

Weekly Games Mag

Issue 2

FREE



SUPER HAMLET 64
PARODY DLC

Videogames
at the Theatre!
See Page 6...!

E3 2017
Attendees Speak!
Highlights!
Disappointments!
Standout Moments!

PLUS!!

FREE A3



**POSTER
INSIDE!**

Free ARMS stickers attached!

**MADE BY
YOU!**

Get Involved! -> p16

SUPER 64 HAMLET



NOW IN DEVELOPMENT FOR NINTENDO SWITCH
METROID
PRIME



Supported using public funding by
**ARTS COUNCIL
ENGLAND**

An ocarina, a ukulele and a thirst for revenge. Edward Day battles four decades of videogame nostalgia in an explosion of Shakespeare, live music, video projection and 16 bit mayhem.	19MAY	Wandsworth Fringe - The Cat's Back	21:30
	20/21 MAY	Tickets: fragility.co.uk/takeover wandsworthfringe.com	
	27MAY	Brighton Fringe - The Warren: Studio 2	14:30
		Swindon - Shoebox Theatre	14:30 + 19:30
		Tickets: shoeboxtheatre.org.uk	
+ Workshops: Clowning with Shakespeare: Unbolting the heart of Shakespeare's wit through a mix of classic techniques and clowning from the École Jacques Lecoq.	1 JUNE	Bath Fringe - Rondo Theatre	19:30
	30 JUNE	Tickets: 0333 666 3366 rondotheatre.co.uk	
		Chippenhams: The Cause	19:30
		42 The Causeway, Chippenhams, SN15 3DD	
	14 JULY	Buxton Fringe - Green Man Gallery	18:00
	17/19 JULY	Buxton Fringe - Green Man Gallery	18:30
		Tickets: 01298 937375	
	25/26/27 JULY	Greater Manchester Fringe - The King's Arms	21:00
		Tickets: kingsarmssalford.com	
		WORKSHOPS (2 hours):	
	26 MAY	Swindon - Shoebox Theatre - Age 16+	19:00
	15 JULY	Buxton - Green Man Gallery - Age 16+	14:00

www.edwardday.co.uk

Twitter: @DAYofED Instagram/Facebook/Tumblr: Eddydaylia



WELCOME!

**Hello, and welcome to Issue 2
of Weekly Games Mag - a new
magazine, written by its
readers.**

**We're building the videogames
magazine you want to see,
and we're doing it by listening
to you!**

**To get in touch, turn to our
Community Zone page (p15).**



News @ Bullet Point:

◆ **NeoGAF forum leak of Switch development documents, shows text claiming Nintendo are planning "a feature to transfer account save data among**



multiple consoles" and are also "considering a feature in the future (tentative name: Guest Login) to...for example, make it possible to upload a character you have raised as online data and then use that data on a friend's NX (without creating a user account)." These are documents from last year, and may not reflect Nintendo's current plans. Source: www.neogaf.com/forum/showthread.php?t=1398765

[Welcome to our World. Our United World. The latest news, and a few pages later, your thoughts on E3 and the new games unveiled. For those that missed it too, a reprint of the Super Hamlet 64 feature. Enjoy. ☺]

Sega Forever For All Furore

There seems to have been a bit of furore, over Sega's new Sega Forever project - an effort to bring games from every console generation of Sega's history to Android and iOS phones and tablets.

The service launched on Wednesday the 21st of June with five apps - Sonic The Hedgehog, Phantasy Star II, Altered Beast, Comix Zone and Kid Chameleon, and was billed as classic Sega games, for free, on mobile, with features such as leaderboards, cloud saves, offline play, and controller support. The free games are ad-supported however, and require a payment of £1.99 in the UK (or \$1.99 in the US) to disable adverts.

Sonic The Hedgehog, Phantasy Star II, and Altered Beast had already been available on the app store for purchase before the free Sega Forever initiative was introduced, and users that had already paid for these games were annoyed to discover upgrading their app, introduced adverts, and, in Phantasy Star II and Altered Beast, problems with performance.

The performance hit is said to be due to poor emulation, that lacks optimisation for native iOS or Android, and is instead running on Unity, which is in turn, running on iOS or Android. This was done to increase Sega's flexibility if later expanding Sega Forever to desktop computers, Facebook, Apple TV, and even potentially Nintendo Switch.

Nonetheless, the lack of optimisation has resulted in some gamers experiencing stuttering and skips that hinder the playability of the titles.

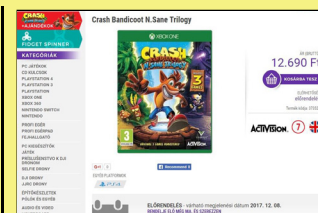
Sonic the Hedgehog isn't emulated, and instead remains the popular mobile port by Christian Whitehead, and so suffers the least performance problems. Nonetheless, users upgrading from the previous paid version, were unable to disable adverts, until Sega issued a further update to address the issue.

Cloud saves have also caused problems, with some users experiencing saved games deleting themselves, saved games reverting to previous saves from an hour ago, and some users have even experienced not being able to save in-game progress at all.

Sega are listening to users, and hope to fix issues going forwards. Nonetheless, if you have older versions of Sonic, Phantasy Star II and Altered Beast - you're best avoiding upgrading to the Sega Forever versions. For everyone else, the apps are free to download and try on Android and iOS (with titles on the latter coming with free iMessage sticker packs), so you can see how well they perform for you. Sega are planning to release new games every two weeks, with forever.sega.com currently showing an icon of what looks a lot like Virtua Tennis next to the words "Coming Soon".

Crash on Xbox One...?

A Hungarian e-commerce site (with headquarters in Slovakia) recently listed Crash Bandicoot: Nsane Trilogy as coming to Xbox One on 8th December. This has not yet been confirmed by any other source, so could have been an error - and the retailer has since removed the product page for the Xbox One version from their website. When it was visible however, along with the 8th December release date, it also featured official Xbox One box art for the title, leading many to believe Nsane Trilogy could merely be a six month timed exclusive for Sony, and could be out on Xbox One in time for Christmas.



Crash Bandicoot: Nsane Trilogy is published by Activision who have coded remastered versions of PSOne titles Crash Bandicoot, Crash Bandicoot 2: Cortex Strikes Back, and Crash Bandicoot: Warped, that all take advantage of current-gen hardware. It's out now for PlayStation 4.

Gold & Silver PS4 Consoles Out Now!



Above: Limited Edition Gold and Silver versions of the PlayStation Slim are out now, having launched June 29th. There are currently no Gold or Silver PlayStation Pros.

Classic Mini SNES announced!

