

# TOKIWA トキワ グラフィックス GRAPHICS

Background art is the backdrop to your story.

First you must be able to absorb a player into the game with stunning visual art.

Then you've got the audience to finish your game.

We all want to create games with satisfying art assets

but it's hard to create those assets on our own,

and it's too costly to hire a professional artist for your own project.

TOKIWA GRAPHICS are master graphic assets crafted by professional artists  
that help you give your game the backdrop it deserves!

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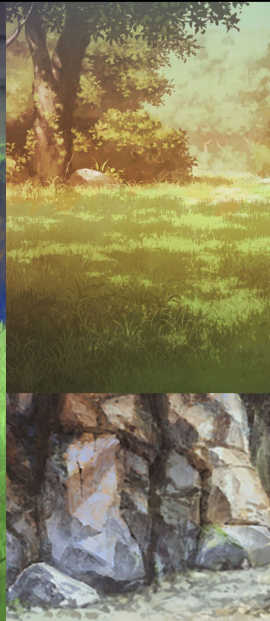
A detailed illustration of a medieval-style interior. The room features a large, raised wooden platform made of dark, polished planks. The walls are constructed from grey stone blocks, and the ceiling is a complex wooden truss system with a vaulted design. On the left, there are three windows with decorative, patterned glass. In the background, a stone wall is visible with a shield and crossed swords mounted on it. To the right, a red banner with a white cross symbol hangs on the wall. The overall atmosphere is one of a grand, historical setting.

Entice a game player  
to enter your world

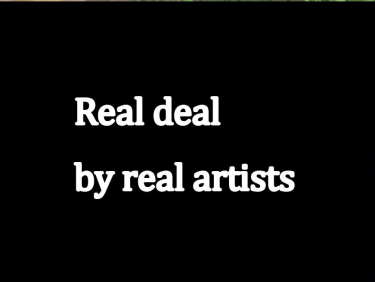




**Sometimes we decide to create something completely new and different inspired by background art.**



**Battleback defines the overall impression of your map.**



**Real deal  
by real artists**







They've

got

your back!





## Friend or foe?

## Your choice to choose.

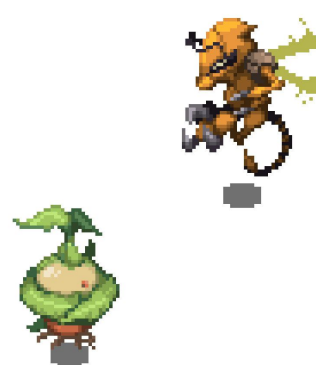
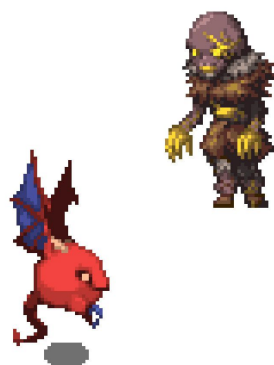
"I want to include these monster characters in my party!"

So we heard and we created these pixel style monsters.

You can use them as symbolic encounters if you like.

Whether you want them to be the enemy or to join the party, it's all up to you.

Let your creative ideas lead you with these graphics.





# We know how sunsets should look like.

It's not just a trick of colors,  
it's the beautiful aura created by the sun and the earth, light and the air.  
These graphics are crafted with passion and dedication to make sure  
it looks right and lets you express your true intention,  
and set the scene for your story to unfold.



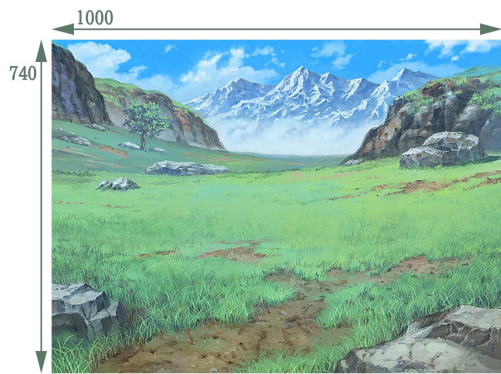


These monsters are crafted delicately to match to the color cordination of the background graphics.

For the sunset background you can use sunset-compatible monsters.  
It's a few extra steps to combine these but the graphic looks so much better in the same color tone.  
A great looking battle scene inspires you to create a special event for it.

