

HBGAMES.org

The E-zine!

HBGAMES.org's Official E-zine!

Issue #18 April 2014

Win a Pagani Zonda R!

HBGames phone hacking
scandal *revealed*



Contest Special

Every game reviewed

Winners announced

HB GAMES

A subsidiary of Setec Astronomy

Hi, I'm Bill. But you know that.

What you probably don't know is my love for amateur game development. So, when approached to guest edit an issue of *HBGames.org the eZine*, I leapt at the opportunity.

It's been a triumph of both my brainpower and your game making skills to be able to pull off this issue, which celebrates not just everything that is me, but also the great contests I see you've been taking part in over stardate -308813.69.

I never made it to the delta quadrant - I won't even myself make it to space - but you certainly have with this months titles ranging from *Fractus Stellarum* to *Space Circle Arcade*. May the force be with you; to infinity and beyond!

Forever yours,

William Shatner

Contents?

Contents?

You can't handle the contents.

Quick Jump

Throughout this issue you'll see quick jump codes. I, Bill, invented them. These are just a simple way to link to posts and threads around the forums without wasting space in the magazine. To use them, simply go to the homepage and enter a quick jump code in the quick jump box below the left hand menu and press the enter key. Simple!

Just look out for this symbol:

QJ 123456



WIM A GOOIN THOROUGH CHAIN JIZZ

Following lengthy feedback and discussion, the boards have had a pretty major reshuffle. In short:

- Game making boards are more prominent
- Support section appears smaller (but in reality isn't)
- Many pointless subforums removed or slightly hidden

There are now only nine permanent top-level boards instead of nineteen. This presents a leaner, cleaner view of the forums and quickly shows users what's new and what we have to offer. There will be more changes in the near future to finish the job however.

Programming, writing and music are now all in a category with artwork and creativity. Web design goes in Programming or Artwork, depending on what aspect you're trying to show off.

Computer Support has been merged into General Discussion, and the Rec Room is, for now, a subforum of it, although may be removed entirely and General Discussion restructured as a board.

Feedback is now Site Discussion and is now a subforum of Announcements, as its little use doesn't warrant a top-level board.

Finally a lot of wasted pixels have been removed, mainly in the overall forum header.



Congratulations France on becoming a British Crown Dependency!

Get your thinking caps on, it's almost *Game of the Year* time, a smaller awards ceremony to replace the ORGy Awards. Game of the Year is an important, prestigious award. It chooses the best of the best, the one game over the past year that has stood out and floated to the top of HBGames.org. Choose wisely!



Look out for *Riot Girl* in the project forums. Developed by international superstar Miley Cyrus (but posted on her behalf by *Fallen Griever* who didn't even mention her (the bastard) it's a great looking game. Also it wasn't made by Miley Cyrus.

Or was it?

No. It wasn't. It was in fact the brainchild of Oscar Pistorius, although I'm not sure those rumours have a leg to stand on.

HBGAMES RPG MAKER CONTEST: FIRST PLACE

FRACTUS STELLARUM

Opening the first project with headphones on, knowing music had been made during the contest, I expected some tinkly RPG tracks. Instead I was utterly blown away by the introduction to *Fractus Stellarum*, sending shivers down my spine, body aching all the time. I'd never experienced a game that had actually tuned its soundtrack to the game before, only really heard music made separately and tagged in as BGMs. *Fractus* went above and beyond this. For that reason alone it would probably have won the contest, but, happily, the attention to detail and fine tuning carried on throughout the game.

Fractus Stellarum is Injury's entry to the HBGames contest, and it's a space epic. In context of the contest it thoroughly deserves the top prize. Reading the back-and-forth in the project thread during its development was a joy, and it was good to see criticism and comments being taken on board.

While not to put down the other projects, Injury went above and beyond in this entry which I am sure you will enjoy.

Fractus uses Gubid's tactical battle system. While points were not awarded for using external scripts, the tinkering and good use of them was; instead of being thrown in as a feature it was refreshing to see the system customised with good thought put into AI and how the battle system would work in the context of a space station. I found it well suited to the maps which, intentionally or not, had a good range of obstacles to put to good use.



