

# this is the guide to the characters and objects in tinypack (tinypals and tinyghosts).

it's basically a list of screenshots of the game that i referenced to make the voxel and pixel characters/objects from.

*the purpose of tinypack is to show appreciation to the  
humans referenced within.*

it is also an attempt to broaden their audience so that  
they become rich even though i purposely chose peo-  
ple who put out free games. i will always encourage  
supporting them!!!!!!

to play:

double-click tinypals.html or tinyghosts.html  
it should open up in your default browser  
they work best with the chrome or firefox.

controls:

arrow keys and wasd  
(up to move forward  
down to move backwards  
left to turn 90 degrees counterclockwise  
right to turn 90 degrees clockwise;  
w to move forward  
s to move backwards  
a to strafe left  
d to strafe right)  
r to restart  
z to undo last move

use the arrow keys for movement.

‘a’ & ‘d’ will have you strafe left & right, respectively

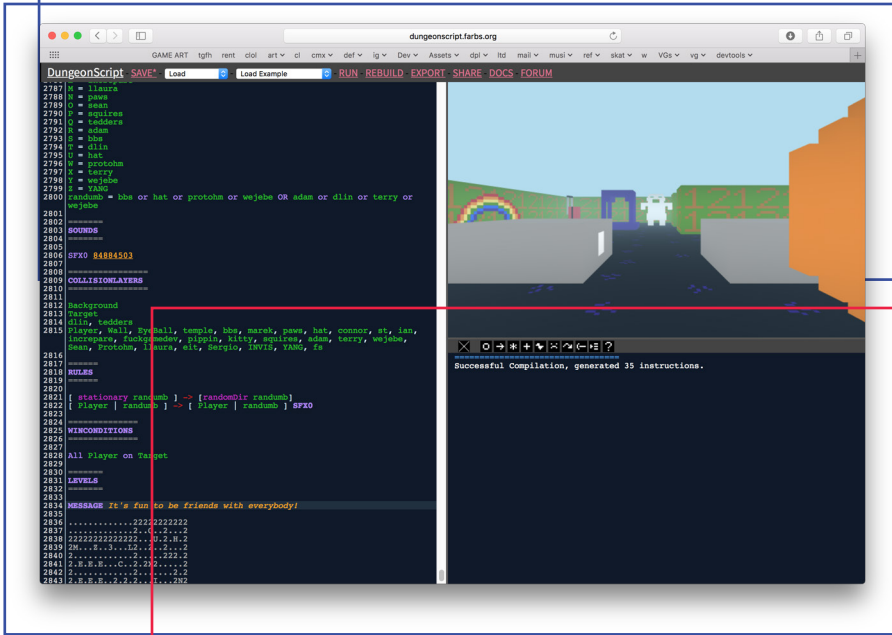
anything that moves will only move when you do  
pressing left or right to look around does not count as a turn  
movement and objects exist on a grid

tinypals: you can take your time and enjoy !

tinyghosts: this is a game where you have to collect 6 items to win. if a  
ghost (anything that moves) moves into a space right next to you, you  
will start all over again. it's more about strategy than action.

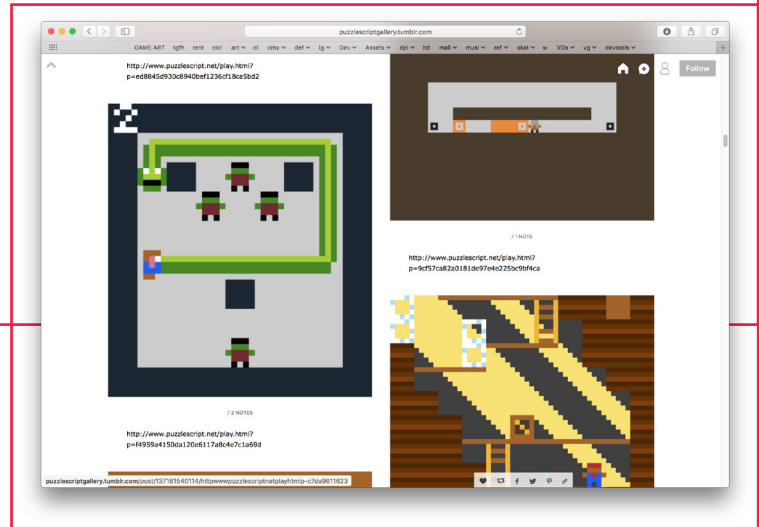
-daniel p. lopez  
oliverblueberry \*at\* gmail.com

tinypack was made in dungeonscripT,  
a game creation  
engine made  
by farbs.



it is a 3D  
modification  
of puzzlescript  
by stephen lavelle.

they are  
both free  
and  
accessible  
tools.



super thanks to these  
two mortals !!

