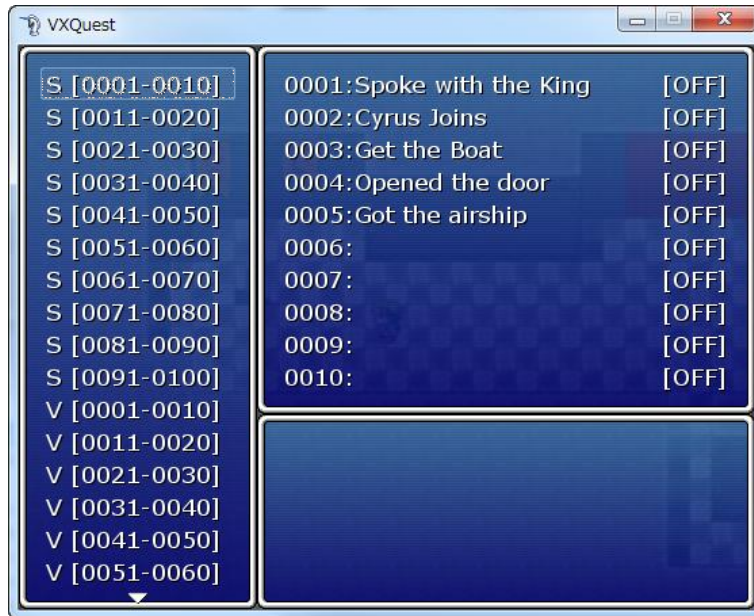




Level 17: Creating a Puzzle Part 2

Welcome to Level 17 of the RPG Maker VX Introductory course. In the previous level we focused on various debugging features available to you during playtests.



In this level we'll return to the main game and create the puzzle Event in Level 2 of the Devil King's Lair.

Step 40: Outlining the Puzzle Part 2

Level 2 contains the Devil King's throne room. This is the room in the top-left corner of our Level 2 map, with the red carpet. What we'll do next is to place a guard at the door to the Devil King's room. This guard will only let the player pass if the player knows the secret code. The player will then have to search for the code.

Here's the outline of the puzzle:

- A guard is preventing entry to the Devil King's throne room.
- The guard will only move when the player can repeat a secret code.
- The secret code is a 3 digit number written on a sign somewhere on Level 2.

First, we'll have to create the guard Event that prevents the player from entering the throne room. Next, we'll create the sign (Level 2, coordinates 025,038) where the player can find the 3 digit code. Finally, we'll edit the guard Event so that it disappears after the player presents it with the correct code.

The question now is how does the player give the code to the guard? The simplest way would be to use a Switch. We could set this Switch to "ON" once the player has learned the code, and then set the guard Event to disappear once the player talks to him a second time and the Switch is "ON". But, that sort of defeats the purpose of having the guard in the first place. Here we can make use of a new Command called the Input Number Command. This will require the player to remember the code and input it when asked by the guard.

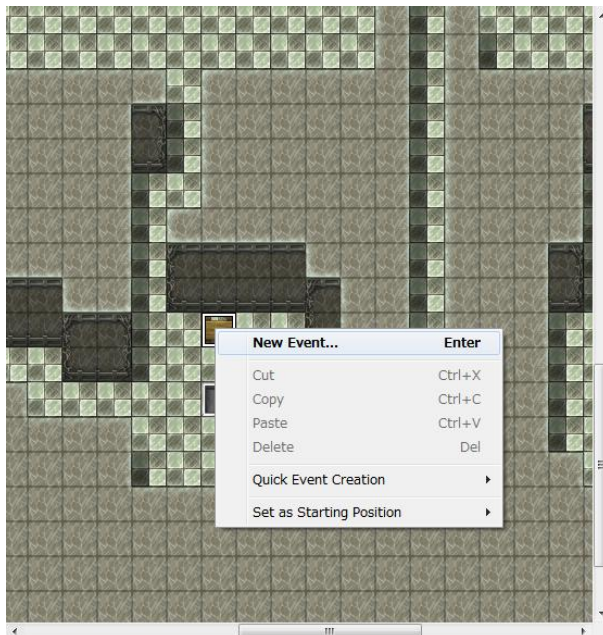
In the next step, we'll use this Command to create the Event asking the player to input the code.

Step 41: Variables in Use

Preparing the Secret Code

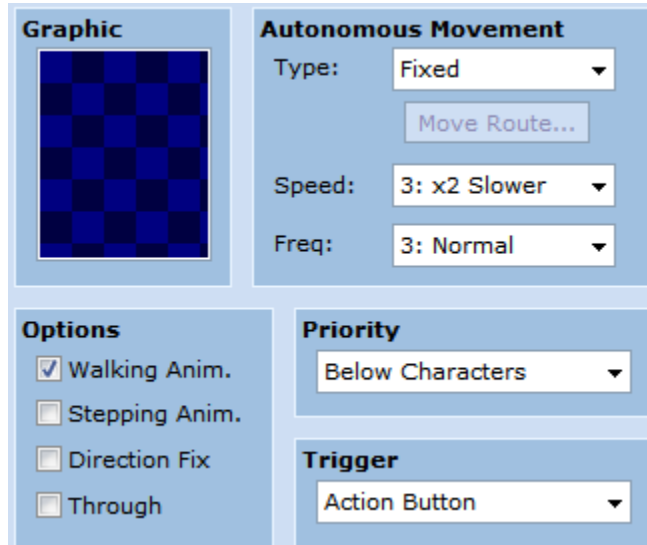
First, let's place the sign with the secret code. Any 3 digit number will do. We've chosen "123".

