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| Title | 10 Science Fiction And Fantasy Stories That Editors Are Tired Of Seeing |
| Picture | 10 Science Fiction And Fantasy Stories That Editors Are Tired Of Seeing |
| Text | To you, your short story is unique and perfect. To editors, it's "the third steampunk time-travel story we've seen this week." But which trends should you try to avoid? To find out, we asked some of the top editors in the field which type of science fiction and fantasy stories they're tired of seeing. Here's what they told us.  Top image: Asimov's Science Fiction, December 2010, art by Arnie Fenner  First, some caveats. Every one of the editors we spoke to said the same thing: a lot of these things go in waves, and just because they're drowning in mermaids this week doesn't mean that'll be true months from now. Also, no editor ever wants to say "I'm tired of unicorns," because right now someone is probably writing a unicorn story so good it'll make you weep to read it — and chances are, the editor who just swore off unicorn stories would buy that story in a heartbeat. So this mostly isn't a list of stories you shouldn't write — more a list of areas where you're going to have to work harder to stand out.  Also, full disclosure: I've submitted my fiction to most of these editors, and in a few lucky cases they've published my work. |

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| Title | Real PS4 Screenshots Justify All That 'Next-Gen' Hype |
| Picture | Real PS4 Screenshots Justify All That 'Next-Gen' Hype |
| Text | Back when the PS4 and Xbox One were announced, "next-gen" meant a lot of things to a lot of people. Smarter games, bigger games, different games, more ways to play with your friends. But it also meant that games would look a whole lot better.  It could sometimes be hard to tell just what that meant. We've learned not to entirely trust the screenshots sent to the public by publishers, as they're often scrubbed-up "bullshots" designed to make a game look smoother and prettier than it ever actually looks as you  We've already pretty well established that Infamous: Second Son is a really nice-looking game. Wouldn't it be cool if we had an easy way to …  That's not the case with the PS4 game Infamous: Second Son. Fire the game up for the first time and it's clear: It is beautiful. And, thanks to the recently-added Photo Mode, players have begun to take the time to capture and celebrate just how good-looking it all is.  I've been following a couple of Internet spots that have become hubs of Second Son screenshot-activity—there's the #SSPhoto tag on Twitter, as well as a really cool screenshot contest going on over at the gaming forum NeoGAF. Here are some of the best shots I've seen.  The following images are all fan-made, authentic PS4 screenshots that look as good as we all expected next-gen to look. Hell, most of them look better than any of the Sony-approved promotional screenshots we in the press got during the buildup to the game's release.  Most of these shots were posted without titles, so I made some up. Also, heads up that a couple of these could be considered minor spoilers for the game—one shows a character from the Paper Trail DLC and another shows a boss from the main story. |

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| Title | Wot I Think: Trials Fusion |
| Picture | I must go, my people need me. |
| Text | I was ready to love Trials Fusion. Trials Evolution Gold Edition turned out to be the perfect game to play when I didn’t have much time or didn’t know what to play. It filled in the holes of a busy day or fixed a boring evening. I didn’t care that it was only on Uplay, and I didn’t suffer any the bugs that bogged it down a little in John’s review. It’s so good, so willing to be completely OTT, that it charmed the backwheel off me. Can Trials Fusion pull off the same trick? Here’s wot I think.  If Trials Evolution Gold Edition is Richard Harris, then Trials Fusion is Michael Gambon. ‘But Craig,’ you’re now asking, ‘… nope, you’re going to have to explain.’ Dumbledore, readers. Dumbledore.  I have a mental sleight of lobe that I do with movies: if someone is appalling in a role, I just imagine another actor in his place. I loved Richard Harris as Dumbledore, and I completely hated Gambon’s portrayal. His wandering accent and over-energetic wizardly ways just eviscerated the gentle and wise and twinkly Dumbledore of the first two movies. So I’ve spent six Harry Potters mentally redigitising Richard Harris back into the films. It’s a talent that’s helped me enjoy Trials Fusion, because a lot of the time I’ve been pretending it’s acting like Trials Evolution.  Richard Harris Trials Evolution began like this.  “Vroom Vroom, I’m ready to go!” Yes. YES! That is gold. When I first played Evolution, I immediately opened up an IM window to John and ordered him to download the game just to experience its glorious intro. That was before I’d even revved an engine or taken a lung full of balsa wood. But today that white square where we share gifs and opinions on American TV is blank. Why? Because John is offline, and because this is how Trials Fusions starts. |

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| Title | Interview: Gnah! A Windosill-Inspired Game About Heads |
| Picture | http://www.rockpapershotgun.com/images/14/apr/gnah2header.jpg |
| Text | I was in love with Gnah! the second I saw it. Each of this puzzle game’s levels is a hollow head drawn and modelled in a crisp, graphic style. When you sit down to play it, your objective isn’t explicitly stated, and so you just start to spin it around and poke at it. Twirl this cog to make its eyes open, angle this search light to make screens light up inside, twist this nodule to let the water in. By experimenting with each level-headed toy, you discover its logic and unlock progress to the next. There was some non-euclidean trickery in the build I played, but otherwise it’s a gentle experience, more interested in the delight and discovery of playing with heads than in making you scratch your own.  To find out more about the game I spoke to Samuel Boucher, Saleem Dabbous and Nick Rudzicz from developers KO-OP MODE about how each level begins as a 2D concept, the tragedy of each Gnah head, and the inspiration they’ve drawn from Windosill and Polly Pockets.  RPS: Each of Gnah!’s levels begin as 2D designs and then are turned into 3D. Can you talk through how that works, and why you build the levels this way?  Sam: I come from a 2D art world and never really managed to properly learn 3D, so I’m making everything in 2D as concepts. After I’m pleased with the 2D version I work closely with my friend Yan to translate it into a 3D model. After we have that 3D model, I keep adding details inside — textures and other elements that could fill the space that I can’t picture in the 2D concepts. So it’s really a back and forth with Yan to make it look perfect. |

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| Title | Chow Down On 30 Minutes Of Wolfenstein: The New Order |
| Picture | Bang bang |
| Text | Wolfenstein: The New Order is a curious bird, going by a recent half-hour livestream showing a hearty chunk of the first campaign chapter. Yes, BJ Blazkowicz does stab dogs in the neck in QTEs and stand behind turrets in scripted sequences, like those modern video games wot all the kids like nowadays. He can also eat dog food to regain health and collect maps and treasure, like those old video games wot were proper games and not for babies. Then there’s stuff that’s just plain fancy, like dual-wielding knives and sliding and I think “interesting” is the word I’m feeling around? The game’s interesting. I’m interested in playing it.  It’s looking pretty linear in this particular mission, with optional sneakiness to avoid raising alarms. Far Cry 3‘s story missions come to mind a little, what with the sliding and sneaking and unlockable perks, but no, that’s not the right comparison to draw. I’m enjoying seeing a new big-budget shooter and not instantly boiling it down to “Oh that looks like …” inside my head like some kind of monster whose work requires them to watch and quickly process untold thousands of trailers every year and look, as long as we fight the cynicism this engenders than we can still cling to some fragment of the bright-eyed and excitable person we once were okay?  This being the first chapter, the game’s still introducing and explaining ideas rather than parading around in its finest going-out clobber, so it’s hard to get a read on quite how the full game will look. But oh my, admire how that jacket compliments its proud elbows, and don’t those sequins really set off its many emerald eyes? |

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| Title | A Clash Of Shafts: Three Flight Sticks Compared |
| Picture | http://www.rockpapershotgun.com/images/14/apr/sticks.jpg |
| Text | I’ve spent far too long thinking about and researching joysticks lately, primarily as a result of playing Elite: Dangerous. One thing I haven’t established during all that time is whether ‘joystick’ is the right word for a genre of game controller which also throws out terms like ‘flight stick’ and ‘HOTAS.’ I’ve probably offended someone with just the title of this piece, but then again someone like decided that Hot Ass is a perfectly reasonably thing to call a ‘Hands On Throttle-And-Stick.’ Someone also thought that writing ‘VIBRATION’ in enormous capital letters down the shaft of one of the three sticks I’m looking at here was sensible. Basically, the joy/flightstick industry is a place where innuendo goes to die.  In any case, I’m sticking with ‘joystick’, and I’m using it as a term for three very different types (and costs) of stick I’ve looked at in my recent return to space games. Those are, in descending price order, the Saitek X52 Pro, the Logitech Extreme 3D Pro and the Speedlink Black Widow.  This is by no means an exhaustive list of what’s available – I may look at more later, but hey, you try filling your one-bedroom flat with gaming peripherals and see how you like it. They’re all viable options in their own way, though. I’ve also looked at them primarily in the Elite: Dangerous Alpha, as I’m no flight sim man, but I’m fully expecting to be exploring more spaceship games as the year wears on. It’s an exciting time for them, and thus suddenly an exciting time for game controllers too.  Let’s start with the Speedlink Black Widow, the cheapest of the three. This is a proper flight stick, in that it’s got a full-size throttle and takes up a fair old chunk of desk space, and it can be had for as little as £20 if you shop around but generally goes for around £30. More importantly, its main stick looks the most phallus-like of anything here and has ‘VIBRATION’ printed on it, so this is the one to steer clear of if you want to avoid awkward questions. |