In short even after the contest the game sits well at home in the completed games board, indistinguishable as an entry to a contest. I expected a small amount of maps, with some basic exploration, but Fractus in all has 49 of the damned things, and each carefully planned out and executed well.

Finally its use of pictures and animation in its cutscenes is superb and works really well, delivering aesthetic scenes with limited resources.



For balance, its negative points:

- A custom window skin would have been nice. The default RTP one sits pretty jarring on the startup screen.
- The font doesn't match the style of game well, and as a great deal of the game is spent reading, its an important aspect to cover.
- Both me and another agreed that the swearing was possibly unnecessary - its a military environment, so understandable, but if used sparingly it would have provided more emphasis in certain scenes.

Check out the game, and its music, and hopefully you'll agree with its choice as #1 in the contest. Contratulatons to Injury for winning, and commiserations to those who didn't make it.

- EDITORIAL -

RPG Maker 95

I'd like to break the formality and present an apology. In *HBGames.org the eZine* issue 15 Amy attempted a very weak review of *RPG Maker 95*, being met with hurdles in her research and eventually finding it to no longer be usable on modern computers. She tried to turn the article into an obituary of sorts, but the final article was short, un-descriptive, and ultimately a poor tribute to the engine. Since then, *RPG Maker Web* user *Ksi* has provided me with more information about the editor.

RM95: Features

There were a great deal of features to '95 not found in later engines, some of which would be very useful today.

- The ability to right click any tile to choose it's terrain
- Starting inventories for each character
- The ability to change walking speed in the database
- No limit on max items and other quantities which have in subsequent editors been given unnecessary limits
- An automatic opening event not tied to any map
- Custom death events, now only doable by scripting
- Palette adjustments within the editor
- Built-in mouse support

We *can* add a lot of these through scripting, but that is besides the point. In *RPG Maker 95* these functions were there by default.

Archeia added that the article sounded like Amy had just discovered *RPG Maker 95* and not looked into it in detail. In truth she had a great deal of difficulty finding any information about it at all, even though she was able to download (but not use) the engine. It would be fantastic if the Wikipedia article for it could be remade by somebody with knowledge of the engine and, as *Archeia* points out - Windows *RPG Maker's* roots.

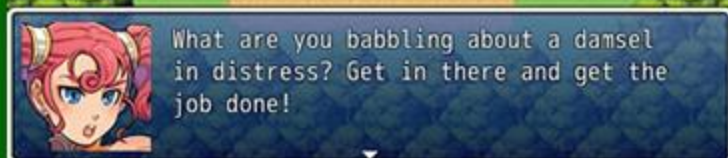
The Hermit

Following the gritty futuristic environment of *Fractus Stellarum* it was time for a bit of humour and fun. *The Hermit* is Sleeping Duck's project, using RPG Maker VX Ace Lite.

I found its storyline interesting and fun. The player plays a hermit who is being possessed and controlled by another being.

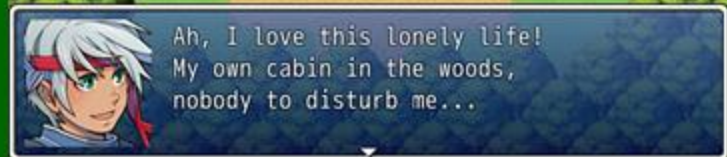
In the end I was stuck between who should win the second and third place prizes. I had to take into account things such as how long each had been working on their projects, their level of community involvement, the limitations of the Lite editor, amongst other things. It wasn't an easy decision but hopefully the right one was made!

During the game puzzles are set to the player, which I found interesting to solve and a great deal of fun. As Sleeping Duck mentions, this is surrounded by the story itself, which is itself amusing and witty.



I also liked, controversially, the simplicity of the mapping. I am more and more convinced that this is how VX Ace's tilesets are meant to be used, especially the autotiles - it's all based around squares and ultimately suits Pokemon style mapping.

This was Sleeping Duck's first project in any RPG Maker program, and doubtlessly not their last. Congratulations on second place!



The Lantern Collector

The third entry in the contest, and the third place winner, was *The Lantern Collector*, by Robin.

Ultimately it was very difficult to choose between third and second place, and its third place title certainly is no put-down. The Lantern Collector is short, but the quality is there, and it was a fun game to complete.