Creating the Sign Event



*Creating a New Event

Now that we have a secret code, we can create the sign Event. We're putting it at coordinates 025,038 on Level 2 of the Devil King's Lair. Right-click on your preferred location and select "New Event..." from the pop-up menu.

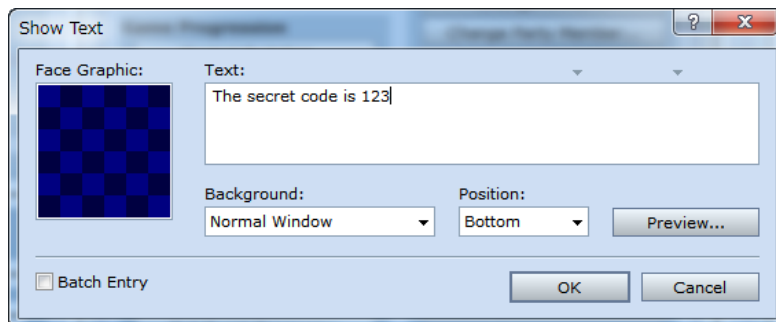


The screenshot shows the 'New Event...' dialog box with the following settings:

- Graphic:** A blue and black checkered tile.
- Autonomous Movement:**
 - Type: Fixed
 - Move Route... button
 - Speed: 3: x2 Slower
 - Freq: 3: Normal
- Options:**
 - ☒ Walking Anim.
 - ☐ Stepping Anim.
 - ☐ Direction Fix
 - ☐ Through
- Priority:** Below Characters
- Trigger:** Action Button

*Graphic and optional settings.

Since the tile is already in place, there is no need to set the graphic. The other settings may remain as they are.



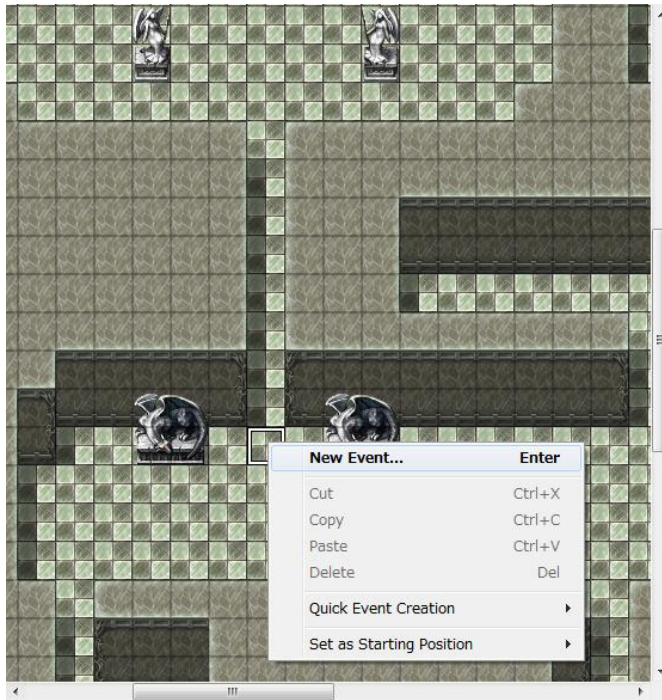
The screenshot shows the 'Show Text' dialog box with the following settings:

- Face Graphic:** A blue and black checkered tile.
- Text:** The secret code is 123
- Background:** Normal Window
- Position:** Bottom
- Preview...** button
- Batch Entry:** ☐
- OK** and **Cancel** buttons

*The Show Text Command.

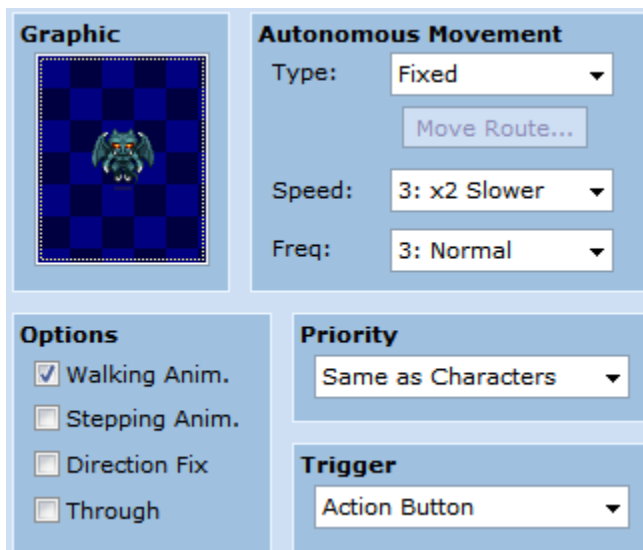
Use the Show Text Command to create a message containing the secret code for when the player reads the sign. Double-click the "@" mark in the Event Editor and use the Show Text Command to create the message.

Creating the Guard Event



*Creating a new Event.

Next, let's create the guard. Since we want the guard to block the player's path, we'll set the Event at coordinates 015,027. Right-click on this spot and select "New Event...".

