



Level 21: Creating the Boss Battle 2

Welcome to Level 21 of the RPG Maker VX Introductory Course. In the previous Level, we created the boss, Devil King Gonzare.



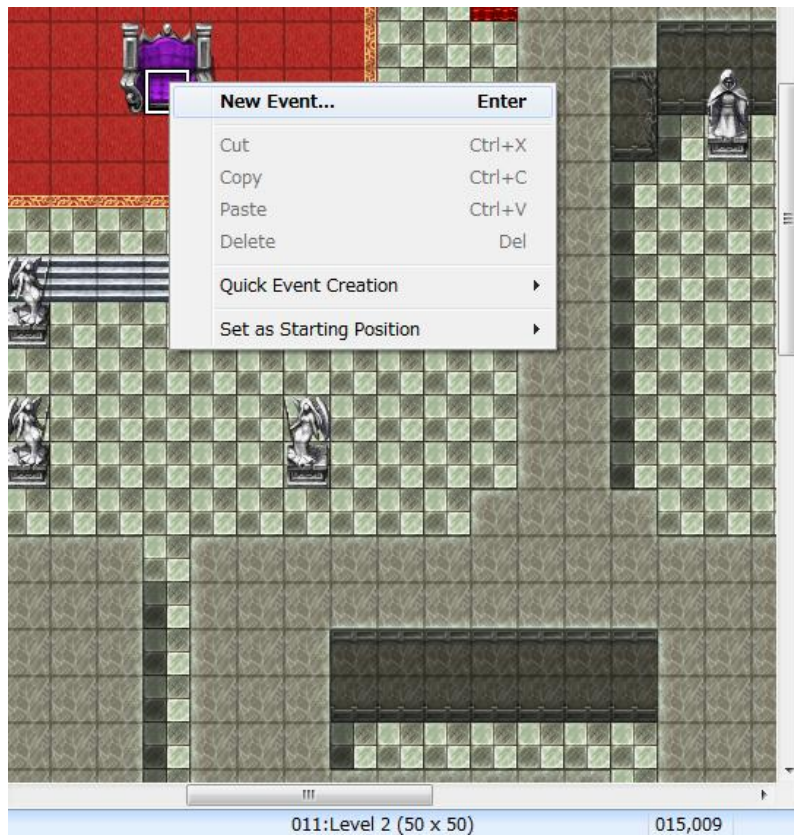
We are now ready to create the actual Boss Battle Event.

Step 48: The Battle Processing Event Command

The final battle will take place in Level 2 of the Devil King's Lair.

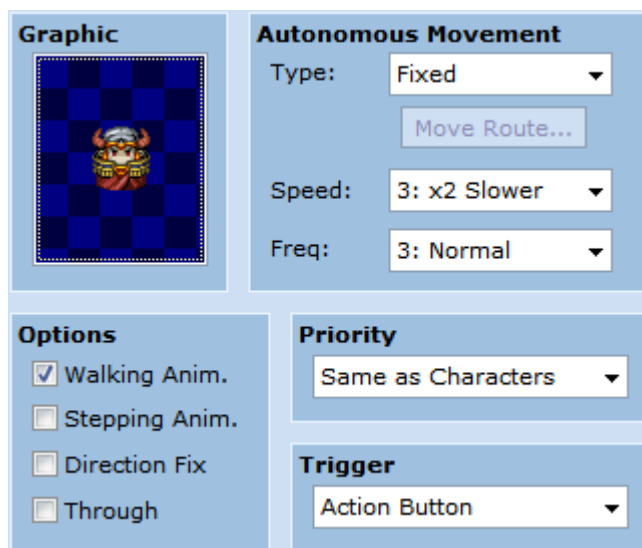
Creating the Devil King Event

First, we need to create the Devil King Event.



*Creating a New Event.

Right-click on the Devil King's throne (015,009) and select "New Event..." from the pop-up menu.