<http://dungeonscripT.farbs.org>  
<http://www.puzzlescript.net>

# table of contents

it's in alphabetical order (:

Adam Le Doux @adamledoux  
adamgryu @adamgryu  
Blueberry Soft <http://blueberrysoft.ryliejamesthomas.net>  
clyde @cafefiction  
Connor Sherlock @teg5511  
Daniel Linssen @Managore  
DREAMFEEL @dreamfeeeel  
From Smiling @fromsmiling  
FCKGMDV.+++ @fuckgamedev  
ihavefivehat @ihavefivehat  
Ian MacLarty @muclorty  
Stephen Lavelle @increpare  
Jack Squires @jsqrs  
Kitty Horrowshow @kittyhorrorshow  
Marek Kapolka @MarekKapolka  
Matthew Keff @matthewkeff  
Jord Farrell @Mr\_Tedders  
Paws Menu @thesaveroom  
Pippin Barr @pippinbarr  
Protohm Johnny @ProtohmGames  
Robert Yang @ radiatoryang  
sean @SeanSLeBlanc  
sergiocornaga @corneaga  
Strangethink @Strangethink23  
Terry Cavanagh @terrycavanagh  
Sean Wejebe @wedgiebee

*i tried  
to avoid  
any  
spoilers with  
these  
screen-  
shots.*

*i wanted to include  
so many more de-  
velopers, but i did  
what i could in a  
reasonable amount  
of time, maybe  
there'll be a next  
time?*



grass textures from In the middle of the night by Adam Le Doux. this game is cute! but the reason i wanted to shoutout adam le doux is because he made bitsy. that's a tiny game world editor, and it's super precious. there is no coding required, which is ideal, and gives me no excuse for not really making a bunch of stuff with it lol

<https://ledoux.itch.io/in-the-middle-of-the-night>

bad boy from **You're In Space and Everyone Wants You Dead** by adamgryu: I originally wanted to include a Beta tape from VHS vs BETAMAX because that game is very sexy to me, but I thought making the bad boy from You're In Space and Everyone Wants You Dead would look better. I don't like the idea of killing lots of creatures that are different than you, even though they try to kill you too, but I was able to suspend my conscience for the aspects of super rad gravity and visuals. I hope that doesn't make me a lesser person.

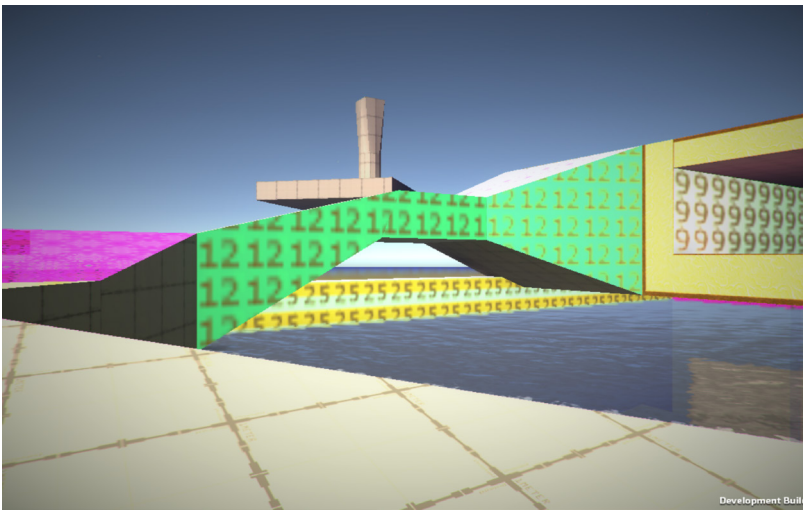


<https://adamgryu.itch.io/youre-in-space>



MANGO FROM MANGO GAME BY BLUEBERRY SOFT. THIS GAME HAS SUPER CRAZY VISUALS THAT I LOVE SO MUCH !! IT'S PART OF A COMPILATION THAT IS ULTRA NEAT. I ALSO LOVE THE NAME BLUEBERRY SOFT

[HTTPS://BLUEBERRYSOFT.ITCH.IO/BBSOFT-PACK-C](https://blueberrysoft.itch.io/bbsoft-pack-c)

