

R\$9,95
VALOR OBRIGATÓRIO

tectec
雜誌

HALLOWINES
edition

ESPECIAL
TESTIMONIALS

GHOST
ZOMBIES

Macabre Seal
of Quality

!!!@!Win a!@!!!
random postcard
!!!FOR FREE!!!

ECTOPHYLLA ALBA
MORCEGO-BRANCO-DA

ANU-PRETO
CROTOPHAGA ANI



!!!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!](#)



The fog descends, the cold wind of spirits begins to appear, the moment arrives when the last threads of life are seen across the land, the moment arrives when the veil between the dead and the living is thinnest—this is HALLOWEEENNN

...that's if you live in the Northern Hemisphere, because my friend, we are entering the scorching hot season!

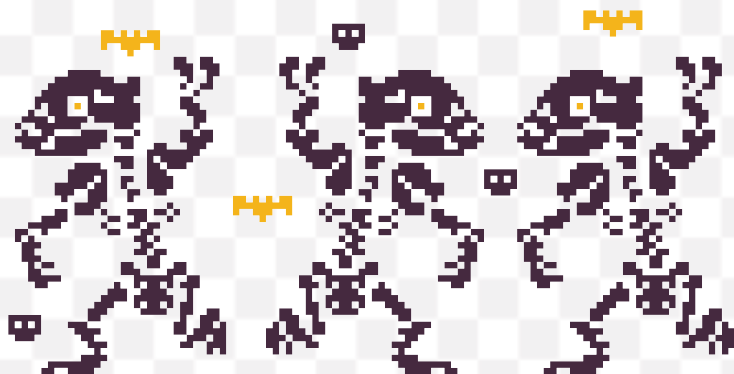
I love **Halloween**. Along with **Festa Junina**, it must be the only "holiday" that I genuinely enjoy preparing for and doing something. So enjoy it, make your themed pie, your anatomically incorrect animal savorys, prepare the decorations with whatever materials you have available, and come check out several **horrifying (not really, I'm very easily scared) games** to discover during the end of October! And make sure to get up to your mischief, just be careful not to scare the wrong person!

By the way, this magazine will be printed for a pré-launch event of the first game from **Fogo Games!!!** (where I had the opportunity to have my first job with games), so this is a more than special edition, and I hope you enjoy it as much as I do!

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!



Fontes usadas:
Josefin Sans
Cyclope
Concert One
Scriptorium
Single Day
Shady Lane
Mayhem
DonguriDuel
Special Elite

Diagramação/
Design/Arte:
Mayke Arth

Artes
complementares:
Gi Favetta
Elder Junior

Edição de
2025

TRICK OR TREAT!

And maybe some
ice water on the side

As I said in the intro,
it's hot here this time of year!

And that's why I made this mini-project a while ago: Tropical Spooky Season. To be completely honest, I just wanted to make a playlist to listen to during the daytime part of Halloween, and let's be honest, it doesn't get very frightening here, being a tropical country!

SQUIBIDI
BUBIDI



For the lucky ones who receive this printed magazine, there will be a unique, randomly assigned, terrifyingly tropical postal stamp! (And for those who don't receive it, I'll leave a file in the post so you can print it if you want!)

Have a great Halloween, and
don't try to dress up in anything
that uses 3 kg of fabric.



TROPICAL SPOOKY SEASON



Go check
it out!

-TIME- -Machine-



ZOMBIES ATE MY NEIGHBORS

SNES | Genre: Action & Adventure
Release: 1993 | Konami

This is literally a **comfort game** for Halloween at my house. It is mandatory to always turn on the 14-inch tube TV and have the Super Nintendo running this game, even if it's just in the background.

Like every game of that era, it has its limitations, but it's great fun to play with two people—or more, waiting for your little friend to die—because believe me, **they will, and you'll laugh a lot at the stupid way they died jumping off a trampoline in front of a zombie.**



What a wonderful cover, folks.....



PLAYER
RIGHT
PRESS START



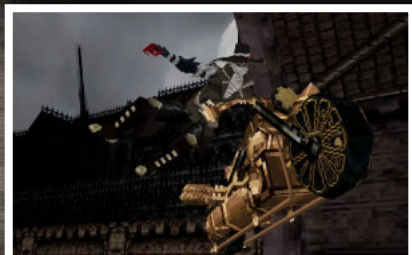
NIGHTMARE KART

PC | Genre: Racing
Release: 2024 | LWMedia

Ha! You thought it was a PS1 game, didn't you? Surprise! It's not! And wow, how this game surprised me XD

Imagine a racing game very much in the mold of PS1 limitations... but somehow it's kind of Bloodborne at the same time (visually speaking). Yes, it makes no sense, but it is SO much fun to be able to play a racing game with horrifyingly bizarre cars and shoot at your friend in the process.

Another great game to play with friends, **AND IT'S FREE!**



-Games for People Who - DON'T PLAY GAMES

OOBLETS (HALLOWEEN EVENT)

PC / Switch | Genre: Casual | RPG
Release: 2020 | Glumberland

Man, how I love Ooblets.

I asked my partner here, who is my main curatorial source for this section of the magazine, and the answer was:

-They're silly, and they ride roller skates.

And that's it. I hope you've been sold by this amazing description... ironically, that's pretty much it, hahaha. Ooblets is a very silly game with a simple mechanic: you get Ooblets seeds, plant them, they hatch, and you use them in **INCREDIBLE DANCE BATTLES!** There's also a story, and everyone in the game only talks through silly words and puns (is that a negative or a positive? The choice is yours), but that's what it is: simple and very fun to play! **Enjoy it, because this time of year is the moment for the Halloween event. So everything is terrifyingly silly!**



Yes, it's a card-based dance battle game.



I sent a message to my sister who is in another state just so she could send me a picture of my Ooblets to put here: **Lusgo Musgo** and my partner's Ooblets.

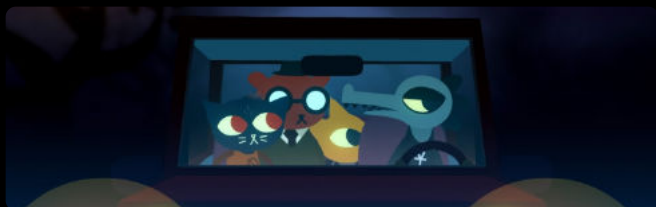
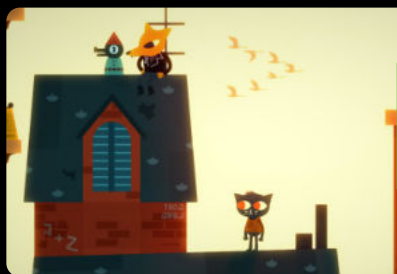




If you don't already have enough problems in your life, why not play as someone who dropped out of college to return to their old daily life, but then realized that everything changes and you can't go back on your choices?

NIGHT IN THE WOODS
PC | Genre: Adventure
Release: 2017 | Infinite Fall

Night in the Woods, **or the depressive cat game**, is one of those little games I always return to from time to time. It's basically a game about solving mini-games, exploring, and taking part in a good script that brings up some questions about life, and especially about growing up (and for many people, there is nothing more terrifying than that).



Meanwhile, something strange and sinister is happening in the town: severed arms are found, strange rumors are heard, bizarre cults are seen around. **Do you think you can solve this mystery before you need to see a psychologist because of the terrifying depression that adulthood brings?** You'll only find out by playing!





GHETTO ZOMBIES

PC / Xbox | Genre: SHMUP
Release: 2025 | Fogo Games

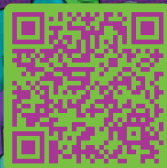
I wasn't there from the beginning, but after 5 years of development, we are finally going to see it released to the world. GZ started out very humble back in 2020 and has been a project that has changed a lot over time, made with a lot of care by many people. Nothing beats finally seeing something come out after so much hard work.



In the end, I like indie games because perhaps they are more about the people who make them than the games themselves; they are not just a product, but mainly an idea.

I could talk about the game's gameplay here, but that's all already on Steam, and I've literally talked about it here in other editions more than once XD. So instead, I decided to ask the people who made this game (and felt comfortable answering)

What this game means to them and what they expect from GZ in the future after launch:





Elder Junior @macapixel - Pixel Artist

I think I'm a little biased when I talk about the immense affection I have for this project. **It was the first serious project in which I started doing pixel art, and it was also my first experience in game development.**

I was part of the beginning of the project, along with Fabio, Samuel, and Luiz.

In the beginning, we went through several modifications in the art style, we designed several character concepts directly in pixel art until we were very satisfied with the visual and didn't need to make any more changes.

I think it was my most important development experience so far, a real school!

I hope GZ is a source of happiness and pride for many of the artists involved (actually, I think it already is for many of us, right?! hahaha) and that it is the first of many games produced by the Fogo Games team. There are a lot of talented people there that I admire.

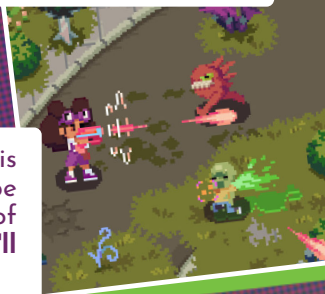


Fabio Pacheco @fabio.cacho - Creative Director

Making Ghetto Zombies for me was a wild start on this journey of making little games. GZ is definitely not the type of quest I recommend trying to pass right at the beginning of your career, **but take this tip: if you manage to do it, you'll gain some fierce exp to level up several times.**

I am very proud of everyone who accepted and believed that we could make an incredible first game like Ghetto.

