

LAMPIRAN

1. Modifikasi *Event Ujian* a. *Ujian Pertama Easy*

1. Gitar dan Kecapi merupakan alat musik yang memiliki senar sebagai sumber bunyi. Alat musik tersebut dimainkan dengan cara

2. Data nilai ujian matematika di SD Maju Jaya.
7, 10, 8, 7, 8, 6, 9, 7, 5, 8, 6, 7, 4
Modus dari nilai ujian matematika tersebut adalah

3. Bulu Domba dapat dimanfaatkan untuk bahan baku pembuatan

4. When we are sick, we go to the

5. Energi yang dihasilkan dari blender saat digunakan adalah

6. Nama sholat sunnah yang dilaksanakan pada bulan Ramadhan adalah

7. The Train stop at

8. Sebelum berenang, Gina sempat melihat bayangan awan pada permukaan kolam renang. Hal tersebut menunjukkan salah satu sifat cahaya, yaitu cahaya dapat

9. Kiamat kecil di kenal dengan istilah...

10. Menyisakan makanan dipiring termasuk kedalam perbuatan

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON


Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

@>Conditional Branch: Script: GameTime::hour? == 8
@>Control Variables: [0002:benar] = 0
@>Fadeout Screen
@>Wait: 200 frame(s)
@>Change Armor: [Ujian] + 1
@>Fadein Screen
@>Text: -, -, Normal, Bottom
: : 1. Gitar dan Kecapi merupakan alat musik yang
: : memiliki senar sebagai sumber bunyi. Alat
: : musik tersebut dimainkan dengan cara ....
@>Show Choices: A. digesek, B. dipetik, C. dipukul, D. digetarkan
: When [A. digesek]
@>
: When [B. dipetik]
@>Control Variables: [0002:benar] += 1
@>
: When [C. dipukul]
@>
: When [D. digetarkan]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 2. Data nilai ujian matematika di SD Maju Jaya.
: : 7, 10, 8, 7, 8, 6, 9, 7, 5, 8, 6, 7, 4
: : Modus dari nilai ujian matematika tersebut
: : adalah ....
@>Show Choices: A. 8, B. 7, C. 6, D. 9
: When [A. 8]
@>
: When [B. 7]
@>Control Variables: [0002:benar] += 1
@>
: When [C. 6]
                    
```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

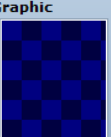
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

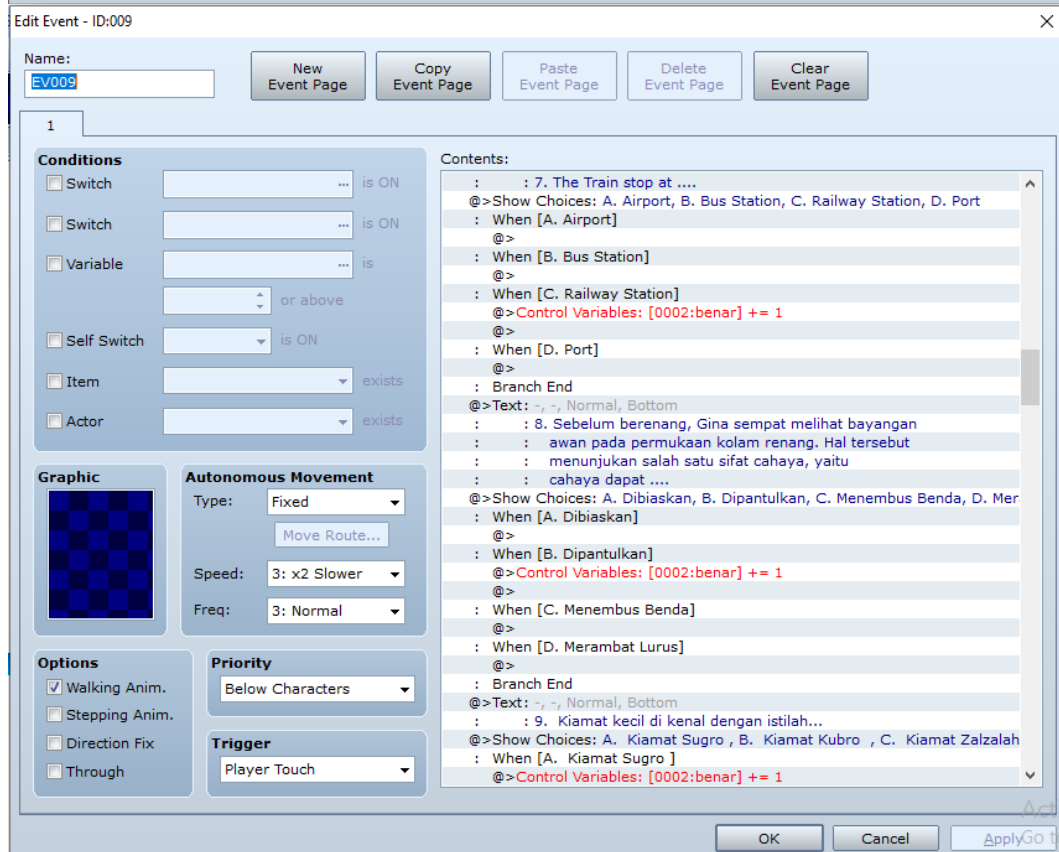
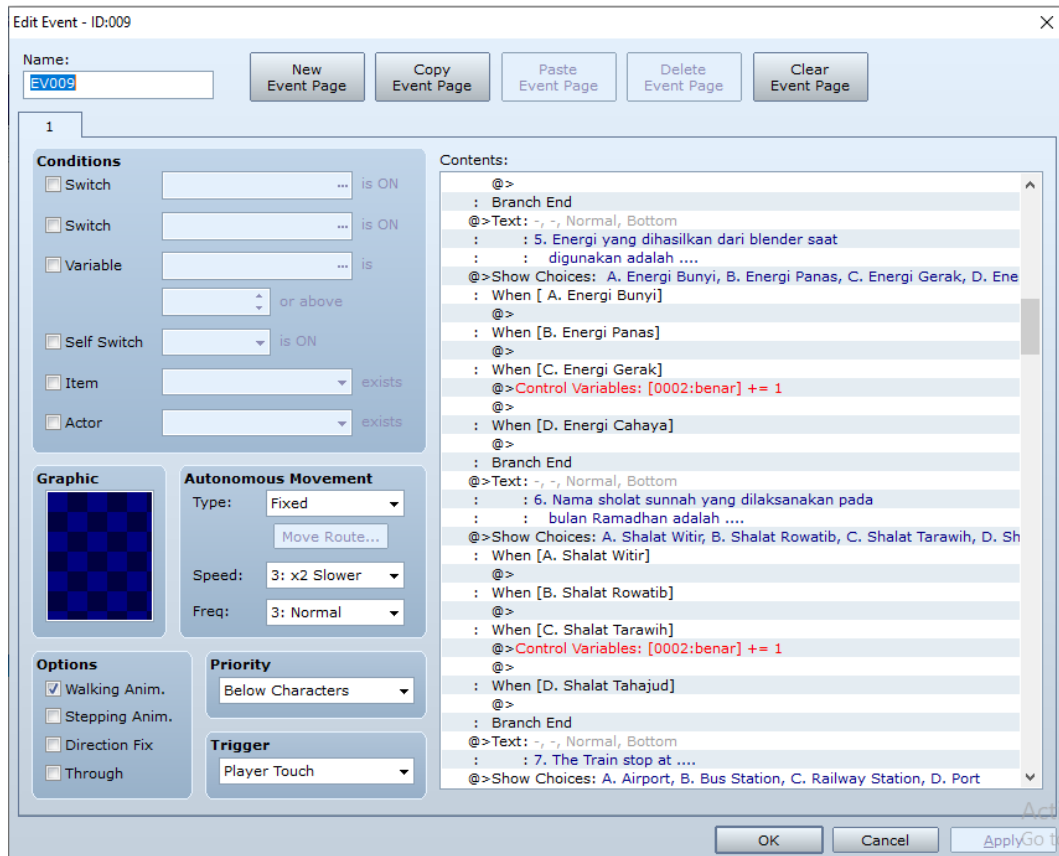
Trigger

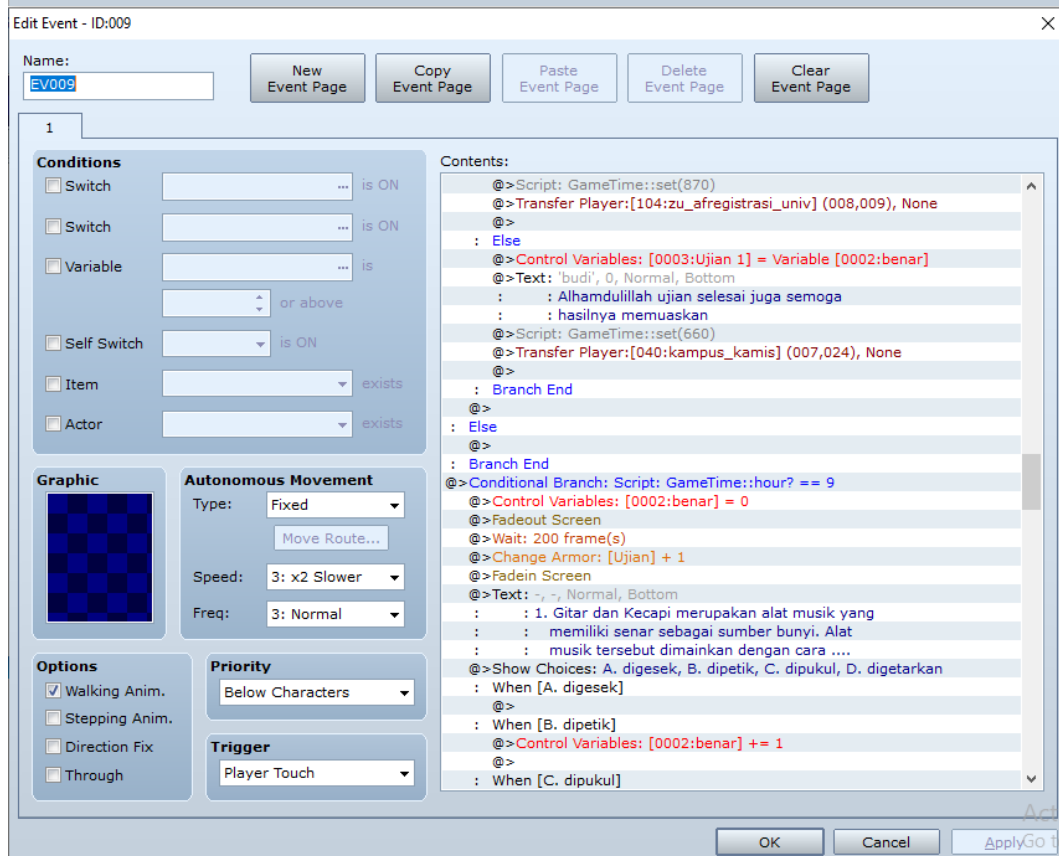
Player Touch

Contents:

```

@>
: When [C. 6]
@>
: When [D. 9]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 3. Bulu Domba dapat dimanfaatkan untuk bahan
: : baku pembuatan ....
@>Show Choices: A. Kain Sutra, B. Kain Katun, C. Serat Kapas, D. Benang Wol
: When [A. Kain Sutra]
@>
: When [B. Kain Katun]
@>
: When [C. Serat Kapas]
@>
: When [D. Benang Wol]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 4. When we are sick, we go to the ....
@>Show Choices: A. Mosque, B. Police Office, C. Hotel, D. Hospital
: When [A. Mosque]
@>
: When [B. Police Office]
@>
: When [C. Hotel]
@>
: When [D. Hospital]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
                    
```





Edit Event - ID:009

Name:

1

Conditions

Switch ... is ON

Switch ... is ON

Variable ... is


or above

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

@>
: When [C. dipukul]
@>
: When [D. digetarkan]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 2. Data nilai ujian matematika di SD Maju Jaya.
: : 7, 10, 8, 7, 8, 6, 9, 7, 5, 8, 6, 7, 4
: : Modus dari nilai ujian matematika tersebut
: : adalah ....
@>Show Choices: A. 8, B. 7, C. 6, D. 9
: When [A. 8]
@>
: When [B. 7]
@>Control Variables: [0002:benar] += 1
@>
: When [C. 6]
@>
: When [D. 9]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 3. Bulu Domba dapat dimanfaatkan untuk bahan
: : baku pembuatan ....
@>Show Choices: A. Kain Sutra, B. Kain Katun, C. Serat Kapas, D. Benang Wol
: When [A. Kain Sutra]
@>
: When [B. Kain Katun]
@>
: When [C. Serat Kapas]
@>
: When [D. Benang Wol]

```

Edit Event - ID:009

Name:

