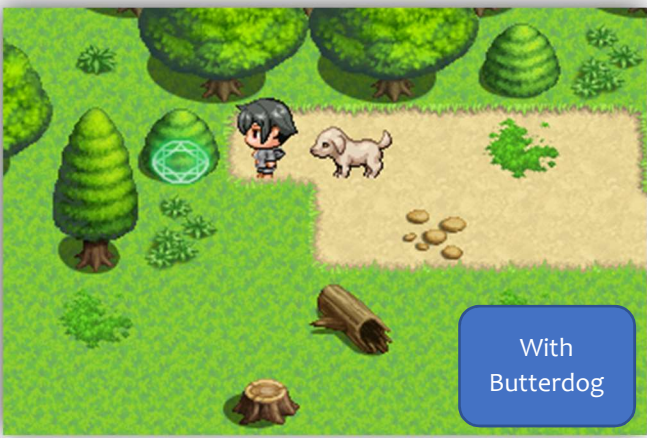


Sniff Spot [Event Pages, Variables] Required: Forest Pass and Butterdog

Design an event that randomly generates a spot that can only be found if Butterdog is in your party. Checking this spot will give you a free item!

In this challenge, you will not be given a flow chart or any creation prompts. You will instead get an outline of what the events are supposed to do, and you can build the challenge and flow chart yourself.



Create: Map Event				
No Image	Name	Sniff Spot		
	Page	1		
	Trigger	Parallel		

Create: Map Event				
	Name	Sniff Spot	Self-Switch	A
	Page	2	Options	Stepping
	Trigger	Action		

- Create a “Sniff Spot” event that has two pages:
- The first page Triggers on Parallel, allowing it to automatically run without locking up the game. It has no image.
 - Generate a random number between 1 and 100, and store it to a variable.
 - If that random number was greater than 70, turn Self-Switch A ON.
 - Otherwise, Erase this event. It will respawn when you re-enter the map.
 - The second page requires Butterdog to be in the party, and Self-Switch A to be on. It is triggered by the Action Button and is the Same As Player. Give it an image that shows the player they can investigate that spot.
 - When the player interacts with this event, either give them a random item, or an item of their choice (always tell the player when you add an item to their inventory).
 - Turn Self-Switch A OFF, so the next time this event is spawned it will try to generate an item again.
 - Erase this event. It will respawn the next time you enter this map.

Once you are done, copy/paste this event to hiding spots throughout all maps in the game.

Start

MYSTERY CODE
(Create your own flow chart for this event)

Done!

Copy “Sniff Spot”
to that location

Next Spot
For each spot
you want a hidden
treasure to be

No more spots