

RMXP

The Ezine!
net

<http://www.rmxp.net/two/index.php?ezine>

Issue #1

RPG Maker XP

An Official Release!

After nearly a decade, Enterbrain has finally brought the RPG Maker Series to English Readers worldwide.

Read on Page 5

ValentineEnigma on

Fear of Life

Read on Page 8



Prime

Revenge is bitter...

Immerse yourself in a living breathing world, where there isn't much difference between right and wrong. Power is everything, and it is up to you to change that...

Features:

- Variety of guilds each unique to every kingdom.
- Custom Menu's
- Custom GFX
- Multiple Ending
- More to come



Words from the Management

As I type this, there are probably over a handful of people waiting for me to finish this E-zine and upload it onto the Internet. However, I'm making them wait a little longer because I really wanted to let everyone know something. This e-zine would have never been in existence if it wasn't for the members. I know that this sounds corny, but it's true. From the conversations in the IRC to the excited and hopeful posts on the forum, I gained the determination to do something that is way overdue.

For that I thank you guys!

Your ~~Slave~~ driver Editor-in-Chief,
Lene

P.S. Sorry for nagging everyone to insanity, I'll try to work on it!

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Check it Out!

Rmxp.net's Hot Topics

RMXP.net News Update

<http://www.rmxp.net/forums/index.php?showtopic=23345>

After many problems with the failed first attempt at an upgrade for the forums, RMXP.net is now running the new IPB 2.0.1 build. What's changed? What isn't exactly working? Click the link to read and discuss.

English RMXP: Reactions

<http://www.rmxp.net/forums/index.php?showtopic=23438>

The community sounds off on the newly released English translation of RPG Maker XP. Is it hot or not? Find out!

Kaizer Sprites!

<http://www.rmxp.net/forums/index.php?showtopic=23493>

Showkaizer, the creator of the popular spriting templates, has posted his current works in progress with the intent to finish them in the near future. If you are a fan of Kaizer Sprites, then this is a topic you have to check out.

Doesn't Anyone like Sports?!

<http://www.rmxp.net/forums/index.php?showtopic=23507>

Shifter, Rmxp.net's resident Cowboys fan, is wondering where all the sports fans are in RMXP.net. Want to help him out? Check out the thread.

"WE WON!"

<http://www.rmxp.net/forums/index.php?showtopic=23382>

Soavifox talks about the successful route that gay marriage has taken in the state of Massachusetts. Want to post your opinions on Gay Marriage and related issues? Be sure to check it out!

compiled by Lene



Written by: Chubbly

Wow, all I can say about the RMXP.net community is that it's so lively! With all the upcoming jaw dropping games, one doesn't wonder for too long why there are almost two hundred thousand posts on Rmxp.net's forums. There are many pretty cool looking games to be released soon. Although some are not to be released until a year or so from now, everyone still checks the project topics every day and most people post inside them. You can easily pick out which games are the greatest and have the most potential to be finished by checking out that very visible **[WOW]** stamp in the topic titles.

I'd have to say, out of them all, I'm looking forward to AcedentProne's Personality Engine game. The reason you ask? Simply because I've drooled over Fable, but have never been able to get it. Runner ups would be Mimesong's *Fallen*, ValetineEnigma's *Fear of Life*, and ccoa's *Final Fantasy Legacy*. All these games are not only original, but absolutely gorgeous.

If you take a trip to the Symposium, you'll notice many thought provoking topics. It's a nice change from just posting about RPG Maker XP. Mimesong and the team of moderators stays right on top of every post to make sure that there are no trivial posts in the Symposium. If you look at the Hurricane Katrina topics, you'll see that the community is very supportive to the victims of Hurricane Katrina. We also ask that if you possibly can, donate to American Red Cross. Thanks to many, Amazon.com has raised over 7 million dollars. but they hope to collect more. We can't make New Orleans back to the way it was, but we can help to create a new New Orleans.

Well, that about wraps up my news article. Remember to obey the forum's rules and...obey the forum's rules!



“After nearly a decade of piracy coming from small communities from multiple countries translating Japanese into their own languages, the company that produces the product known as RPG Maker XP has decided to make an official release...”

RPG Maker XP: An Official Release

Written by: Recoil

After nearly a decade of piracy coming from small communities from multiple countries translating Japanese into their own languages, the company that produces the product known as RPG Maker XP has decided to make an official release. While Enterbrain, the very company making this all possible, is aiming this towards North America, it may be bought by anyone willing to shell out the \$60 USD for it, but they will have to sacrifice some things that were originally made available for a larger price for the Japanese version. Since this is some sign that Enterbrain thinks we matter, we should be happy, right? I think most of us will be, but there always will be those few who seem to complain just for the sake of it. With this release, game makers will not be able to buy a translated box, printed manual, or any other items included in the original release, as the English version will be download only- at least temporarily. I say temporarily, because many rumors have been going around about a boxed release coming later if sales turn out well.

