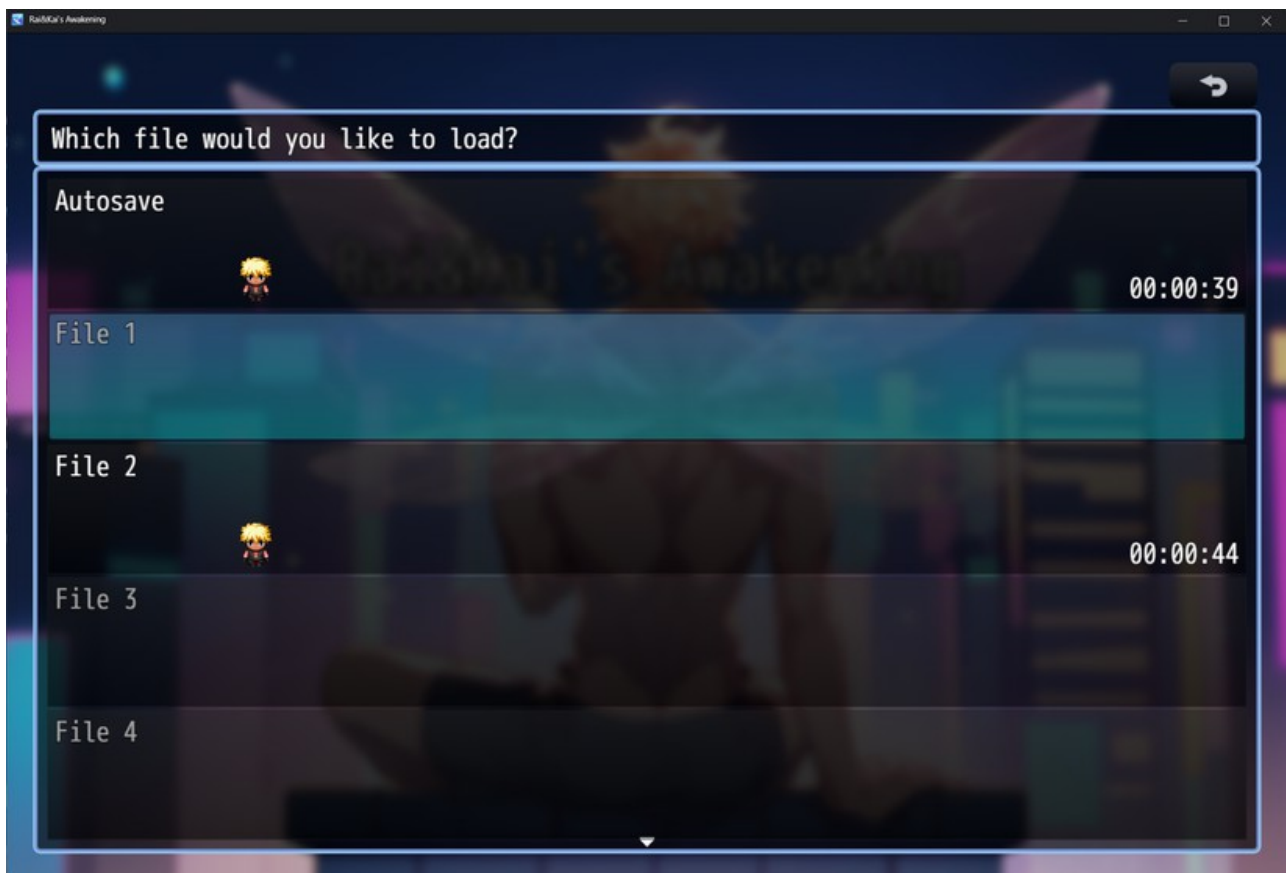


Name	Date modified	Type	Size
file0	19/05/2025 10:35 PM	RMMZSAVE File	12 KB
file2	19/05/2025 10:36 PM	RMMZSAVE File	10 KB
global	19/05/2025 10:36 PM	RMMZSAVE File	1 KB

