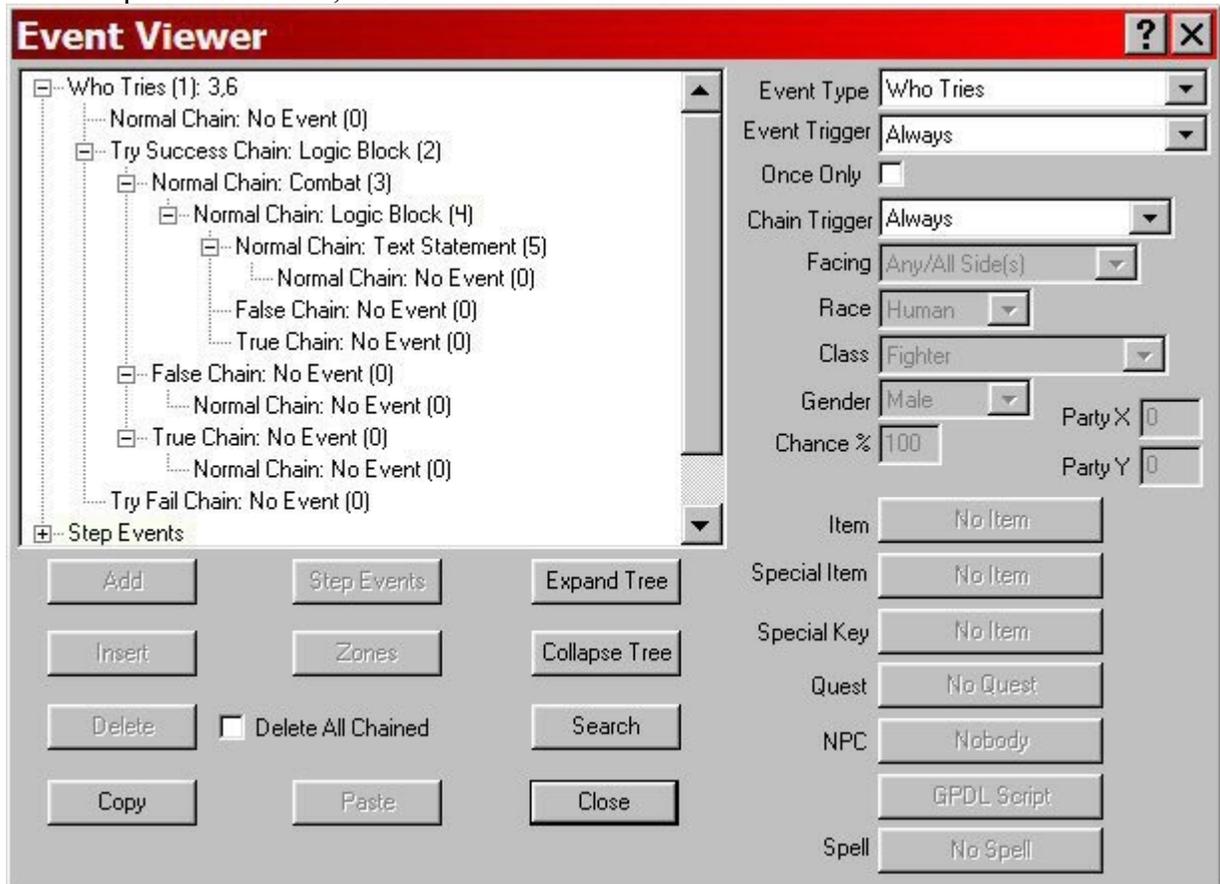


Dungeon Craft Tutorial: How to create a Solo Combat when the party is comprised of 2 or more.

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To use a GPD function to have a single PC combat when playing with a party of two or more.

