ADVANCED
RPG Maker

Making an MMORPG

Misao Awards

Amber Throne
It's finally here!

Introduction

Hello, and welcome to *Advanced RPG Maker*. This is our sixth issue, and our first since the release of the much awaited *RPG Maker MV*. We've got the latest games, the coolest scripts and plugins, and a collection of tutorials and guides, plus an insight into the happenings of the worldwide RPG Maker community.

This time around we have some slight changes, mainly being that our sister publication, *HBGames.org the eZine*, is merging with us. We'll explain why, and what it means for ARPGM, later on.

What is ARPGM?

Advanced RPG Maker is a free online magazine published in image and PDF form. It is an overview of the global RPG Maker community, featuring news and spotlighting every English RPG Maker site (plus some in other languages). The online RPG Maker community is enormous and spans much further than just RPG Maker Web, although the latter is now the most popular RPG Maker website ever. RPG Maker is booming.

Submissions

Advanced RPG Maker is largely the work of one person, with submissions welcomed from all. If you have anything you want to add, just send it in, you'll find us around the web or at **arpgmaker.com**.

Thanks for reading,

Princess Amy

Contents

HBGAMES PRESENTS

We're changing a little in this issue. Allow us to explain ourselves.

HBGames.org was at one time the largest English RPG Maker community. It began life as RMXP.net in 2004, and then RMXP.org between 2005 and 2009, when it was renamed.

Since 2005 the community has created an eZine, much like this one. It has spawned 24 issues so far, however its release has been as sporadic as ARPGM. It was the success of the eZine that led us to create ARPGM, but maintaining the two is a lot of work, and may be the reason we haven't been able to keep to a tight schedule at all. There is a feeling that both issues compete with each other unnecessarily for the best articles, when both are very much alike.

VS

HBGames.org the eZine is a magazine about and for the HBGames.org community. Advanced RPG Maker is a magazine about and for the global RPG Maker community. There are a lot of overlaps however.

Over time, HBGames.org the eZine has ended up shorter, smaller in format, and less content filled, while Advanced RPG Maker has been protected - kept the same size and length and the focus has been very much on this magazine, to HBGTE's detriment.

So we've made a decision. We are combining the two.

Why change a winning formula?

It's clear that it's not. Both magazines feature heavy intervals between issues, and we can't focus on both as much as we'd like.

Won't this just push HBGames above others?

We'll still feature other communities as much as we always have. If anything, the content of HBGames.org the eZine is largely the same as ARPGM: in past issues you'll find some interesting guides into how to create realistic rivers and coasts, how to design castles, and mapping tutorials. These would be the same if they were in ARPGM. The community elements however make up just a couple of pages when at the same size as ARPGM, and we're happy to give the same space to other communities should they wish to submit similar content.

Is this just an attempt to get people to visit?

Honestly, no. We've made a big effort to try and reduce the amount of HBGames content in ARPGM despite it being what we know most about. We could have made it a HBGames oriented thing from the start, but the global RPG Maker community is bigger than that.

What does this mean for ARPGM?

A few new pages with roundups of what's going on in the HBGames.org community, as we do for all sites anyway.

More articles, as we'll feature what would have gone in HBGTE including more tutorials and analysis.

For the most part nothing will change.

We're becoming *HBGames Presents Advanced RPG Maker*, but we're still the same Advanced RPG Maker you love. If we err too far in the wrong direction, we're more than happy to accept your feedback and make changes. This is your magazine.

Thanks for reading!

MISAO

Every year **RPGMaker.net** host what has become the worldwide awards ceremony for RPG Maker. It is an exciting time, with hundreds of games and game developers participating, and this year is no less spectacular with entries such as **April Was a Fool**, **Born Under the Rain**, or **Escalia** to wet your appetites. Voting is now open.

If nothing else, the awards represent a very good way of finding new games to play that are highly regarded but of which you may never have heard.

Typically one or two favoured games dominate, in 2014 this was **Oneshot** by matthew which has been downloaded 12,420 times and went on unsurprisingly to win the **Game of the Year** award.

Previous winners of the award include **Lunar Wish: Orbs of Fate**, **Star Stealing Prince**, and **Master of the Wind** (which was voted HBGames Game of the Year for 2008).