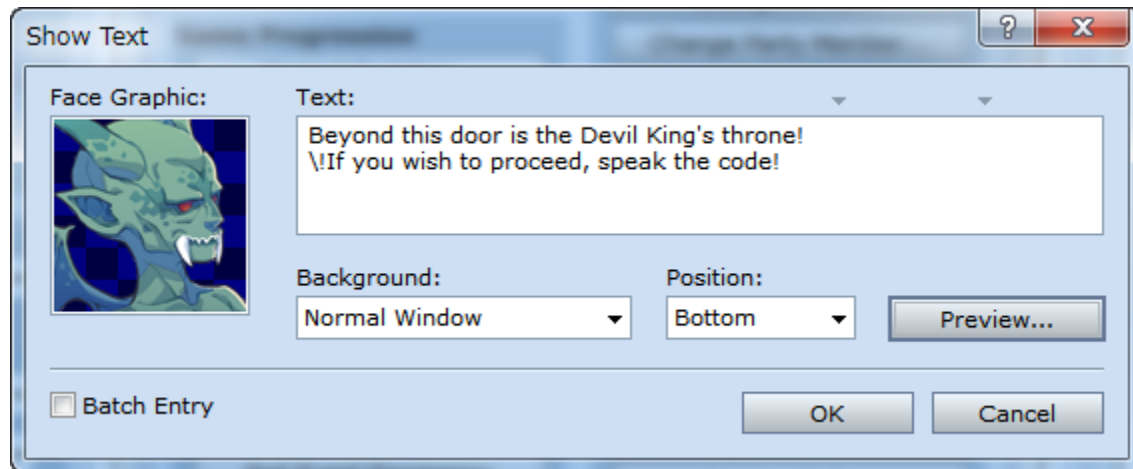


*Graphic and optional settings.

Double-click in the graphic box to select an appropriate graphic. We've gone with the green monster found second from the right in the top row of the Monster menu.

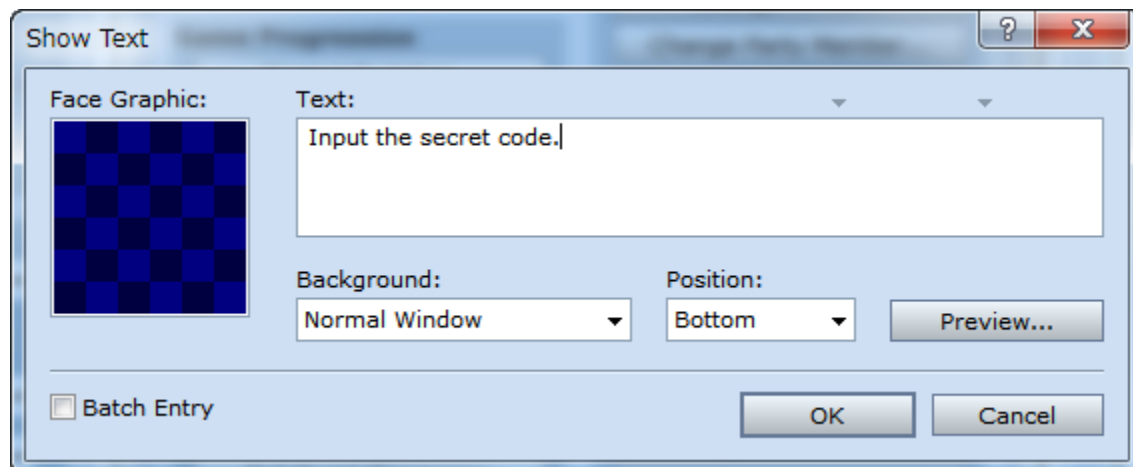
*The graphic we have selected for this Event is only available in the full version of RPG Maker VX

Inputting a Message with the Show Text Command



*The Show Text Command

Bring up the Show Text Command dialogue by double-clicking on the “@” mark in the Event Editor. Select the appropriate graphic from the Monster menu and type a message instructing the player that he can not proceed until he knows the secret code.



*The Show Text Command.

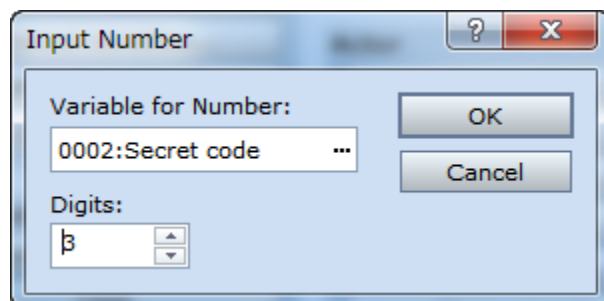
Next, create a message asking for the secret code. We'll link this message to the Insert Number Command in the next step.

Setting the Input Number Command

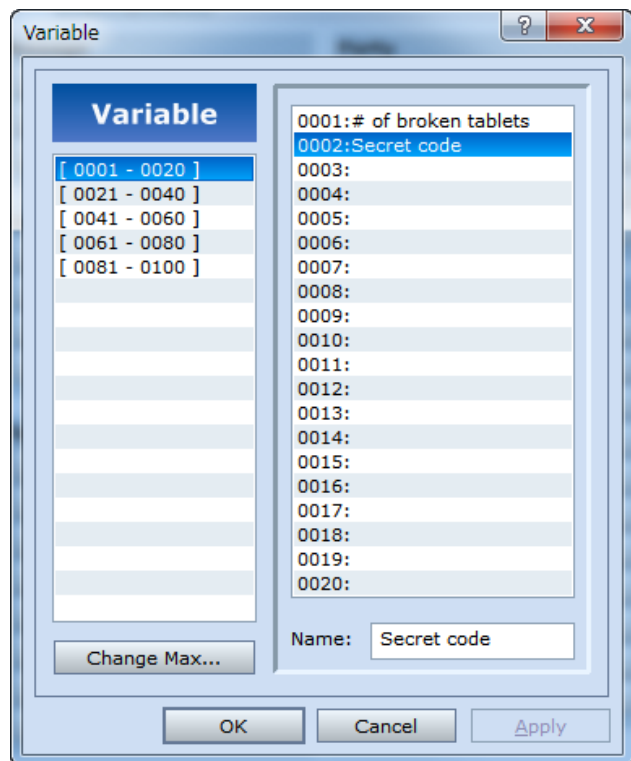


*Event Command List Page 1

Bring up the Event Command List by double-clicking on the bottom-most “@” mark in the Event Editor.