The Lantern Collector restores my faith in VX Ace mapping with some very nicely mapped areas to explore. It uses graphics by Mack and others, but uses them well, creating a very pleasant atmosphere.

In the end what let it down was the simplicity of its puzzles, which relied merely on finding lost objects and knowing where to look. This made for a less complex game than *The Hermit*. *Hermit* also won on the community participation and other matters.

Lantern Collector was created in less than two days, right at the end of the contest, so it is amazing the quality that has been reached.



The game struck me, intentionally or not, as a homage to RPG Maker games, with its characters, scenarios and wit. The main gameplay is introduced as if it were a parody of the quests given in other games.

In the end it's an enjoyable game, and worthy of a prize in the contest and a space on the podium alongside *Fractus* and *Hermit*.

QJ 916192



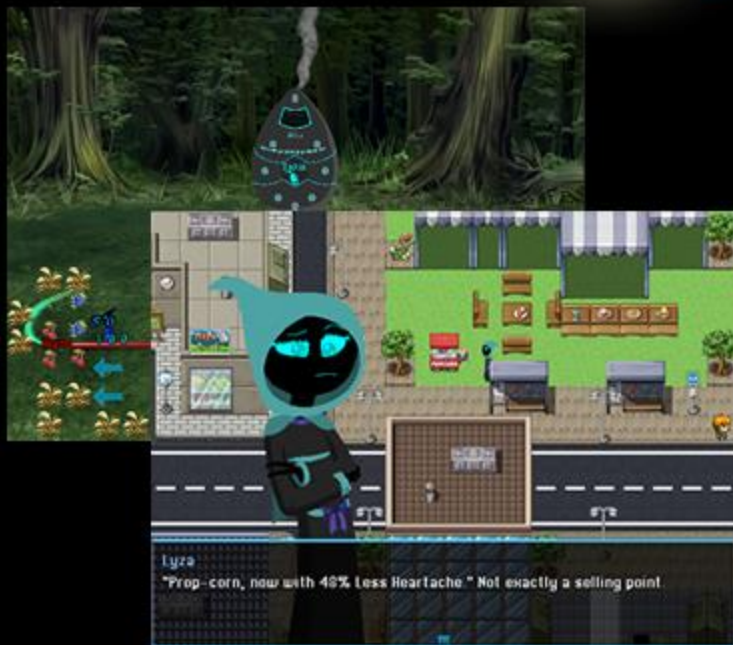
HBGAMES RPG MAKER CONTEST

Community Champion

When I imagined the contest and how it would play out, I had imagined hundreds of new members floating around needing help, and current members needing a refresher in RPG Maker. That never happened, for whatever reason, and thus for the most part, support in one another's projects as limited to feedback (although feedback is still valuable).

I spent quite some time racking my brains trying to weigh up the feedback people were giving. It was tough, and I knew I would upset someone. That was until I heard about the contributions Wanderer of Myst had made to people's projects.

Not only did he produce music for the game *The Hermit* (very fitting, quirky music) for no necessary reward, and help *Potion* with their game, but he released music tracks in the resource forums for people to use in their games. This in my eyes made him the only logical choice for the *Community Champion* prize as it was originally envisaged, and thus we have a clear winner!



By Bizarre Monkey, of course.

QJ 916977

If you haven't already, you might want to check out *Heretic's Collection of Art and 100% Compatible Scripts* in the scripting forums. Over 29 fully compatible scripts that can work together in any XP project.



QJ 917229



SPOTLIGHT



QJ 889924

Final Fantasy Oblivion



CoyoteCraft demonstrated how the VX Ace character generator can be used to create Final Fantasy VII characters.

QJ 916503



Erichermit

QJ 917350

Nobody mention Fap Club.



Amy is working on Afar again.

QJ 917365

Glitchfinder's Mouse Input Module has been updated with a variety of new abilities and functionality. It's an ubiquitous script and works in XP, VX and VX Ace.

QJ 916270



dcdb **QJ 916224**

The HBGames music festival has been going strong, and some awesome tracks have been created - check them out, they'll move to the appropriate music boards after the event.



WIP by Melanii

QJ 916580



luv_kitty12 **QJ 916936**



Hello I am Jason

QJ 916884



potion **QJ 915783**

Sorry for there not being much stuff here this month. If you think we've missed anything good please let us know.



