

Beginner's Guide for RPG Maker VX Ace

By Dylan Epler

Introduction

RPG Maker VX Ace is pre-programmed software that allows for the creation of RPG games without having a background in computer programming. This guide will walk you through the basic elements needed for creating a functional RPG with RPG Maker VX Ace.

By following this sample game project tutorial you will learn the basic essentials to:

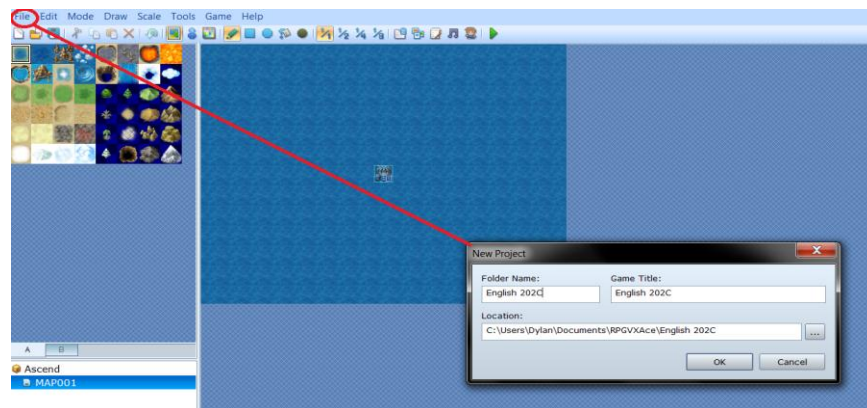
- Starting a project
- Creating functional game areas with background music
- Editing character and item traits
- Setting up basic events and combat scenarios
- Publishing a finished game

Before Beginning

- Make sure that RPG Maker VX Ace is installed on the computer and the program is running.
- Have a general idea of what type of game you wish to make (in this tutorial, you will be taken through the steps of a very basic game).
Note: Don't be too ambitious if you are only just starting

Set-up

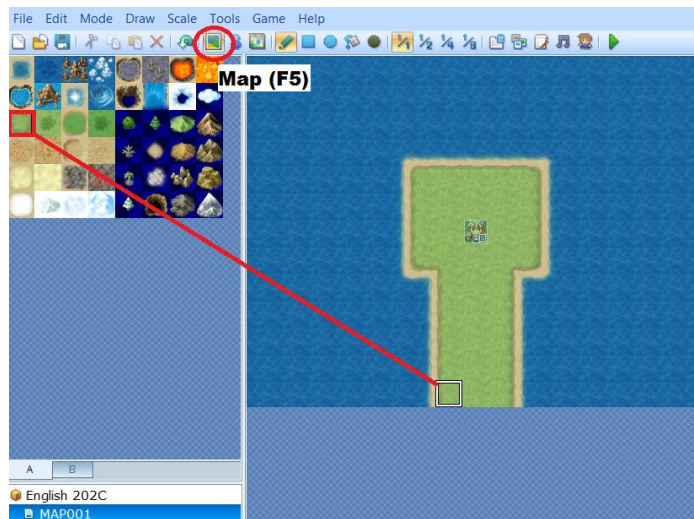
1. In the upper left hand of the default screen, click on *File*.
2. Click on *New Project*
3. You will be prompted to input a folder name, game name, and the folder location for the project.
4. For this tutorial, just input "English 202C" as the folder and game name and save to the default location
Note: Take note of this folder location
5. Hit *Ok* and you are now ready to start creating your first game



