Nkc-Nack's Magazine

Yeah, we're not spelling it right on the magazine!

ISSUE 7

Custom Gun Gold

CG Gold

+/x text

new! Contest

Exit

Custom Gun Gold

Featuring a review on:

SPRITE LAND .com

Who Are We?

Nikc-Nack's Magazine is a Nikc-Nack Games Project, made to bring you the latest Game Maker news, scoops and reviews! We are currently a small group and we're always looking for new writers and designers. We plan to release this magazine Monthly

The Team

Nikc-Nack -- Designer/Manager/Writer

Electron – Writer

Want to know more?

Want to know more about us? Well visit us online at: http://nnmagazine.110mb.com. Or got an idea or want to write for us? E-mail me at nnmagazine@yahoo.com

Custom Gun Gold

A Reflux Entertainment game, with Biohazard Studios. Custom Gun gold is a thrilling and addictive game. It has tons of gun parts and even secret golden parts.

They are currently running a competition for the best guns that can be made in the program, but get you guns in soon, for the contest won't last long.

The game graphics were nice, the parts seemed to make pretty good guns and didn't seem to glitch at all. The graphics may not be the best quality but they were very realistic and impressive! The gun parts could've had more details in some areas but all in all they were pretty great.

Music was just great! I could listen to that track forever. It really never seemed to get old, even though it was a awesome song it seemed to get choppy at some points. Which doesn't normally happen on my computer. It really need some more variation, but it was really good anyways.

The engine seemed flawless at first use, but really it had some problems. The deleting was extremely annoying, using the right click is a bad idea in my opinion (even though I'm doing the same in car designer). It also seemed to get weapons stuck sometimes and I couldn't seem to grab them, nor delete them.

All in all this game was pretty good, even though it had some problems like all games do. So firing away full speed come Custom Gun Gold, by BIOHAZARD STUDIOS. 4.5/5

SPRITE LAND .com
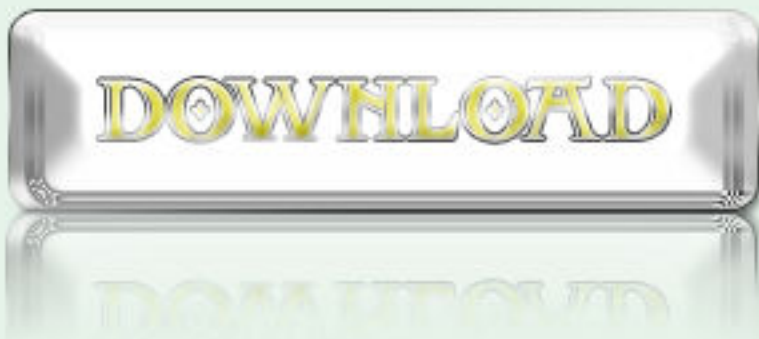
My first look at this site gives me the impression that it is professional and trustworthy. I see an expertise looking banner, and a quick summary of the site on the home page. This summary gives me an idea on how this site works; they focus mainly on the graphical points of games, yet they also showcase their own web comics. I get my first idea on this site, of what I am going to be reviewing.

After a better look at the site, I think I understand what sprite land is all about. It's a bit more than showcasing their own sprites and games; they try to help their users in making better sprites too. I looked over a few of the tutorials (most done with computer program, Inkscape) and found some of their information very useful when creating good sprites. I do all of the sprite work and graphics in my games so some of these tutorials could help me in future sprite design. Not only do they have numerous tutorials, they also have downloadable sprite packs. I downloaded one of the free packs and found the sprites very useful.

They came in an easy zip form containing two separate folders. One folder contained the actual sprites that the thumbnail of the pack showed, and the other folder contained alpha versions of the sprites. These alpha sprites would work great if you were to draw your own character over-top of the stances, using the poses as a characters figure. These sprites look smooth and move like a real person would, which is what every game designer wants, right? I looked over the comic section, but nothing much in there too significant, except for a humorous comic that kind of got me to laugh.

Finally after the site look over, I decided to try one of their games. I tried a free game called Memory Test. You must memorize the cards that are shown in a certain amount of time, due to the difficulty set. It was a fun version of the classic memory game, and I have to say that the games high point was in its graphics. The only thing that was missing from this puzzle game was sound. As of that I was done with the overlook of Sprite Land.

