



Welcome to Issue 23 of our newsletter - but you thought it'd never arrive, huh? :) Well we agree, this issue is certainly cutting it fine in the release date, only just scraping into the month of November! Then an awful lot has been going on this month. We have multiple new product releases including the Dark Game SDK package, 5 new SoundMATTER packs, SFX Engine, PlantLife and more. We've also got the 2004 Programming Competition results with a great bunch of games for you to play and of course the usual round-up of news, forum gossip and releases. I honestly thought that last month's issue was going to be the largest (content wise) of the year, but I do believe we have eclipsed it.

Christmas is coming up so quickly - if you plan on making any orders for products that are to appear under a Christmas tree, then you must order quickly - we cannot stress how important it is to order early to avoid disappointment. While our typical turn-around time is very quick for International orders, the general slow-down of mail services worldwide due to the increase in volume will effect orders placed from early December onwards. Don't leave it too late.

For those of you who celebrate it, we trust you will have a happy Thanksgiving - as well as being stuffed with turkey. This newsletter should stuff you full of information too - so please read and enjoy, and we'll see you again next month for our Christmas edition.

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## Announcing the Dark Game SDK

Now you can take full advantage of the game engine that powers DarkBASIC Professional within a C++ environment with the Dark Game SDK.

A whole new world of possibilities can be opened up by combining the features that C++ offers and the power of the Dark Game SDK. The SDK brings the flexibility of the DarkBASIC Professional engine to the world of C++ development while still retaining the ease of use that DarkBASIC Professional offered.

The Dark Game SDK provides all of the command sets found within DarkBASIC Professional into an easy to use library format that is compatible with Microsoft Visual Studio 6 and Microsoft Visual Studio .NET 2003. Work is also underway to support Dev C++.

Developing games with the Dark Game SDK offers many benefits:

- Faster program execution. Many examples tested saw FPS rates increased dramatically.
- Much smaller executables. EXE file sizes start from 1.8 MB (1828 KB) with the 3D engine fully invoked.
- Significantly faster compile times and easier debugging (dependent on compiler used).
- Use virtually all of the commands and functions found in DarkBASIC Professional.
- Combine all of this with the features that C++ offers such as the music, sound object orientation, an industry standard syntax, well developed compilers and IDEs.
- All game commands are covered; joystick handling, keyboard input, analog, sound and animation as well as the 3D game engine.
- All the benefits of a C++ compiler and language structure / syntax, with the functions and features of DarkBASIC Professional.
- A great way to get into C++ development.

Once installed it only takes a few simple steps to be able to use the SDK within your compiler and you can then start developing a C++ program that utilises the features of the SDK.

Here's an example to show just how easy the SDK is to use:

```
#include "darkSDK.h"

void DarkSDK ( void )
{
    // set sync on and sync rate to 60 frames per second
    dbSyncOn ( );
    dbSyncRate ( 60 );

    // make a cube
    dbMakeObjCube ( 1, 10 );

    // loop until the escape key is pressed
    while ( !dbKeyPressKey ( ) )
    {
        // update screen
        dbSync ( );
    }
}
```

This example places a 3D cube on screen and then loops round until the escape key is pressed using a standard C++ while loop. Many of you will recognise the commands as they are in a very similar manner to those in DarkBASIC Professional. You'll notice they have a db prefix and no spacing. The commands themselves work in exactly the same way.

A selection of example programs are provided with the Dark Game SDK demonstrating how to take advantage of it's many features. Several brand new demo games created in the past have been converted from the original Dark Basic Pro to demonstrate the benefits when using the SDK.

Also included with the Dark Game SDK is a comprehensive help file detailing all of the functions available. A useful index and search facility is also provided.

The Dark Game SDK is available now. The freeware version costs \$60 (£45 / £32) while the Shareware version costs \$200 (£150 / £100). Upgrades from the freeware to the shareware version are available. Existing DarkBASIC Professional owners will receive a 10% discount. Order before the end of 2004 and you will receive a further 10% discount. For full details see the Dark Game SDK web site.

For more information: [Dark Game SDK](http://www.thegamecreators.com/darkgame_sdk)

## FPS Creator EA Coming Soon

It's nearly ready! The EA (Early Adopter) version of FPS Creator is very nearly ready - we are putting the final touches to the editor and gameplay control aspects, while importing stacks of detailed media for you to use. We anticipate an EA release very soon - so make sure you get onto our FPS Creator Announcement Mailing List to be told about our new EA version as soon as it happens. Details below.