BASIC SPECIFICATIONS

- File Type:  
PNG
- Data Size:  
All Background / 1000×740  
Monster / Depends on the monster
- Variations:  
Day / Sunset / Night / Rain



\* Our graphic designer has set up the data size which matches to each monster



The monsters have the same variations matching to the backgrounds which change along with weather and time.

Use Classic Monsters Pack  
and Battle Background  
series together

You can enjoy the flawless graphic  
images in your game by combining  
with other TOKIWA GRAPHICS series  
Highly recommended to collect  
these graphic series.







# Battle BG

**Because the background is behind the characters, we underestimate the effect of it and often compromise, but in fact the background is playing the leading role behind the scene.**

**Any game must have background, and it captures more than a half the screen.**

**TOKIWA GRAPHICS Battle BG series sets a high standard to capture the best sceneries to allow a game player to become totally absorbed in the battle scene.**



## TOKIWA GRAPHICS Battle BG

### No.1 Village/Field

A background set with a peaceful rural village where a main character begins an adventure and a beautiful field that represents the beginning of an epic journey.

4 variations: Day / Sunset / Night / Rain

A peaceful village gets attacked by a remorseless monster.

"Village" themed battle BG includes a fire variation.

These well crafted backgrounds will produce various scenes.



## TOKIWA GRAPHICS Battle BG

### No.2 Woods/Riverside

A background set with a wooden forest with warm sunlight and a gentle-stream riverside with a waterfall that may lead to a hidden dungeon...

"Woods" themed battle BG includes versions with the sunbeams shining through branches under the shade of a tree

There are 4-6 variations for each background that will provide the mood you want in the scene.





## TOKIWA GRAPHICS Battle BG No.3 Rocks/Cliff

A background set with rocky and cliffy areas in mountains where ferocious monsters live...

"Rocks" themed battle BG includes versions with fog / steam, will set a great intense atmosphere when the party is surrounded by enemies.

Would be suitable for the battle scene with a goblin and lizardman.

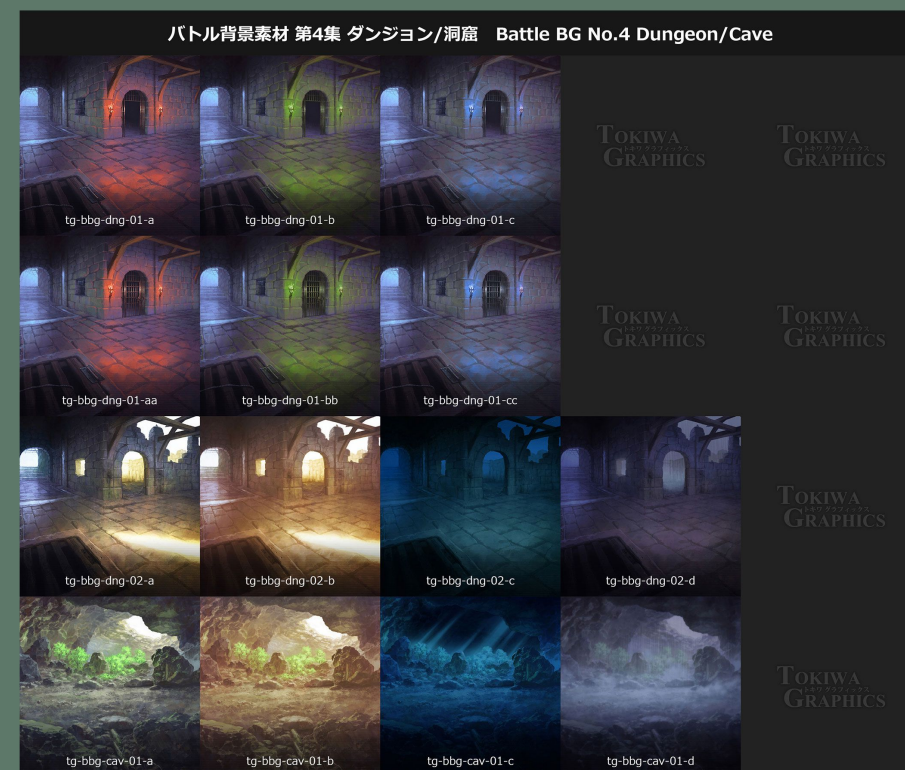


## TOKIWA GRAPHICS Battle BG No.4 Dungeon/Cave

A background set with a dungeon where there are treasures to be discovered and a cave where boss battlers might be hiding...

