



Level 19: Releasing the Monsters

Welcome to Level 19 of the RPG Maker VX Introductory Course. In the previous Level we created an original monster called Blue Skeleton.

Name:	MaxHP:	MaxMP:
Blue Skeleton	120	0
Graphic:	Attack:	Defense:
	15	7
	Spirit:	Agility:
	5	12
	Hit Ratio:	Evasion:
	95	5
	EXP:	Gold:
	6	12
Drop Item 1:		
(None) ...		
Drop Item 2:		
(None) ...		
Options		
☐ Levitate		
☐ Has Critical		

In this Level, we'll release Blue Skeleton into the game.

Step 44: Troop Settings

Before monsters will appear in the actual game, we need to adjust the Troop settings in the database.

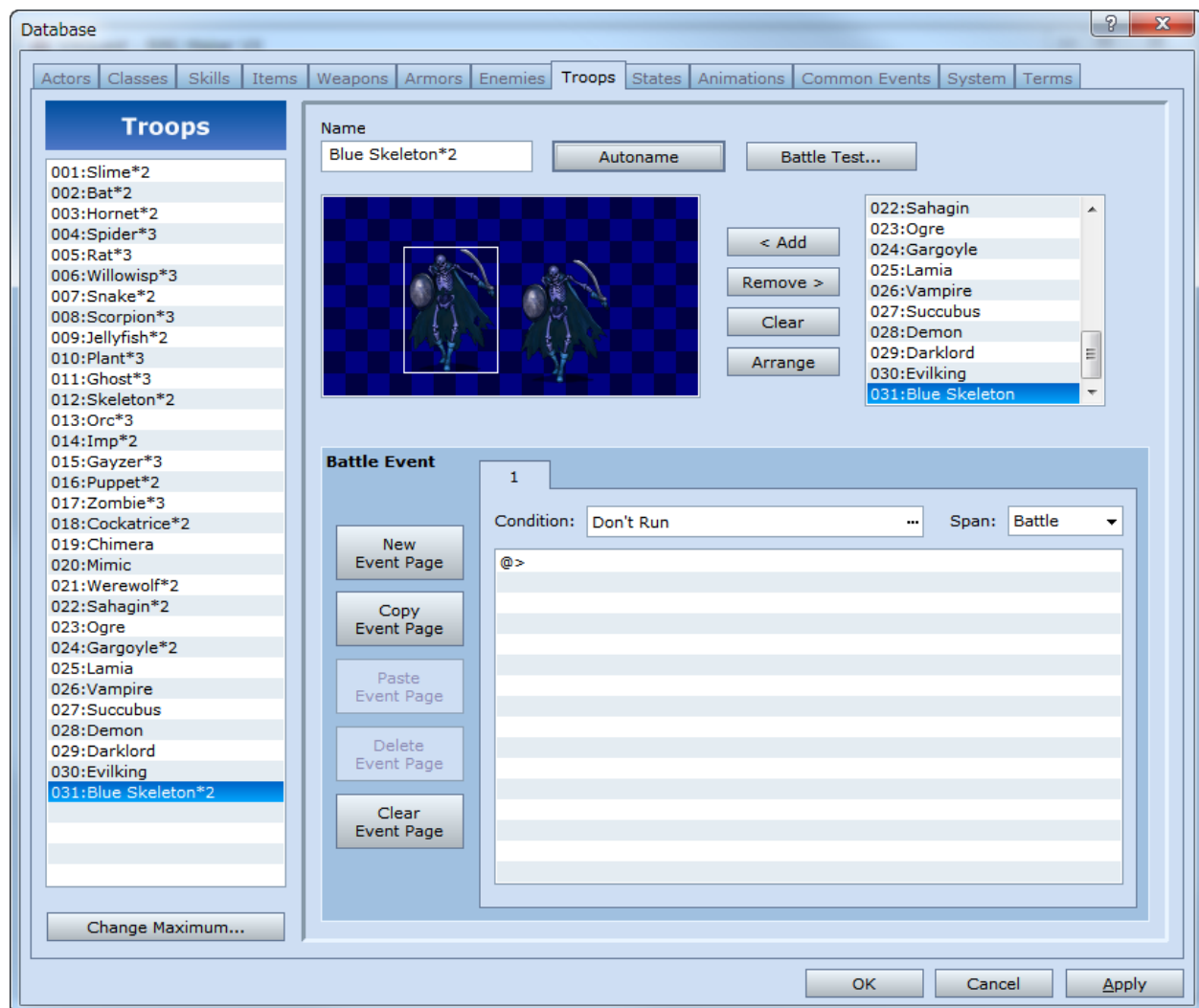


*Troop settings allow you to control what monsters appear and how often.

