

ITCH.IO



Thematic area: Game publishing & distribution platform



Game engine: RPG MAKER MV



Link: <https://itch.io/>



Why & when to use this resource

Itch.io is a website that **enables users to find, download and distribute** indie games resources and games online. Itch.io is mainly a publishing and distribution platform rather than a creation tool: It acts as an **open marketplace and hosting platform** containing both free and pay-to-play games, assets, and tools. It is really useful for **developers who want to upload a game on their own or searching for inspirations** and/or new resources to use.

Since it contains precious resources such as pixel art, animations, characters, etc., **Itch.io can facilitate the creation of non-coding games**, allowing you to reduce costs and time to personalise your game, just by downloading compatible resources to insert into RPG Makers or other platforms.



Strengths

- ◆ **Free to use:** Itch.io allows creators to upload games and resources for free and **set their own price** to download them (including free or pay-what-you-want). This means that a **lot of resources** for personalising no-coding video games **are free to download**.
- ◆ **Continuous inspiration:** If you do not have any idea about how to create a game, or which tools to use, you can easily take inspiration from other games.



- ◆ **Large variety of assets:** Resources such as sprites, sound effects, music, templates, animations, and pixel art are **ready to be used**, and they are incredibly useful to create games that are way more dynamic and complete.



Limitations

- ◆ **Not a creation tool:** ITCH.IO cannot be used to build a game from scratch; a separate engine is always required first.
- ◆ **Variable asset quality:** Quality and polish vary widely, which can make curated discovery harder without prior filtering.
- ◆ **Not everything is free:** While some resources are free, some that may be interesting and useful for no-coding video games may require a fee.
- ◆ **The download process:** Sometimes, the **download doesn't come directly from the site**; instead, it redirects you to other web pages, reducing the website's safety.
- ◆ **Possible different Users Licenses:** Different Resources can have different licences that may limit the possible uses allowed for them. **It's important to always check for the specific license for each resource** before implementing it in a project.



Tutorial sheet



How to use this tool

Itch.io can be utilised in different ways within a non-coding game development:

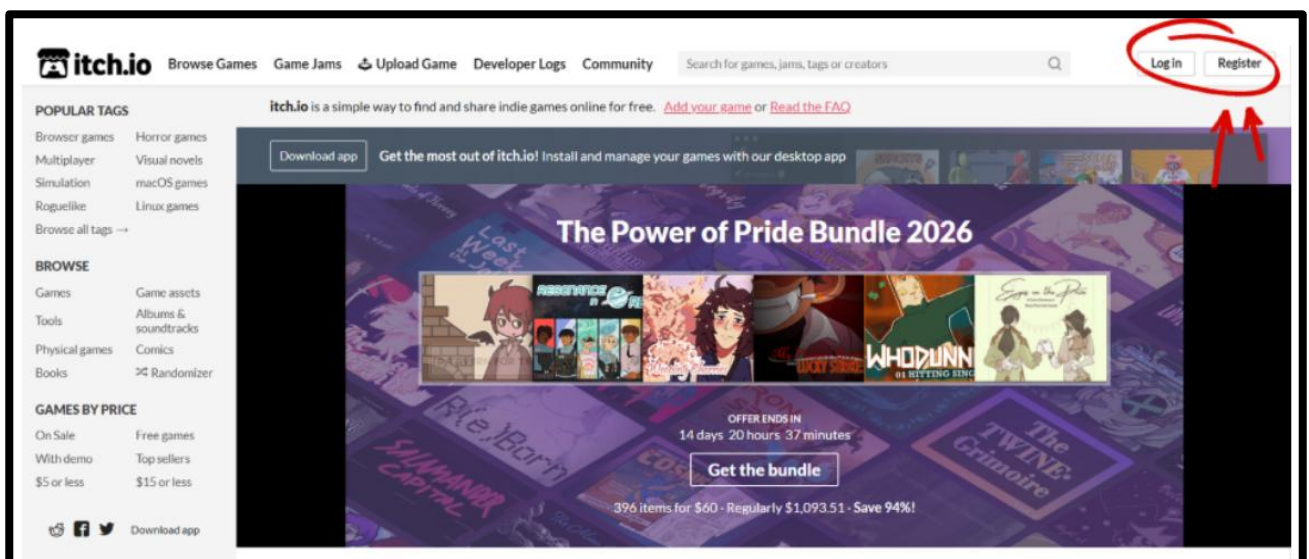
- **As an asset store:** Browsing the platform to search, filter, and download graphics (sprites, tilesets), sound effects, or music packs that match the theme of your game.
- **As a publishing platform:** Exporting your final project from your game engine (such as RPG Maker MV) and uploading it to Itch.io, to make it playable directly in the browser or downloadable for the public.

