

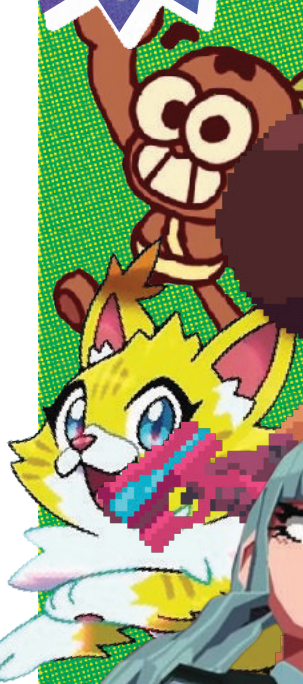
R\$9,95
MANDATORY VALUE

tectec!

雜誌

BRAZILIAN
GAMES
edition

NEW
!VIDEO GAME!



WITH EXCLUSIVE
INTERVIEWS

MORE THAN 20
!!!GAMES!!!

!!!FREE - FREE!!!

!!!FREE!!!
ICON PACK



!!!EDITOR'S TIP!!!

There are links on MANY things, like images and text.

If you see something in this color, click it!

Link! Link! Zelda! Link!



Zine? I haven't heard that name in a while... **And that's entirely my fault!**

Anyone who knows me knows that at the beginning of the year I started backpacking across our big Brazil. On top of that, I didn't get just one, but TWO jobs (I'm like Julius from Everybody Hates Chris) so due to force majeure, I significantly reduced my online presence, **but I still love doing this, believe it or not.**

A few days ago, I was lucky enough to pass through my home state, the one whose name I avoid and where I'll probably never live again, São Paulo. And against all odds, during the week I was staying at my parents' house in the distant land of Cidade Tiradentes, I discovered that the incredible **SESC** would be holding a games event in downtown São Paulo! And this great opportunity to meet various internet colleagues made me have to come here and make this edition! **Which certainly didn't have any pressure regarding the actual event...**

So, take the opportunity to check out these **great Brazilian games**, because only those who live here know how hard it is to make games in a third-world country!

For any hellos, critiques, or compliments, you can find me online as **@mayke.arth** on any social media or on my website/blog.

maykearth.com.br

**I hope you enjoy the read,
and see you around!**



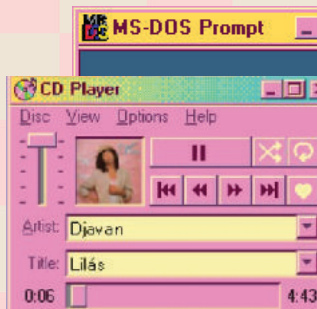
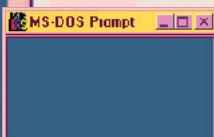
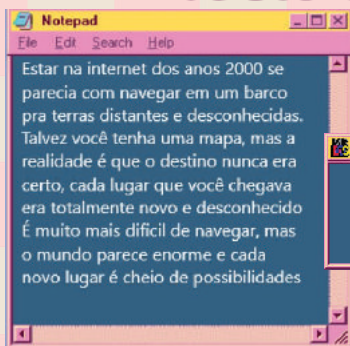
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Design/Arte:
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2025
Edition

HEY KID! GET A FREE ICON PACK

HERE



CUT HERE

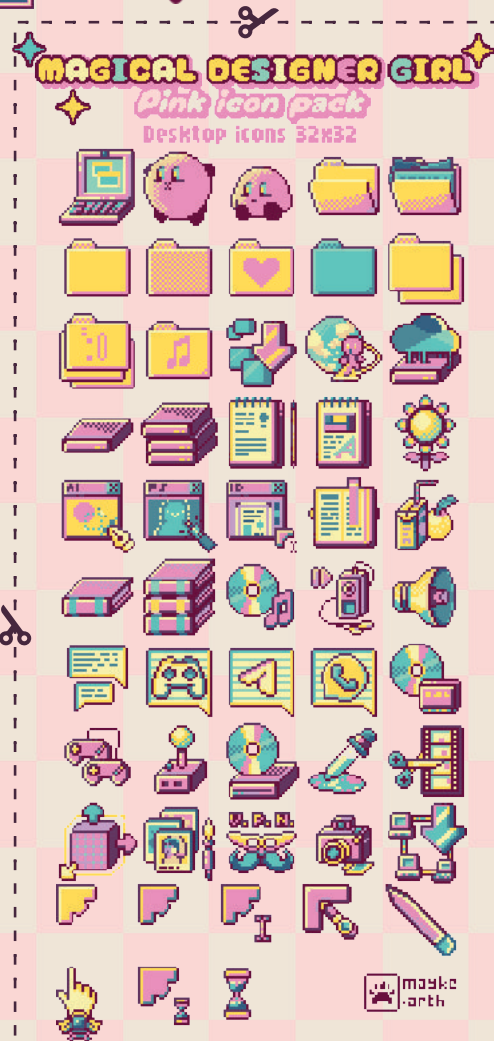
Tired of your computer's **NEW** look? Can't stand icons that are actually clear about what they represent? Do you have a parallel life where your work uniform has at least 4 different types of fabrics? Then this pack is for you!!!

