04 / wfmag.cc

Contents

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

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 LGBTQ+ 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

48. Mélée 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

84. No Straight Roads
A vibrant rhythm-action game doesn’t quite hit the groove

92. 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 lots 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 worry 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

WIN

A SIGNED COPY OF THE
PLAYSTATION
REVOLUTION
see page 35

What three tricks are these?

Contents

6