

fake game
magazine jam

GD

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Thank you everyone who participated!

UPCOMING RELEASE

Game Dimension

Pixel perfect Reviews, Previews and Codes!

PLASTIC PUNK

THE CRUEST ACTION-RPG WE'VE SEEN IN YEARS !

SUMMARY

Immerse yourself in this new upcoming action-RPG taking place in a post-collapse society where survival is everything but guaranteed. Forget the hedonistic tendencies of our time and accept this new anti-capitalist reality. Only the most cunning and vicious will thrive in the plastic wastes.

20
FRAMES PER
SECOND



INNOVATIVE NPC AI SYSTEM

Prepare to get scammed, ambushed and backstabbed. This in-house made AI system will surprise you with it's cunning, able to really challenge your instinct. You will need to pay attention or you'll walk straight to your doom



G.G SOFTWARES



WEAPONRY

Collect and master hundreds of different homemade firearms, melee weapons and DIY explosives. Eliminate your enemies with ammunition ranging from rock filled shotgun shells to crossbow bolts made from coat hangers. Old war ammunition is something of legend, only the oldest inhabitants of the wastes can claim to have seen some.

GAME DIMENSION REVIEW

Pros

- immersive world
- beautiful visual style
- 50 + hours of gameplay
- meaningful RPG systems

Cons

- odd balancing
- performance issues
- frankly disgusting gameplay elements related to STDs
- overbearing anti capitalist messaging

G.D REVIEW SCORE

6.5/10



GAME DIMENSION DO NOT ENDORSE OR AGREE WITH ANY POLITICAL STANCE PRESENTED THIS VIDEO GAME.

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technology of the
future with the new*

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Family Entertainment system :
super edition

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600\$!



Super edition

2 MB of RAM
1 MB of VRAM
100,000 polygons
per second
Stronger GPU
128 kb of storage
included

Exclusive games on release :

- PLASTIC PUNK
- TORCHE HUMIDE
- DIESEL RAIN
- RACE WAR : SPEED

And much more !



By Plastic Punk

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BARCODE BABE

MEET BARBARA AND CODY!

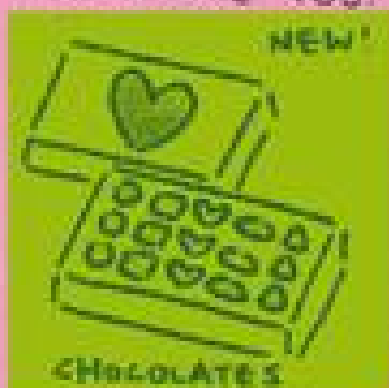
199X WAS THE YEAR OF THE BARCODE SCANNER, AND IN 199X+1 THE TREND LOOKS TO BE CONTINUING. HERE AT GAME DIMENSION WE'VE GOT OUR HANDS ON THE NEWEST VARIATION, BARCODE BABE.



BARBARA IS THE CUTE ONE, CODY IS THE TUGH ONE.



OKAY WE GUESS CODY IS PRETTY CUTE TOO.



NO! WE WANTED THE HOT SPRINGS TICKET!



THE SCANNER IS WELL MADE, AND YOU CAN LINK WITH A FRIEND TO TRADE ITEMS.

THIS TIME YOU WON'T BE SCANNING BARCODES TO FIND MONSTERS OR STREET RACES. RATHER YOU'RE OUT TO IMPRESS YOUR NEW DIGITAL GIRLFRIEND, BARBARA IF YOU BOUGHT THE RED SCANNER, OR CODY IF YOU HAVE THE BLACK ONE.

SCANNING A BARCODE WILL SCORE YOU ONE OF THREE THINGS: A GIFT TO GIVE YOUR GIRL, A NEW OUTFIT FOR HER TO WEAR, OR THE RAREST AND BEST, A TICKET FOR A HOT DATE.

THE GRAPHICS ARE SIMPLE AND THE DATING SIM ELEMENTS ARE LIGHT COMPARED TO OTHER GAMES IN THAT GENRE, BUT DARN IF IT ISN'T FUN TO GO THROUGH YOUR GARBAGE SCANNING BARCODES AND SEE WHAT YOU FIND.

THANKS TO daniel.dwyer/differs.me-4515

JUST AND EVERYTHING ARMBAR @augustarmbar



★ NEOZONE

Bored? Friends far away? Zombie apocalypse...? Join us at NeoZone!

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- **CHILL IN YOUR ZONE.** You can create shared Zones and customize the space!
- **MAKE NEW FRIENDS.** Explore the on-line Zones!
- **EXPRESS YOURSELF.** Chat with unique emoticons!

Join now for **FREE** exclusive headphones! Use the code: **CYBERWORLD**

Hey! Join us!

By NeoZone

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-I don't know about that...But we could try it.