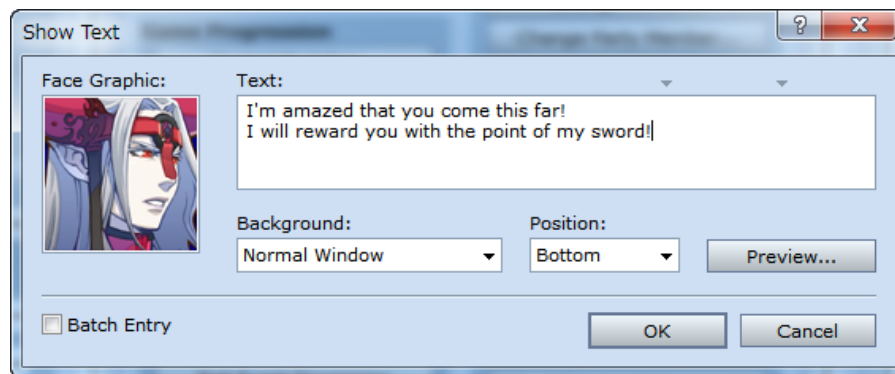
*Graphic and optional settings.

For the graphic, we've selected the character at the bottom-right of the Monster list. All other optional settings can be left as they are.

*This graphic is only available in the full version of RPG Maker VX.

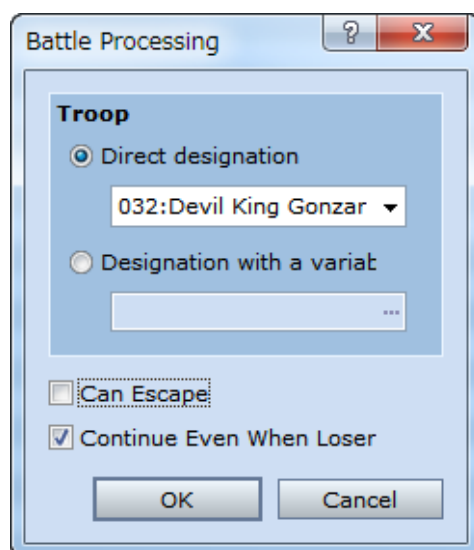
The Battle Processing Event Command

We will use the Battle Processing Event Command to set up the battle with the Devil King, but to prevent things from beginning too abruptly, we'll have the Devil King say a few lines first.



*The Show Text Event Command.

Double-click on the "@" mark and select the Show Text Event Command. Select the appropriate face graphic and enter the lines for the Devil King. Click "OK" when finished. Next, bring up the Event Command List again and select "Battle Processing..." from page 3.



*Battle Processing dialogue.

The first thing we need to set is the Troop. We can do this either by selecting the appropriate Troop directly, or by using Variables.



*If "Can Escape" is selected.

The Battle Processing Event Command lets us create different scenarios depending on the results of the battle. If "Can Escape" is checked, then the player has the option of fleeing the battle. We are then able to create Events for when the player flees and for when the player wins. If this option is not selected, then the "Escape" option is greyed out during the battle and the player can not flee. This is a type of conditional branching.



*If "Continue Even When Loser" is selected.

With the "Continue Even When Loser" option is selected, the game will continue even if the main characters lose all their HP during the battle. In most cases, the game would end in this circumstance, but this option allows the player a chance to become stronger and try again. This option is typically used for battles with big bosses.

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:

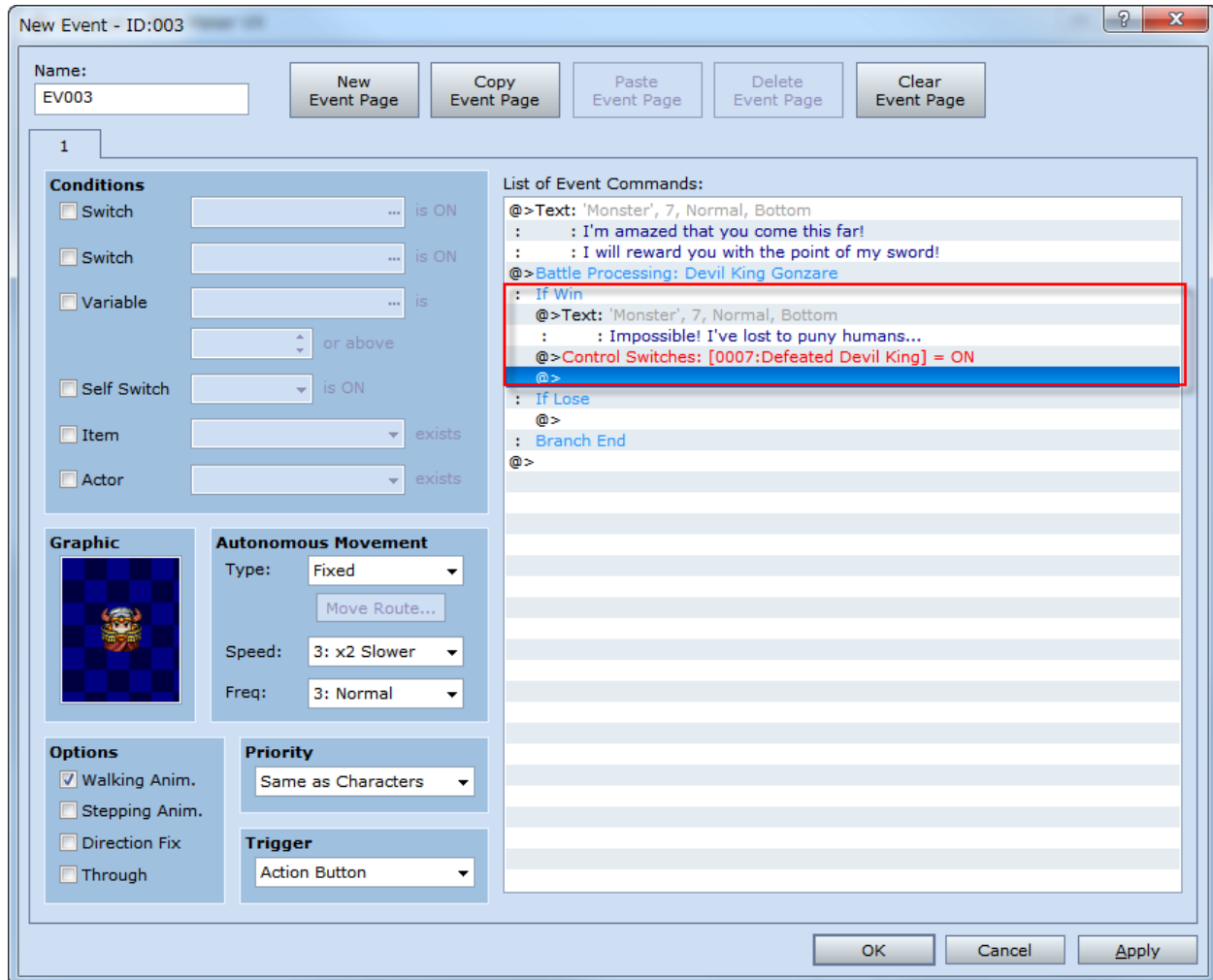
```
@>Text: 'Monster', 7, Normal, Bottom
:      : I'm amazed that you come this far!
:      : I will reward you with the point of my sword!
@>Battle Processing: Devil King Gonzare
: If Win
: @>
: If Escape
: @>
: If Lose
: @>
: Branch End
```

OK Cancel Apply

*When both options are checked.

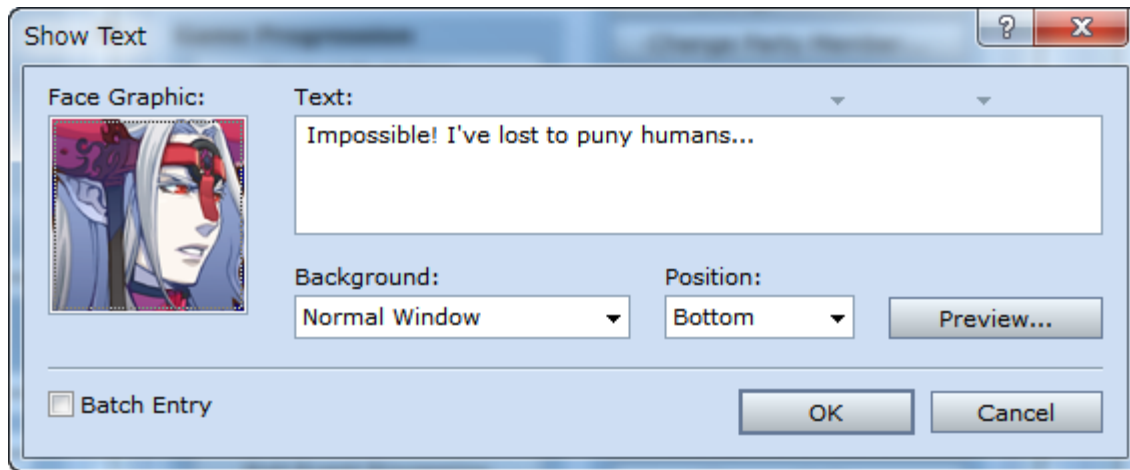
It is also possible to select both options. In this case, we will be able to create Events for when the player flees, when the player wins and when the player loses. For our purposes, we'll select only the "Continue Even When Loser" and create only a single branch for when the player loses. That means we'll create 2 Events: one for when the player wins and one for when the player loses.

