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About This Content

Explore the mysteries of Japanese Sengoku era, authentic with objects and feudal characters. Enjoy the modern world with cities, schools and offices. Or take a trip to a long-away future, brimming with robots, spaceships and high-tech devices.

This long-awaited resource pack is a companion set to the RMDS Resource Pack, created in the same general style. It contains materials from the original RMDS+ product, from the popular game Corpse Party as well as unique custom material created by our artists. It's one resource pack you do not want to miss!

This pack contains:

- Over 30 tilesets (A1-TileD) and over 15 character sheets to create 4 distinct areas (feudal Japan, modern, futuristic and custom ship)

- 20 BGM variety songs

- 43 large battlers, as well as 124 "chibi" pixel battlers

- 23 battlebacks (10 floor, 13 wall)

- 146 bust portraits (with emotions!) & 23 face sheets

- 2 system balloons

- Character generator, importing guide and 2 video tutorials

- Sample project with 120 maps, complete with passabilities and custom material!

- Bonus: high definition images of full battlers and battlebacks

Title: RPG Maker VX Ace - DS+ Resource Pack
Genre: Design & Illustration, Web Publishing
Developer:
Degica, KADOKAWA
Publisher:
Degica
Release Date: 22 Oct, 2013

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Minimum:

OS: Microsoft® Windows® XP / Vista / 7 (32-bit/64-bit)

Processor: Intel® Pentium® 4 2.0 GHz equivalent or faster processor

Memory:512 MB RAM

Graphics:1024 x 768 pixels or higher desktop resolution

Hard Drive:400 MB HD space

English,French,German

I can't seem to find ANY of the Corpse Party Rescources, which is the entire reason I bought this Pack.. If you only ever plan to buy one or two DLC's for the VX ACE, get this one!
It has the most actual content for your buck, giving you pleanty of extra options to work with.

Most of it blends well with the vanilla and community resouces packages. Just be wary that not everything will be as fleshed out as you might hope for it to be. There's some of everything, but not enough to really make that deep space epic you'd be hoping for. Nor that sprawling urban environment you could get. My advice would be to look for free resources online. By this point, there's a ton of it.

But if you wanted to find a bunch of monsters that jell great with the vanilla art style, or if you hate some of the vanilla songs and want to replace them, this will give you that. None of these DLC's are worth their full price, that's a given. But get it when it's 75% off (it does so fairly often), and you won't regret it.. Covers a bit of variety set in a more modern setting, with a small dash of SciFi thrown in for measure. The music is a bit on the standard side, although there is enough for a small to medium length game. The Battlers come in two varieties- one set is small with a cross breed between high-end 8bit era and low-end 16bit era, and another set a bit larger with a decent amount of detail.. If someone can explain to me how to use the battle system like in the third picture, that would be great, I really need it for my game.... Great resource pack that works well with the other DS pack.. Just an additional reminder, the battle hud graphics nor the Luna Engine in the screenshots, are not part of this package. Other then that, this pack is great if you want more modern or Japanese DS style graphics.. The entire reason I bought this resource pack was for the character generator which claims to generate character busts, as well. Upon downloading, I found this not to be true. While it has a section obviously made for busts, there are no resources whatsoever.

After a couple of hours of following link after link, I found out through a forum post buried in the support thread for this DLC that the bust generator is virtually useless. **By Archeia's own words "... there's no busts resources. Only sprites." I consider this horrible false advertising, as when the average person looks at the beautifully-drawn character busts in the screenshots and the video and reads that they, too, can GENERATE those lovely works of art, what do you think they'll do? They'll do exactly what I did, which was waste $30.**

As a side note, the sprite generator is awful and full of bugs. It is unusable.

Some more browsing of the official thread gave me a link with an updated version of the character generator. Sadly, this version was also barely-functioning, and to get it working properly, you have to download their resources and use your own knowledge of image editing software to basically make a generator of your own. Ironically, this is available for free, though to use it commercially, I'd assume you'd have to own this pack.

I'm appalled that NOWHERE in the description of this DLC do the words "Work In Progress" appear, nor any allusion that this content is anything but in a finished state.

Sources:
RPG Maker DS+ Support Thread
Archeia's Post. I'd recommend buying it ONLY when it's on sale.

I love the faces\/characters, the battle backs are great there's just a lot of good in this pack.
But I immediately lost sight of all that good when I ended up having to re-edit ALL the tilesets because they weren't transparent and\/or were fitted wrong. I'm probably going to even alter some of them because of how rough they look.

Considering how much they want for the original price, they should have had all that sorted out before releasing it.
It might just be me being picky, but it should have been much more polished.. TL:DR;
In my opinion?
Get it! It's good!
It comes with a LOT of stuff missing from the main product.
It deserve the price, if you consider that just one character portrait might cost you the same amount of money.
It contains a bunch of that kind of portraits plus tilesets, music, scripts, sprite sheets, battler pictures... get it already! :P

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Here goes my opinion on this:

RPG MAker VX Ace comes with no modern day tile sets and the basic tilesets it provides are not so pretty.
Just look at the edges of a hill made by them in a game Black-squared unpolished.
You can always fix a tileset using a picture editor but still it is a pain.

Now DS+ comes with modern tiles of great quality, while it gives a bunch of usable tiles for decent outside mapping. It's as you can see on the provided pictures.
Not to mention that it contains some futuristic tiles.

Inside it you will find:

A] Two video tutorials .One on importing assets and one on shift mapping (very useful).
B] 20 background music pieces in ogg file format (correct looping)
C] 23 Battle backgrounds
D] 43 Battler pictures.
E] 124 cute battler pictures.
F] Pools, doors, gates, a pigeon, a pond, a sewer leaking tube and a lot of character sprite sheets to give great and appropriate animation to this DLC assets.
G] A good bunch of face sets.
H] Picture of hero portraits with expressions
 I] Ballon pictures with emotions
J] Tilesets for: Sewer, City outter, Futuristic spaceship inner, landscape outter, inner volcanic, inner house, inner modern day, outter and inner ancient samurai or something, ship, modern hospital... it has really whatever is missing in my opinion from the main old product!
K] A sample game with used assets
L] A lot of quality scripts that come with instructions.

Now... all these come with the RIGHT to use them to create commercial games with RPG Maker series products, as long as you give credit to the creators (instructions for proper credits are included for every asset).

And there are still people that thing that this is uber expensive...

No. This is a really great DLC value for money. It really gives more value to the main product and it is a MUST buy in my opinion.

Do I recommend it? Of course I do!
There are also discount periods you can get it, but if you consider helping people that develop such great assets, you can get it anytime.

28 Euro is really a cheap price anyway.. Where is Battle Interface like 'Persona4' in screen shot ?

Want that gameboy feel, well this is for you.

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