

HBGAMES.org

The E-zine!

HBGAMES.org's Official E-zine!

Issue #28 June 2021

INFINITE BOUNTY



AEDEMPHIA

DIGGING UP AN RPG MAKER CLASSIC



TIPS AND TRICKS FOR GAME PAGES

Welcome to issue 28 of *HBGames.org the eZine*.

This month we have an eclectic mix of old and new, as we scour the Completed Games forum to migrate in-tact content to the new Games Pages system.

We feature a game from 2008, **Aedemphia**, a humongous French language game which the delightfully named *Hung like a Horse* was at the time translating into English.

Page 2 **RPG Maker vs Microsoft Windows**

Page 8 **New Games**

Page 9 **Infinite Bounty**

Page 11 **Old Favourites - Aedemphia**

Page 19 **Game Page tips and tricks**





RPG MAKER *versus* WINDOWS



Over the years, RPG Maker titles have typically been named for the new version of Windows that they are made to play on. Obviously in recent years that has stopped, now that Windows versions are not as hard hitting.

I put it to you, however, that the comparison goes far beyond the title of the engines: the actual makeup of the engines themselves has been eerily similar to versions of Windows that they match up with to the point where I am convinced it is an industry trick, like manufactured obsolescence...

Allow me to explain.

RPG Maker 95 = Windows 95

We'll start with this as a basis. The one that started it all. Windows 95 wasn't bad, it just wasn't as powerful as future versions. It was basic and stuck with low resolution graphics.

RPG Maker 2000 = Windows 2000

We have a major update, and settle on a pretty widely released format. However it didn't quite make it and needed some work.



OK, I'll admit, the early engines aren't really that on the mark with the comparison, but they at least shared the title.



RPG MAKER *versus* WINDOWS



RPG Maker 2003 = Windows 2003

Here we have what is just an upgrade of the earlier title, but that made it much more usable and added a little neat functionality such that everyone made the switch.

RPG Maker XP = Windows XP

Now the comparison works better. We now have a paradigm shift of an engine. 32-bit graphics, everything flashy, and so much functionality - major changes to most functions such that a lot of the oldies are reluctant to make the shift. Also, both have the potential to become horrendously bloated due to the new customisability, to the point where they become overloaded and incredibly slow.

RPG Maker VX = Windows Vista

So we have a new engine designed to fix the problems in the previous edition, while being again another paradigm shift, and with much flashier, but different, graphics. We have Windows Aero versus the Vista-isation of the RPG Maker windows - the message system itself was clearly meant to capitalise on what was assumed would be the Future of Windows. Users of XP were *hugely* reluctant to shift, leading to a complete rift in the Internet world for *both* franchises.

RPG Maker VX Ace = Windows 7

VX Ace is the engine that fixes just enough that was wrong with VX to make people rejoice at it being better than Vista, such that both made the rise to become the most popular engine at the time in their respective franchise.





RPG MAKER *versus* WINDOWS

RPG Maker MV = Windows 10

MV then represents Windows 10. A huge leap from VX Ace, completely relaunching everything for a Web 3.0 World, and everything based around being kinder to mobile devices, tablets and browser usage.