Conclusion: Pros: Good logo, tutorials and downloadable packs were nice, the site layout was well thought out and made the site look professional, and the game I tried looked and felt professional.

Cons: Game I tried needed sounds and music, not everything was free, and I think the comic section could have had more.

Overall Score: 4/5

Review by Electron

trapeze

Trapeze is the new WIP Game from Electron on Game Jolt Trapeze is a exciting fast paced game

In which you must use the mouse to bounce your character off of. In this game you have to run through bad guys and cannons! While unlocking doors using special buttons.

The graphics may be lacking but the game is awesome! The graphics are just simple colored sprites with some basic animations. But, they serve the purpose.

The music was so awesome, I was caught on it for about ten minutes instead of actually playing the game. It did get a little old after a while, but it still was awesome.

The game engine was pretty glitch but It still worked out decently. It's main problem was a reoccurring falling glitch that left me floating in midair. The bouncing seemed to work swell most of the time, but every once in a while I would do some crazy mega bounce and fly through the ceiling and never return.

Since this game is a WIP and really can't be fairly rates, I'm going to give it a 4.7/5. And just because I like my pretty star graphic, I'll round to a five.

Nikc-nack

trapeze
by electron

www.poisonivygaming.moonfruit.com
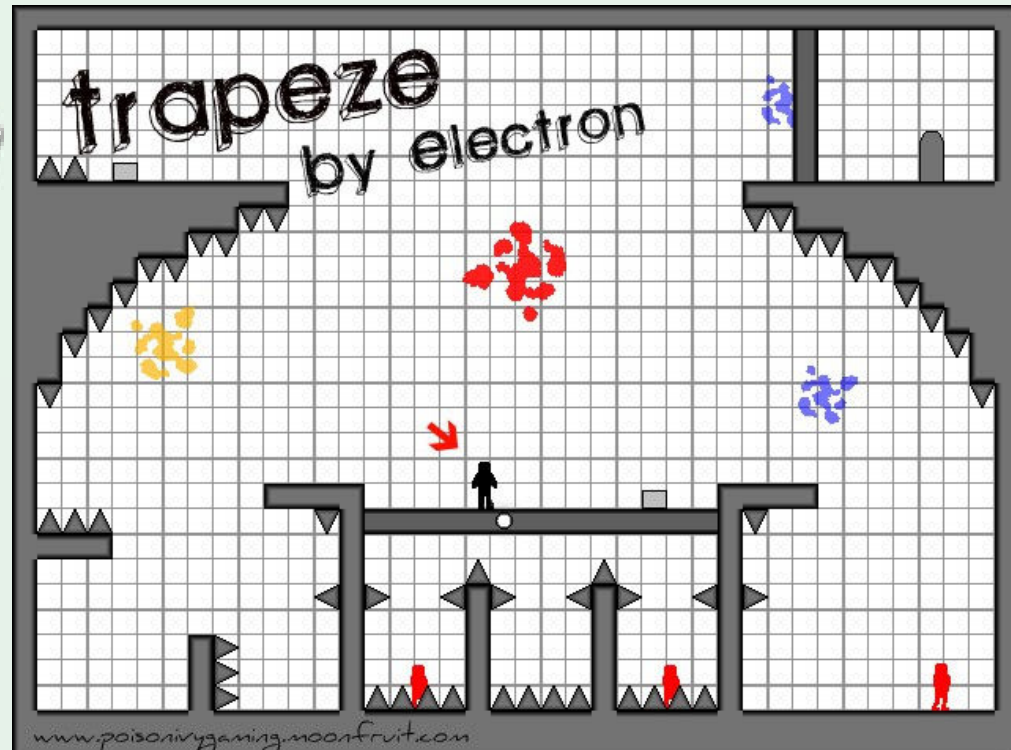
High Tech Door

Program used: Photoshop CS3 Extended
Requirements: Be Awesome
Written by: Nikc-Nack

1. Create a new photoshop document with a transparent background(200x300)
2. Draw a simple black rectangle at the bottom of the document
3. Go into layer styles and add a gradient overlay. I used a solid black to 6a6a6a
4. Now add a stroke using the same colors, but reverse them.
5. Leave layer styles and covert the layer into a smart object, then rasterize.
6. Then add another stroke, but this time leave it black to white. Make sure black is on the bottom, otherwise this won't look right.
7. Now, add a gloss to it however you want. You don't have to, but I did!
8. And you're done! Be satisfied and put it in your new game!

