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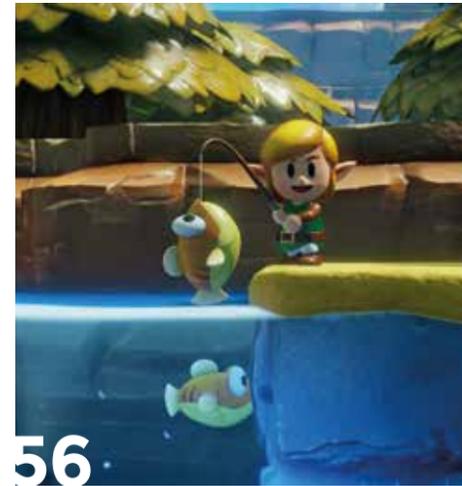
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WELCOME

It only feels like yesterday that Wireframe was just a few ideas typed out in a Google document, but here we are: 8 November marks the magazine's first birthday. Since then, it's been a non-stop flurry of writing, commissioning, checking pages, drinking coffee, playing games, and maybe drinking a bit more coffee.

Like all decent video games, the past year's been intense, challenging, and satisfying (almost) all at once – and we wouldn't have made it this far without a bunch of great human beings around us. We can't possibly name you individually in this little space, but here's to all the writers, designers, sub-editors, and Raspberry Pi people who've worked so hard on the magazine over the past 26 issues; to the developers who've supported us and patiently answered our bewildering questions about their games; and to the artists who've created some amazing artwork for our covers.

This edition's cover is, we're sure you'll agree, a particularly corking one – so thanks to the mighty Wil Overton for taking such a vague brief ("I was thinking of something a bit like the SNES box art for *Parodius*, but with a bunch of other game characters we like on it") and turning it into a lovable riot of colour.

Finally, a big thanks goes, of course, to you, the reader: the magazine wouldn't exist without you, and your support is enormously appreciated.

Ryan Lambie
Editor