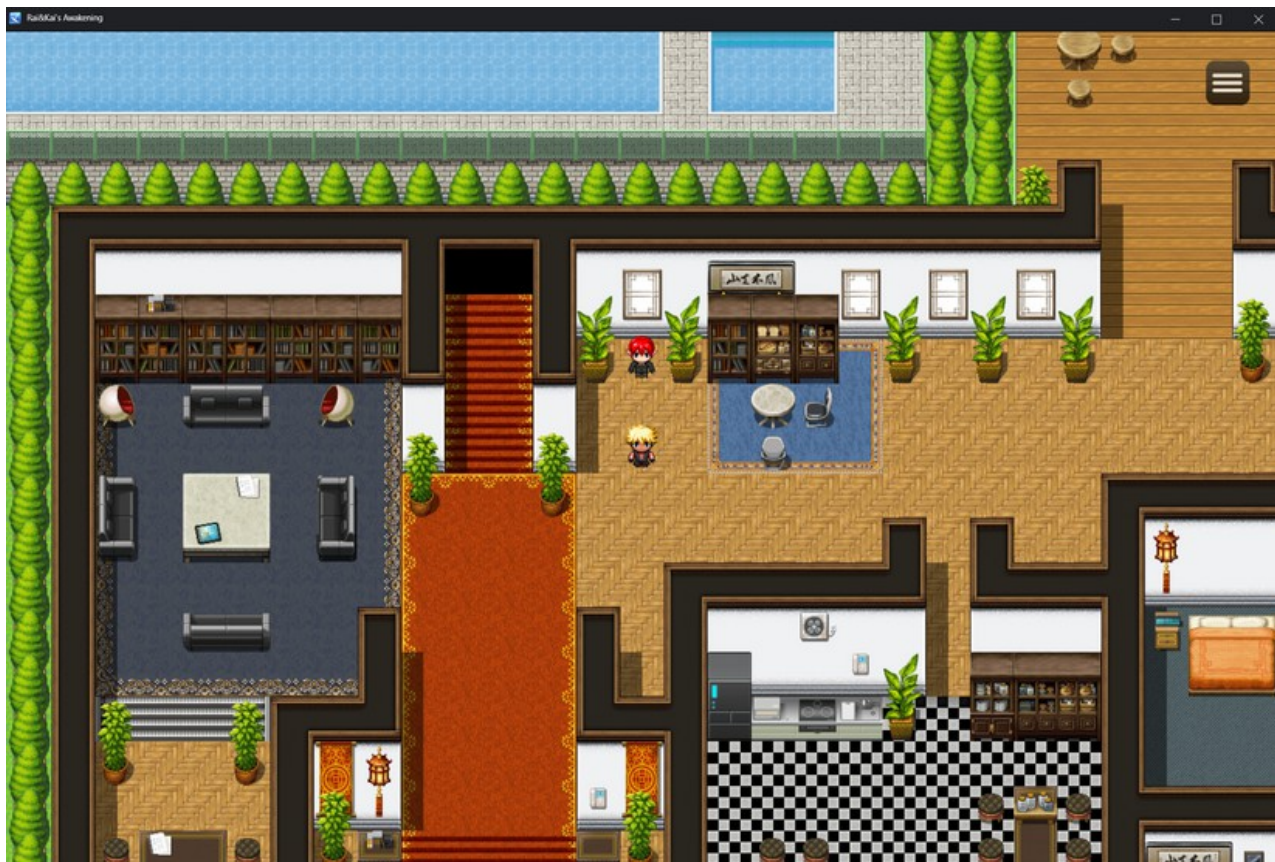
Step 6.1 - Copy your old save file from the previous game version and paste it in the new version save's folder to replace the blank save. (deleting and pasting will also work fine)