The word “Troop” on its own is kind of difficult to understand. In RPG Maker VX, monsters do not appear on their own, but rather in groups, or Troops. That means if you want only one monster to appear at a time, then you’ll have to adjust the settings to make that happen. Let’s look at how to do that.



Click this icon to call up the database.

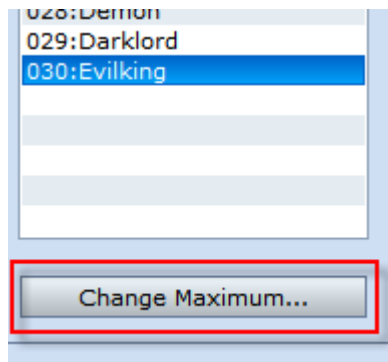


*Troop tab in the database.

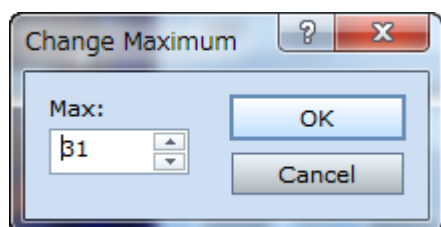
Select the Troop tab in the database.

Preparing to Create a Troop

First, we'll need to increase the maximum number of groups. The full version has 30 sample groups in place (3 for the trial version).

