CHEATCODE MAGAZINE

SPECIAL EDITION:

See what it takes to make a game really immersive and give it a style that makes it stand out from the rest.

CUPHEAD
SEE THE GAME THAT WAS HAND DRAWN FOR THE 1930S

TITANFALL 2
THE GAME THAT REALLY THROWS YOU INTO THE ACTION

THE EVIL WITHIN 2
SEE WHAT IT LOOKS LIKE TO REALLY LIVE IN A HORROR MOVIE

METRO LAST LIGHT REDUX
WHERE YOU FIGHT THROUGH THE APOCALYPSES & FIGHT YOUR WAY BACK TO THE SURFACE

AND MUCH MORE...

Contents

Fan Art Corner

A collection of Fan Art from our loyal fans all around World!

Tyler
Butte MT

Ryan
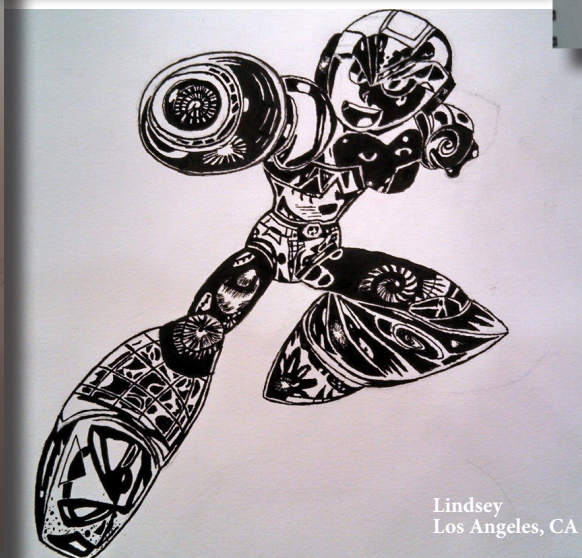Dallas, TX

Michael
Salt Lake City, UT

Austin
Bozeman MT

Logan
Seattle, WA

Kyle
Chicago, IL

Lindsey
Los Angeles, CA

Matt
Dallas, TX

FARCRY3
BLOOD DRAGON

"Set in a neon-colored post-apocalyptic 2007. This is a nutty, hilarious shooter you deserve to play."

You play as the Cyber Commando Rex Powercult and face off against your former commander, Colonel Sloan, and attempts to stop his nefarious plot to use dragoon blood to turn the world's population into primitive savages. As you fight against Sloan's evil forces you run through an odd world in a different time period. The game has a 1970s style to everything but is set in a not so future year of 2007. The world has collectibles that are from the 1970s such as VHS tapes, and old tube style TVs. The game play itself is stylized so it looks like you are playing the game on a old CRTV which has scan lines going across the screen, and when you pause the game, the menu is slightly curved which also gives off the style of an old TV. The cut scenes are also single images with text and voice actors, since animation wasn't all that flushed out yet. During cut scenes they also make clever references to pop culture that was relevant during the time. An example is during a cut scene you are offered a type of steroids to help you on your journey but Rex Powercult very firmly declines and says "Winners Don't Use Drugs" as a reference to the anti-drug movement during the time that were shown in arcade machines. The island you are set in is a very neon and bright color world that has a futuristic look to it. The enemies are black and red soldiers that wear a biking helmet and jump suit which looks a bit lower budget. All the animals are also a mixture of robot and zombie creatures. The most feared animal of all is the Blood Dragon which is a giant dinosaur like creature that has multiple colors to express its emotions. Turquoise as neutral, yellow as cautious, and red as aggressive. It can shoot lasers out of its eye which does massive damage. If the enemy soldiers don't kill you first then the wildlife will finish you off.
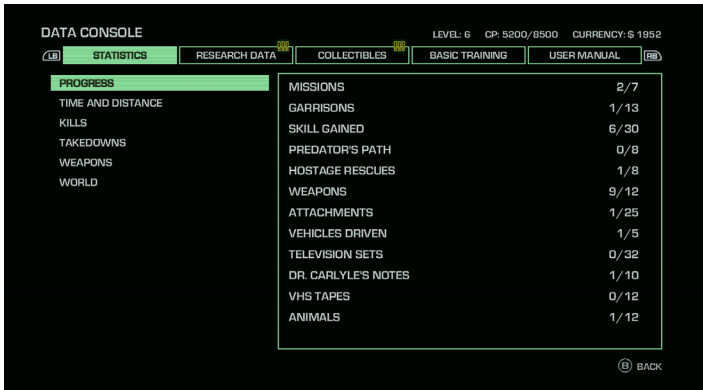
CRTV Menu screen.
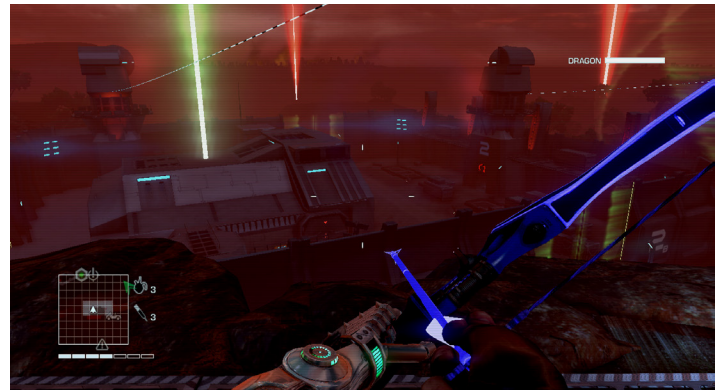
Part of the island's landscape.