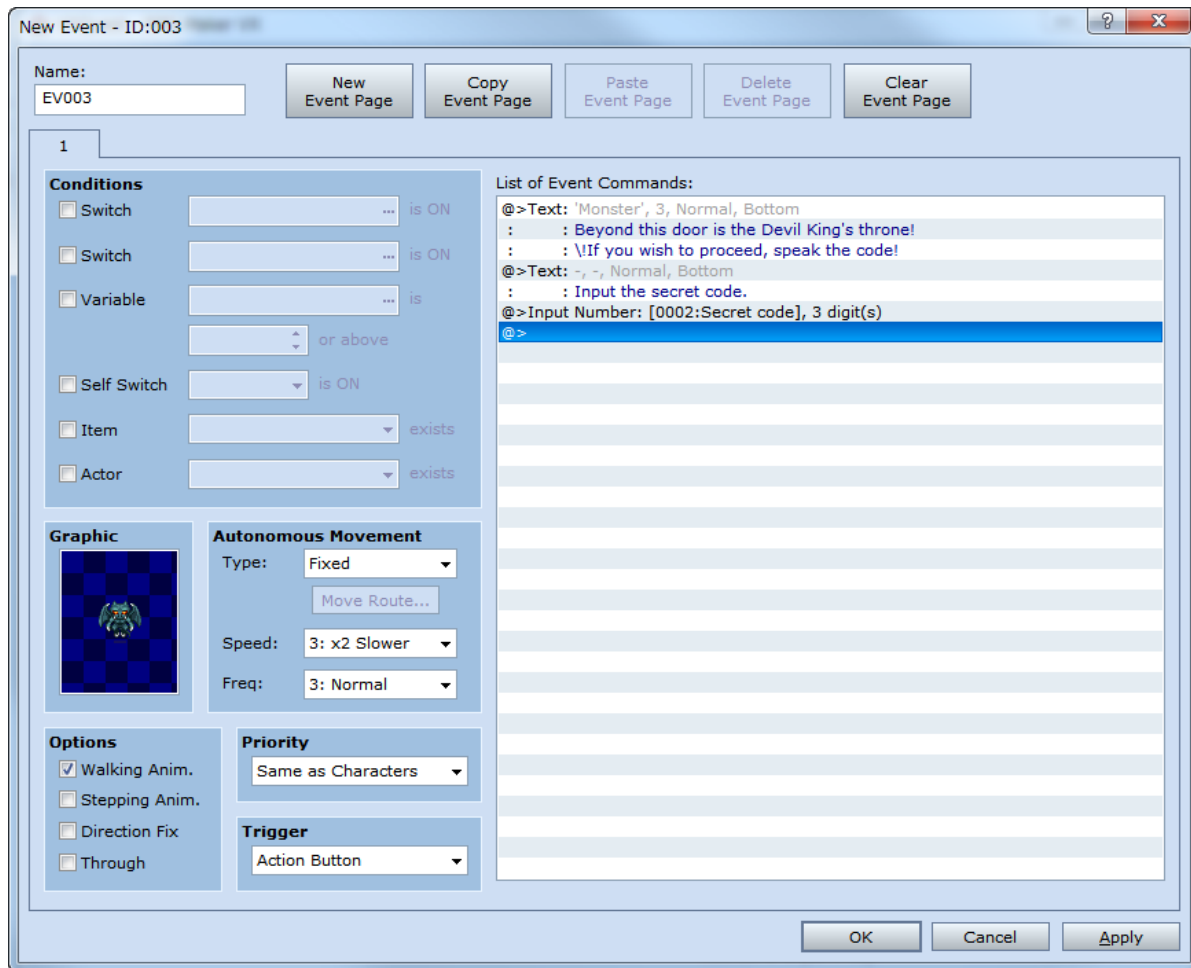


*The Input Number Event Command



*Variable dialogue

The Input Number Event Command is very similar to the Control Variables Event Command. Just as the name suggests, the player inputs a number which is then assigned to a Variable of our choosing. Click on the ellipse to the right to select the Variable. Here we'll use Variable 0002 and give it an easy to understand name like, "Secret code". Set the Digit setting to 3, since our secret code, 123, has 3 digits.



*Completed setting the Input Number Event Command.

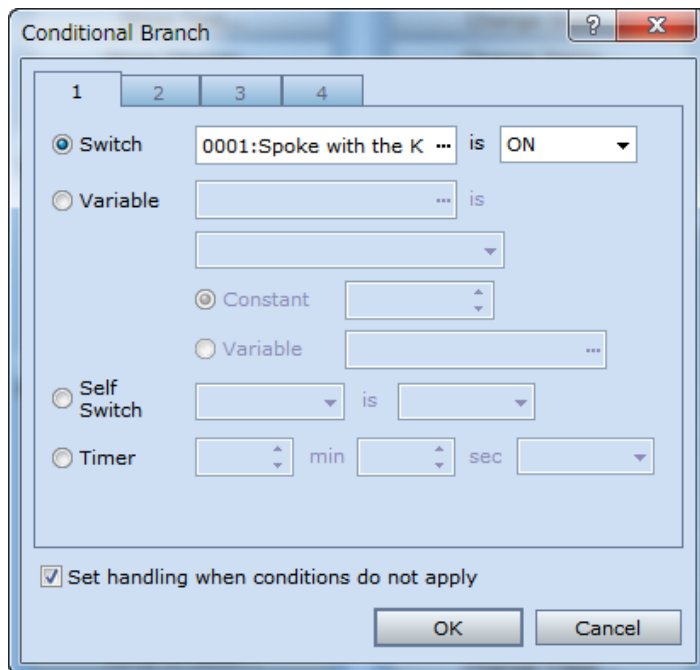
Conditional Branches

The Input Number Event Command is limited to merely assigning a number input by the player to a certain variable, nothing more. In order to get our Event to work, we need to check the input number with the actual secret code to see if they match. To do this, we will make use of the Conditional Branch Event Code. This Event Command can be used to check the state of not only Switches and Variables, but items in the player's possession and members of party against certain "Conditions" and then "Branch" the flow of Events accordingly.



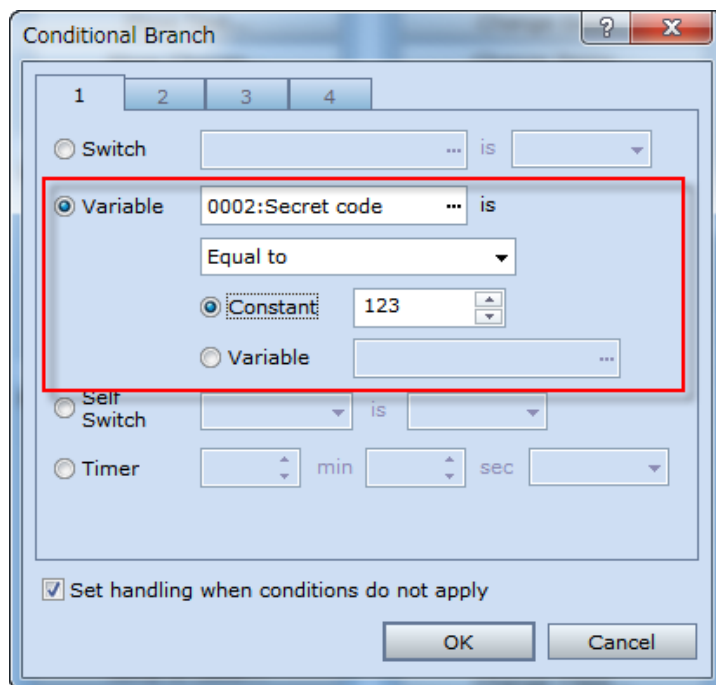
*Event Command List Page 1

Rather than going into an extended explanation, it is simpler to just see this in action. Bring up the Event Command List by double-clicking on the bottom-most “@” mark and select “Conditional Branch...” from page 1.



*Conditional Branch Event Command dialogue.

With 4 tabs and a ton of settings, the Conditional Branch dialogue can be a bit intimidating at first. However, we need only worry about one setting right now. Check the Variable setting.



*Checking the Variable setting.

The default will show Variable 0001:#of broken tablets. Click on the ellipse to the right of that and select Variable 0002:Secret code. Then input the secret code “123” in the Constant box.

The box above constant is set by default to “is equal to”. This means the number input by the player will be compared to the number we just input here. If the numbers are equal (the same), then the Event can proceed. Clicking on the ▼ to the right gives access to several options including greater than, less than and others. Finally, make sure the “Set handling when conditions do not apply” box at the bottom is checked.

New 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

Same as Characters

Trigger

Action Button

List of Event Commands:

```
@>Text: 'Monster', 3, Normal, Bottom
:      : Beyond this door is the Devil King's throne!
:      : \If you wish to proceed, speak the code!
@>Text: -, -, Normal, Bottom
:      : Input the secret code.
@>Input Number: [0002:Secret code], 3 digit(s)
@>Conditional Branch: Variable [0002:Secret code] == 123
: @>
: Else
: @>
: Branch End
@>
```

OK Cancel Apply

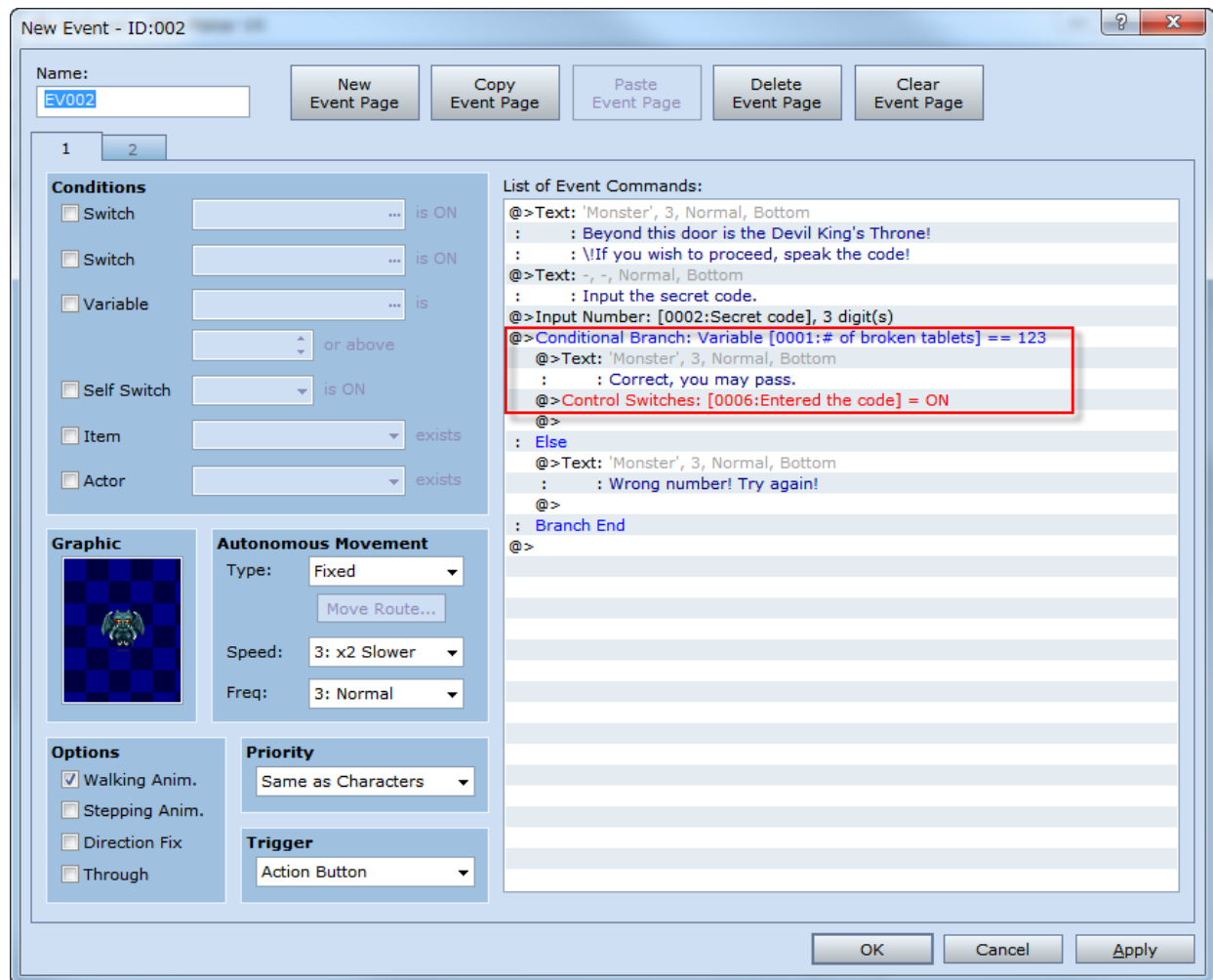
*Completed Conditional Branch setting.

If we look at the finished code for the Conditional Branch Event Command, we see blue characters that read “Conditional Branch: Variable [0002:Secret Code] == 123”, “Else”, and “Branch End”. Notice there

are “@” marks before “Else” and “Branch End”.

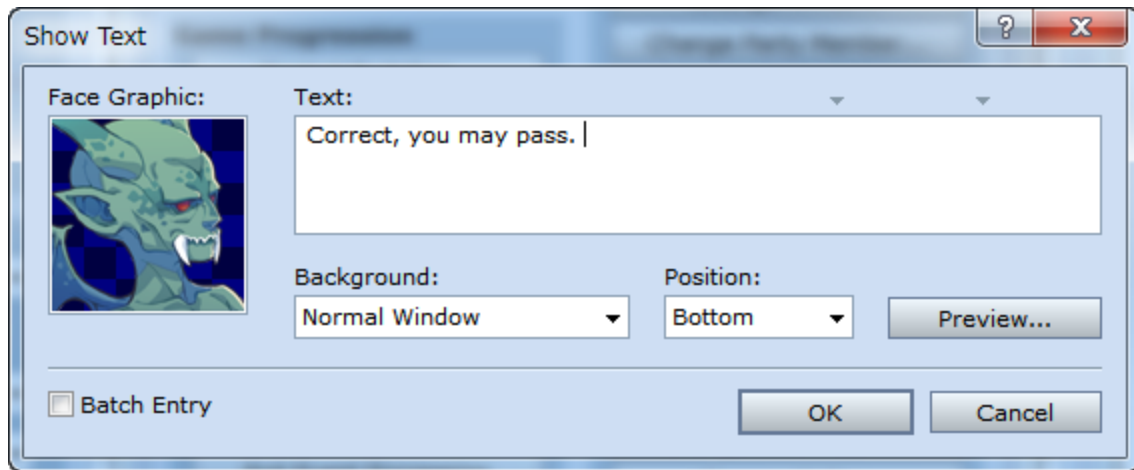
The first “@” is where we set content to be executed when the player inputs the correct secret code.
The second “@” is for when the player inputs the wrong secret code. We’ll set each of these individually.

Setting Up the Correct Code Event



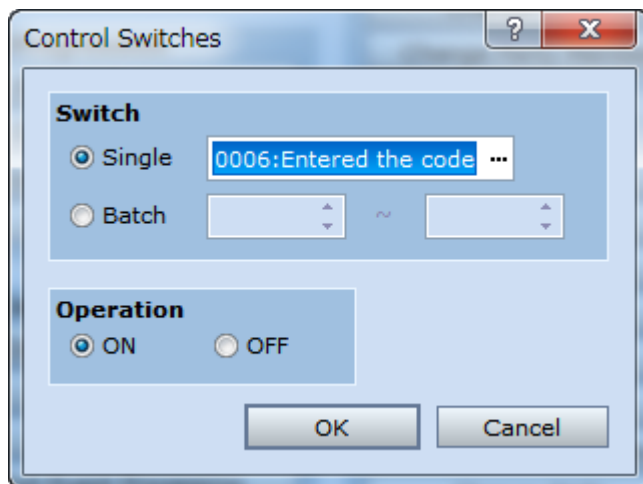
*When the player inputs the correct “123” code.