1. In Event placement mode, choose the cell for combat to occur in.



Here you can see the whole chain as it will look when finished, but will also help in showing where to place each event. This event is the top of the chain (1)

2. From the drop down menu at Event Type in the upper-right corner, choose "Who Tries".
3. In order for this event to work the way that I want, which is to always result in a combat, I have checked the box for "Always Succeeds". I then selected "Chain Event" under the Successful Event box

Who Tries [X]

Player sees:

Player reads:

Always Succeeds Number of Tries:

Always Fails

(0..100)

Strength Dexterity

Intelligence Constitution

Wisdom Charisma

Pick Pocket Hide in Shadows

Open Locks Hear Noise

Find Traps Climb Walls

Move Silent Read Languages

 Compare To x-sided Die

Must Have

Successful Attempt

Player reads:

After player reads text:

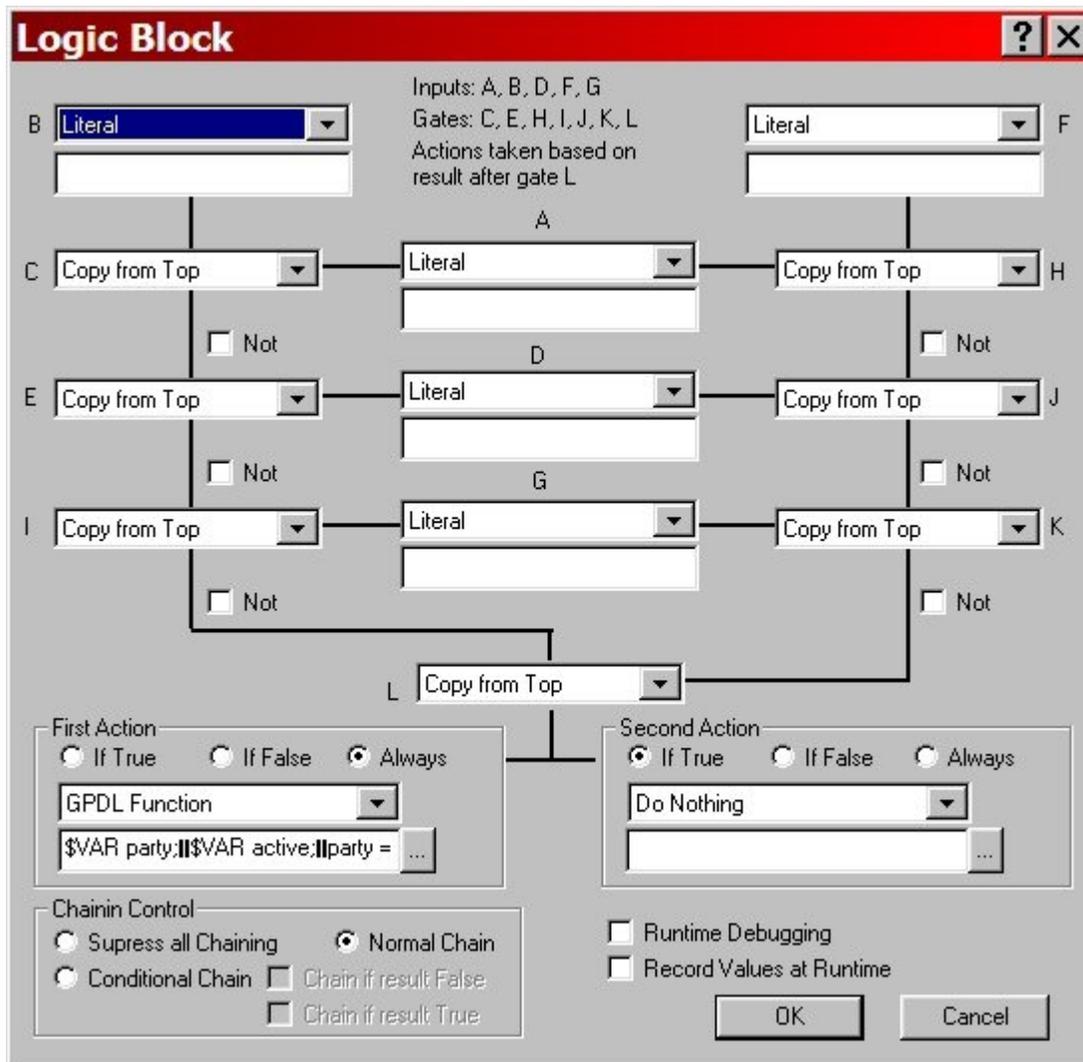
Failed Attempt

Player reads:

After player reads text:

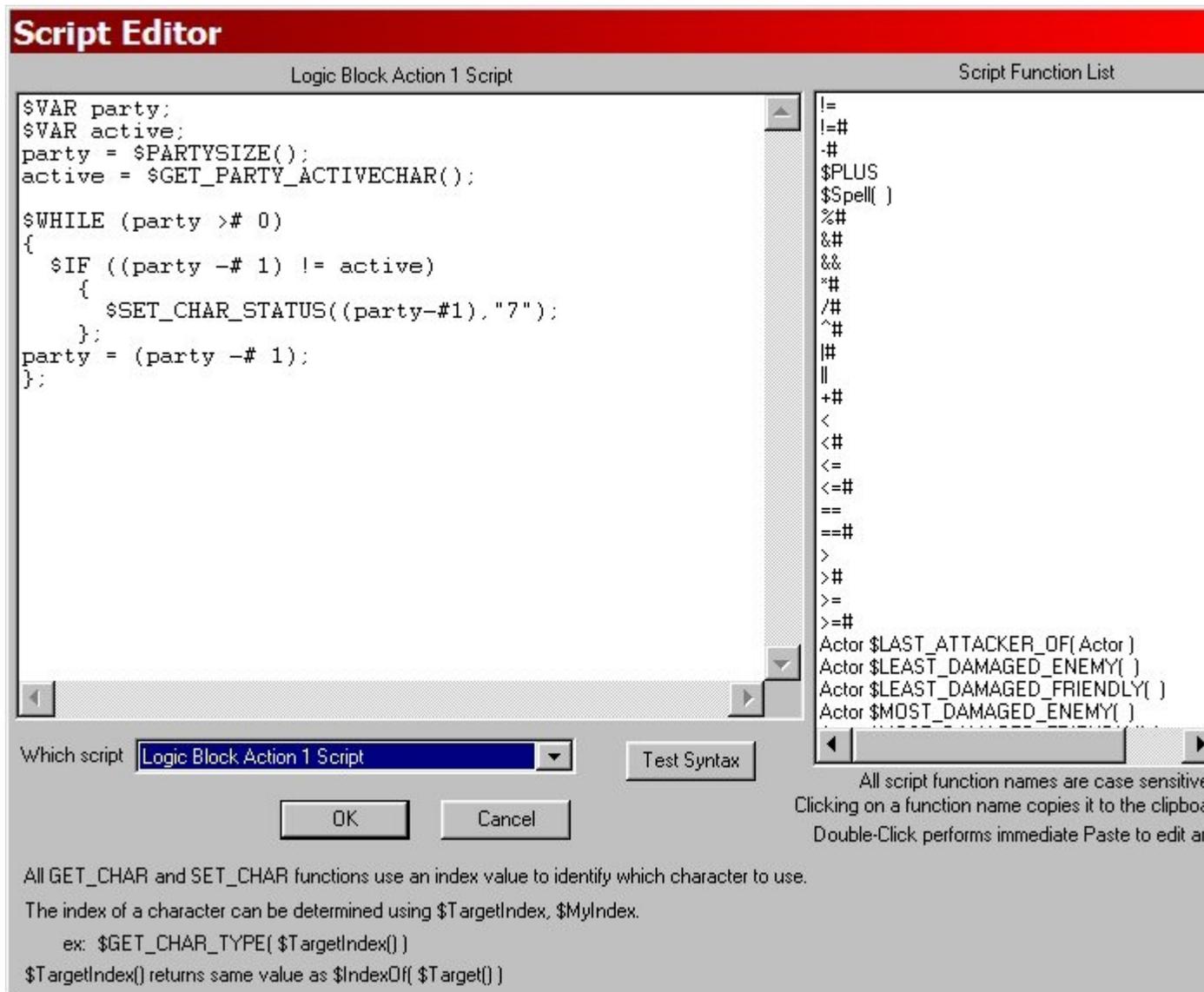
Click OK to move on to the next step.