Some of the enemies you fight against.

A calm Blood Dragon.

A Cyber Tiger stalking its prey.

Cyber Zombie Emus enjoying their day.

Zombie Ox wandering the grass lands.

Cyber Panther attacking its victim.

METRO LAST LIGHT
REDUX

"A light at the end of the tunnel."

This game is the story about the main character, Artyom, a Ranger living in Moscow's metro system after a destructive nuclear war. Tasked with finding the mysterious Dark Ones, Artyom must venture to different parts of the metro system, and the surface filled with radiated gases, and fight against different factions and mutated monsters. You experience things like never before when playing this game. There are mechanics that have never been used in other games like this one. This game is full of atmosphere and emotions from the beginning and the end. You experience heartbreak, make new friends, and enjoy simple pleasures that make you forget for a bit that you are living in a post apocalyptic world. There are many different ques to what is happening that aren't just strictly visual. They use lots of audio to help you through your journey. The way they produced this game lets you experience what it would be like to live during a nuclear war, but with a lot less radiation. They use color very good as well. When you are in the metro fighting monsters or people the surrounding area is full of dark grays, blues, and greens to show that things are not good as planned. When you are at a safe house it still has dark colors but they are also light with a lot of warm colors to show that you are in a safe area and there is nothing to worry about. Lastly when you are outside it is full of whites and gray. This shows that it is a cold out because of the nuclear winter and that it is cold and lonely outside where nothing is really alive or welcoming.

Inside: Safe Area

While in the safe areas you can see that people are trying to live normal lives even with the doom that is outside. The colors are warm and inviting and people are trying to brighten up others and have a normal life.


Inside: The Metro

While inside the tunnels everything is gray and white. Not very many colors. The only other kind of color you see are from the dead bodies of others. The tunnels are also covered in spider webs and are crumbling apart.
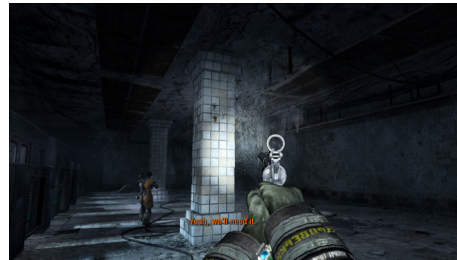
Outside The Metro

