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WELCOME

There's something oddly comforting about PICO-8, the machine we introduce in our feature on page 18. Created by Joseph 'Zep' White at Lexaloffle, it's purposefully designed to evoke the feeling of programming an 8-bit machine like a BBC Micro or ZX Spectrum. But there's more to PICO-8 than just nostalgia; it's an environment that, with its chunky 128x128 display and tiny 32kB memory, creates a set of confines that positively encourage users to think economically. As others have pointed out, there's nothing like a set of confines to spark creativity, and you'll see all kinds of inventive ideas at work in this issue. It's probably no accident that the acclaimed *Celeste* originally started out as a PICO-8 game, for example – it's a solid place for testing out ideas before expanding them and adding scope. Other developers, like Paul 'Liquidream' Nicholas, have managed to do impressive technical things with PICO-8 – like create a 2D rendition of *No Man's Sky* – within its piffling bit of memory. Best of all, PICO-8 offers a friendly gateway to designing games; it's like programming a ZX Spectrum, but without the faint sense of terror that came with saving all your hard work to an audio cassette. Enjoy the new issue.

Ryan Lambie
Editor



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