

# TOP 10



**RHYTHM IS  
GONNA  
GET YOU!**

**HEADBANGERS RHYTHM  
ROYALE - HAVE YOU HEARD  
ABOUT THE BIRD?**



**Engap**



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# DREAD AND BREAKFAST

## WE DOUBT YOU'LL FIND **BLOODY HELL** **HOTEL** ON AIRBNB ANYTIME SOON

**N**ow this is something a little different. Part first-person horror action game and part strategy title, *Bloody Hell Hotel* is shaping up to be oodles of fun.

Revived from a centuries-old coma, you play a vampire that has awoken to find his beloved hotel in ruins. Luckily for you, everything you need to renovate it is hidden away in the maze of tunnels and caves under the hotel. Find what you need, kill the monsters guarding said items, repair the hotel and then open it to a swarm of eager guests – which you can then eat, naturally.

*Bloody Hell Hotel* is the latest title from Unfold Games, who gave us the absolutely stunning *Darq*, and although the tone here is definitely lighter, we suspect the gameplay will be just as riveting. [U](#)

**James Oakwood**

### INFO

**Developer**  
Unfold Games

**Publisher**  
Unfold Games

**On**  
PC, PS4/5,  
Xbox Series

**Released**  
2024



WATCH IT







RELEASED  
2024

## Q&A DOGGY DON'T CARE

Imagine you're a dog with oodles of free time and a penchant for mischief. Got that? Okay, now imagine you're being given devious tasks to perform by your best mate. Who's a bird. That's the plot for *Doggy Don't Care*, and we spoke to its creator, Rohan Nowell.

### We're guessing it'll appeal to fans of *Untitled Goose Game*, but what other games influenced *Doggy Don't Care*?

I loved *Untitled Goose Game* and have tried to create a similar feeling for this *Doggy Don't Care*, while making it unique and different. It's also inspired and influenced by *Banjo Kazooie* on the N64, with cheeky dialogue and a collectathon aspect to the game as well. It's a nice mix of destruction, collecting things, cheeky humour and puzzles.

### Any particular reason why you picked a pug as the star of the game?

I'm aiming to keep the game minimalistic, and I found pugs to be a great choice to get the dog breed across visually to the player without adding too much detail.

### Tell us about the story behind the game? What is the overall objective?

You're a cute dog left at home alone getting up to mischief. Your feathered friend Rocko has created some Mischievous Badges for you to earn by doing naughty things around the house. It's up to you to explore and discover what naughty things you can do in the interactive environment.

### So few games are genuinely funny, so what inspired you to create something that clearly is?

I was working on a game before *Doggy Don't Care*, codenamed 'SOL', which was about processing grief. It's a personal and important game to me, but it became too heavy and depressing. I wanted something fresh, fun, positive, and even 'stupid' to make instead. So I threw a dog into a void and made him pee big yellow circles on the ground. It made me laugh and was already fun just running around doing that. I continued to build more mechanics on top of that and introduced items and objects which eventually evolved into a house.

It was so refreshing to laugh and enjoy playing my own game again, so I leaned further into the humour side of things and decided this will be a game about having fun and a laugh!

### What are some of the most outrageous things Doggy can do?

You can break furniture, flush things down the toilet, and play the piano to name a few things. I want players to enjoy exploring the world and be surprised at some of the things they can do;



## INFO

**Developer**  
Rohan Nowell

**Publisher**  
Rohan Nowell

**On**  
PC

**Demo**  
Yes

rewarding them for thinking outside the box. I would love them to find some hidden easter egg tasks for being extra mischievous, so I will leave it up to the player to discover how silly and outrageous they can be.

### Is the whole game set around the house and garden, or does Doggy escape to the wider world?

The player will definitely escape the house/garden, and I've already started building the second level which is set on a farm. This opens up a whole new world of possibilities, and a new feathered friend with more mischievous badges to collect!

It's a lot of fun introducing more animals to interact with, and I'm excited to introduce yet another level or two – possibly a museum, carnival, and/or zoo! 🐾





TIME: 00:00:000

BEST: ---:---:---

RD: 166666:39:000

RELEASED  
2023

# GENTLEMEN, START YOUR ENGINES

## WE'RE RACING BACK TO THE ARCADES WITH **SP GP**

**T**his is a game we've had our eye on for some time now. In fact, we first reached out to *SP GP*'s creator, Ross Pateman – better known online as Rozz Games – back in May. Now though, with the game about to be released, it's finally time to start getting excited – especially those with a passion for '90s arcade racers.