1

Conditions

Switch ... is ON

Switch ... is ON

Variable ... is

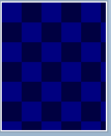
or above

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: When [D. Benang Wol]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 4. When we are sick, we go to the ....
@>Show Choices: A. Mosque, B. Police Office, C. Hotel, D. Hospital
: When [A. Mosque]
@>
: When [B. Police Office]
@>
: When [C. Hotel]
@>
: When [D. Hospital]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 5. Energi yang dihasilkan dari blender saat
: : digunakan adalah ....
@>Show Choices: A. Energi Bunyi, B. Energi Panas, C. Energi Gerak, D. Ene
: When [A. Energi Bunyi]
@>
: When [B. Energi Panas]
@>
: When [C. Energi Gerak]
@>Control Variables: [0002:benar] += 1
@>
: When [D. Energi Cahaya]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 6. Nama sholat sunnah yang dilaksanakan pada

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

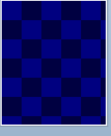
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: : 6. Nama sholat sunnah yang dilaksanakan pada
: : bulan Ramadhan adalah ....
@>Show Choices: A. Shalat Witir, B. Shalat Rowatib, C. Shalat Tarawih, D. Sh
: When [A. Shalat Witir]
@>
: When [B. Shalat Rowatib]
@>
: When [C. Shalat Tarawih]
@>Control Variables: [0002:benar] += 1
@>
: When [D. Shalat Tahajud]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 7. The Train stop at ....
@>Show Choices: A. Airport, B. Bus Station, C. Railway Station, D. Port
: When [A. Airport]
@>
: When [B. Bus Station]
@>
: When [C. Railway Station]
@>Control Variables: [0002:benar] += 1
@>
: When [D. Port]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 8. Sebelum berenang, Gina sempat melihat bayangan
: : awan pada permukaan kolam renang. Hal tersebut
: : menunjukkan salah satu sifat cahaya, yaitu
: : cahaya dapat ....
@>Show Choices: A. Dibiaskan, B. Dipantulkan, C. Menembus Benda, D. Mer
: When [A. Dibiaskan]

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON


Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

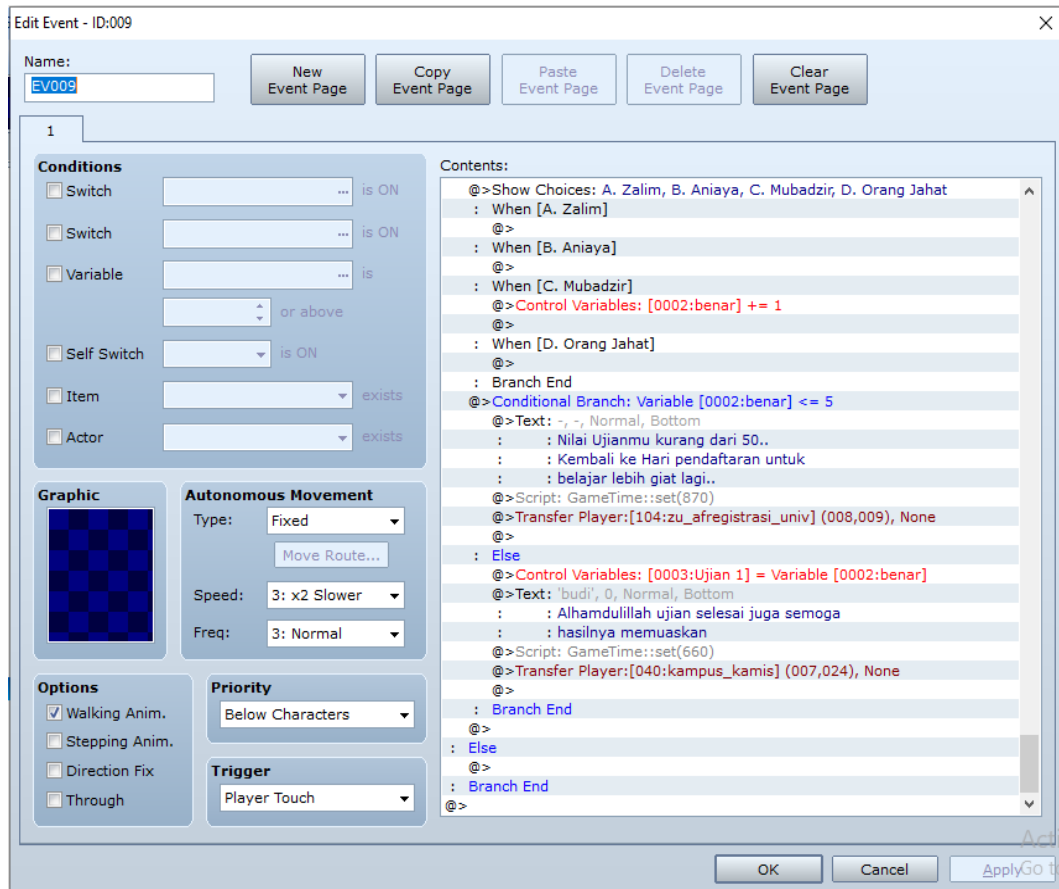
Player Touch

Contents:

```

@>Show Choices: A. Dibiaskan, B. Dipantulkan, C. Menembus Benda, D. Mer
: When [A. Dibiaskan]
@>
: When [B. Dipantulkan]
@>Control Variables: [0002:benar] += 1
@>
: When [C. Menembus Benda]
@>
: When [D. Merambat Lurus]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 9. Kiamat kecil di kenal dengan istilah...
@>Show Choices: A. Kiamat Sugro , B. Kiamat Kubro , C. Kiamat Zalzalah
: When [A. Kiamat Sugro ]
@>Control Variables: [0002:benar] += 1
@>
: When [B. Kiamat Kubro ]
@>
: When [C. Kiamat Zalzalah ]
@>
: When [D. Hari Akhir ]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 10. Menyisakan makanan dipiring termasuk
: : kedalam perbuatan ....
@>Show Choices: A. Zalim, B. Aniaya, C. Mubadzir, D. Orang Jahat
: When [A. Zalim]
@>
: When [B. Aniaya]
@>
: When [C. Mubadzir]

```



b. Ujian Pertama *Medium*

1. Manajer perusahaan multiproduk itu berasal dari kalangan elit. Ia dalam manajemennya selalu menggunakan sistem kontrak. Dalam paragraf ini, terdapat kesalahan penulisan kata serapan, yaitu...

2. I my drawing book two days ago

3. I was listening to music when my teacher . . .
my class.

4. Julio student last year.

5. Perhitungan amal baik dan perbuatan jahat
disebut juga....

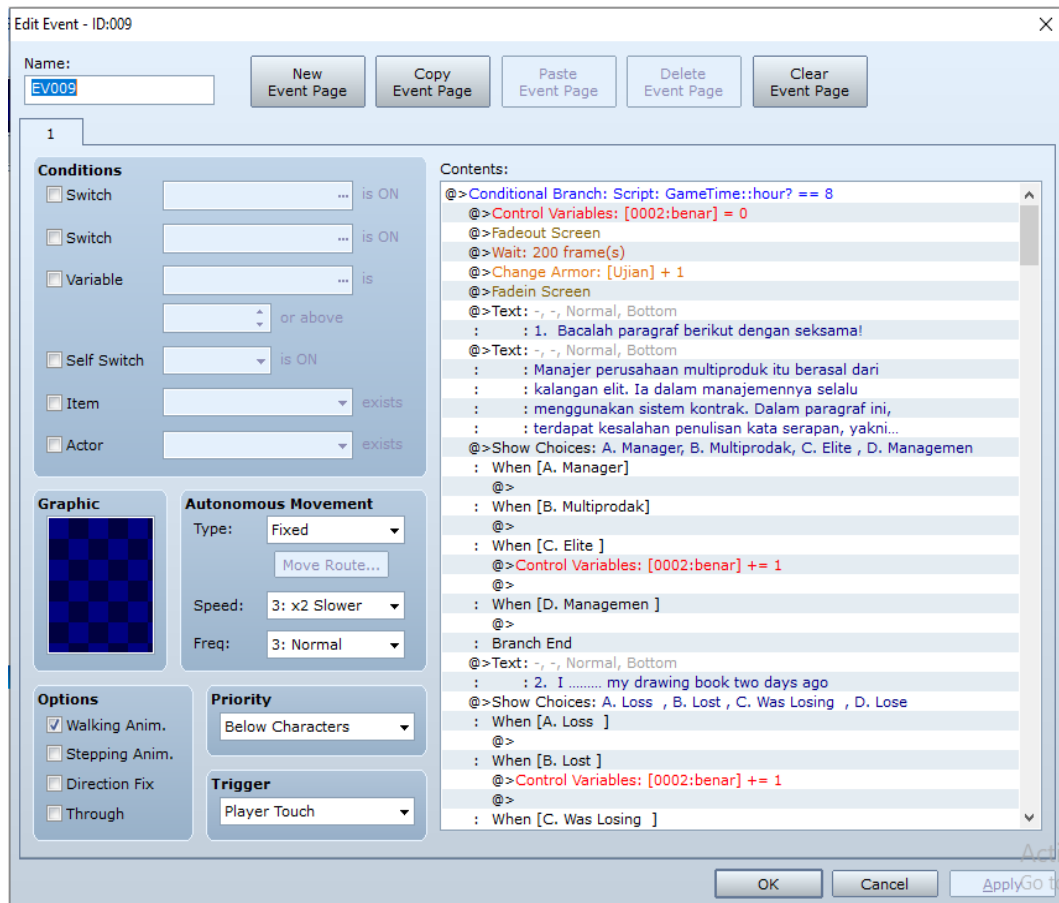
6. Menuntut ilmu bagi kaum Muslimin hukumnya.....

7. Batas antara alam dunia dengan alam akhirat
disebut?

8. Wukuf di Padang Arafah adalah salah satu...

9. Kiamat kecil di kenal dengan istilah...

10. Diantara tanda-tanda Kiamat Kubro antara lain adalah...



Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON


Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

: When [C. Was Losing ]
@>
: When [D. Lose ]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 3. I was listening to music when my teacher . . .
: : my class.
@>Show Choices: A. Has Entered , B. Was Entering , C. Entered , D. Enter
: When [A. Has Entered ]
@>
: When [B. Was Entering ]
@>
: When [C. Entered ]
@>Control Variables: [0002:benar] += 1
@>
: When [D. Enter ]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 4. Julio.....student last year.
@>Show Choices: A. Was Active , B. Were Active , C. Is Active , D. Active
: When [A. Was Active ]
@>Control Variables: [0002:benar] += 1
@>
: When [B. Were Active ]
@>
: When [C. Is Active ]
@>
: When [D. Active ]
@>
: Branch End
@>Text: -, -, Normal, Bottom

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

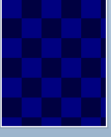
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

@>Text: -, -, Normal, Bottom
: : 5. Perhitungan amal baik dan perbuatan jahat
: : disebut juga...
@>Show Choices: A. Yumul Mizan , B. Yaumul Hisab , C. Yaumul Ba'as , D.
: When [A. Yumul Mizan ]
@>
: When [B. Yaumul Hisab ]
@>Control Variables: [0002:benar] += 1
@>
: When [C. Yaumul Ba'as ]
@>
: When [D. Yaumul Kiamat ]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 6. Menuntut ilmu bagi kaum Muslimin hukumnya.....
@>Show Choices: A. Sunnah , B. Mubah , C. Makruh , D. Wajib
: When [A. Sunnah ]
@>
: When [B. Mubah ]
@>
: When [C. Makruh ]
@>
: When [D. Wajib ]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 7. Batas antara alam dunia dengan alam akhirat
: : disebut?
@>Show Choices: A. Alam Barzah , B. Yaumul Hisab , C. Yaumul Ba'as , D.
: When [A. Alam Barzah ]
@>Control Variables: [0002:benar] += 1

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

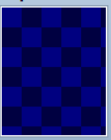
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

@>Control Variables: [0002:benar] += 1
@>
: When [B. Yaumul Hisab ]
@>
: When [C. Yaumul Ba'as ]
@>
: When [D. Yaumul Mahsyar ]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 8. Wukuf di Padang Arafah adalah salah satu...
@>Show Choices: A. Syarat Wajib Haji , B. Sunnah Haji , C. Jenis Ibadah H
: When [A. Syarat Wajib Haji ]
@>
: When [B. Sunnah Haji ]
@>
: When [C. Jenis Ibadah Haji ]
@>
: When [D. Rukun Haji ]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 9. Kiamat kecil di kenal dengan istilah...
@>Show Choices: A. Kiamat Sugro , B. Kiamat Kubro , C. Kiamat Zalzalah
: When [A. Kiamat Sugro ]
@>Control Variables: [0002:benar] += 1
@>
: When [B. Kiamat Kubro ]
@>
: When [C. Kiamat Zalzalah ]
@>
: When [D. Hari Akhir ]

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

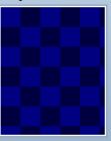
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

