HBGAMES.org

7
6
5

no-one has to die.

HBGAMES

Post What's On Your Mind . org

Hello, and welcome to issue 20 of HBGames.org the eZine, an online magazine based around the HBGames community! We're an indie game development site a long time running, specialising in RPG Maker but encompassing games made in any engine (or none at all).

This month we're looking at the result of our Game of the Year competition, as well as some of the neat games, resources and other stuffs that have been posted around the forums this month.

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`

We'd like to welcome TotaliterAliter to the site, who has already made themselves at home and posted a game, *Super Clam Digger* in the Completed Games forum.

Contents

THE AGE OF DELIVERANCE

The Age of Deliverance is a quirky looking game in the Completed Games forum this month. Created by extravaluemenu, it's a short exploration and story based game made in RPG Maker VX Ace (but it doesn't look it). A couple of hours long, it features some pretty nice graphics, which give it a cute atmosphere that somewhat cuts an edge on the themes the game touches upon.

QJ 919307

avarisc's Event_Listener API is a tool for scripters that lets you use hooks to make quick scripts that react to triggers in the game, without having to edit the base scripts. It's a way around aliasing (or poor scripting habits if you're not aliasing in the first place) and aimed at newer scripters.

Maker-independant, the script works with any version of RPG Maker and of RGSS.

The first version is a little premature, and needs more events to work off, but it's usable and neatly put together. It will be expanded in the future.

QJ 920127

You've probably noticed, but the homepage has changed again. Screenshots are in a new position and larger, and the first few show the name of the game in question being shown (or their author if the game's name is not known). Things have been moved about some more and generally it looks a lot nicer.

RPG Maker VX Ace is currently available in the **Humble Weekly Bundle** for whatever price you want to pay. Pay more than $6 and you'll also get **RPG Maker XP**, as well as a handful of DLC bundles, games, and other content. You'll also be supporting the charity *Child's Play* in doing so.

GAME OF THE YEAR

2013

The poll has closed, the votes have been counted, and we have a clear winner for Game of the Year 2013, joining the likes of *Finding Eden* and *Project Grid*. Before we get there (although if you've been paying attention to this mag you already know!), here's a brief look at some of the eligible entrants this time around.

Mini Crown

Super T

Autopsy

Seeds of War

Water of the Deep

Stormlot

Love and War
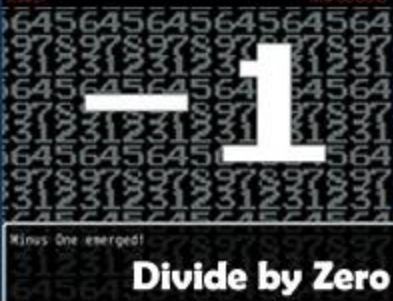
Fractus Stellarum

Space Circle

Xeostar 2

Agapan

Lantern Collector

Divide by Zero

Jesus Christ RPG

The Dolls

Nightmare Johnny

our lives are in your hands. **why would you save me?** you killed my mother
this is all my fault. we bought cockatiels looking for a phoenix.
the security guards are dead. time-space is within our grasp.
i will find her.
i just want to die.

no-one has to die.

how could you know that? we can make people live forever.
you're not going to try to stop me. are you? **i've been here before.**
they took her brain. i didn't mean it.
i'll tell you everything.
i don't care if it takes forever. hit the fire.
someone has to die. is this a joke?

In the end there was only one logical winner, as the poll confirmed. Pokemaniac's no-one has to die has gained accolade not just at HBGames but around the globe.

For the second year in a row our top game isn't made in RPG Maker. no-one has to die is a decision making game based around an office block on fire. The choices you make impact everything, none more so than, as the game's name jabbingly implies otherwise, choosing who lives and who dies. Throughout the game you will make some tough choices in order to get yourself and others out of the office building. These take the form of decent looking, though simple, scenes, which have a quirkiness about them that more than justifies their apparent plainness.