The following sets the Event for when the player correctly enters “123”.



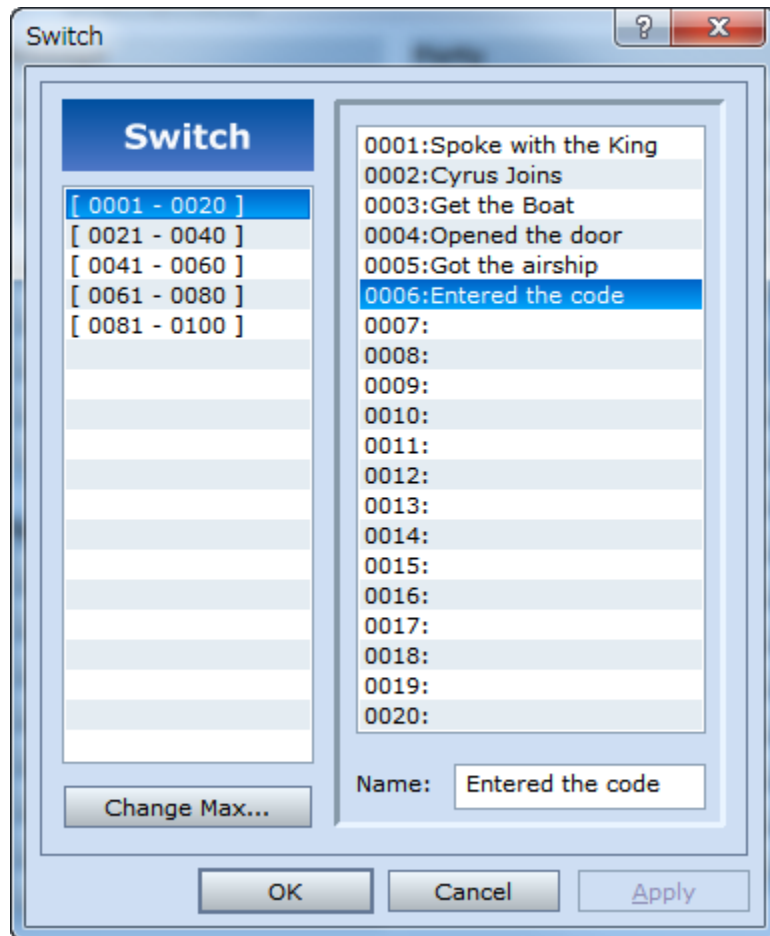
*The Show Text Event Command.

We'll need to display a message telling the player that the code is correct. Double-click on the "@" mark above "Else" and use the Show Text Event Command.



*The Control Switches Event Command.

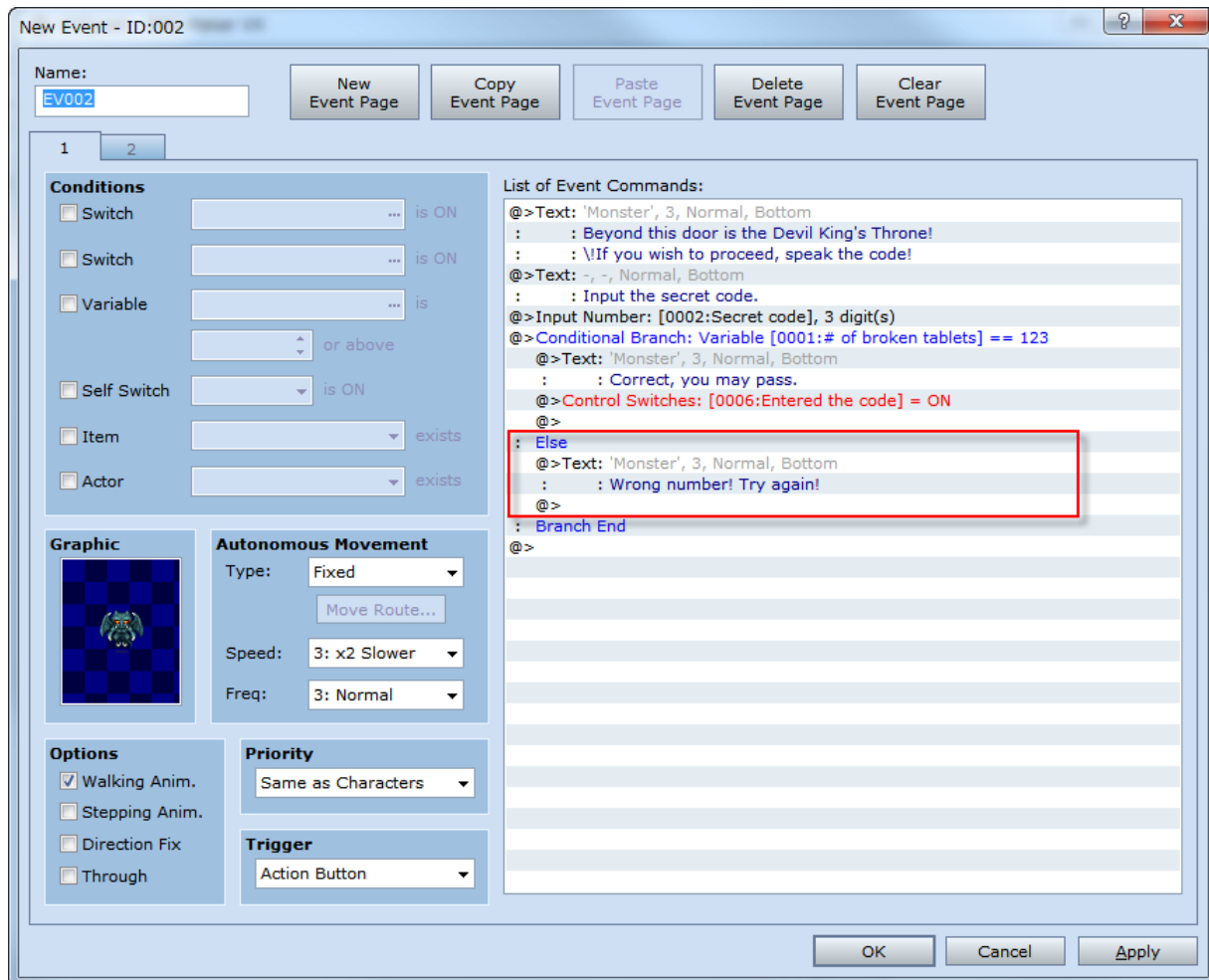
Next, we'll need to set a Switch so that the Event doesn't repeat itself. Double-click on the "@" mark under the text command you just entered and select "Control Switches...". In the next dialogue, Make sure Single in the Switch pane is checked and click on the ellipse on the right.