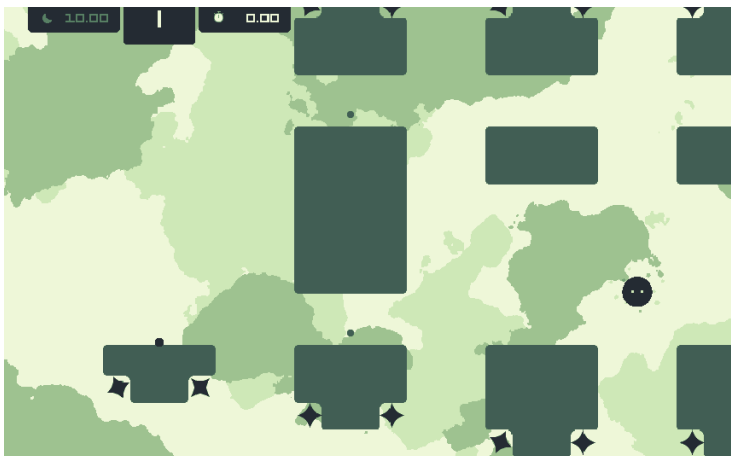


wall texture from **Sliding Gallery** by **clyde**. clyde is a super rad supportive individual in the glorious trainwrecks community and makes some peculiar games and tools including bidet practice.

<https://clyde.itch.io/sliding-gallery>

mysterious monoliths from **The Migration** by **Connor Sherlock**. this was my introduction to his work, via the Ambient Mixtape 16. he does a walking-simulator-a-month thing, which is hecka neat and quite inspiring. i can't believe he does these monthly at such a high quality.

<https://connor-sherlock.itch.io/the-migration>



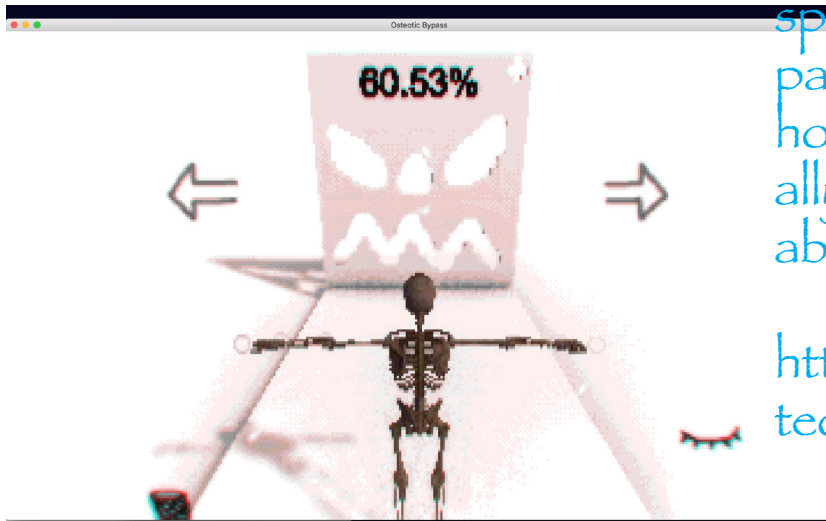
the scary black sun from The Sun and Moon by Daniel Linssen. i kinda messed up because this lil' guy is in the paid version of the game. i can't beat that one. the free version is shorter and so good!

<https://managore.itch.io/sunandmoon>



THE GUITAR FROM CURTAIN BY DREAMFEEL. THIS GAME IS SO INTENSE AND PRETTY IMPORTANT IN MY OPINION. I WISH MORE PEOPLE KNEW GAMES COULD BE LIKE THIS. I KNOW WHAT IT'S LIKE TO BE THE PROTAGONIST :( AND IT SUCKS.

[HTTPS://DREAMFEEL.ITCH.IO/CURTAIN](https://dreamfeel.itch.io/curtain)

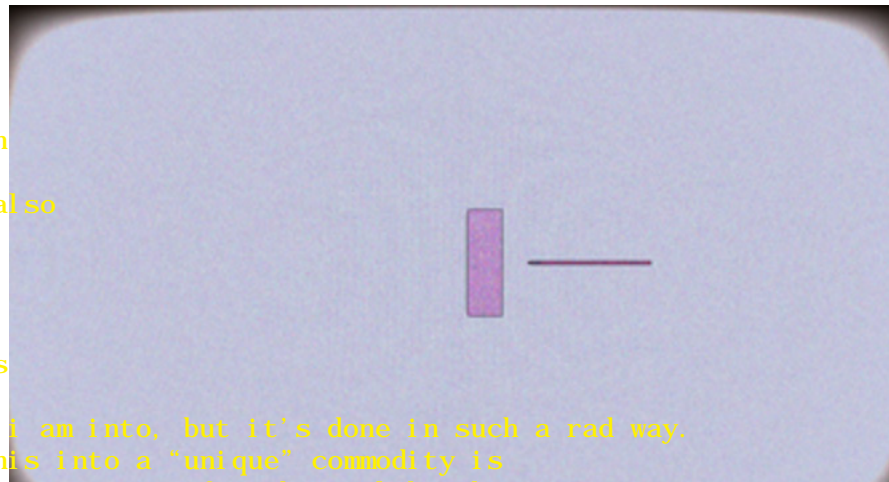


spooky face from Osteotic Bypass by From Smiling. this game is holy crap lol. bone crunching is usually a huge put-off for me, but i'm able to handle it for this lol