Candy Striper - 2nd Entry



By Brainkatt

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NIGHT-TIME BUG COLLECTOR 2001



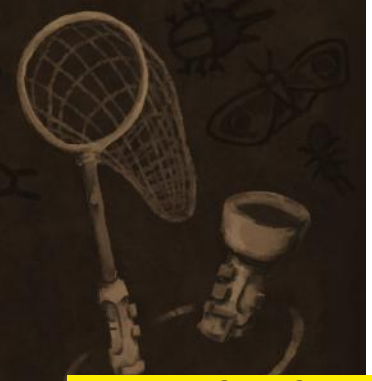
Make sure bugs are
the only thing you
catch...



Collect &
Display!



comes with
Net and
Flashlight
Motion
Controllers



By AnalogCrowCollection

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Metabasis

IT'S A BIG WORLD IN THERE

Explore the forgotten depths of a mysterious moving city in this exciting new bio-punk RPG from PlumeSoft!

Delve through dark industrial labyrinths,

Battle and befriend a host of strange and eccentric creatures,

Build and define your unique character,

And uncover the ancient secrets that lie deep within the city's core.

Your path is your own.



PlumeSoft

Product information Number 197

COMING SOON

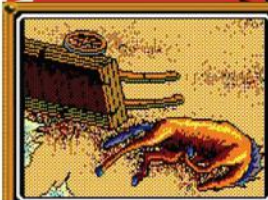
By PlumeMoth

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He's **drunk**. He's **incompetent**.

He's Annwyn's last hope!

**DANGEROUSLY
ADLIB & SOUND
BLASTER
INCOMPATIBLE!**



Beat horse?
► Yes No

It seems as though you can no longer beat this particular dead horse.

Make life empirically worse for everyone you meet



Make eyes?
► Yes No

I warned you not to make eyes at my daughter! Now she's a succubus — and the inn has no hostler!

Frustrate and annoy people with your uncouth manner



Battle Demon?
Yes ► No

Fuck!
Fuuuuuuuuuuuuuck.

Fight unreasonably powerful foes

Tales of the **SHITTY WIZARD**

You're the Shitty Wizard. Meet with Lord Hubbard, rescue Princess Brunhilde from the Grim Dragon Asmodaeus, or get drunk on cheap mead and solicit loose women along Whore's Row. You're in control! Grab a copy from your local software bootlegger today.

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**XZFGHIZMTSATH
SOFTWARES®** HOW GAMERS SPELL "FUN"

By Z. Emerson Weston

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The sequel to Shivsink - Last year's award-winning RPG, Latgale does everything its predecessors can, but better!

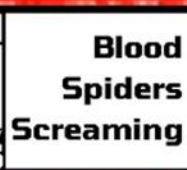
The quest to become a King, however you see fit - Latgale has systems for impersonation, coupling with current rulers and even raising revolutions.

A massive RPG with thousands of hours of content, complex stories to pick apart, and tightly designed combat which will keep you coming back.

TALES OF THE DREAMER KING III

LATGALE

MAD_ABOUT_MUSHROOMS



What will you find...

Once you enter...



BEHEMIT'S TOWER



The original soundtrack, composed by Spife,
can be listened to and purchased at
<https://spife-dot-mp4.bandcamp.com/album/tower-of-behemit>

This is not a real game
THE STORY IS REAL
THOUGH

For more information
worlds that Spife has
created visit [spife-dot-mp4.bandcamp.com](#) By Spifemp4

>>> Click for Profile ^^^

SURGEON GENERAL'S WARNING: Monoxide.



Grimbow is scared...
Are you?



"YOUR MOM WILL
FUCKING HATE
THIS GAME."
- This Publisher

GRIMBOW'S VENGEANCE

THE FIRST HIDDEN OBJECT
REAL-TIME STRATEGY GAME.