@>
: When [D. Hari Akhir ]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 10. Diantara tanda-tanda Kiamat Kubro antara lain
: : ialah:
@>Show Choices: A. Gempa Bumi , B. Gelombang Tsunami , C. Gunung Mel
: When [A. Gempa Bumi ]
@>
: When [B. Gelombang Tsunami ]
@>
: When [C. Gunung Meletus ]
@>
: When [D. Berakhirnya Kehidupan Dunia ]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Conditional Branch: Variable [0002:benar] <= 5
@>Text: -, -, Normal, Bottom
: : Nilai Ujianmu kurang dari 50..
: : Kembali ke Hari pendaftaran untuk
: : belajar lebih giat lagi..
@>Script: GameTime::set(670)
@>Transfer Player:[104:zu_afregistrasi_univ] (008,009), None
@>
: Else
@>Control Variables: [0003:Ujian 1] = Variable [0002:benar]
@>Text: 'budi', 0, Normal, Bottom
: : Alhamdulillah ujian selesai juga semoga
: : hasilnya memuaskan
@>Script: GameTime::set(660)
@>Transfer Player:[040:kampus_kamis] (007,024), None

```

Edit Event - ID:009

Name:

1

Conditions

Switch ... is ON

Switch ... is ON

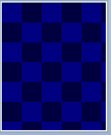
Variable ... is

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

@>Script: GameTime::set(660)
@>Transfer Player:[040:kampus_kamis] (007,024), None
@>
: Branch End
@>
: Else
@>
: Branch End
@>Conditional Branch: Script: GameTime::hour? == 9
@>Control Variables: [0002:benar] = 0
@>Fadeout Screen
@>Wait: 200 frame(s)
@>Change Armor: [Ujian] + 1
@>Fadein Screen
@>Text: -, -, Normal, Bottom
: : 1. Bacalah paragraf berikut dengan seksama!
@>Text: -, -, Normal, Bottom
: : Manajer perusahaan multiproduk itu berasal dari
: : kalangan elit. Ia dalam manajemennya selalu
: : menggunakan sistem kontrak. Dalam paragraf ini,
: : terdapat kesalahan penulisan kata serapan, yakni...
@>Show Choices: A. Manager, B. Multiprodak, C. Elite, D. Managemen
: When [A. Manager]
@>
: When [B. Multiprodak]
@>
: When [C. Elite ]
@>Control Variables: [0002:benar] += 1
@>
: When [D. Managemen ]
@>
: Branch End
@>Text: -, -, Normal, Bottom

```

Edit Event - ID:009

Name:

1

Conditions

Switch ... is ON

Switch ... is ON


Variable ... is

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

@>Text: -, -, Normal, Bottom
: : 2. I ..... my drawing book two days ago
@>Show Choices: A. Loss , B. Lost , C. Was Losing , D. Lose
: When [A. Loss ]
@>
: When [B. Lost ]
@>Control Variables: [0002:benar] += 1
@>
: When [C. Was Losing ]
@>
: When [D. Lose ]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 3. I was listening to music when my teacher . . .
: : my class.
@>Show Choices: A. Has Entered , B. Was Entering , C. Entered , D. Enter
: When [A. Has Entered ]
@>
: When [B. Was Entering ]
@>
: When [C. Entered ]
@>Control Variables: [0002:benar] += 1
@>
: When [D. Enter ]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 4. Julio.....student last year.
@>Show Choices: A. Was Active , B. Were Active , C. Is Active , D. Active
: When [A. Was Active ]
@>Control Variables: [0002:benar] += 1
@>

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

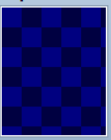
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

@>Show Choices: A. Was Active , B. Were Active , C. Is Active , D. Active
: When [A. Was Active ]
@>Control Variables: [0002:benar] += 1
@>
: When [B. Were Active ]
@>
: When [C. Is Active ]
@>
: When [D. Active ]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 5. Perhitungan amal baik dan perbuatan jahat
: : disebut juga....
@>Show Choices: A. Yumul Mizan , B. Yaumul Hisab , C. Yaumul Ba'as , D.
: When [A. Yumul Mizan ]
@>
: When [B. Yaumul Hisab ]
@>Control Variables: [0002:benar] += 1
@>
: When [C. Yaumul Ba'as ]
@>
: When [D. Yaumul Kiamat ]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 6. Menuntut ilmu bagi kaum Muslimin hukumnya.....
@>Show Choices: A. Sunnah , B. Mubah , C. Makruh , D. Wajib
: When [A. Sunnah ]
@>
: When [B. Mubah ]
@>
: When [C. Makruh ]

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

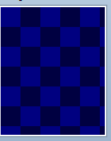
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

@>
: When [C. Makruh ]
@>
: When [D. Wajib ]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 7. Batas antara alam dunia dengan alam akhirat
: : disebut?
@>Show Choices: A. Alam Barzah , B. Yaumul Hisab , C. Yaumul Ba'as , D.
: When [A. Alam Barzah ]
@>Control Variables: [0002:benar] += 1
@>
: When [B. Yaumul Hisab ]
@>
: When [C. Yaumul Ba'as ]
@>
: When [D. Yaumul Mahsyar ]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 8. Wukuf di Padang Arafah adalah salah satu...
@>Show Choices: A. Syarat Wajib Haji , B. Sunnah Haji , C. Jenis Ibadah Ha
: When [A. Syarat Wajib Haji ]
@>
: When [B. Sunnah Haji ]
@>
: When [C. Jenis Ibadah Haji ]
@>
: When [D. Rukun Haji ]
@>Control Variables: [0002:benar] += 1
@>

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON


Variable is or above

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

: When [D. Rukun Haji ]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 9. Kiamat kecil di kenal dengan istilah...
@>Show Choices: A. Kiamat Sugro , B. Kiamat Kubro , C. Kiamat Zalzalah
: When [A. Kiamat Sugro ]
@>Control Variables: [0002:benar] += 1
@>
: When [B. Kiamat Kubro ]
@>
: When [C. Kiamat Zalzalah ]
@>
: When [D. Hari Akhir ]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 10. Diantara tanda-tanda Kiamat Kubro antara lain
: : ialah:
@>Show Choices: A. Gempa Bumi , B. Gelombang Tsunami , C. Gunung Mel
: When [A. Gempa Bumi ]
@>
: When [B. Gelombang Tsunami ]
@>
: When [C. Gunung Meletus ]
@>
: When [D. Berakhirnya Kehidupan Dunia ]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Conditional Branch: Variable [0002:benar] <= 5
@>Text: -, -, Normal, Bottom

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

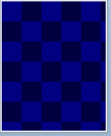
Variable is or above

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

@>Show Choices: A. Gempa Bumi , B. Gelombang Tsunami , C. Gunung Mel
: When [A. Gempa Bumi ]
@>
: When [B. Gelombang Tsunami ]
@>
: When [C. Gunung Meletus ]
@>
: When [D. Berakhirnya Kehidupan Dunia ]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Conditional Branch: Variable [0002:benar] <= 5
@>Text: -, -, Normal, Bottom
: : Nilai Ujianmu kurang dari 50..
: : Kembali ke Hari pendaftaran untuk
: : belajar lebih giat lagi..
@>Script: GameTime::set(870)
@>Transfer Player:[104:zu_afregistrasi_univ] (008,009), None
@>
: Else
@>Control Variables: [0003:Ujian 1] = Variable [0002:benar]
@>Text: 'budi', 0, Normal, Bottom
: : Alhamdulillah ujian selesai juga semoga
: : hasilnya memuaskan
@>Script: GameTime::set(660)
@>Transfer Player:[040:kampus_kamis] (007,024), None
@>
: Branch End
@>
: Else
@>
: Branch End
@>

```

c. Ujian Pertama Hard

1. Diketahui P1 adalah pencerminan titik $(2, k)$ terhadap garis $x=y$. Jika luas segitiga POP1 adalah 6, maka $|k| = \dots$

2. Jika garis h menyinggung kurva $y = \cos x - \sin x$ di titik yang absisnya $\pi/4$, maka garis h memotong sumbu \dots

3. Ann Wright, \dots , grows beautiful flowers in her garden.

4. Agama : Atheis

5. 32, 22, 33, 27, 34, \dots

6. Antonim dari Keseragaman adalah \dots

7. Bila sakit, murid boleh tidak masuk sekolah. Khadija hari ini tidak masuk sekolah.

8. $1/4 : 5/6 = \dots$

9. Antonim dari Harga Barang Naik adalah

10. 121 , 77 , 118 , 74 , 124 , 80 , 115 ,
71 , 127 , ... , ... , ...

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

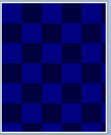
Variable is

Self Switch or above is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```
@>Conditional Branch: Script: GameTime::hour? == 8
@>Control Variables: [0002:benar] = 0
@>Fadeout Screen
@>Wait: 200 frame(s)
@>Change Armor: [Ujian] + 1
@>Fadein Screen
@>Text: -, -, Normal, Bottom
:      : 1. Diketahui P1 adalah pencerminan titik (2,k)
:      : terhadap garis x=y. Jika luas segitiga POP1
:      : adalah 6, maka |k| = ....
@>Show Choices: A. 2√2, B. 2√3, C. 4, D. √10
: When [A. 2√2]
@>
: When [B. 2√3]
@>
: When [C. 4]
@>Control Variables: [0002:benar] += 1
@>
: When [D. √10]
@>
: Branch End
@>Text: -, -, Normal, Bottom
:      : 2. Jika garis h menyinggung kurva y = cos x - sin x
:      : di titik yang absisnya n/4, maka garis h
:      : memotong sumbu ....
@>Show Choices: A. (0, n/2 √2), B. (0, n/4 √2), C. (0, n√2), D. (0, 2√2)
: When [A. (0, n/2 √2)]
@>
: When [B. (0, n/4 √2)]
@>Control Variables: [0002:benar] += 1
@>
: When [C. (0, n√2)]
@>
```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

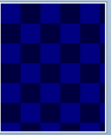
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: When [C. (0, n√2)]
@>
: When [D. (0, 2√2)]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 3. Ann Wright, ..... , grows beautiful flowers
: : in her garden.
@>Show Choices: A. is my next-door neighbor, B. of my next-door neighbor,
: When [A. is my next-door neighbor]
@>
: When [B. of my next-door neighbor]
@>
: When [C. in my next-door neighbor]
@>
: When [D. my next-door neighbor]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 4. Agama : Atheis
@>Show Choices: A. Tali : Jatuh, B. Menikah : Bujang , C. Buku : Bodoh, D.
: When [A. Tali : Jatuh]
@>
: When [B. Menikah : Bujang ]
@>Control Variables: [0002:benar] += 1
@>
: When [C. Buku : Bodoh]
@>
: When [D. Antena : Sinyal]
@>
: Branch End
@>Text: -, -, Normal, Bottom

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

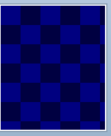
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

@>Text: -, -, Normal, Bottom
: : 5. 32, 22, 33, 27, 34, ...
@>Show Choices: A. 32, B. 35, C. 34, D. 33
: When [A. 32]
@>
: When [B. 35]
@>Control Variables: [0002:benar] += 1
@>
: When [C. 34]
@>
: When [D. 33]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 6. Antonim dari Keseragaman adalah ....
@>Show Choices: A. Monopoli, B. Berdua, C. Divertasi, D. Disparitas
: When [A. Monopoli]
@>
: When [B. Berdua]
@>
: When [C. Divertasi]
@>
: When [D. Disparitas]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 7. Bila sakit, murid boleh tidak masuk sekolah.
: : Khadija hari ini tidak masuk sekolah.
@>Show Choices: A. Khadija pasti sakit, B. Khadija suka membolos, C. Khad
: When [A. Khadija pasti sakit]
@>
: When [B. Khadija suka membolos]

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

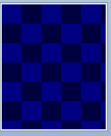
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: When [B. Khadija suka membolos]
@>
: When [C. Khadija mungkin sakit]
@>Control Variables: [0002:benar] += 1
@>
: When [D. Khadija pernah sakit]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 8. 1/4 : 5/6 = ...
@>Show Choices: A. 0,003, B. 0,03, C. 0,3, D. 0,2
: When [A. 0,003]
@>
: When [B. 0,03]
@>
: When [C. 0,3]
@>Control Variables: [0002:benar] += 1
@>
: When [D. 0,2]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 9. Antonim dari Harga Barang Naik adalah ....
@>Show Choices: A. Deflasi, B. Defaluasi, C. Defisiensi, D. Infaluasi
: When [A. Deflasi]
@>Control Variables: [0002:benar] += 1
@>
: When [B. Defaluasi]
@>
: When [C. Defisiensi]
@>
: When [D. Infaluasi]
@>

