

# Weekly Games Mag

ONLY:

**FREE**

## QUOTE OF THE ISSUE:

**"All games will support the standard PS4 and we anticipate all or a very large majority of games will also support the high-end PS4,"**

- Andrew House, Sony's President and Global Chief Executive confirms the PlayStation 4 Neo. Page 4 >>>

**SONIC**  
PLUS 15 MORE  
FRANCHISES IN  
**LEGO**  
DIMENSIONS



**MADE BY  
YOU!**

Get Involved! -> p10









*YOU'VE DONE IT!*

**The UK's only weekly  
videogames magazine is here!**

**And it's made by you!**

**Think it's missing something?  
Get involved and add it!  
Turn to the Community Zone,  
on page 10 to find out how!**



[ **Welcome** to our World. Our **United World**.

From Sony Global Chief Executives, confirming PS4 Neo, to fans of Star Citizen hosting their own event in Manchester, to the videogames trade coming together at E3.

This is **our world**. Our United World.

And you're **always** welcome.

But now, **the news...**]

## PS4 Neo Confirmed!

**Unbelievably, just** days before E3, Sony's Andrew House (President and Global Chief Executive of Sony Interactive Entertainment) in an interview with the Financial Times, has confirmed the existence of a PlayStation 4 Neo.

While Neo does indeed appear to be the official codename, Andrew also referred to it, as a "high-end" PS4.

"It is intended to sit alongside and complement the standard PS4," he said, "We will be selling both [versions] through the life cycle,".

**Indeed, the price** of the new machine is expected to be higher than that of the standard PS4, similar to how the Xbox Elite was initially marketed as a premium version of the Xbox 360. However, the PS4 Neo is set to boast a faster processor, improved graphics, and support for Ultra High Definition 4k.

**Andrew described it as** part of an opportunity they saw to bring "some additional benefits" to both consumers and developers within the lifecycle of the PS4's life. They're targeting both hardcore gamers, and owners of 4K TVs, looking for more 4K content.

**"All games will** support the standard PS4 and we anticipate all or a very large majority of games will also support the high-end PS4," he said, indicating they were also trying to make it easy for PS4 developers to support the new hardware.

**Andrew also confirmed** there would be no unveiling nor launch date or pricing announcements, at E3. "We want to ensure we have a full range of the best experiences on the new system that we can showcase in their entirety," he said.

## Counter Strike Finals!

### **The Esports**

Championship Series - Counter Strike Finals - are happening at the SSE Arena, Wembley, over the 25th and 26th of June.

**Over 20 teams** have competed in the Counter Strike league, that provides over \$3.5m in payout for prizes and financial support... and the final 8 teams that will battle it out for the biggest prizes of all, have just been announced. Four from Europe, and four from North America.

### **European Teams:**

Astralis  
Fnatic  
G2 esports  
Ninjas in Pyjamas

### **North American teams:**

Cloud9  
Team Liquid  
Luminosity Gaming  
Team Solo Mid

**Tickets are** available at [wembley.csgoleague.com](http://wembley.csgoleague.com)  
The event will also be live-streamed via [www.twitch.tv/faceit](http://www.twitch.tv/faceit)



## Britizen Con 2016 event!

**Star Citizen, has** raised over \$115 million dollars in crowdfunding, and anticipation is high for this spiritual return to form from the makers of the classic Wing Commander series of space combat games.

**Now fans here in** the UK have a place to get together, as Britizen Con 2016 is launched. The event will be held at the Radisson Blu Hotel, at Manchester Airport, UK, on the afternoon of the 23rd of July (1pm to 7:30pm) and in attendance will be designers from Foundry 42 - the developers behind Star Citizen's Squadron 42 single-player campaign - the part of Star Citizen specifically being designed as a spiritual sequel to the Wing Commander games.

**John Crewe** (Lead Technical Designer), Robbie Elms (Level Designer), Declan Troughton (Level Designer) and Simon Vickers (Senior Level Designer) are all confirmed as participating on a discussion and Q&A panel, running at the event.

**Other attractions** include Community Content Creator Panel, Cosplay Competition, Short Film Competition, and more.

**For all the** details, visit: <http://britizencon.uk/>

**If this** fan-organised meet up proves successful, there'll be another one next year, =).

## A glimpse of things to come!

**As E3 approaches,** there are tonnes of rumours flying about. Word has it, that Bethesda may announce the likes of Evil Within 2, Wolfenstein 2, as well as Prey 2 - a prequel to prey rumoured to be developed by Arkane Austin, rather than the Human Head developers behind the sequel that was canned in 2014.

