

VMK STORIES

Presented by **ElectricLime**

In 2007, the VMK developers worked on *VMK Stories*, a new minigame for the Virtual Magic Kingdom.



Welcome to VMK Stories.

Here you will find adventure of all kinds - from fantasy to adventure and everything in between! Nothing is required to play this or any VMK Stories adventure - you will pick up everything you need while on your journey. Explore, gain experience and battle enemies while solving the clues you find along the way.

Good luck!

The introduction from the game.

In early 2008, Disney announced plans to close VMK. With this, all work on VMK Stories was scrapped, and the game never saw the light of day.

This article represents my best understanding of what VMK Stories was meant to be. Since the game was not yet completed, some aspects described below may differ from what you might eventually have seen if the Virtual Magic Kingdom had continued.

STARTING OUT

My name is Caffdawg the Wizard - keeper of the Kingdom's stories. The Magic Kingdom has seen its share of brave knights and humble apprentices defeat villains and enemies alike... Prince Phillip thwarted Malificent Sleeping Beauty; The seven dwarfs outwitted the evil queen in Snow White and Taran conquered the Horned King in the Black Cauldron. But now Virtual Magic Kingdom is in jeopardy, and needs your help...

Recently, King Yavn was summoned across the waters on important matters of the realm. Shortly after his departure, occurrences began within VMK, the most notable of which is the disappearance of the dragon beneath the castle. Knowing that a perceptive young knight such as yourself would notice this, I've left my storybook for you to find. If you accept this challenge, carry my book with you and my words will guide your way. Venture into the Kingdom of Fantasyland return the Dragon to its lair before more evil is unleashed. But beware: battles await and enemies are everywhere!

One of two possible prologues in the game.

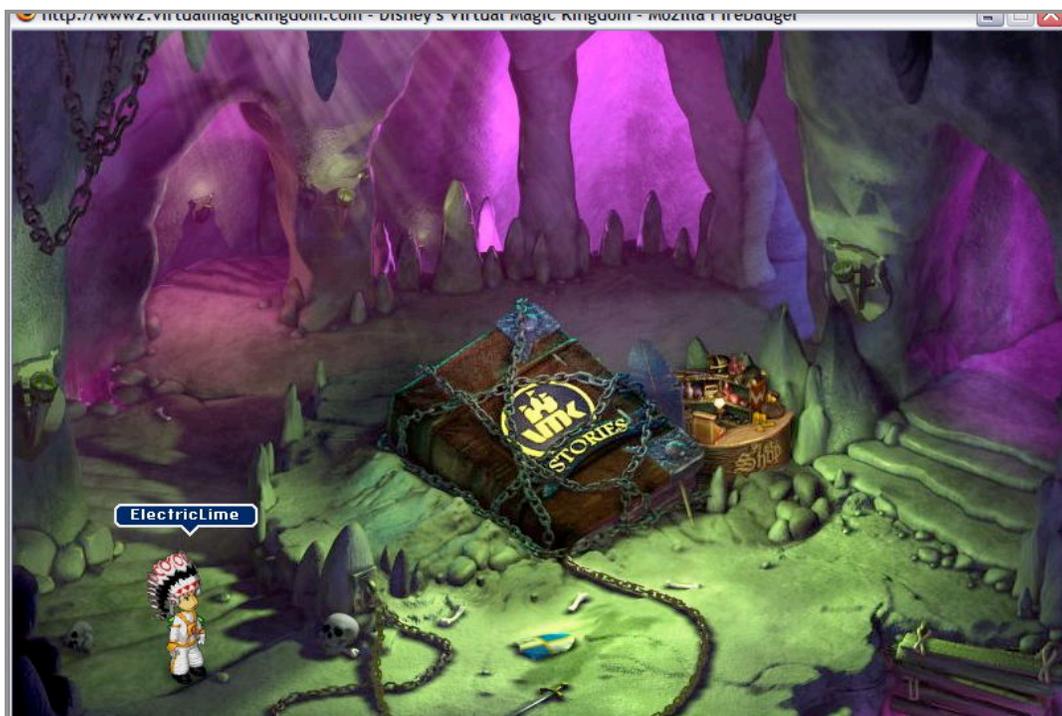
Arrgh! Ye come seeking adventure? Then you come to the right place!

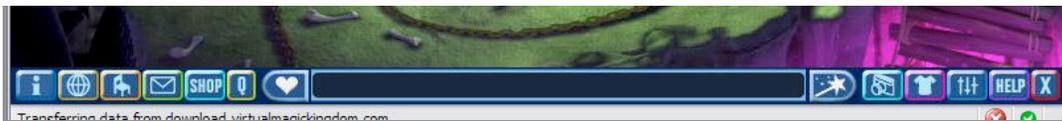
Our pirate captain plucked you from a deadly scuffle in a Port Royal tavern and as payback you offered your service as a deckhand onboard our ship - The Magic Mermaid. In turn for your service our captain offered to show you the ways of the pirate.

Now there be many a difficult task that lies ahead, but our captain has taken a shine to you - so if you prove your worth, you may be handsomely rewarded. Now, rise up and go greet the captain. We been at sea for a fortnight - the captain be eager to start your training...

The second of two possible prologues in the game.

VMK Stories was all about completing tasks and fighting monsters for treasure. You would begin your adventure by visiting the VMK Stories Lobby, where you could use the shop to buy items for your quest and chat with other players who were preparing for theirs.





Getting ready for battle. (Click the image to see it in more detail.)



The VMKS lobby background music.

While playing VMK Stories, your character would have a few stats: *Level*, *Hit Points*, *Magic Points*, and *Accuracy*.

- Your level determined which armor, weapons, and magic you could use.
- Your hit points would be depleted by enemy attacks and could be replenished with heal potions. Running out of hit points meant you were defeated.
- Your magic points would be depleted by casting spells and could be replenished with magic potions. Running out of magic points meant you couldn't cast more spells.
- Your accuracy represented the chance that your attacks would hit an enemy.

Defeating enough monsters would raise your level and other stats. The particular weapons and armor you carried would give you specific attack strength and defense values, which could also be raised or lowered by potions and spells.

When you were ready to begin, you'd first have to choose which chapter you wanted to play. Each chapter had a list of "tasks" to complete, along with a time limit for each; the tasks involved finding townspeople and doing battle with the monsters who menaced them. In addition to being able to play the next chapter you hadn't finished, you could also go back and replay chapters you already did.

After choosing a chapter to play, you'd then choose your equipment.

Armor group 1 (you'd get a +2 "Ensemble Bonus" on defense if you wore only items from this group)

| <i>Num</i> | <i>Name</i> | <i>Price</i> | <i>Can trade?</i> |
|------------|---------------------|--------------|-------------------|
| 41082 | VMKS Cloth Cap | | |
| 44278 | VMKS Cloth Tunic | | |
| 46054 | VMKS Cloth Leggings | | |
| 48041 | VMKS Cloth Shoes | | |

Armor group 2 (+4 Ensemble Bonus)

| | | | |
|-------|-------------------------------|--|--|
| 31002 | VMKS Alice Armor | | |
| 34162 | VMKS Alice Armor Dress Top | | |
| 36063 | VMKS Alice Armor Dress Bottom | | |
| 38020 | VMKS Alice Armor Shoes | | |
| 41073 | VMKS Leather Cap | | |
| 44270 | VMKS Leather Armor | | |
| 46046 | VMKS Leather Leggings | | |

48034 VMKS Leather Shoes

The "Alice Armor" items were only wearable by girls.