2014 Finalists

Best Storytelling and Direction
Oneshot

Best Character
Home (OFF fangame)

Best Selling
Oneshot

Best Atmosphere
Oneshot

Best Graphics & Artwork
Dreaming Mary

Best Sound & Music
Dreaming Mary

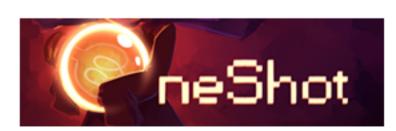**Most Technical Prowess**
Oneshot

Best Level/Dungeon/Puzzle Design
Oneshot

Best Gameplay Mechanics
Oneshot

Best Interface Design
HOME (OFF fangame)

Most Promising Demo
Stray Cat Crossing

Best Non-RPG
Oneshot

Game of the Year

Ditch the Autotiles

As this screenshot by Silhouette on DeviantArt shows, paths look so much more realistic when drawn using parallax mapping techniques rather than relying on autotiles.

Alternatively, some have created complex tilesets that are modular but create a similar effect, such as Amy's path tilesets at arpgmaker.com.

Can I make an MMORPG?

Earlier in the year Nick Palmer wrote an informative blog article urging people not to attempt to create MMORPGs. He is right, in many cases, and for good reason - it's difficult, it's expensive, and it's a lot of work. But that to me is not a good enough reason not to try something. I didn't feel the blog post adequately answered the question everybody asks:

Can I make an MMORPG in RPG Maker?

The answer is an emphatic yes. You can.

It is a lot of work, but then so is making a game. You have a lot to learn, most of it completely new and alien to you, but then you had to learn so much when starting your RPG Maker journey in the first place.

The more somebody tells me not to do something, the more I want to do it. MMORPG Making is no exception.

Does RPG Maker MV make it easier?

A thousandfold. You can make an MMORPG in RPG Maker XP through VX Ace. I have, and many others have. It is a difficult process however, and there are many pitfalls and ways of going wrong (which I also fell into). RGSS cannot use the socket.so file Ruby needs to really do it well.

RPG Maker MV, being based in HTML and JavaScript, is built for the web (but works well off it, too). There are already logical and standard ways of connecting to a server - because in most cases the game is already being hosted on one.

Creating an MMORPG is as simple as having a method of communicating between the game and a central database. There are a few ways to do this, and in this issue we will be discussing two of them.

Ajax

Ajax (asynchronised javascript and XML) is a method of inserting XML files within one another using JavaScript. In our case, one XML file is the index.html that runs our game, while the other is just a PHP file on a web server. There is a tutorial for this later in the issue. This creates a **passive** system.

Sockets

Sockets don't use HTTP, they use a different protocol - TCP for example - which means you send just bits and communicate in tiny packages. This requires a custom built server software on the other end to distribute this data. This creates an **active** system.

Active v Passive

In an active system, the server plays a big role itself, throwing out data to users that it thinks they should know, setting up player positions, and constantly streaming information about the world live.

In a passive system the server sits there doing nothing until the user specifically requests some information. For example you pick up an item - that information is sent to the server and the server deals with it and sends some information back. The server doesn't act on its own behalf.

There are benefits to both systems, and each is better for a different type of MMORPG.

Active systems are good for massive battles with multiplayer elements that require up to date information at all times, for example an on-map battle system that pitches players against each other on an epic scale.

Passive systems use much less data and are less resource intensive on the server.

You can, of course, create a passive system with sockets, as that's all HTTP is doing anyway; it is just hugely convenient that the HTTProtocol and Ajax have already been created, tested, proven and standardised.

What problems do I face?

Making an MMORPG is a lot of work. It is also potentially dangerous security-wise.

It is also difficult to maintain interest, requiring constant streams of updates and an active user base. Unlike offline games players can instantly see how popular your game is.

Connecting via Ajax

Because RPG Maker MV games run in a web browser and are hosted typically on a web server, the easiest way to connect to a database is through AJAX via the HTTProtocol that is already being used to display the game.