**And there are** contrary rumours floating around about an Xbox One "Scorpio" to match or better Sony's now confirmed PS4 Neo. Some put Scorpio's performance at around 6 teraflops, versus 4 teraflops for PS4 Neo, and say Neo was Sony's reaction to learning Microsoft are preparing to up the spec of the Xbox One half way through this lifecycle.

**Whether we will be** hearing anything official on Xbox One Scorpio or not, at E3, is still unknown. Some say Microsoft had been preparing to making an announcement, anticipating Sony would do similar. Others say, now that Sony has come out and said there will be no PS4 Neo at E3, it allows Microsoft to continue to keep their console upgrade under wraps too!

**While the Xbox One** still lags behind Sony's remarkable success with the PS4, both consoles continue to sell very well, and neither console manufacturer wants to risk putting fans off the existing console and games, until these machines are much nearer to an actual release.



# LEGO DIMENSIONS

**"Good gosh! Is that a lego Sonic I see before me?" you may well gibber.**

**Quite how the blue wonder's super sonic speed gets incorporated into the standard Lego Dimensions gameplay remains to be seen, yet he's one of many characters to have appeared in an early E3 promotional trailer...**



**...and what that** trailer is showcasing, are all the stars set to grace the Lego Dimensions franchise over the next year. Yep. Year.

**Y'see, Lego Dimensions** is a game that's already out, - you've been able to pick up a Lego Dimensions Starter Pack for PS3, Xbox360, PS4, XboxOne, and Wii U for a year now, and then continue to expand the adventure worlds you play through, and characters and vehicles you use in the game, by purchasing additional expansion packs, which have been released in a number of waves.



**Well...wave six is due** upon us in September, with waves seven through to nine to follow until Summer 2017, and as well as new levels and characters, these waves usher in a bunch of new gameplay features too - all of which still work with the original starter pack, and maintain compatibility with any characters you've bought from previous expansion packs.

**The biggest new** feature is the local multiplayer mode. Up to four players can go against each other in special battle arenas. The next three waves of releases will see all the toys come with gold bases - to indicate they each unlock a battle arena to play in. You get different battle arenas to play with, depending on which pack you buy - the main differences being what traps and powers are available, and what sort of environment it is.



**In the** promotional video, we see B.A. from the A-Team splash The Wicked Witch from the



Wizard of Oz with water, and Doctor Who steps out of the Tardis into a trap that sends him flying off into the air. Whether these are indicative of the traps, and ways to beat foes, available to you in multiplayer, or just the trailer using a bit of creative license, remains to be seen.

**The second new** element is that some of the new expansion packs are going to be based around movie releases, and subsequently, have





## Sonic in Lego Dimensions??

**"So what about Sonic?"**, we hear you cry! Well, yes...will Sonic come in a Level Pack, opening up a Sonic level to play in with your lego characters, or will he be part of a Fun Pack - typically packs that contain just a single character and vehicle or item?

**A Sonic movie** has been announced for 2018, so we doubt there'll be a Story Pack before then.

**However, 2016 is** Sonic's 25th Anniversary, so we're hoping whatever pack Sonic comes in, it'll be out this year, rather than as late as Summer 2017. Even if just a Fun Pack - there's a good chance we'll get a Sonic Battle Arena at least, for some multiplayer mayhem!

**Watch this space, for more news as it breaks!**

## A Guide to Packs:

**Typically, packs** will be as follows...

- **Level Packs:**
  - Level,
  - Character,
  - Item,
  - Vehicle.
- **Team Packs:**
  - Two Characters,
  - Two Vehicles or Items,
  - Special Abilities.
- **Fun Packs:**
  - Character,
  - Vehicle or Item.

## Coming Sept 30th:

- **Lego Dimensions - Wave 6:**
  - o **Level Packs:**
    - Ghostbusters Story Pack
    - Adventure Time
    - Mission: Impossible
  - o **Team Packs:**
    - Harry Potter
    - Adventure Time
  - o **Fun Pack:**
    - The A-Team Fun Pack.

## Coming thereafter until Summer 2017:

- **Lego Dimensions - Waves 7-9:**
  - o **Packs based on films:**
    - Fantastic Beasts and Where to Find Them
    - The Lego Batman Movie
  - o **Additional Packs based on properties:**
    - The Goonies,
    - Sonic The Hedgehog
    - Teen Titans Go!
    - Lego City Undercover
    - Knight Rider
    - The Powerpuff Girls
    - Gremlins
    - Beetlejuice
    - E.T. The Extra-Terrestrial

their own stories that tie in with the movie release.

**For example,** the Ghostbusters Story Pack ties in with the 2016 Ghostbusters movie, and brings you six levels full of puzzles, set in the world of the movie. You also get lego bricks to help you make the Lego Dimensions Toy Pad look like Zhu's Chinese Restaurant.

**Beyond wave six,** other movie-based expansions will include one based off of J.K. Rowling's first screenplay - "Fantastic Beasts and Where to Find Them" (set in her

Wizarding World universe) and also - The Lego Batman Movie!

**These story packs,** as they're called, also expand the broader Lego Dimensions storyline - as it's revealed Lord Vortech's powers are scattered throughout the lego multiverse, with there being KeyStone Runes for you to find and potentially use against him.

**"So what about Sonic?"**, we hear you cry! [Text continues in box out above...].

~Andrew Mehta~

GAME: LEGO DIMENSIONS WAVES 6-9  
 OUT: 30TH SEP 16 - SUMMER 17  
 DEVELOPERS: TT GAMES  
 PUBLISHERS: WARNER BROS  
 INTERACTIVE ENTERTAINMENT  
 WEBSITE: LEGO.COM/DIMENSIONS  
 TELEPHONE: 0800 5346 5555



# THE TEAM

**"We're all going** on a - summer holiday!" sang the Weekly Games Mag team merrily, packed into a holiday campervan. "Hang on - how did we end up driving all the way to Los Angeles?"

There was a sudden silence.

No one really quite knew, yet as they looked out their window and saw banners for Call of Duty: Infinite Warfare, adorning the LA Convention Centre, they suspected it was all to do with a little something called E3....

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

Brought to you by...

**Editor:**

Andrew Mehta

**Contributors:**

Paul Mills, Sean Williams, Stephen Keen, Sean Walder, Michael Zdarsky, Trivon Andry, Jeremy Meyer.

**With Special Thanks to:**

Michael Corker and Ed Reynolds (Sonic The Comic Online), John Cronin (CEX), Stuart Tracy (Insane Games / TimeWarp Arcade).

**Published by:**

United Games, 6 Cheviot Close, Ramleaze, Shaw, Swindon, Wiltshire, SN5 5QD.

## And introducing

**We're lucky enough to have recruited a range of gamers with different tastes, to report back on all the different games debuting at E3 2016....**

**Michael Zdarsky:**

I play on PC and Xbox One mostly, and have experienced all the other consoles too. I'm really excited about VR and AR. I even pre-ordered Oculus. The high price and competition from Vive, now has me taking a wait-and-see approach to VR technology, however I am certainly curious to try and see the new Oculus Rift (having only tried the Dev Kit 1 so far), and the HTC Vive, both at E3. Because I recently started making a turn-based multiplayer RPG using Unity, I've also become interested in indie games. It's cool to find out how they're made and marketed, so I'll probably be paying more attention to indie games at E3, also, than I have previous years.

**Jeremy Meyer:**

My name is Jeremy Meyer and I am proud to be able to cover E3 for Weekly Games Mag, and E3Videos.

I can't wait for anything from Nintendo, as well as the latest in first person and third person shooters such as Call of Duty, Battlefield, and Lawbreakers. Lawbreakers looks sick for anyone that has played Unreal Tournament.



# The E3 Plan...



**We've recruited** a bunch of contributors to help us cover E3, and we'll be leading with video content available to view online at [www.e3videos.com](http://www.e3videos.com).

**As well as online video,** each week we'll follow up with more depth, in articles published right here, in **Weekly Games Magazine!**

**There are really** only two times of year, you can try to start a weekly games magazine. When all the games are coming out for Christmas, or when all the news about the latest games is pouring out of E3 during the month of June. Although this first issue has been a mad rush, there's no going back now. Issues can only get bigger and better from here. It's gonna be one heck of a ride! Join us, why not? =)

~Andrew Mehta~

## our E3 contributors...

### Sean Walder:

I'm a multi-platform gamer, having owned PS3 and Xbox 360, and having briefly owned the PS4 and Xbox One. I've a real love for FPS, MMO, RTS and MOBA games, and always look forwards to new games in these genres at E3.

E3 to me is all about the future of gaming, the future of graphics, and even the new companies we'll be hearing more from in the future. Best of all, everyone there has a common passion, which makes it a great experience.

### Stephen Keen:

I've shot video with Nintendo, Sony, Microsoft, EA, Activision, and hundreds of others and have extensive knowledge of the challenges presented when covering E3, having done so many times before. I'm looking forwards to helping Weekly Games Mag get all the latest from E3, both in video, and print!

### Trivon Andry:

This E3, I'm most excited about the Nintendo platforms. These platforms tend to have the most attention given towards them because of the fact that they have legendary franchises, and this E3 will be particularly interesting because they will be showcasing two of the most anticipated games at the moment which are, The Legend of Zelda (on Wii U), and Pokemon Sun and Moon (on 3DS). These games have the spotlight because Zelda has been delayed a number of times and Pokemon has just been announced and the excitement is in the air for these games. I also love fighting games, and am really excited for Injustice 2.



# Community Zone

## ■ INTRODUCTION

Welcome to our Zone!

Weekly Games Mag aims to be a reader-interactive magazine - evolving each week to be in keeping with what you, the readers, want.

You'll see on the next page, a guide to our review system AND explanation of how to write YOUR OWN reviews, for this here magazine!

Yes, you yourself can get involved!  
Whether helping report from events like E3, Britzen Con, and the ECS' Counter Strike Finals, writing reviews, or even drawing illustrations for stickers or posters to come with the magazine - you're able to contribute your talent.

It doesn't always have to be long reviews either. This issue, Paul Mills has written a short piece for us about Day One Patches.

So whatever level of involvement you're happiest with, we'll be happy to have your input, as we set about trying to create, for you, the best videogames magazine you'll ever read! =).

Comments, feedback, articles, or just a friendly hello, can be sent to: [cz@weeklygamesmag.com](mailto:cz@weeklygamesmag.com)  
Weekly Games Mag,  
6 Cheviot Close, Shaw,  
Swindon, SN5 5QD, UK.

## ■ SONIC THE COMIC ONLINE PARTNERSHIP



Yes, =). We're currently working with the great people over at Sonic The Comic Online ( [www.stconline.co.uk](http://www.stconline.co.uk) ) to bring Sonic comic strips to this here weekly magazine!

Sonic The Comic Online is a fan continuation (with Sega's official blessing) of the UK's popular Sonic The Comic that was published at the newsstands, by Fleetway / Egmont from 1993 to 2002.

A community of fans collaborate, to create new comic strips set in the comic's Sonic universe.

What's more - you can read all their great comic strips online, right now, =). Their website has just had a new face lift - so go ahead, check them out! They're awesome! [www.stconline.co.uk](http://www.stconline.co.uk)

## ■ NEW SHOPS...!

Both TimeWarp Arcade and Insane Games in Somerset are now keen to stock Weekly Games Mag, as well as CEX.  
If your local store wishes to stock us, email: [stores@weeklygamesmag.com](mailto:stores@weeklygamesmag.com)

**Next Issue:**  
Sean Williams rants about Xbox One DLC for Elite Dangerous: Horizons! Plus... E3 2016!!!





**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.



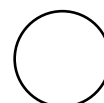
If you want us to be able to get in contact with you, should a third party wish to use your copyrighted article, then also include a means of contact (this is optional). This could be an address, phone number, or email address. Needless to say, we keep all such information confidential. Explanations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

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

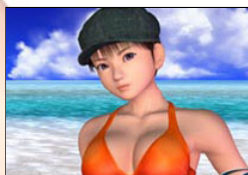
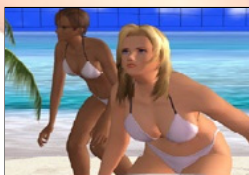
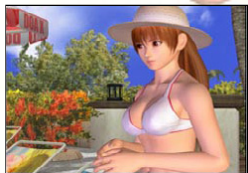
**So what is this bit?**  
Well, it's an optional extra. You don't have to do a TAKE A CLOSER LOOK section when you review a game, but you can, if you want to.....

## 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

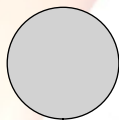
article) then, when we print it, we acknowledge your copyright (the article remains your intellectual property) and yet take the fact that it has been submitted to us as permission for us to use it.