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

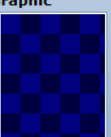
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: When [D. Infaluasi]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 10. 121 , 77 , 118 , 74 , 124 , 80 , 115 ,
: : 71 , 127 , ..., ..., ...
@>Show Choices: A. 83 , 112 , 68, B. 83 , 112 , 95, C. 68 , 95 , 83, D. 83 , 1
: When [A. 83 , 112 , 68]
@>Control Variables: [0002:benar] += 1
@>
: When [B. 83 , 112 , 95]
@>
: When [C. 68 , 95 , 83]
@>
: When [D. 83 , 115 , 95]
@>
: Branch End
@>Conditional Branch: Variable [0002:benar] <= 5
@>Text: -, -, Normal, Bottom
: : Nilai Ujianmu kurang dari 50..
: : Kembali ke Hari pendaftaran untuk
: : belajar lebih giat lagi..
@>Script: GameTime::set(870)
@>Transfer Player:[104:zu_afregistrasi_univ] (008,009), None
@>
: Else
@>Control Variables: [0003:Ujian 1] = Variable [0002:benar]
@>Text: 'budi', 0, Normal, Bottom
: : Alhamdulillah ujian selesai juga semoga
: : hasilnya memuaskan
@>Script: GameTime::set(660)
@>Transfer Player:[040:kampus_kamis] (007,024), None
@>

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

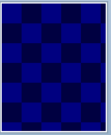
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

@>Script: GameTime::set(660)
@>Transfer Player:[040:kampus_kamis] (007,024), None
@>
: Branch End
@>
: Else
@>
: Branch End
@>Conditional Branch: Script: GameTime::hour? == 9
@>Control Variables: [0002:benar] = 0
@>Fadeout Screen
@>Wait: 200 frame(s)
@>Change Armor: [Ujian] + 1
@>Fadein Screen
@>Text: -, -, Normal, Bottom
: : 1. Diketahui P1 adalah pencerminan titik (2,k)
: : terhadap garis x=y. Jika luas segitiga POP1
: : adalah 6, maka |k| = ....
@>Show Choices: A.  $2\sqrt{2}$ , B.  $2\sqrt{3}$ , C. 4, D.  $\sqrt{10}$ 
: When [A.  $2\sqrt{2}$ ]
@>
: When [B.  $2\sqrt{3}$ ]
@>
: When [C. 4]
@>Control Variables: [0002:benar] += 1
@>
: When [D.  $\sqrt{10}$ ]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 2. Jika garis h menyinggung kurva  $y = \cos x - \sin x$ 
: : di titik yang absisnya  $n/4$ , maka garis h
: : memotong sumbu ....
@>Show Choices: A. (0,  $n/2\sqrt{2}$ ), B. (0,  $n/4\sqrt{2}$ ), C. (0,  $n\sqrt{2}$ ), D. (0,  $2\sqrt{2}$ )
: When [A. (0,  $n/2\sqrt{2}$ )]
@>
: When [B. (0,  $n/4\sqrt{2}$ )]
@>Control Variables: [0002:benar] += 1
@>
: When [C. (0,  $n\sqrt{2}$ )]
@>
: When [D. (0,  $2\sqrt{2}$ )]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 3. Ann Wright, ..... , grows beautiful flowers
: : in her garden.
@>Show Choices: A. is my next-door neighbor, B. of my next-door neighbor,
: When [A. is my next-door neighbor]
@>
: When [B. of my next-door neighbor]
@>
: When [C. in my next-door neighbor]
@>
: When [D. my next-door neighbor]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 4. Agama : Atheis
@>Show Choices: A. Tali : Jatuh, B. Menikah : Bujang , C. Buku : Bodoh, D.
: When [A. Tali : Jatuh]
@>

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON


Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: : 2. Jika garis h menyinggung kurva  $y = \cos x - \sin x$ 
: : di titik yang absisnya  $n/4$ , maka garis h
: : memotong sumbu ....
@>Show Choices: A. (0,  $n/2\sqrt{2}$ ), B. (0,  $n/4\sqrt{2}$ ), C. (0,  $n\sqrt{2}$ ), D. (0,  $2\sqrt{2}$ )
: When [A. (0,  $n/2\sqrt{2}$ )]
@>
: When [B. (0,  $n/4\sqrt{2}$ )]
@>Control Variables: [0002:benar] += 1
@>
: When [C. (0,  $n\sqrt{2}$ )]
@>
: When [D. (0,  $2\sqrt{2}$ )]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 3. Ann Wright, ..... , grows beautiful flowers
: : in her garden.
@>Show Choices: A. is my next-door neighbor, B. of my next-door neighbor,
: When [A. is my next-door neighbor]
@>
: When [B. of my next-door neighbor]
@>
: When [C. in my next-door neighbor]
@>
: When [D. my next-door neighbor]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 4. Agama : Atheis
@>Show Choices: A. Tali : Jatuh, B. Menikah : Bujang , C. Buku : Bodoh, D.
: When [A. Tali : Jatuh]
@>

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON

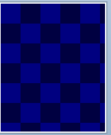
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: 4. Agama : Atheis
@>Show Choices: A. Tali : Jatuh, B. Menikah : Bujang , C. Buku : Bodoh, D.
: When [A. Tali : Jatuh]
@>
: When [B. Menikah : Bujang ]
@>Control Variables: [0002:benar] += 1
@>
: When [C. Buku : Bodoh]
@>
: When [D. Antena : Sinyal]
@>
: Branch End
@>Text: , , Normal, Bottom
: 5. 32, 22, 33, 27, 34, ...
@>Show Choices: A. 32, B. 35, C. 34, D. 33
: When [A. 32]
@>
: When [B. 35]
@>Control Variables: [0002:benar] += 1
@>
: When [C. 34]
@>
: When [D. 33]
@>
: Branch End
@>Text: , , Normal, Bottom
: 6. Antonim dari Keseragaman adalah ....
@>Show Choices: A. Monopoli, B. Berdua, C. Divertasi, D. Disparitas
: When [A. Monopoli]
@>
: When [B. Berdua]
@>
: When [C. Divertasi]

```

Edit Event - ID:009

Name:

1

Conditions

Switch is ON

Switch is ON


Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: When [C. Divertasi]
@>
: When [D. Disparitas]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: , , Normal, Bottom
: 7. Bila sakit, murid boleh tidak masuk sekolah.
: Khadija hari ini tidak masuk sekolah.
@>Show Choices: A. Khadija pasti sakit, B. Khadija suka membolos, C. Khad
: When [A. Khadija pasti sakit]
@>
: When [B. Khadija suka membolos]
@>
: When [C. Khadija mungkin sakit]
@>Control Variables: [0002:benar] += 1
@>
: When [D. Khadija pernah sakit]
@>
: Branch End
@>Text: , , Normal, Bottom
: 8. 1/4 : 5/6 = ...
@>Show Choices: A. 0,003, B. 0,03, C. 0,3, D. 0,2
: When [A. 0,003]
@>
: When [B. 0,03]
@>
: When [C. 0,3]
@>Control Variables: [0002:benar] += 1
@>
: When [D. 0,2]
@>
: Branch End

```

Edit Event - ID:009

Name:

1

Conditions

Switch ... is ON

Switch ... is ON

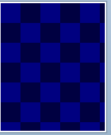
Variable ... is

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

: When [D. 0,2]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 9. Antonim dari Harga Barang Naik adalah ....
@>Show Choices: A. Deflasi, B. Defaluasi, C. Defisiensi, D. Influlasi
: When [A. Deflasi]
@>Control Variables: [0002:benar] += 1
@>
: When [B. Defaluasi]
@>
: When [C. Defisiensi]
@>
: When [D. Influlasi]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 10. 121, 77, 118, 74, 124, 80, 115,
: : 71, 127, ..., ..., ...
@>Show Choices: A. 83, 112, 68, B. 83, 112, 95, C. 68, 95, 83, D. 83, 1
: When [A. 83, 112, 68]
@>Control Variables: [0002:benar] += 1
@>
: When [B. 83, 112, 95]
@>
: When [C. 68, 95, 83]
@>
: When [D. 83, 115, 95]
@>
: Branch End
@>Conditional Branch: Variable [0002:benar] <= 5
@>Text: -, -, Normal, Bottom
: : Nilai Ujianmu kurang dari 50..

```

Edit Event - ID:009

Name:

1

Conditions

Switch ... is ON

Switch ... is ON

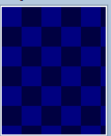
Variable ... is

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

@>Show Choices: A. 83, 112, 68, B. 83, 112, 95, C. 68, 95, 83, D. 83, 1
: When [A. 83, 112, 68]
@>Control Variables: [0002:benar] += 1
@>
: When [B. 83, 112, 95]
@>
: When [C. 68, 95, 83]
@>
: When [D. 83, 115, 95]
@>
: Branch End
@>Conditional Branch: Variable [0002:benar] <= 5
@>Text: -, -, Normal, Bottom
: : Nilai Ujianmu kurang dari 50..
: : Kembali ke Hari pendaftaran untuk
: : belajar lebih giat lagi..
@>Script: GameTime::set(870)
@>Transfer Player:[104:zu_afregistrasi_univ] (008,009), None
@>
: Else
@>Control Variables: [0003:Ujian 1] = Variable [0002:benar]
@>Text: 'budi', 0, Normal, Bottom
: : Alhamdulillah ujian selesai juga semoga
: : hasilnya memuaskan
@>Script: GameTime::set(660)
@>Transfer Player:[040:kampus_kamis] (007,024), None
@>
: Branch End
@>
: Else
@>
: Branch End
@>

```

d. Ujian Kedua *Easy*

1. Presiden Pertama Indonesia yang dipilih langsung oleh rakyat adalah

2. Rumusan Pancasila yang dikemukakan oleh Ir Soekarno, sila kelima berbunyi

3. Dodi is twelve years old. Andi is ten years old. Andi is ... than Dodi.

4. Nilai dari 13^3 adalah

5. The doctor works in the

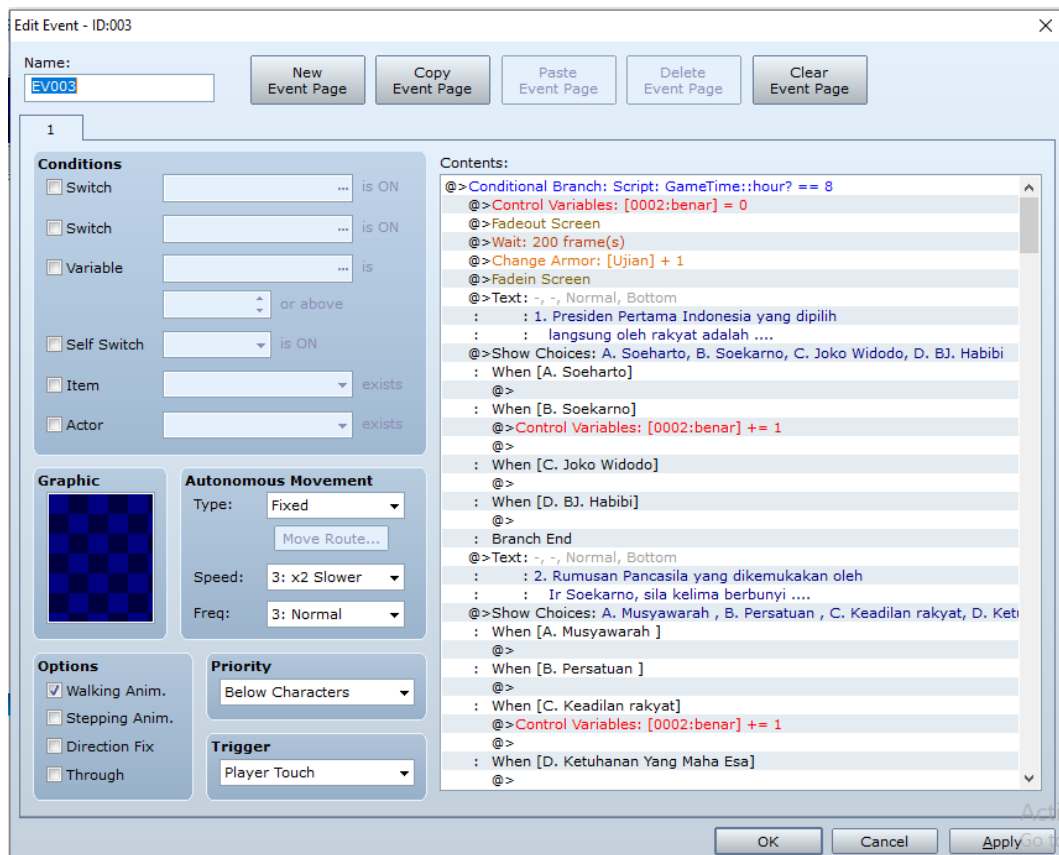
6. Rukun Islam yang ke-4 adalah

7. Iman Kepada Malaikat adalah Rukun Iman yang ke-...

8. The library is behind the school.
The antonym of behind is

9. Pramuka merupakan kegiatan Extracurikuler di sekolah dasar. Penulisan kata "Extracurikuler" yang benar adalah

10. Ruang kelas 6 sangat bersih. Sampah tidak ada yang berserakan. Meja dan kursi tidak berdebu. Sarang laba-laba tidak ditemukan di dinding. Paragraf diatas termasuk jenis paragraf



Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

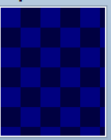
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

: When [D. Ketuhanan Yang Maha Esa]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 3. Dodi is twelve years old. Andi is ten years old.
: : Andi is ... than Dodi.
@>Show Choices: A. Smarter, B. Older, C. Young, D. Younger
: When [A. Smarter]
@>
: When [B. Older]
@>
: When [C. Young]
@>
: When [D. Younger]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 4. Nilai dari 13³ adalah ....
@>Show Choices: A. 39, B. 169, C. 2.197, D. 28.561
: When [A. 39]
@>
: When [B. 169]
@>
: When [C. 2.197]
@>Control Variables: [0002:benar] += 1
@>
: When [D. 28.561]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 5. The doctor works in the ....
@>Show Choices: A. Post Office, B. Police Office, C. School, D. Hospital

```

Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

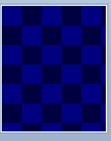
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

: : 5. The doctor works in the ....
@>Show Choices: A. Post Office, B. Police Office, C. School, D. Hospital
: When [A. Post Office]
@>
: When [B. Police Office]
@>
: When [C. School]
@>
: When [D. Hospital]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 6. Rukun Islam yang ke-4 adalah ....
@>Show Choices: A. Haji, B. Zakat, C. Syahadat, D. Shalat
: When [A. Haji]
@>
: When [B. Zakat]
@>Control Variables: [0002:benar] += 1
@>
: When [C. Syahadat]
@>
: When [D. Shalat]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 7. Iman Kepada Malaikat adalah Rukun Iman
: : yang ke-...
@>Show Choices: A. 2, B. 3, C. 4, D. 5
: When [A. 2]
@>Control Variables: [0002:benar] += 1
@>
: When [B. 3]

```

Edit Event - ID:003

Name:

1

Conditions

Switch ... is ON

Switch ... is ON

Variable ... is

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic

Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

@>
: When [B. 3]
@>
: When [C. 4]
@>
: When [D. 5]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 8. The library is behind the school.
: : The antonym of behind is ...
@>Show Choices: A. Next to, B. Between, C. In Front Of, D. Beside
: When [A. Next to]
@>
: When [B. Between]
@>
: When [C. In Front Of]
@>Control Variables: [0002:benar] += 1
@>
: When [D. Beside]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 9. Pramuka merupakan kegiatan Extracurikuler
: : di sekolah dasar. Penulisan kata "Extracurikuler"
: : yang benar adalah ....
@>Show Choices: A. Extracurikuler, B. Extra Kurikuler, C. Ekstracurikuler, D.
: When [A. Extracurikuler]
@>
: When [B. Extra Kurikuler]
@>
: When [C. Ekstracurikuler]
@>Control Variables: [0002:benar] += 1

```

Edit Event - ID:003

Name:

1

Conditions

Switch ... is ON

Switch ... is ON

Variable ... is

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic

Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: When [B. Extra Kurikuler]
@>
: When [C. Ekstracurikuler]
@>Control Variables: [0002:benar] += 1
@>
: When [D. Ekstra kurikuler]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 10. Ruang kelas 6 sangat bersih. Sampah tidak ada
: : yang berserakan. Meja dan kursi tidak berdebu.
: : Sarang laba-laba tidak ditemukan di dinding.
: : Paragraf diatas termasuk jenis paragraf ....
@>Show Choices: A. Narasi, B. Persuasi, C. Deskripsi, D. Argumentasi
: When [A. Narasi]
@>
: When [B. Persuasi]
@>
: When [C. Deskripsi]
@>Control Variables: [0002:benar] += 1
@>
: When [D. Argumentasi]
@>
: Branch End
@>Conditional Branch: Variable [0002:benar] <= 5
@>Text: -, -, Normal, Bottom
: : Nilai Ujianmu kurang dari 50..
: : Kembali ke Hari Sebelumnya untuk
: : belajar lebih giat lagi..
@>Script: GameTime::set(660)
@>Transfer Player:[040:kampus_kamis] (007,024), None
@>
: Else

```

Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON


Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```
@>Transfer Player:[040:kampus_kamis] (007,024), None
@>
: Else
@>Control Variables: [0005:Ujian 2] = Variable [0002:benar]
@>Text: 'budi', 0, Normal, Bottom
: : Alhamdulillah ujian selesai juga semoga
: : hasilnya memuaskan
@>Script: GameTime::set(660)
@>Transfer Player:[200:kampus_kamisN] (007,024), None
@>
: Branch End
@>
: Else
@>
: Branch End
@>Conditional Branch: Script: GameTime::hour? == 9
@>Control Variables: [0002:benar] = 0
@>Fadeout Screen
@>Wait: 200 frame(s)
@>Change Armor: [Ujian] + 1
@>Fadein Screen
@>Text: -, -, Normal, Bottom
: : 1. Presiden Pertama Indonesia yang dipilih
: : langsung oleh rakyat adalah ....
@>Show Choices: A. Soeharto, B. Soekarno, C. Joko Widodo, D. BJ. Habibi
: When [A. Soeharto]
@>
: When [B. Soekarno]
@>Control Variables: [0002:benar] += 1
@>
: When [C. Joko Widodo]
@>
: When [D. BJ. Habibi]
```

Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

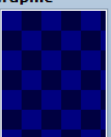
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```
: When [C. Joko Widodo]
@>
: When [D. BJ. Habibi]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 2. Rumusan Pancasila yang dikemukakan oleh
: : Ir Soekarno, sila kelima berbunyi ....
@>Show Choices: A. Musyawarah , B. Persatuan , C. Keadilan rakyat, D. Ket
: When [A. Musyawarah ]
@>
: When [B. Persatuan ]
@>
: When [C. Keadilan rakyat]
@>Control Variables: [0002:benar] += 1
@>
: When [D. Ketuhanan Yang Maha Esa]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 3. Dodi is twelve years old. Andi is ten years old.
: : Andi is ... than Dodi.
@>Show Choices: A. Smarter, B. Older, C. Young, D. Younger
: When [A. Smarter]
@>
: When [B. Older]
@>
: When [C. Young]
@>
: When [D. Younger]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
```

Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

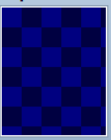
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

: Branch End
@>Text: -, -, Normal, Bottom
: : 4. Nilai dari 133 adalah ....
@>Show Choices: A. 39, B. 169, C. 2.197, D. 28.561
: When [A. 39]
@>
: When [B. 169]
@>
: When [C. 2.197]
@>Control Variables: [0002:benar] += 1
@>
: When [D. 28.561]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 5. The doctor works in the ....
@>Show Choices: A. Post Office, B. Police Office, C. School, D. Hospital
: When [A. Post Office]
@>
: When [B. Police Office]
@>
: When [C. School]
@>
: When [D. Hospital]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 6. Rukun Islam yang ke-4 adalah ....
@>Show Choices: A. Haji, B. Zakat, C. Syahadat, D. Shalat
: When [A. Haji]
@>
: When [B. Zakat]

```

Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

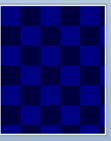
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

: When [B. Zakat]
@>Control Variables: [0002:benar] += 1
@>
: When [C. Syahadat]
@>
: When [D. Shalat]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 7. Iman Kepada Malaikat adalah Rukun Iman
: : yang ke-...
@>Show Choices: A. 2, B. 3, C. 4, D. 5
: When [A. 2]
@>Control Variables: [0002:benar] += 1
@>
: When [B. 3]
@>
: When [C. 4]
@>
: When [D. 5]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 8. The library is behind the school.
: : The antonym of behind is ....
@>Show Choices: A. Next to, B. Between, C. In Front Of, D. Beside
: When [A. Next to]
@>
: When [B. Between]
@>
: When [C. In Front Of]
@>Control Variables: [0002:benar] += 1
@>

```

Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

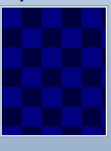
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

@>Control Variables: [0002:benar] += 1
@>
: When [D. Beside]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 9. Pramuka merupakan kegiatan Extracurikuler
: : di sekolah dasar. Penulisan kata "Extracurikuler"
: : yang benar adalah ....
@>Show Choices: A. Extracurikuler, B. Extra Kurikuler, C. Ekstracurikuler, D.
: When [A. Extracurikuler]
@>
: When [B. Extra Kurikuler]
@>
: When [C. Ekstracurikuler]
@>Control Variables: [0002:benar] += 1
@>
: When [D. Ekstra kurikuler]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 10. Ruang kelas 6 sangat bersih. Sampah tidak ada
: : yang berserakan. Meja dan kursi tidak berdebu.
: : Sarang laba-laba tidak ditemukan di dinding.
: : Paragraf diatas termasuk jenis paragraf ....
@>Show Choices: A. Narasi, B. Persuasi, C. Deskripsi, D. Argumentasi
: When [A. Narasi]
@>
: When [B. Persuasi]
@>
: When [C. Deskripsi]
@>Control Variables: [0002:benar] += 1
@>

```

Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

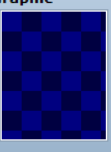
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

@>Show Choices: A. Narasi, B. Persuasi, C. Deskripsi, D. Argumentasi
: When [A. Narasi]
@>
: When [B. Persuasi]
@>
: When [C. Deskripsi]
@>Control Variables: [0002:benar] += 1
@>
: When [D. Argumentasi]
@>
: Branch End
@>Conditional Branch: Variable [0002:benar] <= 5
@>Text: -, -, Normal, Bottom
: : Nilai Ujianmu kurang dari 50..
: : Kembali ke Hari Sebelumnya untuk
: : belajar lebih giat lagi..
@>Script: GameTime::set(660)
@>Transfer Player:[040:kampus_kamis] (007,024), None
@>
: Else
@>Control Variables: [0005:Ujian 2] = Variable [0002:benar]
@>Text: 'budi', 0, Normal, Bottom
: : Alhamdulillah ujian selesai juga semoga
: : hasilnya memuaskan
@>Script: GameTime::set(660)
@>Transfer Player:[200:kampus_kamisN] (007,024), None
@>
: Branch End
@>
: Else
@>
: Branch End
@>

```

e. Ujian Kedua *Medium*

1. 4 orang sahabat, yaitu Ronny, Ricky, Deli, dan Hana hendak membeli jus. Hanya tersedia tiga gelas untuk setiap jenis jus, yaitu mangga, sirsak, stroberi, jambu, nanas, dan alpukat.

Ronny menyukai jus mangga, stroberi, dan jambu. Ricky menyukai jus sirsak, jambu, dan alpukat. Sementara itu, Deli tidak menyukai mangga, stroberi, dan alpukat. Hana menyukai mangga, jambu dan nanas.

Salah satu dari lima orang sahabat itu harus mengalah dalam memilih jus

2. Jika $x+y = 100$ dan $x/y = 1/9$, maka $y-x = \dots$

3. Jessica : Will you have lunch with me?
Samantha : I' d love to, but I am still full.
I my lunch.

4. A tsunami is a very large sea wave that is by a disturbance along the floor of the ocean.

5. 1, 3, 2, 6, 5, 15, 14,

6. 100, 95, ... , 91, 92, 87, 88, 83.