Could this lead to translations in other languages? Enterbrain has given some thought to this, but no official statement has been made as of yet. If that were to happen, Enterbrain would most likely be releasing their software in other Asian languages. It has been announced that if some other release were to be made, China, Korea, and Taiwan would be able to look forward to it. Another rumor talked about is that there may be a chance of having older software produced by Enterbrain released under the English language and made officially available through download or retail. I personally think this rumor to be false, but anything might happen. We never expected an official release to come at all, did we?

Now that Enterbrain has a set figure on what they expect for sales, we can wait and see if we actually meet, or even better, greatly exceed that number. Since this is the first time a release out of Japan has been made by Enterbrain software, we should try to get as many people to buy this as possible to show we are worthy of this and we aren't all supporters of piracy. Information on RPG Maker XP has been made available on many gaming sites and one computer magazine I subscribe to. This will attract people unfamiliar to the series and raise the number of copies sold, not to mention the number of gamers using the series on the PS and PS2 consoles and wanting more. Now I'll wait until when I'll be downloading my copy, but others need to follow through too. Our community has done a damn fine job of keeping piracy away from the members wanting a legal release, and now those very members have received their wish. Good job to everyone at RMXP.net, as you may very well be the cause of this release. Happy RPG making!

For more information on the English release of RPG Maker XP, you may visit the official website, provided by Enterbrain at <http://www.rpg-makerxp.com/>.

How Did You Find RMXP?

Suggested by punkid89



Kaitos

"About a year ago, I started game making with game-maker, which [was] freaking hard, not to mention confusing. I went through almost all the [search engines] I knew...I found Rm2k3...[but] I am not interested in it...The graphics were small and it was too easy. One day, I was on a new Pokemon forum...They were having a project to make a Pokemon game. Interested, I went to the topic, found out that they made it on rm2k3. One guy suggested to use RMXP which he said was better, with more options. I PM'd him to give me more information about RPG...He gave me the official Japanese RMXP website. When I went to the website, the graphics was first to amaze me...Arshes was beautiful (When I first saw it.) with colors...it was worth it! "

Hmm.. well, I've been sporadically looking around for info about it since I heard rumors that there would be another maker coming. Then I found the translated info page at phylomortis.com. And that's how I found it.



Dita



Tunanoodle

I think RMXP is an incredibly powerful tool to create virtually any RPG you please. However, I was disappointed at some of the features from RM2k3 that XP took away. RM2k3 had more preset options in the database that you would have to script in RMXP. Then again, RMXP has full color...Overall I think RMXP is better, but I wish some of the features in 2k3 that were taken out of it didn't need to be. I found RMXP.net through Rpg Advocate's site, started looking at the topics and the discussions, and thought it was a very cool and useful forum! I then decided to join after working more on my RPG.

I first started playing RPG Maker when I was 13. I liked playing RPG Maker. I created some innovative things through events like "TAG", "Rock Paper Scissors", and some other stuff through events. I made a few mini games and then I started learning how to make my own intro using RPG Maker 1. It was pretty limited. I started playing RPG Maker 2 for the PS2 and it was advanced, REALLY advanced. It had all these crazy options and event commands which got me pretty confused. So I just kept using RPG Maker 1 until last Christmas, when I got myself a laptop and I heard about RM2k from my friend. I downloaded it and then started using it. The next day, my friend told me about RMXP. I started using it ever since. I had little knowledge of RMXP but after months of practicing and learning more about the event commands in RMXP, I became good and started making systems like the ones I posted here at the forums.

PUNKID89

Punkid89



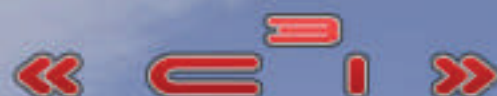
Doomtrain

I found RPG Maker XP because I was bored...And it looked like fun.

RED·OUT

DEMO

Coming Winter 2005



The **XP** game with that **ARCADE** feel.

- ∞ More than **50** possible ship upgrades.
- ∞ All **ORIGINAL** graphics[†] and soundtrack.
- ∞ All **NEW HUD** including ground speed, AGI, glide ratio and more!
- ∞ New **GROUND TRACK** system.

<http://www.myriadcreations.net/zero/redout/>



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[†] All graphics original with the exception of tilesets and subtitles.