"Dungeon" themed battle BG includes versions with open jail bars and closed jail bars as well as destroyed dungeons.

Night version of "Cave" would make great assets for mysterious settings.





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## TOKIWA GRAPHICS Battle BG No.5 Training Hall/Roadway

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This pack contains new battle backgrounds such as Training Hall and Roadway where your player might have to fight against not-so-monster like characters. Like a battle with the best swordsman in the village or a nasty battle with a notorious bandit on the Roadway, you can use these BG assets to add more exciting depth to your scenes or create a new battle event.



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## TOKIWA GRAPHICS Battle BG No.6 Volcano/Deep Forest

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This pack contains nature backgrounds such as Volcano and Deep Forest where the mightiest of boss battlers might be living. An exciting and perilous boss battle right next to the Volcano or a sudden attack by a boss monster deep in the forest would spice up your battle scenes and add excitement to your games!





## TOKIWA GRAPHICS Event BG

### No.1 Blacksmith/Tool shop

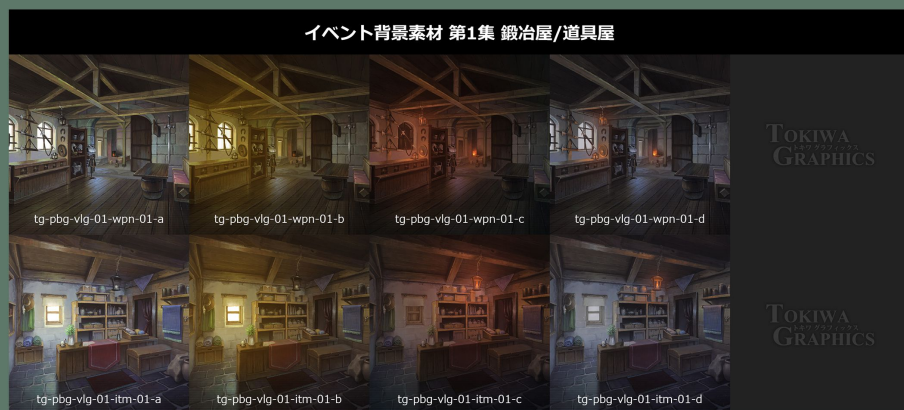
A background graphics pack with images of a blacksmith and a tool shop in a quiet village that could easily appear at the beginning of a story. There are many beautifully drawn details in the graphics that would be very difficult to create by yourself for the look of your game. Each background has 4 variations; day, sunset, night, slightly dark. Wouldn't it be fun to create items that could be purchased only at night?



## TOKIWA GRAPHICS Event BG

### No.2 Inn

A background graphics pack with images of an inn in a quiet village that could easily appear at the beginning of a story. Graphics include a Lobby on the 1st floor and a Room on the 2nd floor at the inn. Each background has 4 variations; day, sunset, night, slightly dark. An inn is not just a place to stay but it's a place to gather travelers and information. It might attract players more if you change visitors at the inn according to the time of a day.







# Classic Monsters Pack

**"How can I beat that monster?"**

**"I heard this dungeon has a special monster!"**

**I recall these conversations with friends from my childhood.**

**Monsters in games have such a strong impact for the game players, we remember them forever!**

**We anticipate to see them in the game battle...**

**we all love the dreaded monster!**

**TOKIWA GRAPHICS Classic Monsters Pack has it all!**



## TOKIWA GRAPHICS

### Classic Monsters Pack No.1

The first monster pack contains classic-style monsters which are easy to use in any RPG Maker projects.

There is a Goblin you've never seen and unforgettable Undead...

The monsters in this pack are unique and skillfully designed to help your game to get the edge.

Get inspired by the usable variations of monster's eyes... some glow in the dark!



## TOKIWA GRAPHICS

### Classic Monsters Pack No.2

The second monster pack includes a mysterious Slime with unusual colors and a shy Mandragora.

It's a pack with popular and well-known monsters with unique design twists.

Some are cute and adorable enough to join the main party!

It's all up to you how to use these fun monsters from TOKIWA GRAPHICS Classic Monsters Pack No.2!



