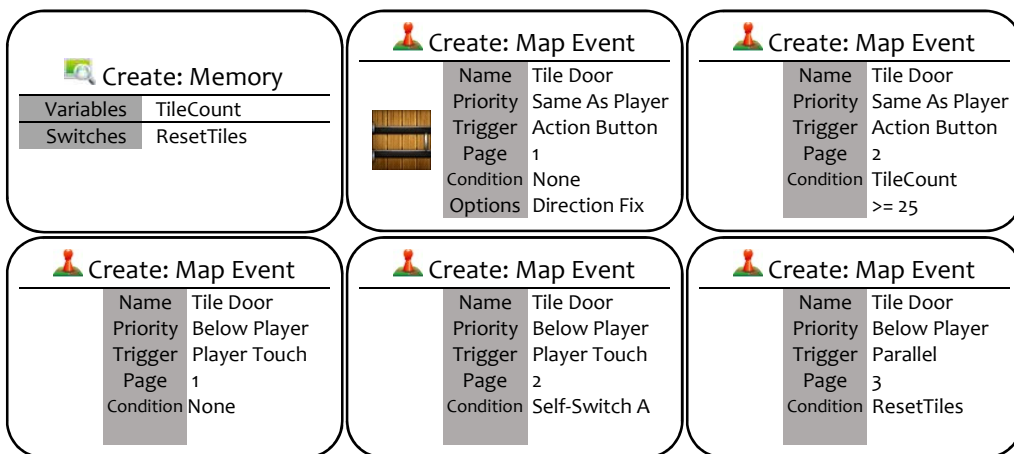


One Step Tile Puzzle [(Self) Switches, Event Pages] Recommended: Boulder Pass Dungeon

Yet another classic in RPG games. To solve the puzzle, you must step on each tile once, and only once.

In this challenge, we'll add a One Step Tile Puzzle to our dungeon. There will be a grid of tiles, that when stepped on, change color. If you step on one twice, it will reset the puzzle and send the player back to the beginning.

To do this, we will use a variable to count how many tiles have been stepped on. If the number is greater than or equal to the number of tiles, the door opens!



There are two events. A door with two pages, and a tile with three pages. After we finish the tile event code, we will copy and paste it to make the grid. In this challenge, the door event's second page requires "TileCount" to be greater than or equal to 25, but if you have more or less tiles, you will need to change that number to the number of tiles in your puzzle.

