The Game Creator's Newsletter Issue 27

Welcome to the Game Creator's Newsletter Issue 27. Hello and welcome to the Game Creator's Newsletter. Many thanks to Phil Hassey for his game and to all the people who have sent in their comments and suggestions. Thanks to Phil Hassey for his game and to all the people who have sent in their comments and suggestions. This month's issue is a little late because I was away on holiday and I wanted to catch up on the backlog of emails that had built up while I was away. Anyway, I'm back now and I'm ready to get back into the swing of things. This issue contains a lot of information about the upcoming Game Creator's Conference in Las Vegas. This is the first time that the Game Creator's Conference has been held in the US and it promises to be a very interesting event. I'm looking forward to it myself and I hope that many of you will be able to attend. Also in this issue, I'm pleased to announce that the Game Creator's Newsletter is now available in Spanish. Thanks to Jorge Gomez for his translation. I'm looking forward to seeing how this project develops. Finally, I'm pleased to announce that the Game Creator's Newsletter is now available in Portuguese. Thanks to Fernando Lopes