HBGAMES

The Ezine!

RPG MAKER XP
An Official Release

ValentineEnigma
Fear of Life

ISSUE 1

WORDS FROM THE MANAGEMENT

As I type this there are probably more than a handful of people waiting for me to finish this eZine and upload it to the Internet. However, I'm making them wait a little longer because I really want to let everyone know something: this eZine would have never been in existence if it wasn't for the members. I know this sounds corny, but it's true. From the conversations in IRC to the excited and hopeful posts on the forum, I gained the determination to do something that is way overdue.

For that I thank you guys!

Your slavedriver Editor-in-Chief, Lene

P.S. Sorry for nagging everyone to insanity, I'll try to work on it!

EZINE REMADE

This issue was re-edited by Ellie in 2022, a lifetime on from its original release. The purpose was to keep it relevant, to remove dead links, fix grammar and kerning, and keep the eZine alive. Eighteen years on the eZine is still going and so is the community, now at aRPGMaker.com.

She was in two minds about whether to do this, but has bitten the bullet and will take the flack.

In the original mag this column had Hot Topics from RMXP.net, a site that no longer exists. Nonetheless it's kept here for continuity and history.

The original version of this mag is still available at aRPGMaker.com if you'd like to compare and contrast!

Some things have been added, including a few easter eggs here and there, but also a more in-depth look at the new RPG Maker featured in the issue, as the introduction given felt a little lacking in details. (Ellie just lifted some neat graphics from the RPG Maker XP website, shhh)

Community News

Wow, all I can say about the RMXP.net community is that it is so lively! With all of the upcoming jaw dropping games one doesn't wonder too long why there are almost two hundred thousand posts on the forums. There are many pretty cool looking games to be released soon. Although some won't be released until a year or so from now, everyone checks the project topics daily and most post inside them. You can easily pick out which games are the greatest and have the most potential to be finished by checking out that very visible **[WOW]** stamp in topic titles.

I'd have to say out of all of them I am looking forward to AcedentProne's Personality Engine game. The reason, you ask? I've drooled over *Fable* but have never been able to get it. Runner ups would be Mimesong's *Fallen*, ValentineEnigma's *Fear of Life* which we will cover later in the issue, and ccoa's *Final Fantasy Legacy*. All of these games are not only original but also absolutely gorgeous.

If you take a trip to the Symposium you'll find many thought provoking topics. It's a nice c hange from just posting about RPG Maker XP. Mimesong and the team of moderators stay right on top of every post to make sure there are no trivial posts in the Symposium. If you look at the Hurricane Katrina topics, you'll see that the community is very supportive of its victims. We also ask that if you possibly can, donate to the American Red Cross. Thanks to many Amazon has raised over seven million dollars but they hope to collect much more. We can't rebuild New Orleans back how it was but we can help create a New New Orleans with your help.

Well, that about wraps up my news article. Remember to obey the forum's rules and... obey the forum's rules!   *Written by Chubbly*

RPG MAKER XP
AN OFFICIAL RELEASE

Following nearly a decade of piracy from small communities in multiple countries translating Japanese into their own languages, the company behind RPG Maker XP has decided to make an official English release. While aiming this at the North American market it can be bought by anyone willing to shell out the mere $60 cover price, though they will have to sacrifice some things that were originally made available for the higher priced Japanese version. Since this is some sign that Enterbrain finally thinks we matter we should be happy, right? I think most of us will be, but there will always be complainers for the sake of it. With this release game makers will not be able to hold a physical box, printed manual or other items included in the original release, as this version will be download-only, at least temporarily - rumours have circled around a boxed release coming later dependant on sales.

Could this lead to translations in other languages? Enterbrain has given some thought on this but no official statement has been made as of yet. If that were to happen Enterbrain would most likely be releasing to other Asian audiences. It has been announced that if other releases were made then China, Korea and Taiwan would be able to look forward to it. Another rumour regarded having a chance to purchase older software produced by Enterbrain under the English Language and made available through download or retail. Personally I think this rumour is false but anything could happen. We never expected an official release at all, did we?

Now that a figure has been set on what they expect for sales we can wait and see if this is met or broken. Since this is their first release outside of Japan we should try and get as many people to buy the software as possible to show we are worthy and haven't all been supporters of piracy. Information on RPG Maker XP has been made available on many gaming sites and one computer magazine I subscribe to. This will attract people unfamiliar with the series and raise the number of copies sold. For now I'll wait until when I can download my copy. Our community has done a fine job keeping piracy away from members wanting an official release and now those members have received their wish. Good job to everyone at RMXP.net as you may well be the cause of this release. Happy RPG Making!

Written by Recoil

RPG MAKER lets you create an original role-playing game without any specialized knowledge or training. RPG MAKER™ XP has an outstanding level of freedom even compared to the other titles in the series.


Easy to Use

You might think it's hard to make great games, but it's a breeze when you use RPG MAKER XP. First, make a map that will serve as the stage for your adventure, then set up your heroes, enemy monsters, items, magic-everything you need for a good RPG creation. Finally, create some events and place them around the map, and your very own RPG is complete. Map making is simple and easy when you have tiles to work with! You can even use ready-made graphics for heroes and monsters, so all you have to do is give them stats and a names.

Effortless Event Creation

Townspeople, dungeons, treasure chests, boss battles - all of the things that help develop an RPG's story can be created through events. You'll find a wide array of events stored under Event Commands, from simple text and graphic displays to variable-wrangling technical tricks. Just select a series of commands and you've created an event. You can even find clever ways of stringing together these commands for more sophisticated events-or sneak in a trap or two.

New Functions

RPG MAKER XP is full of the functions you've been asking for, including game data encryption and a scripting feature that lets you change the very heart of the RPG MAKER engine. By improving the operating environment, the program can now provide support for a full-colour display and greatly enhanced graphic capabilities.
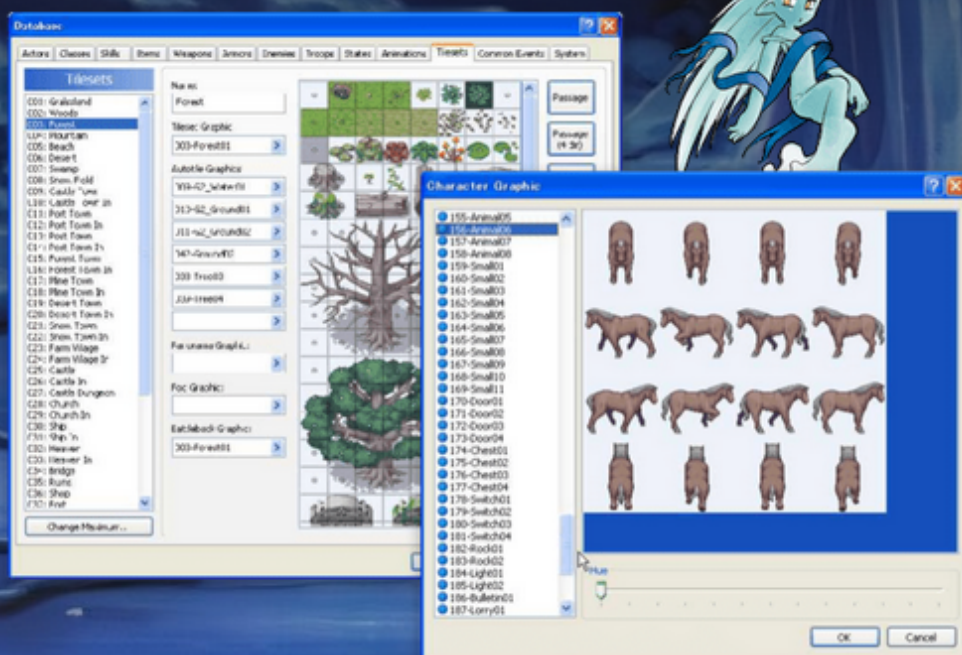
Powered Up Graphics

The game screen has been expanded to 640x480 pixels, much larger than previous RPG MAKER titles. With support for PNG full-colour mode and alpha channel, you can adjust the settings for graphic translucency as well as specify the transparent colour. Plus, there are now three map layers instead of just two, allowing you to create even more complex maps.

New Battle Scene Layout

The new battle scene layout is a front view with the enemy monsters facing the screen. A great new feature is the ability to display graphics of the characters in the status window at the bottom of the screen. These graphics are completely customizable.

Expanded Data & RTP

RPG MAKER XP comes complete with tons of sample data, including graphics for characters, monsters, map tiles, magic effects, battles, and more. You'll never have to draw a single pixel if you use these ready-made materials to create your own RPG masterpiece. Of course, you can also create your own unique graphics for games. RPG MAKER XP supports the PNG graphic format as well as MIDI, WAV, and Ogg Vorbis sound formats, making it easy to include your own original data.

Enhanced File Handling

RPG MAKER XP allows you to encrypt your completed game data. Since all of your individual pieces of data are combined into a single file, you'll be able to keep your source data safe from prying eyes.

Share your Games

Save your completed game as a game disk and you can burn it onto a CD-ROM to give to your friends or distribute it over the Internet for other gamers to enjoy. You can even market your creations as shareware.

Battle System

RPG MAKER XP features a front-view, turn-based battle system. In this edition, the hero's party members show up on-screen right there with the enemies. This new setup allows you to apply battle animations and various graphical special effects not only to enemies, but to protagonists as well. Pillars of flame filling the screen, lightning striking the party members - never before have battles been this spectacular!

