Level 3: Creating a Castle

Welcome to Level 3 of the RPG Maker VX Introductory Course. In Level 2 we created a new project and then drew a field map.

In this Level, we will create the places (villages, dungeons, etc) that we currently only have symbols for.

*To complete this Level, you will need to have installed the trial version of RPG Maker VX in order to access the necessary graphics, sounds and other components.
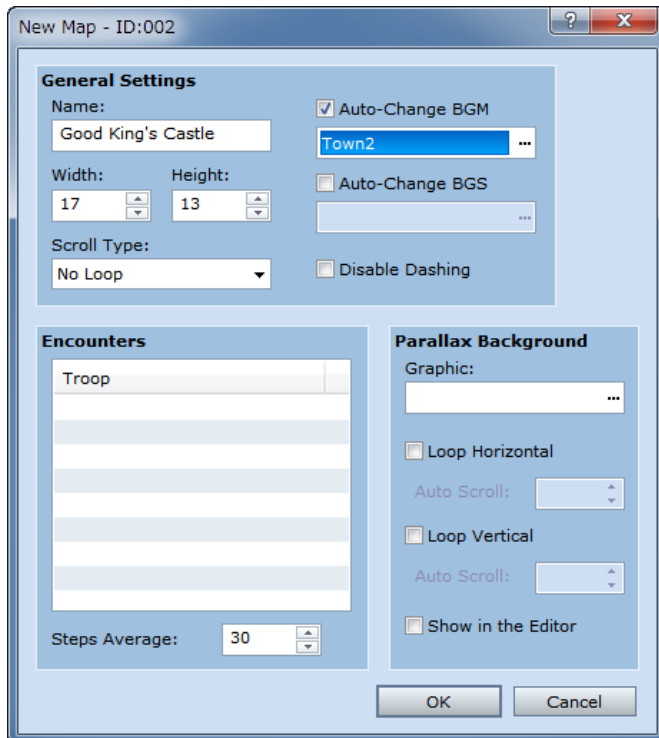
Here too, we will adhere to the story line we created in Level 1. Let's build everything in the order we have it listed.

Setp 6: Creating the Good King's Castle

First, let's make the Good King's Castle, as it is top on our list.

Making a New Map

In the editor, click on "VXQuest" in the map tree. Then right click on the same spot and select "New Map" from the menu that appears.

A New Map dialogue box should appear like the one above. The contents are the same as the one we encountered in Level 1 of this course.

Let's put "Good King's Castle" as the map name. Next, let's leave the size at the default 17 by 13. This size will give us a map that fits perfectly in the screen. Don't forget to select an appropriate BGM.

*The BGM we've selected, Town2, is not available in the trial version.

Drawing the Castle Map

We drew a map appropriate for a King's residence.
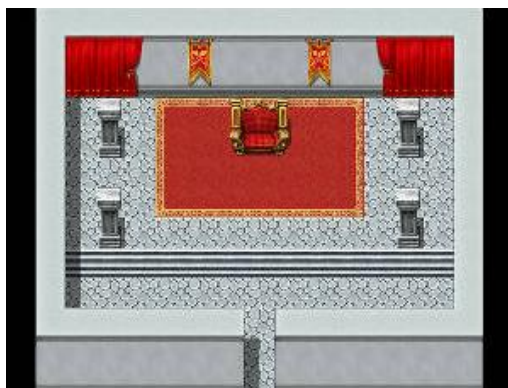
The Good King's Castle Map (Complete)

Using curtains and carpet as decoration, we've tried to create a sense of royalty. The king's throne is set in the middle. We've used mainly tiles from tile sets C and D to draw the map. To wrap things up, we've drawn an entrance at the middle at the bottom.

Step 7: Using Quick Event Creation (Transfer)

The two maps we've just created currently exist in completely separate worlds. There is nothing linking them together. In order to move from one to the other, we need to make use of Events.
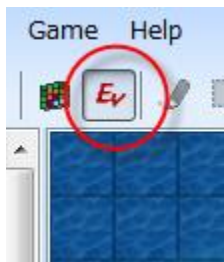
Let's take a minute to learn about Event basics.
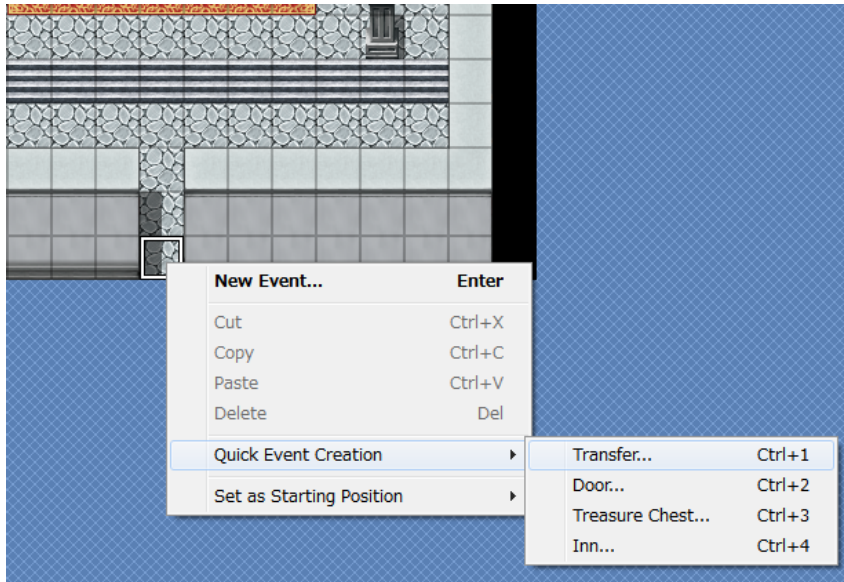
Point: What are Events?

When using RPG Maker VX, you will hear the word Event quite often. This is a general term to describe occurrences in the game. For example, when a helpful villager gives you a hint, you find a treasure box with an item in it, or, what we are about to explain, when you want to connect two different maps (pretty much anything that involves interaction with the game) will be created with Events.

Connecting the Field map with the Good King's Castle Map

RPG Maker VX comes programmed with Quick Event Creation. This is a very useful tool that helps simplify the creation of events in RPG Maker. Let's try using it to connect our Field map with the Good King's Castle map.
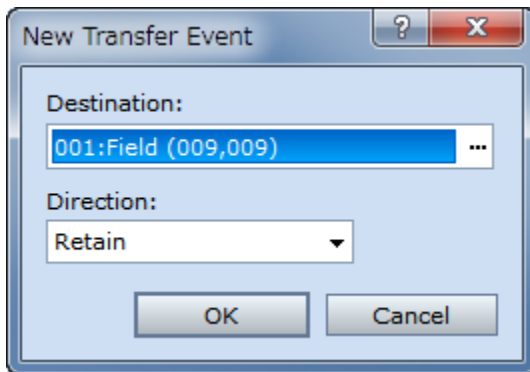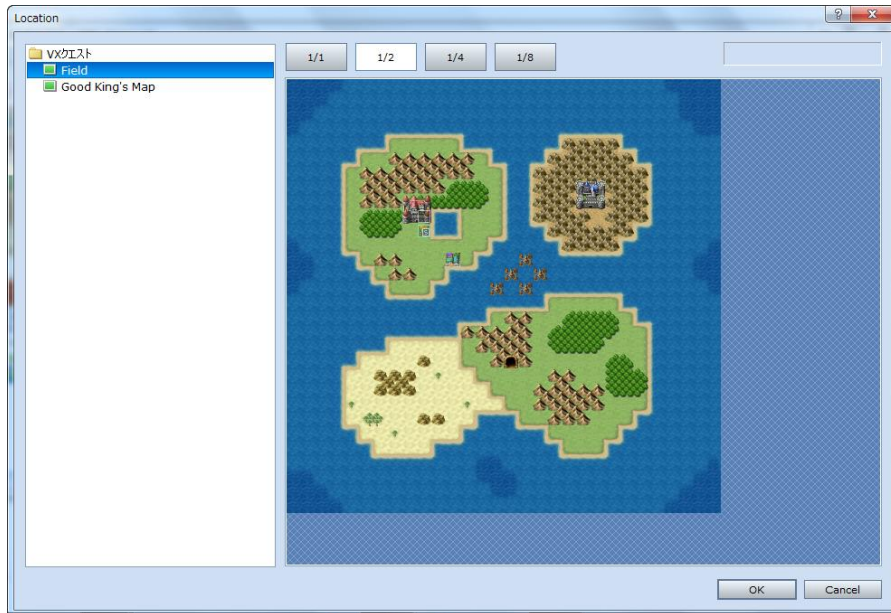

Switch to Event mode.

Set the mouse pointer over the entrance to the King's Castle that we created earlier (coordinates 008,012) and right click. From the pop up menu, select "Quick Event Creation" and then "Transfer".

A transfer event creation dialogue box will appear.

*Setting the destination map and coordinates.

Now, we'll set the Field map as our destination map. Click on the ellipse in the "Destination" box to bring up the above window. Next, double-click on the proper coordinates (009,009). "Direction" refers to the direction the player will face once the Event is completed. It's fine to leave this as the default "Retain".

Click on "OK" and we are now ready to move from the Good King's Castle out to the Field map.

However, we must still create a Transfer Event to let us get into the castle from the Field map. We can follow the same procedure as above to do this.

*Calling the Quick Event Creation function.

Place the mouse pointer over the castle symbol (009,009) and right click. From the pop up menu, select "Quick Event Creation" and then "Transfer".
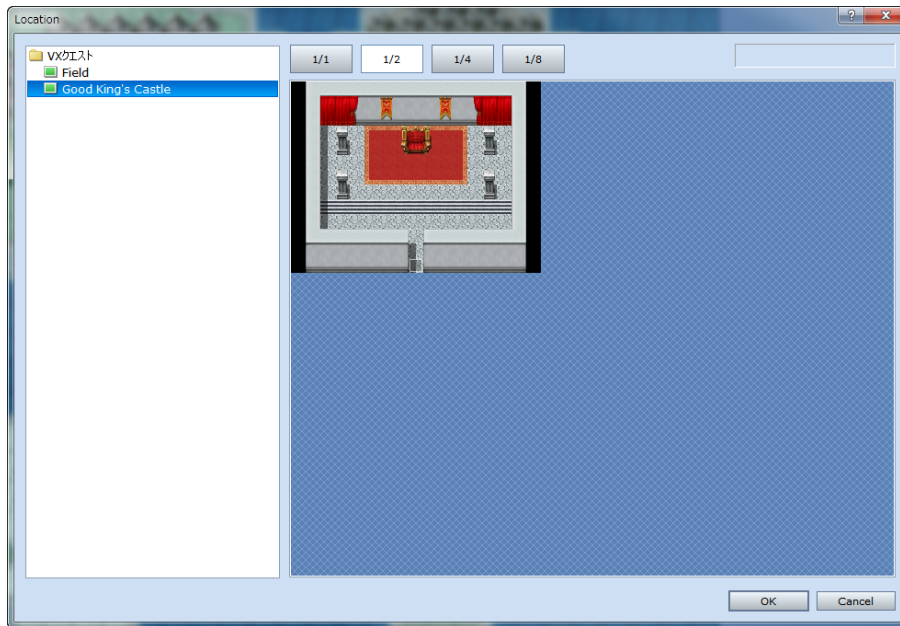
*Setting the destination map and coordinates.

Just as before, we will set the destination map and coordinates. Only this time, we will set the Good King's Castle entrance (008,012) as our destination point. If you've followed the instructions correctly, your character should now be able to move between the two maps.

Even the most experienced users of RPG Maker can sometimes forget to create both Transfer Events. Be careful that yours don't become one-way streets! Once you're done, don't forget to playtest your game and ensure that the new Events work as expected.

Congratulations! You've completed Level 3.

*The "Open Project" feature is disabled in the trial version of RPG Maker VX. In order to use this sample data, you will need to purchase the full version.