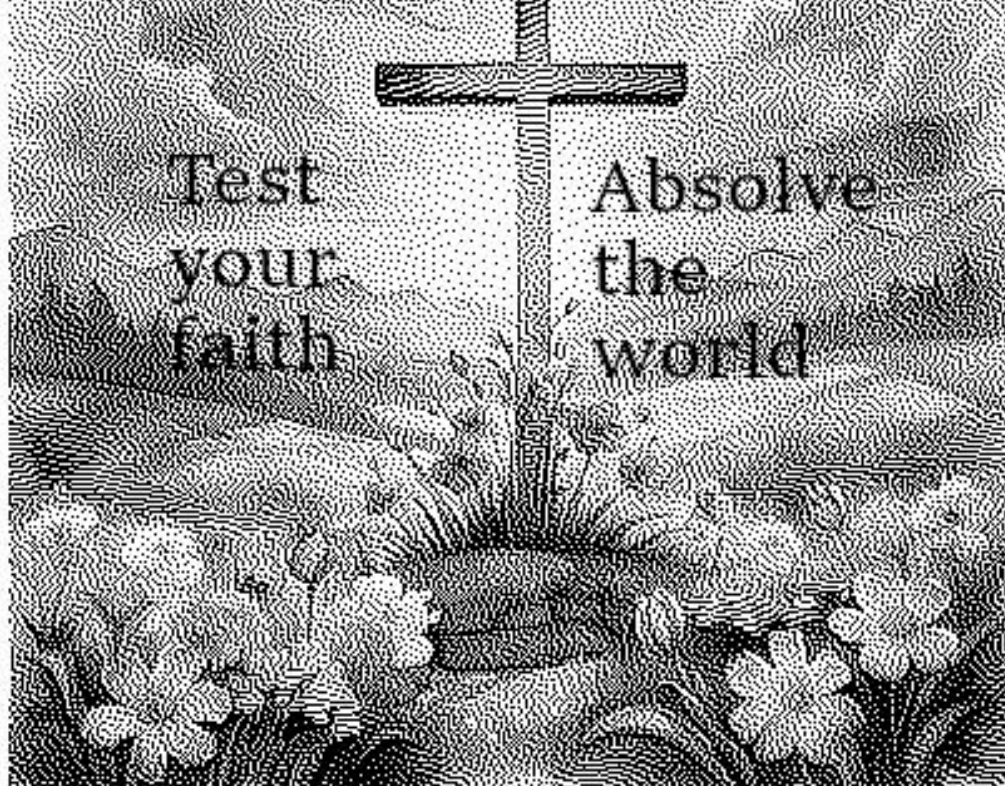
Grimbow's Vengeance is a registered trademark of Pestertech Inc. 1999 © GLOMPGAMES

FIRELORD U.S.A., Inc.

By PesterJester

>>> [Click for Profile](#) ^^^

Metanoia



Metanoia is an experimental platformer coming out on the Nexus Ultima Console this summer created by L.G.S. Incorporated. I was lucky enough to get a beta copy for playtesting and to create this review as well as a special tour of the studios offices and a short interview with the team behind it

The lead developer ロイド -ミスタニ (Roido Mizutani) shared his inspiration and the origins of the upcoming title in an exclusive interview with me stating "There are many aspects of life that are a mystery; I aim to capture and express that wonder as my own understandings have Shifted and evolved over time. I think in the summer some many years ago when I was studying the works of Julius Caesar I came across many discussions on his spiritual epiphanies. That was the initial starting point for the game's inspiration and development..."

The game boasts powerful platforming and combines exciting gameplay with exceptional storytelling.

While minimalistic in nature the graphics help to add to the thematic overtones of the game by accentuating the underlying narrative beats that are prevalent throughout. Mizutani further explained "I wanted the game to be simple to digest, but also give the player plenty to chew on philosophically." The lead art designer Kamoto Kantaro added "My goal was to express as much as possible with as little information as possible; allowing each participant to paint in the details to the picture themselves, thereby adding a distinct flavor for each player"

The full interview with Mr. Mizutani and his team will appear as a special featurette in next month's issue of G.D.M.

Testimonials:

Ava Newman "This game changed my life, or at least the way I look at my life."

Charles Fraser "The spiritual successor to spiritual succession!"

Xavier Montegue exclaims "This game singlehandedly saved my marriage" >>> Click for Profile ^^^

By Lloydishly

DILUVIA

XION//BLOOM

WELCOME TO DILUVIA

A post diluvian nightmare carved from the ruins of a drowned world.

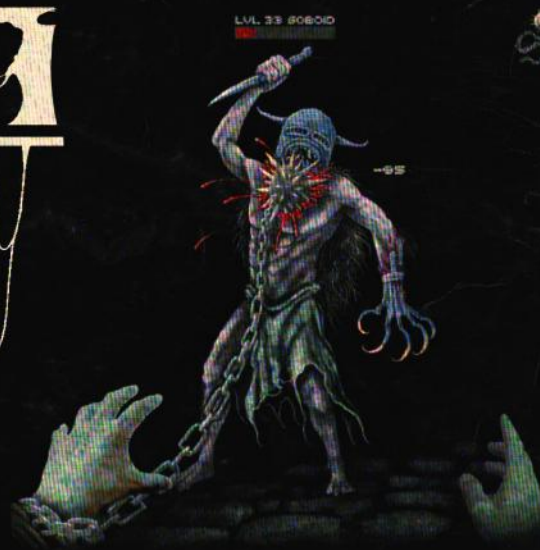
One thousand years have drowned beneath the tide of the great deluge, and the world is deep in the KALI YUGA. The final epoch of chaos, illusion, and divine abandonment.

Cities lie half buried in mud and bone. The last kingdoms crawl with corruption, warlords and bloom ridden prophets clinging to power as a holy plague devours the age of man from within.

From these broken lands rise only the most unlikely champions...

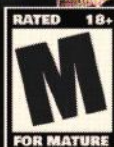
Exiles, mystics, and half dead wanderers still cursed with hope. Choose your hero, descend into the old world ruins, and carve a path through the abominations that stalk the drowned earth. Loot derelict temples, unseal relics best left forgotten, and confront your inner demons.