**Enemy Behaviour**  
Work this month was mainly focused on the gameplay aspects - i.e. the behaviours of the enemies, making them chase you (and not get stuck on walls, etc), making them react to your environment and other things that any FPS game needs. Various test games were produced throughout the month showcasing this, the final build being created ready for a presentation on the 23rd of November. In this WW2 themed game we saw soldiers hiding behind sandbags, scripted events (such as finding the key to access the bunker), proper scene shadows in the lightmaps and a lot more objects in the scene. The presentation went down a storm and since then work has resumed on placing more segments into FPS Creator and refining the editor. We released a range of new screen shots onto the forum for you to see. We also had a look at some of the feedback that we've received. For now here is an exclusive new shot of the editor in action. A few select items have been placed in a room and the camera zoomed down to 'ground' level to view them before defining the properties.

We have created an FPS Creator dedicated board to our forum. You can post FPS related questions there and we'll try our best to answer them for you. Visit the forum here: [http://forum.thegamecreators.com/fpscreator\\_read.php](http://forum.thegamecreators.com/fpscreator_read.php)

**FPS Creator Announcement List**  
We have created a new announcement mailing list specifically for FPS Creator. We will use it for letting you know when FPS Creator is available to purchase. You will only receive email from The Game Creators and only related to FPS Creator. Your email address will never be disclosed or sold to any 3rd party. Get onboard here: [robert@thegamecreators.com](mailto:robert@thegamecreators.com)

For more information visit: [http://www.thegamecreators.com/?m=view\\_product&id=2001](http://www.thegamecreators.com/?m=view_product&id=2001)

## DarkBASIC Professional On-line Special Offer

We are pleased to bring all of our newsletter readers this special limited offer. Buy DarkBASIC Professional on-line before the end of November 2004 and receive a 15% discount. This brings the price from \$69.99 to \$59.99. There will be some restrictions with this version, it's the same great product just at a specially discounted rate for newsletter readers. To receive the discount you must follow the link below.

Buy online: [http://www.thegamecreators.com/?m=view\\_product&id=2000](http://www.thegamecreators.com/?m=view_product&id=2000)

## New SoundMATTER Packs

We have just released another 5 new SoundMATTER packs ranging from control panel effects to rain, wind and fire. SoundMATTER is a collection of high-quality and royalty free sound effects for use in your games. Everything from gun shots, explosions and alien deaths to card shuffles, die rolling, swords clashing, food munching and more!

SoundMATTER uses custom programmed audio software to create original sound effects for games. All sounds are 100% original, sampled from the actual sound source or synthesised from original samples to have a wavemform. The end result is deep, vibrant sound effects created specifically for gaming. There are nine packs available with some great money saving offers on multiple purchases.

The new packs include effects ranging from GUI Interface Controls and Bleeps to Footsteps, Rain, Wind and Fire and more RPG styled effects in the Sword and SorceryPack2.

SoundMATTER Packs cost only \$14.95 (£12.95, £8.99) each and are all available now for download.

For more information visit: [http://www.thegamecreators.com/?m=view\\_product&id=2108](http://www.thegamecreators.com/?m=view_product&id=2108)

## SFX Engine Released

SFXENGINE is sound effects creation software that uses custom programmed D.S.P. technology to create amazing new sounds quickly and easily. SFXENGINE is easier and faster to use than music synthesizers, and gives you more power because any parameter can be modulated in any pattern you desire.

SFXENGINE is powerful sound creation software for Windows PC's. Using a plug-in based synthesis system, you can use SFXENGINE to quickly and easily create any sound or add new audio effects to existing sounds. Like filters in graphics programs, the sound engines in SFXENGINE are plug-ins that create or manipulate sound in some way. The 'Sample' engine will play a sample of your choice, and the 'Nitroverb' engine will add reverb. Up to twelve engines are placed in series to make a program.

