

Before You Know It

Happy October, everyone! It's that time of year again - where three months disappear so quickly that it feels as if it were only one. However, we've got some big things going on during this time, so we're looking forward to this last bit of the year.

Let's get straight into the deets!

Ready For Our Closeup!

To continue on our conference tour, we attended the [Nexus](#) event in **Dublin**. It's a game industry conference to discuss various topics like the state of the industry, rules and regulations, business management, planning, budgeting, hiring, etc... and just generally connect with some fellow developers, publishers, and partners of games.

There were a few good tips from that event, and we learned a bit more about some of the **Dublin** landscape regarding the gaming industry, including their desire to make it a European hub for game development and community relations.

We unfortunately didn't get much of a chance to demo our games to anyone, as it turned out that there wasn't really space or time for that. However, this is only the second **Nexus** event ever, and they hope to keep expanding with a bigger venue, game demos, and multiple "tracks" to follow, in further years. So, hopefully in 2025 we'll see more opportunities for a small team like ours to actively particulate in some fashion.

Their much larger public event, **GamerFest**, is coming up in just a couple of weeks. For this one, we have a proper booth, and will be set up to show both **Tile Tales: Pirate** and **Laura Bow and the Mechanical Codex**. If you happen to be in **Dublin** during that time, come and say hello, and we'll give you a demo.

Look At That Treasure!

Meanwhile, in development land... we continue to work hard on **Tile Tales: Pirate**! It's coming along really well, although we're admittedly getting a bit "puzzled out", haha! It's tough work coming up with 90 unique and hand crafted puzzle ideas. Luckily, we're quickly approaching the end... so there's not a whole lot more to "invent" at this stage.

We are well into the Swamp area at this point, hoping to finish that up this month, and move straight into the next environment... the Ruins.

Here's a screenshot of how the Swamp is looking so far.

We've dropped several little pop culture references into this game. We think that many of you will recognize this one from the Swamp! Any ideas what it's from?? Contact us to let us know if you've figured it out, ha.

Otherwise, we are also going to start doing some proper voiceover recordings soon, to get it ready for our public demos at [GamerFest](#). That's always a fun process, hearing the actors bring the characters to life! A couple of our actors from [Laura Bow](#) will likely be making a reappearance in this title too - and we'll be happy to work with them again, even if just for small roles like these.

That's A Wrap!

And that's all of our news for now. We'll be back next month to tell you all about our experience at [GamerFest](#), and hopefully show a preview of the next [Tile Tales: Pirate](#) environment.

Talk to ya soon!
