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

Game Creator: MAKOTO KEDOUIN × Bakin

Development Blog Vol. 2:

“I started making games—and I’m already winning” Now Live

Official Release Version Launch Set

for August 28 – Free Trial Also Releasing the Same Day

August 21, 2025 - Sapporo, Japan - SmileBoom Co.Ltd. has published the second installment of its development blog, "Made with RPG Developer Bakin", which chronicles the process of renowned game creator MAKOTO KEDOUIN as he builds a new sample game using RPG Developer Bakin (read as "BAH-keen"; hereafter referred to as Bakin). We are pleased to announce that the official release version of Bakin will launch on August 28, with a free trial version available on the same day. Alongside the release, we also plan to release three DLC packs on August 28, featuring: a new crafting feature, a localization support plugin, and a 3D model pack of fence assets.

After Prototypes and Learning – The Sample Game Is Now Set!



KEDOUIN, the creator behind the popular horror game Corpse Party, is currently developing a new sample game using Bakin. The journey is documented in the second blog entry of "Made with RPG Developer Bakin", titled “I started making games—and I’m already winning,” which is now available.

In this entry, KEDOUIN shares the mini-games created during the learning phase and reveals how those experiences shaped the concept for the sample game now in production.

Get an inside look at the moment a professional creator takes his first real step into full-scale development.

■ **Made with RPG Developer Bakin**

— **Part 2: I started making games—and I’m already winning**

URL: <https://rpgbakin.com/blog/made-with-bakin/15985>

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 Set for August 28, 2025! Free Trial Also Coming the Same Day!

To coincide with the official launch of Bakin on August 28, 2025, we’re pleased to announce that a free trial version of Bakin will also be made available.

The trial version is designed to give users a hands-on experience with the tool, allowing you to try out its core features with ease. Please note, however, that some advanced functions are not available in the trial version.

Additionally, any game data created in the trial version can be carried over to the official release version if you choose to purchase it, allowing you to continue development without interruption.

● **RPG Developer Bakin Trial Version Overview**

Name: RPG Developer Bakin Demo

Release Date: August 28, 2025 (Thursday)

Distribution Store: Steam

Price: Free

■ Main Differences Between the Full Version and Trial Version

Differences in Specifications	Full Version	Trial Version	Trial Version Specifications
Creating Game Data for Publishing	Yes	No	You cannot export the created game to an automatically executable file.
Map Creation	Yes	Partial	You can create up to five maps per game. Each map can be up to 625 grids in size.
Adding Assets	Yes	Partial	There are no restrictions on adding your own assets (2D/3D/music), but you cannot add assets from paid/free DLC provided by our company.
Plugin Usage	Yes	No	Plugins cannot be used.
Usage Period	Unlimited	30 days	You won't be able to launch it after 30 days from first use.

Note: Further details will be announced later via Steam News and other sources.

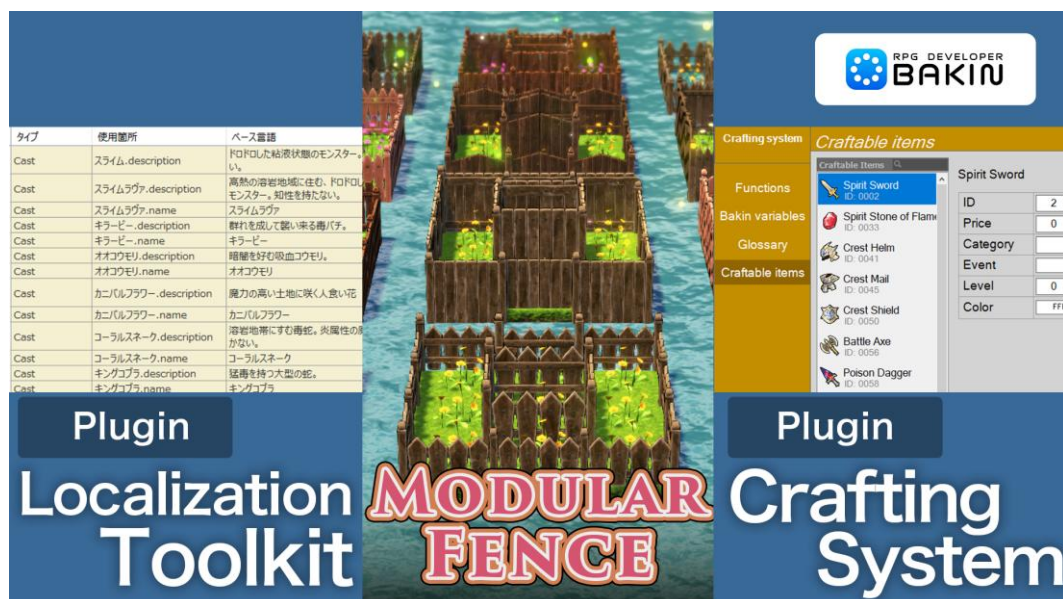
Releasing August 28! Preview All 3 New DLCs Now!

