

# Weekly Games Mag

Trade Preview

**FREE**

## HERE THEY LIE

It's behind me,  
isn't it?



**Mark McGowan**  
plays *Here They Lie*  
on PlayStation VR...!

Page  
88

\*turns around  
\*puns

@# skull !

**MADE BY  
YOU!**







*WELCOME!*

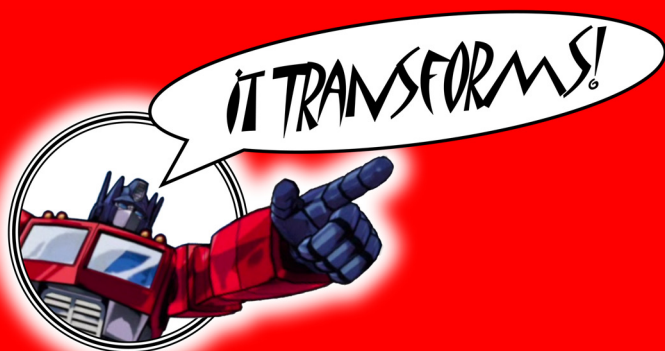
**Hello, and welcome  
to this Trade Preview of  
Weekly Games Mag  
- the UK's only weekly  
videogames magazine!**

**It's hoped the enclosed  
articles, give you some  
idea of what to expect  
come launch.**

**United World Feature**



**N I N T E N D O  
S W I T C H <sup>TM</sup>**





### Switch:



- ✓ It's a tablet.
- ✓ It has a HD display (rumoured 720p).
- ✓ You can bring your Nintendo Switches together for local multiplayer games (i.e. wireless linkup).

### Dock:



- ✓ It's a Dock. (Not a toaster? Ed).
- ✓ It connects your Switch to the TV (rumoured 1080p output).
- ✓ Lift your Switch out of the dock, to undock it. (No toaster-style popping then? Ed.).

# United World Feature

## Joy-Con:

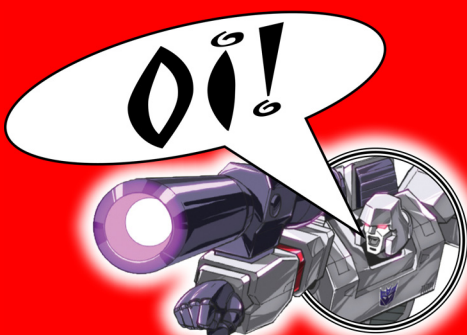


- ✓ It's a controller.
- ✓ No. Wait. There's two of them. They are controllers.
- ✓ They detach from, and attach to, the Switch. They are detachable controllers, =D...!



**Yes. We've had JoyPad, we've had Controller, now JoyCon!**

**Sounds like** a Decepticon trick, Megatron devised to trick Autobots out of having a good time, ^\_^, or like a knock-off controller brand.



**Still, a whole** generation survived a console called "Wii", with "wiimotes", so...!

### Did you know?

**We all know** that the NES console, Nintendo introduced years ago, took cartridges. Did you know that Nintendo officially called them GamePaks however? Nobody ever referred to them as GamePaks in practice. Similarly, JoyCon is likely to be what you search online for, when looking for a replacement controller, rather than what you say to your mate, when you want a go on a game - **"Hey! Pass me a controller!"**



## Joy-Con Grip:



✓ JoyCons slip into it.

✓ Feels like a traditional controller.

## Different Ways to Play:



One JoyCon,  
two hands.



Two JoyCons,  
two hands.



Two JoyCons,  
one Grip.



Two JoyCons,  
one Cup.  
(Now you're  
just being silly.  
Ed.).



No JoyCons.  
You can use a  
wireless  
Pro Controller  
instead.

## ...and finally:



The unvei video Nintendo debuted 20th October, showed a cartridge slot on the top, confirming earlier rumours that the machine would use cartridges instead of discs.



Also shown was a stand that flips out from the back of the unit, allowing you to stand the Switch up by itself.

# United World Feature



Yep, that's right!  
I'm one of the first people  
in the world to have a  
Nintendo Switch!



Show-off.



Be sure to  
read the  
small  
print,  
before  
entering!

## Want one?:

If you're kind enough to give Nintendo your email address, they'll enter you into a prize draw to be one of the first people in the world, to get a Nintendo Switch come launch.

