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## About This Content

What's an adventure without some hidden places to explore?

Dungeons & Volcanoes Tile Pack contains the basics you'll need to create a cave to explore, an inside of a volcano and a dungeon store room. Whether you're looking to building winding passages or simple open rooms, this pack includes details and personal touches that will make each map stand out.

For more resource packs in this art style, check out the [Royal Tilesets pack](#).

This pack contains:

- Autotiles and tileset pieces for three distinct areas: Purple cave, volcano inside and a store room of a dungeon
- Animated tile pieces, including a functioning furnace, torch, oil lamp and lava

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- Decorative tile details including a golden cannon, statue, well and armor racks
  - Royalty-free resources for use in commercial and non-commercial RPG Maker projects.

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Title: RPG Maker VX Ace - Dungeons and Volcanoes Tile Pack

Genre: Design & Illustration, Web Publishing

Developer:

Sherman3D

Publisher:

Degica

Release Date: 16 Sep, 2014

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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,Italian





# Volcanoes & Dungeons





# Volcanoes & Dungeons

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This is a small tileset pack that will add some dungeon elements to your world, not enough to make a whole game. As the name suggests, it's focused more on environments carved out of stone, mines, and volcanic-themes. Having a similar artstyle as the Halloween, Evil Castle, Sci-Fi tileset and Royal packs, it works with them for some world-building. Thus, it's not advised as a stand-alone.. To be honest, before starting. This is not a bashing. This is criticism that wants to lead the author to perfection, so the product will deserve better luck. I have already seen negative comments, so when I bought it on discount, I thought that most people don't know how to set tilesets right blah blah blah... but no. They were right at some part.

The assets are nice. No honestly, I like them. But there are not much really. At least there are three concepts. Dungeon is the best in my opinion and deserved the discount price saving the whole pack.

You keep landscape tiles (A1) separated, instead of putting them in one sheet. Why?

Let's say I download Tiled and make a new "map" at the size of a full A1. Then I include your A1 tiles and draw a proper and nice A1 tileset. It's not THAT hard at all, so why didn't YOU made it? Why do I HAVE to do this process?

I don't really mind but as you can see, other people get angry about such stuff, especially if they were asked for \$10 for this DLC.

Also, cannons, cannon balls, tnt crates have shadows. All right... how can I say that now? Shadows ruin the whole assets.

If you wanna charge a huge crowd of potential customers with \$10, then you have to at LEAST make the assets as user friendly as possible...

I don't mind if you charge \$10 even for a small amount of tiles, as long as it's good. Dungeon tiles are nice. If I like it, I buy it. You can do some things in compensation to make your customers happy.

- 1] Fix the Tileset properly.
- 2] Add a LITTTL more content to this DLC
- 3] Make some variations maybe

I will recommend this, but only on 70% discount price.

If I will realize you did significant enhancements though, this review will change to a more positive one.. Requires editing skills to make it work properly, very frustrating.. Unfortunately this addon pack has been disappointing so far. As a relatively inexperienced user of RPG Maker, the tile layout doesn't make a great deal of sense. I would be inclined to work on this issue if there was more content... however there is very little in each pack. A handful of assets to go with slightly recoloured tiles.

As a piece of constructive feedback, I hope the creator will consider working on 1 high quality and user friendly Tile Pack, as opposed to 3 threadbare ones.. Great look but frustrating to use. Got on sale for \$4 and even then it's questionable. I'm working with it right now and it's just very frustrating to use. You have to "manipluate" the tile sets to work properly and bend the rules of standard tile sets.

The red volcano could have been much better not a lot of wall material to work with.

One of the worst DLC's I've worked with RPG Maker.. This is the worst tileset I have yet tried to use. I say try because when I use the purple one, it doesn't mesh together correctly. I have empty boxes in my water that I cannot get to go away. It basically corrupts your map.

DO NOT buy this pack. I'm just sorry I'm out \$10.. Stay away from this one. Very little content, auto tiles don't work correctly.





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