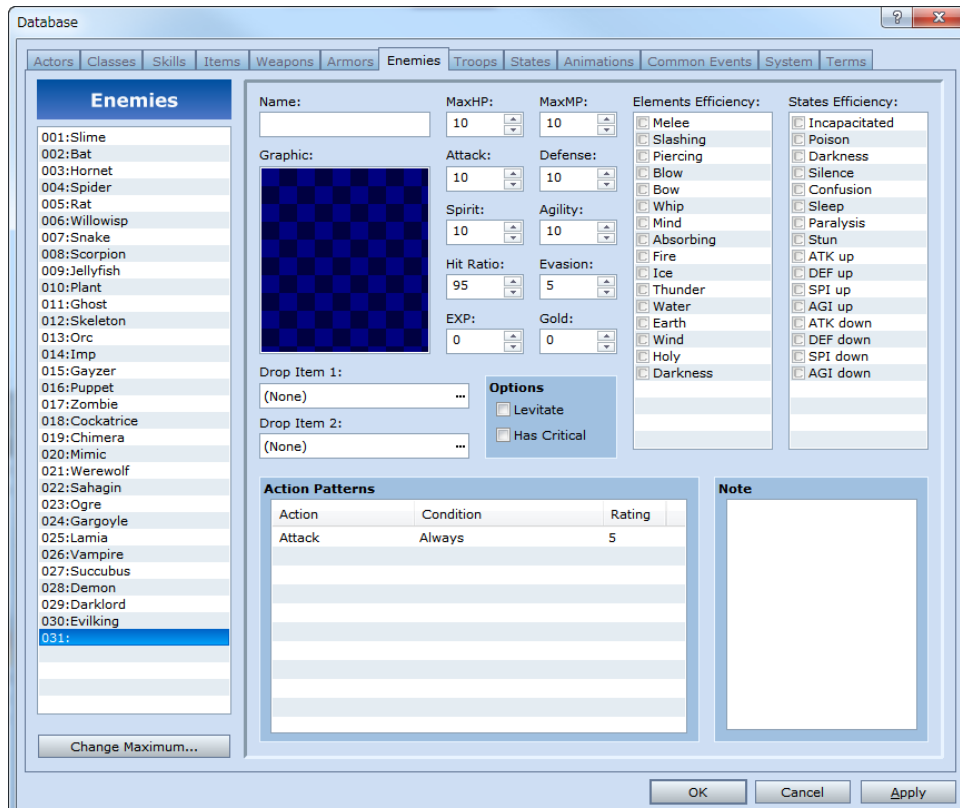


Click the "Change Maximum..." button in the bottom left corner.



*Change Maximum dialogue.

Increase the number to 31 and click "OK".

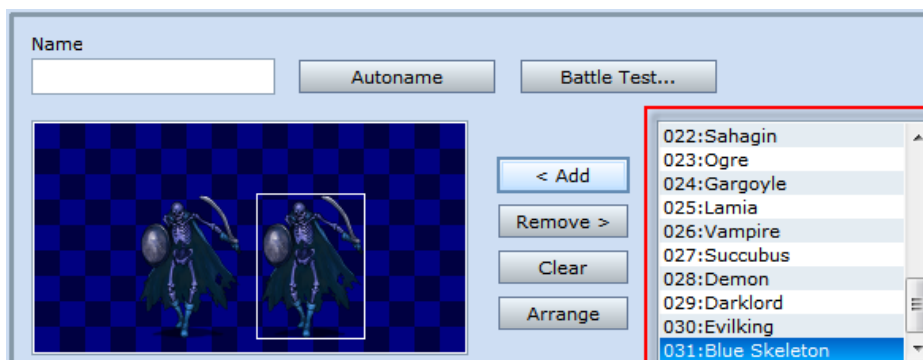


*A new space has been created.

We now have room for our new Troop.

*The Change Maximum function is available only in the full version of RPG Maker VX. Trial version users please make use of the existing empty spaces.

Registering Monsters in a Troop



*Selecting a monster for the Troop.

From the list of enemies on the right, you can select the monsters to be used in the Troop. Select the monster you like and click the Add button in the middle. For more than one monster, repeat the process. We've added 2 Blue Skeletons.



