Starting Screen Code and Events

ID:059 - Event Editor ✕

Name: EV059 **Note:**

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

Tabs: 1 | 2

Conditions
- ☐ Switch `...`
- ☐ Switch `...`
- ☐ Variable `...` ≥ `[ ]`
- ☐ Self Switch `[ ▼ ]`
- ☐ Item `[ ▼ ]`
- ☐ Actor `[ ▼ ]`

Image

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
- Below characters

Trigger
- Parallel

Contents

```
◆Comment : Initializes lives to 5 and turns on a self switch that calls the code on the
:          : next event page.
◆Control Variables : #0010 Lives = 5
◆Control Self Switch : A = ON
◆
```

OK | Cancel | Apply

ID:059 - Event Editor ✕

Name: EV059 **Note:**

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

Tabs: 1 | 2

Conditions
- ☐ Switch `...`
- ☐ Switch `...`
- ☐ Variable `...` ≥ `[ ]`
- ☑ Self Switch `[ A ▼ ]`
- ☐ Item `[ ▼ ]`
- ☐ Actor `[ ▼ ]`

Image

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
- Below characters

Trigger
- Parallel

Contents

```
◆Comment : Shows the number of lives based on the variable "Lives"
◆Show Picture : #2, heart, Upper Left (0,0), (8%,8%), 255, Normal
◆If : Lives = 5
  ◆Script : text = new PIXI.Text ("        x 5")
  :         : SceneManager._scene.addChild(text)
  ◆
: End
◆If : Lives = 4
  ◆Script : text = new PIXI.Text ("        x 4")
  :         : SceneManager._scene.addChild(text)
  ◆
: End
◆If : Lives = 3
  ◆Script : text = new PIXI.Text ("        x 3")
  :         : SceneManager._scene.addChild(text)
  ◆
: End
◆If : Lives = 2
  ◆Script : text = new PIXI.Text ("        x 2")
  :         : SceneManager._scene.addChild(text)
  ◆
: End
◆If : Lives = 1
  ◆Script : text = new PIXI.Text ("        x 1")
  :         : SceneManager._scene.addChild(text)
  ◆
```

OK | Cancel | Apply

ID:059 - Event Editor

Name: EV059
Note:

[New Event Page] [Copy Event Page] [Paste Event Page] [Delete Event Page] [Clear Event Page]

Tabs: 1 | 2

Conditions
- ☐ Switch — ...
- ☐ Switch — ...
- ☐ Variable — ...
  - ≥ [   ]
- ☑ Self Switch — A
- ☐ Item
- ☐ Actor

Image
(checkered/empty)

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
Below characters

Trigger
Parallel

Contents
```
: End
◆If : Lives = 4
  ◆Script : text = new PIXI.Text ("      x 4")
  :          : SceneManager._scene.addChild(text)
  ◆
: End
◆If : Lives = 3
  ◆Script : text = new PIXI.Text ("      x 3")
  :          : SceneManager._scene.addChild(text)
  ◆
: End
◆If : Lives = 2
  ◆Script : text = new PIXI.Text ("      x 2")
  :          : SceneManager._scene.addChild(text)
  ◆
: End
◆If : Lives = 1
  ◆Script : text = new PIXI.Text ("      x 1")
  :          : SceneManager._scene.addChild(text)
  ◆
: End
◆If : Lives = 0
  ◆Game Over
  ◆
: End
◆
```

[OK] [Cancel] [Apply]

ID:015 - Event Editor

Name: Grass Barrier
Note:

[New Event Page] [Copy Event Page] [Paste Event Page] [Delete Event Page] [Clear Event Page]

Tabs: 1

Conditions
- ☐ Switch — ...
- ☐ Switch — ...
- ☐ Variable — ...
  - ≥ [   ]
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image
(checkered/empty)

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
Same as characters

Trigger
Action Button

Contents
```
◆Comment : The priority of this event is the same as the character
:          : so the character cannot pass it, and therfore, confining
:          : player to the path.
◆
```

[OK] [Cancel] [Apply]

ID:050 - Event Editor

Name: Controls
Note:

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

Tabs: 1 | 2

Conditions
- ☐ Switch
- ☐ Switch
- ☐ Variable
  - ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
Below characters

Trigger
Autorun

Contents
```
◆Comment : Initiates the appearance of the controls when the player
     :         : begins the game.
◆Show Picture : #1, GameControls, Center (400,350), (100%,100%), 255, Normal
◆If : Button [Pagedown] is pressed down
  ◆Erase Picture : #1
  ◆Control Self Switch : A = ON
  ◆
 : Else
  ◆Control Self Switch : A = OFF
  ◆
 : End
◆
```

OK | Cancel | Apply

ID:005 - Event Editor

Name: Elders Text 1
Note:

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

Tab: 1

Conditions
- ☐ Switch
- ☐ Switch
- ☐ Variable
  - ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
Below characters

Trigger
Player Touch

Contents
```
◆Comment : This initiates the FBLA Elders' text and directs you to
     :         : the first level.
◆If : Elders Text = 0
  ◆Text : People1(6), Dim, Bottom
     :    : Hello, Fellow FBLA Member! I see you have
     :    : entered the road to mastering the Business
     :    : Achievements Awards Program.
  ◆Text : People1(6), Dim, Bottom
     :    : We are the FBLA elders and we are here to
     :    : guide you on your journey.
  ◆Text : People1(7), Dim, Bottom
     :    : There are three primary components of the
     :    : BAA: Service, Education, and Progress.
  ◆Text : People1(7), Dim, Bottom
     :    : Look Here! That boy on the right is a part
     :    : of the local FBLA chapter.
  ◆Text : People1(7), Dim, Bottom
     :    : Go talk to him to start off journey by
     :    : completing your Service requirement.
  ◆
 : End
◆Control Variables : #0004 Elders Text = 1
◆
```

OK | Cancel | Apply

ID:052 - Event Editor

Name: Elders: Progress Award

Note:

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

1

Conditions

- [ ] Switch ...
- [ ] Switch ...
- [ ] Variable ...
  - ≥
- [ ] Self Switch
- [ ] Item
- [ ] Actor

