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About This Content

This stylish and pulp-fiction inspired pack contains a large mix of tiles and characters, conveniently bundled together for an affordable price.

Created by Vexed Enigma, POP!: Horror City Bundle is the first entry in a brand new series of character and environment sets. Focusing on the dark and gritty life in the modern 90's, the pack is built for modern RPGs, survival horror action, casual adventure and more. With the inclusion of multiple tile sets and character variations, this large pack is a must-have for everyone.

Features:

- Brand new high-quality pixel art style.
- 8 female and 8 male Hero character sprites, as well as zombie variants for each.
- Bare character bases you can use to draw your own heroes or zombies.
- Animated lights, door and power-up characters.
- 12 animated vehicles (cars), including 2 models and service cars - police, taxi.

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- Character-matching facesets, including emotions, zombie alternatives and faceset bases.
 - Tiles A1-A5, Tile B, Tile C, Tile D and Tile E for cityscape outside, with city life essentials and nature tiles.
 - Tiles A1-A5, Tile B, Tile C, Tile D and Tile E for cityscape inside, with inside home essentials, dilapidated homes, office and facility settings, and more.

Title: RPG Maker VX Ace - POP!: Horror City

Genre: Design & Illustration, Web Publishing

Developer:

Vexed Enigma

Publisher:

Degica

Release Date: 8 Jun, 2015

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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







rpg maker vx ace - pop horror city

i love it, saw the art style for the pack and instantly knew this is what my game had to look like.

for future POP! sets, I have some recommendations in what i would like to see:

bathroom tiles (lol i agree with a previous review)

other various building type tiles like school, hospital, general store, restaurants etc

more variation in indoor tiles (and outside i guess too)

i think it would be nice to have a base model for children characters as well!

also, just me i guess, but i am in need of a vending machine graphic, lol, 'til then, i will heavily improvise lmao.

thank you vexed enigma, i appreciate your work.. For \$15, I was expecting a lot more. I'd wait for a sale because the current price is way too steep for what you are given in this pack. \$7-\$8 would be far more reasonable for what's included. When I first downloaded this DLC and went to check out my purchase, I was surprised at how little there actually was.

There are no interior tilesets for hospitals, stores, police/fire stations, restaurant, banks, etc - basically anything you would expect in a pack with the word "CITY" in it. Interiors are pretty much limited to home/apartment/office type settings which was a huge letdown.

However, the artist did a fantastic job so I'm giving this a thumbs up, but please keep the above in mind prior to purchasing. It is a very limited pack and not worth \$15 in my opinion.

Pros:

- Great looking art style.
- Character sprites are animated nicely.
- The exterior tileset is great and allows you to make all sorts of buildings and streets, as well as grass and tree tiles for parks and forests.
- A few tiles for items like power ups and such.

Cons:

- Only 8 unique character sprites/facesets (plus zombie versions).
- Extremely limited variety in the interior tiles as it only includes home/office settings.

Overall: The art style is fantastic and the artist did an amazing job so I'm giving it a thumbs up, but I can't recommend this DLC at \$15 due to a really limited interior tileset and only 8 character sprites. **WAIT FOR A SALE..** Zombies. Beautiful sprites. What more is there to say? Buy this! I hope to see even MORE of this art style in the future. Make it happen!. Really wonderful! The artist thought of just about every part of a city you can imagine. I made a diner using kitchen tiles and a combination of bedroom/living room tiles, and it looks great. The best part is that there are "clean" (not sloppy, not bloody) versions of everything, so this can double as a modern city tileset. Definitely worth the money.. So, I don't know if this is limited to just me, but nearly every item has several grey pixels surrounding it. The tiles themselves are great but the surrounding grey makes most of them useless. The same is true of the character sprites.. A decent pack for some horror elements. Nothing too extensive, though it also contains a few pics and files showing some tricks on how to better use RPG Maker (and these assets).. The colors and art are both awesome, really brings out the atmosphere of an apocalyptic game. The characters are somewhat limited (but not a big issue to me) though the tilesets are a great addition. My recommendation would be: if you have a spare change, get it right on. If you're unsure, get it on sale. To me, I find it to be an A+ and am really interested in seeing more of the artist's work in the future.. While limited to pretty much just urban areas and parks, this is a great base for a game. I feel that this is really a \$30 product, however, because there aren't many characters unless you also buy the character packs (which I don't think are on Steam yet?). I'm also not sure whether or not you can get the sewer/goblin mini-expansion if you weren't a premium member on RPG Maker Web a few months ago.

If there was a "neutral" option, I'd pick that for this. I'll go with "yes," however, because the tiles are fantastic -- but they are limited, like every tileset sold on here. It's kind of a shame that there are so many nice styles but none of them can be used for a game with any sort of variety... this one included.. I really wanted to be able to use this, but almost everything has gray pixels around it so you can only place them against a gray surface. It makes it unusable for me.

I don't suggest buying this one unless you're only using this tileset.

This is a great texture pack! I love the style and the wide variety of tiles to choose from. Definitely recommend it for RPG maker users.

Ps: If you are having the problem I had where there was grey stuff around the furniture and characters, you just have to left click on the gray when exporting the files onto RPG Maker, so it can set the gray as the transparent color.. I don't know if its just me or if others have had this problem. I love the way the pack looks and I was ready to use it to make a game with me and some friends who all wanted to use the set but when we imported the tiles almost none of them actually worked with the exception of a few tiles. Wall tiles wouldnt make walls, ground tiles wouldn't work in game, and some tiles dont actuallt make what they show to make. I dont know if this is because I somehow imported the tile sets wrong or something (but I doubt it since I have never had this problem with any other sets but hey things happen) So if anyone knows what might be wrong it would be awesome to know what it is cause again I was really looking forward to making a game out of this.. its a good tileset.. This is pretty good, not gonna lie! I really love it's pixel artstyle and it has everything you need to make a horror game(Except a toilet. WHY. WHY WOULD YOU NOT ADD A TOILET?! WHYYYYYYYYYY). One downside of it is that it's characters are very limited. A male and female set and their zombie versions, and that's it. That's literally all there is to it(Obviously not counting the objects and cars). You know what would be awesome to have? Jobs. It would be kinda nice if there were doctors, nurses, soldiers etc... Just to add a bit of flavor you know?

Also according to the description, (This part to be exact: "Created by Vexed Enigma, POP!: Horror City Bundle is the first entry in a brand new series of character and environment sets.") this is the first in a series. I'm really looking forward to the other ones, if there actually will be more. AND HOPEFULLY THEY WILL HAVE TOILETS.

Oh and grave stones would also be nice to have, though I reckon I can do some on my own too ahaha. I like it. But the only problem I have is everything has to be spaced far apart. The grey on objects isn't invisible like the default hero pack that came with RPG Maker. Even the zombies as events have a grey box around them and look cheesy when they move around in front of the landscape.

Blood can't be placed on walls because the grey box around the graphics cover up any wall tiles you have set.. Beautifully done pixel art in a colorful yet dark mood. I love the original character sprites and portraits and the modern city done in a retro yet fresh style. I'd love to see more resources in the style. Cyberpunk would work great with these types. Futuristic and Space opera too. Thanks for the awesome resource.. it has a good number of tiles but needs more variety for charitcters particully the monsters, more then just zombies i mean. also dead enemys siting up position or laying down (like zombies that have not risen yet)
also adding a bathroom and laundry, labotory, school, and sewer tileset would be nice

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