Armor group 3 (+8 Ensemble Bonus)

41074 VMKS Warrior Helm

44271 VMKS Warrior Chain Mail

46047 VMKS Warrior Studded Leather Leggings

48035 VMKS Warrior Leather Shoes

Armor group 4 (+14 Ensemble Bonus)

41083 VMKS Steel Conical Helmet

44279 VMKS Steel Plate Armor

46055 VMKS Steel Plate Guards

48042 VMKS Steel Plate Shoes

Armor group 5 (+16 Ensemble Bonus)

41075 VMKS Dragon Helmet

44272 VMKS Dragon Plate Armor

46048 VMKS Dragon Plate Guards

48036 VMKS Dragon Plate Shoes

Armor group 6 (+18 Ensemble Bonus)

41076 VMKS Necro Helmet

44273 VMKS Necro Armor

46049 VMKS Necro Guards

48037 VMKS Necro Shoes

Armor group 7 (+20 Ensemble Bonus)

41078 VMKS Mystic Helmet

44276 VMKS Blessed Armor

46052 VMKS Blessed Guards

48039 VMKS Blessed Shoes

There was also a Night Cap of unknown purpose.

41079 VMKS Night Cap

Weapons, Spells, and Items

These would be equipped by 'wearing' them like pins.

| <i>Num</i> | <i>Name</i> | <i>Price</i> | <i>Can trade?</i> |
|------------|-------------|--------------|-------------------|
|------------|-------------|--------------|-------------------|

| | | | |
|------|---------------------------------------|------|----|
| 2266 | VMKS Weapon - Falcata - normal | 50 | no |
| 2267 | VMKS Weapon - Falcata - fire | 50 | no |
| 2268 | VMKS Weapon - Falcata - ice | 50 | no |
| 2269 | VMKS Weapon - Falcata - lightning | 50 | no |
| 2270 | VMKS Weapon - Falcata - dark | 50 | no |
| 2271 | VMKS Spell - Ember | 50 | no |
| 2272 | VMKS Potion - Heal | 50 | no |
| 2273 | VMKS Potion - Magic | 50 | no |
| 2274 | VMKS Weapon - Bite | 50 | no |
| 2275 | VMKS Potion - Escape | 50 | no |
| 2281 | VMKS Key - Red | 50 | no |
| 2282 | VMKS Spell - Strengthen | 50 | no |
| 2283 | VMKS Spell - Toughen | 50 | no |
| 2284 | VMKS Spell - Quicken | 50 | no |
| 2286 | VMKS Money Sack | 1000 | no |
| 2287 | VMKS Potion - Medicine | 50 | no |
| 2289 | Vmks Weapon - Butterfly Sword, normal | 50 | no |
| 2290 | Vmks Weapon - Butterfly Sword, fire | 50 | no |
| 2291 | Vmks Weapon - Butterfly Sword, ice | 50 | no |
| 2292 | Vmks Weapon - Claw, normal | 50 | no |
| 2293 | Vmks Weapon - Claw, fire | 50 | no |
| 2294 | Vmks Weapon - Claw, ice | 50 | no |
| 2295 | Vmks Weapon - Claymore, normal | 50 | no |
| 2296 | Vmks Weapon - Claymore, fire | 50 | no |
| 2297 | Vmks Weapon - Claymore, ice | 50 | no |
| 2298 | Vmks Weapon - Cleaver, normal | 50 | no |
| 2299 | Vmks Weapon - Cleaver, fire | 50 | no |
| 2300 | Vmks Weapon - Cleaver, ice | 50 | no |
| 2301 | Vmks Weapon - Club, normal | 50 | no |
| 2302 | Vmks Weapon - Club, fire | 50 | no |
| 2303 | Vmks Weapon - Club, ice | 50 | no |
| 2304 | Vmks Weapon - Cutlass, normal | 50 | no |
| 2305 | Vmks Weapon - Cutlass, fire | 50 | no |
| 2306 | Vmks Weapon - Cutlass, ice | 50 | no |
| 2307 | Vmks Weapon - Flail, normal | 50 | no |
| 2308 | Vmks Weapon - Flail, fire | 50 | no |
| 2309 | Vmks Weapon - Flail, ice | 50 | no |
| 2310 | Vmks Weapon - Gladius, normal | 50 | no |
| 2311 | Vmks Weapon - Gladius, fire | 50 | no |
| 2312 | Vmks Weapon - Gladius, ice | 50 | no |
| 2313 | Vmks Weapon - Katana, normal | 50 | no |
| 2314 | Vmks Weapon - Katana, fire | 50 | no |
| 2315 | Vmks Weapon - Katana, ice | 50 | no |
| 2316 | Vmks Weapon - Kris, normal | 50 | no |
| 2317 | Vmks Weapon - Kris, fire | 50 | no |
| 2318 | Vmks Weapon - Kris, ice | 50 | no |
| 2319 | Vmks Weapon - Rapier, normal | 50 | no |
| 2320 | Vmks Weapon - Rapier, fire | 50 | no |

| | | | |
|-------|--|----|----|
| 2321 | Vmks Weapon - Rapier, ice | 50 | no |
| 2322 | Vmks Weapon - Pirate Cutlass, normal | 50 | no |
| 2323 | Vmks Weapon - Pirate Cutlass, fire | 50 | no |
| 2324 | Vmks Weapon - Pirate Cutlass, ice | 50 | no |
| 2325 | Vmks Weapon - Warhammer, normal | 50 | no |
| 2326 | Vmks Weapon - Warhammer, fire | 50 | no |
| 2327 | Vmks Weapon - Warhammer, ice | 50 | no |
| 2329 | VMKS Key - Green | 50 | no |
| 2330 | VMKS Key - Blue | 50 | no |
| 2331 | VMKS Key - Gold | 50 | no |
| 2332 | VMKS Key - Silver | 50 | no |
| 2334 | VMKS 1st Time Reward Pin | | no |
| 2348 | Vmks Alice Weapon - Wand, normal | 50 | no |
| 2368 | Vmks Level Pin | 50 | no |
| 2370 | Vmks Weapon - Crystal, normal | 50 | no |
| 2371 | Vmks Weapon - Crystal, fire | 50 | no |
| 2372 | Vmks Weapon - Crystal, ice | 50 | no |
| 2373 | Vmks Weapon - Wand, normal | 50 | no |
| 2374 | Vmks Weapon - Wand, fire | 50 | no |
| 2375 | Vmks Weapon - Wand, ice | 50 | no |
| 2376 | Vmks Weapon - Staff, normal | 50 | no |
| 2377 | Vmks Weapon - Staff, fire | 50 | no |
| 2378 | Vmks Weapon - Staff, ice | 50 | no |
| 2379 | Vmks Weapon - Sceptre, normal | 50 | no |
| 2380 | Vmks Weapon - Sceptre, fire | 50 | no |
| 2381 | Vmks Weapon - Sceptre, ice | 50 | no |
| 2396 | Vmks Attack Spell - Firestorm | 50 | no |
| 2397 | Vmks Attack Spell - Icicle | 50 | no |
| 2398 | Vmks Attack Spell - Blizzard | 50 | no |
| 2399 | Vmks Attack Spell - Voodoo | 50 | no |
| 2400 | Vmks Spell - Fancy Footwork | 50 | no |
| 2401 | Vmks Spell - Iron Will | 50 | no |
| 2402 | Vmks Spell - Fury | 50 | no |
| 12271 | VMKS Spell - Ember Single Use | 0 | no |
| 12272 | VMKS Potion - Heal Single Use | 0 | no |
| 12273 | VMKS Potion - Magic Single Use | 0 | no |
| 12275 | VMKS Potion - Escape Single Use | 0 | no |
| 12281 | VMKS Key - Red Single Use | 0 | no |
| 12282 | VMKS Spell - Strengthen Single Use | 0 | no |
| 12283 | VMKS Spell - Toughen Single Use | 0 | no |
| 12284 | VMKS Spell - Quicken Single Use | 0 | no |
| 12287 | VMKS Potion - Medicine Single Use | 0 | no |
| 12329 | VMKS Key - Green Single Use | 0 | no |
| 12330 | VMKS Key - Blue Single Use | 0 | no |
| 12331 | VMKS Key - Gold Single Use | 0 | no |
| 12332 | VMKS Key - Silver Single Use | 0 | no |
| 12396 | Vmks Attack Spell - Firestorm Single Use | 0 | no |
| 12397 | Vmks Attack Spell - Icicle Single Use | 0 | no |