<https://fromsmiling.itch.io/osteotic-bypass>

these things from Caliber by FUCKGAMEDEV. i have never played this. the homo sapien behind this only sold one copy. the person who has it can do whatever they want with it. there are also games with restricted access. i am personally very invested in accessibility in games that anyone can play, including price. fuckgamedev's method of distributing games is the exact opposite of what i am into, but it's done in such a rad way. making a consumer good like this into a "unique" commodity is unusual and risky. i think it's pertinent for things like this to exist because it's a different perspective than what most people have. i want to play this so bad, but at the same time, i think i prefer the mystery.

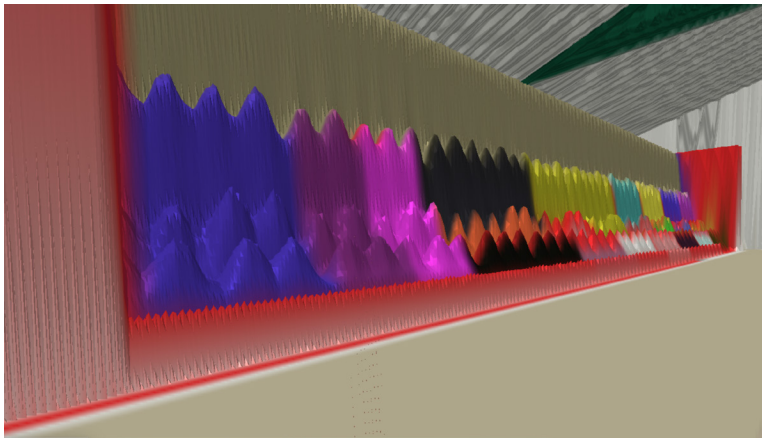
<https://fuckgamedev.itch.io/caliber>





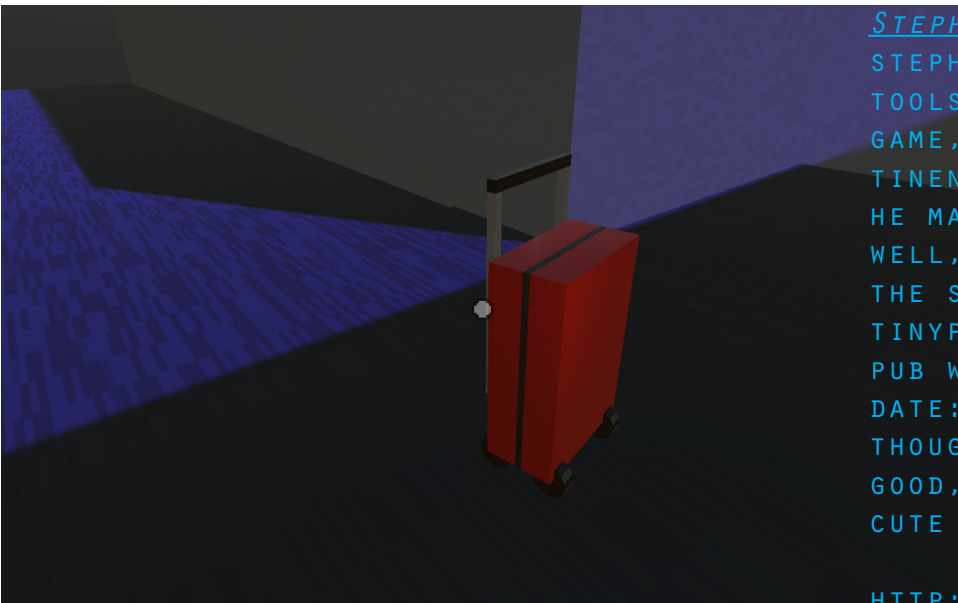
TRICK FROM **SKATE8 (FOR STRANGER)** BY **IHAVEFIVEHAT**: I ABSOLUTELY LOVE IHAVEFIVEHAT'S AESTHETIC CHOICES AND SENSE OF HUMOUR. THIS PARTICULAR VIDEOGAME IS SPECIAL TO ME BECAUSE YOU PLAY AS A SKATEBOARDING BOY, WHICH IS SOMETHING I AM. I'M NOT SURE IF I AGREE WITH THE COMPLETE RE(DE-)CONSTRUCTION OF THE ENVIRONMENT BECAUSE OF SKATEBOARDING TRICKS, BUT IT LOOKS AND SOUND HECKA COOL WHEN IT HAPPENS.

[HTTPS://WWW.GLORIOUSTRAINWRECKS.COM/NODE/10477](https://www.glorioustrainwrecks.com/node/10477)



row of consumer goods from **Home Improvement Megastore** by **Ian MacLarty**. alright, well this was made in vertex meadow, that's a ridiculously neat in-browser walking-sim creation tool. yeah, that's a thing, and we can thank this mortal for that. i'm usually more attracted to abstraction in walking-simulators, but this was just too cute.

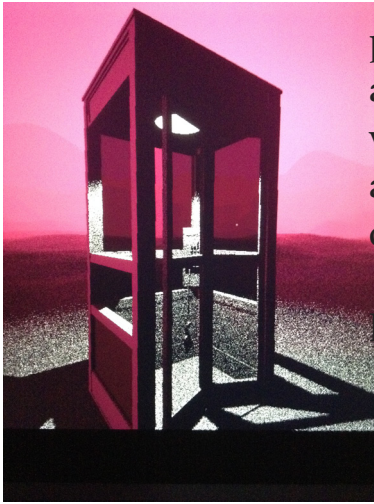
<http://www.vertexmeadow.xyz>



THE SUITCASE FROM WORST GUEST BY STEPHEN LAVELLE. FIRST OF ALL, STEPHEN LAVELLE CREATED AMAZING TOOLS LIKE PLING PILNG, FLICK-GAME, TINYCHOICE, AND MOST PERTINENT, PUZZLESCRIPT. ANYWAYS, HE MAKES REALLY AWESOME GAMES AS WELL, AND THIS GAME WAS RELEASED THE SAME DAY I PLANNED TO RELEASE TINYPACK (BUT I WENT TO A GAME PUB WITH A FRIEND INSTEAD LOL UPDATE: I TOOK EVEN LONGER THAN I THOUGHT ,OF COURSE LOL). IT'S SO GOOD, AND THE SUITCASE IS REALLY CUTE (WATCH IT WHEN YOU PLAY IT).

[HTTP://WWW.INCREPARE.COM/2017/09/WORST-GUEST/](http://www.increpare.com/2017/09/worst-guest/)





phonebooth from Exit 19 by Jack Squires. it was part of a thing called ambient mixtape 16 that is a collection of walking-simulators. this game is beautiful and gave me a little anxiety (in a good way). but my favourite thing he does are his little environment he posts on twitter.

<https://jsqrs.itch.io/exit19>

THIS STRUCTURE FROM ARCH LAKE BY KITTY HORRORSHOW. ALRIGHT, SO SHE DOES THESE MONTHLY WALKING-SIMS THAT ARE INCREDIBLE. I DON'T UNDERSTAND HOW LUCKY US HUMANS ARE TO BE ABLE TO EXPERIENCE THAT! HER WORK IS RAD BECAUSE IT TENDS TO BE ON THE HORROR/DARK AMBIENT SIDE WITHOUT MONSTER CHASES THAT USUALLY KILL THE ATMOSPHERE TO ME.

[HTTPS://WWW.PATREON.COM/KITTYHORRORSHOW/](https://www.patreon.com/kittyhorrorshow/posts) POSTS (YOU HAVE TO BE A CONTRIBUTOR, BUT THERE ARE OTHER GAMES FOR FREE AS WELL)



stairs from Forest Egg by Marek Kapolka: I love Marek's 3D games in particular. I think of this staircase anytime I think of his work, wouldn't you?

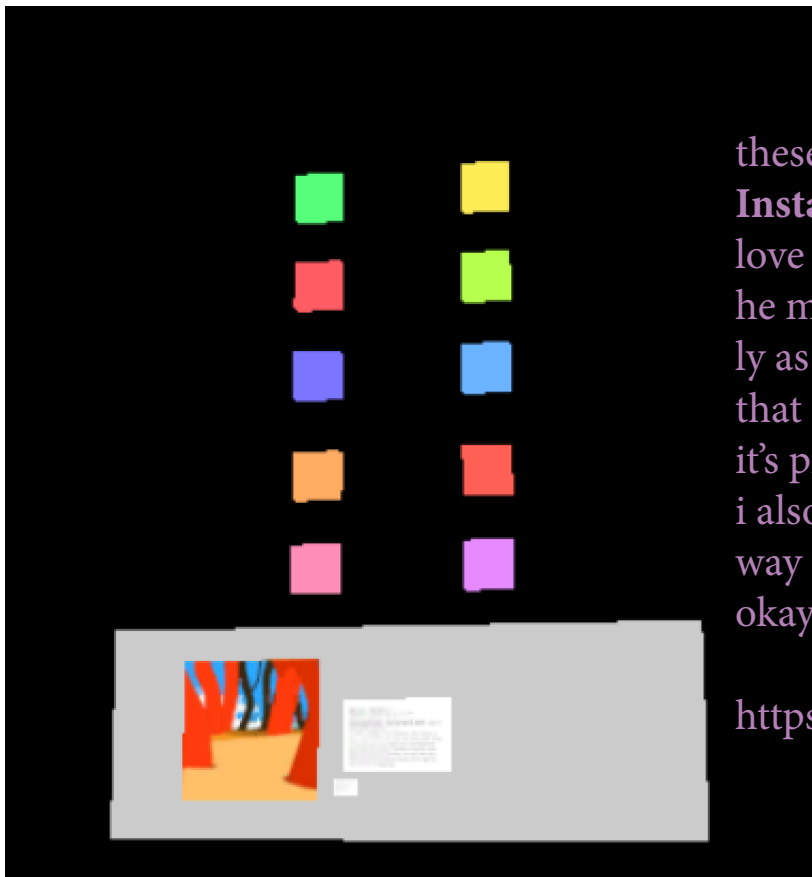


rainbow from  
Feelings Game  
by Matthew  
Keff. just... play it  
yourself! [https://  
daydreamdream-  
dreamer.itch.io/  
feelings-game](https://daydreamdream-dreamer.itch.io/feelings-game)



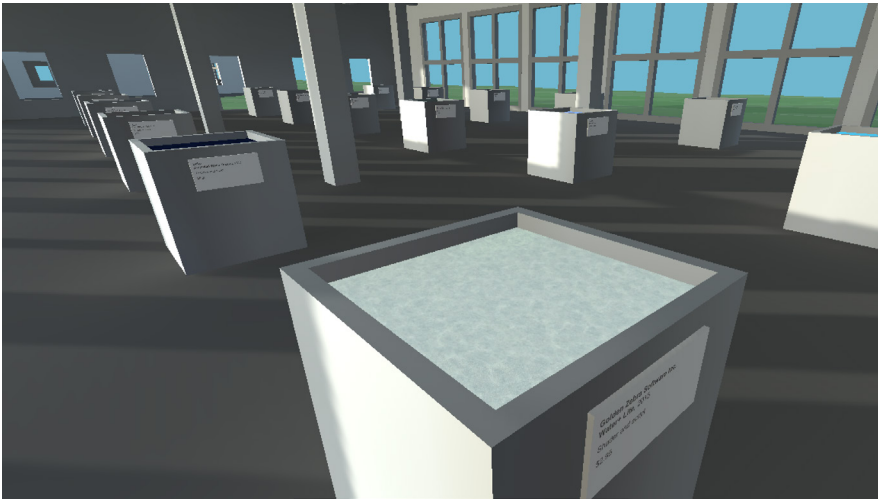
puzzle board from **Media Is Dead,  
You Are Alive** by **Jord Farrell**.  
it took me a really long time to figure this  
puzzle out :( this was also a part of am-  
bient mixtape 16, and it was a crazy ex-  
perience because i want my worlds to be  
monochromatic sometimes. i fell in love  
with this game quick, and it was one of  
my best experiences in video game histo-  
ry of my life history.

<https://mrtdeders.itch.io/media-is-dead->



these blocks from **The Pokisfiori Museum  
Installation** by **Paws Menu**. alright, so i'm in  
love with his work, and this is my favourite.  
he makes 'standing simulators' that are exact-  
ly as it sounds, and this is a lil' museum piece  
that ought to be experienced slowly, because  
it's pretty much an album in videogame form.  
i also really love his music, and am making my  
way through the many albums he's put out. i...  
okay, i'll stop.

<https://pawsmenu.itch.io/pokisfiorimuseum>



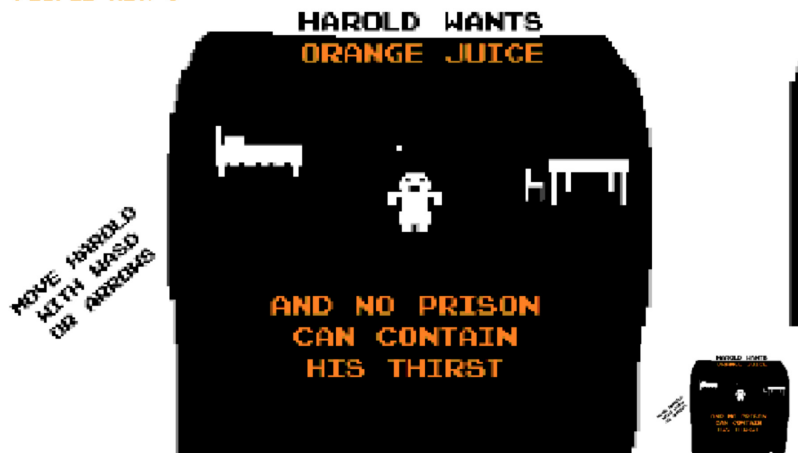
water display plinths from VR 3 by Pippin Barr. i started checking out his work about the time he started blogging about the process of this. it was cool to find out about a game's progress, because finally experiencing it provided such satisfaction.

