



## Level 8: Recruiting a Team

Welcome to Level 8 of the RPG Maker VX Introductory Course. In Level 7 we created the inhabitants of Minato Port as well as the shop Events.



In this Level, we'll create Events to help our character recruit his team.

### Step 16: Creating Villagers

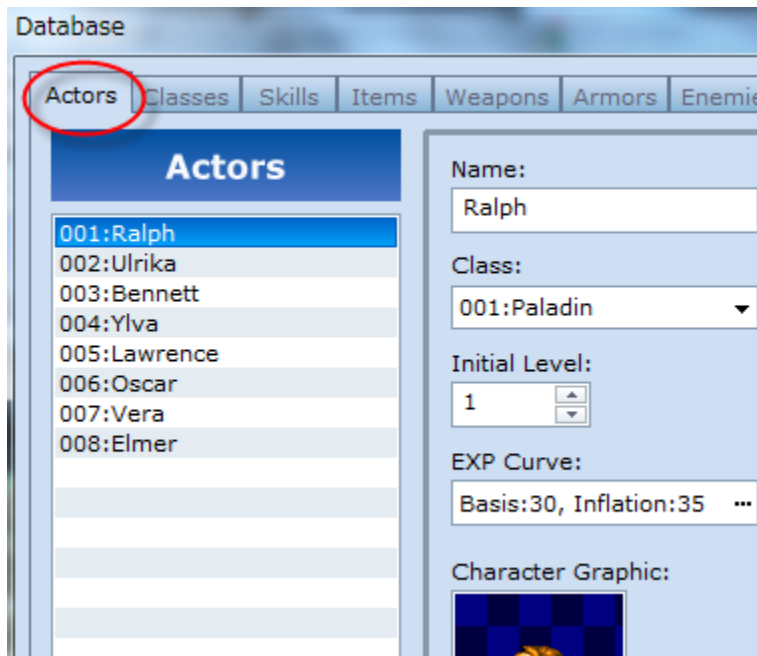
Let's begin by creating the character our Hero will recruit.

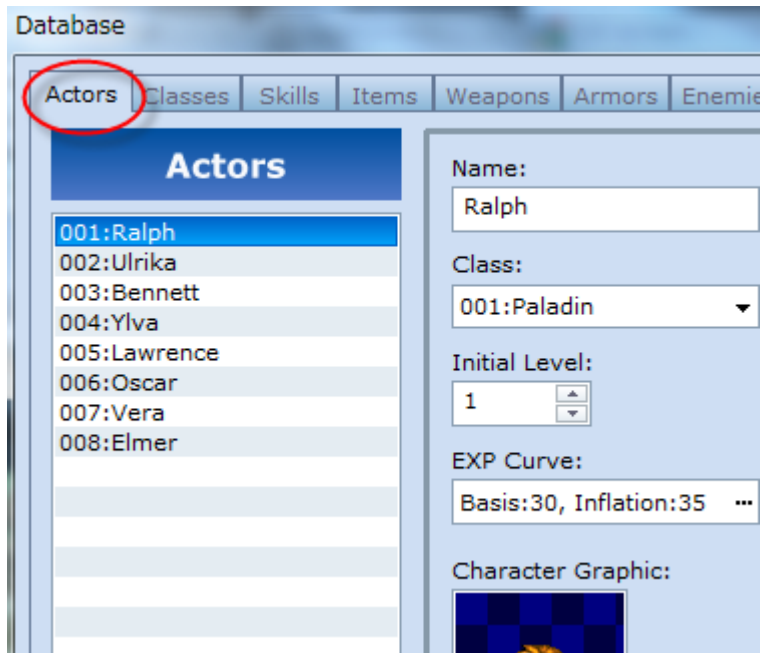
#### Creating a New Character

In the same way we created Kenta and Bray in Level 5, we will use the database to create the 3rd member of our party.

