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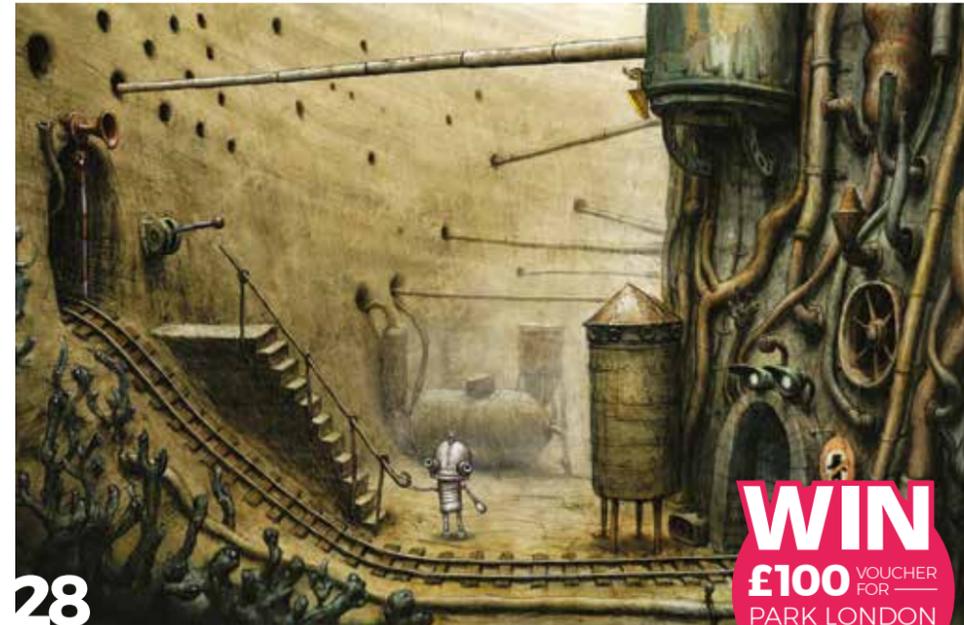
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WELCOME

In a rare idle moment the other day, I found myself watching *Jobs* – the 2013 movie about Apple co-founder and tech impresario Steve Jobs, played here by a twinkly-eyed Ashton Kutcher. This shouldn't be confused with Danny Boyle's 2015 film *Steve Jobs*, in which Michael Fassbender played a more stern version of Steve Jobs. This got me thinking: why are there so few movies about the making of video games? If *Steve Jobs* got two films, and Facebook's Mark Zuckerberg got a movie made about him (*The Social Network*), then where are the stories about our favourite games?

Off the top of my head, the only one I can think of is *The Gamechangers*, a made-for-BBC docu-drama about Rockstar and their post-*Grand Theft Auto III* development antics. First aired in 2015, it starred Daniel Radcliffe as Rockstar co-founder and game design Svengali Sam Houser, and tried to take in everything from the media controversy surrounding the studio's violent output to the fallout that greeted the discovery of the infamous *Hot Coffee* minigame in *GTA: San Andreas*. It wasn't a great film, but its heart was in the right place, and I can't help wishing we could have more like it. I for one would happily pay to see a movie about the wild days of Japanese developer Toaplan – a team of developers who, when they weren't making chaotic shoot-'em-ups, were out on drinking expeditions or riding and crashing motorcycles. If you're reading this, David Fincher, do give me a call...

Enjoy the new issue, readers.

Ryan Lambie
Editor

