

The Game Creators Newsletter Issue 34

the gamecreators

Happy Halloween readers, and welcome to a fantastic issue 34 of The Ghoul Creators Newsletter. If you're a lover of shooting things, we've got a great issue for you this month. Not one, not two, but three great shoot-em-ups to play. Zombietron is one of them, featuring a kid, a small handgun, and a whole army of blood-sucking undead to waste. Think Cannon Fodder, crossed with Robotron, and Friday the 13th. The other two games are more classic sci-fi based shoot-em-ups that are a real blast. Back in the world of game developing we've got beta 3 of DBPro 5.9 released. There are details of our first FPS Creator Model Pack. An update to Play Basic. Two massive tutorials (one on ODE, yay). A brain-numbing simple competition to win a copy of Evchron Alliance, and plenty more.



It would appear that people are actually reading my product recommendations each month! One Mr. Scappyfie even wrote to me asking if I could print a book. Seeing as I have owned a copy of said book, I knew perfectly well why he was getting so excited about it. Scappyfie explains: "It was my birthday yesterday and I was lucky enough to receive a book called Supercade. The book describes itself as a visual history of the videogame age 1971-1984. Going through those years, it charts games, technology, companies, computer and video games that were created in each particular year, and tells you about them. Perhaps the books best asset is the sheer number of pictures inside, there are WOOLIES (and boy, do I mean coolies) I can honestly say I've never seen more just flicking through looking at them than I have actually reading the thing." So, why is he excited about this book? "I think anyone interested in the remakes side of coding would be interested in this book." It provides we simple shed loads of inspiration (I'm seriously considering a Congo Bongo remake, a game I wouldn't have known existed without this book.) They have it readers, a book recommendation from a long-lovin' fizzy coder. I have to agree with him totally, however, the book is gorgeously created and now it's available in softback rather than the wallet-busting hardback, it is a much more attractive purchase.

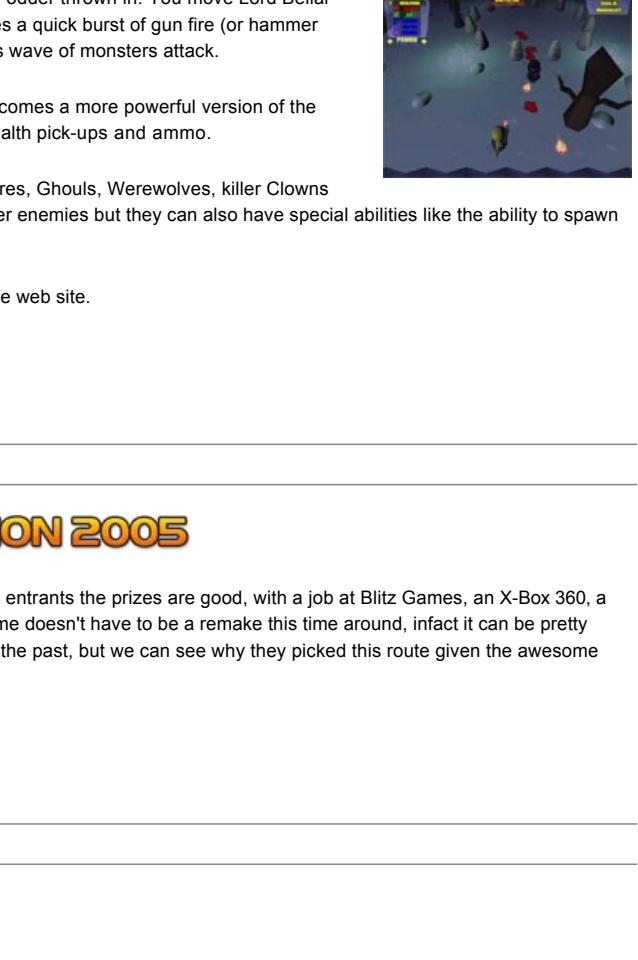
That's it for now. See you all next month in Issue 35, and if you've got something you'd like to share with the masses, you know what to do.