Introducing RGSS

Various RPG MAKER XP functions, from character parameters to the battle system, are created via programs called scripts. RPG MAKER XP is equipped with the Ruby Game Scripting System (RGSS), based on the Ruby language and customized especially for this program. By editing these RGSS scripts, you are free to change or add to any of RPG MAKER XP's functions. Think of it as taking a peek into the engine of RPG MAKER XP and tinkering around with what's inside. Since RGSS is very similar to a programming language, it may take some time to master. Once you've mastered these scripts however, you'll not only be able to edit menu screens and the battle system but you'll also be able to create your very own event commands. Though this feature is geared toward expert users, becoming familiar with it will allow RPG creation with more complex and engaging games.
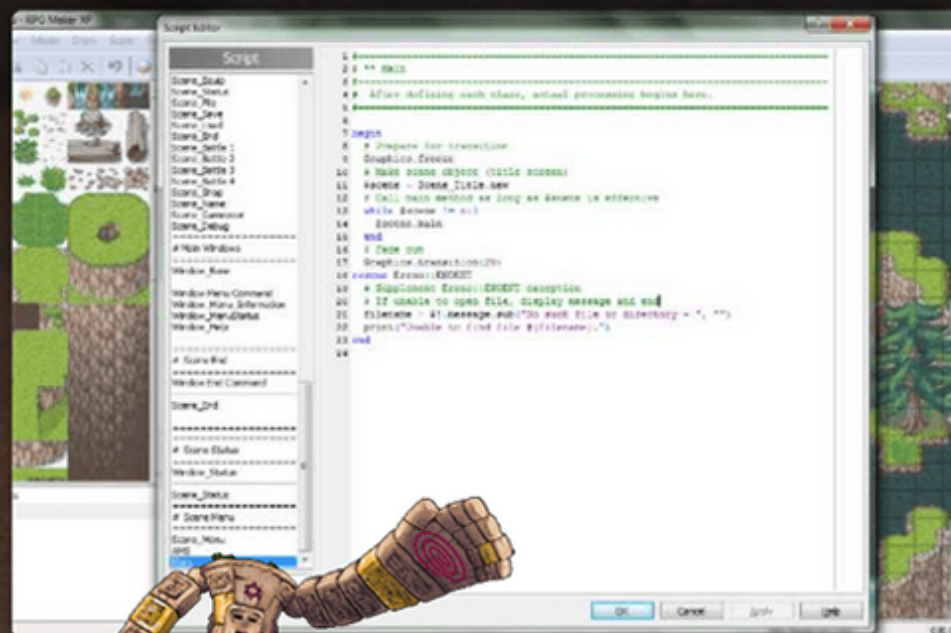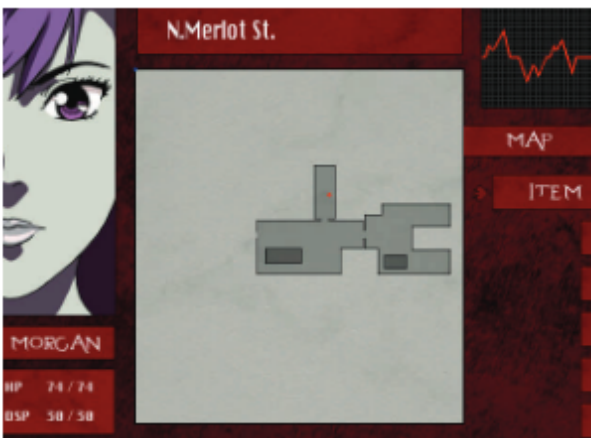
FEAR OF LIFE

WRITTEN BY: TREG

Morgan Maccan is in for the worst birthday of her life. As if living in the world's grittiest city, Canave, wasn't enough, she's been brutally murdered and now demonic manifestations are running amok through the streets downtown. And thanks to her convenient placement at a number of gristly crime scenes, Morgan's being pursued by the corrupt police of the city. All this, add in the fact that nearly everyone in Canave carries a gun, and one can easily begin to understand the extent of Morgan's situation.

A grim journey through the bowels of the worst city on the planet in its darkest hour...

The game's graphics are stunning; Valentine is an experienced spriter and it shows...

*Featuring a highly interactive map system developed by Xk8...*

Fear of Life, the latest game from the lovely ValentineEnigma, is a grim journey through the bowels of the worst city on the planet during its darkest hour. In her own words, "Fear of Life is a modern thriller RPG based around a young woman named Morgan Macaan who finds her life turned upside down when she's brutally murdered three days before her birthday." Astonishingly well constructed (undoubtedly among the best of the RMXP community) and full of "a bit of camp, a bit of kitsch, and full of sarcasm and substance abuse", Fear of Life is an anticipated title that encompasses all the elements that make a good RPG.

A former RM2k/3 project, Fear of Life was ultimately brought to the RMXP community to take advantage of the program's scripting and graphic advancements. Valentine is certainly sparing no effort in creating the game; several years of plot development and graphics work date back to, as she recalls, "February of 2004 if my memory serves right." The original incarnation of the game was "a mixture of many different things, but the entire plot came out while listening to a song called Fear, by Sarah McLachlan."

