



6

Attract mode

- 06. Sea of Stars**
Sabotage's upcoming RPG takes us back to the SNES era
- 12. Summer of Joy**
A romantic narrative puzzler coming soon to iOS
- 14. Heavenly Bodies**
A dizzying space sim leaves us clinging on for dear life
- 16. King of Seas**
Pottering around in a procedurally generated Caribbean
- 18. News**
Xbox Series S, Reagan, and other recent happenings
- 22. Letters**
More of your thoughts, feedback, and general ranting
- 24. Incoming**
Ninjas, space shooters, and Gus Fring out of Breaking Bad

Interface

- 28. Monkey Island**
Celebrating the point-and-click series' 30-year history
- 34. Lottie Bevan**
A brief guide to spending your indie gaming millions
- 38. Animal Farm**
Meet the indie dev adapting George Orwell's classic novel
- 68. Rainbow Road**
The LGBTQA+ designers turning their experiences into games
- 74. Pet Sounds**
Exploring the vital role audio plays in making games
- 84. Yu Suzuki**
The mind behind some of Sega's all-time classics, profiled
- 90. Steve McNeil**
More musings from the UK's foremost gaming personality

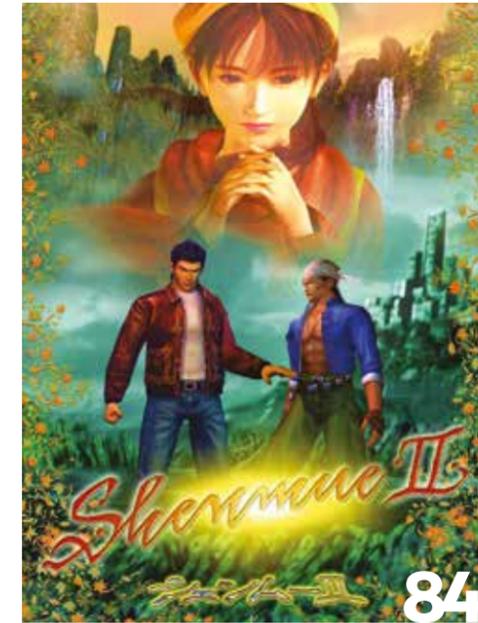


28



68

WIN
A SIGNED COPY OF THE
**PLAYSTATION
REVOLUTION**
See page 35



84



100

Toolbox

- 48. Mêlée Island**
A timely guided tour of Monkey Island's iconic location
- 50. Factions**
An in-depth guide to designing unforgettable warring clans
- 60. Understanding AI**
Explore different kinds of game AI – with help from Pac-Man
- 64. Source Code**
Create a mini-map straight out of Konami's Rally-X coin-op

Rated

- 92. No Straight Roads**
A vibrant rhythm-action game doesn't quite hit the groove
- 95. Fall Guys**
Our verdict on Mediatonic's manic multiplayer sensation
- 100. Summer in Mara**
We set sail for a simple, soothing farming-RPG hybrid
- 104. Backwards Compatible**
Super Mario All-Stars, and adventures in 3D printing

WELCOME

What will the future look like? When a new era of consoles beckons, both hardware makers and game studios need to answer that question. After all, if they can't give us compelling reasons to part with our cash, then there's no reason to buy their devices. For the past couple of years, we've heard bits of info about The Initiative – the Microsoft-owned studio set up in 2018 with the express goal of "shipping high-quality titles at AAAA standards." At the time of writing, we don't know exactly what it's working on. My main wonder is what a quadruple-A game will look like. Clearly, it's intended to signal that the product will be a notch above the most expensively made games of the current generation. But beyond the marketing patter, what does that mean? An open-world game with a play area bigger than the Earth itself? More detailed snow and trees than even *Red Dead Redemption 2* could muster? Also, what will making a quadruple-A game mean for its developers? Even more crunch; even worse treatment of workers; even longer working hours? Workers chained to desks with vacuum tubes releasing packets of crisps at one-hour intervals?

One of the first big next-gen games will be *Call of Duty: Black Ops Cold War*, with its rubbery-looking Ronald Reagan. So maybe this is what we can expect from quadruple-A games: detailed yet oddly robotic faces from the past, looming eerily from our 4K screens. I've seen the future, and it's the face of a president whose favourite film was *Rambo: First Blood Part II*.

Ryan Lambie
Editor