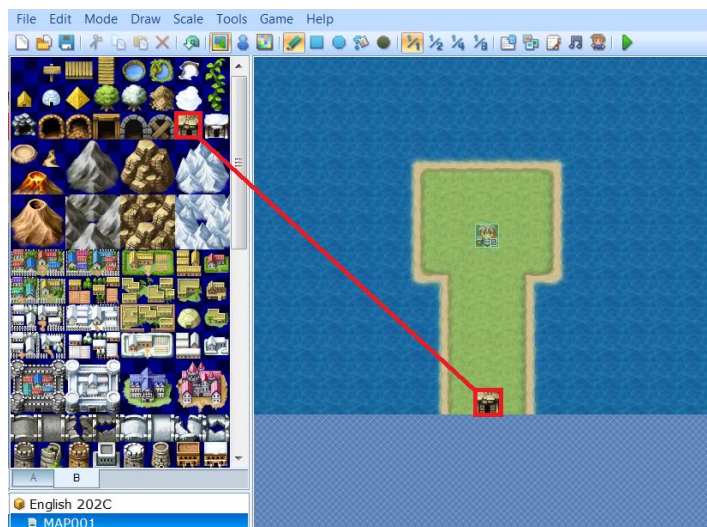
Making the World

The first step to creating an RPG is to create the game world in which your story will unfold. This is done by in the software by using *tiles*, or environmental images that can be placed together.

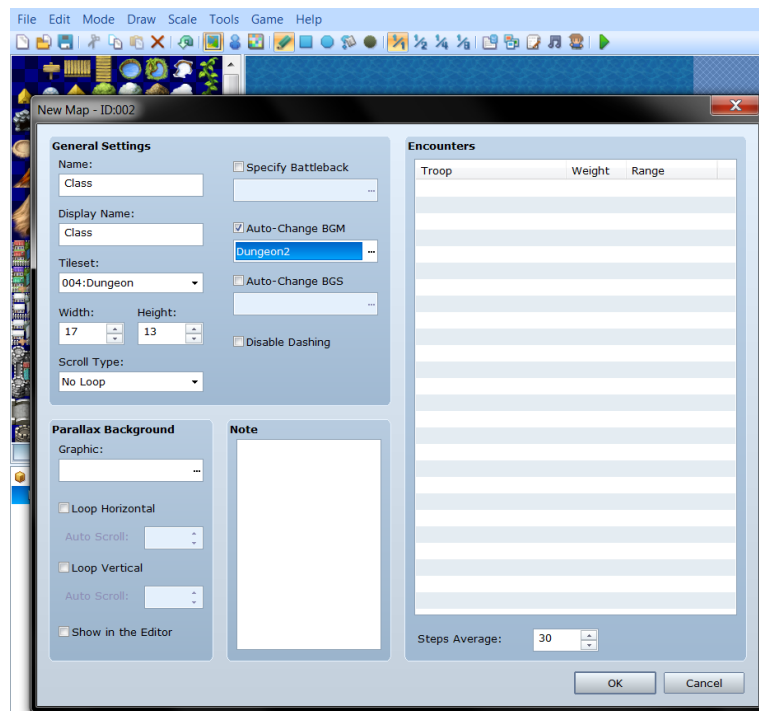
1. To switch to map editing mode, click on *Map (F5)*.
2. For simplicity, we will make a small island to begin the game on. Left-click on a grass tile in the left-hand tile box.
Note: The tiles are, by default, set to Field type. Clicking on the lettered tabs under the tiles allows you to pick from more tiles.
3. Make the island as shown below. Left-click on a tile in the grid space to place the tile (you can hold the left mouse button down and drag to drag tiles).



4. Our next area will be a *Dungeon* type. To add a doorway tile, click on the *B* tab under the tiles. Add a temple doorway to the bottom of the map.



5. To begin creating the next area, right-click in the box under tiles containing the file "MAP001".
6. Click on *New Map*. A new window will pop-up, prompting you for the map information.
7. Change the name and display name to "Class".
8. Change the tileset to "004:Dungeon" by selecting it from the drop-down menu.
Note: Changing the width and height will change the dimensions of the map
9. Check the box next to "Auto-Change BGM".
10. Select "Dungeon2" from the drop-down menu under this check box. This feature allows you to select the music for the area.
11. Leave all the other settings to default and hit *Ok*.



12. You will now be on a blank grid space with new tile options. Begin this new area by selecting the rug tile (in tab A) and creating a new room (see figure below on next page).
13. Select a wall tile and make a row across the top edge of the room.
14. Navigate to tab B and select a doorway tile to place in the room.
15. In tab C, you will find furniture to place on the grid. Select the table and place it near the center of the room.