We can do this using a regular AJAX connection in JavaScript.

```
ajaxRequest = function(args) {

  var retrievedData = "";
  var parameters =
PluginManager.parameters('Ajax');
  var get_params = args[0];

  // create a new Ajax request
  var xhttp = new XMLHttpRequest();

  // This function is performed when a message is
returned from the Ajax request
  xhttp.onreadystatechange = function() {
    if (xhttp.readyState == 4 && xhttp.status ==
200) {
      // set var retrievedData to the returned
text
      retrievedData = xhttp.responseText;
    }
  }

  xhttp.open("GET", parameters['URL'] + "?" +
get_params, false);
  xhttp.send();

  // return the retrieved text
  return retrievedData;
};
```

Using the above function in a plugin we are able to easily connect to the web server and send and retrieve data. We use the script call:

$ret = ajaxRequest("variable=1&othervariable=2");

In this, we name our GET variables, and set them to values. This is typical of a web application.

We must clean these variables on the web server to protect against malicious data.

Back on the server itself, we collect these variables from the $_GET array and do something with them. We are in PHP now, so we can do anything PHP can do, and many online games are based in this language.

To send data back to the game we use the echo() function to populate the return string. In our example the $ret variable has been set to this data. What we do with this data is up to us. Perhaps it contains the word true or false, to tell us whether we have logged in successfully. Perhaps it contains an entire web page, allowing us to create in-game message boards, user guides and other services.

This can easily be the backbone of a passive MMORPG. We send and receive data and use it to create our world, a world dependent on what other players happen to be doing.

We need to use sockets to see other players live, but with this passive system we can create ghosts which look like the players and appear to be doing what they are doing. We just don't know *precisely* their position and such. We can still create an MMORPG, because the passive system is good enough to implement trading, turn-based battles, sim battles, auction houses, and even team-based dungeons. You just need a little imagination and the experience to pull it off!

Screen Effects

In RPG Maker MV we now have full access to the base scripts, including to the canvas itself which draws everything. Special effects can be applied to this such as that shown behind, RainyDay.js by Maroslaw, which is a general JavaScript function but which could easily be applied to an RPG Maker context. In the live version the raindrops slide down the screen with a realistic trail.

Daily Updates

One of the most captivating parts of an MMORPG, or even just a general, offline sandbox RPG, is the ability to have frequent updates. During the early days of *Adventure Quest*, Friday night was Launch Night, and featured a new item, quest or other release. Similarly Tuesdays on *RuneScape* promised an update, big or small. People stayed up all night waiting for the timer when the new release would come out, playing it before anybody else and collecting the new items for their characters.

With enough time, these updates can be even more regular. During the heaviest production stages of *Afar*, there was a chain of at least sixty days where each day had an update. These updates were substantial, and provided new valuable content. The experience however showed the pitfalls of such a release structure.

Never release unfinished content

It can be tempting to just launch anything just to meet the quota. Whatever you're working on, releasing it unfinished, with the promise that tomorrow, or the day after, will bring the full system or quest.

This can lead to dodgy, unusable systems, and a lack of proper quality control and testing. It also reduces faith in your ability to deliver good content.

Make content worthwhile

Adding a faceset won't cut it. Make it worth the player's time even if it is a very small update. Perhaps release one sole item, but one which has a boost or other ability for the player.

Continue making larger content

Your larger releases, while you shouldn't release them in tiny unfinished stages, can still be in the back of your mind, and updated daily, just in an offline form to be released when they are solid and polished.

Test everything

Even if you are updating your game daily with tiny bits of content, it is still imperitive to test your products. You don't want a reputation for Launch Night being a disaster every time due to unforseen glitches. Perhaps you made a typo when uploading?

Don't promise what you can't deliver

Don't guarantee daily updates if you might suddenly have to take a trip up the hospital, get a callout from work, or have other commitments. There's nothing worse than a Launch Night that never happens. Even if you let your players know in advance that it will be cancelled, it is underwhelming and a major put off to have regular content suddenly appear less regular. You can see that with our failure to maintain a monthly schedule for the eZines!

Stay up all night.

If doing weekly updates, schedule your time so that you can stay up all night and play along with your players. Perhaps stage an AMA or other developer discussion forum, allowing user input as you release it. Get players buzzing, even if the game is not multiplayer - make Launch Night an interesting time. Keep people interested in your game and make them look forward to Launch Night.

A simple IRC channel can be a good way to do this, or a community message board. With RPG Maker MV this could even be an in-game implementation, even if your final game is not multiplayer.