4. Since we have set the Who Tries event to always succeed, we are interested in the "Try Success Chain" to place our next event which will be a Logic Block event. (2) in the event chain
5. The Logic Block event can seem daunting, but in our case it is quite simple to use, as we're only interested in using the "First Action" box in the lower lefthand of the dialogue.



Select the "Always" option from the three radial buttons. In the drop-down menu, select "GDDL Function" and in the box below that, click the button with the ellipses (...).

6. In the Script Editor that is now open, we will write our script that will allow the combat to proceed with only the selected party member.



What we want this script to do is to examine each party member and determine if they were the one chosen, and if not to set their status to 'TempGone' so that they will not appear in the combat.

```

$VAR party;
$VAR active;
party = $PARTYSIZE();
active = $GET_PARTY_ACTIVECHAR();

$WHILE (party ># 0)
{
    $IF ((party -# 1) != active)
    {
        $SET_CHAR_STATUS (party -# 1, "7"); // 7 =
TempGone
    };
    party = (party -# 1);
};

```

Click "OK" to exit the Script Editor, and "OK" again to exit the Logic Block event.

- Now we can add our combat to the "Normal Chain" underneath our Logic Block event. (3) in the event chain.

Combat Event

Before Combat

Player sees:

Player reads:

Normal Chain

Auto approach

In Combat

Monsters start: and are of the party.

Surprised:

Added difficulty in turning undead:

Monster morale:

Death Sound:

Move Sound:

Turn Undead:

Force Combat Outdoors

No treasure from monsters

Party never dies

Magic does not work

Select One Monster Randomly

Party gets no experience

Combat Monster Selection

Available

Name	AC	HD	THACO
Air Elemental	2	8.0	13
Basilisk	4	6.0+1	13
Beholder	0	65.0	7
Black Dragon	3	11.0	10
Black Pudding	6	10.0	11
Blue Dragon	2	13.0	8
Boring Beetle	3	5.0	15
Bugbear	10	3.0+1	17
Bulette	-2	9.0	11