Setting up the Winning Event



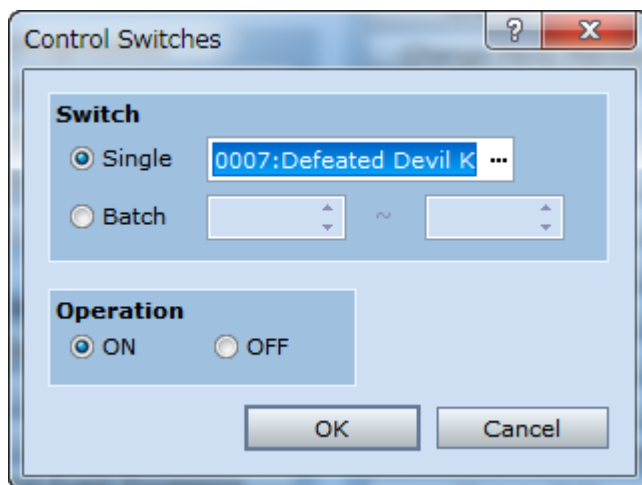
*When the player wins.

Double-click the "@" mark directly below the "If Win" text in the Event Editor.



*The Show Text Event Command.

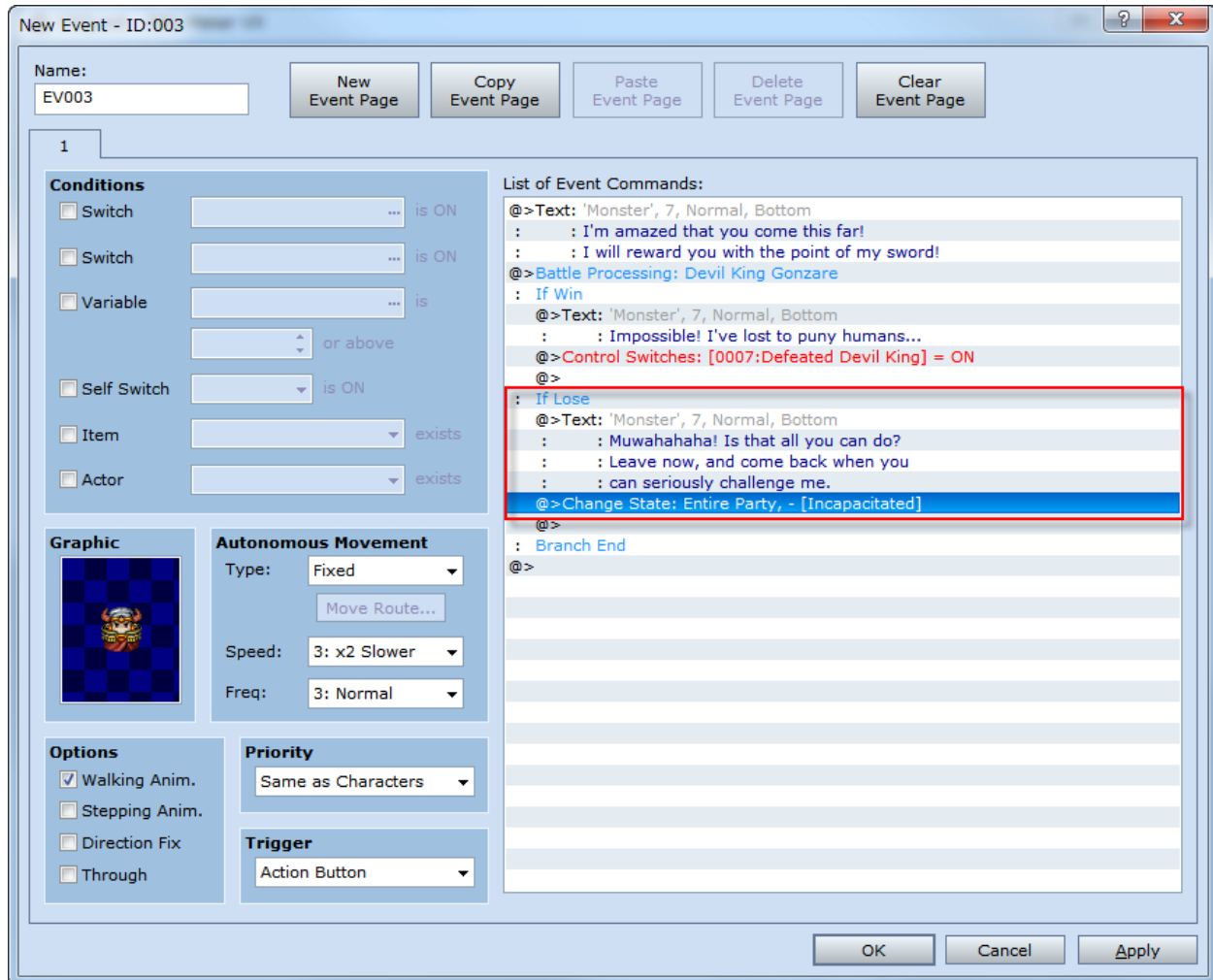
Use the Show Text Event Command to input the defeated Devil King's lines.