Make your initial game worthwhile

When updating regularly it can be tempting to release the early game as an absolute base with not much to do. Your base game needs to be interesting and to stand up on its own two feet. You don't want your initial players to be put off, and you want your updates to add to, not form, the game you are creating. Make sure your updates don't replace good game design.
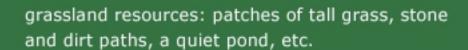
Featured Artist
Alisa Tana

This month's featured artist is Alisa Tana. Since the very first days of RPG Maker XP, she has created community resources for all to use and her works have featured in hundreds of RPG Maker games over the years.

Now she's back, with a new art style and an attempt to create a full resource collection for prototypes and games.

Designed with RPG Maker MV in mind, the graphics are large, very detailed, and extensive. Because of their bigger format they are also well suited to character generators and part swaps. The main thing that stands out is the size of the heads, akin to RPG Maker MV but on a greater scale, these provide fantasic opportunities for different hairstyles and accessories, plus varying facial expressions.

Tana's sprites are being released via Patreon (Patreon/AlisaTana) for a relatively low price. The first theme pack is due February 2016, and features

grassland resources: patches of tall grass, stone and dirt paths, a quiet pond, etc.

The more people support the project, the more resources will be provided. For example at $20 per resource pack, character busts will be provided for NPC conversations.

Each Theme Pack will consist of a background tile map (about 570 tiles each) with accessory sprites (such as trees or animated water), 1 hero sprite (44 Frames each) and 10 NPC sprites (9-16 Frames each).

Tana's older resources, everything she made for RPG Maker XP, are available to download from her DeviantArt page after being saved by members of the community.

BATTLERS

With every edition of RPG Maker we are greeted with new resources, and the most stunning of these can be the monster, battler, or enemy graphics, used to display a visual representation of the things you fight in battle.

RPG Maker 2000 gave us very small graphics, resized by the game to 2x scale.

In RPG Maker 2003 these graphics were side-view, but still useful in a front-on game. They somehow appear less blurry despite still being 2x scaled. With a little work they could match up with other RTP graphics.

RPG Maker XP for the first time gave us full graphics capabilities, and we were given cute, detailed sprites in poses that wouldn't look out of place in *Powerpuff Girls*.

Since XP was the first widespread English release, these graphics became overused and in parts hated by the outside community for their childishness. Nonetheless the array we received was extensive and ubiquitous.

RPG Maker VX moved towards more realistic, images, though smaller to fit the slightly lower resolution of VX. These images were rather pastely in their colours and too small to pick out much detail.

RPG Maker VX Ace represented a complete shift in the graphics provided to us. Detailed, finely honed battlers provided a more professional look. While VX Ace kept the smaller resolution of VX, the sprites featured a lot of detail, and used a flashy, high contrast finish to make the images stand out a lot more than the faded look of VX. Blades shone, dresses sparkled, and the enemies really pop out of the screen.

Finally RPG Maker MV, with its greatly increased screen resolution, has provided us even better resources. Highly detailed, well coloured, and varied - with both sideview and front-on graphics for different battle systems, and two separate graphics packs: fantasy medieval and futuristic sci-fi.

Unfortunately this ever changing graphics run means RTPs are rarely compatible with one another, although with a bit of work some are useful together. The characters themselves can be reused though, should we make our own style matched battlers.

The introduction of resource packs provides us even more variety, although none seem to match. Tyler Warren are particularly nice, though not really interchangeable with any RTP sprites as of yet.

Showcase:
COMMUNITY CREATED BATTLERS

Succubus by D'Art, RMWeb

Various by Thalzon, RMWeb

Dookie Monkey by CoyoteCraft, HBGames

Terrence by divisionheaven.wordpress.com

Insanity Elemental by Shade the Mystic, GDUnlimited.net

Swordman by Liberty, rtpprincess.wordpress.com

Thief with wings by ccrgeek.wordpress.com

RPG Maker features prominently in the current Steam sale. You can pick up RPG Maker XP for £3.79, the easiest way into the RPG Maker scene. Or get RPG Maker 2003 for £2.99, MV at a 10% discount, or VX at an 80% discount.

