

Free ARMS stickers attached!







D

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

www.edwardday.co.uk

Twitter: @DAYofED Instagram/Facebook/Tumblr: Eddydaylia

THE WEEKLY // WELCOME TO THE WEEKLY // WELCOME TO TH



WELCOME!

It's finally here - a weekly games 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 (p10).



[Welcome to our World. Our United World. Although there are other worlds to explore, both in a galaxy far, far away, and internally in the mind that asks the question: To Be or Not to Be? And what of a machine's mind - how much memory does it need? Join us, as we explore these worlds we share via News, and Features...]

-Battlefront II Beta Multiplayer!

Not content with a

full EA Press Conference on Saturday to showcase the game, EA teased us with 3 seconds footage of droids turning around on Friday. This glimpse of game engine powered cinematics wasn't without a slew of news either. For while the game's release date is slated as November 17th (for PC, PS4, and Xbox One), they'll begin a multiplayer beta as early as this autumn!

Those pre-ordering the game also get early access to this multiplayer beta, and anyone pre-ordering the Elite Trooper Deluxe Edition will be able to download the final game x3 days before the official release. Exclusive perks for any pre-orders also include getting upgraded versions of all four trooper classes, and Star Wars the Last Jedi outfits for Kylo Ren and Rey.



Other rewards for pre-ordering, include instant access to an upgraded Epic Lightsaber Mastery Star Card for Yoda (while supplies last), and instant access to x2 Kylo Ren Star Cards (Power Reach and Solid Freeze), x2 Rey Star Cards (Far Sight and Deep Mind), and x2 Starfighters Star Cards (Enhanced Auxiliary Power and First Order ship upgrade) as well as instant access to Star Wars: The Last Jedi Millennium Falcon with updated sounds and appearance. Phew!

-More Memory for Scorpio

Except it's not really. Microsoft's Project Scorpio upgrade to Xbox One had it's full specs revealed some time ago, and the overall amount of RAM hasn't changed since (it will ship with 12GB of GDDR5 memory). However, Microsoft have just announced this will now be split 3GB for the system, and 9GB for games. Previously, the expectation was that the system would hog 4GB of RAM, leaving developers only 8GB of memory and now developers are being told they can go ahead and use an entire extra GB. Oooh...it's all quite exciting!

Microsoft are holding their pre-E3 press conference on Sunday 11th June, and have extended it to a longer format than is usual, in order to showcase a few extra games they didn't want to leave out. They'll be placing the emphasis on showcasing games, and what they'll look like running on the new Xbox One: Project Scorpio hardware! We can't wait to see, =).

The official name, release date, and pricing for the new hardware is also expected to be announced.



-E3 Press Conferences Online!-

Each year before the E3 Expo videogames trade show takes place in LA (this year between the 13th and 15th of June), the biggest games companies hold their press conferences, showcasing the products they have lined up for the rest of the year. It makes for an incredibly exciting few days, and thanks to the internet, you can watch a lot of these conferences as they happen! So here's a handy guide to what is happening and when:

Saturday 10th June: <u>EA Press Conference:</u> 8pm in the UK, 12pm in Los Angeles. Watch Online: www.ea.com

Sunday 11th June: <u>Microsoft Press Conference:</u> 10pm in the UK, 2pm in Los Angeles. Watch Online: www.xbox.com/e3

Sun 11th/Mon 12th June: Bethesda Press Conference: 5am Monday in the UK, 9pm Sunday in Los Angeles, Watch Online: twitch.tv/bethesda

Monday 12th June: Ubisoft Press Conference: 9pm in the UK, 1pm in Los Angeles. Watch Online: www.ubisoft.com

<u>PC Gaming Show:</u> 6pm in the UK, 10am in Los Angeles. Watch Online: pcgamingshow.com

Mon 12th/Tues 13th June: Sony Press Conference: 2am Tuesday in the UK, 6pm Monday in Los Angeles. Watch Online: playstation.com/e3

Tues 13th June: Nintendo E3 Spotlight: 5pm in the UK, 9am in LA. Watch Online: e3.nintendo.com

One Year of Pokemon Go!

To Celebrate a

whole year of Pokemon Go, and 750 million global downloads, Niantic are hosting an in-game Solstice Event starting on June 13th 2017.

There'll be an increase in Fire type and Ice type Pokemon, and big XP bonuses for accurate Poke Ball throws, as well as discounted Lucky Eggs in the in-game shop (50% off). **The event starts** at 9pm UK time on the 13th June, and ends a week later on the 20th June.

