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WELCOME

And… we’re back. Like Clark Kent disappearing into a phone booth, only to emerge moments later with muscles bulging through his spandex, Wireframe’s returned in a chunkier, bolder, more monthly format.

For the past few weeks, we’ve been beavering away at the task of ensuring your favourite games magazine retains the unique feel of its fortnightly incarnation, but with a little bit more of everything: there’s now the space for longer features, extra reviews, previews, and in-depth game design guides. Our Backwards Compatible section has grown in girth, which means we can share more of our retro gaming and tech antics with you every issue.

We’ll also be showcasing some of our favourite art and design from the indie gaming realm – check out Richard Lems’s behind-the-scenes sketches for Mighty Goose on page 76 – and sharing a regular diary of our flailing adventures in online gaming (see page 82). And if you’re keen to tell us what you think of the new, monthly Wireframe, then you can let us know through our letters page – you’ll find details of how to get in touch on page 22.

Most importantly, thank you for supporting the magazine so far. We hope you’ll enjoy Wireframe’s new phase even more than the last.

Ryan Lambie
Editor