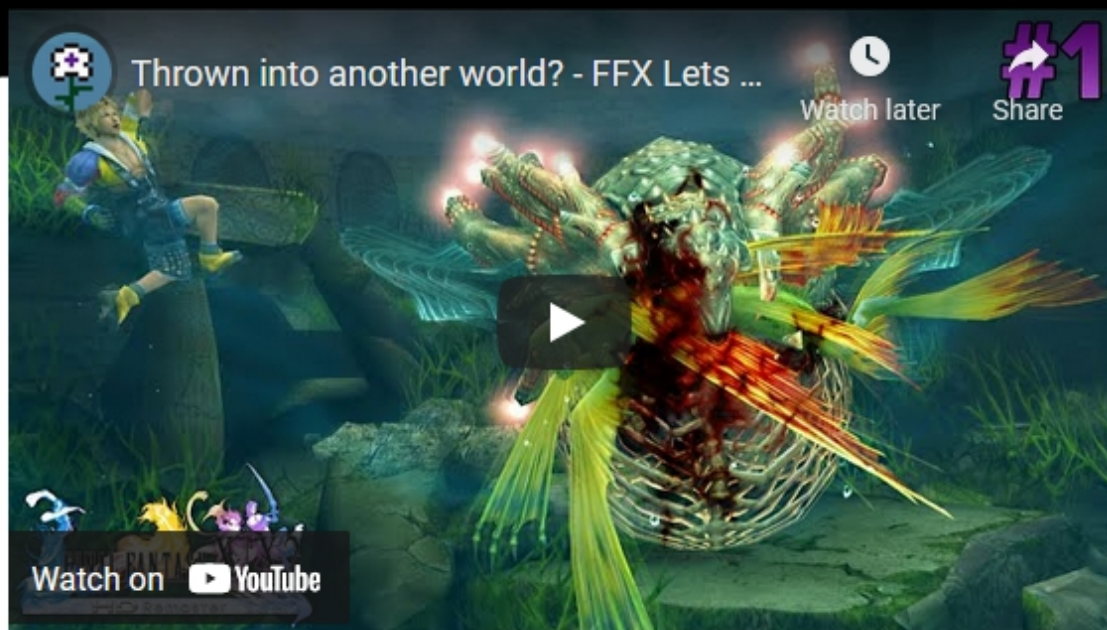
RPG Maker MZ = Any Ignored Windows 10 Update

Ultimately MV and Win10 were both so good that any update would be unnecessary, and so I liken getting MZ to installing a Windows 10 update. Completely ignorable and you wouldn't notice it happen, just some functionality would change every so slightly and things would become slightly less buggy overall. I don't think there is any point purchasing RPG Maker MZ if you already own MV, but at the same time, there'd be no issue choosing it over the former. In both franchises, none of the big issues or feature requests were actually dealt with, and it's just a case of keeping things current.





VIDEOS AND PODCASTS



Oh, right, this is a PDF so you can't watch that. *You clicked it though, didn't you*

As part of **HBGames Xen** we now have a dedicated space for videos and podcasts, and you're able to add any gaming or game-making related videos that you've made yourself (or had some part in making). At present the section is underused, with a video from remi and a couple of great **Let's Plays** of **Final Fantasy X** from Muffle joined by BennyCash's **RPG Maker Cola** podcasts.

The new section uses the same content manager as the games pages, so you get full access to reviews, ratings, likes and comments.

RPG MAKER COLA



AN RPG MAKER PODCAST



Lolen Today at 4:32 PM

Well then I am here today to save you, to tell you all about our lord and savior, RM.

Which is the best RPG Maker?

VX was the worst. Ace had a few improvements, but every maker since has carried over birth defects. I think it's because the developers don't actually use their software to notice. Or because the Degica staff are over zealous in their moderation. Like I'll post a bug report, it'll pend approval for a few days. And then they'll move my post somewhere else because they can't decide if it's technically a "bug" - missing the point that it's a feedback forum.

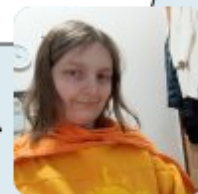
I'd raise more hell about it but I don't believe the developers are really that attentive in the first place. I suspect "for developers" they mean 3rd party developers. Like oh, something is wrong with the snow tiles? Guess it's an opportunity to make DLC. Or have their overrated Re-Staff address it. Like. NO! I want someone to fix it properly and update the Steam Version. So that there's not 101 things to replace every time you make a new project.



coyotecraft

2k3 is my first love, but I recognize that despite its bells and whistles, it has its limits. Limits I adore, and limits I could stand to work around.

The upgrades it got with the steam release definitely make it a contender though. Its fantastic when you don't wanna mess with scripts and wanna make an agile walking simulator, but the battle system leaves a bit to be desired in terms of variability. At least it has built-in side-view battles and actually works well for parallaxes..