But tread carefully, wanderer.
In Diluvia, every shadow has teeth...
...and every salvation demands a sacrifice.



SCREAM
RUN

LVL 42 SHORAN



By Kango.Png

>>> Click for Profile ^^^

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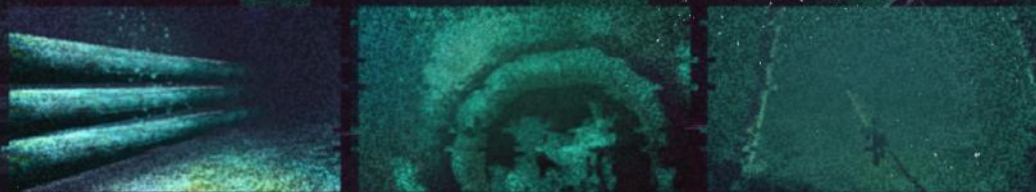
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NO AI USED. CREDITS TO ARTIST LOUK.

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JupiterMD

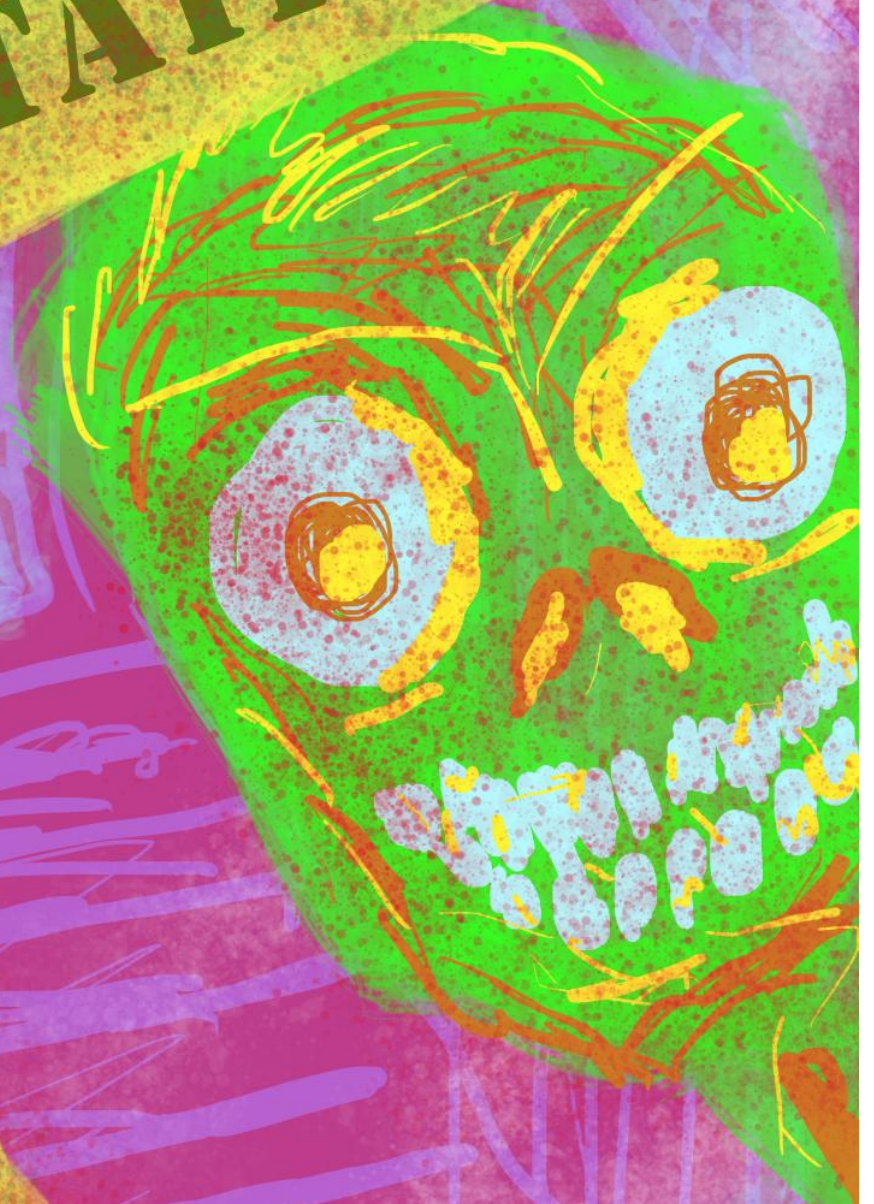


By loukoumlouk

>>> Click for Profile ^^^

WORKSTATION 004

PROCEED WITH CAUTION



By sray007

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NEXT WAVE

RealFakeGames

Super Crimson Verdict

Arcade

Fighting

Another break-neck fighting game coming soon from the rad dudes at RealFakeGames, we got some time here at the Game Dimension offices to sit down with the next arcade release straight from Japan!

Game director Kenji Igarashi Mishima, despite his busy schedule, flew in to give us the hands on and a direct one-on-one interview - which we're beaming straight to your eye-holes fellas! So pick yer jaw off the floor and get those button bashers ready.

