

# LIVE

Gametraders

FEBRUARY/MARCH 2017 ISSUE

## [CONSPIRACIES]

**OVERALL  
GAME OF  
THE YEAR  
2016**

**BY VGCHARTZ**  
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LEGENDS**

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**EXCLUSIVE INTERVIEW WITH ACTRESS & COSPLAYER**

**TATIANA DEKHTYAR!**

# WELCOME

As I write this I'm wearing a tin foil hat.

These are strange times indeed. If you're any way interested in mystery, conspiracy or paranormal there's a plethora of podcasts you can listen to, TV series to hook you in and movies and books that will keep you entertained and captivated for weeks. What's all this got to do with games and/or pop culture? Well, glad you asked.

Story tellers involved in gaming have tackled mystery and conspiracy for years. Some game developers have hidden secrets in their games; hidden trails or tunnels, and alternate endings. They can be simple (or complex) as button combinations in a fighting game to reveal a secret move or it maybe you need to perform a series of tasks in a particular order to open a hidden corridor that leads to ... riches or maybe death..?

Here at Live we love a good conspiracy, a good mystery that gets you thinking. So we took a look at conspiracies in movies, in real life and in games and we also asked you, our readers, to tell us your favourite conspiracy or game "easter eggs."

In game news the team from VG Chartz took a look at 2016 Game of the Year and the state of sales of the current generation of consoles. Speaking of consoles, Patrick Day Childs from VG Chartz checked out Nintendo's new Switch and 3 of the mini games the big N is releasing with their latest console. Will it be a winner?

Our Cosplay Live section has the amazing Tatiana DeKhtyar featured with her tips on acting and cosplay and a bunch of awesome photos of her cosplay art.

It's a packed issue and we hope you enjoy our new directions we're heading into - sure games and pop culture are always at the core of Live but we know there's so much more going on in the world so we're going to go deep this year, cause "The Truth is Out There..."

"Trust no one..."

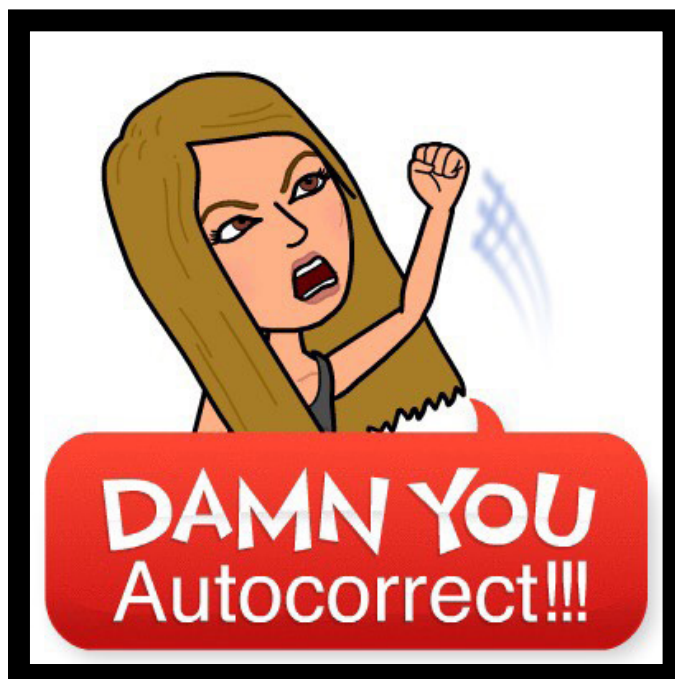
- Deep Throat on the X-Files



## PUBLISHER



## ART DIRECTOR



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## THE LIVE TEAM

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Scott Sowter

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# NEWS



## NEW GAME RELEASES!

We're excited for For Honor, LEGO Worlds, The Legend of Zelda: Breath of the Wild & South Park The Fractured but Whole! For a full list of game releases in Feb & March check out our games section!



## D&D TALES FROM THE YAWNING PORTAL - COMING SOON!

When the shadows grow long in Waterdeep and the fireplace in the tap-room of the Yawning Portal dims to a deep crimson glow, adventurers from across the Forgotten Realms, and even from other worlds, spin tales and spread rumors of dark dungeons and lost treasures. Some of the yarns overheard by Durnan, the barkeep of the Yawning Portal, are inspired by places and events in far-flung lands from across the D&D multiverse, and these tales have been collected into a single volume.

For use with the fifth edition Player's Handbook, Monster Manual, and Dungeon Master's Guide, this book provides fans with adventures, magic items and deadly monsters, all of which have been updated to the fifth edition rules. Explore seven deadly dungeons in this adventure supplement for the world's greatest roleplaying game.



## BEAUTY & THE BEAST BRAND NEW POPS!

With the new Beauty & The Beast movie hitting cinemas in Australia on 23 March - Funko have released these must-have Pop! Vinyls! Hitting stores early March - pre-order Belle, Beast, Belle (Celebration), Cogsworth, Lumiere & Potts & Chip Pops today!

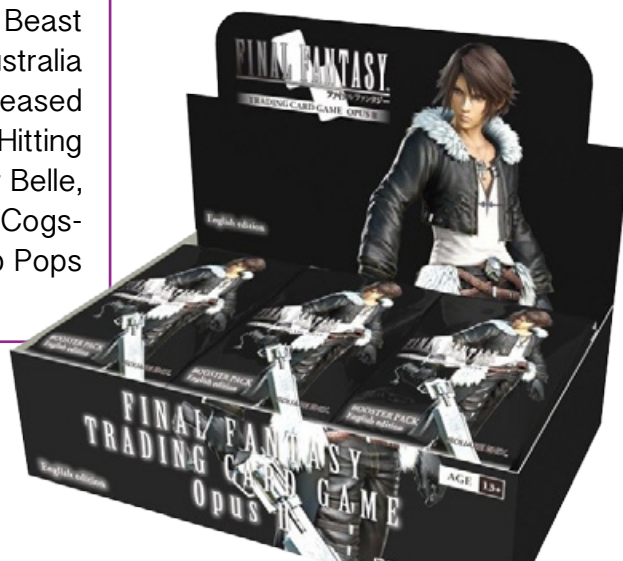
## FINAL FANTASY TCG!

Are you a Final Fantasy Fan?

From the world of Final Fantasy comes a brand-new trading card experience!

Expand on the 186 cards available in Opus I with the upcoming Opus II expansion in March. Opus I and starter decks available in stores now!

Continue your epic Cloud Vs Sephiroth battle with Final Fantasy Opus II available in stores March 17th, Pre-Order Now!







## THE LEGEND OF ZELDA: BREATH OF THE WILD

Forget everything you know about The Legend of Zelda games. Step into a world of discovery, exploration and adventure in The Legend of Zelda: Breath of the Wild, a boundary-breaking new game in the acclaimed series. Travel across fields, through forests and to mountain peaks as you discover what has become of the ruined kingdom of Hyrule in this stunning open-air adventure.

## DEADPOOL METAL MINIS!



These ultra cool minis just came across our desk so we thought we'd feature them. There's 4 in the set including Lady Deadpool, Kid Deadpool, Dog Deadpool and Deadpool himself. Coming out in April!



## SWITCH ON TO SWITCH!

Sorry about the bad heading, but we're excited for Nintendo's newest console, the Switch. This video shows all the releases coming out soon for the game system. Can't wait!!

## GAMETRADERS ARE EXPANDING! FRANCHISES AVAILABLE!

Find out more here... [www.gametraders.com.au/franchising](http://www.gametraders.com.au/franchising)

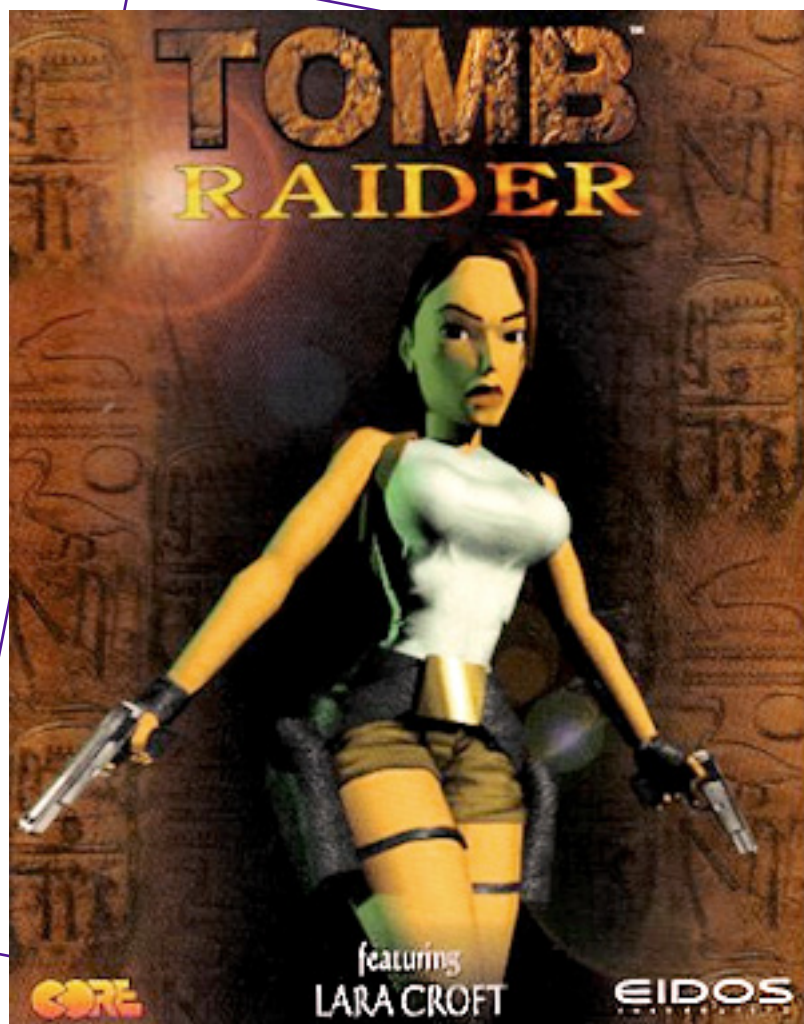


# VIDEO GAME MYTHS AND

When Tomb Raider was released on the Playstation 1 there were a bunch of rumours going around that Ms Croft could be played in her birthday suit.

There was no inclusion in the game for this but a number of patches were released by others so as to strip Lara of her clothing. That first iteration of Tomb Raider had a Lara with an enormous chest that wasn't really in proportion to the rest of her. So the possibility of a "nude" Lara Croft was tantalising to some of the male gamers at the time—the many patches offered are a testament to this. But Tomb Raider, whilst not having an official nude mode did have some controversy. In the 2013 release from Crystal Dynamics there was talk in the media of a "attempted rape scene" and a report on Kotaku went into detail about how the game's creators had denied that their game features this scene.

LARA CROFT NUDE MODE



# FANTASY LEGENDS

This one was a creepy one to research, so here we go...

Supposedly in 1981 a video game cabinet called Polybius was put in several arcades in Portland Oregon USA, and the story goes that the game was extremely addictive with lines forming around the machines and fights breaking out over who's up next to play. The story gets weirder when reports of "men in black" were seen collecting some sort of data from the machines. Players suffered from side effects like insomnia, night terrors and stress. In one case there was suppose to have been suicide too. The game is described as not unlike Tempest with a runner like graphical effect. But did it exist?

If you'd like to find out more about Polybius, head over to the Astonishing Legends Podcast page - they do a brilliant job of going into great detail on the urban legend and whether it actually existed or not  
<http://www.astonishinglegends.com/portfolio/ep031-polybius/>



POLYBIUS



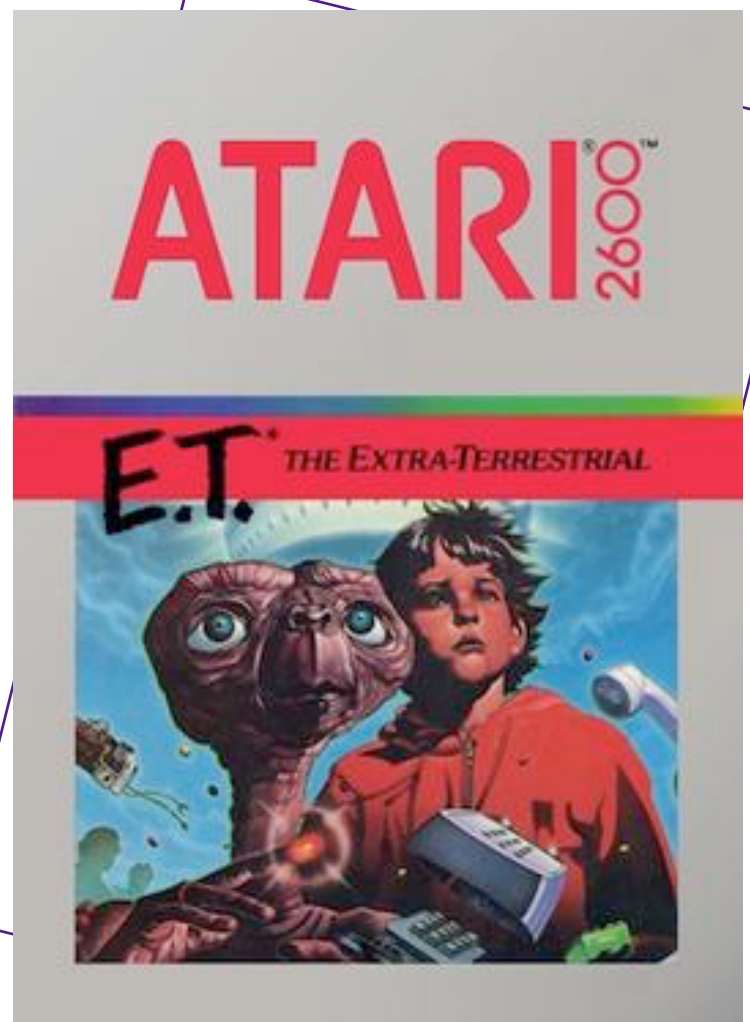
# MASS BURIAL OF ET

No, not a real ET but the Atari video game that came out in 1982. The game was based on the Spielberg movie - ET: The Extra-Terrestrial, but unlike the movie, the game was terrible. It was also a massive commercial failure with some saying the game contributed to the video game industry crash on 1983! The story goes that there were so many millions of unsold cartridges that they had to be buried in New Mexico. According to Wikipedia:

"In September 1983, the Alamogordo Daily News of Alamogordo, New Mexico, reported in a series of articles that between ten and twenty[61] semi-trailer truckloads of Atari boxes, cartridges, and systems from an Atari storehouse in El Paso, Texas, were crushed and buried at the landfill within the city. It was Atari's first dealings with the landfill, which was chosen because no scavenging was allowed and its garbage was crushed and buried nightly. Atari officials and others gave differing reports of what was buried,[62][63][64] but it has been speculated that most unsold copies of E.T. are buried in this landfill, crushed and encased in cement."

Source:

[en.wikipedia.org/wiki/E.T.\\_the\\_Extra-Terrestrial\\_\(video\\_game\)](https://en.wikipedia.org/wiki/E.T._the_Extra-Terrestrial_(video_game))





# PLAYSTATION 2 WMD?

This is an interesting one. It was reported by WorldNetDaily.com that Iraq's leader of the time, Saddam Hussein was stock piling PS2s for their chips. They would (so it goes) be bundled in groups of 12 or more to create a "super computer" that could allow a drone to be used as an attacking weapon. The rumour has it that the Christmas shortage of 2000 of Playstation 2 systems was because of this stock piling by Iraq. It was also reported that the Defence Intelligence Agency looked into this in 2004 but no details were released...

**"SADDAM  
HUSSEIN WAS  
STOCK PILING  
PS2S.."**



# DEATH BY GAMING?

Another cabinet video game from the early 80s - Berzerk, is a game where you battle robots and finally the boss - Evil Otto. In 1981 it was reported that gamer, Jeff Dailey was playing the game and died after finishing. In 1982 other player, Peter Burkowski was playing and within 15 minutes of getting the high score he collapsed, dead. Reports say both deaths were due to heart attack. Wikipedia goes into a bit more detail here:

"Berzerk is the first video game known to have coincided with the death of players. In January 1981, Jeff Dailey made the Berzerk top-ten list after posting a high score of 16,660 points and suddenly died of a heart attack at age 19 a few seconds after the game was over.[12] One year later in October 1982, Peter Burkowski entered Friar Tuck's Game Room in Calumet City, Illinois and made the Berzerk top-ten list twice in fifteen minutes. Astonishingly, he collapsed just a few seconds after the game was over, before dying of a heart attack at age 18. His high scores are unknown."

Source:

[en.wikipedia.org/wiki/Berzerk\\_\(video\\_game\)](https://en.wikipedia.org/wiki/Berzerk_(video_game))





# GAMETRADERS: THE HOME OF RETRO

**TRADE & SAVE** on anything in-store!

Bring in your unwanted games or consoles &  
we'll give you store credit to use in-store!

**PLUS** at Gametraders you can choose from our massive  
range of discounted pre-owned and retro gaming!



# VIDEO GAME

# EASTER

So there was a bit of a backlash against Woolworths for selling Hot Cross buns the day after Christmas. Some people got quite upset accusing the retailer of greed and disrespect. So with that in mind we're giving you a bunch of "Easter Eggs" from video games a few years back, that one of our researchers has spent time finding across the net.

**Donkey Kong Tropical Freeze** Wii U: Metroid Easter Egg is found in the background of the Donkey Kong Country level 1-B Busted Bayou. The easter egg is Samus Aran's gunship and it is hidden in the background of this level. The ship is located to the left of the K and it is lodged between the trees.

**Aliens: Colonial Marines** for PlayStation 3, Personal computer, Xbox 360, Microsoft Windows, PlayStation 2, Nintendo DS: The easter egg in this game is a special containment capsule that contains a tiny straw hat and a cane. To find this easter egg you go to the laboratory from the mission one bullet. In that

same level you will find two chest-buster specimens with the same can and hat. It is a reference to the movie Spaceballs.

**Batman: Arkham Asylum** for PlayStation 3, Xbox 360, Macintosh, OS X, Microsoft Windows: Next to War-den Sharp's office is a secret room. You won't find it on any of the maps in the game and can't see it with Batman's Detective vision. To find it first go to Sharp's office then equip your explosive gel and make a left at the stairs. Then on the wall in the center of it place several applications of the explosive gel. Then detonate the gel and you will find the secret room. There is no achievement for this easter egg.

**Crysis 2** for PS3, Xbox 360, and PC: In the Dead Man Walking mission while walking through the office building you will find a surprise. You will find two C.E.L.L. assault soldiers dancing in a elevator filled with fog, strobe lights, and a disco ball.

**God War: Ascension** PS3: In ch.14 the cistern you will find a hidden

puzzle. You will come across a painting depicting Olympus. When you examine it the painting will spit out a random string of letters. The letters translate to: Sun, bird, bull, lion, sun and each corresponds to plates in the ground. Activate the plates in that order will unveil a new image on the painting. The message on the painting will say When the earth stops, the journey begins.

**Sanctum 2** for Microsoft Windows, OS X, Linux, PlayStation 3 and Xbox 360 : The easter egg in this game is located in the bio lab level. Hanging on the edge of the broken platform is a explorer. As you walk closer to the platform he says in a Ian McKellen voice "Fly, you fools!" Then he plunges to his doom.

## Want more?

Download our **Easter Eggs Guide** in full when you sign up free as a for your Live Magazine subscription - cancel any time but it's free! Click the tiny link text below...

<https://app.e2ma.net/app2/audience/signup/1815188/1750786/>

# REGGS



conspiracy theory

information

espionage

intelligence

privacy

politics

treason

secure

conspire

sedition

connivance

world

little game

practi

secret

counte

act

counterplot

trick

corporation

paper

covin

source

agreement

fra

envelope

treacherousness

confederacy



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top  
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disloyalty  
hookup  
put-up job  
management  
machination  
intrigue  
document  
cabal  
property  
businessman

confidential  
plot  
password  
secret  
truth  
government  
controversy  
agency  
classified  
mind control  
covert  
trickery  
complot  
denied  
folder  
league  
seal  
military  
perfidy  
business  
agenda  
criminal  
treachery  
game  
disloyalty  
top  
hookup  
put-up job  
management  
machination  
intrigue  
document  
cabal  
property  
businessman

# CONSPIRACY

# THEORY

This month in Live we've looked at video game conspiracies, Easter eggs in movies and games and now let's look at some real life conspiracies. They make fascinating reading, but a word of warning... the rabbit hole goes very deep.

**“JFK... THIS IS THE  
GRAND-DADDY OF  
ALL CONSPIRACIES”**



# RACIES REFS

JFK

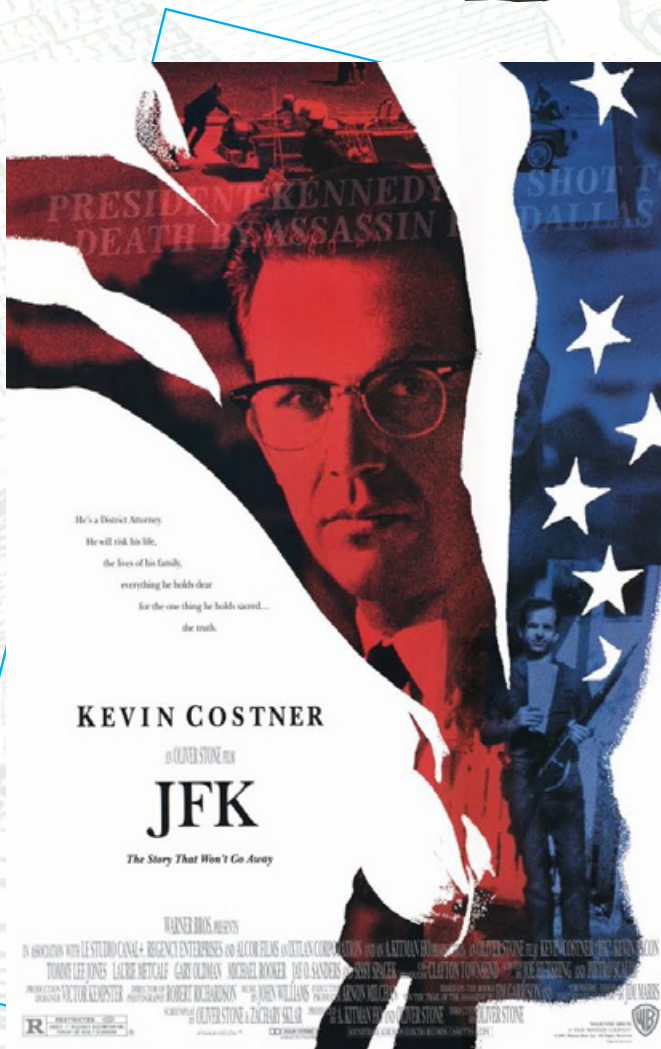
This is the grand-daddy of all conspiracies. Who really killed the President of the United States in 1963? At the time, a lone gunman, Lee Harvey Oswald was arrested but in turn was gunned down by Jack Ruby whilst being escorted by police. Ruby was then arrested but died in prison from a pulmonary embolism. Before Ruby died he told Dallas Deputy Sheriff Al Maddox that he'd been injected for a cold but he claimed it was cancer cells. The Deputy said, "You don't believe that bulls\*\*t"

Ruby replied "I damn sure do!"

Ruby slipped the Deputy a piece of paper on another occasion saying that the killing of Kennedy was an act of overthrowing the government and that he was "framed to kill Oswald"

Theories are many on what happened on the day, there's been dozens of books written about the death of the President, and a majority of Americans, when surveyed, don't believe that Oswald acted alone.

Movie tie in: There's the highly regarded Oliver Stone film, JFK and a bunch more. If you're keen to find out more, start with JFK and go from there.





Would you be shocked to find out that  
the greatest moment of our recent history  
may not have happened at all?



## CAPRICORN ONE



SIR LEW GRADE Presents For ASSOCIATED GENERAL FILMS  
ELLIOTT GOULD • JAMES BROLIN  
BRENDA VACCARO • SAM WATERSTON • O.J. SIMPSON  
and HAL HOLBROOK in  
A LAZARUS/HYAMS PRODUCTION of A PETER HYAMS FILM  
"CAPRICORN ONE"  
with DAVID HUDDLESTON • DAVID DOYLE

Special Appearances by **KAREN BLACK** as "Judy Drinkwater" and **TELLY SAVALAS** as "Albus"  
Music by **JERRY GOLDSMITH** Produced by **PAUL N. LAZARUS III** and **PETER HYAMS**  
Written and Directed by **PETER HYAMS**



ENTERTAINMENT

Paravision®

PG PARENTAL GUIDANCE SUGGESTED

© 1978 WARNER BROS. INC.

A Warner Communications Company



78042

**“SOME HAVE CLAIMED THE ENTIRE  
LANDING WAS FAKED BY FILMING IT  
ALL ON A LARGE SOUND STAGE, WITH  
A FAKE VIDEO AND AUDIO FEED BEING  
STREAMED TO NASA...”**



# THE MOON LANDING

This conspiracy focuses on that the Moon landing in 1969 was faked. Let's back up a bit with an overview of the actual event. On the 20th July 1969, Neil Armstrong and Buzz Aldrin landed the lunar module (Eagle) on the Moon. Apollo 11 was the space flight's name that took 3 astronauts to the Moon, with Armstrong and Aldrin departing the command module, Columbia which was piloted by Michael Collins. Aldrin and Armstrong spend almost a day on the surface and just over 2 hours outside of their spacecraft exploring the Moon surface, gathering samples etc. Conspiracists however claim it never happened. The cite problems like the amount of radiation they astronauts would have been exposed to would have been deadly to their health.

Some have claimed the entire landing was faked by filming it all on a large sound stage, with a fake video and audio feed being streamed to NASA so that the engineers and scientists working on the mission knew nothing of the cover up. There's even a film starring Elliot Gould and James Brolin - Capricorn One that takes this conspiracy and applies it to a fake landing on Mars. Worth watching!.

So what are the reasons people claim fake?

- \* The photos taken show no stars in space. However the photos were taken with the main subject being the astronauts or the lunar module and so these were illuminated by the Sun making them the brightest object in the frame and so to correctly expose these objects the camera shutter would not have been open long enough to expose the stars.

- \* Take off video. When the lunar module departed the surface, the camera filming it tilts up to follow the lift off. Conspiracy theorists claim that someone had to be filming so as to tilt the camera, but NASA says the camera was attached to the luna rover left behind and controlled by an operator on Earth.

- \* Shadows. In some of the photos, there seems to be shadows going in a number of directions, and so it is claimed that there were multiple light sources not just the sun.

- \* The flag. The U.S flag visibly shakes when it is being carried and so it is claimed that there is evidence of wind on the surface. But the moon has no atmosphere and no wind.

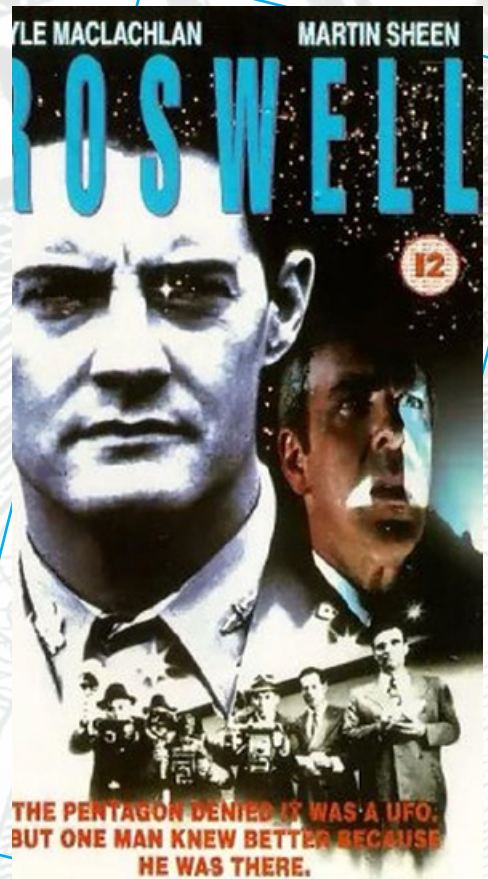
- \* Other conspiracies claim that they did in fact land on the moon but there were alien ships and so the transmission got cut to edit out those discussions by the astronauts. Some would go further and say that is why we haven't been back since the last mission and why NASA doesn't visit the dark side of the moon.

The problem with many of these points is that they've been debunked by many others. Moon rocks have been examined and other satellites have filmed left behind machinery from the missions on the moon. This conspiracy has a ton of online space dedicated to it, books too. But remember, for every bit of "evidence" there's been a ton of evidence against the conspiracy.

Movie tie in: As mentioned there's the film, Capricorn One, whilst not about the Moon but instead, Mars. It's based on the conspiracy. There is also a relatively new movie, Operation Avalanche made in 2016 which is a "fake footage mokumentary" conspiracy film that's worth a look.



# "THIS ONE IS A BIGGIE. IT IS CLAIMED THAT A UFO CRASHED IN ROSWELL NEW MEXICO IN 1947"



Leased Wire  
Associated Press

## Roswell Daily Record

RECORD PHONES  
Business Office 2288  
News Department  
2287

CL. 41. NUMBER 99. ESTABLISHED 1884. ROSWELL, NEW MEXICO. TUESDAY, JULY 8, 1947. 10 PAGES.

### Movies as Usual

Leaves broke and flood waters rolled into the town of Grand Tower, Ill., but while the manager of the movie theater sweeps out the water that has entered the lobby those youngsters are standing in line for tickets for the night's performance. (AP Wirephoto).

### Some of Soviet Satellites, May Attend Paris Meeting

Paris, July 8 (AP)—Indications mounted today that at least some of the nations within the Soviet world would attend the Paris conference on the Marshall plan.

### Roswellians Have Differing Opinions On Flying Saucers

News of a hot secretariat about flying disks, it would appear from interviews today with a number of local citizens, with about as many ideas concerning them as

### Claims Army Is Stacking Courts Martial

Indiana Senator Lays Protest Before Patterson

Washington, July 8 (AP)—Sen. James H. Pritchard today said "the high command in the European theater is stacking courts martial defendants in court martial."

### House Passes Tax Slash by Large Margin

Defeat Amendment By Demos to Remove Many from Rollo

Washington, July 8 (AP)—The House passed today the Republican-backed bill to cut income taxes by \$4,000,000,000 annually for 45,000,000 taxpayers, beginning Jan. 1.

## RAAF Captures Flying Saucer On Ranch in Roswell Region

### 'Security Council Paves Way to Talks On Arms Reductions'

Take Moscow, July 8 (AP)—The United Nations security council today agreed an American measure for arms reduction discussions during a Russian veto.

### No Details of Flying Disk Are Revealed

Roswell Hardware Man and Wife Report Disk Seen

The Roswell office of the 48th Bombardment group at Roswell Army Air Field announced at noon today that the disk had been recovered on a ranch in the Roswell region.

### Ex-King Carol Weds Mme. Lupescu

Former King Carol of Romania and Mme. Elena Lupescu relax aboard the S. S. America bound for Cuba and Mexico in May, 1941. A member of Carol's household in Rio de Janeiro said the ex-king and his companion for 23 years in reign and exile were recently married at their hotel Copacabana Palace patio. (AP Wirephoto).

### Miners and Operators Sign Highest Wage Pact in History

Washington, July 8 (AP)—An agreement averting a nationwide coal strike was signed today by John L. Lewis and a majority of the bituminous operators.

### American League Wins All-Star Game

Chicago, July 8 (AP)—The American League, speaking away with an eight hit attack and ending the ball with its pinch-hitter, won

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# ROSWELL UFO CRASH

This one is a biggie. It is claimed that a UFO crashed in Roswell New Mexico in 1947. Here's the story:

On July 8th 1947 The Roswell Army Air Field (RAAF) released a statement to the press saying that the Army had recovered a flying disc which had crashed on a farmers ranch near the town of Roswell. Later on the same day government scientists arrived and the story changed to a crashed weather balloon. Now the problem with this change is that it caused researchers to question what really happened. Like many of these types of events, the deeper you go the more confusing it gets. There's so much information online now that contradicts that it is almost impossible to discern the truth.

The story goes that after the rancher found the debris, the US Air Force sent out two officers to inspect the debris. That's when the papers ran the story about a "crashed saucer". Within hours the material was flown to Fort Worth Texas for examination and that's when Brigadier General Roger Ramey immediately retracted the story and denied that it was a flying saucer instead saying it was a downed weather balloon.

So we have a misidentification of the debris and that's where it starts to get intriguing. Some think the government substituted the materials found for balsa wood and foil so as to explain that nothing extraordinary was found. But perhaps this was because what they had in their possession was really out of this world and the U.S didn't want anyone (particularly the Soviet Un-

ion) knowing what they'd found. The story eventually died down until the 70s...

In 1978 a nuclear physicist, Stanton Friedman began investigating the event and interviewed Jesse Marcel, one of the Air Force officers who went out to investigate the debris in the first instance. Marcel claimed that the debris was a larger amount than originally reported and also said it wasn't a downed weather balloon. The story grows from just 2 officers to a platoon of soldiers going out to the field where the "wreck" was found and set up a perimeter so as to keep people out. The story then goes that there may have been a second crash site claimed by Gerald Anderson who was a young boy walking with his father and uncle saying that they'd found a "large silver disc shaped object" crashed and that also there were 4 bodies found at the site, 2 dead, 1 badly injured and another not as injured.

Movie tie ins: There is a film simply titled, Roswell. It stars Kyle MacLachlan, Martin Sheen and Dwight Yoakam. It was released in 1994. There's also a TV series that's based in the 90s.

There's hundreds of books, websites and videos on the topic so sifting through the truth from the misinformation is probably impossible.



## VIDEO GAME & MOVIE EAST

"Nothing can go past the GTA hot coffee scandal in my book, how that made it into the game in the first place is a conspiracy theory in itself."

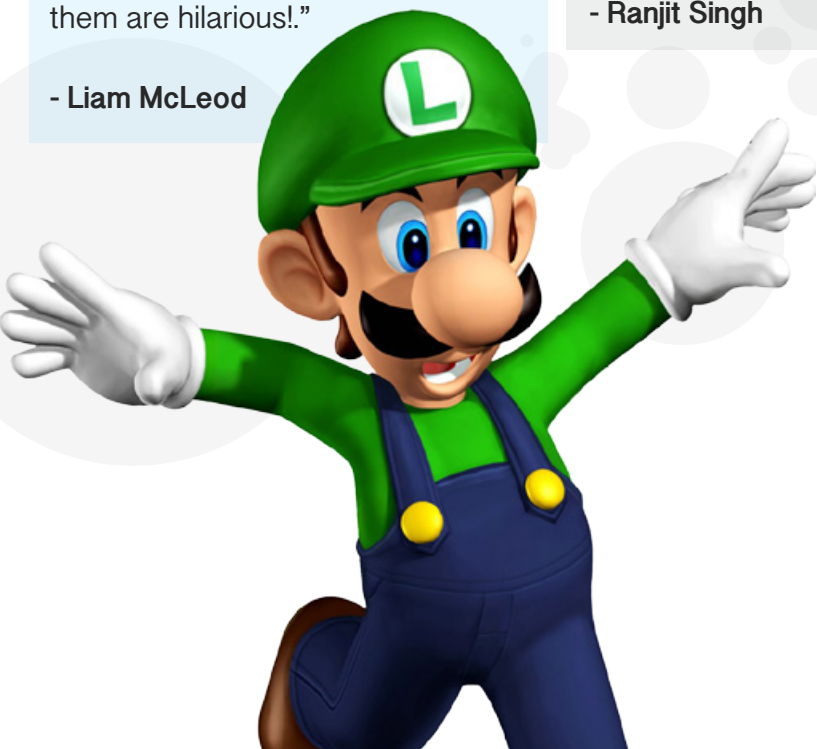
- Robert A Spence

"You gotta go with Joel actually being dead in the Last of us 2 and thats the reason Ellie is all psycho."

- Tom Brown

"The long lasting conspiracy of Luigi being a secret character in Super Mario 64, which years later let to yet another conspiracy about Waluigi being a secret character in the DS Remake, the videos and storys of people trying everything to unlock them are hilarious!."

- Liam McLeod



"Nothing beats the original and literal Easter Egg hunt of the Rocky Horror Picture Show when the stars didnt find all the eggs and some can be found in the film.. Hence creating the term "Easter Egg" for finding hidden things in films and games!"

- Rachel Freeman

"It's was not the sound but something behind the words of ..... which made me think that is it where it all started or was about to end. The answer was there but the search wasn't over till it was

.  
..^^^..:.)

\$\$ bill yo"

- Ranjit Singh

"SQUALL IS DEAD."

- Wesley Anthonisz

"The year was 1997. The victim? a single white female.

For the first time in history a video game character so pure was tragically stabbed through the back with a Masamune.

The conspiracy? The possibility of her resurrection. Aeris, Final Fantasy VII."

- Nige Margetts

"Conspiracy theory. Borderlands 1 will receive a remaster before Borderlands 3 for consoles."

- Cameron Bell

"Perfect Dark N64, every single level in Perfect Dark had a hidden piece of cheese, nothing to do with cheats or any achievements (because they didn't exist in those days) just purely for those that are desperate for completion bliss."

- Andrew Flook

# READERS TELL US THEIR FAVOURITE EASTER EGGS & CONSPIRACIES

"The famous unidentified head bumping stormtrooper in StarWars a new hope when a storm trooper hits his head on a opening door and again in Attack of the clones when jango fett does the same when hitting his head entering his ship. Favorite movie Easter eggs."

- Rhys Johnstone

"My favourite few newer Easter eggs were in DOOM and Civ 6. The fist bump DOOM guy and the Skyrim Iron helmet arrow to the knee guy hidden in DOOM. And the Advent Sectoid from XCOM2 on the billboard of the Broadway Wonder in Civ 6."

- Cameron Edwards



"The portal cube in deus ex."

- James Sprules

"The Shining is a message from Kubrick saying he helped fake the moon landing."

- Tim Byrnes



# GEEK O

**GAMES & POP  
CULTURE  
TRIVIA  
DID YOU KNOW**

**BUCKY O'HARE  
REVIEW  
RETRO**

**THE GAMER  
DIARIES:  
1996-1997  
RETRO**

**THE TRUTH IS  
OUT THERE...  
TV**



# OUT

**ASSASSIN'S  
CREED:  
YOUR  
DESTINY  
IS IN YOUR  
BLOOD  
MOVIES**

**YU-GI-OH  
THE DARKSIDE  
OF  
DIMENSIONS  
WIN TIX!  
MOVIES**



## THE TRUTH



# DID YOU

## GAME & POP CULTURE FUN

### MARIO

Everyone loves Mario, that cute little Italian plumber that Nintendo have featured in a bunch of classic games. Did you know that originally he was going to carry a beam gun and fly on a rocket? In an interview, the creator, Shigeru Miyamoto stated that in the beginning of the design Mario was going to fly and use the weapon.

Some fun facts - Mario was originally bald in the Donkey Kong merchandise.

Super Mario Bros sold 40 million plus copies making it the best seller of the series of Mario games.

Designer Miyamoto said that Mario eats mushroom to get bigger cause that's what folks do when wander-

ing around forests in folk tales.

In Donkey Kong, Mario was originally a carpenter not a plumber.

The fastest time taken to beat Super Mario Bros is 4 minutes and 57.69 seconds. And you can watch it right here:

<https://www.youtube.com/watch?v=JQ24UHbhFM8>





# DO YOU KNOW...

## Fun Facts & Trivia

### PACMAN

Created by video game designer, Toru Iwatani and released in 1980. It was designed to have no ending so you could keep playing and rack up mega high scores. But there's a bug in the code that stops this happening.

Some fun facts - it was thought that Pacman was designed to look like a pizza but in 1986 the designer admitted he was inspired by the Japanese onomatopoeic phrase paku-paku tabor which describes the sound of the moth movement with widely opened and closed in succession.

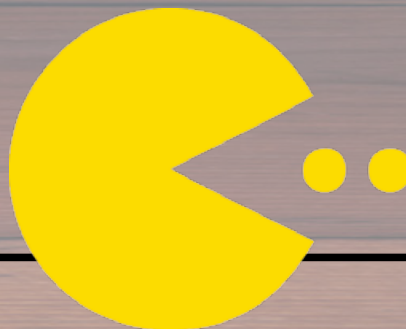
He designed the game to appeal to girls as not many games at that time were appealing to the female gamer.

Every issue I search the globe for game and pop culture trivia, I get sent out across the globe, (first class) to scout the world of video games to bring you some fun facts.

(Um... no. We gave you a crappy old laptop and told you to search the web... Ed.)

Originally it was going to be called Puck Man - hmmm. Seems this could have inspired gamers to have much fun with the name.

More than 350,000 Pac-Man arcade cabinets were sold within 18 months of release raking in around \$1 billion - wow!





## THE TRUTH



# DID YOU

## GAME & POP CULTURE FUN

### MONOPOLY

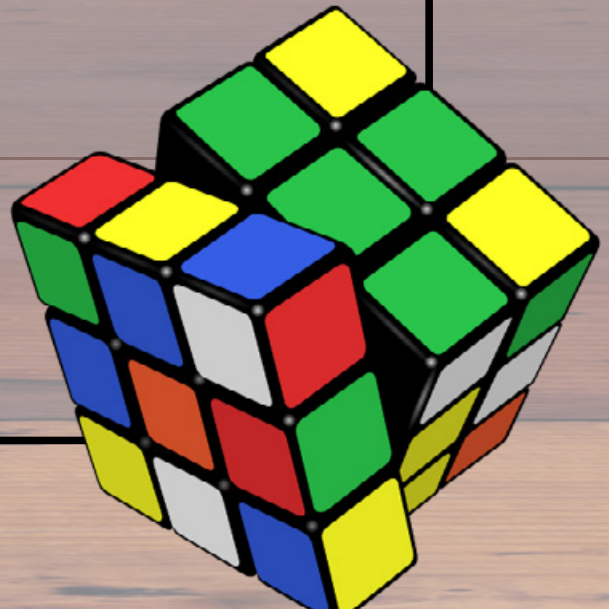
Reader's Digest reports this fun fact about the good old game of Monopoly. During WW2 the Nazis let prisoners of war play board games and even let the British Government send games to the prisoners. In some boxes were tools to help them escape!



### RUBIKS CUBE

Hmmm.. seems creator Erno Rubik took a month to solve his own creation!

Speaking of Rubik Cubes, in the film Snowden, the main character is seen smuggling out important data by hiding a data card in his Rubik cube. Now we don't know if this is actually what happened cause Mr Snowden will not reveal how he smuggled out the data but it was his idea to use the cube in the movie...





# DO YOU KNOW...

## UN FACTS & TRIVIA

### GOLDFINGER DEATH

In the 1964 James Bond film, Goldfinger, the female actress playing Jill Masterson is painted gold as punishment by the evil Goldfinger. Bond finds her dead after she apparently asphyxiated from the paint covering her entire body. In the movie, Bond explains that the "body breathes" through the skin and so she suffocates due to the paint. He also says that this is the reason dancers who paint their bodies, leave a patch unpainted for the skin to breath. This is now known to be false but it made of an interesting tidbit at the time. During the movie she is shown laying face down, completely covered in gold paint. During the filming the actress had a portion of skin

unpainted on her stomach and they had doctors standing by in case of medical emergency. There was a rumour she actually died during the filming but this was not true.



# THE GAMER

## “ARE YOU WATCHING THAT MANGA S#!T AGAIN?”

This became one of my Mother's catch cries, as she would feel the need to comment whenever I was watching Japanese animation. Normally I would get up early on a Saturday morning to watch some anime, Star Wars or a James Bond movie. She had no issue with James Bond, had a bit of an issue with Star Wars, but really had a problem with me watching anime. When I was much younger I would watch Astroboy on The Afternoon Show, hosted by James Valentine, on the ABC. I pointed out to her that Astroboy was also an anime. “But he was cute” was the response. If you're having trouble with that logic then you're not alone.

In the latter half of 1996 I took my first steps towards becoming a retro gamer. St Paul's College recently had a new wing installed, and the technology studies centre had been upgraded. The new computers in the centre were designed for students to work on CAD projects. At the end of one of the terms I found myself sitting in the teacher's room in the tech studies centre. I can't remember why I was there, as tech studies was not one of my subjects. Regardless, I found myself sitting in front of a Pentium computer with a state of the art 28.8k modem. My

friend Maurice had Internet access at home, so I was already familiar with how to use it. With all of this advanced technology in front of me I did the only thing I could think of; I searched for Amstrad computers.

I discovered the website of Cliff Lawson, Amstrad's head engineer on the CPC line of computers. Cliff had a wealth of information on his site, and he would answer questions from Amstrad fans from all over the world. One of the words that popped up from people on the site was “emulation”. I had no idea what this meant in the context of computers, so I did a Yahoo! search for “Amstrad emulation”. Through this search I discovered that a vast majority of the Amstrad library was available online, and for free! All I needed to do was to download an emulator, and I could use the disc files to load those old classics through this program. I had some blank discs on me, so I immediately inserted one and downloaded the emulator. What games would I get with it though? Double Dragon was a no brainer, I loved that game when I was younger. I filled the disc with other games, including Jack the Nipper and Monty on the Run. I think I filled about 3 or 4 discs with Amstrad games.





OF RETRO EDITOR, PAUL MONOPOLI'S GAMING JOURNEY...

# DIARIES:



Carmelo had given me a copy of Windows 95, but I still preferred to work within DOS. It took me a while to come to terms with having a GUI as the only way to interact with the computer, but I got there in the end. Even today, I miss tinkering with the `autoexec.bat` and `config.sys` files in an attempt to squeeze the best performance out of your computer, while making sure your device drivers are working. When I got home I created a new directory in DOS called `C:\Amstrad` and copied all of my files into it. It was while playing *Double Dragon* that I realised just how much I missed my old 8-bit friend.

Maurice and I caught up shortly after, and one of us came up with the idea of searching for other systems that could be emulated. On a whim, we looked up "Super Nintendo Emulators" and were amazed to see that they were in development. Through James' Super Wild-card I knew that cartridges could be dumped as ROM images, and when I saw *The Legend of Zelda: A Link To The Past* partially emulated I knew that I had to check this out. We found the ROM and the current build of SNES9x, and all of a sudden I had a Zelda game running on my

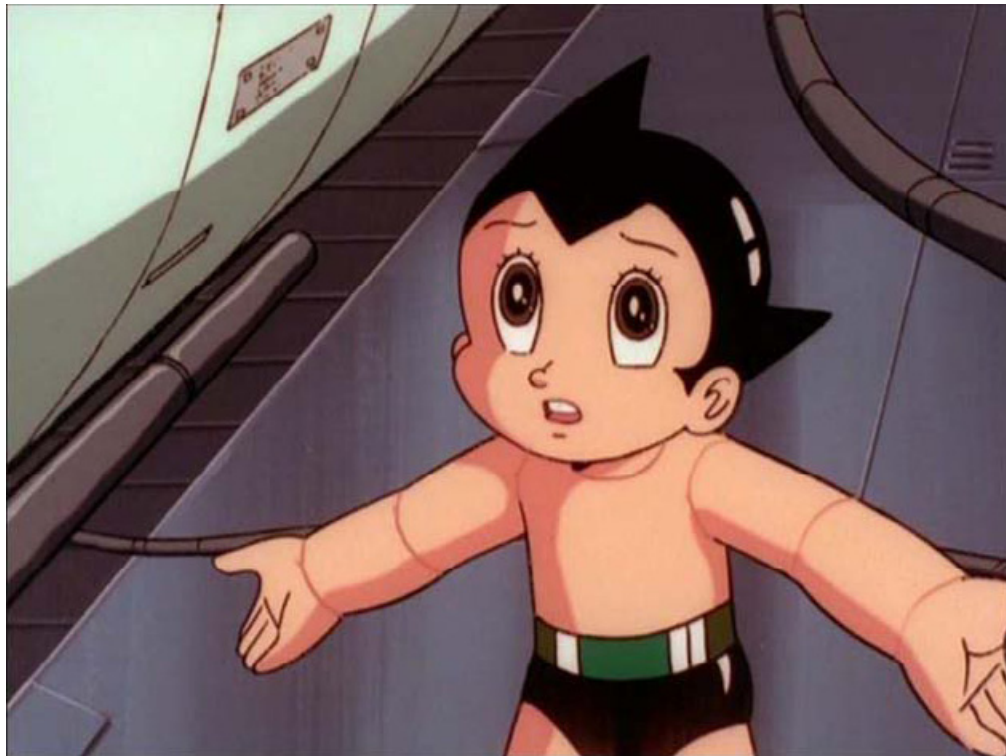
1991-1997





PC! It was very slow and some of the effects were missing, but it was Zelda on a computer! As excited as I was, after realising that the missing effects and lack of speed were hampering my ability to complete the game I gave up and went back to playing the Amstrad emulator.

I had recently picked up some new Super Nintendo games on the cheap, one of which was Teenage Mutant Ninja Turtles Tournament Fighters. Ninja Turtles was old hat by this time, but I didn't care. If I like something then I like it, it's as simple as that. I was still a fan of the Teenage Mutant Ninja Turtles, and having them in a Street Fighter 2 styled one on one beat em up was just the kind of game that I wanted. Clinton and I played used to play this game for hours on end, in between bouts of Mario Kart.



One of the subjects in my final year of schooling was Media Studies. The media lab at St Paul's College was running off Amiga computers at this time, but they had introduced a single PC in 1996. Over the years we had used those Amigas extensively for media work and gaming. I can still remember when Clinton ended up in trouble as he tried to play Syndicate on the lab's Amiga 1200 and the disc got stuck in the drive. Sometimes the labels supplied with 3 1/2" discs would come unstuck and roll up as you put them in the disc drive. It was more common than you might think.



For my big year 12 assignment I had decided to recreate the Death Star scene from Star Wars: A New Hope. I had worked all year on this project, and had created an animated X-Wing flying across the Death Star, blasting laser turrets using De-

lux Paint. I even had a small cast of people who would be X-Wing pilots in my little production. I had the cockpit designed, and was all set to chromakey the pilots over the top of the cockpit, then year 12 was over. I suppose the project was too ambitious for a single year 12 student, who had other subjects that he needed to focus on as well. I still achieved a healthy A for my project, but was disappointed that I never completed it. I also never returned to the school to retrieve the VHS tape that contained the footage.

Prior to exams Carmelo had called me up, rather excitedly, to tell me about this amazing game he had recently been given. It was called Warcraft 2, and he was obsessed with it. Another friend who lived down the road had given him a copy, and they had been playing it together across a comms cable. I eagerly dumped my computer in the car and drove around the block where I was introduced to the lands of Azeroth. Steven and I had played Dune and Dune 2 a year or 2 prior to this, and I enjoyed the second game. At the time of its release Warcraft 2 took the base gameplay that has been established in Dune 2 and the original Warcraft and enhanced it.

I became addicted to the game, and I'm not ashamed to admit that it contributed to my exam scores, which could have been higher. With that said, I have since gone on to achieve 2 uni qualifications and am currently studying a third, so whether year 12 results are that important is up for debate I suppose.

On the Super Nintendo, The Secret of Mana was the game of the moment. I can remember that James

and I played through it 3 times before we decided to give it a rest. Though we would visit video stores, and the Game Guru at Tea Tree Plaza, hiring and copying games, we would always return to the Secret of Mana. An action RPG, the Secret of Mana was unique in that it was a 3 player game. We would swap the characters around, making sure that they, and their weapons, were all levelled up at around the same time. The Wildcard had the ability to store save data, so we didn't have to complete it in one sitting.

In early 1997 I spoke to my Mother about buying a modem as I was going to TAFE to study IT. This was the first of many life mistakes I would make. I listened to my Mother who told me that employers preferred TAFE, as it was more practical. This was at a time when IT was predicted to be the next employment boom, and many school leavers were looking to get a career in the field. The problem is, when you have that many people studying for the same job, the ones who study harder, at university, will be the ones who get them first. This is not a universal truth, but it is one that has followed me around since leaving high school.

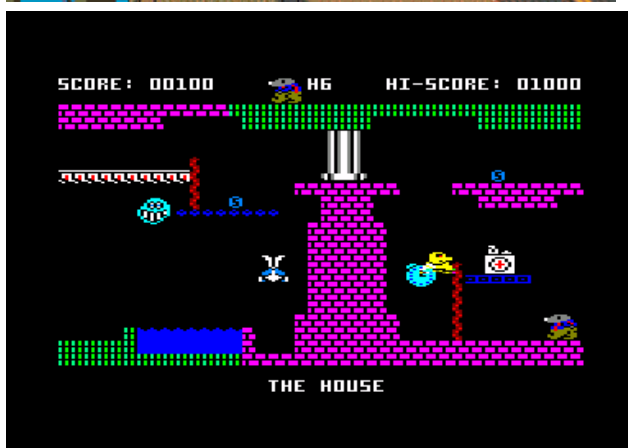
If I had to be honest, I rarely used the modem for TAFE work. Most of my time was spent downloading ROMs and other gaming related bits and pieces that I found around the place. Emulators were my drug of choice, and I was playing games for systems that I had no access to while growing up. This included the PC Engine, a console I had only ever seen within the pages of Computer and Video Games Magazine. 1997 saw the release of Magic Engine, a commercial PC Engine emulator







You are PAUL ATREIDES, son of Duke Leto Atreides.



with fantastic compatibility. Even today, you have to pay for the full version of the emulator, but I wonder how many people actually purchase it. I found a cracked version of it very easily and started playing through the various HuCard images I found.

I became addicted to the PC Genjin series, and I loved the character of Bonk, the cave boy. While it appears to be a standard platformer, Bonk has a unique head butting attack. You can headbutt an enemy who is standing next to you, or you can jump in the air and flip, head butting the ground or enemy who is under you. Headbutting the ground will temporarily freeze the enemies, allowing you to finish them off or run away. You can also flip multiple times while in the air to slow your descent.

I had a thought, and suggested that James bring over his Super Wildcard unit for the day. When he arrived, we connected the Super Nintendo to the TV, and I went to my favourite ROM website on the PC. We spent the day perusing Super Nintendo titles, downloading the ones we liked the look of, and playing them on the Super Wildcard. I kept a copy of the ROMs on my computer, and James filled up a bunch of blank discs with some obscure Super Nintendo classics, including Super Bomberman 4.

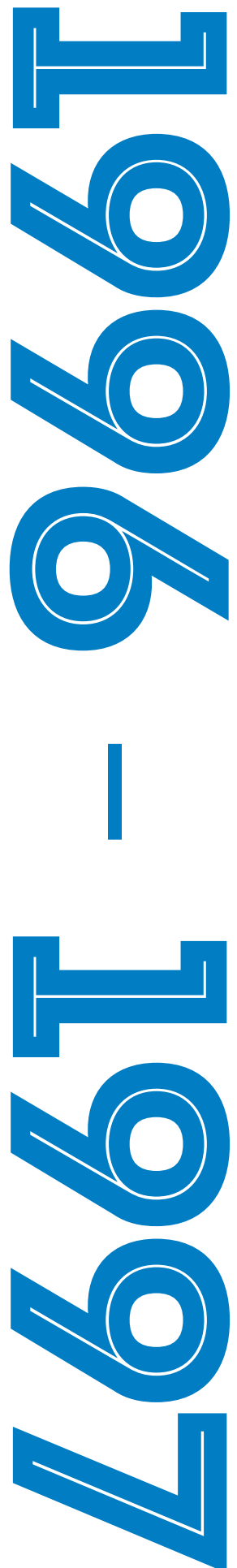
Only the first 3 games were released in the West, but Super Bomberman 4 had a feel that set it apart from the earlier 3. The rooey characters from the third game

were gone and you now had the ability to capture certain enemies once you had bombed them. Your bomber would jump on the back of the enemy and take advantage of the animal's special abilities. The concept was similar to the rooey, but the execution was slightly different. You could capture additional enemies and they would trail you as eggs. These eggs were vulnerable, so you had to be careful not to allow them to get in the path of any blasts.

After having a few plays of Super Bomberman 4, James and I also downloaded and played the sequel, aptly titled Super Bomberman 5. While graphically superior to its predecessors I just seemed to enjoy the 4th title more. With that said, the 5th and final game in the series is far from being bad. The rooeys are back, and the graphics have that borderline 32-bit era feel that came from later Super Nintendo titles. If you get a chance to play it, definitely give it a go.

That's all from me this month. Next month join me for more retro gaming action, and the end of an era.

If you want to see more retro gaming goodness then give me a follow on Twitter. I can be found @dizrythmia or at [www.retrospekt.com.au](http://www.retrospekt.com.au).





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BUCKY ESCAPED THE TOAD  
ARMADA BY A HARE'S  
WHISKER. NOW HE MUST  
SAVE HIS LOYAL CREW...



★ GAME START  
PASS WORD -----

© 1992 KONAMI CO., LTD.  
LICENSED BY NINTENDO



AIR MARSHAL:  
"HA! HA! BUCKY O'HARE!  
YOUR FRIENDS ARE MINE!  
YOU ARE NEXT!" ▼

# BUCKY O'HARE RETRO REVIEW

Now that Christmas is over we have Easter to look forward to, and what better way to celebrate than to look at some rabbit video game heroes!

Created in 1978, Bucky O'Hare was originally a comic book hero before getting his own cartoon series in 1991. Like many animated heroes before him (and after), Bucky made his way into the arcades, and onto the Nintendo Entertainment System.

I first encountered the game in the pages of Zone magazine. This UK based publication was a multi format mag that split into separate Nintendo and Sega versions. The magazine lavished praise on the presentation of the game, but criticised its high difficulty level. 26 years after reading that magazine I thought it would be time to play the game myself.

The game begins with a small introduction showing Bucky's team getting kidnapped. Once you hit START you can choose who to save first by selecting one of 4 planets. Once you have completed the platforming parts of the level and defeated the boss you can rescue your team member. You can then use them to play through the other levels of the game. Characters can be changed at any time, and each of them has their own special ability.

The graphics are very detailed, with each team member having a decent amount of animation frames. The backgrounds are dark, but this helps to enhance the atmosphere.

Music plays throughout and while some people may tire of the tune after a period of time, it's a fast paced ditty that matches the game-play. Sound effects are basic, with the basic jump and shooting noises you would expect from a NES platformer.

The controls are precise, with Bucky and co being able to jump, shoot and move with no lag. The difficulty is on the high end of the scale, but just like a Megaman game you never feel like it's an impossible task. Speaking of Megaman, Bucky O'Hare was clearly influenced by the exploits of the blue bomber. The ability to select your starting level, the layout of the levels, and the difficulty all appear to have been borrowed from Capcom's mascot. Even the ability to change characters with different abilities is similar to Megaman changing into the various robot master's guises.

While the Capcom influence is obvious, Konami have given the game its own feel. The characters leap off the screen and demand to be recognised in their own right, and who are we to argue with them? If you're up to date with the exploits of the blue bomber, then give Bucky O'Hare a try. With decent graphics, sound and controls, the difficulty will prove enough of a challenge to keep even the most die hard Megaman fan happy for a while.

Oh, and for the record; yes, I know that a hare isn't the same as a rabbit, but it's close, isn't it?





# The Truth is out there...

## The X-Files

There's been some brilliant TV shows that cover conspiracies, mysteries and crime. One of the best is of course the X-Files. The show where FBI Special Agents Mulder and Scully investigate the paranormal where it meets crime. In the show Mulder is the true believer while Scully is the sceptic. Along the 9 seasons it ran we got to meet a bunch of characters we fell in love with. Assistant Director Skinner who helps Mulder out regularly, the mysterious and evil CSM - Cigarette Smoking Man and of course our favourites - the Lone Gunmen, the 3 conspiracy theorists that help Mulder and Scully out throughout the series and for a while, got their own spin off series.

The X-Files also spawned 2 movies - the first titled, The X-Files: Fight the Future, released in 1998 and well received by critics and fans, it went on to gross around \$189 million. The second film, The X-Files: Fight the Future, didn't do so well and to be honest, it felt more like an episode than a movie.

In 2015 the series was revived to the joy of fans around the world and talk now is of an extension to that season as it finished on a cliff hanger.

### Did You Know?

Some trivia about the X-Files... for example the series was inspired by TV shows like The Twilight Zone, and Kolchak: The Night Stalker (see separate article on this page).

The X-Files had two themes - the "monster of the week" - episodes where the two agents solve a mystery that falls outside the regular FBI investigations and so comes under the X-Files section. And the continuation underlying story of an alien invasion including Mulder's sister who was taken by aliens and the mysterious group of men known as "The Syndicate" who are a shadow element within the U.S government and represented by the ruthless Cigarette Smoking Man.

Creator of the series, Chris Carter states he came up with the idea

after discovering a report that claimed over 3 million people say they've been abducted by aliens from other worlds.

Early on in the series, the Fox Network wanted to replace Gillian Anderson with someone "more glamorous" Carter fought against their wishes and thankfully Gillian Anderson remained.

Gillian Anderson had to stand on a box for filming many scenes with Mulder as he is 10 inches taller than her.

The Cigarette Smoking Man has a lighter with the engraving "Trust No One"

What's next for the X-Files? We can't wait for the new series that promises to be out sometime in 2018!

Images from Wikipedia.



## Kolchak: The Night Stalker

A bunch of movies and a TV series not only inspired the X-Files but saw it's star, Darren McGavin appear in the X-Files. The series featured a newspaper reporter who (like the X-Files) investigates mysterious crimes that tend to have some sort of supernatural creature involved, like Vampires, Werewolves, Zombies and others.

The movies and TV series aired in the early 70s and was an immediate success. The show connected at the time when journalists worked on print publications and were seen to be honest and factual. Unlike the "fake" news and biased media we see today - not all media is untruthful or biased, but it is difficult to filter out the rubbish from the facts today. Kolchak was an investigative reporter that went to great lengths to get the story and constantly frustrated his editor, Tony Vincenzo played by Simon Oakland (who does respect Kolchak but is regularly complaining about blood pressure and digestion problems - most likely due to Kolchaks outrageous stories).

In fact X-Files creator, Chris Carter, who said Night Stalker inspired his series, tried to get Darren McGavin to appear on the X-Files as Kolchak but McGavin wouldn't revive the character, but did appear as Arthur Dales, a retired FBI agent who was credited with being the father of the X-Files!



## The Truth is STILL out there...

Dean Haglund (Langly from the Lone Gunmen in the X-Files) and Phil Leirness put together a documentary called The Truth is Out There. The two travel the U.S interviewing experts in conspiracies such as - the JFK assassinations, UFOs, 911 and the New World Order. It's brilliant and a must see for fans of Haglund and the directorial style of Leirness - find out more here: <https://itunes.apple.com/ca/movie/ufotv-presents-truth-is-out/id911933322>



In recent years, there has been an attempt to bring the big budget video game movie to the big screen. Last year saw Legendary pictures and Blizzard team up to bring Warcraft to the big screen with lackluster results. This year sees Ubisoft team up with Fox to bring Assassins Creed to life with the help from superstar Michael Fassbender who is both starring in and producing the adaptation.

Assassins Creed tells the story of Callum Lynch (Fassbender) a man convicted of murder and sentenced to death. However, after the sentence is carried out he awakens in a secret science facility owned by the overtly sinister Abstergo Foundation headed up by Alan Rikkin (Jeremy Irons) and his daughter Sophia (Marion Cotillard). Abstergo is the secret front for an ancient group known as the Knights Templar who wish to use a machine called the "Animus" to access Callum's genetic memories, taking him back to 1492, during the Spanish Inquisition and places Callum in the body of his ancestor Aguilar de Nerha a member of the Assassins Brotherhood. All of this in aid of finding an ancient artifact that has the power to eliminate all free will on the planet thus placing the world in Templar control. If it all sounds very complicated, you are not alone in thinking this. The Assassins Creed video game series are rife with complexities and loose ends and it would always have been an immense challenge for any writer to bring the ten plus hour story to a two-hour film. Sadly, for Assassins Creed not everything translates well.

# ASSASSIN'S YOUR DESTINY

The film's weakest point is largely its handling of the story. The film attempts to juggle past and present events and make each of them feel like they move the story forward yet all the events in the Animus feel as though they only exist to inject action scenes in the film. It can lead to a somewhat disconnected viewing experience. The characters themselves all feel very flat and two-dimensional, leaving you caring very little about them especially since their motivations almost remain a complete mystery to the viewer.

However, for all of Assassins Creed's faults it remained a delightfully fun film. The action is very well shot and flows nicely. The acting is all top notch from the film's solid cast. The highlight might remain how truly stunningly beautiful the cinematography is. Spain looks hot and oppressive everything shaded in a burnt orange and the horrible present shaded in a cold, unsympathetic blue hue. It really shows that the film was trying hard to separate itself from the regular action movie fare. I feel as though Australian Director Justin Kurzel (Snowtown, Macbeth) did everything he could to make this film as good as he could and it is a shame it was let down by a disappointing script.

Ultimately Assassins Creed might not be a well-made film, but it is an entertaining one. It's a lot like a pizza, it tastes great but contains little nutritional value.



Image from Wikipedia.

2/5

# ASSASSIN'S CREED

## YOUR BLOOD



**WATCH THE TRAILER HERE:**



**REVIEWED BY SCOTT F. SOWTER**  
@SCOTTFSOWTER



# YU-GI-OH

## THE DARKSIDE OF DIMENSIONS

Long ago, when the pyramids were still young, Egyptian kings played a game of great and terrible power. These Shadow Games erupted into a war that threatened to destroy the entire world – until a brave and resourceful Pharaoh locked the magic away, imprisoning it within the mystical Millennium Items.

Centuries later, a boy named Yugi Muto unlocks the secret of the Millennium Puzzle. Infused with ancient magical energies, he summons forth the spirit of the Pharaoh from eons ago, for destiny has chosen him to defend the world from the return of the Shadow Games.

Teamed with an eclectic group of loyal friends against an extraordinary array of formidable foes, Yugi and the Pharaoh together battle to defeat forces of unimaginable evil. They ultimately succeed and prevent the world from plunging into darkness forever.

With their mission complete, Yugi and the Pharaoh hold one final match against each other to de-

termine whether Yugi is capable of standing alone without the Pharaoh's help. When the ritual duel of destiny ends with the Pharaoh's defeat, the magical Millennium Items are buried deep beneath the Egyptian sands and the Pharaoh's soul returns to whence it came.

And thus the story came to an end.

Until now.

The stakes have never been higher; the rivalries never as fierce; the risks never so great. One wrong move—one card short—and it's game over for good. A decade in the making, Yu-Gi-Oh! The Dark Side of Dimensions features new designs and an all-new story from the original creator of the global phenomenon, Kazuki Takahashi. His masterful tale features anime's most beloved characters in their long-awaited return: Yugi Muto, Seto Kaiba, and their faithful friends Joey Wheeler, Tristan Taylor Tea Gardner, and Bakura. It's the most highly anticipated re-YU-nion ever!

## CAST

**Dan Green as Yugi Mutou/Yugi Muto**

**Eric Stuart as Seto Kaiba**

**Tara Sands as Mokuba Kaiba**

**Daniel J. Edwards as Aigami**





**PG** Mild fantasy themes and animated violence

yugiohmovie.com

**4K MEDIA INC.** 

\*With the purchase of a Yu-Gi-Oh! THE DARK SIDE OF DIMENSIONS movie ticket at participating cinemas. While Stocks Last.

©Kazuki Takahashi/Yu-Gi-Oh! DDMC





**WIN A DOUBLE PASS!**





Watch this trailer: [www.youtube.com/watch?v=PG3sUoY61es](http://www.youtube.com/watch?v=PG3sUoY61es) and tell us the response after you hear “There will be nothing left of you”.  
Inbox us your answer at [www.facebook.com/GametradersAustralia](http://www.facebook.com/GametradersAustralia).  
First in best dressed!



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# **GAMETRADERS EVENTS & TCG TOURNAMENTS!**

# **QUEENSLAND**

## **CHERMSIDE**

Yu-Gi-Oh - Sunday 3pm

Cardfight!! Vanguard - Wednesday 6:30pm

Pokémon - Saturday 3pm

Magic the Gathering - Tuesday & Friday 6:30pm

## **MORAYFIELD**

Magic the Gathering Modern - Wednesday 7pm

Magic the Gathering Standard - Friday 7pm

Yu-Gi-Oh - Thursday 6pm & Sunday 2pm

Pokémon - Saturday 12pm

Magic the Gathering Learn to Play - Saturday 12pm

LARP Tournaments - Saturday 6pm

# **AUSTRALIAN CAPITAL TERRITORY**

## **HYPERDOME**

Yu-Gi-Oh - Saturday 10am

Pokémon - Saturday 2pm



# **NEW SOUTH WALES**

## **BLACKTOWN**

**Yu-Gi-Oh** - Saturday 9:30am

**Dungeons & Dragons TCG** - Saturday 10am

**Magic the Gathering** - Saturday 1pm

**Pokémon** - Saturday 2pm

## **MACARTHUR SQUARE (CAMPBELLTOWN)**

**Yu-Gi-Oh** - Wednesday 5:30pm

## **PARRAMATTA**

**Yu-Gi-Oh** - Wednesday 6pm

**Magic the Gathering** - Friday 6pm

**Cardfight!! Vanguard** - Wednesday 6pm

## **GAMETRADERS LIVE PENRITH**

**Cardfight!! Vanguard** - Saturday 5pm

**Magic the Gathering** - Friday 7pm

**Pokémon** - Saturday 12pm

**X-Wing** - Wednesday 7pm

**Dragon Ball Z** - Thursday 6pm

**Force of Will** - Friday 7:30pm

**Buddyfight** - Saturday 12pm

**My Little Pony** - Saturday 5pm

**Demo board games from Wednesday through to Saturday.**

## **GAMETRADERS LIVE HORNSBY**

**Yu-Gi-Oh** - Tuesday 4pm & Sunday 11am

**Pokémon** - Sunday 2pm

**Magic the Gathering (Draft)** - Wednesday 4pm & 7pm

**Hearthstone Fireside Gathering + Tournament** - Wednesday 6pm

**Board Games** - Thursday 7pm

**Magic the Gathering (FNM)** - 6pm (Standard, Modern, Draft)

**Super Smash Bros** - Saturday 1pm

**Magic the Gathering (Commander)** - Saturday 2pm

For more special events and tournaments please visit:

[www.facebook.com/GametradersHornsby](http://www.facebook.com/GametradersHornsby)

# **SOUTH AUSTRALIA**

## **INGLE FARM**

No current tournaments.

## **MARION**

**Pokémon** - Saturday 2pm

**Cardfight!! Vanguard** - Tuesday 6pm

**Yu-Gi-Oh** - Wednesday 6pm

**Magic the Gathering** - Friday 6pm

## **SEAFORD**

**FREE Monday Night Magic** - (Standard/Constructed) 6pm (5:30pm registration)

**My Little Pony** - Tuesday 5pm (4:30pm registration)

**Video Game Tournaments** - Tuesday 6pm (5:30pm registration)

**Dungeons and Dragons** - Wednesday 6pm (5:30pm registration)

**Board Game Nights** - Wednesday from 5-8pm

**Dragon Ball Z TCG Tournament** - Thursday 5:30pm

**Yu-Gi-Oh** - Thursday 6pm (5:30pm registration)

**Cardfight!! Vanguard** - Friday 4:30pm

**Friday Night Magic** - Draft 6pm (5:30pm registration)

**Pokémon** - Sunday 1pm (12:30 registration)

## **MT. BARKER**

**X-Wing** - Wednesday 6pm

**Final Fantasy** - Wednesday 6pm

**Yu-Gi-Oh** - Sunday 2pm

**Magic the Gathering** - Wednesday & Friday 6pm

**Casual X-Wing, Magic & Board Games** - Thursdays from 6pm

## **SALISBURY**

**Final Fantasy** - Tuesday 6pm (5:30pm registration)

**Magic the Gathering** - Friday 6pm (5:30pm registration)

**Magic the Gathering (Casual)** - Thursday 5:30pm

**Yu-Gi-Oh** - Saturday 1pm (12:30pm registration)

**Pokémon** - Sunday 12pm (11:30am registration)

# **GAMETRADERS TOURNAMENTS & EVENTS!**

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FEB!



OUT 17  
MARCH!



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NOW!



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NOW!

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The Gathering<sup>®</sup>  
**MONKHET**

OUT 28  
APRIL!



OUT 3  
FEB!

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# TCG NEWS

## MAGIC The Gathering GRAND PRIX

### MAGIC THE GATHERING - GRAND PRIX IN BRISBANE

February 17-19. Format is Modern Constructed with registration fee of \$90 (pre reg) and \$110 on site registration.

The Grand Prix will be held at the Brisbane Convention and Exhibition Centre.

1000 players max - more information right here:

[magic.wizards.com/en/events/premierplay/grandprix/fact-sheet-gpbri17](http://magic.wizards.com/en/events/premierplay/grandprix/fact-sheet-gpbri17)

### POKEMON

Rumor has it that there's an expansion set called Guardians Rising due out in May this year. Sources say there will be between 100 and 140 cards... more details soon.

Pokemon Sun & Moon TCG is in stores now!! Get it at Gametraders



## MAGIC The Gathering PROTOUR

### MAGIC THE GATHERING - PRO TOUR AETHER REVOLT IN DUBLIN

Held in Dublin, Ireland on Feb 3-5 - here's the details from their website:

"Showcasing the innovation of Kaladesh block in Standard and Limited as well as the soft launch of the Pro Tour Team Series!

With \$250,000 in prize money to spice things up! Read more here:

[magic.wizards.com/en/events/premierplay/protour/ptaer](http://magic.wizards.com/en/events/premierplay/protour/ptaer)

### MORE MTG WITH THE RELEASE OF NEW SETS INCLUDING HOUR OF DEVASTATION AND AMONKHET

#### Set Name: Hour of Devastation

Block: Set 2 of 2 in the Amonkhet Block

Number of Cards: 184

Prerelease Events: July 8-9, 2017

Release Date: July 14, 2017

Launch Weekend: July 14-16, 2017

Game Day: August 5-6, 2017

Magic Online Launch: July 19, 2017

On Sale in Magic Online: July 24, 2017

Pro Tour Date: July 28-30, 2017

#### Set Name: Amonkhet

Block: Set 1 of 2 in the Amonkhet Block

Number of Cards: 264

Prerelease Events: April 22-23, 2017

Release Date: April 28, 2017

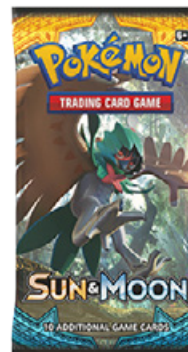
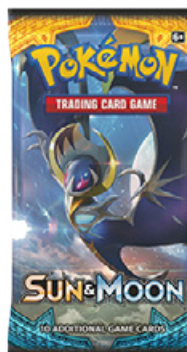
Launch Weekend: April 28-30, 2017

Game Day: May 20-21, 2017

Magic Online Launch: May 3, 2017

On Sale in Magic Online: May 8, 2017

Pro Tour Date: May 12, 2017





## FINAL FANTASY TCG

From the multi-million selling FINAL FANTASY franchise comes a brand new trading card experience! This 2-player game has 186 cards to collect in the Opus I collection, the first set of FINAL FANTASY TRADING CARDS to be released to the Western market.

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Opus II due out in March - pre-order at your local Gametraders today!





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# ON TROLS!

## Kymera Magic Wand Universal Remote Control



**SEE HOW IT WORKS HERE:**



**SEE HOW IT WORKS HERE:**



Star Trek Phaser Universal  
Remote Control Prop Replica





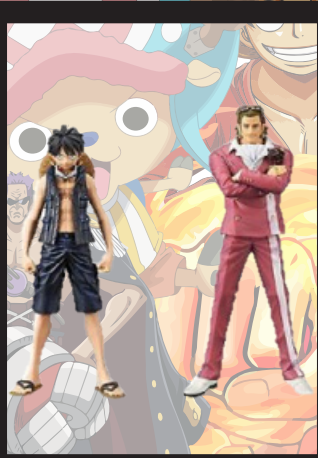
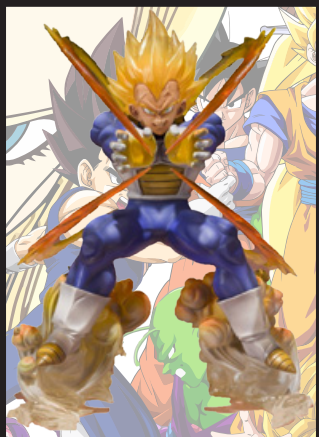
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# DRAGON BALL Z

# VS

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# STAR WARS DESTINY!



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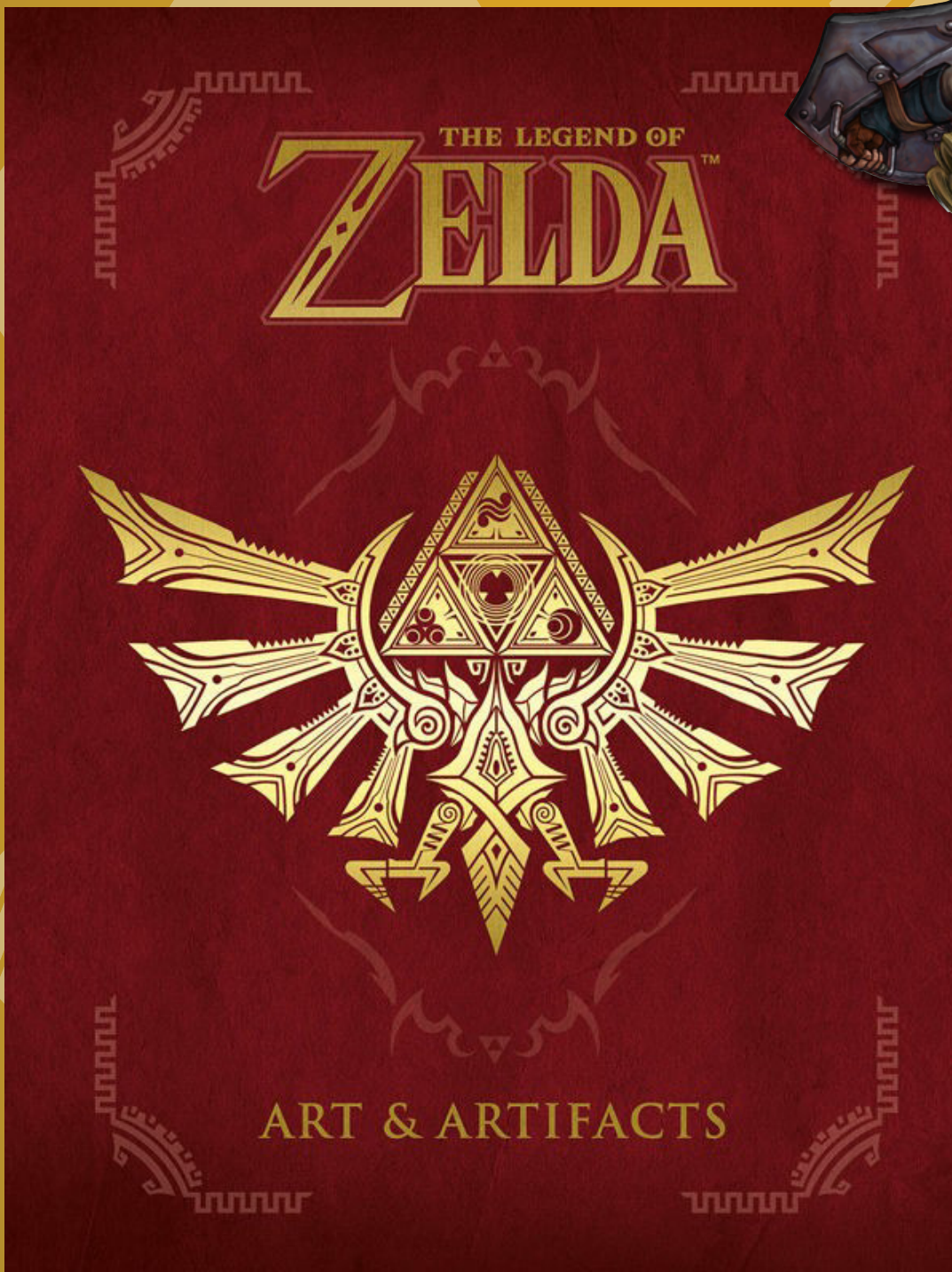


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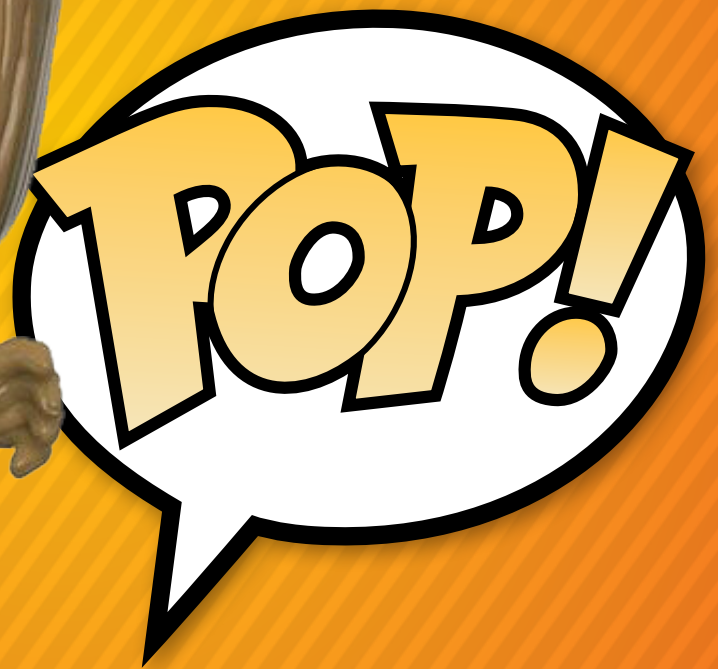
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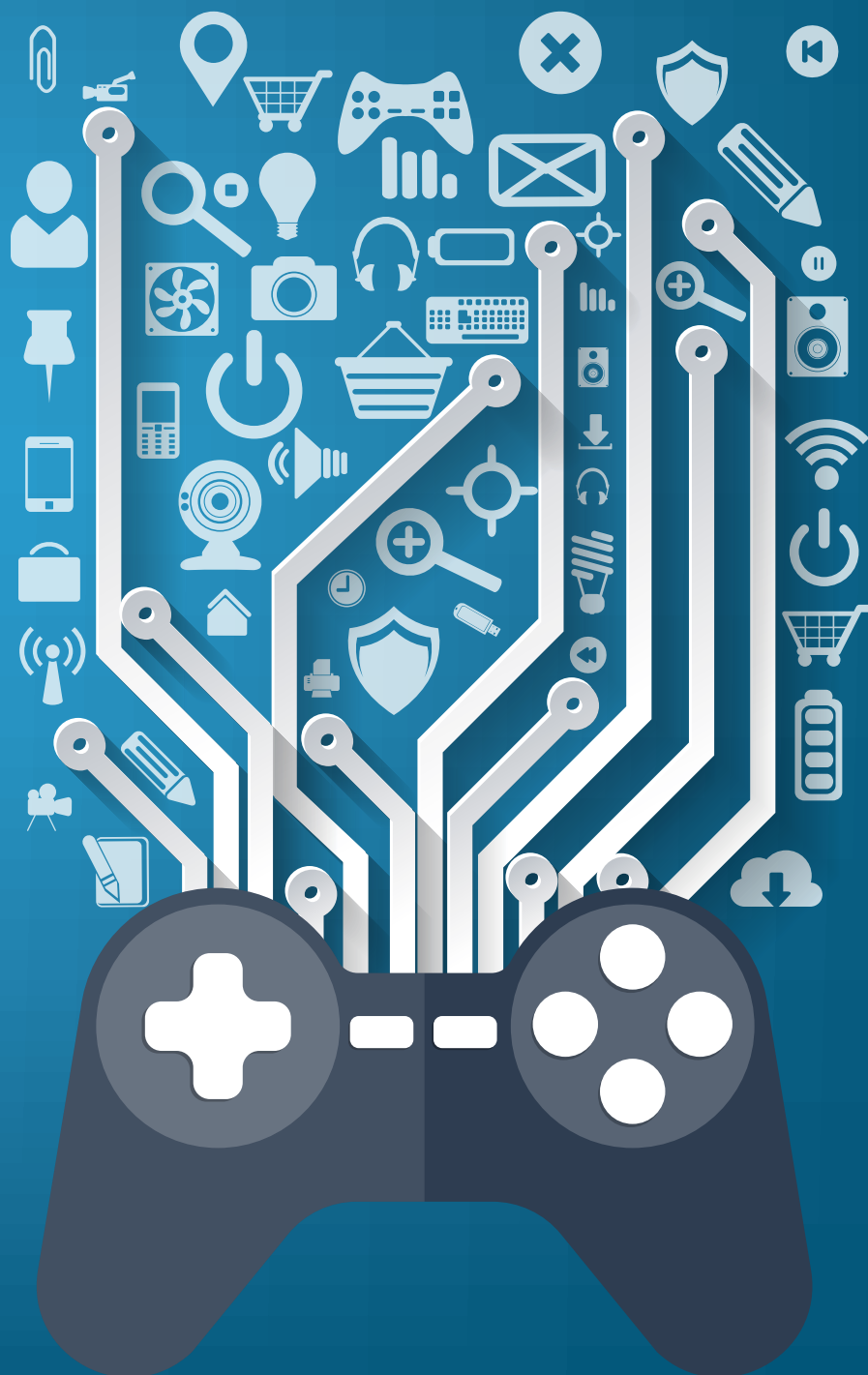
# GAMES

**OVERALL GAME  
OF THE YEAR  
2016  
GAMING**

**FEB &  
MARCH  
GAME  
RELEASES**

**PS4 VS  
XBOX ONE  
VS WII U  
JAPAN  
LIFETIME  
SALES  
NEWS**

**NINTENDO  
SWITCH  
NEWS**





# VIDEO

## FEBRUARY GAME RELEASES!

DATE	TITLE	FORMATS
1 February	Styx Shards of Darkness	PS4, XB1
4 February	Poochy and Yoshis Woolly World	3DS
4 February	Poochy and Yoshis Woolly World amiibo Bundle	3DS
8 February	Nioh	PS4
14 February	For Honor	PS4, XB1
14 February	For Honor Gold Edition	PS4, XB1
14 February	Sniper Elite 4	PS4, XB1
17 February	Dragon Ball Fusions	3DS
21 February	Halo Wars 2	XB1
21 February	LEGO Worlds	PS4, XB1



Dates are correct at time of publishing. Ask staff for details.

# GAMES

## MARCH GAME RELEASES!

DATE	TITLE	FORMATS
1 March	Horizon Zero Dawn	PS4
7 March	Ghost Recon Wildlands	PS4, XB1
10 March	Nier Automata	PS4
14 March	Styx Shards of Darkness	PS4, XB1
17 March	ATV Renegades	PS4, XB1
23 March	Mass Effect Andromeda with Preorder Offer	PS4, XB1, PC
28 March	The Legend of Zelda Breath of the Wild	Wii U
28 March	South Park The Fractured But Whole	PS4, XB1
28 March	ABZU	XB1
28 March	Playstation VR	PS4
28 March	Until Dawn Rush of Blood (PSVR)	PS4
28 March	RIGS Mechanized Combat League (PSVR)	PS4
28 March	VR Worlds (PSVR)	PS4
28 March	EVE Valkyrie (PSVR)	PS4
28 March	Driveclub VR (PSVR)	PS4
31 March	Kingdom Hearts HD 1.5 + 2.5 Remix	PS4



# OVERALL GAME

With WiiU running out the clock and a host of high-profile games on PC, PS4, and XOne delayed to 2017, 2016 was a relatively lackluster year. There were a few bright spots, though. id Software brought back old-school shooting with Doom, Planet Coaster made construction simulation accessible and fun, and buoyed by the popularity of Pokemon Go on mobile devices, Pokemon Sun/Moon broke sales records. Meanwhile, Sony launched Uncharted 4 and the long-awaited The Last Guardian to positive press, and Blizzard breathed new life into the FPS genre with Overwatch. But only one of these titles wins our award for Overall Game of the Year 2016.

# 20

**E OF THE YEAR**

**D16**

**BY EVAN NORRIS FROM [VGCHARTZ.COM](https://vgchartz.com)**



# THE SHORTLIST:

## DOOM



## THE LAST GUARDIAN





# OVERWATCH



# PLANET COASTER





# THE SHORTLIST:

## POKÉMON SUN/MOON



## UNCHARTED 4: A THIEF'S END



# RUNNER UP:

## THE LAST GUARDIAN



After a decade-long wait, the spiritual successor to Ico and Shadow of the Colossus, The Last Guardian, finally arrived on PS4 in 2016. With a deep focus on exploration, death-defying platforming, and puzzle-solving, The Last Guardian is challenging, immersive, and often vertigo-inducing. In order to traverse crumbling ruins, the game's young hero must work in tandem with Trico, a griffin-like creature, to access secret areas and defeat enchanted statues. Director Fumito Ueda scored a third masterpiece with The Last Guardian, our 2016 Game of the Year runner-up.



# OVERALL GAME OF THE YEAR

# THE WINNER:

## UNCHARTED 4: A THIEF'S END



A bittersweet farewell for one of the more interesting game protagonists of the last decade, Uncharted 4 sends Nathan Drake and his crew out in style. Developer Naughty Dog opened a window into Nate's past life and even shined a light on his future legacy.

In Uncharted 4, once again Nate Drake and his team of professional treasure trackers trot around the globe fighting off hired goons and seeking fame and fortune. While the cinematic cut scenes are beautifully shot and perfectly acted, it's the firefights that make the game truly great. Naughty Dog outdid itself for Uncharted 4, infusing some of the stealth elements of The Last of Us into Uncharted's cover-based gun fights. The result is a game gorgeous to watch and joyful to play, and a feather in the cap of 2016.

# PREVIOUS WINNERS:

**2015 - Rocket League**

**2014 - Super Smash Bros. for Wii U**

**2013 - Super Mario 3D World**

**2012 - Journey**

**2011 - The Elder Scrolls V: Skyrim**

**2010 - Mass Effect 2**

**2009 - Uncharted 2: Among Thieves**

**2008 - LittleBigPlanet**

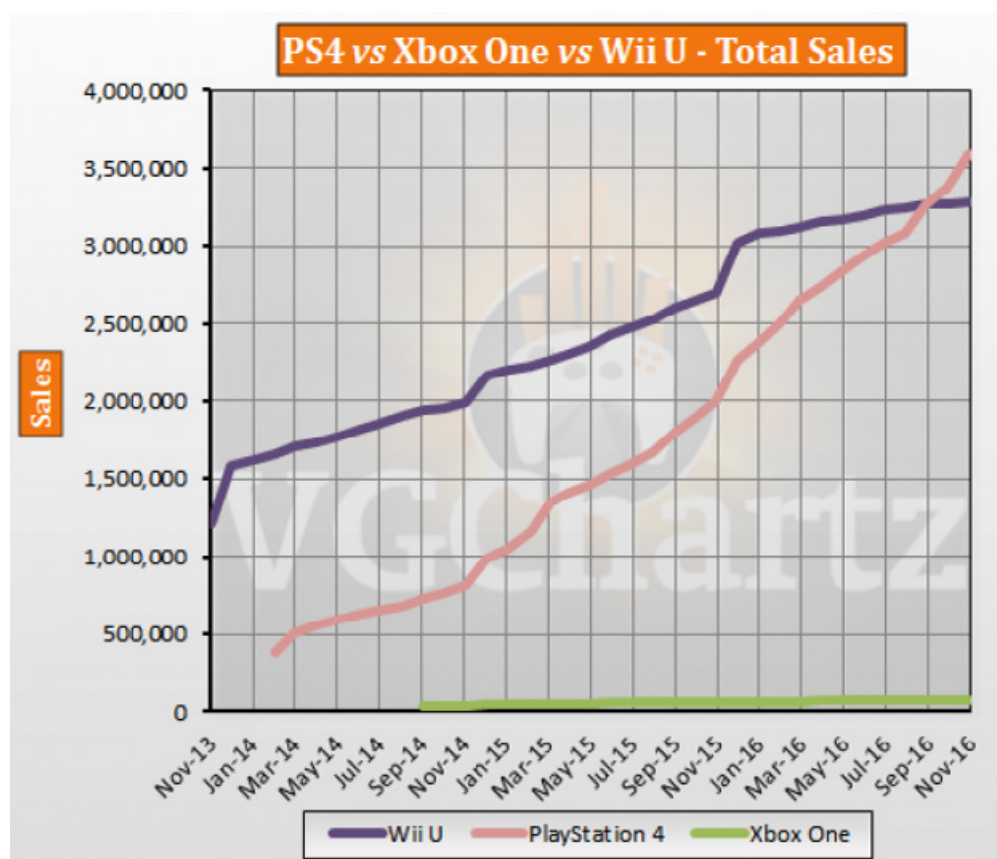
**2007 - BioShock**

**BY EVAN NORRIS  
FROM VGCHARTZ.COM**



# PS4 VS XBOX ONE VS WII U JAPAN LIFETIME SALES

Welcome to the latest edition of the 'PS4 vs Xbox One vs Wii U Japan' article. This series compares the monthly and lifetime sales of the 8th generation of home consoles - the PlayStation 4, Xbox One, and Wii U.



Looking at the total sales of the PlayStation 4, Xbox One and Wii U in Japan for November 2016 shows how the PlayStation 4 has caught up with the Wii U over the last couple of years and has been ahead for three straight months.

The PlayStation 4 has sold 3.59 million units lifetime, the Wii U 3.28 million units, and the Xbox One 71,857 units.

Taking a look at the marketshare, the PlayStation 4 has a 52 percent market share, the Wii U sits at 47 percent, and the Xbox One just one percent.

**PlayStation 4 Total Sales: 3,586,060**

**Wii U Total Sales: 3,283,888**

**Xbox One Total Sales: 71,857**

# XBOX ONE VS WII U LIFETIME SALES

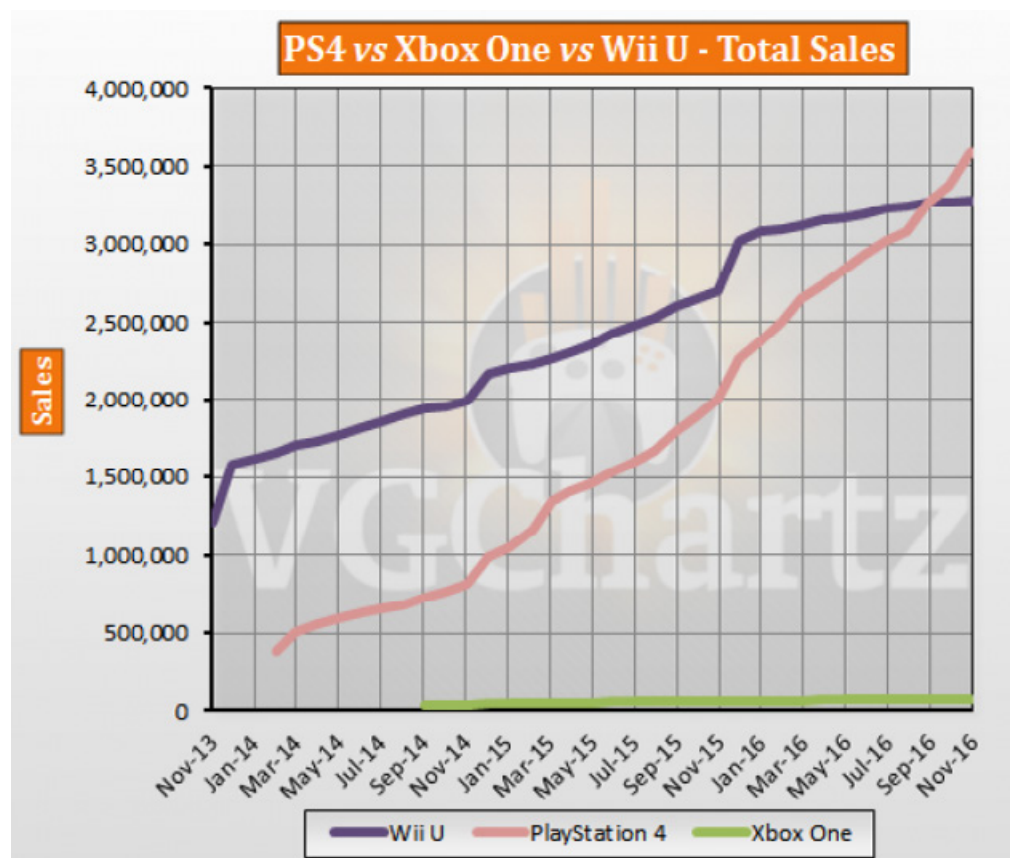
## NOVEMBER 2016 UPDATE

BY WILLIAM D'ANGELO FROM VGCHARTZ.COM

The PlayStation 4 outsold the Wii U by 192,113 units and the Xbox One by 202,072 units. The Wii U outsold the Xbox One by 9,959.

When you compare monthly sales to a year ago the PlayStation 4 is up, while the Wii U and Xbox One are down. The PlayStation 4 is up 90,573 units, the Wii U is down 48,246 units, and the Xbox One is down 1,090.

Looking at market share for the month, the PlayStation 4 managed to achieve 94 percent. The Wii U accounted for five percent of the consoles sold, and the Xbox One accounted for just one percent.



**PlayStation 4 Monthly Sales: 203,420**

**Wii U Monthly Sales: 11,307**

**Xbox One Monthly Sales: 1,348**



# NINTENDO

## QUICK PREVIEW



### VGChartz

At Nintendo's recent preview event in London I managed to try out three of the mini-games included in Nintendo's upcoming launch party game, 1-2-Switch. Here's my brief introduction to and verdict on each:

### BALL COUNT

This mini-game has you holding a Joy-Con controller as if it were a small box. You then move the controller around and use the feedback from the controller's rumble to discern how many balls are in 'the box'.

Although a very simple concept that sounds quite dull when described in basic text, Ball Count actually works really well in person. The Joy-Con's 'HD Rumble' (a phrase that was rammed down our throats all day) is the difference maker.

What is 'HD rumble'? Well, basically, instead of having vibrations run all the way through the controller, Nintendo have introduced more precisely located rumble feedback, such that you can now feel small or heavy vibrations in your finger tips. Again, there's only so much excitement you can generate for what on the surface sounds like a

relatively small technical advance, but HD rumble really is a great step forwards. But who knows, perhaps Nintendo can pull off an ad campaign called 'HD Vibrations: Feel the Difference'.

### SAMURAI TRAINING

In Samurai Training two players stand opposite one another. One attempts to slash through the other by striking downwards with the controller while the other attempts to 'grab' the sword as it comes down.

Surprisingly, given that on the surface this sounds like it should be one of the more appealing mini-games in the 1-2-Switch collection, this was the most disappointing of the three I managed to play at the preview event. The mini-game itself is fun, at least at first, but incredibly basic and simplistic, and the grace period the second players has in which to 'catch' the opponent's sword is far too lengthy, making it too easy to grab.

### MILK

Milk was easily the best of the three mini-games I was able to play. The

game has you basically 'milking' a Joy-Con, which is both hilarious and somewhat seedy (if your humour is that way inclined) when done in a face-off against another player.

As you stroke from the top you hold one button down and then as you reach the end of the stroke you must hold two buttons down, as if you were squeezing a cow's udder. Successfully getting into the rhythm of milking the udder is essential to filling up your virtual milk pail, and the player who milks the most pails wins.

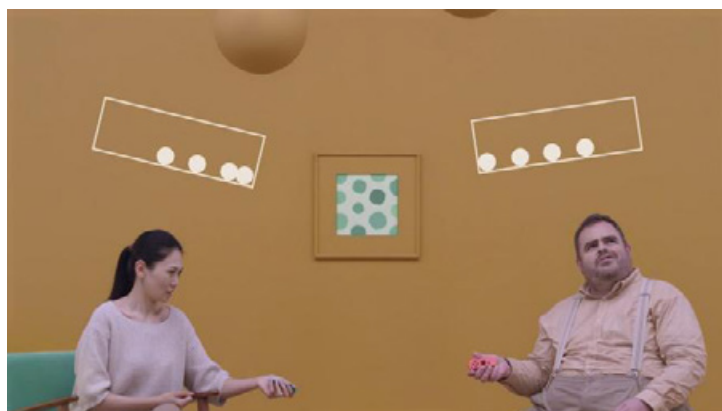
Getting a rhythm was essential to winning. This is again, something you can replicate pretty cheap with a pretty good friend though.

1-2-Switch is shaping up to be a fairly basic introductory mini-game collection. It successfully shows off the Joy Con and its innovations but the mini-games are for the most-part quite basic even if they are initially fun. In short, and as expected, 1-2-Switch feels like it should be bundled with the Nintendo Switch in much the same way as Wii Sports was bundled with the Nintendo Wii, or how Wii Play was bundled in with an extra Wiimote.

# DO SWITCH

## W - 1-2-SWITCH - NEWS

BY PATRICK DAY'CHILDS FROM VGCHARTZ.COM





# COSPLAY

**TATIANA  
DEKHTYAR**  
INTERVIEW

**SPACE  
PRINCESS**  
TRIBUTE

# AY





# TATIANA DEKHTYAR

[www.facebook.com/tatianadekhtyar](https://www.facebook.com/tatianadekhtyar)



Photo by Gil Riego Jr. (Instagram: @gilphotography) Edit: QPQ STUDIO (IG: @qpqstudio)

Each month Live Magazine talks to cosplayers, actors and sometimes celebrities about how they got started. One thing we've found in our many interviews is that often cosplayers cross over into acting and actors can also cross over into cosplay. So this month we talked to actress, cosplayer, martial artist Tatiana Dekhtyar about how she got started as an actress, her cosplay and she shares tips on starting out.

# BIO

Tatiana DeKhtyar is an actress, model and a producer, living in Hollywood Ca.

She was born in Saint-Petersburg, Russia. She was raised by a loving single mother, who along with her grand parents, that helped in raising her, have given her a solid spiritual foundation and an ever positive mental attitude.

As Tatiana was growing up, she has expressed interest for many areas of arts, sports and other creative outlets. Curious to try everything that sparked her interest she did ballet, opera singing, played various sports, figure skating, painting, designing, among various other hobbies. She has proven to be a quick learner and advanced rapidly at anything she tried doing.

Being a curious, creative and very versatile person, Tatiana actually

explored many creative outlets, among which, acting. While having done a lot of drama projects, as well as comedy and even tapping into the horror genre, Being involved in martial arts, Tatiana naturally gravitated towards the action genre. As an action actress she has done a number of various projects, doing her own stunts.

She also worked as a photographer, wardrobe stylist, makeup artist, graphic designer, art director, producer, among many other things. And of course throughout all that time she continued to work as a model.

Later she has developed a passion for cosplay, pursuing it as a fun hobby in the side initially, and unintentionally took it to a pro level. Since her first time doing cosplay Tatiana has gone a long way. She has been featured in a "COSPLAY CULTURE" magazine and graced covers of such magazines as "GEEK FANTASY" and "HORIZON", aside from already being a cover girl as a model

and an actress. She also enjoys traveling across USA to various conventions, to meet her fan base and make new friends.

Her passion for acquiring new knowledge, exploring spirituality and healthy lifestyle led her to enroll into a physical therapy school and become a certified massage technician, graduating at the top of her class, as well as becoming a level 2 reiki healer.

To cultivate her witty, humorous side - Tatiana got involved in IMPROV, taking several classes and getting to an advanced level. Later on she put together a crew and they have performed at the various stand up comedy shows around Hollywood as the only improv team to grace the stage, for a little while.

Tatiana is currently working as an actress on several projects scheduled to come out in the near future. To check out her work, visit her website: [www.tatianadekhtyar.com](http://www.tatianadekhtyar.com)



# TATIANA DEKHTYAR

**First up - tell us a bit about you.  
Where you live and what you do.**

Hello. My name is Tatiana DeKhtyar and I am an actress/model/producer/cosplayer from Los Angeles ca.

**You've got a huge resume of skills - how did you learn all that and did it take long?**

I do enjoy expressing myself in various ways and utilizing different creative outlets. Most of my skills I just picked up naturally at first, due to having a predisposition to such. However, once I got in too deep - I educated myself to take my skills to the next level. Most of my skills I learned and perfected on the job. So technically I got paid for learning them, which is awesome. Some of the things that I have done include, but not limited to: photography, makeup, wardrobe styling, graphic design, most, stunts, acting, modeling (yes, it is a skill, it is not enough to look pretty in front of the camera, there is a lot more to it than meets the eye...), and of

course among honorable mentions I could list a few funny hobbies, such as writing poetry, song-writing, singing, cosplay, dancing, martial arts, cooking (occasionally these days, but I had a phase when it was a "thing" hahaha), drawing and painting, handling various weapons and massage and healing techniques. And the list goes on... but I think we will stop here for now.

**Tell us about getting into movies/TV - is that difficult and what was it that got you started?**

Embarking on any new journey is difficult at first. But perseverance and determination work wonders. If one is loyal to their dreams and is persistent in the pursuit of their goals - they will succeed. There is a will - there is a way. Just find out what is it that you want to do and keep moving towards that goal. I started getting into the TV SHOWS and FILM through my modeling career. And eventually transitioned into acting. It went well for me right away. The very first audition I went to was for

a lead part in an indie film and I booked it right away. Since then I had added a several TV shows, Feature films, award-winning Short films, best actress nominations, viral web-show appearances, national commercials to my acting resume. And now I am ready for the next round. I am very excited to see what this year has to offer. There is only one rule: once you set sails - never give up !

**What's been your favorite role so far?**

Oh goodness, it's hard to pick a favorite... Each one of them means so much... There is a whole world around and within each character I portray and I am a traveler and adventurer at heart, so I love exploring those new realms .... If I had to choose my favorite, I would have to go with Wonder Woman that I portrayed for the "SUPER POWER BEAT DOWN". Never thought we had so much in common until I have done my research... What a remarkable character she is! So many amaz-





ing traits... Larger than life and yet still so relatable. I wouldn't mind exploring her further and in more depth... I do hope that I will get to cross paths with her in another project in the future.

**What about coming up in 2017, anything you'd like to share?**

2017 is shaping up to be a great year so far. There are a few new projects cooking in the oven that I am not yet at the liberty to discuss, but I will mention a few: "Bat in the sun" studios has teamed up with "VALIANT" entertainment to deliver an amazing new web series "NINJAK VS THE VALIANT UNIVERSE" that is coming out in 2017. I had portrayed the role of Colonel Capshaw in I this project and while not giving away too much, I can tell you that this action packed new superhero web show will definitely satisfy your craving for some intense awesomeness ! Featuring such amazing actors as Jason David Frank, John Hennigan, Kevin Porter, Mike Rowe and Derek Theler, among many others, it really does deliver some amazing action going hand in hand with great acting and, of course, the greatness that is "Bat in the sun" production studio work ! These guys always deliver amazing stuff!

Another project I am excited to see grow rapidly is one that I happen to be a co-creator of, which you may already know of as it has been aggressively winning the hearts of the geek commu-

nity: "HEROES WITH ISSUES", the web show that puts Heroes and Villains alike on the shrink's couch and makes them work through their problems... We have a lot of new episodes lined up and you will see more of me and our other core cast members in the upcoming episodes in 2017.

Aside from that and a few other projects I can't yet mention, there is one more that I am looking forward to, which is "Tales of the Frankenstein" feature film that consists of three parts in one of which I played the wife of Professor Frankenstein portrayed by the amazing Len Wein that most of you may know as the creator of the original X-men (Storm, Colossus, Nightcrawler, Wolverine and many others). Working with the director Donald Glut and my amazing scene partner Len Wein was simply a dream come true! One of the most wonderful experiences I had on set to this date!

**Some of your photos are in costume - have you done cosplay at events or is it mainly modelling shots for editorials?**

I love doing cosplay. It is one of my favorite things to do. So if you ask me. - I would do grocery shopping in a superhero outfit (which I have, so check that off my bucket list lol). I managed to incorporate a lot of it into my career and have done appearances in costume at various conventions, even though I was listed as an actress... I just love to play

dress up! YOLO! Gotta do what makes you happy... And I do a lot of modeling shots, creating cosplay artwork and filmed a bunch of projects that are superhero related.

**Any advice for people starting out in this sort of career direction?**

Absolutely! If you have chosen acting as your path - you must remain adamant about it. There is no place for doubt, once the decision is made. Get on the path and stay on the path! Learn, strive for higher levels of accomplishment and achievement! Work hard. Never stop. It is the only way. All in or all out. Give it your best shot. Repeatedly. Success will come.

**Finally where can our readers find out more about you?**

You are welcome to visit my website: [TATIANADEKHTYAR.COM](http://TATIANADEKHTYAR.COM)

As well as follow my social media:

[facebook.com/tatianadekhtyar](https://facebook.com/tatianadekhtyar)  
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I am very grateful for all the blessings that I was granted in my life and am looking forward to what future holds. Wishing everyone a blissful, joyful, fortunate and prosperous new year!



Photo by Aaron Schoenke (IG: @batinthesun) ; Edit: QPQ STUDIO (IG: @qpqstudio)

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[www.tatianadekhtyar.com](http://www.tatianadekhtyar.com)  
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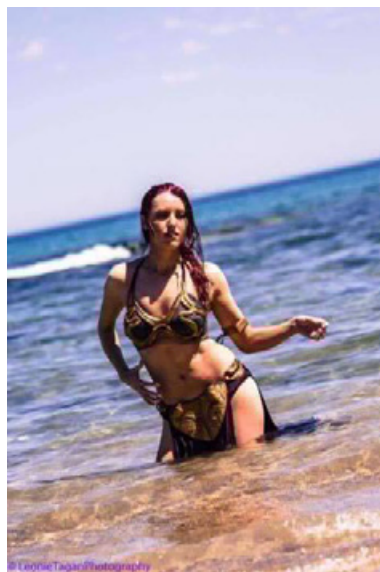




TRIBUTE

# SPACE PRINCESS

## A FANS TRIBUTE...



© LeonieTaganPhotography



© LeonieTaganPhotography

Photographer: Leonie. Star Wars Edit was by Tom Hitchman.

Most people have said it – or heard others say it – but 2016 was a rough year. It was a rough year for a lot of people on a personal level, and as many have noticed, it was a rough year for celebrities. It was mind boggling how many lost their lives – from icons such as David Bowie and Prince, to childhood heroes (or anti-heroes) like Alan Rickman, to those who were taken so young they had their entire lives and careers ahead of them like Anton Yelchin and Christina Grimmie – who was also a fellow geek and occasional Cosplayer (this one still hits me hard).

Most recently, however, and a loss that shocked the world as we all thought she would defy the wrath that seemed to be 2016 – was our beloved Space Princess, Carrie Fisher. The day after, her iconic Mum Debbie Reynolds went to meet her over the Rainbow Bridge.

Drowned in Moonlight, strangled by her own bra – The words all fans repeat knowing that's how it really happened (according to Carrie!).

Her loss hit many people hard as she was a hero for so many. Young girls looked up to the feisty Princess who did not need saving – she was more than capable of saving herself. She was bold, courageous and said things as they were. She taught us that it's ok to talk about our insecurities, our not so easy pasts, and she taught us to not be ashamed of that. She taught us that us ladies don't need to be a damsel in dis-

tress, even when we are a Princess. She empowered girls and boys, men and women, and that is something to be admired.

Just as the fandom raised their wands for our beloved Professor Snape (Alan Rickman), the fandom came through for Princess Leia, raising their lightsabers in her memory. Fans even went as far as to create her likeness in the game Star Wars: The Old Republic, with fans congregating to pay their respects and celebrate her life.

As a long term Star Wars fan, and having so many family members and friends who were also Star Wars fans, I knew I had to do some kind of tribute to Carrie Fisher.

My initial plan was to make the comic book version of Princess Leia – it wasn't as iconic as many of her screen costumes, but it was a costume that resonated with me. I began making it, and then remembered that years ago I had purchased a cheap Slave Leia costume on eBay that my sister had worn once (and I gave her the costume as she totally rocked it!). This was before my time as a Cosplayer, and I really had no idea that Cosplay was a thing – so I did what anyone would do when wanting a costume – I found the cheapest I could.

It was a costume I had never worn, and I was very reluctant to wear it for numerous reasons. It was then that I remembered the stunning beach shoot Carrie did and I knew that was the tribute I would do. The comic book cos-

tume is still in process, but the beach Leia was one I knew could be done fast so we could pay our respects that bit sooner.

I enlisted the help of Cosmo (Mum), my sister Leonie (Leonie Tagan Photography) and friend Stephen Reynolds (Photos by Taurus).

We went down to the beach we thought would be most fitting, and shot in the scorching heat and intense, harsh sunlight. The conditions were tough but we knew we had to work with the time we had. We are all fans of Carrie and the Star Wars franchise, and we all wanted to pay our respects, to pay homage to the worlds most loved Space Princess.

After a couple of hours, we wrapped up shooting, and the photos were fast to come out. It was a time sensitive project, and one we were all eager to be a part of. The passion was genuine, and I hope those who read this and see the photos can sense that too. The photos in this article are only but a tiny selection of everything we took (Can't fit them all in! lol) – you can see plenty more on Facebook and Instagram.

We hope fellow fans appreciate what we did and see it for what it is – some fans respectfully paying tribute to a beautiful human being.

R.I.P Carrie Fisher – our Space Momma

Sincerely... your entire Fandom xx



# henna workshop

COSPLAY LIVE HENNA WORKSHOP · SUNDAY 12 FEBRUARY



11:00AM - 3:30PM

**COSPLAY LIVE STUDIOS:**  
314 GLEN OSMOND ROAD,  
MYRTLE BANK

**COST:** \$100 PP

**INCLUDES:**

CERTIFICATE OF  
COMPLETION

HENNA CONES

HENNA DESIGN BOOK

HENNA MATERIALS

# LEARN HENNA ART:

## ADELAIDE WORKSHOP

### SUNDAY 12 FEBRUARY

Cosplay Live has an International Henna and UV paint artist from Malaysia visiting Australia and so we are hosting a workshop in our studios.

It's a day packed with learning from Malaysian artist, Preeyah Ramakrishnan, who's work has been featured in magazines and blogs and runs a full time henna business in Malaysia.

Cost \$100 per person donation on the day. SUNDAY FEBRUARY 12 - Starts at 11am - finishes around 4pm on the day.

At the Cosplay Live Studios. 314 Glen Osmond Road Adelaide SA.

Participants will receive:

- 3 natural henna cones.
- 3 instant henna cones
- Book of simple henna designs
- Certificate of completion

On the day you will learn how to create henna art. It promises to

be a fun day of learning henna and being able to create henna "tattoos"

Drinks and nibbles supplied in Air Cond Studio - Gametraders Head Office / Cosplay Live Studios.

PLEASE BOOK ONLY IF YOU ARE 100% COMING. Limited number of places available. This is a once only event and you will learn to do basic henna art - henna art on hands, feet and other body parts are regularly requested by brides and friends. So book your place and learn henna art and you'll also get a certificate of completion along with materials for the day. Photos by Cosplay Live photographers on the day will be shared via our Facebook page and in our Live Magazine.

Please pay on the day.

Ask us any questions you may have on our Cosplay Live Facebook page:

**[WWW.FACEBOOK.COM/TEAMCOSPLAYLIVE](http://WWW.FACEBOOK.COM/TEAMCOSPLAYLIVE)**







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SAILOR MOON R: THE MOVIE AUSTRALIAN PREMIERE

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# HOW RATINGS WORK

## THE AUSTRALIAN CLASSIFICATION



### **CTC - Check the classification.**

The content has been assessed and approved for advertising unclassified films and computer games.

Any advertising of unclassified films and games must display the CTC message on posters, trailers, on the internet, and any other types of advertising.



### **G - General.**

The content is very mild in impact.

The G classification is suitable for everyone. G products may contain classifiable elements such as language and themes that are very mild in impact.

However, some G-classified films or computer games may contain content that is not of interest to children.



### **PG - Parental Guidance.**

The content is mild in impact.

The impact of PG (Parental Guidance) classified films and computer games should be no higher than mild, but they may contain content that children find confusing or upsetting and may require the guidance of parents and guardians. They may, for example, contain classifiable elements such as language and themes that are mild in impact.

It is not recommended for viewing or playing by persons under 15 without guidance from parents or guardians.



### **M - Mature.**

The content is moderate in impact.

Films and computer games classified M (Mature) contain content of a moderate impact and are recommended for teenagers aged 15 years and over.

Children under 15 may legally access this material because it is an advisory category. However, M classified films and computer games may include classifiable elements such as violence and nudity of moderate impact that are not recommended for children under 15 years. Parents and guardians may need to find out more about the film or computer game's specific content, before deciding whether the material is suitable for their child.

# WORK: BOARD

There are two separate Boards that are independent from the government and from each other. There is the full time Classification Board that decides the classifications of films, video games and certain publications and the Classification Review Board that meets only to review a decision of the Classification Board when there is a valid application for review.

The Board bases its' classifications on six elements:  
Themes, Violence, Sex, Language, Drug Use & Nudity

Below are a list of classifications you'll find on games and movies:



## **MA 15+ - Mature Accompanied 15+.**

The content is strong in impact.

MA 15+ classified material contains strong content and is legally restricted to persons 15 years and over. It may contain classifiable elements such as sex scenes and drug use that are strong in impact.

A person may be asked to show proof of their age before hiring or purchasing an MA 15+ film or computer game. Cinema staff may also request that the person show proof of their age before allowing them to watch an MA 15+ film. Children under the age of 15 may not legally watch, buy or hire MA 15+ classified material unless they are in the company of a parent or adult guardian. Children under 15 who go to the cinema to see an MA 15+ film must be accompanied by a parent or adult guardian for the duration of the film. The parent or adult guardian must also purchase the movie ticket for the child. The guardian must be an adult exercising parental control over the person under 15 years of age. The guardian needs to be 18 years or older.

Parents and guardians may need to find out more about the film or computer game's specific content, before deciding whether the material is suitable for their child.



## **R 18+ - Restricted to 18+.**

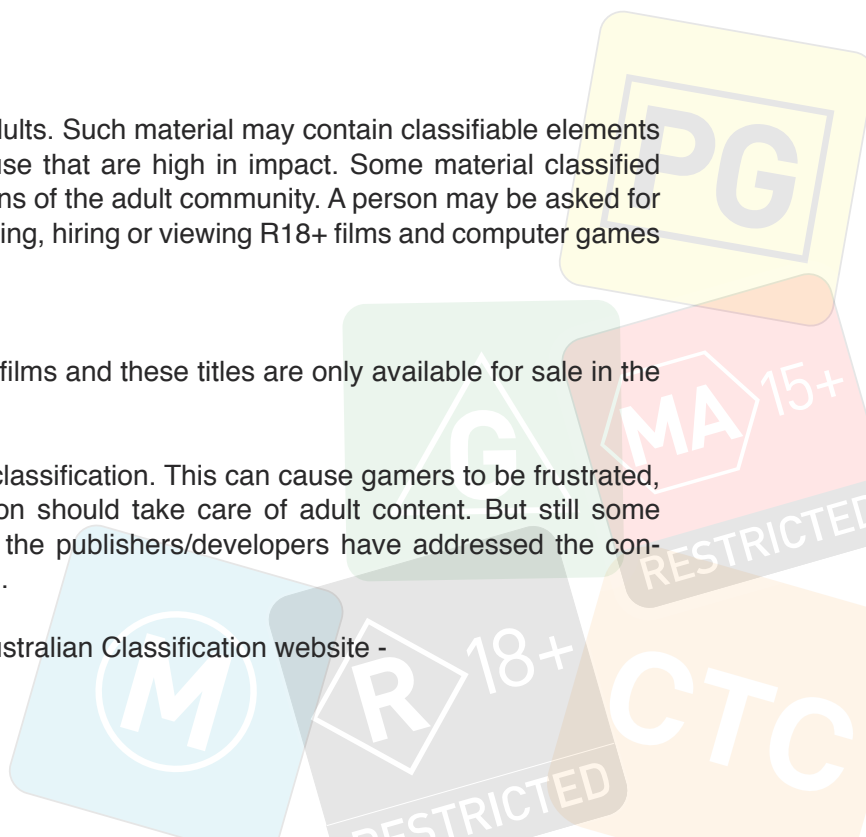
The content is high in impact.

R 18+ material is restricted to adults. Such material may contain classifiable elements such as sex scenes and drug use that are high in impact. Some material classified R18+ may be offensive to sections of the adult community. A person may be asked for proof of their age before purchasing, hiring or viewing R18+ films and computer games at a retail store or cinema.

There is also an X 18+ for adult films and these titles are only available for sale in the ACT and the Northern Territory.

Sometimes games are refused classification. This can cause gamers to be frustrated, citing that the R18+ classification should take care of adult content. But still some games don't get classified until the publishers/developers have addressed the concerns of the Classification Board.

Want to know more? Visit the Australian Classification website - [www.classification.gov.au](http://www.classification.gov.au)





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### Queensland

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