If you're already an RPG Maker there are dozens of resource packs from graphical assets to music sets. These range from the RPG Maker DS+ resource pack, the RPG Maker modern music mega-pack, the RPG Maker Dark Hero Character Pack, or the second Tyler Warren battlers pack, which range from £1.11 to £4.59, perfect for adding high quality resources to your collection without breaking the bank.

A bunch of further tile packs for under 80p also exist.

If RPG Maker isn't your thing you can grab Game Maker Studio for half price, including its various operating system expansion packs for iOS, Ubuntu, Mac OS X, HTML5 and Android.

Clickteam Fusion 2.5 is 85% off coming under a tenner, and GameGuru just £7.49.

Our personal favourite, the previously featured *Time Fantasy*, is a mere £2.04, which is an absolute snip.
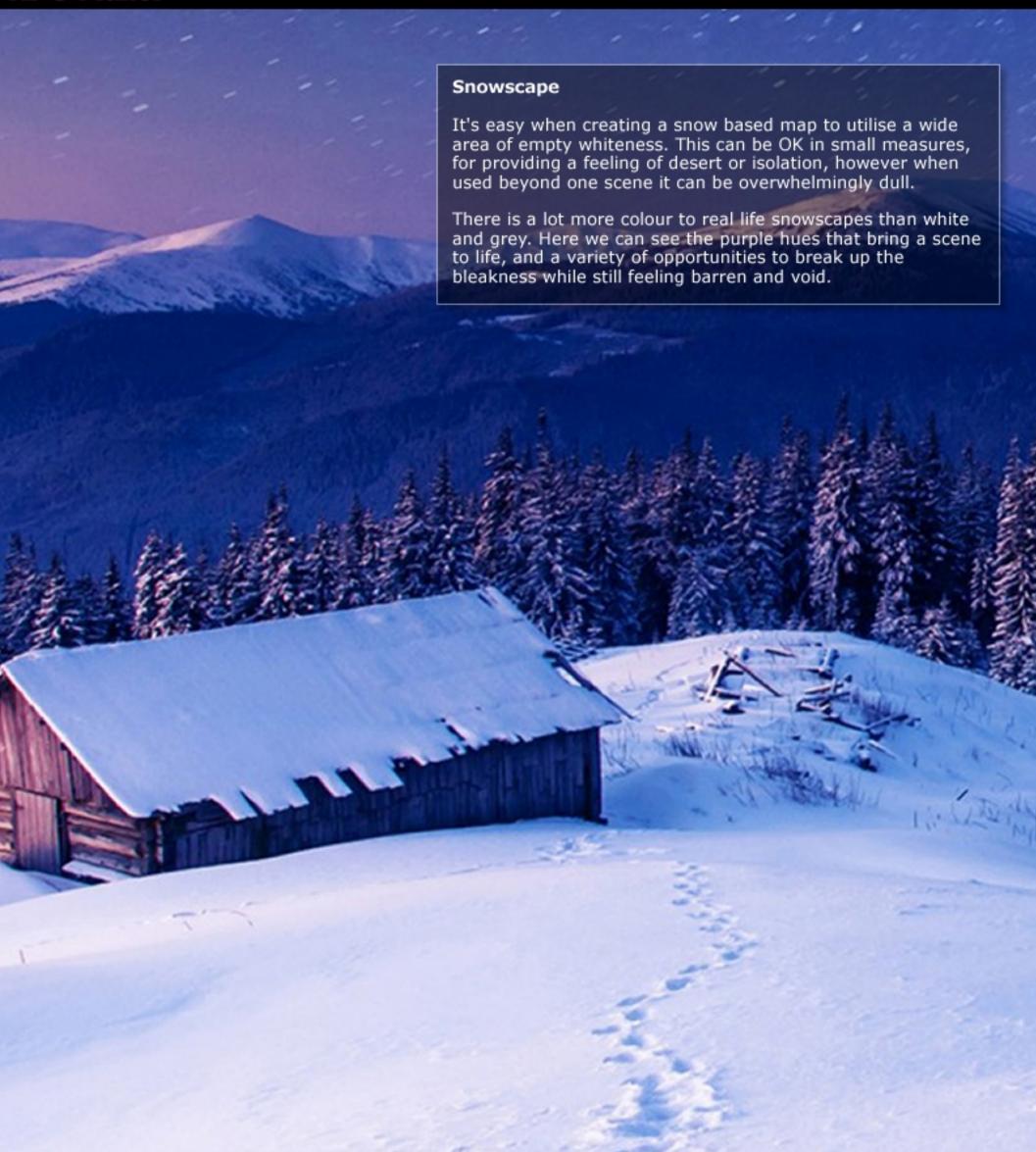
We have to question why these resource packs are so cheap, frankly. No other engine would do this. They are a fantastic asset for those of us developing games, but perhaps it's time they were more substantial and more profitable to the creators, for whom pixel art is a full time job!