If you don't know why Noise Shaman is amazing, you need to see his sprites.

QJ 916212



Natalia Poklonskaya has become somewhat of an icon on the Internet, because she has boobs and a pretty face. That's... kinda not OK.

It's totally alright to find somebody attractive, that's cool. But let's not forget the atrocities going on in Ukraine (and for that matter the rest of the world).

Vladimir Putin is not a nice guy, and Natalia's position cannot be hidden by the fact she looks cute. The entire Russian regime is based on image and presentation - always has been.

So, um, yeah. Sorry to be political, but like, can we see beyond a person's looks and judge them by the things they do and the person they are?

Coming this fall



The cover art for RPG Maker VXP Professional Plus Value Edition 2014 features a group of seven characters. In the background, a blonde elf-like character with a sword, a white-haired character with a large axe, and a green-skinned character with a sword. In the foreground, three smaller characters: a blonde girl in a blue and white outfit, a girl with long blonde hair in a white and pink dress, and a girl with long brown hair in a white and black outfit. The text 'Super RPG Maker VXP Professional Plus' is overlaid in the center, with 'Professional' in yellow and 'Plus' in red. Below it, 'Value Edition 2014' is written in white.

Super
RPG Maker VXP
Professional **PLUS**
Value Edition 2014

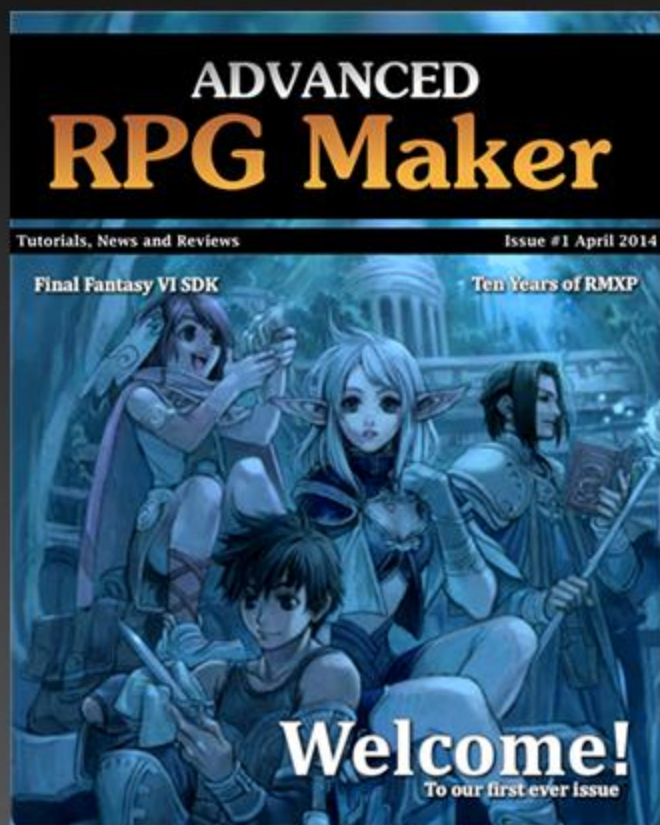
LIMITED EDITION BONUS PACK

ADVANCED RPG Maker

Now that the *HBGames.org eZine* is back and going strong, we're proud to announce a new sister project from the same team. *Advanced RPG Maker* is an eZine along the same vein, but entirely RPG Maker oriented, and not solely tied to any one community. You can access it (when it's out) and a discussion board for it by visiting www.HBGames.org and clicking *RPG Maker* at the top of the page.

Advanced RPG Maker hopes to feature decent and well thought out tutorials, news, game reviews, interviews and other things rhyming with stews (but no actual stews, that would be silly). While *HBGames* is largely a fun, first-person, personal production aimed at an established community, *Advanced RPG Maker* will be an entirely more formal affair. A larger team will ensure quality and perfection, while all articles shall be strictly third person and professionally oriented.

We're now accepting issues for both publications.



What does this mean for *HBGames.org*?

Nothing, really. *HBGames'* magazine shall continue as it is, based on content strictly posted on *HBGames*, and items submitted by its members. We'll try and keep it as regular and high-ish quality as it is right now, with the same attempted friendly tone, and of course shaping it on the feedback you provide.

Advanced RPG Maker shouldn't affect *HBGames*, other than being a way of bringing new members to the site who come to read it.

In short we're excited and we hope you will be too.

Advanced RPG Maker will aim to be out inbetween *HBGames* eZine issues, providing a once-every-two-weeks schedule between the two of them. The first issue is hoped to be out mid-April 2014.

Thanks to everyone who reads, or will read, both, and thank you for your invaluable feedback and support!

BABBLE TIME WITH JASON



That's right guys, it's time for... Babble Time with Jason!

Before we begin, I'd like to say a big thank you to Amy/Wyatt/That guy that runs the forums for giving me the chance to write in the HBGames eZine, I really appreciate it! I'd also like to say what this is: It's, well... it's... I don't really know what it is, just me randomly babbling and telling stories and writing down my thoughts, they could be fact or fiction, who knows?

... Now let's begin! *coughs* Ahem...

So the other day at work, I looked out of the window, and a taxi pulls up, and wouldn't you know it, an Indian chap gets out... y'know, fair do's, Indian guy driving a taxi, a little cliché, but whatever... anyways, so as he's filling his car up an old guy drives up and gets out of his car, and as he's filling up, he's constantly staring over at this Indian man giving him a weird look, it was a little confusing to be honest, since his face was giving off the impression of "Not sure if Indian or Optimus Prime", y'know? He looked confused, actually a little frightened...

Once they'd both finished filling their cars, they came into the shop, the Indian guy walked past me and round the corner to the pop fridge, whereas the old guy came to pay for his fuel straight away, he put his head over to the counter and said to me quietly, and I shit you not this is true:

"Keep an eye out on him, he's one of those Muslims..."

You know what my response was?

"... What the actual fuck does that have to do with anything?"

... Best thing ever, he said:

"I've been reading about them and they like to bomb places, so just keep an eye out, I'm only trying to keep you safe!"

And he walked out of the shop as if he'd done some sort of heroic civil duty or something, like a cool guy walking away from an explosion... I was stood looking at him quite literally with the o.O face... I was left speechless, it was both hilarious and beautiful at the same time...

Oh well, jokes on him, he didn't get his change, boom I'm £1.10 up!

New games this month

Tree Soul Kingdom BETA



Tree Soul Kingdom is finished and in the testing stage. Enter the land of Anorien, and follow Alex's battles against the evil Xa'Thandra. It's taken four years to get this far, and it's epic in size.

Space Circle Arcade



Space Circle Arcade is a fun little game inspired by Flappy Bird, but using slightly different mechanics to create a much more playable game, geared better to a newbie but with enough there to make it replayable and difficult to beat.

Fractus Stellarum



Fractus Stellarum is a space tactical game set on board a space spation. Created in a short space of time it uses animation and sound well to create an aesthetically pleasing game with enjoyable gameplay.

The Hermit



The Hermit is a pleasant romp following a hermit character who is possessed. Featuring some fun puzzles this was Sleeping Duck's first project in any RPG Maker.

The Lantern Collector



The Lantern Collector is based around finding hidden objects in a beautifully mapped game. Created in VX Ace it is a good example to follow with regards using the tilesets in a pleasing manner.

Thanks!

Cheers for reading, and remember your submissions and feedback are always greatly appreciated. My thanks to everyone who entered, or intended to enter the contest, and to everyone else whose content has featured in this issue. It's been a slow month but there's been no reduction in quality!

January-February has always historically been our slow period, now we can look forward to the rush of people coming back to share their great games over the Summer, and welcome new members from the various initiatives we've been implementing the past few months.

This issue was brought to you by the letters H, I and V, and the lettuce Cos.



Credits:

Articles by **Amy** and **Jason** with thanks to the HBGames community for the content we aggregate.

I've wasted so much room on this page with rubbish graphics and poor jokes that there's nowhere to put this



Remember to keep an eye out for the first issue of *Advanced RPG Maker* which is due for release in the middle of April 2014. And have no fear - *HBGames.org the eZine* shall continue for as long as it's wanted.

If you have any submissions for either publication please contact Amy (not William Shatner, I'm busy).

You've been awesome - I've been good old Bill.

William Shatner