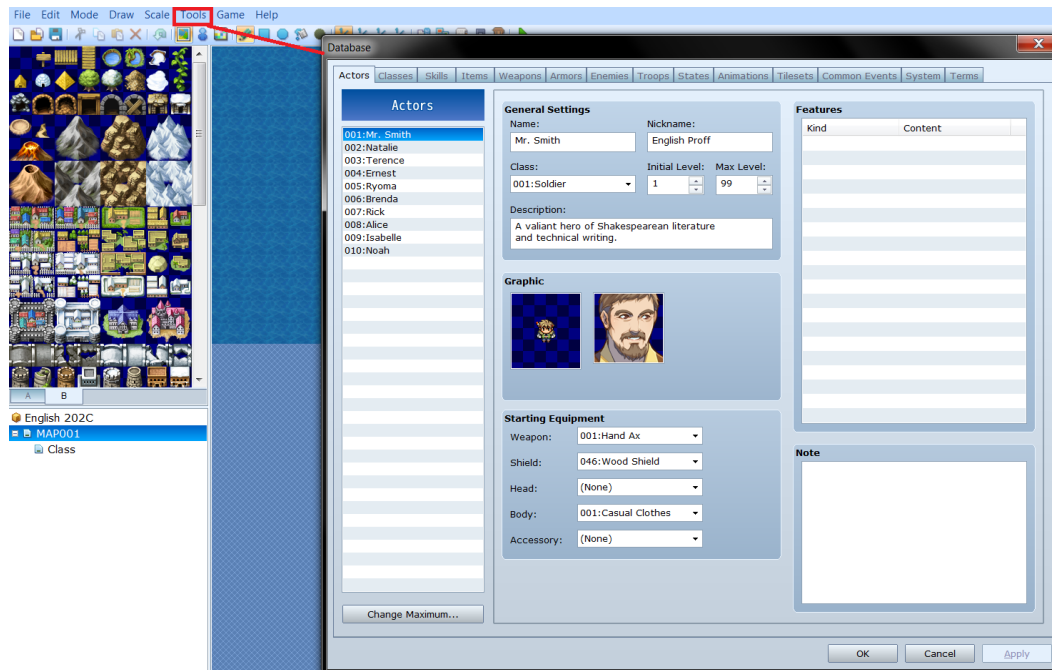


16. Confirm that your map your map looks like the one above (feel free to decorate as you wish).

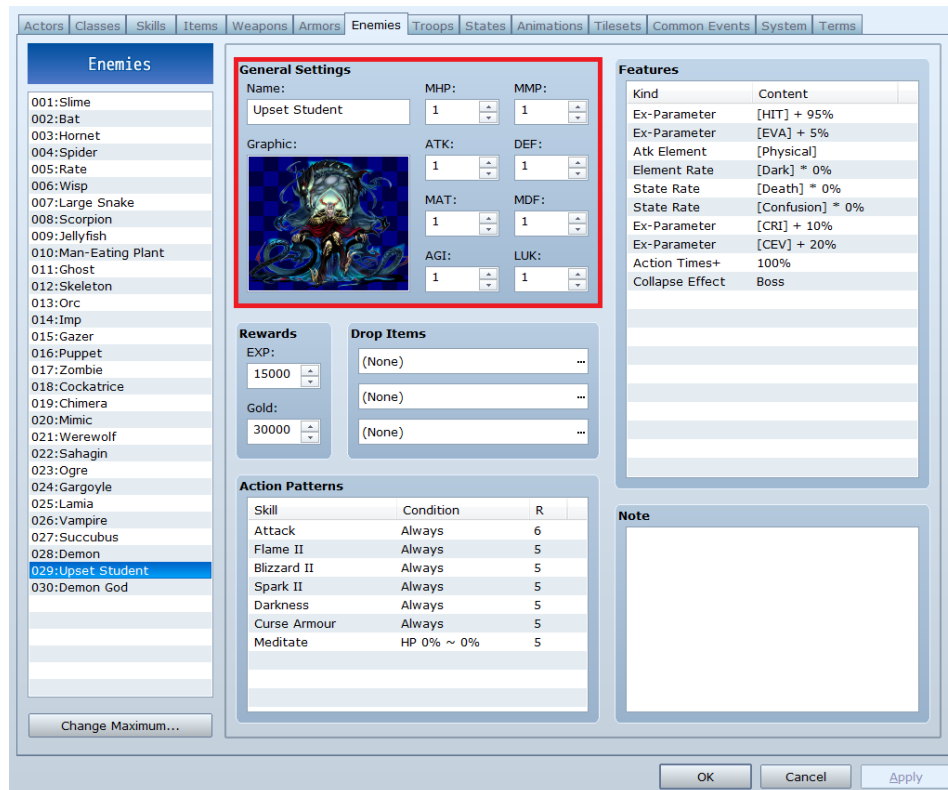
Characters, Enemies, Items (Accessing the Database)

