GAMING

SPECIAL

INTRODUCTION

WHAT IS SCROLL?

Scroll Magazine is an online and print magazine.

The magazine aims to represent a variety of small local artists in the Hull area. Scroll is a platform that intends on helping smaller artists gain exposure and promote their own artwork. From writers, to photographers, to artists, the magazine is a collection of works from a large group of influences and backgrounds.

WHO?

Procured by a small group of 16-29 year olds with a passion for art, the magazine was founded on an ideal to incentivise creativity in Hull as well as showcasing what it has to offer. The city has a bubbling, artistic and cultural scene, and The Scroll is potential that lies beneath. With every issue included will be a feature artist who will have their work showcased on the cover of the magazine, as well as a short interview. We hope this will give artists further exposure.

WHY?

Scroll Magazine hopes to act as a platform for smaller artists to get their work published and to potentially form collaborations. As well as showcasing local artists, we also aim to support small, local businesses in Hull, by offering various advertising spaces in the print publication.

HOW OFTEN?

The Scroll Magazine will be published every two months for the moment, with possibilities in the future to become a monthly curated magazine of art.

To apply for future issues, email us your work at:

scrollhull@gmail.com

www.thescrollmag.co.uk

@TheScrollMagazineHull

WHAT IS YOUTH ARTS TAKEOVER

As one of the Youth Arts Takeover series of arts events in Hull, the Scroll is co-designed with a group of young creatives between the ages of 16-29, who influence the contents featured and overall look of the magazine. The Youth Arts Takeover is part of Goodwin's Development Trust family of projects and is funded by the Arts Council England. The project encourages young people to take initiative and contribute while gaining full control of their learning experience.

If you're wanting to get involved in Youth Arts Takeover please contact Andrew Harper

AHarper@goodwintrust.org

www.arttakeover.co.uk

@YouthArtsTakeover

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EDITORIAL

The world of games is one that's changing all the time, but it's one that is full of wonders! Whether it's a round of Dungeons & Dragons with your friends, or a round on your favourite MMORPG* (gotta get the grind in), gaming is a beautiful hobby, with loads of potential in it for storytelling, creativity, and art!

In this issue, we're not only showcasing local gaming enthusiasts and creatives, but we'll be showing off game-related storytelling, relaying a play on our very own short TTRPG** (all the acronyms!), and talking about the different genres of games. In short - you'd better get your game on, reader, because this issue is gonna be fun!

Cheers,

The Scroll Team

* Massive Multiplayer Online Role Playing Game
** Table Top Role Playing Game

Want to be a part of

THE
Scroll.
MAGAZINE

We're always looking for creative content, be it:

- Photography

- Writing

- Paintings or other art!

- Articles on any topic!

- Interviews!

And even more besides!

If you have something you want to share with us,

get in contact, and it might end up in

the next issue!!

scrollhull@gmail.com

@TheScrollMagazineHull

FAVOURITE GAMES - GOODWIN STAFF!

As part of our Gaming Special, we asked our staff to tell us three of their favourite games - either board or video/computer - and we got some awesome answers! here's some of the responses!

"1. Cards Against Humanity – in this game nothing is taboo. It's genuinely hilarious, but don't play it with your Aunt Gladys!

2. Scrabble – I've played since being a kid and it's usually my 'go to' if I'm stuck in the house / caravan / tent

3. Og On The Bog – Very simple rules and people of all ages can play. Crude and ridiculous! Great after a few beers!"

- Mike Scott, Building Better Opportunities Project.

"Video game wise

- Colonization. I spent hours playing this game and played it several times. I was interested in exploring and adventure this seemed to put me in the position of controling exploration. Managing risk and reward.

- Red Dead Redemption. One of the few video games I completed. Love the wild west feel and the GTA style open world. Great story and many ways to get the the end.

- Borderlands. Great way to mix an RPG with a shoot em up with 3 of your friends. Spent many late nights trying to level up and defeat bosses.

Board games

- Bang the dice game. Great social deduction game and elements of skill.

- Perudo. Bluff your way to victory with a dice version of poker

- Flip ships. Save the galaxy, upgrade your ships but make the firing move using your fingers to flick your bullets."

Andrew Harper, Project Coordinator, Youth Arts Takeover.

"My favourite games based solely on their soundtracks alone:

GTA Vice City - I don't feel I have to explain this at all!

Crash Bandicoot 2: Cortex Strikes Back (with bonus points for cute polar bears and dancing) - This soundtrack fills me with a nostalgic joy and as far as gaming goes, it was loads easier to control than the first one. I still have the cheat book for it somewhere...

Super Mario 64 - Feel like this is a really obvious choice, but I loved the game. I even loved how I would start to hate the soundtrack on certain levels, then would have to get my brother to do that bit for me before I had a tantrum. Koji Kondo is an absolute genius and a special mention for the Zelda soundtrack, which he also composed, would have been my fourth choice had I have been given one."

Sarah Shiels, This Ability Coordinator.

"... my Top 3 which almost seems like an impossible task, I'm breaking my three into different categories:

Capture - Red Dead Redemption 2- The last real game that captured my ever distracted mind. The writing of the story and characters is second to none. The graphics are amazing, a real world is created and it will always be a favourite of mine. The last thing to say about it is- who doesn't love a western also.

Nostalgia - GTA San Andreas - one of the first games I played through on the PlayStation 2, a great story of betrayal, a brilliant soundtrack especially KRose, my first real exposure to this genre of game. Will forever be able to go back and replay it with no enjoyment lost. Pure amazing nostalgia.

Passion - Fifa 14 - I couldn't not include FIFA just due to my pure love of football. This game was out during the time of the 2014 Brazil world cup - watching football whilst playing was an absolute joy. The game itself not the best but the memories it brings back means I couldn't leave it out."

Charlie Ware, This Ability Keyworker.

"Warhammer 40K! When I was a kid (secretly still like watching bat reps online)

RISK!

Game of Life!"

Lloyd Dobbs, Training and Opportunities Manager.

"1. Total War Warhammer 3

Why I like this game - Total War is a great turn based strategy game to choose a race like ork or elf choices and rule the map by playing co-op, pvp or solo.

2. Dragon Age Origin

Why I like this game is the branching choices in the story letting you chose the next step (Good & Evil)

3. Warhammer Quest

Why I like this game is the co-op with friends and family in a fantasy world with characters such as elf, dwarf, wizards and barbarian."

David Moore, Youth Arts Takeover Placement Worker.

There was a truly huge variety of responses from our staff - some constants (everybody loves a bit of Red Dead) and a lot of variables, both in terms of whether people were more fond of board, card and other tabletop games (which can be referred to under the broad term "Idle Games") or video games.

After collating the responses we got from staff, one of our staff threw together a quick graph to show the results of our staff survey, including what genres and such were most popular, and we think the results are pretty interesting!

"Video Games:

OFF – classic RPG Maker game with a fun, yet dark, story.

Space Marine – really captures the feeling of being a Space Marine, all blood, glory, and killing Orks.

The Mass Effect trilogy – it was tough picking a third game when I have so many faves, but the original Mass Effect trilogy was a masterpiece of storytelling that really pushed gaming as an interactive narrative medium.
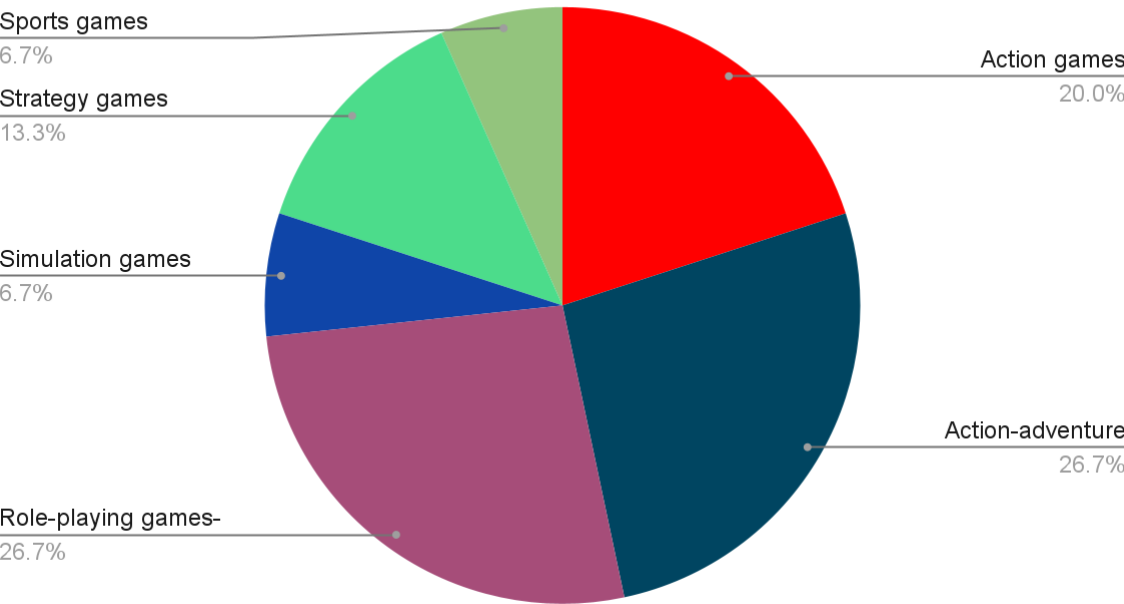
TABLETOP/BOARD

Warhammer 40k – never gets old.

Lord of the Rings Strategy Battle Game – grew up with the Lord of the Rings movies, and getting to push the little figurines around was amazing.

Dungeons and Dragons – when in doubt, play DND."

Jed T. E. Rhodes, Youth Arts Takeover and Youth Music Support Worker.

Staff Game Scored

- Sports games 6.7%
- Strategy games 13.3%
- Simulation games 6.7%
- Role-playing games- 26.7%
- Action games 20.0%
- Action-adventure 26.7%

From this graph, we can see that there's an equal number of fans of Action-Adventure and RPGs, with "Action Games" coming in slightly lower.

Idle Games Points scored

- Dice Games 6.7%
- Card Games 20.0%
- Tabletop Games 33.3%
- Board Games 40.0%
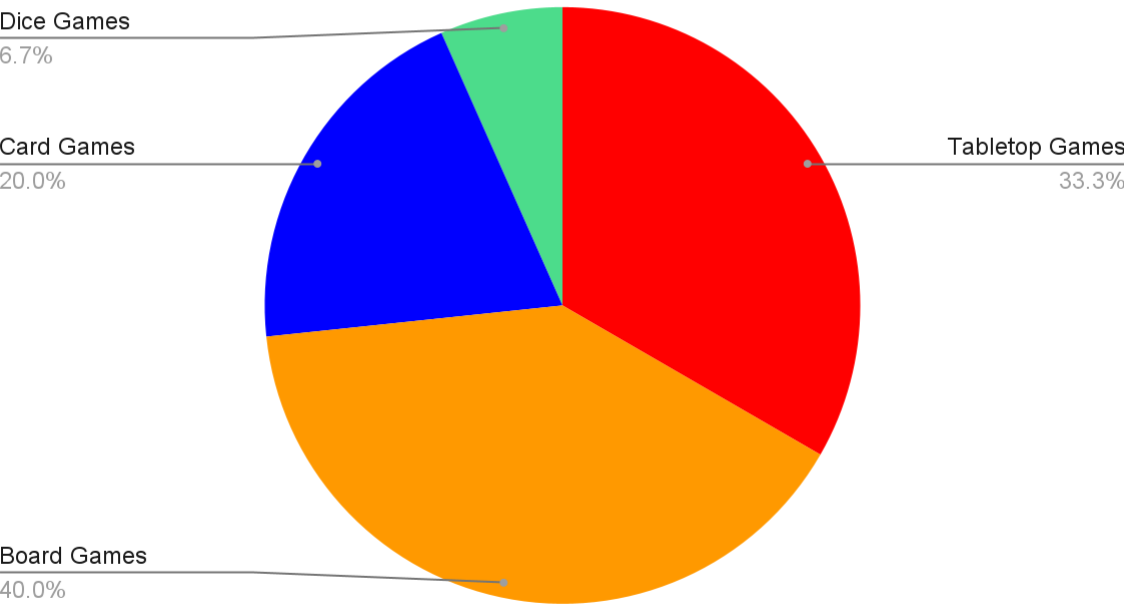
From this, we see that good old-fashioned board games seem to still win the day as far as "Idle Games" are concerned, but Tabletop and Card games are still doing respectfully. The less said for poor old dice games the better!

TOM DOY - PIXEL ART SHOWCASE

"Byleth GB"

Tom Doy is a skilled games designer and pixel artist: his work helped to shape Isolated Nightmares, Goodwin's latest RPG Maker game made during the pandemic, and he has submitted these pixel-art pieces to showcase his continuing work in this field.
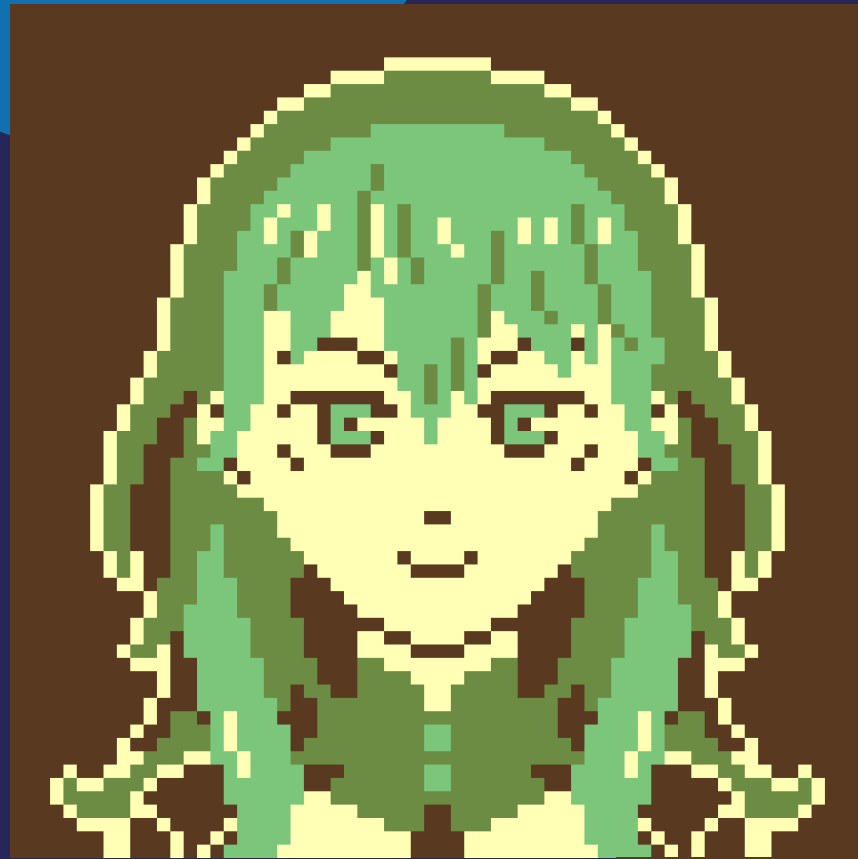
These submissions include pieces done with a self-imposed limitation of three colours, in order to emulate the classic "Game Boy" pixel-art style.

"Colossal Titan GB2"
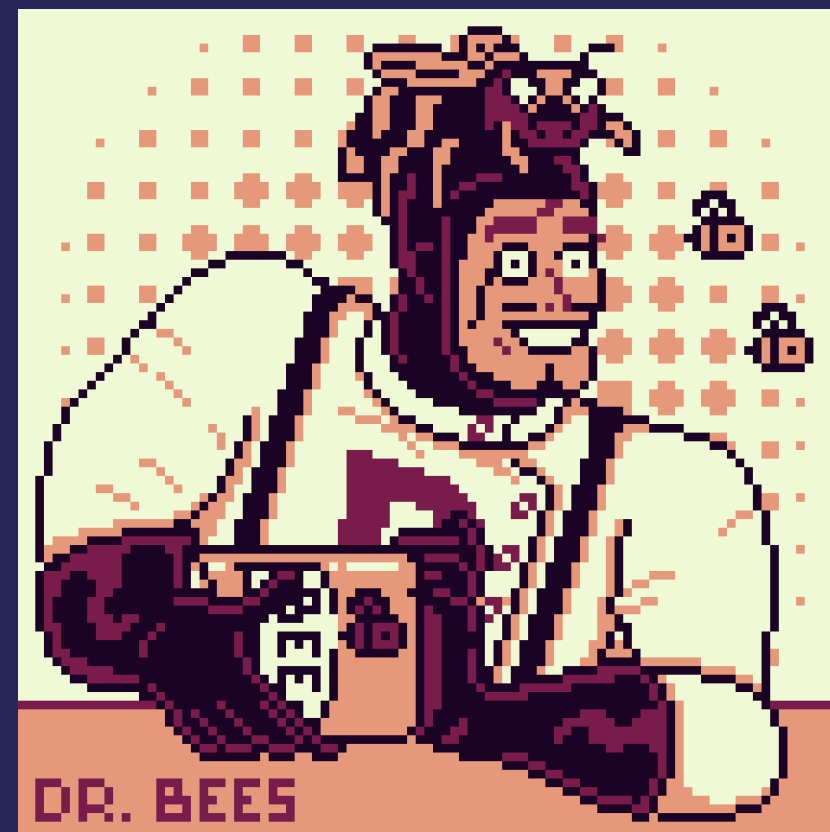
"Dr Bees"

"Dr Bees GB"

The results of this limitation can be seen with many of these pieces, but it is especially interesting to see the contrast between "Dr Bees" and "Dr Bees GB", two identical pieces of work that nonetheless have different colour schemes, lending them entirely different qualities

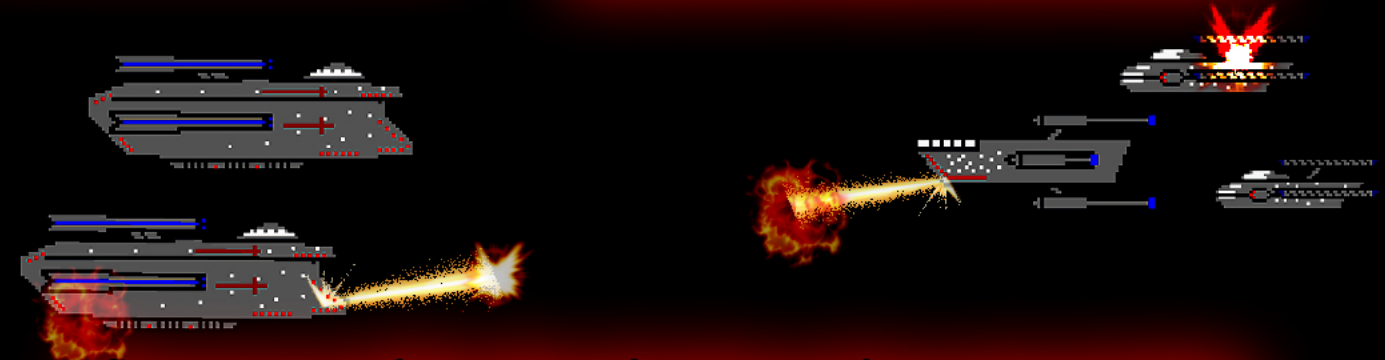"Shark Attack"

"Kirby Collage V8"

"MIKU GB"

For more of Tom's incredible pixel-art work, check out his Twitter: @TomPixelDesign Here, he works on more incredible pixel-art pieces. He also has an account on Newgrounds, where he creates PS1-style art as well.

HU3 GAME DESIGN

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For more information please contact
jrhodes@goodwintrust.org
or search Youth Arts Takeover on Facebook

A day in the life of a sim.

Well where do I start?

My name is Michael Sunweather.

I'm a young adult.

My aspiration is a cereal romantic.

I have no family.

When I woke up that morning, I stood up quickly to fix my bed. And I stood there, waiting.

Then happens the daily tradition, I feel a strong grasp on my body, as I lose the power to move myself. As the body that was once mine moves to the kitchen and makes a party sized plate of scrambled eggs, that I would've been eating as every meal for the next week.

This had happened every day that I remember. Ever since I was...born? (If you can call it birth.) This mysterious force had told me what to do, and what not to do.

It has told me what to say, I had no control over my own conversations or actions.

But that happened to everyone. Right?

Suddenly the pressure on me stops as I reach the table, I sit there and slowly eat my food. It's poor quality, and tastes rather disgusting, I should probably watch more TV.

Well, not that I have to worry about that anymore.

After I was halfway through my meal, I heard the voice from above shout something in an unknown language, and the pressure took over, making me drop my fork and take me out of the door.

I enter the taxi as it takes me to the building, the cab driver says nothing and keeps his eyes fixed on the door, despite not moving the steering wheel he turns round the winding road up to my work.

I enter and see my 'coworkers' standing around, staring into space. I go to the corner of this empty building, and stand there.

Hours go by, and my hunger goes away quickly.

I continue to stand there, unable to move. it's a different feeling from before, I just feel numb, I cannot speak to any of my co-workers in this state. I simply stand, this has been life as everyone knew it. No one questioned it, what would be the point in doing so anyway?

I leave at around 3pm with §1,500 and get whisked away in another taxi.

When I arrived home, there was a pool.

It was simple, it had a small diving board, and the fact it had no ladder didn't even cross my mind at the time.

I of course immediately jumped in, I blinked and suddenly there were fences surrounding the pool.

All I could do was swim around, until I was too tired to do anything else.

The last thing I remember as I was sinking was seeing you, appearing in a mysterious dark smoke, with a scroll and in a dark hood before it all faded to black.

And now I'm here, in a white void. Not knowing where or what to do.

Just sitting there, once again.

Waiting for instructions.

I never thought I'd miss that pressure, that presence of something telling me what to do.

But now it's no longer here, I feel lost.

Almost like I no longer exist.

Like my death had absolutely no meaning on the world.

——

"OrangetangyOrka"

Glitchy Robot - Screenshots from "No Man's Sky".

"Glitchy Robot" is an Instagram and YouTube gamer, whose instagram is dedicated to creating beautiful screenshots from games they play. Presented are a selection of screenshots from "No Man's Sky", presented from their Instagram

@glitchy_robot

All of these screenshots were presented with the hashtag

#aimslikeastormtrooper

The YouTube channel was initially started with videos of Minecraft, which glitchy robot did to make content with his daughter

@lord_ltpoppy

whose work is showcased later in the issue.

Jed T. E. Rhodes - Screenshots from Star Trek Online and Stellaris

USS COLUMBIA - JED T. E. RHODES

Jed T. E. Rhodes is one of Goodwin's staff, and a person whose various works might be a little bit too familiar to Scroll readers. The screenshots on the following pages are from his time on Star Trek Online and Stellaris

Screenshots from Star Trek Online Published by Gearbox Publishing

UNDER THE ENTERPRISE - JED T. E. RHODES

The Colossus - Jed T. E. Rhodes

Time To Die - Jed T. E. Rhodes

Screenshots from Stellaris Published by Paradox Interactive

You Should Never Have Built It - Jed T. E. Rhodes

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LASERS & FEELINGS &
OTHER THINGS
The story of a TTRPG

This is "Lasers & Feelings".

LASERS & FEELINGS

YOU ARE THE CREW OF THE INTERSTELLAR SCOUT SHIP **RAPTOR**. Your mission is to explore uncharted regions of space, deal with aliens both friendly and deadly, and defend the Consortium worlds against space dangers. **CAPTAIN DARCY** has been overcome by the strange psychic entity known as *Something Else*, leaving you to fend for yourselves while he recovers in a medical pod.

PLAYERS: CREATE CHARACTERS

1 Choose a style for your character: **Alien, Android, Dangerous, Heroic, Hot-Shot, Intrepid,** or **Savvy**.

2 Choose a role for your character: **Doctor, Envoy, Engineer, Explorer, Pilot, Scientist,** or **Soldier.**

3 Choose your **number**, from 2 to 5. A high number means you're better at **LASERS** (technology; science; cold rationality; calm, precise action). A low number means you're better at **FEELINGS** (intuition; diplomacy; seduction; wild, passionate action).

4 Give your character a **cool space adventure name**. Like Sparks McGee or something.

You have: a Consortium uniform (with built-in vacc-suit for space walks), a super-sweet space-phone-camera-communicator-scanner thing (with universal translator), a variable-beam phase pistol (set to stun, usually).

Player goal: Get your character involved in crazy space adventures and try to make the best of them.

Character goal: Choose one or create your own: **Become Captain, Meet New Aliens, Shoot Bad Guys, Find New Worlds, Solve Weird Space Mysteries, Prove Yourself,** or **Keep Being Awesome** (you have nothing to prove).

PLAYERS: CREATE THE SHIP

As a group, pick two strengths for the *Raptor*: **Fast, Nimble, Well-Armed, Powerful Shields, Superior Sensors, Cloaking Device, Fightercraft.**

Also, pick one problem: **Fuel Hog** (always needs energy crystals), **Only One Medical Pod** (and Captain Darcy is in it), **Horrible Circuit Breakers** (in battle, consoles tend to explode on the bridge), **Grim Reputation** (Captain Darcy did some bad stuff in the past).

ROLLING THE DICE

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're **prepared** and **+1d** if you're an **expert**. *(The GM tells you how many dice to roll, based on your character and the situation.)* **Roll your dice and compare each die result to your number.**

↓ If you're using **LASERS** (science, reason), you want to roll **under** your number.

↑ If you're using **FEELINGS**, (rapport, passion) you want to roll **over** your number.

0 If **none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.

1 If **one die succeeds**, you barely manage it. The GM inflicts a complication, harm, or cost.

2 If **two dice succeed**, you do it well. Good job!

3 If **three dice succeed**, you get a critical success! The GM tells you some extra effect you get.

! If you roll your number exactly, you have **LASER FEELINGS**. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

What are they really feeling? Who's behind this? How could I get them to ____? What should I be on the lookout for? What's the best way to _____? What's really going on here?

(A roll of LASER FEELINGS counts as a success.)

HELPING: If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them **+1d**.

GM: CREATE A SPACE ADVENTURE

Roll or choose on the tables below.

A THREAT...	
1. Zorgon the Conqueror	4. Space Pirates
2. The Hive Armada	5. Cyber Zombies
3. Rogue Captain	6. Alien Brain Worms

WANTS TO...	
1. Destroy / Corrupt	4. Protect / Empower
2. Steal / Capture	5. Build / Synthesize
3. Bond with	6. Pacify / Occupy

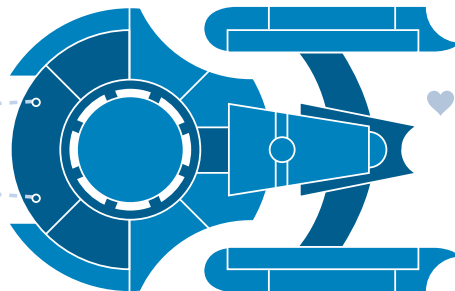| THE...	
1. Space Pirate King/Queen	4. Quantum Tunnel
2. Void Crystals	5. Ancient Space Ruin
3. Star Dreadnought	6. Alien Artifact

WHICH WILL...	
1. Destroy a solar system	4. Start a war / invasion
2. Reverse Time	5. Rip a hole in reality
3. Enslave a planet	6. Fix Everything

GM: RUN THE GAME

Play to find out how they defeat the threat. Introduce the threat by showing evidence of its recent badness. Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do. *"Zorgon charges the mega-cannons on his ship. What do you do?" "Daneela pours you a glass of Arcturan whiskey and slips her arm around your waist. What do you do?"*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. *"Have any of you encountered a Void Cultist before? Where? What happened?"*

Lasers & Feelings is a free one-page Tabletop RPG created in 2013, written by John Harper. The format of the game, as stated in the text above, is "open for hacking and remixes under a CC BY 4.0 License". For those of you who don't speak legalese (and don't worry, we don't either), what this effectively means is that anyone can take the rules as presented here (note: the RULES, and not the TEXT) and modify them in order to create their own TTRPG.

Here at Goodwin, we tried our hand at playing a few rounds of Lasers & Feelings, and it was a load of fun! The crew of the ISS Raptor faced off against Space Pirates with a massive Star Dreadnought and succeeded - through a series of impressive roles - in blowing them to kingdom come! Then there was an adventure where our intrepid heroes faced "Captain Renegade" and tried to stop him from destroying "the Quantum Tunnel", which in our campaign was basically the Channel Tunnel in space. Basically, a lot of fun spacey stuff happened, and we really enjoyed all of it!

We really loved playing this game - as made-up-on-the-spot as our GM's mini-campaign was! There was action, space battles, and a robot with interchangeable heads who kept messings things up (because every classic sci-fi story needs a robot or two). By design, it's a very short game to set up and play, but we had so much fun that we immediately started thinking about how you might expand on such a game. After all, there were threads still left unpulled - what was the mysterious "Something Else" that had somehow put Captain Darcy out of action? One of our players was convinced this would turn out to be a plot thread (it didn't) - but what if there *was* such a thread?

A couple of our staff members and learners got together after our first session and we began thinking about ways to expand upon the one-page system, adding a few layers of extra detail that would enhance the experience. We tried the round again with a few new people, working to see what we could figure out, and lo and behold, we worked a few things out!

The points we had after our games were as follows:

- There was a lot of potential in the character creation to expand - more skills, more abilities, more customisation! As well as this - what about different kinds of "android", different kinds of "alien", each with their own pros and cons!

- Same with the ship! We thought it'd be cool to be able to do a little work on the Raptor, and design a way for us to customise our spaceship to be a bit more unique! What if the players wanted a slow, tanky battleship rather than a scout ship? What's on your ship? What weapons or equipment does it have?

- When we realised there were a lot of plot threads, we realised there was opportunity for development. Sure, the Raptor can start as a ship with a grim reputation - but what if YOU gave it that by blowing up pirates or a rogue space Captain? What if one of your crew was exposed to a nasty alien organism that gave them superpowers but at any moment could turn them against the rest? What if you took these characters beyond the one-shot format?

- Just how does succeeding and failing work, anyway? When we played, we found that it was a little difficult to clear up how one "succeeded" in certain circumstances - how many dice one rolled, etc. This seemed - judging by the one page rules - to be something left up to the GM to decide. Not that that's a bad thing - we certainly had fun! - but a lot of our feedback for our version came back to, again, added depth.

Now it goes without saying that some of our changes and tweaks do render a few of the charms of L&F somewhat null and void: the joy of L&F is that it's freewheeling fun with the opportunity of having a fun session in a little under two hours (which we, in fact, did - three times!). Extending that ran the risk of making the session a little less "fun" and a little more tedious.

It's a tricky beast to be sure, but on the following pages we can begin to show off how we made the attempt!
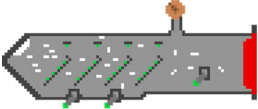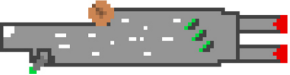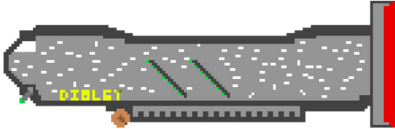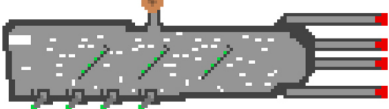
This, then, is the result of our work.
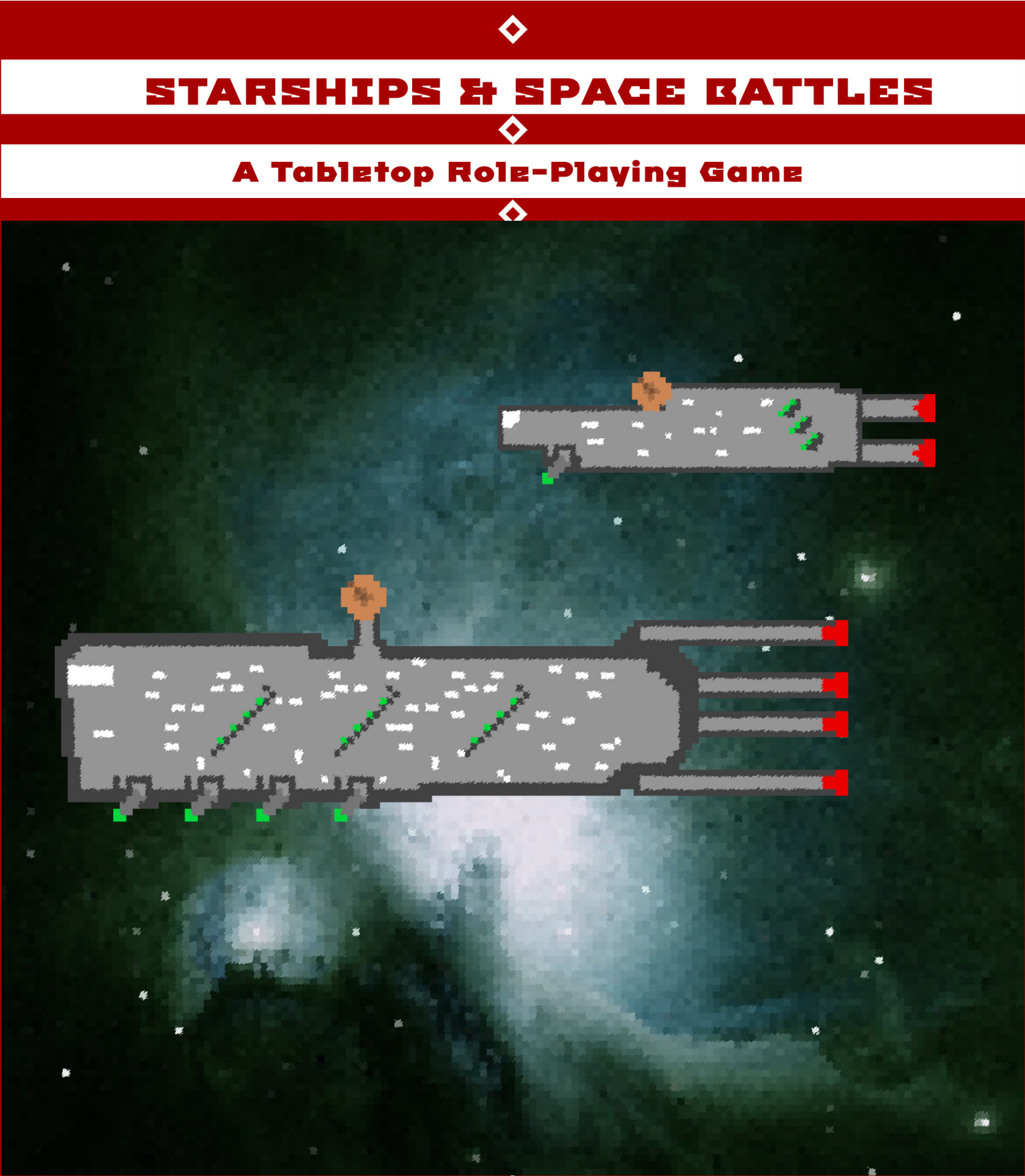
The first draft of this revised game was written over the course of two and a half days with considerable thought put into what was going to stay the same from the rules of Lasers And Feelings and what was going to change. It was essential that the game have more depth, as the learners and staff had suggested, without losing what made Lasers And Feelings great.

The core rule system of Lasers And Feelings, the reliance on the "Lasers" and "Feelings" in order to make rolls and determine successes and failures, are retained in the form of the "Intellect" and "Instinct" rolls. What changed was an increased depth to the character creation system, creating a system with a specified HP count, as well as stats for intelligence, strength and persuasion (IQ, STR and PER).

In addition, a similarly more detailed creation system was determined for the starship the players play. In L&F, the one-page RPG dictates the ship's name ("Raptor") and roughly what sort of ship she is (an "Interstellar Scout Ship"). In "Starships", the player is given the opportunity to choose what kind of starship their characters are flying from a selection including "Cruiser", "Battleship" and "Carrier". In the original L&F, theplayers did have the opportunity to choose strengths and "problems" for the Raptor, and for "Starships" we extended this to picking different numbers of strengths and weaknesses for each class of ship, allowing for greater player control than previously.

SHIP TYPE

CRUISER

DESTROYER

SCOUT

CARRIER

BATTLESHIP

SHIP NAME

_____

AGE_____

HP_____

AP_____

SPD_____

ATK_____

SCI_____

This also extended to an initial system allowing for players to choose the statistics of their ship, which again would influence their ship's performance.

The "Pre-Alpha" version of the game was playtested by a collection of learners and staff after the initial ruleset was finalised. There was a lot of work done in a very short space of time for the game, so naturally we wanted to be sure that this very quick initial version wasn't a complete catastrophe.

And it wasn't!

Just... mostly one.

But the initial playtest was a very useful tool. As part of Goodwin's Youth Arts Takeover project, our staff and learners have worked hard to create games before (including Semerwater: Rise from the Abyss) and the most important thing we've found in creating these games is the importance of multiple perspectives.

Some of the key initial issues that were identified in the Pre-Alpha version included:

- There were a handful of spelling and structural mistakes, and a few typos, in the sheets (a small point but an important one if we're to put this game out there!). This also extended to needing to clarify certain points due to unclear language.

- When creating a character, there was confusion about the effect that stats had, the effects that Key Traits had (exacerbated by another of those typos!)

- The "Intellect and Instinct" rolls were unclear - it was suggested to codify what actions came under which umbrella.

- When creating a character and choosing your species, the human species had the opportunity to sink two points into any stat, but this was deemed an unfair advantage, and so this will be changed.

- When designing ships, players were uncertain about AP and HP, and so "AP" will be replaced by shields.

- The use of stats and how they affected rolls was unclear and needs to be clarified.

And there were a few more besides that.

Basically, a whole load of things got noticed, and needed to be recitified. But it's progress! At the time of writing, the full game is still in progress, but it should be finished in the next couple of months, and we look forward to bringing it to you!
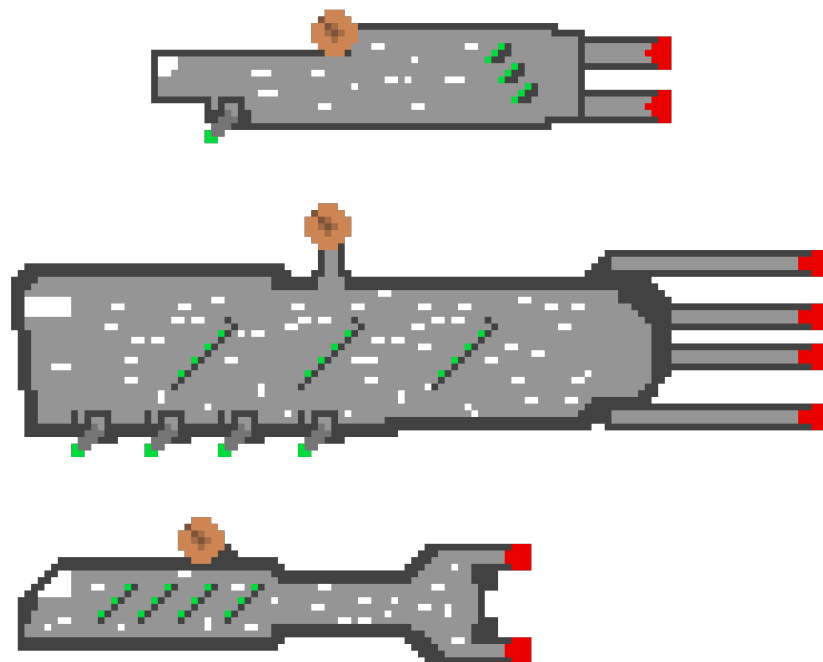
ISOLATED NIGHTMARES

A video game by the YOUTH ARTS TAKEOVER

Are you brave enough to face your nightmares?

Scan Me
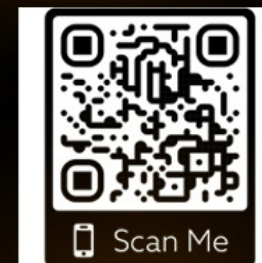
Play the game!

Scan Me
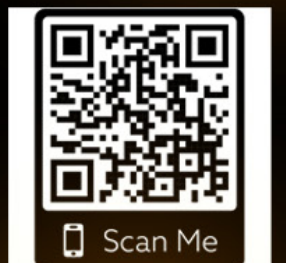
Listen to the Soundtrack

GAME DESIGN

YOUTH ARTS TAKEOVER

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YOUTH MUSIC

Toby Beck - Screenshots from Star Trek Online and Forza

Toby Beck is a gamer and filmmaker whose YouTube channel "Sergeant Beckett" is focused on his gaming and on ship beauty shot videos made in Star Trek Online, the results of which can be seen in these screenshots.

Screenshot from
Forza Horizon 5
Published by
Xbox Game
Studios

Screenshots from
Forza Horizon 3
Published by
Microsoft
Studios

Screenshots from
Star Trek Online
Published by
Gearbox
Publishing

Screenshots from
Star Trek Online
Published by
Gearbox
Publishing

All screenshots taken by Toby Beck

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Gaming Genres

An article by David Moore

David Moore is a participant on Goodwin's Create To Change project, who has been working with us on a placement to support the Games Design sessions and help create this issue of the Scroll. This article is based on his research into different genres of gaming.

ACTION GAMES

What is an Action Game?

An Action Game is a genre of game that puts you in the action of the game's world and story. You use hand-eye coordination to reach your goal in the game.

Action games have a very broad selection of sub-genres, including fighting games, platformers, stealth and survival.

Platformer

A platformer game in which the player controls a character who jumps or climbs between different platforms.

Examples:

i.   *Oddworld: New 'n' Tasty*

ii.   *Super Mario 64*

iii.   *Crash Bandicoot N. Sane Trilogy*

Stealth

A stealth game is a game that challenges you to remain undetected and reach your goal, which can be a person to kill or a location to get to.

Examples:

i.   *Hitman 2*

ii.   *Dishonored*
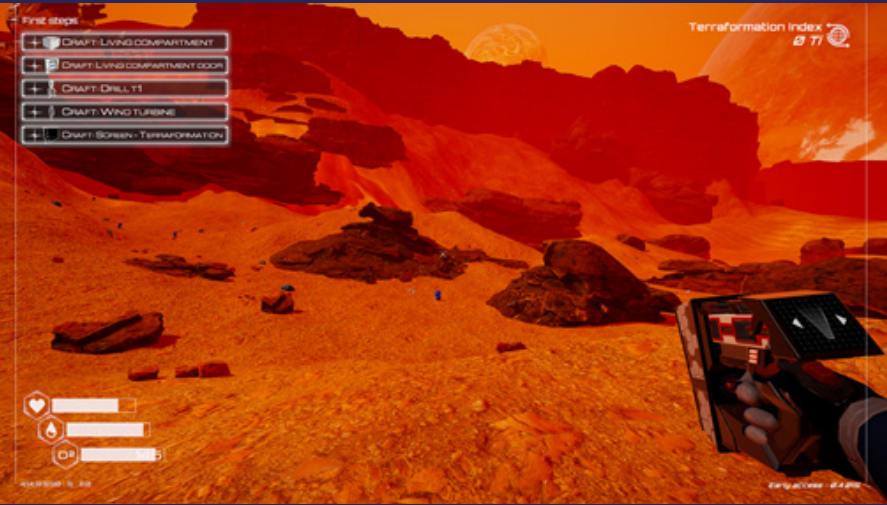
iii.   *Assassin's Creed*

Screenshots from

Hitman 2 (2018)

IO Interactive

Survival

A survival game is a game where the player crafts, gathers and loots resources in order to survive the threats of the game, such the environment, enemy and other players.

Examples:

i.   *7 Day to Die*

ii.   *Planet Crafter*

iii.   *Don't Starve*

Screenshot from

Planet Crafter

(2022)

Miju Games

ACTION-ADVENTURE GAMES

What is an Action-adventure Game?

Action-adventure games most frequently include two game mechanics: game-long quests or obstacles that must be reached using a tool or item collected, as well as an action element where the item(s) are used. Sub-genres include:

Survival Horror

Most of the titles deliver nail-biting excitement amplified by a key game mechanic: limited resources like ammunition or weapons.

Examples:

i.   *The Last of Us*

ii.   *Resident Evil: Village*

iii.   *Dead Space*

Screenshot from

Dead Space

(2008)

Electronic Arts

Metroidvania

The term "Metroidvania" refers to an aspect of the two video games that defined the genre: Metroid (1986) and Castlevania (1986). These games would both stop the player from progressing unless they find a specific item or tool that can help them progress. This also leads to a considerable amount of backtracking as players find the correct item to open a path.

Example:

i.   *Symphony of the Night (1997)*

ii.   *Hollow Knight (2017)*

iii.   *Dandara (2018)*

ADVENTURE GAMES

An adventure game is a video game in which the player assumes the role of a protagonist in an interactive story driven by exploration and/or puzzle-solving.

Sub-genres include:

Graphic Adventures

Graphic adventures are adventure games that use graphics to convey the environment to the player. Games under the graphic adventure banner may have a variety of input types.

Examples:

i.   *Sam & Max Hit the Road*

ii.   *The Walking Dead game*

iii.   *Deponia: The Complete Journey*

Screenshot from

Deponia: The Complete Journey
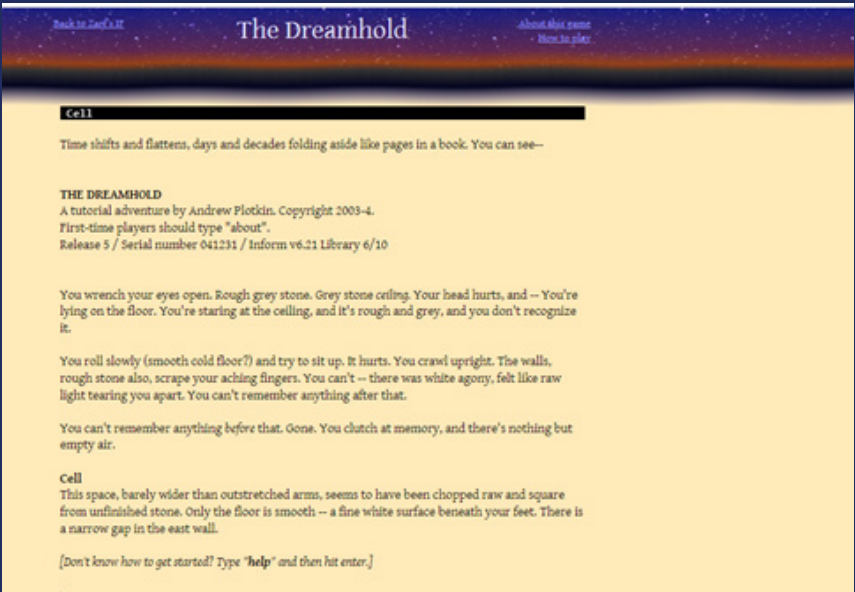
(2021)

Daedalic Entertainment

Text Adventures

Early text adventure games were called "interactive fiction." where the gameplay is text-based, meaning players use their keyboard to input commands in response to the game-programmed story.

Examples:

i.   *The Dreamhold*

ii.   *Zork*

iii.   *Spider and Web*

Screenshot from

The Dreamhold

(2003)

Andrew Plotkin

Interactive Movie

Interactive movies contain pre-filmed live-action or animation sequences. The adventure is played out typically from a third-person and the player controls the action during certain points in the story.

Examples:

i.   *True Colours Life is Strange*

ii.   *Detroit: Become Human*

iii.   *Until Dawn*

Screenshot from

True Colors: Life is Strange

(2021)

Deck Nine, Square Enix

ROLE-PLAYING GAMES (RPG)

An RPG (Role-Playing Game) is a genre that goes back to (D&D) Dungeons and Dragons and other pen and paper role-playing games (otherwise known as TableTop RPG or TTRPG). Most RPG games are in the fantasy or medieval setting, but not all, with examples in other genres including *Mass Effect, Fallout* and several of the later entries in the *Final Fantasy* series.

Sub-genres include:

MMORPG (Massive multiplayer online role-playing games)

MMORPG means massively multiplayer online role-playing games, and it's a type of video game that combines elements of role-playing games (RPGs) with the gameplay of multiplayer online gaming worlds.

Example:

i.   *World of Warcraft*

ii.   *Star Wars: The Old Republic*

iii.   *Star Trek Online*

Screenshot from

Star Wars: The Old Republic

(2011)

Electronic Arts, Bioware

Tactical RPG

Tactical role-playing games play more like traditional board games, wherein the game action plays out over an isometric grid. Players use almost chess-like strategy and a finite number of resources (armies, weapons, etc.) to conquer battles and enemies.

Examples:

i.   *XCOM: Enemy Unknown*

ii.   *Solasta: Crown of the Magister*

iii.   *Divinity Original Sin 2*

Action Role-Playing Games

Action role-playing games take game elements of both action games and action-adventure games. A defining characteristic of action RPGs is that the combat takes place in real-time and depends on a player's speed and accuracy to best foes.

Examples:

i.   *The Witcher 3: Wild Hunt*

ii.   *Mass Effect Legendary Edition*

iii.   *The Elder Scrolls V: Skyrim*

Screenshot from

The Witcher III: Wild Hunt

(2015)

CD Projekt Red

SIMULATION GAMES

With gameplay based on traditional strategy board games, these games require players to use carefully developed strategy and tactics to overcome challenges. More recently, these type of games have moved from turn-based systems to real-time gameplay.

Sub-genres include:

Construction and Management Simulation

SimCity is the most popular construction and management simulation of all time. The game simulates the building and management of a city, including street planning, zoning, and taxing city residents.

Examples:

i.   *Satisfactory*

ii.   *Jurassic World Evolution*

iii.   *Cities: Skylines*

Screenshot from

Jurassic World: Evolution

(2018)

Frontier Developments

Life simulation

Like SimCity, in The Sims, players control the individual aspects of artificial life. Simulations may allow players to manipulate a character's genetics. Even the character's reaction to a certain situation may be under the player's control.

Examples:

i.   *My Time At Portia*

ii.   *The Sims*

iii.   *Animal Crossing: Wild World*

Vehicle simulation

Vehicle simulations aim to recreate the experience of flying an airplane, driving a race car, and in some cases, driving a tractor on a farm.

Examples:

i.   *Forza Motorsport 7*

ii.   *Spintires:Mudrunner*

iii.   *Euro Truck Simulator 2*

Screenshot from

Mudrunner

(2020)

Saber Interactive, Focus Entertainment

STRATEGY GAMES

Strategy games require players to use carefully developed strategies and tactics to overcome challenges. More recently, these type of games have moved from turn-based systems to real-time gameplay in response to player feedback.

Sub-genres include:

Tower Defence

Tower defense is a subgenre of strategy games where the goal is to defend a player's territories or possessions by obstructing the enemy attackers or by stopping enemies from reaching the exits

Examples:

i.   *Plants vs. Zombies*

ii.   *Dungeon Defenders*

iii.   *Defense Grid: The Awakening*

Screenshot from

Defense Grid: The Awakening

(2020)

Hidden Path Entertainment

Turn-Based Strategy

A turn-based strategy game gives players a length of time in which to take action. But like an RTS game, the genre can include games that are not exclusively turn-based (such as the Total War games).

Examples:

i.   *Civilization 6*

ii.   *Total War: Games*

iii.   *The Banner Saga 3*

Screenshot from

Total War: Warhammer III

(2022)

Creative Assembly

Real-Time Strategy

RTS games task players with controlling their operations in real time (hence the name, real-time strategy game). The likes of Age of Empires and StarCraft helped shape the long-term popularity of the RTS genre in the mid-1990s.

Examples:

1.   *StarCraft 2: Wings of Liberty*

2.   *Frostpunk*

3.   *Battlefleet Gothic: Armada 2*

Screenshot from

Starcraft 2

(2022)

Blizzard Activision

SPORTS GAMES

Sports games simulate sports like golf, football, basketball, baseball, and soccer. Opposing players in these games are often computer-controlled but can also take the form of live opponents.

Sub-genres include:

Team Sports

One of the earliest types of video games genres, team sports games simulate playing a sport. Some games, like Arch Rivals and NBA Jam, satirize the genre, while others like Madden NFL and FIFA look to recreate the realism and capture the feeling of playing a live sport.

Examples:

i.   *FIFA 22*

ii.   *Madden NFL 22*

iii.   *Super Mega Baseball 3*

Racing

Racing simulator series like Forza and Gran Turismo are some of the most popular games in this category, but arcade classics like Pole Position are included here too. In these games, players race against another opponent or the clock.

Examples:

i.   *Need for Speed*

ii.   *Mario Kart*

iii.   *Dirt 5*

Competitive E-Sports

Fictional sports or competitive games fall into this category. eSport games like Overwatch and Team Fortress have also been assigned to this subgenre.

Examples:

1.   *PlayerUnknown's Battlegrounds (PUBG)*

2.   *Overwatch*

3.   *League of Legends*

Screenshot from

Overwatch

(2022)

Blizzard Activision

HIGHLIGHT
JED E BEAR
AS MERCY

PUZZLE GAMES

Puzzle or logic games usually take place on a single screen or playfield and require the player to solve a problem to advance the action.

Sub-genres include:

Logic Game

A logic game requires players to solve a logic puzzle or navigate a challenge like a maze. These games include brain games like Brain Age, but also include such casual puzzle games as Tetris.

Examples:

i.   *Portal 2*

ii.   *Fez*

iii.   *Peggle*

Screenshot from

Peggle

(2007)

Electronic Arts

Trivia Game

Like real trivia games, video trivia game players must answer a question before a timer runs out to score points. Trivia games are increasingly growing in popularity, especially on mobile phones.

Examples:

i.   *Trivia Crack*

ii.   *Trivia Tricks*

ALL SCREENSHOTS BY DAVID MOORE AND JED T. E. RHODES

THE Scroll. MAGAZINE

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THORNTON VILLAGE HALL
WALKER STREET

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Lord_LtPoppy - Screenshots from "Shadow of the Colossus", "Red Dead Online" and "GTA Online". "No Man's Sky".

Screenshot from

Shadow of the Colossus

(2005)

Sony Computer Entertainment

lord_ltpoppy
Forbidden Land
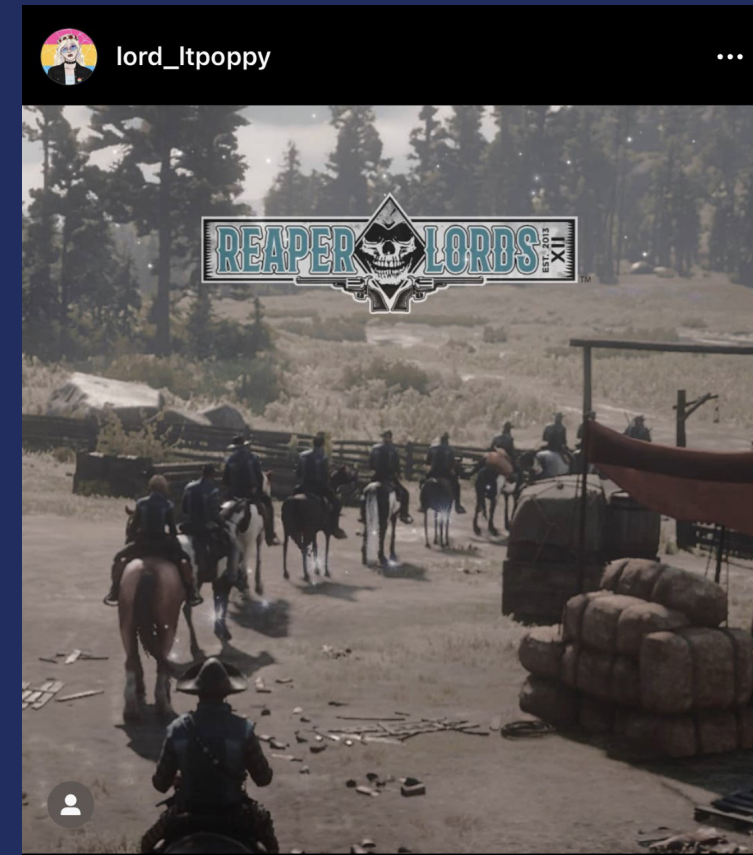
lord_ltpoppy

Screenshot from

Red Dead Online

(2019)

Rockstar Games

lord_ltpoppy
Ambarino

Lord_LTPoppy is a member of the "Reaper Lords", an online gaming community with a heavy focus on LGBT-Q issues. The "Reaper Lords" are an example of the kind of online communities - and supportive environments - that can come to be formed by a shared love of gaming online.

Screenshot from

Red Dead Online

(2019)

Rockstar Games

Screenshot from

GTA Online

(2013)

Rockstar Games

lord_ltpoppy

THE
Scroll.
MAGAZINE

ISSUE #11
◆ ◆ ◆ ◆ ◆ ◆

WHAT IS SCROLL

Scroll Magazine is an online and print magazine made by artists for artists. The magazine aims to highlight a variety of small local artists in the Hull area. Scroll is a platform that intends on helping smaller artists gain exposure and promote their own artwork. From writers, to photographers, to artists, the magazine is a collection of works from a large group of influences and backgrounds.

To apply for future issues, email us your work at:

scrollhull@gmail.com

www.thescrollmag.co.uk

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THANK YOU FOR ALL SUBMISSIONS
AND TO THE PEOPLE WHO ARE INVOLVED