I would imagine there are few readers scanning this page that didn't automatically picture *Virtua Racing*'s super-smooth tracks and polygonal cars, and that's obviously been one of the largest influences on *SP GP*. And that's no bad thing at all.

*SP GP* has been the main project of solo developer Ross for some time now, and we've loved following the game's progress on Twitter – scan the QR code on this page to go straight to his page. Ross has uploaded regular videos showing the game's development, including both the good and the bad. And as impressive as the screenshots on this page are, it's nothing compared to when you actually see it moving.

Y'see, *SP GP* is both fast and very smooth. Try to imagine *Virtua Racing* blended with *Burnout* and running at a silky-smooth framerate, and you'd be getting fairly close.

We spoke to Ross a few days before deadline to find out more about his plans for the game, and it looks like *SP GP* will launch with Early Access some time in October – and for a very reasonable price. Initially the game will come with eight tracks, a full arcade mode and also a championship mode as well. You will also be able to pick from one of 15 different cars, all of which are individually tuned.

*SP GP* will be updated regularly to hopefully feature over 40 tracks, a VR

### INFO

**Developer**  
Rozz Games

**Publisher**  
Rozz Games

**On**  
PC

mode and online multiplayer as well.

As someone with a long history with SEGA and a personal love of their driving games, I

really couldn't be more excited about this one. [📺](#)

Dean Mortlock



WATCH IT





# THE HUB

## STORIES FROM SOL: THE GUN-DOG

RELEASED  
2024

Dylan  
Oh, hey, lieutenant, how's it going?

## Q&A STORIES FROM SOL: THE GUN-DOG

Last issue we took a quick look at Space Colony Studios' first game, *Stories from Sol: The Gun-Dog*, but since then we've had the chance to play the demo. We liked what we played, so spoke to the game's creative director, Jonathan Durham, to find out more.

### As this is Space Colony Studios' first game, can you briefly explain how the team got together?

The original plan was that I'd do everything on my own, however I quickly found that I didn't have the skill to achieve what I wanted *Gun-Dog* to be. I was lucky enough to recruit our composer, Daniel, and pixel artist/ animator, Kevin, on Twitter while our programmer, Ben, is actually my brother-in-law! I had to do some convincing to show that *Gun-Dog* was more than a pipe dream to get the guys on board but we all came together pretty quickly after that.

### And was it clear from the start what type of game you were going to make?

Definitely. *Gun-Dog* originally started life as a TTRPG which I ran for some friends that never quite took off, leaving me with a lot of ideas for the characters and setting, as well as the rough design for a narrative. As I've always had a soft spot for visual novel/graphic adventure games, it seemed obvious that the best place to realise these ideas was in a narrative-focused game.

### We love the retro graphical style. What was the thinking behind that?

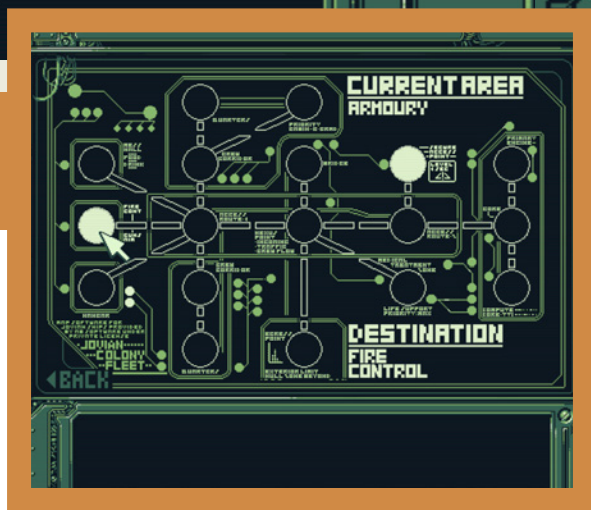
I've always been inspired by how striking pixel art can be, and as *Gun-Dog* takes place in a retro-future setting, I decided to take inspiration from the games that came out in the '80s/'90s for the PC-98. The games on this platform are the epitome of retro Japanese pixel art, so we borrowed a lot from their general art style and presentation.

### And why the green monochrome look in particular?

To tie things further in to the retro-future aesthetic, the decision was made to go with monochrome green as a callback to the single-colour phosphorescent monitors that you'd get in older science fiction movies.

### We suspect the influences on the game are many, but what were the main ones?

*Gun-Dog*'s a real love letter to lots of things so if we had to tell you all the inspirations we'd be here all day! The big ones though are graphic



## INFO

**Developer**  
Space Colony Studios


**Publisher**  
Astrolabe Games

**On**  
PC

**Demo**  
Yes

adventure games, particularly Hideo Kojima's *Snatcher* and *Policenauts*, '70s and '80s sci-fi movies like *Alien*, *Blade Runner* and *The Thing*, and then mecha anime like *Mobile Suit Gundam*, *Martian Successor Nadesico* and *Macross*.

### This is the first in a series of *Stories from Sol* games. Can you tell us more about future plans?

A big part of *Gun-Dog* has been about paying tribute to our inspirations, and there's a lot out there that we haven't touched yet. We've got plans to explore a lot of different settings, and we also want to utilise different types of mechanics and gameplay, as well as going bigger and better in terms of content and presentation. If you like what we do in *Gun-Dog* then there will definitely be more for you in upcoming games! 



WATCH IT



# GUN-DOG

The war is over.  
But war was just the beginning.  
機動戦艦ガンドッグ



# STORIES FROM SOL

## GUN-DOG

It's time to get on board and set sail for danger, adventure and romance amongst the stars in Stories from Sol: The Gun-Dog, the first visual novel / graphic adventure from Space Colony Studios (@ColonyCreations)

A narrative rich experience with a focus on exploration and social interaction, Stories from Sol: The Gun-Dog is a love letter to classic science fiction and Japanese animation.

Take on the role of ship's security officer on the JFS Gun-Dog as it is sent to investigate mysterious signals coming from beyond Jupiter. As an unknown danger threatens the crew, can you save them from it? As camaraderie breaks down and paranoia breaks out, can you save them from themselves?

Rendered in a monitor busting 640 x 400 resolution, Gun-Dog features a state of the art command based point and click adventure system, allowing players to get closer to the action than ever before.







**debug**  
**GAME OF THE MONTH**

**COCOON**

We had high hopes for this one, and it delivered on every count.

- ★☆☆☆☆ ROTTEN
- ★☆☆☆☆ FLAWED
- ★★★★☆☆ GOOD
- ★★★★★ WISHLIST
- ★★★★★ ESSENTIAL

- 46 Sea of Stars
- 48 Bomb Rush Cyberfunk
- 50 Cocoon
- 52 Viewfinder
- 53 Somerville
- 54 Dungeon Golf
- 55 The Many Pieces of Mr. Co
- 56 Everspace 2

- 57 Station to Station
- 58 Kentucky Route Zero
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- 61 Ad Infinitum
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- 64 Solar Ash
- 65 WrestleQuest



**GUEST REVIEWER**  
**DAN MORRIS**

After starting a PlayStation fanzine in 1997, Dan went on to run the Rock and Metal mag *Satan's FishTank* for most of the 2000s before jumping back into gaming with a YouTube channel. But please don't hold that against him.



# REVIEWS

## DUNGEON GOLF

### INFO

**Developer**  
Ant Workshop Ltd

**Publisher**  
Ant Workshop Ltd

**Price**  
£14.99

**Released**  
September 18

**On**  
PC



### SECOND OPINION

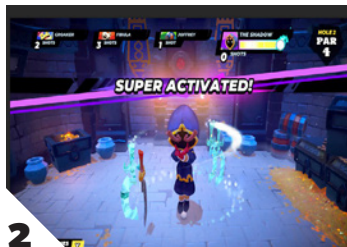
In real life I find the game of golf about as enjoyable as a colonoscopy, but there's no denying this version of the game is a lot more fun. You need no golf-related skills whatsoever (thankfully), but there is definitely a degree of skill that you need to become a half-decent player.

As Stuart says, the presentation is top notch, as is the character design and overall polish. I'm definitely going to see how this one develops.

**James Oakwood**  
Reviewed on PC



1



2



3

## PLAY THE BALL AS IT LIES... BENEATH. HIT THE RANGE OF BEASTIES IN **DUNGEON GOLF**

**T**here's really nothing to hide with a title like *Dungeon Golf*. You're in a dungeon. And guess what? You're playing golf [1].

Specifically, miniature golf, tackling holes on ramparts, in torture chambers and generally hostile environs laced with tricks, traps and monsters to raise your stroke count, in more ways than one.

In an effort to even the odds somewhat, the playable characters have a number of special abilities [2] that'll take care of monsters and help you loot this dungeon's many chests of their spoils. It's all styled like a TV sports presentation with hosts commenting and quipping on your prowess or lack thereof, and while it's a fun quest to get a Gold on every hole, it's even better to grab a friend or nip online to play some multiplayer.

Every effort has gone into making things as smooth as possible. Applying aftershot to your golf ball with the analogue stick feels great, and the variety of different challenges matched with smart level design [3] make for a compelling single-player experience.

It's multiplayer where *Dungeon Golf* comes alive though, making an already-enjoyable game into a bit of a winner. The only thing letting the proceedings down is a tendency towards lengthy loading screens, but the game is Early Access so some tech teething is to be expected. Fore! Out of five. [G](#)

**Stuart Gipp**



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### LIKE THIS? TRY THIS...

#### What The Golf?

This masterpiece pushes golf even further into total manic absurdity.



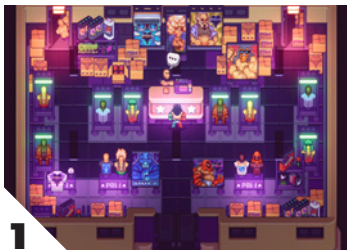
### THE BACK CATALOGUE

Ant Workshop's previous game is the BAFTA-nominated *Binaries*. This precision platformer saw you controlling multiple spheres at the same time.

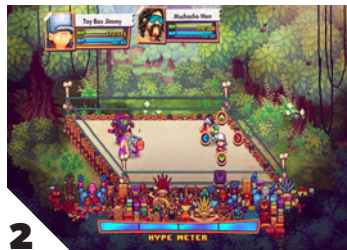




**INFO**  
**Developer**  
Skybound Games  
**Publisher**  
Mega Cat Studios  
**Price**  
£21.99  
**Released**  
August 22  
**On**  
PC (tested), PS4/5, Xbox Series, Switch



1



2



3

# IS WRESTLEQUEST THE BEST THERE IS, THE BEST THERE WAS, THE BEST THERE EVER WILL BE...?

**T**here are a lot of pro wrestling games, but most of them are simulations rather than an attempt to encapsulate the spirit of 'sports entertainment'. The drive, the attitude, the showboating and the drama that make it so appealing to its fans. *WrestleQuest* is a game that absolutely reeks of awesomeness, a passionate paean to the dance of violence; the promos, the bodyslams, the hurricananas, general managers and – yes – love. Taking control of up and coming wrestler Muchacho Man, you set out to get over.

A turn-based action RPG, *WrestleQuest* is a brilliant distillation of the essence of grap into a deeply enjoyable adventure through pro wrestling, both inside and outside the squared circle. **The characters in this**

**world take the form of toys [1]**, a nod to wrestling's significant action figure fandom and making for an enjoyable visual presentation.

**The matches are the best part [2]**, seeing you trash talk your opponent before beating them down, hitting your finisher and pinning them one-two-three, all performed with timed button presses akin to the *Mario & Luigi* series. Well-written dialogue, enjoyable exploration and the inclusion of real-world wrestling greats like Diamond Dallas Page and **Macho Man Randy Savage [3]** make this a great experience for pro wrestling nuts, but it's an enjoyable peek behind the curtain for non-fans, too. Anyone can appreciate an RPG as joyful as this. **U**

**Stuart Gipp**



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## SECOND OPINION

It's a brave move mixing wrestling and role-playing, and on the whole, *WrestleQuest* does it well.

It is an absolutely huge game, and there's no shortage of cool stuff to do. There is a lot of fun to be had with the various quests and challenges, although sometimes the game loses its flow a wee bit and can be tedious.

That said though, *WrestleQuest* is a treat for nostalgic wrestling fans, and that's the bottom line cause Marc Jowett said so!

**Marc Jowett**  
Reviewed on PC

## LIKE THIS? TRY THIS...

**Wrestling Empire**  
A masterpiece that showcases why pro wrestling is so



## THE BACK CATALOGUE

Mega Cat are best known for their contemporary NES, SNES and Mega Drive software, as seen on several Evercade cartridges.



# debug



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