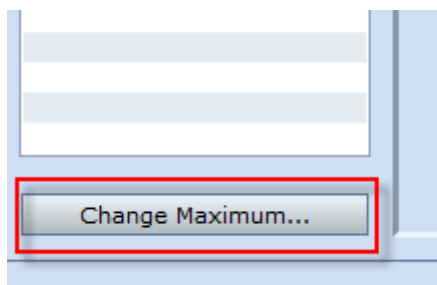


Call the database.

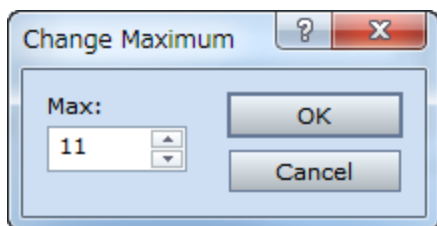




The settings for creating a new character are located in the Actor tab, found at the far left.

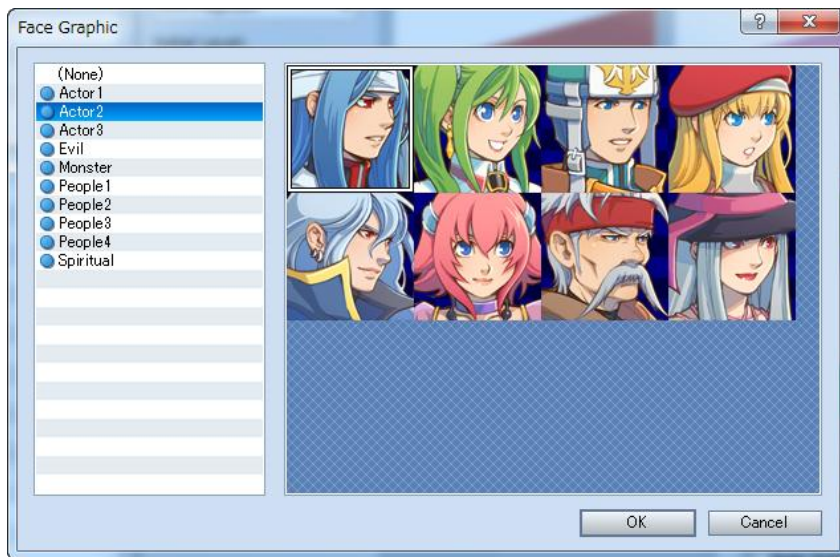


Click the "Change Maximum" button located in the bottom left corner.



*\*"Change Maximum" dialogue.*

Since we're adding one character, set the number to 11.

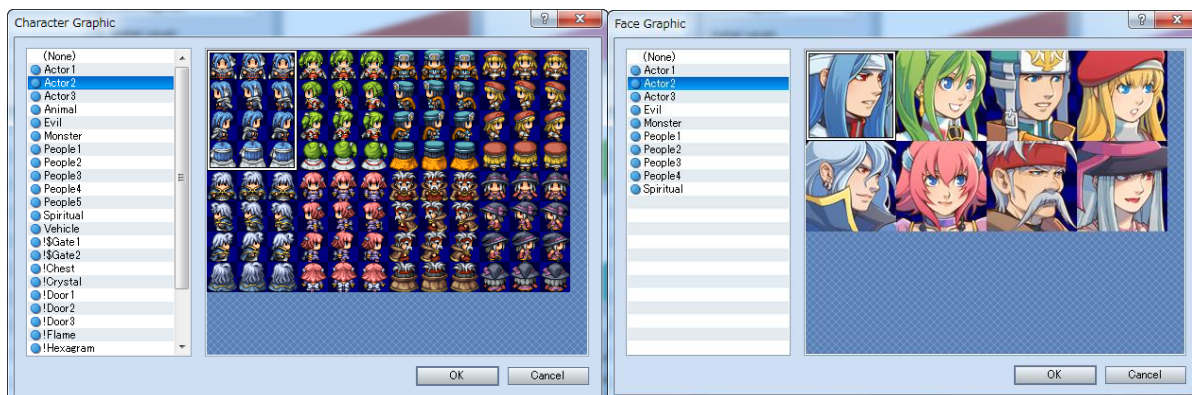


\*Adjusting the settings for the 3rd teammate.

