



JULY 2018

Brisbane Byte

THE EYES OF ARA

Award-winner comes to mobile

SUPER STARFISH

A neon cosmic adventure

SUPER DROP LAND

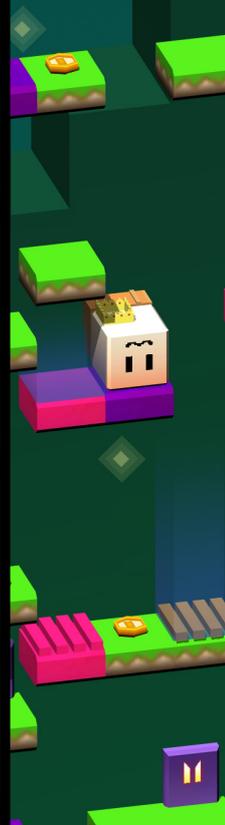
Ex-Halfbrick dev's first solo title

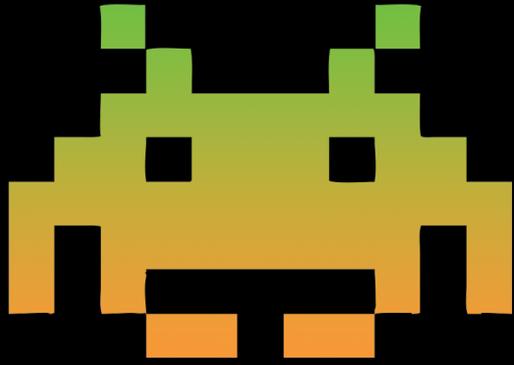
WIN YONDER ON SWITCH

Signature edition with artbook

BRISBANE GAMING HOTSPOTS

See last page for details





GO423 Brisbane Powerhouse

Free public event

August 18

Exhibition: locally made games

10.00 am - 5.30 pm

Come and play
locally made games
and meet the creatives
who make them

Public workshops

Design a game
and play it with friends in
our workshops (all ages)

Panels

Join us
for panels and talks
and meet the local
game making community

Details: www.igdabrisbane.org/go423/

Can you believe we're now halfway through 2018? July has snuck up on us in a year full of ups and downs.

Already we've seen games like Damsel and Rev Heads Rally come out, the federal government made it clear where they stood on video games before the state government's more recent backing of the industry, EB Expo moved from the Gold Coast to Melbourne where it's now merged with PAX AUS, and more gaming-related businesses keep popping up like Free Space VR in the Valley.

Gaming in Brisbane is in a constant state of change but it's great to see some of the things coming up.

This month alone we have a bunch of game previews and news that shines a positive light on the bright future ahead of us, so bring on the rest of 2018!

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ADVANCE QUEENSLAND

In October 2017 the state government's innovation initiative Advance Queensland announced they would be rolling out their 10 year roadmap.

Last month a 28 page PDF was released detailing the state's plans for the screen industry, including movies, television, and video games.

Top priorities for the gaming sector are:

- Bringing on people in dedicated roles to specifically support gaming in QLD.
- Growing Screen Queensland's sqhub co-working space.
- Creating partnerships that aid creators in getting funding or finding other creatives to work on their project.
- Removing a lot of the red tape currently in place that makes things more difficult than they need to be.

It remains to be seen what happens if there's a change in leadership within the government. We all know what happened with the NBN...



ARCADE FIRE

Woolloongabba's Pincadia is closed until further notice due to an unfortunate fire incident in their kitchen.

Thankfully nobody was hurt but all staff have been let go and the recovery process will take time. Machines have been taken off-site for restoration and storage. Now the cleanup begins.



SKY SQUADRON

Sponge Games alumni James Bowling and Michael Thompson are working on their new mobile title Sky Squadron.

Said to be a mix of Star Fox and Crimson Skies, Sky Squadron is a 3D rail shooter (with delightful cat-based puns based on their beta sign up form).

The world needs more Bubsy humour.

FLUFFY KNUCKLEDUSTER GOES OUT ON TOP

After publishing 6 titles, Alex & Nathan from Fluffy Knuckleduster have decided to call it a day, citing external opportunities. Their brand of humour and colourful games will be missed.

