

# ADVANCED RPG Maker

Tutorials, News and Reviews

Issue #1 April 2014

Final Fantasy VI SDK

Ten Years of RMX



# Welcome!

To our first ever issue

# ADVANCED RPG Maker

## Welcome to Issue 1

Welcome to the first, and hopefully by no means the last, issue of *Advanced RPG Maker*, the online magazine dedicated to RPG Maker and the overall RM community around the web. In it we hope to provide you with top class tutorials, reviews and news of the latest games, interviews with interesting people, and all the latest contests and other events around the net, from every RPG Maker website.

This being the first issue it's largely conceptual, but we've had a lot of practice, this being the sister project to the *HBGames.org eZine*, 18 issues strong at this point.

Any submissions are welcome (though we cannot guarantee everything will feature). Hopefully we live up to the high quality you can expect from anything that ventures through RPG Maker Web, and in turn we hope to open your eyes to other RPG Maker communities, some long standing for many years, others new and upcoming with interesting niches and user bases.

We hope you enjoy this issue, it's been a lot of fun to put together. Without further adieu, or indeed other French words, welcome to Advanced RPG Maker!



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## Issue 1

This first issue largely stands as an example of what future issues could be like. The hope is that once it's out there gaining interest the next issues will be much meatier. Any comments and feedback are much appreciated, as are any submissions for future issues of the magazine!



# FINAL FANTASY VI SDK

Few project creators have put more effort into their games than Dargor has in his *Final Fantasy VI SDK*. On paper it is an engine for creating Final Fantasy VI games in; in reality that doesn't do it justice. A huge project that really pushes the boundaries of RPG Maker, the development kit is intrinsically detailed in every way - no detail spared and no gimmick missing.

The project has been in continuous development since 2006; in Dargor's own words it began with very little programming knowledge. From those humble beginnings Dargor has become a master programmer and it really shows in the engine.



EQUIP

Raises fight damage

Relic    ⌵ Goggles

Relic    ⌵



Terra

⌵ Dragon Boots	Digor	255 → 255
⌵ Zephyr Cape	Speed	255 → 255
⌵ Czarina Ring	Stamina	255 → 255
⌵ Cursed Ring	Mag. Pwr	255 → 255
⌵ Earrings	Bat. Pwr	76 → 76
⌵ Atlas Armlet	Defense	0 → 0
⌵ Blizzard Orb	Evade %	20 → 20
⌵ Rage Ring	Mag. Def	54 → 54
⌵ Sneak Ring	MBlock%	20 → 0

Even the font used was created by hand in Font Creator 5.6. Working Mode 7, seen on the left, recreates the faux 3D present in the original game, much more beautifully it has to be said than many attempts out there.

The SDK is made in RPG Maker XP and, due to its nature, will not be ported to VX or VX Ace (to do so would be largely pointless owing to the amount of custom software wrapped around it). Features include a ROM to RPG Maker XP map exporter.

Since the editor uses RGSS3, you will need to own a legal edition of both RPG Maker XP and RPG Maker VX Ace. Look out for the frequent deals RPG Maker web run to make this lighter on your pocket.



Final Fantasy VI itself was a landmark title, often considered to be one of the greatest ever video games, winning numerous awards. While many people have attempted to recreate other games such as VII, it is great to see VI being appreciated for what it is. With an SDK available to immediately create fan games, surely in the future we'll see people attempting their own sequels and prequels, extending the game with fan service.

In all, Dargor's SDK shows what amazing achievements are possible even with older versions of RPG Maker. Anybody questioning its legitimacy as a commercial editor must be eating their words seeing a genre redefining, gameplay challenging game recreated tile for tile in RPG Maker XP. The SDK is a poster girl for the series and a fantastic display of what can be achieved with custom scripts, graphical edits, good programming and good use of events within the editor itself.

Dargor's Final Fantasy VI SDK is available at his official website, [ff6sdk.webs.com](http://ff6sdk.webs.com). Incidentally, said website is a good example of Webs used right, and just goes to show once more that it is not the software but the user who creates a good game/website. Learning to use engines right, tinkering things, even if as with Dargor you begin with very little knowledge of programming, can lead to great results at the end of it.



Below: a comparison showing Final Fantasy VI on the left and Dargor's SDK on the right.



# RuneScape RPG

Over the years there have been countless RuneScape clones made in RPG Maker. This one, called RSPG (RuneScape RPG) from RPG Revolution has to be the most beautiful and true to form around.



Created by Max, the game rather ambitiously sets out to be nothing less than a complete recreation of the original mass online RPG in RM form. Areas such as Lumbridge Castle are instantly identifiable and well researched true to every corner.



Your game could be here.

