Christmas Special!

SEPTAROAD
VOYAGER

Welcome to your Christmas edition of HBGames the eZine! As the 40th issue in total (counting *Advanced RPG Maker*) we thought we'd festive it up a little. As always the mag features new games from around the site, showcases art and creations, and gives opinion on the goings on in the indie gaming corner that is HBGames at aRPGMaker.com.

As luck would have it, Ellie has nothing better to do than to write and compose an entire magazine on Christmas Day, apparently.

Contents

HBGAMES
ENVISION CREATE SHARE

Undoubtedly the two biggest assets HBGames at aRPGMaker.com has going are the games manager and the eZine, though up until now they have remained largely separate with not much interactivity.

We now have a simple flag that HBGames staff can apply to any thread, game or other piece of content, which takes a number as a value. The system then throws a banner at the top marking this as **Featured Content** and links to the issue of HBGames the eZine that that particular item appeared in! This could be a review, a showcase, "demo disc" other article.

Demo Discs

Demo discs are a bit of a gimmick - this editor is a huge fan of Playstation magazines of old.

The English OPSM mags would come with a disc with a series of demos for you to play, including indie games developed using Net Yaroze.

The past few issues of this eZine have come with such a demo disc, as a bit of a gimmick (in reality, just a link to games you can download via our site). This is a way of sharing games directly from the magazine, but also a way of grouping games together as a theme - for example the "demo disc" in this issue features a bunch of high score enabled arcade games from the HBGames arcade.

Going forward this will be a way to share makers' libraries, such as Pudding's disc from issue 32.

We may also edit old mags to add demo disc content, as we have done with the very first issue of Lene's eZines from 2004 (we'll cover this later in the mag).

If you have ideas for what to include on future demo discs we would love to hear your thoughts.

ISSUE 1 REIMAGINED

This wouldn't be an issue of *HBGames the eZine* if it didn't spend at least half the magazine self referentially stuck in the past. True to form, this month Ellie took it upon herself to re-edit Lene's original first issue of the magazine from way back in 2005.

She was in two minds about whether to do this, but with the eighteenth birthday of the community this year, it seemed the right time to revisit the magazine.

What she's created is a reimagining of issue 1.

Broken graphics have been fixed, such as anti-aliasing errors. Some images have been replaced with higher resolution versions where available. A new article has been added, introducing RPG Maker XP for the first time, as this issue was supposed to celebrate its release but fell short.

A "demo disc" has been added which includes Phylomortis. This was the most prolific game of the era from RPG Maker XP, created by RPG Advocate.

Finally various QoL changes have been performed on the mag, such as editing the backgrounds and fonts for readability.

The original version is of course still available to read. Now that view tracking is available we can see that the magazine has been downloaded over 440 times, though there will be much more from external downloads and peer to peer sharing which was encouraged at the time.

Both versions can be read at aRPGMakercom!

NEW GAMES

Arcade Project:GRID
Jason · Dec 9, 2022 · Completed Games
Test game

★★★★★ 3 ratings
Downloads: 35   Updated: Dec 9, 2022

RESTORED

Glory's Fools
Aggroazteca · Wednesday at 3:32 PM · Completed Games
Are you foolish enough to test this tale? Or will you let glory slip from your grasp?

★★★★★ 1 ratings
Downloads: 8   Updated: Wednesday at 3:32 PM

Gerald Ventures
Colo Coko · Wednesday at 11:39 AM · Completed Games
Ever wondered what moves a zombie horse uses when fighting? That will be answered in this game.

★★★★★ 1 ratings
Downloads: 8   Updated: Wednesday at 11:39 AM

Arcade Herbert the Dragin
Ellie · Dec 14, 2022 · Completed Games
Helicopter Game clone made in RPG Maker.

★★★★★ 2 ratings
Downloads: 21   Updated: Dec 14, 2022

Arcade CardWar
freezing_rain · Dec 10, 2022 · Completed Games
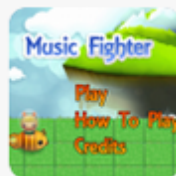Battle based card game.

★★★★★ 1 ratings
Downloads: 12   Updated: Dec 10, 2022

RESTORED

Arcade Music Fighter
valkyriegames · Dec 10, 2022 · Completed Games
Being a peaceful planet, Planet Beat was defenseless...

