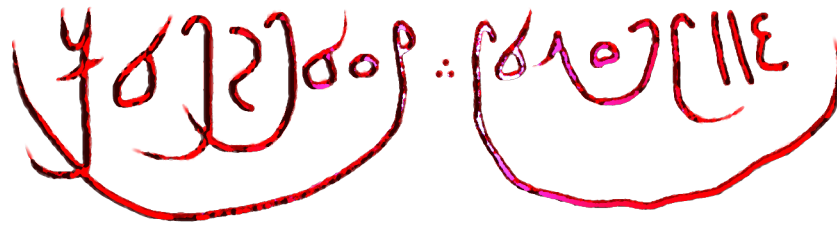


Dany Burton
news #1.
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New Games Released

Now that I have got the program Godot and I know how to use that, I have been making a lot of new games.

Energy

In this one you must drink energy drinks and avoid the spikes, which represent the hellish noises and machinations of cities. Energy drinks are addictive though, so you've gotta be careful or your tolerance will go too high.

The Great Aussie City Adventure

Another game about cities. This is a short point scoring game you can quickly take turns in where you have to try to run over the pregnant women with an out of control car without hitting the dogs. When you hit a dog the cops will come and you must have a shootout with them. Each time you hit a cop your score is multiplied. Yes it is quite edgy but I do not care if you are insulted by this high quality and well thought out interactive art piece from my genius brain.

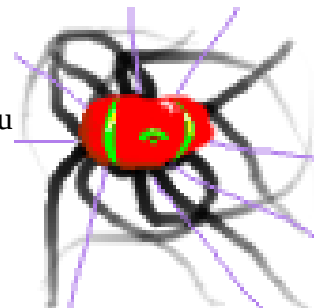
Coming Soon

New album

I don't know what this will be called yet, but I have a cool album I am working on with some pretty decent songs, though I'm still figuring out what the junk to good shit ratio will be

Salt Bug

This is a new game that will come out real soon, it's a platformer but you can stick everywhere and shit. It is important, because it tells about the origin of the biggest harbor in the world which is the second most important location in my brain behind the jungle. This location hasn't featured in any of my games yet, but it will feature next time there is a league of scumbags game, and I hope also that the jungle will be featured, but I am still having ideas for this one so I don't know.



Also, you can see the Pre-dog swamp men in this game, and you will kill a few of them.

If you have ever wanted to ascend into godhood, then this is the game for you.

Doing interviews

I am going to do some interviews when I can find people to do them to in here from now on. This is because it is a good thing to speak to other people in my opinion.

Inter-view with Infernal Beast

Hello Infernal, it is time for you to reveal your darkest secrets to me. To start us off, would you rather eat human flesh or human shit?

Flesh, but don't waste shit, add it as like, a gravy or someshit

Ok, now that we have that out of the way, what are some details about yourself?

I am known by many nicknames, i make games, sometimes music

What was the first game you ever made (or an early one if you forget), and what was the first game you ever played?

My first creations weren't games, they were more like screensavers with music, the first game i've ever played...hmm, that's a hard one, i dont know. Probably some tank game, maybe something else... I mostly used to watch others play games, i remember seeing my dad playin quake, but as i remember it was some star wars game, but the bazooka was from quake...

What is your favourite colour?

Blue is nice, cyan too, red, this kinda yellow , purple and green are nice too, but i guess... black? all of those i listed i think

Why do you make games? also what is your favourite part about it?

I don't have nothin much else to do in my free time really, plus it's kinda fun. My favorite part is making the menu and about pages. Thats why some of my prototypes only have them.

What are some songs that you think people reading this should listen to RIGHT NOW?

As i answer these questions i listen to FLIRTS - PASSION. i also got a cool midi of it, AND it sounds like CYBER PEOPLE - Digital Signal Processor. Some happy rave (happy hardcore) would be awesome to listen to, , rue du soleil - troya, chicane - saltwater.. gg allin too!

BUT OUT OF ALL, THIS www.youtube.com/watch?v=pKM0PsBbcWI

great compilation by rajak84, includes many russian italo disco tracks (it sounds more like italo disco than synthpop)

You must now recommend one game that is made by you that the reader must play or else be cursed to have hideous deformed children who are deaf.

bastards fall into the void , it was recently updated and got a lot of cool stuff. I don't have any nice projects coming out soon, so i'd recommend to play something out of my classic games.

If you could blow up one building in the world and get away with it, which one would you choose?

I Wont tell

What people are you inspired by in game development?

Mainly Kraisoft and Shawn64, JakexSoftware, FreedroidRPG team, Artfrost, Junkmax, xoubigli.. Creators of crusaders of the space and bugatron also!

How do you think the games you are going to make in future will be different to the ones you are making now?

If i will be making games at all, then i think they will be super cool and they will be about space, cyborgs and galaxies

Do you beleive in any spirits? Also, why do you think that?

Naaah, well, i don't rememeber, sorry

Do you ever get any funny feedback about your games? Is there any way in particular that you would like to get people to react to your games?

"I could not understand this game. At all. Once I had obtained the key, I could not leave the door and I only kept getting a dialog box telling me what an idiot I was. To be honest, I don't find this funny, but it won't take the rating down at all.

The photos in most cases were blurry, the graphics inconsistent, and the audio almost non-existent.

Ah well. 48 hours certainly isn't enough time for anything, especially game development. Congratulations on completing a game in the first place!" - this one is pretty funny ???

I don't get much feedback, but i'm not against it! React in any non dangerous way (do not react by making a chemical reaction that will burn your face)

Do you have any advice to people who want to be as great as you?

uh.. make games and don't be greedy. Have a common sense!!! Noone will play a normal-lookin professional game, so don't waste your time on that shit!

Is there anything else that you would like to say to the many readers of this document?

Yeah, i'm hungry, i gotta get food!!! on a serious note, uuuuuuuuuuuuhhh... thank you for reading this document, i hope you have a great day and a great dinner!

Get more high quality content from Infernal Breast at <https://sites.google.com/site/c3ksoft/>

Pictures of RIGHT NOW