Now, you should have something like this:
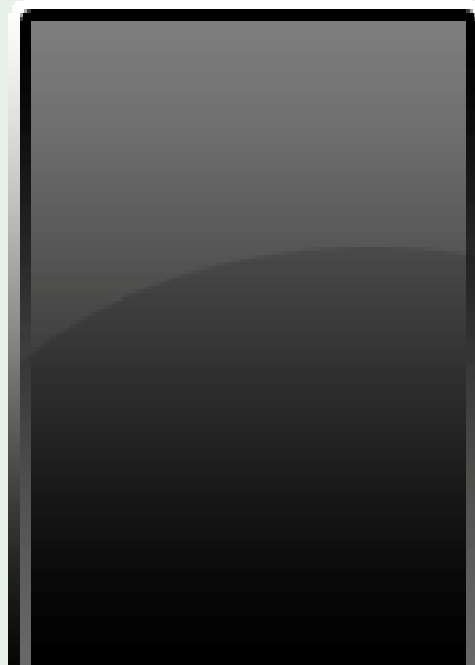
Instant Play

On April 21st YoYoGames announced that they have finally resolved the instant play issue with Firefox 3.6. I know for lots this is a really big deal, but for an IE user like myself this doesn't take big effect.

But now that this is working they have a major problem. All the games that people have made during the time of the Firefox not working will have to be re-uploaded. This will cause many complaints I am sure.

The real point of this article is that I'm wondering why YoYoGames doesn't remove their instant play and go to something more efficient like what Game Jolt has. And then they could easily set up the quick play and download. Also the ability to upload multiple game files is very much needed. These are just my suggestions that would make YoYoGames much better.

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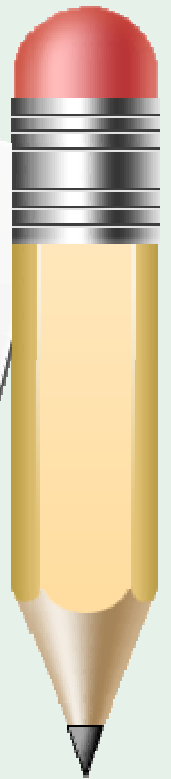
GROWING EARTH

Growing Earth is a game made for Earth day and only Earth Day by krisl01. The concept is clean and very original, and the game play is very fun.

You must dodge falling rocks that come from the sky, and collect their pixel pieces to increase a meter in the corner of the screen. Then, when the meter gets at least half way full, you can let the energy (or whatever it is) out and into the Earth, thus growing the Earth until it is large enough to win! I personally love this idea and think it was very creative, especially for Earth Day. The game play may get slow after a while, and some other additional things could be tuned up, but this fun arcade game was made in only but an hour. And as you can see it was good enough to be reviewed here!

Conclusion: Graphics: The graphics are great, though some more detail in them could make it that much better. 4.5/5

Sound: The background music was awesome, though some additional sounds would be appreciated. 4.5/5

Game Play: The Game play was overall fun, though it did get annoying after a while. 3/5

Story: Not much of a story except for growing the Earth, but it was made in an hour. 3/5

Interface: The controls were very easy to get used to, though some additional power would be cool. 4/5

Overall Score: 4/5 I believe this game would have been a 3/5, but it was made in an hour so it gets some points for that. I also believe it is a 4/5 because the graphics are good and the background music was awesome. Also the controls were very easy, and they took almost no thought at all to get used too. If you want to play a short and fun game about growing an earth, this game is for you…

DOWNLOAD

Review by Electron

Thanks for reading this issue of Nikc-Nack's Magazine. I hope you enjoy all of the content in this issue. We hope to have your views in future issues of the magazine! Thanks to Electron on Game Jolt this magazine was made. I hope to see your comments on Issue 2 releasing next month!

Nikc-Nack

Finally after three version I think I got this right.

Last page ad space: