

# ADVANCED RPG Maker

Tutorials, News and Reviews

Issue #3 June 2014

RGSS alternatives

Micro-Mapping



# Win \$10,000

The Humblest of contests

# ADVANCED RPG Maker

## Welcome!

Hello faithful readers and newcomers and welcome to issue 3 of *Advanced RPG Maker*, your monthly roundup of the best, most challenging, and most intuitive goings on in the Internet-wide RPG Maker community.

In this mag you'll find guides and articles about RPG Maker, screenshots of fantastic games being made around the 'net, and useful links to all kinds of places specialising in RPG Maker.

If you want to take part in the development of the magazine anybody is welcome. Visit [arpgmaker.com](http://arpgmaker.com) for more information.



### On the Cover

The cover features promotional artwork from during the RPG Maker Humble Weekly Bundle.



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PDF and PNG editions available at [arpgmaker.com](http://arpgmaker.com)

# Humble Bundle



For one week last month (and currently continuing in the Humble Store) RPG Maker has been available very cheaply as part of the Humble Bundle. Primarily for charity, the bundle allows customers to put forward whatever they want for items, in this case copies of RPG Maker VX Ace, RPG Maker XP, various resource packs and downloadable content, and RPG Maker games.

The RPG Maker bundle blew out of the water most bundles before it racking up a huge amount of money, of which a cut went to charity, some to RPG Maker, and some to the Humble Bundle (the amount of each one is decided by the people buying it).

In total they raised a whopping:

# \$1,548,222.31

With a total number of 182,078 purchases made.

*Advanced RPG Maker* therefore would like to welcome the potential 180,000+ new users of the software; we're sure you'll fit in just fine.


The charity aspect of the *Humble Weekly Bundle: RPG Maker* raised funds for IndieCade Foundation and Child's Play, in amounts decided by those purchasing the bundle.

The Humble Bundle, Humble Weekly Sale, Humble Store and other promotions take place regularly and you can find more information at [www.humblebundle.com](http://www.humblebundle.com).



**CSCA Dungeon Tools** is a fantastic script at [RPGMakerVXAce.net](http://RPGMakerVXAce.net) created by **casper667**. As the name implies it adds a variety of dungeon tools to your game, some of which are vital for many systems, such as a reset feature which resets a map including all self switches. Other features include arrow, bomb, hookshot and boomerang tools.

# Door to Hell



The *Door to Hell*, Turkmenistan, is a natural gas field in Derweze. Thought by Soviet scientists to be a substantial oil field, a drilling rig was set up in 1971, but the rig soon collapsed into a wide crater and disappeared. Large quantities of Methane Gas were released and in order to prevent an environmental catastrophe, the scientists set fire to it to burn it off. The fire has been continuously burning for over 40 years, still going to this day, creating this stunning landscape. It's one of many "eternal fires" in the world.

The idea of a door to hell, or hellmouth, has been prevalent in games and film, particularly so in *Buffy the Vampire Slayer* where the concept is slightly different, being a place where the join between dimensions is apparently weak, leading to a focal point of supernatural activity. In the end of the series however a crater is seen over Sunnydale which resembles the Door to Hell.

This kind of area would be well suited to an RPG game and there are many tiles in the RTP that would work well in this purpose, even if it's not a drilling disaster that caused it to appear.

The key to such a map would be what makes the Door to Hell itself so special - the stark contrast between the normal enough landscape and the fiery crater lurking beneath the surface, plus the perspective compared to people above.

## RGSS2.2014

RGSS2.2014 is an ambitious project by ???nObdY??? of RPGMakerVX.net. It is a project aimed at improving RGSS2 without compromising the integrity of scripts - better functionality, error reduction, and more usable, while still keeping up compatability with existing scripts.

The system provides a utility for scripters by adding extra methods, modules and classes to prevent them having to recreate what has been done before and reinventing the wheel.

Current innovations include a script which prevents the "file missing" error from being a game crashing bug, support for a console window, and various other fixes.

## Clockwork RGSS

In a similar vein but insanely ambitious, avarisc of HBGames.org's *Clockwork RGSS* is a replacement script package for RPG Maker (XP, VX or VX Ace), not depending on any specific RGSS, which makes RGSS more expandable. Built on core structures such as mouse, keyboard, gamepad and network support, it is in early development.



# SUBMISSIONS

Please be aware that from the next issue onwards the submissions process for *Advanced RPG Maker* shall be a little different. It's all going to be explained in more detail at [arpgmaker.com](http://arpgmaker.com), but briefly we'll try and explain here. The basic principle we're going for is *crowd generation*. Rather than one person writing an article we shall create threads (anybody is able to) and use those threads to come about a final article by the end of it.