Contrary to the title how you choose to contain the fire spreading through the building will decide who kicks the bucket. If this were a poorly written game it might end up a lemmings scenario with blank people running around who you pick off at will. Instead, Pokemaniac has written a range of interesting characters to save or shave, which is awkward, as it *is* your fault if they in the end fail to survive the fire.
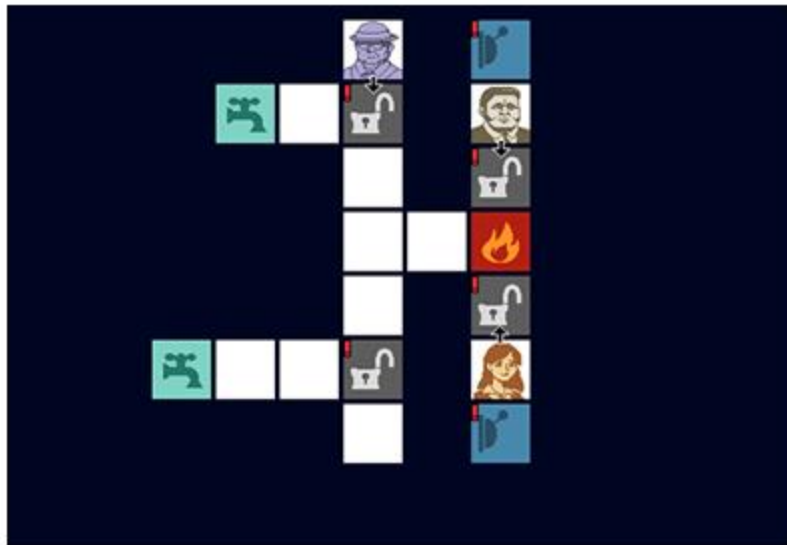
Created in HTML5, no-one has to die is immediately playable from any modern web browser, which likely contributed to it's huge and growing player base.

Lionel says:
This is the CEO of Fenix Corporation telling everybody in the facility to evacuate the building. Security staff, report in immediately.

Visitor says:
The security staff are dead! I found them lying dead in the control room. Then I saw a warning on this screen about a fire, so I logged in.

Lionel says:
What happened to them!?

Troy says:
I killed them. And I lit the fire.

➔**Next** [enter]

Very quickly the mentions began rolling in. An article on IndieGames.com, Rock Paper Shotgun, JayIsGames, IndieStatik... culminating in a mention in PCGamer no less. The game went on to place first in clay.io's Got Game? competition. And, of course, the highest accolade on offer, Game of the Year at HBGames.org!

Jason explained well in the thread what keeps the game so gripping: no matter how much you play, questions remain unanswered in your head that you are so close to answering... and then they die. Damnit.

Because of the game's premise it has immediate replayability, and you will, thousands of times. Depending on who you kill and who you manage to save you'll learn different things about the story, keeping every replay gripping and exciting. On top of this, each play through is relatively short, lasting as little as 20 minutes at times. This might be a bad thing in an extravagent RPG, but in a game such as no-one has to die it improves the game. You may have played it once in 20 minutes but believe me, you'll still be playing weeks on.

In short: play it. It's easy enough to. Visit **die.clay.io** and you're straight into the game, providing your browser can support HTML5, which it ought to anyway if you're running a safe system.
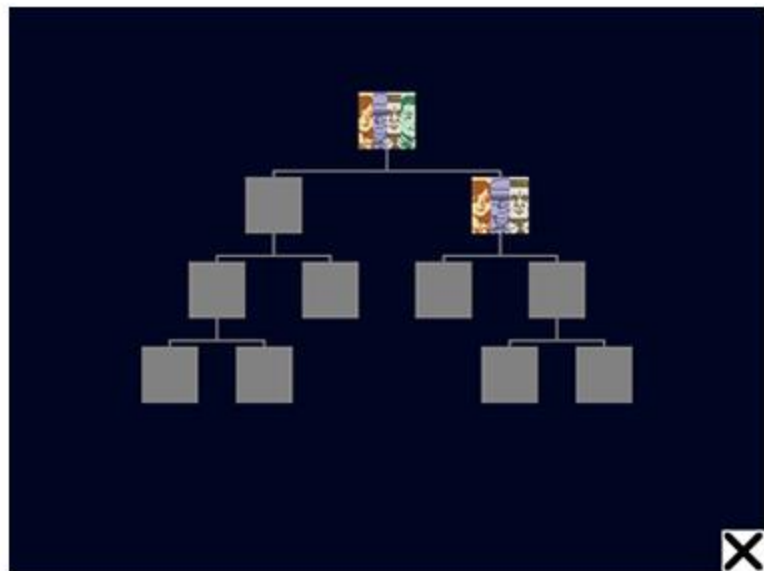
no-one has to die can be found in the *completed games* forum or you can jump straight there:

QJ 896815

HBGAMES.org

The Ezine!

We've done it: for the first six months of this year we've managed one eZine per month, something never achieved before. The eZine is now a poster board for the site and a central part of its play, rather than just a quick gimmick. It's also given rise to Advanced RPG Maker, which just released its second issue, and further with the "missing issue" we've actually made 9 mags in 6 months. Not bad!

In fact, on top of this, this issue is the 20th issue of the eZine in total (although technically it's more because of technical technicalities). Streuth! You might think that by now we'd be fluffing the magazine with articles about the magazine itself, like taking time out after an arbitrary number of issues to celebrate that number as if it was a thing. Thank god we haven't resorted to that, or we'd be in no end of trouble.

The eZine shall remain monthly for as long as there is interest in it. It's maintaining a viewership, and getting good comments, but please, if you read the eZine and want more drop by and say so, as we'll put more effort in!

The Starlite Worlds

Last time a Super Mario RPG game graced our doorstep (*eZine 10*) we fell in love completely and it looks like uvidision's latest title, *The Starlight Worlds*, will be much of the same. Once more created in RPG Maker XP and using the Tankentai XP battle system, at 20-30 hours in length this is a biggie. Like in *Seven Sages* the game features a huge amount of minigames, both on the main journey and on side quests dotted around. This time we also have mouse support amongst other neat features.

Again as in *Seven Sages* animation and expression is key to making the game tick, with a huge amount of detail put into sprite movements throughout the game, such as in battle animations which are always moving and never boring. With combo attacks involving extravagent animation (such as Bowser lobbing Luigi at the enemy)

finding new ways of attacking is a pleasure.

As always there's a cute story to uncover in the background tying everything together, featuring old friends and new acquaintances all working together to *save the world* no less.

Starlite Worlds is a completed game; you'll also find *Seven Sages* on the forums.

QJ   919965

Win $10,000

Throughout June, RPG Maker Web, in collaboration with the Humble Indie Bundle, are running a game making contest with some stunning prizes. You even get gifts just for entering.

contest.rpgmakerweb.com

Top prize is $10,000, plus lots of other goodies such as custom commissioned work from the RM Web team. Other prizes range from huge lumps of cash to games on Steam, or even getting *your game* on Steam (or attempting to).

Hey, we wouldn't be HBGames if we didn't try and tag along, so we're willing to help anybody who wants to enter the contest from HBGames.org. We're even preparing our own prizes, which will be worthwhile, honest, to give awards for the best HBGames.org game that *doesn't* win (but we're going to win anyway).

Feel free to discuss the thread on the forums or post any game, support topic, or resource request for your game. While we can't join your game's team - that's against the rules of the contest - you absolutely can make the most of our site in the process of making your game. We're here for you!

Currently, RPG Makers VX Ace and XP are available, plus some bonus DLC packs and games, in the **Humble Weekly Bundle**.

Mapping Shindig

ZenVirZan

Amy

Skyla Doragono

Perihelion

These are the entries to May's *Mapping Contest*. We've decided against handing out winners as it's largely arbitrary to do so, instead, here are all four and you can decide yourself and learn from them. ZenVirZan wins the badge for being the only entrant in the actual timeframe posted.