Fortunately, an advance copy of the upcoming demo (expands on the teaser in terms of plot and gameplay) weaseled itself into my possession. If the teaser blew you away, the demo will astound you. In fact, the new demo will more than likely be out well before this article is published. Despite this, I won't spoil it, but some of the things done in the demo stretch the limits of RMXP to the max. The voice acting, done by the extremely talented Fairuza of the Voice Acting Alliance, is very good and meshes well with the feel of the game. While definitely not for the kiddies, the new demo is likely to be at least semi-appropriate for teens and up. You will get a taste of the dark tale in store for Morgan in the rest of the game; the tale of the Nephilim, the beast lurking in the shadows of Canave, will be introduced, as well as some revealing details about the shadowy cult group that plagues the city.

What the demo is sadly lacking is any battle system; while it will be a "traditional side view battle system", the next release of ccoa's CBS won't be available for a few weeks or more. Rather than having to haphazardly import a script and upgrade later, Valentine is wisely choosing to wait until the new version, with more features and options. The result is a demo that focuses on Fear of Life's signature puzzles and interactive scenery. Levels are also largely open-ended; Valentine comments, "You'll be able to take various different routes through the city to your destination, from the rooftops to the sewers." Puzzles are well-developed so far, and the environments are highly interactive. Also interesting is a highly interactive map system developed by Xk8 that features an active map.

The game's graphics are stunning as well; Valentine is an experienced spriter. Every sprite, from the cops to Morgan herself, is detailed fully and features well-balanced shading that matches Caave's hulking, cavernous feel perfectly.
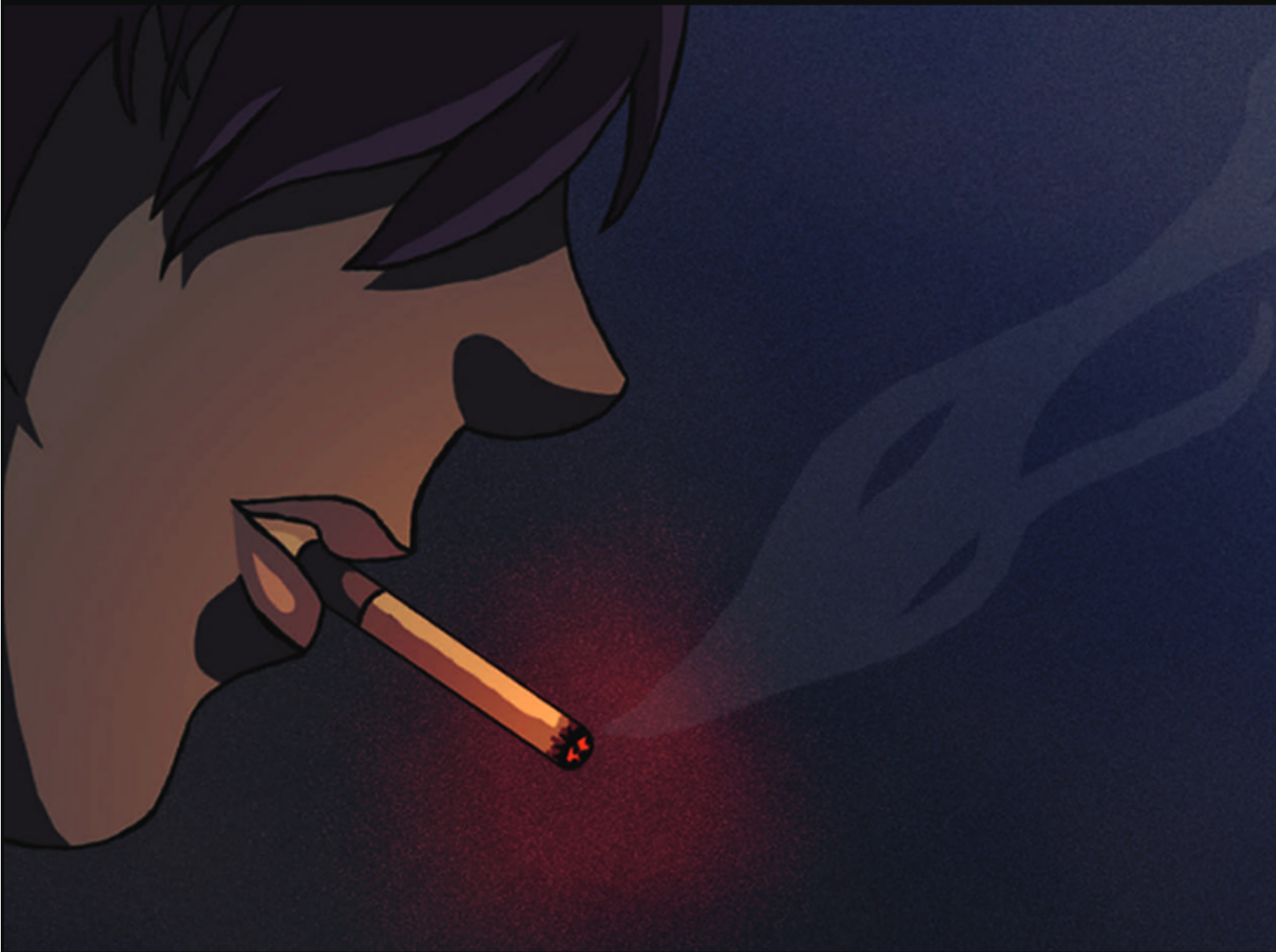
Fear of Life is shaping up to be an impressive project that will truly revolutionize the RMXP community. As the advancement in the utilizations of the program's features continues, one can only hope more games like Fear of Life emerge. Valentine has a useful pieces of advice; "Never give too much away. I see far too many games that lay out practically the entire plot on a silver platter within the first five minutes. The best thing you can do to hold people's interest is get them interested in what's going to happen next."