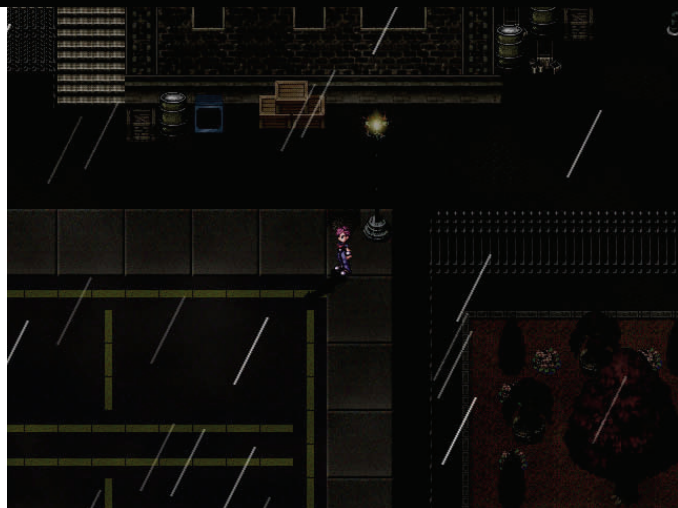




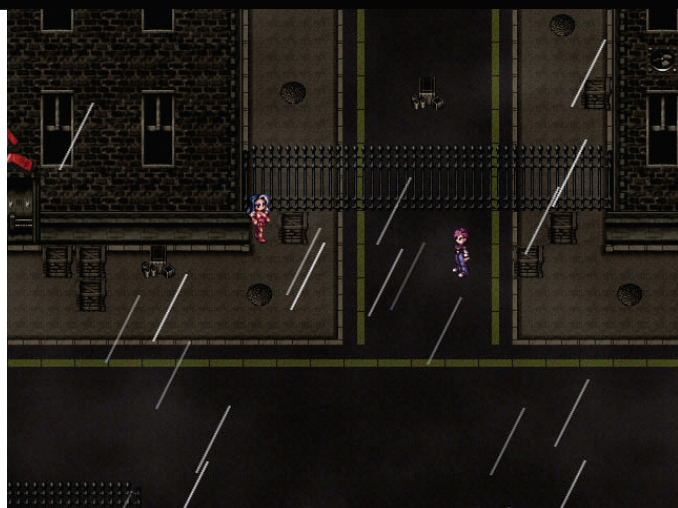
WRITTEN BY: TREG

Morgan Maccan is in for the worst birthday of her life. As if living in the world's grittiest city, Canave, wasn't enough, she's been brutally murdered and now demonic manifestations are running amok through the streets downtown. And thanks to her convenient placement at a number of gristly crime scenes, Morgan's being pursued by the corrupt police of the city. All this, add in the fact that nearly everyone in Canave carries a gun, and one can easily begin to understand the extent of Morgan's situation.

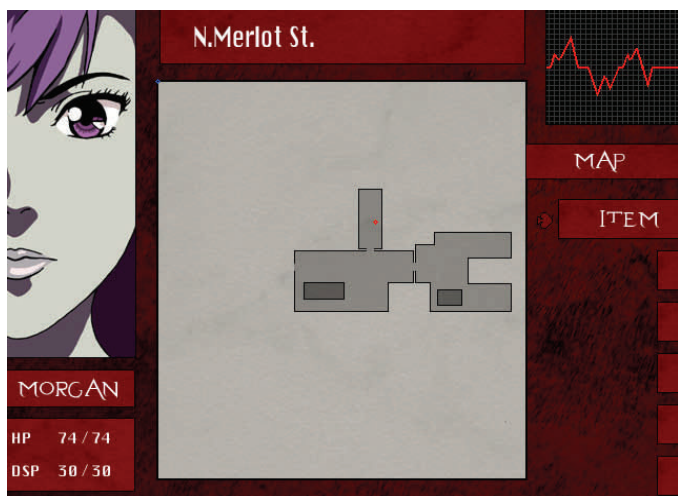
More on Page 10...



"A grim journey through the bowels of the worst city on the planet during it's darkest hour.."



"The game's graphics are stunning as well; Valentine is an experienced spriter..."



"A highly interactive map system developed by Xk8..."

Fear of Life, the latest game from the lovely ValentineEnigma, is a grim journey through the bowels of the worst city on the planet during its darkest hour. In her own words, "Fear of Life is a modern thriller RPG based around a young woman named Morgan Macaan who finds her life turned upside down when she's brutally murdered three days before her birthday." Astonishingly well constructed (undoubtedly among the best of the RMXP community) and full of "a bit of camp, a bit of kitsch, and full of sarcasm and substance abuse", Fear of Life is an anticipated title that encompasses all the elements that make a good RPG.