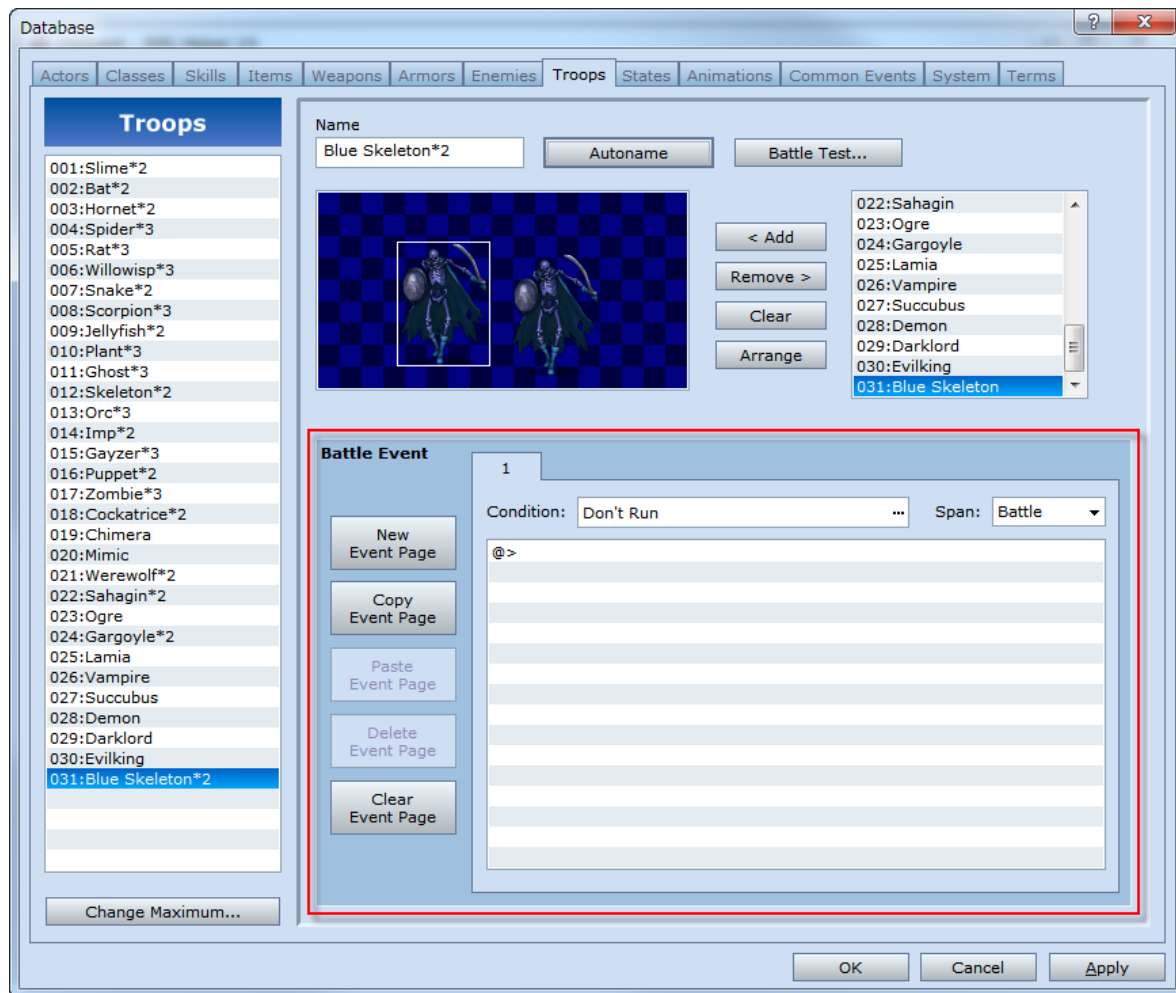
*Arranging the monster's position.

The empty box is a preview of what the battle scene will look like. You can arrange the position of the monsters you've selected by dragging and dropping with the mouse. Click on the "Arrange" button for a random arrangement.