<http://www.pippinbarr.com/2017/03/29/v-r-3/>

harold from Harold Wants Orange Juice by Protohm Johnny. Alright, this game is so darn cool and feels amazing to play, as simple as it is.

<https://protohmgames.itch.io/harold-gets-orange-juice>

BROKEN FURNISHINGS: 0  
PEOPLE HIT: 0



**ice pop from Succulent by Robert Yang. alright, well, the guy who makes gay sex games is obviously going to be important to me. however, i didn't expect him to be so damn articulate with everything he does. folks, we're lucky to have him.**

**<https://radiatoryang.itch.io/radiator2>**



# -A MOTH STORY-

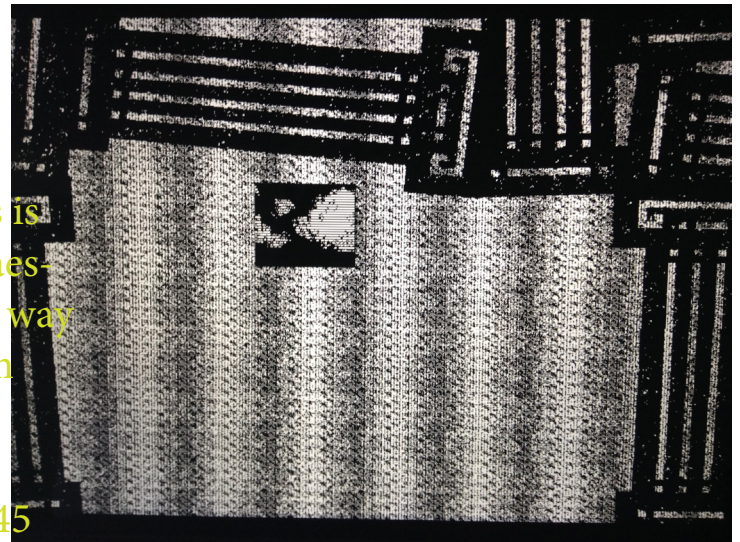
title from -A MOTH STORY- by sean.

sean is awesome.

<https://seansleblanc.itch.io/-a-moth-story->

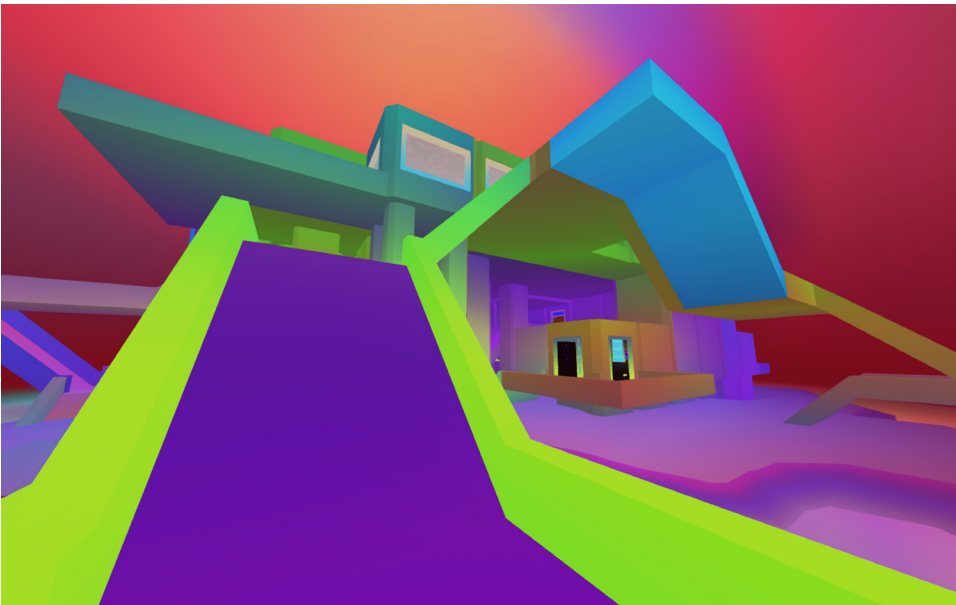
column from thurs day ii by sergiocornaga. this is my favourite game by him that i've played. the aesthetic is bang on, and it's odd, that's exactly in a way that i love. one of the first devs i've "talked" to in this lil' universe of indie games. yayy!