For the future of the game, I hope to have space to tell more about the history of the characters and Vila Fundinho, and I dream of a sequel in a **charming cartoon 3D** full of awesome movements and many fast scenes of Vini skateboarding and killing zombies around \o/





First drafts of the characters and first beta made in the early years, when GZ was not yet the main work of the developers.

Samuel Aragão @samuel.coruja - Pixel Artist/Level Designer

GZ on a personal level goes beyond the game; it means the realization of a dream from when I was young, which is to work with gamedev, and more than that, an idea that brought together a lot of talented people to contribute to the development and showcase the potential of each one.

For the future of the game, I see it expanding and being polished, and in a sequel, improved in several aspects, perhaps even becoming a brand beyond games.



Sam Geraldini @sam_geraldini - Game Designer

I had been a fan of Ghetto Zombies for a while, and joining the team "while the train was already moving" was quite a challenge!

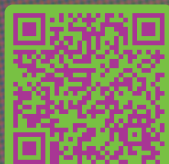
GZ is a game full of content and possibilities, made with equal doses of affection and sweat. Therefore, my feelings for the launch are a mix of anxiety, curiosity, and pride.

Best weapon in the game!



Guilherme Cyriaco @gaiden.exe - Animator

I feel excited to see people's reaction when they use the hot dog weapon for the first time...



GO PLAY IT!



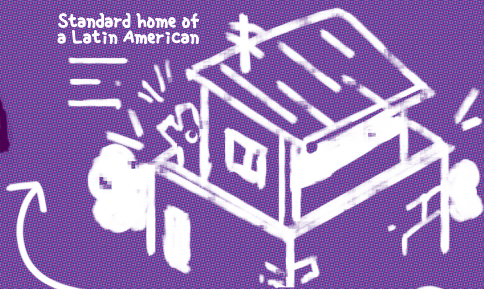
How to Survive an Apocalypse

USEFUL TIPS

We've seen several apocalypse movies and we always see what happens. However, here in Latin America, things are a bit trickier since our houses are generally like this:

But we can still improve this, see some tips >>>

Standard home of
a Latin American



SLIPPERY FLOOR:

You have to be very graceless to put a floor like this on the sidewalk of your house, and believe it or not, many people do!

The destruction of society!

PORCELAIN TILE ON THE STREET!!
Slippery even for the prepared; during the rain, it's unbeatable.



BROKEN GLASS ON THE WALL

Simple, low-cost, and even ecological since it's recycling! You just need a little mortar and some pieces of glass and make your art on your wall to protect yourself from any invasions!



Your mom always said that games don't teach you anything, right? Well, who am I to contradict her... whether she is right or not, I find it difficult for us to know.

BUT let's pretend she's wrong! (and hope I don't get hit with a slipper for it). You can be inspired by this selection of games here to try to learn something, and who knows, in a possible apocalypse, be it zombie, alien, spiritual, or just capitalism happening, you might be able to use something to save yourself! (Don't trust game bugs, they don't work in real life).

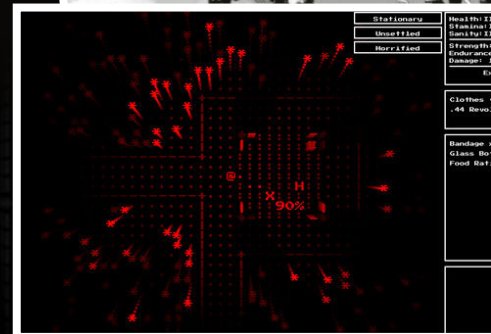


PC | Genre: open world roguelike
Release: **2019 | teedoubleuGAMES**

I'm not so into scary games, so I did a pre-curation by asking people on my Bluesky for recommendations, and man, **this one surprised me!**

The game is basically text, and not the way you're thinking. It's more like a very old PC game, or a Dwarf Fortress type of game—that's the look. Because the gameplay is entirely a suspense game where you use the best video card: your head.

So embody a survivor trying to figure out where they are in a bizarre world where many things make no sense... **and defeat is almost always certain.**





I was quite surprised by this game here. Even though the game is very dark, you can notice a very different art direction in it. **You play as a radio operator** and have to tune the antennas and the radio to broadcast music and news. In the middle of this, a very peculiar astronomical event happens, which starts to bring other peculiar events as well.

Strangely, as a person who enjoys observing the night sky, I wasn't so scared by this game; in a certain way, it's even calming, so there's a tip for a very cool little game. It's short and free, go check it out! **And I hope the creator makes more things in this genre!**



VOID WHISPERS

PC | Genre: **Terror**

Launch: **2024** | **Eduardo Scarpato**

R.E.P.O.