Interview Conducted by head "Figh-tin' Game Dude" Jean Babbi

Jean Babbi: Wow! I have to say were here at Game Dimension appreciate you flying all the way from Tokyo for this exclusive western magazine preview, Mishima-San.

Kenji Igarashi Mishima: (Translated) Glad to be here, It is very, as we say in my country, kakkoi. (TL: "Cool")

JB: Rad, Well we've been playing this new release of "Super Crimson Verdict" for the last few hours with some overview from your dev guys- Firstly I have to say as someone who mainly plays Big Ronnie, I'm sad his infinite combo got removed but I understand it had to be done.

KIM: (laughs) Unfortunately these combos did not go over well with playtesters, Please enjoy the new ammo count mechanic which the battle balance team has implimented.

JB: Will do!, Anyhoo - Can you explain the new subtitles given with this version of the gam, assuming some readers might not know about Crimson Verdicts previous story?

KIM: Well, The previous version was "Super", but as you know - (Cont: pg69)



ont from page 70) - And anyway, by that point, I had already drank half the bar empty and the kuza showed up. So me, Harada-San and Koji-a-san were running to the RFG's offices. I only lost the finger but I consider it a learning experience.

B: (laughs) That story was the bomb! I need to come party with you all in Tokyo. But- what does that have to do with the games sound track?

KIM: Oh , yes, well after that incident Miss Yoko Shinomura-san would not speak to me so we hired some sweedish man. Great guy but not a very good drinker. We expect the OST to hit gold as well.

JB: It does sound very good, I especially like new fighter's "Bronx Skellington"'s theme.

KIM: We're very pleased you can appreciate it, it took 4 months of study in Las Vegas to keep the authenticity of the "feeling" of the American sound of that track.

JB: But, Isn't Bronx Skellington from New York?

KIM: (Conferring with translator) Ah, Yes, well, it will make more sense when you have the complete game after arcade release.

JB: No spoilers! Nuff said.

KIM: (Cooly Lights up cigarette mid conversation)

JB: I know your time in the US is running short Mishima-San, So I just have a few more questions for you.

KIM: OK! (Said in english)

JB: Which of the new mechanics do you find most impactful?

KIM: Inside of the combat systems, Probably the removal of "Reversal Edge"- I had told Suda-San that mechanic was awful to copy from a 3D fighter, but he insisted and you see how it turned out?

JB: Yeah I noticed that was missing, I'm inclined to agree.

KIM: I told him originally it didn't make sense when Midori took the Judgement Core from from his father Hitachi and imbued his fighting spirt into that 17 year old girl (expect to see more of her next game). So no fighters could even stop time anymore at that point. Also, mechanically it sucked.

JB: Oh? A new Female Fighter? Is she bare-foot?

KIM: What do you take me for an amateur? Of course she is. This Interview is over!

JB: Thanks for the interview, man!



American Fighter Lance Dalton's "Cobalt Kick" makes a return!



New Ninja character "IZUNA" ninjitsu counters Lance, WOW!



(Above) Mysterious New Fighters!

Series protagonist Midori doing a "Hyper Desperation Rage Art" (below)