| | | | |
|-------|---|---|----|
| 12398 | Vmks Attack Spell - Blizzard Single Use | 0 | no |
| 12399 | Vmks Attack Spell - Voodoo Single Use | 0 | no |
| 12400 | Vmks Spell - Fancy Footwork Single Use | 0 | no |
| 12401 | Vmks Spell - Iron Will Single Use | 0 | no |
| 12402 | Vmks Spell - Fury Single Use | 0 | no |

After a final check, it was time to begin your adventure.

THE BATTLES

During your adventures, you would frequently find yourself in combat with various monsters. The usual VMK interface would be replaced with one specific to VMK Stories, including a few icons you could click to choose your game actions.



Game action icons.

The four game actions were *Attack*, *Magic*, *Potion*, and *Escape*. *Attack* would use your weapon to attack the enemy; taking your attack strength and accuracy into account, you might hit him, hit him partially, or miss. *Magic* could be used to attack the enemy, lower his accuracy or defense, or raise your own stats. *Potions* would recover your hit points or magic points. *Escape* would leave the battle.

Depending on the chapter you were playing, there were a variety of enemies you might encounter, such as:



A crab.



A spider.



A Wasteland Dragon.





A playing card.



A Troll Ogre.



The Dragon Volatilis.

And the attacks they could use (depending on the enemy) were:

- Bad Breath

- Claws
- Energy Web
- Fang
- Fire
- Fireballs
- Giant Crossbow
- Gigantic Fire
- Huge Hammer
- Large Rocks
- Sandstorm
- Spiked Club
- Spiked Tail
- Stick
- Sword
- Tree Stump
- Trident
- Twin Fire
- Twin Swords

If you successfully defeated the enemy, you would be rewarded with items and experience points. For your first victory, you'd receive a VMKS 1st Time Reward Pin, as well as a Level Pin which would display the number of your wins for other people to see.



VMKS 1st Time Reward Pin.



Level Pin showing 21 wins.

VMK STORIES ROOM ITEMS

As with public rooms in the rest of VMK, the rooms in VMK Stories contained items: most just for decoration, but some functional (levers, buttons, or markers to prevent you from walking through some spaces).

Here's a list of all the VMKS items in the database. As in [the database article](#), there are four columns in this table: the *item number* (which you would never see in the game); the *item name* exactly as it existed in the database; the *price* of the item (it could be sold back for one-fifth of this); and a "no" if the item was not *tradeable* to other players. As these items appear to only have been meant for rooms in VMKS chapters, it was not likely that players would ever have been allowed to own them, so the "price" and "tradeable" columns are completely meaningless.

Note the "Collectable" items, probably placeholders for weapons, potions, credits, and other treasures that you could find and claim. Also note the "Trading Mission" items, which the player probably would have had to find and give to NPCs to get special items or fulfill chapter tasks.

| <i>Num</i> | <i>Name</i> | <i>Price</i> | <i>Can trade?</i> |
|------------|------------------------|--------------|-------------------|
| 795 | VMKS Start Carpet | 50 | no |
| 796 | VMKS Enemy | 50 | no |
| 797 | VMKS Target Carpet 2x2 | 50 | no |

| | | | |
|-----|--------------------------------|----|----|
| 798 | VMKS Mine 8 tile Wall | 50 | no |
| 799 | VMKS Mine 4 tile Wall | 50 | no |
| 800 | VMKS Mine 2 tile Wall | 50 | no |
| 801 | VMKS Mine 1 tile Wall | 50 | no |
| 802 | VMKS Mine 4 tile Low Wall | 50 | no |
| 803 | VMKS Mine 2 tile Low Wall | 50 | no |
| 804 | VMKS Mine 1 tile Low Wall | 50 | no |
| 805 | VMKS Mine Wall Corner | 50 | no |
| 806 | VMKS Mine Doorway | 50 | no |
| 807 | VMKS Mine 3x3 Floor | 50 | no |
| 808 | VMKS Mine 2x2 Floor | 50 | no |
| 809 | VMKS Mine 2x1 Floor | 50 | no |
| 810 | VMKS Mine 1x1 Floor | 50 | no |
| 811 | VMKS Mine 8 tile Low Wall | 50 | no |
| 812 | VMKS Mine Low Wall Corner | 50 | no |
| 813 | VMKS Mine High to Low Wall | 50 | no |
| 814 | VMKS Lobby Storybook | 50 | no |
| 815 | VMKS Mine Teleporter Doorway | 50 | |
| 816 | VMKS Collectable Item | 0 | no |
| 817 | VMKS Dropped Item | | no |
| 818 | VMKS Collectable Weapon | | no |
| 819 | VMKS Collectable Heal Potion | | no |
| 820 | VMKS Collectable Spell | | no |
| 821 | VMKS Collectable Red Key | | no |
| 822 | VMKS Collectable Credits | | no |
| 823 | VMKS Collectable Reward | | no |
| 824 | VMKS Collectable Armour | | no |
| 832 | VMKS Npc - Mayor | 50 | no |
| 833 | VMKS CastleExt 8 tile Wall | 50 | no |
| 834 | VMKS CastleExt 4 tile Wall | 50 | no |
| 835 | VMKS CastleExt 2 tile Wall | 50 | no |
| 836 | VMKS CastleExt 1 tile Wall | 50 | no |
| 837 | VMKS CastleExt Wall Corner | 50 | no |
| 838 | VMKS CastleExt 8 tile Low Wall | 50 | no |
| 839 | VMKS CastleExt 4 tile Low Wall | 50 | no |
| 840 | VMKS CastleExt 2 tile Low Wall | 50 | no |
| 841 | VMKS CastleExt 1 tile Low Wall | 50 | no |
| 842 | VMKS CastleExt Low Wall Corner | 50 | no |
| 843 | VMKS CastleExt Doorway | 50 | no |
| 844 | VMKS CastleExt Drawbridge Gate | 50 | no |
| 845 | VMKS CastleExt Tower | 50 | no |
| 846 | VMKS CastleExt 8 tile Moat | 50 | no |
| 847 | VMKS CastleExt 4 tile Moat | 50 | no |
| 848 | VMKS CastleExt 2 tile Moat | 50 | no |
| 849 | VMKS CastleExt 1 tile Moat | 50 | no |
| 850 | VMKS CastleExt Moat Corner | 50 | no |
| 851 | VMKS CastleExt Square Tree | 50 | no |
| 852 | VMKS CastleExt Ball Bush | 50 | no |