A former RM2k/3 project, Fear of Life was ultimately brought to the RMXP community to take advantage of the program's scripting and graphic advancements. Valentine is certainly sparing no effort in creating the game; several years of plot development and graphics work date back to, as she recalls, "February of 2004 if my memory serves right." The original incarnation of the game was "a mixture of many different things, but the entire plot came out while listening to a song called Fear, by Sarah McLachlan."

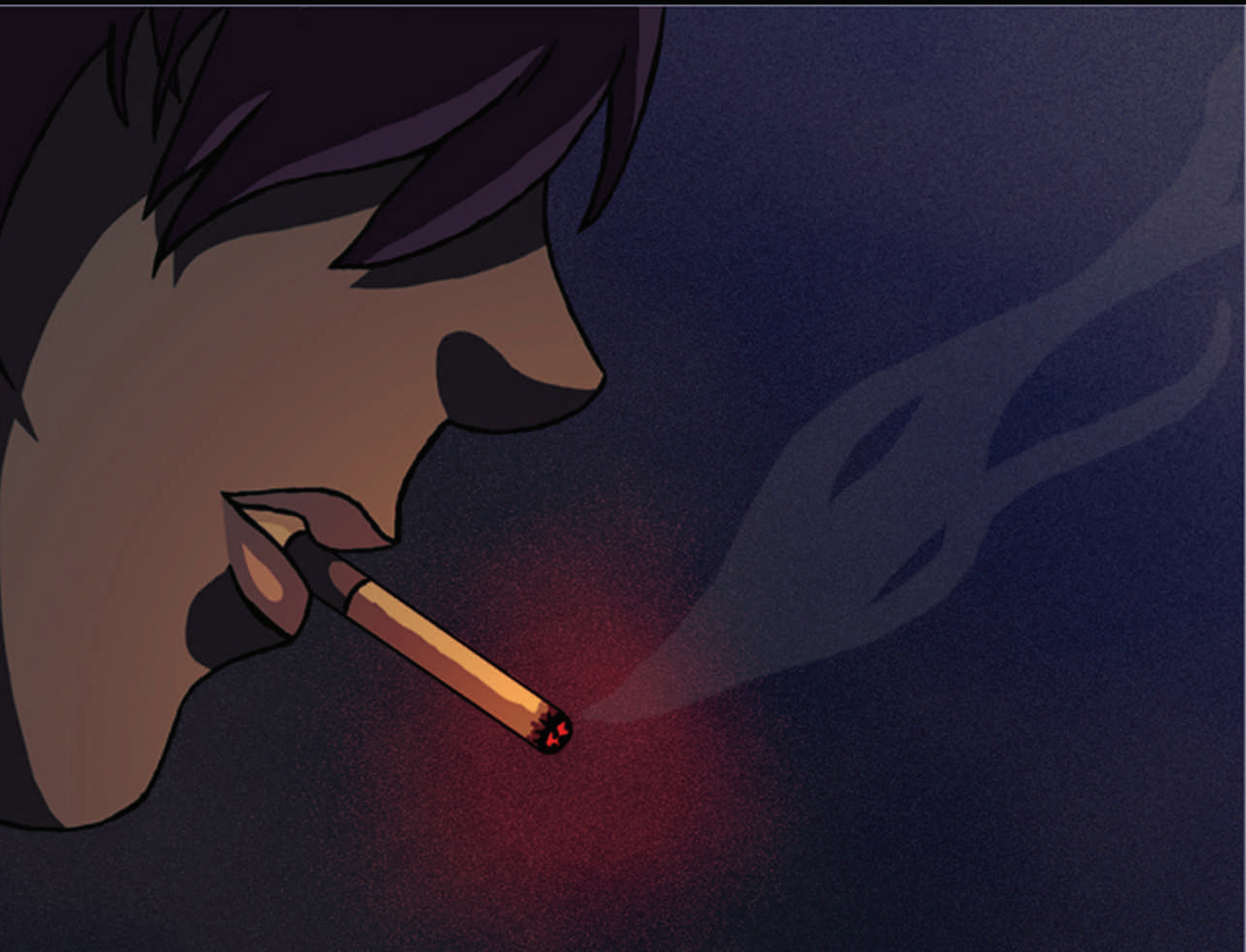
Fortunately, an advance copy of the upcoming demo (expands on the teaser in terms of plot and gameplay) weaseled itself into my possession. If the teaser blew you away, the demo will astound you. In fact, the new demo will more than likely be out well before this article is published.