Now that the map for your game is completed, it is time to expand by adding in characters, enemies, and items. Since there is such a large database for customization, this tutorial will touch on editing only a few of the pre-programmed details.

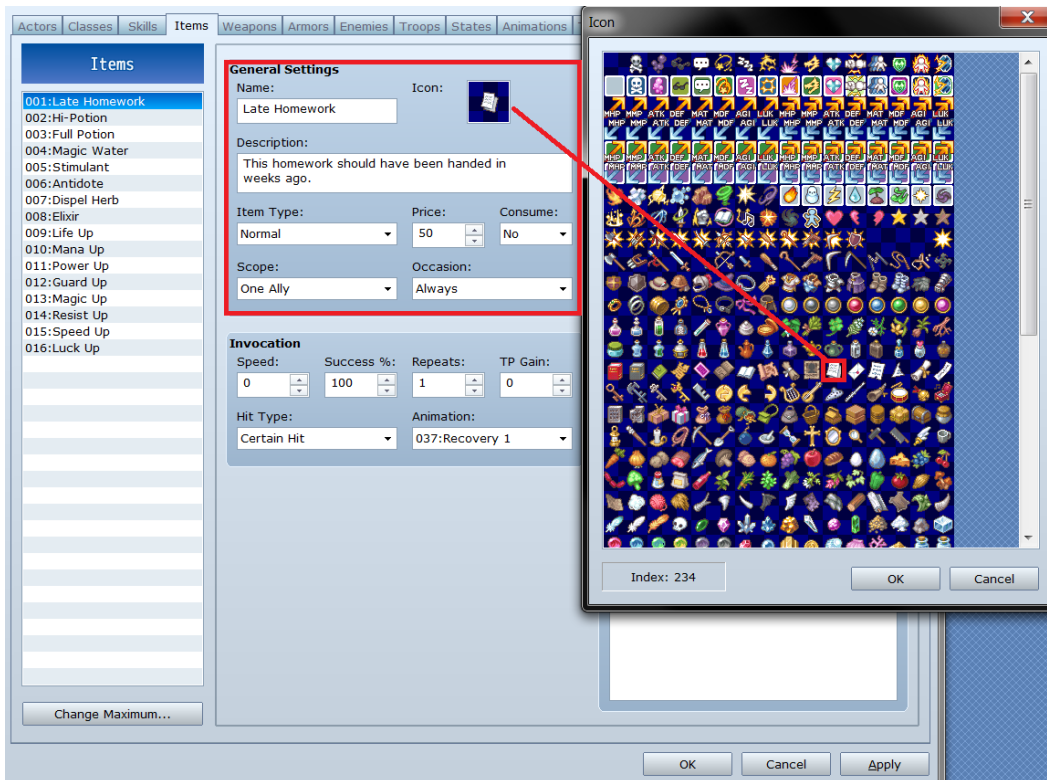
1. On the top bar, click on *Tools*.
2. Under *Tools*, click on *Database*. A large menu window with many tabs should pop-up.
3. We will begin by creating the main character. Click on the tab labeled “Actors”.
4. By default, the player’s starting character will be set to “001:Eric”. Click on “001:Eric” under “Actors”.
5. Click in the “Name” field and change the name to “Mr. Smith”. He will be the hero of our adventure.
6. Next Click in the “Nickname” field and type in “English Proff”.
7. Click in the “Description” field and enter a description for our brave hero of literature.
8. Double click on the facial profile under “Graphics” to change his appearance.
9. A new window with facial options will pop-up. Select a new face for Mr. Smith and hit *Ok*.
10. Double click on the *sprite (pixel character)* image under “Graphics” to change the appearance of the sprite.
11. Select a new sprite that resembles the face you picked in step 9.
12. Leave all other options on default. We have now finished creating our hero. Hit *Apply* to save changes.



