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MANDATORY VALUE

NEW YEAR  
edition

# tectec

雜誌



CALENDAR  
2025 FOR  
DOWNLOAD!!!



### !!!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!**



Hey there, anonymous reader! I'm back with another edition of **TecTec Magazine**, which I've been neglecting for a while! But don't worry, unlike a dad who goes out for cigarettes and never comes back, I had a good reason for disappearing. **I was finishing college!**

After a lot of stress, health issues, despair, and the urge to quit everything and live in a tree, I'm finally back and no longer have to pay a dime to learn! **I want to thank you for being here**, because I do this little magazine because I like to share some of the things I see people doing out there, and that's it, I just want to share stuff I think is cool and I hope to do more of that this year! **By the way, happy new year to you!** I hope to see you in other editions.

And for any shoutouts, criticisms, or compliments, you can find me as **@mayke.arth** on any social media or on my website/blog.

**maykearth.com.br**

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



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Edição de  
2024-2025

# 2025 CALENDAR

## FOR A CHILLIN YEAR



The **2025 Calendar** for a **chilling year** combines illustrations and typography to create monthly tips on how to savor each month, encouraging a fuller life, **appreciating the little things**, and fostering a deeper connection with the world around you and yourself.



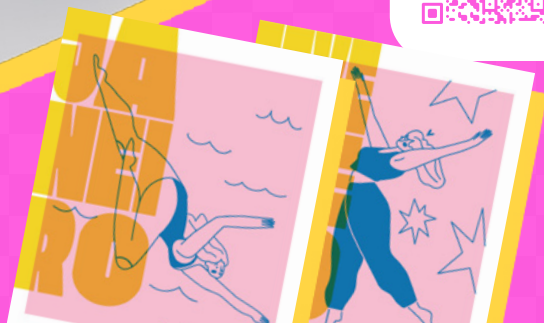
YOU CAN DOWNLOAD THE WONDERFUL CALENDAR THROUGH THE LINK

**LINK LINK LINK**

OR BY THE QR CODE ON THE SIDE!

### • A T T E N T I O N •

The calendar images are merely illustrative... but nothing stops you from getting the file and going there to print yours!



NOW, I HAD TO DIG DEEP INTO MY MEMORY FOR THIS ONE, AS IT WAS THE FIRST RPG I EVER PLAYED!

# PHANTASY STAR



## IN THAT MONTH AT ANOTHER TIME

But for various reasons, my memories of this game were very hazy, **since I played it in Japanese, which doesn't resemble my native language at all.** I remember really enjoying it, even though I understood nothing, but the 80s anime-style visuals were enough to keep the little me entertained for hours, randomly pressing buttons.

That's where things get a bit muddled. Believe it or not, I had to do a little research to write this. **The game was released for the Master System**, but I don't remember playing it on that console, since my first one was the Mega Drive (and there was apparently a Japanese-only Mega Drive port).

▶ START

COM



### Phantasy Star

Platform: **Master**

System

Genre: **RPG**

Release: **1988**

SEGA

COVER OF THE BR VERSION  
THAT I'VE NEVER SEEN

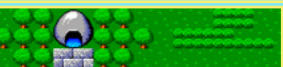
### THIRD WORLD TIMELINE

release - 1988



became popular here - 1996

Another interesting fact is that **I only found out now that a Brazilian company had officially translated this game into Portuguese back in 1991**, and for those of you who aren't Brazilian, this is very rare. Things took a long time to reach my country, and you could count on one hand the number of translated games. While people in other parts of the world were going crazy over the incredible 3D graphics of the PS1, we were thrilled with 16-bit as if it were a revolution.



Darn it, I'm running out of space! I still love this game to this day. The **combination of space and medieval aesthetics is very appealing**, and the graphics are pretty amazing for the generation, of course the gameplay might be a bit clunky, but the story carries you and it's worth the effort. And I still find it incredible that there **was a female protagonist in an RPG back then**. Whoever brought a copy of that special Japanese port of Phantasy Star to Brazil, I thank you very much for the hours of gameplay... and I'd really like to know what happened to that cartridge too!

GAMES FOR PEOPLE

## WHO DON'T PLAY



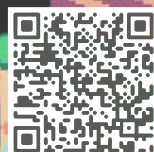
**“Gourdlets are just silly people.**

**Because they’re usually too sleepy and distracted to have an opinion about anything, they’ll always thrive, no matter what you build.**

turned to my partner, **who’s been playing Gourdlets for quite a while now** (that sardine-shaped island up there is hers), and asked, ‘What do you think of the game?’ And her response was: ‘there’s no capitalism, It’s great.’

And I have to admit, that says a lot about the game. Created by **Aunty Games**, you can build an island that will be populated by little Gourdlets, beings completely oblivious to anything that doesn’t matter to them, and they won’t care one bit if their island is shaped like a sardine. And that’s kind of the point. It’s one of the most mind-numbing games I’ve played in a while, and that’s a huge compliment! Stressed out from work? Build a cafe for your Gourdlets. **Nervous about being on social media? How about making a park for your little buddies?**

I think you get my point, right? This game is awesome, evenif you’re one of those hardcore gamers, **man, just relax a bit and play a silly game every now and then!**



FOLKS  
GAMES

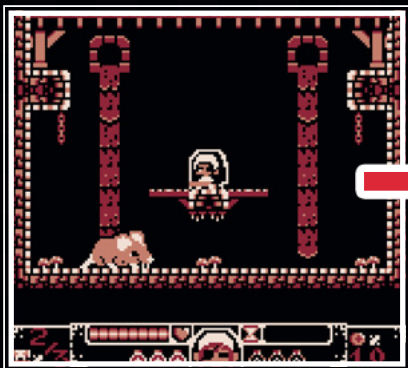


I've been really enjoying watching @bardpixel develop this project, and wow, **what a cool idea! XD** And I was even more surprised to realize that this is probably going to be on a Game Boy!

**Nunya** is exactly what it sounds like, YOU'RE A NUN WITH A SHOTGUN BLASTING CREATURES UNDERGROUND! (Imagine the Doom soundtrack playing here) **And what a cool platform to play on,** I was even surprised by the game's fluidity, it's very well done both in programming and level design. And I always love to talk about the art, because that's usually why I start following projects, and it's no different here, what beautiful art! Again, I'm very surprised that this is being done within the limitations of the GBC, I'm eagerly awaiting the game's release, and you can also play **an earlier version of the game on itch.io!**



THIS LEVEL SELECTION WAS ONE OF THE BEST I'VE SEEN



CLICK OR SCAN  
HERE TO PLAY!

# Kabuto PARK



I spent a good amount of time playing **Minami Lane**, and it wasn't surprising at all that I went looking for the artist behind it. That's how I started following [@dodoot](#) work (and it's worth remembering that a game isn't just about art, so you can check out the work of the team at **Doot Tiny Games**.)

And recently they dropped this bomb on me: a game with one of my favorite things, INSECTS! Get ready to capture various insects and choose the coolest ones **for an incredible sumo battle on a tambourine!** This idea really resonated with me and I'm really looking forward to this game's release so I can spend hours collecting insects in it. **You can go check out the game on Steam right now!** And I was there on the name voting post and wanted to say that *Beetles Battles* was also an excellent name!



JUST FROM THE INITIAL  
DRAWINGS, YOU CAN ALREADY  
TELL HOW GOOD THIS GAME IS



SPECIAL  
COMMANDS



# PAN-PAN

うんこ

COLLECTOR

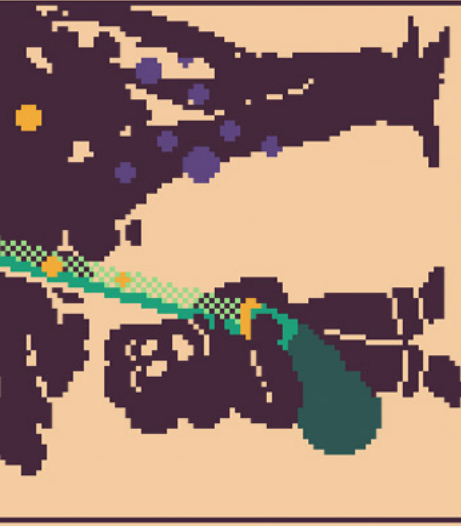
<MODELO PORTICO>

Designed specifically by Dona Editte and her family from the Pan-Pan farm, and then produced and distributed by the KAKO Collective, the **PAN-PAN Collector is the ideal equipment for a wide variety of harvesting and maintenance tasks on your farm.** It's designed with meticulous attention to detail to avoid damaging your crops, and is highly adaptable and easy to maintain.



!EASY ASSEMBLY!

Designed for easy assembly, you can use anything from pre-made fiber tubes to pipes or bamboo for assembly or repairs.



## ADAPTABLE STORAGE

The PAN-PAN Collector is fully customizable, allowing for various storage options.

The original saddlebag model is specially designed to accommodate a variety of products, but you can use anything from **buckets to baskets**.



Info: KAKO-00XX



Processor: P100micro1

Bateria: LITHU OR

SO: kakoOS diminuto

In addition to its extendable handle, the PAN-PAN Collector includes a scanner to facilitate the collection of ripe, high-quality products. It can discard any spoiled or questionable items in its dispenser. Beyond analysis and counting, it can also quickly display a variety of data about the harvested products.

*(For more detailed and accurate observations, a laboratory is recommended)*

The collector's tip can be **disassembled** and adapted for a wide variety of harvesting tasks!

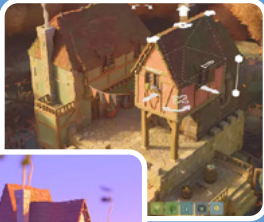


COLET.KAKO ©

# !!RELEASES!!

OCT - DEC

# Tiny GLADE

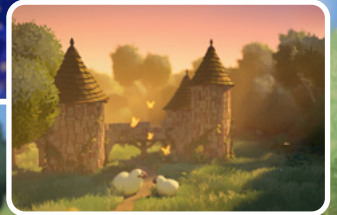


I've been really looking forward to this game for a long time, basically every time I saw a new development post it just made me want to play it even more, **and finally, here we are!**

**Tiny Glade** is basically a sandbox for building little houses with a medieval look, and my friend, the possibilities are endless! To build, you have a few things like placing plants, water, earth, and structures, as well as changing colors. The fact that the editing tools are limited greatly favors creativity, since most of the assets appear as you build things, so **it's always a nice surprise** when you see some random detail on the wall you just built!



I LOVE THE  
NIGHT LIGHTS.



Just look at these images or search for others on the internet and you can see the possibilities of this game, especially if you draw, you can use them as a reference (cough cough). And I also wanted to give a shoutout to **PounceLight** for having a press kit on their website (studios, take note).

**By the way, there's an update coming out for the game, so be sure to check it out!**



## A STORY ABOUT BIRDS



TRY TO BUILD  
THEM ALL!



In this new game by **Bernie Wick**, you take on the role of Frey, a child who must... build birdhouses by the end of the day! Simple and light, it's a great game to play on a weekend, exploring the world and its characters while you decide what to do with your day.

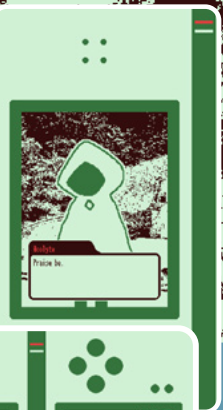
The CRT TV effect adds a warm glow to the already **cozy pixel art**, and combined with the game's sound effects, it's a delightful experience. The sound of typewriter keys being pressed, doors opening, and the incredibly relaxing music, everything here comes together perfectly in this short adventure, and it makes me want to see more of this world! Try to build them all!

## DAYS OF SATURN



**npckc** is a game-making machine! I barely mentioned one of their games in the last magazine and they've already released another visual novel!

And right away, this one caught my attention with its interface, which looks a lot like a Nintendo DS, and it makes me think a lot about how cool it would be to have played this on a DS! Here, you play as a newcomer to a kind of cult with the goal of becoming the great priestess's assistant. Additionally, the visuals caught my attention with backgrounds that look like highly pixelated real photos, creating a really cool contrast with the characters and music. **And a tip, go for the real ending!... and don't join any strange cults out there!**



LOOK AT  
THIS FORMAT!



# DICA... ALEATÓRIA

## LIZA, THE FOX-FAIRY

I wasn't really expecting to watch this, and this movie was as bizarre as it was good, so I wanted to share it with you all.

My partner loves watching bizarre movies, sometimes she brings some really artsy films that even I don't understand, but that wasn't the case with this one (I thought it would be). The premise alone is crazy:

**"Nurse Liza dreams of romance. However, all her suitors die in extreme and violent ways."**

YES, THESE ARE SCENES FROM THE SAME MOVIE



And no, this isn't a horror or suspense movie, because if it were, I wouldn't watch it. It's just a crazy movie! And a very good one at that! Give this Hungarian film gem a chance.

*...Oh, I forgot to mention the best part of the movie is that Liza's only companion is a jealous ghost of a 1950s Japanese pop singer.*



THE SOUNDTRACK  
IS AMAZING!

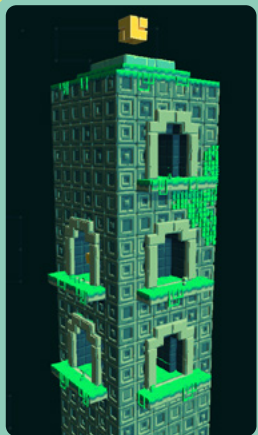


ニュー  
アルバム

# NOCLIP

## A digital museum of video game levels

Back in the day, whenever I could **somehow glitch a game** to the point where my character would just float around the level, I could basically see everything the game's creators didn't want you to see. Nowadays, a lot of speedrunners use these kinds of glitches to break the game and finish it in unexpected ways. But I liked doing it for a different reason: **to see everything behind the scenes of the 'real' game.**



IT'S CRAZY TO  
SEE THAT ALMOST  
THE ENTIRE GAME  
IS HERE!



I was so happy to discover this website, and it lives up to its name as **A digital museum of video game levels**. You can basically choose any random part of the various games on their list and fly around the levels, observing details, **learning how some things are made**, and the best part of all, discovering things that didn't make it into the final game!

See for yourselves, this site is amazing and if you're a game designer, you'll love poking around and discovering all sorts of details!



!!!PROJECTS WITH!!!

POTENTIAL

Zuhaitz project

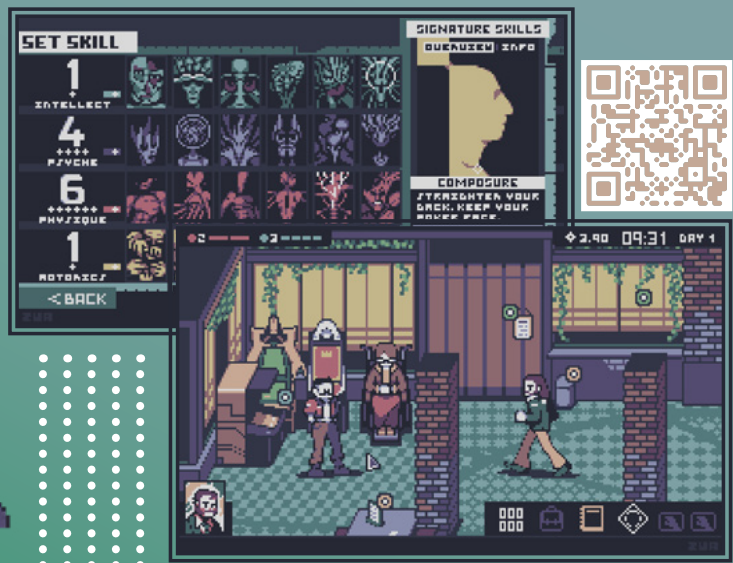


PAY ATTENTION  
TO THE BEAUTY OF  
THOSE SPRITES



You've probably heard of Disco Elysium at some point, and I absolutely love it. I've beaten it several times and even introduced my therapist to it, just to see their reaction. **It's a fantastic game.**

I thought it couldn't get any better until I saw this by [@zuhaitz!](#) What an amazing idea! The pixel art is absolutely charming, both in its unique color palette and the intentional GBC-style line art. This made me really want to see **a Disco Elysium spin-off** in this more point-and-click format (which the original game already kind of is if you think about it). Come on, **make it happen!** There are definitely enough loose ends in the game for you guys to get together and make this fanfic a reality.



# MAILBAG

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



**npkc**

Love that you brought up Sailor Moon's friendly fire - the game is so pretty but harsh!

I've never been so happy to have played a game on an emulator instead of spending real money in coins like I did that day!



**Calcifer**

For sale: a being that looks human but is a kind of alien-cat hybrid. Factory defect, doesn't work properly, accepts treats as payment.

I'm starting to worry about the amount of cat-related comments in this place... but here's the barter ad!



**eblick**

May your life in 2025 always be a Natural 20!

Here's a message from our RPG player to bless all your rolls! (I haven't played RPGs this year... o\_o)



**Mud Queen**

Firmeza total, mais um ano se passando aí, graças a Deus a gente tá com saúde aí, morô?

Muita coletividade na quebrada, dinheiro no bolso, sem miséria, e é nois.

**Vida Loka, Pt. 2**  
**Racionais MC's**



MANDA  
CARTA!

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!)





### The Shark Diva

"The goddess emerged from the cosmic sea, beneath the light of the Star of Bethlehem, and with her presence, she brings hope to the helpless sharks."

I dedicated this illustration to Cristina Zenato, a shark activist who inspires me to never give up on my goals of improving the image of these incredible animals.

Art and text by [@requinoesis](#)



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SAUDADE  
COMICS