Despite this, I won't spoil it, but some of the things done in the demo stretch the limits of RMXP to the max. The voice acting, done by the extremely talented Fairuza of the Voice Acting Alliance, is very good and meshes well with the feel of the game. While definitely not for the kiddies, the new demo is likely to be at least semi-appropriate for teens and up. You will get a taste of the dark tale in store for Morgan in the rest of the game; the tale of the Nephilim, the beast lurking in the shadows of Canave, will be introduced, as well as some revealing details about the shadowy cult group that plagues the city.

What the demo is sadly lacking is any battle system; while it will be a "traditional side view battle system", the next release of ccoa's CBS won't be available for a few weeks or more. Rather than having to haphazardly import a script and upgrade later, Valentine is wisely choosing to wait until the new version, with more features and options. The result is a demo that focuses on Fear of Life's signature puzzles and interactive scenery. Levels are also largely open-ended; Valentine comments, "You'll be able to take various different routes through the city to your destination, from the rooftops to the sewers." Puzzles are well-developed so far, and the environments are highly interactive. Also interesting is a highly interactive map system developed by Xk8 that features an active map.

The game's graphics are stunning as well; Valentine is an experienced spriter. Every sprite, from the cops to Morgan herself, is detailed fully and features well-balanced shading that matches Canave's hulking, cavernous feel perfectly.

More on next page...



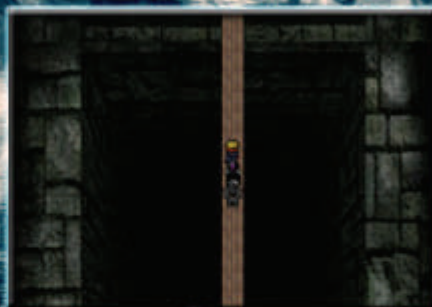
Fear of Life is shaping up to be an impressive project that will truly revolutionize the RMXP community. As the advancement in the utilizations of the program's features continues, one can only hope more games like Fear of Life emerge. Valentine has a useful pieces of advice; "Never give too much away. I see far too many games that lay out practically the entire plot on a silver platter within the first five minutes. The best thing you can do to hold people's interest is get them interested in what's going to happen next."

She also wishes the RMXP community goodwill and luck on their projects, emphasizing the commitment needed to finish a large-scale project. "Good luck to everyone out there working on a project. It's a tough road and it takes a lot of blood sweat and tears, but you'll get there. Just don't give up!"

Surely, if enough people persist, we can hope to see a number of projects following Fear of Life's brilliant example.

*For more information on **Fear of Life**, be sure to visit its project topic at <http://www.rmxp.net/forums/index.php?showtopic=16486>*

- * All original Battlers*
- * Custom and highly edited tiles and characters*
- * Very original storyline.*



Sacrilege



*Insanity and murder go hand in hand,
the Magic art of Zeeedrew makes people
go insane, the question is,*

Do you know if you possess the Magic?

Puzzles

Written by Psgels

Today, I'd like to talk about puzzles. Puzzles are essential in a game, because you don't want a game in which you just have to beat monsters. Puzzles are there to challenge the player even further. You can have mazes, push the blocks, interaction with the environment, riddles, and many more. Today, I will select a few of them, tell a bit about them, and explain how to use them effectively.

The most common, and easy to make puzzle is of course the maze. The objective of a maze is confusing the player, and making him try to find the exit. The most



basic variant of this is having a bunch of random corridors and dead ends. You must be careful with dead ends, however. This makes the player backtrack a lot, and it will eventually cause the player quitting your game out of frustration. The dead ends should either have a large treasure (not too much, of course) or you should leave them out. The way you should fool people, is to make them walk in circles. A way to strengthen this effect, is by predicting which path the player will take, and make that go down that way, only to find that he's seen that part before. Another way is to spread the maze over several rooms. Again, try not to overdo this, because otherwise the player will become bored again, and quit.

Then we come to another kind of puzzle: push the blocks. This can be from as simple as pushing one out of the way to create a passage way elsewhere, to finding your way through a few



dozen of those things. The first variant, of course, has the advantage that when the block has been cleared, that you've created a neat shortcut, in case you need to retrace your steps. The second variant gives a good challenge, if used

well. Just be careful that you've always got a backup plan, for in case your character gets walled in, and can't move

any more.

Then there are also puzzles that interact with the environment. A good example for this is from the game Golden Sun. Those who played it, remember that there once was a forest, in which you could control the flood gate of a lake. When the lake was dry, one would push logs into the right direction, and when the lake was full, one could hop over these logs, right to the other side. This could be done in tons of other ways: creating a landslide, freezing certain places, make some vines grow. You name it. This requires a lot of event scripting though.