PLASMIUM

**BECOME ANYTHING
BECOME EVERYTHING**



**THE SHAPE OF THE UNIVERSE IN THE
PALM OF YOUR HAND!**

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By latticeparable

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LET IN ROTA EGO

TIPS & TRICKS

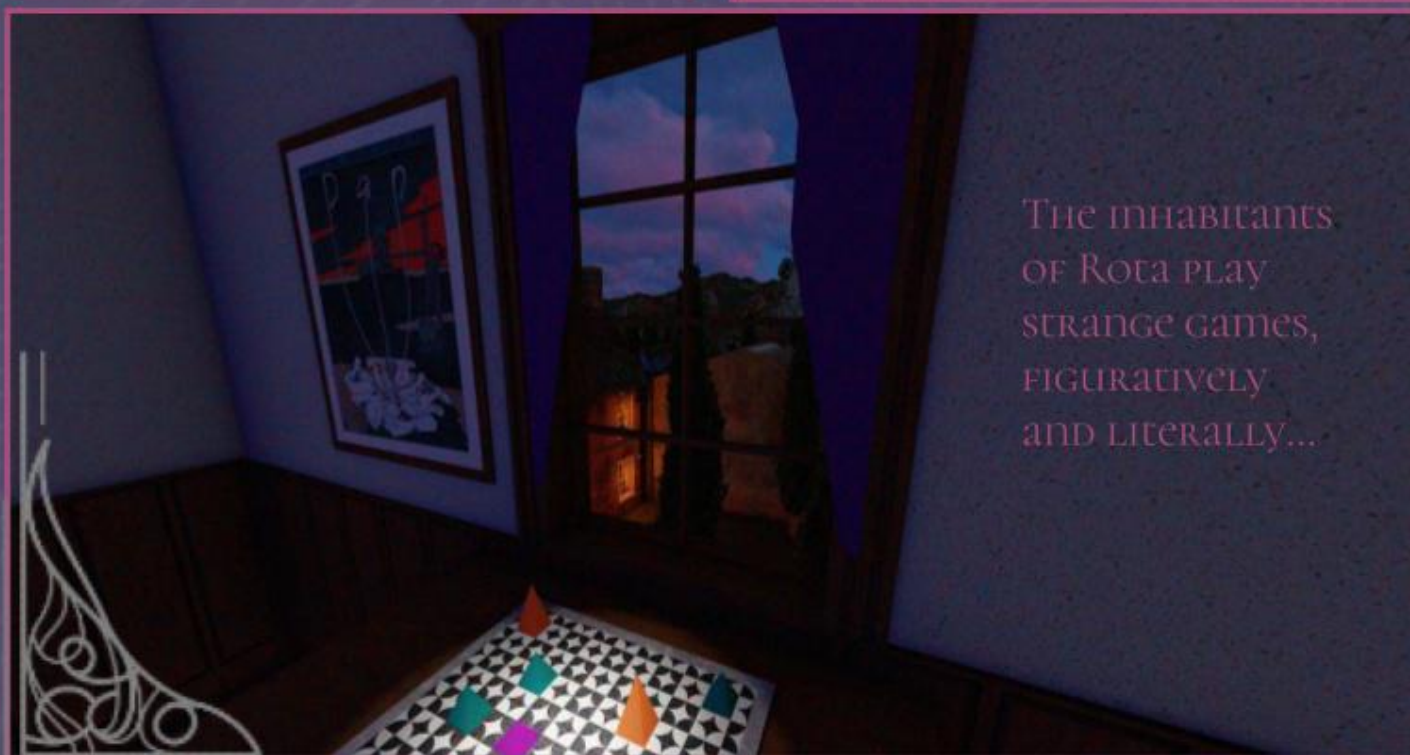
ART BY JEAN DELVILLE

THE ABSINTHE HOUSE

The Absinthe House is the nexus of Rota's intrigues, and understanding the conflicts between the various artist factions is essential to understanding the game's deeper story. You may have discovered that you can overhear conversations from the corner booth screen, but some conversations won't play until you've stood still here for up to a minute. It's worth returning to the absinthe house, even when you don't have a quest objective here, since new conversations are triggered frequently as you progress through the story.

SECRETS IN THE MUSEUM

If you want to find the game's best hidden secrets, look no further than the archeology wing of the museum. Here, you can find a Lovecraftian-looking sculpture. Clicking on it will play some strange audio. Between the garbled speech, you will hear some familiar sound cues. Visit each of the locations where these sounds can be heard in order and try to interact with the cryptex. You'll find that the door to the shack by the water where you met Danae is not unlocked. Go inside to find a sketchbook full of diagrams and concept art from the developers.



THE INHABITANTS
OF ROTA PLAY
STRANGE GAMES,
FIGURATIVELY
AND LITERALLY...

The maze Inside The Obelisk IS A DIFFERENT WORLD...



INSIDE THE OBELISK

Gaining access to the Obelisk in the third act can be kind of a shock for many players. In addition to all of the anachronistic computer terminals, the Obelisk is much more difficult to navigate than the rest of the game's setting. This can lead to a lot of frustration if you aren't familiar with how this puzzle works. Although it may seem like you are moving through rooms sequentially, the Obelisk is essentially a vertical maze. The game does not tell you how many floors you have moved up or down, and some floors are dead ends. For example, you can only reach floor seven from floor three, while floor six is a dead end. Thankfully, each room will have a clue as to its room number, usually in one of the computer terminals, or in the engravings on the walls, though some are less obvious. Keep pen and paper on hand, and don't be afraid to return to town for new clues. You can use the terminals to save your progress.



ART BY
ALPHONSE
MUCHA

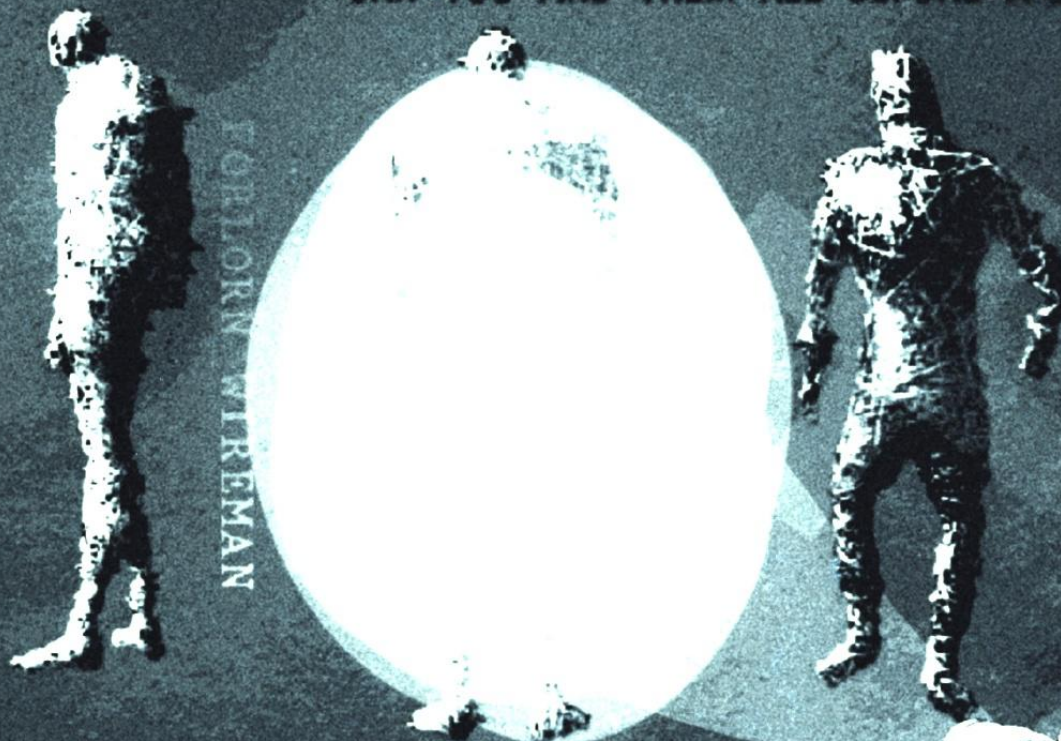
By aebm2000

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WIRED MEN INFEST DARK PLACES...



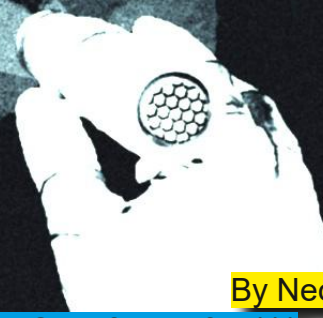
CAN YOU FIND THEM ALL BEFORE IT'S TOO LATE...



SEARCH FOR THE

WIREDMEN

THIS GAME MAY BE DISTURBING TO SOME.



By NeonRot

>>> [Click for Profile](#) ^^^





102000746303 [1] 400

[illegible]

By Ty Zutty

>>> Click for Profile ^^^

>SO YOU WANT TO BEAT THE

CONDUIT

FROM

BOSS TERRORPORTER

IN CHAPTER 5 (UNLESS PLAYING MIB IN WHICH CASE CHAPTER 4) YOU'LL COME ACROSS THIS FEARSOME FOUR ARMED FIGHTER AND TAKE IT FROM US THEY ARE NO PUSH OVER. THE CONDUIT IS ONE OF LUCRUM TECHS MORE SUCCESSFULL ACCIDENTS, ARMED WITH A LOT OF TRICKY ATTACKS, ABILITIES AND REINFORCEMENTS.

IT'S GOING TO BE A TOUGH FIGHT AND BY THE TIME YOU ARRIVE AT THE STATION YOU'LL PROBABLY BE WOUNDED AND LOW ON SUPPLIES.



THATS WHY THESE TIPS ARE GOING TO BE VITAL IF YOU WANT TO REALLY GIVE THIS TECHNOFREAK A BEATDOWN THEY WON'T SOON FORGET.

1ST - SAVE YOUR BULLETS FOR THE BOSS

YOU'LL WANT TO START BLASTING STRAIGHT AWAY WHEN YOU ARRIVE BUT BEFORE YOU KNOW IT, GENERALLY AFTER THE CONDUITS LOST 1/3 OF THEIR HEALTH, INVERTS AND SWITCHES WILL ARRIVE IN GROUPS OF 3. IF YOU USE TOO MANY BULLETS FIGHTING THEM OFF YOU'LL BE DEAD BEFORE YOU KNOW IT.

THE CONDUIT ALWAYS KEEPS A BIG GAP BETWEEN IT AND YOU SO YOU'LL NEED TO SAVE YOUR RANGED ATTACKS FOR IT AND MELEE FOR THE HORDES.

2ND - USE ITS OWN POWERS AGAINST IT

LICKILY YOU CAN HIT 2 BIRDS WITH ONE STONE BECAUSE WHENEVER THE CONDUIT CHARGES UP A TELEPORT ATTACK (INDICATED BY ONE OR MORE OF ITS ARMS GLOWING RED), AND IS DEALING DAMAGE BEFORE USING ITS ABILITY IT ACTUALLY CHANGES TARGET TO A RANDOM ENEMY.

THIS MEANS YOU CAN ACTUALLY FIRE OFF A FEW ROUNDS TO CHOOSE WHICH ENEMY YOU WANT THE BOSS TO WARP AWAY, GIVING YOU SOME SPACE AND...

...DEALING A LITTLE DAMAGE TO THAT ENEMY TOO.

THIS CAN SOMETIMES STUN THE CONDUIT MEANING YOU CAN GET IN A FEW AMMO SPARING MELEE HITS.

