

ROB.BAKER@INTENTMEDIA.CO.UK

DISTRIBUTION



GLS Games Distribution UK Ltd

Supplier of new release and back catalogue titles on all platforms, plus accessories and consoles

PS3 • Xbox360 • Wii • DS • PSP • PC
(All retro platforms also available)

Fast and Efficient Friendly Service

T: 01708 725 742 F: 01708 750 596
Email: wholesale@glsgames.com

GLS 01708 725742 wholesale@glsgames.com

GAMES CONSOLE REPAIR

NEW! Console Repair Vouchers

It's easy! YOU sell
WE repair, YOU keep the profit!



TCR
Games Console Repairs
08719 181 721
info@totalconsolerepair.co.uk
www.totalconsolerepair.co.uk

TOTAL CONSOLE REPAIR 087 19 18 17 21 www.totalconsolerepair.co.uk

STORE FITTINGS

Slatwall Shelves
simple yet effective



red
visit our website
www.reddisplays.com
01733 239001

RETAIL ENTERTAINMENT DISPLAYS . . 01733 239001 www.reddisplays.com

Insider's | Guide



This week, MCV speaks to Eiconic's managing director Graeme Monk...

What makes Eiconic unique?

We are a small group of extremely talented individuals who excel at distributed development; that is, the ability to develop projects in diverse locations. We're based out of the Oxfordshire and Buckinghamshire area and welcome remote working. What we have is where we believe game development will be in the next five or so years.

How has business been in 2009 so far?

Busy. We are currently putting to bed our first two titles – *Squeeballs* and *Polar Panic*. *Squeeballs* has received high praise for its character design and gameplay at its launch at E3. It uses the new motion controller from PDP for the Xbox 360, along with Wii as well. *Polar Panic* is our first

Xbox Live Arcade and PlayStation Network game, the first of a series of games that we have planned over a three-year period.

What are your targets for the rest of the year?

With the current climate we're concentrating on keeping our heads down and cracking on. That said, we are looking to recruit additional development staff as there are a number of projects that are in the pipeline. When these come off, and we get the right team members, then we will be extremely well placed for the end of the year and proceeding in to 2010.

What's the best thing about your job?

Talking to people about how we develop our games. We try to make developing games as much fun as playing them.