There are a limited number of small advertisement spaces in each issue. The best games will get the spot. Submit a logo, small image, or general idea for your advert, and it might feature in the next issue.

## ARPGM

## Quick Tips

- To change the size of the screen in VX Ace, use the script call:  
`Graphics.resize_screen(width, height)`
- To use just one character in a character set instead of eight, add \$ to the start of the filename.
- In RPG Maker XP, double click an autotile to use it as if it was individual tiles.
- Lower your file size. Instead of including the RTP, just import the few resources you're using.
- If posting to multiple forums, make your latest news an image. Then just replace the image on your server to update all of them simultaneously.

# WINDOWSKINS

The most important graphic in your game, and the least appreciated

If you haven't thought about your window skin yet, and the prospect doesn't bring you to tears, you're not making a good game. A bold statement, but true: Windowskins are the single most important graphic in a typical RPG Maker game. It is therefore painfully upsetting that they're also the least appreciated, thrown in at the end, sourced online, or not even touched at all.



Final Fantasy VII

It doesn't matter what your hero and enemy look like, they are not going to show in every scene. Only one graphic will, consistently, stay with the player in every scene of the game. It shows in the title, it shows in the game over, it comprises most of the menu and it displays every time words are spoken: the window skin.

It's vital that window skins look good. They need a lot of thought and demand a great deal of work and time. Windowskins show every time you evoke emotion from the player. They show when the big story reveals happen. They make up the basis of every conversation in the game. In an RPG, window skins are the game.

As with any visual display, the font chosen is important, as is the font colour. Furthermore, the background this sits on needs a lot of thought. Generally speaking, off-white on off-black, or off-black on off-white, work best. However, in the context of games, there's a reason why blue is prevalent: it is an uncommon colour on the screen.

Generally you want your message boxes to stand out from the screen. White on blue is a great way to do this, and with a stonking border around it to pop it away from the scenery.

Sometimes this looks a little out of place in a fantasy setting, however. Other colours are certainly fine, but in that case the border needs to be well defined in order to still have the separation of background and foreground.

It can be tempting to create elaborate and intricate backgrounds in photoshop for window skins. It's seen a lot around the RPG Maker world, and for a brief second or so it might seem nice. Playing said games however makes your eyes bleed raw salmon.



*Guild Wars* is notoriously bad for its message boxes which blend intentionally into the background, often difficult to see. In contrast, the speech above characters' heads is quite good - off-white lightly patterned speech bubbles with black text - and easily readable. (Screenshot: rockpapershotgun.com)

This is the design of the window background. Generally you want it to be slightly stylised, but not so much that it is difficult to read text. This one is stretched.

This second background is tiled on top of the first.



This is your border, and arrows that appear if the content of the window is too large for the space (only suitable if you have scripted scrolling in somehow).

These arrows animate with four frames to show you can press enter to continue the conversation.

This box is drawn around options in a choosable menu.

The colours chosen here are a palette used to draw text.

It is worth noting that should you prefer RPG Maker XP's style of window skin, you can use scripts such as Selwyn's Window module to use the old style within VX or VX Ace.

Remember that all of this applies to graphically created window backgrounds - for people not using the default window skins at all. Even if you're going for elaborate borders, scroll edges, etc, the central text area should be relatively plain and readable.

Often mistakes are made about which parts of the window skin tile and which stretch. Borders need to fit within 16 pixel limits otherwise they will display

incorrectly. Also keep note that the arrows that appear as part of the window skin should only show if you have scrolling windows - if not you have scripting problems to deal with. They display when a window's contents are larger than the window, and therefore unless you've scripted that window to have scrolling, such as a menu, they shouldn't be displaying. If they are then you're wasting bitmap space and memory!



## Don't like our writing?

Let us know, and we'll strive to improve! Your feedback is, as with any project, the most important resource you can give us. Please let us know if you are unhappy with any aspect of the magazine and tell us if you think we can do better. You can post in one of our threads around the web, on the HBGames.org forums, or just drop a message to one of our editors, we're generally around most RPG Maker websites.

The final thing to take into account is borders, specifically when in context with other borders. Window skins are used in both menus and speech unless you change them - and few do. Remember that borders need to look nice both on their own and next to each other, unless you do some editing to your menu scenes. This screenshot (above) by Sylvanor shows a good example of this.

# KATAKURA HIBIKI'S FANTASY HERO

Fantasy Hero is the latest addition to the RPG Maker Web store, a set of downloadable graphics for your projects, featuring beautiful full character designs.



## My favourite work wasn't featured! Why?

If you've seen something great in the RPG Maker community - or created it yourself - and it hasn't featured, we probably just haven't seen it yet. We rely on our investigation and your submissions to find amazing content to feature. If we haven't yet, don't feel disheartened. Either we aren't aware of it, or we're holding it back for a big expose in a future issue.