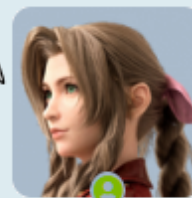
lavendersiren

2k3 was always the better engine and much was lost when they made XP that even when requested was never replaced back in the new editors of the future. I don't think they ever got any better after that.

jax

What I would say is MV has a few plugins/tweaks that are absolutely necessary for any game - replace the "Now Loading" screen, replace the two-clicks-per-menu-item mouse system, and then install the entire Quixos library of plugins... (OK, the latter isn't necessary, but still, it's a game changer).

If you were asking me to rate the MV-Quixos combination, it would come above ANY other engine. If you were asking for out-of-the-box MV then there is much lacking from the start and XP would tip the scale.



Ellie



Back issues of the magazine are now available from the eZines tab in a push to make them more accessible.

If you have any content to add to the eZine, even if it is just a short, one sentence starter to spur on a future article, let us know!

Our issues stretch as far back as 2005 when we were still RMXNet, under Lord Gradient, with the magazines created by Lene and her eZine team.



Advanced RPG Maker Magazine was our attempt at a more serious eZine, aimed at the global RPG Maker community. It never really picked up outside of HBGames.org, which was a shame, because we wanted it to be a way of the smaller sites rising up to match the powerhouse that is RMWeb.

All seven issues have now been added to our eZines manager, which like other content uses the HBGames Xen content management system - so you can review, rate, comment and react to your heart's content.

At this point it seems unlikely we'll make any more issues, and HBGames.org the eZine is a lot more serious nowadays to take its place.



NEW GAMES



The **Xen effect** continues to impact the Games section, which has been flooded with new titles this month. We'll take a look at some of the best.

Background: Infinite Bounty, by



LUDOPHORIA

Infinite BOUNTY

Infinite Bounty is an online co-op 3rd-person shooter that recruits you and up to 3 colleagues into the Galaxy's #2 inter-dimensional resource-acquisitions company: **Infinite Bounty**.

Hop aboard your *Infinite Bounty Investment ship* and gear up with a dangerous selection of *Tools* to blow apart Lodes, harvest valuable Nuggs and stave off the pesky native wildlife to affirm your worth as a cog in the engine of industry!

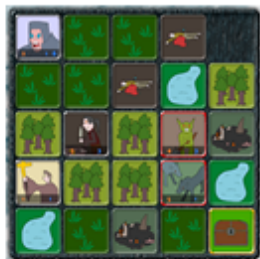
Earn Bounty Bucks to spend on juicy upgrades by firing down to your allocated harvest-planet **IGNOVA** and begin living your **Infinite Bounty Associate Resource Liberation Consultant** dreams!

[Infinite Bounty cannot be held responsible for the quashing of said dreams, nor the resultant loss-of-life of any individuals or their next-of-selves.]



Our members' verdict





Three Heroes

by Xhukari
(not yet rated)

A small game made for a game jam back in 2017, which celebrated the release of Construct 3. Form a party of 3 heroes to brave the wilds and monsters, gaining power and treasures as you go... can you go the distance in this sliding-puzzle RPG?



Paradise Blue

by Ocean



In the old Island of Azulea, the natives were pushed away from the land they once held. The ones who conquered the land have settled and created a new civilization on the Island. Now that the King is near death, there are 2 groups that are fighting for the throne.

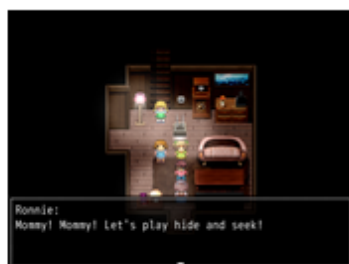


B&W Love

by Muffle



Eleanor lives in a world where everything is in black and white until you find the person you're meant to be with forever. Everyone she's grown up with has found their colors and yet Eleanor has never felt the slightest attraction towards anyone.