Nintendo has announced it will launch the Classic Mini Super Nintendo Entertainment System (SNES) - a mini version of its classic SNES console, compatible with modern HD televisions - on September 29th of this year.

The system comes with 21 games pre-installed (including Star Fox 2 - never before released), two controllers, a HDMI cable, and a USB cable for use in powering the device. In Europe, including the UK, it will not come with an AC adapter for the USB power cable. The US version, released to the US market, will include an AC adapter. The controller cables are said to be 5 foot long (152cm). An improvement on the Classic Mini NES' 3 foot controller cable (77cm).

Of the 21 games pre-installed, the most note-worthy is StarFox 2, due to it having never been released in any territory despite being a finished / complete game (it was shelved as focus shifted from the SNES to the N64, and development of StarFox 64). An early alpha version of the title had been leaked online in 2008 - it was unfinished, in Japanese, and contained numerous bugs. Nintendo's release of the Classic Mini SNES will be the first time the final finished game has been made publicly available. Nintendo's website states that the game is unlocked on the Classic Mini SNES after completing the first level of the original Star Fox. All other games are able to be selected immediately.

Originally, some of these titles were known by different names in the UK. Contra III: The Alien Wars was originally released as Super Probotector: Alien Rebels, StarFox was released as Starwing, and Kirby Super Star was known as Kirby's Fun Pak. The names included in our list on this page are what they are expected to be called when the Classic Mini SNES launches. Games such as Super Mario RPG, Final Fantasy III (the western title for Final Fantasy VI), and Earthbound (the western title for Mother 2) never had official UK releases during the SNES' lifetime, so are also noteworthy for their inclusion.

Retailers begun taking pre-orders for the system on the 27th June, with prices ranging between £69.99 and £79.99, and many selling out of their initial allocations within 30 minutes. Further allocations appeared at more retailers on the 29th of June, again selling out in circa 30 minutes.

In the US, Nintendo told Kotaku they intend to "produce significantly more units" than they did with the Classic Mini NES, and also stated it "...is currently planned to ship from Sept. 29 until the end of calendar year 2017. At this time, we have nothing to announce regarding any possible shipments beyond this year,". This has set UK expectations for improved supply, albeit limited to just this year.



Above From Left to Right: The UK/Europe's Classic Mini SNES, the US' SNES Classic Edition, Japan's Classic Mini Super Famicom (showing that a flap comes down to allow controllers to be plugged in), and the StarFox 2 title screen (taken from a leaked development version, which may not reflect what the finished version looks like).

Classic Mini SNES Games!

The complete list of games pre-installed, are as follows:

Contra III: The Alien Wars	Star Fox
Donkey Kong Country	Star Fox 2
EarthBound	Street Fighter II Turbo: Hyper Fighting
Final Fantasy III	Super Castlevania IV
F-ZERO	Super Ghouls 'n' Ghosts
Kirby Super Star	Super Mario Kart
Kirby's Dream Course	Super Mario RPG: Legend of the Seven Stars
The Legend of Zelda: A Link to the Past	Super Mario World
Mega Man X	Super Metroid
Secret of Mana	Super Punch-Out!!
	Yoshi's Island

✦ **Triumph** - who developed **Overlord** and **Age of Wonders**, has been acquired by **Paradox**.

✦ **Battlegrounds'** Executive Producer open to other formats in future, despite the game being billed at E3 as Xbox exclusive.

✦ **The game Rust** has had 329k refunds on Steam - amounting to over \$4m dollars.

Gary Newman none-the-less claims the refund system "probably gained us more sales than it lost us".

✦ **Virgin Media** customers can win access to a **Destiny 2** multiplayer beta playtest event 17th & 18th July in London via:

virginmedia.com/presents.com/#all/destiny-2

✦ **LawBreakers** open beta is now accessible on PC to all users of Steam until July 5th. The game releases on PC and PS4, 8th August.

Sources: vg247.com, eurogamer.net, mcvuk.com, gamespress.com, neogaff.com

SUPER 64 HAMLET PARODY DLC

It's not every day that theatre and videogames collide. Do you suppose such a collision is accompanied by a large crash, or a subtle thud? We sent Andrew Mehta along to find out, only for him to write this review instead:

This production felt

like an absolute treat to sit down and watch, because it was our world of videogames, those personal



experiences we've all enjoyed when playing through our favourite videogames at home, now referenced on the stage, before a live audience, and as Edward begun playing a musical phrase from the original Zelda game on an Ocarina, I remember feeling I was gonna be in for a really special evening, =).

Having to constantly

interact with videogame graphics projected behind him, Edward has been forced to rehearse his timing to a tee, and the result is that the pacing of the production is superb. There's loads of variety too - drama, comedy, action, and song, - which combined with the fluid pacing, means there's never a dull moment. Indeed, when this roller-coaster of a theatre production did finally come to a screeching halt, it felt all too sudden. I simply could not believe a whole hour had flown by as it felt but a mere twenty minutes or so.

The variety ensures

there's something here for everyone. As a writer, I really enjoyed the scene in which



Dodge heat seeking missiles...



Deliver sword blows...



...all to a Megaman II soundtrack.

What is it?



A Theatre
Production



Touring
UK Theatres
MAY to JULY

Who?

So who is this Edward Day anyway?



He's an actor, trained at the Academy of Live and Recorded Arts (ALRA), and L'École Internationale de Théâtre Jacques Lecoq (or École Jacques Lecoq for short - a famous physical theatre school in Paris). He's been in theatre productions of King Lear, Hamlet, and Twelfth Night, and also starred in adverts for Giff Gaff and The Gadget Show idents for Dixons. He's been touring his own shows since 2014, and Super Hamlet 64 is his latest, drawing on his lifelong love of videogames. ☺

Hamlet levels up, because there's lots of clever word play. Each time he levels up, he gets a new skill, such as mastering irony (cue ironic statement), or an oxymoron, and so forth... It's cleverly done, and well delivered. However, others may prefer the fast paced action scenes, or even the comedy moments. When Hamlet and Ophelia both take on Mecha Luigi for example (who is apparently only the second largest robot boss Hamlet's ever seen), Hamlet dodges heat seeking missiles and delivers sword blows and more, all to a rocking Megaman II soundtrack, while in another scene, it's pretty funny watching Hamlet's

United World Feature

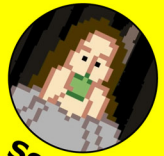
Consisting of...



Humour



Action



Song



Drama



A re-telling of Shakespeare's Hamlet...



...Parodying both Shakespeare and Retro Videogames...



...and delivering a serious message on life.

With...



Zombie Mario as The Dead King

Princess Peach as Queen Gertrude



Luigi as Uncle Claudius



...and Hamlet & Ophelia as Gamers.