For more information visit: [http://www.thegamecreators.com/?m=view\\_product&id=2124](http://www.thegamecreators.com/?m=view_product&id=2124)

## .MAP to CSM Converter v1.5

An update to the MAP to CSM converter which is used for porting Valve .MAP files over to Cartography Shop has been released. The converter now supports v4.1 Cartography Shop map files. You do not need the prefabricator to upgrade the original versions file output. The download is free and available from the following web site: <http://www.apexnow.co.uk>

For more information visit: <http://www.apexnow.co.uk>

## TGC Competition 2004 Results!

The 2004 Programming Competition is finally over. After many months of hard work you all sent in your games and in the past weeks we have played more Snake variations than probably every Nokia owner in the country combined. :) We've eaten apples, hoarded ants, moved lawns, rescued hostages, been attacked at football by a real bracke, sunk countless boats, bombed more tanks than the Coalition and generally had a blast but the results are in, the prizes have been allocated and we are pleased to announce the winners of the 2004 Programming Competition.

We were pleased to see a total of 76 entries submitted to the competition and there are a great range of games on offer. Perhaps more staggering was the overall size of the competition results, being increased the total file size limit people really took advantage of this to cram more music, objects and animations into their games. The net result being a massive 1.81 GB worth of entries! For those of you new to the newsletter who were not aware of the competition here is a quick recap of the rules:

Each game had to follow one of the 3 set game genres: 1) A snake clone. This was the easiest option for those new to development, but had enough variation for advanced gamers to make the most of it. 2) A Game Scored 1+ / Tanks game. This was a slightly harder game to get right, especially with regards to the game mechanics. Finally they could opt for an Operation Wolf 3D remake. This was a much harder game to get right, especially with regard to the amount of media required, but we were pleased to see people have a go.

The prizes on offer were many and varied - in previous competitions we tended to offer a small amount of large prizes. This time around we sourced many many smaller prizes from our great sponsors including ATI, Live Publishing, Focus Multimedia, FastTrak and more. With over 180 prizes in total this meant everyone had a chance to win something (providing their game was up to scratch). We were also releasing games differently this year, rather than just pick the Top 10 games we gave every entrant a rating category of 1 and 2 stars. Although without being criticised by a chopper and must shoot the enemies as you circle around the city. From the very opening you know the game is going to be a little bit special, the great soundtrack (hosted with George Bush voiceover!), shops and options screens all lead into a well polished title. The graphics are nicely done in-game too, the gun models especially.

First please see the next section for the Top Games of the competition, after which you'll find all of the entries listed.

For more information visit: <http://www.thegamecreators.com/>

## Top Rated TGC 2004 Competition Games

Ok, we love this game! It's a superbly simple idea, a variation on the snake theme, but done extremely well and it's very good fun to play. You start the game by selecting one of three different types of lawn mower, the Super Snail, the Mini Beast or The Tractor. Each has their own strengths and weaknesses, mostly to do with how fast they can shift it and how much damage they can take. With your mower selected you're presented with a rating category of 1 and 2 stars. Although without being criticised by a chopper and must shoot the enemies as you circle around the city. From the very opening you know the game is going to be a little bit special, the great soundtrack (hosted with George Bush voiceover!), shops and options screens all lead into a well polished title. The graphics are nicely done in-game too, the gun models especially.

The mower however is chained, the chain grows longer the more bugs you squash. There are other hazards such as rocks which cause damage to your mower, too much damage and you explode in a pyroclonic puff of smoke and bug guts! One of the great features of this game is that the mower CAN take damage, i.e. you can run over the chain (or rocks) in pursuit of the bugs, and providing you don't do it too often your mower can survive the level. Damage it too much and smoke blows out and performance drops. The bugs are speedy little critters, moving very quickly in the grass and 2 stars. Although without being criticised by a chopper and must shoot the enemies as you circle around the city. From the very opening you know the game is going to be a little bit special, the great soundtrack (hosted with George Bush voiceover!), shops and options screens all lead into a well polished title. The graphics are nicely done in-game too, the gun models especially.

Download Virtual Lawnmower

Tankoids (Top Rated Tanks game)

This is without a doubt the single closest entry to the original tanks game. It has all the elements required (movement, large scrolling map, varying wind, etc) except for a computer AI opponent, but that doesn't matter too much if you get a chance to enjoy this game with someone else. It's a great game to play with a friend or 2 stars. Although without being criticised by a chopper and must shoot the enemies as you circle around the city. From the very opening you know the game is going to be a little bit special, the great soundtrack (hosted with George Bush voiceover!), shops and options screens all lead into a well polished title. The graphics are nicely done in-game too, the gun models especially.

