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## charas rpg maker RPG Maker

Posted by Takahiko Naito - 2009/08/01 12:43

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Did anyone catch this little article in PSM Online about Ascii \_may\_ reconsider their prior decision regarding RPG Maker and Fighter Maker?

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Posted by ivan\_rorick - 2009/08/01 12:43

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Did anyone catch this little article in PSM Online about Ascii \_may\_ reconsider their prior decision regarding RPG Maker and Fighter Maker? Yes, and I can't wait. How long has it been out in Japan? Has anyone here imported it? What's it like? -Ivan Rorick iror...@hotmail.com Thank God there's a heaven and a ringin' in my soul and my soul's got free. ~Gid Tanner, 1926

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Posted by Tomo1657 - 2009/08/01 12:43

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Did anyone catch this little article in PSM Online about Ascii \_may\_ reconsider their prior decision regarding RPG Maker and Fighter Maker? I have RPG Maker 2 for SNES and RPG Maker 97 for Win95. They're cool, but it really takes a lot of time.. : p I'm waiting for Simulation RPG Maker for PSX right now, but I'm wondering how many memory cards would it eat up. -Tomo (defending Lenna, Emerada, Nobuo, and his music) Even if the whole world turns against you... I'll be on your side! -Ellie <http://members.aol.com/tomo1657/music/midi.htm> for Musical World of Final Fantasy (and Xenogears)

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Posted by A.Weirdo - 2009/08/01 12:43

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Posted by King Kung - 2009/08/01 12:43

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Did anyone catch this little article in PSM Online about Ascii \_may\_ reconsider their prior decision regarding RPG Maker and Fighter Maker? I have RPG Maker 2 for SNES and RPG Maker 97 for Win95. They're cool, but it really takes a lot of time.. : p I'm waiting for Simulation RPG Maker for PSX right now, but I'm wondering how many memory cards would it eat up. If you're serious about using any of those PSX games, go for the 3.5 disk drive thing that plugs into the port, it'll save a lot of hassle for those. The best use for the drive so far, IMHO.

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