

# HBGAMES

The Ezine!

ARPGMaker.com ~ 18 Years and Counting!

Issue #32 December 2022

## FREE DEMO DISC

TEISHI TALE  
GOLDEN PAN  
THE MONASTERY  
CHICKEN BLOOD  
FEED YOUR PET  
THE GAME WITH NO NAME  
THE MALL  
DOGE QUEST

ALSO FEATURING:  
Rebuilding the Web  
Thinking Outside the Box

PLUS...  
Win Cash Prizes in  
Game of the Year 2022



# ISSUE 32

Hello and welcome to issue 32 of HBGames the eZine, the magazine for aRPGMaker.com! The mag has been going since 2004, eighteen long years, and while the site has changed a few times since then the community dwindles on. Whether your're new, returning, or been with us all along, welcome to this new, December issue of the magazine that just doesn't know when to die.

HBGames at aRPGMaker.com is an indie game development community with a focus on RPG Maker but a broad reaching userbase - any game development is welcome. We also have a Discord which is our primary spot.

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## On the Cover

Featured on this month's cover is a picture of a pudding. It is just a pudding. That is all.





# A BRIEF INTRODUCTION

*What is HBGAMES the eZine? What am I reading even.*



The story goes back to 2004 with the plans for the very first issue of RMXP.NET THE EZINE. Lene and friends created the first issues, which came out early 2005, right at the peak of RMXP.NET, a forum dedicated to RPG Maker XP, which was very new at the time (so new it had not been *officially* released yet and we were all using a dodgy pirated copy). The popularity of RMXP.NET almost solely led to the developers releasing in English, after a bit of a difficult time persuading them. The first issue was timed on this announcement so it stands as a great monument of the start of the official English RPG Maker era.

Towards the end of 2005 Lord Gradient, who was running the site, got sidetracked for whatever reason and the site started to struggle. RMXP.ORG was created as a backup for peoples' projects, but in 2006 .NET died for good and .ORG became the new heir.

Erk and Ccoa had never intended to be web hosts. .ORG was not meant to be anything more than a backup to protect the old web. Treg and Despain took over, and led .ORG to become the largest English RPG Maker website there has ever been (until now).

The first issues were gritty, with coloured backgrounds and blaring fonts, but there were some good tutorials and guides in there and they serve well as a base for nostalgia. We tried over the years to bring back the eZine - even had a dedicated team - but it was like coordinating chickens. Instead we ran "This Week on .ORG", short snappy news posts documenting what was going on on the forums. Later on I went back and created a filler issue showing some of the things that had gone on in the interim.

The issue borrowed some of Doctor's reviews, as well as gave us the results of some of the bigger contests that had taken place on .ORG during this busy, hectic time.

It was in this chaos that I became a moderator, and then a global mod, and decided to have my own go.



The four issues that came from this were terrible, owing to me being a kid I suppose, but the articles that were submitted to the original team were used, including some good views and reviews. The original format was a kind of structured box on the forums that text was injected into creating a This Week on .ORG style post in the shape of a magazine. I later came back to these issues and reformatted them to create the little mags you see above.

.ORG started to die for the first time during these mags and at the end of them I had become an admin - by the next issue I would be the only admin still going on .ORG...

We had rebranded as HBGAMES.ORG to try and tap into a larger indie gaming market, as most of the regulars had entered a dark age of RPG Maker where they were jaded and needed something with more capability and seriousness. This led to the site's demise, since Despain took back the RMXP.ORG domain and let it die. HBGames dwindled and became a haven for a few close friends over the years. Nonetheless in 2013 I relaunched the eZine in a more serious format, nostalgic for 2006 .ORG.



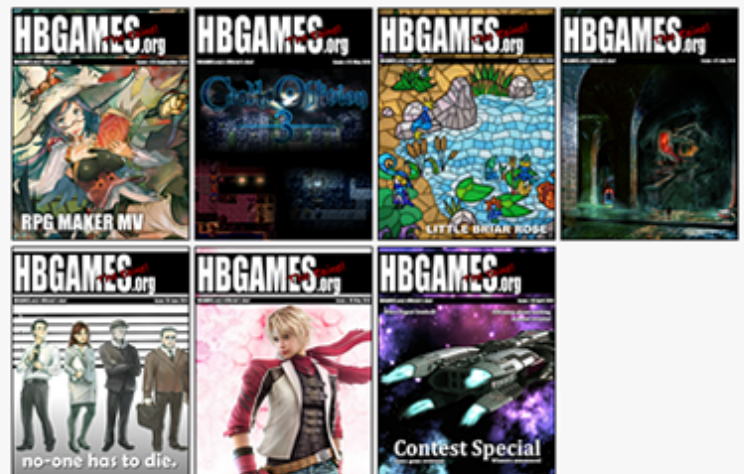
During this time RPG Maker MV was released, and we did a special issue to build up hype, becoming largely an RPG Maker website once again. It was too late however, as Degica had created RPG Maker Web, the first official site, and one which has just now in 2022 overtaken .ORG as the "largest ever English RPG Maker site".

In an attempt to desperately try and retain the userbase we had grown with I created *Advanced RPG Maker Magazine*, a real uplift in quality, and ran it off the back of a few contests such as the first IGMC, and one of our own.

ARPGM was successful but a pain to create and during its tenure some of the larger sites we were collaborating with died for good. GamingW had long gone, RRR and VXnet were lost, and most others had left to RMWeb anyway.