Download Tankoids

Silent Strike (Top Rated Operation Wolf game)

You can probably tell from the screen shot, this is definitely an Operation Wolf clone! It's an on-rails shooter, the first level seeing you sat in the passenger seat of a jeep driving at speed through a seriously hostile environment, taking down the enemy and avoiding the hostages as you go. It's a great game to play with a friend or 2 stars. Although without being criticised by a chopper and must shoot the enemies as you circle around the city. From the very opening you know the game is going to be a little bit special, the great soundtrack (hosted with George Bush voiceover!), shops and options screens all lead into a well polished title. The graphics are nicely done in-game too, the gun models especially.

Download Silent Strike

For more details: <http://www.thegamecreators.com/>

## Full Competition Entry List

A word about the ratings. We have placed icons next to each title so you can see at a glance what category it falls into. They are as follows:

- \*\*\* The best of the best! The top winning games
- \*\* Very playable high rating games
- \* Playable, but has some issues
- o Just about playable but needs serious work
- o Not even worth a prize
- o We couldn't get the game to work, but have to warn it a life-saver which means send us a working version and we'll re-review it and still perhaps award a prize

Here are all of the games submitted to the TGC 2004 Competition. Click any game title to see a review, large screen shot, prize/s awarded (if any) and download.

Rating	3D Game Title	Source code included?	DarkBASIC or DarkBASIC Professional
***	3D Bang Bang!	Yes	DarkBASIC Professional
***	3D Snake	Yes	DarkBASIC Professional
***	Ack-Ack II Second Strike	Yes	DarkBASIC Professional
**	Alien Egg Hunter	Yes	DarkBASIC Professional
***	Anti Academy	Yes	DarkBASIC Professional
***	BattleFieldMT	Yes	DarkBASIC Professional
**	Blast	Yes	DarkBASIC Professional
***	Boatz	Yes	DarkBASIC
***	Brickland Storm	Yes	DarkBASIC Professional
***	Bubble Blaster	Yes	DarkBASIC Professional
***	Burnt Soil	Yes	DarkBASIC Professional
***	Burnt Terrain	Yes	DarkBASIC Professional
***	Cannon Fury	Yes	DarkBASIC Professional
***	Caterpillars - The Revenge	Yes	DarkBASIC Professional
***	CaterpillarZ	Yes	DarkBASIC Professional
***	Centipede	Yes	DarkBASIC Professional
***	Centipoid	Yes	DarkBASIC Professional
***	Coal	Partly	DarkBASIC Professional
**	Crab Snake	Yes	DarkBASIC Professional
**	Cubez	Yes	DarkBASIC Professional
o	CyberSnake	Yes	DarkBASIC
o	Dark Snake	Yes	DarkBASIC Professional
o	Diet	Yes	DarkBASIC
***	Fantom Subdivision A	Yes	DarkBASIC
***	Feeding Time	Yes	DarkBASIC
***	Gang Wars of New Canada	Yes	DarkBASIC Professional
***	Garbals	Yes	DarkBASIC Professional
o	Growing Blocks	Yes	DarkBASIC Professional
o	Hissing Sid	Yes	DarkBASIC Professional
***	IceSnake	Yes	DarkBASIC Professional
***	Kiss My Ass!	Yes	DarkBASIC Professional
***	Manamana	Yes	DarkBASIC Professional
o	Medival Mayhem	Yes	DarkBASIC
o	MuckRaker	Yes	DarkBASIC Professional
o	Mummified	Yes	DarkBASIC Professional
o	Nibble II	No	DarkBASIC Professional
o	Operation Dragon	No	DarkBASIC
***	Operation Entity	Yes	DarkBASIC Professional
***	Operation Wolf The Present	Yes	DarkBASIC Professional
***	Operation WTF!	Yes	DarkBASIC Professional
***	Operation Z-Force	Yes	DarkBASIC Professional
***	Ouroboros	Yes	DarkBASIC Professional
***	Penguin Run	Yes	DarkBASIC Professional
***	Rat's Lullaby	Yes	DarkBASIC
***	Ruptile	No	DarkBASIC Professional
***	Ring Worm	Yes	DarkBASIC Professional
***	Rock Chuck's	Yes	DarkBASIC
***	Rocket Bugles	Yes	DarkBASIC Professional
***	Scorched Fur	Yes	DarkBASIC Professional
***	Shichinjin No Himesama	Yes	DarkBASIC Professional
***	Shut Your Mouth	Yes	DarkBASIC Professional
***	Silent Strike	Yes	DarkBASIC Professional
***	Singed Earth	Yes	DarkBASIC Professional
***	Sithier	Yes	DarkBASIC Professional
o	Smoothy Snake	Yes	DarkBASIC Professional
o	Snake Advanced	Yes	DarkBASIC Professional
o	Snake Trouble	Yes	DarkBASIC Professional
o	Snakeanator	Yes	DarkBASIC
o	Snakebite	No	DarkBASIC Professional
o	Snakes and Ladders	Yes	DarkBASIC Professional
o	Sniker the Snake	Yes	DarkBASIC Professional
***	Tank Commander	Yes	DarkBASIC Professional
***	Tankoids	Yes	DarkBASIC Professional
o	Tankzks	Yes	DarkBASIC
o	Teh 1337 Worm	Yes	DarkBASIC Professional
o	Tofkas	Yes	DarkBASIC Professional
***	TING (Iron Inspired Nibbles Game)	Yes	DarkBASIC Professional
**	Tong (Toss)	Yes	DarkBASIC Professional
***	Virtual Lawn Mower	Yes	DarkBASIC Professional
***	Warfare	Yes	DarkBASIC Professional
***	Code Name Wolf	No	DarkBASIC Professional
***	Worm	Yes	DarkBASIC Professional
***	Worms Arena	Yes	DarkBASIC
***	Worms Rescue	Yes	DarkBASIC Professional