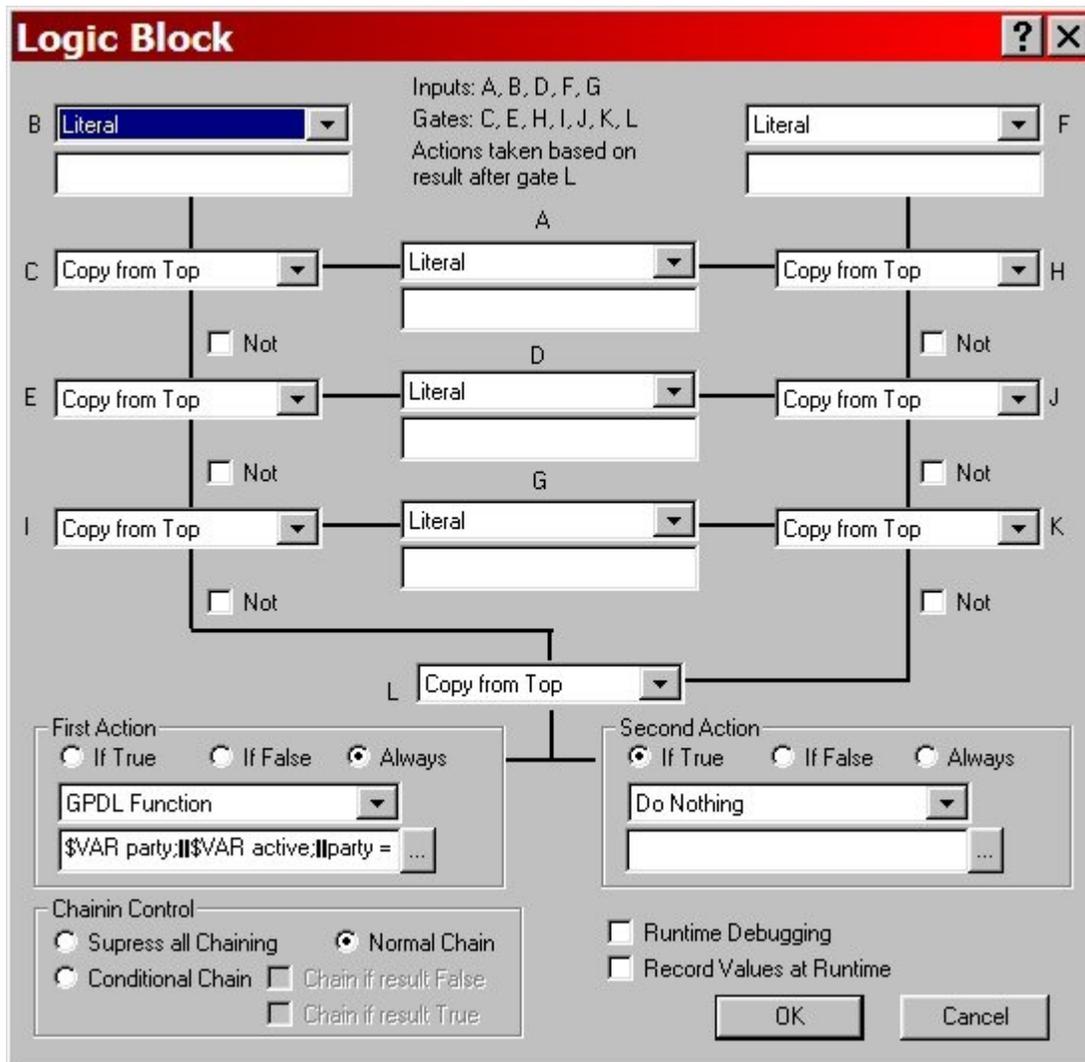
Selected

Qty	Name	Friendly
1	Goblin	No

These are the settings I used to create a combat versus one goblin.

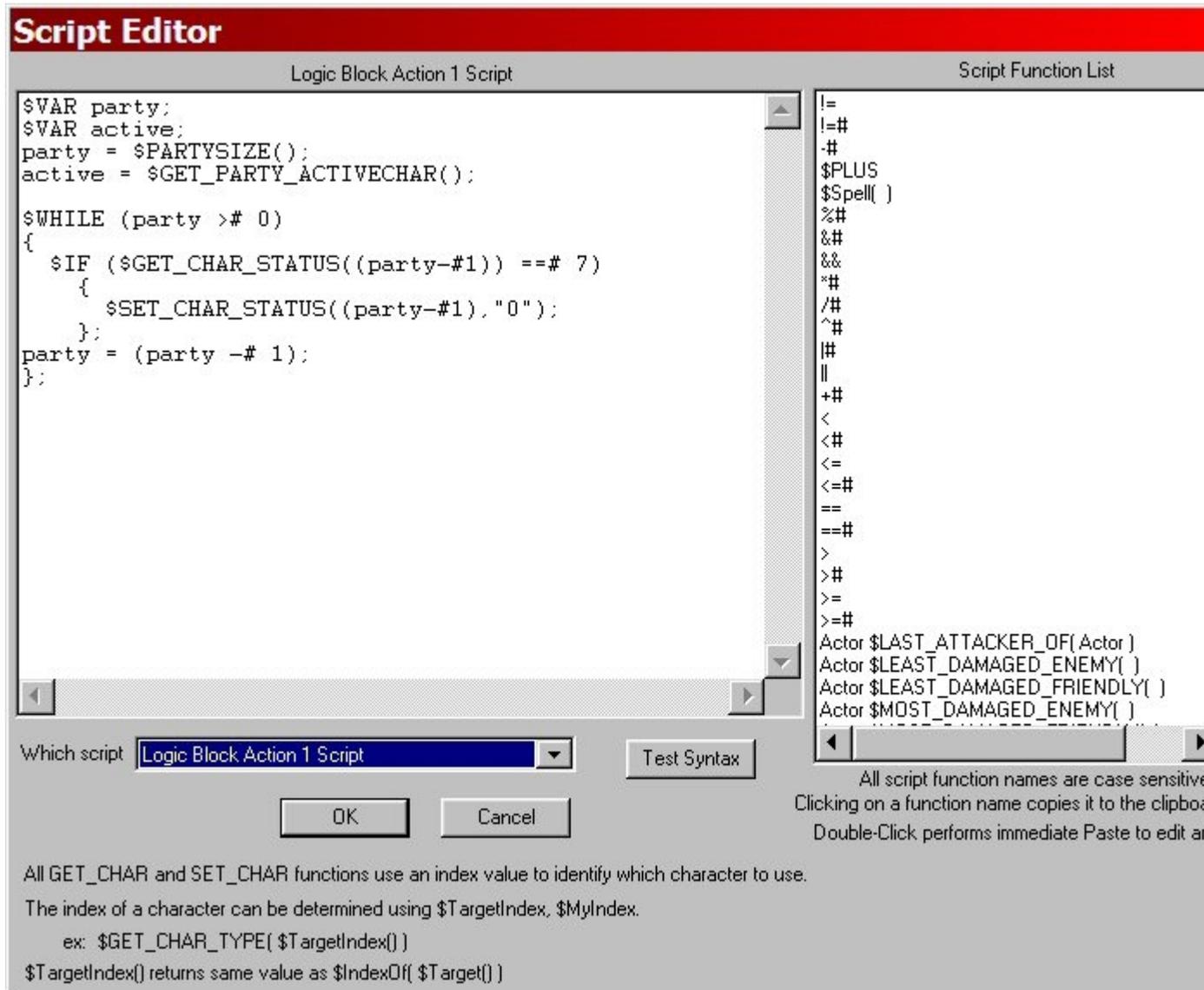
Click "OK" twice to get back to the event chain.

8. After the party member successfully defeats the goblin, we need to bring the rest of the party members so they can congratulate him. To accomplish this feat, we will add another Logic Block in the "Normal Event Chain" for the Combat event. This is (4) in the event chain.



As with the previous Logic Block event, we are only concerned with the "First Action" box. Again, choose "Always" from the radial buttons and "GPDL Function" from the dropdown menu. Click the ellipses to open the Script Editor.

9. In this script we want to reverse the actions of the previous script by returning all of the "TempGone" party members to "Okay", which will return them to the party.



```

$VAR party;
$VAR active;
party = $PARTYSIZE();
active = $GET_PARTY_ACTIVECHAR();

$WHILE (party ># 0)
{
    $IF ($GET_CHAR_STATUS(party -# 1) ==# 7)
    {
        $SET_CHAR_STATUS(party -# 1, "0");
    };
    party = (party -# 1);
};

```

- Click "OK" to exit the Script Editor, and "OK" again to exit the Logic Block event.
10. Finally, I want to add on a Text Statement event to show the party congratulating the goblin slayer. Add the event as (5) in the event chain to the "Normal Chain Event" of the Logic Block event.

Text Event [X]

Player Sees: [Nothing] [Up Close] [OK]

Player Hears: [Nothing] [Cancel]

Backup party one step Stop sound when event ends.

User must press RETURN

Highlight All Text

Player Reads

The gang comes up to congratulate ^ on a job well done.

For all event types, you can toggle text highlighting on/off by using /h

Click "OK" to close the event, and "Close" to exit the Event Editor.