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**Programming-Free RPG Creation Tool for PC “RPG Developer Bakin”**  
**Celebrating 3 Years Since Early Access Launch!**  
**Major Update Ver. 2.1 Released**  
**Anniversary Sale Now Live!**

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**October 15, 2025 - Sapporo, Japan** – SmileBoom Co.Ltd. is pleased to announce the release of Version 2.1, a major update to the PC RPG creation tool "RPG Developer Bakin" (read as "BAH-keen"), which celebrates its 3rd anniversary in Early Access Launch on October 17, 2025. This update includes a number of new features, such as an in-game input bindings screen. In addition, a special sale to commemorate the 3rd anniversary of Early Access Launch is now underway and will run until 6:00 PM PDT on Wednesday, October 29, 2025.

**Celebrating 3 Years with Major Update Ver. 2.1 – Input Binding and More**



"RPG Developer Bakin" will soon mark three years since the launch of its Early Access version on October 17, 2022. Over this period, we have continued to refine and improve the tool based on valuable feedback from our users. Thanks to your support, we were able to officially launch the full version on August 28 of this year. The entire development team extends our deepest gratitude for your continued encouragement over the past three years.

To celebrate this anniversary, we have released Version 2.1, a major update that adds several new features, including an input bindings screen, settings for smooth rendering transitions.

● **Overview of New Features in Ver. 2.1**

■ **Input Bindings Screen**

A new in-game screen allows players to customize key bindings.

You can now assign keyboard keys and gamepad buttons to each action directly within the game.

### ■ Rendering Transition Time Settings

We've added the ability to gradually switch rendering settings over time. Perfect for smooth scene changes such as from day to evening, or evening to night.

### ■ Key Input Check Panel

A new event panel has been added for checking key inputs. This makes it easier to implement behavior like: “When this button is pressed, do XXX.”

Numerous other enhancements and feature additions have also been included in this major update. We invite you to take this opportunity to explore the full potential of RPG Developer Bakin and start creating your own games today.

### ■ Early Access Launch 3rd Anniversary Sale!

To commemorate the 3rd anniversary of our Early Access launch, a special sale is now live on the Steam Store! During this period, "RPG Developer Bakin" and its DLC are available at discounted prices. The discount also applies to bundles that include sale items, making them an even better deal. Don't miss out on this opportunity!



### ● Early Access Launch 3rd Anniversary Sale Details

Period: Wednesday, October 15 – Wednesday, October 29, 2025, at 6:00 PM PDT

Eligible Products & Discounts:

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

Note: Some DLCs are not included in the sale. Please check the Steam News page for details.

URL : <https://store.steampowered.com/news/app/1036640/view/519726998179807562>

Bundle versions that include discounted items will reflect the same individual 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. 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](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](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\\_20251015\\_EN.zip](https://smileboom.com/dl/press/RPGDeveloperBakin_Assets_20251015_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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