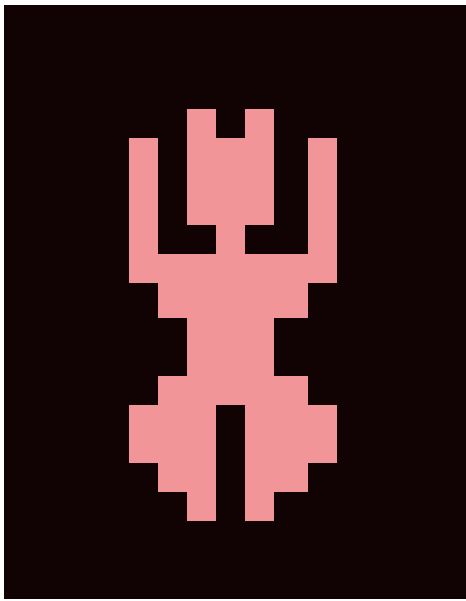
<https://www.glorioustrainwrecks.com/node/2045>



A BUILDING FROM THESE MONSTERS BY STRANGETHINK. THE VISUALS FROM STRANGETHINK'S GAMES ARE OBVIOUSLY PRETTY, AND IT'S ANOTHER VIRTUAL MUSEUM! GENERATIVE ART AND ARCHITECTURE CAN BE REALLY, REALY GREAT HERE.

[HTTPS://STRANGETHINK.ITCH.IO/THESE-MONSTERS](https://strangethink.itch.io/these-monsters)



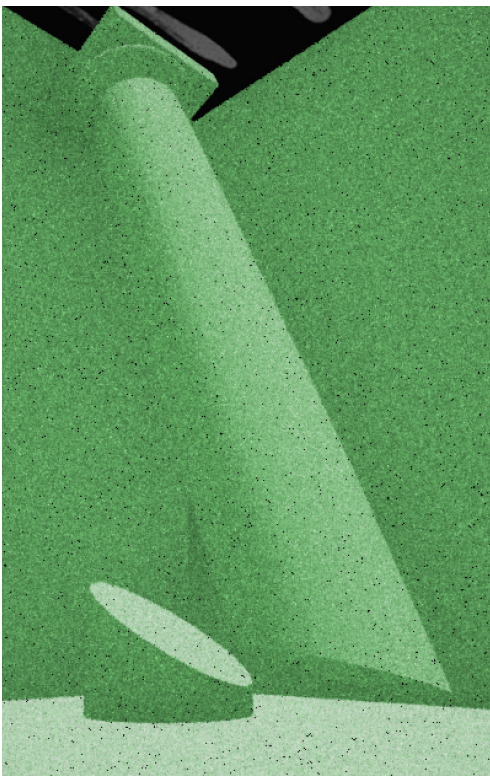
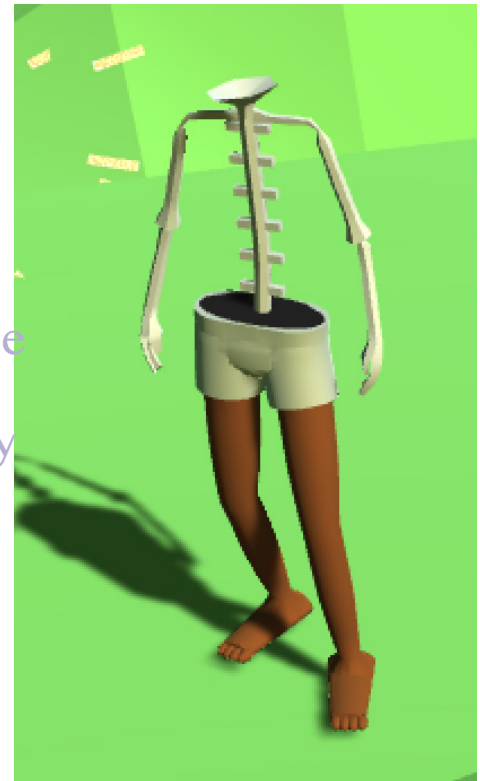


this scary thing from **Don't Look Back by Terry Cavanagh**. al-right, well i feel weird having an exact replica of original artwork, but... that's what i can manage. this was the first game i played by him, and i was really blown away. well, not just because it was a beautiful game, but because i had only really played the tony hawk games and warioware (near-)exclusively for a 7ish years, and the concept of shorter games distributed digitally was a fresh concept to me when i started exploring games again in 2015.

<http://distractionware.com/blog/2009/03/dont-look-back/>

chones and legs from **Welcome to the Underwhere! by Sean Wejeb**. this game was an entry in a horny game jam, and i loved it! then i found out he did some gay games and that's obviously wonderful!

<https://wedgiebee.itch.io/welcome-to-the-underwhere>



a column from **The Temple by Yuliya Kozhemyako (Supr)**: this is one of those games that i consider to be perfect. i's tiny and short, with an incredibly affecting atmosphere conveyed through its intense visuals. i think about this game a lot.

<https://supr.itch.io/thetemple>



love you :)