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FPS Creator Model Pack

The first FPS Creator Model Pack is finished and available for download. It injects a bunch of new 'Modern Day' style objects and characters into FPS Creator. Here are some of the items included:

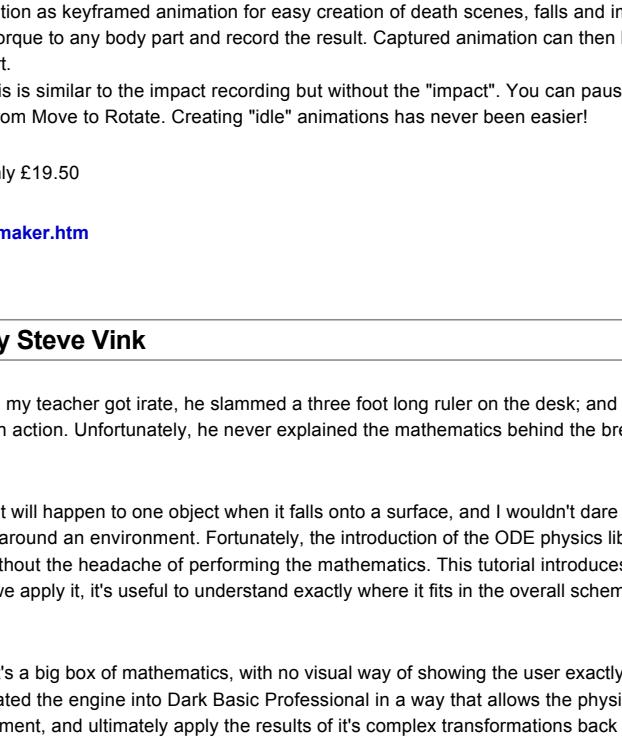


Room Segments

- A complete set of cliff room segments with realistic rock walls
- A kitchen set with 4 room variations, ceiling and curved corners
- A living room set with 4 variations, ceiling and curved corners
- A service area set with 4 room variations, ceiling and curved corners
- An assortment of doors and windows

New Entities

- 18 new enemy character combinations, including: a SWAT team, an SAS trooper and a Specialist
- 4 new doors and 3 new windows
- 31 new items of equipment designed to match the room segments, including: Pots, pans, a microwave, washing machine, toilet, bin, sofa, guitar, a set of plinths, ceiling rakes and a lovely set of gibts!
- 1 vehicle: A humvee



The pack is free to all of those who upgraded from FPS Creator EA to Version 1. To obtain your download all you need to do is log in to your TGC account and visit your Order History.

The Model Pack download will be listed in the "Action" column on the right. If you cannot see FPS Creator Upgrade listed in your Order History, then you have logged in with a "different" email account to that which you upgraded with.

For version 1 owners, and those who didn't previously have the EA version, you can buy the FPS Creator Model Pack 1 directly from our web site. It costs \$19.99 - £16.99 - €11.99

[Web Site: http://www.thegamecreators.com/?m=view_product&id=2001](http://www.thegamecreators.com/?m=view_product&id=2001)

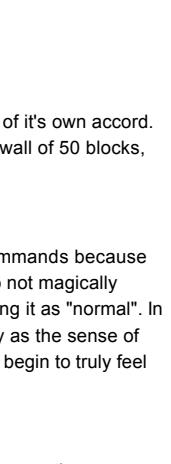
Order in time for Christmas

As much as we hate to raise the subject of Christmas so early on, you absolutely must get your orders in early if you wish to have them shipped in time for that festive period. Boxed items are dispatched from the UK and can take up to 3 weeks to arrive in countries such as the US or Australia. This is especially true around Christmas when the mail service typically slows slightly to increase volumes at that time of the year. So don't be left waiting!

[Web Site: http://www.thegamecreators.com](http://www.thegamecreators.com)

Win Evchron Alliance

In order to celebrate the release of this new space trading/ combat game, we've got 3 copies of Evchron Alliance to give away to lucky readers.



Evchron Alliance is already receiving warm praises in the popular gaming press, and features freeform 3D space combat and trading. You've been thrown into a massive universe of exploration, combat, and trading. Your skills in combat and loyalties with other pilots have earned you a prestigious reputation, and your ability to build ships for specific purposes is well known. But a new threat is about to interrupt this successful career.

- Explore and survive in the diverse sci-fi universe of Evchron Alliance!
- Customize and optimize your ship with the all new real-time shipyard!
- Master ultimate firepower and technology with several new weapons and upgrades.
- Join with other players in multiplayer for intense action.
- Create your own missions and systems to expand the Evchron Alliance universe.
- Choose the role you want in true freeform gameplay.