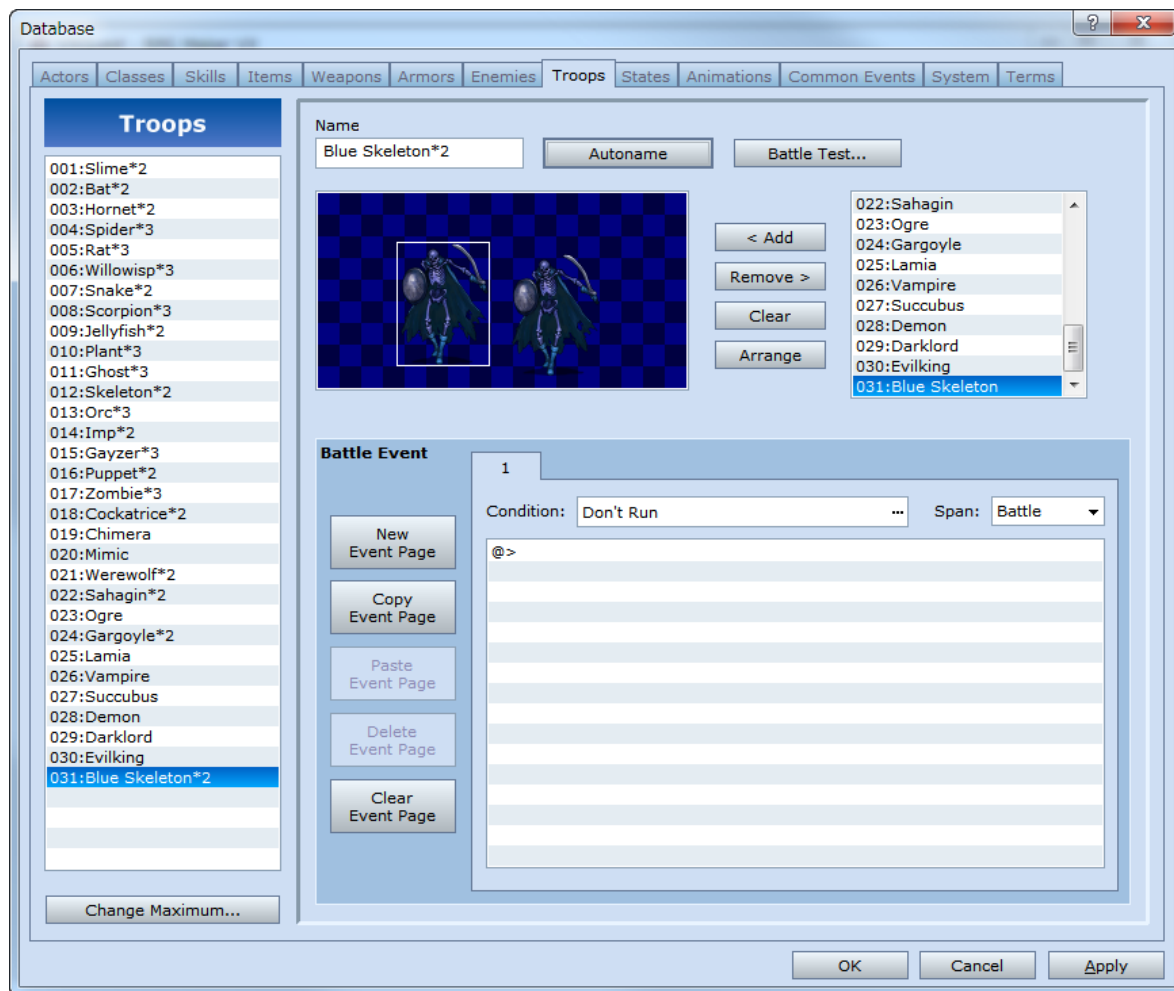
*Naming the new Troop.

In the Name box you can enter a name for the new Troop. This name will not appear in the game, so, unless you are really picky, go ahead and press the "Autoname" button for an automatic name.



*Battle Event.

The Battle Event pane, which makes up the lower half of the tab, is for creating in-battle Events. Here we can set the screen to flash, display messages or make other things happen. This is often reserved for special battles like boss battles. Since the Blue Skeleton is just a typical monster, we won't set any special Battle Events. We'll look more closely at this in the next Level.



*The completed Blue Skeleton*2 Troop.