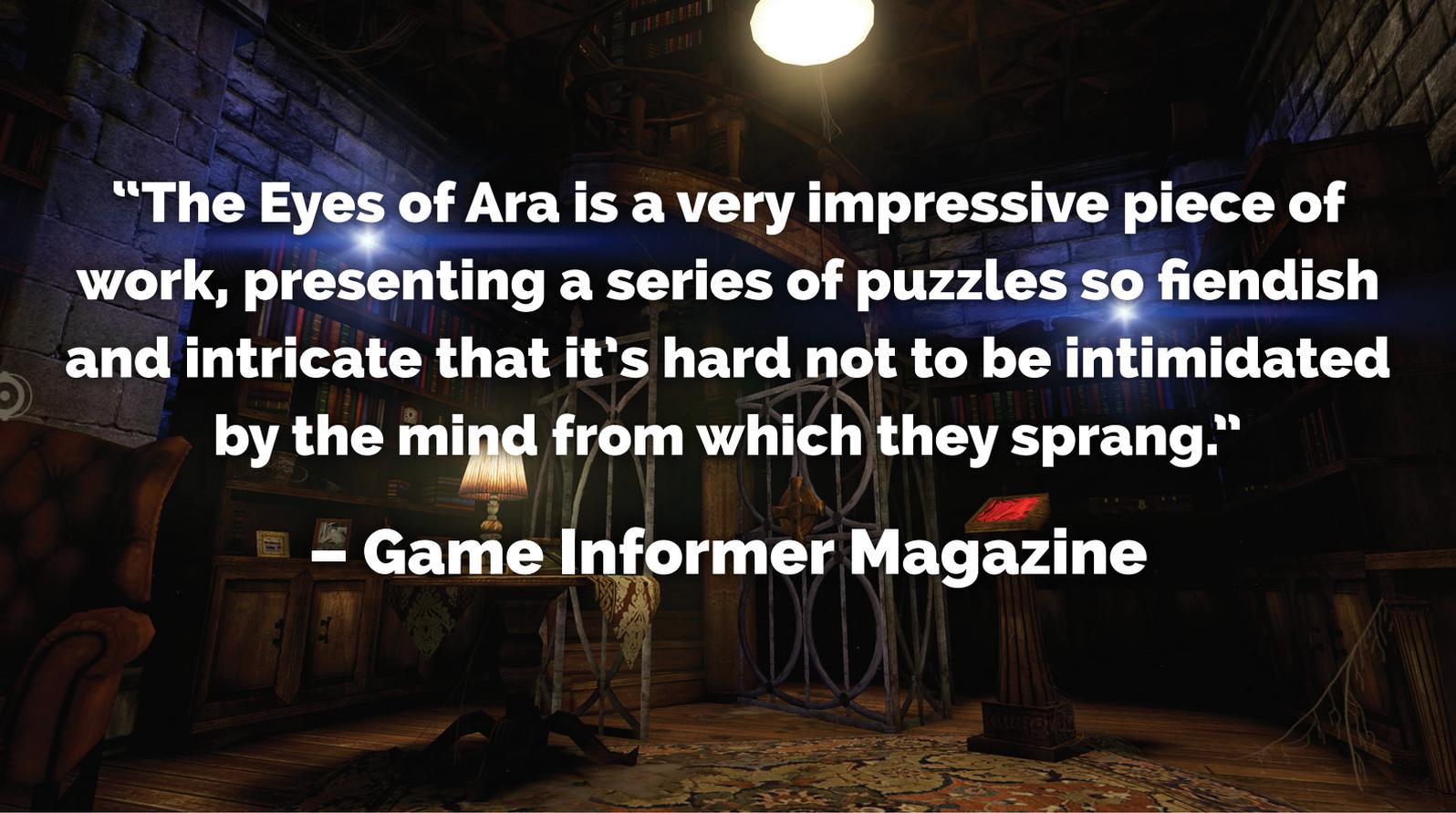


WELLPLAYED PROJECT

On Mother's Day at Netherworld an event was held as part of a larger project looking at the social interactions of gamers and how best to help match them together to play online.

The survey data of this first event has been released with some interesting findings. While the two matching criteria were playstyle and interests outside of video games, it seems the fact that a person plays games proved to be the most important factor as initial matching based on playstyles was the preferred way to go among event attendees.

The WellPlayed Project is building towards a matchmaking system that gamers need. You can head to their website to find out more.



“The Eyes of Ara is a very impressive piece of work, presenting a series of puzzles so fiendish and intricate that it’s hard not to be intimidated by the mind from which they sprang.”

– Game Informer Magazine



The Eyes of Ara, developed by 100 Stones Interactive, released on PC in 2016 after a successful Kickstarter the year before. Kotaku called the game “an Aussie take on Myst” and it’s easy to see why.

As the game is currently being developed for a release on mobile platforms in the near future, Brisbane Byte sat down with solo developer Ben Droste as he gave us a brief demonstration of the latest iOS build.

Beautiful is the first word to come to mind. On PC it was always known for its visuals and thankfully the iOS port loses nothing in this area. The newly added touch controls also do a good job of navigating around each puzzle.

