## Create the Boulder Pass

Design the first "dangerous" region of the game. Players will explore this area, finding treasure and monsters, then defeat the local dungeon to progress.

Now that we have our home ready to go, we can work on the first region our players can adventure in. We will design the "Boulder Pass", a rocky region whose path leads to Atown, the town our school is in. I made mine snowy in the image below, but you can make it grassy, rocky, or even sci-fi. The important part is there will be a nearby "Dungeon" that holds the treasure we need to move a boulder, or other heavy object.
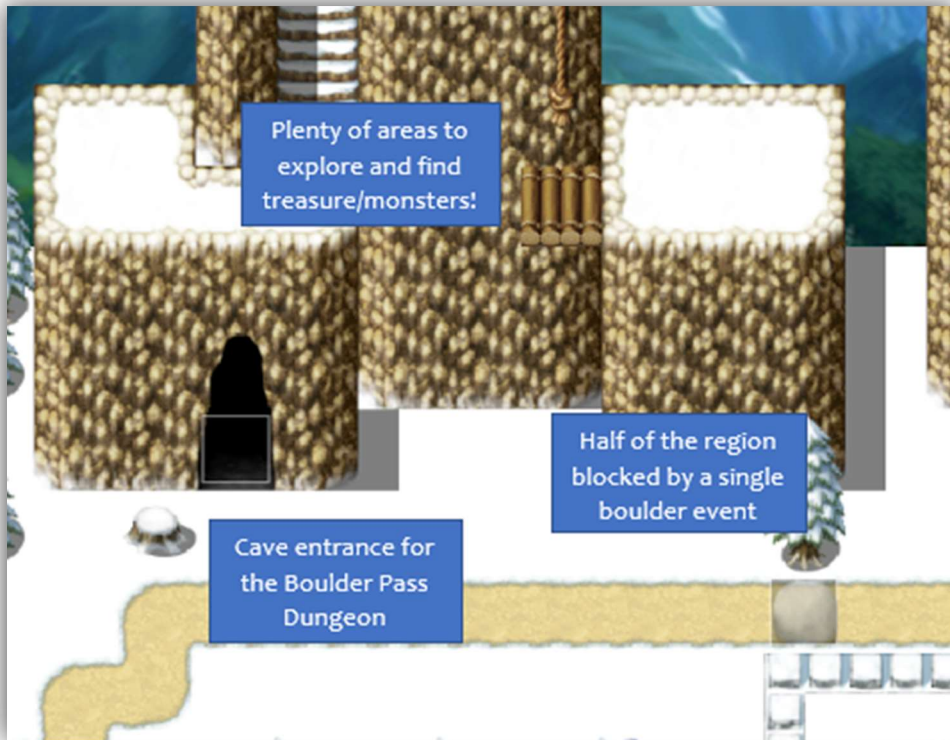
A classic Adventure RPG gameplay loop is one like the Zelda series, which typically goes like this:

1. Find new region
2. Explore the region, noting places you can't get to yet
3. Get to the region's dungeon
4. Fight the Dungeon's Boss
5. Get the Dungeon's Treasure
6. Use the treasure to get to the places you couldn't earlier
7. Repeat

We left our home to discover the Boulder Pass. We can go a few places, but half of the map is blocked off by a boulder. If we enter the Boulder Pass Dungeon, defeat the Boss, and get the treasure (the Power Bracelet), we can move the boulder and continue to the next region in the game.

Let's pay closer attention to our Map Properties this time (right-click on the Boulder Pass map you made in the Map Viewer and select "Edit..."). Because we will be fighting random monsters, we need to "Specify Battleback", which is the background used in combat. If you do not, the game will just default to a picture of the game map without events.

You can add monster groups to be randomly encountered by double-clicking the first empty spot of the "Encounters" list, and adding a "Troop" in. Slimes are a classic first monster for Adventure RPGs, so I used that.

We will have to make the map a little larger as well. If you want, you can use a "Parallax Background", which will show behind transparent or missing tiles in your map.

Finally, don't forget to add a Transfer event from your home to the accessible part of Boulder Pass, and a Transfer event the sends you back to your home.