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

Game Creator: MAKOTO KEDOUIN × Bakin

New Sample Game in Development & Dev Blog Now Live

July 24, 2025 - Sapporo, Japan - SmileBoom Co.Ltd. announces today that renowned game creator MAKOTO KEDOUIN has created a new sample game using "RPG Developer Bakin" (read as "BAH-keen"; hereafter referred to as "Bakin"), and has also launched a development blog series. In addition, the company is actively running various initiatives leading up to the official release, including a social media campaign and a call for user-generated gameplay videos. Furthermore, three new DLC packs — featuring classic Victorian-style architectural parts, pixel-art monsters, and NPCs — are scheduled for release on July 29.

== A New Bakin Project Begins — “Shadows and Prayers” Emerge ==

A new project has begun in which acclaimed game creator KEDOUIN, best known for the popular horror title "Corpse Party," will create a brand-new sample game using Bakin over the course of several months. This development process will be documented in a blog series titled Made with RPG Developer Bakin, which will be published in stages on the official Bakin website.

Through the journey of building this compact sample game, the blog will share insights, discoveries, and creative techniques from a professional developer’s perspective—all while exploring and learning the capabilities of Bakin.



■Made with RPG Developer Bakin

— Part 1: A Fantasy of Shadows and Prayers, Woven by MAKOTO KEDOUIN

URL: <https://rpgbakin.com/blog/made-with-bakin/15430>

== About MAKOTO KEDOUIN ==

A Japanese game creator and scenario writer from Amagasaki City, Hyogo Prefecture. Gained attention during student years for the self-developed horror game “Corpse Party”, initially released as a doujin (indie) title before being commercialized. The Corpse Party series has since expanded beyond games into novels, drama CDs, and anime, earning critical acclaim both in Japan and abroad.



Renowned for crafting intense, emotionally resonant stories that delve deep into the human psyche—often in genres such as horror, suspense, and coming-of-age ensemble dramas. Known especially for distinctive horror presentation and psychological depth, the works have attracted a loyal fanbase.

Continues to actively release new titles in both games and novels. Emphasizes starting with the story first when developing a project, often incorporating personal experiences and emotions into worldbuilding.

Note: “Corpse Party” is a work by Team GrisGris. “Corpse Party BR, BS, 2U, BD, TP” are also copyrighted works by Team GrisGris/MAGES.

== Official Release Celebration: SNS Campaign Now Underway! ==

To celebrate the official release of RPG Developer Bakin on August 28, 2025, we’re currently running a Follow & Repost campaign across our official social media channels.

Follow the official Bakin account and repost the campaign post to enter a giveaway! A total of 10 winners (5 per platform) will be selected to receive either a standard edition or a special bundle version of the product.

Want to boost your chances? Reply to the campaign post and tell us what kind of game you’d like to create with Bakin!

Don't miss your chance to join in—it's easy and fun!

A promotional banner for RPG Developer Bakin. The banner features a central image of a game scene with a church and trees. Text on the left says "Follow & Repost" and "Create 'your world' into a game". The main text reads "Programming-Free RPG Creation Tool". On the right, it says "5 Lucky Winners! Until Jul. 30" and "Aug. 28, 2025". At the bottom right, it says "Official Release" and "RPG DEVELOPER BAKIN".

● Campaign Overview

- Title: Official Release Celebration: RPG Developer Bakin Social Media Campaign
- Campaign Period: Tuesday, July 15, 2025 – Thursday, July 31, 2025 at 12:00 AM (PDT)
- How to Enter:
 1. On X (formerly Twitter): Follow our official account (@RPGBakin) and repost the campaign post below.
Post URL: <https://x.com/RPGBakin/status/1945347664746570211>
 2. On Facebook: Like both our official page and the campaign post below.
Official Page URL: <https://www.facebook.com/RPGDeveloperBakin>
Post URL: <https://www.facebook.com/watch/?v=676708262047182>
 3. Bonus Chance: Increase your chances of winning by replying to the campaign post on either platform with a short comment about the kind of game you'd like to create with Bakin.
- Prizes:
 - RPG Developer Bakin Icon & UI Pack+: For 1 person: <https://store.steampowered.com/bundle/53015/>
 - RPG Developer Bakin: For 4 persons: <https://store.steampowered.com/app/1036640/>
- Winners: A total of 10 winners — 5 from each platform (X and Facebook).
- Winner Announcement: Winners will be contacted via direct message from the official account.