7. The drugs ... by Alysa, she got influenza.

8. Bukit Tursina adalah tempat Nabi Musa AS menerima kitab dari ALLAH SWT untuk kaum:

9. Hal yang perlu dilperhatikan dalam pidato bertema semangat perjuangan adalah ...

10. Membuat surat lamaran yang baik dan benar harus ditinjau dari segi

Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

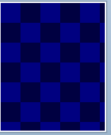
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

@>Conditional Branch: Script: GameTime::hour? == 8
@>Control Variables: [0002:benar] = 0
@>Fadeout Screen
@>Wait: 200 frame(s)
@>Change Armor: [Ujian] + 1
@>Fadein Screen
@>Text: -, -, Normal, Bottom
: : 1. 4 orang sahabat, yaitu Ronny, Ricky, Deli,
: : dan Hana hendak membeli jus. Hanya tersedia
: : tiga gelas untuk setiap jenis jus, yaitu mangga,
: : sirsak, stroberi, jambu, nanas, dan alpukat.
@>Text: -, -, Normal, Bottom
: : Ronny menyukai jus mangga, stroberi, dan jambu.
: : Ricky menyukai jus sirsak, jambu, dan alpukat.
: : Sementara itu, Deli tidak menyukai mangga, stroberi,
: : dan alpukat. Hana menyukai mangga, jambu dan nanas.
@>Text: -, -, Normal, Bottom
: : Salah satu dari lima orang sahabat itu harus
: : mengalah dalam memilih jus ....
@>Show Choices: A. Alpukat, B. Jambu, C. Mangga, D. Stroberi
: When [A. Alpukat]
@>
: When [B. Jambu]
@>Control Variables: [0002:benar] += 1
@>
: When [C. Mangga]
@>
: When [D. Stroberi]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 2. Jika x+y = 100 dan x/y = 1/9, maka y-x = ....
@>Show Choices: A. 90, B. 50, C. 70, D. 80

```

Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

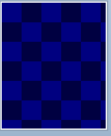
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

: : 2. Jika x+y = 100 dan x/y = 1/9, maka y-x = ....
@>Show Choices: A. 90, B. 50, C. 70, D. 80
: When [A. 90]
@>
: When [B. 50]
@>
: When [C. 70]
@>
: When [D. 80]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 3. Jessica : Will you have lunch with me?
: : Samantha : I'd love to, but I am still full.
: : I .... my lunch.
@>Show Choices: A. have, B. have had, C. will have, D. am having
: When [A. have]
@>
: When [B. have had]
@>Control Variables: [0002:benar] += 1
@>
: When [C. will have]
@>
: When [D. am having]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 4. A tsunami is a very large sea wave that
: : is .... by a disturbance along the floor of
: : the ocean.
@>Show Choices: A. Mobilized, B. Generated, C. Influenced, D. Appreciated
: When [A. Mobilized]

```


Edit Event - ID:003

Name:

1

Conditions

Switch ... is ON

Switch ... is ON

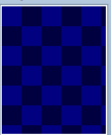
Variable ... is

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

@>Show Choices: A. Mobilized, B. Generated, C. Influenced , D. Appreciated
: When [A. Mobilized]
@>Control Variables: [0002:benar] += 1
@>
: When [B. Generated]
@>
: When [C. Influenced ]
@>
: When [ D. Appreciated]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 5. 1, 3, 2, 6, 5, 15, 14, ....
@>Show Choices: A. 52, B. 28, C. 32, D. 42
: When [ A. 52]
@>
: When [B. 28]
@>
: When [C. 32]
@>
: When [D. 42]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 6. 100, 95, ... , 91, 92, 87, 88, 83.
@>Show Choices: A. 92, B. 94, C. 96, D. 97
: When [A. 92]
@>
: When [B. 94]
@>
: When [C. 96]
@>Control Variables: [0002:benar] += 1

```

Edit Event - ID:003

Name:

1

Conditions

Switch ... is ON

Switch ... is ON

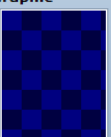
Variable ... is

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

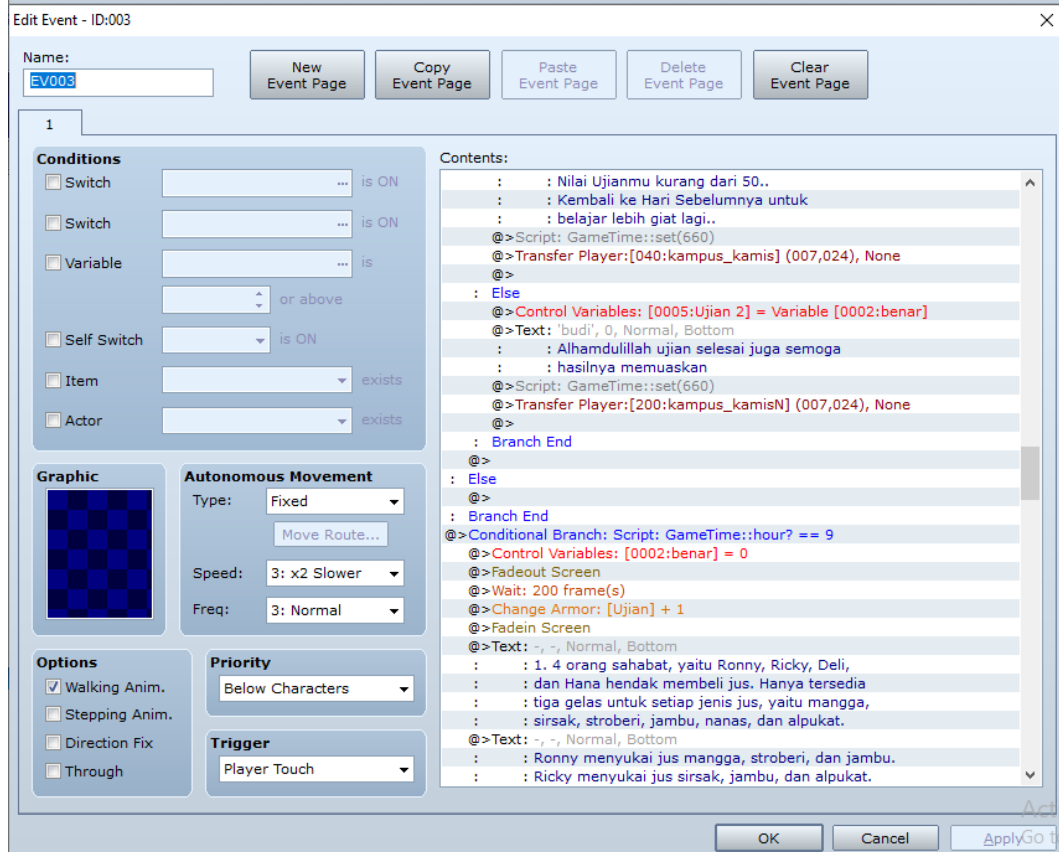
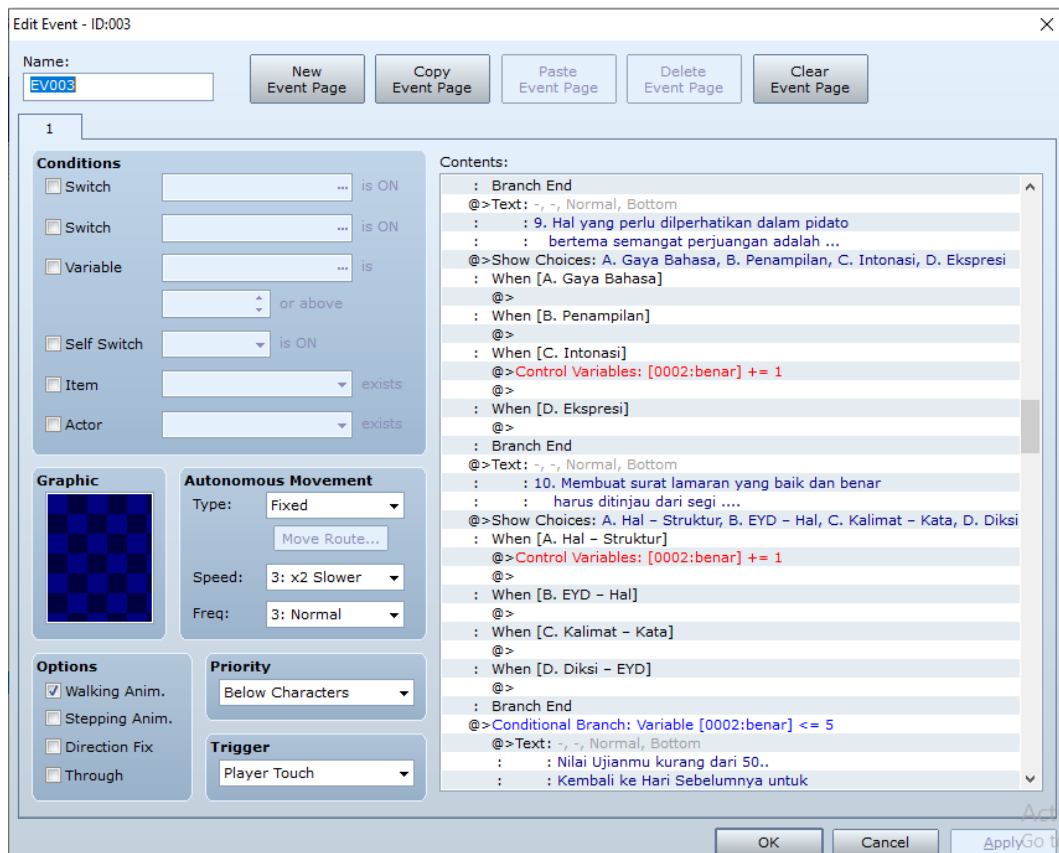
Trigger

Contents:

```

: When [C. 96]
@>Control Variables: [0002:benar] += 1
@>
: When [D. 97]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 7. The drugs ... by Alysa, she got influenza.
@>Show Choices: A. has drank, B. have drank, C. has been drank, D. had be
: When [A. has drank]
@>
: When [B. have drank]
@>
: When [C. has been drank]
@>
: When [D. had been drank]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 8. Bukit Tursina adalah tempat Nabi Musa AS
: : menerima kitab dari ALLAH SWT untuk kaum:
@>Show Choices: A. Nasrani, B. Yahudi, C. Mayusi, D. Qurais
: When [A. Nasrani]
@>
: When [B. Yahudi]
@>Control Variables: [0002:benar] += 1
@>
: When [C. Mayusi]
@>
: When [D. Qurais]
@>
: Branch End

```



Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: Ronny menyukai jus mangga, stroberi, dan jambu.
: Ricky menyukai jus sirsak, jambu, dan alpukat.
: Sementara itu, Deli tidak menyukai mangga, stroberi,
: dan alpukat. Hana menyukai mangga, jambu dan nanas.
@>Text: -, -, Normal, Bottom
: Salah satu dari lima orang sahabat itu harus
: mengalah dalam memilih jus ....
@>Show Choices: A. Alpukat, B. Jambu, C. Mangga, D. Stroberi
: When [A. Alpukat]
@>
: When [B. Jambu]
@>Control Variables: [0002:benar] += 1
@>
: When [C. Mangga]
@>
: When [D. Stroberi]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: 2. Jika x+y = 100 dan x/y = 1/9, maka y-x = ....
@>Show Choices: A. 90, B. 50, C. 70, D. 80
: When [A. 90]
@>
: When [B. 50]
@>
: When [C. 70]
@>
: When [D. 80]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: 3. Jessica : Will you have lunch with me?

```

Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

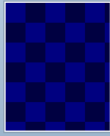
Variable is

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: 3. Jessica : Will you have lunch with me?
: Samantha : I'd love to, but I am still full.
: I .... my lunch.
@>Show Choices: A. have, B. have had, C. will have, D. am having
: When [A. have]
@>
: When [B. have had]
@>Control Variables: [0002:benar] += 1
@>
: When [C. will have]
@>
: When [D. am having]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: 4. A tsunami is a very large sea wave that
: is .... by a disturbance along the floor of
: the ocean.
@>Show Choices: A. Mobilized, B. Generated, C. Influenced, D. Appreciated
: When [A. Mobilized]
@>Control Variables: [0002:benar] += 1
@>
: When [B. Generated]
@>
: When [C. Influenced ]
@>
: When [ D. Appreciated]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: 5. 1, 3, 2, 6, 5, 15, 14, ....
@>Show Choices: A. 52, B. 28, C. 32, D. 42
: When [A. 52]

```

Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

Variable is

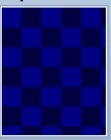
or above

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Trigger

Contents:

```

:      : 5. 1, 3, 2, 6, 5, 15, 14, ...
@>Show Choices: A. 52, B. 28, C. 32, D. 42
:      : When [ A. 52]
@>
:      : When [B. 28]
@>
:      : When [C. 32]
@>
:      : When [D. 42]
@>Control Variables: [0002:benar] += 1
@>
:      : Branch End
@>Text: -, -, Normal, Bottom
:      :      : 6. 100, 95, ..., 91, 92, 87, 88, 83.
@>Show Choices: A. 92, B. 94, C. 96, D. 97
:      : When [A. 92]
@>
:      : When [B. 94]
@>
:      : When [C. 96]
@>Control Variables: [0002:benar] += 1
@>
:      : When [D. 97]
@>
:      : Branch End
@>Text: -, -, Normal, Bottom
:      :      : 7. The drugs ... by Alysa, she got influenza.
@>Show Choices: A. has drank, B. have drank, C. has been drank, D. had be
:      : When [A. has drank]
@>
:      : When [B. have drank]
@>
:      : When [C. has been drank]

```

Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

Variable is

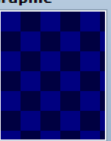
or above

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type:

Speed:

Freq:

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

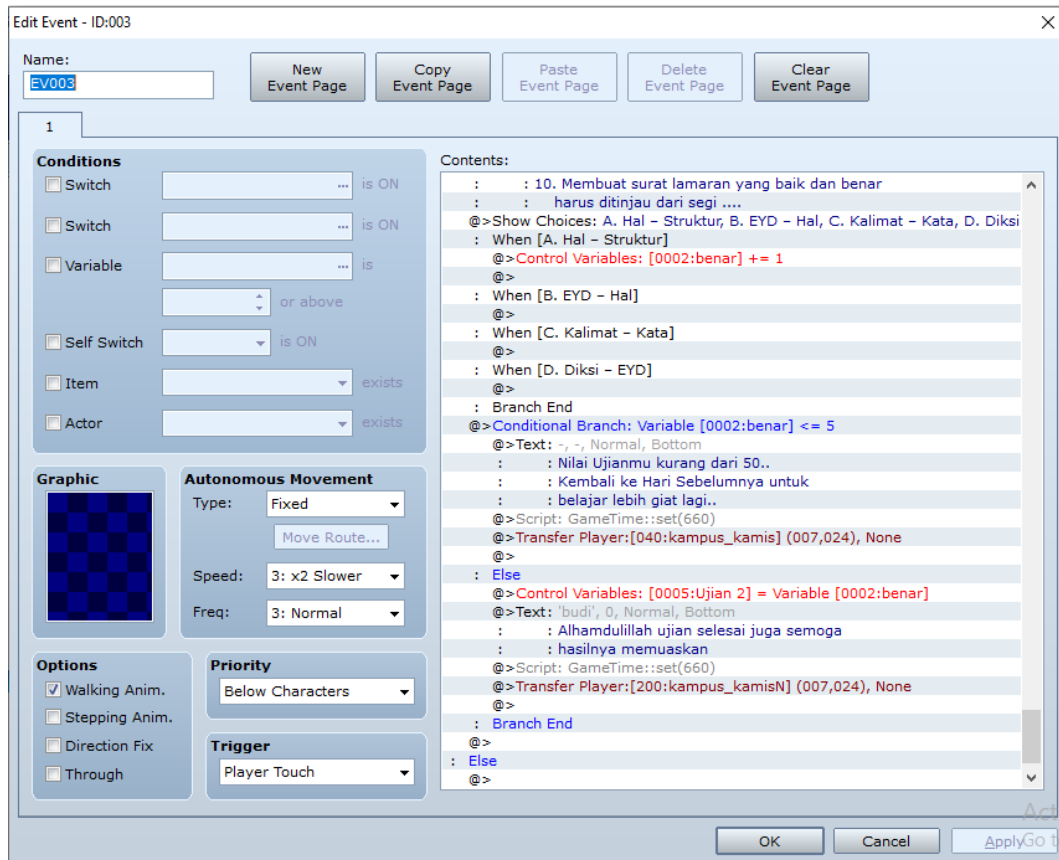
Trigger

Contents:

```

:      : When [C. has been drank]
@>
:      : When [D. had been drank]
@>Control Variables: [0002:benar] += 1
@>
:      : Branch End
@>Text: -, -, Normal, Bottom
:      :      : 8. Bukit Tursina adalah tempat Nabi Musa AS
:      :      : menerima kitab dari ALLAH SWT untuk kaum:
@>Show Choices: A. Nasrani, B. Yahudi, C. Mayusi, D. Qurais
:      : When [A. Nasrani]
@>
:      : When [B. Yahudi]
@>Control Variables: [0002:benar] += 1
@>
:      : When [C. Mayusi]
@>
:      : When [D. Qurais]
@>
:      : Branch End
@>Text: -, -, Normal, Bottom
:      :      : 9. Hal yang perlu diperhatikan dalam pidato
:      :      : bertema semangat perjuangan adalah ...
@>Show Choices: A. Gaya Bahasa, B. Penampilan, C. Intonasi, D. Ekspresi
:      : When [A. Gaya Bahasa]
@>
:      : When [B. Penampilan]
@>
:      : When [C. Intonasi]
@>Control Variables: [0002:benar] += 1
@>
:      : When [D. Ekspresi]
@>

```



f. Ujian Kedua *Hard*

1. 50 , 100 , 67 , 200 , 85 , 400 , 104 ,
700 , ... , ... , ...

2. Diberikan lingkaran pada bidang koordinat yang memotong sumbu-x di $(1,0)$ dan $(3,0)$. Jika lingkaran tersebut menyinggung sumbu-y , maka titik singgung yang mungkin adalah ...

3. Suku banyak $P(x) = ax^5 + x^4 + bx^3 + x^2 + cx + d$ berturut-turut bersisa 3 dan (-7) ketika dibagi $x+1$ dan $x-1$. Sisa pembagian $P(x)$ oleh x adalah ...

4. Choose the wrong word in this sentence !
The judge looked skeptical at the attorney.

5. Dibawah ini manakah yang bukan termasuk kedalam Fiqih Muamallah ?

6. The movement of the stars was first noticed by early travelers, who used the stars to guide it's way across the sea.

7. In ,disk technology has made record albums almost obsolete.

8. Siapakah diantara Khulafaur Rasyidin yang bergelar "Dzun Nuraini" ?

9. Himpunan penyelesaian pertidaksamaan $|x - 5|^2 - 3|x - 5| + 2 < 0$ adalah

10. MEJA = 5438 , KURSI = 19720 , DASI = 6820.
.... = 2418 ?

Edit Event - ID:003

Name: EV003

New Event Page Copy Event Page Paste Event Page Delete Event Page Clear Event Page

1

Conditions

Switch ... is ON

Switch ... is ON

Variable ... is

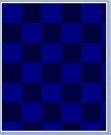
or above

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic



Autonomous Movement

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```
@>Conditional Branch: Script: GameTime::hour == 8
@>Control Variables: [0002:benar] = 0
@>Fadeout Screen
@>Wait: 200 frame(s)
@>Change Armor: [Ujian] + 1
@>Fadein Screen
@>Text: -, -, Normal, Bottom
: : 1. 50 , 100 , 67 , 200 , 85 , 400 , 104 ,
: : 700 , ... , ... , ...
@>Show Choices: A. 123, 1000, 145, B. 1000, 123, 124, C. 124, 900, 145, D.
: When [A. 123, 1000, 145]
@>
: When [B. 1000, 123, 124]
@>
: When [C. 124, 900, 145]
@>
: When [D. 124, 1000, 145]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 2. Diberikan lingkaran pada bidang koordinat
: : yang memotong sumbu-x di (1,0) dan (3,0).
: : Jika lingkaran tersebut menyinggung sumbu-y ,
: : maka titik singgung yang mungkin adalah ...
@>Show Choices: A. (0,1), B. (0,3), C. (0,√3), D. (0,√5)
: When [A. (0,1)]
@>
: When [B. (0,3)]
@>
: When [C. (0,√3)]
@>Control Variables: [0002:benar] += 1
@>
```

OK Cancel ApplyGo

Edit Event - ID:003

Name: EV003

New Event Page Copy Event Page Paste Event Page Delete Event Page Clear Event Page

1

Conditions

Switch ... is ON

Switch ... is ON

Variable ... is

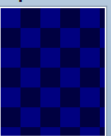
or above

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic



Autonomous Movement

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```
: When [C. (0,√3)]
@>Control Variables: [0002:benar] += 1
@>
: When [D. (0,√5)]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 3. Suku banyak P(x)= ax5 + x4 + bx3 + x2 + cx + d
: : berturut-turut bersisa 3 dan (-7) ketika dibagi
: : x+1 dan x-1. Sisa pembagian P(x) oleh x
: : adalah ...
@>Show Choices: A. -4, B. -2, C. 2, D. 4
: When [A. -4]
@>Control Variables: [0002:benar] += 1
@>
: When [B. -2]
@>
: When [C. 2]
@>
: When [D. 4]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 4. Choose the wrong word in this sentence !
: : The judge looked skeptical at the attorney.
@>Show Choices: A. The Judge, B. Looked, C. Skeptical, D. At the attorney
: When [A. The Judge]
@>
: When [B. Looked]
@>
: When [C. Skeptical]
@>Control Variables: [0002:benar] += 1
@>
```

OK Cancel ApplyGo

Edit Event - ID:003

Name: EV003

New Event Page Copy Event Page Paste Event Page Delete Event Page Clear Event Page

1

Conditions

Switch ... is ON

Switch ... is ON

Variable ... is

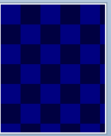
or above

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic



Autonomous Movement

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

@>Control Variables: [0002:benar] += 1
@>
: When [ D. At the attorney]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 5. Dibawah ini manakah yang bukan termasuk
: : kedalam Fiqih Muamallah ?
@>Show Choices: A. Tanzilah, B. Silaturahmi, C. Begadang, D. Jihad
: When [ A. Tanzilah]
@>
: When [B. Silaturahmi]
@>
: When [C. Begadang]
@>
: When [D. Jihad]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 6. The movement of the stars was first noticed by
: : early travelers, who used the stars to guide
: : it's way across the sea.
@>Show Choices: A. The Stars, B. Early , C. Who , D. It's
: When [A. The Stars]
@>
: When [B. Early ]
@>
: When [C. Who ]
@>
: When [D. It's ]
@>Control Variables: [0002:benar] += 1
@>

```

OK Cancel ApplyGo

Edit Event - ID:003

Name: EV003

New Event Page Copy Event Page Paste Event Page Delete Event Page Clear Event Page

1

Conditions

Switch [] is ON

Switch [] is ON

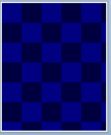
Variable [] is [] or above

Self Switch [] is ON

Item [] exists

Actor [] exists

Graphic



Autonomous Movement

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: When [D. It's ]
  @>Control Variables: [0002:benar] += 1
  @>
: Branch End
@>Text: -, -, Normal, Bottom
: : 7. In .... ,disk technology has made record albums
: : almost obsolete.
@>Show Choices: A. this week, B. the past decade, C. the morning, D. this d
: When [A. this week]
  @>
: When [B. the past decade]
  @>Control Variables: [0002:benar] += 1
  @>
: When [C. the morning]
  @>
: When [D. this decade]
  @>
: Branch End
@>Text: -, -, Normal, Bottom
: : 8. Siapakah diantara Khulafaur Rasyidin yang
: : bergelar "Dzun Nuraini" ?
@>Show Choices: A. Abu Bakar Ash-Shiddiq, B. Umar bin Khatab, C. Ali bin A
: When [A. Abu Bakar Ash-Shiddiq]
  @>
: When [B. Umar bin Khatab]
  @>
: When [C. Ali bin Abuthalib]
  @>
: When [D. Ustman bin Affan]
  @>Control Variables: [0002:benar] += 1
  @>
: Branch End
@>Text: -, -, Normal, Bottom

```

OK Cancel ApplyGo to

Edit Event - ID:003

Name: EV003

New Event Page Copy Event Page Paste Event Page Delete Event Page Clear Event Page

1

Conditions

Switch [] is ON

Switch [] is ON

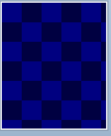
Variable [] is [] or above

Self Switch [] is ON

Item [] exists

Actor [] exists

Graphic



Autonomous Movement

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

@>Text: -, -, Normal, Bottom
: : 9. Himpunan penyelesaian pertidaksamaan
: :  $|x - 5|^2 - 3|x - 5| + 2 < 0$  adalah ....
@>Show Choices: A. (3,4) ∪ (6,7), B. (3,4) ∪ (6,7), C. (1,2) ∪ (3,4), D. (-∞,
: When [A. (3,4) ∪ (6,7)]
  @>
: When [B. (3,4) ∪ (6,7)]
  @>Control Variables: [0002:benar] += 1
  @>
: When [C. (1,2) ∪ (3,4)]
  @>
: When [D. (-∞,2) ∪ (3,7)]
  @>
: Branch End
@>Text: -, -, Normal, Bottom
: : 10. MEJA = 5438 , KURSI = 19720 , DASI = 6820.
: : .... = 2418 ?
@>Show Choices: A. MAKA, B. SISA, C. SEKA, D. DESA
: When [A. MAKA]
  @>
: When [B. SISA]
  @>
: When [C. SEKA]
  @>Control Variables: [0002:benar] += 1
  @>
: When [D. DESA]
  @>
: Branch End
@>Conditional Branch: Variable [0002:benar] <= 5
@>Text: -, -, Normal, Bottom
: : Nilai Ujianmu kurang dari 50..
: : Kembali ke Hari Sebelumnya untuk
: : belajar lebih giat lagi..