There is of course limited space available, but for the most part, if it's good it should feature.

Apologies if this issue seems to be focused on a few communities in particular, we'll work on being more inclusive. For the most part, it's because we can only work with what we know exists!

## January Blues Contest

Throughout January and February 2014, HBGames ran an RPG Maker contest - the prize being a copy of the VX Ace engine itself. In the end there were three great entries, owing to a badly timed contest. Nonetheless, the winners:

### INJURY: FRACTUS STELLARUM



### SLEEPING DUCK: THE HERMIT



Ah, I love this lonely life!  
My own cabin in the woods,  
nobody to disturb me...

### ROB\_RIV: THE LANTERN COLLECTOR



I'm sure the other lanterns are around the village. First, I need to get out of here somehow.



# Ten Years of RMXP

It doesn't feel like it to me, but it's a whopping decade since the RPG Maker that changed everything was released in Japan (and subsequently to the English audience... illegally.) Anticipation built up for months beforehand with websites spawning around it, waiting to find out how the series would evolve from the fantastic *RPG Maker 2003*.



*Akasha Seal by Skriptkitty, 2004*

As well as an improved screen resolution and a huge amount of graphics compared to its predecessors, RPG Maker XP introduced a scripting system using the Ruby programming language, a game changer, allowing people to use the engine for any kind of game they wanted. Suddenly RPG Maker was no longer just a basic game editor: it was a game engine, a solid base that could be worked on by real programmers, and a genuine step on the ladder to bigger things.

Following years of piracy mainly from interest in the Japanese-only RPG Maker 2000 and 2003, RPG Maker XP also presented the first ever English-language PC RPG Maker, for in 2005 Enterbrain dabbled in the English community for the first time, releasing RPG Maker XP in full English, including its help file and other useful tidbits.



*Master of the Wind, Volrath and Artbane, 2004 onwards*

Since then popularity in the series has only grown, with the English community growing over the years, and subsequent editors - Indie Game Maker, RPG Maker VX, and the latest, VX Ace, all being released quickly to the English audience where they have been widely received. From a niche community around RM2k/3, suddenly a viable world arose around English RPG Making, with legal, complete releases.



*The Mirror Lied, Reives, 2008*

# Project Threads

*Making a great game is one thing, but if you want it to be played, you need good presentation.*

It's probably a sad fact to consider, but there are two ways your game will become a bestseller: the first is to have connections, a name, a history and a reputation; the second is to present yourself very well to begin with. In the largely forum-based RPG Maker world, project threads are this primary point of presentation, and what ultimately you are being judged on by potential players. That's why it's so offputting how horrific they can turn out...

So how can you pull off the perfect project thread?

## More than just a link

Most forums won't even let you do this, but that doesn't stop people trying. Nobody will download a game that just has a link and nothing else, even if there's a brief description and title. This is the Internet, one needs to know what they're downloading before they do so. It's still iffy but at least with screenshots and proper information the player has some inkling of what they're getting.

## Links should be from a reputable source

If you're not hosting your game on your own website, with its own domain, it needs to be hosted somewhere trustworthy. That means no ad redirects, no pop-ups of naked women, no link shortening services. If your link doesn't look like it's safe then the player isn't going to assume it to be (and often it's not going to be). If in doubt, find a game hosting website such as **rpgmaker.net** and let them handle your downloads.

## Provide your link early on

Your download link should be one of the first things seen in the thread, but should then be repeated, so that it's still there when you're scrolling through a wall of text.

## Logos are important

Your thread ought to open with a readable logo of your game's name, but don't make it too big (or too small). It needs to sit like a letterhead, titling the post but not overwhelming it. This is the same with any website. Try to keep it in proportion with the width of the average screen - 5 across for 1 down is a good ratio to go with.



*Example of a good logo: Antikythera, at RPG Maker Web*

The best logos are text based so that they are immediately readable and show the name of the game - but not plain. Accents, small graphics, and light shading all add to the presentation, but be careful not to go overboard - it needs to be easy to read and the main part of the logo should always be the game's title - that's the purpose of a logo.

## Sections and headers

Nobody is going to read a wall of text. Split your post into sections with appropriate headers. Bold, slightly larger text should point the viewer to interesting information about your game.

We don't need to be told every detail about your game, it's a project thread, designed to get people to play it - they can discern the details of the storyline and characters from playing it. We don't need to know who made every detail - that list should be distributed *with the game* in the first place. We simply, in as few words as are necessary, need to know why we should play your game.

