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Important!

WELCOME

I'll dispense with my usual 200 words of random thoughts and whimsy and get right to the important bit: as of issue 39, Wireframe magazine will be going monthly.

There'll be a brief gap between the edition you hold in your hands and the next one, to give us time to write all the words and generally make the transition, but Wireframe will be back even bolder, better – and bigger – than before. The new 116-page issue will be packed with more in-depth features, more previews and reviews, and more of the guides to game development that make the magazine what it is.

The change means we'll be able to bring you new subscription offers – you can read about those on page 54 – and generally make the magazine more sustainable in a challenging global climate. As for existing subscribers, we'll be emailing you all to let you know how your subscription is changing, and we'll have some special free issues on offer as a thank you for your support.

That first monthly issue will be out on 4 June. You'll be able to order a copy online, or you'll find it in selected supermarkets and newsagents if you're out shopping for essentials. It's been a pleasure to bring Wireframe to you, gentle reader, each fortnight. We hope you'll join us as the magazine moves into its next, exciting phase.

Ryan Lambie
Editor



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