*The Control Switches Event Command.

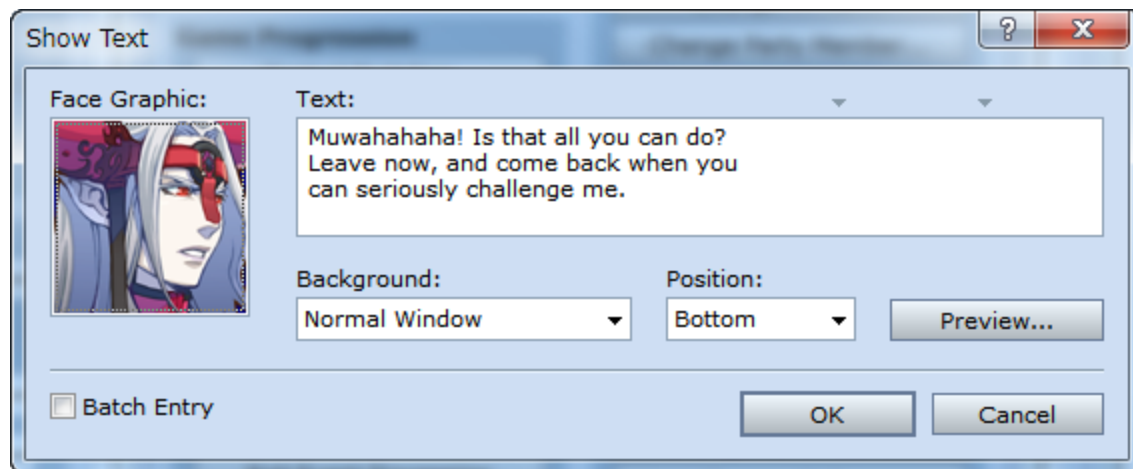
To record the fact that the Devil King has been defeated, we'll create a Switch for the Event. use the Control Switches Event command to create the "Defeated Devil King" in the 0007 position and make sure it is set to "ON". The winning Event is now complete.

Setting up the Losing Event



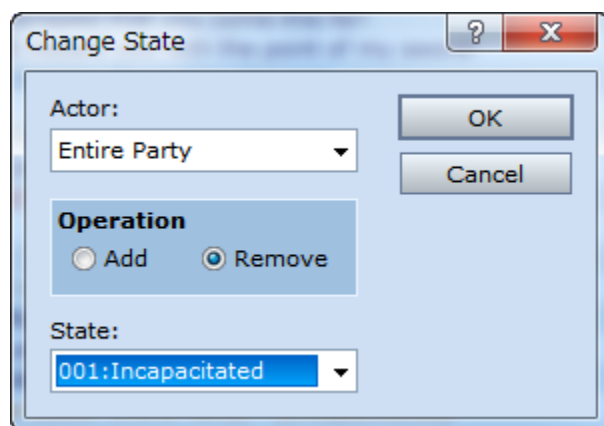
*When the player loses.