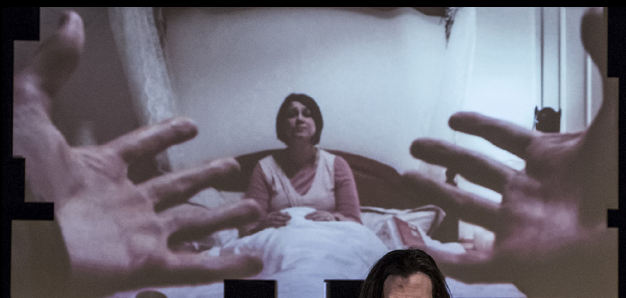
It's about life as a series of choices. Which difficulty level will you pick? Which quests will you accept? Does life feel like you're the main protagonist in control, or a non-playable character in someone else's game?



Select your game difficulty - how hard can life be?

"This is my game...you were an optional side quest I skipped after the first time," says Ophelia to Hamlet, as they travel via motorbike in homage to the biker themed point and click adventure, Full Throttle.

Below & Right: "This isn't a game Hamlet," says Peach. The show makes use of mixed media - film, animation, and live action.



United World Feature

attempts to brush his teeth when being controlled by a gamer forced to use rather inaccurate motion controls, ^_^.

Hamlet 64 does of course, as the name suggests, adapt the storyline from Shakespeare's Hamlet, and that means, despite the action, comedy, and fun videogame references - there's murder, and incest, and themes of life and death are dealt with. The ending in fact, was a poignant statement on life, that I rather embarrassingly completely forgot. What I do remember is just sitting there, taken aback by the abrupt ending, going: Is that it? It was a bit like

playing through a videogame for hours on end, just to get a static screen for an ending. Like a favourite DVD movie however, I immediately wanted to watch it all over again, =) - particularly to

pick up any references I had missed the first time around.

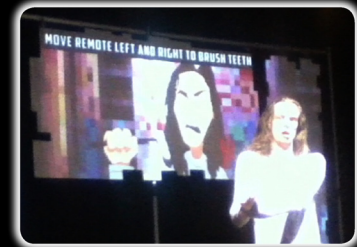
And different people will pick up on different references. While the use of an Ocarina and Edward's kickass take on a Megaman II track played to my personal love of Zelda and Megaman games, the audience member sat next to me, was quick to praise the Grim Fandango references. Wait. Did he mean the skull masks some of the characters playing instruments during one of the songs were wearing, or were there other Grim Fandango references I'd been unaware

of? Having not played that particular game, it was difficult to tell - not that missing such things had hindered my enjoyment.

I was also completely ignorant of Hamlet before I watched Hamlet 64: Parody DLC. This didn't hinder my enjoyment of the production at all, and instead prompted me to look up productions of Shakespeare's Hamlet when I got home.

Should I be ending this review, by saying Hamlet 64 is an enjoyable way to spend an evening? Or should I be highlighting the moral dilemma Hamlet is faced with when tasked by a Zombie Mario to commit murder?

It's certainly feeling like a groovy green - for while my ticket was affordable enough to make me feel like the production was good value for money given it was an evening well spent, and this implies it should be a mellow yellow, and while it is a technical and artistic accomplishment that could be described as brilliant, tempting me towards a brilliant blue - it's very much for people who are going to get the videogame references, or appreciate the new interpretation of Shakespeare's Hamlet, and it's also something of an odd ball in the world of theatre - you'll never see anything quite like this - and finally, it leaves you wanting more. I'm already eyeing the tour dates, planning my second trip to watch this again, and urging friends to check it out with me, =). Great stuff!



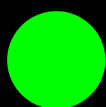
Alas, Motion Controls, I knew thee well...

Theatre Port

Realising a full theatre port of Hamlet would be too demanding, and gamers may want extra modes over the original, this port contains exclusive content not found in Shakespeare's Hamlet - not only entirely new scenes, such as Hamlet and Ophelia versus Mecha Luigi, not only a bunch of tributes to other games (Hamlet runs through scenes from Mirror's Edge, crashes a GTA car, and sings about death via exploding Creepers from Minecraft...), there's even a shocking twist in the middle of the production when murder most foul occurs(!)...and the victim isn't who Shakespeare fans may have expected!

This fresh content for all, has to be praised, especially given its entertainment value. It also makes this, not a port of the original, but a whole new re-imagining, that should be considered a lovingly made tribute to both Shakespeare and Videogames, rather than an accurate port of either Hamlet or any particular retro videogame. (Gosh, that was laboured. Ed). Talking about it like an arcade port, worked though, didn't it? (Yes, only what sort of hardware will this port be running on? Ed). Any that tolerates this sort of lame humour. (I may need to upgrade my patience. It's wearing a little thin. Ed).

This oddball mash up of Shakespeare's Hamlet and Gaming, proves a highly "playable" play. Gamers will love it, and may well wish to see it more than once.



Groovy Green

MURDER! SCANDAL! PARODY!

IT'S HAMLET!

Hamlet who witnesses the ghost of his father Mario, come to life as a Zombie, and request revenge!

THERE'S MURDER!

Murder most foul, - who has killed Mario? Must this killing be avenged?

THERE'S SCANDAL!

Sordid suggestions - Hamlet spells out the possible love affair between Luigi and Princess Peach, as Ophelia cringes!

THERE'S PARODY!

And thank goodness, all this downloadable parody content is included in the price of your theatre ticket.

Right: Mime-attack!
Hamlet takes out a zombie in the audience with the butt of his gun.

What are the chances of that?

Hamlet as a Shakespearean production can run to over four hours! What are the chances, of being able to cut it down to just one hour, AND fit in references to over 100 videogames?

It's claimed there are over 100 games referenced in the hour long production. I noticed nods to the following games and franchises / game series:

BioShock
Bomberman
Buck Bumble
Doom
Final Fantasy VII
Full Throttle
Gran Theft Auto

Grim Fandango
Half Life
Mass Effect
Max Payne
Megaman
Minecraft
Mirrors Edge

Monkey Island
Mortal Kombat
Pac Man
Pokemon
Pong
Portal
Prince of Persia

Skyrim
Sonic the Hedgehog
Space Invaders
Starfox 64
Street Fighter II
Super Mario Bros

Super Mario Kart
Super Mario World
Tetris
Wolfenstein 3D
Worms
Zelda
Zork
...and more...



It's the

theatre! =D

It's Videogames!
Surely a fun evening out for all?

It's also

Hamlet.
There's murder, zombies, and death by flame thrower (were the last two in the original Hamlet? Ed).