3RD - SAVE THE SWITCHES FOR LAST

RELATING TO THE TIP PRIOR, YOU CAN FORCE THE CONDUIT TO TELEPORT ONE OF ITS ALLIES BY DEALING DAMAGE TO IT WHEN ITS CHARGING UP THAT ATTACK. NORMALLY THIS MEANS IT JUST MOVES THE ENEMY TO A RANDOM SPOT BUT IF YOU SHOOT THE CONDUIT AND HAVE IT TARGET A SWITCH TYPE ENEMY IT WILL TELEPORT THEM AND CHANGE THEIR STATE.

THE SWITCH ENEMY CAN RANDOMLY ALTER BETWEEN TWO STATES, ITS AGGRESSIVE MONSTER STATE AND NORMAL HUMAN ONE. IF A SWITCH IN ITS MONSTER STATE GETS TELEPORTED BY THE CONDUIT IT APPEARS IN ITS HUMAN FORM. THIS MEANS IT RUNS AWAY, CAN'T ATTACK AND IN SOME CASES WILL DRAW AGRO FROM THE OTHER ENEMIES, CAUSING THEM TO ATTACK IT.

THIS IS A HARD ONE TO DO CONSISTENTLY BUT IF THE OPPORTUNITY PRESENTS ITSELF WE HIGHLY RECOMMEND YOU TAKE IT!

4TH - DON'T TRUST THE TRAIN

WE KNOW. WHEN YOU SEE THAT TRAIN GO BY IN THE TUNNEL YOUR FIRST INSTINCT IS TO TRY AND USE IT AGAINST YOUR ENEMIES/THE BOSS BUT DON'T DO IT!

ALTHOUGH THE TRAIN CAN RUN OVER CLUMSY OR UNSUSPECTING INVERTS AND SWITCHES THAT GET CAUGHT IN THERE, THE CONDUIT WILL MORE LIKELY TELEPORT THEM OUT OF HARMS WAY AND YOU INTO IT.

* THAT BEING SAID FOR THE MORE BRAVE GAMERS OUT THERE YOU CAN TAKE THE RISK AND LEAP DOWN ONTO THE TRACKS TO TRY AND BAIT AN ENEMY DOWN THERE WITH YOU. WHEN THE CONDUIT STARTS TO TELEPORT THE ENEMY OUT IF YOU CAN MANAGE TO SHOOT THE CONDUIT IT WILL TELEPORT YOU OUT. ITS NOT WORTH THE RISK BUT A COOL MOVE TO TRY. >>> Click for Profile ^^^

By HauntedPicnic



The sequel to Shrivsink - Last year's award-winning Latgale does everything its predecessors can, and more.

The quest to become a King, however you see fit - systems for impersonation, coupling with current rulers, and raising revolutions.

A massive RPG with thousands of hours of content, complete with a pick apart, and tightly designed combat which will keep you coming back.



Make sure bugs are the only thing you catch...

TALES OF THE DREAMER KING III

LATGAL

MAD_ABOUT_MUSHROOMS



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comes with Net and Flashlight Motion Controllers



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CHILL IN YOUR ZONE. You can create shared Zones and customize the space!
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Hey! Join us!



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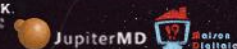
YOUR SHIFT. LISTEN CLOSELY.

DISTANT CALL



NO AI USED. CREDITS TO ARTIST LOUK.

OFFICIAL GUIDE AND SOUNDTRACK CDS SOLD SEPARATELY.



- Artists CREDITS -

Plastic Punk = <https://www.instagram.com/goblin.gentil/>

NeoZone = <https://orjoanne.itch.io/>

Barcode Babe = <https://bsky.app/profile/augustarmbar.bsky.social>

BioMega - Candy Striper = <https://brainkatt.itch.io/>

Nighttime Bugcollector 2001 = https://www.instagram.com/analog_crow_collection/

Catabasis = <https://plumemoth.itch.io/>

Tales of a Shitty Wizard = <https://os.tentatio.us/>

Tales of the Dreamer King = <https://www.youtube.com/channel/UCw9mRuhzQ5f8oHrM1WZNTLg>

Behemits Tower = <https://spifemp4.itch.io/>

Grimbows Vengeance = <https://www.instagram.com/pesterjest/>

Metanoia = <https://x.com/lloydishly>

Diluvia = <https://www.instagram.com/kango.png/>

Distant Call = <https://www.instagram.com/loukoumlouk/>

Workstation004 = <https://itch.io/profile/sray007>

Super Crimson Verdict: BR JC +AA = <https://itch.io/profile/deltepes>

Plasmium = <https://www.instagram.com/latticeparable/>

ET In ROTA EGO = <https://aebm2000.itch.io/>

Search for the Wiremen = <https://www.instagram.com/neon.rott/>

(Terrorporter Enemy Artwork by https://www.instagram.com/yaroslav_salo91/)