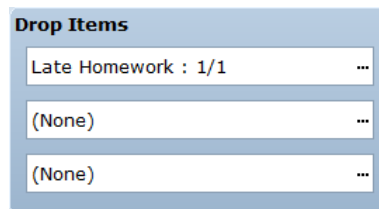
13. Next, we need to create an antagonist for our hero. Click on the “Enemies” tab.
14. The window should now display a list of enemies with their respective stats when clicked on. Click on “Demon King”.
15. Click in the “Name” field and change his name to “Upset Student”.
16. If you look at the stats for “Upset Student”, you will see they are very high. To adjust them for this short game, click in each stat box under “General Settings” and change the numbers to “1” (Our English professor is obviously much stronger than any upset student).
17. Hit *Apply* to save changes.



18. Click on the “Items” tab. Before we begin adding these characters to the game, we should create the items for the game. In this tutorial, our English professor wants the Upset Student’s late homework.
19. Click on the first item on the list “001:Potion”.
20. Click in the “Name” field and change the name to “Late Homework”.
21. Double click on the “Icon” of the potion and change it to a paper.
22. Change the description of the icon in the field below “Description”.
23. Select *No* on the drop-down menu under “Consume”.
24. Hit *Apply* to save the changes made to the item.



25. Now, go back to our “Upset Student” by clicking on the “Enemies” tab.
26. Under the “Drop Items” section, select the “Item” as the drop type for the first item slot and then select the “Late Homework” item we just created.
27. Hit *Apply* to save changes.
28. Hit *Ok* to exit the “Database”.

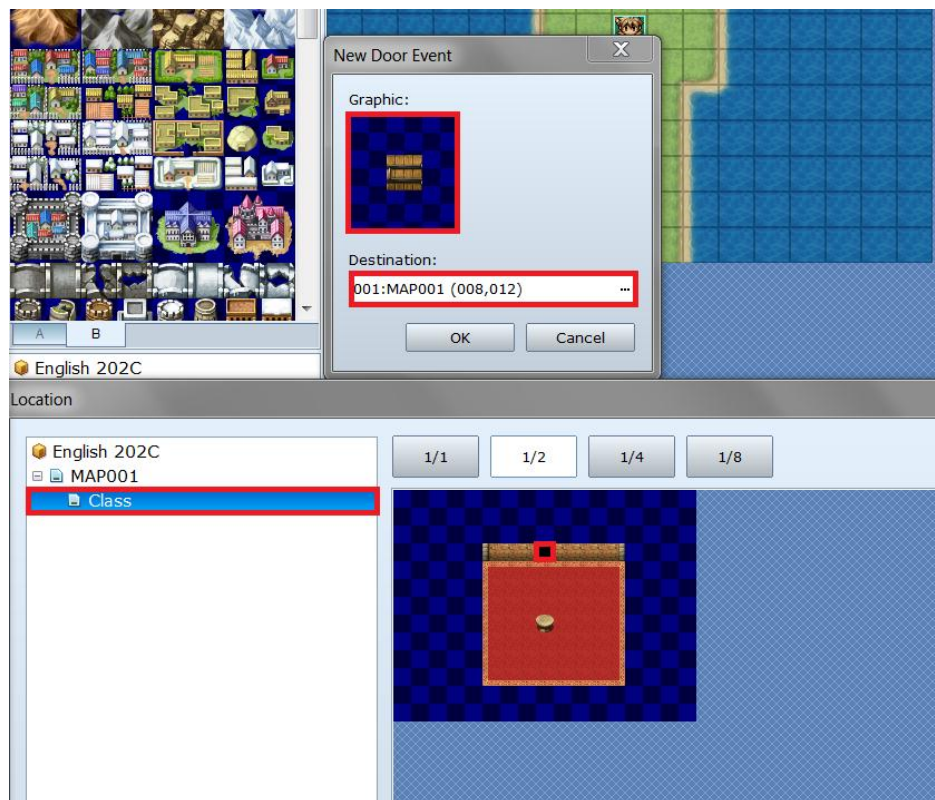


Note: All items in the database can be customized (i.e. stats, pictures, names, etc.)