Not that anything

is particularly gory - the animated backdrops are mostly 16-bit console era pixel art, and Edward enacts gory death scenes with pure acting, so no scary costumes or spurting blood effects. Mind you - he has been known to attack the audience!



Right: Hamlet,
Prince of Denmark, steals (and soon crashes) a car, GTA style.



Hamlet grimaces, as he is cut in two for missing a random Quick Time Event! Luckily he's plenty of extra lives, to keep on trying, =).



eddydaylia
Bradon Forest S...

Following

Is it kiddy friendly? I wanna bring the fam

eddydaylia yes. It's suitable for 10+ there's animated violence and a couple of zombies get sliced in two.

Haha okay sounds good.

what do you think?

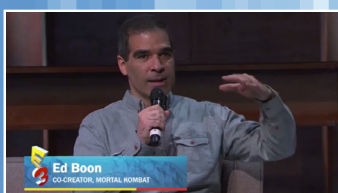
~ one child is fine with animated violence and sliced zombies ~ the other child prefers inanimate violence and only pre-sliced zombies... 🤔

eddydaylia He he. If it goes well I'll start selling pre sliced zombies in the interval.

In the public sphere of the internet, Edward is seen advising that the play is suitable for ages 10+.



E 3 2 0 1 7 :



Top to bottom: Outside E3, Ed Boon - co-creator of Mortal Kombat speaking at E3 Coliseum, Xbox One X, Forza 7, Dragon Ball FighterZ, and Anthem.

With E3 2017 done and dusted, *Weekly Games Mag* asked some of those lucky enough to have been there, what their high points, low points, and standout moments were, of the show:

Highlights:

Tyler Fetterman: It was my first E3 [and] it was a blast seeing everything.

Corey Castillo: E3 this year was amazing. The new event that they added - **E3 Coliseum** - [meant] you could sit in, [and] do a one-on-one Q&A - we were able to talk to **Ed Boon**, [have him] answer some questions, even get a picture with him!

Eddy Piedra: For me, it was definitely all the - **Xbox One X**, etc - y'know, the announcements.

Tyler Fetterman: It was wonderful. Being able to play on the new **Xbox One X** - I got to play the new **Forza 7**, and that's possibly one of the most gorgeous looking games I've ever seen. I'm not a racing game guy, but, I might legitimately pick that up, because that was gorgeous. The graphics were phenomenal - you could see the individual rain drops on the car...

Gary Johnson: The highlights for me, for E3, were **Sonic Mania**, the stuff at **Nintendo** (the presentation is like insane for Nintendo), and the new **Dragon Ball FighterZ** game, from Namco Bandai.

Tyler Fetterman: The new **Dragon Ball FighterZ**'s phenomenal...

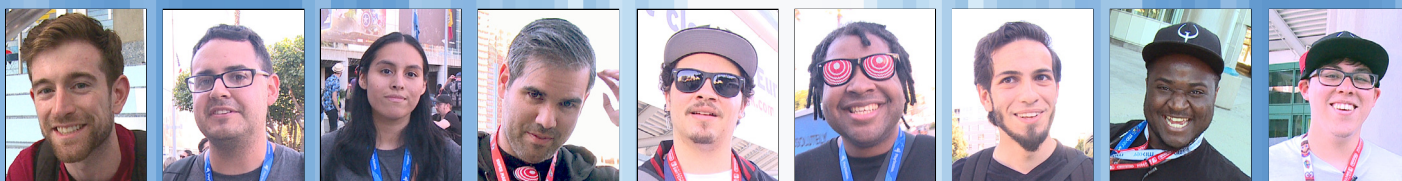
Jeremy Hernandez: ...by far [the] most exciting **Dragon Ball Z** game I've seen in forever. Totally remade, and awesome. I got to play it way before anybody. It comes out, next year, and I get to say I've already played it.

William Dicks: The stuff I was really looking forwards to, was **Dragon Ball FighterZ**, that, and **Evil Within 2**, looked really good. I didn't get to see **Anthem**, but I was really excited for **Anthem**.

Tyler Fetterman: Loved playing **Assassin's Creed Origins**, **Far Cry 5**, **Wolfenstein II** was great, ...and I played **Call of Duty: World War II**. I'm very glad that they're going back to the "Boots On The Ground", none of that jumping around c**p.

Corey Castillo: **Sony** had a really amazing conference, they were able to show tonnes of exclusives and many more projects that they're working on, down the road.

A t t h e S h o w



Above, Left to Right: E3 Attendees Tyler Fetterman, Corey Castillo, Christine Castillo, Eddy Piedra (Marketing Manager, Origin PC), William Dicks (Gaming Insanity), Gary Johnson, Rico Marrari (R-Cade Games and [youtube.com/kelphelp](https://www.youtube.com/kelphelp)), Andre Lismore, and Jeremy Hernandez.

Christine Castillo: I did love **PlayStation's** event.

Eddy Piedra: **Metroid Prime 4** was a huge announcement from Nintendo, and then **Pokemon RPG** was another big one. I think overall **Nintendo** won the announcements for sure this year.

Rico Marrari: **Mario + Rabbids**. I actually gave that game flak since day one, I totally disliked it. But actually going on the floor and playing it, it was one of the biggest surprises. It's got X-com gameplay, it's got a little bit of everything. So for me, I was floored. They put a lot of love and energy into it, so I love that very much.

Andre Lismore: My favourite moment of E3, has to actually go to a game I was not even looking for - and that is **Law Breakers**. It's really fun, it's a good game to pick up. To me it's like a mix of Overwatch and Call of Duty, so it's like really good. I'm sad though, because I'm an Xbox player, and it's not on Xbox, it's only on PC and PS4.

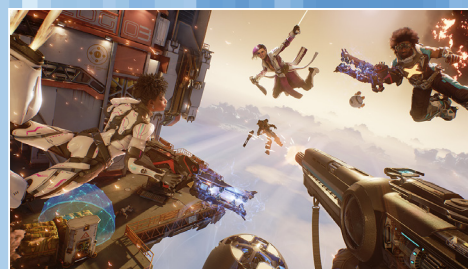
Rico Marrari: **Yakuza 6**. I'm a huge Yakuza fan, and to see that Sega Atlus is continuing

the localisation, that was actually great to see, so that makes me very happy.

Gary Johnson: The presentation for **Yakuza** was just like an alleyway. Everything was setup like it was in the game (they even gave out little napkins - a side joke from inside the game), and it's really really good. It was a good experience for me.

Rico Marrari: **Super Mario Odyssey** was surprisingly fantastic. I haven't been excited for a Mario game, since Mario 64, to be honest, so for me, this kinda brings it back, and then it brings that core Mario experience.