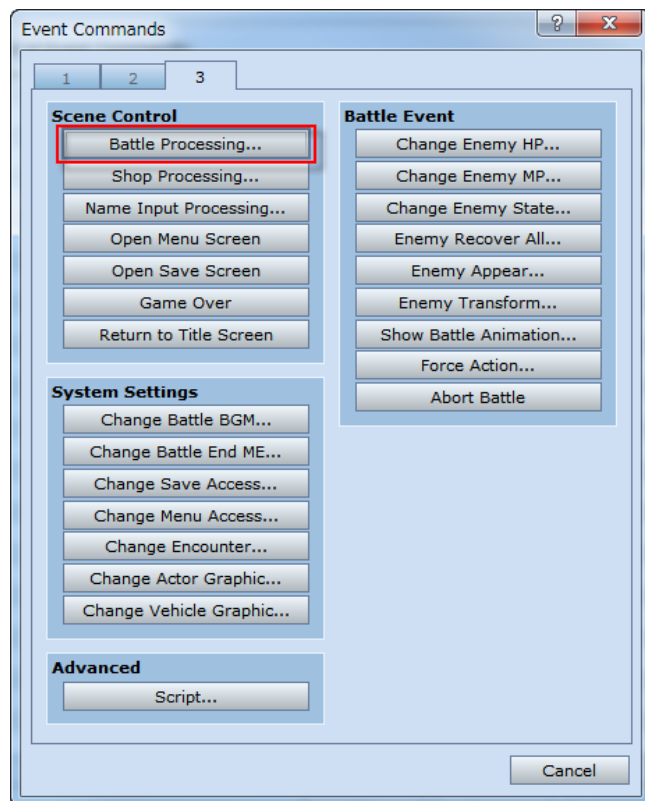
Step 45: Encounters Setting

Now that we have created a monster and registered him into a Troop, we can now make him appear in the game.

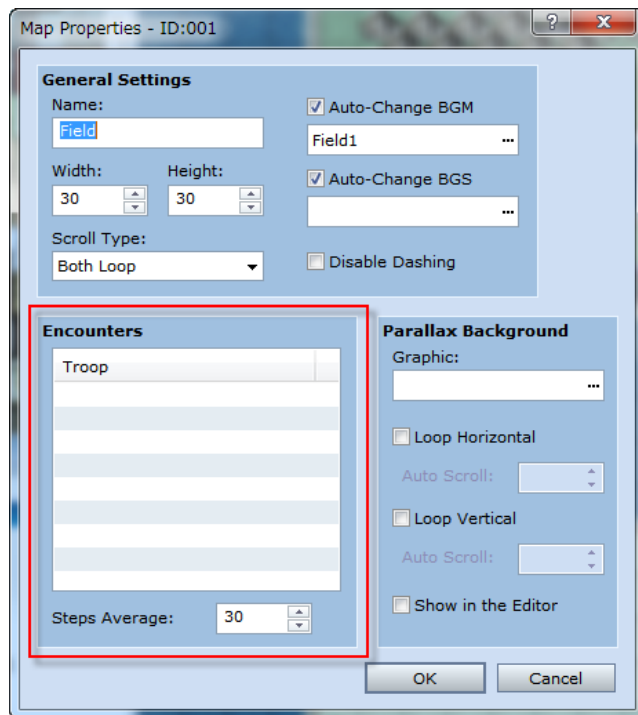


Point: Making Monsters Appear in the Game

There are 2 ways to accomplish this.



*The Battle Processing Event Command.



*Encounters

The first way is through the Battle Processing Event Command. The second is through the Encounters pane in the Map Settings. With the Battle Processing Event Command, battles will take place as Events, allowing you to precisely time when the battle occurs. This method is often reserved for battles that are part of the story line (mostly boss battles). The Encounters method is used mostly for battles with minor monsters. It creates random encounters with the player on big maps like the Field map or in dungeons. The amount of random encounters can be set by changing the ratio.

In this Level, we'll make use of the Encounters method. The Battle Processing Event Command will be explained in the next Level.

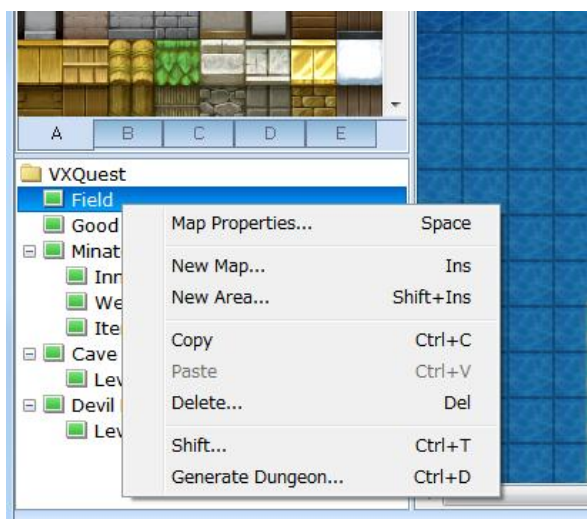
Setting Random Encounter Monsters

Since the Troops will appear randomly, there is no need to actually set any of them on the maps. Instead, we'll adjust the Encounters setting in Map Properties.