| | | | |
|-----|--------------------------------------|----|----|
| 853 | VMKS CastleExt Garden Hedge | 50 | no |
| 854 | VMKS CastleExt Garden Hedge Corner | 50 | no |
| 855 | VMKS CastleExt Briar Patch | 50 | no |
| 856 | VMKS CastleExt Briar Patch Leafing | 50 | no |
| 857 | VMKS Dungeon Teleporter Stairs | 50 | |
| 858 | VMKS Dungeon Teleporter Ladder | 50 | |
| 859 | VMKS Lobby Entrance | | no |
| 860 | VMKS Small Stone Bridge | 50 | no |
| 861 | VMKS Oak Tree | 50 | no |
| 862 | VMKS Light Tree 1 | 50 | no |
| 863 | VMKS Light Tree 2 | 50 | no |
| 864 | VMKS Light Tree 3 | 50 | no |
| 865 | VMKS Dark Tree 1 | 50 | no |
| 866 | VMKS Tree Stump | 50 | no |
| 867 | VMKS Scary Tree 1 | 50 | no |
| 868 | VMKS Scary Tree 2 | 50 | no |
| 869 | VMKS Dark Brush 1 | 50 | no |
| 870 | VMKS Dark Brush 2 | 50 | no |
| 871 | VMKS Dark Stone 1 | 50 | no |
| 872 | VMKS Nice Flowers Pink | 50 | no |
| 873 | VMKS Nice Flowers Blue | 50 | no |
| 874 | VMKS Nice Flowers Yellow | 50 | no |
| 875 | VMKS Cobble Stone Road | 50 | no |
| 876 | VMKS Cobble Stone Road Corner | 50 | no |
| 877 | VMKS Forest River Straight | 50 | no |
| 878 | VMKS Forest River Corner | 50 | no |
| 879 | VMKS Forest Tree Teleporter | 50 | |
| 880 | VMKS CastleExt Castle Piece 1 Bottom | 50 | no |
| 881 | VMKS CastleExt Castle Piece 1 Top | 50 | no |
| 882 | VMKS CastleExt Castle Piece 2 Bottom | 50 | no |
| 883 | VMKS CastleExt Castle Piece 2 Top | 50 | no |
| 884 | VMKS Town Banner Torch Red | 50 | no |
| 885 | VMKS Town Banner Torch Blue | 50 | no |
| 886 | VMKS Town Banner Torch Yellow | 50 | no |
| 887 | VMKS Town Big Torch | 50 | no |
| 888 | VMKS Town Angled Torch | 50 | no |
| 889 | VMKS Town Straight or Falcata Sword | 50 | no |
| 890 | VMKS Town Round or Emblem Shield | 50 | no |
| 891 | VMKS Town 3 type Empty Jars | 50 | no |
| 892 | VMKS Town 3 type Spell Jars | 50 | no |
| 893 | VMKS Town 2 Wooden Spoons | 50 | no |
| 894 | VMKS Town Mortar or Maps | 50 | no |
| 895 | VMKS Town Anvil | 50 | no |
| 896 | VMKS Town Wooden Fence Gate Red | 50 | no |
| 897 | VMKS Town Wooden Fence Gate Silver | 50 | no |
| 898 | VMKS Town Wooden Fence Gate Green | 50 | no |
| 899 | VMKS Town Wooden Fence Gate Blue | 50 | no |
| 900 | VMKS Town Wooden Fence Gate Gold | 50 | no |

| | | | |
|-----|--|----|----|
| 901 | VMKS Town Wooden Fence | 50 | no |
| 902 | VMKS Town Wooden Fence Corner | 50 | no |
| 903 | VMKS Town Plow | 50 | no |
| 904 | VMKS Town Long Crate | 50 | no |
| 905 | VMKS Town Big Crate or Barrel | 50 | no |
| 906 | VMKS Town Small Crate Barrel or Chest | 50 | no |
| 907 | VMKS Town type 1 Long Bench | 50 | no |
| 908 | VMKS Town type 2 Long Bench | 50 | no |
| 909 | VMKS Town 2 type Large Tables | 50 | no |
| 911 | VMKS Town Carts Tipped Over | 50 | no |
| 912 | VMKS Town Carts Upright | 50 | no |
| 913 | VMKS Town Haystack | 50 | no |
| 914 | VMKS Town Well | 50 | no |
| 915 | VMKS Town Hut | 50 | no |
| 916 | VMKS Town 2 type Tall Leaning Tools | 50 | no |
| 917 | VMKS Town 2 type Short Leaning Tools | 50 | no |
| 918 | VMKS Town 2 type Scrolls | 50 | no |
| 919 | VMKS Town 2 type Maps | 50 | no |
| 920 | VMKS Town 2 type Books | 50 | no |
| 921 | VMKS Town 2 type Book Clusters | 50 | no |
| 922 | VMKS Town 2 type Pitchers | 50 | no |
| 923 | VMKS Town 4 type Plates | 50 | no |
| 924 | VMKS Town 3 type Tall Pots | 50 | no |
| 925 | VMKS Town 2 type Short Pots | 50 | no |
| 926 | VMKS Town 2 type Pot Clusters | 50 | no |
| 927 | VMKS Town Melon or Orange | 50 | no |
| 928 | VMKS Town Fruit Tray Apples or Oranges | 50 | no |
| 929 | VMKS Town Fruit Tray Melons | 50 | no |
| 930 | VMKS Town Banner Red | 50 | no |
| 931 | VMKS Town Banner Blue | 50 | no |
| 932 | VMKS Town Banner Yellow | 50 | no |
| 933 | VMKS Town Tent 1 Red | 50 | no |
| 934 | VMKS Town Tent 1 Blue | 50 | no |
| 935 | VMKS Town Tent 1 Purple | 50 | no |
| 936 | VMKS Town Tent 2 Red | 50 | no |
| 937 | VMKS Town Tent 2 Blue | 50 | no |
| 938 | VMKS Town Tent 2 Grey | 50 | no |
| 939 | VMKS Town Tent 2 Yellow | 50 | no |
| 940 | VMKS Town Tent 2 Green | 50 | no |
| 941 | VMKS Town Catapult Melon | 50 | no |
| 942 | VMKS Town Catapult Rock | 50 | no |
| 943 | VMKS Main Tower Bottom | 50 | no |
| 944 | VMKS Main Tower Top | 50 | no |
| 945 | VMKS Forest Stone 1 | 50 | no |
| 946 | VMKS Forest Bush 1 | 50 | no |
| 947 | VMKS Forest Bush 2 | 50 | no |
| 948 | VMKS Town type 1 Short Bench | 50 | no |
| 949 | VMKS Town type 2 Short Bench | 50 | no |

| | | | |
|-----|-------------------------------------|----|----|
| 950 | VMKS Collectable Money Sack | | no |
| 951 | VMKS Forest Mushroom Red | 50 | no |
| 952 | VMKS Forest Mushroom Blue | 50 | no |
| 953 | VMKS Forest Small Mushroom Red | 50 | no |
| 954 | VMKS Forest Small Mushroom Blue | 50 | no |
| 955 | VMKS Generic Lever | 50 | no |
| 956 | VMKS Generic Button | 50 | no |
| 957 | VMKS Dungeon 8 tile Wall | 50 | no |
| 958 | VMKS Dungeon 4 tile Wall | 50 | no |
| 959 | VMKS Dungeon 2 tile Wall | 50 | no |
| 960 | VMKS Dungeon 1 tile Wall | 50 | no |
| 961 | VMKS Dungeon Wall Corner | 50 | no |
| 962 | VMKS Dungeon 8 tile Low Wall | 50 | no |
| 963 | VMKS Dungeon 4 tile Low Wall | 50 | no |
| 964 | VMKS Dungeon 2 tile Low Wall | 50 | no |
| 965 | VMKS Dungeon 1 tile Low Wall | 50 | no |
| 966 | VMKS Dungeon Wall Low Corner | 50 | no |
| 967 | VMKS Dungeon Column | 50 | no |
| 968 | VMKS Dungeon Low Column | 50 | no |
| 969 | VMKS Dungeon Open Door | 50 | no |
| 970 | VMKS Dungeon Unlocked Gate | 50 | no |
| 971 | VMKS Dungeon Locked Gate Red | 50 | no |
| 972 | VMKS Dungeon Wood Gate | 50 | no |
| 975 | VMKS Dungeon Guillotine | 50 | no |
| 976 | VMKS Dungeon Cauldron | 50 | no |
| 977 | VMKS Dungeon SpellBook | 50 | no |
| 978 | VMKS Dungeon Iron Maiden | 50 | no |
| 979 | VMKS Dungeon Iron Maiden Teleporter | 50 | |
| 980 | VMKS Dungeon Pile of Bones | 50 | no |
| 981 | VMKS Bone | 50 | no |
| 982 | VMKS Dungeon Long Stocks | 50 | no |
| 983 | VMKS Dungeon Stocks | 50 | no |
| 984 | VMKS Dungeon Implement Rack | 50 | no |
| 985 | VMKS Dungeon Shackles/Grippers | 50 | no |
| 986 | VMKS Dungeon Poker/Whip | 50 | no |
| 987 | VMKS Dungeon Laying Iron Maiden | 50 | no |
| 988 | VMKS Dungeon Square Cage | 50 | no |
| 989 | VMKS Dungeon Cage with Frame 1 | 50 | no |
| 990 | VMKS Dungeon Cage with Frame 2 | 50 | no |
| 991 | VMKS Dungeon Hanging Cage | 50 | no |
| 992 | VMKS Dungeon Cage | 50 | no |
| 993 | VMKS Dungeon Laying Cage | 50 | no |
| 994 | VMKS Dungeon Locked Gate Green | 50 | no |
| 995 | VMKS Dungeon Locked Gate Blue | 50 | no |
| 996 | VMKS Dungeon Locked Gate Gold | 50 | no |
| 997 | VMKS CastleInt 8 tile Wall | 50 | no |
| 998 | VMKS CastleInt 4 tile Wall | 50 | no |
| 999 | VMKS CastleInt 2 tile Wall | 50 | no |

| | | | |
|------|------------------------------------|----|----|
| 1000 | VMKS CastleInt 1 tile Wall | 50 | no |
| 1001 | VMKS CastleInt Wall Corner | 50 | no |
| 1002 | VMKS CastleInt 8 tile Low Wall | 50 | no |
| 1003 | VMKS CastleInt 4 tile Low Wall | 50 | no |
| 1004 | VMKS CastleInt 2 tile Low Wall | 50 | no |
| 1005 | VMKS CastleInt 1 tile Low Wall | 50 | no |
| 1006 | VMKS CastleInt Low Wall Corner | 50 | no |
| 1007 | VMKS CastleInt Column | 50 | no |
| 1008 | VMKS CastleInt Low Column | 50 | no |
| 1014 | VMKS Npc - Baron | 50 | no |
| 1015 | VMKS Npc - Knight1 | 50 | no |
| 1016 | VMKS Npc - Knight2 | 50 | no |
| 1017 | VMKS Npc - Servant | 50 | no |
| 1018 | VMKS Npc - Wizard | 50 | no |
| 1019 | VMKS Npc - Princess | 50 | no |
| 1020 | VMKS Npc - Court Jester | 50 | no |
| 1021 | VMKS Npc - Mayor of Town BBB | 50 | no |
| 1022 | VMKS Npc - Male Villager 1 | 50 | no |
| 1023 | VMKS Npc - Male Villager 2 | 50 | no |
| 1024 | VMKS Npc - Female Villager 1 | 50 | no |
| 1025 | VMKS Npc - Female Villager 2 | 50 | no |
| 1026 | VMKS Npc - Farmer | 50 | no |
| 1027 | VMKS Npc - Blacksmith | 50 | no |
| 1028 | VMKS Npc - Woodsman | 50 | no |
| 1029 | VMKS Npc - Merchant | 50 | no |
| 1030 | VMKS Npc - Lone Traveler Normal | 50 | no |
| 1031 | VMKS Npc - Lone Traveler Tattered | 50 | no |
| 1032 | VMKS Npc - Old Man | 50 | no |
| 1033 | VMKS Npc - Old Man's Best Friend | 50 | no |
| 1034 | VMKS Npc - Old Woman | 50 | no |
| 1035 | VMKS Npc - Wise Man | 50 | no |
| 1036 | VMKS Npc - Pink Fairy | 50 | no |
| 1037 | VMKS Npc - Light Blue Fairy | 50 | no |
| 1038 | VMKS Npc - Green Fairy | 50 | no |
| 1039 | VMKS Npc - Yellow Fairy | 50 | no |
| 1040 | VMKS Npc - Orange Fairy | 50 | no |
| 1041 | VMKS Npc - Bridge Maker/Keeper | 50 | no |
| 1042 | VMKS Npc - Volatilis | 50 | no |
| 1043 | VMKS Npc - Small Dragon | 50 | no |
| 1044 | VMKS Npc - SmallForest Dragon | 50 | no |
| 1045 | VMKS Npc - SmallMountains Dragon | 50 | no |
| 1046 | VMKS Npc - Wasteland Dragon | 50 | no |
| 1047 | VMKS Npc - Ice Dragon | 50 | no |
| 1048 | VMKS Npc - Castle Gate Dragon | 50 | no |
| 1049 | VMKS Npc - Royal Chambers Dragon | 50 | no |
| 1050 | VMKS Npc - Enchanted Forest Dragon | 50 | no |
| 1051 | VMKS Npc - Portal Dragon | 50 | no |
| 1052 | VMKS Npc - Trolls | 50 | no |