★★★★★ 1 ratings
Downloads: 11   Updated: Dec 10, 2022

RESTORED

Arcade Dungeon.sec
Wink · Dec 10, 2022 · Completed Games
V themed platformer game.

★★★★★ 1 ratings
Downloads: 10   Updated: Dec 10, 2022

RESTORED

Arcade GREEN 2: Red
aphadeon · Dec 10, 2022 · Completed Games
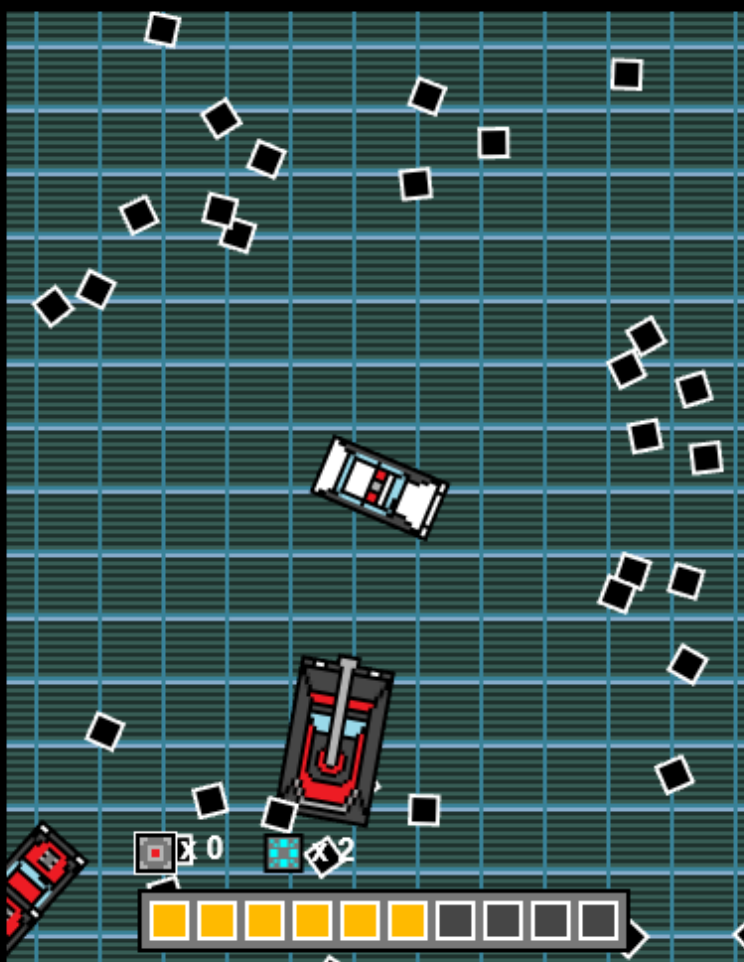Sequel to GREEN

★★★★★ 0 ratings
Downloads: 10   Updated: Dec 10, 2022

RESTORED

Project:GRID

Kills		
Kills	Guest	478
Kills	Xhukari	348
Kills	Spoo	330
Kills	Coelocanth	319
Kills	LordBlueRouge	295
Kills	dagger2	200
Kills	ellie	187
Kills	orochii	167
Kills	Aesica	147
Kills	ZenVirZan	90

In 2012 we ran one of our most ambitious contests, in collaboration with Scirra. Intended to branch us away from just being an RPG Maker website, we gave away a dozen copies of Construct 2, with a game jam of over 20 entrants.

Most of these games have been lost to the ether as the owners didn't stick around in the end. A handful were embedded into the site in a new live arcade, which eventually bit the dust when Flash died. However, recently a bunch have resurfaced on and old hard drive, and have been re-uploaded to aRPGMaker.com.

Our favourite of these was Jason's *Project Grid* which went on to win HBGames Game of the Year for 2012. It's relatively simple, but that makes it work really well as a multiplayer arcade game.