Store pages for three new DLCs, scheduled for release on August 28, 2025, have been revealed in advance.

The following new DLC packs are now available:

The plugin "Crafting System" introduces a crafting feature that allows players to create items from materials. The localization support plugin "Localization Toolkit" helps make games developed with Bakin multilingual. Also available is the 3D model pack "Modular Fence", featuring versatile fence assets suitable for a wide range of scenes.

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 August 28, 2025 - DLC Overview

◆RPG Developer Bakin Crafting System

Crafting System is a plugin that makes it easy to implement a crafting feature where players can create items from materials.

With an intuitive GUI, you can freely configure a wide range of elements, including: automatically generated unique item IDs, material combinations, custom categories, item pricing, required crafting level and events triggered after crafting. The crafting interface clearly displays the following information: item icon, description, stats, resistances, recovery effects and required materials. The default layout is fully customizable to suit your game's needs. In addition, a built-in glossary system allows you to localize the tool for multiple languages.



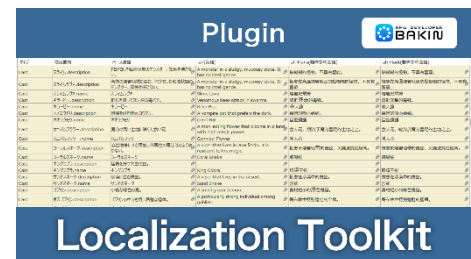
- Price: \$29.99 USD
- Steam Store: <https://store.steampowered.com/app/3921180/>

◆RPG Developer Bakin Localization Toolkit

Localization Toolkit is a powerful plugin for RPG Developer Bakin that enables you to localize your games for multiple languages. It's the essential tool to share your creations with players around the globe.

[Key Features]

- Easy Setup in the Editor
Assign in-game text (dialogue, UI) and resources (images, 3D models, audio, etc.) for each language directly in the editor.
- Switch Languages Anytime
Players can change the language from the main menu or even during gameplay with a single click.
- Supports a Variety of Resources
Not just text – UI images, signs, and audio can also be swapped per language.
- Works with Existing Projects
Easily add localization to games already in development or even completed projects.
Boost Efficiency with Batch Editing
With the Localization Toolkit, you can directly edit all in-game text within your project. Changes are instantly reflected in the project, making it easy to filter by character names, event titles, and more—perfect for checking dialogue consistency across your game. It's not only ideal for translation workflows, but also helpful for polishing your English text.



- Price: \$34.99 USD
- Steam Store: <https://store.steampowered.com/app/3920860/>

◆RPG Developer Bakin Modular Fence

Introducing Modular Fence - a versatile collection of fence assets for all your projects.

This pack includes 20 unique fence styles, 20 animated gates, 5 texture variations, and 8 props – totaling 315 ready-to-use 3D stamps. All variations, animations, and collision settings are fully configured, so you can start building right away.

Every fence can be freely combined with others, allowing you to



create a wide variety of layouts tailored to your scenes and themes. Perfect for enhancing towns, villages, gardens, facilities, and more.

- Price: \$19.99 USD
- Steam Store: <https://store.steampowered.com/app/3921190/>

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_20250821_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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