This step-by-step guide will focus on the first approach, demonstrating how to **find free graphical resources** on Itch.io and **properly organise them** within the RPG Maker MV folder structure to customise your game worlds and characters.



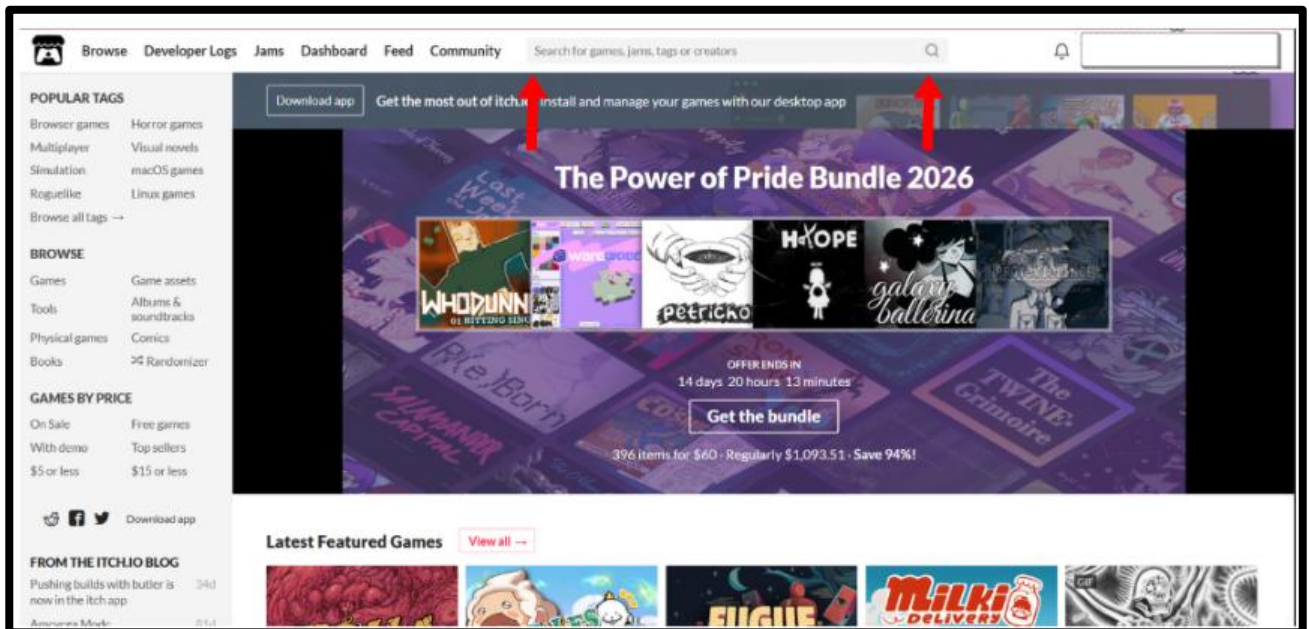
Step-by-step guide

- ♦ **STEP 1:** Once you open the website, you **can log in/create your account** as indicated in the below image.