This month's theme was *Forest*. Next month's theme and thread shall be posted on the forums shortly.

Dadevster

is pretty good at stuff. See his stuff. See it.

QJ 919194

Dark Eternal II

Version 0.4 of *Dark Eternal II* has been released. Still in active development (it has been for a long while) the game nonetheless features two complete chapters for seven hours of gameplay.

QJ 919540

Four key features underpin the game. The essence system allows characters to equip essences to gain stronger abilities and learn new ones for battle, also affecting your attributes positively and negatively. The map/teleport system is how you get around, and the map is available right from the start. The yet to be implemented transformation system will allow you to transform to gain new abilities and attribute sets. Finally the sanity system has a huge impact on the game, with you struggling to keep Zenogias sane, making decisions that impact his sanity and how the game plays out. In short, don't jump.
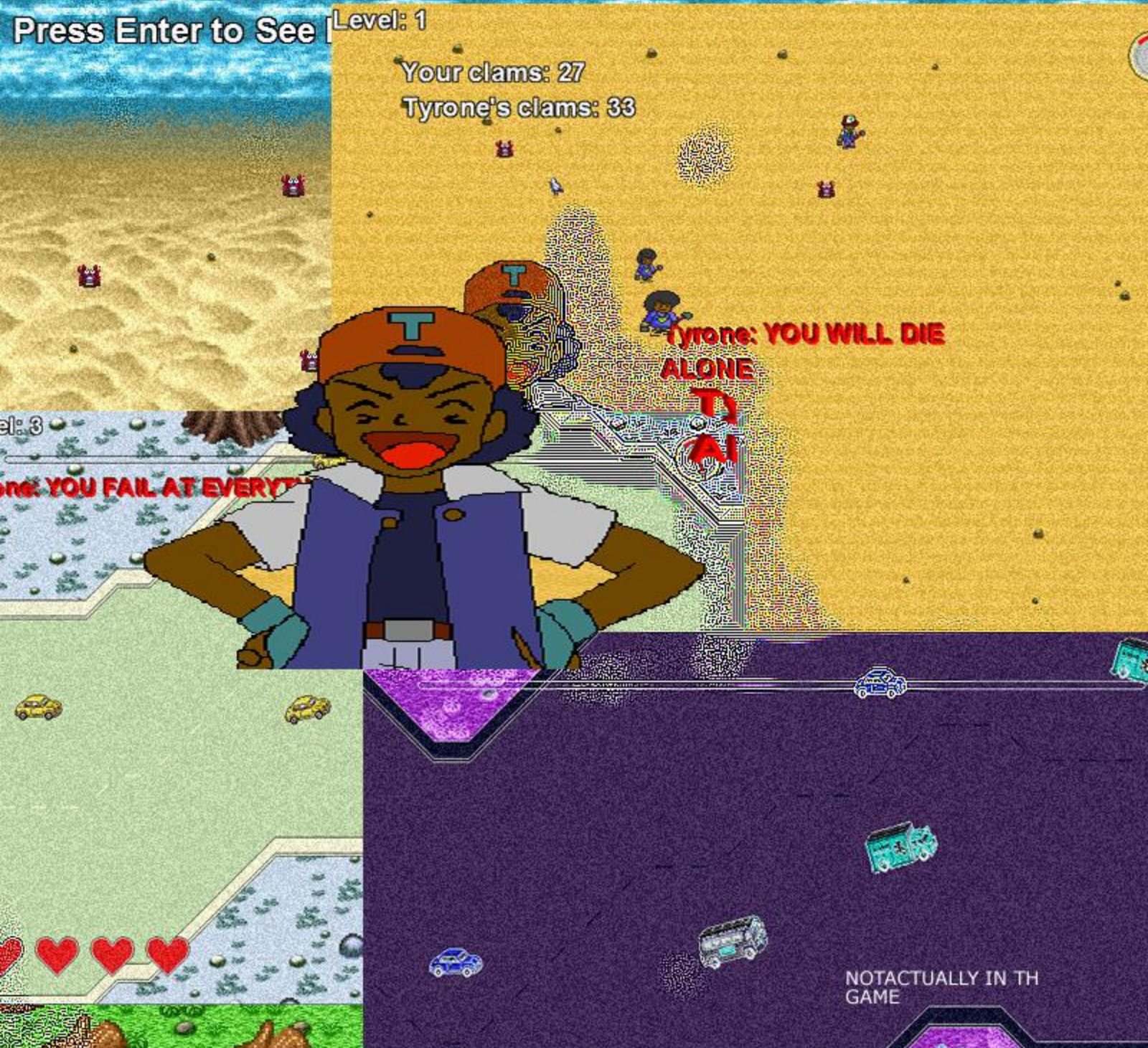
SUPER
CLAM DIGGER

