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## Programming-Free RPG Creation Tool for PC “RPG Developer Bakin”

### Official Release Set for August 28, 2025! Exciting Roadmap Update and Limited-Time Sale!

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**June 18, 2025 - Sapporo, Japan** - SmileBoom Co.Ltd. is pleased to announce that “RPG Developer Bakin (pronounced BAH-keen)”, currently available on Steam in Early Access, will be officially released as a full product on August 28, 2025. In preparation for this release, a price adjustment will take place on July 14.

Alongside this announcement, we have published an updated development roadmap outlining future feature additions. To commemorate the confirmation of the official release date, we are holding a special sale offering 10% to 30% off “RPG Developer Bakin” and its DLCs.

#### == From Steady Updates to Official Release ==



Since launching in October 2022 as an Early Access title, “RPG Developer Bakin” has been developed with the support and feedback of our dedicated users. We are excited to announce that the tool will reach its official release milestone on August 28, 2025.

Over the period, we have released numerous updates, including 14 major ones, implementing a wide range of new functionalities—many based on user feedback. These include Dungeon RPG functionalities, expanded character stats, toon shader support, and VRM model compatibility, among others. Through these efforts, it has steadily grown into a more powerful and flexible creation tool.

As we move toward the official release—and beyond—we remain committed to continuous updates and improvements.

## **== RPG Developer Bakin Official Release Overview ==**

Title: RPG Developer Bakin

Genre: Game Creation Tool

Recommended System Requirements:

OS: Windows10 (64bit), CPU: Core i5-8400/Ryzen 5 1500X or better, Memory: 16GB, Graphics: NVIDIA® GeForce™ GTX1650/AMD Radeon™ RX570, Storage: 8 GB available space

Supported Languages: Japanese, English, Chinese (Simplified), Chinese (Traditional)

Distribution Store: Steam [https://store.steampowered.com/app/1036640/RPG\\_Developer\\_Bakin](https://store.steampowered.com/app/1036640/RPG_Developer_Bakin)

Scheduled Release Date: August 28, 2025.

Price: **\$84.99 USD**

Note:

- If you have purchased the Early Access version, it will be updated to the official release at no additional cost.
- Any DLC you have already purchased or are currently using will remain available after the official release.

## **== Notice of Upcoming Price Revision ==**

As previously announced, we will be adjusting the price in advance of the transition from Early Access to the official release.

### **Price Revision Schedule**

Date & Time: Monday, July 14, 2025, at 12:00 AM (PDT)

New Price: **\$84.99 USD**

Current Price: \$69.99 USD

Note:

- Please note that the price will be revised before the official release date.
- Prices of individual DLCs will remain unchanged.

## **== Ongoing Updates After Release! New Roadmap Revealed ==**

In preparation for the official release, Update Ver.1.15 is scheduled for deployment on June 25. This update will include a variety of new features and improvements, such as:

- A simple 3D sound option that applies positional data only for panning between left and right speakers
- Enhancements to the selection panel
- Support for variables in layout display condition switches

Alongside this update, we have also published an updated development roadmap, covering both features planned for the official release and those scheduled for post-release. In addition to the listed features, we are actively exploring several others, and the roadmap will continue to be updated as development progresses.

## ● Development Roadmap

RPG Developer Bakin ROADMAP (in no particular order, some excerpts)		
<b>Official Release</b>	<b>Database</b>	: Item Availability Level : Advanced Equipment Slot Options
	<b>Layout Tool</b>	: Scroll Bar : Key Configuration
<b>2025-26</b>	<b>Tool UI</b>	: Dark Theme : Tag List : Event Editor Improvements
	<b>Plugins</b>	: Editor Plugin
	<b>Created Games</b>	: DirectInput Support : Multi-language Switching (Paid DLC)
	<b>Database</b>	: Enemy Group Settings : Reserve Members
	<b>Tool UI</b>	: Text Input Improvements : Cutscene Editor
	<b>Battles</b>	: Battle-related Feature Enhancements : Auto Battles : Tactical Battle Support
	<b>Created Games</b>	: Export to Other Platforms

All content is still under development and subject to change. We will continue to add features and improve the tool as needed.  
We are currently exploring methods for "Export to Other Platforms."