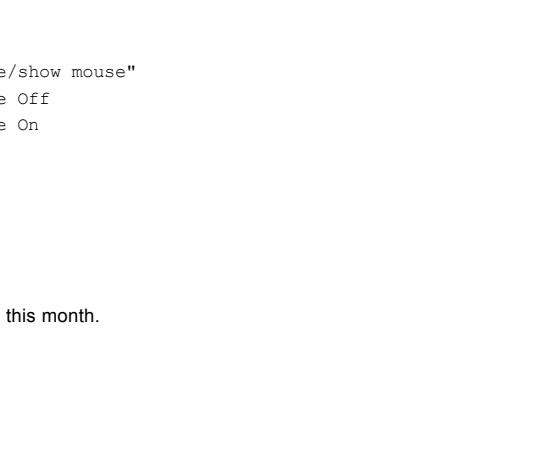
Win Evchron Alliance

In order to win a copy of this fine game simply answer the following question: "What is the name of the enemy force attacking the Alliance?" Hint: you'll find the answer on the Evchron Alliance web site, along with a demo download of the game. Send your answer by email to: evcoomp@thegamecreators.com and we'll pick 3 winners at random on November 21st.

[Web Site: http://www.starfighter.home.att.net/evchronalliance](http://www.starfighter.home.att.net/evchronalliance)

ZOMBIETRON ! CEMETERY GUY

Although we had news of this game in time for the last issue, we simply didn't have space, and it is so more suitable to feature a game including ghosts, vampires, ghouls and werewolves on Halloween, don't you think? :)



In Cemetery Guy, you play the role of Lord Belial, a poor soul condemned to die a horrible death at the hands of endless waves of monsters by a malevolent deity. Why? Just for fun.

The flow of the game is simple. You fight waves of enemy until you die. Every 3 waves, you must fight against a Boss. As you kill Monsters and obtain Unholy Tomes, you gain experience points needed to go up levels. At each new level, you are rewarded by a various amount of Promotion Points. Those points can be used to raise your five characteristics, your weapons or to obtain armour. But as you gain levels, so do your enemies.

The game is very similar in style to the classic arcade game Robotron, but with a good dose of Cannon Fodder thrown in. You move Lord Belial around with the WASD keys and move his gun targets / marker with the mouse. The left button unleashes a quick burst of gun fire (or hammer smashing, or shotgun shots, etc) and it will do its best to survive as waves after elaborate hideous wave of monsters attack.

The game includes 5 different weapons between levels 1 and 10. When a weapon reaches level 5, it becomes a more powerful version of the same type of weapon. There are also many items to help you survive just that bit longer, such as health pick-ups and ammo.

You will face endless hordes of monsters. There are different types of zombie of course, but also Vampires, Ghouls, Werewolves, killer Clowns and many others. The real fun however starts with bosses. Not only are they incredibly tougher than other enemies but they can also have special abilities like the ability to spawn monsters or to vomit acid on you (charming aren't they?)

If you enjoy the demo version then why not purchase the full game for only \$15? Details of both are on the web site.

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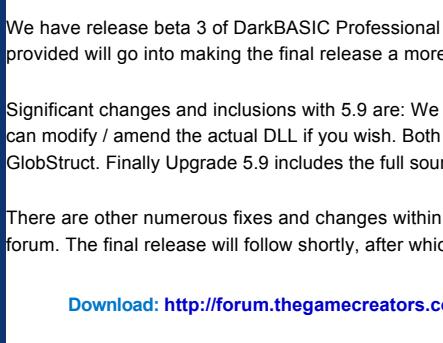
Retro Remakes Competition 2005

REMAKE'S COMPETITION 2005

The Retro Remakes site has announced their 2005 programming competition. Although only open to UK entrants the prizes are good, with a job at Blitz Games, an X-Box 360, a Sony PSP and a Nintendo DS all up for grabs! The timescale is tight though, only one month. But the game doesn't have to be a remake this time around, infact it can be pretty much anything. This is a slight diversion away from the type of competitions Retro Remakes have run in the past, but we can see why they picked this route given the awesome prizes on offer. Check out the page below for the rules, deadlines, etc.

[Web Site: http://www.retroremakes.com/compp2005/](http://www.retroremakes.com/compp2005/)

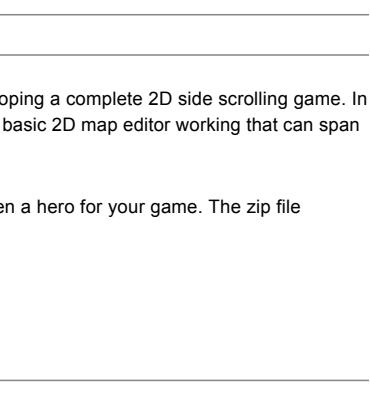
PaceMaker



PaceMaker is a 3D Skeletal Animation Tool. It features a physics based IK tool and real-time recording system to help you create realistic motion capture quality animation, with very little effort. The latest version (1.2.6) supports Direct3D animated mesh export and AutoKeying.

