

# HBGAMES.org

The Ezine!

HBGAMES.org's Official E-zine!

Issue #25 September 2015



# RPG MAKER MV

## Welcome!

Hello and welcome to this, issue 25 of *HBGames.org the eZine*, the unashamed attempt to raise activity and interest in HBGames.org, last bastion of the Internet. In it you'll find *games*, *art*, new game engines and more.

I can't think of anything to say!



## CONTENTS

<b>Mapping Tutorial</b>	<b>3</b>
<b>RPG Maker MV</b>	<b>7</b>
<b>Artwork</b>	<b>9</b>
<b>GG Maker</b>	<b>10</b>
<b>HBGames.org the Game</b>	<b>11</b>
<b>Site Updates</b>	<b>12</b>
<b>Screenshots</b>	<b>13</b>

## QUICKFIND CODES

As in previous issues, if you want to read more about an article, you can type its **QF** code into the box on the homepage, on the left, beneath the menu, under a sign marked "beware of the leopard" - and you'll be whisked away in the blink of an eye to the very spot ye be seeking. Just look for the gold **QF**.



# Page of Games

The new Complete Games section shows games graphically using small image logos. A sub feature, the **Page of Games**, shows all of these game logos, allowing you to quickly sift through every completed game on the HBGames.org website.

You can access the Page of Games at:

**[www.hbgames.org/forums/pageofgames.php](http://www.hbgames.org/forums/pageofgames.php)**

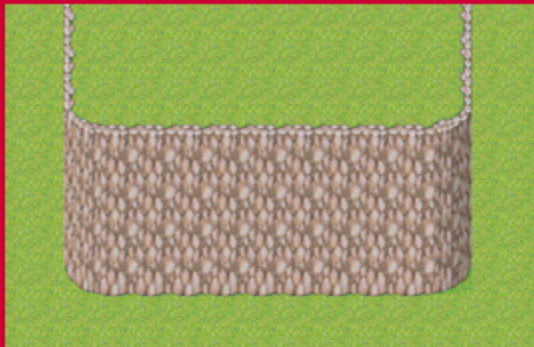
If a logo was never submitted for your game, we have used a logo from within your thread in order to create one for you. Should you in future decide you don't like this logo and want your own, you are more than welcome to submit one to Amy via private message.

Logos must be 230 x 88 pixels in size, reasonably good quality, and should be safe for work (at our discretion).

There are now over 400 complete games on HBGames.org.

We still have an **IRC** chat channel, although activity varies throughout the day. Meet us at #hbr on irc.synirc.com - you can use the chat link at the top of the forums to get there quickly via the Mibbit web IRC client. You'll also find many of us in #rpgmaker and #rpgmaker.net on the same network.

# Mapping Cliffs



Cliffs are one of the most visible areas of poor mapping in a game. It is very difficult to hide areas that have been quickly put up or using the wrong tiles.

On the left we see the kind of mapping which is only useful in quickly hashing out an area before actually starting the level design. While such cliffs may well exist in real life, they do not look good.

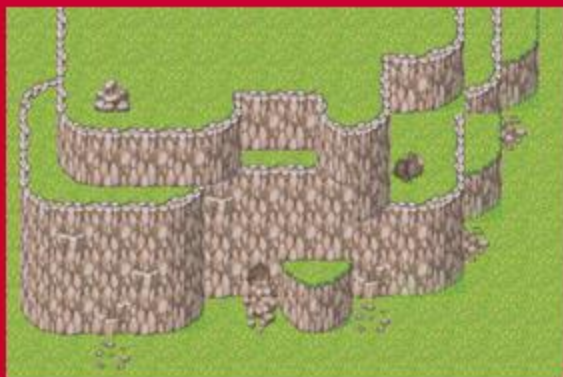
## Rule 1: Know Your Tiles

Even basic RTP tilesets such as the RPG Maker XP mountain have various tiles to break up solid cliff faces. Here we see slight differences in the rock face both at the base and middle of the cliff. We see vegetation, rockfalls and fallen rocks.

It's important not to go overboard. Adding variety is good, but not to the extent that areas look even more unnatural. Unless you are going to add further tiles to the tileset, repetition becomes an issue, and can be just as bad as repetitive cliff faces themselves. In particular use rock falls sparingly, unless you have a different tile for each fall.