Due "soon thereafter" will be an update, that will introduce new collaborative gameplay features, and disable Gyms for a short time.

~Sean Walder~



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



Dodge heat seeking missiles...



Deliver sword blows...



...all to a Megaman II soundtrack.

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

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

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





...Parodying both ...and delivering a Shakespeare serious message and Retro on life. Videogames...

Consisting of...





Zombie Mario as The Dead King

Princess Peach as Queen Gertrude

Luigi

as **Uncle Claudius**

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.





...and Hamlet & Ophelia

as Gamers.







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...

a full

Theatre Port

Realising

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.

MURDER! SCANDAL! PARODY! IT'S HAMLET!

Hamlet who witnesses the shost 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.

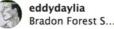
Right: Mime-attack! Hamlet takes out a zombie in the audience with the butt of his gun.

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!



Following

Is it kiddy friendly? I wanna bring the fam

eddydaylia ves. 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+.



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, =).



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

Right: Hamlet, Prince of Denmark, steals (and soon

crashes) a car,

GTA style.

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

Community

- 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 <u>YOUR</u> 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.



ою чой клош?

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

ШНЧ ШЕЕКЦУ?

Why are we experimenting with a weekly magazine? It's all part of figuring out what the best videogames magazine is, for people. Have you ever been annoyed that stuff in print magazines was covering topics you'd read online three or four weeks ago? This is a chance to see if weekly serves people better - so let us know your thoughts on the matter, =).

A weekly schedule also greatly increases the workload, and so becomes a call to arms - for a solid team to be built.

Finally, if we're experimenting with what may work, and what may not, a weekly schedule allows us to try out ideas, or drop ideas, very quickly, =). It's super charged evolution, until we become your perfect videogames mag!

COMIC STRIPS!

Comic strips will be coming soon to Weekly Games Mag, =). We're working with both Michael Corker at Sonic The Comic Online (**www.stconline.co.uk**), and Josh at Emblim Interactive (**www.emblim.co**), to bring you both some epic blue hedgehog action, and some short funny comic strips, very soon!

CALLING ALL ILLUSTRATORS!

Each week we're able to include free stickers and posters with this here magazine, and would you believe it...? We're looking for a sticker and poster editor, to decide what would make a good poster, and set of stickers each week, =).

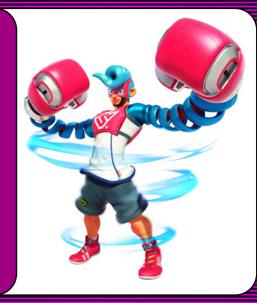
As well as featuring game art, we're open to involving illustrators. If anyone fancies designing some custom stickers for us - do please get in touch!

<u>Additionally</u>, if you

think your artwork would make for an excellent poster, do get in touch, we'd love to hear from you!

For now, we hope

you enjoy this week's stickers and posters, featuring Nintendo's Arms and Ubisoft's FarCry 5 respectively, ^_^.



• GAMING EXPERTS:

We all have our biases.

Xbox, PlayStation, PC, Nintendo, Web, iOS, Android, Vive, Oculus, Arcade, Retro... So how does one deliver a magazine that makes fans of all systems happy? We call in experts - and quite frankly, the experts are you - the players.

Every day you're discovering what's hot and what's not, and I'm sure you all share this knowledge with your friends - and that's what this magazine hopes to be too - a dispenser of sage advice from friends. **United Games had** format co-ordinators experts on certain formats that would advise the editor of what was hot each month, for each particular platform, and we're looking for some people like this to consult with again.

If you're highly knowledgeable on any particular format, or platform, and want to play a role in influencing editorial decisions on what gets covered in Weekly Games Mag - then we'd love to have you on the team! Get in touch, =).

ON THE SHELF!

Very soon, we'll usher

in a new section called On The Shelf - this will look at games that are on the digital and physical retail shelves right now, giving you some guidance when you've tricky decisions to make at retail. How do we know what such games are like? Well, we speak to people who are playing them, and so if you'd like us to speak to you, about what you're currently playing just provide a method of contact you're happy for us to reach out to you via, and we'll be in touch to ask you what you're playing, and have a good natter about games with you, on the understanding, you're happy for us to share any opinions expressed, in a future issue of the mag, =). Sound cool? Get in touch.