Details: <http://www.thegamecreators.com/>

## Christmas Posting Dates

Christmas is nearly here (yet again!) so if you are thinking about ordering any of our boxed items it is essential you order early to avoid disappointment. The following are the last posting dates as advised by Royal Mail, which means your order needs to be placed at least 24 hours before:

All UK Orders	21st December
USA and Canada	10th December
Germany	13th December
France	13th December
Australia	6th December
Japan	10th December
Hong Kong	6th December

Due to the significantly larger volumes of mail at this time of the year we strongly suggest you order well in advance of the dates given above.

For more information visit: <http://www.royalmail.com>

## PlantLife Released & Updated

From the same team that brought you TeamAgent comes this great new package. Designed for low polygon models, PlantLife delivers top game designers a unique approach to creating photo-realistic foliage media for use in their games. Without sacrificing quality, PlantLife creates vivid, colorful and realistic foliage media at the lowest poly-count possible.

The main goal was to build a tool that was easy-to-use and whilst maintaining the level of detail required to produce high quality, photo realistic 3D media. You can now easily populate your game scenarios with unique and unlimited plant designs.

**Ease of use:** Within PlantLife you'll find sliders, gadgets, buttons and input boxes. These simple to navigate gadgets allow unique creation to the plant media contained within PlantLife.

**Export Options:** One of the most important aspects with an application of this nature is export options. PlantLife provides a full-range of options to export your plants to a wide range of formats including: X (Microsoft), OBJ (Wavefront), VRML (J2D), TXT (Milkshape), ASC (3DSMax), DBO (DarkBASIC Professional), B3D (Blitz3D), RAW (Standard RAW), CSM (catastraphypoth4) and Wavelength (VMLO 2.0/2.0).

For full more information and screen shots please see the new PlantLife web site.

PlantLife costs \$44.95 (£34.99, £24.99) and is available now.

**PlantLife Update**  
For those of you who have already purchased PlantLife, please download the following free upgrade to take your copy to the latest version:  
[PlantLife Update 1003.zip \(934 KB\)](http://www.thegamecreators.com/?m=view_product&id=2008)

For more information visit: [http://www.thegamecreators.com/?m=view\\_product&id=2008](http://www.thegamecreators.com/?m=view_product&id=2008)

## Free Software Offer!

All boxed versions of our top-selling 3D game programming languages DarkBASIC and DarkBASIC Professional now come with these full great titles on CD free of charge up to \$77.

**DarkMATTER** - A collection of fully animated 3D models you can use, royalty-free in your own games. Models range from cars and jet fighters to soldiers, zombies, ammo packs and more. All fully textured and ready to drop into your games.

**Riftspace** - In this award-winning game (written in DarkBASIC) you can choose your role in true Reform and gameplay spanning over 20 planetary systems, better ships, weapons, and even planets to conquer as the greatest fear, the evil Zombic Pirate. Over the course of 8 huge levels and a final Boss Level, Tito bounces his negotiation, and battle for your success.