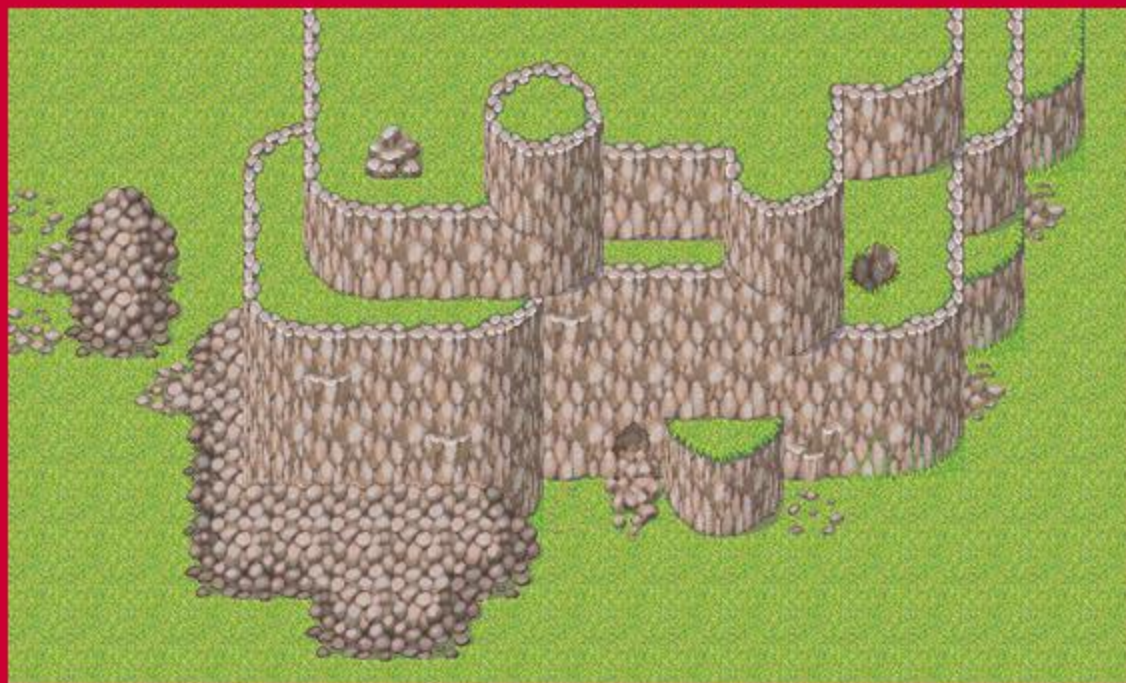
This is why working with small maps is better, as there is less opportunity for tile reuse to be visible and jarring.





### Rule: Use Multiple Levels

Using extra levels breaks up a cliff face. There is still ample opportunity to go wrong if it is overdone or poorly matched with other tiles, but it does mean that cliffs are less plain, and gives them a feeling of being slopes rather than pure straight cliffs. As this is a *mountain* tileset, we aren't going to get the sea weathered straight edges.



### Rule 3: Merge with Other Tiles

You have a tileset. Don't split your map into cliff areas and other areas: blend everything together and use it as one. Here we can see loose rocks joined to the base of the cliffs to create a more interesting mountain area. A combination of straight and multi-level cliffs breaks up the scene. There is still a long way to go however. The general shape is unnatural and there is no life to the scene.



# GHOST SHARDS INQUISITOR

QF928865

Ghost Shards Inquisitor is a mystery/detective game set in the high fantasy world of Xale. An entry for the Indie Game Making Contest 2015, and created by Melanii, you play as Rysen D'Largo to discover clues in a world rich with characters and history. You can find the game in the Projects in Development board.



# THE SEVENTH DOOR

LA SEPTIÈME PORTE

QF928887

Popular Francophone title *The Seventh Door* has been translated into English - and is available in the Complete Games board. A supernatural thriller set in the modern day, the game was made as a chain game by a team of game makers, each taking turns to create a chapter and encouraged to express their own style.



# Inspiration

While we normally think of mountains as pyramid shaped rock formations difficult to recreate in tiles, Peiter Both, the second tallest mountain in Mauritius, gives us an example of an area that could be quite nicely created even with RTP mountain tiles. The combination of green platforms and grey rock faces gives us a mappable surface, and it is climbable, creating a working level.





# RPG Maker MV

QF928816

The latest title in the PC RPG Maker series has been announced, and it is a major leap, in good or bad ways (depending on your perspective).



