

R\$9,95
MANDATORY VALUE

tectec!

雜誌

October edition

1

THE BEST
GAMES



RR
EE
CL
EN
TS
!!
S
!!





!!!EDITOR'S TIP!!!!

If everything went well and you're reading the digital version, there are links on **MANY** things, like in images and text. If you see something in that color, click it!

Link! Link! Zelda! Link!



Hi there, anonymous reader! I believe this is my first concrete attempt at making a gaming magazine after testing out this **TecTec Magazine**. Here, I intend to share some cool gaming stuff and maybe some other old stuff with you in a kind of... different way.

Here you can expect to find indie games that are being released or developed, tips for those who don't play games at all, old games, games to play with friends, promising projects, and much more! **(And much more that I don't even know yet, this is all a big experiment.)**

I hope you enjoy the following pages, and any hello, criticisms or compliments you can find me around as **@mayke.arth** on any social network or on my website/blog itself.

maykearth.com.br

**I hope you have a good read
and see you around!**



Fontes usadas:
Josefin Sans
Pixelify Sans
Concert One

Diagramação/Design/Arte:
Mayke Arth

Edição de
Outubro de 2024

When all the candies were stolen by
evil ghosts, four valiant heroes

**Vlad III the Impaler,
Katerina Babayeva the Witch,
Turnip Jack andz
Countess Erszi Bathory**

**set out to retrieve them and bring back
Halloween to the country of Wallachia!**

This soundtrack was composed originally in 2015 for
an event in The Spriters Resource: a shooting game
featuring Vlad III the Impaler. Over the years, I've
recomposed the soundtrack with samples and now
in 2024, it's finally out for your enjoyment!

Happy Halloween! Ha Ha Ha!!!

Compose & Arte

Voice Samples

- Gors

Concept &
Original Programmer

- Tom Guycott

- Gors (Guttural sounds)
- DuoDynamo (Evil laugh)
- A Barda (Choir singing)

LISTEN WHEREVER YOU WANT



YORU CO.

THE FIRST IN HIGH-QUALITY
DIGITAL AND PERSONAL
ELECTRONIC DEVICES



ATTENTION

the tapes are not accompanied by players
of any type; sale of individual tapes only



Imagens de produtos
meramente ilustrativas

Mini Metro[™]

GAMES FOR PEOPLE WHO DON'T PLAY

THAT'S BASICALLY WHAT MINI METRO IS ALL ABOUT ——— CONNECTING STATIONS

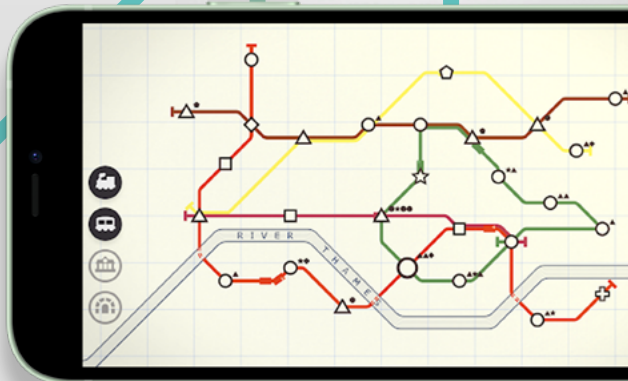
As an experienced gamer, you might be wondering at this point:

-Doesn't it seem like a pretty simple game?

Yes and no at the same time. That's why I thought **Mini Metro** would be a perfect choice to inaugurate the section for non-gamers. The concept is simple and basic: the player simply has to drag a line and connect the dots. And therein lies the game's charm. With each new station that appears, the situation becomes more complex, **and often you completely lose track of what you're doing and just accept the chaotic nature of things.**

Perfect for those who want to play something for a few minutes without thinking too much, just watching the trains go by on the lines they've created. However, if the gamer's spark appears in this non-gamer, Mini Metro can turn into a complex game demanding a lot of strategy and attention, because once you start to get the hang of it, you'll discover that you unlock new cities in the game to build new metros with new difficulties.

Overall, Mini Metro is a game where you lose a lot, so it quickly becomes normal for this situation, **making it easy for you to want to replay it multiple times,** simply accepting the urban chaos that can happen in your game (just like in real life).



