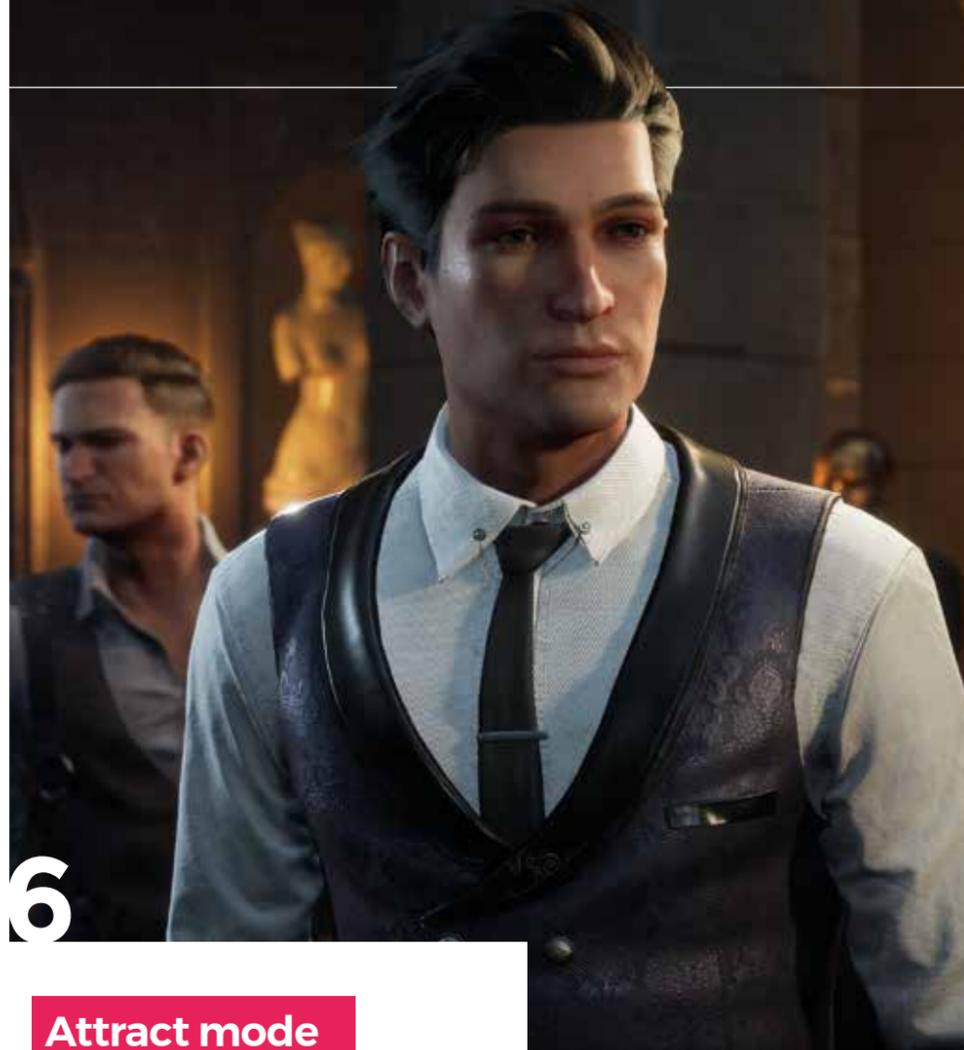


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WELCOME

There was a time when tabloid newspapers used to quite enjoy depicting video games as a mindless, even damaging pursuit. But as anyone who actually plays games will tell you, they can actively encourage creativity – which is something we're celebrating in this very issue. Whether it's games that nurture a latent interest in astrophysics, like *Kerbal Space Program* and its upcoming sequel, or platforms like Media Molecule's *Dreams*, that give us the tools to make games of our own, we're exploring the variety of ways video games can help players realise their creative potential. Over on page 80, meanwhile, you'll find yet more creativity: it's the results of Wireframe and FUZE's first-ever retro coding competition. We've been absolutely overwhelmed by the number and quality of the entries we've received; from platformers to shooters to original works that defy easy categorisation, you'll find a wealth of amazing, homegrown games on our long list of runners-up and winners. Video games have come a long way since the days of type-in listings and 8-bit computers (see page 70 for more on that topic); today, we can develop entire projects on our consoles thanks to things like *Dreams* and *FUZE*. In other words, there are more ways to get into game development today than ever before – and that, surely, can only be a good thing.

Enjoy the new issue!

Ryan Lambie
Editor