Image

Autonomous Movement

- **Type:** Fixed
- Route...
- **Speed:** 3: x2 Slower
- **Freq:** 3: Normal

Options

- [x] Walking
- [ ] Stepping
- [ ] Direction Fix
- [ ] Through

Priority

Below characters

Trigger

Player Touch

Contents

```
◆Comment : After the player has completed the Progress level, the
     :         FBLA elders give the player the Progress token. If the
     :         player achieved a perfect score in the minigame, the
     :         elders also give the respective Mastery Award.
◆If : Elders Text = 2
  ◆Text : People1(6), Dim, Bottom
     :         : Congratulations! You have completed your
     :         : Progress requirement.
  ◆Text : People1(6), Dim, Bottom
     :         : You have now earned your Progress Token.
  ◆Change Items : Progress Token + 1
  ◆If : Recruits ≥ 5
    ◆Text : People1(6), Dim, Bottom
     :           : In addition, since you were able to clean
     :           : up all of the leaves and logs, you will
     :           : also receive the Progress Mastery Award.
    ◆Change Items : Progress Mastery Award + 1
    ◆
    : End
  ◆Text : None, Dim, Bottom
     :         : **To see tokens/awards open the menu with the ESC or X
     :         : key, select Item, and then go to Key Items.**
  ◆Text : People1(7), Dim, Bottom
     :         : The next step on your journey is you
     :         : Service requirement.
  ◆Text : People1(7), Dim, Bottom
```

OK | Cancel | Apply

ID:052 - Event Editor

Name: Elders: Progress Award

Note:

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

1

Conditions

- [ ] Switch ...
- [ ] Switch ...
- [ ] Variable ...
  - ≥
- [ ] Self Switch
- [ ] Item
- [ ] Actor

Image

Autonomous Movement

- **Type:** Fixed
- Route...
- **Speed:** 3: x2 Slower
- **Freq:** 3: Normal

Options

- [x] Walking
- [ ] Stepping
- [ ] Direction Fix
- [ ] Through

Priority

Below characters

Trigger

Player Touch

Contents

```
     :         : Congratulations! You have completed your
     :         : Progress requirement.
  ◆Text : People1(6), Dim, Bottom
     :         : You have now earned your Progress Token.
  ◆Change Items : Progress Token + 1
  ◆If : Recruits ≥ 5
    ◆Text : People1(6), Dim, Bottom
     :           : In addition, since you were able to clean
     :           : up all of the leaves and logs, you will
     :           : also receive the Progress Mastery Award.
    ◆Change Items : Progress Mastery Award + 1
    ◆
    : End
  ◆Text : None, Dim, Bottom
     :         : **To see tokens/awards open the menu with the ESC or X
     :         : key, select Item, and then go to Key Items.**
  ◆Text : People1(7), Dim, Bottom
     :         : The next step on your journey is you
     :         : Service requirement.
  ◆Text : People1(7), Dim, Bottom
     :         : Go speak to the man on the left to continue
     :         : your quest.
  ◆Control Variables : #0004 Elders Text = 3
  ◆
  : End
◆
```

OK | Cancel | Apply

ID:055 - Event Editor ✕

Name: Elders: Service Award   **Note:**

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

Tab: 1

Conditions
- ☐ Switch
- ☐ Switch
- ☐ Variable
  - ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- **Type:** Fixed
- Route...
- **Speed:** 3: x2 Slower
- **Freq:** 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
Below characters

Trigger
Player Touch

Contents
```
◆Comment : After the player has completed the Service level, the
        :         : FBLA elders give the player the Service token. If the
        :         : player achieved a perfect score in the minigame, the
        :         : elders also give the respective Mastery Award.
◆If : Elders Text = 4
  ◆Text : People1(6), Dim, Bottom
        :         : Congratulations! You have completed your
        :         : Service requirement.
  ◆Text : People1(6), Dim, Bottom
        :         : You have now earned your Service Token.
  ◆Change Items : Service Token + 1
  ◆If : TrashCollected ≥ 20
    ◆Text : People1(6), Dim, Bottom
        :         : In addition, since you were able to clean
        :         : up all of the leaves and logs, you will
        :         : also receive the Service Mastery Award.
    ◆Change Items : Service Mastery Award + 1
    ◆
    : End
  ◆Text : People1(7), Dim, Bottom
        :         : The next step on your journey is you
        :         : Education requirement.
  ◆Text : People1(7), Dim, Bottom
        :         : Go speak to the man on the left to continue
        :         : your quest.
  ◆Control Variables : #0004 Elders Text = 5
```

[OK] [Cancel] [Apply]

ID:055 - Event Editor ✕

Name: Elders: Service Award   **Note:**

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

Tab: 1

Conditions
- ☐ Switch
- ☐ Switch
- ☐ Variable
  - ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- **Type:** Fixed
- Route...
- **Speed:** 3: x2 Slower
- **Freq:** 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
Below characters

Trigger
Player Touch

Contents
```
        :         : elders also give the respective Mastery Award.
◆If : Elders Text = 4
  ◆Text : People1(6), Dim, Bottom
        :         : Congratulations! You have completed your
        :         : Service requirement.
  ◆Text : People1(6), Dim, Bottom
        :         : You have now earned your Service Token.
  ◆Change Items : Service Token + 1
  ◆If : TrashCollected ≥ 20
    ◆Text : People1(6), Dim, Bottom
        :         : In addition, since you were able to clean
        :         : up all of the leaves and logs, you will
        :         : also receive the Service Mastery Award.
    ◆Change Items : Service Mastery Award + 1
    ◆
    : End
  ◆Text : People1(7), Dim, Bottom
        :         : The next step on your journey is you
        :         : Education requirement.
  ◆Text : People1(7), Dim, Bottom
        :         : Go speak to the man on the left to continue
        :         : your quest.
  ◆Control Variables : #0004 Elders Text = 5
  ◆
  : End
◆
```

[OK] [Cancel] [Apply]

ID:060 - Event Editor

Name: Elders: Education Token
Note:

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

Tab: 1

Conditions
- ☐ Switch
- ☐ Switch
- ☐ Variable
  - ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- **Type:** Fixed
- Route...
- **Speed:** 3: x2 Slower
- **Freq:** 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
Below characters

Trigger
Player Touch

Contents
```
◆Comment : After the Education level, the elders give the player the
        :       : Education Token and if they got a perfect score, the
        :       : player receives the Mastery Award as well.
◆If : Elders Text = 6
  ◆Text : People1(6), Dim, Bottom
  :       : Congratulations! You have completed your
  :       : Education requirement.
  ◆Text : People1(6), Dim, Bottom
  :       : You have now earned your Education Token.
  ◆Change Items : Education Token + 1
  ◆If : QuizScore ≥ 10
    ◆Text : People1(6), Dim, Bottom
    :       : In addition, since you were able to a
    :       : perfect score on the quiz, you will also
    :       : receive the Education Mastery Award.
    ◆Change Items : Education Mastery Award + 1
    ◆
    : End
  ◆Text : People1(7), Dim, Bottom
  :       : You now have completed all of the
  :       : the requirements.
  ◆Text : People1(7), Dim, Bottom
  :       : Walk through the gate to proceed to your
  :       : final challenge.
  ◆Control Variables : #0004 Elders Text = 7
  ◆
```

OK | Cancel | Apply

ID:045 - Event Editor

Name: Progress Level Man
Note:

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

Tab: 1

Conditions
- ☐ Switch
- ☐ Switch
- ☐ Variable
  - ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- **Type:** Fixed
- Route...
- **Speed:** 3: x2 Slower
- **Freq:** 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
Same as characters

Trigger
Action Button

Contents
```
◆Comment : This NPC takes the player to the Progress level and
        :       : congratulates the player after the player has completed
        :       : the level.
◆If : Elders Text = 1
  ◆Text : People3(5), Dim, Bottom
  :       : Your efforts have been commendable, but now
  :       : a great challenge lies ahead...
  ◆Text : People3(5), Dim, Bottom
  :       : You must convince at least 3 new members to
  :       : participate in an FBLA-PBL competitive
  :       : event. Are you ready?
  ◆Show Choices : Yes!, I'm not sure (Dim, Right, #1, #2)
  : When Yes!
    ◆Control Variables : #0011 PeopleTalkedWith = 0
    ◆Control Variables : #0009 Recruits = 0
    ◆Transfer Player : Progress Level (0,14)
    ◆
  : When I'm not sure
    ◆Text : People3(5), Dim, Bottom
    :       : That's fine! Just come back when you're
    :       : ready.
    ◆
  : End
  ◆
: Else
  ◆Text : People3(5), Dim, Bottom
```

OK | Cancel | Apply

ID:045 - Event Editor

Name: Progress Level Man **Note:**

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

Tab: 1

Conditions
- ☐ Switch
- ☐ Switch
- ☐ Variable ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
- Same as characters

Trigger
- Action Button

Contents
```
◆Text : People3(5), Dim, Bottom
:       : Your efforts have been commendable, but now
:       : a great challenge lies ahead...
◆Text : People3(5), Dim, Bottom
:       : You must convince at least 3 new members to
:       : participate in an FBLA-PBL competitive
:       : event. Are you ready?
◆Show Choices : Yes!, I'm not sure (Dim, Right, #1, #2)
: When Yes!
  ◆Control Variables : #0011 PeopleTalkedWith = 0
  ◆Control Variables : #0009 Recruits = 0
  ◆Transfer Player : Progress Level (0,14)
  ◆
: When I'm not sure
  ◆Text : People3(5), Dim, Bottom
  :       : That's fine! Just come back when you're
  :       : ready.
  ◆
: End
◆
: Else
  ◆Text : People3(5), Dim, Bottom
  :       : Great job recruiting new FBLA members.
  ◆
: End
◆
```

OK | Cancel | Apply

ID:006 - Event Editor

Name: Service Level NPC **Note:**

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

Tab: 1

Conditions
- ☐ Switch
- ☐ Switch
- ☐ Variable ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
- Same as characters

Trigger
- Action Button

Contents
```
◆Comment : This NPC takes the player to the Service level and thanks
:          : the player for his or her help.
◆If : Elders Text = 3
  ◆Text : People1(0), Dim, Bottom
  :       : Hello friend, help us clean up our local
  :       : field and get ready for harvest
  :       : season!
  ◆Show Choices : Sure!, No (Dim, Right, #1, -)
  : When Sure!
    ◆Text : People1(0), Dim, Bottom
    :       : Thanks so much! Your effort will go a long
    :       : way.
    ◆Play SE : Move1 (90, 100, 0)
    ◆Transfer Player : Service Level (0,5)
    ◆
  : When No
    ◆
  : When Cancel
    ◆
  : End
  ◆
: End
◆If : Elders Text ≤ 2
  ◆Text : People1(0), Dim, Bottom
  :       : You must complete your Progress requirement
  :       : first.
```

OK | Cancel | Apply

ID:006 - Event Editor

Name: Service Level NPC
Note:

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

Tab 1

Conditions

- ☐ Switch
- ☐ Switch
- ☐ Variable
  - ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- **Type:** Fixed
- Route...
- **Speed:** 3: x2 Slower
- **Freq:** 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
Same as characters

Trigger
Action Button

Contents

```
  : When Sure!
    ◆Text : People1(0), Dim, Bottom
    :       : Thanks so much! Your effort will go a long
    :       : way.
    ◆Play SE : Move1 (90, 100, 0)
    ◆Transfer Player : Service Level (0,5)
    ◆
  : When No
    ◆
  : When Cancel
    ◆
  : End
  ◆
: End
◆If : Elders Text ≤ 2
    ◆Text : People1(0), Dim, Bottom
    :       : You must complete your Progress requirement
    :       : first.
    ◆
  : End
◆If : Elders Text ≥ 4
    ◆Text : People1(0), Dim, Bottom
    :       : Thanks for your help!
    ◆
  : End
    ◆
```

OK | Cancel | Apply

ID:002 - Event Editor

Name: Education Level NPC
Note:

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

Tab 1

Conditions

- ☐ Switch
- ☐ Switch
- ☐ Variable
  - ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- **Type:** Fixed
- Route...
- **Speed:** 3: x2 Slower
- **Freq:** 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
Same as characters

Trigger
Action Button

Contents

```
◆Comment : This NPC takes part in the Education level. He asks the
:         : player 10 FBLA-related quiz questions and reports the
:         : number you got correct.
◆If : Elders Text = 5
  ◆Control Variables : #0003 QuestionNumber = 1
  ◆Control Variables : #0002 QuizScore = 0
  ◆Text : People1(4), Dim, Bottom
  :       : Hello FBLA-Student. You must complete a
  :       : test in order to advance in your journey
  :       : towards BAA mastery. You need at least a
  :       : 7/10 or 70% to pass...
  ◆Show Choices : Ok!, No (Dim, Right, #1, -)
  : When Ok!
    ◆Text : People1(4), Dim, Bottom
    :       : Let's get started! Okay, here's the first
    :       : question:
    ◆Text : People1(4), Dim, Bottom
    :       : Question 1:
    :       : The first FBLA State Chapter was...
    ◆Show Choices : Pennsylvania, Virgina, Texas, Iowa (Window, Right, #1, #2)
    : When Pennsylvania
      ◆Text : People1(4), Dim, Bottom
      :       : Oh no! The first FBLA State Chapter was actually Iowa.
      :       : You're current score is \v[2]/\v[3].
      ◆
```

OK | Cancel | Apply

ID:002 - Event Editor

Name: Education Level NPC

Note:

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

Tab: 1

Conditions
- ☐ Switch
- ☐ Switch
- ☐ Variable
  - ≥ [ ]
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
- Same as characters

Trigger
- Action Button

Contents
```
            : End
     ◆Comment : If the player scores a 7/10 or higher on the quiz, he or
     :          : she can proceed onto the next level. If the player does
     :          : not meet this requirement, a life is lost.
     ◆If : QuizScore ≥ 7
       ◆Text : People1(4), Dim, Bottom
       :      : Congrats! You scored above 70%. Report to
       :      : the FBLA elders to recieve your award.
       ◆Control Self Switch : A = ON
       ◆Control Switches : #0004 ProgressLevelUnlock = ON
       ◆Control Switches : #0005 QuizRetake = ON
       ◆Control Variables : #0004 Elders Text = 6
       ◆
     : Else
       ◆Control Variables : #0010 Lives -= 1
       ◆Text : People1(4), Dim, Bottom
       :      : You're final score was \v[2]/\v[3], which
       :      : is a bit too low. I suggest you study
       :      : harder with more materials and come back
       :      : again and try to pass!
       ◆
     : End
     ◆
    : When No
     ◆
```

OK | Cancel | Apply

ID:058 - Event Editor

Name: Mastery Level Gate

Note:

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

Tab: 1

Conditions
- ☐ Switch
- ☐ Switch
- ☐ Variable
  - ≥ [ ]
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ☐ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
- Same as characters

Trigger
- Player Touch

Contents
```
   ◆Comment : If the player has received all three tokens, he or she
   :          : can pass through the gate. If not, the gate won't open.
   ◆If : Party has Education Token
     ◆If : Party has Progress Token
       ◆Play SE : Open1 (90, 100, 0)
       ◆Set Movement Route : This Event (Wait)
       :                     : ◇Turn Left
       :                     : ◇Wait : 3 frames
       :                     : ◇Turn Right
       :                     : ◇Wait : 3 frames
       :                     : ◇Turn Up
       :                     : ◇Through ON
       ◆Set Movement Route : Player (Skip, Wait)
       :                     : ◇1 Step Forward
       ◆Play SE : Move1 (90, 100, 0)
       ◆Transfer Player : Mastery Level (0,1) (Direction: Left)
       ◆Control Switches : #0002 Initiation Text = ON
       ◆
     : End
     ◆
   : End
   ◆
  : Else
   ◆Text : None, Dim, Bottom
   :      : The gate won't open.
   ◆
```

OK | Cancel | Apply

FBLA Member Recruitment Game: Progress Level

Name: EV006
Note:

[New Event Page] [Copy Event Page] [Paste Event Page] [Delete Event Page] [Clear Event Page]

1

Conditions
- ☐ Switch ___
- ☐ Switch ___
- ☐ Variable ___
  - ≥ ___
- ☐ Self Switch ___
- ☐ Item ___
- ☐ Actor ___

Image

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
Below characters

Trigger
Parallel

Contents
```
◆Comment : Allow user to see controls continuously.
◆If : Button [Pageup] is pressed down
   ◆Show Picture : #1, GameControls, Center (400,350), (100%,100%), 255, Normal
   ◆
: End
◆If : Button [Pagedown] is pressed down
   ◆Erase Picture : #1
   ◆
: End
◆
```

Name: EV007
Note:

[New Event Page] [Copy Event Page] [Paste Event Page] [Delete Event Page] [Clear Event Page]

1 **2**

Conditions
- ☐ Switch ___
- ☐ Switch ___
- ☐ Variable ___
  - ≥ ___
- ☐ Self Switch ___
- ☐ Item ___
- ☐ Actor ___
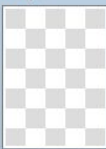
Image

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
Below characters

Trigger
Parallel

Contents
```
◆Comment : Allow user to lose lives in the game
◆Control Variables : #0010 Lives = 5
◆Control Self Switch : A = ON
◆
```

Event Editor — EV012

Name: EV012 **Note:**

[New Event Page] [Copy Event Page] [Paste Event Page] [Delete Event Page] [Clear Event Page]

Tabs: **1** 2

Conditions
- ☐ Switch
- ☐ Switch
- ☐ Variable   ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Contents
```
◆Comment : Give instructions to the users.
◆Text : People3(5), Dim, Bottom
:      : Talk to different people to try to persuade
:      : them to participate in FBLA-PBL Competitive
:      : Events.
◆Control Self Switch : C = ON
◆
```

Image

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 4: Normal
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
- Below characters

Trigger
- Autorun

Event Editor — EV010

Name: EV010 **Note:**

[New Event Page] [Copy Event Page] [Paste Event Page] [Delete Event Page] [Clear Event Page]

Tabs: **1** 2 3 4

Conditions
- ☐ Switch
- ☐ Switch
- ☐ Variable   ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Contents
```
◆Comment : Add Interaction Controls between a recruit and the main character.
:          : Allow user to either recruit the user or fail to do so.
◆Text : People2(5), Dim, Bottom
:      : Are you from FBLA? I don't like FBLA.
◆Show Choices : You're wrong. FBLA is amazing., Why not? FBLA is a great program., Oh. (D:
: When You're wrong. FBLA is amazing.
  ◆Text : People2(5), Dim, Bottom
  :      : You're mean. Leave me alone.
  ◆Control Self Switch : B = ON
  ◆
: When Why not? FBLA is a great program.
  ◆Text : People2(5), Dim, Bottom
  :      : It is?
  ◆Show Choices : Yeah! In FBLA, you can... (Dim, Right, #1, -)
  : When Yeah! In FBLA, you can...
    ◆Text : People2(5), Dim, Bottom
    :      : Wow, that sounds amazing!
    ◆Text : People2(5), Dim, Bottom
    :      : I think I might join now!
    ◆Control Variables : #0009 Recruits += 1
    ◆Control Self Switch : A = ON
    ◆
  : When Cancel
    ◆
  : End
```

Image

Autonomous Movement
- Type: Random
- Route...
- Speed: 4: Normal
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
- Same as characters

Trigger
- Action Button

Event Page 1 (/002)

Name: /002

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

Tabs: 1 2 3

Conditions
- ☐ Switch `...`
- ☐ Switch `...`
- ☐ Variable `...` ≥ `[ ]`
- ☐ Self Switch `[ ▼ ]`
- ☐ Item `[ ▼ ]`
- ☐ Actor `[ ▼ ]`

Image

Autonomous Movement
- Type: Random
- Route...
- Speed: 4: Normal
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
Same as characters

Trigger
Action Button

Contents
```
◆Comment : Create 2nd player interaction with recruit.
    :          : Allow player to choose correct
    :          : sequence to either fail or recruit the character.
◆Text : Actor2(1), Dim, Bottom
    :      : Hello!
◆Show Choices : Hello! How are you doing?, Goodbye. (Dim, Right, #1, #2)
: When Hello! How are you doing?
  ◆Text : Actor2(1), Dim, Bottom
    :      : I'm fine! You seem like you wanted to talk
    :      : with me about something.
  ◆Show Choices : Yes! I was wondering if you happen to know about FBLA?, Join FBLA now.,
  : When Yes! I was wondering if you happen to know about FBLA?
    ◆Text : Actor2(1), Dim, Bottom
      :       : No, not really. What's that?
    ◆Text : None, Dim, Bottom
      :       : ...
    ◆Text : Actor2(1), Dim, Bottom
      :       : Future Business Leaders of America?
      :       : Business-related competitive events?
      :       : That sounds like so much fun! Where do I
      :       : sign up?
    ◆Control Self Switch : A = ON
    ◆Control Variables : #0009 Recruits += 1
    ◆
  : When Join FBLA now.
```

Event Page 2 (EV009)

Name: EV009

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

Tabs: 1 2 3

Conditions
- ☐ Switch `...`
- ☐ Switch `...`
- ☐ Variable `...` ≥ `[ ]`
- ☐ Self Switch `[ ▼ ]`
- ☐ Item `[ ▼ ]`
- ☐ Actor `[ ▼ ]`

Image

Autonomous Movement
- Type: Random
- Route...
- Speed: 4: Normal
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
Same as characters

Trigger
Action Button

Contents
```
◆Comment : Create 4th Player Interaction for recruits.
    :          : Allow user to choose event sequence and either succeed or fail
    :          : at recruiting.
    :          : calculate current success of recruiting.
◆Text : People4(1), Dim, Bottom
    :      : Hi!
◆Show Choices : Hi! I was wondering if you'd ever heard of FBLA before?, Please join FBLA
: When Hi! I was wondering if you'd ever heard of FBLA before?
  ◆Text : People4(1), Dim, Bottom
    :      : No, I haven't.
  ◆Show Choices : Are you interested in business?, FBLA is... (Dim, Right, #1, #2)
  : When Are you interested in business?
    ◆Text : People4(1), Dim, Bottom
      :       : Yeah!
    ◆Show Choices : FBLA is... (Dim, Right, #1, -)
    : When FBLA is...
      ◆Text : People4(1), Dim, Bottom
        :       : Wow! That sounds like so much fun!
      ◆Text : People4(1), Dim, Bottom
        :       : I'll definitely think about joining!
      ◆Control Self Switch : A = ON
      ◆Control Variables : #0009 Recruits += 1
      ◆
    : When Cancel
      ◆
```

Event Page 1

Name: EV011
Note:

[New Event Page] [Copy Event Page] [Paste Event Page] [Delete Event Page] [Clear Event Page]

Tabs: **1** 2 3

Conditions
- [ ] Switch `...`
- [ ] Switch `...`
- [ ] Variable `...`
  - ≥
- [ ] Self Switch
- [ ] Item
- [ ] Actor

Image

Autonomous Movement
- Type: Random
- Route...
- Speed: 4: Normal
- Freq: 3: Normal

Options
- [✓] Walking
- [ ] Stepping
- [ ] Direction Fix
- [ ] Through

Priority
Same as characters

Trigger
Action Button

Contents
```
◆Comment : Create 5th player interaction to recruit members.
        :        : Allow user to either succeed or fail.
◆Text : People1(2), Dim, Bottom
     :      : Good morning!
◆Show Choices : Good morning!, Hello!, Be cool and join FBLA. (Dim, Right, #1, #2)
: When Good morning!
  ◆Text : People1(2), Dim, Bottom
     :       : Who are you?
  ◆Show Choices : My name is..., That doesn't matter. Will you join FBLA? (Window, Right,
   : When My name is...
     ◆Show Choices : I am here to tell you about FBLA (Window, Right, #1, -)
      : When I am here to tell you about FBLA
        ◆Text : People1(2), Dim, Bottom
         :        : FBLA? I feel like I've heard of that
         :        : before. What is it?
        ◆Text : None, Dim, Bottom
         :        : ...
        ◆Text : People1(2), Dim, Bottom
         :         : Oh wow! That sounds so cool! Sign me up!
        ◆Control Variables : #0009 Recruits += 1
        ◆Control Self Switch : A = ON
        ◆
      : End
     ◆
   : When That doesn't matter. Will you join FBLA?
```

Event Page 2 (duplicate panel)

Contents
```
     :        : Allow user to either succeed or fail.
◆
: When Hello!
  ◆Text : People1(2), Dim, Bottom
     :      : Who are you?
  ◆Show Choices : My name is..., That doesn't matter. Will you join FBLA? (Window, Right,
   : When My name is...
     ◆Show Choices : I am here to tell you about FBLA (Window, Right, #1, -)
      : When I am here to tell you about FBLA
        ◆Text : People1(2), Dim, Bottom
         :        : FBLA? I feel like I've heard of that
         :        : before. What is it?
        ◆Text : None, Dim, Bottom
         :        : ...
        ◆Text : People1(2), Dim, Bottom
         :         : Oh wow! That sounds so cool! Sign me up!
        ◆Control Variables : #0009 Recruits += 1
        ◆Control Self Switch : A = ON
        ◆
      : End
     ◆
   : When That doesn't matter. Will you join FBLA?
     ◆Text : People1(2), Window, Bottom
      :        : I don't know what that is, but I think
      :        : I'm fine.
```
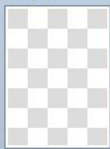
Park Clean-Up: Service Level

Name: EV028   **Note:**   New Event Page   Copy Event Page   Paste Event Page   Delete Event Page   Clear Event Page

Tab 1

Conditions
- ☐ Switch
- ☐ Switch
- ☐ Variable ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
- Below characters

Trigger
- Parallel

Contents
```
◆Comment : Allow user to access the controls on the page.
◆If : Button [Pageup] is pressed down
   ◆Show Picture : #1, GameControls, Center (400,350), (100%,100%), 255, Normal
   ◆
 : End
◆If : Button [Pagedown] is pressed down
   ◆Erase Picture : #1
   ◆
 : End
◆
```

Tabs 1 | 2

Conditions
- ☐ Switch
- ☐ Switch
- ☐ Variable ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ☑ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
- Below characters

Trigger
- Parallel

Contents
```
◆Comment : Create Control Variables and start the timer.
◆Control Variables : #0010 Lives = 5
◆Control Self Switch : A = ON
◆
```

Conditions

☑ Switch 0001 TimeRunning ...
☐ Switch ...
☐ Variable ...
≥
☐ Self Switch
☐ Item
☐ Actor

Image

Autonomous Movement

Type: Fixed
Route...
Speed: 3: x2 Slower
Freq: 3: Normal

Options
☑ Walking
☐ Stepping
☐ Direction Fix
☐ Through

Priority
Same as characters

Trigger
Parallel

Contents

◆Comment : If the user has collected all the trash stop the timer.
:   : Tell the user he/she has completed the level.
:   : User can receive pin and from Elders.
:   : Allow next level to unlock and allow retake of this quiz.
◆If : TrashCollected ≥ 20
  ◆Control Timer : Stop
  ◆Text : People1(0), Dim, Bottom
  :   : Amazing job! You cleaned up all of the logs
  :   : and leaves!
  ◆Text : People1(0), Dim, Bottom
  :   : Report back to the FBLA elders to receive
  :   : your award.
  ◆Control Self Switch : A = ON
  ◆Control Switches : #0003 QuizLevelUnlock = ON
  ◆Control Switches : #0005 QuizRetake = ON
  ◆Control Variables : #0004 Elders Text = 4
  ◆Transfer Player : Intial Screen (14,5) (Direction: Left)
  ◆
: End
◆

Name: TimerEnd   **Note:**

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

Conditions

☐ Switch ...
☐ Switch ...
☐ Variable ...
≥
☐ Self Switch
☐ Item
☐ Actor

Image

Autonomous Movement

Type: Fixed
Route...
Speed: 3: x2 Slower
Freq: 3: Normal

Options
☑ Walking
☐ Stepping
☐ Direction Fix
☐ Through

Priority
Same as characters

Trigger
Parallel

Contents

◆Comment : If the timer runs out create a buffer in the amount collected.
:   : Allow next quiz to unlock if set goal is reached.
:   : Allow retake of the level to occur.
:   : Make elders say provide token.
◆If : Timer ≤ 0 min 0 sec
  ◆If : TrashCollected ≥ 17
    ◆Control Timer : Stop
    ◆Text : People1(0), Dim, Bottom
    :   : Great job, you got most of the leaves and
    :   : logs in the park!
    ◆Text : People1(0), Dim, Bottom
    :   : Report back to the FBLA elders to receive
    :   : your award.
    ◆Control Self Switch : A = ON
    ◆Control Switches : #0003 QuizLevelUnlock = ON
    ◆Control Switches : #0005 QuizRetake = ON
    ◆Control Variables : #0004 Elders Text = 3
    ◆Transfer Player : Intial Screen (2,5) (Direction: Left)
    ◆
  : Else
    ◆Comment : If the user doesn't meet the trash requirement lose one life.
    :   : Stop the timer and have the user repeat the level.
    ◆Control Timer : Stop
    ◆Control Variables : #0010 Lives -= 1
    ◆Control Switches : #0001 TimeRunning = OFF
    ◆Control Switches : #0006 TrashLevelUnsuccessful = ON

Event Page 1 / 2

Tabs: 1 | 2

Conditions
- ☐ Switch ...
- ☐ Switch ...
- ☐ Variable ...
- ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- Type: Fixed
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ✔ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
- Below characters

