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

Game Creator: MAKOTO KEDOUIN × Bakin

Development Blog Vol. 3:

“The Plot is the Map, Creation is the Quest” Now Live

Exhibiting at Tokyo Game Show 2025

September 23, 2025 - Sapporo, Japan – SmileBoom Co.Ltd. has published the third 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 also pleased to announce that “RPG Developer Bakin” will be available as a playable demo at the “Sapporo Game Camp” booth at Tokyo Game Show 2025, starting tomorrow. In addition, we have released two new asset packs: a high-resolution pixel art character set featuring two elves and two warriors, and a 3D model pack that allows for the creation of modern suburban environments.

"The Plot is the Map, Creation is the Quest — Tracing the Journey Towards the Rebuild of 'REINES DU SABBAT'"



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 third blog entry of "Made with RPG Developer Bakin", titled “The Plot is the Map, Creation is the Quest” which is now available.

The article introduces how a professional creator builds a game world—detailing the process of developing a plot and crafting a flowchart. It offers valuable insights for anyone looking to start making games themselves. Be sure to check it out.

■ **Made with RPG Developer Bakin**

— **Part 3: The Plot is the Map, Creation is the Quest**

URL: <https://rpgbakin.com/blog/made-with-bakin/16637>

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.

Exhibiting at TOKYO GAME SHOW 2025!

SmileBoom, the developer behind fun and creative game-making tools like “RPG Developer Bakin” and “SmileBASIC,” will be exhibiting at TOKYO GAME SHOW 2025, held from September 25.

We’ll be showcasing “RPG Developer Bakin” at the “Sapporo Game Camp” booth—an event jointly hosted by game companies based in Sapporo, including SmileBoom, whose headquarters is also located there. Come and try out the officially released version of “RPG Developer Bakin” for yourself and see what this tool is all about! We look forward to seeing you there.



● Exhibition Overview

Event Name: TOKYO GAME SHOW 2025

Period:

- Business Day:

Sep. 25 (Thu.) 10:00-17:00

Sep. 26 (Fri.) 10:00-17:00

- Public Day:

Sep. 27 (Sat.) 9:30-17:00

Sep. 28 (Sun.) 9:30-16:30

- Opening times differ between business days and public days.

- On public days, opening times may be brought forward by 30 minutes depending on the situation.

Venue: Makuhari Messe

Exhibitor Name: Sapporo Game Camp

Booth: Hall 4 / Booth Number: 04-N02

Admission Fee: Paid. For details, please visit the event's official website.

Official Event Website: <https://tgs.cesa.or.jp/>

Now on sale! Two new DLCs are now available!

We released two new DLC packs today, September 23, 2025.

The following new DLC packs are now available: Introducing the high-resolution pixel art character set “Vibrato HERO PIXEL PACK Vol.2” featuring two elves and two warriors, and the “PixelScapes Modern Suburban Pack” 3D model pack that recreates a modern suburban town.

Also, 10% off launch discount until October 7, 2025, at 10am PDT! Don't miss this opportunity!



● Overview of DLC Released on September 23, 2025

◆ RPG Developer Bakin Vibrato HERO PIXEL PACK Vol.2

This DLC is a collection of high-resolution pixel art character assets, newly created by pixel art artist Vibrato, based on the four characters included in RPG Developer Bakin's standard assets: "Warrior A", "Warrior B", "Elf A", and "Elf B".

Compared to the 40 x 40 pixels per frame of the standard assets, this collection is produced at about four times the resolution. The details and personalities of each character are expressed more finely and attractively.

It also includes 14 exclusive actions and poses that match the characteristics of each character. This enables dynamic movement and rich emotional expression, and greatly expands the range of in-game production.



• Price: \$19.99 USD

• Steam Store: <https://store.steampowered.com/app/4007350/>

- Trailer: <https://youtu.be/XVlrLYzAiqs>

◆RPG Developer Bakin PixelScapes Modern Suburban Pack

PixelScapes Modern Suburban Pack is a pixel-art style 3D model set for recreating cozy, modern suburban neighborhoods.

It includes a wide variety of friendly and inviting suburban elements such as houses, shops, playgrounds (with swings and slides), and school buses—perfect for games set in modern-day life, mysteries, school settings, and more.



- Price: \$19.99 USD
- Steam Store: <https://store.steampowered.com/app/4007360/>
- Trailer: <https://youtu.be/AorshBSfvJ4>

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. The tool launched on Steam in October 2022 and has continuously improved and expanded based on creator feedback. Following ongoing feature enhancements and additions, the official version was released on 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

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 purchased or used during the Early Access period will remain available in 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_20250923_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/>

Media Contacts:

Nobuki Nagai and Akari Tsuruta
info@smileboom.com