She also wishes the RMXP community goodwill and luck on their projects, emphasizing the commitment needed to finish a large-scale project. "Good luck to everyone out there working on a project.

It's a tough road and it takes a lot of blood sweat and tears, but you'll get there. Just don't give up!"

Surely, if enough people persist, we can hope to see a number of projects following Fear of Life's brilliant example.

Featuring highly talented interview by Wickedkipo
by Xk8...

APOCALYPTIC

"YOU THOUGHT EVERYONE WAS DEAD...
YOU WERE WRONG!"

JUST ANOTHER DAY ON THE JOB, RIGHT? THAT'S WHAT JAMES BRYANT THOUGHT WHEN HE REPORTED TO HIS PRECINCT IN THE GRAND CENTRAL POLICE DEPARTMENT. SOON IT WOULD DEVOLVE INTO THE WORST EXPERIENCE OF HIS LIFE. WELCOME TO APOCALYPTIC: THE RE-AWAKENING, A FAST-PACED ACTION GAME WHERE EVERY BREATH MAY BE YOUR LAST. NOT TO MENTION ALL OF GRAND CENTRAL'S A BIT HUNGRY TODAY!

PUZZLES

Today I'd like to talk to you about puzzles! Puzzles are essential in a game because you don't want a setup in which all you do is fight monsters. Puzzles are there to challenge the player even further. You can have mazes, push the blocks, interaction with the environment, riddles and more. Today I have chosen a few and I will explain how to use them effectively.

The most common and easy to replicate puzzle is of course the maze. The objective of a maze is to confuse the player, making it hard for them to find the exit. The most basic variant of this has a bunch of random corridors and dead ends. This makes the player backtrack a lot which will eventually cause the player to quit out of frustration. As such, dead ends should either have a large treasure (though not too much, of course) or should be left out altogether.
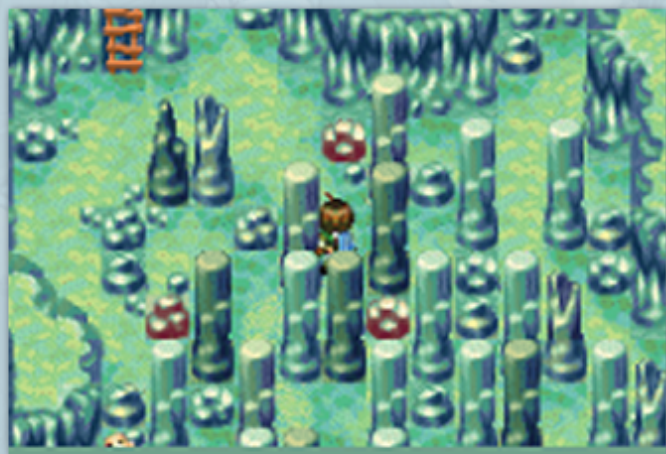
One way to fool people is to have them walk in circles. A way to strengthen this effect is predicting the path the player will take, making them go down that way, only to find out they have seen that part before. Another way is to spread the maze over several rooms. Again though try not to overdo this as the player may become bored again and quit.

Another kind of puzzle is push the bocks. This can be as simple as pushing one out ofmthe way tocreate a passageway to esewhere, to clearing a dozen of these things.

The first variant of course has the advantage that you've created a neat shortcut in case you need to retrace your steps: if you're going to make the player backtrack, make it easier and fun!

The second variant poses a challenge if used well. Just be careful that there is always a backup plan, such as a reset switch, just incase the player gets walled in and cannot move any longer.