It might work, or it might not! - but it'll be fun to find out nonetheless.

If you have anything you want to submit - an article, an idea for an article, or just a suggestion of any kind, you can open a thread in the new board that has been created. From there it'll be fine tuned by other members of the community until we end up with a solid, robust article taking in multiple opinions and discussion.

You can access the board by:

- Going to [arpgmaker.com](http://arpgmaker.com)
- Clicking "Advanced RPG Maker Magazine"
- Clicking "Submissions (Crowd Generation)"

Any registered member is able to create or comment on topics in the board. Registration is free and simple (you'll become a member of HBGames.org in the process as [arpgmaker.com](http://arpgmaker.com) is a subsection of it).

Have no fear, if it doesn't work out we'll be back to normality by issue #5.



# RGSS: Using functions in events

Quite often when it comes to working out how to extend the functionality of events to create new systems the answer is to script it. But how do we communicate between the RGSS scripting system and the event system?

In short we create functions and call them in various places.

Firstly we'll look at an example of where it might be needed. The following script gets the time from the computer the game is ran on.

```
class Interpreter
  def real_time
    time = Time.new
    return time
  end
end
```

We place it in the Interpreter class such that it can be called by event interpreter, itself an instance of the class.

By using the return keyword we send the value of the "time" variable to whatever called the real\_time function.

There are two key event commands which can use this function we've created. The first is call script.

@> call script:

```
$game_variables[1] = real_time
```

This would set the first game variable to be the real time, and we can subsequently use it to control conditional branches in the event system. There is a more useful area we can use it however and that is

to insert it straight into a conditional branch. We do this on the last page, *script*, and simply enter a scripted equation, such as:

```
real_time == 123456789
```

This runs the conditional branch if the equation is true (so if real time does equal 123456789). Possible uses are in a real time day/night system or other such utility.

Some tips:

1. Any positive integer is true, negative or 0 false.
2. == is comparative, whereas = is assigning.
3. You can control variables using scripts too, there's an option for it in the editor.
4. If you want to check a range of variables, such as checking whether any of the party have a skill, you can use the *any?* method. For example in your conditional branch in the script box you may have:

```
$game_party.members.any? {|actor|
  actor.skill_learn?($data_skills[2])}
```

In the above scenario the conditional branch would run if any of the actors in the party have learned skill number 2. *Many thanks to Shaz*

5. If you want to call an event command without using the event buttons you can find their code in either Interpreter (RGSS) or Game\_Interpreter (RGSS3). There are some functions which aren't usable from the editor!
6. Search within a script using Ctrl+F. Search within all scripts using Ctrl+Shift+F.
7. For find/replace tools use notepad.

# RPG MAKER VXACE Community



A selection of the best screenshots from  
[rpgmakervxace.net](http://rpgmakervxace.net)



pxlgraphic



SGITC du Brëuch



Tsarmina



flarify



Wendell



HumanNinja



Feldschlacht IV

# IRC

A fair few RPG Maker oriented chat rooms exist on the Internet, accessible via IRC. You can use a client such as Hexchat, MIRC or Chatzilla, or you can use a browser-based service available on most of the respective websites.

**#hbr** - joint channel of **HbGames** and **RPG RPG Revolution**, network: irc.synirc.com (browser client at [www.hbgames.org](http://www.hbgames.org))

**#rpgmaker** - RPG Maker based IRC channel, network: irc.synirc.com

**#rpgmaker.net** - channel for **RPGMaker.net**, network: irc.synirc.com (browser client at [rpgmaker.net](http://rpgmaker.net))

**#rmrk** - channel for **RMRK**, network: Snoonet (accessed at [irc.rmrk.net](http://irc.rmrk.net)), (browser client at [RMRK.net](http://RMRK.net))

## Back Issues



If you enjoyed this issue and want more, or you want this issue in a different format to that which you downloaded it as, you can find all copies in both PNG and PDF form at [www.arpmmaker.com](http://www.arpmmaker.com) - just click the magazine link at the top and you'll head straight into the directory where you can pick an issue to read and discuss.

# Risky Decision?

For the last week the most expensive version of RPG Maker, *RPG Maker VX Ace*, has been available essentially for free on the Humble Indie Bundle. Will the choice pay off for Enterbrain?