WHAT I'VE BEEN PLAYING

GAME OF THE DAY FIELDS OF MISTRIA

Man, I'm really enjoying playing this game!

And believe me, I've been playing farming games for a while now. The first one I remember playing was Harvest Moon on the Nintendo 64, and I loved it. Over time, the genre declined quite a bit, that's the reality, but it had an incredible rebirth through Stardew Valley. No wonder so many "Stardew Valley clones" started popping up after that, like an undertaker's Stardew Valley, a medieval tavern Stardew Valley, a Stardew Valley about Stardew Valley, and so on. And that's how I came across **Fields of Mistria**, with someone calling it a "Sailor Moon Stardew Valley"... **well, they weren't far off XD**

But let's be honest, it's enough now. The farming game genre has returned to what it was, and we can stop making these comparisons. **Fields of Mistria stands on its own, without needing to be compared to other games.** Of course, we have the classics of the genre here: take care of animals, tend to your crops, sell things, talk to people, and so on. But that's where the magic of this game lies. **Everything here just fits together so well, the theme, the art direction, THE MUSIC,** wow, what great music. It's really music that doesn't try to be old-school game music, it just is. No wonder I had to play this game on my tube TV, as it oozes nostalgia in many ways.

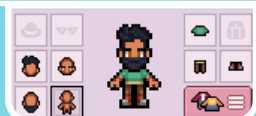


THE SEASONS ARE
ALWAYS THERE.
BUT AT LEAST
NOW PEOPLE
REACT TO THEM!

GOOD MUSIC GOOD ART AND GOOD WRITING

he writing in Fields of Mistria is incredible. So far, I haven't seen a single repeated dialogue, **and for those who love a good fanfic, there are extremely charismatic and unique characters here for you to obsess over.**

The customization also helps a lot here because the options are extensive, whether for your character, who can be changed at any time, or for furniture and buildings. I only miss a little more magic in the game, it's not something that makes a big difference but it could differentiate it more from other games in the genre. It's good to warn you that the game is still in early access, but even so it has a lot of content and has a bright future. **It even inspired me to draw my character** in the game's incredible style hehe. **So here's a tip for a great and lighthearted game for you to try!**



FOLKS GAMES

From the start, I wanted to be clear that I made this entire little magazine just to create this section. Every day we're bombarded with new releases from big companies and the like, but there's also a lot of cool stuff out there that will never be a huge success (and even less so here, since I doubt more than two people will read this), and that's why I wanted to use this little personal space to share with you, dear readers, some games made by really good indie developers who are out there working hard to make their games. So don't expect any AAA games, but **do expect good games made with a lot of love by their creators!**

IN THIS RETRO 8-BIT GAME, TONI, A PIZZA-LOVING SAILOR DOG, IS SHIPWRECKED ON THE ENIGMATIC SALAMINO ISLAND.

To kick off this section, I'm going to start with **@guigo, Toni Island Adventure**. The first time I saw this game on Catarse, I absolutely loved the idea. It's a dog, on an island, there's pizza, Game Boy graphics - that's enough to sell me! And if that doesn't sell you, something's wrong with you.

In the demo, we meet Toni, a little dog who's a sailor on the great Tailtanic who ends up caught in a storm and dragged into a big adventure on a not-so-deserted island (check out the game's name!). The visuals of this game are just beautiful, and right from the start of the demo, we have a lovely animated introduction and are introduced to a gameplay that is very similar to Survival Kids and Game Boy Zeldas, but of course, with its own peculiarities and focused on telling a good story about how **you go from a castaway to a great PIZZA DELIVERY GUY**, if that's not a premise, I don't know what is (okay, that's not the real premise of the game but being a pizza delivery guy is too good), **seriously, download the demo and try it out for yourself!**



SURFING MINIGAME!



PAY ATTENTION TO YOUR CUSTOMERS' CONCERNS AND PREPARE A TEA THEY DIDN'T KNOW THEY NEEDED

I really wanted to talk about the games from @npcke here, and I was so torn about which one to choose that I ended up going with **A Tavern for Tea** first.

For those who enjoy **short, cozy games and tea**, I highly recommend it. The game is simple, linear, and charming. It's a little adventure where you read and get to know the two characters you serve in a tavern in a distant world. Once you figure out how to make the tea blends, you can see a really nice story unfold between two very different people. I really like how simplicity is used here to tell a story and entertain the player. **It's a great game to play on a rainy weekend afternoon while sipping on some tea.**

There's also another game by the same creator that I wanted to talk about, **especially since it's still going to be released** (and I wanted to focus on current things in this section).

Marron's Day has a lot in common with the game next to it, Toni, probably because they're both going **to be on beautiful Game Boy cartridges**. Here you play as Marron, a little rabbit who tries to help his neighbors in this cozy-looking game, just like all the others from its creator.



**PLAY CUTE MINIGAMES AND Z
EXPLORE THIS COZY, RETRO
PIXEL-ART TOWN**



It's a mix of adventure with RPG elements but in a very simple and casual way. **In the demo, you can explore the area where the game will take place and catch some fish.** There's also a really cool farming minigame that will probably play a part in the story at some point.

Since I really enjoy these kinds of Game Boy-style story games, I'm eagerly awaiting the game's release.



**!!!PLAY ON YOUR!!!
!!!GAMEBOY!!!**



IN THAT MONTH AT ANOTHER TIME

As a typical broke person, I've never had a problem missing a release. I always see some really cool games that I want to play, but in the end, I know I'll only get around to playing them in about two or three years. Some people might find this outrageous in today's gaming culture. How can you not play something while everyone else is talking about it? Well, it's in this section that I'll introduce you to the concept of **JOMO** (Joy of Missing Out) because, let's face it, we've had video games since the mid-1960s, **and there must be more than 5 million games out there... there are games galore, my friend!**

AND THAT'S WHY. HERE WE'LL BE REVISITING SOME OLD GEMS RELEASED IN THE MONTH OF THIS MAGAZINE IN SOME DISTANT YEAR. I HOPE YOU ENJOY DISCOVERING NEW THINGS!

I discovered a great page on **GameFAQs** that shows various games released on a given day. Several released in October caught my attention, like Legend of Legaia, Skies of Arcadia, Terranigma, and the incredible Ogre Battle 64, which I played countless times in my life. But the idea here is to talk about unknown or bizarre things (if it's both, even better), and that's when a specific game caught my eye: **Akumajou Special: Boku Dracula-kun**, or as it's better known, **Kid Dracula**.

Boku Dracula-kun

Platform: **Nes**
Genre: **Platforma**
Release: **1990**
Konami



▲ **56 COLORS**
CAN YOU BELIEVE IT?

I really wasn't expecting such a fun platformer. Apparently, it's part of the (drumroll, please) Castlevania franchise, even if it's a parody. **I had no idea the Nintendo Entertainment System's color palette could be used so well** as in this game. Its visual style stands out, whether it's the way it uses colors or the character designs. The game also has a very fun soundtrack that's quite different from what you'd expect for the theme.

These points, along with the minigames and various oddities like a question-and-answer program hosted by the Statue of Liberty (?), **make Kid Dracula a game that more people should know about and enjoy, something so unlikely to have come out in 1990.**

GREAT CARTRIDGE!

Pretty Soldier Sailor Moon

Platform: **Arcade**
Genre: **Beat 'em up**
Release: **1995**
Gazelle



GAMES TO PLAY WITH OTHER PEOPLE

This section is literally what the name says: games to play with other people. We have to admit that for some time now, games have stopped having split-screen and much less any motivation for you to play with others in the same place, whether for reasons of "art direction" or simply because it's more profitable for the company to sell you another video game and an online plan for you to play with your friend... **BUT NOT HERE, here we still nurture that feeling of playing alongside other people**, whether in joyful and cooperative moments (usually at the beginning of the game) or in moments of pure hatred where you even try to take the controller out of your friend's hand (usually for the rest of the game).

THE SPECIAL ATTACKS IN THIS GAME ARE AN EXTRA CHARM

And to start this section, nothing better than a good old **BEAT 'EM UP**, a very broad genre with games that usually have several muscular men walking in a straight line and honestly beating up everything that moves in front of them, and that's why the first game I chose was **SAILOR MOON** for Arcade.