There are also puzzles that interact with the environment. A good example of this is from the game *Golden Sun*, in which those who have played will remember there was once a forest in which you could control the flood gate of a lake. When the lake was dry you could push logs into the right direction, so that when full, you could hop over the logs to the other side. This could be done in many ways such as a landslide, freezing certain places, or making vines grow: you name it. This would require considerable eventing.

We also have riddles. These could be common logic problems that need to be solved to advance. You can also have some mathematic problem to keep the player busy. You could be a bit creative, making the player find out as part of an important plot part. Once the player has solved these issues they have to do something with the answers. The most obvious would be a multiple choice consisting of more than one answer, but this could be boring if the player just sat trying out all of the options available. More creative ways would be leading the player towards a good weapon from many, if there are a lot of choices. Perhaps one item has a unique special attack.


```
A HIDEOUS APPARITION DEMANDS OF
YOU THE ANSWER TO THE RIDDLE OF
           THE SPHINX.
YOUR ANSWER ? >THE KNIGHT OF DIAMONDS◄

# CHARACTER NAME    CLASS AC HITS STATUS
1 HAWKWIND          G-LOR LO  88+  88
```

These of course are not the only types of puzzles going. We also have mini-games, interactive puzzles, ice-slide puzzles, pull-the-switch puzzles, and many more. The one thing to remember is to be creative. If invoking one of these puzzles, add your own stamp and flair, making them tailored to the game, setting and scenario. Don't make the puzzles impossible or the player will just get frustrated and quit the game: balance is important.

Written by Psgels

Premade Puzzles

For the most part puzzle making is congruous with game making - they are one and the same especially when tailoring them to fit. For some puzzles however we can employ premade bases to make the creation process a little easier, deploying common puzzles without remaking the wheel. This includes box pushing minigames, spike traps and other devices.

The forums are a treasure trove for this kind of thing, split between the Tutorials section and the Scripts/Plugins sections.
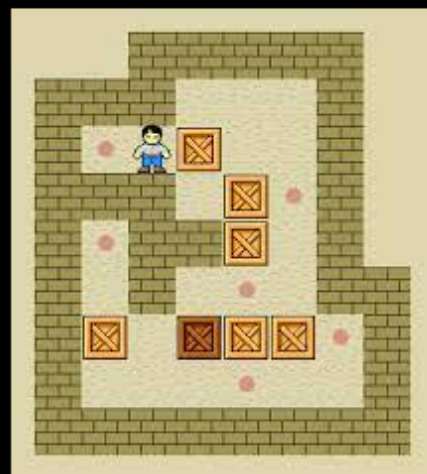
* All original Battlers
* Custom and highly edited tiles and characters
* Very original storyline.

Sacrilege

Insanity and murder go hand in hand,
the Majic art of Zxeedrew makes people
go insane, the question is,

Do you know if you possess the Majic?

AVOIDING CLICHES

When the topic of clichés is brought up in an RPG Making community such as RMXP.net, most people respond with the same old half-enthusiastic agreement. The cliché problem has long since been complained and warned of to death. Ironically, the very act of telling others to avoid the dreaded cliché has itself become clichéd. The very nature which gamers and game makers act by has been so influenced by the common video game cliché, that people rarely bring up a topic that itself is not a cliché nor does it refer to one. So, when does the world of the cliché end the world of actual human thought and life begin?

It doesn't.

Humans have become so attached to clichés around the world that avoiding one is a lesson in futility. If this is true, then what can a person do to offer something they can call original and show off as their own? That is the question of every creative mind on the planet. Before we plunge ourselves into the process in which to rid us of 'cliché-phobia', we must first grasp the concept of our own clichéd behavior. This will be accomplished in two simple steps: discovering a cliché that plagues the community as a whole; and dissecting a cliché that has tested true in stories, video (movie/television), games, and art for centuries, dating back to biblical times. These clichés will develop a sense to recognize a cliché in both works and in everyday life, thus allowing for the chance at originality.

The Beast

The cliché that is the most noticeable in not just the RMXP.net community, but in every community tied to RPG Maker (2000, 2003, XP) is the intolerance of the default main character. When RPG Maker 2000 was first released people flocked to it. Fresh off RPG Maker 95, this 2000 version seemed to be game making gold. Thousand upon thousands of resources were created. Tutorials and Articles filled web sites across the globe. Half-made demos and given-up projects filled "Games" sections of every major RM2K web site out there yielding very few worth playing. This almost doubled with the release of RPG Maker 2003 which satisfied a large portion of the users' thirst for a side-view system, even if that system was problematic and faulty.

Upon all the resources and tutorials, people—especially those new to the game making process—chose to use the default main character, Alex, as their own. For those of the upper echelon this quickly brought feelings of dislike. Dislike for games containing Alex for most would be given up in a week or be of sub-par quality. Alex could be a completely legitimate character choice but ended up an object of hate for being a cliché.

