

Contents



6

Attract mode

- 06. Savage Planet**
Typhoon Studios give us a tour of their antic sci-fi world
- 10. Haven**
Loved up on an alien planet in The Game Bakers' latest
- 12. Eastward**
A sumptuous pixel art Zelda-like from Shanghai
- 16. Incoming**
Up to our knees in a Blizzard of game announcements



44

Interface

- 18. Leaving Albion**
We uncover the epic story behind the Fable series
- 44. Vita forever**
The homebrew community keeping the PS Vita alive
- 48. Lunark**
A solo dev's homage to Prince of Persia and Flashback
- 50. Namco**
A slice of arcade history, a selection of fine titles



60



18

Toolbox

- 28. Design principles**
Breaking the rules to make better video games
- 32. Blender add-ons**
Using Python to speed up your 3D asset creation
- 38. War on piracy**
How Steamworks fends off pirates – with angry fish
- 40. Source Code**
Recreate Konami's Frogger in just a few lines of code



50

Rated

- 56. John Wick Hex**
Bodies hit the floor in a methodical Reeves-'em-up
- 58. EarthNight**
A stylish roguelike runner has us chasing dragons
- 60. Valfaris**
Blasting alien scum has never felt so rock and roll
- 62. Blasphemous**
A Metroidvania with a side order of dismemberment

WELCOME

I had the article all worked out in my head: introduce a rare piece of development software for a half-forgotten handheld, explore how it all works in a bit more depth, and then relate my flailing attempts to make a game with it all.

The dev software in question is called the WonderWitch, released in the early 2000s for Bandai's Japan-only WonderSwan handheld. As you've probably gathered, the WonderWitch offered a combo of software and hardware that allowed you to connect the handheld to the PC and make homebrew games using C+. In fact, the WonderWitch was so comprehensive that a couple of commercial games were made using it, including a vertical shooter called *Judgement Silversword*.

The WonderWitch is pretty rare nowadays, but I recently managed to pick up a copy for a surprisingly low price from an eBay auction. A few days ago, the parcel came through the door; I opened it, and found a WonderWitch box, but no software or connective dongles inside it. Baffled, I went back to eBay and checked the auction listing again. It turns out I'd misread the description and paid the princely sum of £40 for an empty box.

My hopes of properly exploring a rare piece of game history are, for the time being, on hold. Enjoy the new issue, readers.

Ryan Lambie
Editor