Final Fantasy IX is shortly to be released on PC, and, later on, we will see the release of Final Fantasy VII in a remade form that will spark an epic series. There's clearly a large interest in the community, and with the plethora of Final Fantasy fangames that also roam our boards a possible future project might be a Final Fantasy forum or other community project - perhaps even a magazine if we had the contributors to sustain it. There's a lot to cover. It's up to you - if you want it we'll go ahead.

There are a great deal of Final Fantasy fangames out there, such as Final Fantasy VIII: Sleeping Lion Heart, Final Fantasy: Legend of Balance, or Final Fantasy IV: After Destiny, all available at RPGMaker.net. There is also Dargor's outstanding Final Fantasy VI SDK which is available at arpgmaker.com in the *extending RPG Maker* board.

Snowscape

It's easy when creating a snow based map to utilise a wide area of empty whiteness. This can be OK in small measures, for providing a feeling of desert or isolation, however when used beyond one scene it can be overwhelmingly dull.

There is a lot more colour to real life snowscapes than white and grey. Here we can see the purple hues that bring a scene to life, and a variety of opportunities to break up the bleakness while still feeling barren and void.

Fantastic Free Fonts

After Windowskins, fonts are easily the second most misused part of an RPG game. They make up the majority of gameplay, and as such need a lot of thought and detail put into their choosing. The following fonts are all royalty free and fully usable in your commercial games, and the list has been compiled by Plato Web Design. Here are our favourites and why.

Source Sans Pro is professional looking - in its extra light form it is great for flashy tech stuff yet **IN BLACK IS GOOD FOR TITLES**. It has semibold forms too, and a general light form - *they've thought of everything.*

FJALLA ONE IS GREAT FOR TITLES. Use it instead of IMPACT for more IMPACT.

Aleo is a nice looking serif font and more playful than Times.

Use Alfa Slab One sparingly.

MONTSERRAT IS UBIQUITOUS FOR SCI-FI

TITILLIUM WEB IS PRETTY TECHY TOO

RALEWAY EVEN MORESO

Domine is great **especially in bold.**

Use Kristi sparingly - and never in caps. Good for handwriting that you're not really expected to read.

Post Effects

Using MV to its full extent, Xilef at HBGames is working on a plugin for filters for RPG Maker MV. An effects pack wil contain ten different filters for your games.

Filters aren't just used to affect the look of graphics in the game, but can be used for screen transitions similar to those used in Final Fantasy VII.
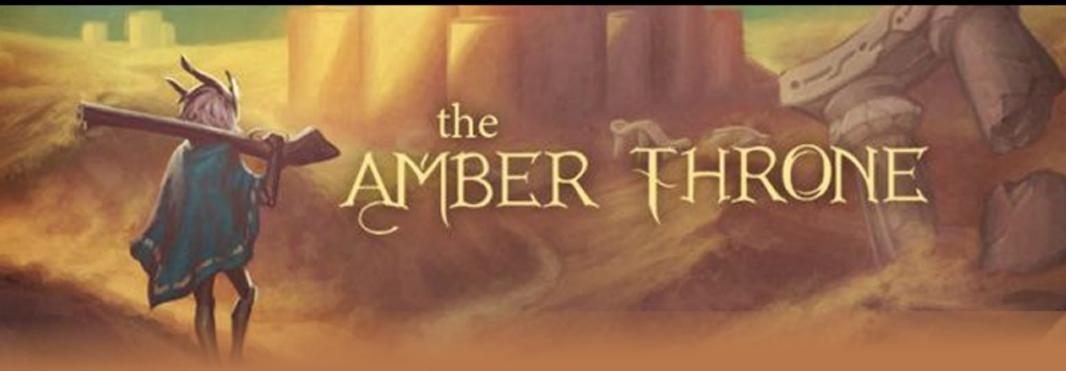
Game in a Week XV

Game in a Week XV has just started at RMRK.net, and you have until January 16th to "begin" your game (then having seven days to develop it).