Double-click the "@" mark directly below the "If Lose" text in the Event Editor.



*The Show Text Event Command.

Use the Show Text Event Command to input the victorious Devil King's lines.



*The Change State Event Command.

Since the characters were defeated in battle, they have become incapacitated. Since they can not complete the game in this state, we need to create an Event to help them recover. This is done with the Change State Event Command. You will find it on page 1 of the Event Command List. The different states you can choose from are all listed in the database. In this case, we will select "Incapacitated".

Since this applies to the whole party, we'll select "Entire Party" from the Actor menu. In the Operation pane, we can decide to add or remove the selected state. Since we want our party to recover, we'll select "Remove". This completes the losing Event command.

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:

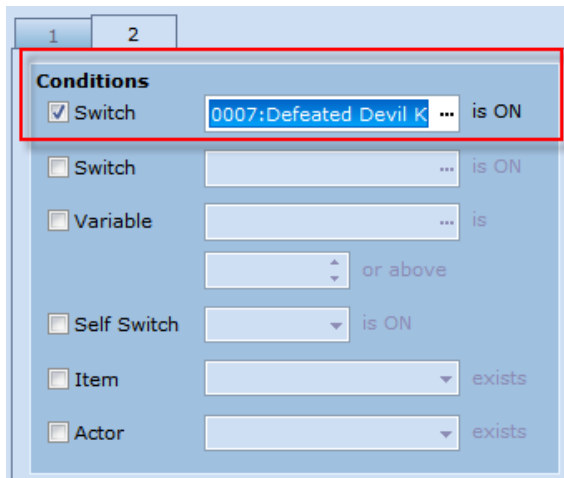
```
@>Text: 'Monster', 7, Normal, Bottom
:      : I'm amazed that you come this far!
:      : I will reward you with the point of my sword!
@>Battle Processing: Devil King Gonzare
: If Win
: @>Text: 'Monster', 7, Normal, Bottom
:      : Impossible! I've lost to puny humans...
@>Control Switches: [0007:Defeated Devil King] = ON
@>
: If Lose
: @>Text: 'Monster', 7, Normal, Bottom
:      : Muwahahaha! Is that all you can do?
:      : Leave now, and come back when you
:      : can seriously challenge me.
@>Change State: Entire Party, - [Incapacitated]
@>
: Branch End
@>
```

OK Cancel Apply

*The completed Event Page 1.