PC | Genre: **Horror (?)**

Release: **2025** | **semiwork**

A co-op multiplayer suspense and horror game where you and your friends must collect valuable objects using physics while fleeing from scary monsters... At least I think that's what the developers intended.

Because the proximity chat brought chaos! Sure, the game is scary, bizarre things happen, and you get scared a lot... if your group of friends doesn't consist of:

- A person with a blown-out microphone
- A cousin at a family party playing loud tecnobrega in the background
- A person with slow internet
- Someone whose last online game was Warcraft on local LAN

The more people like this, or worse, the better this game gets, believe me, Brazil made very good use of it XD.



SCHEMATIC OF A CASTOR BEAN GUN



Man! Your guys really calls Mamona as "castor bean"???

After having all the "ingredients" in hand, the process is quite simple:

- Attach the balloon to one end of the PVC pipe
- Make sure the balloon is secured by tying it with the rubber band to the pipe

You can also update it in several ways, such as creating a handle, exchanging your ammunition for beans, adding a semi-automatic trigger with an ammunition tank – **let your imagination save your life!**

Man! Your guys really calls Mamona as "castor bean"???

After having all the "ingredients" in hand, the process is quite simple:

- Attach the balloon to one end of the PVC pipe
- Make sure the balloon is secured by tying it with the rubber band to the pipe
- Place the castor beans in the other end

- And it's ready!

The author of this magazine is not responsible for any eventual damages to private property or individuals.

USEFUL TOOLS



IFIXIT

- 

And taking advantage of the whole theme, because the main thing about Halloween is fear, zombies, curses, and the apocalypse, and with the apocalypse, you'll have to fend for yourself, right?

And that's why I recommend iFixit to you! ♪ ● ● ● ● ● ● ● ● ●

I found this website recently and thought it was really cool and decided to include it here. **It has several repair manuals** for many different things. I've even used some, so go there and learn a few things—even if the end of the world doesn't come, you'll know how to fix things in your house.



- Remove the motherboard from the controller body

releasing the rubber part that holds the cable in the controller body

② This gives you access to the button contact pads



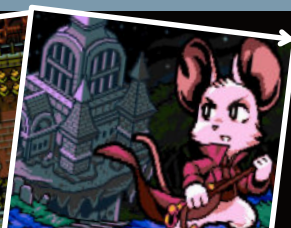
RECENT RELEASES

THE FARMER WAS REPLACED

This was so bizarre the first time I saw it: **they gamified programming!!!**

In this game, basically... you have to program, lol. Specifically, a drone to harvest your farm. So go there and learn to program in Python while banging your head against this game. For me, who understands nothing about programming, **it was easily one of the scariest games I saw for this edition.**

PC | Genre: **Programming** | Release: **2025** | Timon Herzog



MINA THE HOLLOWER

If all goes well, Mina the Hollower will be released when this magazine is being handed out to people, **and I really hope that happens!**

Everything about this game excited me so much, **from the beautiful graphic style to the gameplay.** I hope I have time to play it too ٩(๑)๑?.



PC | Genre: **2D Plataformer** | Release: **2025** | Yacht Club Games



Whew, we've reached the end. How about a little card game to calm down? No one is afraid of goblins... actually, I guess it depends on the goblin, right? But have faith, **Gnomitaire is a game with very cute art and very fast and relaxing gameplay.**



PC | Gênero: **Cards** | Lançamento: **2025** | Arnold Rauers

MAILBAG

Got an opinion? Then say anything for the magazine of the most dubious origin ever printed in my house! (NOT THIS TIME)



Zé

SILKSONG FINALLY CAME OUT, THE ME OF THE LAST EDITION CAN SLEEP IN PEACE!

Can you believe this? You guys need to start complaining more in this email section because **it seems like it makes things happen.**

GUARANÁ!



Toto Cabeleireiro

I'll only stop drinking **when Tectec is printed.**

Good to know we saved another anthropomorphic dog from alcoholism! Because it will be printed!



Rainha da Lama

To hell with Halloween, here it's **Dia do Saci!**

Clearly... after all, Jesus was born in São José do Buriti, right?



Thuanepm

What's the Brazilian indie "GOTY" out there? 0.0

I gathered a **wide range of great professionals in the area** (lie, it was only 2, [@gaiden.exe](#) and [@hbkaze](#), I don't have many friends) to bring you a list of games that have already been released:

- Arashi Gaiden
- Mullet MadJack
- Gaúcho and the Grassland
- AVIÃOZINHO DO TRÁFICO 3:ABRI UM PORTAL PRO INFERNO NA FAVELA TENTANDO REVIVER MIT AIA E PRECISO FECHAR
- Hell Clock

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!)





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GZ Squad

An irreverent pixel art shooter game
 where the favela is humanity's last hope
 against the zombies.

Art by [@grdirty_](#)



Apoio



9090-0800-2345678



impresso no brasil
 2023

SAUDADE
 COMICS