#### クラシックモンスターズ第1弾 Classic Monsters Pack No.1



tg-cm01-gbl-01-a



tg-cm01-gbl-01-b



tg-cm01-gbl-01-c



tg-cm01-gbl-01-d



tg-cm01-chr-01



tg-cm01-udd-01-a



tg-cm01-udd-01-b



tg-cm01-udd-01-c



tg-cm01-udd-01-d



tg-cm01-chr-01



tg-cm01-ldr-01-a



tg-cm01-ldr-01-b



tg-cm01-ldr-01-c



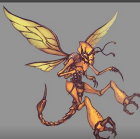
tg-cm01-ldr-01-d



tg-cm01-chr-01



tg-cm01-hnt-01-a



tg-cm01-hnt-01-b



tg-cm01-hnt-01-c



tg-cm01-hnt-01-d



tg-cm01-chr-01

#### クラシックモンスターズ第2弾 Classic Monsters Pack No.2



tg-cm02-slm-01-a



tg-cm02-slm-01-b



tg-cm02-slm-01-c



tg-cm02-slm-01-d



tg-cm02-chr-01



tg-cm02-mdg-01-a



tg-cm02-mdg-01-b



tg-cm02-mdg-01-c



tg-cm02-mdg-01-d



tg-cm02-chr-01



tg-cm02-lzm-01-a



tg-cm02-lzm-01-b



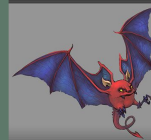
tg-cm02-lzm-01-c



tg-cm02-lzm-01-d



tg-cm02-chr-01



tg-cm02-bat-01-a



tg-cm02-bat-01-b



tg-cm02-bat-01-c



tg-cm02-bat-01-d



tg-cm02-chr-01



# TOKIWA GRAPHICS

## Classic Monsters Pack No.3

The long awaited third Monsters Pack from Tokiwa Graphics is here! Featuring new monsters such as the tricky Mimic or the seductive Saccubus, or the Elemental Monster that could help the Dark Lord in achieving world domination! Add new interesting characters with interesting twists to your story! Now you can create a game with unique, fun and exciting elements with Classic Monsters Pack No.3!



クラシックモンスターズ第3弾 Classic Monsters Pack No.3

tg-cm03-scb-01-a	tg-cm03-scb-01-b	tg-cm03-scb-01-c	tg-cm03-scb-01-d	tg-cm03-chr-01
tg-cm03-lvs-01-a	tg-cm03-lvs-01-b	tg-cm03-lvs-01-c	tg-cm03-lvs-01-d	tg-cm03-chr-01
tg-cm03-mmc-01-a	tg-cm03-mmc-01-b	tg-cm03-mmc-01-c	tg-cm03-mmc-01-d	tg-cm03-chr-01
tg-cm03-fem-01-a	tg-cm03-fem-01-b	tg-cm03-fem-01-c	tg-cm03-fem-01-d	tg-cm03-chr-01



## TOKIWA GRAPHICS

### Classic Monsters Pack S No.1

Along with main characters, we can't forget about the supporting subspecies! They are a must-have monster character class for your RPG game!

These new evolved versions of Classic Monsters Pack No.1 are back with a new updated look. Now the Goblin has kick-butt magic with his new staff and the Undead even got a hot new fashion! Even the less significant ones will stand out with just a fun bit of change.