At time of writing, over 181,000 copies have been sold via the Humble Bundle, for an average price of just \$8.50. (That's actually quite high for the Humble Bundle). Buyers were able to pay anything they like however, from \$0.01. That money is split between the developers, charity, and the Humble Bundle itself for admin purposes, each split decided by the buyer.

Now, on the one hand, they are essentially giving RPG Maker away for free. A weird choice perhaps, but we now have many thousand new users of RPG Maker, joining it from a positive storefront. They have paid very little for it, have some neat DLC to go alongside it, but still have a long way to go.

## Humble Weekly Bundle

We're probably overdue a new RPG Maker. I don't doubt it'll be announced within the next year. That's 181,000 users who now have a better system to move up to and buy. Even if they don't, they've been handed some great DLC, getting them used to the idea of downloadable content for RPG Maker... but still have a lot left to buy. There is also bonus content from RPG Maker Web's premium subscription content.

Giving it away for "free" is a great way to get new people interested. That RPG Makers 2000 and 2003 were pirated so much and so readily available made them huge in their time. But every new free user is also a new loyal customer who is likely to pay in the future.



# Micro Mapping

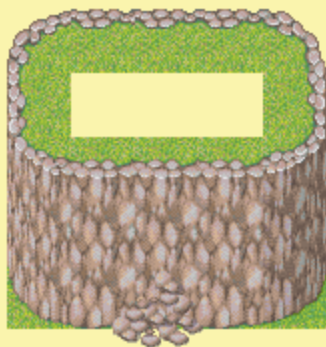
Micro mapping is a method of tileset generation using pre-made tiles. It is the step between tile mapping and parallax mapping in RPG Maker. To micro map you first take an existing tileset, such as those contained in the *RPG Maker XP RTP*. For this example I have chosen the 004-Mountain01 tileset. I am mapping scree - fallen rocks on a mountainside from erosion and such. There are some tiles premade for this but their square nature makes them repetitive if used for this purpose.



Step one is to break these tiles up into smaller tiles. Basically you are creating the tileset that you map your tiles from - micro mapping.



I mapped these along the side of a cliff face to get a nice collection of rocks at the base.

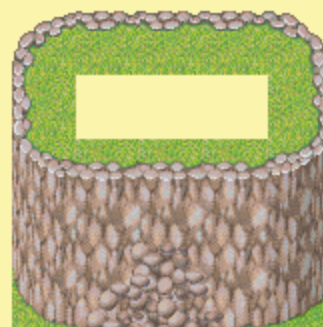


I then erased the cliffs themselves to be left with my tiles.

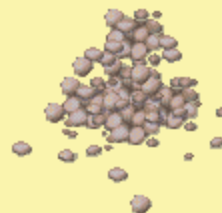


For filesize conservation it is best to, if possible, conform to the 32x32 grid, so I would align these as best as possible within this grid on my tileset.

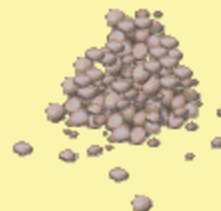
The key purpose of micro mapping is to ensure that tiles look fluid and natural while still being reusable structures. You want to have large clumps of stuff, such as scree, with smaller tiles to scatter around them, such that each pile looks unique. You can also create more piles of the same thing for more complex maps.



Here, my tiles look a little odd. It's hard to see properly as they blend into the background. On deleting the background I can see the problem:



Some rocks are floating in mid air or on top of others in the wrong order. I filled in some gaps and tried to make it more fluid. The result is not perfect, but looks alright, and better than using a limited number of tiles.



In the Resources section of [arpgmaker.com](http://arpgmaker.com) is an example of a micro mapped road tileset, though this method can be used for many purposes.



The map above shows the effect that micro mapping can have on world design. Here, the road has been created by micro mapping with bits taken from an existing path tile from the *RPG Maker XP RTP*. There are in fact very few individual tiles at play, but the feeling given is that it's been designed as the whole path rather than as a bunch of unique tiles. The whole path feels more natural, weathered, and fits the scenario better than simply placing down the tiles from the RTP.

The bridge here is a further example of micro mapping, being made by turning the RTP bridge into individual "tiles" or sections, and placing them together in the humpback arched bridge shape shown here. The effect is a bridge which fits the setting but is also slightly different to other nearby bridges, enhancing the area significantly and reducing the feeling of repetition, even though the same tiles are being reused.

The key, however, is that even the bridge remains usable as individual tiles, and different sized bridges can be created and in multiple. This is much different to

parallax mapping where each map has it's own scene, and only one scene, not generally reusable. In micro mapping we are mapping tiles which can then be used to map normally - the key being we can still map and using the tiled editor.