Yes. It's a competition. And you can enter over on Nintendo's Official UK store, at this bewilderingly long URL (or just use the QR code):



<https://m.store.nintendo.co.uk/ninint/competition.account?comp=SWITCH>

Sean Walder  
reports...

# Juicy Details:

**The Nintendo Switch will** launch in March 2017. Prior to launch, Nintendo will release a list of games due out around launch, confirm the day it'll be launched, how much it'll cost, and any different product configurations.

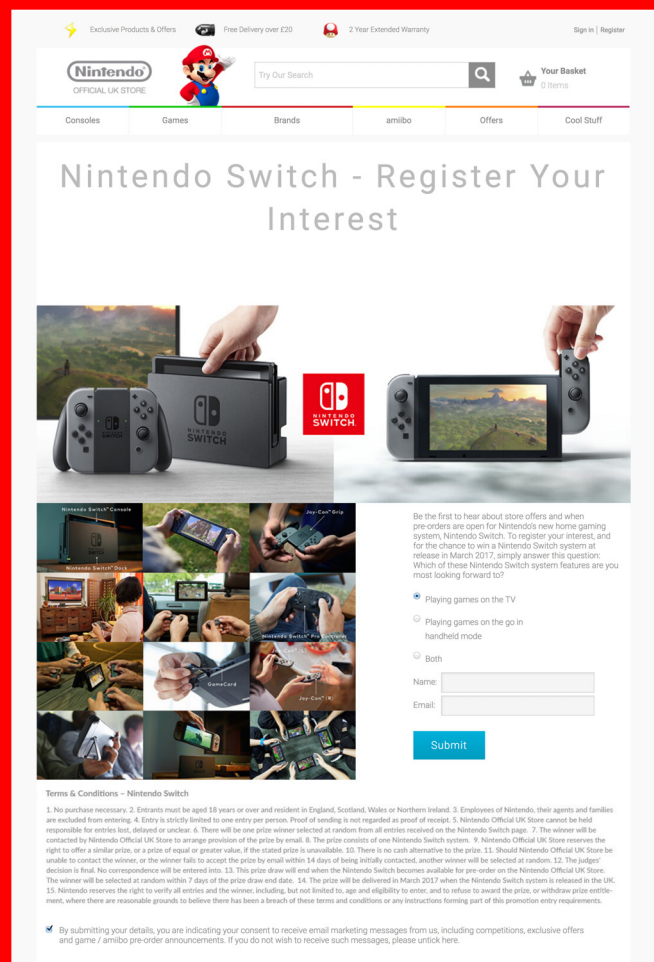
**Nintendo's Tatsumi Kimishima** has announced an official "Nintendo Switch Presentation 2017" event, for media, analysts, and trade partners, taking place

in Tokyo, at 1pm, on Friday the 13th of January, 2017, and Nintendo of Japan have confirmed the event will reveal the exact launch date of the Switch, and also provide previews of games in development. The event is also expected to provide information on pricing. You'll be pleased to hear then, that the presentation is to be live streamed through the internet.

**Nintendo of America** has tweeted that the same Nintendo Switch Presentation 2017 will in fact occur on the 12th of January, despite official press materials from Nintendo

of Japan indicating the 13th. This is due to timezone differences - 1pm Friday 13th, in Tokyo, is 8pm Thursday 12th, in the United States, according to Pacific Time Zone (which is also 9pm Mountain Time, 10pm Central Time and 11pm Eastern Time).

**Nintendo UK** have weighed in, saying the live stream can be watched live in the UK, at 4am in the morning of Friday the 13th January, by visiting [www.nintendo.co.uk/switch](http://www.nintendo.co.uk/switch) Although it will be a broadcast of a Japanese event, there will be an English voice over, so we can understand what is being said.





## **OTHER EVENTS:**

**Alongside the** Japanese event, there are media and trade events planned to run in both the US and Europe, as well as opportunities for the public to play the console also, all around the same time.

### ***The aforementioned***

**presentation on** the 13th of January is to be held at Tokyo Big Sight, and the same venue will be used on the weekend of the 14th and 15th of January to host the "Nintendo Switch Experience Meeting 2017" - an event that anyone can participate in freely, allowing them to get hands on with the Nintendo Switch.