**Starwraith** - You have been enlisted to fly the most powerful starfighter of the future. Built for speed and armed with experimental firepower, the new generation of space combat technology is yours to combat as you lead your crew through the dynamic lighting, lockable doors, stairs, transporters, smoke emitters, windows that you could shoot and would shatter, and much much more. After Lee's talk everyone headed off for the local KFC (which actually felt like it wasn't local at all by the time you got there) and afterwards, due to the interest generated by Lee's presentation, everyone headed back to the conference room for a further talk from Lee on the more advanced side of FPSCS - the AI scripts. Lee showed how almost everything in the game is controlled by an AI script (even the title pages) and how you could use pre built scripts, tailor them to your own needs or write them from scratch yourself. Sunday took a much slower pace that Saturday as everyone relaxed and had a general chat, played some of the games and generally chit chatted (it is rumored some found their way to the bar). Some of us stayed Sunday night also to head back Monday morning, so it seemed appropriate to spend the evening at the hotel discussing the weekends events until the early hours. A very enjoyable time for all involved, and a real nice bunch of people.

Place your order today and receive these titles free automatically!

For more information visit: <http://www.thegamecreators.com>

## DarkBASIC, Blitz3D and C++ NG Collision Packages Released

The NG Collision DLL (details below) has three new packages available for it. The first is an implementation of the DLL for DarkBASIC Classic users and the second is for Blitz3D users. Also just released is a special C++ Package that provide a set of wrappers to use the NG collision functions in your own C++ games.

Access Keys for all of the above packages are available directly from the [NG web site](http://www.thegamecreators.com) "Product Registration" section. This is open to anyone who has purchased the NG DLL in the past (you will already have access details to the download area).

**What is NG Collision?**  
The NG Collision DLL Version 3 is a comprehensive suite of commands that will allow you to perform the most complex collision possible directly within your games. No matter how fast your players (or bullets) are moving, collision will be accurately calculated every time. How about performing sliding collision around a large complex 3D object? Easy. Or having the player collide with a moving platform such as a lift? Again - the NG DLL will do this all for you.

For more information visit: [http://www.thegamecreators.com/?m=view\\_product&id=2085](http://www.thegamecreators.com/?m=view_product&id=2085)

## Wood Workshop

Spiral Graphics Inc. has released the Wood Workshop, a powerful seamless texture generator that specializes in the creation of tiling wood textures. The application can be downloaded for free from the company's website.

The Wood Workshop was designed to allow users to quickly achieve a variety of effects simply by adjusting sliders and making selections. The application contains a total of well over 200 styles and selectcube options, meaning that as well as being free, it is arguably the most detailed, all textures created with the Wood Workshop are resolution-independent, allowing designers to simply re-render their textures at different sizes as requirements change.

For more information: [http://www.spiralgraphics.biz/tww\\_overview.htm](http://www.spiralgraphics.biz/tww_overview.htm)

## Super Tito is coming!

Tito the Bouncing Alien is a very successful commercial DarkBASIC game, and Super Tito is the sequel!

Super Tito's story plays out in a fun, colorful comic book, full of real life mystery, humor and drama as the main protagonist, Tito, searches for his missing love Yoni and confronts his greatest fear, the evil Zombic Pirate. Over the course of 8 huge levels and a final Boss Level, Tito bounces his way through huge environments such as jungles infested with alien eating plants, caves full of ghosts and skeletons, sandy coast lines covered with pirate ships and pirates, a secret gold mine and a final showdown that takes place at the gates of hell.

Super Tito is powered by D&K UGM brand newly updated, state of the art, real-time 3D cartoon rendering engine code named "aCET" (Almost Cutting Edge Technology). Coded from the ground up to take advantage of all the latest technologies found in modern day gaming, such as those so called Polygons, Texture Maps and Stereo Sound. Also aCET features a brand new custom written Cell Shaded Animation System, that give a very comic book feel to the whole game. All this Tech adds to the excitement of bringing our games to life into this exciting new media of electric gaming.

A chart topping musician from Europe has put his heart and soul into producing a totally original score for the game that will have gamers humming along to tunes for hours after completing the game.

The screen shots look awesome! So go and check them out. We'll review the final game here when it's ready (and we can't wait - that Rocket section looks cool!).

