The Game Creators Newsletter Issue 34

Happy Halloween readers, and welcome to a bargain bucks issue of The Game Creators Newsletter. This issue is a bumper one, with a lot of exciting things, and a lot of great deals. Firstly, we have the great news that the Dark Fantasy Pack is now available for a limited time at a price of bargain. Secondly, we have a brand new game from Jonathan Sandy, called Grabbers. This game described itself as a visual mixture of the categories top 1971-1980. Going through those years, we have games like Space Invaders, Pac-Man, Frogger, Asteroids, Pong, Tetris, Donkey Kong, Galaxian, Defender, Centipede, Pac-Land, and many, many, many more. Let's be honest, we've seen more than you Walking through looking at them that I have actually reading the thing. So, why don't you just download the game and see for yourself? Grabbers is a game that has been created using the Game Creator, and is a great example of what can be accomplished in a relatively short time. Jonathan's game wouldn't have known existed without the Game Creator. There are tickets in abundance, and the game is well worth the price of admission. Jonathan is also working on a game called Tetris, which looks very promising indeed. Tetris is a game that I have never actually played before, but it looks like it is shaping up to be a great game. Jonathan's Tetris is being created using the Game Creator, and looks very promising. Jonathan's Tetris is being created using the Game Creator, and looks very promising. Jonathan's Tetris is being created using the Game Creator, and looks very promising