Games will be judged on their polish, playability, ingenuity and entertainment. So far there are just three entrants, why not join them? Time-limited game making contests can be a great way to hone both your game development skills and also your ability to work to a timetable, vital if you want to finish a game.

RPG MAKER VXACE
Community

Every couple of months the "ReStaff" at RPGMakerVXAce.net bring us new resources for making our games. September to October brought us a bunch of fairytale themed graphics, including Cinderella's Shoes clothes store, and a little red riding hood rendition.

Previous releases have included a beautiful oriental town tileset, and Sep-Oct 2014 brought plethora of underwater tiles.

While the plugin is yet to be released, it can be tested on Xilef's website.

SECURITY WARNING

As RPG Maker MV games can be published in HTML5 form, be aware that your whole game is accessible to people who know how. (It's very simple). This shouldn't be a problem for offline games - it doesn't affect you if somebody cheats - but for MMORPGs it means a **lot** of work needs to be done to stop cheating. It also has implications for commercial games, so bear it in mind.

the AMBER THRONE

If you'll allow me to break convention and be a bit personal, I have a confession to make. Despite being an RPG Maker game developer, for over a decade in fact, I have played very few RPG Maker games, and liked even less. Very rarely, a gem of a game crops up which I just cannot wait to play. The minute I laid eyes on Amber Throne I was hooked, and desperate to get my hands on it.

naysayers on Steam to change their opinion of RPG Maker, this would be it. Amber Throne is one of those games that if nobody mentioned RPG Maker wouldn't even feel like an RM game at all.

Amber Throne is, quite simply, the most beautiful RPG Maker game ever created. It combines well detailed sprite work with constant animation. Fog rolls past as actual fog, not as a cheap graphical overlay. People *move* during battle when idle, in a fluent way, not as a gimmick. Everything is animated to an amazing standard.

This goes above and beyond any RPG Maker game I have ever seen and if any game was shown to the

The game is commercial, and for the first time feels like it should be. With the amount of time and effort that has gone into developing this skillful game you feel no pain handing over your money - and the game is also in the Steam sale, currently retailing for £7.36. This puts it in line with bargain bin secondhand PS2 titles.

It doesn't end there, of course. You also get the amazing soundtrack, which you can listen to for free on Steam to get a gauge of the quality of this title.

The game has thus far received 41 positive reviews and 2 negative on Steam. That is in itself an amazing achievement.

With such an overwhelmingly positive game in almost every aspect, the only thing that remains is to pick at its flaws. The main one of which is the sandbox element.

The game follows a linear storyline, but in parts lets you visit various areas out of this path. That can lead to much confusion.

There are also game breaking bugs, though these may have since been fixed. However, this can be unavoidable, as with so many players people will do things the developers never intended (or thought possible).

In all this 20 hour title has easily broken all preconceptions of RPG Maker on Steam and appears to be a roaring success. Sadly people still pick this out as a negative in their reviews on Steam!

Amber Throne has come of RPG Maker Web, and can be bought from the Steam store. I strongly recommend viewing its store page as the animation and videos available do much better justice to the game than the static screenshots posted here, which in themselves would outshine many RPG Maker titles.

This Amber Throne was created in VX Ace... Just imagine the amazing games that MV will be able to deliver.

PEP

WE'RE BURNING AS FAST AS WE CAN, I DON'T THINK ITS POSSIBLE FOR US TO BURN ANY FASTER!

Bizarre Monkey at HBGames.org

ROOKIE MISTAKES

When using a tileset you don't need to use every tile, nor should you. Poor villages aren't going to have a piano in every house. Save fancy carpets for those who can afford them. Use tiles sparingly, and with purpose. Make every house look individual and special.

Fogs add to a scene, but not when used in every single screen. Many games use default fogs as if they are a way of bettering the graphics. While they do hide some repetitive mapping, they don't necessarily add to a scene.
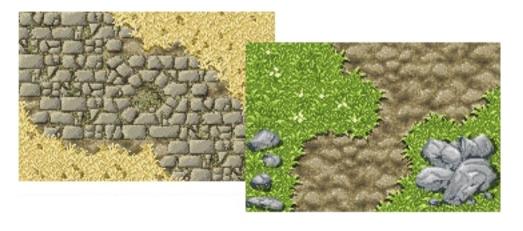
RESOURCE PACKS

When using resource packs, copy resources individualy and rename them with the author's name in the file name. That way you can easily create a credits list. Remember that resource packs have their own individual licenses.

Just because you paid doesn't mean it's any different.

Another Patreon user is Shanen Opolis, who is creating pixel art including tiles and icon sets. Shanen is the graphical artist for the game *Himeko Sutori*.

See Patreon/Shanenopolis for more information and for pricing and commission details.

SECURITY TIP

When signing up to RPG Maker communities, be aware that there may be (and are) dodgy admins out there who might use your personal information to their own end. It's good practice to use different passwords on your online journey.

My Peculiar Brother by RaZziraZzit

Ace Bcon

I got my pension from the army and 'nuff booze to last till the end of days. *HIC*... What more could old veteran pilot like myself want? *HIC*...

My Peculiar Brother

≠ DEVIANT ART

Parallax map by zachfoss

Background by Xamxam

Perihelion's game for the big Unity contest is going strongly, and a few screenshots here won't really do it justice. In her thread at HBGames.org you can see the creative process in action, and see how 3D frames become painted-look graphics.

And Another Thing...

Dodgy Developers

Stay clear of games that look like they were posted by spambots. We've had a few games come to HBGames.org that initially we accepted, but removed when their owners started spamming the forums with threads just to promote the games, with hidden links and such. It's a shame because they may well have been good games - but we certainly aren't going to risk playing a game made by somebody who uses dodgy practices. One such game is **One Piece Online 2: Pirate King**.

Free video game music

Looking for new tracks for your game? **Eric Matyas** comes every month or so with a dozen new songs, free for use in your games.

Back Issues

All six issues of Advanced RPG Maker are available at our website, **www.arpgmaker.com**. All 24 issues of HBGames.org the eZine (originally RMXP.org the eZine and before that RMXP.net the eZine) can be found at **www.hbgames.org**.

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.

The winner of the HBGames.org Game of the Year was announced: Lucid Awakening II, available on Steam.

RPGMakerVXAce.net's forum awards are currently ongoing, where you'll find some great projects.

RPGMakerMV.co is a new website and forum dedicated to RPG Maker MV, founded by Xyphien. It recently passed the 15,000 post milestone!

Speaking of milestones, HBGames is about to hit 800,000 posts. If nothing had been lost to hacks it would be over a million now, beating GamingW; as it is RPG Maker Web is growing so quickly that it will surely reach the big seven digits before we do. But then as the proverb states, it's not size, but what you do with it that counts.

Wednesday Resources

RPG Maker Web continue to release new free resources every wednesday, and you will find some neat graphics occasionally in their blog, too, including a variety of battlers. Unfortunately as aforementioned they are again in a different style to RPG Maker MV's enemy graphics. We need consistency!

Submissions

If you have anything you'd like to feature, be it your own or somebody else's that you really like, please let us know. You don't need to write a full article, even just a few words is good enough. While we can't guarantee it will feature, we don't get many submissions as it is!

The best place to send your submissions is via **arpgmaker.com** but you can send us a message at any of the forums we roam.

Is Member+ worth it on RMWeb?

I'd say so.

Promote your projects

We have some small advertising space on the HBGames.org homepage. Read our news and announcements for more information. It's free, to anybody with 100 posts, 50 points, or who is a HBGames.org sponsor.

You're also welcome to ask us to promote your game in the eZine, don't think it sounds self serving and pretentious, we might not have noticed you - the world is a very big place!

Didn't feature?

If you, a friend, or a favourite project or website didn't feature, let us know, we might just not have found you yet (or we might be planning on using you as a big feature later on). In particular we're always on the lookout for new websites and new communities to reach out to and showcase to the rest of the RPG Maker world.

CREDITS

All content in this eZine has been compiled by Amy. There were no submissions this time around (or we missed them).

However, we would like to thank, and credit, all those whose games and works we have featured. We would be nothing without you.

Cover art and images used on the contents page and its article are from the game *The Amber Throne*.