While outside you can see the sunlight and the snow—covered ruins of Moscow. Even though it seems bright and inviting it is actually a cold and lonely environment. Nothing can survive outside unless you are a mutated monster or have the right equipment and gear.
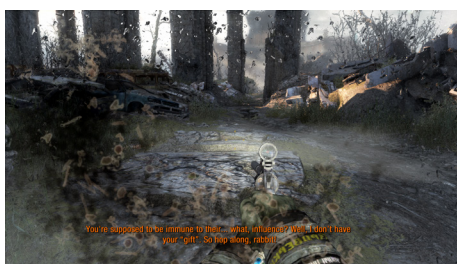
ORI
AND THE BLIND FOREST

"A stunning visual story with beautiful colors, that will make you cry every time there is a cutscene"

This game is very artistically put together from the color paletts, the orchestral music, the hand painted backgrounds, and the visual story telling. Right at the beginning of the game it shows off the time that was put into the graphics and paintings. The game itself has very little text or voice acting to tell you the whole story or what is going on. The visuals tell the story itself. The characters are also very well animated and you can basically read the characters on what is going on without

any text. From the very beginning you can clearly tell when something is good or bad. When something good is happening or you progress in the game the environments become more yellow and bright. When bad things happen or when you are about to fight a boss the environments become more blue and dark. Mixed with the music the visuals can stir up some emotions without having read a single word.
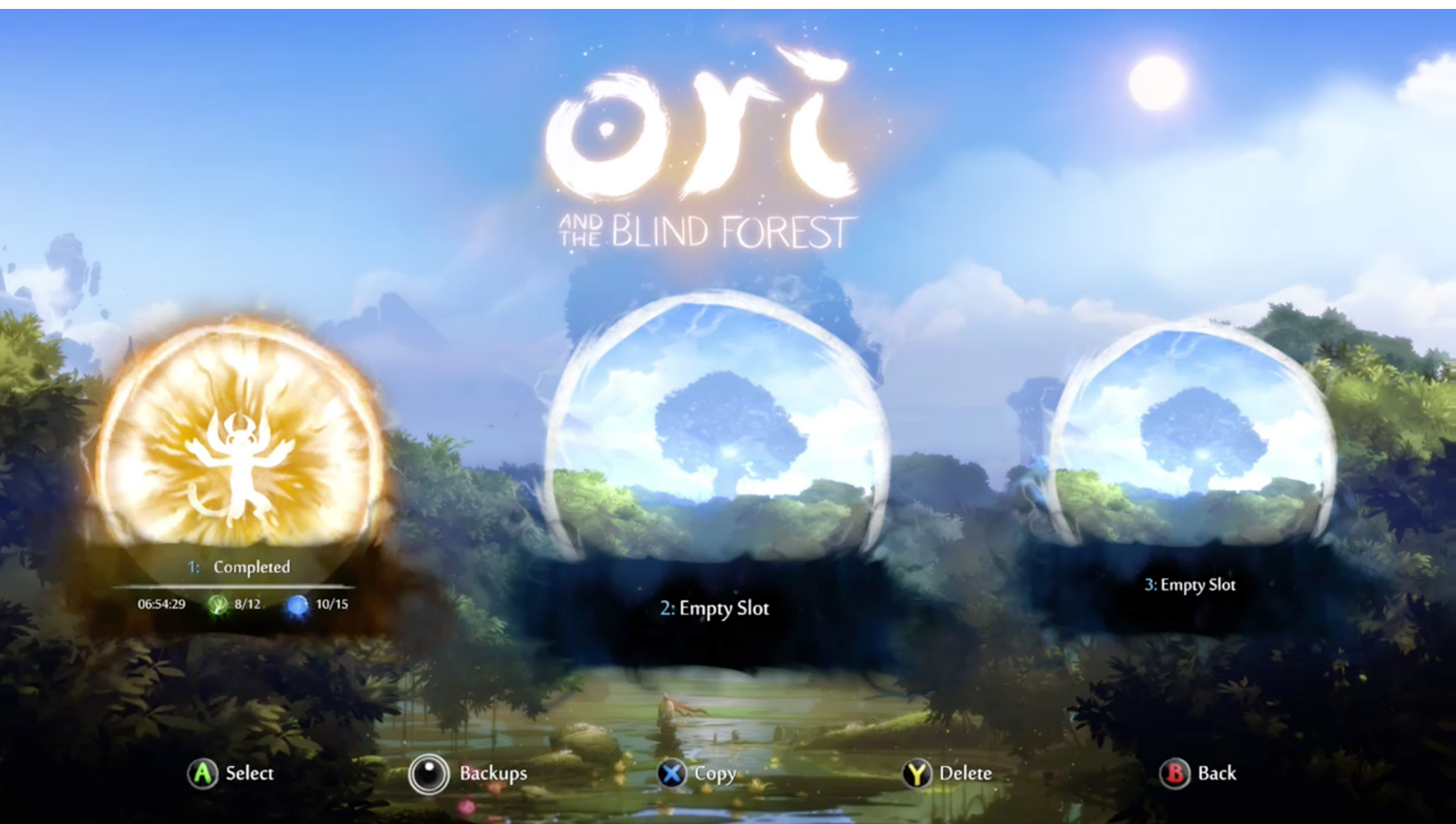
A massive storm damages the the home of Ori where his new life begins