First, let's make a list of the maps where we want to encounter Troops.

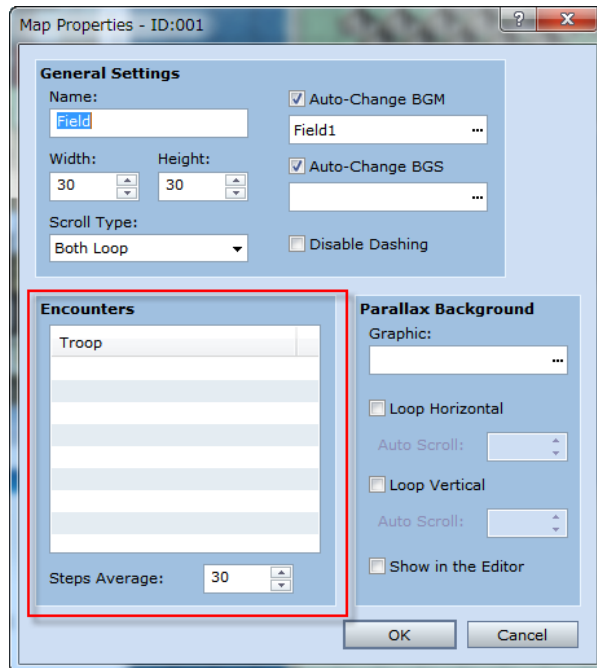
- Field
- Cave of Demons Level 1 & 2
- Devil King's Lair Level 1 & 2

Let's begin with the Field map.



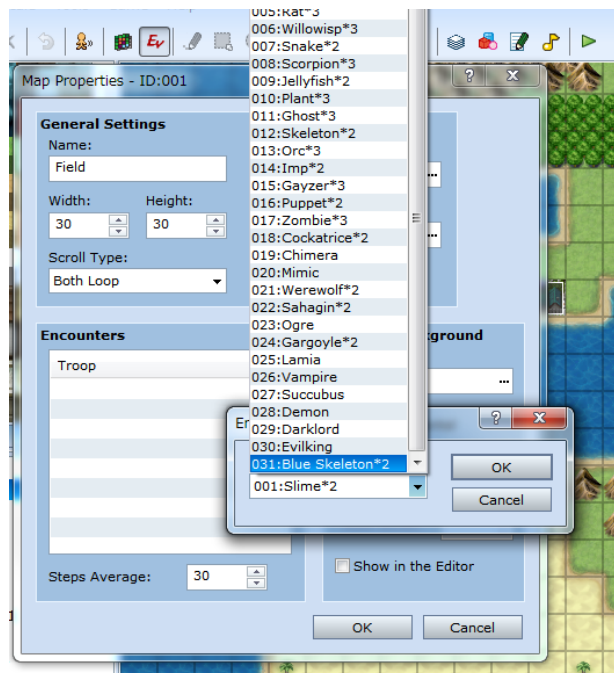
*Calling up the Field map's properties.

Right-click on the Field map in the map tree on the left and select “Map Properties...”



*Field map settings.