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

## Guide to Colours:

### dull:

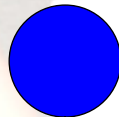


**Average Grey** - Ho hum average. Nothing really wrong with it, but nothing remarkably right with it either. Best avoided simply because there are better games of a similar ilk available, giving you more for ya' money.

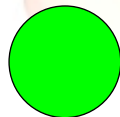


**Bin Bag Black** - Don't buy it. Trust us. These games are only fun if you never put 'em in your console, and instead use the game discs as frisbees. And who wants to pay £40 for a dodgy frisbee?

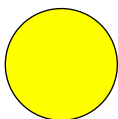
### bright:



**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!*

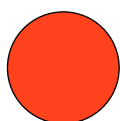
## FREE LICENSING OUT:

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 fanzine, then they can write to us and ask permission from the copyright holder (that's you!). We'll then write to you, asking whether this person is allowed to use your article (and if you have any particular provisos or conditions, etc). Geddit?

Don't worry, we won't disclose your address to anyone.

Of course, for this to work, we're going to need a way to contact you should anyone want to use your article. If we don't have your postal address, email address, or phone number, we'll endeavour to contact you through the fanzine, but failing that, we'll give up.

## 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.

# SHORTS

SHORT, SWEET, AND PURPLE

## THE ORIGIN OF SHORTS:

**We can trace** the origin of shorts right back to the dawn of time, when Adam and Eve first decided to clothe themselves with little fig leaves. Of course it was only in recent times that people decided to lose their trouser legs and ... (Woah there matey! When I asked for you to write about the origin of Shorts, I didn't mean the legs-in-the-open-air wear, fit for the summer and 100m hurdles. I meant this as yet unexplained magazine phenomena. Ed). Pardon? You meant what!?! (I meant this section of United Games called Shorts! Ed). Ah! Well that was an entirely different matter. The concept didn't exist at the dawn of time, and it didn't involve anybody cutting up their trousers. Rather, it all began with one man, a Mr Jazz Morgan:

**"Shouldn't there be** some other way of contributing to Weekly Games Mag, besides writing massive in-depth reviews?" he dared to wonder to himself one day.

**It was then** that he began to formulate his theory:

**"There should be** a section for miscellaneous articles, a place for readers to have a rant and rave, and get points off of their chest. It will be a voice for the people that does not discriminate against those who have neither the time nor patience to compose an entire review. It will be a section full of short articles. Behold! Shorts is born!!" declared Jazz triumphantly.

**And so it was,** that from that day forth, people began to send short contributions, about video games to:

putthisinyourshorts  
@weeklygamesmag.com

"Put this in your **SHORTS!**",  
Weekly Games Mag,  
6 Cheviot Close, Shaw,  
Swindon, SN5 5QD.  
United Kingdom.

## THE DAY-ONE PATCH:

**So another week,** and another new release needing a day-one patch....!

**It's becoming a** normal part of modern day gaming, and a process millions of us go through every day.

**You get the** game you have been anticipating for the last few months (or years) and pop it in your machine (or download it from your chosen store), only to be met with the message an update is required.  
"But the game only came out today," you exclaim!

**Now, some people will** have you believe that this is an evil of modern day gaming. That greedy publishers and developers are selling you rushed and unfinished games to make a quick buck. These people say games should be bug-free and work without any patches. After all, downloading a patch requires that you're online. Patches can also prove to be fairly large downloads. Where some ISPs have download caps/limits, a large file can send you over the limit almost straight away.

**To an extent then,** such people would be right. Especially when talking about a game that's simply unplayable without that day-one patch. Such was the case with Assassin's Creed: Unity - a game that at launch was riddled with bugs and glitches that made the game almost unplayable. Over time patches improved the game, but in this instance a delay would have been beneficial. Driveclub was another high profile game that didn't work as it should've at launch.

**Most of the time** however, a game's patches will just correct general issues and bugs that most gamers will not encounter at all. If you do encounter these bugs, at least you know they can be fixed now. In the days of the SNES or Sega Megadrive, if the game had a bug there would be no fix for it, making your cart an expensive lump of plastic.

**Games are complex, they have** so many systems and programs working together that some errors are bound to occur. How these errors affect the game can vary, and we can't always expect the devs to spot everything before the game has to be sent manufacture and then retail. A patch, then, is the best way to fix these initially missed issues, while for those that don't have the internet or are subject to very stingy download limits, most games, thankfully, will still work just fine without the patch.

**So don't** hate the day-one patch, embrace it.

~Paul Mills~