| | | | |
|------|--|----|----|
| 1053 | VMKS Npc - Goblins | 50 | no |
| 1054 | VMKS Npc - Goblin Knight | 50 | no |
| 1055 | VMKS Npc - Good Dragon | 50 | no |
| 1056 | VMKS Npc - Minotaur | 50 | no |
| 1057 | VMKS Castle int Table | 50 | no |
| 1058 | VMKS Castle int Chair | 50 | no |
| 1059 | VMKS Castle int Plant | 50 | no |
| 1060 | VMKS Castle int Armor | 50 | no |
| 1061 | VMKS Castle int Plate 1 | 50 | no |
| 1062 | VMKS Castle int Plate 2 | 50 | no |
| 1063 | VMKS Castle int Candle | 50 | no |
| 1066 | VMKS Cave 8 tile High/Low Wall | 50 | no |
| 1067 | VMKS Cave 4 tile High/Low Wall | 50 | no |
| 1068 | VMKS Cave 2 tile High/Low Wall | 50 | no |
| 1069 | VMKS Cave 1 tile High/Low Wall | 50 | no |
| 1070 | VMKS Cave Low Wall Corner | 50 | no |
| 1071 | VMKS Cave High Wall Corner | 50 | no |
| 1072 | VMKS Cave Doorway | 50 | no |
| 1073 | VMKS Cave Large Boulder | 50 | no |
| 1074 | VMKS Cave 2 type Small Boulders | 50 | no |
| 1075 | VMKS Cave 2 type Outcroppings | 50 | no |
| 1076 | VMKS Cave Support | 50 | no |
| 1077 | VMKS Cave 2 type Stalagmites | 50 | no |
| 1078 | VMKS Cave 2 type Spires | 50 | no |
| 1079 | VMKS Cave Locked Doorway Red | 50 | no |
| 1080 | VMKS Cave Locked Doorway Green | 50 | no |
| 1081 | VMKS Cave Wooden Torch | 50 | no |
| 1082 | VMKS Cave Metal Torch | 50 | no |
| 1083 | VMKS Cave Lavapit Large | 50 | no |
| 1084 | VMKS Cave Lavapit Medium | 50 | no |
| 1085 | VMKS Cave Lavapit Small | 50 | no |
| 1086 | VMKS Mountain Cave | 50 | |
| 1087 | VMKS Mountain Rock Large | 50 | no |
| 1088 | VMKS Mountain Rock Medium | 50 | no |
| 1089 | VMKS Mountain Rock Small | 50 | no |
| 1090 | VMKS Mountain Dirt Form | 50 | no |
| 1091 | VMKS Mountain 6 tile Striation | 50 | no |
| 1092 | VMKS Mountain 3 tile Striation | 50 | no |
| 1093 | VMKS Mountain 1 tile Striation | 50 | no |
| 1094 | VMKS CastleInt Window | 50 | no |
| 1095 | VMKS CastleInt Window Broken | 50 | no |
| 1096 | VMKS CastleInt Doorway Arch | 50 | no |
| 1097 | VMKS CastleInt Door | 50 | no |
| 1098 | VMKS CastleInt Door Locked Red | 50 | no |
| 1099 | VMKS CastleInt 2 tile Wall with a flag 1 | 50 | no |
| 1100 | VMKS CastleInt 2 tile Wall with a flag 2 | 50 | no |
| 1101 | VMKS CastleInt Door Locked Green | 50 | no |
| 1102 | VMKS CastleInt Door Locked Blue | 50 | no |

| | | | |
|------|--|----|----|
| 1103 | VMKS CastleInt Door Locked Gold | 50 | no |
| 1104 | VMKS CastleInt Throne | 50 | no |
| 1105 | VMKS CastleInt Red Carpet Corner | 50 | no |
| 1106 | VMKS CastleInt Red Carpet Edge | 50 | no |
| 1107 | VMKS CastleInt Red Carpet Center | 50 | no |
| 1108 | VMKS CastleInt Platform | 50 | no |
| 1109 | VMKS CastleInt Platform Step | 50 | no |
| 1110 | VMKS Target Carpet 1 tile | 50 | no |
| 1111 | VMKS Target Carpet 1x2 | 50 | no |
| 1112 | VMKS Teleporter Carpet 1 tile | 50 | |
| 1113 | VMKS Teleporter Carpet 1x2 | 50 | |
| 1114 | VMKS Pink Gem | 50 | no |
| 1115 | VMKS Lucky Horseshoe | 50 | no |
| 1116 | VMKS Light Tree Teal | 50 | no |
| 1117 | VMKS CastleInt 2 tile Wall with a Shield | 50 | no |
| 1118 | VMKS CastleInt Doorway Arch and Wall | 50 | no |
| 1119 | VMKS CastleInt Tall Arch Wall | 50 | no |
| 1120 | VMKS Cave Shadow Gate | 50 | no |
| 1121 | VMKS Fallen Tree | 50 | no |
| 1122 | VMKS Mine Ride Teleporter | 50 | no |
| 1123 | VMKS Mine Ride Start | 50 | no |
| 1124 | VMKS Mine Ride Straight | 50 | no |
| 1125 | VMKS Mine Ride Turn Left | 50 | no |
| 1126 | VMKS Mine Ride Turn Right | 50 | no |
| 1127 | VMKS Cave Lava Crack 1 | 50 | no |
| 1128 | VMKS Cave Lava Crack 2 | 50 | no |
| 1129 | VMKS Mine Locked Doorway Red | 50 | no |
| 1130 | VMKS Mine Locked Doorway Green | 50 | no |
| 1131 | VMKS Mine Locked Doorway Blue | 50 | no |
| 1132 | VMKS Mine Locked Doorway Gold | 50 | no |
| 1133 | VMKS Town 2 type Weapons Rack 1 | 50 | no |
| 1134 | VMKS Town 2 type Weapons Rack 2 | 50 | no |
| 1135 | VMKS Town Tools Rack | 50 | no |
| 1136 | VMKS Town Empty Rack | 50 | no |
| 1137 | VMKS Scary Forest Briars Patch small | 50 | no |
| 1138 | VMKS Scary Forest Briars Patch medium | 50 | no |
| 1139 | VMKS Scary Forest Briars Patch large | 50 | no |
| 1140 | VMKS Trading Mission Jack in the Box | 50 | no |
| 1141 | VMKS Trading Mission Spirit Mirror | 50 | no |
| 1142 | VMKS Trading Mission Message in a Bottle | 50 | no |
| 1143 | VMKS Trading Mission Mr Smee nightcap | 50 | no |
| 1144 | VMKS Forest River Straight 2 | 50 | no |
| 1145 | VMKS Scary Forest River Straight | 50 | no |
| 1146 | VMKS Scary Forest River Straight 2 | 50 | no |
| 1147 | VMKS Scary Forest River Corner | 50 | no |
| 1148 | VMKS Scary Forest Small Stone Bridge | 50 | no |
| 1149 | VMKS SuppPieces Creature Bone | 50 | no |
| 1150 | VMKS SuppPieces Creature Rib | 50 | no |