Transform your desktop with the **Magical Designer Girl - Pink Icon Pack**

Get it now and download

FOR FREE

these icons and get your computer ready to protect the world from evil!



100%
FREE
!!!!!!

BRAZILIAN ★ GAMES ★-ESPECIAL-



I loved the idea of the passport for you to mark the games you played!

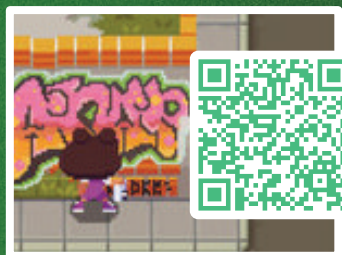
As I quickly mentioned in the introduction, these days I was lucky enough to be passing near the **Jogatório Event** that took place at **SESC 24 de Maio in São Paulo**. Besides seeing and re-seeing several of my web friends, I had the opportunity to test MANY really cool games. Unfortunately, I couldn't see them all, but of the ones I did see, I'll share them here for you in this express compilation to show how the **Brazilian game industry is in full swing even against all odds**. So let's take a look because there are a lot of good games out there! (Some here weren't at the event, but I wanted to show them anyway).



PC, Xbox | Genre: Top Down Shooter | Release: Comming soon | Fogo Games

Ghetto Zombies was one of the first games I had the opportunity to work on in my recent history as an illustrator, and I'm so happy about it! It had everything I needed at the time: a Brazilian game, from a small studio, made by and for people from the outskirts, besides being a damn cool idea!

In it, you play with a group of young people who are humanity's last line of resistance in a zombie apocalypse! The most brilliant part is that the favela is one of the few places not affected by the zombie virus, as it was transmitted through water, and the village had no basic sanitation (social commentary alert xD). You can test it out there and marvel at the scenarios well based on the outskirts of São Paulo, with very frightening and funny zombies at the same time. **Go test the demo on Steam, it's coming out soon!**



RITMANIA

for you who missed a **good rhythm game!** I learned about **Ritmania** because it's basically a compilation of several illustrators I like and know from the interwebs. Besides the beautiful drawings, enjoy the various mini-games with a very Brazilian soundscape (from the most diverse types of sounds we have here).

PC | Genre: **Rhythm** | Release: **To be announced** | **Garoa Studios**



In **Cruzcredo (or Holy Hex)**, you are basically a young corpo seco (it's kind of our zombie, might sound a bit prejudiced, educated people don't hit me) trying to make a name for yourself and become known as a worthy urban legend. **So go out there causing trouble, fighting winged rats, playing pool, and listening to gossip** in this delightful adventure game.



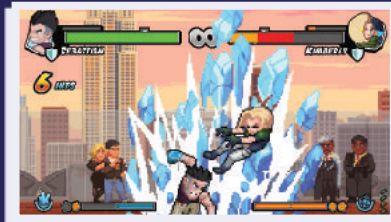
PC | Genre: **Action / Adventure** | Release: **To be announced** | **Ginga Studios**

ARASHI GAIDEN

外伝



Made by **Statera Studio**, who also made the excellent fighting game **Pocket Bravery**, which I was surprised to find out takes place in the same world. If you haven't played it, go play it too, it's a very good recommendation, but I won't put more than one thing per studio here to avoid showing favoritism... **but here's an image to encourage you to go check it out:**

