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WELCOME

As you may have gathered from the cover, we have a distinctly Japanese theme going on this month. Specifically, we're looking at how Japan's output has influenced game developers the world over, from the makers of the JRPG-inspired *Cris Tales* in Colombia to the Slovakian studio behind *Bushido Blade* homage, *Die by the Blade*. Then there's Strictly Limited Games, a German firm dedicated to publishing Japanese (and Japanese-inspired) titles on cartridge and disc.

Back in the mists of time, it was Japan's games that really made me fall in love with the medium in the first place. Whether it was such arcade games as *Mappy* or *Final Fight*, or console titles like *Super Mario Bros.* or *Magical Flying Hat Turbo Adventure*, their style, colour, and precision made them immediately stand out. Even a curious little title like Hudson Soft's *Stop the Express* – with its spiky-haired protagonist running and jumping across the roof of a train – stood apart from other ZX Spectrum games of the early 1980s, and still holds up remarkably well today. As this edition of *Wireframe* proves, I'm far from alone in my affection for Japan's illustrious, industry-changing video game history.

Enjoy the new issue!

Ryan Lambie
Editor