Ori has been saved by a friendly face after being seperated from his home

Ori sleeping in his new home

The land clears up after Ori defeating a curse

Ori finding his friend after his death

Ori fainting while trying to survie while on his own

OVERWATCH

"A class—based shooter that has a lot more story behind the characters and skins than just simple run and gun."

Blizzard has done a very good job with the creation of their characters and the skins for them. They also did their homework for when it comes to event special skins. 2017 was the Year of the Rooster for the Chinese New Year and the people at Blizzard wanted to commemorate that event in their own special way. These four skins play along with the ancient story, *Journey to the West*.

Winston's new skin depicts him ► as Sun Wukong also known as King of the Monkeys.

◄ Reinhardt's new skin depicts him as Sha Wujing, who was once a celestial being cast down to Earth.

Roadhog's new skin depicts ► him as Zhu Bajie, who was also a celestial being but flirted with the wrong person and was cast down to Earth as well.

◄ Lastly we have Zenyatta who's new skin depicts him as Tang Sanzang, who is a Buddhist monk that has gathered this group in to help find the Buddhist scriptures

Blizzard also creates skins for other events or holidays. This is Mei's Halloween skin she received. She is dressed as a Jiangshi which is a Chinese myth also known as a "hopping vampire."

Some of Sombra's skins are specific to her background. She is from a fictional city in South America so some of her skins represent the celebration of Dia de los Muertos, also known as the Day of the Dead.

These two skins are also from the Year of the Rooster event. The outfit that Mei is wearing uses the same color scheme during the celebrations.
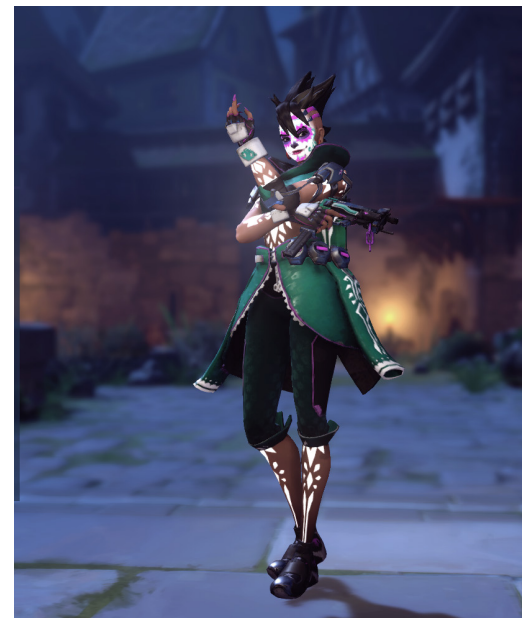
THE EVIL WITHIN 2

"You'll have to fight through Hell and back to save your family and find the truth about what is really going on."
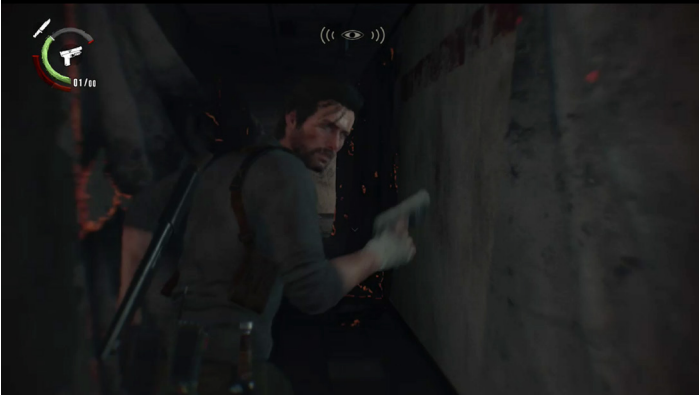
Hiding from the monster *The Obscura*.

The cinematic style in a wide angle after you beat the game.

Even in an open field it still looks cold and lonely.

The field of view changes while aiming to focus on your target.

The look of fear in Sebastian's face adds more suspense to what is going on.


Sebastian taking aim on unsuspecting targets.

With the Evil Within series they made it look like you were watching a horror movie instead of playing a game. The first game was heavily stylized to give it the movie style. They had a heavy film grain across the screen and added black bars on the top and bottom of the screen to look like the aspect ratio of a film. With the second game they toned down the stylized look and made it look more like a game. They still have some film style to it such as the film grain and they adjusted the field of view to make it seem like you are using a bad camera where things come in and out of focus in certain situations. Once you beat the game though you are given the chance to turn on and off the black bars to give it more of a movie style. You can also turn off a lot of the elements on your HUD such as hints,

guides, and even your health bar and stamina. The developers also did a good job using color to help with the horror movie feel. In tense situations they used dark blacks, greens, and blues for when you need to be stealthy or when a creature is stalking and hunting you down. When you are in a safer area it is brighter and warmer tones which can relax you because you know you are away from all of the horrible creatures trying to kill you. The main character, Sebastian Castellanos, has a lot of work put into him because you can really see the fear in his face and expressions. The voice actor also did a great job because you can hear the emotions in his voice like he was really there experiencing it all.

TITANFALL 2

"A feel good shooter where mobility and platforming are key to winning other than shooting people in the face."

Titanfall 2 does a good job at creating a sense of immersion with the many different types of game play especially in the multiplayer. It all starts in the beginning of the match where you and your teammates are inside a drop ship just before you jump out and onto the battlefield. As you wait to jump your teammates look around at the others and give little nods or comments wishing you luck in the fight you are about to enter. You can also look around inside the ship to see your team or the small details inside. You also have a leader that opens the door and gives you a bit of encouragement just before jumping. My leader is known as M.A.R.V.N. and he gives a cheerful thumbs up as I jump out of the ship. When you jump out of the ship you get a quick scan of the area you are entering just before hitting the ground and you can see your character reacting to the fall. Now you are free to run, jump, slide, and shoot as you feel until you can call in the big guns, your Titan.
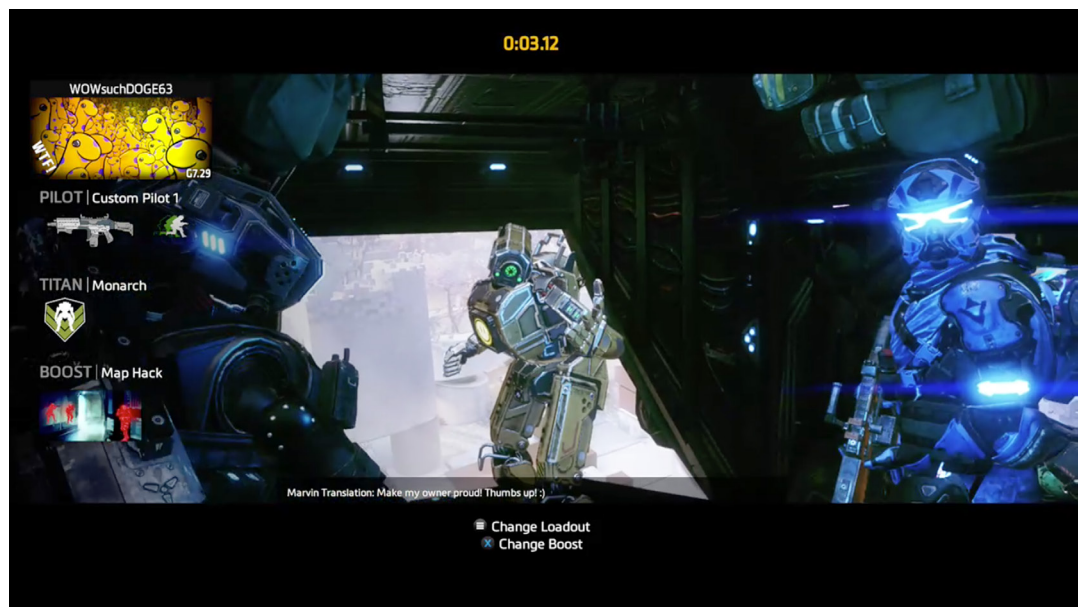
On Foot ▲

While on foot your character wears a helmet which also has a HUD that shows a few elements during the game such as your abilities that are available, your Titan meter and the map radar. There is also an effect on the back of the gun that is out of focus to give the look of depth of field. There are also minimal icons to show objectives and teammate locations.

In a Titan ▼

While in the Titan it also has the same HUD elements while on foot but it also has other details that can show you are looking through a series of screens while inside a giant robot mech. The lines where different screens come together, a series of upgrades that belong to that particular Titan, and the health bar that shows the condition of your Titan.
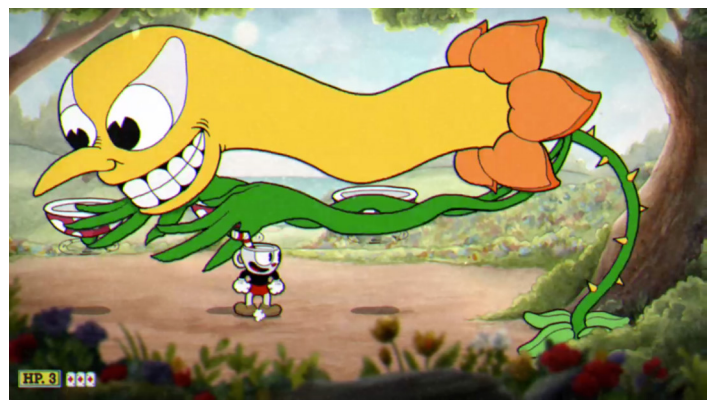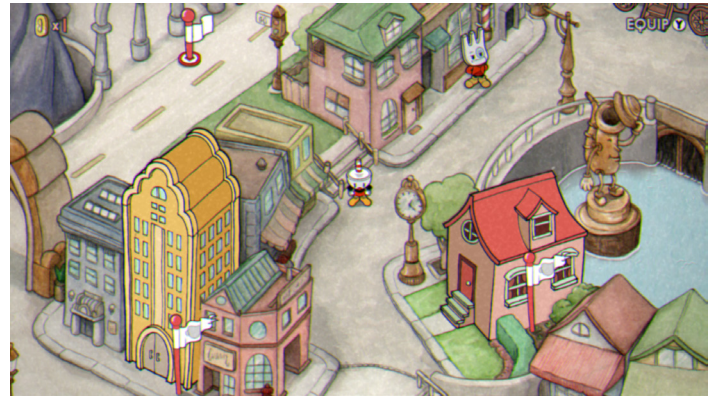
CUPHEAD

"DON'T DEAL WITH THE DEVIL"

"The game where the animations are hand drawn frame by frame to give the feel, of the golden era of cartoons during the 1930s."

Cuphead is a heavily stylized run and gun shooter where the style comes from the early days of animation way back to the 1930s. Development started back in 2010 and was finally released in 2017. The game is super well animated and at times you actually think you are watching a cartoon back in the good old days. The animations are so well done in the style of the rubber hose animations. Even the music is produced to sound dated that fits the era that the game is taking place. There is no voice acting but the story is told through speech bubbles so when story is needed you can understand what is going on. A lot of research has gone into this game to make it look real, from the film grain that plays over the whole screen to the triangles in the eyes, which is a style that is used to show which direction a character is looking. When there are times of simple speech it is scratchy and hard to understand because the technology used back then was not the greatest. When the game is loading you can also hear the scratching and popping that could be heard from older projection. All the characters used in the game are also pretty stereotypical characters from the 1930s such as a German rat soldier that speak in a heavy accent or a goofy looking dragon that has a fat body and tiny wings that somehow keep it flying. They also took some inspiration for idol animations from cartoons that were animated in the 1930s.

Collector's Break

GOODSMILE COMPANY: Nendoroid series
Legend of Zelda Majora's Mask Link

This figure is for the true Legend of Zelda fan. With Majora's Mask being one of the top favorites in the series this figure can fit in any collection even with the cute looking style. The figure also comes with many other accessories from the game. It comes with the Deku, Goron, Zora, bunny hood, and Majora itself. It has a handle of items as well such as: a bottle with a red potion in it, the Hylian Shield, the Kokiri sword, and your fairy friend Tatl. It also comes with different arms and legs to interchange the positioning and stand to hold him up.

GOODSMILE COMPANY: Nendoroid series
Super Mario, Mario

This figure collection has a lot that comes with it. You can certainly do a lot with this one. You have Mario himself and he comes with different arms and legs to interchange so he can be jumping or holding something. It has four blocks, a coin, a power mushroom, a cloud to give the idea that Mario is jumping, and a splash action to give the idea he is jumping. He comes with two different enemies: a Buzzy Beetle, and a Boo. Lastly it comes with the stand to hold up Mario and the Boo but also taller stands that for the blocks for Mario to jump and hit. The box also has a backdrop that can be used to look like Mario is running through a level.

GOODSMILE COMPANY: Figma series
Samus Aran

This figure is very detailed. It doesn't come with as much accessories as the other two figures featured but it can be posed in more positions. Samus comes with different hands to interchange and two different styles of blasters being shot. You can also change the end of her gun from an idol position to an open and shooting style. She also has a morph ball to go along with her other abilities. The stand can be used in more angles for a more variety of posses.

Trivia Night

1. *What game in Japan was converted to make Super Mario Bros. 2 to release outside of Japan?*

A. Doki Doki Panic
B. Legend of Zelda 2
C. Super Jump Man
D. Wolfenstien 2

2. *Which Rare title has the most collectibles in game?*

A. Banjo Kazooie
B. Banjo Kazooie 2
C. Conker's Bad Furday
D. Donkey Kong 64

3. *Who is the creature of Kirby, who also created Super Smash Brothers?*

A. Shigeru Miyamoto
B. Masahiro Sakurai
C. Kazumi Totaka
D. Hirokazu Tanaka

4. *Which open world game holds the world record for having the largest map?*

A. Red Dead Redemption
B. Grand Theft Auto 5
C. Just Cause 3
D. Fallout 4

5. *Which game holds the record for having the most voice dialogs in a single game?*

A. Fallout New Vegas
B. Dishonored
C. Mother 3
D. Skyrim

6. *Which console has the highest record sales?*

A. Xbox 360
B. Wii
C. Playstation 3
D. Playstation2

7. *What year was the first Madden released?*

A. 1990
B. 1987
C. 1989
D. 1988

1) A 2) D 3) B 4) C 5) D 6) D 7) D