Let's name our new character Cyrus by typing the name in the "Name" box. From the "Class" drop-down menu, select Magician and keep his Initial Level at 1.

## Selecting a Character Graphic

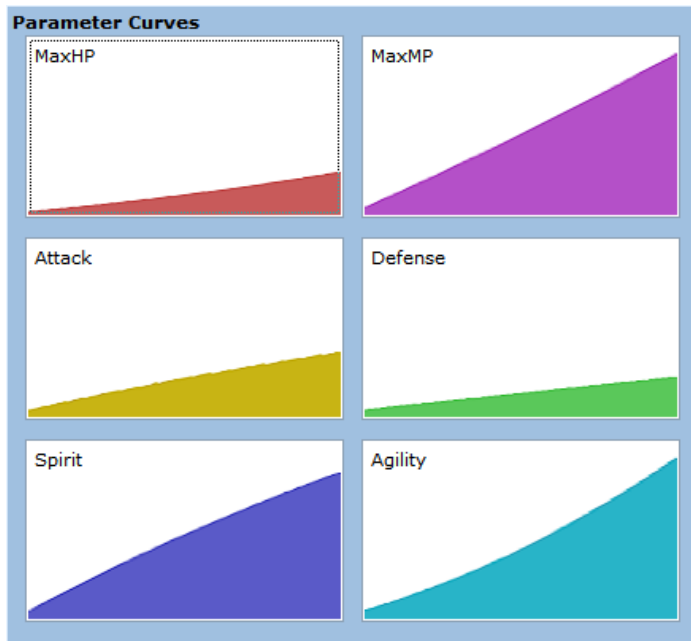
Next, we'll select what Character and Face graphics will be displayed for our new character in the game. By double-clicking in each of those boxes, you'll bring up the selection windows.



\*Setting Cyrus' graphics.

We've selected the young adventurer in the top left of Actor2.

## Setting the EXP Curves



### \*Cyrus' Parameter Curve

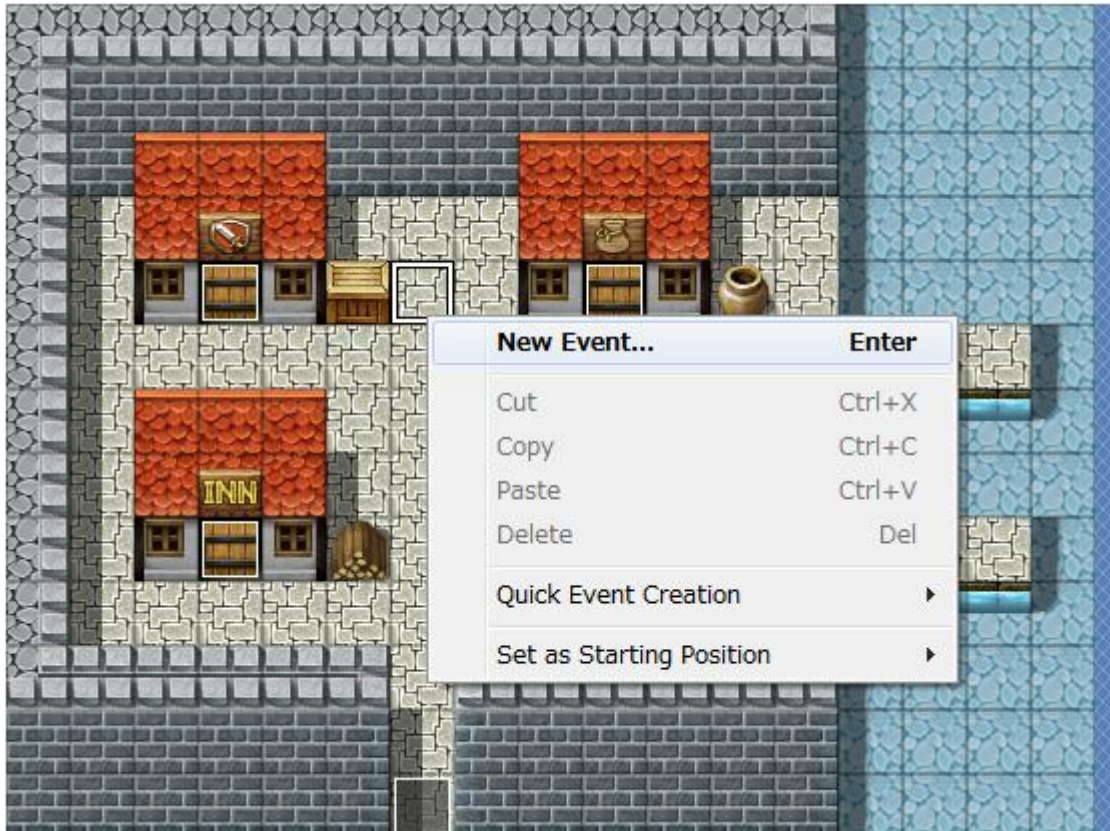
We see Cyrus as a magician with strong attack skills. Accordingly, we've set his MaxHP to curve E, his MaxMP to curve A, his Attack to curve E, his Defense to curve E, his Spirit to curve A and his Agility to curve A. His body and physical attacks are weak, but his high Agility and Spirit levels means he will be able to attack with magic before his enemies can reach him. We left Starting Equipment and Options as they are.