Being on a mobile platform, comparisons shift from games such as Myst or The Witness to something more recent, like the well received Agent A which won a Game of the Year at the 2016 Australian Game Developer Awards.



**The
Eyes of Ara**

**PLATFORM(S):
iOS**

**RELEASE DATE:
July 13th**

**PRICE (AUD):
\$7.99**



Super Starfish is an incredibly polished game, which you may come to expect from the studio behind Sling Kong (which has been downloaded over 10 million times as of the writing of this article).

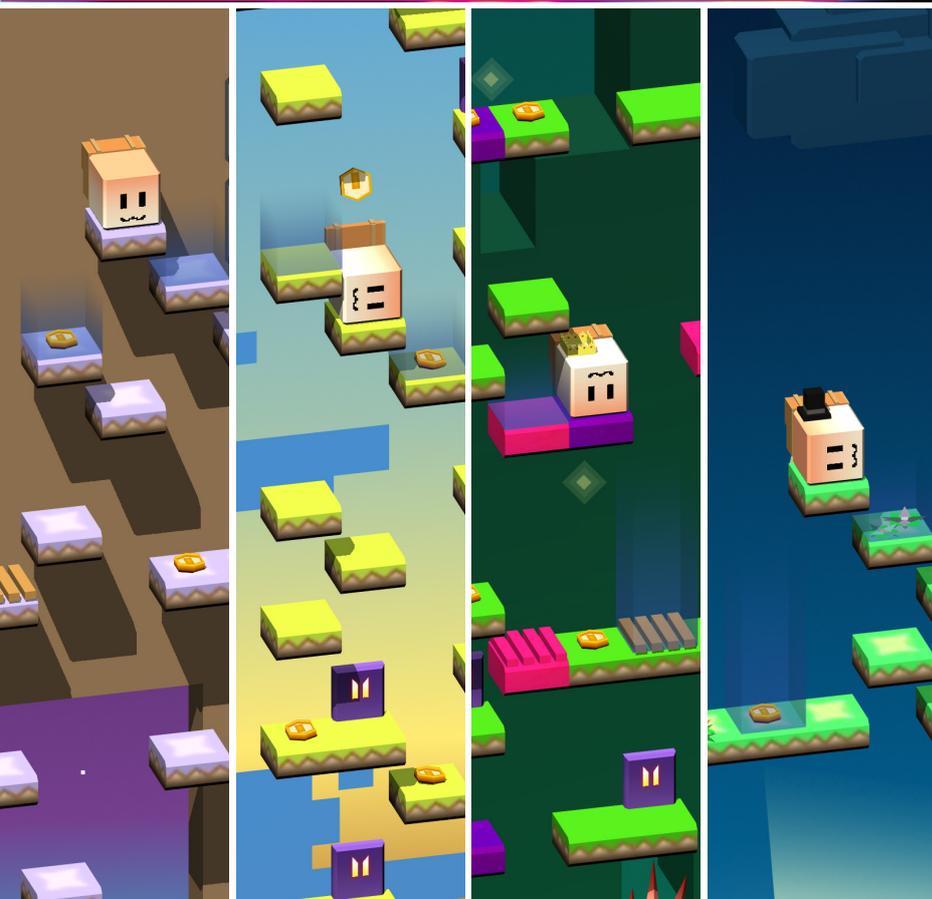
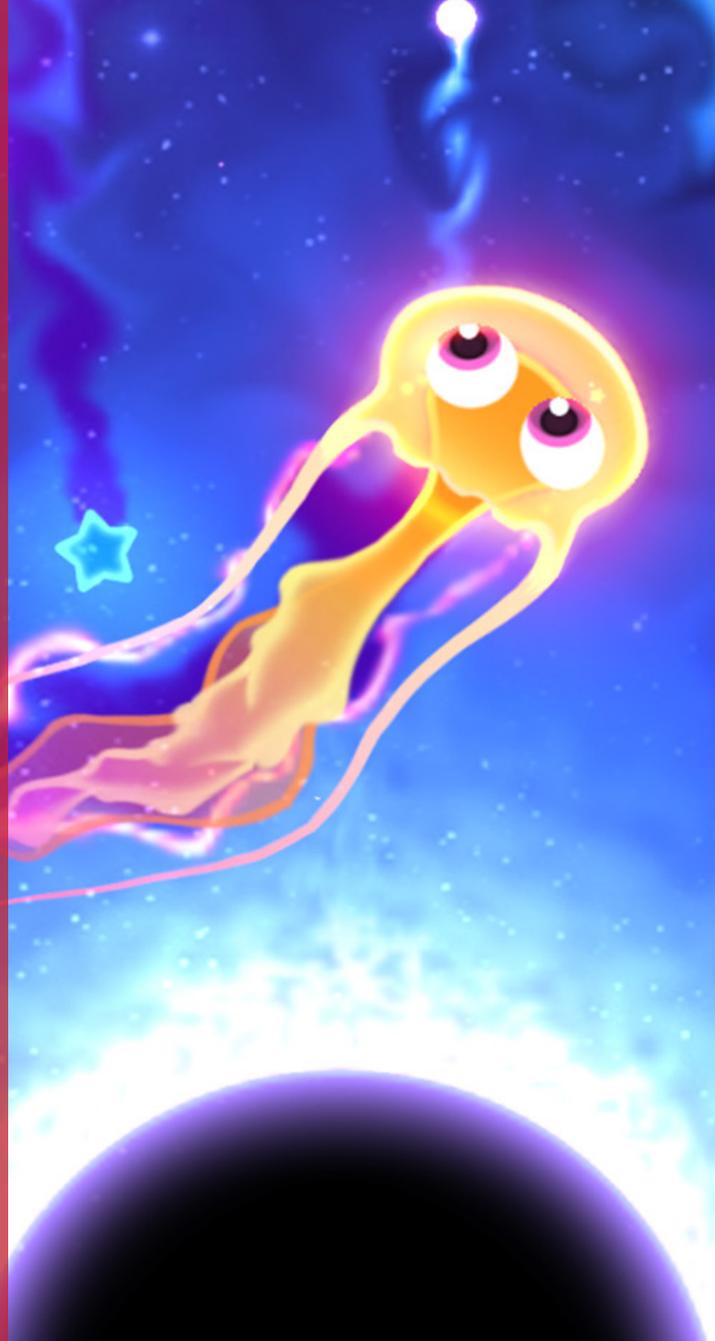
To say they have some experience in this area would be a gross understatement.

