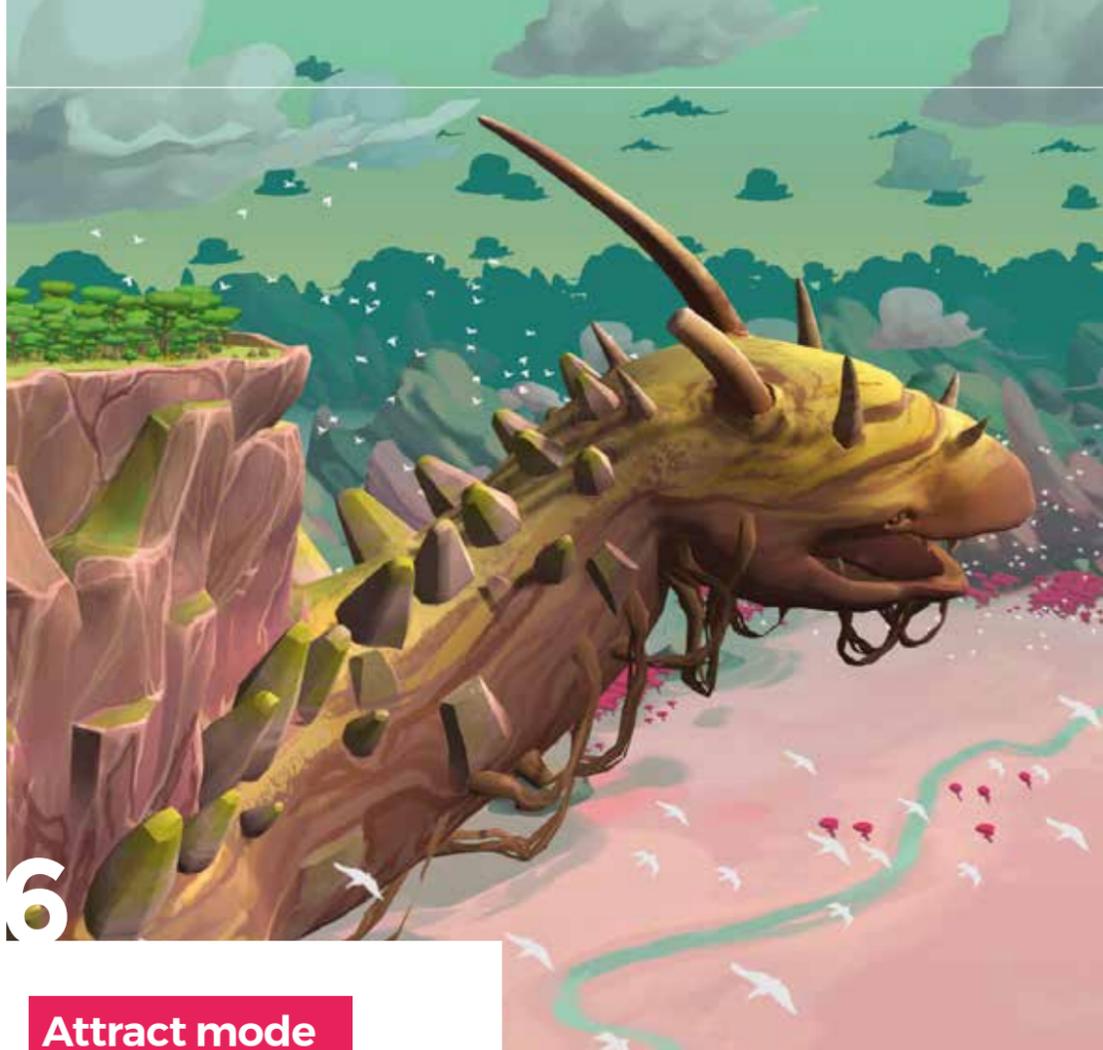


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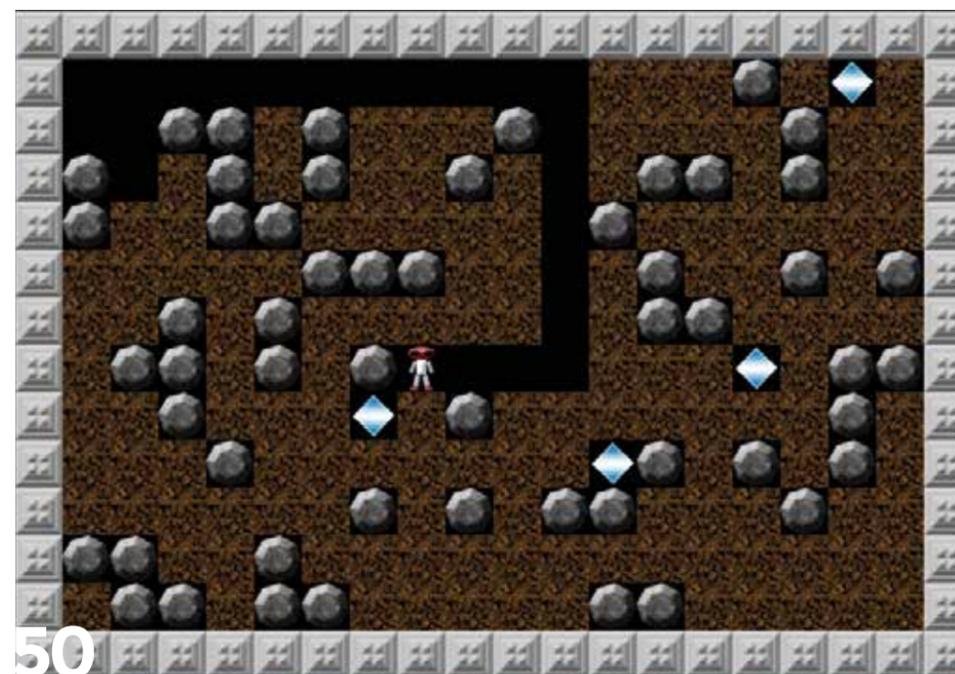
Well, blimey, this snuck up on us. Just as we were putting the finishing touches to the current edition, we took another look at the calendar, and something dawned on us: this issue falls on our third anniversary. Yes, way back in the mists of time, on 8 November 2018, the first-ever edition of Wireframe hit newsstands. A lot has changed in that time, of course: for one thing, we've gone from a fortnightly to monthly schedule, thanks in no small part to another event – the global pandemic we've all had to work through in one way or another over the past 18 months or so.

One thing that hasn't changed over the past three years, though, is our enthusiasm for making the magazine. From the beginning, our aim was to make a games mag with a difference: one that celebrates games as a vibrant, inclusive, creative medium for everyone. With that in mind, we'd like to send out our huge thanks to everyone who's contributed to the magazine so far: to those who've written thought-provoking, in-depth, unusual features; those who've spent hours delving into the deepest crevices of a game to write a review for us; to our columnists, both regular and occasional; to the writers of guides, how-to pieces, and snippets of code.

Thanks, too, to the designers, sub-editors, and everyone at Raspberry Pi who's helped us make Wireframe the publication it is. And most of all, thanks to you, dear readers, for supporting Wireframe over the past three years. We wouldn't be here without you.

Enjoy the new issue!

Ryan Lambie
Editor



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