| | | | |
|------|-------------------------------------|----|----|
| 1151 | VMKS SuppPieces Creature Skull | 50 | no |
| 1152 | VMKS SuppPieces Sharp Rock Cone 1x1 | 50 | no |
| 1153 | VMKS SuppPieces Sharp Rock Cone 2x2 | 50 | no |
| 1154 | VMKS SuppPieces Sharp Rock Cone 3x3 | 50 | no |
| 1155 | VMKS SuppPieces Sharp Rock 1 | 50 | no |
| 1156 | VMKS SuppPieces Sharp Rock 2 | 50 | no |
| 1157 | VMKS SuppPieces Castle Banner 1 | 50 | no |
| 1158 | VMKS SuppPieces Castle Banner 2 | 50 | no |
| 1159 | VMKS SuppPieces Castle Banner 3 | 50 | no |
| 1160 | VMKS SuppPieces Pikes | 50 | no |
| 1161 | VMKS SuppPieces Gobblet Toppled | 50 | no |
| 1162 | VMKS SuppPieces Gobblet Upright | 50 | no |
| 1163 | VMKS SuppPieces Cauldron | 50 | no |
| 1164 | VMKS SuppPieces Campfire | 50 | no |
| 1165 | VMKS SuppPieces Crystal | 50 | no |
| 1166 | VMKS SuppPieces Castle Banner 4 | 50 | no |
| 1167 | VMKS SuppPieces Castle Banner 5 | 50 | no |
| 1168 | VMKS SuppPieces Castle Cage | 50 | no |
| 1169 | VMKS SuppPieces Chopping Block | 50 | no |
| 1170 | VMKS SuppPieces Roast | 50 | no |
| 1171 | VMKS SuppPieces Gold Dragon | 50 | no |
| 1172 | VMKS SuppPieces Bronze Dragon | 50 | no |
| 1173 | VMKS SuppPieces Plate | 50 | no |
| 1174 | VMKS SuppPieces Plate Stack | 50 | no |
| 1175 | VMKS SuppPieces Hut2 | 50 | no |
| 1176 | VMKS SuppPieces Torch | 50 | no |
| 1177 | VMKS SuppPieces Chicken | 50 | no |
| 1178 | VMKS SuppPieces Firepit | 50 | no |
| 1179 | VMKS SuppPieces Rotisserie | 50 | no |
| 1180 | VMKS Effect Rainbow | 50 | no |
| 1181 | VMKS Effect Magic Twinkle | 50 | no |
| 1182 | VMKS Blocker 8 tile | 50 | no |
| 1183 | VMKS Blocker 4 tile | 50 | no |
| 1184 | VMKS Blocker 2 tile | 50 | no |
| 1185 | VMKS Blocker 1 tile | 50 | no |
| 1186 | VMKS Dungeon 8 tile No Torches Wall | 50 | no |
| 1187 | VMKS Dungeon 4 tile No Torches Wall | 50 | no |
| 1188 | VMKS Trading Mission Broken Sword | 50 | no |
| 1189 | VMKS CastleInt Harpsichord | 50 | no |
| 1194 | VMKS Collectable Green Key | | no |
| 1195 | VMKS Collectable Blue Key | | no |
| 1196 | VMKS Collectable Gold Key | | no |
| 1197 | VMKS Collectable Magic Potion | | no |
| 1198 | VMKS Collectable Silver Key | | no |
| 1202 | VMKS Npc - Mayor of Town AAA | 50 | no |
| 1208 | VMKS Npc - Wizard Caffdawg | 50 | no |
| 1209 | VMKS Npc - King | 50 | no |
| 1210 | VMKS Npc - Queen | 50 | no |

| | | | |
|------|--------------------------------|----|----|
| 1222 | VMKS Npc Visible Placeholder | 50 | no |
| 1223 | VMKS Npc Invisible Placeholder | 50 | no |
| 1354 | VMKS POTC Waterfall Gate | 50 | no |
| 1355 | VMKS POTC Palm Tree | 50 | no |
| 1356 | VMKS POTC Red Barrel Crate | 50 | no |
| 1357 | VMKS POTC Cannon | 50 | no |
| 1358 | VMKS Npc - Pirate | 50 | no |

LEFT UNFINISHED

I don't have a complete picture of what it would have been like to play VMK Stories. I don't yet know what the armor and weapons would have looked like when worn and carried, or what the encounters with the townspeople would have been like, or what sorts of tasks each chapter would have required. It's possible the developers didn't know either, and that large parts of the game were still missing when the plug was pulled.

All I have are tantalizing glimpses of what would most likely have been a very fun and popular game. It's obvious that Disney poured a lot of time and effort into the development of VMK Stories to get as far as they did.



Some of the items and spells from the game.

I will leave you with some snippets of game text from the configuration file. Make of these what you will. Imagine what might have been.

```
error.4605=Sorry, VMK Stories is full. Try again later.
error.4606=Sorry, there are no active VMK Stories available for playing right now. Try again later.
error.4607=Sorry, the chapter you selected is not available for playing right now. Try again later.
error.4609=Sorry, you cannot pick up this item right now. Your carry on inventory is full. If you want to collect this item, drop something you don't need.
error.4610=Your carry on inventory is full. The money sack you bought was placed in your regular VMK inventory. You can move it to your carry on inventory if you first free some space.
error.4611=Its not worth using the heal potion right now. Your hit points are already full.
error.4612=Its not worth using the magic potion right now. Your magic points are already full.
error.4613=Its not worth using the medicine potion right now. You are not under any spell.
error.4614=Its dangerous to battle without an armor. You need to wear an armor at least on your chest in order to fight. Please run away.
error.4615=You cannot drop clothing items worn when you entered VMK Stories.
```

error.4616=Your carry on inventory is full. You can't put your hat into the carry on inventory just now. You can drop something from your carry on inventory to make room.
error.4617=Your carry on inventory is full. You can't put anything into the carry on inventory just now. You can drop something from your carry on inventory to make room.
error.4890=You cannot cast this spell right now. You don't have enough magic points. Use a magic potion to recover your magic points.
error.4891=Sorry, the chapter you were playing was terminated by VMK staff. Try again later.

vmks.battle.result.1=You won! Congratulations!
vmks.battle.result.2=You lost!
vmks.battle.result.3=You ran away successfully.
vmks.carryoncount=20
vmks.chapter.completed=You have already successfully completed this chapter. You can play again, but you cannot gain any XP or keep the items you collect.