### ***In the US, Nintendo have***

also confirmed there will be a private, five-hour showcase taking place in New York, for trade and media, also on the 13th of January. On the same day, Nintendo of America will livestream Nintendo Treehouse videos, which will take an indepth look at the new games that will have been announced - those will be broadcast live via Youtube and Twitch, from 6:30am Pacific Time, or 2:30pm in the afternoon in the UK, on Friday the 13th January.

### ***The New York event is***

**actually** the first event of Nintendo's Switch Preview Tour

in the US, extending across the weekend, with Friday and

Saturday being invite only, and Sunday the 15th welcoming anyone on a first-come-first-served basis. That pattern is repeated, as the tour takes in Toronto (27th-29th Jan), Washington DC (10th-12th Feb), Chicago (17th-19th Feb), San Francisco (24th-26th Feb) and Los Angeles (3rd-5th March) with the first two days in each location being invite-only, and the last being first-come-first-served. The Nintendo Switch is also expected to be present at PAX South in San Antonio (27th-29th Jan), PAX East in Boston (10th-12th Mar) and SXSW in Austin Texas (16th-18th Mar).

**In the UK,** a London event is planned, and there was a competition before Christmas for the public to win a chance to go hands-on with the Nintendo Switch on either Saturday the 14th or Sunday the 15th of January. Hopefully there will be more UK events you can play the Nintendo Switch at, announced soon!

**Back in Japan, the** Japanese public's second chance to get hands on with Nintendo Switch, will come during Tokaigi Game Party 2017 - a gaming event being held at the

## **United World Feature**

Makuhari Messe venue in Chiba, Saturday the 11th of February, through to Sunday the 12th of February. The event has featured Smash Bros and Splatoon competitions in previous years, leading to speculation about whether a Smash Bros title on Nintendo Switch will make an appearance. There will certainly be Switch consoles there, and we'll know more about what games will be playable, as the event approaches! Also in Japan, the Nintendo Switch has been confirmed to be appearing at the World Hobby Fair, which takes place across four different locations - Nagoya (at the Nagoya Dome, Jan 22nd), Tokyo (at the Makuhari Messe - halls 9, 10, and 11, Jan 28th-29th), Osaka (at the Kyocera Dome, Feb 5th) and Fukuoka (at the Fukuoka Yahoo Auctions Dome, Feb 12th).

### ***Nintendo Switch is also***

confirmed to be putting in an appearance down under, at gaming and internet event RTX Sydney 2017, held at the International Convention Centre, Sydney, Feb 4th-5th.

# **Juicy Rumours:**

## **RELEASE DAY:**

**The release date** for the UK (and other regions with PAL televisions) is rumoured to be Friday the 17th of March, with the Switch launching across the world during the same week (13th to 19th March). Thus, it's expected that if release dates vary in different territories, it will only be by a few days.

## **PRICING:**

**Pricing rumours point to** two console packs, at two different price points. The cheapest expected at £199.99, and the more expensive pack at £249.99. The latter is rumoured to have a pack-in game (possibly a Splatoon remake) and more internal storage onboard, than the cheaper model. Pro-Controllers are expected to retail seperately for around £39.99.

## **HARDWARE SPECS:**

**Rumours regarding** hardware specs are leading to expectations of a 6.2 inch screen with a 720p resolution.

**While no touch features were demonstrated** in the unvieling video that debuted on Youtube in October, the screen is rumoured to be a capacitive multi-touch screen, suggesting multi-touch gestures will be possible - an improvement over the Wii U and 3DS, which are single touch, and utilise styluses for precision. A capacitive multi-touch screen would bring Switch into line with modern day smart phones and tablets.

**Additionally, there are** rumours that the right JoyCon sports a short-range infra-red sensor, making it plausible that it could be used as a pointing device. Ubisoft have confirmed Just Dance

2017 for Nintendo Switch, so it is already suspected there will be some wiimote style functionality in the JoyCons, although whether this is just tilt and motion sensing, or the ability to actually point at the Switch or TV, remains to be seen.

**While we await the release of** the full specifications of the Nintendo Switch, it has been revealed at least that the machine runs on a custom Nvidia Tegra chip. Former versions of this chip have featured in the Nvidia Shield (a micro console for playing Steam-purchased games on a TV) and a number of smart devices - tablets and phones. This led Japanese gaming bible Famitsu to ask Nintendo if there were any plans for them to support smartphones that used Tegra processors. "I can not answer at the moment," came the response. It is obvious, Nintendo is keeping quiet on the Switch until January, although it's surprising Nintendo didn't dismiss the idea outright.