Jeremy Hernandez: **Quake Champions** was really cool. If you've ever liked Unreal Tournament, it's basically that, re-made. You got a nice little hat if you played it - same thing with **Super Mario Odyssey** - you got a nice little hat. I definitely liked getting super early access for the **Total War: Arena** game, which was really cool, and it was an entirely re-made concept - it was 10v10, huge army fights, definitely awesome. You got cool little coins, if you played it.



Top to bottom: Mario+Rabbids: Kingdom Battle, Law Breakers, Sega's Yakuza area, Yakuza 6: The Song of Life, Jeremy's Mario hat, Quake hat, and Total War Arena coin.

E 3 2 0 1 7 :



Top to bottom: Detroit: Become Human, Destiny 2, Andre's Destiny 2 T-shirt, Call of Duty: World War II at Activision's stand, and at Sony's stand, and long lines alongside Nintendo's booth.

Disappointments:

Jeremy Hernandez: My main disappointment was with **Sony**. They had pretty good games, however, I don't like how they did everything - games were playable by reservation only, so basically, nobody got to try any of their games.

Christine Castillo: I was kinda disappointed with their [reservation] app, y'know, when there were limited spots available [and lots of people trying to get them]. It crashed really fast and sometimes not everyone got a chance to do what they wanted to do.

Rico Marrari: Meshing industry and the public together, is not a bad thing, but I don't think E3 has co-ordinated it well, that's my only problem.

Gary Johnson: It was just how crowded everything was, ...and the long lines, waiting to get reservations in order to get into certain games or see EA or Bethesda stuff...

Andre Lismore: I'm still a big Destiny fan, but really...the line for **Destiny 2** was ridiculous and also **Call of Duty: World War II**... they were both in the same camp - impossible to get in there and play them.

Jeremy Hernandez: Didn't get to play Destiny 2 or the new Call of Duty, but, y'know,

the betas are coming out pretty soon, and that's all pretty cool, so...

William Dicks: The lines were way too long. I didn't want to spend four hours or so, waiting to play **Super Mario Odyssey**.

Christine Castillo: The lines [were a disappointment] y'know - but it makes sense it's gonna be very busy, 'cos everybody's here.

Andre Lismore: Hopefully next year, it'll be better.

Eddy Piedra: I was disappointed **Metroid Prime 4** was just a logo, and that was it. No gameplay, no nothing. It was just a tease, really. But still cool to know that it's coming. I was also disappointed to see **Xbox One X** games being capped at 30fps, specifically **Destiny 2** and **Need for Speed: Payback**. From what I heard and read earlier, they're going to be capped at 30 frames per second - that was very disappointing, considering it's the most powerful console in the world.

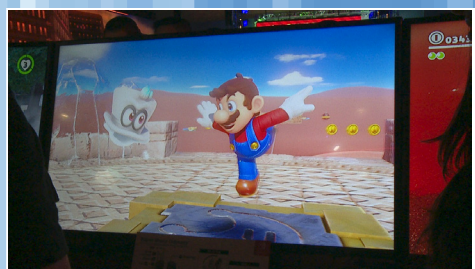
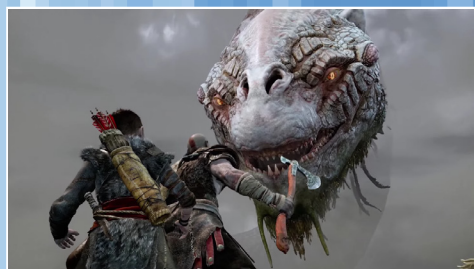
Tyler Fetterman: I'm a big **Xbox** guy - and I wanted to see a few more first party story-driven games - kinda like how Sony has God of War, The Last of Us, Horizon: Zero Dawn, those types of things - I wanna see some of that on Xbox.

A t t h e S h o w

Rico Marrari: **Sony** actually disappointed me, because I kinda felt that they were with-holding. There are certain titles, that I know they have up their sleeve. While yes, we got Detroit, we got Spiderman, we got God of War, and it is true - we have some heavy hitter AAA titles - you kinda know they've [still] got something up their sleeve.

Jeremy Hernandez: I'm a little disappointed I didn't get to play **God of War** or anything. They didn't bring any kind of demo - all they did was show a video.

Gary Johnson: I think I have one game disappointment, and that would be **Marvel vs Capcom Infinite**. Its presentation is sort of shoddy, but it looks fun regardless, but I would have to say that's the biggest disappointment for me.



Top to bottom: God of War, Super Mario Odyssey, Nintendo's Shigeru Miyamoto with Ubisoft's Yves Guillemot, Mario+Rabbids: Kingdom Battle, and Beyond Good & Evil 2.

Standout Moment:

Andre Lismore: Stand out moment of the show? I'd give it to **Nintendo** - with their whole setup [for] playing **Super Mario Odyssey** - oh my gosh - that's actually really fun - and the way they had it set up was great, it was perfect. It looked chaotic, but of everybody else here, they were so organised, so I've gotta give it to Nintendo.

William Dicks: **Nintendo** came out on top, with the majority of games that I was actually excited for, whereas Sony had too much VR, in my opinion (because I don't really like VR), and Microsoft had a lot of games that weren't just for their Xbox One, so...

Eddy Piedra: It was definitely the Ubisoft announcement of **Mario+Rabbids** that was really cool to see. I'm obviously a Nintendo fan, if you hadn't guessed yet. It's

really cool to see that collaboration - something new and different. And **Beyond Good and Evil 2** was another really good surprise. I was really happy to see that.

Rico Marrari: There are two moments that actually stuck out. One is the Ubisoft conference, and I know everyone is gonna say Beyond Good and Evil 2, but when they actually revealed the **Mario+Rabbids** game, one of the developers was crying - he was pouring his heart out, because he put a lot of love and energy into it, and he was working with Shigeru Miyamoto, so for him, that was a beautiful moment. The other moment was at the **Xbox Press Conference**. I was actually attending that conference, and they were displaying the new Ori title, and a pianist came out, and the way he played along with

E3 2017: At The Show

the trailer, as well as the music itself, and then when it ended, all just felt like a beautiful moment for me, and I thought - that had to be one of the highlights for me for sure, so I will give Xbox that, because it was a bit of a tear jerker. And of course **Metroid Prime 4** [was a standout moment too] - that's unanimous.

