Game Design – Patron 1

Game Design – Patron 1

Game Design – Patron 1

Game Design – Patron 1

Game Design – Patron 2

Game Design – Patron 2

Game Design – Patron 2

Game Design – Patron 3

Game Design – Patron 3

Making friends - RPG Maker VX Ace

File Edit Mode Draw Scale Tools Game Help

Edit Event - ID:002

Name:
EV002

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

Tab: 1 | 2

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 ▼

Contents:

```
@>Text: 'People1', 1, Normal, Bottom
:       : Good morning Amy.
@>Text: 'Actor4', 5, Normal, Bottom
:       : Good morning
@>Text: 'People1', 1, Normal, Bottom
:       : Do you want to go do something.
@>Show Choices: sure, no
:  When [sure]
  @>Change Party Member: Add [Amy]
  @>Control Self Switch: A =ON
  @>
:  When [no]
  @>Text: 'Actor4', 5, Normal, Bottom
  :       : Ok.
  @>
:  Branch End
@>
```

OK | Canc

002:MAP002 (17 x 13)

Making friends
- MAP001
  - MAP002
  - the inn
  - Tent

A | B | C