# THE TEAM

**From humble beginnings,  
Weekly Games Magazine was born...**

**Editor:**

Andrew Mehta

**Contributors:**

Paul Mills,  
Brendan Toy,  
Daniel Lee Morris,  
Jake Tucker,  
Mark McGowan,  
Sean Walder.

**Special Thanks to:**

Jon Cronin (CEX),  
Stuart Tracey (Insane  
Games / TimeWarp  
Arcade).

**Published by:**

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Shaw, Swindon, Wiltshire, SN5 5QD.



There he stood.  
A lone soldier.  
No - wait.  
There are cows.  
A lone cowboy.  
(What about the horse? Ed.).  
Er...what? (You're not alone if you've got your horse, and are surrounded by cows. And aren't you sat on your horse, not stood? Ed.). What a great Editor you are, =). \*ahem\* Okay, =D. So there I sat. (Don't you mean, there he sat? Ed.). O\_o What? (You begun: "There he stood,"... only now you're saying - "So there I sat,". Ed.). Yes, well, I meant "I". When I spoke of "He"...I was referring to myself in the third person! \*ahem\* Now if I may... (If you may, or you in the third person may? Because you in the third person may only if he may if the third person... Ed.). Now \*IF\* I may... (... he said...beginning to lose his cool... Ed.). ...there he sat: A lone cowboy, but for his trusty steed, and denizens of cows (implying they are cow citizens of my cow den). (Really? Ed.). (Yes). For it was the beginning of a great adventure. A magazine for which a team had yet to emerge. (What about Sean then? He's written an article on page 8. Ed.). Yes. Okay. There he sat. A lone cowboy, save for his trusty steed, denizens of cows, and, Paul. It was to be the beginning of a great adventure, that once fully begun, would attract others like moths to a flame, until the Team page would be brimming with staff... (You mean like Ben, who was willing to write something for this page, only didn't get enough advance warning/notice? And moths to a flame is a bit of a deadly analogy. You wouldn't wish that on Ben, now, surely? What has he ever done to you? Ed.) ...interrupted the editor, forcing me to continue in CAPITAL LETTERS (Oh please no, --. Ed.) ...BRIMMING WITH STAFF (Like that EGX Expo in Brimingham, last month? Ed.) ...yes, like that EGX Expo in...NO...\*NOT\* like that Expo in Brimingham. (Look, I'm sorry - I've let you write in this magazine, yet I'm beginning to think you're actually quite rubbish, and as the Editor, I've the quality of the issue to consider. What's the point of this article? Ed.). I'm just saying - there he sat - a lone writer, about to embark on the adventure of publishing Weekly Games Mag every week, soon to be joined by a team, that will occupy this page, writing much better comedy stories than I could ever pen alone. (Thank goodness for that. Here They Lie isn't the only thing this issue that's filled me with a sense of dread. Now. Give me my pen back. You're supposed to be typing! Ed.).  
**NEXT ISSUE:** The Comedy Antics of The Team begin! =D

**Did you know?**

This backdrop is taken from the game Red Dead Redemption 2, which has just been announced as coming to PS4 and Xbox One in Autumn 2017.

Sony claim PS4 gamers get first access to earn select online content.

What that's referring to, and whether Xbox One owners also get any other select

online content first, remains to be seen. What is clear, is that the new game world in Red Dead Redemption 2, will "provide the foundation for a brand new online multiplayer experience," according to

Rockstar - with many speculating something similar to what's been done with GTA Online (a free online multiplayer addon for GTA V).





**D**o 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.



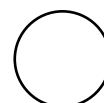
If you want us to be able to get in contact with you, should a third party wish to use your copyrighted article, then also include a means of contact (this is optional). This could be an address, phone number, or email address. Needless to say, we keep all such information confidential. Explanations 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 12 )**

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

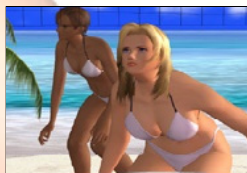
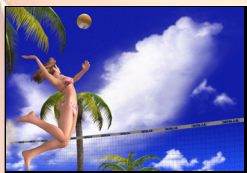
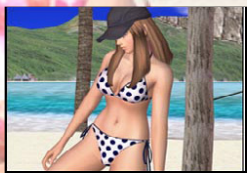
**So what is this bit?**  
Well, it's an optional extra. You don't have to do a TAKE A CLOSER LOOK section when you review a game, but you can, if you want to.....

## 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

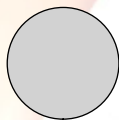
article) then, when we print it, we acknowledge your copyright (the article remains your intellectual property) and yet take the fact that it has been submitted to us as permission for us to use it.



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

## Guide to Colours:

dull:

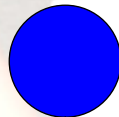


**Average Grey** - Ho hum average. Nothing really wrong with it, but nothing remarkably right with it either. Best avoided simply because there are better games of a similar ilk available, giving you more for ya' money.

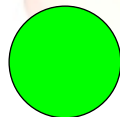


**Bin Bag Black** - Don't buy it. Trust us. These games are only fun if you never put 'em in your console, and instead use the game discs as frisbees. And who wants to pay £40 for a dodgy frisbee?

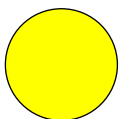
bright:



**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!

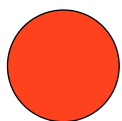
### ■ Feature:

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.

# HERE THEY LIE

Intrigued to learn what horror awaits gamers in the upcoming **Resident Evil 7**, **Mark McGowan** made his way over to the PlayStation VR section of E3, only to find **Resident Evil 7** playtests had already all been booked. "Ah, well...this'll do instead," he thought, adjusting the PSVR headset, and transporting himself into the foreboding game world of **Here They Lie**...!

**18**  
www.pegi.info

Yes, ladies and gentlemen - this game has been rated PEGI 18, so some of you will have to wait a few years before you're allowed to play it. Life isn't fair, is it?



## **Here They Lie** throws

you into a world full of the familiar yet strange. You start off in a subway... ..ah...yes.. most of us have some understanding of one of those. And that's your grounding - before everything gets just a little bit trippy.

**"Definitely got a lot of** mind-twisting horror...lot of like things twisting and turning, environment changing on you as you approach... sharks flying in the sky, and a lot of people in weird pig masks..." says Mark, impressed by what he saw.

**He didn't think he'd find the** game particularly scary, since he loves horror movies, and has also played a lot of horror games. "Occasionally there's the jump scare," he said, referring to the tactics horror games usually deploy, "but not the general sense of dread you get from a really good horror movie sometimes, but [with *Here They Lie*] I was feeling a bit of that, and I was pretty impressed," he confessed.

## **The immersion of** virtual reality helped.

"Someone being behind your character in a first person game, you're like - oh no - I bet someone's behind me, but actually having to... \*slowly turns around\*...actually having to do that, definitely adds something, and it really... kinda got to me!" said Mark, before going on to praise the brilliant use of 3D Audio also.

**"Great sound** design - everything felt very real,".

**It's one of** the ways *Here They Lie* gets to you - you hear a typewriter being used in the next room, and freak out someone is there; you may hear breathing that sounds like someone's behind you breathing down your neck; and you'll be walking along, when you'll suddenly hear the





1. Put headset on.
2. Adjust tightness.
- 3+4. Adjust the distance of the lenses.
- 5+6. Don Headphones!

## Getting to Grips...!

**"I had trouble getting the headset on,"** commented Mark, indicating he had to make adjustments to have it fit properly, "but that's just something where you're gonna have to... tinker with it. Everyone will have to figure out the [best] settings on their own".

**The PSVR headset** has a wheel at the back for adjusting the tightness of the headband, and a button beneath the visor for adjusting how near or far away from your eyes it is. A separate release button on the back of the headband is used when taking the headset on and off.

"The thing that made me most terrified was a part in the demo where there was this huge cliff, and just stars... like a view of the universe - standing on this cliff. I initially thought I had to jump off, and I am petrified of heights, and I am like: "I really don't want to do this," ...and then I looked behind me, and I was like - "Oh, there's another way for me to go - that's fine...". But if they had actually moved the wall, behind me, and pushed me off the cliff - I probably would have maybe screamed, because yeah - that's a personal fear of mine." - **Mark McGowan.**

sound of a light bulb shattering above you. The distance and positioning of the sounds has been done in a convincing way, and helps in Here They Lie's attempts to use subtly to scare.

