



How to install the game?

Download the game, then unzip the 7z archive with the free software 7-zip or an equivalent. Once unpacked, the game is ready to play and starts by clicking on "SacredPhoenix.exe". The game being based on RPG Maker XP, only Windows is compatible. It is however possible to play on Linux using an emulator such as Wine.

What is the minimum configuration?

It is necessary to have a graphics chip capable of displaying textures of 4096 pixels. Any dedicated graphics card can do this, but this is rarely the case with graphics chipsets built into CPUs.

If the first map of the game is completely black and you can only see the NPCs, your PC is not powerful enough.

Can I play on a smartphone with JoiPlay?

Unlike Pokémon Essentials, the game engine does not work with JoiPlay. The following error will always be displayed:

```
> RPG Maker Plugin for JoiPlay  
> Script '000' line Config: NameError occurred.  
> uninitialized constant Config::PARGV  
> [OK]
```

However, it seems that AMD Link for Android would work. To be tested...

Where are the saves?

They are in the "Saves" folder located at the root of the game.

When you update the game, the "Saves" folder of the new downloaded version is always empty so as not to overwrite your progress.

The game does not start ("No such file or directory @ rb_sysopen - Saves/settings.ini" in the Error.log)

This is because the "Saves" folder (present when the game was unzipped) is no longer present in the project root. You probably had to delete it. Re-create this folder (an empty folder is enough) and the game will be able to start again by generating the configuration files it needs.

How to update the game?

Sacred Phoenix is updated “the old way”, i.e., by re-downloading the game and transferring its saves from the old to the new folder.

The update procedure will be simplified when a launcher can be coded. In the meantime, major updates come about every 4 months and are announced on the Discord. You can also check if you have the most recent update by comparing the version number on the presentation with the one indicated when starting a new game.

How to change the resolution or play in full screen?

In the absence of a launcher, you have to start a game, finish the introduction and access the options from the game menu. A setting allows to play in various resolutions, including full screen. This option is saved in the "settings.ini" file located in the Saves folder and will therefore be retained the next time the game is started.

Eventually, it is planned that the options will be accessible from the main menu or through a launcher.

Is the game encrypted?

No, the game is fully decompiled. If it can help or inspire other makers, I'm happy to share, and all the original resources of the project are free of rights (CC BY-SA).

It is possible that an encrypted version will be proposed in parallel to avoid loading (and copying during installation) more than 10000 files. This will optimize the launching time of the game.