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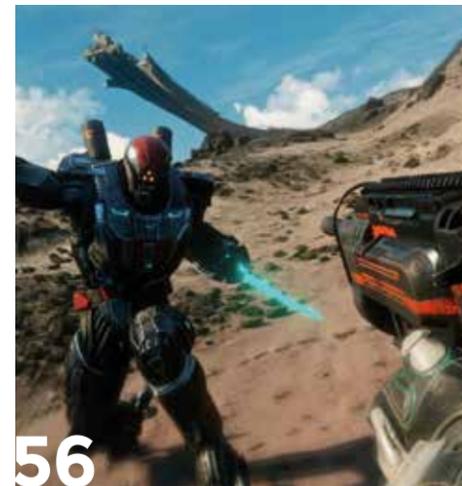
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WELCOME

As you'll read on page 50, *Pokémon* creator Satoshi Tajiri started out making a video game fanzine before he started developing games of his own in the late 1980s. Before that, Tajiri famously spent much of his youth collecting and studying insects, and became so obsessed with the pastime that his grades began to suffer at school.

When asked, in a 2004 interview with the magnificent Japanese TV show *Game Center CX*, what his advice was to other budding designers, his reply was simple: combine your two biggest interests to create something new. In Tajiri's case, the disparate hobbies of video games and bug collecting came together to create the monster-catching phenomenon, *Pokémon*.

It's proof that even big, world-spanning franchises can start with a small and personal idea. (In the original Japanese version of the game, lead character Ash was named Satoshi, which further underlines how much the game spoke to his childhood memories.)

Regrettably, I haven't quite figured out a way of turning my two hobbies of video games and collecting dog-eared sci-fi novels into a global multimedia franchise as yet, but that doesn't mean it isn't worth a try. Enjoy the new issue!

Ryan Lambie
Editor



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