Have a play around and have fun coming up with new combinations of old tiles. Sometimes preexisting tiles can look great in a new set up. This cannon, for example, while seemingly more intricate, is built up of small parts of existing tiles from the RTP.



Micro mapping is more difficult in VX, VX Ace, 2000 and 2003, in that tilesets are of a limited size. This is tricky and getting the right tileset made can lead to difficult choices. Parallax mapping or using events as an extra layer can improve this, but the *RPG Maker XP* map editor is much preferable for this kind of editing.

# High Fantasy Update

RPG Maker Web are doing a good job of building up a repository of cheap materials for RPG Maker games on their online store. Add them all up and you'll spend a relative fortune but, looking at the costs of this sort of thing in the actual gaming industry, 'Web are providing stunning materials for next to nothing. It's a good business model, and fair play to them, but we have to ask again: are they any good?

The latest, or rather the latest to be updated, is the High Fantasy 1 Resource Pack. They've certainly made it *look* appetising, with its unrelated cover art.



Actually, it's not that bad, for what it is. Some of the art does not match up very well, but there are enough assets to make a decent game, and some of it does tie in well with the RTP with a bit of work. It's not exactly tailored graphics for a set game, and clearly it's not the best it could be, with many errors and small problems, but you'd expect that for the price. Certainly compared to a lot out there the screenshots would compete with some of the best RM games. In short, *could do better*, but *worth the price*. It's a good starting point to build your own graphical set from, which is what any resource pack should be.





# EasyRPG

If there was ever an award for most asked for system for RPG Maker, it'd be joint between online functionality and cross-platform working.

EasyRPG is a project to create a free RPG creation tool similar to RPG Maker, to such an extent that it can play RPG Maker games. The purpose is to provide a simple way to be able to use RPG Maker games on multiple platforms, greatly increasing the availability of games created with the software.

## EasyRPG Editor

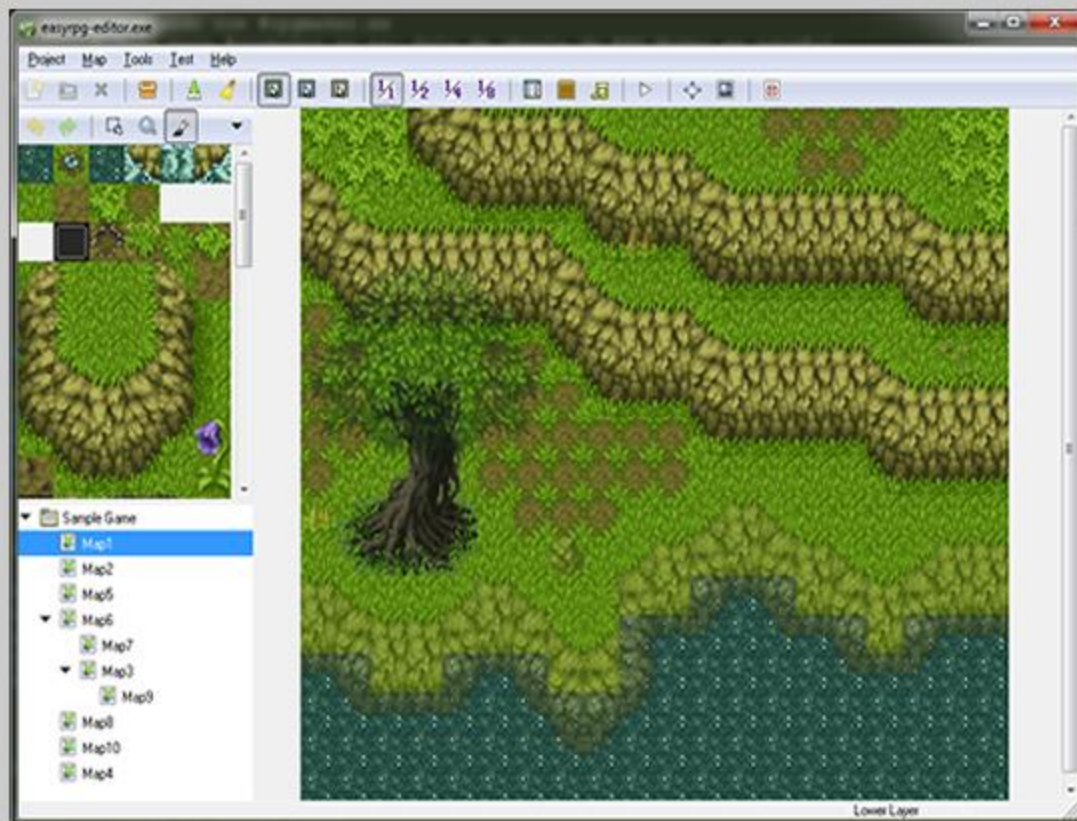
The Editor is a program with a user interface designed to design RPG games. With a map editor, database window, event system and map property systems, it is essentially a clone of RPG Maker.