vmks.chapters.hd=STEP 1 - CHOOSE A CHAPTER
vmks.confirm.chapterend.title=
vmks.confirm.chapterend.head=QUIT CHAPTER?
vmks.confirm.chapterend.text=If you quit chapter you'll lose all items you collected from this chapter. You will be able to retry the chapter. Click 'Ok' to quit this chapter now. Click 'Cancel' to keep on playing this chapter.
vmks.confirm.nextchapter.head=SAVE GAME AND PROCEED?
vmks.confirm.nextchapter.text=You have completed the tasks that were required for this chapter. Click 'Ok' to save the game and stop playing this chapter and continue playing next. After save, you will be able to replay the chapter. By clicking cancel you can keep playing this chapter.
Clothing items worn when you entered the chapter, and you then changed, are in your carry on inventory.
vmks.confirm.nextchapter.title=
vmks.creditsack=Make 200 credits sack
vmks.defence.hd=DEFENSE
vmks.defense.hd=DEFENSE
vmks.enemy.attack=%EnemyName% attacks with %weaponName%!
vmks.enemy.attack.damage=Your hit points took %amount% points damage.
vmks.enemy.attack.damage.ap=Your accuracy was lowered %amount% points for %turns% turns.
vmks.enemy.attack.damage.dp=Your defense was raised %amount% points for %turns% turns.
vmks.enemy.attack.damage.hp=Your hit points took %amount% points damage.
vmks.enemy.attack.damage.sp=Your attack strength was raised %amount% points for %turns% turns.
vmks.enemy.attack.result.0=%EnemyName%'s attack hits!
vmks.enemy.attack.result.1=%EnemyName%'s attack hits partially!
vmks.enemy.attack.result.2=%EnemyName%'s attack misses!
vmks.enemy.retreat.0=%EnemyName%% tried to retreat!
vmks.enemy.retreat.1=%EnemyName%% retreated successfully!
vmks.enemy.potion=%EnemyName% used %potionName%, level:%potionLevel%
vmks.enemy.spell=%EnemyName% used %spellName% spell.
vmks.enemy.spell.result.0=%EnemyName%'s spell was successful!
vmks.enemy.spell.result.1=%EnemyName%'s spell succeeded partially.
vmks.enemy.spell.result.2=%EnemyName%'s spell missed!
vmks.equip.hd=YOUR STUFF
vmks.equip.hd2=YOUR CARRY ONS
vmks.equipwindow.hd=STEP 2 - CHOOSE YOUR EQUIPMENT
vmks.inchapter.hd=Task List
vmks.inchapter.hd2=STORY: %P
vmks.inchapter.hd3=CHAPTER: %P

vmks.inventory.hd=CARRY ON INVENTORY
vmks.levelrequired.head=LEVEL REQUIRED
vmks.levelrequired.text=This requires a higher level, which is \$L. Your current level is \$Y.
vmks.levelrequired.title=LEVEL REQUIRED
vmks.levelup.text=As a result your stats grew.
Hit Points %HP\Magic Points %MP\Accuracy %ACC
vmks.levelup.title=Your level was raised to %L!
vmks.onlyvmksitems>Show only VMK Stories items
vmks.player.attack=%EnemyName% attacks with %weaponName%
vmks.player.attack.damage=Enemy took %amount% damage.
vmks.player.attack.damage.ap=Enemy's accuracy was lowered %amount% points.
vmks.player.attack.damage.dp=Enemy's defense was lowered %amount% points.

vmks.player.attack.damage.hp=Enemy's hit points were lowered %amount% points.
vmks.player.attack.result.0=%EnemyName%'s attack hits!
vmks.player.attack.result.1=%EnemyName%'s attack hits partially!
vmks.player.attack.result.2=%EnemyName%'s attack missed!
vmks.player.attack.reward.ap=Your accuracy was raised %amount% points for %turns% turns.
vmks.player.attack.reward.dp=Your defense was raised %amount% points for %turns% turns.
vmks.player.attack.reward.hp=Your hit points were restored with %amount% points.
vmks.player.attack.reward.mp=Your magic point were restored with %amount% points.
vmks.player.attack.reward.sp=Your attack strength was raised %amount% points for %turns% turns.
vmks.player.potion=You used %potionName%, level:%potionLevel%.
vmks.player.retreat.0=Your retreat failed!
vmks.player.retreat.1=Retreat was successful!
vmks.player.spell=%EnemyName% used %spellName%.
vmks.player.spell.result.0=Your spell was successful!
vmks.player.spell.result.1=Your spell was a partial success!
vmks.player.spell.result.2=Your spell missed!

vmks.room.name.generic=VMK Stories Room
vmks.summary.acc=ACCURACY
vmks.summary.hp=HIT POINTS
vmks.summary.level=LEVEL
vmks.summary.mp=MAGIC POINTS
vmks.summary.title=STEP 3 - FINAL CHECK, YOUR ADVENTURE BEGINS
vmks.summary.xp=XP
vmks.thumb.lvl=LVL
vmks.turn.own=Your turn! What do you want to do?
vmks.turn.other=%enemyName%'s turn.
vmks.spell.rollover=MAGIC
vmks.potion.rollover=POTION
vmks.weapon.rollover=ATTACK
vmks.escape.rollover=ESCAPE
vmks.levelup.head=LEVEL UP!
vmks.battle.no.weapon.head=NO WEAPON!
vmks.battle.no.potion.head=NO POTIONS!
vmks.battle.no.spell.head=NO SPELLS!
vmks.battle.no.weapon.title=You are not wearing a weapon!
vmks.battle.no.weapon.text=Wear a weapon by double clicking on it from your carry on inventory. You better run away from the battle.
vmks.battle.no.spell.title=You don't have any spells!
vmks.battle.no.spell.text=When you have spells, you can use them in battles by clicking on the magic wand. Spells can be used to attack the enemy or to lower the enemy's accuracy or defense. Spells can be also used to improve your stats during battles.
vmks.battle.no.potion.title=You don't have any potions!
vmks.battle.no.potion.text=When you have potions, you can use them in battles by clicking on the potion icon. Potions can be used to recover your hit points or magic points.
vmks_leg_shoe_bindings=[46046: 48034 ,46047: 48035,46048: 48036, 46049: 48037]
vmks.weapon.default=Default Weapon

vmks.gameover.button.cancel=Exit Game
vmks.gameover.button.ok=Play More
vmks.gameover.text.reason.0=Try with better luck next time! Better weapon, spells, potions or armor might help.
vmks.gameover.text.reason.1=Congratulations!
vmks.gameover.text.reason.2=You don't get to keep any items you collected during playing this chapter. You're welcome to play this chapter again!
vmks.gameover.text.reason.3=You're welcome to play this chapter again!
vmks.gameover.text.reason.4=The chapter you were playing was terminated by VMK. Please click Play More to continue playing other chapters or Exit game to return to VMK Stories Lobby.
vmks.gameover.text.reason.5=You exceeded the time limit for this task. You're welcome to play again but you need to be faster.
vmks.gameover.title.reason.0=You were defeated!
vmks.gameover.title.reason.1=You succesfully completed the chapter!
vmks.gameover.title.reason.2=You quit the chapter!
vmks.gameover.title.reason.3=You escaped!
vmks.gameover.title.reason.4=The chapter was terminated.
vmks.gameover.title.reason.5=Time Run Out!

I hope you enjoyed this glimpse into VMK. Keep the dream alive!

You may also want to see the other chapters in ElectricLime Speaks:

- [ElectricLime Speaks: #1 - The Database Files](#)
- [ElectricLime Speaks: #2 - The Dictionary](#)
- [ElectricLime Speaks: #3 - The Complete Database](#)



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