## Avoid a features list

If your game's big features haven't become evident to the player at this point, a features list isn't going to help. A "feature" is just part of a game and shouldn't be extracted into an individual thing by means of a list. A game is more than just a collection of features.

What about a battle system? - You're making a game, to your player battles shouldn't be "a system" and shouldn't feel like "a feature". Battles *are* the game, or a big part of it. Explain it before this point. If you feel like having to list that you're using Gubid's TBS in a list of features you're almost certainly not using the script in a way that is beneficial to your game - anybody can throw a script into a project but very few will actually tailor it to the individual scenes and story.

## Screenshots

On many websites screenshots are a necessity, and are seen as such by developers, who try and knock one or two out quickly while making the thread. Bad practice!

Your screenshots are the first time a player will see your game. You need thought and effort into them as such. If you can't come up with those key three screenshots that define your game well, then you need to get to know your game more. You may have made it, but you need to play and research it yourself to get what makes it tick.

If you can't come up with anything better than "my first map", "this is a dungeon", "this is the title screen" then you aren't at the right stage to be making a project thread. Either you haven't actually got far enough into the game to sufficiently advertise it, or you're not knowledgeable enough about your own game to do so.

It can be a good idea to get an independent tester to pick screenshots for you. That way you're not biased by the work you put in and the actual best scenes in your game can get chosen.

Too many screenshots can spoil the thread, but between three and ten is usually fine, depending on how they're arranged. Remember to thumbnail linking to larger shots, leaving one or two full size.



*Mica: Apoptosis by Kirroha, RPGMaker.net*

## Credits are usually not necessary

It can be nice to add them, of course, but for the most part you don't actually need a credits list in your thread - it can and should go in the game itself either as a text file as standard or within the game. Credits just add clutter to a thread. If your forum has spoilers stick them in one.

Spoilers are used to arrange content so that it can be hidden... which is bad practice in a project thread. You want everything as far as possible to be immediately visible. Hiding screenshots, important information, or anything else which you want every viewer to see in spoilers is a bad idea. Not only does it hide content from view, but in some browsers and mobile devices there is the possibility the spoilers themselves will not work. Remember that dwell times on all websites are small. If they can't see your content from first glance, assume they won't at all.

Spoilers should be reserved for unnecessary but additional parts such as credits lists or thanks, or for actual spoilers such as storyline details.

## Don't ruin the story

If you have to explain your story in your project thread, you're making your game wrong. Stick to a brief summary of the kind of game you're going for. *Maybe* talk about the characters, but don't use these character profiles as an alternative to good story telling: your story should come to life within the game itself. That's more good game making than good project thread design, but worth keeping in mind all the same.

# - EDITORIAL -

## RPG Maker 95

I'd like to break the formality and present an apology. In *HBGames.org the eZine* issue 15 I attempted a very weak review of *RPG Maker 95*, being met with hurdles in my research and eventually finding it to no longer be usable on modern computers. I tried to turn the article into an obituary of sorts, but the final article was short, un-descriptive, and ultimately a poor tribute to the engine. Since then, RPG Maker Web user *Ksi* has provided me with more information about the editor.

### RM95: Features

There were a great deal of features to '95 not found in later engines, some of which would be very useful today.

- The ability to right click any tile to choose it's terrain
- Starting inventories for each character
- The ability to change walking speed in the database
- No limit on max items and other quantities which have in subsequent editors been given unnecessary limits
- An automatic opening event not tied to any map
- Custom death events, now only doable by scripting
- Palette adjustments within the editor
- Built-in mouse support

We *can* add a lot of these through scripting, but that is besides the point. In RPG Maker 95 these functions were there by default.

*Archeia* added that the article sounded like I had just discovered RPG Maker 95 and not looked into it in detail. In truth I had a great deal of difficulty finding any information about it at all, even though I was able to download (but not use) the engine. It would be fantastic if the Wikipedia article for it could be remade by somebody with knowledge of the engine and, as *Archeia* points out - Windows RPG Maker's roots.

# #IRC

IRC is the standard protocol for web chat. You can use a client of your choice and connect to a variety of channels on chat networks around the web. IRC has always been big in the RPG Maker world, and there are a cluster of RPG Maker channels handily found on one network in particular: SynIRC. They are **#HBR**, the channel for RPG Revolution and HBGames; **#RPGMAKER**, an RPG Maker oriented channel; and **#RPGMAKER.NET**, channel for RM Net. All are active - if nobody's talking, say something! All three channels actively seek new members and welcome them with open arms, so just drop by, pick one (or three!), and join the gang.



IRC can be accessed using free clients such as Hexchat, or often websites will have links to quick browser-based clients such as WebIRC or Mibbit. Nip to RRR or HBGames for example, click chat, and then type: `/join #hbr,#rpgmaker,#rpgmaker.net` to join all three in the same browser window. Neat!