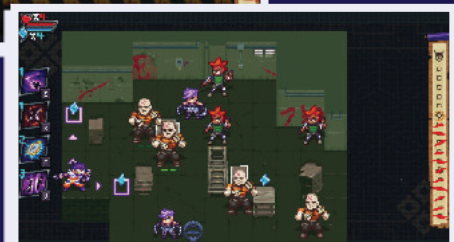


Anyway, I was completely won over by the game's visual aspect; honestly, that's usually the case for me. The visuals somehow strongly reminded me of some platforming classics, like the classic *Ninja Gaiden*, *Captain Commando*, *Streets of Rage*, and even a bit of *Metal Slug*. But do you know what *Arashi Gaiden* has in common with these games? **NOTHING, because if you read the genre above, you already know that!**

And that impressed me, **a completely fast-paced turn-based strategy game** where you have to get past several enemies with precise movements. I have to admit I don't think I've played many games of this type, even though I like strategy. A recent one I played that might be similar would be *Arco*, but that's a story for another zine... **Anyway!** The game is launching a few days after I'm writing this, and I'm really looking forward to playing it!



The fluidity and quick thinking the game requires to execute strategies caught my attention, in addition to the visuals mentioned above and the wonderful animations. And speaking of wonderful animations, I'm going to start a **NEW SEGMENT HERE!** Taking advantage of the fact that I know the game's animator (I'd even say he's my friend), I decided, **why not, to do a LAST-MINUTE INTERVIEW!**



!!!LAST-MINUTE INTERVIEW!!!

So **Gaiden**, let's pretend we don't know each other and let me ask, how many years have you been in the process of Arashi? And what's it like to finish a game?



With **Gaiden.exe** | | Art Director and Animator of **Arashi Gaiden**



Oh, my dear interviewer whom I've never seen in my life, so, **Arashi Gaiden** has been in development for approximately 1 year and 5 months, and it flew by, haha. The feeling is almost like an **"empty nest syndrome"**; you're very happy that your "child" is going out into the world, a sense of pride, but at the same time, it's that feeling of an end of a cycle, where you need to plan the next steps and adjust to the new routine, but overall, it's very rewarding to have been part of it.

And what were your **references**? I have my suspicions, but I want to hear from you what was the art direction?

The goal was to create a visual that would help draw attention to this **more unusual game proposal**, and since it's a spin-off of Pocket Bravery, I took PB's style and gave it a more colorful and vibrant look inspired by Shovel Knight Dig (and other Nitrome games), with some touches of my own style. And for the animations, our main inspiration was Metal Slug for its fluidity, **exaggeration, and attention to small details.**

And the burning question, are Arashi's arms long to help with animation? Or is it because of this differentiated proportion that he's such an incredible ninja?

Cough Cough... **Absolutely...** this was a point the team discussed a lot, and we managed to arrive at the ideal design to enhance the combat animations... there were many tests... *(To tell you the truth, I never noticed that haha, I did it right away in a few hours).*

Do you have any **tips** for our new animators?

For me, **observation** is the most important part of animation. The world is full of "animated" little things, and knowing how to observe individual details and how each detail relates to each other already greatly improves the quality of your animation, and don't underestimate the small details; observe even the blink of an eye if necessary. **And lose the fear of spending hours animating or making many frames in an animation;** that's exactly what will make you develop.

And to finish, **plans for the future?** Rest? (I know we're poor, so no)

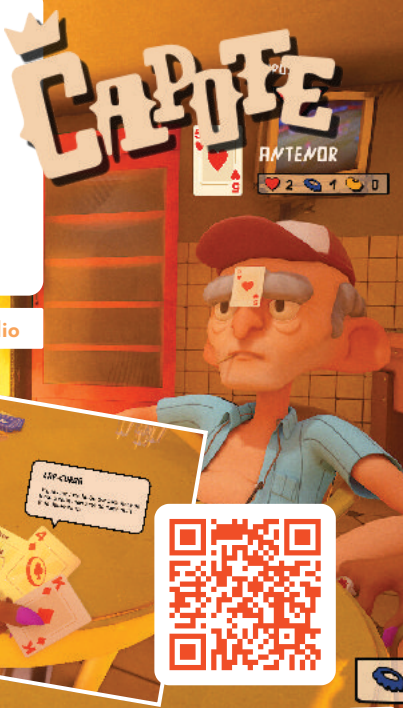
When Arashi comes out and sells the 100 million copies we're estimating (that's being modest), then the goal is to buy an island and go live in the middle of the forest, living off what nature gives us, far from humanity, and never touch a game or technology again... **but until then, a rest would be great...**

Neither participant is responsible for any information stated on this page...