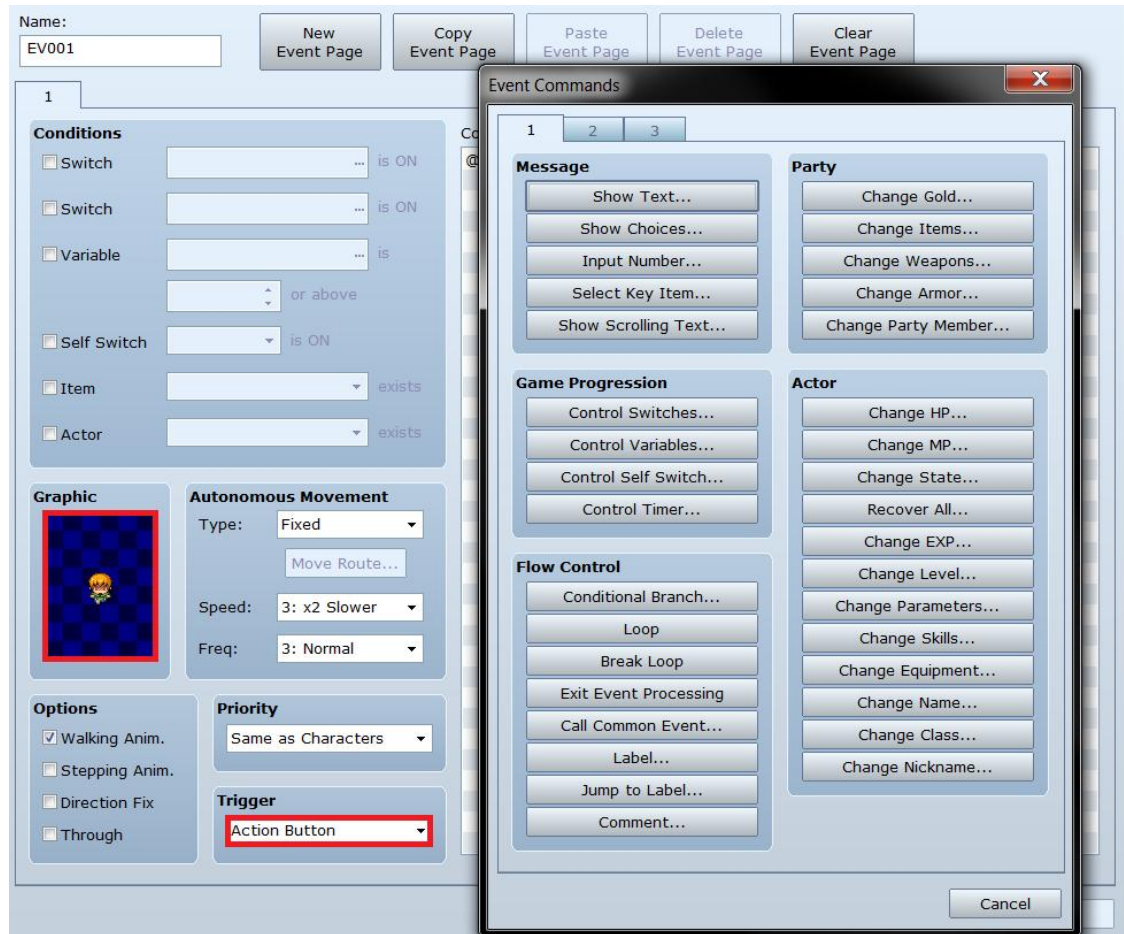
Creating Events

The next step in creating a functional RPG is to add in events. Events are interactions the character has with game environment (i.e. talking to characters, opening chests/doors). These are carried out through using a function in the software called *switches*; these are set “off” or “on” to activate certain events.