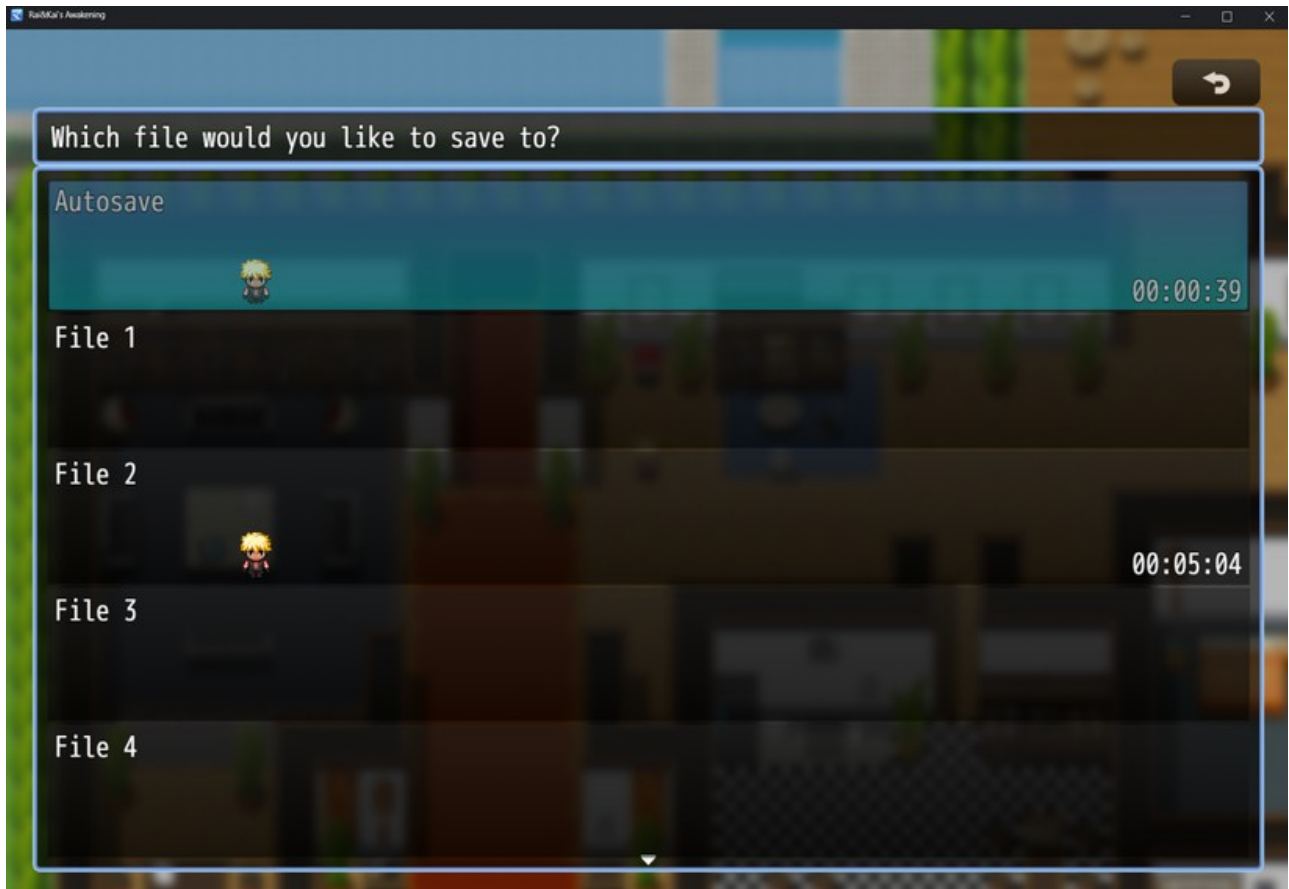
Step 7 - Open the game and load the save file (*Note: blank save file timestamp will be displayed here but it will update and fix once you load and save the game for the first time*)



Step 8 - When you load in if it worked, you should load in where you last saved and have all your old items and progress :D



Note: Once you save again over on the current save file, your time process will be updated to it's correct value



<3 ENJOY THE GAME <3