Evel 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
7	EXP:	Gold:
	6	12 🔺
Drop Item 1:		
(None)	Optic	ons
Drop Item 2:	Le	evitate
(None)		as 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).

028:Demon 029:Darklord
030:Evilking
Change Maximum

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



*Change Maximum dialogue.

Increase the number to 31 and click "OK".

abase					C C C C C C C C C C C C C C C C C C C
ctors Classes Skills Item	ns Weapons Armors	Enemies Troops S	tates Animatio	ns Common Events S	System Terms
Enemies	Name:	MaxHP:	MaxMP:	Elements Efficiency:	States Efficiency:
		10 🔺	10 🔺	C Melee	C Incapacitated
001:Slime		¥	Ý.	C Slashing	C Poison
002:Bat	Graphic:	Attack:	Defense:	C Piercing	C Darkness
003:Hornet		10 🖻	10 🔺	C Blow	C Silence
004:Spider				C Bow	Confusion
005:Rat		Spirit:	Agility:	C Whip	C Sleep
006:Willowisp		10	10	C Mind	C Paralysis
007:Snake		10 -	10 🔻	C Absorbing	C Stun
008:Scorpion		Hit Dation	Evacion	C Fire	C ATK up
009:Jellyfish		Hit Katio.	Evasion.	C Ice	C DEF up
010:Plant		95 🌲	5 🍦	C Thunder	C SPI up
011:Ghost				C Water	C AGI up
012:Skeleton		EXP:	Gold:	C Earth	C ATK down
013:Orc		0 🚖	0	C Wind	C DEF down
014:Imp				C Holy	C SPI down
015:Gayzer	Drop Item 1:			C Darkness	C AGI down
016:Puppet	(None)	Opti	ons		
017:Zombie	(None)	 _	evitate		
018:Cockatrice	Drop Item 2:				
019:Chimera	(None)		las Critical		
020:Mimic	(None)				
021:Werewolf					
022:Sahagin	Action Patterns			Note	
023:Ogre	Action	Condition	D	ating	
024:Gargoyle	Action	Condition	N.	acing	
025:Lamia	Attack	Always	5		
026:Vampire					
027:Succubus					
028:Demon					
029:Darklord					
030:Evilking					
031:					
Change Maximum					
anargo navinanim	1				

*A new space has been created.

We now have room for our new Troop.

Registering Monsters in a 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.



*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 Toop.

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.

Database	ମ <u>ନ</u>
Actors Classes Skills Items	Weapons Armors Enemies Troops States Animations Common Events System Terms
Troops	Name
rioops	Name
001.5lime#2	Blue Skeleton*2 Autoname Battle Test
001:5ime*2	
002:Bat 2	022:Sahagin
004:Spider*3	023:Ogre
005-Pat*3	Add 024:Gargoyle
006:Willowisp*3	025:Lamia
007:Snake*2	Remove > 026:Vampire
008:Scorpion*3	Clear 027:Succubus
009:Jellyfish*2	Clear 028:Demon
010:Plant*3	Arrange 029:Darklord E
011:Ghost*3	030:Evilking
012:Skeleton*2	031:Blue Skeleton
013:Orc*3	
014:Imp*2	
015:Gayzer*3	Battle Event
016:Puppet*2	1
017:Zombie*3	
018:Cockatrice*2	Condition: Don't Run
019:Chimera	New
020:Mimic	Event Page w>
022: Werewolf*2	
022:Sanagin*2	Copy
024:Gargoyle*2	Event Page
025:Lamia	
026:Vampire	Paste
027:Succubus	Event Page
028:Demon	
029:Darklord	Delete
030:Evilking	Event Page
031:Blue Skeleton*2	
	Clear
	Event Page
Change Maximum	
	Circen Apply

*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.