## Step 21: Recruiting Teammates

Now that our new character is complete, we can create the Event where he joins our party. Referring back to our story line, we see that this event occurs in Minato Port, so that's where we will create the Event.




Switch to Event mode.



#### \*Creating a New Event

Right-click on the coordinates you'd like to place the Event (we've selected 006,004). From the pop-up menu select "New Event..."

### Creating Page 1 of the Event


<b>Graphic</b> 	<b>Autonomous Movement</b> Type: Fixed Move Route... Speed: 3: x2 Slower Freq: 3: Normal
<b>Options</b> <input checked="" type="checkbox"/> Walking Anim. <input type="checkbox"/> Stepping Anim. <input type="checkbox"/> Direction Fix <input type="checkbox"/> Through	<b>Priority</b> Same as Characters  <b>Trigger</b> Action Button

*\*Selecting the Event graphic*

Since we speaking with Cyrus in this event, we've chosen the same graphic as in the previous example. The Autonomous Movement, Option, Priority and Trigger panes can also be left at their initial settings.

Next, let's set the event where Cyrus joins our party. Double-click on the "@" mark in the List of Event Commands box to display the Event Commands window.

Show Text

Face Graphic:


Text:
Hello, I'm Cyrus.  
Allow me to join you on this journey.

Background:
Normal Window

Position:
Bottom

Preview...

☐ Batch Entry

OK

Cancel

*\*Using the "Show Text" command to enter Cyrus' lines.*

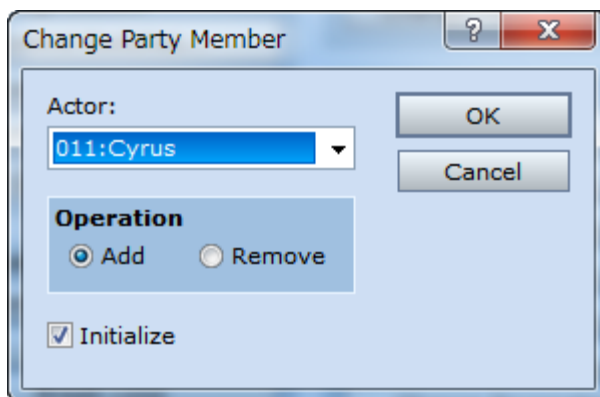
It would be a bit weird if Cyrus joined us without saying a word, so we'll use the "Show Text" command to give him some lines.





\*Event Command window (page 1).