While ARPGM was running HBGames the eZine continued, though it was in a shortened and reduced-size format. I am not too proud of the issues of this era and they very much mark a dark-days-of-.ORG - they represent the dwindling content of the community at the time and I think my frustration comes across in these issues.



It was a while until I seriously got back into game making again. I had never got anywhere with my games and was always too extravagant in scope and scale.



In 2020, after taking a break from anything serious on the site, I saw it with fresh eyes, and created a new theme and various innovations. I relaunched the eZine alongside as a serious magazine, and we relaunched the Discord server at the same time. Around the time of the first of these issues I took a huge leap of faith and invested in Xenforo, completely recreating the website. I moved it to my own web host, so I am the sole admin. I even changed the domain name, back to something RPG Makery. This wasn't intentional, it was to create a backup much like RMXP.ORG was at that time. Losing access to the HBGames.org domain however it was time to move on.



So now we have HBGames the eZine, but at aRPGMaker.com. A sort of blend of both RMXP.NET the eZine and Advanced RPG Maker.

Trying to relaunch the mainsite was largely a failure - it has never seen the interaction it once had and indeed it can be weeks without a post. What has been successful though is the new games manager. Based on the successful RPGMaker.net, our games manager is a more graphical way of viewing all of the games on our site. It includes an arcade for web games and a resources manager for graphical assets.

The site may be dead but the Discord dwindles on and everyone is welcome.



Focus for the new mags was how do we better showcase what is going best, our games manager? The new Demo Discs concept will play a big role in this and even if it is just a gimmick, it harks to the rampant unkempt nostalgia that I love so much, and even got me reading old Playstation magazines to get back in the frame.

There is a risk that the magazine becomes samey: we return every time I try and get the website moving again, every time Game of the Year comes around, and every time nostalgia once more fills the air. I am also conscious that, as usually the only contributor, this is really just Ellie's blog. That's OK, but not really in the spirit of the original eZines of all that time ago!

We really do need and want your ideas and submissions, even if it is just a one liner for an article you would like to see covered.

It will stop me moaning, at the very least.







# MAKE SOMETHING PLAY SOMETHING

Last Hallowe'en we held our *Make Something Play Something* competition, with a cash prize and emphasis on playing as well as creating games. The contest was split into several categories, and the winners are...

## Music: *Sacrificial Joy* by *Disguised Crows*

An entire song, lyrics written and recorded. My favourite piece of the contest and what stood out the most.

## Music: *Hallow Willow Loops* by *RyanArt*

From a game making point of view these are the most useful and so it was tough to pick a category winner. 'Joy just pips the place but there are some great eerie sounds here immediately usable in a game.

## Graphics: *Pudding*



Pudding supplied a lot of graphical resources for Hallowe'en all made from scratch so just leads this category.

## Graphics: *World Map Grave and Cemetary*

These are immediately usable and they are missing from the world map tilesets. They come from a lot of personal research into the RTP tilesets by CoyoteCraft.

## Review: *The Lady Puppet* by *Pudding*

I was disappointed to find this was the only review submitted; nonetheless it was a good read and it will feature in a future issue of the eZine. *The Lady Puppet* is another game by OldPat and came third in the 2021 Game of the Year competition, just behind *Drekirokr*.

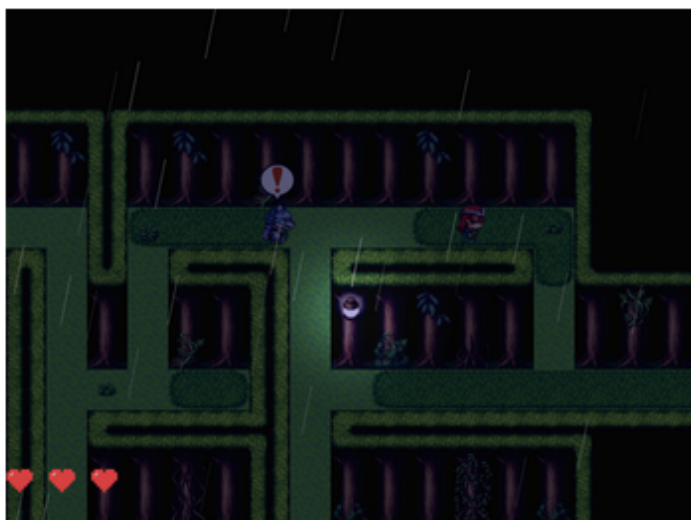


**Game: Paper Mall by Cam**

Though I do not understand it, the concept of a 3D maze is not one we have seen at HBGames before and the graphics are that curious mix of horrifying and childlike that just makes this game so goddamned creepy. To me this is the game that has had the most effort put in and has the most uniqueness and so it wins this category.

**Game: The Monastery by Pudding**

Our RPG Maker entry; I can tell a lot of work has gone into this even if the mapping isn't quite my taste.

**Game: Tricked for Treats by Xhukari**

It's a whole game from scratch, what can I say. It is quick and simple but plays well once you work it out. The only thing really lacking is a points readout on the "you died" screen so that you can keep track of your high scores!

**Prizes**

Here is my verdict. I said at the start that the prizes would scale depending on how many people entered and that there was an initial £100 prize pot. Unfortunately participation was low but we still got some gems out of it.

**Sacrificial Joy** is the most impressive piece and wins the contest as a whole. Prize: £50

**Pudding** entered three categories, posted the only review, and created multiple graphical resources in a set. He wins second place. Prize: £30

**RyanArt** created some amazing music which all fits together as a set. He wins third place. Prize: £20

**Cam** wins the game Jam. Prize: £20

**Xhukari** and **CoyoteCraft** win £10 for participating.



# RPG ARCHITECT



RPG Maker Unity is coming out soon, but in the meantime and in the background, indie developers have been hard at work on an alternative for fans of the earlier engines in the series.

Featuring artwork from Final Boss Blues (a favourite of ours, and one of our former admins no less), the engine allows you to create traditional 2D RPG games but with unlimited mapping layers, breaking many of the frustrating limitations of some of the RPG Maker titles. It also integrates a form of 3D to create some beautiful levels in a unique way.



While new to it we're happy to support it - games made in the engine will always be welcome here and we're happy to try and provide help and support in our own little way while we learn and get to grips with the engine.

RPG Architect is due for early release very soon in January 2023, via Steam. They also have a Discord which you will find on their website.

# THINKING OUTSIDE THE BOX

Not many people know this, but the reason I ended up making RPGs, via a stint at playing *Final Fantasy VII*, is that I find double-disc game boxes entirely too sexy. They are so pretty. Back in the late 90s games came in chunky game boxes unless they were too big and had to be split into multiple discs. Thus games such as *Final Fantasy*, and also the original *Tomb Raider*, were presented to us in these lovely double CD cases that allowed multiple guide books and manuals and were great for artwork.



This led me to not only make my own games, but to long to make a game long enough to be able to use a similar casing. I think my favourite was *Final Fantasy Anthology*, which contained VI and V for the first time in the UK, although I never did manage to get my hands on this.



The introduction of DVD boxes brought these out of favour for games and suddenly our games came in large format cases that looked very nice in a cardboard slip case. Again I fell in love, and started making *Chronicles of Afar* specifically to make a game that would befit a multi-case cardboard slip box like *Neverwinter Nights Gold*.



I played *Guild Wars* solely because the case felt heavy. I had never heard of it. That led me to create MMORPGs, specifically *Vengeance* - yes, a love of boxes started it all.



You all think I am crazy but bear with me. There are actually some amazing game boxes out there and many of them I would love to get my hands on. Ones that spring to mind are games such as Icewindale or Baldur's Gate, and even some of the original World of Warcraft box designs.



I spent far too long in my early game design processes working out how I could create my own boxes. I invested in a printer that could print at a high DPI to make nice box art. I bought empty game cases, blank CD stickers and learned how to make saddleback manuals.

I never did succeed in this venture but always wanted to go back to it. I did have a thought that a nice GameJam contest prize would be to publish someone's game as a one-off in this form, as a personal trophy.

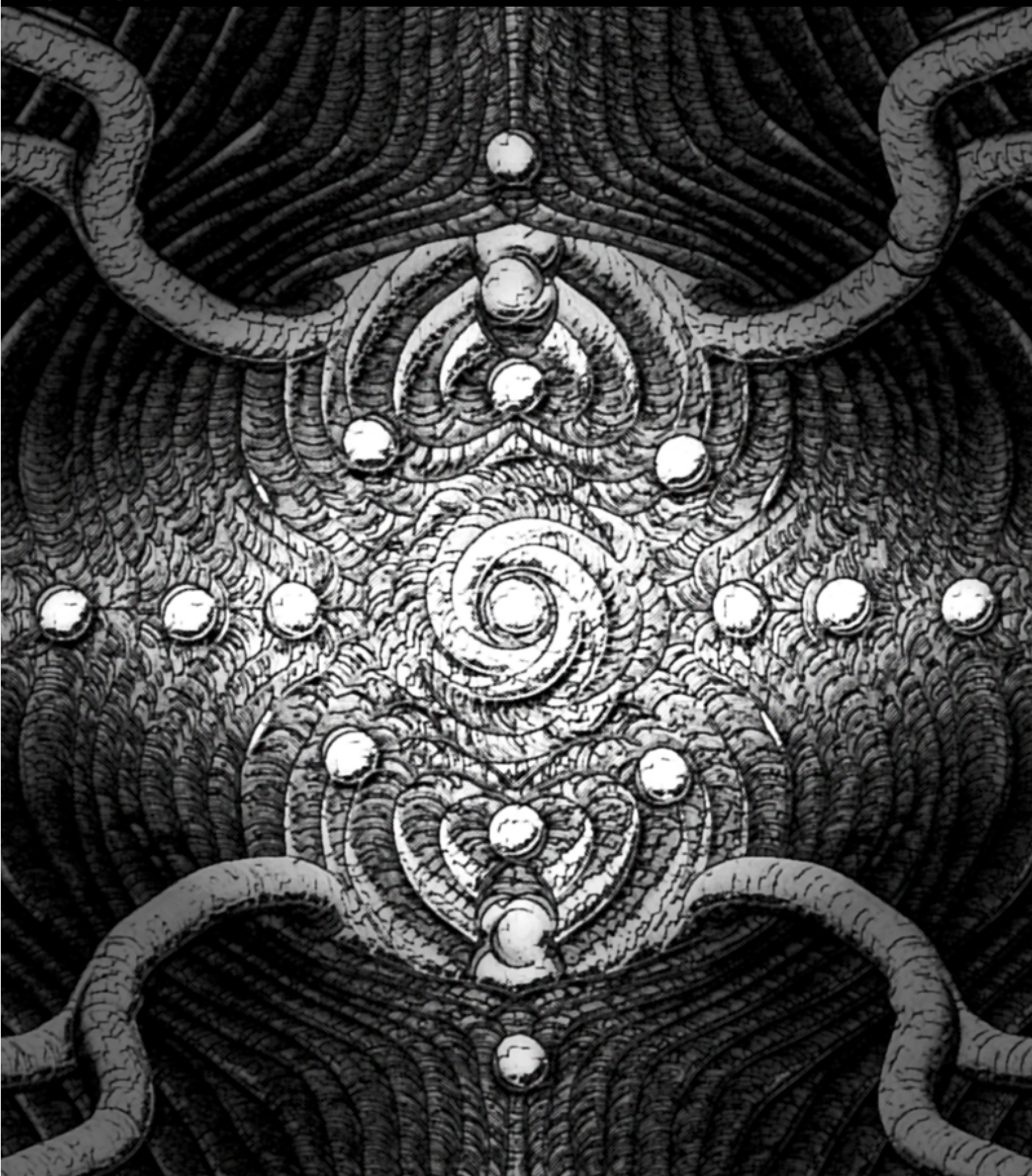
It was also going to be a gimmick for my MMORPG, although I was too forward thinking in planning this far without actually succeeding in making the game. I guess I am a publisher moreso than a developer. I wanted to create a Collector's Edition boxed game, with manuals, posters and other hand made gimmicks, in the style of CE boxes for RPG games of old.

Eventually I realised this was a fruitless venture without actually completing a game to do it for. I never did become that indie game publisher creating retro box art for games. I sometimes wonder where my life would have led were that to happen. Instead it morphed into a collection of Warhammer books, again in cardboard slip cases, because those, too, are entirely too sexy.

That said, I would still love to get my hands on the Guild Wars 2 collector's edition, which really broke the box.









# FREE DEMO DISC

Please find attached this month's **free disc** featuring eight complete games from mighty developer Pudding! All are available to download right now. Amongst them are a mixture of Jam games, collaborative works, and other titles, such as the emotive *Chicken Blood* and the quirky and playful *Doge Quest*!













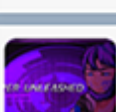


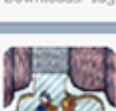
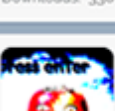
TEISHI TALE  
GOLDEN PAN  
THE MONASTERY  
CHICKEN BLOOD  
FEED YOUR PET  
THE GAME WITH NO NAME  
THE MALL  
DOGE QUEST

IF DISC IS MISSING  
PLEASE REJECT MAG



# NEW GAMES

## Since our last issue...

 <p><b>WHITEOUT: RESURRECTION</b> Frain · Yesterday at 5:04 PM · Completed Games <input type="checkbox"/> The darkness might just be hiding your worst nightmares and the snow will be covering your tracks...</p> <p>★★★★★ 0 ratings</p> <p>Downloads: 7 Updated: Yesterday at 5:04 PM</p>	 <p><b>Darold the Doomer: Psychedelic Lucid Dreams</b> HBGames.org Staff · Yesterday at 3:43 PM · Completed Games <input type="checkbox"/> The weird and somewhat unsettling trip of a doomer</p> <p>★★★★★ 0 ratings</p> <p>Downloads: 7 Updated: Yesterday at 3:43 PM</p>	 <p><b>Relics' Legacy (demo)</b> PLUEVNR · Mar 12, 2022 · In-Development <input type="checkbox"/> An engaging journey, filled with magic and epic</p> <p>★★★★★ 0 ratings</p> <p>Downloads: 111 Updated: Mar 12, 2022</p>
 <p><b>Summer in Memoria</b> StarkSnow · Tuesday at 9:13 PM · Completed Games <input type="checkbox"/> It can be hard sometimes, looking into the void beyond...</p> <p>★★★★★ 0 ratings</p> <p>Downloads: 7 Updated: Tuesday at 9:13 PM</p>	 <p><b>Magic Geoff and the Neverending Series of Convoluted Dungeons</b> Ellie · Nov 29, 2022 · In-Development <input type="checkbox"/> Has anybody seen Dave?</p> <p>★★★★★ 0 ratings</p> <p>Updated: Nov 29, 2022</p>	 <p><b>12 Days of Christmas</b> Coolocanth · Dec 28, 2021 · Completed Games <input type="checkbox"/> Gotta catch 'em all</p> <p>★★★★★ 1 ratings</p> <p>Downloads: 187 Updated: Dec 28, 2021</p>
 <p><b>Trouble Inspector and Discboy Search For A Vaguely Defined Lizard</b> aweg21 · Nov 23, 2022 · Completed Games <input type="checkbox"/> SFAVDI</p> <p>★★★★★ 3 ratings</p> <p>Downloads: 15 Updated: Nov 23, 2022</p>	 <p><b>Teishi tale. I need to pay rent or I'll be kicked out of my house?!</b> Pudding · Oct 1, 2022 · Completed Games <input type="checkbox"/> Pay the rent, or at least die trying to.</p> <p>★★★★★ 1 ratings</p> <p>Downloads: 54 Updated: Oct 1, 2022</p>	 <p><b>Rudolf the Red Rose Slain Deer</b> Ellie · Dec 25, 2021 · Completed Games <input type="checkbox"/> Rudolf the Necroprancer in Xmas fun.</p> <p>★★★★★ 2 ratings</p> <p>Downloads: 166 Updated: Dec 25, 2021</p>
 <p><b>The Golden Pan</b> Pudding · Sep 30, 2022 · Completed Games <input type="checkbox"/> A rpgmaker game about battles, collecting ingredients and cooking</p> <p>★★★★★ 3 ratings</p> <p>Downloads: 58 Updated: Sep 30, 2022</p>	 <p><b>Astral Awakening (IGMC Entry)</b> Starmage · Aug 4, 2022 · Completed Games <input type="checkbox"/> A sci-fi RPG following the story of a Journalist encountering a wrong turn.</p> <p>★★★★★ 1 ratings</p> <p>Downloads: 87 Updated: Aug 4, 2022</p>	 <p><b>Frogge</b> Ellie · Dec 11, 2021 · Completed Games <input type="checkbox"/> Do not to get hit by car XTREME</p> <p>★★★★★ 1 ratings</p> <p>Downloads: 167 Updated: Dec 11, 2021</p>
 <p><b>Esper Unleashed</b> Starmage · Jun 17, 2022 · Completed Games <input type="checkbox"/> Rpg maker mz, sci-fi, Rave Heart, Esper Unleashed.</p> <p>★★★★★ 0 ratings</p> <p>Downloads: 103 Updated: Jun 17, 2022</p>	 <p><b>Immortal Sins</b> AceOfAces · May 4, 2021 · In-Development <input type="checkbox"/> Step into the shoes of Maria and clear her name.</p> <p>★★★★★ 2 ratings</p> <p>Downloads: 336 Updated: Apr 15, 2022</p>	 <p><b>Blu the Airmail Delivery Bird</b> JSRgames · Jan 18, 2022 · Completed Games <input type="checkbox"/> Help this bird complete his paper route.</p> <p>★★★★★ 2 ratings</p> <p>Downloads: 167 Updated: Jan 18, 2022</p>
 <p><b>A Snowball's Chance</b> lavendersiren · May 27, 2021 · Completed Games <input type="checkbox"/> Become a gastronomer trailguide to fund your escape from a frozen hell!</p> <p>★★★★★ 1 ratings</p> <p>Downloads: 362 Updated: Dec 17, 2021</p>	 <p><b>Monsieur le Pomme</b> Ellie · Dec 26, 2021 · Completed Games <input type="checkbox"/> No Please Don't Bother My Mr Apples.</p> <p>★★★★★ 2 ratings</p> <p>Downloads: 142 Updated: Dec 26, 2021</p>	<h2>Join Them</h2> <p>Speak to Ellie to find out how to feature your game on our site, or in this mag.</p>

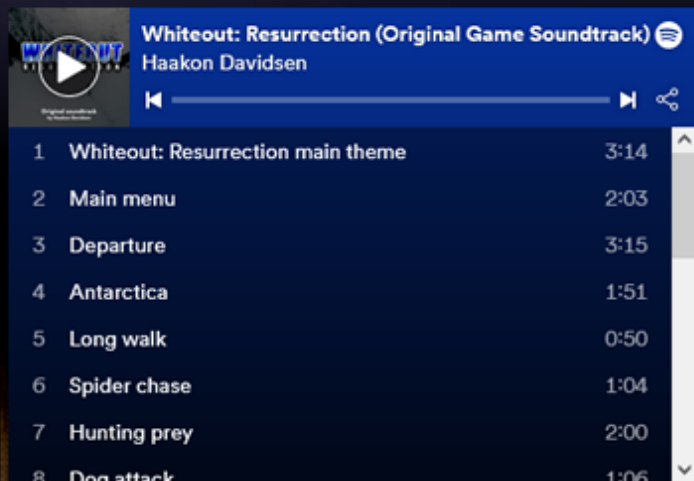


# WHITEOUT

## RESURRECTION

WHITEOUT: Resurrection is an RPG Maker survival horror game set in Antarctica, Greenwich Island. Discover the secrets of the abandoned island by exploring the environment and finding clues to reveal its mysterious past. Be aware of your surroundings because you're not alone. The darkness might just be hiding your worst nightmares and the snow will be covering your tracks...

With the switch to Xenforo, every now and then a new feature surfaces that we didn't know about. Paste a Spotify link and it will turn into a media player, as has happened with *Whiteout Resurrection*. You can play tracks from the game's immersive soundtrack live from our site, so you can get a feel for the game without leaving our comforting walls.



Whiteout: Resurrection (Original Game Soundtrack) Haakon Davidsen

1	Whiteout: Resurrection main theme	3:14
2	Main menu	2:03
3	Departure	3:15
4	Antarctica	1:51
5	Long walk	0:50
6	Spider chase	1:04
7	Hunting prey	2:00
8	Dog attack	1:06



This leads us to another built-in feature which is that the same can be done for YouTube links. As such you'll find Whiteout's trailer as the first thing you see on its Game Page.



Whiteout is a 2 to 3 hour game packed with intense moments and an intriguing story taking you further into the wilderness of the icy North. It is fully voice acted, as you can see in the trailer, which combines with an atmospheric and professionally produced sound track.

As a survivalist horror, there are unique mechanics thrown in, from freezing to flashlight effects, and detailed lighting that brings the world to life.

Since release the game has been well-received on Itch, with an average rating of 4.6 stars currently. It's also refreshing to see games branching out for their environments, with the Antarctic setting harking back hints of Derren Brown's *Deception Point* but rarely seen in games. This setting provides for some interesting scenarios and landscapes.



Whiteout Resurrection is available to download now from the games manager - if you enjoy it be sure to vote for it during Game of the Year 2022!





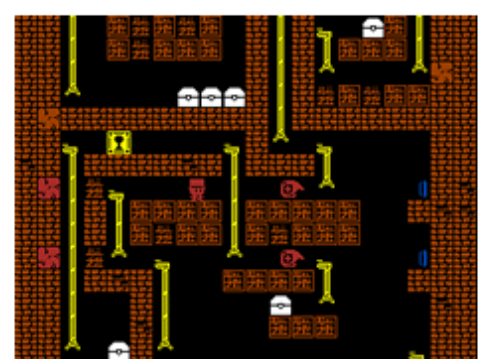
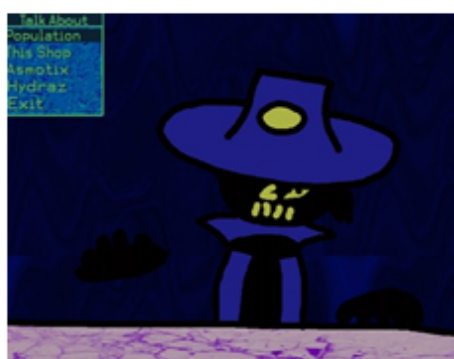
# GAME OF THE YEAR 2022

- MASTER OF THE WIND
- QUINTESSENCE THE BLIGHTED VENOM
- VACANT SKY CONTENTION
- FINDING EDEN
- PROJECT GRID
- NO-ONE HAS TO DIE
- LUCID AWAKENING 2
- BORN UNDER THE RAIN
- KARMA FLOW
- CHRONICLES OF TSUFANUBRA
- PERSEVERANCE FULL CLEARANCE
- PSYCHE LOCKE
- PERCEIVING SHAPES
- SNEKS AND DEMONS

It is shortly that time again, for our annual **Game of the Year** competition! It is a way of highlighting the best games released this year on the site and showing the wider game making community what we are all about.

This year has been somewhat of a slow year for us. In 2021 there were 39 new games to choose from; this year there are only 13 and many of those are by Ellie... So, we've taken the decision to open up the contest with a **cash prize** (via Paypal) to the winner, and potentially to sub winners depending on how many people enter. Minimum pot is £50.

By entering, you get a game page on our site, with all the gadgets and gizmos that entails. You get to join our big poll and get the chance to be this year's big winner.



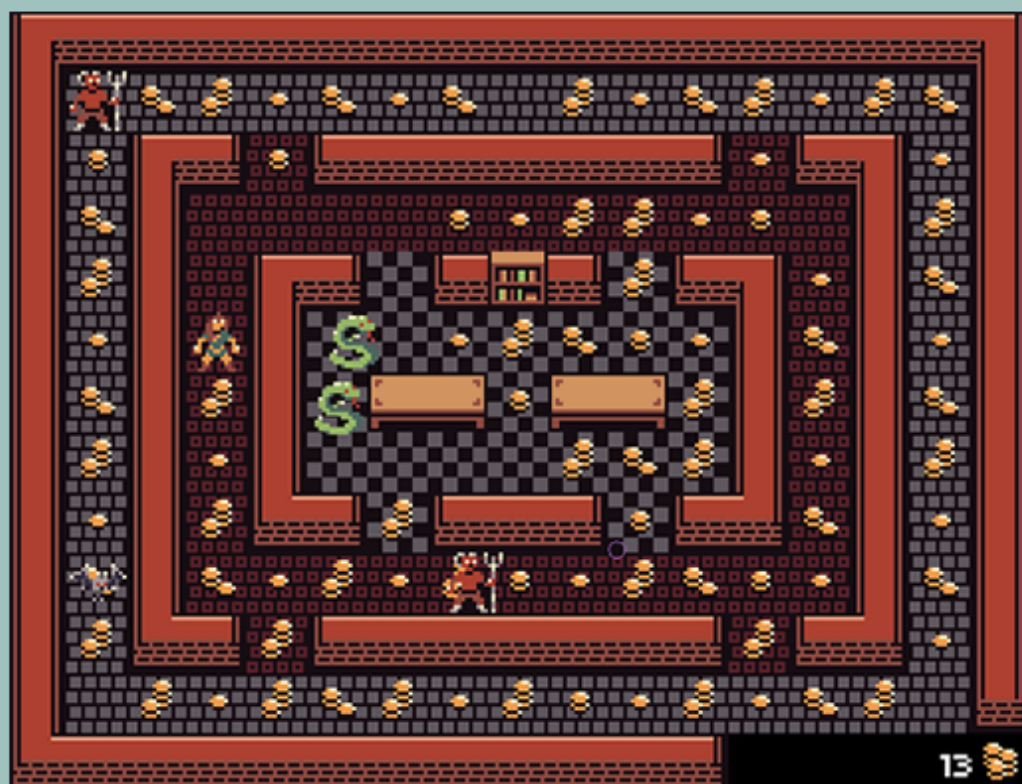
To enter, just create an account on our site (it's free and remarkably quick), and then DM Ellie either on the forums, on Discord or on our Twitter and she will set up your game page for you based on your page elsewhere (itch, Steam, RPGMaker.net, etc).

Any completed game that is **new to HBGames this year** is eligible which means many are in with a shot.

You'll be joining a long list of winners running all the way back to the 2008 .ORGy Awards, where we announced Master of the Wind as our first and worthy winner! What are you waiting for?

# GAME OF THE YEAR 2021

In all the excitement of the past year we never covered *last year's* winner! I was honoured to see Sneks and Demons win, after seventeen years of gamemaking. I felt a little bad as it was just a quick project but I guess something in the gameplay resonated with players.



As such I tend to think of the others moreso as the GotY. Second place was Drekirokr, which was featured on the cover of issue 29 (below). OldPat's *The Lady Puppet* very nearly won him a third Game of the Year, coming in third.