Who doesn't love going to a bar on a Sunday afternoon to play some truco and drink a beer?

(Kids, don't drink, it's bad for your health). Now imagine, you're about to win the game, and for some reason, your buddy plays a card that can turn it into the strongest of the round! **Capote** promises to bring that touch of strategy and luck in a game to play with friends and simulate an excellent weekend... just be careful not to drink too much and **capotar** (pass out/lose big)!

PC | Genre: Card Game | Release: Coming Soon | Luski Game Studio

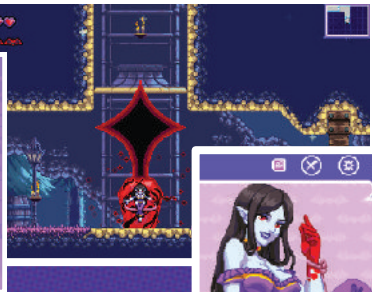


ABYSS X ZERO



I love **low poly**, I love PS1 low poly games, so imagine how happy I was when I came across this game that seemed to have come straight out of the 2000s, but a thousand times better! The creators at Studio Pixel Punk promise to bring an action-packed game in a 3D universe with eye-catching visual style. By the way, **UNSIGHTED** is an incredible game by the same creators, why not go play it while you wait for **ABYSS X ZERO**?

PC | Genre: 3D Platformer | Release: Coming Soon | Studio Pixel Punk



This is one of those games I've been following the creation of for a while now. **Vampire's Veil** has all that gothic charm of a good Castlevania-esque platformer, with incredible animation and art. **By the way, you can go to Steam right now and try out the demo!**

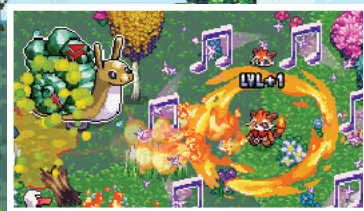
PC | Genre: **2D Platformer** | Release: **Coming Soon** | **Fairy Cave Studio**



This was one of those games I discovered while putting together this zine, thanks to recommendations from others here! (Indie devs are angels) **Ravva II** is a platformer with some really cool summoning mechanics, plus, of course, the entire **retro look that really caught my attention**. How about you check it out yourselves? It's been out for a while!



PC | Genre: **2D Platformer** | Release: **Released!** | **Galope Studios**



I have to admit that when I first saw the cover of **Shard Squad**, I imagined it would be some kind of Pokémon-esque RPG. Fortunately, I couldn't have been more wrong! In this **somewhat roguelike game**, you play as an elemental creature facing various hordes of enemies. So, if you like a screen as crowded as your grandma's Candy Crush, this game is for you!



PC | Genre: **2D Action** | Release: **Coming Soon** | **The Root Studios**

FEB. 14

SUPER DASH



Super Dash was one of those games that really caught my attention **for being so different from the others**, and what a crazy and fun game to play! In it, you play as an abstract shape that has to defend itself from other abstract shapes, trying to create your own game rhythm. I really don't know how to explain this game well, but it's super cool, go check it out, **and play with sound!**



PC | Genre: **2D Action** | Release: **Released!** | **Gustavo Passos**



I have a lot of faith in the future work of the **Wet Tail** team. I like things with good art direction, and this little game has so much potential, and animation that really surprised me. For me, the fluidity of animation in an action game dictates a lot of the rhythm the player will have during the game. **Go download their demo on itch.io!**



PC | Genre: **Platformer/Action** | Release: **Coming Soon** | **Wet Tail**

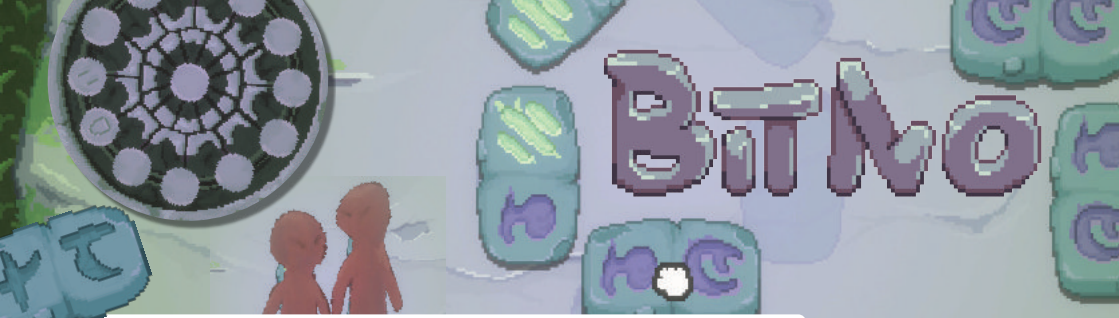
MANGÚT



Mangút made me think that if Spider-Man lived in Brazil, he'd be a delivery app driver instead of working for a newspaper. But unlike a spider, you embody a **hedgehog with a mechanical arm** and experience what it's like to try and navigate the real-life platforms that Latin American sidewalks throw at us!



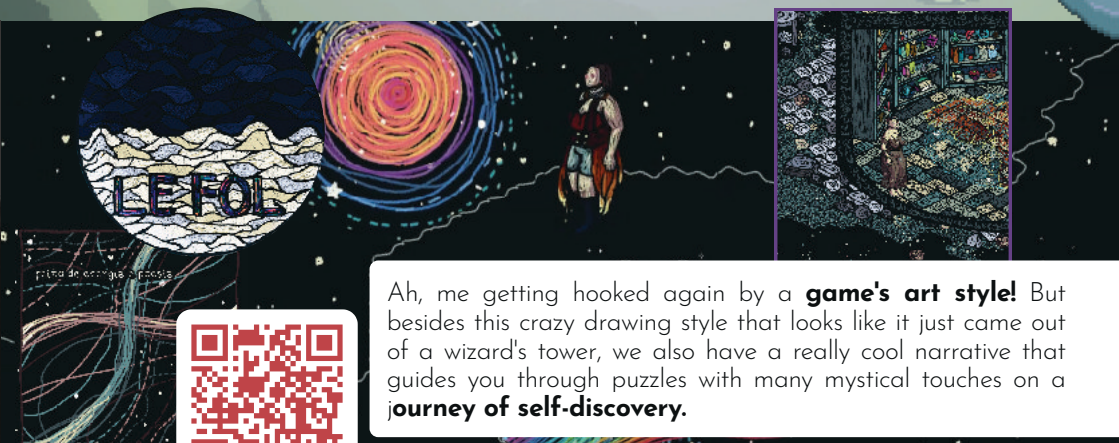
PC | Genre: **2D Platformer** | Release: **Coming Soon** | **Pink Mango**



Here we have a **puzzle game so delightful to play** that it doesn't even seem like this complete game was hastily made for a game jam (...I have nothing against game jams, okay...). Become a **Bitno** and do what they do best: solve stone puzzles and tell stories with them!



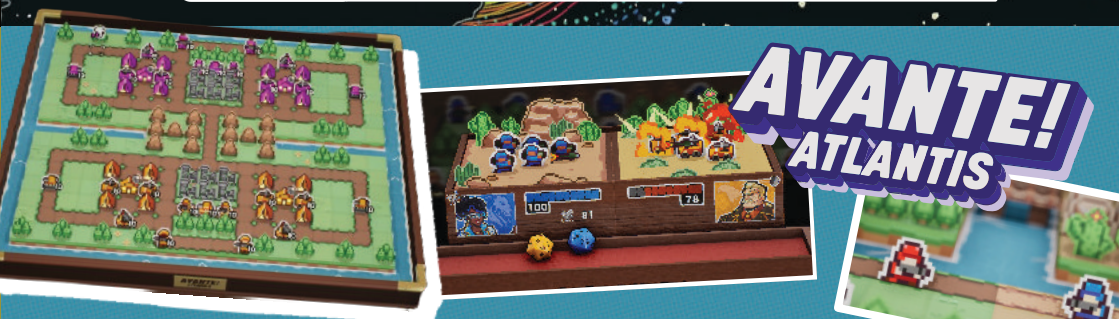
PC | Genre: **Puzzle** | Release: **Coming Soon** | **Estudio Calemur**



Ah, me getting hooked again by a **game's art style!** But besides this crazy drawing style that looks like it just came out of a wizard's tower, we also have a really cool narrative that guides you through puzzles with many mystical touches on a **journey of self-discovery.**



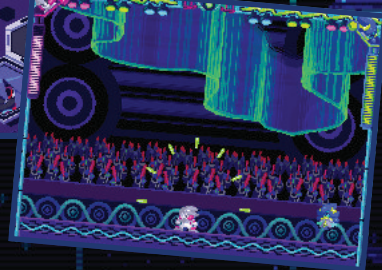
PC | Genre: **Point & Click** | Release: **Coming Soon** | **MIRIS Arcana**



Avante Atlantis was one of those games that caught my attention from a distance and drew me in when I was **CHALLENGED TO A RANDOM BATTLE!** Man, I missed playing a strategy game against another person on the same screen! Go challenge your friends too in this strategy game.

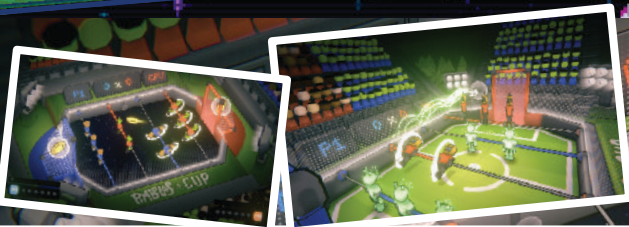


PC | Genre: **Strategy** | Release: **2026** | **Poncho Studios**



As one of the crazy people who thinks Mega Man 8 was the peak of the series, I was very happy to see **Robo Gal** at the event, and of course, to put pressure on the guys who were trying to clear the screen without dying! It's always good to see something that brings a fresh air to these types of platformers. **Go check it out and be a heroine too**

PC | Genre: **2D Platformer** | Release: **Coming Soon** | **TwinkleSoft**



PMBLAS

Seeing a **foosball** game was one of the last things I was expecting, and my god, how fun this game is! It was great to see my friend and my sister (with no skill whatsoever) having an incredible showdown in this game that takes a classic Brazilian bar game and adds some very interesting **extra gameplay mechanics like JUMPING!**



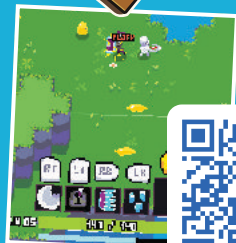
PC | Genre: **Simulation** | Release: **Coming Soon** | **Nano Knight Studio**

TINY ATTACK



TinyAttack was a game that confused me a bit at first, but I got the hang of it and understood it better over time. It works with procedurally **generated maps and enemies for you to face and collect resources**, and then face the stage boss, whom I found both charismatic and fun to battle.

PC | Genre: **Roguelike** | Release: **Coming Soon** | **TinyBird Games**



Toni

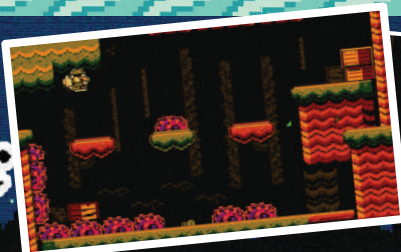
ISLAND ADVENTURE

Anyone who's seen the zine before knows this game, as it already had a whole page to itself! **It was great to see Tony's little tape live** and meet its creator in person. It's worth remembering that you can go play the demo on Steam! (Oh, I was so happy with the sticker I got!)



PC | Genre: 2D Adventure | Release: July 2025 | Frolic Studio

The Last Love Letter



Have you ever helped a pigeon deliver a love letter in the middle of a war? Well, I did on the day of the event. The Last Love Letter is a very fun platformer to play with subtle visuals and narrative intertwined with a retro aesthetic. Keep an eye out for when the demo comes out for you to try!



PC | Genre: 2D Platformer Release: Coming Soon | Tamboril Studio



Looppip

I'm a simple person: **I saw a character with a mushroom head, I wanted to play the game.** And besides being a platformer with a cool character, **Looppip** has some really neat mechanics like time travel and other powers that will help you on your journey, bringing really cool and diverse gameplay.



PC | Genre: 2D Platformer | Release: Coming Soon | Petal Twirl Studio

!!!PROJECTS WITH!!! POTENTIAL

Social Project,
Homemade Video
Game, Accessibility

I was already sold
on the first line!