*Switch dialogue.

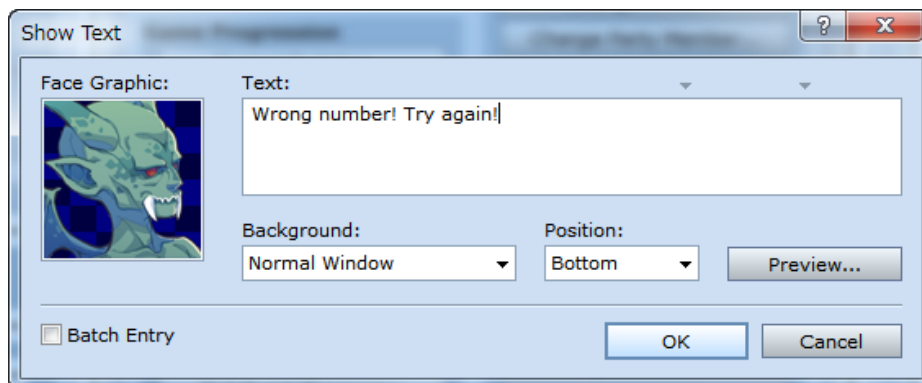
Here we'll set up Switch 0006. Let's name it "Entered the code". Leave the Operation setting at "ON" and click "OK". The correct code Event is now configured.

Setting Up the Incorrect Code Event



*When the player inputs the incorrect code.

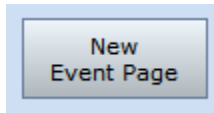
If the player makes a mistake, we need to inform him with a message and create a corresponding Event.



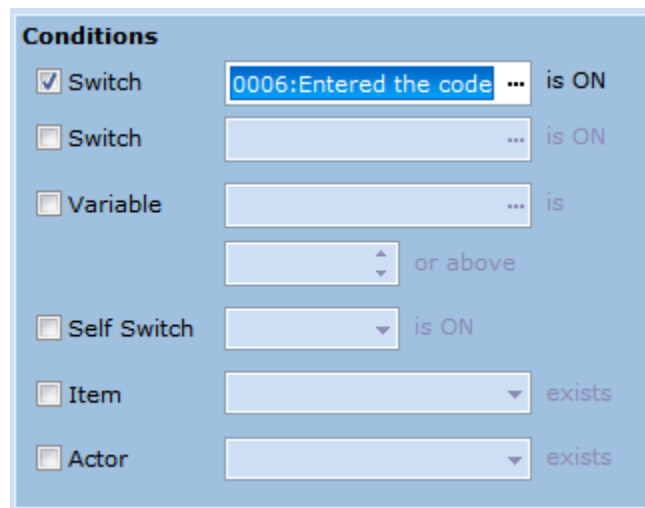
*The Show Text Event Command.

Double-click on the “@” mark below “Else” and select the Show Text Event Command.

Creating Event Page 2



Page 2 will execute when the code is input correctly. It’s function is to make the guard disappear, thus clearing the path for the player. Create a new Event Page by clicking the “New Event Page” at the top of the Event Editor window.



*Setting the Switch in the Conditions pane.

Check the Switch box in the Conditions pane. Select Switch 0006:Entered the code.

New Event - ID:002

Name: EV002

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

1 2

Conditions

☐ Switch ... is ON

☒ Switch 0006:Entered the code ... is ON

☐ Variable ... is

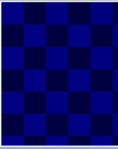
or above

☐ 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

List of Event Commands:

@>

OK Cancel Apply

This page will not execute until the Condition is met, so there is no need to set any graphic or other optional settings.

Checking with a Playtest

So now our sign with the secret code and the guard should now be in place. Let's check everything with a play test. Important points to test are:

- Does the sign display the correct code?
- Are you able to input a number when speaking with the guard?
- When you input in a different code, does the appropriate message display?
- When you input in the correct code, does the appropriate message display?
- After inputting the correct code, does the guard disappear?

If your Event does not work as expected, then there may be a mistake in the Input Number or Conditional Branch Event Commands. Reread this Level and check each instruction one by one.

Congratulations! You have cleared Level 17! Now, let's fill our dungeons with monsters!

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