== Submit Your Original Video and Showcase the World of Bakin! ==

To celebrate the official release of “RPG Developer Bakin,” we are now accepting video submissions showcasing games created by users like you! Submitted videos will be compiled and published as part of a user showcase video. Let's highlight the versatility and creative potential of Bakin together—through your original work!



● Campaign Overview

- Title: Celebrating the Official Release: Submit Your Original Video
- Submission Period: July 17, 2025 (Thu) – August 4, 2025 (Mon) at 5:00 PM (JST / PDT)
- What We're Looking For:

We are accepting video clips of original games created using “Bakin.”

There are no restrictions on genre—fantasy, sci-fi, horror, contemporary drama, comedy, visual novel style—any and all styles are welcome!
- How to Submit:

Please carefully read the notes on the campaign's special website and agree to the terms and conditions before submitting your entry via the designated submission form with the following

information:

- Submission Details
 - Game Title: If your game is unpublished or contains age-restricted content, a temporary or placeholder title is acceptable.
 - Creator Name: The name you would like to be credited under.
 - Game Showcase / Gameplay Video Files: Up to three videos may be submitted.
- Campaign's special website: <https://rpgbakin.com/notices/15461>
- Selection & Publication:

From among the submitted entries, selected videos will be compiled into an official user showcase video.

The final video will be published on the official RPG Developer Bakin YouTube channel, official Bilibili account, and other platforms.

Selected works will be credited with the game title and creator name upon publication.

== Releasing July 29! Preview All 3 New DLCs Now! ==

Store pages for three new DLCs, scheduled for release on July 29, 2025, have been revealed in advance. The following new DLC packs are now available: "Ultra Building Victorian Style", a 3D model pack for building classic Victorian-style towns; "Mokemo Factory MONSTER PIXEL PACK Vol.5", a pixel-art collection featuring a variety of unique battle monsters; and "Vibrato NPC PIXEL PACK Vol.2", a high-resolution pixel-art character set that reimagines support characters from the standard assets. A 10% launch discount will be available for 14 days after release, so don't forget to add them to your wishlist!



●Scheduled for Release on July 29, 2025 - DLC Overview

◆RPG Developer Bakin Ultra Building Victorian Style

This DLC lets you recreate a classic Victorian-style world, featuring grand mansions, towns with smoke rising from chimneys, and plazas adorned with cobblestone paths and fountains. It includes modular parts such as building walls and windows, decorative objects like benches, fences, fountains, and streetlights, as well as ready-to-use prefab buildings and sample town maps.

With over 450 3D stamps included, you can freely construct detailed and atmospheric urban environments. Whether it's a noble's mansion, an academy, or a horror-



themed Western-style town, this pack provides all you need to bring your Victorian architectural vision to life.

- Price: \$39.99 USD
- Steam Store: <https://store.steampowered.com/app/3792090/>

◆RPG Developer Bakin Mokemo Factory MONSTER PIXEL PACK Vol.5

The fifth volume of the monster battler asset series by pixel artist Mokemo is here! This collection features 20 uniquely designed monsters, each with its own backstory—from a space traveler riding a haniwa-style camel, to a centipede warrior consumed by the madness of the battlefield, to a scorching predator that hunts with searing claws. These distinctive creatures will bring striking presence and rich depth to the world of your game, making your story more vivid and unforgettable.



- Price: \$15.99 USD
- Steam Store: <https://store.steampowered.com/app/3853520/>

◆RPG Developer Bakin Vibrato NPC PIXEL PACK Vol.2

This DLC is a high-resolution pixel art character asset pack featuring ten support characters—"Royal A," "Royal B," "Royal C," "Royal D," "Cabinet Minister," "Housekeeper," "Butler," "Clergyperson A," "Clergyperson B," and "Merchant"—originally included in the standard assets of RPG Developer Bakin. Pixel artist Vibrato has redrawn each character from scratch, enhancing them with intricate details and expressive charm. While the original assets were created at 40×40 pixels per frame, this new set offers approximately four times the resolution. The pack includes two types of animations per character: Walk and Wait. These lively characters will add depth and vibrancy to the towns and scenes within your game world.



- Price: \$15.99 USD
- Steam Store: <https://store.steampowered.com/app/3853510/>

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

Early Access Start Date: October 17, 2022

Scheduled Official Release Date: August 28, 2025.

Price: \$84.99 USD

Development / Publisher: SmileBoom Co.Ltd.

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

Official X (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

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.

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

https://smileboom.com/dl/press/RPGDeveloperBakin_Assets_20250724_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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