ADVANCED
RPG Maker

IT'S HERE

RPG Maker MV Preorder Special!

WELCOME TO THE FUTURE

In quite possibly the worst example of journalistic prediction since Michael Fish proclaimed there will definitely not be a hurricane, we missed the mark in Issue 4 of Advanced RPG Maker. So much so that right as we released the issue, the staff at RPG Maker Web were making their own announcement: the opening of the preorder of RPG Maker VX, rendering our issue outdated and underwhelming. (Or just whelming. Can you be whelmed? I think you can in Europe.)

WHAT WE KNOW

RPG Maker MV will be released not in 2016 as we predicted, but in 2015. In about a month's time, in fact.

MV is available to preorder right now, and will cost $79.99 - at the moment you get 10% off and some other preorder bonuses.

In this brief mini-issue, we are going to take a look at the preorder of MV, its demo, its content, and fill you in on everything we missed in our guide in issue 4 of *Advanced RPG Maker*.

Thanks for reading!

PREORDER BONUS: MEET THE CAST

While the default cast of RPG Maker titles are there to show you how to set up a game, those on the cover art are usually more for inspiration, to show you the kind of characters you could create. For the first time ever, however, the preorder edition of RPG Maker MV will come with renditions of the cover art characters, including both character sprites and animated sideview battlers used in the new battle system. And, as you can see to the lower right, we'll get standard front view battlers too, looking spectacular as always. The quality has really improved in every RPG Maker!

The RPG Maker Web forums are having fun finding out about these characters - we will leave this up to you guys - wouldn't want to spoil everything!

THE DEMO

On the preorder page, if we scroll down and wait for it to load, we are greeted with a live demo of an RPG Maker MV game in HTML5/JS form.

It works with the mouse, keyboard, or touch - on any device: it will run on a Kindle Fire albeit a bit slowly (the fault of the device not the software!).

We are given basic features such as pathfinding, where the player walks towards a spot clicked on. We are shown the message windows, which have timed messages for complicated conversations. We have a brief view of the menu, with just four scenes, but this includes an options menu, showing us we can change things such as the speed of the character. There is plenty of scope for our own additions via scripting, of course!

We get to roam around and talk to a mix of characters. Some are from the new RTP, some are old favourites (such as Ralph), and some are from the cover set which we will talk about later.

The main thing to get from the demo is that we will have two types of graphics in this maker: fantasy style, as in RPG makers of old, and a modern / futuristic set, including the tiles for the industrial complex shown in the demo. There will be battlers, characters, and every other type of graphic for both sets.

PREORDER BONUSES

Free Resources

Amongst 37 plugins created by some of the best of the RPG Maker world are a bunch of free resources for your games.

Project Convertor

You'll receive Shaz's Ace to MV Project Convertor. While it can't convert scripts due to language differences, it will do most other things, helping make the transition easier.

Essentials Set

Wonderful music, tilesets, expressive face sets - all on top of the "RTP" resources already coming with the engine.

10% Off

By preordering you get a little off the price, which is already quite low.

*Tirawrmisu by BunWolf Games. Made in Ace and converted to MV for test purposes.

JAVA SCRIPT

Learn Javascript

At our forums, found on our official website at **www.arpgmaker.com**, we have set up a zone for those learning Javascript, to help in the transition from RPG Maker VX Ace to MV. We're all in the same boat, all new to the engine, though many have been working with Javscript for a considerable time outside of RPG Maker.

Other sites of course, including RPG Maker Web, offer similar communities, each learning the new language and the new style of game making.

Hacks Realised

We have succeeded in adding code to the game demo (it's not as dodgy as it sounds, you can do anything with html client side) - we went as far as adding a box containing our forums, providing an in-game messaging system albeit very basic. We are going to be able to do so much more with the system MV uses. This is the biggest game changer since RPG Maker XP introduced Ruby scripting over a decade ago.

More Info

See our much longer article on RPG Maker MV in issue 4 of *Advanced RPG Maker*, available at **arpgmaker.com** for more information on the engine and its potential.

At the moment our views have been overwhelmingly positive - be sure to see a more balanced review once the engine is released and we've had a good play.

Up until now we have never had official resources for the cover art characters of an RPG Maker release - but we have plenty to choose from! Our favourite is those seen on the front of *RPG Maker VX*, which features great character design. The image was used in the logo of lost site *RPGMakerVX.net*, and features characters with a variety of interesting weaponry and outfits.

USEFUL RESOURCES

Tiled

Tiled is a map editor that will be compatible with RPG Maker MV. You can download it from www.mapeditor.org for free. It is the means of creating 16x16 or 32x32 maps in MV, and therefore the gateway to allowing use of purchased tiles from RPG Maker Web that are not immediately compatible with MV.

W3 Schools

W3 Schools is the web standard site for absolute beginners to Javascript.

Proboards

Proboards is an old, but really simple, web forum software. Free and quick to set up in seconds, it offers an instant interface for editing a premade software using Javascript, which is what we will be doing in MV.

Wikipedia

It may be useful to research WebGL, as that is the graphics library that MV will be using. Wikipedia provides useful articles on this.

RPG Maker Web

The preorder thread on 'Web, though busy, can be a good source of news and speculation on the new engine - just take everything with a pinch of salt.

What is Advanced RPG Maker?

We are an online distributed magazine based on the English RPG Maker community around the web. We showcase projects from websites such as RPG Maker Resource Kit, RPGMakerVXAce.net, HBGames or RPGMaker.net. We provide tutorials, guides, reviews and other information, and aim to be a good source of knowledge in building your ultimate RPG game.

Issues 1 to 4 are available at **arpgmaker.com**, a subsite of HBGames.org, an indie game making community.