Creating your own channel is as simple as typing `/join #channelname` (if it doesn't already exist). SynIRC will have guides for this, or you can talk to Amy in either channel and she will help set you up.

*SynIRC is not affiliated or otherwise associated with either channel nor Advanced RPG Maker. It is simply where we choose to hang out.*

# Fast Planning

Often when making a game, rushing in to create a masterpiece, things end up disjointed, not making sense in a whole game context, not joining up at all, or just generally not matching what the game was supposed to entail to begin with. The answer ought to be "planning", but if you don't know how to plan you'll end up in the same mess: scribbles in a journal, or several, don't add up to a plan.

There's a reason we're taught diagrams and charts in elementary school: they're pretty useful. There's one in particular that when brought up in an RPG Maker context is bemoaned as boring and awkward, but it's the master of all planning, and in a game context it's the be all and end all: the flow chart.

Allow me to put on an anorack and talk to you about flow charts (a basic one, at least). Remember that magic machine in mathematics? Enter a number, perform an action, and another number comes out the other end:



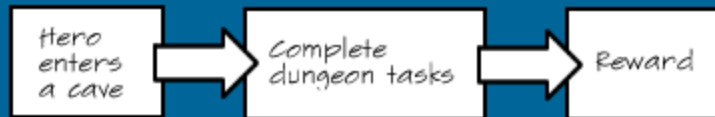
On the left is our *input*, in the middle our *process*, and on the right our *output*. This is called a function and is useful in mathematics; this diagram however is useful to our games in its simplest form. Why?

## Our games are functions.

Logically you can see it if you're a programmer. A program is just a collection of functions contained in one encasing function. Opening the program is an input; the win scenario is our output.

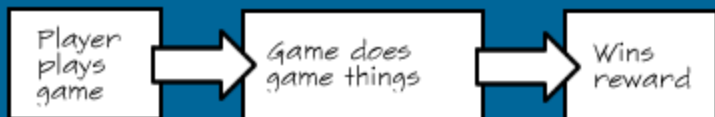
Inside this function are subroutines which are themselves functions, often the input coming from the overhead function and the output going back into it.

How does this apply to our games?



Starting to create a dungeon without some concept of this in mind is not going to go well. A dungeon is just a cave if there's no task, no reward, and no entry point.

Abstracting further we can describe our whole game:



Not all games will have a win condition (depending on who you ask, mind), but that win condition could be something as simple as the sense of gratification the player obtains by exploring more of an expanding world.

This all seems quite simple and pointless, for now.

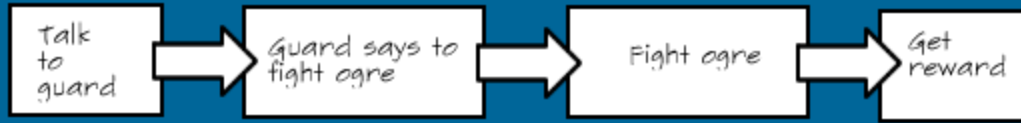
Consider however taking a chapter of our game. In order to create a viable chapter, logically flowing from one part to another, it has to adhere to this format. Let's throw out a chart.



Straight away we can create the maps and events necessary for the input (start act 2) and the output (end act 2) without worrying about the middle process of the function. We can then de-abstract this process and create the subroutines that create our actual gameplay.

It might seem pointless, but the old proverb, "failing to plan is planning to fail", is always apt.

So we take it further.



So it doesn't look like the same kind of function, it has two processes. That's OK, for now. When it comes to implementing it however, in order to work out what events and scenes we need to create, we can break it up further:



We now know, reasonably, what we need to create and where. From a quick series of flow charts we can extract a list of events, maps and other game objects in order to turn them into a game.

# Testing

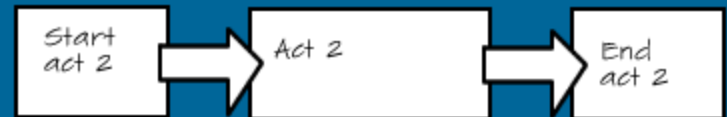
Now we move on to the neat thing about flow charts: they're always true, if they're done right.

We may have extracted events and maps, and turned our initial flow chart into several smaller ones, but the abstract charts are still correct, and create for us a test plan without us even needing to change anything. Essentially, when it comes to testing, we just tick off the flow charts, every one we've ever created.