Once the lines complete, double-click on the “@” mark under them. Then, select the “Change Member” command from the first page of the Event Command window.

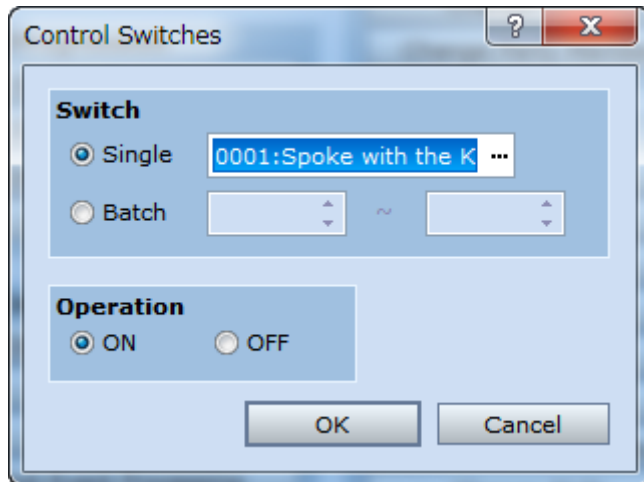


\*Change Member dialogue.

In this dialogue you have the option of adding the new member to your team or exchanging him or her for an existing member. Since we want Cyrus to join us, we’ll select Cyrus from the drop-down menu and make sure that the Operation pane is set to “Add”.

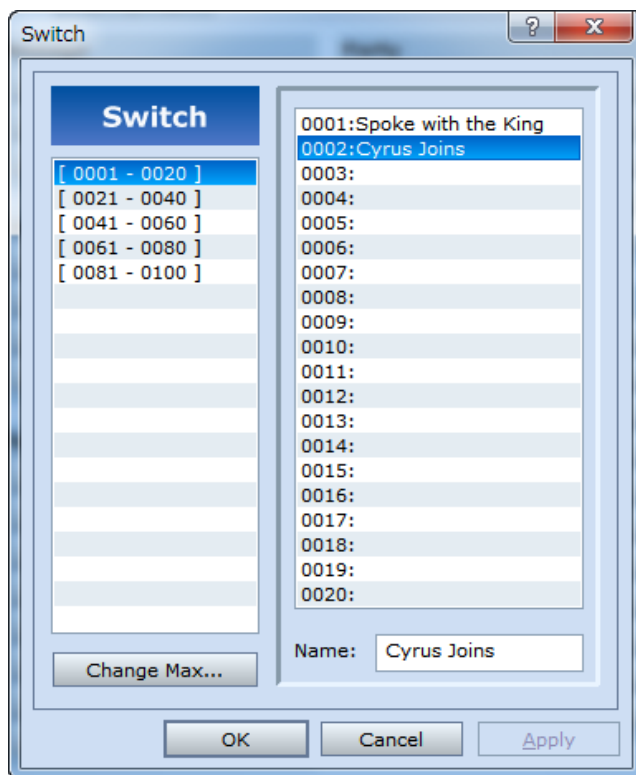


To prevent this Event from repeating endlessly, we'll need to use a switch. Double-click on the "@" mark below the line "Change party member..." and select the "Control Switches" command.