In its released form the game had its own highscores system. You drive around mowing down pedestrians while beng chased by evil Honda Civics and plasma tanks. (There is a storyline, but for the life of us we cannot work it out)

Finding the game on an old hard drive and realising being HTML5 would make it editable Ellie approached Jason and started editing the game to integrate it with the highscore system at aRPGMaker, in the new arcade. This turned out to be an extremely convoluted process. The original game was obfuscated and minimised, a web of nonsense coding generated from the Construct2 engine and not immediately readible. Through trial, error and brute force, something clicked, and the game is now integrated into the new system, so you can play amongst friends. If you had already made a highscore in the game that is counted too.

Further, this is the first game in which you don't have to enter a name. Instead, the game is able to grab your username from aRPGMaker.com. As long as you are logged in, your score is posted alongside your username.

In survival mode you are thrown into a blank grid filled with three types of enemies. As the game goes on the spawn time of these enemies increases, meaning the game starts off relatively easy but over time it becomes something of a bullet-hell.

In time trial mode, unlocked by getting 250 kills in survival, you are given a five minute limit to get rid of a set amount of enemies: one turret, two tanks and two cars.

Project Grid has a variety of weapons for the player to use which are unlocked through power-ups.

Short-Burst Chaingun

This is your primary attack and is readily available from the start. It fires in bursts of ten bullets and two bursts are enough to take out an enemy car if all bullets hit.

Land Mines

This is the most common power-up and once in the inventory can be dropped doing medium damage to anything that drives over it, giving you a chance to fire off chaingun bursts while temporarily incapacitated.

Plasma Burst

This is the strongest attack and spawns a turret on top of your car that spins around firing off plasma bursts at the enemies, essentially turning you into a turret for a few seconds.

Project Grid has four types of enemies.

Humans

Humans are dumb; they run around waiting for you to kill them. As you drive close you will scare them away, but killing them does give a rather satisfying blood splat (and points, of course).

Cars

Cars are the most common enemy and can be a little troublesome, as they will not leave you alone. Though they have no weapons they instead cause havoc by driving straight into you kamikaze style.

Tanks

Tanks are the strongest enemy in terms of damage per hit. They move incredibly slowly but have high accuracy. One tactic is to move away and let them fire at you, then dragging enemy cars into the path of the tank shells.

Turrets

Turrets are immobile but cause huge damage in their attacks, firing off bullets at you. They are also very vulnerable to chaingun bursts, thankfully.
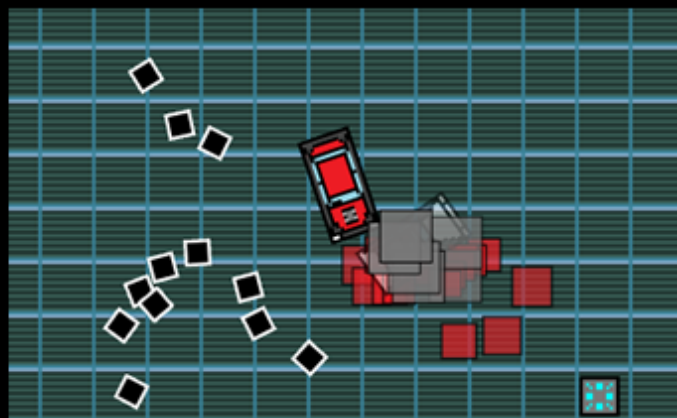
FREE CARTRIDGE

This month's mag comes with a whole bunch of arcade games for you to play amongst friends. Grab a spare console, a bunch of cables, a separate cathode ray tube television, and set up a home network, just to see who is best! Who needs expensive arcades when you can create your very own LAN at home?

All games are powered by the HBGames Arcade, available at aRPGMaker.com. This new console features cutting edge technology: minimal blow requirements, retractable cartridge flap, and shared high scores amongst other players within the HBGames community.

CONTENTS

Project Grid
Herbert the Dragin
Monsieur le Pomme
Sneks and Demons
Rudolf the Red Rose Slain Deer
Frogge
WaKa
12 Days of Christmas

