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RPG Maker 2 (Prima's Official Strategy Guide)



Synopsis

Build It and They Will Play! \hat{A} Quick-start tutorial to create your own adventure in an afternoon
 \hat{A} Strategies for using every editor, database, and creation tool \hat{A} Detailed, step-by-step instructions to build your own world, town, and dungeon \hat{A} Thumbnails of every building, texture, item, character, and enemy for quick reference \hat{A} Complete walkthrough of the Fu-Ma role-playing game

Book Information

Series: Prima's Official Strategy Guide

Paperback: 152 pages

Publisher: Prima Games (November 4, 2003)

Language: English

ISBN-10: 0761543562

ISBN-13: 978-0761543565

Product Dimensions: 8.5 x 0.2 x 10.9 inches

Shipping Weight: 13.1 ounces

Average Customer Review: 5.0 out of 5 stars \hat{A} \hat{A} See all reviews \hat{A} (3 customer reviews)

Best Sellers Rank: #2,401,184 in Books (See Top 100 in Books) #49 in \hat{A} Books > Computers & Technology > Programming > Languages & Tools > RPG #2311 in \hat{A} Books > Computers & Technology > Games & Strategy Guides > Strategy Guides #5725 in \hat{A} Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

Customer Reviews

The best thing about this guide is the pictures of every enemy, character, object, and texture that you can use. It really helps with planning your project out. The tutorials it provides are fairly helpful, and could save you the time of figuring out some of the steps yourself. The Fu-Ma walkthrough could be a bit better, as it doesn't show any maps. But you really don't need a walkthrough with the sample game anyway. If you're into RPGM 2 and want to make a quality game, you should buy this book right away.

i ordered this because i got the game for christmas and wasn't able to figure out how to create anything. so in getting this i have been able to understand how to do everything better. i highly recommend this for anybody who hasn't played the first game.

Thanks! This guide book really helped.

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