```

OK Cancel ApplyGo to

Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

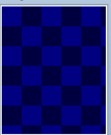
Variable is or above

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: belajar lebih giat lagi..
@>Script: GameTime::set(660)
@>Transfer Player:[040:kampus_kamis] (007,024), None
@>
: Else
@>Control Variables: [0005:Ujian 2] = Variable [0002:benar]
@>Text: 'budi', 0, Normal, Bottom
: Alhamdulillah ujian selesai juga semoga
: hasilnya memuaskan
@>Script: GameTime::set(660)
@>Transfer Player:[200:kampus_kamisN] (007,024), None
@>
: Branch End
@>
: Else
@>
: Branch End
@>Conditional Branch: Script: GameTime::hour? == 9
@>Control Variables: [0002:benar] = 0
@>Fadeout Screen
@>Wait: 200 frame(s)
@>Change Armor: [Ujian] + 1
@>Fadein Screen
@>Text: -, -, Normal, Bottom
: 1. 50 , 100 , 67 , 200 , 85 , 400 , 104 ,
: 700 , ... , ... , ...
@>Show Choices: A. 123, 1000, 145, B. 1000, 123, 124, C. 124, 900, 145, D.
: When [A. 123, 1000, 145]
@>
: When [B. 1000, 123, 124]
@>
: When [C. 124, 900, 145]
@>

```

Edit Event - ID:003

Name:

1

Conditions

Switch is ON

Switch is ON

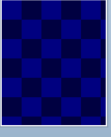
Variable is or above

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: When [C. 124, 900, 145]
@>
: When [D. 124, 1000, 145]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: 2. Diberikan lingkaran pada bidang koordinat
: yang memotong sumbu-x di (1,0) dan (3,0).
: Jika lingkaran tersebut menyinggung sumbu-y ,
: maka titik singgung yang mungkin adalah ...
@>Show Choices: A. (0,1), B. (0,3), C. (0,√3), D. (0,√5)
: When [A. (0,1)]
@>
: When [B. (0,3)]
@>
: When [C. (0,√3)]
@>Control Variables: [0002:benar] += 1
@>
: When [D. (0,√5)]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: 3. Suku banyak P(x)= ax5 + x4 + bx3 + x2 + cx + d
: berturut-turut bersisa 3 dan (-7) ketika dibagi
: x+1 dan x-1. Sisa pembagian P(x) oleh x
: adalah ...
@>Show Choices: A. -4, B. -2, C. 2, D. 4
: When [A. -4]
@>Control Variables: [0002:benar] += 1
@>
: When [B. -2]
@>

```

1

Name: EV003

New Event Page Copy Event Page Paste Event Page Delete Event Page Clear Event Page

Conditions

- Switch ... is ON
- Switch ... is ON
- Variable ... is
- or above
- Self Switch ... is ON
- Item ... exists
- Actor ... exists

Graphic

Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

- Walking Anim.
- Stepping Anim.
- Direction Fix
- Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

: When [B. -2]
@>
: When [C. 2]
@>
: When [D. 4]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 4. Choose the wrong word in this sentence !
: : The judge looked skeptical at the attorney.
@>Show Choices: A. The Judge, B. Looked, C. Skeptical, D. At the attorney
: When [A. The Judge]
@>
: When [B. Looked]
@>
: When [C. Skeptical]
@>Control Variables: [0002:benar] += 1
@>
: When [ D. At the attorney]
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 5. Dibawah ini manakah yang bukan termasuk
: : kedalam Fiqh Muamallah ?
@>Show Choices: A. Tanzilah, B. Silaturahmi, C. Begadang, D. Jihad
: When [ A. Tanzilah]
@>
: When [B. Silaturahmi]
@>
: When [C. Begadang]
@>
: When [D. Jihad]
@>Control Variables: [0002:benar] += 1
    
```

OK Cancel ApplyGo

1

Name: EV003

New Event Page Copy Event Page Paste Event Page Delete Event Page Clear Event Page

Conditions

- Switch ... is ON
- Switch ... is ON
- Variable ... is
- or above
- Self Switch ... is ON
- Item ... exists
- Actor ... exists

Graphic

Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

- Walking Anim.
- Stepping Anim.
- Direction Fix
- Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 6. The movement of the stars was first noticed by
: : early travelers, who used the stars to guide
: : it's way across the sea.
@>Show Choices: A. The Stars, B. Early , C. Who , D. It's
: When [A. The Stars]
@>
: When [B. Early ]
@>
: When [C. Who ]
@>
: When [D. It's ]
@>Control Variables: [0002:benar] += 1
@>
: Branch End
@>Text: -, -, Normal, Bottom
: : 7. In .... ,disk technology has made record albums
: : almost obsolete.
@>Show Choices: A. this week, B. the past decade, C. the morning, D. this d
: When [A. this week]
@>
: When [B. the past decade]
@>Control Variables: [0002:benar] += 1
@>
: When [C. the morning]
@>
: When [D. this decade]
@>
: Branch End
@>Text: -, -, Normal, Bottom
    
```

OK Cancel ApplyGo

Edit Event - ID:003

Name:

1

Conditions

Switch ... is ON

Switch ... is ON

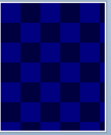
Variable ... is

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

@>Text: -, -, Normal, Bottom
:      : 8. Siapakah diantara Khulafaur Rasyidin yang
:      :      bergelar "Dzun Nuraini" ?
@>Show Choices: A. Abu Bakar Ash-Shiddiq, B. Umar bin Khatab, C. Ali bin A
:      : When [A. Abu Bakar Ash-Shiddiq]
:      : @>
:      : When [B. Umar bin Khatab]
:      : @>
:      : When [C. Ali bin Abuthalib]
:      : @>
:      : When [D. Ustman bin Affan]
:      : @>Control Variables: [0002:benar] += 1
:      : @>
:      : Branch End
@>Text: -, -, Normal, Bottom
:      : 9. Himpunan penyelesaian pertidaksamaan
:      :       $|x - 5|^2 - 3|x - 5| + 2 < 0$  adalah ....
@>Show Choices: A. (3,4) ∪ (6,7), B. (3,4) ∪ (6,7), C. (1,2) ∪ (3,4), D. (-∞,
:      : When [A. (3,4) ∪ (6,7)]
:      : @>
:      : When [B. (3,4) ∪ (6,7)]
:      : @>Control Variables: [0002:benar] += 1
:      : @>
:      : When [C. (1,2) ∪ (3,4)]
:      : @>
:      : When [D. (-∞,2) ∪ (3,7)]
:      : @>
:      : Branch End
@>Text: -, -, Normal, Bottom
:      : 10. MEJA = 5438 , KURSI = 19720 , DASI = 6820.
:      :      .... = 2418 ?
@>Show Choices: A. MAKA, B. SISA, C. SEKA, D. DESA
:      : When [A. MAKA]

```

Edit Event - ID:003

Name:

1

Conditions

Switch ... is ON

Switch ... is ON

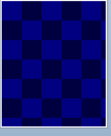
Variable ... is

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic



Autonomous Movement

Type: Fixed

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Player Touch

Contents:

```

@>Show Choices: A. MAKA, B. SISA, C. SEKA, D. DESA
:      : When [A. MAKA]
:      : @>
:      : When [B. SISA]
:      : @>
:      : When [C. SEKA]
:      : @>Control Variables: [0002:benar] += 1
:      : @>
:      : When [D. DESA]
:      : @>
:      : Branch End
@>Conditional Branch: Variable [0002:benar] <= 5
@>Text: -, -, Normal, Bottom
:      : Nilai Ujianmu kurang dari 50..
:      :      Kembali ke Hari Sebelumnya untuk
:      :      belajar lebih giat lagi..
@>Script: GameTime::set(660)
@>Transfer Player:[040:kampus_kamis] (007,024), None
:      : @>
:      : Else
:      : @>Control Variables: [0005:Ujian 2] = Variable [0002:benar]
:      : @>Text: 'budi', 0, Normal, Bottom
:      :      Alhamdulillah ujian selesai juga semoga
:      :      hasilnya memuaskan
@>Script: GameTime::set(660)
@>Transfer Player:[200:kampus_kamisN] (007,024), None
:      : @>
:      : Branch End
:      : @>
:      : Else
:      : @>
:      : Branch End
:      : @>

```

2. Modifikasi Event Belajar

Edit Event - ID:022

Name: EV022

New Event Page Copy Event Page Paste Event Page Delete Event Page Clear Event Page

1

Conditions

Switch ... is ON

Switch ... is ON

Variable ... is

or above

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic

Autonomous Movement

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Action Button

Contents:

```
@>Control Variables: [0008:EventUjian1] = 0
@>Control Variables: [0008:EventUjian1] += 1
@>Text: 'budi', 0, Normal, Bottom
:      : Hai, Agung !
:      : Apakah kamu sudah lama menunggu disini ?
@>Text: 'temanpria1', 0, Normal, Bottom
:      : Ohh, Hai Budi !
:      : Belum kok..
@>Text: 'budi', 0, Normal, Bottom
:      : Baiklah, Mari kita mulai belajarnya..
@>Text: 'temanpria1', 0, Normal, Bottom
:      : Oke mari kita mulai..
@>Script: GameTime::set(1050)
@>Play SE: 'Move', 80, 100
@>Transfer Player:[276:go_asra_cafe2] (011,011), Up
@>
```

OK Cancel ApplyGo to

Edit Event - ID:023

Name: EV023

New Event Page Copy Event Page Paste Event Page Delete Event Page Clear Event Page

1 2

Conditions

Switch ... is ON

Switch ... is ON

Variable ... is

or above

Self Switch ... is ON

Item ... exists

Actor ... exists

Graphic

Autonomous Movement

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Parallel Process

Contents:

```
@>Text: 'budi', 0, Normal, Bottom
:      : Sepertinya aku mulai lelah..
@>Text: 'temanpria1', 0, Normal, Bottom
:      : Aku juga sudah mulai lelah..
:      : Bagaimana kalau kita lanjutkan lagi
:      : besok jam 10.00 pagi - 13.30 siang
:      : di perpustakaan kampus?
@>Text: 'budi', 0, Normal, Bottom
:      : Wahh kelihatannya itu ide yang bagus..
:      : Tapi, aku belum pernah kesana..
:      : Bisakah kamu menjelaskan posisi
:      : perpustakaan nya ?
@>Text: 'temanpria1', 0, Normal, Bottom
:      : Tentu saja, Letaknya ada didalam gedung
:      : yang berada disamping gedung pendaftaran.
@>Text: 'temanpria1', 0, Normal, Bottom
:      : Setelah kamu masuk gedung itu kamu
:      : tinggal lurus saja..
@>Text: 'budi', 0, Normal, Bottom
:      : Oke, kalau begitu aku pulang dulu yaa..
:      : Sampai jumpa..
@>Text: 'temanpria1', 0, Normal, Bottom
:      : Okee.. Hati-hati..
@>Control Self Switch: A =ON
@>
```

OK Cancel ApplyGo to







Budi Sang Perantau

6:00 PM



Aku juga sudah mulai lelah..
Bagaimana kalau kita lanjutkan lagi
besok jam 10.00 pagi - 13.30 siang
di perpustakaan kampus?

Budi Sang Perantau

6:12 PM



Wahh kelihatannya itu ide yang bagus..
Tapi, aku belum pernah kesana..
Bisakah kamu menjelaskan posisi
perpustakaanannya ?

Budi Sang Perantau

6:24 PM



Tentu saja, Letaknya ada didalam gedung yang berada disamping gedung pendaftaran.

Budi Sang Perantau

6:36 PM



Setelah kamu masuk gedung itu kamu tinggal lurus saja..



Edit Event - ID:017

Name:

1

Conditions

Switch is ON

Switch is ON

Variable is or above

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Action Button

Contents:

```

@>Control Variables: [0009:EventUjian2] = 0
@>Control Variables: [0009:EventUjian2] += 1
@>Text: 'budi', 0, Normal, Bottom
: : Hai Agung..
: : Bagaimana Ujian Pertamamu ?
@>Text: 'temanpria1', 0, Normal, Bottom
: : Ohh, Hai Budi..
: : Alhamdulillah hampir semua yang kita
: : pelajari bersama-sama kemarin keluar
: : di soal ujian..
@>Text: 'temanpria1', 0, Normal, Bottom
: : Kalau begini aku yakin hasil ujianku
: : tidak akan mengecewakan..
: : Bagaimana denganmu Budi ?
@>Text: 'budi', 0, Normal, Bottom
: : Alhamdulillah semua berjalan lancar..
: : Kita berdoa saja semoga hasil
: : ujiannya memuaskan..
@>Text: 'budi', 0, Normal, Bottom
: : Alhamdulillah semua berjalan lancar..
: : Kita berdoa saja semoga hasil
: : ujiannya memuaskan..
@>Text: 'budi', 0, Normal, Bottom
: : Sekarang waktunya kita mempersiapkan
: : untuk ujian kedua besok..
@>Text: 'temanpria1', 0, Normal, Bottom
: : Ammiin..
: : Baiklah, Mari kita mulai belajarnya..
@>Text: 'budi', 0, Normal, Bottom
: : Oke mari kita mulai..
@>Script: GameTime::set(780)
@>Play SE: 'Move', 80, 100
@>Transfer Player:[278:kampus_kamis2] (018,011), Up
        
```

Edit Event - ID:018

Name:

1 2

Conditions

Switch is ON

Switch is ON

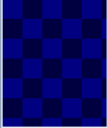
Variable is or above

Self Switch is ON

Item exists

Actor exists

Graphic



Autonomous Movement

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

Options

Walking Anim.

Stepping Anim.

Direction Fix

Through

Priority

Below Characters

Trigger

Parallel Process

Contents:

```

@>Text: 'budi', 0, Normal, Bottom
: : Sepertinya aku mulai lelah..
: : Bagaimana kalau kita lanjutkan
: : lagi nanti sore ?
@>Text: 'temanpria1', 0, Normal, Bottom
: : Baiklah kalau begitu..
: : Kita lanjutkan nanti jam 15.00-17.30
: : di Cafe belakang kampus yaa ?
@>Text: 'budi', 0, Normal, Bottom
: : Baiklah Sampai Bertemu disana..
: : Kalau begitu aku pulang dulu yaa..
: : Sampai jumpa..
@>Text: 'temanpria1', 0, Normal, Bottom
: : Okee.. Hati-hati..
@>Control Self Switch: A =ON
@>
        
```