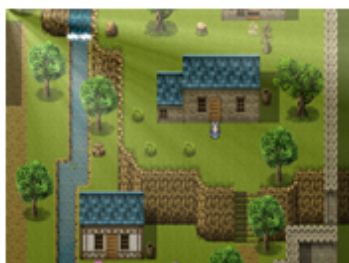


7 Minutes

by Muffle



Edith is a single mother of four children who works hard every day to supply for her family and spend time with them. It's never easy but every day is worth it. However, things start to get strange at night and perhaps it's more than just her imagination. When an earthquake happens and a monster appears in the house it's up to Edith to find her children and get out safely.



Immortal Sins

by Ace of Aces



Step into the shoes of Maria, a noble girl on a distant island who was exiled for a murder she never committed. Now away from her mother and her little sister, she and Elena, a trainee Dragonslayer, will travel across cities and kingdoms to uncover the truth and seek redemption. However, what she finds may be the key to change the entire world...



Intelligence

by Remi Chan



Intelligence is an RPG-style colorful cartoonish epic with bunches of charm and a lot of heart. Starting on a housepet-dominated Earth, you end up visiting many planets in your adventure, traversing surreal environments and alien worlds.



Aedemphia

Le site officiel

Over the years there have been some stunningly beautiful games posted to HBGAMES.org. Usually we've picked those up and rolled with them as soon as we spot them, but for whatever reason, *Aedemphia* slipped through the net.

It's not an English language game, though when he posted, *Hung like a Horse* was attempting to translate the game into English.

Featuring completely custom graphics, animated cutscenes, and as of the time of posting in 2008 18 hours of gameplay, this French-language game has now been added to the games manager where it belongs.



Particularly pretty are the game's interiors, which look like a series of planned out rooms rather than being made up of a set of premade tiles. Everything has its place and furniture is full of interesting pieces.



Also included are:

- 141 monsters (each and every one of them hand made, no rip. Monsters are also animated)
- 134 books (in a style similar to Elder Scroll)
- 1151 maps
- 260 side quests
- 703 objets (including the equipment)
- More than a 100 spells.
- 30 cinématiques en "dessin anime"
- 10 Optional bosses (not including the compulsory bosses)



GHOST BUSTERS

In order to populate the new games manager, we have begun migrating content across from the previous Completed Games section to the new one.

Understandably for a 17 year old community, a lot has been lost over the years, not least because of the loss of some major file sharing websites, including MegaUpload, Rapidshare, Fileshost and image hosting websites such as Imageshack and Photobucket.

As such, as we move things across, we are marking any content that cannot be saved as **[Dead Content]**.

Quite a lot has been lost - over 150 games so far - but a fair amount has been saved and we now have, at time of press, 120 games in the games manager.

Any games that are saved are also being downloaded and backed up, so that we won't find ourselves in this situation in the future.

You can help us by looking at the dead content list and seeing if there is anything salvageable! Perhaps you know the original developer or happen to have the game saved on a hard drive somewhere.

On the flipside, if you are the creator of any content we have migrated across and want it removed, just let us know and we will sadly comply.



Tales of Exile, saved from the dead



Pac's Quest, lost to the ether

A NEW OLDPAT GAME

From the author of HBGames.org's Game of the Year 2016 and 2019
comes a brand new survival horror...

**The Lady
Puppet**

BAKERSCORE

THE BEST THING SINCE SLICED BREAD



obsidian



porphyry



calico, or laminated sandstone

coquina, or
shell limestone

breccia



banded gneiss



talc schist



serpentine

When I asked what this article should include, I was emphatically told two things: babe of the day, and a picture of some rocks (?). Above is half of that commitment. Don't ask.

Bakerscore is a new way of seeing how contentful and active people are about the site. The points mean nothing and the score doesn't matter, but *obviously* higher is better, right?

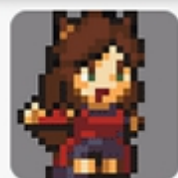
You get bakerscore for using the site as is intended. Playing, rating and reviewing games is the easiest way.

You also get points for the quality of your content and posts, for getting high ratings for your games, and for responding to support topics and getting picked as the best answer.