Trigger
- Autorun

Contents
```
◆Comment : Initialize Trash Collected Variable
      :         : Provide the user with the level objective.
      :         : Start timer and set to 1 minute.
      :         : Execute in game events while timer is running.
◆Control Variables : #0007 TrashCollected = 0
◆Text : People1(0), Dim, Bottom
      :    : Help clean up! Pick up logs and leaves
      :    : scattered throughout the park! Remember
      :    : there is a time limit for this...
◆Control Timer : Start, 1 min 0 sec
◆Control Switches : #0001 TimeRunning = ON
◆Control Self Switch : A = ON
◆
```

Event Page (second)

Tab: 1

Conditions
- ☐ Switch ...
- ☐ Switch ...
- ☐ Variable ...
- ≥
- ☐ Self Switch
- ☐ Item
- ☐ Actor

Image

Autonomous Movement
- Type: Custom
- Route...
- Speed: 3: x2 Slower
- Freq: 3: Normal

Options
- ✔ Walking
- ☐ Stepping
- ☐ Direction Fix
- ☐ Through

Priority
- Same as characters

Trigger
- Action Button

Contents
```
◆Comment : Have other chapter members promote trash collection and
      :         : community service.
◆Text : None, Dim, Bottom
      :    : Thanks for helping out!
◆
```

1

Conditions

- [ ] Switch `　　　　　　 ...`
- [ ] Switch `　　　　　　 ...`
- [ ] Variable `　　　　　　 ...`

  $\geq$ `　　　`

- [ ] Self Switch `　　　`
- [ ] Item `　　　　　　 ▼`
- [ ] Actor `　　　　　　 ▼`

Image

Autonomous Movement

Type: `Fixed ▼`

`Route...`

Speed: `3: x2 Slower ▼`

Freq: `3: Normal ▼`

Options

- [x] Walking
- [ ] Stepping
- [ ] Direction Fix
- [ ] Through

Priority

`Same as characters ▼`

Trigger

`Action Button ▼`

Contents

```
◆Comment : Each time a piece of trash is collected increment a variable for total trash.
        :      : Delete the trash object after collection.
        :      : Do this for 20 pieces of trash.
◆Control Variables : #0007 TrashCollected += 1
◆Erase Event
◆
```

Quiz: Education Level

1

Conditions

☐ Switch _____ ...
☐ Switch _____ ...
☐ Variable _____ ...
≥ _____
☐ Self Switch _____
☐ Item _____
☐ Actor _____

Image

Autonomous Movement

Type: Fixed
Route...
Speed: 3: x2 Slower
Freq: 3: Normal

Options

☑ Walking
☐ Stepping
☐ Direction Fix
☐ Through

Priority

Same as characters

Trigger

Action Button

Contents

```
◆Comment : If the quiz level has been unlocked...
       :      : Initialize the question number.
       :      : Initialize the Quiz Score.
       :      : Provide quiz level description.
       :      : Create 10 questions with varying difficulty.
◆If : Elders Text = 5
  ◆Control Variables : #0003 QuestionNumber = 1
  ◆Control Variables : #0002 QuizScore = 0
  ◆Text : People1(4), Dim, Bottom
       :      : Hello FBLA-Student. You must complete a
       :      : test in order to advance in your journey
       :      : towards BAA mastery. You need at least a
       :      : 7/10 or 70% to pass...
  ◆Show Choices : Ok!, No (Dim, Right, #1, -)
  : When Ok!
    ◆Text : People1(4), Dim, Bottom
       :      : Let's get started! Okay, here's the first
       :      : question:
    ◆Text : People1(4), Dim, Bottom
       :      : Question 1:
       :      : The first FBLA State Chapter was...
    ◆Show Choices : Pennsylvania, Virgina, Texas, Iowa (Window, Right, #1, #2)
    : When Pennsylvania
      ◆Text : People1(4), Dim, Bottom
       :      : Oh no! The first FBLA State Chapter was actually Iowa.
```

```
  : End
  ◆Comment : If the user has answered 7 right then allow the user to
       :      : move on to the next level.
       :      : Have elders present the user with a token/award.
  ◆If : QuizScore ≥ 7
    ◆Text : People1(4), Dim, Bottom
       :      : Congrats! You scored above 70%. Report to
       :      : the FBLA elders to recieve your award.
    ◆Control Self Switch : A = ON
    ◆Control Switches : #0004 ProgressLevelUnlock = ON
    ◆Control Switches : #0005 QuizRetake = ON
    ◆Control Variables : #0004 Elders Text = 6
    ◆
  : Else
    ◆Control Variables : #0010 Lives -= 1
    ◆Text : People1(4), Dim, Bottom
       :      : You're final score was \v[2]/\v[3], which
       :      : is a bit too low. I suggest you study
       :      : harder with more materials and come back
       :      : again and try to pass!
    ◆
  : End
```

Final Exam: Master Level

Contents

◆Comment : Allow user to access controls during game.
◆If : Button [Pageup] is pressed down
  ◆Show Picture : #1, GameControls, Center (400,350), (100%,100%), 255, Normal
  ◆
 : End
◆If : Button [Pagedown] is pressed down
  ◆Erase Picture : #1
  ◆
 : End
◆

Contents

◆Comment : Run this event when the user first enters the level.
   :   : Initialize variables to have game run smoothly
◆If : Initiation Text is ON
  ◆Text : None, Dim, Bottom
   :   : **A mysterious voice speaks**
  ◆Text : None, Dim, Bottom
   :   : It is now time for your final test. You must prove
   :   : yourself worthy by surviving this trial.
  ◆Text : None, Dim, Bottom
   :   : Beware, for if you answer incorrectly, you will need
   :   : to battle against the monsters residing in this world.
  ◆Text : None, Dim, Bottom
   :   : Now prove yourself of being worthy of achieving BAA
   :   : Mastery.
  ◆Text : None, Dim, Bottom
   :   : Beware, for if you fall in battle, it'll be GAME OVER!
  ◆Control Variables : #0012 MasteryLevel = 15
  ◆Control Switches : #0010 Checkpoint = ON
  ◆Control Switches : #0009 PerfectScore = ON
  ◆Control Switches : #0002 Initiation Text = OFF
  ◆
 : End
◆

