

Contents



28



6

Attract mode

- 06. Wartales**
Shiro Games shows us around its open-world tactical RPG
- 12. Saturnalia**
An upcoming mystery-horror leaves us shuddering in Sardinia
- 16. Chaotic Era**
Space survival in an ambitious tactics title for iOS
- 18. News**
Another wry glance at the month's video game happenings
- 22. Letters**
A rummage through this month's Wireframe mailbag
- 24. Incoming**
Theme parks, strategy, stealth, and a Saints Row reboot

Interface

- 28. Digital deities**
Exploring the varied depictions of gods in video games
- 34. Kim Justice**
A timely reappraisal of the oft-maligned Zool
- 38. Making Moonglow Bay**
The story behind Bunnyhug Games' soothing fishing sim
- 68. Frank Sidebottom**
Turns out the late entertainer was also a programming genius
- 74. Save: game**
The UK's collective efforts to preserve video gaming's past
- 80. RichCast**
Introducing a platform for making interactive fiction



38



68

Toolbox

- 50. DIY Portals**
Use Unreal Engine to create holes in time and space
- 58. Gameplay loops**
A vital tool for spotting design flaws and opportunities
- 62. The producers**
Who are they? What are they? How can you become one?
- 66. Source Code**
Make your own top-down racer in Python and Pygame Zero



90

Rated

- 90. Axiom Verge 2**
Thomas Happ's back with more Metroid-esque goodness
- 96. The Forgotten City**
This former Skyrim mod sets a new gold standard
- 100. The Ascent**
A hint of blandness lurks beneath the cyberpunk sheen
- 104. Backwards compatible**
Quake ports, handheld PC Engines, and more retro stuff

WELCOME

Just as this edition was in its final, pre-press stages, news broke that Sir Clive Sinclair had sadly passed away at the age of 81. We'll save a more detailed article for a future edition, but for now, I thought I'd take a moment to mention how pleasing it is that so many of the tributes that have sprung up over the past few days have – rightly – focused on Sinclair's incredible contribution to the British games industry.

For years, the UK media had a tendency to point to Sir Clive's failures – most commonly the C5, his ill-fated electric vehicle from 1985. But with the passing of time, the impact of Sinclair's most successful computer, the ZX Spectrum, has really begun to be more widely understood.

The plucky machine brought computing to the masses, turned a generation of kids into game developers, and helped kick-start an entire home-grown industry. Not bad, considering Sinclair wasn't a gamer – he thought of the Spectrum as a business machine for accounts and so forth. Instead, the Speccy became a portal for wide-eyed youngsters who wanted – needed – a way into computing. Your humble editor was one of them, and the ZX Spectrum provided many happy hours of gaming and amateurish programming. Heck, I probably wouldn't even be editing this magazine if it wasn't for the Spectrum.

Rest in peace, Sir Clive, and thank you for the memories.

Ryan Lambie
Editor