The easiest way to get started is to change your avatar, which nets you 25 bonus points!

BS has been retrospectively applied, over seventeen years of content, which is why you'll see rampant but long gone members with high bakerscore. Now is your chance to rival them!

THIS MONTH'S HIGHEST RATED GAMES



Drekirokr - Dusk of the Dragon
 orochii · Apr 25, 2021 · Completed Games
 Sci-fi fantasy post-apocalyptic somewhat-adventure!



5 ratings

Downloads: 5

Updated: Apr 25, 2021



Castle Oblivion 3
 luiishu535 · May 3, 2021 · Completed Games
 Third game in a series.



3 ratings

Downloads: 2

Updated: May 3, 2021



The Lady Puppet
 OldPat · Apr 25, 2021 · Completed Games
 A 2D Survival Horror Adventure game with emphasis on atmosphere and exploration



3 ratings

Downloads: 4

Updated: Apr 25, 2021



Perseverance: Full Clearance
 Remi_Chan · May 3, 2021 · Completed Games
 Cats with Guns, the action epic!



4 ratings

Downloads: 2

Updated: Monday at 2:32 AM



Aedemphia
 Hung like a horse · Yesterday at 12:56 PM · Completed Games
 Translated game.



2 ratings

Downloads: 2

Updated: Yesterday at 12:56 PM



Paradise Blue
 Ocean · Tuesday at 10:30 PM · Completed Games
 RPG Maker 2000 Favourite



2 ratings

Downloads: 1

Updated: Tuesday at 10:33 PM



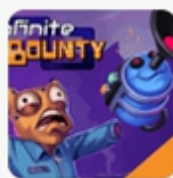
Symbiote
 Despain · May 3, 2021 · Completed Games
 Adventure platformer.



2 ratings

Downloads: 2

Updated: May 3, 2021



Infinite Bounty
 Byron · Yesterday at 11:12 PM · Completed Games
 Infinite Bounty is an online co-op 3rd-person run 'n gun shooter for up to 4 players



3 ratings

Downloads: 4

Updated: Yesterday at 11:12 PM



Inner Sanctum
 Starmage · Apr 27, 2021 · Completed Games
 A Christian-themed horror/mystery game.



3 ratings

Downloads: 2

Updated: Apr 27, 2021



Perceiving Shapes
 Starmage · Apr 27, 2021 · Completed Games
 HAWKTOBER Horrors of the Cosmos Game Jam entry



4 ratings

Downloads: 2

Updated: Apr 27, 2021

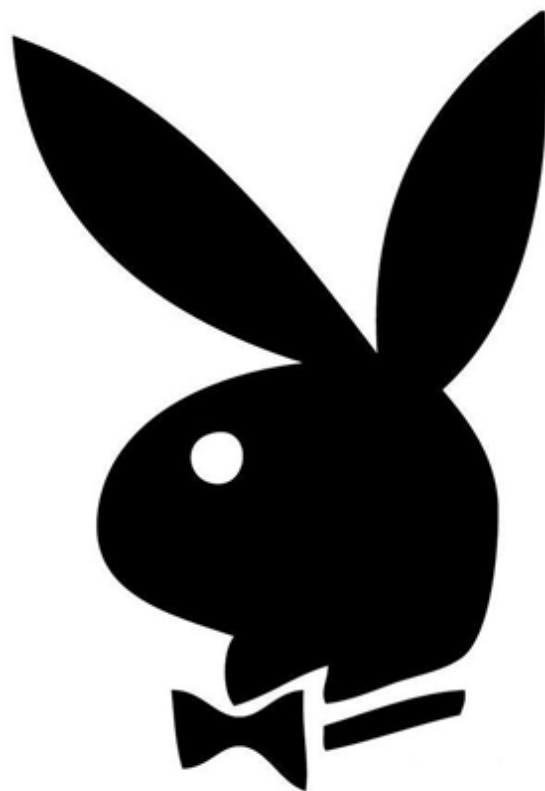
Adult Content

A risky proposal, but we are now accepting adult content on the site - games and project threads. This does not mean we are just going to take any old pornography, rather, it is for harder hitting games or games with questionable content - think Game of Thrones more than Debbie does Dallas.