Nothing new under the sun here, **beat up everything that moves in front of you**, it's great to play with two people, especially if both of them like Sailor Moon, this game is very beautiful and sharing this moment of beating the crap out of enemies while remembering various moments of the anime with another person is incredible.



**JUST DON'T HIT
YOUR FRIEND**



**!YWF
!DEAPING KICK!
!UPONGREATES!**

But not everything is perfect, this game has one of the biggest game design mistakes I've ever seen in my life, which leads me to question if it was actually meant to be like that, **seriously who was the GENIUS who had the BRILLIANT IDEA OF HAVING FRIENDLY FIRE IN A BEAT 'EM UP GAME? WHY????** This inevitably makes it so that, in order to have a reasonable gameplay, each of the two idiots who are playing stay on one side of the screen, but inevitably you'll accidentally give a flying kick to your little friend and you'll start fighting each other in front of the boss of the stage while he laughs at the coin you lost, only joy here, beautiful moment of friendship, a great game to play with your partners **10/10**.

IF POSSIBLE, GO TO AN ARCADE WITH YOUR FRIENDS!



!!!PROJECTS WITH!!! POTENTIAL

Requinoesis Project

Have you ever seen an image and thought:
"Wow, what a cool game! I want to play that!"

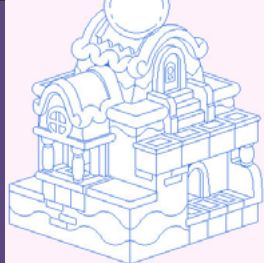
and then were disappointed because it wasn't a real game? Well, I have, many times, and that's where this great section comes from. I wanted to share really cool game concepts created by people out there and share them, and maybe an anonymous programmer will come to the rescue of this person with the proposal of a little game?

You may already know [@requinoesis](#) because he makes beautiful art, and that's why I still don't know how no programmer has offered to make a game out of his art yet. **So I'm here to show you this great and cute idea that has a lot of platformer elements, including a lot of Kirby 64: The Crystal Shards.**

"In my dream I saw a little shark sitting playing a Game Boy, and around her several colorful platforming stages a bit like Kirby"

This idea that appeared in one of his **Sharktobers** is, well, simple. **The player takes on the role of a Gummy Shark (a little shark made of candy) who has to save his fellow sharks from a marshmallow monster who has captured them to melt them and turn them into jawbreakers.** Each of the sharks would give a specific power to the player that would help him on his journey. Of course, there are many more details knowing Requinoesis, but the basis is simple, so come on programmers who are reading this! Make a prototype of this idea and send it to him! (I just want to play more games, geez :/)

◀ **THERE ARE EVEN
3D MODELS!**



MAILBAG



Got an opinion? Then say anything to the magazine with the most questionable pedigree ever printed in my house!



Mud Queen

This little magazine is the only thing I read, besides the credits of *The Fast and the Furious*. So it's quality content!

Thank you very much, anonymous reader! I'm happy to know that you've read about 5,000 characters this year, incredible.



Lina, the cat

Really like the magazine, it's the only thing of my human that I don't destroy for the pleasure of seeing her cry.

Thank you very much for your consideration, feline friend, especially considering how difficult it must have been for you to write this little letter, hugs!



Taverna★

This magazine saves me from the boredom of math class.

And once again we've hit the target here of entertaining the young, even at the expense of their academic future, and perhaps thus guiding their career towards certain defeat.



Zé

ALEXANDRA MY LOVE COME BACK TO SAO PAULO I CAN'T STAND MISSING YOU ANYMORE

....I don't know what to say about that, but there you have an example of how this is an open space for anything the reader wants to say....I think



LETTER!
A
SEND

Want to send a message? A letter? A shoutout to someone?



Just comment on any post I post this on or send me a message!

(and one day I'll actually start accepting letters written in green, keep an eye out!)





Fotosintese

a solar illustration about blue sky days and the feeling of completeness.

Art by [@gifavetta](#)



2345MEIA7890900800



impresso no brasil
2024

SAUDADE
COMICS