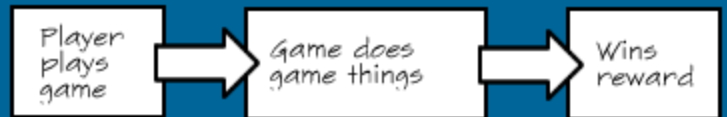


There are many programs out there to create flow charts, but it's often simpler to just draw them on paper or in word: don't over complicate things!

Then we move on to, for example, testing our chapters to make sure they all flow into one another.



Once all of our chapters make sense it's time to test the ultimate question, the whole thing we set out to do: have we made a game?



This may all sound too abstract to be useful, but ultimately it is what prevents confusion and gobbledegook throughout a project. Every event can have a flow chart, and every map, every chapter, battle - every aspect of the game. It is then immediately testable. Good planning forms its own test plan, and in this case we have.

Flow charts are also easy for others to read. Anybody on your team, or an external person testing your game can look at your flow charts and immediately see what needs testing and how. No matter how complicated a scene is, it is always abstractable to a simple set of input, process, output: does putting the crystal on the podium cause the temple to collapse?

Failing to plan is planning to fail, but failing to plan to plan is planning to plan to fail: planning is only useful when it is itself planned out. Know how you're going to plan before you leap into a world of notes and scribbles and your game will flow together.

# STEAL THIS ISSUE



We intend this magazine to be an introspective into websites all around the Internet, to provide overview and insight into anything RPG Maker. As such it's not tied to any specific site. We may have an official base, but please feel free to **redistribute this issue** amongst friends, your website, your community, or the wider web. Reupload it,

rehost it, print it off, fire it on a rocketship into the Sun, it's up to you. We just ask the following:

- Don't claim anything as your own that isn't
- Don't imply that this is your website's magazine
- Don't edit the magazine in any way without our explicit permission
- Don't use the magazine for profit

Apart from that it's relatively yours to do with what you will. Feel free to upload it to your website and post it as a news feature, etc. You'd be doing us a favour and we'd be doing you one.



White Rose Online by Rainbow Jello, RPG Maker Web

# Dear Enterbrain



A large portion of the currently active RPG Maker scene started out using your older editors: 95, 2000 and 2003. They still live on, illegally translated into English and distributed by piracy. That's bad, but also good: old engines still have huge active communities based around them, and frankly Enterbrain is missing out on revenue!

This is a formal request to publish, in English, **95**, **2000** and **2003**, or just one of the three. I'd buy it, as would many others. It's commonly around the English community. Just as XP and VX still have a base on RPG Maker Web, it would be great if the 95, 2000 and 2003 using community was recognised and supported into the future.

The engines may be technically dated but they're by no means bad software - a lot of people prefer them for their features and also their limitations. Some great games come from having to work around flaws and low resolution.

We hope you consider it, and if not, then some recognition of the editors on the RPG Maker Web website would go a long way, as right now it's as if they never existed!

You wouldn't even need to support it yourselves - the English community have long been used to providing their own support. It's fun and makes you feel warm inside.

*Advanced RPG Maker do not condone piracy in any way. RPG Maker is now legally available in English.*

# Best of the Net

*A quick spotlight of various good looking projects on the web*



*Flapbound by Cory at RMRK.net*



*Eremidia: Dungeon, by RPGMakerID community and Enthrean Guardian (via RPGMakerVX.net)*



*Blank by Corleonis, HBGames.org*



**Andrew**

Jeez, I didn't mean it like that. But it's better to have fun with it than to complain about it, right? At least I think so.

*Eternal Paradise by Ephiam at Chaos-Project.com*



# rmmrk 7

**RMRK** has had a redesign!

A new lighter theme based around simplicity, better mobile device support, and modern browser support.

If you preferred the old dark theme, there is an option available for that.

**RMRK** is the **RPG Maker Resource Kit**, online since 2004, and is a laid back, its forums contain plethora of resources, tutorials and user created games.

**RMRK** run regular contests, such as **Game in a Week**, currently in its 12th cycle!



↑ Looking particularly stunning, **Shattered Hourglass** by Batur at [RPGMakerVXAce.net](#)

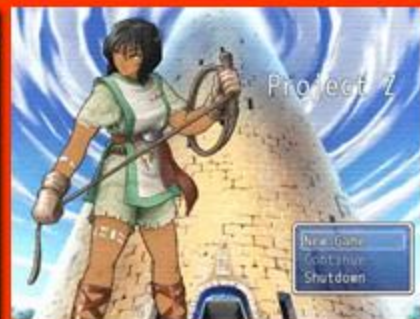
## Extending RPG Maker

A bunch of guys have been working hard finding new ways to use RPG Maker, extending it with DLLs and other workmanship. Its been arranged in a handy forum to keep everything together, which can be found by going to **HBGames.org**, clicking **RPG Maker**, and visiting the **Extending RPG Maker** forum. Hopefully this spurs similar development elsewhere!