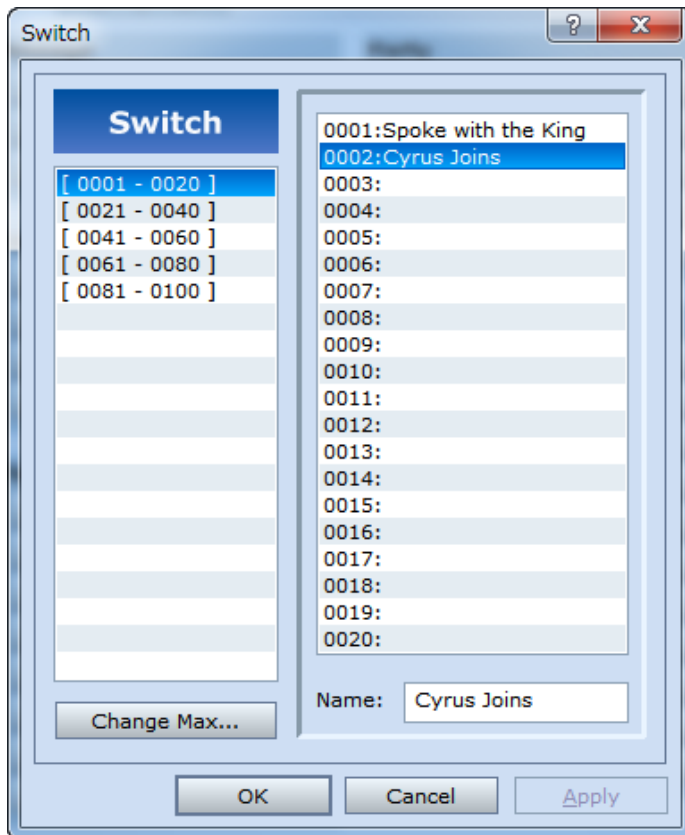


\*"Control Switches" command dialogue.

Just as when we set the Switch for our talk with the King in Level 4, we'll record our first conversation with Cyrus to ensure that it does not repeat. Make sure "Singe" is checked in the Switch pane and click on the ellipse on the right.

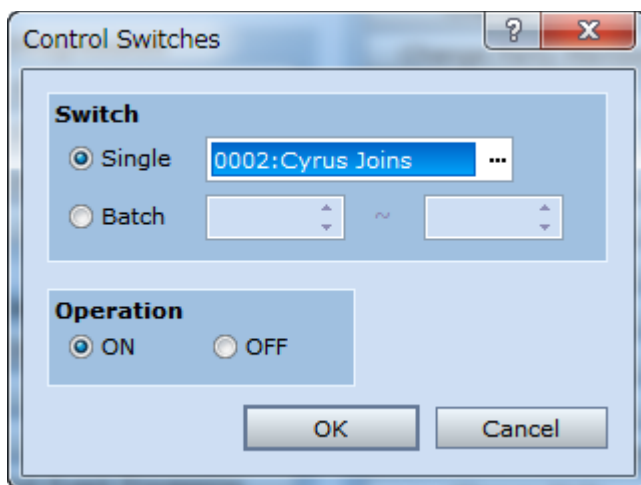


\*Switch dialogue.



\*The “Control Switches” dialogue after adjustments.

Here we will use Switch 0002. Let’s give it an easy to remember name like, “Cyrus Joins”.



\*The “Control Switches” dialogue after adjustments.

Ensure that the Operation pane is set to “ON” and click OK.

New Event - ID:006

Name: EV006

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: 'Actor2', 0, Normal, Bottom
:      : Hello, I'm Cyrus.
:      : Allow me to join you on this journey.
@>Change Party Member: Add [Cyrus], Initialize
@>Control Switches: [0002:Cyrus Joins] = ON
@>
```

OK Cancel Apply

\*Completed page 1 of the Event.

## Creating Page 2 of the Event

New Event - ID:006

Name: EV006

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

1

**Conditions**

☐ Switch ... is ON

☐ Switch ... is ON

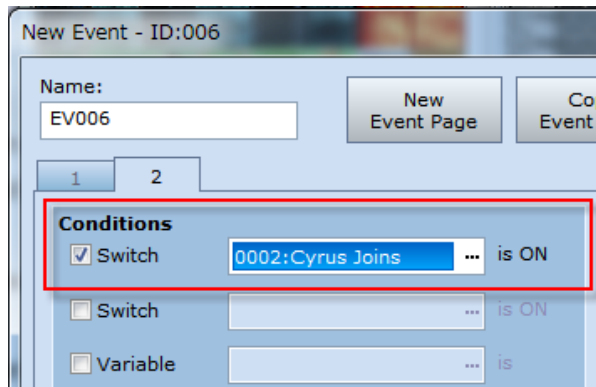
☐ Variable ... is

**List of Event Commands:**

