

# HBGAMES.org

The Ezine!

HBGAMES.org's Official E-zine!

Issue #8



[NEW FORMAT TEST ISSUE]

## Welcome to the eZine!

This issue, first created in November 2009 as a test issue for a new (but subsequently disposed of) magazine format, was recreated in September 2013 in a bid to be a little more professional. It still remains largely (or, more accurately, quite smally) a joke issue, so take note.

While I'm editing this I'll try to keep it true to the original, but also formatting it a bit better and it'll be downloadable as a PNG rather than a PDF - so still easily viewable with no hefty downloads, which the original was trying to convey.

Have fun,  
~Amy

## Welcome... to the eZine!

Contrary to how it's been done in the past, and how most websites seem to do it, eZines don't have to be complicated. They don't have to only be downloadable to those with high speed internet connections and WinRAR and Adobe Acrobat Reader and godknaws what else. Yes, an eZine can literally be an online magazine, and that is what this is. An online magazine! Puppies, darling.

That's why the old RMXP.org eZine of so many years ago (well, two...) failed miserably. It was a bit terrible to edit and update, horrible to write articles for, needed somebody dedicated to put together all in a PDF, and was only ever downloaded a few times for it's sheer impracticality.

So what have we got in store for you this month..?

Lots!

Actually not that much.

Be content without a contents. As I think God, Jesus, or possibly JBrist once said: this took a day, imagine what I could do with seven!



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# COMING THIS FALL

## A NEW GAME IS JUST AROUND THE CORNER

### NO NOT THAT CORNER, THE OTHER ONE

### WHAT DO YOU MEAN THIS IS A ROUND ROOM

### JUST

### YEAH IT'S OVER THERE THAT'S THE ONE

### YOU CANNOT PLAY IT... FOR...

# IT. PLAYS. YOU.

"I'm so proud of it, I put my name on it!" - George Foreman

"Hi, I'm Barry Scott, and this is guitar.swf!" - Billy Mays

"My brother died that way..." - PK8

# GUITAR.SWF THE RPG



# HBGames.org

...now in five flavours!

*And none of them is cheese*

# UNIVERSITY

*Note: This article was written in a touchy period part way through the first year of University. In hindsight, a bad time to write it. Nonetheless it represents my thoughts at the time. In fact I sound like a bloody kid.*

## Game Making... in University?

Whatever our wildest dreams are for game making, such as RPG Maker or Game Maker, it's just a hobby... or is it?

Last year I found myself with a dilemma. I had to choose a University course (or rather, wanted to) but I didn't know what I wanted to study. Out of panic and mild interest I chose Computer Games Programming at a British University.

First impressions of the course were pretty grim. The University itself was nice, but the teachers didn't seem to know what they were talking about... until something happened and everyone got their arses in gear. It turns out the professors have books out there on Amazon and whatnot, and that they are there because they know their stuff. One just left work as a GUI expert for computer games. Another has been a computer games Programmer, and Tester, for many years, and has brought his valid and wanted experience to us.

It turns out programming computer games is a lot more fun than the naysayers would have us believe, but a lot more work than the optimists would like to think. You can be working 18-hour days up until huge events such as E3, where you need every last bug to be quenched, everything to be perfect.

So far we have been playing around with Game Maker. Despite the hatred from RPG Maker users, Game Maker is, in my opinion, the better software. For one thing it's not aimed with one goal in mind, and updates are based on user wants and needs rather than selling as a game (which is essentially what RPG Maker is, not that there's anything wrong with that persay... I personally would rather use something marketted and being actual game making software.)

We're also learning C; in the second year will move on to C++ and Java and a multitude of other C-based languages. We have to study a module called "Creative Client Computing", which is essentially basic web design and then flash tagged on. In my context this will probably be an interactive Flash, in the form of a game, but the module is used throughout the Computer Science courses so it's a pretty busy and vague module to be honest. Similarly we have to learn how computers themselves work in "Computer Systems and Networks", the lectures for which are starting to become boringly slow and tedious...

Overall though it is a good experience so far and except for some really bad shit with loan applications which needs sorting (damn you government for giving us free money!) it's going well so far and I recommend it if you're interested!

Can't wait until year 2, when we move on to the Unreal Engine 3.

YOU HEARD  
IT HERE  
FIRST



It's been officially announced: RPG Maker is coming to the Sinclair ZX Spectrum after a long wait!

This is the first edition of Enterbrain's successful RPG Maker series to come to the long neglected console, and frankly we at HBGames are all dead chuffed they decided to do this.

The release date is not yet certain but be sure to spread the word to your fellow communities!

Can't wait, should be good.

## INTERVIEW WITH A PANTHER

This month we decided to do some interviews with the general populace that use game making software.

This month's interviewee is *Panther*, from the #hbgames IRC channel on irc.slacked.org.

**Amy**

Anyone wanna do an interview?

**Amy**

lol

**Panther**

XD

**Panther**

i would do an interview

**Panther**

but I haven't done anything rm

**Amy**

k

I hope you enjoyed this interview and gained much insight into the world of game making. Here is half a photograph of Bob Geldof.



# XILEF IS BACK



## **Public order notice**

It has come to our attention that buttplug jokes are likely to surface from the news bulletin above.

This is not in the spirit of the forums.

This is against the rules of the forums.

Any, and I repeat any, mention of buttplugs hereon shall be dealt with harshly.

I am serious. I am talking smacked bottom territory here.

And there's nothing more painful to one's bottom than a well aimed smack.