You can call the Editor, Andrew, on: 07866 735156

Or email: ots@weeklygamesmag.com

Sonic The Comic Online is a fan continuation of the old official UK Sonic The Comic that used to be published by Fleetway/Egmont, and Emblim is a website for gaming communities that also publishes their own original funny comic strips each week. Both are definitely worth checking out, if you haven't done so already.





Above: Emblim.co Left: STConline.co.uk

THE REVIEWS GUIDE

For those wanting to get involved in the magazine, it's possible to send your own reviews in, and we'll publish them, =). We've even produced a guide to our review system on the opposite page that gives plenty of advice on writing and submitting articles.

That guide was adapted from one that appeared in the May 2003 issue of United Games, and as such, the artwork is based around a game from that time - Dead or Alive Xtreme Beach Volleyball for the original Xbox.

As we begin publishing reviews in Weekly Games Mag, we'll be looking to update the artwork in our review quide.

What video game would you like to see featured in the guide? Feel free to let us know, =).

news team

Over a month ago now, we put an advert online, to help us build a gaming news team, and the response has been great, =). We're happy to say a news team is coming together, and we'll soon be able to confirm the addition of a News Editor, and News Writers to the Weekly Games Mag team, who will have responsibility for the United World section each week.



Andrew



<---- coming together for hi-jinx soon, honest! ^ ^.

Editor: Andrew Mehta

Contributor: Sean Walder

Special Thanks to:

Jon Cronin (CEX), Stuart Tracey (Insane Games / TimeWarp Arcade), Edward Day (Edwardday.co.uk), **Bill Jackson** (billjackson.photography).

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Andrew Mehta: Editor & Layout

Just want to thank you personally, for choosing to pick up a

copy of this first issue of Weekly Games Mag. There was a big focus on the great show Edward Day brought to us, in the form of Super Hamlet 64, and I hope if you get a chance to take in one of the days of his tour, that you do so.

All the excitement right now of course is for E3, and with the specs of the new Xbox hardware already revealed some time ago, it's likely that across the board, the focus will be on great new games. What will showcase Project Scorpio's graphics? What games will Sony and Nintendo use to compete? What's the latest on PC? We hope to be bringing you all this news in due course - so stay with us!

And what's that above? A title reading "The Team"...? Why yes! Starting from next issue, we'll be bringing you the comedic capers of the team - because we'll have a few more people involved, and the team pages will be dedicated to amusing creative writing, because there always has to be a place for that in a mag, right?

For now, a big thank you is

also due to the people who've shown support thus far - Jon Cronin at CEX, and Stoo Tracy at Insane Games, as well as Josh and Tyler at Emblim Interactive, and Michael Corker at Sonic The Comic Online, and of course Edward Day.

A big shout out to Bill Jackson too (from www.billjackson.photography) responsible for the high res photos of Super Hamlet 64 used in our feature all the low res ones, were shot by myself on an ageing iPod. While I should probably get a better camera -I'd prefer to get some games, and there's plenty to look forwards to both soon and later.

Our cover stickers are celebrating the release of Arms on Nintendo Switch on the 14th June, while our poster is a bit of art for Far Cry 5 (recently confirmed as coming to PC, Xbox One, and PlayStation 4 on the 27th of February, next year). Both stickers and poster come free with this mag, and I hope you enjoy them!

Yours, Andrew.



())o you want to do a review? Well here's how then! This is called the standfirst or blurb, YOUR PHOTO 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 gameplay options and the like for section explained on the next page). much fun it is, what is appealing about the game and what gets you points? The things that spoil it? Or what makes it really special??

As well as saying how good our reviewers to explain what elements make it so good. Okay, if hate it. What makes people love it? like to play - describe a part of the game, putting the reader right in the having a playtest. Many people don't haven't explained why it's so good.

Is it the fast paced action?

satisfaction of beating a friend?? The addictiveness?? Explain what makes the game special to you.

Starting and structuring a

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 you've got Forza Motorsport?? Well, 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 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:

submissions@weeklygamesmag.com we'd appreciate a photo of yourself, or a picture avatar you use, for us to put next to the introductory standfirst/blurb, Your article will remain your intellectual

property, and if you want to be fully credited when we print it, please include



If you want us to be able to get in Take A Closer Look 🖏 (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 guarentee 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 XX)



©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.

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.....

OUR COPYRIGHT:

What's all this copyright nonsense about then?

Scade: kunoichi f

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

Take A Closer Look...

place for screenshots (above), and box-outs (above-right).

<u>Guide to Colours</u>

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.

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?

Take A Closer Look.....

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!

REE 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.

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.

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.



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