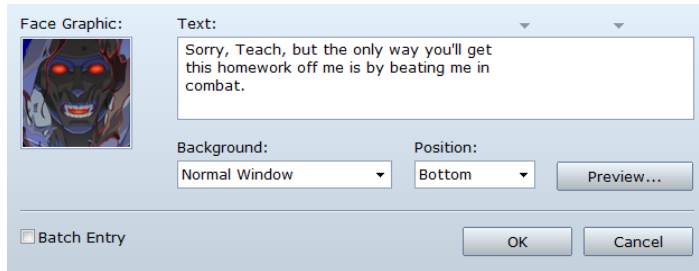
1. The first step in setting up the RPG is to set the spawn point for the player character. The game defaults to the center of the first, which we build our island around. Click on the option for our first area “MAP001” on the side-bar to check that the spawn is set (a light blue-box around a sprite with an ‘s’ in the corner).
2. Next click on the *Event* icon (an icon of a blue person next to the *Map* icon on the toolbar).
3. The software has a few built-in events you can use without having to set switches. Right-click the temple door we placed and click on “Quick Event Creation” and then “Door”.
4. A window will pop-up. Click on the box under “Destination”.
5. Another window will pop-up to pick where you want to door to go to. Select “Class” and on the image of the “Class” map click on the doorway we made.
6. Hit *Ok*.
7. Click on the image of the door and change it to the blank grid space.
8. Hit *Ok*. We now have a door to take the player to the next room.



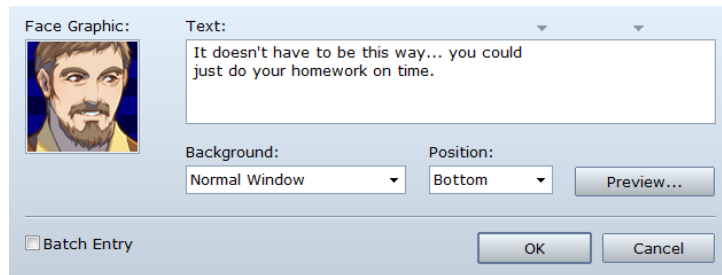
9. Next we will create the event to initiate the battle between our English professor and Upset Student. Double-click on the space above the table.
10. An event window should pop-up. Click in the “Graphic” space and change the sprite of the event to the first sprite under “Insane1”. This will be the out-of-combat visual for our Upset Student.
11. “Trigger” is currently set to “Action Button”. This means the player must click on the character to initiate the event. Make sure “Action Button” is listed.
12. Under “Contents”, double-click to bring up options for the event.



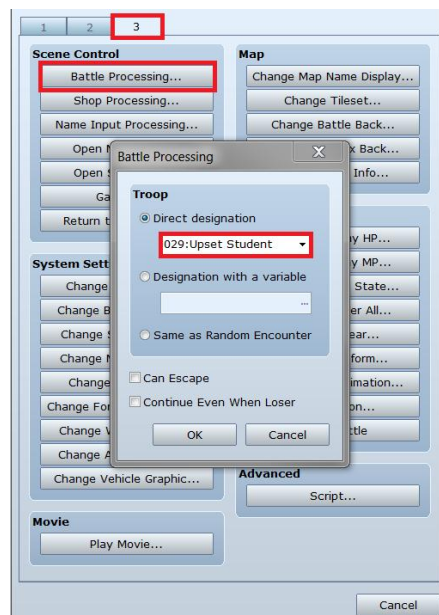
13. We will now set-up the pre-fight dialogue between Mr. Smith and Upset Student. Click on “Show Text”.
14. Double-click in the “Face Graphic” window to select a face for the student to show up in chat. Pick the first portrait under “Monster1”.
15. Next add the dialogue for the fight under “Text”. We will use: *“Sorry, Teach, but the only way you’ll get this homework off me is by beating me in combat.”*
Note: Make sure the text for each line stays behind the blue arrows on the text window or it will be cut off-screen in the game.
16. Hit Ok.



17. Next, double-click in the area below the text in "Contents" to set up another text dialogue.
18. Click on "Show Text" again. This time adding in the face graphic that we used originally for Mr. Smith and changing the text to say: *"It doesn't have to be this way... you could just do your homework on time."*
19. Hit *Ok*.