Examples of the work that's been going on include the aforementioned **Dargor's FFVI SDK**, Xilef's work with **GLSL Shaders**, Glitchfinder and Averisc's **RGSS Abuse Thread**, and Yuri's **RGSS Mod**.



↑ Ashevale Chronicles, Sentay33, GDUnlimited.net



# The Zendir Trilogy

A land of magic, with a cursed past. The land of Zenith and Nadir, the 'above' and the 'below', is explored over three games.

A level of depth and intrigue unfolds as you progress through the stories of the games. If things aren't obvious from the outset, they are explained down the line, and the explanations may surprise you.

I - HotfireLegend - wanted to make Zendir a trilogy because the overarching story of the games would've been too long and complex to simply fit into one game. In fact, I originally made Zendir 1 with the trial of Ace in one month. Its popularity led me to create Zendir 2 over the course of the following year, and the latter game was even more well-received. Now I am working on the third and final game to wrap the story up once and for all. I will be moving onto other projects after this, but I want to give those who have stuck with Zendir from the start the best ending possible to the series.

In *Zendir: A New World*, an evil magician plots to take over the world by utilizing the water supplies of the land, poisoning it. However, he hadn't banked on a girl from an isolated island - Zaphilia - being the one to discover the secrets of his plan.

*Zendir 2: A World Reborn* throws Zaphilia into the past in a quest to save Zane and the land itself. The mystery of who her family are is revealed, as well as the motivations for the antagonist.

*Zendir 3: Scourge of the Netherworld* brings things to a head, in the depths of the Netherworld. Zaphilia aims to rescue Zane, but is everything as it seems? Is there a darker purpose as to what happened in the overworld over the past two games? How will it all end?

As I went along with the creation of the games, I also discovered something interesting. Players loved the first half of *Zendir 2* moreso than anything else, but the examination of this particular aspect of the game

reveals that it is incredibly linear. However, the inclusion of minigames and various plot-twists and additional things to do are what I think actually made it popular. For example, Zaphilia is gathering some mana crystals in one minute, but the next, is running from boulders in an escape scene. There are additional sections much like this, with 'hiding' scenes, group fight scenes, and so on.



As I've gone along with the creation of the games, it's told me something. Players love diversity. This diversity I've found is actually present in other popular games, such as *Resident Evil 4* and *Final Fantasy 9*. Games such as *Oblivion* and *Skyrim* are on another level, but still offer diversity through the various types of quests (*Oblivion* moreso than *Skyrim*, in my opinion, due to the deeper nature of the offered quests) and dungeons.

So as I make *Zendir 3*, I'll be thinking about how to make it diverse enough to offer a set of new challenges for the player every once in a while, and how to mix things up. As I've plotted the story, it's been quite linear in comparison to the first two games, but I've been trying to make it less so.

Well, Harry Potter wasn't written in a year was it?

# ADVANCED RPG Maker

## THE FORUM

@ www.hbgames.org

**HBGames.org** started life as RMX.net, a website dedicated to RPG Maker XP, at the time yet to be released. It grew into the largest English RPG Maker community and held that accolade for many years, until the site branched out and accepted other game engine development, becoming **HBGames**. Its RPG Maker support remains world class and with the release of *Advanced RPG Maker*, it was time for a slight reshuffle and reorganisation.

The RPG Maker support forums at HBGames.org have been lightly rebranded as Advanced RPG Maker by way of some headers here and there. They're accessible on their own, or as a subforum from HBGames.org - just click *RPG Maker* under *Game Making Support* and you're there.

These are, in a sense, the official forums of Advanced RPG Maker, should you wish to use them, and anybody is welcome. In them you'll find:

### Advanced RPG Maker Magazine

A board for discussion of the magazine, where you'll find links to every issue at the top.

### RPG Maker Support

General support for any RPG Maker title, 95 to VX Ace.

### RPG Maker Tutorials

Guides for making things with the engines.

### RPG Maker Scripts

A huge library of over 1,000 community created scripts.

### RPG Maker Scripting Support

For help with making your own scripts.

### Extending RPG Maker

Where experts push boundaries to use RPG Maker in ways it was not necessarily intended, breaking limits and extending the engine.

### RPG Maker Resources

Resources and assets for use in your games.

