

Contents

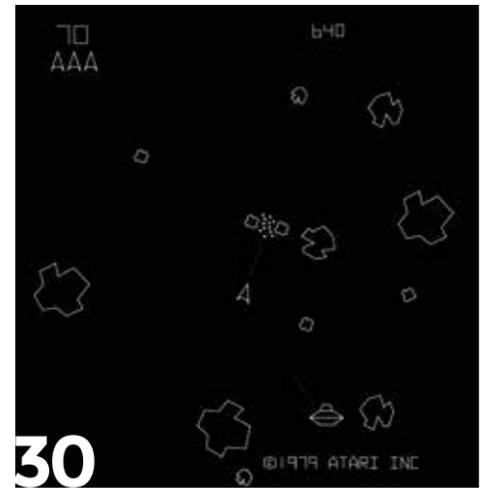
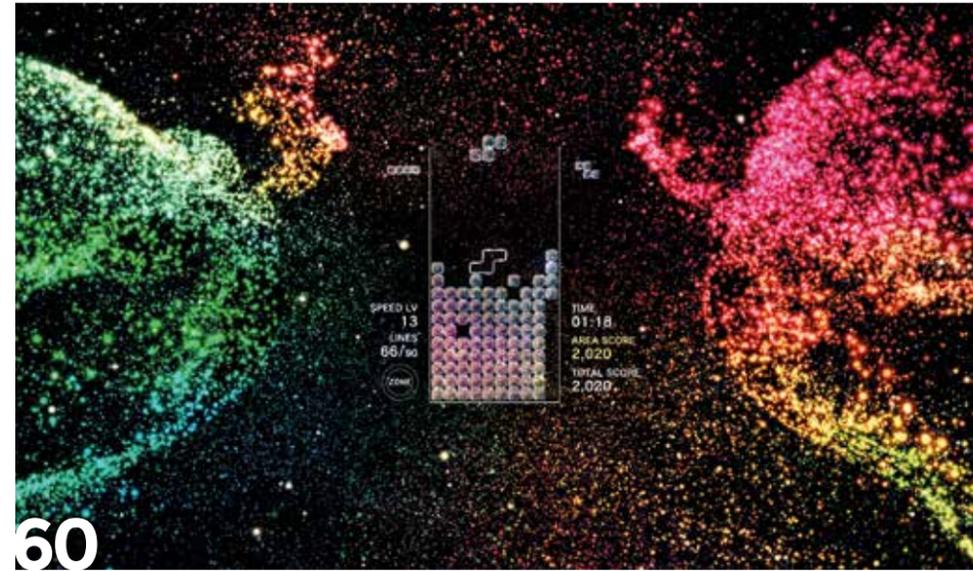


Attract mode

- 06. Disco Elysium**
We catch up with the makers of 2019's most cerebral RPG
- 10. Stormworks**
The future's bright for Sunfire Software's sandbox rescue sim
- 12. Hypnospace Outlaw**
A one-of-a-kind indie game set in the early days of the web
- 16. Incoming**
Monsters, mountain bikes and dystopian farming simulators

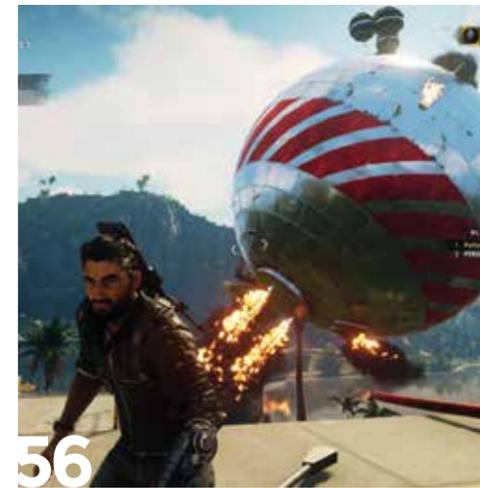
Interface

- 18. Destiny's lost score**
Composer Marty O'Donnell opens up about Destiny's long-lost soundtrack
- 22. Interactive: Devader**
The eye-popping twin-stick shooter from Switzerland
- 44. What do producers do?**
Who they are, what they do, and what it takes to be one
- 50. Capybara Games**
The creators of the wonderful Sword and Sworcery profiled



Toolbox

- 28. CityCraft**
Clever tricks to make our video game cities seem bigger and busier
- 30. Source Code**
How to recreate the thrust motion in Atari's coin-op classic, Asteroids
- 34. Publishing on itch.io**
Our step-by-step guide to publishing and selling your games
- 40. Getting into the industry**
Some professional advice for anyone hoping to make games for a living



Rated

- 56. Just Cause 4**
Avalanche's latest sandbox adds balloons but mislays the joy
- 58. Fallout 76**
We look at the current state of Bethesda's creaky MMO
- 60. Tetris Effect**
A classic puzzler adds rhythm action, with mesmerising results
- 64. Darksiders III**
The apocalyptic action saga makes a welcome return

WELCOME

We first encountered *Disco Elysium* earlier this year, and something about its chilly, dystopian fantasy world immediately lodged in our minds. In essence, it's a detective RPG about a grizzled lawman interrogating subjects, solving mysteries and battling his own demons; the oily, hand-painted environments are full of atmosphere, while the soundtrack by *British Sea Power*, among others, adds to the sense of foreboding.

Overwhelmingly, *Disco Elysium* is about decision making, and how the game's virtual world shifts and reacts to the kind of cop you want to be. Hence *Wireframe #4's* pair of special, limited-edition covers. Do you choose to go rogue as a rage-filled lawman, or play by the book as a more cerebral detective? You can find out more about the nuances of developer ZA/UM's game in our in-depth interview on page six. We're not sure whether their hardboiled thriller will have a happy ending, whichever path we choose, but we're really looking forward to finding out.

Ryan Lambie
Editor