**For instance,** when walking through the tube station, you see shadows and catch glimpses of a creature - yet it remains illusive. The game sees you seeking to find a Lady called Dana - and she'll speak to you at various points in the game, as you venture deeper into the world. Other than that, you're pretty much left to figure out where you are, what this

world is, and what you're doing there, all by yourself - so there's this balance between curiosity and fear. Dare you venture deeper to find out more?

**Fatal encounters don't** end the game. In the demo Mark played, when he died, he was sent to a red sunset, and by walking towards it, was transported back to a few moments before he died, giving him the choice of trying again, or perhaps going in a different direction. The developers felt that was important, as there are only so many times you may be willing to go back to a bad or

scary experience, so they made it so that you can chose to go a different way, after a few attempts.

**The early demo Mark** played was eventually cut short however, by the emergence of an enemy, who actually ends up taking on further significance in the final game, yet in this demo, proved the final confrontation. "That's the one horror trope thing that kinda cut out for me," said Mark, as though it might have broken his suspension of disbelief, "I'm kinda like: Oh, the environment's moving,



**"One [thing] that really did impress me, was the way the controls handled with the rotation and positioning of your head," said Mark. "It very quickly adapted to the way you were looking, and re-aligned the controls. The controls are really tight, and I really appreciate that."**



**Simply look around,  
to control where the torch points,  
and what direction you move in.**



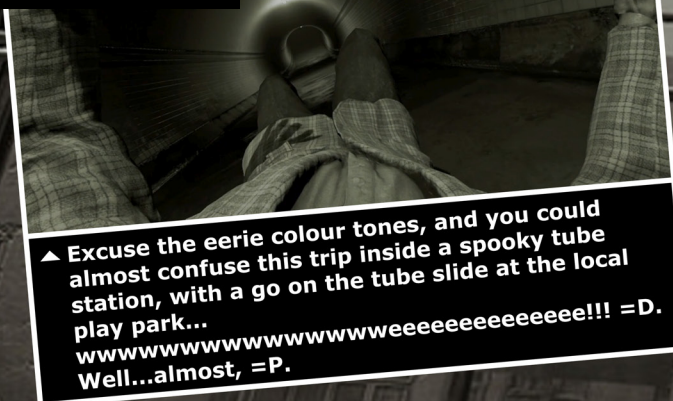
**You walk with the left analogue stick.**



**You can pull off a quarter turn, with the right analogue stick - your view fades to black, and then fades up from black, with you having turned 45°.**



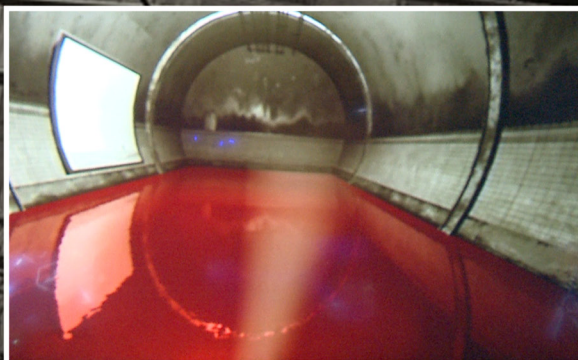
▲ The business man decided to show off his latest 1950s anaglyphic 3D glasses, ^\_^ . You must have been wearing them too, as everything suddenly turned red. Death, it would seem, is a 50s fad that will never catch on, =).



## Going for a walk!

***You can't run*** in this game, - you merely walk, which adds to the tension slightly.

You can actually look down at your own legs, as you're walking!!



◀ Oh look, I'm walking through blood, =(.  
Mummy! Help!  
=P I didn't bring my paddling trunks.

and someone's rocking towards me? I probably can't get away. So I just started walking towards them...I accept my fate!"

**Mark claimed that he** felt both Resident Evil 7 and Here They Lie have been influenced by PT (a Silent Hills demo released a while ago, that he describes as a "Big Thing" and a "revolutionary horror experience"), simply

because of the pacing of both games. Nonetheless, he recognises Resident Evil is still survival horror, whereas Tangentmen's Here They Lie falls more into the camp of psychological horror, "which is the genre I like, so I'm looking forwards to it..." adds Mark, clearly tempted to pick the game up.

