

The book was found

RPG Maker 2 (Prima's Official Strategy Guide)



Synopsis

Build It and They Will Play! $\hat{\wedge}$ Quick-start tutorial to create your own adventure in an afternoon
 $\hat{\wedge}$ Strategies for using every editor, database, and creation tool $\hat{\wedge}$ Detailed, step-by-step instructions to build your own world, town, and dungeon $\hat{\wedge}$ Thumbnails of every building, texture, item, character, and enemy for quick reference $\hat{\wedge}$ 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 $\hat{\wedge}$ $\hat{\wedge}$ See all reviews $\hat{\wedge}$ (3 customer reviews)

Best Sellers Rank: #2,401,184 in Books (See Top 100 in Books) #49 in $\hat{\wedge}$ Books > Computers & Technology > Programming > Languages & Tools > RPG #2311 in $\hat{\wedge}$ Books > Computers & Technology > Games & Strategy Guides > Strategy Guides #5725 in $\hat{\wedge}$ 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 reccomend this for anybody who hasn't played the first game.

Thanks! This guide book really helped.

[Download to continue reading...](#)

RPG Maker 2 (Prima's Official Strategy Guide) RPG II, RPG III, and RPG/400 with Business Applications (2nd Edition) RPG II, RPG III and RPG/400 (The Shelly/Cashman series) Make a 2D RPG in a Weekend: With RPG Maker VX Ace Make a 2D RPG in a Weekend: Second Edition: With RPG Maker MV Bugs Bunny: Lost in Time (Prima's Official Strategy Guide) Heroes of Might and Magic III : Prima's Official Strategy Guide Yu-Gi-Oh! Official Card Catalog (Prima Official Card Catalog) RPG Companion (Official Strategy Guides) RPG IV Jump Start, Fourth Edition: Your Guide to the New RPG RPG Programming success in a day: Beginners guide to fast, easy and efficient learning of RPG programming The RPG Programmer's Guide to RPG IV and ILE RPG TnT: 101 Dynamite Tips 'n Techniques with RPG IV Free-Format RPG IV: How to Bring Your RPG Programs Into the 21st Century RPG II and RPG III Structured Programming e-RPG: Building AS/400 Web Applications with RPG e-RPG(V2): e-Volving RPG Applications for a Connected World Rpg II and Rpg III Programming Beginning RPG Maker VX Ace Beginning RPG Maker MV

[Dmca](#)