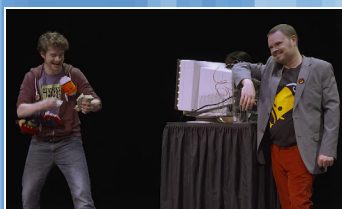
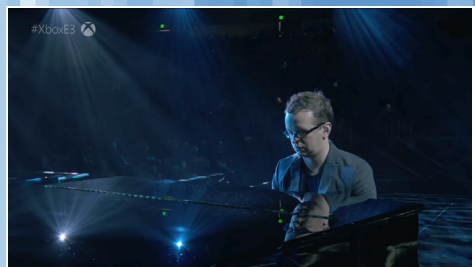
Tyler Fetterman: **Devolver Digital**, did a little parody of an E3 Press Briefing. Watch it. It's possibly one of the funniest things I've seen. (Warning: It does feature fake blood / staged bleeding, so viewer discretion advised. Ed).

Corey Castillo: Right at the end we were able to catch on the third day, a closed preview of **Monster Hunter Worlds**,

and after seeing everything from Days Gone, and Detroit: Become Human, which are amazing games, seeing Monster Hunter Worlds, and how it's going to be multi-platform - it is gorgeous, it is spectacular, I mean, it's non-stop fun. They have a whole eco-system where [creatures will] go in, and they'll attack each other, they'll work together, it's always changing, and it's always different, and I loved that experience.

Jeremy Hernandez: The **Marvel vs Capcom** area is probably the best experience. You get to play on the big screen in front of everybody. You never feel more accomplished than when you win on the big screen.

Christine Castillo: Just being here was an amazing experience. I'm glad they let the public come for the first time. I hope they do it again, and maybe...we'll be back, ☺.



Anti-clockwise, Top Left to Top Right: Devolver Digital's spoof press conference included comment-created content and a screen that accepted money thrown at it, Marvel vs Capcom Infinite, Monster Hunter World, and finally - Gareth Coker - Composer on Ori and the Will of the Wisps playing live Piano along to the trailer at the Xbox Press Conference.

Community Zone

WELCOME!

Hello and welcome to Community Zone!

The whole idea behind

Weekly Games Magazine is to build a new kind of videogames magazine, oriented around YOU - the reader, =D. Subsequently, we're keen to hear what you think of the magazine (what you like, what you don't, and what you'd like to see in future issues), and we'll be publishing your thoughts and feedback, and also keeping you informed of everything that happens behind the scenes as we improve the mag, right here in Community Zone!

And since it's very much YOUR zone (make yourself at home - kick off your shoes, put your feet up - we're too polite to wince at smelly socks, [preferring instead to discretely pass out (better discrete than integrated say all the PC graphics fans [Really? My retro PC's graphics card fan just whirs rather noisily. Ed.])), you're welcome to send in letters, drawings, photos, points of view, and whatever else takes your fancy, assuming you wouldn't mind it appearing in these very pages.

Simply email:
cz@weeklygamesmag.com

Or write to:
**Weekly Games Mag,
6 Cheviot Close,
Ramleaze,
Shaw,
Swindon,
Wiltshire,
SN5 5QD,
UK.**

DID YOU KNOW?

Weekly Games Magazine is based on an old fanzine (fan made magazine) called United Games. Five issues were published between 1998 and 2003, and all the issues can now be read for free online at:
<http://www.issuu.com/unitedgames>

OH LOOKY! WE'RE FAMOUS!

Super Hamlet 64

has released a new video trailer ahead of their Chippenham show, and quoted our humble mag in the opening few seconds!



New trailer at www.edwardday.co.uk

Edward Day has been improving the show as it has toured the UK also, and will be debuting a brand new platforming section at the next show.

SHORT LITTLE BOXES!

Look at these small purple boxes. Aren't the articles within super short? Well, soon we'll be launching a section called SHORTS, full of such short articles ...only they'll all be about games.

So if you're balking at the prospect of submitting a full Review & Take A Closer Look, and instead would prefer to just bash off a simple paragraph or two about whatever's on your mind that's vaguely gaming-related, then, go ahead, and we'll publish them in our new section called SHORTS!
putthisinyourshorts@weeklygamesmag.com

A WEBSITE WONDER!

We now have a website for Weekly Games Mag, at, where else(?), but www.weeklygamesmag.com ...! You're able to download any issues you've missed in PDF form! Wowzers!!!! MORE SOON!



■ Andrew

A big thanks to our E3 attendees that spoke to us about their experience(s) at the show.

I hope it's given you some insight into just how exciting this year and next are set to be for games players, =). There's so much to look forwards to!

And this issue's E3 round up has been just the start!

Sonali has played Assassin's Creed Origins for us, Gil has played Battlefront II, Emma has played Doom VR, Maks has played Call of Duty: World War 2 Domination Multiplayer, Octavio has played Mario Odyssey, Jay got to check out Monster Hunter World, Brandon got to play Sims Mobile, and I got to play Bloody Zombies. Kevin Weiler has also pretty much beat the developer Q&A department's top score on the E3 CrackDown 3 demo and has shared his thoughts on it with us...we've so much great material coming from the show, and I'm really looking forwards to sharing it with you over the coming weeks.

Hands on previews of games not out yet, are only half of a good games magazine though. I would love to be publishing actual reviews from you - where you've got your hands on a game (old or new), and can tell readers if you think it's fun and worth the money or not - and that's why we've got this great guide to writing reviews on the next few pages, which explains how you can get involved, and have your thoughts on a game, published in one of our next issues, =).

The review guide is based on a layout template from the May 2003 issue of United Games Fanzine, which is why it borrows a packshot and artwork from Dead or Alive Xtreme Beach Volleyball for the original Xbox. I know I need to get around to updating it to feature a more recent game. What game would you like to see featured in our review guide in future?

I'm itching to begin the comedy stories of The Team again - a bit of collaborative creative fiction between writers on the magazine, that would normally appear on this page. Because the magazine has just started, I'm still building the team. If you'd like to become involved in the mag, and also contribute to a fun creative team story, do get in touch, I'd love to hear from you!

Am also looking for experts on each format - Xbox One, PlayStation 4, Switch, PC, Mac, VR, Wii U, 3DS/2DS, PS Vita, Xbox 360, PS3, iOS, Android, Retro, Arcade, etc - willing to chat with me about that respective format, and help make decisions about what we should be covering in the magazine.

In the same way our E3 attendees have shared what games they saw at the show - I'm also interested in hearing what games people are playing right now, and what they think of them. It will be for a similar round up feature, only focusing on games available right now, and whether they're worth your time/money. It would be great to hear what you're currently playing, whether new or old, and if you'd recommend it to others or not.

Because Issue 2 is set to reach more people than Issue 1 did, I've republished the Super Hamlet 64 feature, and also included the really cool ARMS stickers again - just so more people can enjoy both. The DragonBall FighterZ poster is entirely new though, and I hope you enjoy it. =). I continue to welcome further ideas for stickers and posters, and am open to working with illustrators on these also, if any want to get in touch.