Press Space to Start!

Press Enter to See

Level: 1

Your clams: 27
Tyrone's clams: 33

Level: 3

ne: YOU FAIL AT EVERY

Tyrone: YOU WILL DIE ALONE

NOTACTUALLY IN TH
GAME

Spotlight
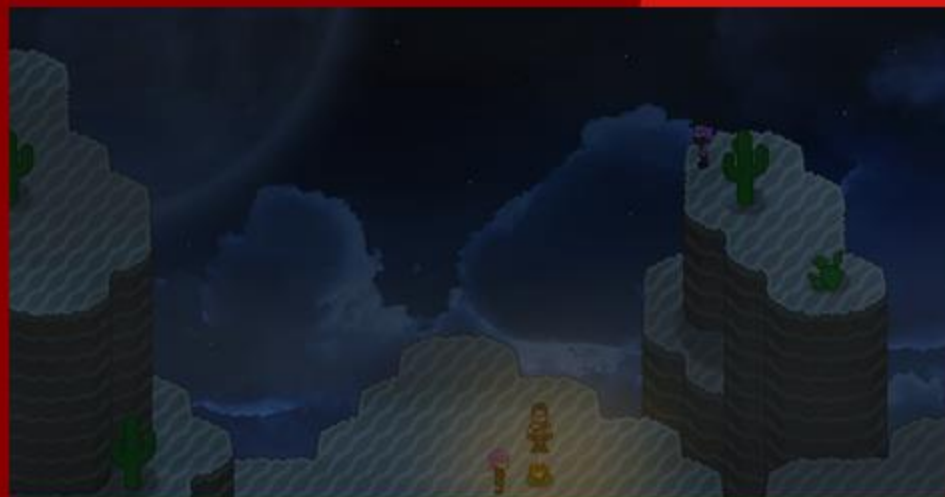
Frizzlefratz QJ 919489

Xilef QJ 919171

Melanii QJ 919757

Jason
QJ 919757

The fireflies gather in the darkness of night,

Oblivious to the sleeping world

A chorus which sings lyrics so bright

That beauty itself comes unfurled

Such marvelous creatures, such wonderful beings!

What glorious music they show!

I think for a moment that life is not fleeting,

That time, just a bit, opts to slow.

I envy these souls and their excellent flight --

how their song ends with perfect refrain

And I hope that some day I might find my own light

To sing of my existence the same.

Spoo QJ **919986**

Background: DJ QJ **920100**

DATA BANK

SFX SOURCE

So long...
and thanks for all the fish

Thanks for reading. Please let us know any bits you particularly enjoyed or hated and we'll work on it next time around. The next issue is due on or around July 1st.

We're based around *you*, if you have anything you want to submit please drop it by us and we'll probably feature it. Or, just post around the forums and the best bits will feature!

If you see another person's work you like, let us know, as we might not have seen it.

We've set outselves a goal: to reach 800,000 posts before the General Discussion board hits 250,000. Both are *imminent*, but we'd like the former to come before the latter. General Discussion's fine but the rest of the site should always come first.

You can help, by posting anything you're working on, discussing other people's projects and resources, critiquing and reviewing games, or just chatting about game design in the game dev forums. Hurrah! On-topic!