## EasyRPG Player

The Player is an application to run games created using the editor. It can also play RPG Maker 2000 and 2003 games directly. The player is highly portable being able to run on GNU/Linux, Mac OS X, video game consoles and mobile phones. This is a stark contrast to the limited viability of RPG Maker 2000 and 2003 themselves, which are only available on the Windows platform.

EasyRPG is free and open source and the creators welcome contributions from programmers, artists, testers and translators.

You can find more information at [easy-rpg.org](http://easy-rpg.org).





# RPG Maker VX Community

RPG Maker VX .net is a community revolving around RMVX (and now VX Ace). One of, if not the first VX websites created, it centres around a bustling forum. Characters such as Bizarre Monkey, ??NoBody?? and Neosky and MacysHero roam the joint, and the community has created such games as Trial, Cyberdrive, and Just Beneath the Skin.



*Just one of the stunning shots from Trial, by TrialJin*

The site holds quarterly contests which focus on one area of expertise per quarter. Monthly contests have just started up, of which the first is currently taking place, a screenshots competition.

Fur the future plans revolve around these contests and keeping the site a friendly, incredibly lenient environment. The site functions as somewhat of a haven for people who cannot visit, or do not like the atmosphere of, RPG Maker Web, and is no longer strictly VX oriented, with new VX Ace boards.



*A map of ambiguous sort by LightningEdge*



*DizzyInc's Just Beneath the Skin*

Historically it's always been one of the big RPG Maker sites - before RPG Maker Web appeared it was *the* busiest and still remains largest in terms of total members. We're sure it will stay active and keep it's current form for a long time.

You can visit the *RPG Maker VX Community* by going to [www.RPGMakerVX.net](http://www.RPGMakerVX.net).



*Cyberdrive Ninja, by Rgangsta*

# Massive Contest

Throughout June, RPG Maker Web are running the biggest RPG Maker contest ever seen, with some stunning prizes. The task is simply to create your dream game in the space of a month.

The 2014 Indie Game Maker Contest is an open competition which you'll find information for at [contest.rpgmakerweb.com](http://contest.rpgmakerweb.com). The deadline for submissions is June 30th, 11:59pm UTC.

There are 11 prize packages up for grabs, including:

## Grand Prize

- \$10,000 in cash
- Humble Store inclusion
- Featured on the Humble Mumble blog
- Featured on the Official RPG Maker Blog
- Publishing support
- Promotional video from Ethron Productions
- 20 hours of commission work
- Featured on RPGMaker.net
- Judge Reviews

Other prizes range from \$500 to \$2,500 in cash amongst others, and there are many opportunities to win. This is going to be big.

*Advanced RPG Maker plan to run a contest at some point in the future. We're always open to ideas. The prizes won't be quite of the same calibre, but they'll be worthwhile all the same.*

# Aliasing

## What is aliasing?

Aliasing allows you to give a method or variable a second name. For example, you could create an alias of `show_text` called `show_text_2`, and calling `show_text_2` would simply run `show_text`.

## What's the point?

In RGSS you can overwrite methods and variables at will. This does not overwrite the aliased method. So, if you alias `show_text` to `show_text_2`, but then overwrite `show_text` with a new method, you can still access the old method via `show_text_2`.

## How do I alias?

You can alias a method or variable using the **alias** keyword. For example:

```
alias :show_text :show_text_2
```

When aliasing a method you can use the `alias_method` function:

```
alias_method :show_text :show_text_2
```

## Why should I alias?

It is good practice to alias any of the default RGSS functions you intend to edit, as this aids compatibility and makes code much more readable. It also reduces the amount of copied text.

## What is the difference between alias and alias\_method?

That's an interesting question, and written up here far better than we could in this space:

[ruby.about.com/od/qa/ss/What-Is-The-Difference-Between-Alias-And-Alias\\_method.htm](http://ruby.about.com/od/qa/ss/What-Is-The-Difference-Between-Alias-And-Alias_method.htm)

Far from us saying "just Google it", the above is an interesting read regardless.