As ever, I can be contacted by phone or email. For now, I hope you enjoy this issue.

~Andrew Mehta~

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Wiltshire,
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Do you want to do a review?
Well here's how then! This is
called the standfirst or blurb,
and is a little introduction that
catches the reader's eye. Make it
interesting, okay?

These columns are reserved for your main review. Do not use this space to describe the game's many secret levels or extra characters or what happens when you collect so many stars (although you can mention this). Leave all the gameplay options and the like for TAKE A CLOSER LOOK (an optional section explained on the next page). Rather, just focus on whether the game is any FUN or not. State how much fun it is, what is appealing about the game and what gets you coming back to it. What are its bad points? The things that spoil it? Or what makes it really special??

As well as saying how good the game is, we like to encourage our reviewers to explain what elements make it so good. Okay, if you've said it's a game that some will love and others will hate, go on to explain what type of people will love it, and what type of people will hate it. What makes people love it? What makes them hate it?? Also, try and describe what it actually feels like to play - describe a part of the game, putting the reader right in the middle of it, so it's almost like them having a playtest. Many people don't trust reviewers. They've recommended a game, and they haven't explained why it's so good.

Is it the fast paced action?

If so, why is that fun? Is it the rush from high speeds, the challenge involved in over-taking, the satisfaction of beating a friend?? The colourful graphics, the addictiveness?? Explain what makes the game special to you.

Starting and structuring a review can be dodgy. We've reviewed a lot of games so usually plunge head first into it. We're happy to help edit your submission also, and if you have a quick read-over,

and decide you could have written better, you are welcome to re-draft, although you don't have to.

Why not start a review by briefly explaining what sort of game it is, or perhaps comparing it to another title just to get the ball rolling ("But do you want this when you've got Forza Motorsport?? Well, on the one hand it offers..., but it doesn't offer... as found in Forza Motorsport,", etc, etc...).

Remember, at the end of the day, a reader wants: 1) To know whether he/she should buy the game, and 2) to have a good read. So, humour comes second - and make it a close second - we can always edit out jokes that are too corny. At the end of the day, it doesn't matter if you haven't explained all the levels or the different costumes or the involving plot, or the sound or graphics (all this can be left for the "Take A Closer Look" section), as long as you've answered the all important question: Is paying £xx and playing the game FUN?? Remember to take into account value for money.

Finally you'll be wanting to do a summary and give the game a colour symbol (explained elsewhere).

GETTING ARTICLES TO US:

Email your article to:
submissions@weeklygamesmag.com
Or post them to:
6 Cheviot Close, Ramlaze, Shaw,
Swindon, Wiltshire, SN5 5QD.
Although we only really need the article(s) you've written, if it's possible, we'd appreciate a photo of yourself, or a picture avatar you use, for us to put next to the introductory standfirst/blurb, above.

Your article will remain your intellectual property, and if you want to be fully credited when we print it, please include your full name.



If you want us to be able to get in contact with you, should a third party wish to use your copyrighted article, then also include a means of contact (this is optional). This could be an address, phone number, or email address. Needless to say, we keep all such information confidential. Explanations of both copyright matters and this "Licensing Out" can be found on the next page. A big thank you in advance to all you great people who are contributing!

Note: Due to reasons of space, we can't guarantee that all articles submitted will be published in an issue of Weekly Games Mag. Where an article is not published in print, we will endeavour to publish it online, with your permission. Submission of content to us, is taken as permission to publish, unless otherwise stated.

~Your Name Here~

**A summary really just
sums up your review
and is a small
comment that best
describes the game.**

**For instance:
"A good solid blaster!",
"Racing action
at its best!",
or: "It smells bad."**

**Colour Symbol!?!
(COLOUR GUIDE PAGE 18)**

Take A Closer Look



©Copyright details of the game and any artwork used are credited here. We also acknowledge the article as your intellectual property, crediting you, and displaying a copyright sign next to the year and your name.
For example, if your name was Joe Bloggs, we'd write:
Review text ©2016 Joe Bloggs.
Page layout ©2016 Andrew Mehta.



Take A Closer Look.....

Take A C

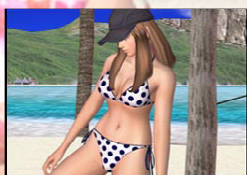
So what is this bit?
Well, it's an optional extra. You don't have to do a TAKE A CLOSER LOOK section when you review a game, but you can, if you want to.....

YOUR COPYRIGHT:

What's all this copyright nonsense about then?

Well, you see, if you're kind enough to contribute to Weekly Games Mag (i.e. send in a review or other

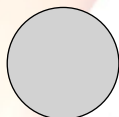
article) then, when we print it, we acknowledge your copyright (the article remains your intellectual property) and yet take the fact that it has been submitted to us as permission for us to use it.



Take A Closer Look is always a good place for screenshots (above), and box-outs (above-right).

Guide to Colours:

dull:

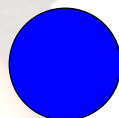


Average Grey - Ho hum average. Nothing really wrong with it, but nothing remarkably right with it either. Best avoided simply because there are better games of a similar ilk available, giving you more for ya' money.

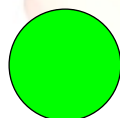


Bin Bag Black - Don't buy it. Trust us. These games are only fun if you never put 'em in your console, and instead use the game discs as frisbees. And who wants to pay £40 for a dodgy frisbee?

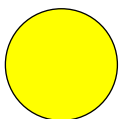
bright:



Brilliant Blue - Brilliant fun - no doubt (no diggidy). Get it. This is usually our highest recommendation.



Groovy Green - Not everyone's cup of tea, but there's something in it that makes it that little bit special. A love it or hate it game, or one that appeals specifically to a niche fan base. Often highly addictive, or the hardcore gamer's choice.



Mellow Yellow - You really can't go wrong buying a Mellow Yellow game. They're nice, pleasant and often good value for money. They might not prove to be the bee's knees, but they'll still sit happily in your games collection with no qualms.



loser look

Take A Closer Look is a visually intensive box-out orientated double page spread about the game. Unlike the review, the writing doesn't have to flow, and can be split up into various boxes, and spread around the page, or coupled with screenshots and artwork as captions, with the basic idea being to just take a closer look at the game. So the possibilities can be endless!

You can talk about game mechanics, i.e. - if it's a racing game what are the courses? If it's a Role Playing Game (RPG), how does the battle system work? If it's a beat-'em-up, what new tactics or

counters have been introduced? If it's a game that revolves around mini-games, you can tell us a bit about each of the mini-games on offer. You may also explain secrets that open up too. Are there any secret characters / courses / bonuses / cheats that open up when you've completed a particular challenge?