Featuring a replica Eiffel Tower, a big wheel, three piers, a world renowned light show, vintage trams, an amazing beach, karaoke bars, a pirate arcade and more theming than a Disneyland park, Blackpool is a real world equivalent of Final Fantasy VII's *Gold Saucer*. It's loud, it's sleazy, it's filthy and the beach smells, yet somehow, it is amazing and must be seen.

Just as in the game however, you don't wanna delve too far into the backstreets and the administration... You might accidentally fall into a Barret backstory revealing side quest or two.





# REBUILDING THE WEB

The return of Gaming World has brought back a lot of nostalgic memories of perhaps a simpler time on the Internet. It's a recognised problem in certain circles. The Blog created a Web 2.0 where everything is based on a content feed and that feed is tailored by advertisers and user interaction. What we have lost is an era of personal web pages, custom created content, and quirky little sites. This was emphasised by the death of Geocities where a lot of such sites were based.

In 2013 Neocities was launched as a revival of the platform. What it has led to is the creation of a kind of miniature version of the Internet of old, where you would find many amazing, but small, personal and community group RPG Maker websites. It is the sort of environment that websites such as GamingW and RMX.net were formed in. I see those as a sort of Web 1.5, where large community forums became the place to be, and those grew each to be behemoths in their own right in the time. What I yearn for nostalgically is something before that. The smaller personal pages with art made in Microsoft Paint, where hosting limits were measured in megabytes, games were created in limited software with no extravagant scripting and plugin systems, and where three people playing your game wasn't a problem.



Nowadays we only find games if they are the cream of the crop. We play games that other people have played and we only play games that are popular. Gone are the days of drifting around a web ring and coming across some elusive *Only You Can Save Mankind* fan game which only you and two others have even downloaded.

We used to make games for fun and largely for ourselves. It was the same with websites. We used to not be worried about how they looked, it was a personal thing. Owning your own slice of the web was an achievement and it made you feel warm and fuzzy inside.

Nowadays Web 2.0 is starting to crash under its own weight. Google has dropped its Don't Be Evil rule, Amazon has become the bad guy from Wall-E, Twitter has become merely a place to troll Elongated Muskrat and Tumblr no longer allows porn, which was all it was really good for.

I don't know that we will ever go back to a Web 1.0 world but it is interesting and intriguing to try and be part of it. Websites made in Notepad, graphics in Paint, web forums in Proboards, and the all important web rings.

Who would you be in a web ring with?



Discord is actually very Web 1.0 in a way. It is flashy and multi-serving, yes, but it is really just a recreation of Internet Relay Chat, a simpler time where we joined chat rooms hosted in peoples' living rooms. IRC was a kind of limited form of what became Discord, being text-only and the concept of a server being a personal concept rather than a sublet of a bigger corporation running things. There was potential for a lot of, shall we say, "different" content on backwater servers, leading eventually to the Darkweb, but that doesn't mean they were necessarily dangerous or illegal, just alternative.

To some extent Discord limits this as there are community standards that channels must abide by and there is an overarching corporation behind it all even if that is not seen by the average user. Nonetheless, Discord does often feel like the Webring communities of old. People find each other by accident or through friends. People send links to each other and find new little communities they never would have heard of.

Discord has now branched out into forums, and it's something we will be taking a look at later, seeing how it works and being at the forefront of this "new" technology, even if that does fly in the face of both the point of this article and everything I have just said.

On the flip side I want to try and create something that harks back to Web 1.0. I want to start a web ring and I want to create a little RPG Maker website that does not rely on thousands of visitors or even need any at all. We will see how that goes.

Point is even that small personal project never needs a single visitor to "succeed". Because success in Web 1.0 was not based around how many likes or followers you got, your ad revenue, or your social status. Success was merely being and doing and taking part in this labyrinth of little spaces.

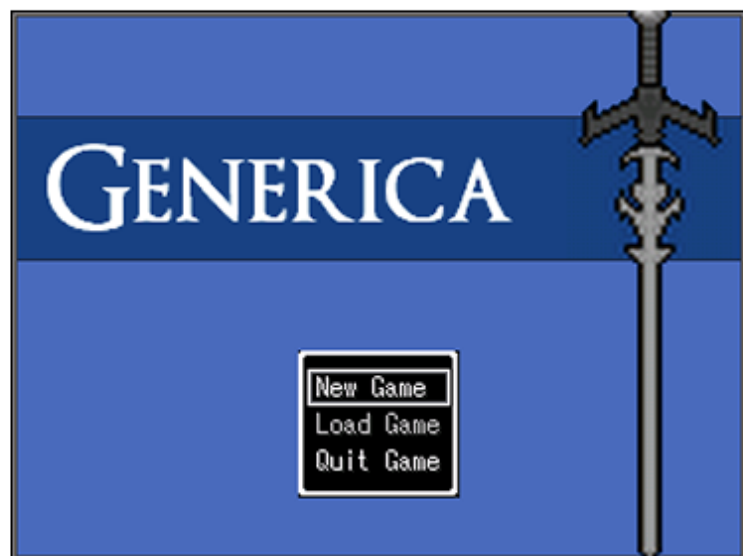


*Back in the day everybody in the know had a little button like this in a web ring. Why don't you?*

The past is the past, it's dead and gone, but we can still look back to it and learn. And it provides some interesting personal projects to chip away at even if they go nowhere. This magazine is a prime example of a defunct format and yet here we are eighteen years on, still going every now and then.