So history has a tendency to repeat itself—RMXP was finally released in Japan (coming soon to US), many imported it, downloaded it illegally, and translated it. Eager for the no color or size boundaries and the new scripting options there was soon an orgy of those seeking scripts, tutorials, graphics, and more. Project after Project was announced and so many contained the new main character, Arshes (Aluxes in the newly released US version).

Those who have grown accustomed to RM2K(3) and had little scripting knowledge often spoke out against RMXP showing that little has changed. And so, those with graphics skills and scripting knowledge quickly rose to the elite of the RMXP community. New features available and now these elite pumping out resources and scripts every five minutes, the amount of new users popping up can be likened to an infestation of roaches. They announced almost hourly about their "new, original, amazing game", 90% of which failed soon after and over 75% containing the new Arshes/Aluxes. The wave had been unleashed so then came the backlash. The elite and the middle-of-the-road members—those people who contain enough skill and knowledge to get by and fend for themselves but are not quite elite—waged war against Arshes/Aluxes and any person and/or game associated with him.

This is the biggest cliché ever to clench the game making society. Those who fought the Arshes/Aluxes battles then turned their tides on clichés unknowingly creating more in their wake then they vanquished.

The Relation

See the pattern in the community? Cliché is the very nature of story writing, yet we seek to destroy it. Part one was intense. Take a breather before part two where we delve into the stories of the world. Pick up any novel, story, epic, etc. and chances are you will come across two key aspects: the protagonist, the main character and the antagonist, a person, group or force that opposes the protagonist. While that may strike you as a cliché do not be fooled by it. It is a necessity that stories contain these. These two factors themselves are opposites and are designed to conflict with each other (quick literature lesson: characters + conflict = entertainment). What is clichéd though is attitude which each takes towards each other.

Even the stories ranging from Shakespeare to Dostoyevsky to the Bible (Old and New Testaments) contain this cliché. The protagonist and antagonist consistently plot to rid themselves (and usually the world) of the other. While it may seem like just two (or more) people plotting to murder each other, it consists with other common themes: Darth Vader sought to corrupt his son (effectively removing the protagonist) while Luke wanted to release the good inside his father (eliminating the antagonist); Lucifer desired the throne of heaven as "God" wished to cast him to hell (NOTE: this only displays a story in the Bible and in no way shows affiliation or support for one religion over another); Don Quixote fought against the giants and the windmills stoodbstrong (this may confuse you but the first part is clear, the windmills standing strong crushes the protagonist's reason, or illusion, to fight thus removing him).

See the cliché? It is the relationship between the protagonist and antagonist each eternally seeking to destroy the other. Why? The conflict will usually end when one or both is subdued. This cliché is not avoidable. Try as you might there will always be an antagonist to your protagonist. Having both will lead to conflict. One might suggest that the antagonist and protagonist fall in "love." This is still considered cliché because they have both been subdued from the need to destroy the other. This cliché is the biggest cliché in the world and is uniformly unavoidable.

The Beast and the Relation have both been addressed. Clichés have the misconception that they are wrong and hurtful but they are not. They simply link us to things we already know. In a sense they are helpful. We find comfort in the familiar, while the unknown frightens us.

The only problem with clichés is the potential to become trite and boring. Do not fear this. Embrace it. For when a cliché becomes stale then it is easier to work with. You can chip away the hard bitter parts, like you would a day old loaf of bread, until you get to the pliable soft core. From there you are able to recreate it in your own image. Take the community cliché of the intolerance of default characters.

In this very editorial that core was molded beyond the simple hatred of a character to an epic battle. Do the same to the global cliché. It has been reinvented countless times and still, still, can be brought to a fresh light where it can grow into a new branch. Embrace your clichés for they are simple to use and easy to relate to. Life (natural or artificial) is a cliché by itself so involving it in any-
way to a game automatically makes your game clichéd.

Do not fear what damage a cliché can do to your game, for it will always be there, but invest in how that cliché can enhance your game and connect with those who play it. Nothing will ever be a bigger resource to your game than clichés and like all resources it does not matter what kind you have as long but how well you use it.

Written by AcedentProne

"If you look at anything in current pop culture, it's based on something, or similar to something, that has already been done. Things are remakes of remakes. And when it comes to something like RMXP, well, it's obvious people want to show their love of something by emulating it. IE all the FF clones and whatnot.

Now, while it's unoriginal (I will only rag on FF7 clones...lol) it's not entirely bad. Sure they may be re-using the same tired 'cliché' (Save the world) but they put their unique spin on it. Those who blatantly plagiarize...well...we get to make fun of them LMAO."

In my opinion there is nothing worth doing that has not been done in near infinite iterations and permutations before. That is why I have no specific beef about fan games and the like: a fan game (FF:Legacy) has just as much chance as being original and worth playing as an 'original' game (Twilight: the eternal chain). The key is not to avoid cliché, but to make a story worth telling... consider Shakespeare, who wrote almost nothing original; his work was blatantly derivative, yet superb. Or Tolkien.