PROJECT:GRID
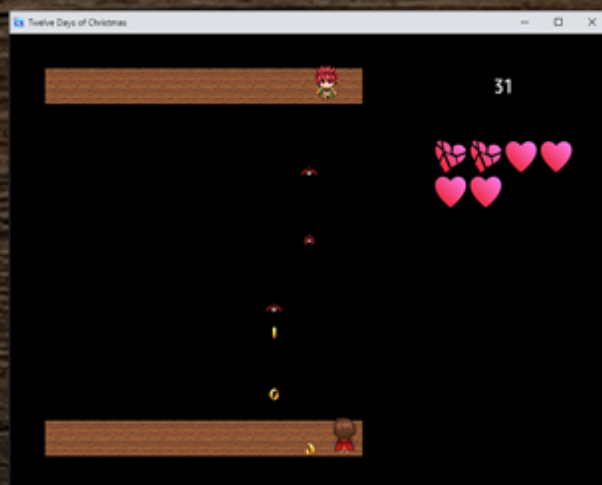
Innuendo ENTERTAINMENT SYSTEM™

Yuletide Games

Twelve Days of Christmas

Why not play Coelocanth's Christmas game jam game for RMN from 2021?

Collect all of the items from the well known Christmas carol, but be quick and accurate, as one foul move and it'll be a Christmas nightmare. High scores land in the HBGames arcade.

Rudolf the Red Rose Slain Deer

Ellie's snake clone *Monsieur le Pomme* was re-edited with a Christmas twist. Play as Rudolf the Red, a dark magic necroprancer, as he goes around reviving all of Santa's dead reindeer to save Christmas. But be careful, this is arcane magic, and the more you use, the faster Santa's sleigh becomes!

Rudolf! With your knowledge of the arcane so bright, won't you raise the slain tonight?
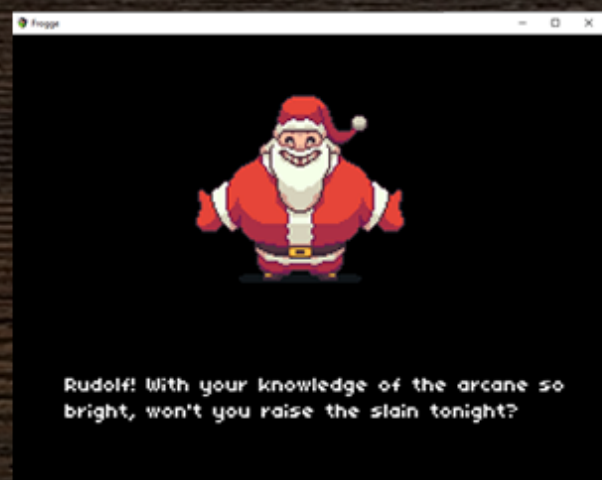
SEPTAROAD
VOYAGER

Indie 3D games can often be hit and miss, such as those from the infamous Net Yaroze. Nathaniel's *Septaroad Voyager* then is nothing but a breath of fresh air. Combining beautiful 2D character sprites with an immersive 3D fantasy world, this Steam early access game is planned for release 1st March in the new year. A follow up to their previous game, *Himeto Sukori*, Septaroad follows seven heroes on their adventures in a vast world frought with danger.

The Early Access version of the game will offer you a full world to explore, with access to the full selection of equipment, abilities, tactics, and recruitable characters.

The full version is going to have more hand-made content, to include the main quest, side quests, enemies, NPCs, dungeons, towns, and battle maps. It will also include player feedback for game balance and pacing, plus the features and improvements that the community recommends.

Septaroad Voyager is a fast-paced RPG set in a charming 3D pixel world filled with 2D pixel characters. Roam a massive continent full of interesting characters and dangerous enemies across forests, plains, mountains, deserts, and more fantastical regions as well. Play in a set world or randomize it for a unique playthrough every time.

SEPTAROAD VOYAGER

The borders of reality start to crumble as an unseen threat breaks its way into the world. As its evil influence grows, seven unlikely heroes hear a call to action. Unite them and see how their lives and stories intertwine as they fight against impossible odds to protect all that they hold dear.

THE WORLD

Septaroad Voyager is a fast-paced RPG set in a charming 3D pixel world filled with 2D pixel characters. Roam a massive continent full of interesting characters and dangerous enemies across forests, plains, mountains, deserts, and more fantastical regions as well. Play in a set world or randomize it for a unique playthrough every time.

ALLIES

Gather heroes from around the world. Play using the default heroes or use the customization menu to make your party unique.

ABILITIES

Unlock new abilities, bonuses, and equipment for your party in 14 unique character classes. With weapon power that scales with different elements, and equipment that alters your speed and other abilities, there is no single solution to every situation. Create the party that fits your style.