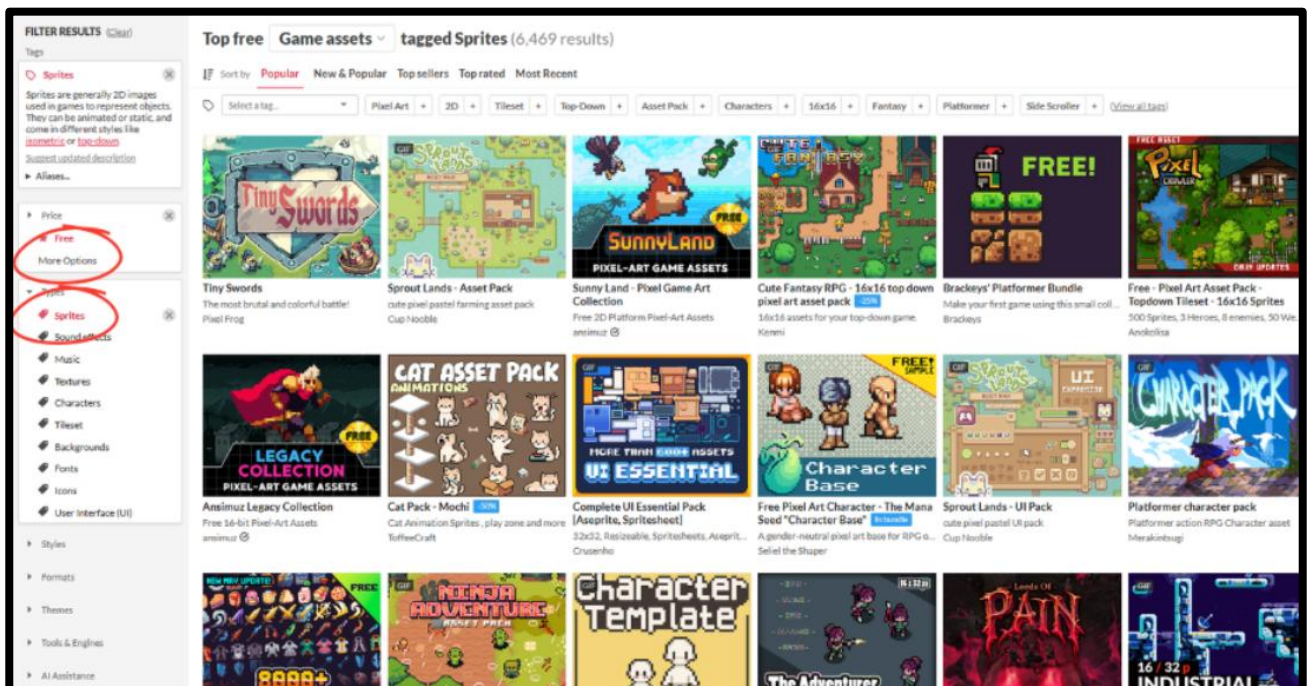




- ◆ **STEP 2:** From the main page, you can **start searching what you are looking for**. You can either scroll down the page to browse the available content or **use the search bar** for a more targeted search.



- ◆ **STEP 3:** You can also use filters to refine your search. You can filter by price, type, style, format, theme, and more.

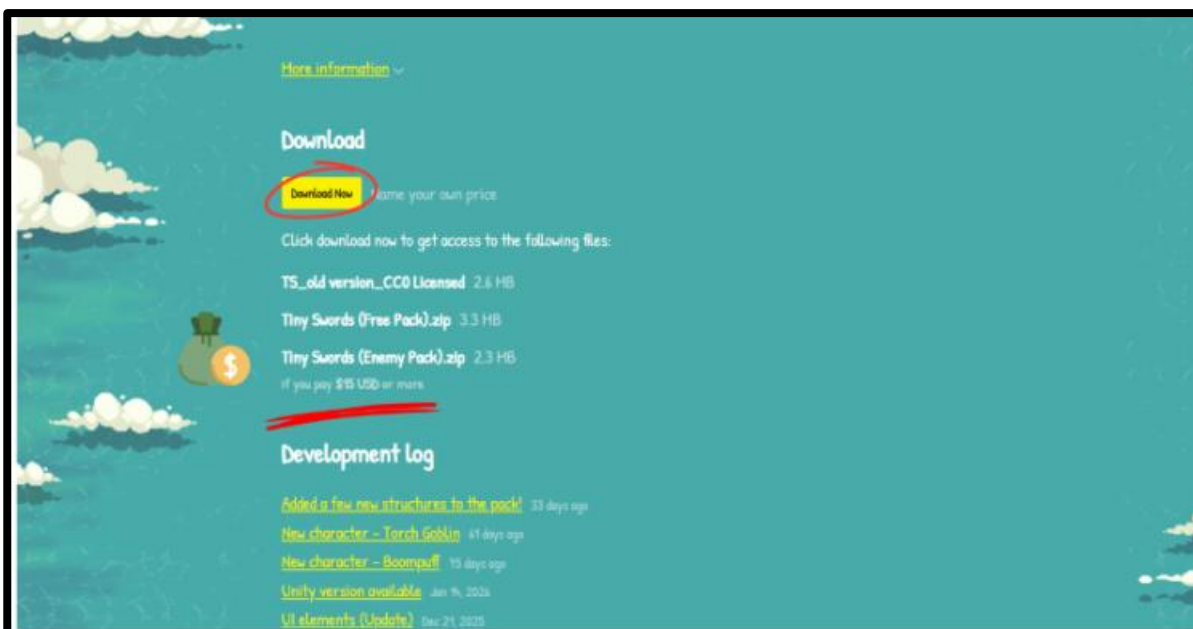
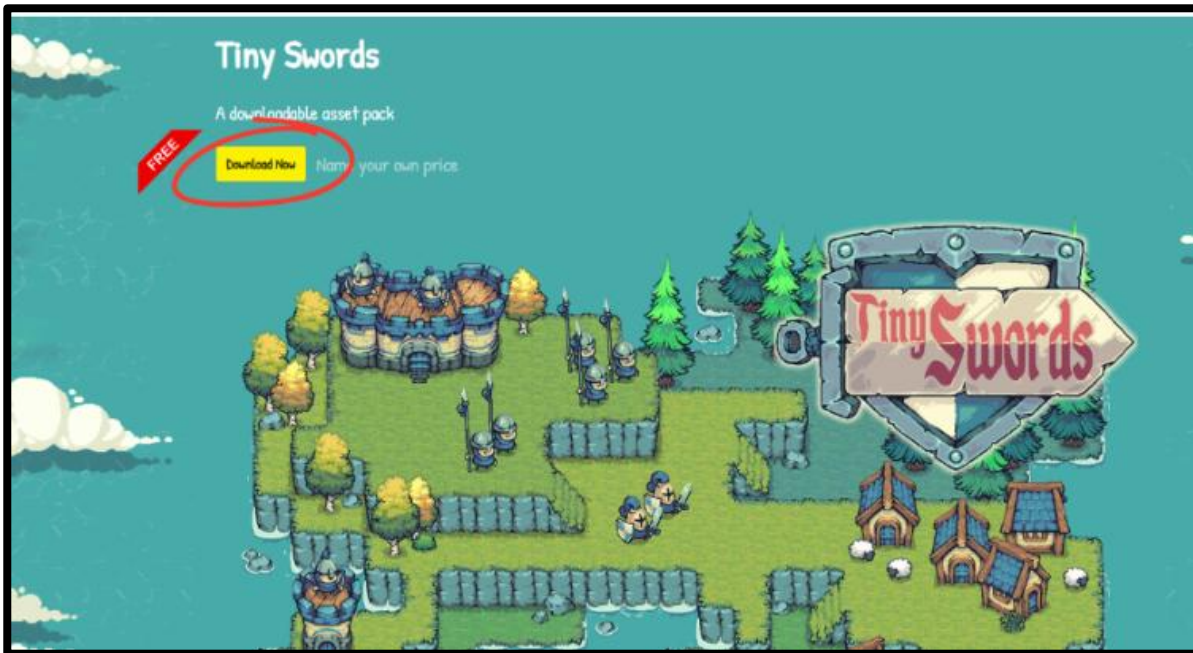


In this example, the following filters are used:

- Price → Free
- Type → Sprites

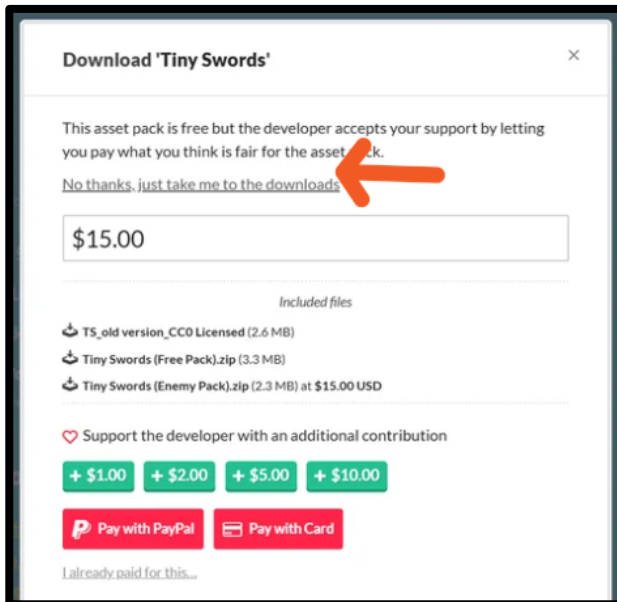


This guide will utilise the first result: "Tiny Swords". Open its page to **download the asset pack**. As many other assets, you will notice that the **pack includes both a free and a paid version**. It is up to you to decide whether the **free version is enough for your project** or if you would prefer the **paid version with its extra assets**.

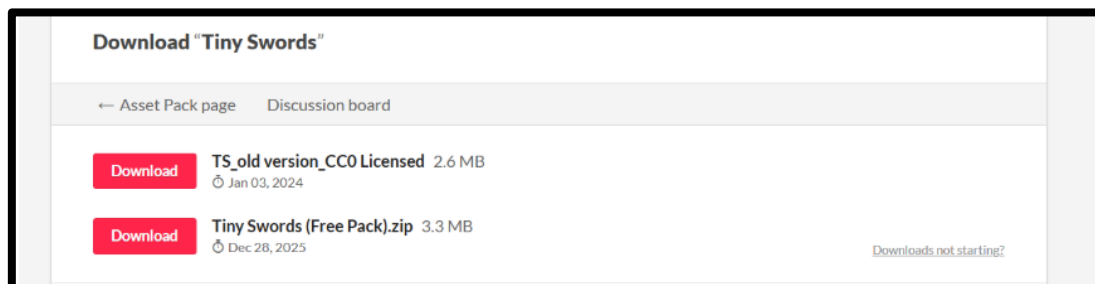




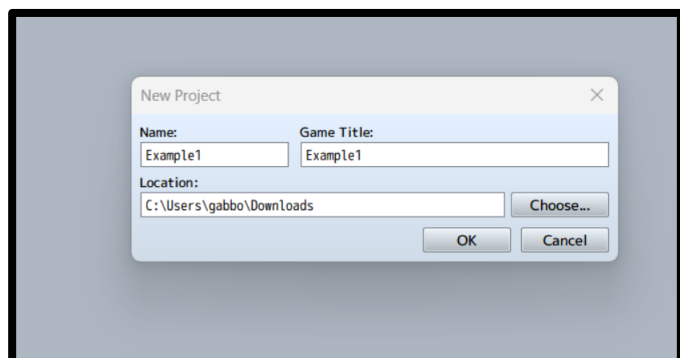
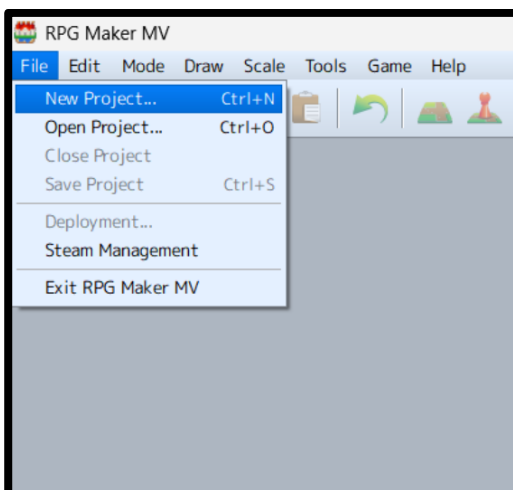
- ◆ **STEP 4:** Click on “Download Now” and then on “No thanks, just take me to the download”(if you want the free version).



The assets will be downloaded as a “zip” file, so **you'll need to extract everything afterwards**. We recommend to **create a new folder** to put the extract files.

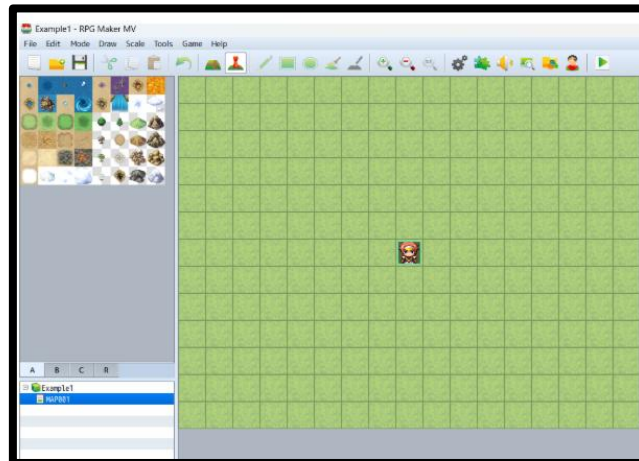


- ◆ **STEP 5:** Open RPG Maker MV, then click on **File**→ **New Project**→ **Name it**→ **Location** in your laptop where you want to create the folder with the new project.

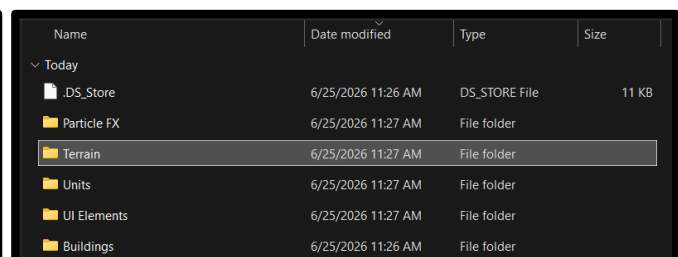
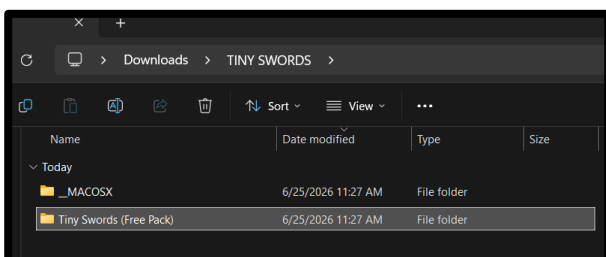




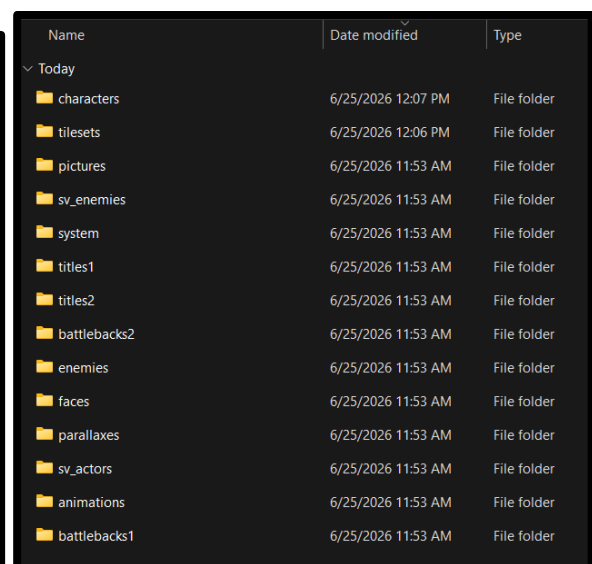
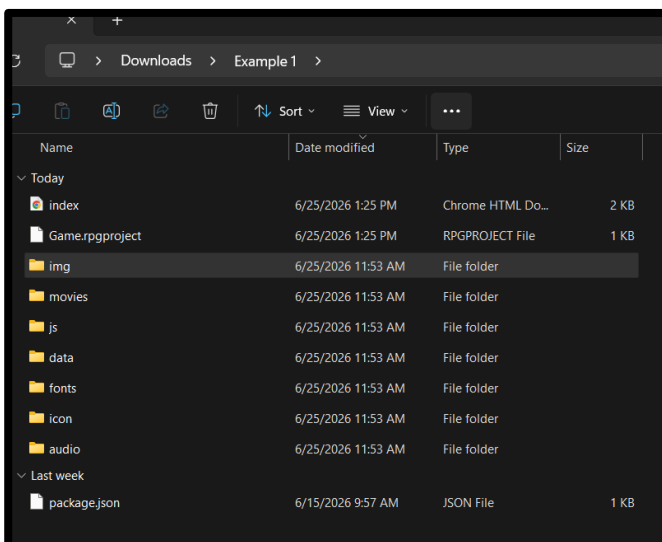
- ◆ **STEP 6:** Once everything is set up, **RPG Maker** will automatically create a **default folder structure**, including preloaded resources, and will open a **blank starting map** ready for you to begin working.



- ◆ **Step 7:** Now you can **insert the downloaded resources** in the new RPG Maker project. In this case, we **take the subfolder “Terrain”** in the main folder “Tiny Swords (Free Pack)” and **we copy the PNG images** contained inside.



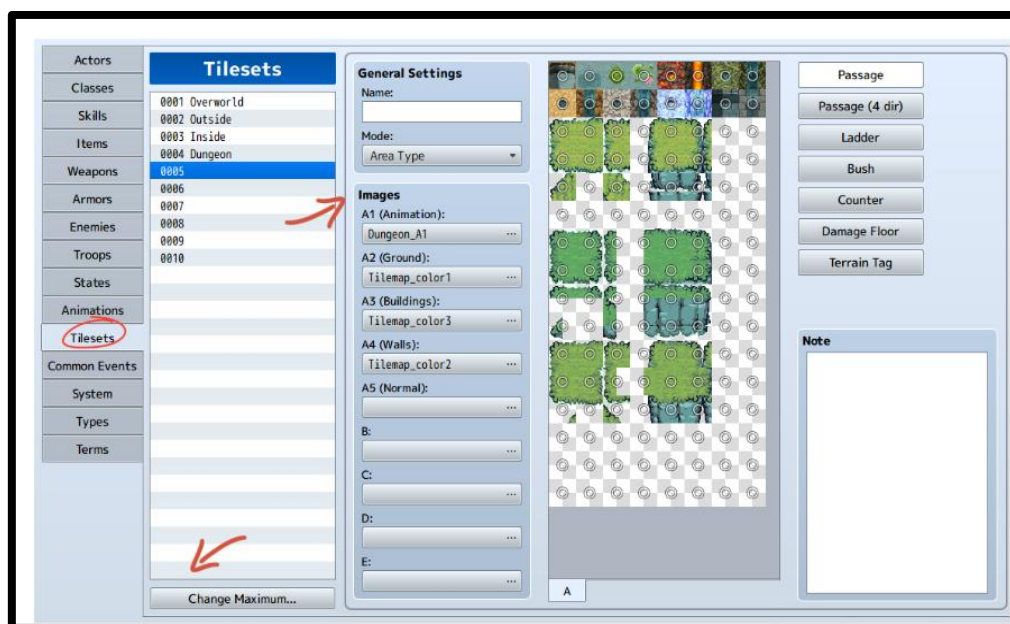
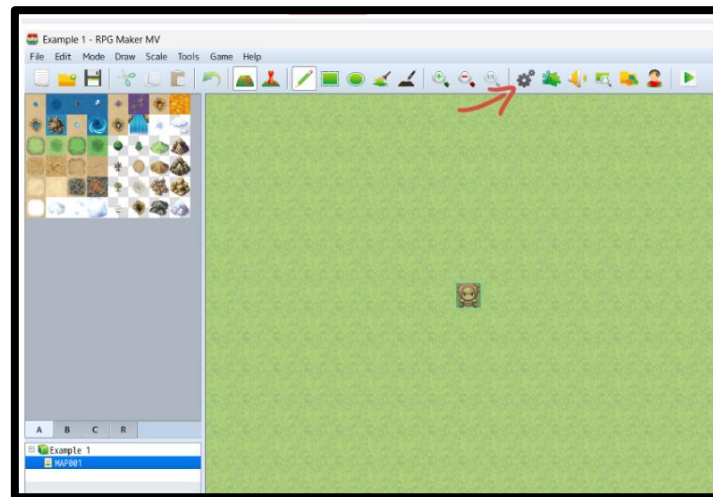
Open RPG game folder, open “img” folder, **open “TileSet”** and **paste** the images from “Terrains” there.





In a similar way , If you want **to add downloaded “Tiny Swords” character sprites** to your games, you should **copy the PNG** contained in “Units” and **paste them inside the “project/img/characters/” folder**.

- ♦ **Step 8:** Use the pasted PNG images inside RPG Maker. Now let's open our RPG Maker project and **click on the wheel (Database)**.



You will find a “**Tileset**” tab. Click on it and then **click on “Change Maximum”**, to add new empty slots of tileset.

In a new slot, **under “Images,”** you will now be able to **connect the image you pasted inside the folder**, just by clicking on “A1”, “A2” and **entering the name of the PNG file you copied earlier**, and so on.

Finally, click “Apply”, and then “Ok”.



Once you click "Ok", **your new custom assets will be fully loaded into your RPG Maker database!** You can now select your new tiles from the editor palette and start painting your custom map or use your new characters in events. While these procedures may look confusing and complex at first glance, **once you understand the concept, it will allow you to greatly increase your options** while creating non-coding video games. Have fun exploring and combining as many Itch.io resources as you like!



Additional learning sources & tutorials

- ◆ Itch.io Official Creator FAQ & Documentation:
<https://itch.io/docs/creators/faq>
- ◆ RPG Maker Web - Official Tutorials: <https://www.rpgmakerweb.com/tutorials>
- ◆ Video Tutorial - Importing Custom Assets in RPG Maker MV:
<https://www.youtube.com/watch?v=xLiwKCCvj40>



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