



Castle is a print magazine about video games and the worlds they inhabit and affect.

We're inspired by print. We love the relatable content of [Intern](#) and [Offscreen](#) and admire the mission of [Weapons of Reason](#). We read [Printed Pages](#) and [the Pitchfork Review](#) and stare at [Anorak](#) and [Acid](#). Too many to mention. But we made a list anyway →

We admire the editorial slant of [Kill Screen](#), [Offworld](#) and [Five out of Ten](#), and the exploratory features found on [Eurogamer](#) and [Kotaku](#).

We want to take the best of this writing and present it through the prism of design and illustration in a way that hasn't been done before.

The Recorder
IdN
The Green Soccer Journal
Address
You Can Now
Cereal
The Ride Journal
Eye
Apartamento
Root + Bone
Another Escape
Noble Rot
Little White Lies
Wrap
Fantastic Man
The Outpost
Elephant
Bloomberg Businessweek
Works That Work
The Gourmand
Makeshift
Huck
Oh Comely
Riposte
Print Isn't Dead
The Gentlewoman
Fiera
Victory Journal
Delayed Gratification
Boat

Health

We want to underscore the importance of games in our cultural landscape. Our first issue will explore the intersection between video games and health.

Health is intrinsic to games. It's been there from the start. We want to chart the changing purpose of health as a game mechanic, and go beyond games to explore how they affect our minds and bodies.

We're investigating the relationship between health technology and games. We're exploring addiction as a game mechanic as well as addiction to games themselves. We're looking at how our health can be affected by digital experiences and how games are used in treatment and training. As well as this, we'll be spotlighting related games like Trauma Team and Theme Hospital.

We recently commissioned six original illustrations around our theme. The resulting postcards mark our intent to shun screenshots in favour of beautiful unique art from exciting illustrators like [David Biskup](#) and [Charlotte Mei](#).



Submissions

We're currently accepting submissions for our first issue. We'd love to hear from writers that regularly explore the worlds of science, health and tech, as well as more traditional games writers. We like to work with writers to develop editorial ideas, so be prepared for some back and forth.

Castle is a diverse magazine that sits outside the core games sphere, and will present games and ideas to readers less familiar with the industry. That means no jargon and no current trends. We're not interested in reviews and make no effort to cover new games. We're interested in essays, interviews, illustration, profiles, fiction, and photojournalism of varying lengths.

Health is a broad theme. There's plenty to explore. Pitches can centre on a granular aspect of a related game or can be a more expansive look at the changing face of health technology. It can be anything, as long as the link between health and games is explicit.

We want to pay absolutely everyone that contributes to the magazine. But we're a small team and we're skint. We plan to crowdfund Castle soon, at which point we'll have the money to compensate every writer, illustrator and photographer we work with. We'll pay writers 10p per word. While we can't pay you right away, we promise we will pay when we can.