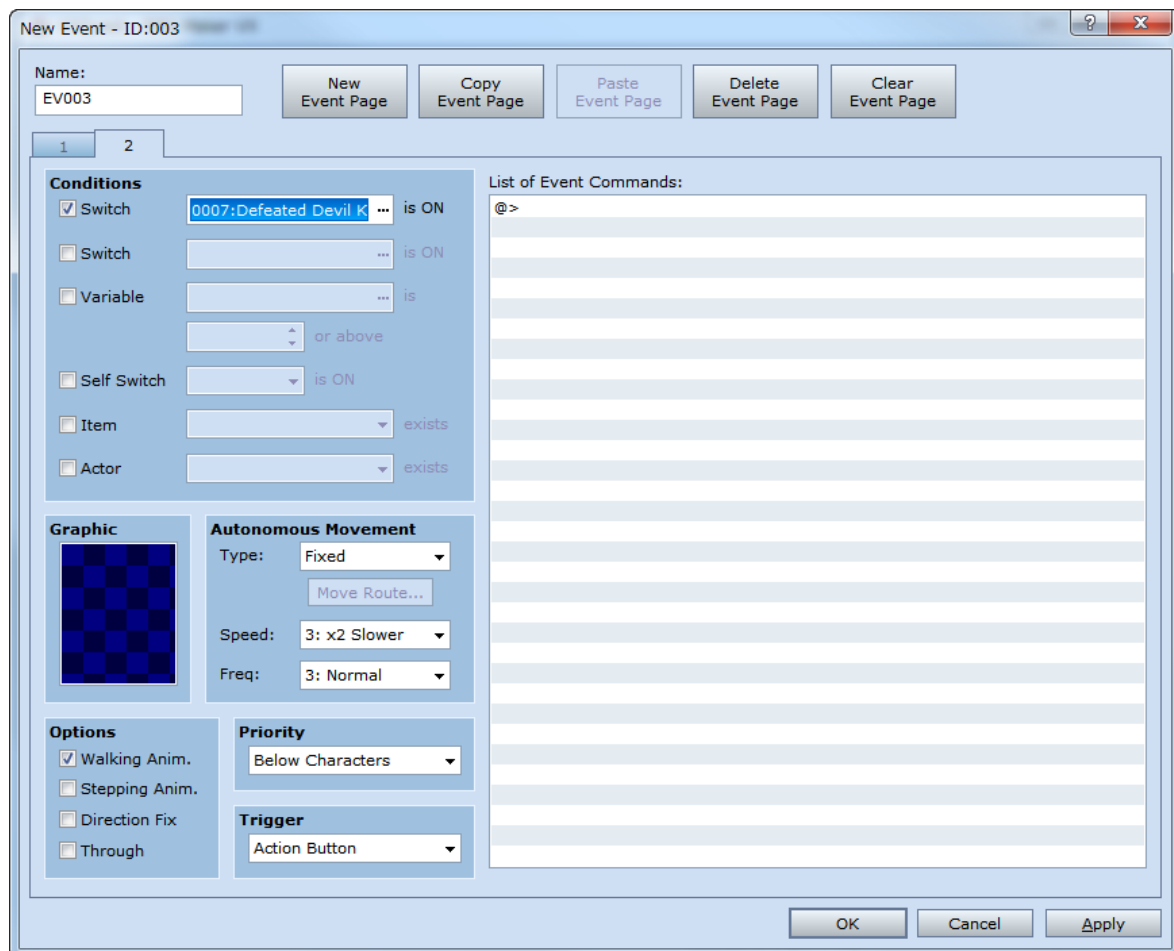
Creating Event Page 2

Page 2 of the Event will execute after the Devil King has been defeated. Click “New Event Page” at the top of the Event Editor.



*Setting the Event conditions.

Next, we'll set the conditions required to execute the Event. Select the "Switch" option and choose "0007:Defeated Devil King" by clicking on the ellipse on the right.



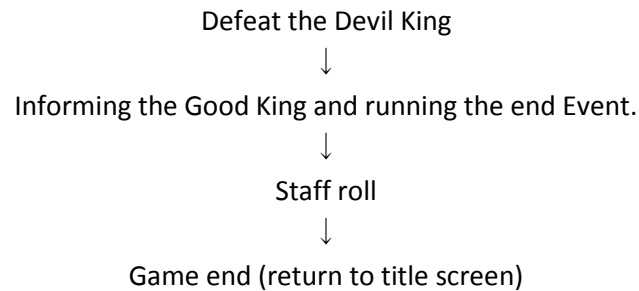
*The completed Event Page 2.

And that's all we need to do for Event Page 2. The purpose of this Event Page is to make the Devil King disappear after being defeated, so there is no need to set any graphic or other Event Command.

Step 49: Setting the Ending

Once the Devil King has been defeated, we need to inform the player that he has achieved the goal. There are several ways to do this.

First, let's think about how we'd like the game to end. Here's a simple outline:



We'll deal with the end Event, staff roll and game end in the next Level. For now, let's tel the Good King the good news!

Displaying a Message that the Devil King is Dead



*Guiding the player with a message.

The next thing we need to prepare is the message announcing the defeat of the Devil King. This is the easiest way to get the message across to the player.

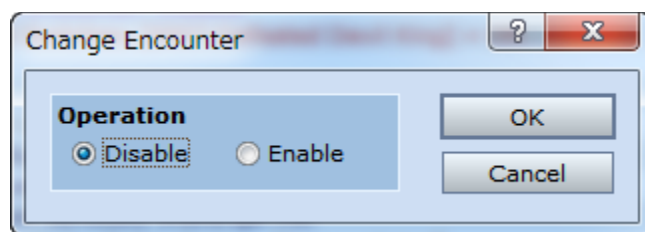


*Adding a Show Text Event Command

Go back into the Devil King Event and insert a Show Text Event Command at the bottom of the “If Win” branch. We need to express that peace has returned to the kingdom and that the player had better go back to speak with the Good King. To differentiate this message from a regular message, we’ll adjust the Background option and set it to “Dim Background”. We’ll also set the Position of the window to “Middle”.