This information is current as of June 18, 2025

Note:

- All features listed are under development and may be subject to change.
- Additional improvements and feature expansions will be implemented as needed.
- Information as of June 18, 2025.
- The latest roadmap is available on our official website: <https://rpgbakin.com/roadmap>

**== Official Release Date Confirmed — “Smile Sale” Now Live! ==**



To celebrate the announcement of the official release date, we are launching the “Smile Sale” on Steam starting today! Enjoy discounts on “RPG Developer Bakin” and its DLCs, as well as on bundle editions that include sale-eligible items — now available at even greater value.

Please note that the tool’s price will be revised on July 14, so don't miss this opportunity to purchase at the current price!

## == Celebrating the Official Release Date – "Smile Sale" Overview ==

Period: Wednesday, June 18, 2025 – Thursday, June 26, 2025, 10:00 AM (PDT)

Discounts:

- RPG Developer Bakin: 10%OFF
- Paid DLCs: 10% to 30%OFF

Note:

- Some DLCs are not included in the sale. Please refer to the Steam News page for details:

<https://store.steampowered.com/news/app/1036640/view/539982509474059655>

- Bundles that include eligible products will also reflect the respective item discounts.

### About RPG Developer Bakin



"RPG Developer Bakin" is a game creation tool that combines ease of use with powerful features, making it simple for anyone to create games inspired by "your world". It includes a map editor that allows you to create maps as if you were playing a game, an event creation system that controls the game by

simply arranging panels with functions, a database that provides detailed character status settings, advanced screen effect settings that can dramatically change sceneries, and many other tools. Graphics and sound assets are also provided, so you can start creating "your game" right away. It launched Early Access on Steam in October 2022 and has been continuously improved and expanded based on feedback from creators, with an official release planned for August 28, 2025.

### Factsheet

Title: RPG Developer Bakin

Genre: Game Creation Tool

Recommended System Requirements:

OS: Windows10 (64bit), CPU: Core i5-8400/Ryzen 5 1500X or better, Memory: 16GB, Graphics: NVIDIA® GeForce™ GTX1650/AMD Radeon™ RX570, Storage: 8 GB available space

Distribution Store: Steam [https://store.steampowered.com/app/1036640/RPG\\_Developer\\_Bakin](https://store.steampowered.com/app/1036640/RPG_Developer_Bakin)

Early Access Start Date: October 17, 2022

Early Access Edition Price: \$69.99 USD

Development / Publisher: SmileBoom Co.Ltd.

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Official Website: <https://rpgbakin.com/en>

Official Twitter: <https://twitter.com/RPGBakin>

Official Facebook: <https://www.facebook.com/RPGDeveloperBakin>

Official Discord: <https://discord.gg/yKwuye2>

Official Weibo: <https://weibo.com/rpgbakin/>

Official Bilibili: <https://space.bilibili.com/3546614725609533>

Official HeyBox:

[https://www.xiaoheihe.cn/bbs/user\\_profile\\_share?user\\_id=a6d16c033632&h\\_src=heyboxapp](https://www.xiaoheihe.cn/bbs/user_profile_share?user_id=a6d16c033632&h_src=heyboxapp)

Logos, videos, screenshots, and other materials for this release can be downloaded from the URL below.

[https://smileboom.com/dl/press/RPGDeveloperBakin\\_Assets\\_20250618\\_EN.zip](https://smileboom.com/dl/press/RPGDeveloperBakin_Assets_20250618_EN.zip)

## About SmileBoom



The company is a game development company based in Sapporo, Japan. Since its establishment in 2008, the company has continued to create "amusing games that will make anyone smile" and "tools for future creators" for young people, such as the "SmileBASIC"

series for powerful high-speed programming on consumer hardware and "Smile Game Builder" for easy 3DRPG creation tool on PC. On the other hand, as a development team with unique sensibilities and advanced skills, we have developed and assisted in the development of major titles and experimental efforts for many major developers. The development team has a wide range of experience and a wealth of ideas ranging from 8-bit PCs to the latest game consoles.

Official Website: <https://smileboom.com/en/>

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