In order to post mature content you must use the

Adult Content banner, found next to the title box. This will lock off your content to anybody who has not entered a date of birth on their profile that puts them at aged 18 or older.

This is a trial, and we will see how it goes. What I would say is, use your common sense, and it doesn't hurt to ask in Discord first, to gauge public perception of your work.





Certain graphics packs have been overused over the years. Others don't seem to get the hype they deserve.

RPG Worlds is one such graphics pack, containing beautiful 32x32 tiles that can be used in RPG Maker or in other software. They are also highly editable and malleable to create complimentary works.

Sometimes the pallettes just seem off, but there is no reason we can't edit those pallettes to give the graphics our own creative touch.

Four packs are currently (for the next three days) available in the Humble Indie Bundle, however they are constantly on sale on GameDevMarket or itch.io.



GAME PAGE TIPS & TRICKS

While game pages seem like a separate system to the forums they are actually highly intertwined. If you wanted you could just copy content from a forum post into a game page, including all formatting.

The new Xenforo system uses a WYSIWYG editor, meaning you can copy and paste formatted text, including hyperlinks. This makes building link repositories much easier!

Add a video?

Games with videos are much more likely to be downloaded and if you have one it is as simple as pasting a Youtube link into the game page space.



Images are added the same way as on the forums, though you also have the ability to add them as attachments below your post, which collates them into a nice, uniform gallery.

Discussion Threads

When you post a game, the system generates a thread in what was the Completed Games forum, which is where the "join the discussion" link takes you. This is a replacement of game theads, and is

where you generate your discussion and hype. You don't have to, but it can help to edit the first post in that thread once it is generated.

If you already have a game thread, you can set up your game and then request for your old thread to be tagged as your game's discussion thread.

Your square game icon is probably your most important graphic, as it is how your game will show in lists around the forums.

















You can, however, just throw any screenshot in the box for this and the system will generate an icon for you.



And Finally...

Support topics now function like Stack Overflow - with designated questions and answers and clear highlighting when a thread is resolved. Our best show is the RPG Maker Scripting Support forum...

-  **Solved** Add Image to window Latest
desbrinas · Apr 17, 2021
-  **Solved** Synchronous vs Asynchronous - How do I even? Latest
Ellie · Jan 18, 2021
-  **Solved** [resolved] SetSkill(x). missing step? Latest
Ellie · May 6, 2019
-  **Solved** [resolved] Get scene name Latest
Ellie · May 3, 2019
-  **Solved** [XP]Dargor party switcher problem Latest
Sabrac · Jun 16, 2018
-  **Solved** [resolved] Trouble setting a value in an array Latest
Ellie · Dec 17, 2017
-  **Solved** Battle Skills Menu Edit Latest
Jayje · Oct 25, 2017
-  **Solved** Grabbing a SELECTED Item's ID Latest
Jayje · May 18, 2017
-  **Solved** Plugin doesn't work in browser. any ideas? Latest
Ellie · Feb 15, 2017
-  **Solved** Little edit on Atoas Drain addon (ATOA ACBS) Latest
Nebukadnezar II · Sep 3, 2016
-  **Solved** State effect: Double the damage for the next attack Latest
TigrEr · Dec 23, 2016
-  **Solved** [MV] Custom cursors not working in browsers Latest
Ellie · Jan 11, 2017
-  **Solved** Vesperia-style Menu Fix Latest
Skylia Doragono · Dec 25, 2016
-  **Solved** Need a small change on a scene mining script (RPG XP) Latest
TigrEr · Dec 8, 2016

I **suppose** it is the benefit of having such a small community nowadays; any support topic gets our full, undivided attention.



Xhukari's underground oddities would make a great digging game - something like a modern rendition of arcade classic *Dig Dug*.

Although now I have the music for that delightful game stuck in my head.

Damnit Xhuk.

There's still time for babe of the day, courtesy of Remi.