Clichés are ok if you have something original. Like it has been said its nearly impossible to come up with something 100% original I once started making a game where the story line was that ah evil prostitute smashed a walking and talking cow's flowerpot so he goes out to seek revenge. Even that isn't completely original anymore!

"Cliché's are hard to avoid. So many games have been made thus far, and it's hard to come up with an completely original idea. I don't bash people for making cliché games because it really is hard to think of something new!"

How many RPG's or, heck, even *stories* do you see that actually contain some of the so-called ultimate clichés? The last time I remember rescuing a princess from a dragon in an RPG was in the original Dragon Warrior. I'm sure there may have been one or two since then, but honestly, I don't think there are many. Sometimes, I wonder if for every supposed cliché, there are ten times that number of stories that pick on it. I say parodies are becoming cliché. How about that?

This brings me to my point. Presentation is everything. Presentation includes elaboration on a basic plot (In my random definition). So I could make the story... "Cloud, a renegade badass at the ripe old age of 19 who quit an evil corporation to kick some major ass being a mercenary gets pulled into a 'only you can save the world' plot" into a good story (Yes that was a synopsis of Final Fantasy 7. Yes that was completely cliché. No I'm not a chimpanzee.) with the proper presentation and twists. Amazing!

RED·OUT

« C³I »

DEMO

Coming Winter 2005

The XP game with that ARCADE feel.

∞ More than 50 possible ship upgrades.

∞ All ORIGINAL graphics† and soundtrack.

∞ All NEW HUD including ground
speed, AGL, glide ratio and more!

∞ New GROUND TRACK system.

http://www.myriadcreations.net/zero/redout/

DEMO DISC

Psychopolitical Drama Phylomortis
Avant-Garde

PHYLOMORTIS: AVANTE GARDE

Please click the demo disc to visit the RPG Archive, where this month's game can be downloaded.

ON THIS MONTH'S DISC

Included with this issue is a demo for *Phylomortis: Avante Garde*. The self-styled psychopolitical drama has become known for its often ridiculously verbose dialogue and its high difficulty level. Nonetheless, as the third game in the series, AG is receiving much praise from the RPG Maker community. Created in RPG Maker XP it is a good showpiece for the engine.

The game features beautiful graphics created by blending RPG Maker 2003 era assets with a special artsy filter. It also features a custom-made battle system - one of the first for the new engine.

How Did You Find RMXP?

Suggested by punkid89

"About a year ago, I started game making with game-maker, which [was] freaking hard, not to mention confusing. I went through almost all the [search engines] I knew...I found Rm2k3...[but] I am not interested in it...The graphics were small and it was too easy. One day, I was on a new Pokemon forum...They were having a project to make a Pokemon game. Interested, I went to the topic, found out that they made it on rm2k3. One guy suggested to use RMXP which he said was better, with more options. I PM'd him to give me more information about RPG...He gave me the official Japanese RMXP website. When I went to the website, the graphics was first to amaze me...Arshes was beautiful (When I first saw it.) with colors...it was worth it! "

Kaitos

Hmm.. well, I've been sporadically looking around for info about it since I heard rumors that there would be another maker coming. Then I found the translated info page at phylomortis.com. And that's how I found it.

Dita

I think RMXP is an incredibly powerful tool to create virtually any RPG you please. However, I was disappointed at some of the features from RM2k3 that XP took away. RM2k3 had more preset options in the database that you would have to script in RMXP. Then again, RMXP has full color...Overall I think RMXP is better, but I wish some of the features in 2k3 that were taken out of it didn't need to be. I found RMXP.net through Rpg Advocate's site, started looking at the topics and the discussions, and thought it was a very cool and useful forum! I then decided to join after working more on my RPG.

Tunanoodle

I first started playing RPG Maker when I was 13. I liked playing RPG Maker. I created some innovative things through events like "TAG", "Rock Paper Scissors", and some other stuff through events. I made a few mini games and then I started learning how to make my own intro using RPG Maker 1. It was pretty limited. I started playing RPG Maker 2 for the PS2 and it was advanced, REALLY advanced. It had all these crazy options and event commands which got me pretty confused. So I just kept using RPG Maker 1 until last Christmas, when I got myself a laptop and I heard about RM2k from my friend. I downloaded it and then started using it. The next day, my friend told me about RMXP. I started using it ever since. I had little knowledge of RMXP but after months of practicing and learning more about the event commands in RMXP, I became good and started making systems like the ones I posted here at the forums.

Punkid89

I found RPG Maker XP because I was bored...And it looked like fun.

Doomtrain

Prime

Revenge is bitter...

Immerse yourself in a living breathing world, where there isn't much difference between right and wrong. Power is everything, and it is up to you to change that...

Features:

- Variety of guilds each unique to every kingdom.

- Custom Menu's

- Custom GFX

- Multiple Ending

- More to come