We also have Riddles. These can be common logic problems, that need to be solved to advance. You can also have some mathematic problem to keep the player busy. You can

also be a bit creative, and make the player find out an important plot part. Once the player has solved these riddles, he has to do something with the answers. The most obvious choice, is of course, a multiple choice question, consisting of more than one answer. This is of course very boring, and the player can of course try out all the options. So you need to do something else with the results of the riddle: they can point a player into the right direction for, for example. They can help the player choose one out of a large number of choices. They can hint the player to a good weapon. Be creative.

These, of course, weren't all of the types of puzzles around. We also have the mini-games, the interactive puzzles, the ice-slice puzzles, the push-the-switch-puzzles, and many, many more. The one thing you must remember is: be creative. Make the player know what's going on, but try to surprise him. And don't make the puzzles too impossible, otherwise the player will just get frustrated and quit the game.



What do you think?

Members of RMXP.net get on the soapbox and give their opinions on clichés...



"If you look at anything in current pop culture, it's based on something, or similar to something, that has already been done.

Things are remakes of remakes.

And when it comes to something like RMXP, well, it's obvious people want to show their love of something by emulating it. IE all the FF clones and whatnot.

Now, while it's unoriginal (I will only rag on FF7 clones...lol) it's not entirely bad. Sure they may be re-using the same tired 'cliché' (Save the world) but they put their unique spin on it. Those who blatantly plagiarize...well...we get to make fun of them LMAO."



In my opinion there is nothing worth doing that has not been done in near infinite iterations and permutations before.

That is why I have no specific beef about fan games and the like: a fan

game (FF:Legacy) has just as much chance as being original and worth playing as an 'original' game (Twilight: the eternal chain). The key is not to avoid cliché, but to make a story worth telling... consider Shakespeare, who wrote almost nothing original; his work was blatantly derivative, yet superb. Or Tolkien.



Clichés are ok if you have something original. Like it has been said its nearly impossible to come up with something 100% original I once started making a game

where the story line was that ah evil prostitute smashed a walking and talking cow's flowerpot so he goes out to seek revenge. Even that isn't completely original anymore!

The RPG Player's Cliché

Written by AcedentProne

When the topic of clichés is brought up in an RPG Making community such as RMXP.net, most people respond with the same old half-enthusiastic agreement. The cliché problem has long since been complained and warned of to death. Ironically, the very act of telling others to avoid the dreaded cliché has itself become clichéd. The very nature which gamers and game makers act by has been so influenced by the common video game cliché, that people rarely bring up a topic that itself is not a cliché nor does it refer to one. So, when does the world of the cliché end the world of actual human thought and life begin?

It doesn't.

Humans have become so attached to clichés around the world that avoiding one is a lesson in futility. If this is true, then what can a person do to offer something they can call original and show off as their own? That is the question of every creative mind on the planet.

Before we plunge ourselves into the process in which to rid us of 'cliché-phobia', we must first grasp the concept of our own clichéd behavior. This will be accomplished in two simple steps: discovering a cliché that plagues the community as a whole; and dissecting a cliché that has tested true in stories, video (movie/television), games, and art for centuries, dating back to biblical times. These clichés will develop a sense to recognize a cliché in both works and in everyday life, thus allowing for the chance at originality.

The Beast

The cliché that is the most noticeable in not just the RMXP.net community, but in every community tied to RPG Maker (2000, 2003, XP) is the intolerance of the default main character. When RPG Maker 2000 was first released people flocked to it. Fresh off RPG Maker 95, this 2000 version seemed to be game making gold. Thousand upon thousands of resources were created. Tutorials and Articles filled web sites across the globe. Half-made demos and given-up projects filled "Games" sections of every major RM2K web site out there yielding very few worth playing.

This almost doubled with the release of RPG Maker 2003 which satisfied a large portion of the users' thirst for a side-view system, even if that system was problematic and faulty. Upon all the resources and tutorials, people—especially those new to the game making process—chose to use the default main character, Alex, as their own. For those of the upper echelon this quickly brought feelings of dislike. Dislike for games containing Alex for most would be given up in a week or be of sub-par quality. Alex could be a completely legitimate character choice but ended up an object of hate for being a cliché.

So history has a tendency to repeat itself—RMXP was finally released in Japan (coming soon to US), many imported it, downloaded it illegally, and translated it. Eager for the no color or size boundaries and the new scripting options there was soon an orgy of those seeking scripts, tutorials, graphics, and more. Project after Project was announced and so many contained the new main character, Arshes (Aluxes in the newly released US version).