## TOKIWA GRAPHICS

### Classic Monsters Pack S No.2

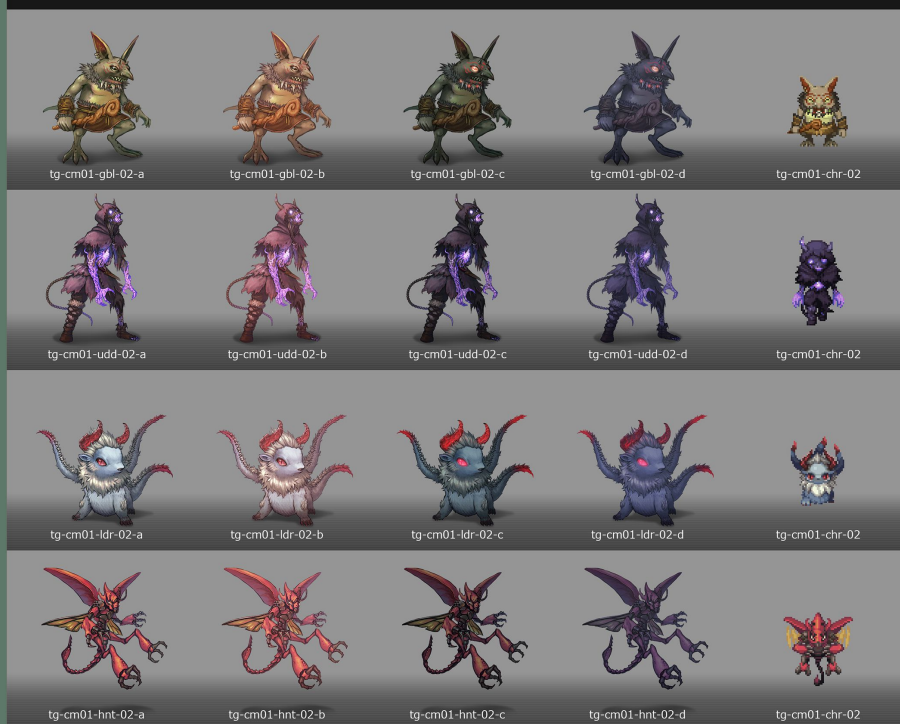
The second subspecies pack Classic Monsters Pack No.2 has come back with new looks!

You can confuse your player with new, additional versions of the evolved monsters right after he fought against the first one! Slime Jelly may be a good item dropper when defeated and Mandragora evolved into Mandrake with beautiful flowers.

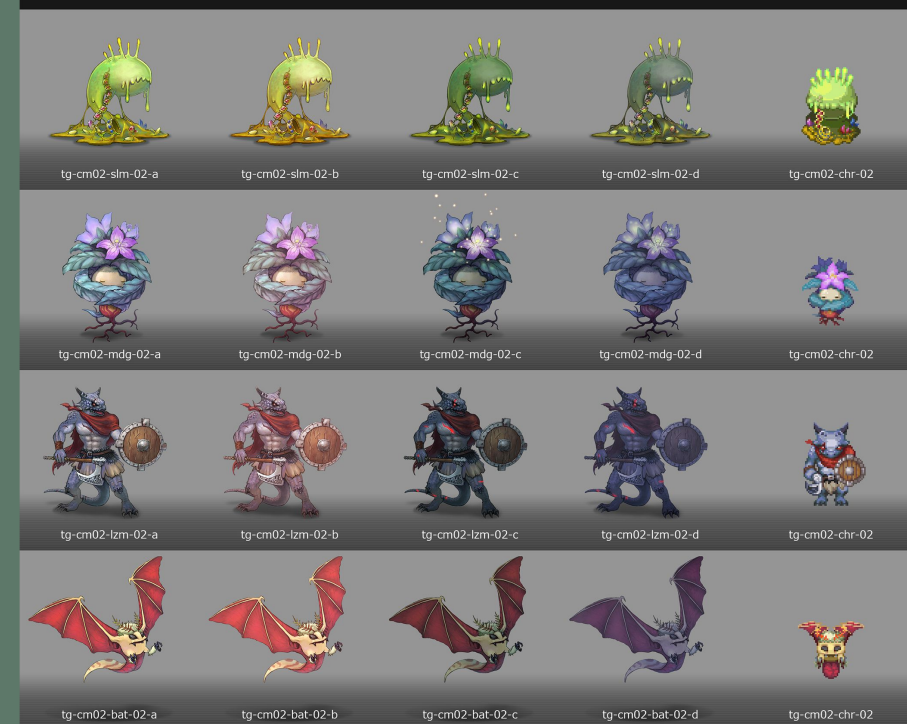
This pack will expand the variation and possibilities of these interesting and cute creatures.



#### クラシックモンスターズ第1弾 S Classic Monsters Pack S No.1



#### クラシックモンスターズ第2弾 S Classic Monsters Pack S No.2





# TOKIWA GRAPHICS

## Giant Monsters Pack No.1

You just cannot ignore them!  
Giant Monsters Pack No.1 has finally arrived!  
Every RPG needs a good Boss Battler to defeat that  
could be an old enemy or just an obstacle that gets in  
the way.....It just rounds out the story in all  
the right ways.



### ギガントモンスターズバック第1弾 Giant Monsters Pack No.1





TOKIWA GRAPHICS

NEXT STAGE

COMING SOON