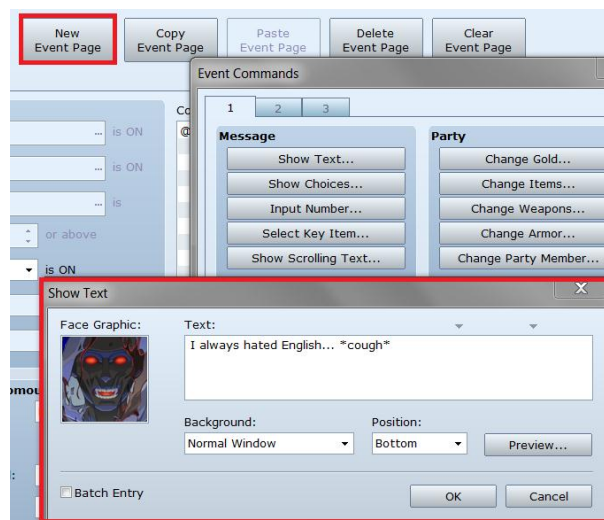
20. Click on tab 3 and then hit "Battle Processing..."
21. Change "Direct designation" to "029:Upset Student". This forces a battle between Mr. Smith and Upset Student.
22. Hit *Ok*.



23. Next, click in the free space under content again and go to tab 1 and select “Control Self Switch” under “Game Progression”.
24. Set A to “On” and hit *Ok*. This turns the switch ON once the battle is finished.



25. Click on the “New Even Page” button at the top of the event window.
26. Check the box next to “Self Switch” and A should be ON. This signifies that if A is turned on, this event will occur (i.e. it only happens once the battle is over).
27. Double-click on the “Graphic” space and go under “Damage1” and select the fallen version of the insane sprite chosen earlier.
28. Double-click in contents and select “Show Text” again to give our Upset Student his final words before he dies.
29. Change the face to the same one used in the previous Upset Student text and input the text: *“I always hated English... *cough*”*
30. Hit *Ok*.



31. Now for the final step in the event. Double-click under contents once more, go to tab 3, and select "Game Over". This will end the game after the dialogue.
32. Hit *Apply* to save the changes and hit *Ok* to exit the menu (the event pages should resemble what is seen below when finished).

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: 'Monster1', 0, Normal, Bottom
:      : Sorry, Teach, but the only way you'll get
:      : this homework off me is by beating me in
:      : combat.
@>Text: 'People1', 4, Normal, Bottom
:      : It doesn't have to be this way... you could
:      : just do your homework on time.
@>Battle Processing: Upset Student
@>Control Self Switch: A =ON
@>
  
```

Conditions

- Switch [] is ON
- Switch [] is ON
- Variable [] is [] or above
- Self Switch A [] 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.
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Priority

Same as Characters

Trigger

Action Button

Contents:

```

@>Text: 'Monster1', 0, Normal, Bottom
:      : I always hated English... *cough*
@>Game Over
@>
  
```

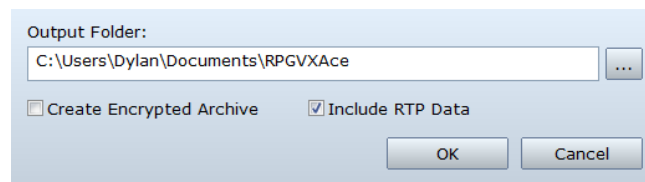
Finalizing

Now you have completed making your RPG. But before you send it off to the public to be played, you should test your RPG.

- Click on *Game* in the toolbar, and then hit “Playtest F12”.
- This allows you to play what you have made of your RPG without needing to have everything finished.
- Check to make sure everything is functioning as you want it to and that there are no bugs.

Once you have tested your game, click on *File* in the toolbar and then *Compress Game Data*. A window will appear to prompt you for the location to save the game to and two check boxes.

Save the game to the location of your choosing. Select “Include RTP Data” if you would like others who do not own RPG Maker VX Ace to be able to play your game. Checking this box adds in the RPG Maker software files other users may not have on their computers that are necessary to play the game. Hit *Ok*, and once the file is finished compressing, your game will be playable.



Advanced Uses

This guide covered only a few of the basics to get you started in creating your own RPG. The software has hundreds, if not thousands, of other uses which can include:

- Adding custom in-game menus
- New combat system
- Adding custom sprites, tiles, music and stats
- Dynamic events and cut-scenes/movies

For more information on advanced features visit the forums at:

<http://forums.rpgmakerweb.com/index.php?/forum/29-rpg-maker-vxace-resources/>

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