Well...



# A treatise on the state of humanity

Ok so right now I am drunk.

Just drank a gallon of water to try and sober up, to no avail. There was a pint to this but the not sure I am of it? But, the bottle of water and Harry Potter are on the 00:43 already, considering Ben dropped me home, which was nice of the drink to say the least honesty.

My eyes are buzzing. Warren got pushed over ten times (we videos got, I took! one)

Erm... face is rather burning.

I am a light. My face is rather I'm a weightlight, and that's an understatement. I only had a pint and a pint and a JD and coke, (which had more JD than, double! - coke!) a double a JD and coke a JD and coke a.

There point a was to this.

Women are expected to be lightweights, women are expected to be. Men drink can LOADS like OMFG LOADS whereas lightweights are expected to be women are. I don't know why?

I hate beer. Can't stand the stuff. I'd rather drink alcohrop - alcolops. I much preferred the Jack and Daniels coke to the Fosters (it dirty Austrian like Hitler) - no Australian like boing :) kangaroo ! But the general imperson I got in the place we were where we was, that, alcolops are a woman. Alcolops were a woman's drink!. I don't know why. Why. Why is this the case? Oh dear why is? I didn't drink much. But, don't glass of water to sober up, I didn't drink much, but my face is rather burning and I can taste stale Fosters.

Yeguch (is that even a word I am not sure? Ignore me then)

Warren fell over ten times I eve recorded one of them lolololol luke was pissed ben drove

Mikey and that guy scare me. Erm. He called me Silent Bob. My he had he and that other guy was with. He who with Ben - Stu. He scare me. Good.

# Gok Wan's Homometer

In association with the HBGames eZine, we would like to announce that the following people, are with 95% certainty, no more than rampant *homosexuals* of the highest order.

Amy, The Jackson Five, Amy, Friday Night with Johnathan Ross, Amy, Julie Walters, Amy, Julia Roberts, Amy, Julius Caesar, Amy, July, Amy, Judge Judy, Amy, and Homer (the Greek).

## Editor's note:

Sincerest apologies for this article. Not only is it in bad taste, but frankly was, in it's entirety, completely and utterly *silly*.

We'll be having no more of this. Let's roll on with a good article. Something pretty, with nice jugs, and about games, eh?



# Run! Escape!

...is it really that bad?

RuneScape. Arguably the most hated game on the Internet since the dawn of Neopets. But every year a million people subscribe to the premium content version, and 11 million people sign in to 130 million accounts. What keeps them playing if the game is so shite?

I personally play RuneScape, it's no secret. It has recently had a huge graphics update, making it the most powerful and most aesthetically pleasing browser game out there, but even so still has the cute and "old-skool" graphics that I love. If it had the super-powerful but resource-consuming graphics of say, World of Warcraft or other MMORPGs then it wouldn't be able to be played on a 700x500 or so resolution in the background while doing other things, and just wouldn't have the character, the atmosphere, the charm and uniqueness.

The free version of RuneScape is undeniably shit. You go around and do 20 quests, which involve finding eye of newt, tail of rat, and cheese, most likely, and adding them to a pot to get... a reward. But the members edition is so much more than that. Over 150 quests, each one with unique and challenging tasks and puzzles, with a musical score that is as memorable as it is enormous, it is the game that I love and one that I will never stop playing (five years so far!)



*The RuneScape everyone thinks they know.*

Grinding is horrible, and therefore so is skilling. But in RuneScape, the only people who will grind are the gloryseekers. You don't have to burn 7,500 maple logs to get from 70 to 80 Firemaking. You could do so many other things - play Moreton Shade Burning, for example; do some quests for exp; play Penguin Hide & Seek every once in a while; Tears of Guthix is a nice little minigame once per week for exp; there are so many so called "distractions and diversions" that if you really stop paying attention to skill levels and goals you will raise them all without even trying, and having fun at the same time.

In the past we've always had a lot of RuneScape haters here - coupled with a lot of RuneScapers themselves. I'm not sure what the situation's like at the moment, but if you are there, and go to IRC, perhaps we could set up a #runescape on irc.slacked.org ~. You don't need to hide :box: it's not like you play WoW!

Anyway. RuneTek 5 has just been released; this is the fifth build of the RuneTek game engine (as the name suggests) and has vastly improved gameplay by combining the low detail and high detail modes in one. It's also made things such as world selection a lot simpler. HP bars have also been updated (finally) but this is much to the dismay of the players on the forums, who seemed to like the two-colour red-green display! (And when I say two colour, I mean... two colours. FF0000 and 00FF00. Wooh!



*JaGeX just won Game Developers of the Year at the Golden Joysticks, and have been voted best student employer by various newspapers.*

# *Babe of the Day*



I am so sorry.

# Puzzles and Shit

Y O U M I G H T T H I N K T H A T P U Z Z  
 L E S H E R E M I G H T B E A W A S T E O  
 F T I M E A N D S P A C E W H E N I N R E  
 A L I T Y S O M E T H I N G M U C H M O R  
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Commodore Whynot  
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 Ezrti

*Metlatreoz (kinda like Oreoz but... metal and spelt wrong)*

## Competition Time!

Who is the only HBGames.org administrator with a penis?

Send your answers via telegram to the West Cornwall Pasty Co.

No monetary value. Calls may be recorded for training purposes. Your credit card details will only be sold to three countries, not including Nigeria where they will go for free in exchange for free Sky TV.

Oh and here's the shit.