Four games are available to download in RPG Maker Web's Free Games Bundle 2. Other than to give more exposure, we're not entirely sure the point - they're *free games*. 'Web's bundle includes Aetherion, Homework Salesman, I Miss the Sunrise, and Visions and Voices.

Here's our version if we were to compile one. The games can be downloaded at their respective websites.

## ARPGM Free Games Hitlist



Super Mario RPG:  
the Starlite Worlds  
*udivision,*  
*HBGames.org*



Menagerie  
Bizarre Monkey,  
*RPGMakerVX.net*



Manifest  
*sbethune81,*  
*RMRK.net*

# Looking Back

# Balmung Cycle



An outcast god consumed by despair threatens to bring the world of Midgard to its knees. Aided by a ragtag group of volunteer soldiers-of-fortune and a small loyal following, he aims to establish his kingdom once more. When reason and diplomacy with the outcast deity fail, the Aesir god Loki prepares to make a final bid to halt the ambitions of the heretic. What will become of the world should he be unable to succeed?

You are Blitz Ymir, a disconnected servant to the Aesir. The god Loki has offered you a limited freedom if only you were to complete a simple task in his name. When past obligations become personal choice, will you choose to live a menial life or continue to take up the sword in the name of the gods?

Well what can I say about this truly classic, well polished and established game that hasn't already been said? Not

written by Tau

always the rpg it is now, this game was initially established as a battle system tech demo going by the name Balmung Chronicle for a small competition held at the old Gaming World forums called Code Off. I don't think it won sadly but to everyone who tried it, it was quite an impressive feat.

Intrigued by what he'd created Magi went off to try and make a game based around the systems he'd coded within Rm2k3. Having mentioned early on Magi had decidedly taken some inspiration while creating the story and mythos of his game from Norse Mythology. Though not particularly used a lot in the community, Norse Mythology has widely been used for many famous commercial projects such as Valkyrie Profile, Final Fantasy, etc.

My experience with this game started WAY back when



it was called Balmung Chronicle, almost a completely different game to what finally ended up being what it is today. You started out breaking into a prison to free someone, quickly being shown the mechanics that had survived from the code off early on. To this day even though it doesn't quite compare to the final product, I do still enjoy playing it's old incarnation from time to time. Balmung among others taught me a lot about actual game design, progression of story and variety in what typically doesn't show in most rpg maker games, even today.

The story was well made, gameplay properly applied and just a very consistent feel from start to finish and I wish more games were like it.

Side note, if it wasn't for this game the ever so popular Forever's End might never have existed!

**Name:** Balmung Cycle

**Author:** Magi

**Engine:** RPG Maker 2003

**Location:** [rpgmaker.net/games/471](http://rpgmaker.net/games/471)



# Honorable Mention: Fallenwood



Aran Du'Harris attacks the foe...  
Furuk 3 damage dealt!

(Fallenwood is pretty much an attempt at making a Western-style open-ended RPG within Rpg Maker.)

Fallenwood comes as close to a western cRPG experience you'll likely get with the Rm2k. There are optional side-quests, dialog-trees and the feel of the demo reminds me of older Bioware games like Baldurs Gate. There are no random battle encounters, the bane of most JRPGs, and the whole thing has a very polished feel. Sadly, after you leave the first village and the woods there's not much you can do anymore and you'll get stuck.

## Editorial: Newbie Friendly?

Sitting here called **Advanced RPG Maker** as we are, we're possibly furthering the idea that RPG Maker is an elitist club that you need to know everything about before joining, as shown in a topic on RPGMaker.net. That couldn't be further from the truth.

As game engines go, RPG Maker has the largest and friendliest community of absolute support forums, in my opinion. By that I mean websites where you can ask the silliest of questions and expect a response every time from people who are always willing to help. Be it at **arpgmaker.com**, where we maintain support boards for all aspects of RPG Making, or at **RPG Maker Web**, where it is their *job* to help you, or at any of the other RPG Maker websites on the Internet, there is no shortage of friendly support available making RPG Maker the most newbie friendly game making software around, by a long shot.

As with any community there are different people, and some will get frustrated at seeing seemingly silly support topics pop up. That'd happen anywhere, and we just have to ignore those types and focus on the support at hand.



# HBGAMES.org

The Ezine!