Those who have grown accustomed to RM2K(3) and had little scripting knowledge often spoke out against RMXP showing that little has changed. And so, those with graphics skills and scripting knowledge quickly rose to the elite of the RMXP community. New features available and now these elite pumping out resources and scripts every five minutes, the amount of new users popping up can be likened to an infestation of roaches. They announced almost hourly about their "new, original, amazing game", 90% of which failed soon after and over 75% containing the new Arshes/Aluxes. The wave had been unleashed so then came the backlash. The elite and the middle-of-the-road members—those people who contain enough skill and knowledge to get by and fend for themselves but are not quite elite—waged war against Arshes/Aluxes and any person and/or game associated with him. This is the biggest cliché ever to clench the game making society. Those who fought the



"Cliché's are hard to avoid. So many games have been made thus far, and it's hard to come up with an completely original idea. I don't bash people for making cliché games because it really is

hard to think of something new!"



How many RPG's or, heck, even *stories* do you see that actually contain some of the so-called ultimate clichés? The last time I remember rescuing a princess from a dragon in an RPG was in the original Dragon Warrior. I'm

sure there may have been one or two since then, but honestly, I don't think there are many. Sometimes, I wonder if for every supposed cliché, there are ten times that number of stories that pick on it. I say parodies are becoming cliché. How about that?



This brings me to my point. Presentation is everything. Presentation includes elaboration on a basic plot (In my random definition). So I could make the story... "Cloud, a renegade badass at the

ripe old age of 19 who quit an evil corporation to kick some major ass being a mercenary gets pulled into a 'only you can save the world' plot" into a good story (Yes that was a synopsis of Final Fantasy 7. Yes that was completely cliché. No I'm not a chimpanzee.) with the proper presentation and twists. Amazing!



I think it's a matter of being aware of the clichés, what they are and which ones you have, and make sure that even though you're using them, the player doesn't really notice. As "Uncle Arc-

themonkey" once said, if the hero's village burns to the ground, and my focus is "did the little girl live?" and not " *yawn* now I suppose he'll want revenge...", then you've done a good job.

Arshes/Aluxes battles then turned their tides on clichés unknowingly creating more in their wake then they vanquished.

The Relation

See the pattern in the community? Cliché is the very nature of story writing, yet we seek to destroy it. Part one was intense. Take a breather before part two where we delve into the stories of the world.

Pick up any novel, story, epic, etc. and chances are you will come across two key aspects: the protagonist, the main character and the antagonist, a person, group or force that opposes the protagonist. While that may strike you as a cliché do not be fooled by it. It is a necessity that stories contain these. These two factors themselves are opposites and are designed to conflict with each other (quick literature lesson: characters + conflict = entertainment). What is clichéd though is attitude which each takes towards each other. Even the stories ranging from Shakespeare to Dostoyevsky to the Bible (Old and New Testaments) contain this cliché. The protagonist and antagonist consistently plot to rid themselves (and usually the world) of the other.

While it may seem like just two (or more) people plotting to murder each other, it consists with other common themes: Darth Vader sought to corrupt his son (effectively removing the protagonist) while Luke wanted to release the good inside his father (eliminating the antagonist); Lucifer desired the throne of heaven as "God" wished to cast him to hell (NOTE: this only displays a story in the Bible and in no way shows affiliation or support for one religion over another); Don Quixote fought against the giants and the windmills stood strong (this may confuse you but the first part is clear, the windmills standing strong crushes the protagonist's reason, or illusion, to fight thus removing him).