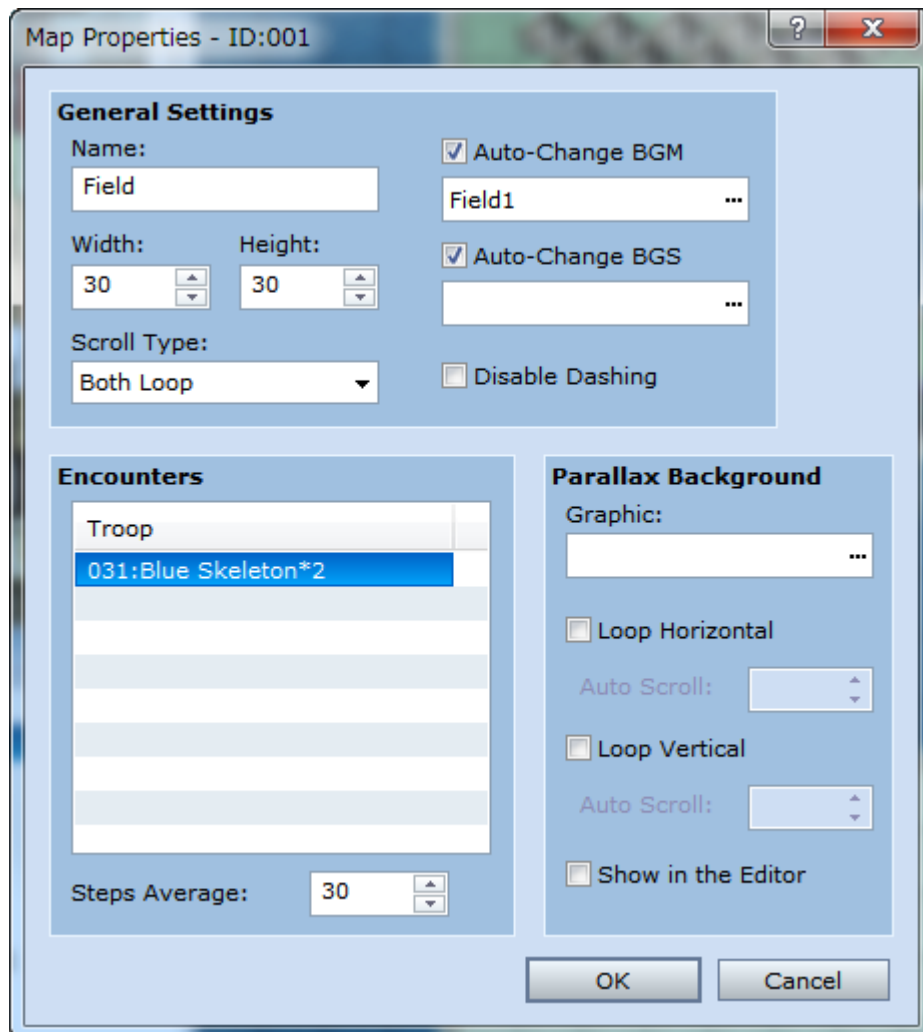
There are 2 settings in the Encounters pane. The first is for setting which Troop or Troops will appear. The second, “Steps Average” is for adjusting the frequency of their appearance.



*Selecting a Troop.

Double-clicking in the Troop box brings up the Troop selection dialogue. Click on the “▼” on the right to display the menu. This list contains all the Troops registered in the database. Select the Blue Skeleton*2 Troop we created earlier.

The Steps Average’s default setting is 30. That means, for every 30 seconds of game time, the player will encounter 1 troop, on average. The lower the number, the higher the number of encounters, and vice versa. It’s a good idea to keep the number in a nice middle range, so we’ll leave it at 30.



*Completed Encounter settings.

The Field map is now set for 1 encounter with the Blue Skeleton*2 Troop every 30 seconds or so on average. If you’d like to include some variation, just add more Troops following the same process as above.

Next, complete the same settings for the remaining maps and you're finished.



*Battling with the Blue Skeleton*2 Troop.

Give your work a playtest. If you encounter the Blue Skeleton*2 Troop after some time walking around, then everything is set correctly.

Congratulations! You've completed Level 19. Next, we'll create the final boss battle.

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