***"It was really*** immersive, the sound design was great and the controls especially were spot on. I don't actually own a PS4 yet, but I think I'm going to get it bundled with the VR. I am seriously impressed."

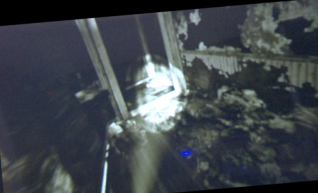
**Of course,** the real question is, how long does it last? I had feared most early VR games would be quick VR treats, or impressive



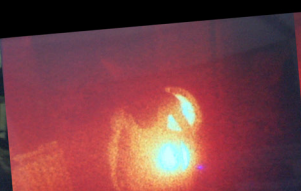
# Playing the Game...



▲ Mark spots an interesting looking room...



▲ ...and decides to explore!



▲ ...eek! Who is that fiend behind him!?



▲ Too late! Poor Mark gets clobbered.



▲ Or does he? What is this place? Mark heads towards the light...



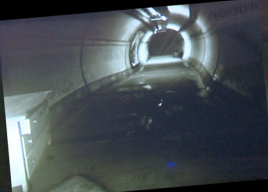
▲ The world shatters and re-forms.



▲ Hmm...is this short narrow corridor purgatory? A door at the end re-forms.



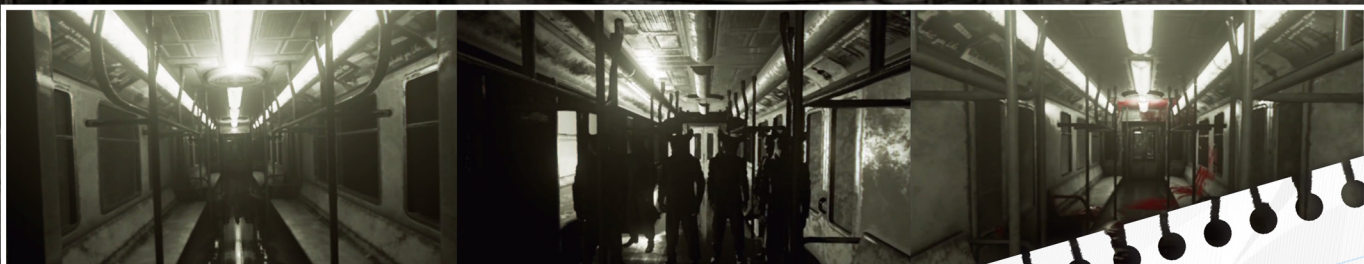
▲ The door leads back to where Mark was...



▲ ...only this time, the door to the room he explored, closes, and locks!

**A really scary game, in which you never actually die?**  
Yes. Perhaps that gives us a better understanding of why Mark felt a bit of that sense of dread you get from a really good horror. It keeps you in a foreboding world. Curious to explore...?

Was this box of PlayStation tissues there to wipe headsets and headphones, or there to wipe your tears away? There's too much self-pride at stake, to say!



▲ If this is what the 24 hour tube is like... I'm gonna take the night bus.

demos with little replay value. We do know that Here They Lie includes different ways for you to progress, and consequential decisions to make, - two things that could help with replay value. Nonetheless, the game has a budget price of £15.99 on the PlayStation Store, so it isn't being pitched as a full-priced, AAA game.

**We hope to** have a review in a future issue soon. If you've played it yourself, we'd be interested to hear what you think.

Email us at:  
**ididntpeemypantshonest@weeklygamesmag.com**

~Andrew Mehta~

GAME: HERE THEY LIE  
OUT: 13TH OCT (DIGITAL DOWNLOAD),  
2ND NOV (BOXED RELEASE)  
NON-VR VERSION LATER  
DEVELOPER: TANGENTLEMAN  
WEBSITE: HERETHEYLIE.COM  
PUBLISHER: SANTA MONICA  
STUDIO  
TELEPHONE: 08705 998877



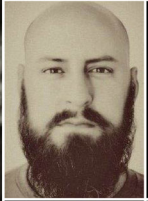


Tangentlemen

## An established legend?

Looking for new pastures after impressing the world with your AAA development talent? Why not retire to VR, and create a really freaky world for everyone to experience, XD. That's what this lot did, when they set up development studio Tangentlemen, to start work on Here They Lie:

### Creative Director



Cory Davis

#### Background:

Half Life Modding Community, F.E.A.R.: Extraction Point [Expansion Pack], Condemned 2: Bloodshot, FEAR 2: Project Origin, Spec Ops: The Line.