Henry			Knight 5	T Tactics	On
1	On	Ally: HP < 20%		▶ First Aid	
2	On	Self: HP < 50%		▶ Defensive Stance	
3	On	Enemy: Status = Sleep		▶ Coup De Grace	
4	On	Enemy: HP ≥ 100%		▶ Armor Break	
5	On	Enemy: Any		▶ Attack	
6	On	Self: Anytime		▶	

TACTICS

You can give manual orders at any time, but as your party gets bigger and the enemies become more dangerous, you will need your allies to fight independently. Unlock new tactics slots. Fill your tactics slots with conditions and actions for your allies to perform. You can program your party to heal each other, drink potions, attack enemy weaknesses, and set up powerful combos, all without additional input.

MODDING

Septaroad Voyager includes source code and an editor with everything you need to create your own adventures. Or build an entirely new game using all of the assets included. Share your creations on the Steam Workshop for everyone to experience.

This could be your game.

Why isn't it?

Because in 2008 you didn't download

RPG MAKER

and create *Barkley, Shut up and Jam Gaiden*

More fool you.

RPG Maker. Not even once.

PROMOTE YOUR GAMES

HBGames at aRPGMaker.com maintain a catalogue of games for you to play, from popular RPG Maker titles to self-made indie games. You're welcome to add and set up your own, but we also offer our services promoting you ourselves. If you send your game page on itch.io, Steam, rpgmaker.net or another game portal, we will set up your game for you, introducing you to our thousands of members, getting you new players and new views.

We can add your videos to our video portal, put your screenshots on the homepage, and of course, anything posted to the site or Discord is liable to end up in this eZine!

We will also from time to time promote games and content on our socials, including, for now, Twitter (depending on how that ends up...)

Join thousands of members from around the world and become a HBGames member today for free.

GAMMAK ADDICTION IS NO JOKE

DON'T SUFFER ALONE

discord.gg

Ellie's Battlers

Within the resources and assets pages of aRPGMaker.com you will find dozens of battlers by Ellie - frankensprites and recolours of the RPG Maker MV base resource, vastly expanding on the existing catalogue for the engine with some well needed additions such as soldier variants and key character pieces like the Lord of the Skies.

HOLDER ANIMATED BATTLERS

Streamline

We have been following Holder's animated battlers for some time now, right from the early days at *RPG RPG Revolution*, watching them mature like a fine wine. It is stunning to see famous RPG Maker characters such as Arshes (below) brought to life in beautiful full animation.

The graphics we have featured here are actually a free pack, available from itch.io, and includes paperdolled weapon sprites for use with visual equipment scripts, so you can really bring battles to life with the player's chosen loadout.

Poses are not fixed - you can chain them together however you wish to create different animations and different special attacks.

These graphics will work with a variety of plugins, though are tested with Akea Animated Battle System for RPG Maker MZ.

XP001
SQUIRE/MERCENARY
1H SWORD/1H AXE

AKEA 2
ANIMATED BATTLE SYSTEM

FEEDBACK

While this is largely a casual, for-fun magazine, your feedback is vital for making future issues better and improving our readership, especially as we begin to open out to a wider and wider audience.

Please feel free to give us critique and comments. You can do this by posting on the forums via the eZine manager, by DMing Ellie on the forums or Discord, chatting in our Discord channel or leaving ratings and reviews on the eZine pages.

You are also more than welome to make your own submissions, or to suggest ideas for future articles, however vague or in-depth.

And another thing...

Discord regulars may think it strange how absent the beautiful *Tears of Magic* is from the eZine. In truth the game is so stunning that we are hoping to dedicate an entire magazine to it when it is released. You can support them via the patreon GoodOldPixel (which would definitely be worthwhile).

On our travels we stumbled upon a download for historic RPG Maker XP game *Master of the Wind*. As the first ever completed game on RMXP.net (what we started out as back in 2004), it will always hold a place in our heart. We've added it back to the games manager. MotW won our Game of the Year award in 2008.

RPG MAKER UNITE

The next edition of *RPG Maker* will be for the Unite engine, which will bring a whole new world of users to the system and open up so many doors, collapsing two empires together into one mighty behemoth.

To us what we are most interested in are the incredibly photogenic graphics, such as the character art shown below.