**新作スワップ** 誰でも手軽に自分だけのRPGが作り出せる「RPGツクール」シリーズ、その最新作が進化を遂げて登場!

## RPGツクール MV

「ゲームを作りたい!」という夢を実現してくれる「RPGツクール」シリーズの最新作が、4年ぶりに帰ってくる! 本作はWindows版の最新作もリリース、さらに、シリーズ初のスマホアプリにも対応し、スタートアップのモバイルアプリなどの開発もできる。

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## “ツクラー”念願のマルチデバイス対応!

**特長1 縦向き形式に“サイドビュー”が追加**

縦向き形式のゲーム画面は、本作では、縦向きで動きを正面に表現するフロントビューのみならず、縦向きで動きを側面から表現するサイドビューも選択できるようになりました。さらに、縦向きで動きを側面から表現するサイドビューも選択できるようになりました。

**より表現の幅が広がるサイドビュー視点**

本作では、縦向きで動きを側面から表現するサイドビューも選択できるようになりました。

**おなじみのフロントビューも選択可能**

本作では、縦向きで動きを側面から表現するサイドビューも選択できるようになりました。

さまざまなタイプのRPGを生み出せる!

本作では、縦向きで動きを側面から表現するサイドビューも選択できるようになりました。

**特長2 タッチ操作&マウス操作に対応**

本作では、縦向きで動きを側面から表現するサイドビューも選択できるようになりました。

タッチ操作への対応でより直感的なプレイが可能に!

**特長3 データベース項目の最大数が増加**

本作では、縦向きで動きを側面から表現するサイドビューも選択できるようになりました。

最大数は2000個に

**特長4 マップを自動的に3層化**

本作では、縦向きで動きを側面から表現するサイドビューも選択できるようになりました。

自動的に3層化

**特長5 ゲーム画面が高解像度化**

本作では、縦向きで動きを側面から表現するサイドビューも選択できるようになりました。

高解像度化

**豊富なイラストで作品に彩りを**

本作では、縦向きで動きを側面から表現するサイドビューも選択できるようになりました。

豊富なイラスト

65% 価格比較 65% 価格比較 65% 価格比較

### What we know:

We now have higher limits on database items. However, we're pretty miffed at this: limits have been raised from 999 to 2000, a major leap, but we question why the limits are there at all - if a limit must be set then 2000 is a pretty arbitrary number.

- Higher default resolution
- 48x48 tile size (up from 32x32)
- Three mapping layers
- Touch and mouse controls
- Javascript, not Ruby





## Multi-device support

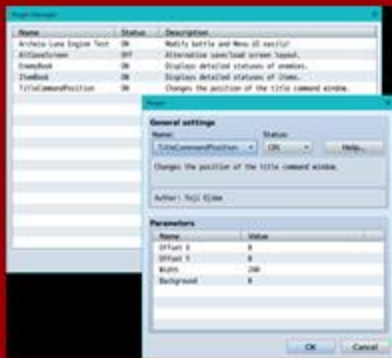
Your games will run on most devices, due mainly to the switch to Javascript. They should also run in a browser, so hopefully will be compatible with the HBGames Arcade. At the very least, from what we've seen, iPhone support is there, with touch controls. This is the reason for the increase in tile sizes to 48x48, a smart phone standard. This won't help blocky mapping much!

## Multiple battle systems

There are side view and front view battle systems available, and they look pretty neat with the battlers provided in the RTP. This again is one of the most frequently asked for options, and while there are scripts available for XP through VX Ace, it is nice to have one tested thoroughly and working out of the box. Expect a lot of mods for this system, however, especially with the plugin system!



- Plugin system for scripts
- No hidden scripts - full access to the game engine
- Windows, Mac, Android, iOS, and HTML5 support
- Event search system
- New RTP (with some rehased older elements, mind)
- OpenGL graphics
- Over 100 sample maps and other data





BizarreMonkey

QF



Coyote Craft

QF 928920



Jason

QF 929257

Strawfairy

QF 929213







# GG Maker / 001

001 Engine has become GG Maker, and is now published by Degica, who you may remember as the English language publishers of RPG Maker. This new engine, which has been out for a while as 001, is more of a generic game engine, on par with Construct 2 (although has been described as more powerful). For the moment it is still available for free as 001, but GG Maker is commercial software, retailing at £52.99 on Steam. There are a few differences:

With GG Maker you have a license to sell your game commercially

Mobile and web capabilities

Steam functionality

001 ultimate edition itself retails for \$250, so GG Maker is quite a saving with that regard.

As with any amateur game maker reviews are mixed, from the gushingly positive to the overwhelmingly negative, so try the software yourself (with the free 001 engine) to decide.



*"It's as if Gamespace Studio and RPG Maker had a baby!" - jaRedNeck on Steam*

**Search for GG Maker on Steam**

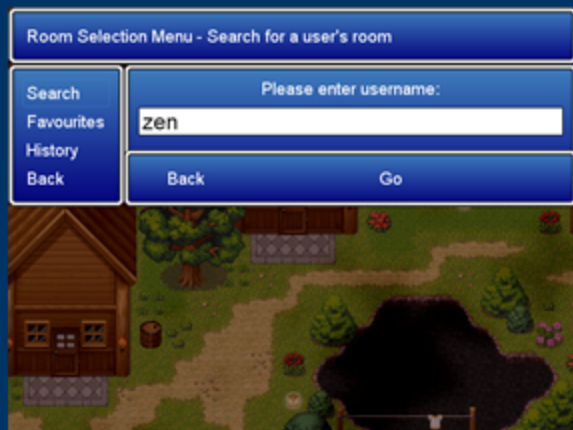
**QF 928478**

# HBGames.org The Game

One of the more interesting projects on the forums at the moment is HBGG, HBGames.org the Game, by ZenVirZan. It is an online game with a difference: users of HBGames.org are able to create their own games within it, as individual rooms, using RPG Maker as a base. Once in the engine you can create a new room, search for others, and play within their rooms - amongst other people in real time.

Combining online functionality with the HBGames.org forums themselves, the game has some revolutionary functionality, and we can't wait to see what comes of it in the future.

Amongst all of this is a central chat system which works quite well, as well as a central lobby map and custom player graphics - you can change your graphic and it will propagate amongst everyone.



HBGames.org the Game would seem to be HBGames' first venture into online gaming since Netplay. Having used the latter extensively for many years I can tell you that HBGG is much, much more streamlined, intuitive, and... working.



# Site Updates: Complete Games

**Game Pages have been in development for some time**, but for some reason were never completed. They now have been: complete games (and development projects too) now have more to them than a simple forum post.

## Screenshots

Games have their own attached forums in the form of screenshots galleries. Developers and players can post screenshots of any game they like, which can then be discussed by members.

## Reviews

Games now have attached reviews, accessible in the same way and discussable too.

## Development Blogs

Games have their own blogs, attached forums for developers to speak about the creation of their games with discussion encouraged from forum members.

## Global Boards

Screenshots, reviews, and development blogs all appear as three global boards, too, so you can see an aggregated view of all the goings on of the forums.

[Comments](#)[Screenshots](#)[Reviews](#)[Development Blog](#)

# Contests

In order to fill this new system with discussable content, there are two mini contests running, with an initial small prize of \$10 each, rising depending on how many participate.

Simply post a screenshot or review of game to be eligible.

Please note that there are a few requirements: Screenshots should be content based, so not just quick spam of pointless frames; reviews should be critical rather than either simply full of insults or gushing with praise. Comments should be backed up with reasoning, good or bad.

This system is new, and we're still getting used to it, but hopefully it will work, and encourage a lot more discussion of games while highlighting games to others.

**QF 929238**



*Othello*

**QF 929204**



*Battle of the Heavens*

**QF 927803**



Zack:  
It's getting worse!  
Let's find a tavern before we  
bloody drown out here!

*Engalia the Wager*

**QF 928000**



Wait, please don't! Ugh... Every bit  
of me feels like it is burning.

*The Goddess Tourny*

**QF 928212**



*Eling First Dimension*

**QF 927832**

There are now over 400 games available in the complete games section. Why not add your own, or play through others to see what HBGames.org members have been getting up to?

HTML5 games (and some Flash) can be added to and played from the browser in the HBGames arcade, link at the top of the forums.



# THANKS FOR READING



**Back issues are of course available at HBGames.org.** This includes all issues made while we were RMXP.org, remade in the new format; it also includes all seven issues from RMXP.net by Lene and her team.

If you don't like our style and think you can do better: do! Feel free to send in your articles or just ideas for future writeups you'd like to see.

If your game didn't feature, don't worry - we may be keeping you for a future issue... or haven't seen you yet! Give us an elbow and point us in your direction.

## Forum Suggestions

Please drop into the site discussion board if you have any ideas for the website or forums. Anything is welcome, however silly you think your idea may be: some of our best features come from the minds of drunkern travellers.

## Future Contests

If you have any ideas for future contests, competitions, challenges or other events, we'd very much like to hear from you. You can use the site discussion board, PM a staff member, or use the quick feedback box in the site discussion board, ticking the box.