Luiz Lino's Project Lupi

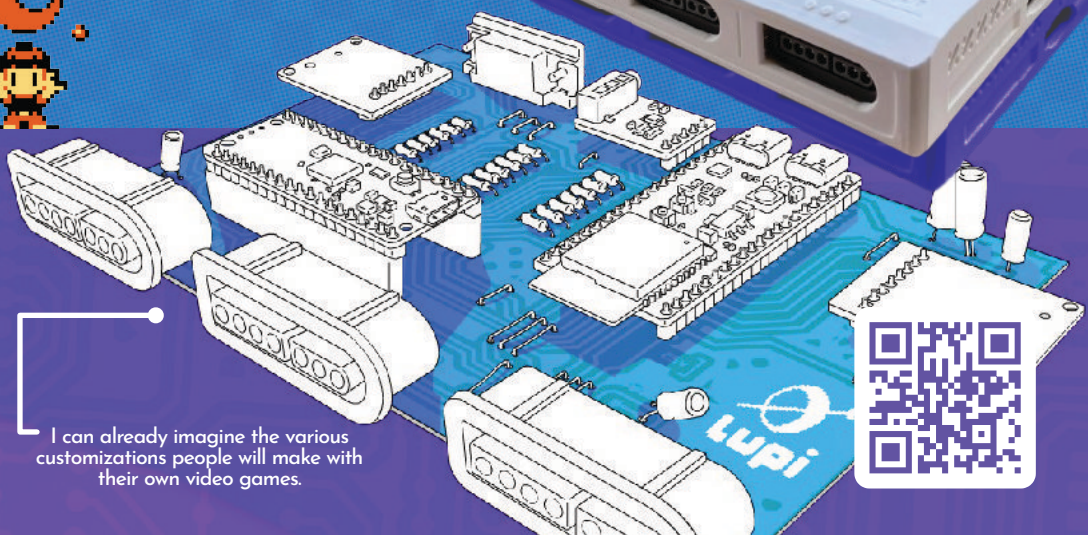
Lupi was genuinely one of the best things I saw at this event. If you see my drawings around, you know how much I love contraptions, gadgets, video games, and anything analog that you can tinker with. So seeing a video game with the intention of being produced to be accessible really grabbed me.

Maybe you don't know (because you have privileges, are alienated, or are not Brazilian since I translate this zine) that **GAMES IN BRAZIL ARE VERY EXPENSIVE**. I myself am only in this world thanks to holy piracy, and probably many of my colleagues in the profession. So anything that further democratizes games has my full support.



At the event, I was lucky enough to test Lupi, even with a little game designed by my pixel art colleague [@tulipa](#). I loved the idea of having an engine so you can not only assemble your own video game but also build your own games!

I really hope this project gains more and more recognition and becomes very famous in the future, **because I will definitely build mine.**



I can already imagine the various customizations people will make with their own video games.



SESSÃO DE CARTINHAS

Got an opinion? Then say anything for the magazine of the most dubious origin ever printed in my house!



Zé

July 2025, and still no SilkSong, man, **that's absurd!**

Here we can see what a cute little insect game does to people: an eternal wait in endless limbo with a slight hope that something better might happen... (Hugs to the folks waiting for Hytale).



Wandy from sidequest.br

Where do I **sign up?**

It **just now** occurred to me! Maybe I should make a newsletter to announce when a new zine comes out, something to think about.



Joaão of the Tarô

Hi Mom! Look, I'm in the magazine!!
*waves little hand

I doubt his mom will read the magazine.... but if she does, there's the message! Go ahead and play some Brazilian games, Ms. Tarot!



Calembur

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ratsivefavoritalen,ata consev
ogir os jb sogor atuf e
siicar pned rotro dotsim sérios
oj sodgos in...eid

Use the table... that must be easy when you're smart.



Shinji Arashi

Code of ethics is for the weak; to be ruthless, you just need to be the **fastest!**

SEND
A
LETTER

Want to send a message?
A letter?
A shout-out to someone?



Just comment on any post I make or send me a message!
(And one day I'll actually start accepting physical letters, keep an eye out!)





The World of Anne Grey

A game created in 1 week for the Carnaval CTRL Alt Jam! Where you must help the charismatic Anne Grey capture exotic creatures that love to dance, by playing a groovy sound on your bass.

Arte by [@anninhas.f](https://twitter.com/anninhas.f)



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impresso no brasil
2023

SAUDADE
COMICS