Simple controls mixed with a depth of features and most of all the utterly gorgeous liquid neon aesthetic make Super Starfish the quintessential 'pick up and play for a few minutes' kind of game.

The gameplay doesn't grow old and the controls are tight enough that you can only blame yourself. There's always next time though.

iOS & Android / July 27th

FREE



This cute and casual puzzle platformer is made with a mixture of hand-built and procedurally generated levels.

Based on a Ludam Dare project, Super Drop Land is free to play.

**Available on iOS
RIGHT NOW!**

COMING UP THIS MONTH



game dev
BRISBANE

Lightning Talks 2018

July 7th, 12pm at JMC Academy

A series of short talks about everything in game development.



Brisbane FIFA Masters
QLD's Biggest FIFA Tournament

JULY 8, 5PM

- 64 PLAYERS -
- \$1500 PRIZE POOL -
- \$25 ENTRY -
- XBOX & PS4 -

The Sporting Globe Charmside
895 Gympie Rd, Chermside



Jetpack Joyride: The Board Game

JULY 10TH KICKSTARTER

LUCKYDUCKGAMES.COM

WIN A COPY OF YONDER ON NINTENDO SWITCH

To celebrate the Switch release of Yonder: The Cloud Catcher Chronicles, we're giving away a signature edition thanks to our friends at Prideful Sloth, developer of the game.

PRIZE INCLUDES:

- Yonder: The Cloud Catcher Chronicles on Nintendo Switch
- Official Yonder artbook, stickers, and coin
- Special edition signed box

Subscribe to Brisbane Byte magazine at the link below to enter the draw. Winner to be announced July 16th.

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Four arcades, numerous places to play board games, VR, e-Sports and more?!

It's good to be a

#BrisbaneGamer

DO YOU LIKE ARCADES?

Netherworld	Tue-Sun	Noon-Late	186 Brunswick Street, Fortitude Valley
1Up Arcade	Wed-Sun	2pm-10pm	230 Lytton Road, Morningside
Pinball Haus	Wed-Sun	Times Vary	36 Baxter St, Fortitude Valley

HOW ABOUT BOARD / TABLETOP / CARD GAMES?

Conexio	7 Days	Times Vary	3/57 Old Northern Road, Albany Creek
Good Games	7 Days	Times Vary	Brisbane / Mt. Gravatt / Kallangur / Ipswich
The Magic Vault	7 Days	Times Vary	9 South Pine Road, Alderley

SOMETHING ELSE?

Gametradars	7 Days	Times Vary	Chermside / Morayfield
Free Space VR	Wed-Sun	Times Vary	295 St Pauls Terrace, Fortitude Valley
Zero Latency	Wed-Sun	Times Vary	34 Chester Street, Newstead
Super Combo	Mon-Sat	Times Vary	20 King Street, Bowen Hills

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