```
@>Text: 'Actor2'
:      : Hello, I'm Cyrus.
:      : Allow me to join you on this journey.
@>Change Party Member: Add [Cyrus], Initialize
@>Control Switches: [0002:Cyrus Joins] = ON
@>
```

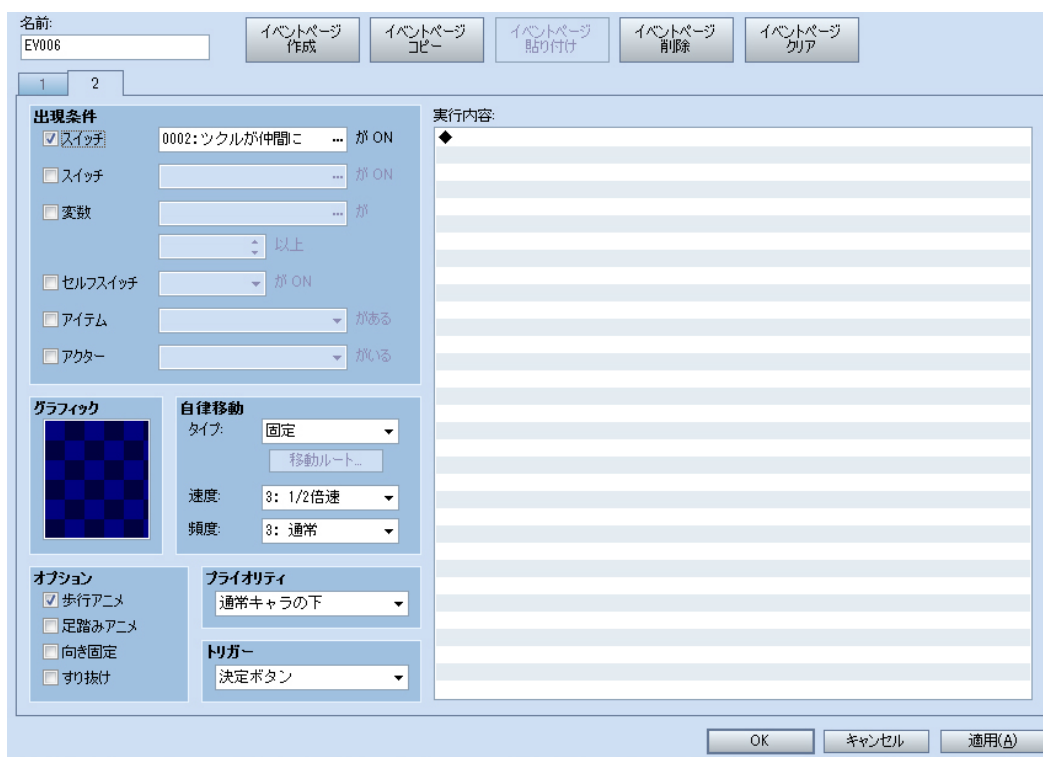
\*New Event Page

We'll create the Event that occurs after Cyrus joins our party on a different Event page. Click "New Event Page" in the top left of the Event Editor window to create a new page 2.



\*Event the conditions for the Event to occur.

On page 2, we can set the conditions for when the Event on page 2 will occur. Check the box next to "Switch" in the Conditions pane and click on the ellipse on the right. Then, select "0002:Cyrus Joins" from the list.



\*Completed Event page 2.

That's all we need for page 2. We will leave the graphics and other settings blank. This means that once Cyrus joins our party, he will disappear from the Minato Port map.

## Check with a Playtest



\*Cyrus joining the party.



\*Cyrus becomes a party member!

Once you're done creating the Event, don't forget to playtest it. If after talking with Cyrus Event page 1) he disappears from the map (Event page 2), then everything went according to plan.

Congratulations! You have cleared Level 8. Next, we'll find a boat for our team by creating another Event.

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