Maybe RMX.net, or RMX.org, or HBGames, or ARPGMAKER, truly will live forever. Or maybe we will just become another link in a mighty web ring.

One of our games that does a great job of linking back to this nostalgic past is *Generica* by Kentona. *Generica* uses limited graphics with a timely palette and mapping that really brings us back to the NES era.



*Generica* is short but fun. It really brings the era of *Dragon Fantasy II* and *Hellion* back to life for one last gig. It feels almost like a reunion of old friends, and the font choice is also spot on, being as it is such a huge part of a game of this style.



*Generica* shows us that we do not have to be crazy in our scope to make a good, enjoyable game.



*There exists a sequel, but that hasn't yet come our way! What are you playing at, Kentondo?*

It would be great to see more games made in this style especially given it would really bring to life editors such as *RPG Maker 2000*, showing that they do not need fancy systems and graphics, or plugins that take an era to set up, to be a good game.

GameDevMarket has a few graphics packs, such as those utilised in *Magic Geoff* and *Sneks and Demons*, but with graphics like these it is simpler to create them ourselves, even if there are limitations to work around.





THIS IS WHAT YOU'RE MISSING OUT ON

If only you'd played



SNEKS

DEMONS



SNES n DEMONS

SUPER KENTONDO

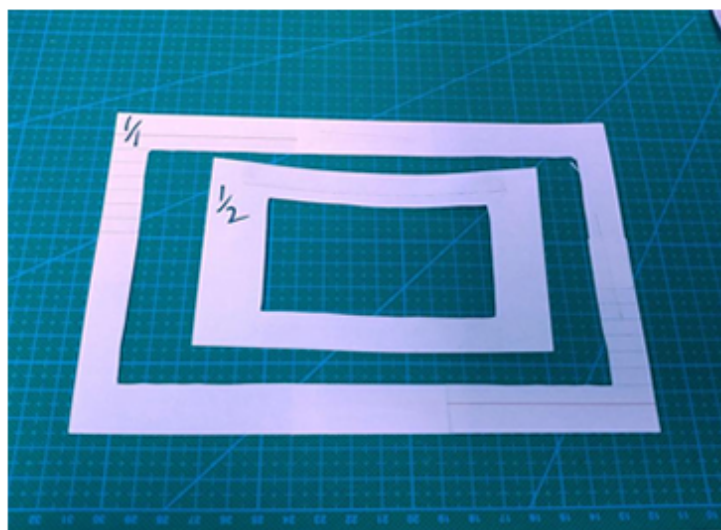
ELLIETAINMENT SYSTEM

EllieStation®

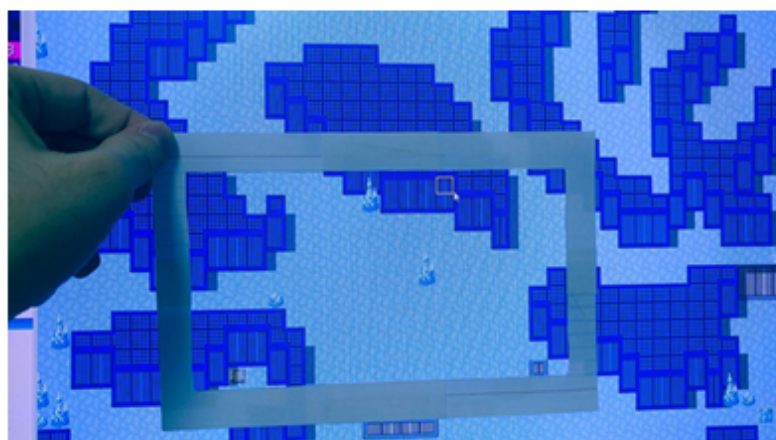
OUT NOW at all good rental stores

# And another thing...

## Thinking Inside the Box



When mapping it's important to think of what the player is actually going to see on their screen, as mapping in a macro, viewed-out way doesn't represent the gaming experience. TestZero on r/rpgmaker came up with a neat idea. By making a quick paper template you can very quickly see how the game edges interact with the map - no coding or magickery needed. Sometimes the best tools are a pair of scissors...



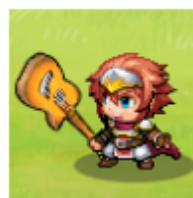
As you can see in the above, even though the dark blue tiles form a nice pattern, when the viewpoint of the player's screen is taken into account you end up with large spaces and no sense of place. Mapping on a micro level is important, even more important than the overall design. Every small viewpoint needs a purpose, a clear cut design, and enough detail to fight off boredom.

## Merlin's Beard

I've been using RPG Maker 2003 graphics more and more though I found myself missing some key pieces, principally a blue wizard sprite which just seemed so ubiquitous that it must exist. A few quick frankensprites later and we have this charset, which you can find in our resources section.

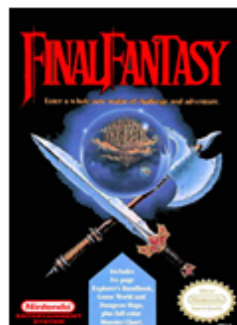


## Merlin's Bard



Side view weapons are a category of asset that is always hard to find. CoyoteCraft has given us this neat guitar weapon, suitable to a bard with a tantrum.

## Endless Endeavour



Final Fantasy just hit 35 years of age... And it's trending on Twitter! Oh, wait, we established that's not a good thing because Web 1.0 is better and things don't need to trend to be cool and whatnot. Hypocrisy! Someone fire the editor!