### Creative Director



Toby Gard

#### Background:

Designed Tomb Raider, and Lara Croft.

### Head of Production



John Garcia-Shelton

#### Background:

Medal of Honor: Underground, Medal of Honor: Frontline, Call of Duty: Finest Hour, Legendary, Microbot, Twister Mania.

### Art Director

#### Background:

Call of Duty 2, Call of Duty 4: Modern Warfare, Modern Warfare 2, Titanfall.



Rich Smith

### Senior Environment Artist



Stephen Ratter

#### Background:

Medal of Honor trilogy, Call of Duty: Finest Hour, Resistance trilogy, Ratchet & Clank: A Crack in Time.

### Senior Animator



Ricardo Tobon

#### Background:

Motion Capture for films: Oz the Great and Powerful, Men in Black 3, The Amazing Spiderman, Dawn of the Planet of the Apes. Motion Capture for games: God of War, Infamous, Uncharted 3.



Many of the team met after working together on **Yaiba: Ninja Gaiden Z** - a zombie slaying Ninja game, that got poor review scores. Will **Here They Lie** be any better?

\* = Cory, Toby, John, Rich and Stephen.

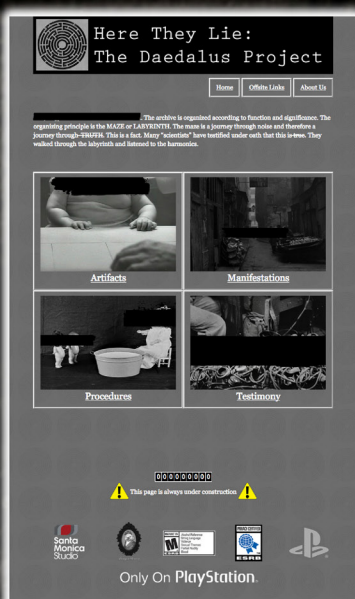
## Freaky web:

Not able to enjoy an eerie VR world?

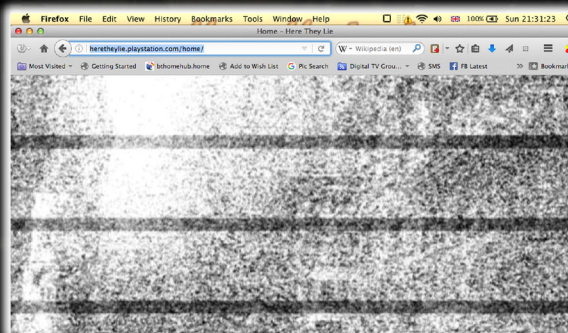
No? How about a website? <http://bit.ly/HTLHomeSite>

Be honest from the outset and enter in your true age at the age gate.

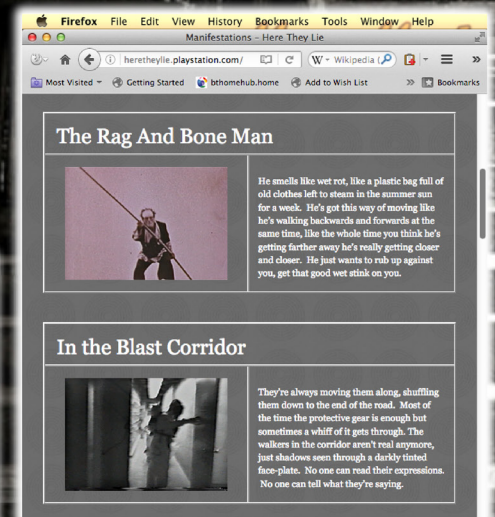
We can't have young readers having nightmares, now, can we?



◀ I don't know what's more scary - the spookiness of it all, or the fact it looks like it was made by a kid back in 1999 using Microsoft Front Page Express. I guess this home-made-looking approach, is the website equivalent of the shaky home camera in Blair Witch Project.



▲ \*FZZ\* Er...what just happened? O\_o. I think my speakers just farted too....



▶ Is this website full of crucial backstory, or just here to freak me out? Okay...I'm closing the browser. I need to retreat to my happy place.





# RED DEAD 2<sup>®</sup>

## REDEMPTION