Our sister publication, *HBGames the eZine*, has just released its 20th issue, and the first time it's consecutively managed six months in a row. It began life as RMX.net the eZine back in 2005 and gradually grew into what it is today, an eZine for the online game making community and support site HBGames. Issue 20 unveils the HBGames.org Game of the Year, in which several RPG Maker titles were contenders.



## CONTEST

World cup fever has struck, and anywhere you move you cannot get away from it. - Including here! (Sorry.)

To get in on the footballing action we're holding a mini-contest this issue. The task is to create something football related, be it a mini game, a resource, a script, or a short story. Post it to **arpgmaker.com** (with a license for it's use if applicable) before July 10th 2014.

The best will be featured in ARPGM issue #4 in July, and the top entrant will win a selection of games from the Humble Bundle.

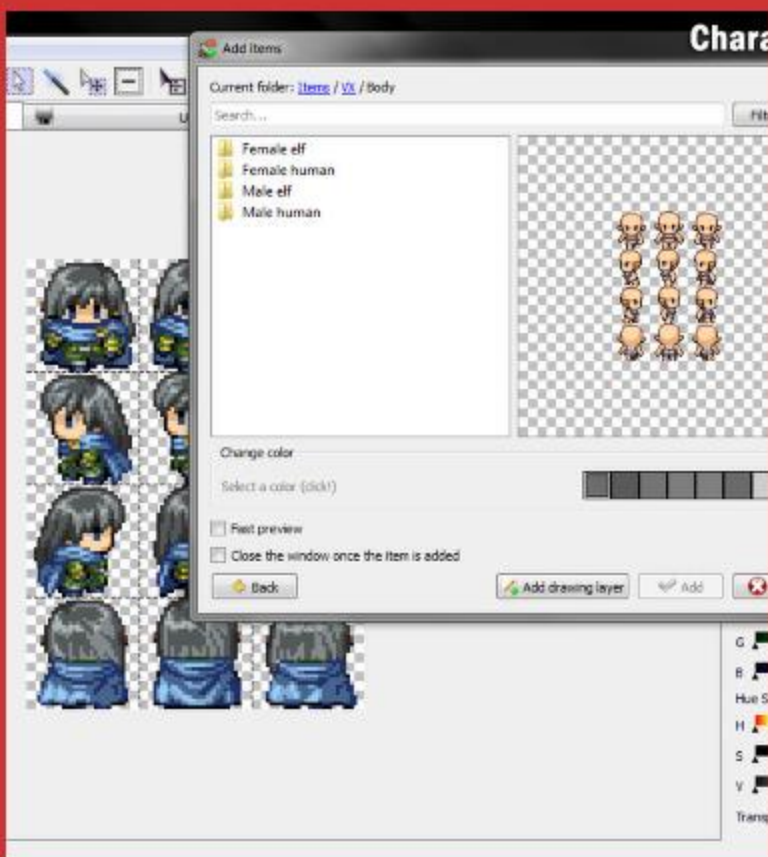
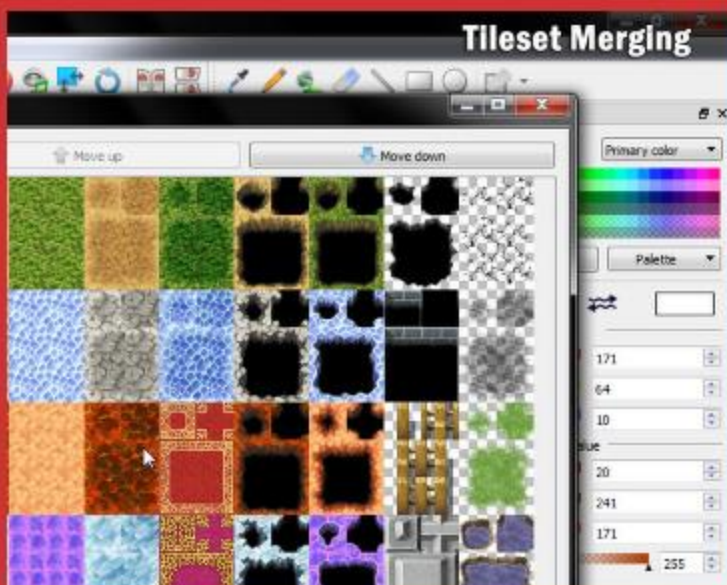
# Game Character Hub

A new product has appeared on RPG Maker Web's store: *Game Character Hub*. At \$15 it's relatively cheap, we presume, but is it worth it?