Database				? ×
Actors Classes Skills Items	Weapons Armors E	nemies Troops States Ar	imations Common Event	s System Terms
Troops	Name]	
001:Slime*2	Blue Skeleton*2	Autoname	Battle Test	
002:Bat*2				
003:Hornet*2			022:Sa	hagin 🔺
004:Spider*3			023:00	jre 🛛
005:Rat*3			< Add 024:Ga	argoyle
006:Willowisp*3		Ster.	Remove > 025:La	mia
007:Snake*2			026:Va	mpire
008:Scorpion*3			Clear 027:Su	ICCUbus
009:Jellyfish*2			028:De	emon
010:Plant*3			Arrange 029:Da	arklord E
011:Ghost*3			030:EV	
012:Skeleton*2			031:60	de Skeleton
013:Orc*3				
014:Imp*2				
015:Gayzer*3	Battle Event	1		
015:Puppet*2		-		
017:20mble*3		Condition: Don't Run		Span: Battle 💌
019:Chimera	New	Bont Kan		
020:Mimic	Event Page	@>		
021:Werewolf*2		-		
022:Sahagin*2	Conv			
023:Ogre	Event Page			
024:Gargoyle*2				
025:Lamia	Deate			
026:Vampire	Event Page			
027:Succubus	Literage			
028:Demon	Delete			
029:Darklord	Event Page			
030:Evilking	Evenerage			
031:Blue Skeleton*2				
	Clear Event Page			
	Lvent Page			
Change Maximum				
			OK	Cancel Apply
			On	

*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.



There are 2 ways to accomplish this.



*The Battle Processing Event Command.

Map Properties - ID:001	? <mark>×</mark>
General Settings Name: ✓ / Field Fie Width: Height: ✓ / 30 ▲ 30 ▲ Scroll Type: Both Loop ▼ □	Auto-Change BGM Id1 ··· Auto-Change BGS ··· Disable Dashing
Encounters Troop Steps Average: 30 🚖	Parallax Background Graphic: Loop Horizontal Auto Scroll: Loop Vertical Auto Scroll:
	OK Cancel

*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..."

Map Properties - ID:001	? ×
General Settings Name: ✓ Field F Width: Height: ✓ 30 → 30 → Scroll Type: Both Loop →	Auto-Change BGM ield1 ··· Auto-Change BGS ··· Disable Dashing
Encounters Troop Steps Average: 30 •	Parallax Background Graphic: Loop Horizontal Auto Scroll: Loop Vertical Auto Scroll: Show in the Editor
	OK Cancel

*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.

F	UU5:Rat"3	
	006:Willowisp*3	
< 🖓 🕺 🕺 💷 🖓 📖 🖓	007:Snake*2	📗 😂 🛋 🛃 🗗 🕨
/	008:Scorpion*3	
Map Properties - ID:001	009:Jellyfish*2	
	010:Plant*3	0000
Ceneral Settings	011:Ghost*3	66566
General Settings	012:Skeleton*2	66666
Name:	013:Orc*3	10000000
Field	014:Imp*2	
	015:Gayzer*3	
Width: Height:	016:Puppet*2	
30 🔺 30 🔺	017:Zombie*3	
	018:Cockatrice*2	-
Scroll Type:	019:Chimera	
Roth Loop -	020:Mimic	
	021:Werewolf*2	
	022:Sahagin*2	
	023:Ogre	
Encounters	024:Gargoyle*2	ground
Troop	025:Lamia	S171817
поор	026:Vampire	
	027:Succubus	
	028:Demon	2
E	029:Darklord	
	030:Evilking	
	031:Blue Skeleton*2	OK
	001:Slime*2	
		Cancel
Steps Average: 30	Show in	the Editor
otopo Attendger	_	
4	ОК	Cancel
いわいひんけん	3	8

*Selecting a Troop.

Double-clicking in the Troop box brings up the Troop selection dialogue. Click on the " $\mathbf{\nabla}$ " 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.

Map Properties - ID:001	? ×
General Settings Name: ✓ Au Field Field Width: Height: ✓ Au 30 ↓ 30 ↓ Scroll Type: Both Loop ✓ Dis	to-Change BGM 1 ··· to-Change BGS ··· sable Dashing
Encounters Troop 031:Blue Skeleton*2	Parallax Background Graphic: Loop Horizontal Auto Scroll:
Steps Average: 30 💌	Loop Vertical Auto Scroll:
	OK Cancel

*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.

Return to Table of Contents