Maybe you could do character / vehicle profiles, describing what it's like to use each character or vehicle, highlighting ones that are best for beginners and ones more adept players could get to grips with. You could also choose to take a typical screen and explain what all the digits and bars represent. It's up to you.

Take A Closer Look is essentially everything that you wanted to say about the game that wasn't appropriate to the review. The review is supposed to explain whether the game is any good, give reasons for judgements made, and explain whether it's worth the money, and how long it's likely to last, etc. Take A Closer Look on the other hand, can talk about fab new features, the in-depth plot, characters, levels, attention to detail in the graphics, what bands are on the soundtrack, how clever the Artificial Intelligence is...whatever...it's up to you...there really are no rules about what goes in this section...it's completely up to you, so have fun! =).

*We'll use the rest of this mocked-up Take A Closer Look to
Take A Closer Look at submitting articles!*

FREE LICENSING OUT:

Now, here comes the tricky, but oh-so clever and cool in a kind of sneaky way bit: If anyone sees your article and wishes to use it in their own publication, then they can contact us and ask permission from the copyright holder (that's you!). We'll then contact you, asking whether this person is allowed to use your article (and if you have any particular provisos or conditions, etc). Geddit?

Of course, for this to work, we're going to need a way to contact you should anyone want to use your article. Postal address, email address, phone number, or social media accounts...we're happy to accept whichever contact details you're comfortable providing, ☺. Don't worry, we won't disclose your personal contact details to anyone.

OTHER ARTICLES:

■ Previews:

A preview is basically about describing an experience with a yet-to-be-officially-released game, and conveying your initial impressions. Did it seem any good? What's to look forwards to when it's released? Any interesting game features, new ideas or cool looking levels to look forwards to?

■ News item:

If you've got a hot piece of gaming gossip, let us know! Just write the news story, or tip us off!

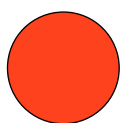
■ Feature:

You are completely welcome to write any feature related to gaming and/or computers, you wish! Anything from "Your guide to computer jargon" to "The history of Pac-man!". You decide what you wish to write!

■ Shorts:

Shorts can be anything, from a quick rant and rave about something, to mini half-page reviews! Alert people to a bad game, tell a few game-related jokes. As long as it's short, it qualifies.

intense:

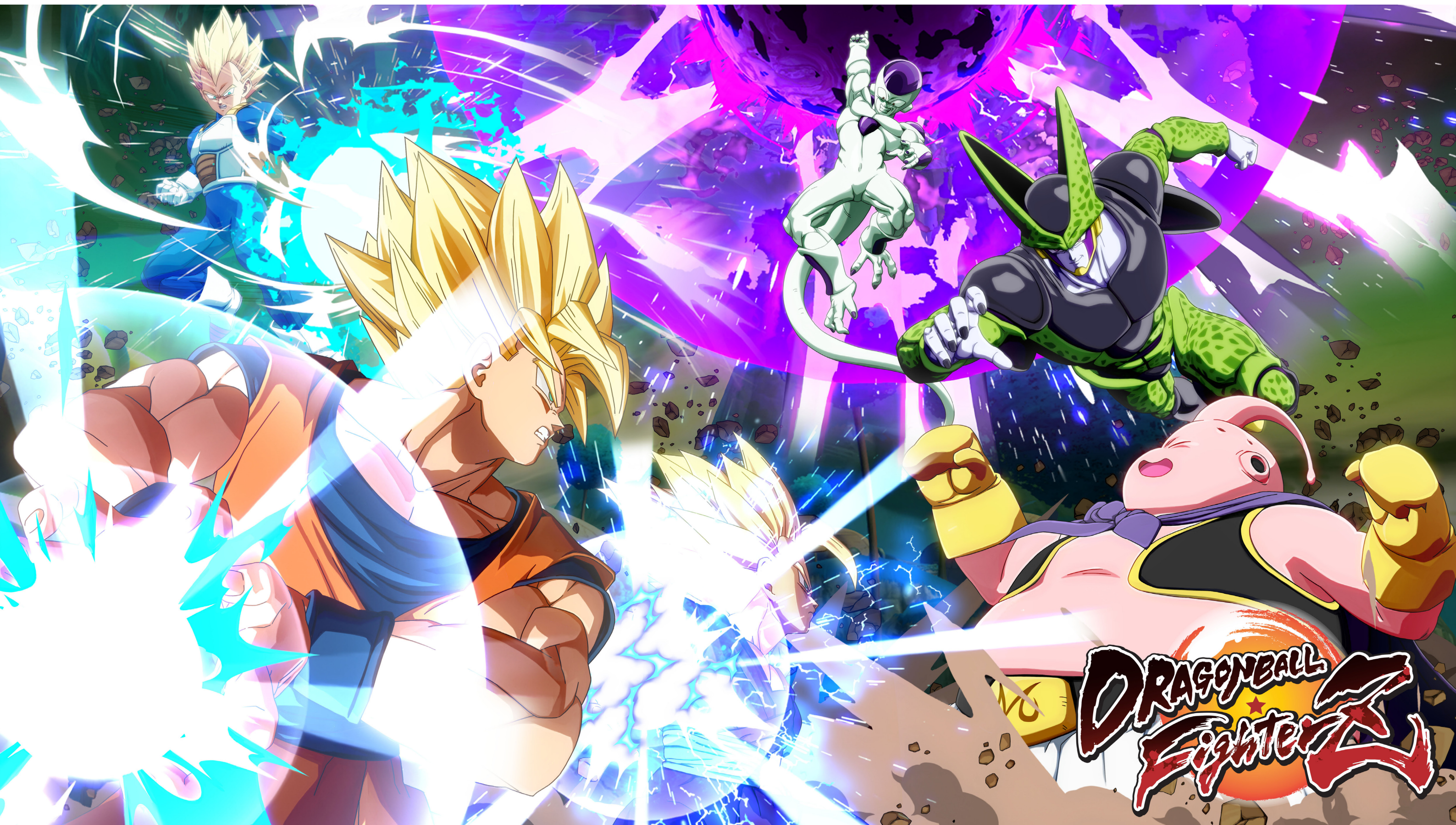


Red Hot! - If you own the system this game runs on, you **MUST** own this game, and if you don't own the relevant system, you should consider buying it, just to experience this! It's the idyllic "Best Game Ever", or "Killer App". Only a select few have ever been declared Red Hots by the Weekly Games Mag crew.



Photo Credit: Bill Jackson Photography. www.billjackson.photography





DRAGONBALL
Fighters Z