Prevent Future Monster Encounters

It’s best to turn off the monsters for the journey home. What a waste to die after having defeated the Devil King!



*The Change Encounter Event Command

We’ll set this in the “If Win” branch as well. Select “Change Encounter” Event Command from page 3 of the Event Command List. Ensure that Operation is set to “Disable”. Monsters will no longer appear until a similar command resets the Operation to “Enable”.

Edit Event - ID:003

Name: EV003
New Event Page
Copy Event Page
Paste Event Page
Delete Event Page
Clear Event Page

1 2

Conditions

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☐ Switch ... is ON

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or above

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Graphic

Autonomous Movement

Type: Fixed
Move Route...

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Freq: 3: Normal

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☒ Walking Anim.

☐ Stepping Anim.

☐ Direction Fix

☐ Through

Priority

Same as Characters

Trigger

Action Button

List of Event Commands:

```

@>Text: 'Monster', 7, Normal, Bottom
:      : I'm amazed that you come this far!
:      : I will reward you with the point of my sword!
@>Battle Processing: Devil King Gonzare
: If Win
: @>Text: 'Monster', 7, Normal, Bottom
:      : Impossible! I've lost to puny humans...
: @>Text: -, -, Dark, Middle
:      : The Devil King has been defeated and peace
:      : returns to the land.
:      : The Good King will be pleased. Go tell him of
:      : the good news.
@>Change Encounter: Disable
@>Control Switches: [0007:Defeated Devil King] = ON
@>
: If Lose
: @>Text: 'Monster', 7, Normal, Bottom
:      : Muwahahaha! Is that all you can do?
:      : Leave now, and come back when you
:      : can seriously challenge me.
: @>Change State: Entire Party, - [Incapacitated]
@>
: Branch End
@>

```

OK Cancel Apply

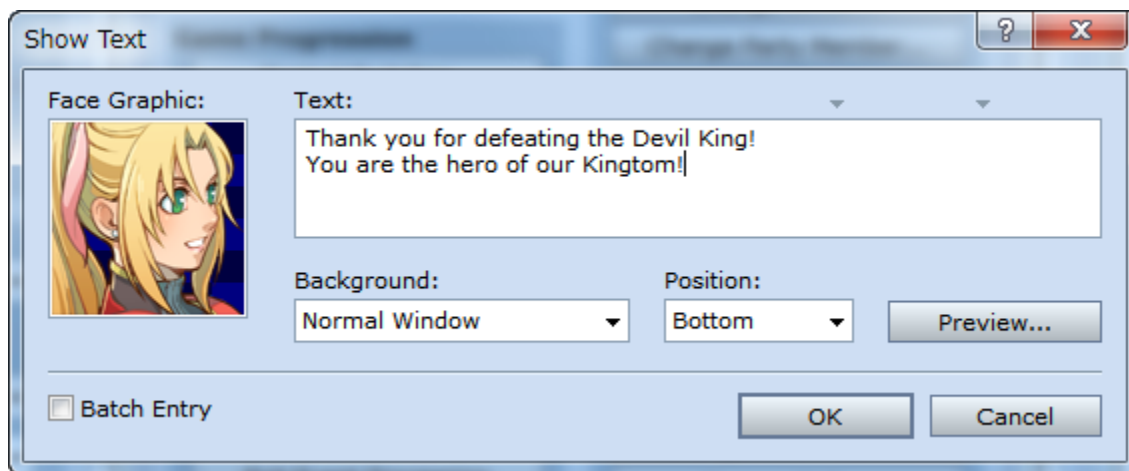
*Devil King Event with the Change Encounter Event addition.

Changing the Village People's Lines



*Receiving thanks

It's a nice finishing touch to have the village people change their lines to say a thank you.



*The Show Text Event Command.

This is easy to do. Add a new Event Page to the Event that we already made. Set the Switch "0007:Defeated the Devil King" to on for that page and use the Show Text Event command.

These are small touches that aren't necessary to advancing the game, but can really make a difference in the eyes of the player.

Checking with a playtest



When playtesting the final boss scene, don't forget to test both winning and losing Events!

Congratulations! You've cleared Level 21. In the next Level we'll create an ending.

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