WELCOME

It’s January, which means it’s time for a customary look ahead to the year’s most exciting games — you can see our pick on page 26. If you’re into that sort of thing, though, January’s also the month when you start setting the odd New Year’s resolution — and if you’ve been thinking about making a game of your own for years, but keep putting it off, then take a look at our profile of British indie developer Runner Duck on page 76.

Just a few years ago, its co-founders, David Miller and Jon Wingrove, were thoroughly miserable stock making free-to-play mobile games that had their sights set on wringing money out of their players at every turn. Disillusioned, Miller and Wingrove started spending their evenings making their debut game, Bomber Crew; when it launched in 2017, the hectic management sim was an indie hit, taking the number one spot on Steam. Bomber Crew put Runner Duck well and truly on the map, and they’ve since released a second game, Space Crew, as well as a free Legendary Edition expansion, released last October. So there we have it: if you’ve been on the fence about making a game of your own, now’s a good time to get started.

Not all indie games are hits, but Runner Duck’s story proves that life-changing successes really can happen.

Enjoy the new issue!

Ryan Lambie
Editor

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