RPG Maker		Topics	Posts
Forum			
	<b>Advanced RPG Maker Magazine</b> This board is for the discussion of the upcoming online magazine <i>Advanced RPG Maker</i> . Any comments and submissions are welcome prior to the magazine's release.	2	14
	<b>RPG Maker Support</b> General support for RPG Maker. (RM2k/3, RMX, RMVX, RMVXace)	4546	256
	<b>RPG Maker Tutorials</b> How-to guides for every aspect of making games in RPG Maker.	555	57
	<b>RPG Maker Scripts</b> This forum is for submitting complete, documented, ready-to-use scripts for others to use. Both RMX and RMVX scripts go here.	7848	68
	<b>RPG Maker Scripting Support</b> This forum is for help developing your own script, help editing an existing script, or general questions to help you learn RGSS.	6137	30
	<b>Extending RPG Maker</b> This board is for modifications, additional programs, external tools and other non-script additions to RPG Maker.	35	2
	<b>RPG Maker Resources</b> Resources are found in the global resources board.		

Games, projects, and anything else are found in the main forums, and are always welcome.



**RPG RPG Revolution**

Founded: 2004  
Members: 106,714

[www.rpgrevolution.com](http://www.rpgrevolution.com)



**RPG Maker Resource Kit**

Founded: 2004  
Members: 26,017

[www.rmrk.net](http://www.rmrk.net)



**RpgMaker.org**

Founded: 2004 as PhanxGames  
Members: 300

[www.rpgmaker.org](http://www.rpgmaker.org)



**Game Development Unlimited**

Founded: 2006 as RMUnlimited  
Members: 21,452

[www.gdunlimited.net](http://www.gdunlimited.net)



**RPG Maker VX Community**

Founded: 2007  
Members: 108,604

[www.rpgmakervx.com](http://www.rpgmakervx.com)



**RPG Maker Pavilion**

Founded: 2005  
Members: 997

[www.pavilionboards.com](http://www.pavilionboards.com)



**RPG Maker Network**

Founded: 2003  
Members: 44,051

[www.rpgmaker.net](http://www.rpgmaker.net)



**Save Point**

Founded: 2006 as RMXPUiverse  
Members: 4,672

[www.save-point.org](http://www.save-point.org)



**Chaos Project**

Founded: 2008  
Members: 44,051

[www.chaos-project.com](http://www.chaos-project.com)



**RPG Maker Web**

Founded: 2013  
Members: 25,607

[www.rpgmakerweb.com](http://www.rpgmakerweb.com)



**RPG Maker VX Ace Community**

Founded: 2012  
Members: 28,646

[www.rpgmakervxace.net](http://www.rpgmakervxace.net)



**Home Brewed Games**

Founded: 2004 as RMXP.net  
Members: 41,046

[www.hbgames.org](http://www.hbgames.org)

# Thanks for Reading!

We thoroughly hope you enjoyed this issue, and look forward to working on *issue 2*, hopefully out in a month's time. It's been a lot of fun to create - especially visiting all the RPG Maker communities around the web - many regular haunts, others newly discovered and loved.

*Advanced RPG Maker* would be nothing without the RPG Maker community that surrounds it. If you would like to contribute (and we welcome it from anybody):

## Write for Us

We welcome any articles, news, tutorials or reviews that you'd like to see in the eZine, as well as ideas for them. For more information on how to submit your content, please visit [www.hbgames.org](http://www.hbgames.org), click "RPG Maker" at the top of the page, then visit the *Advanced RPG Maker Magazine* section. Simple!

We also welcome small advertisements and promotional pieces, in limited quantity and size. Anything larger or commercially oriented is at our discretion and we cannot guarantee you will feature.

This month's cover is an edited wallpaper from *RPG Maker XP*, to commemorate its tenth birthday. It shows a range of characters and areas available in the engine itself, nicely drawn in a scene.

## Donate

Far from us to ask for a fortune, but staying online isn't free. If you feel like giving a little bit, it'd be much appreciated, even if it's just a few bucks. Every little helps. Please speak to Amy for more information, or donate to [www.hbgames.org](http://www.hbgames.org).

### CREDITS AND THANKS

Producer and editor: **Amy**

Other articles:

*P17*: **HotfireLegend** of RPG Maker Web

Many thanks to the members and staff of RPG Maker Web for their support, and the entire RPG Maker community for providing the content we rely on. You're awesome.



# HBGAMES.org

The EZine!

[www.hbgames.org](http://www.hbgames.org)

*Advanced RPG Maker* is still getting off the ground. Until more issues come about, if you liked this issue, you might want to check out our sister publication, *HBGames.org the eZine*, which has been running for many years and is created by the same team. While *ARPGM* is an overview of the entire online RPG Maker community, *HBGames* on the other hand is a compendium of the latest releases at [HBGames.org](http://HBGames.org), a general indie game making website that happens to specialise in RPG Maker. It's more casual, and doesn't focus on any particular engines. *Issue 19 due May 1st 2014.*