Some of the features:

- Static mesh import - b3d, 3ds, x
- Export Animated mesh to b3d or Direct3D (x)
- Sequence Extractor - Extracts sequences from baserframes and saves this info with the .b3d file. Pacemaker will generate a function for each sequence and reuses them automatically when the model is loaded.
- Create motion frames using the built-in Sequence Creator keyframe. Copy Paste whole individual keyframes. Create Auto looping or One-Shot animations quickly via new sequences
- Joint Creation and editing. Symmetrical joint movement and rotation
- One Click creation of PaceMaker skeleton automatically scaled to model with correct human proportions and precalibrated procedural animation. Later versions of the PaceMaker skeleton will contain pre-made basic animation sequences that can be modified in the keyframe.
- Vertex Assignment with vertex weighting. Assign single or multiple vertex to up to 4 joints. Weighting values auto-calculated. Autobind feature
- Physics-based IK animation tool for super-realistic and easy posing of model. Multiple Anchor points. Anchor/UnAnchor joints at will with a simple mouse click. Switch between them and it's as easy as one, two, three
- Real-Time Motion capture of Ragdoll simulation as keyframe animation for easy creation of death scenes, falls and impacts to any part of the body. Capture as Standard or "In Place" animation. Set pose, forces and torque to any body part and record the result. Captured animation can then be tweaked in the keyframe. Allows you to produce Mo-Cap quality animation with very little effort
- Real-Time motion capture of the torso. This is similar to the impact recording but without the "impact". You can pause/unpause the recording at any time to switch joints, anchor/anchor or to change modes e.g. from Move to Rotate. Creating "idle" animations has never been easier!



A trial version is available and the full package is only £19.50

[Web Site: http://www.goddysey.com/pacemaker.htm](http://www.goddysey.com/pacemaker.htm)

DSPack 2.0 Available

FPSC Menu Maker 1.2

This pack is a single EXE creator which will pack your entire FPSC game into a single EXE file with 50% - 70% compression! It features options such as splash screens, skin support (with over 50 included skins), password protection and more. Download the trial from: <http://www.rastaworld.com/fpsc.htm>

Please note that The Game Creators do not support, or endorse, any product sold via 3rd party web sites. We present this information here for your own use only.

[Web Site: http://www.starfighter.home.att.net/fpscmenu.htm](http://www.starfighter.home.att.net/fpscmenu.htm)

Filter Fade Competition Winners

Last months Filter Fade competition winners

Last months DBPro tutorial included a competition to design a striking transition mask. We provided 2 prizes; FPS Creator, and a DBPro add-on pack of the winners choice. The winner can choose which of these they want, and the runner up takes the other.

There were almost 60 entries, every single one of them worthy of a mention. Many people realised that stunning results can be created by using filters in graphics packages. Complex wipes, spirals and random chaos all look very impressive.

The second prize is awarded to Ric, for the following mask. At first glance it looks quite simple, but when you run it, you realise just how complex and hypnotic it really is.

[Download the winning transitions: DBPro_FilterWinners \(490 KB\)](http://www.thegamecreators.com/?m=view_product&id=2001)

Play Basic 1.089 Released

What's coming in PlayBasic V1.09 and beyond?

The next update really focuses upon the raw speed and programming power of the core PlayBasic language. Ironically it's been more than 18 months since we've focused our efforts on the compiler, rather than the command set (adding new commands). While we have a number of features to implement, too many in fact for one update, so the work is being broken down into two (at least) updates.

Feature wise we will address various short comings of the user interface, starting with implementing 3D space combat and trading. You've been thrown into a massive universe of exploration, combat, and trading. Your skills in combat and loyalties with other pilots have earned you a prestigious reputation, and your ability to build ships for specific purposes is well known. But a new threat is about to interrupt this successful career.

The flow of the game is simple. You fight waves of enemy until you die. Every 3 waves, you must fight against a Boss. As you kill Monsters and obtain Unholy Tomes, you gain experience points needed to go up levels. At each new level, you are rewarded by a various amount of Promotion Points. Those points can be used to raise your five characteristics, your weapons or to obtain armour.

PlayBasic is already receiving warm praises in the popular gaming press, and features freeform 3D space combat and trading. You've been thrown into a massive universe of exploration, combat, and trading. Your skills in combat and loyalties with other pilots have earned you a prestigious reputation, and your ability to build ships for specific purposes is well known. But a new threat is about to interrupt this successful career.

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