***The Escapist’s* Editorial Calendar – Jan - Mar 2014**

**Spies and Supersluths - Week of Jan 20th & 27th**

With the return of *Sherlock* and *Archer* to America and the release of Tom Clancy’s most famous character as a movie in *Jack Ryan: Shadow Recruit* – not to mention the upcoming Thief reboot – the spy and the sleuth are definitively back in the public imagination. If you’re clever, you’ll be able to figure out what we might want you to write about this week.

**The Business of Games - Week of Feb 3rd**

With DICE being held this week, we want to know what you know and think about what makes games tick – creative business, hardware business, money business, and funny business. Tell us about the past, present, and future.

**Final Fantasies - Week of Feb 10th**

*Lightning Returns* releases this week, officially marking one of the longest continuous uses of a character in the otherwise continuity-shirking series. It also likely brings the *FF13* universe to a close. Retrospectives and analyses of those games, previews and meandering about *Lightning Returns*, or general musings about *Final Fantasy* and *JRPG*s in general, are all welcome.

**Game Gods - Week of Feb 17th**

The designers make the game – or do they? This week is all about the cult of personality in games. Do established names like Sid Meier or Peter Molyneux really make games that are so unique and all that different from others’ productions? Prove it to us. Write us wonderful retrospectives. Or say it’s wrong. Either way, we want a focus on how the individual drives the game.

**Like a *Thief* in the Night - Week of Feb 24th**

With the reboot of the celebrated *Thief* franchise, we see one of gaming’s grey-haired glories return. What did Thief do that was amazing? What will *Thief* do in the future? How did *Thief* touch your life?

**Games Spawned From Other Media - Week of Mar 3rd**

This week, with the release of *South Park: The Stick of Truth*, we want to look at the sometimes awful, always entertaining history of games that have spawned from TV and Movies. Got a favorite? Dive into that. Remember that one *Simpsons* crazy taxi game? I do.

**YOU DIED, PREPARE FOR TITANFALL - Week of Mar 10th**

It’s a DUAL THEME WEEK. We’ll be accepting pieces on the power of *Dark Souls*, including ruminations on its “permanent” death mechanics and the resurgence of the hardcore. Simultaneously, we’ll be accepting pitches on the hype-train juggernaut *Titanfall*, its place in the industry, and what it wants to do to revolutionize multiplayer. We’ll also take ruminations on the releases of the first big nasty AAA games of the year.

Love,

Jonathan Bolding

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