Setting itself out as a graphical editor, *Game Character Hub* is mostly a trumped up character generator like that found in *RPG Maker VX Ace*. It is probably worth it's cost for the graphics, although these are going to quickly become overused and the norm around the place which will put some off.

Despite saying it is ideal for tileset creation you can't actually edit tilesets in the program. Had I not acquired it via the *Humble Bundle* I would be tempted to ask for a refund for this very reason. *Game Character Hub* is just for creating characters, its tileset functionality is limited to one function, which merges tilesets together. This might be useful... if it worked. We tried using it to merge every XP tileset together. A useful tileset merger would remove duplicates; this just puts them together end to end, and fails even at that - it left us with many tilesets completely blank and a useless file at the end of it. I'm sure somebody will find it useful but this could have been done in *Paint*.

So, despite its flawed tileset work, is its character generation any good?



Frankly, yes. Firstly we have the ability to convert between XP and VX character styles which is infinitely useful. It's about time we had a tool dedicated to that from *Enterbrain*.

Creating characters is a trumped up character generator, but character generators are useful. In this one you have unlimited layers to work with and the ability to tweak and position things. Also, extremely useful is a palette editor - making recolouring a breeze. The potential for unique casts of characters here is huge.

The graphics included are nice, and there is considerable variety.

In short, don't even touch it if you're after a tileset editor. But you may enjoy it's useful character tools.

# RPG Maker Directory

Website	URL	Posts (if app)	Members	Founded
Advanced RPG Maker at HBGames	arpgmaker.com	789,247	41,131	2004
Amaranthia	amaranthia.com	7,038	-	2012
Chaos Project	chaos-project.com	175,994	10,285	2008
Charas Project	charas-project.net	371,824	61,116	2004
Creation Asylum	creationasylum.net	293,092	39,904	2004
Game Development Unlimited	gdunlimited.net	80,735	21,760	2006
RPG2Knet	rpg2knet.com	9,414	409	-
RPG Crisis	rpgcrisis.net	984*	805*	-
RPGMaker.org	rpgmaker.org	12,694	307	2013
RPG Maker at Neoseeker	neoseeker.com/forums/22121	99,670	-	2005
RPG Maker Magazine	rpgmmag.com	144,581	745	2005
RPG Maker Network	rpgmaker.net	252,782	-	2007
RPG Maker Pavilion	pavilionboards.com	596,536	1,005	2004
RPG Maker Resource Kit	rmrk.net	484,133*	26,246	2004
RPG Maker VX Community	rpgmakervx.net	547,944	109,318	2008
RPG Maker VX Ace Community	rpgmakervxace.net	170,892	31,441	2012
RPG Maker Web	rpgmakerweb.com	267,753	32,617	2012
RPG RPG Revolution	rpgrevolution.com	-	-	-
Save Point	save-point.org	36,155	4,800	2005
Steam RPG Maker Community	steamcommunity.com	-	-	-

*Foreign language sites (please note this is only a limited selection)*

Comunidad RPG Maker (Español)	rpgmaker.es	58,562	5,711	2007
Twierdza RPG Maker (Polski)	rpgmaker.pl	44,246	1,033	2006
RPG-Atelier (Deutsche)	rpg-atelier.net	-	-	2003
RPG-Maker.fr (Français)	rpg-maker.fr	534,862	-	2007
RPG-Maker Quartier (Deutsche)	rpg2000.4players.de	1,128,452	74,987	2002

# Thanks for Reading!

We hope you've enjoyed this third issue of *Advanced RPG Maker*.

Issue 3 is always the tricky one: the first issue is out of the way, and the hype has died down. Thankfully we made it through alright! Issue 4 is due around the same time next month, mid-July.

## 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 [arpgmaker.com](http://arpgmaker.com) and 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.

*Good luck England tonight, and all the other teams in the football World Cup!*

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

### CREDITS AND THANKS

Producer and editor: **Amy**

Other articles:

*P15: Tau*

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.

### Corrections and mistakes

In *HBGames the eZine* issue #12, April 2013, we ran an article titled *Who Killed RPG Maker?* in which we put forward the idea that RPG Maker is dead and that something needs to be done about it. Happily over the year-and-a-bit since, much work has been done by Degica, RPG Maker's English marketing liason. With the official forums at RPG Maker Web, contests, bundles, blog and all kinds of special offers and new content releases there has never been a better time to be in RPG Maker. I'd go as far as saying we're in a new golden period not seen since the glory days of pre-2008. RPG Maker is big again, and certainly didn't die. Who killed RPG Maker doesn't matter, but we can all thank who saved it.