Contents

◆Comment : Create Question for the user to answer
    :   : If the user gets the question wrong then the player battles a monster
    :   : IF they win they congratulate them otherwise the game is over
◆Text : None, Dim, Bottom
    :   : What does BAA stand for in the context of FBLA-PBL?
◆Show Choices : Bachelor's Assessment Achievement, Business Achievement Awards, Business A
 : When Bachelor's Assessment Achievement
  ◆Control Switches : #0009 PerfectScore = OFF
  ◆Change Battle Back : Lava2 & Lava
  ◆Battle Processing : Firespirit
  : If Win
   ◆Text : None, Dim, Bottom
   :   : Congratualations, you have beat the monster!
   ◆
  : If Lose
   ◆Game Over
   ◆
  : End
  ◆
 : When Business Achievement Awards
  ◆Text : None, Dim, Bottom
  :   : Correct! You may pass.
  ◆
 : When Business Assessment Awards
  ◆Control Switches : #0009 PerfectScore = OFF

Contents

◆Comment : When the user gets the question correct they can pass the square.
◆Text : None, Dim, Bottom
  :   : Correct! You may pass.
◆
: When Business Assessment Awards
◆Control Switches : #0009 PerfectScore = OFF
◆Change Battle Back : Lava2 & Lava
◆Battle Processing : Firespirit
: If Win
  ◆Text : None, Dim, Bottom
  :   : Congratualations, you have beat the monster!
  ◆
: If Lose
  ◆Game Over
  ◆
: End
◆
: When Business Academic Achievements
◆Control Switches : #0009 PerfectScore = OFF
◆Change Battle Back : Lava2 & Lava
◆Battle Processing : Firespirit
: If Win
  ◆Text : None, Dim, Bottom
  :   : Congratualations, you have beat the monster!
  ◆

Contents

◆Comment : Use a variable to represent if the player has received a mastery award
  :   : If the variable is 1 then allow the user to pass the area
  :   : because he/she has received a mastery award.
◆If : Mastery Level Barrier = 1
  ◆Erase Event
  ◆
: End
◆

ID:044 - Event Editor ✕

Name: | Note:
Game End | |

[New Event Page] [Copy Event Page] [Paste Event Page] [Delete Event Page] [Clear Event Page]

1

Conditions
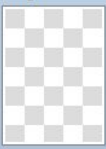
☐ Switch `[_____...]`
☐ Switch `[_____...]`
☐ Variable `[_____...]`
  ≥ `[___▲▼]`
☐ Self Switch `[___▼]`
☐ Item `[_____▼]`
☐ Actor `[_____▼]`

Image

Autonomous Movement
Type: `[ Fixed ▼ ]`
`[ Route... ]`
Speed: `[ 3: x2 Slower ▼ ]`
Freq: `[ 3: Normal ▼ ]`

Options
☑ Walking
☐ Stepping
☐ Direction Fix
☐ Through

Priority
`[ Below characters ▼ ]`

Trigger
`[ Player Touch ▼ ]`

Contents

```
◆Comment : The plauer receives awards based on his or her
      :        accomplishmemts: BAA Gold Award for completing the game,
      :        : BAA Mastery Award if you have received all other Mastery
      :        : Awards, and Full Life Award for not losing lives.
◆Control Variables : #0014 NumberofAchievements = 0
◆Text : None, Dim, Bottom
      :    : You have completed the final challenege.
◆Text : None, Dim, Bottom
      :    : You have proved yourself worthy of receiving the
      :    : highest award of BAA: The BAA Gold Award.
◆Change Items : BAA Gold Award + 1
◆If : Party has Service Mastery Award
  ◆If : Party has Education Mastery Award
    ◆If : Party has Progress Mastery Award
      ◆Text : None, Dim, Bottom
            :      : You have also earned the BAA Mastery Award as you have
            :      : earned all of the other Mastery Awards.
      ◆Change Items : BAA Mastery Award + 1
      ◆
      : End
    ◆
    : End
  ◆
  : End
◆If : Lives ≥ 5
  ◆Text : None, Dim, Bottom
```

[OK] [Cancel] [Apply]

ID:044 - Event Editor ✕

Name: | Note:
Game End | |

[New Event Page] [Copy Event Page] [Paste Event Page] [Delete Event Page] [Clear Event Page]

1

Conditions
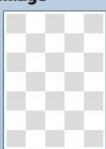
☐ Switch `[_____...]`
☐ Switch `[_____...]`
☐ Variable `[_____...]`
  ≥ `[___▲▼]`
☐ Self Switch `[___▼]`
☐ Item `[_____▼]`
☐ Actor `[_____▼]`

Image

Autonomous Movement
Type: `[ Fixed ▼ ]`
`[ Route... ]`
Speed: `[ 3: x2 Slower ▼ ]`
Freq: `[ 3: Normal ▼ ]`

Options
☑ Walking
☐ Stepping
☐ Direction Fix
☐ Through

Priority
`[ Below characters ▼ ]`

Trigger
`[ Player Touch ▼ ]`

Contents

```
◆If : Party has BAA Mastery Award
  ◆Control Variables : #0014 NumberofAchievements += 1
  ◆
  : End
◆If : Party has Full Life Award
  ◆Control Variables : #0014 NumberofAchievements += 1
  ◆
  : End
◆Comment : Program reports how many awards were received and instructs
        :        : the player on how to see the score board.
◆Text : None, Dim, Bottom
      :    : **Congratulations, you have completed the game!**
◆Text : None, Dim, Bottom
      :    : **You have earned \v[14]/9 possible awards in the
      :    : game.**
◆Text : None, Dim, Bottom
      :    : **If you didn't earn all of the awards, play again to
      :    : do so.**
◆Text : None, Dim, Bottom
      :    : **To see the scoreboard of all of your tokens/awards
      :    : open the menu with the ESC or X key, select Item, and
      :    : then go to Key Items.**
◆Text : None, Dim, Bottom
      :    : **After viewing your awards, you can return to the
      :    : main menu**
◆
```

[OK] [Cancel] [Apply]