

HBGAMES.org

The E-zine!

HBGAMES.org's Official E-zine!

Issue #22 July 2014



LITTLE BRIAR ROSE

HB GAMES

Help! We're being repressed!

Welcome to issue 22 of *HBGames.org* the eZine, sorry for its tardiness and low quality. It's been a rather busy month.

We actually have some great games to showcase this time around, partially because of Enterbrain's contest. Look out for *Little Briar Rose* amongst others. The screenshots part of the homepage is now being updated more regularly as a spotlight too, linking to games around the site you may enjoy.

This month we'd like to welcome back *Desecration* and *Haydyn*, and welcome *PhoenixFire* to the site. Also 95enthusiast, Rayminji, ratzgame, notalexis, GarageBand, brandos, djr, Jase240, KGar, and InfernalBliss], and many more newbies who haven't posted yet since joining.

As CoyoteCraft remarked, this eZine has basically become *This Week on .ORG*. Whether that's good or bad (it's bad) is another question (it's bad). I know it's not living up to the earlier issues, we just don't have the manpower to have a team dedicated to the 'zine.



Procedural generation by PandoraShock



A Sherlock Holmes game by Climperoonie

LITTLE BRIAR ROSE

This month saw the Indie Game Maker Contest of RPG Maker Web, and so as expected, game makers have come forward in their plenty to show off their skills at breaking out of the box of RPG Maker. A particularly beautiful example is Little Briar Rose, by Elf Games.



Styed to look like a stained glass window, it's a unique graphical style not seen before in RPG Maker, and it works really well. A point-and-click adventure, Briar Rose uses the mouse extensively, creating a type of game not typical of the RPG Maker software. Its graphics match its whimsical feel, with a story based on Sleeping Beauty. Instantly as you step into the game you are met with animation and movement, keeping even the text based introduction gripping.

BUT FOR HER BAPTISM THE WICKED FAIRY,
ALONE AMONG FAIRIES, AN INVITE HADN'T GOT.



Movement feels a little awkward as the maps themselves are not tile based, yet character moves still are. It would benefit from further breaking the RPG Maker system by using some form of pixel based movement that would allow diagonals and better path finding. Messages could also use some work as the basic black transparent boxes don't fit in well with the otherwise stunning graphical style.

In all it's a game worth playing, and one which does well to use RPG Maker beyond its typical means.

Little Briar Rose is available to download in the Complete Games forum.



../decryption

When making a game it can be tempting to try and stop hacking and decompilation by all means. Allowing any player to go in and take the game apart, steal its assets, or mess with the workings in order to cheat seems a bad thing. But is it worth it?

The fact is, in order to play any compiled game, the game must be decompilable. The player will, every time they play, have to break open the game. Just like a zip file must always be unzipped, even if you cannot see the files in action, every file in the game folder must at some point become accessible. This makes any kind of protection ultimately flawed.

The default compilation system of RPG Maker has been hacked and should be considered no protection at all. All it really serves for any more is to keep the game down to a couple of files so as to hide the workings to the average player; it is not a legitimate security system or anything else. There are methods that can be applied, but as said, anything used must be able to be decompiled at some point, and generally by studying the executable this can be learned, just as the default encryption was solved.

In order to stop anything bad happening we therefore need to ask what we want to stop and why. Cheating itself is only a problem if it becomes widespread. Does it spoil your game that much to have people able to edit stats at will?

Is that worth protecting too much against?

Apart from cheating, which only harms the player if anybody at all, decryption is done for other reasons.

To steal files...

Whether you care about your files being stolen depends on the kind of game maker you are, but it's a reasonable thing to be up in arms over. For the most part it's worth remembering (or looking up) the protections your work has from being stolen, and that even if your game couldn't be encrypted, if your graphics can be seen or your sound heard, it can be ripped.

To steal code...

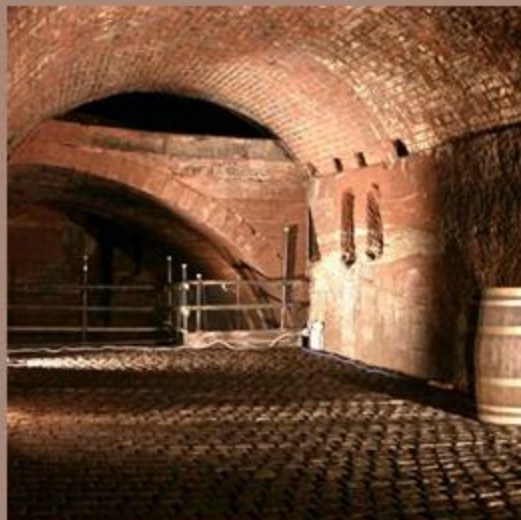
Code is an awkward one because it makes up much of a game, and is generally not seen. It can only be replicated, unless the game is hacked. The best way to protect against this, rather than encryption, is to reach out to the hackers. Provide introductions to your scripts explaining what they're for, the work that went into them, and *asking* for them not to be stolen. Hackers are people with emotions. Ask them not to steal it, and wish them luck in their game making, hoping they learn from your scripts, and you'll turn a bad thing into a positive.

Liverpool Underground

Beneath the English city of Liverpool lie an unexpected secret. The **Williamson Tunnels** are an elaborate labyrinth of tunnels built by eccentric businessman Joseph Williamson in the early 19th century, between 1805 and 1840. They were only properly discovered a couple of decades ago.

What makes these tunnels interesting is their extent - not actually fully known due to rubble blocking many - and their purpose which is... nonexistent.

Williamson was extremely wealthy for the time and following the construction of some unconventional cave based houses, he continued to employ his men, firstly to move rubble from one place to another and back again, purely paying for manual labour, and later to dig this system of tunnels beneath Edge Hill. The tunnel building continued through to Williamson's death 35 years later and by that time they were lengthy and far reaching.



From a game making perspective it is satisfying to discover this kind of mad genius existed in real life, and that the kind of winding, nonsensical caves found in many RPGs actually have genuine world counterparts.

Ultimately, Liverpool's underground tunnel system fell victim to humanity, with almost all of the tunnels being used to store rubble and other waste - buildings above even drilled shafts down into them in order to illegally and secretly get rid of their unwanted rubbish. The tunnels were never documented and so very little is known about their true extent.

One thing is for certain, it couldn't be done today.



PIXEL MYTH

The latest RPG Maker Web resource pack is by Sharm and is in a Germanic theme. When I first saw them however I thought they were copied straight from the Inquisitor, so on realising they weren't, and are completely original, I fell in love with them. What we have are an extensive series of tiles which fit in perfectly with Inquisitor's Medieval Outdoors tileset, created in the same style. They may not match either of the RTPs very well but they have a range of other resources to use alongside. Both are also available for non-RPG Maker use, too.

Pixel Myth: Germania costs \$20 and is available from the RPG Maker Web store.



Sharm's Pixel Myth tiles



Inquisitor's Medieval Outdoors

Inquisitor's Medieval Outdoors tileset, which compliments the set well, is available at www.RPG-Palace.com, and is free for non-commercial use (\$100 for commercial games). There is also an interior tileset and a world map tileset to match alongside. All three are massive in size and should, provided some palette swaps took place, go well together with Sharm's new set.

Sharm is offering a user poll on RPG Maker Web to choose what tileset will be next in the Pixel Myth series: Oasis, Corsair, Castle or North Pole. A Germania character pack is also in the works.

CELESTIAL TEAR DEMON'S REVENGE

Celestial Tear: Demon's Revenge is a stunning game in development at the moment. Using camera movement and other animation to its fullest, beautiful graphics and great attention to detail, it is one of the best looking RPG Maker games we've seen. We hope to have time to write a full review when it is released; for now a demo may be found in the Games in Development forum.



Created by Trexrell, the game is garnering lots of attention at the moment and the developer is actively working in feedback, which is great to see.

Spotlight



Desecration



CoyoteCraft



Potion



Jason

RoseGuardian





Ace of Spades

Also check out the DrumLive project by ZenVirZan - difficult to show in screenshot form!

Injury's tattoo, designed by Perihelion



Julia Starling
Project BC

Bluxxon Quest



Bluxxon quest a verifiably distinguished notion in the world of notions, I'd like to know where you got the place, for it's



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This issue's come late, people have left, boards are silent and there aren't as many games being made as we'd like. On top of that games that do get posted don't get comments, either from elitism or merely a lack of users. We'll try and fix this. We can't guarantee it'll happen. Just know that HBGames will be open and here for you whenever you need it. We're a group of friends above all else.

Recent Issues

We still have rules. Being mean to people just because you're an established member isn't going to stand, so don't be offended if we slap your wrists and ask you to calm down.

Don't feel bad reporting people, but also don't expect every report to be acted upon. Moderators have discretion, and our principal rule is *don't be a dick*. If you need this explaining to you, you're being a dick.

Please be aware that we are a development community. If you post a game or artwork, please expect comments and criticism. You don't have to act on this, ad you don't have to agree with it, but you do have to put up with it.

THANKS FOR READING

If you have any submissions for the eZine let us know, or just post your content to the site and it'll probably feature.