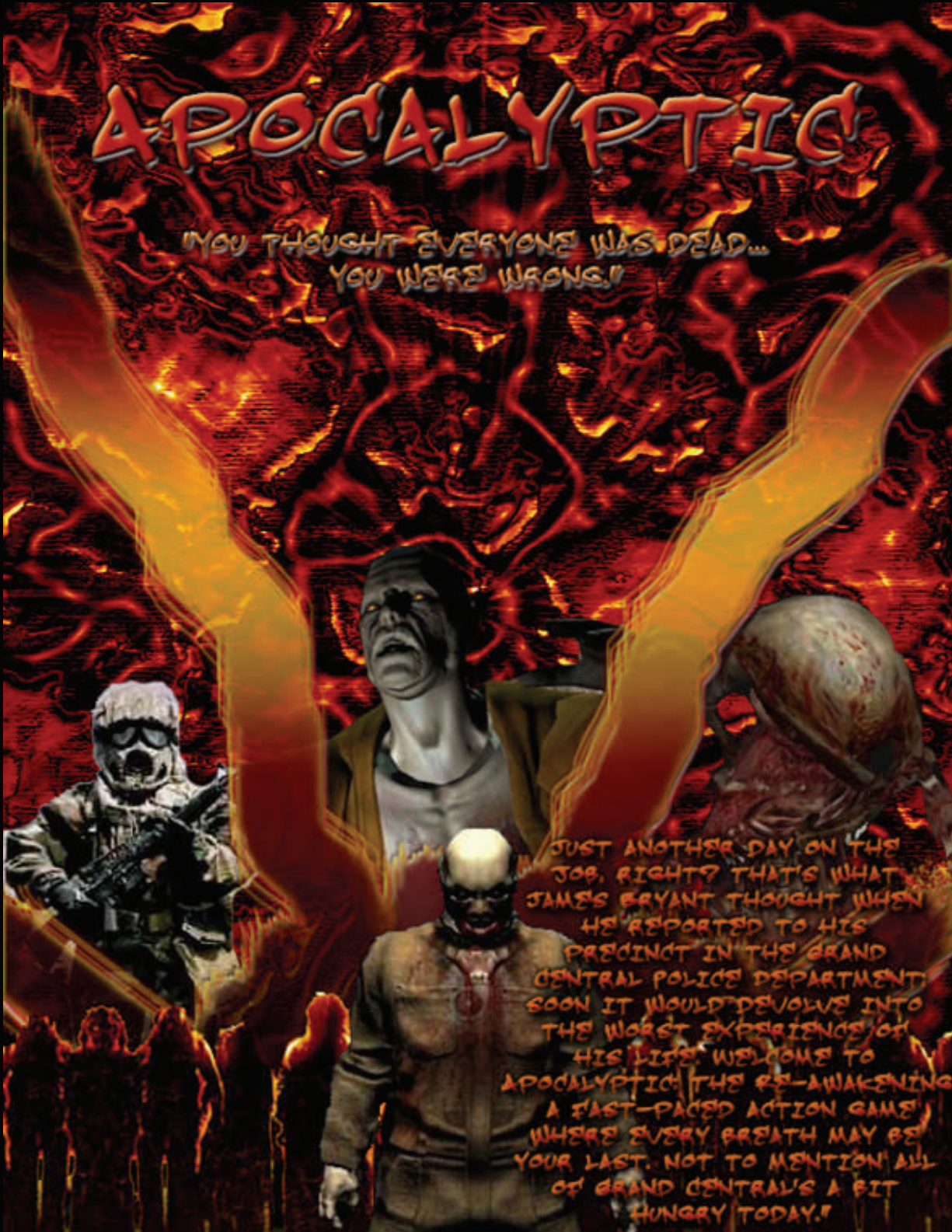
See the cliché? It is the relationship between the protagonist and antagonist each eternally seeking to destroy the other. Why? The conflict will usually end when one or both is subdued. This cliché is not avoidable. Try as you might there will always be an antagonist to your protagonist. Having both will lead to conflict. One might suggest that the antagonist and protagonist fall in "love." This is still considered cliché because they have both been subdued from the need to destroy the other. This cliché is the biggest cliché in the world and is uniformly unavoidable.

The Beast and the Relation have both been addressed. Clichés have the misconception that they are wrong and hurtful but they are not. They simply link us to things we already know. In a sense they are helpful. We find comfort in the familiar, while the unknown frightens us. The only problem with clichés is the potential to become trite and boring. Do not fear this. Embrace it. For when a cliché becomes stale then it is easier to work with. You can chip away the hard bitter parts, like you would a day old loaf of bread, until you get to the pliable soft core. From there you are able to recreate it in your own image. Take the community cliché of the intolerance of default characters. In this very editorial that core was molded beyond the simple hatred of a character to an epic battle. Do the same to the global cliché. It has been reinvented countless times and still, still, can be brought to a fresh light where it can grow into a new branch. Embrace your clichés for they are simple to use and easy to relate to. Life (natural or artificial) is a cliché by itself so involving it in any way to a game automatically makes your game clichéd. Do not fear what damage a cliché can do to your game, for it will always be there, but invest in how that cliché can enhance your game and connect with those who play it.

Nothing will ever be a bigger resource to your game than clichés and like all resources it does not matter what kind you have as long but how well you use it.

APOCALYPTIC

YOU THOUGHT EVERYONE WAS DEAD...
YOU WERE WRONG.



JUST ANOTHER DAY ON THE
JOB, RIGHT? THAT'S WHAT
JAMES BRYANT THOUGHT WHEN
HE REPORTED TO HIS
PRECINCT IN THE GRAND
CENTRAL POLICE DEPARTMENT.
SOON IT WOULD DEVOLVE INTO
THE WORST EXPERIENCE OF
HIS LIFE. WELCOME TO
APOCALYPTIC: THE RE-AWAKENING.
A FAST-PACED ACTION GAME
WHERE EVERY BREATH MAY BE
YOUR LAST. NOT TO MENTION ALL
OF GRAND CENTRAL'S A BIT
HUNGRY TODAY.