For more information visit: <http://www.dimsdale-kreozot.com/SuperTito/index.html>

## Video Game Development Curriculum Released

I 'Support Learning' has just released their first immersive video game development curriculum for grades 6-12. Using a first person shooter approach, students learn the basics of programming and creating 3D video games as an intern at a software company. To teach the basics, they use the DarkBASIC Classic engine and take the students through the learning step by step using text, animations and video. Students learn by doing as they edit and create game code to meet the specifications and design needs of the project.

They offer three different versions of the Video Game Development curriculum: a Middle School version (grades 6-9) with projects for 4-8 weeks of classroom activities; a High School version (grades 10-12) with projects for 4-12 weeks of classroom activities; and a Home Learning version (grades 6-12).

To learn more about the Middle or High School versions go to: <http://www.supportlearning.com/videoamedev.htm>

To learn more about the Home Learning version go to: <http://www.supportlearning.com/ml/index.htm>

Read more: <http://www.supportlearning.com/videoamedev.htm>

## The unofficial DarkBASIC Convention Report

The annual Unofficial Dark Basic Conference was once again organized by The Coding Area in sunny Chichester. The conference was scheduled for Saturday and Sunday but most of the attendees arrived on the Friday to settle in. Settling in for many actually involved going to "Chicago Rock" and dancing the night away with the occasional (!) beer. Saturday started early for us as you ready your guest - a Mr. L. Bamber) with Mike Johnson giving a presentation on the newly released Particle and Cloth expansion pack with plenty of interesting demos projected onto the big screen for all to see, demonstrating various eye catching effects that can be achieved with the new pack. Mike then went on to demonstrate the advanced terrain pack, showing the benefits of using LOD and the speed increases it brings. Ravey was up next showing the GhosT Train demo (tipping the cloth and particle com-mandments) and the new Dark Dungeon demo which is an FPS game written with the latest product from TGC - The Dark Game SDK, making full use of shaders and dynamic lighting, with decent AI. After lunch and much gaming activity, Robk gave a talk on how the game is going to be a little bit special, the great soundtrack (hosted with George Bush voiceover!), shops and options screens all lead into a well polished title. The graphics are nicely done in-game too, the gun models especially.

Lee started off by demonstrating the editor and how easy and intuitive it was. Within a matter of minutes Lee had built a level comprised of interconnecting rooms, added guns, ammunition, doors and an enemy to shoot. He then lit mapped the level, and with one click he played the game he has just designed. The time we got there the effects and animations that could be created (including dynamic lighting, lockable doors, stairs, transporters, smoke emitters, windows that you could shoot and would shatter, and much much more. After Lee's talk everyone headed off for the local KFC (which actually felt like it wasn't local at all by the time you got there) and afterwards, due to the interest generated by Lee's presentation, everyone headed back to the conference room for a further talk from Lee on the more advanced side of FPSCS - the AI scripts. Lee showed how almost everything in the game is controlled by an AI script (even the title pages) and how you could use pre built scripts, tailor them to your own needs or write them from scratch yourself. Sunday took a much slower pace that Saturday as everyone relaxed and had a general chat, played some of the games and generally chit chatted (it is rumored some found their way to the bar). Some of us stayed Sunday night also to head back Monday morning, so it seemed appropriate to spend the evening at the hotel discussing the weekends events until the early hours. A very enjoyable time for all involved, and a real nice bunch of people.

Built with: [http://www.thegamecreators.com/?m=view\\_product&id=2008&page=index](http://www.thegamecreators.com/?m=view_product&id=2008&page=index)

## From the Forums

Our community forums are always an interesting place to hang out! Here is a summary of interesting threads you may wish to look at:

**DARKQUAKE** - Pip Naylor is releasing a DarkBASIC Classic version of the Quake engine (or rather, Quake style features in a DB engine!). Plans are afoot to use this to create some decent games.

Read more at: [http://www.thegamecreators.com/?m=view\\_product&id=2008&page=index](http://www.thegamecreators.com/?m=view_product&id=2008&page=index)

**Plasma Cube** - Ahh, liked this we did! Bought back waves of nostalgia! A classic 16-bit demo effect in a few lines of code. Both DBc and DBPro versions included. Read more: [Plasma Cube](http://www.thegamecreators.com/?m=view_product&id=2008&page=index)

**Asteroids in 20 lines** - Here are a full asteroids game with progressively harder levels, shield bonuses, rocks and all media wrapped up in 20 lines of code. Geniuses. Read more: