



BrewOtaku

WHERE NEW GAMES KEEP OLD SYSTEMS ALIVE

Stories

ADVANCE S.E.U.C.K. SECRETS XXL (C64)
SQRXZ SERIES (AMIGA OCS/DREAMCAST)
DOOM AND ITS MODS
TWO YEARS OF BREWOTAKU

Interview

MICHAEL BORRMANN (TIGERSKUNK)
SHADOWMAN

Brew Reviews

KROGHARR, LIFE FORCE, SQUID GAME, NINJATIONS, SWITCHERBOY, LAST DEFENSE 2, TEMPTATIONS, BAD DUDES VS DRAGONNINJA, FIRST CONTACT PROTOCOL, RELIC DUNGEON, CURSED LEGACY, ISLAND FEVER, ROGUEISH, KNIGHT ON THE MOON, DROW TACTICS, SWEET ACORN 2, CHAMBERS BENEATH, PHIL'S ADVENTURE, DELVER QUEST, D*FUZED, CASTLE OF TERROR & ...



Encouraging: Marc Vittorini & László Rajcsányi

Two guys with a big heart, and a very big goal: Haunting World Records!

Most game developers spend years making a single game. **Marc** is doing something completely opposite. This vital, elderly Italian hobbyist is on a mission to set a world record by releasing between 150 and 180 games for the Atari 2600 by the end of 2026. Marc isn't a professional coder; he is a man with a lot of spare time who describes himself as being 'too old for a job and too young to retire'. To pull off this massive feat, he uses a tool called 'VCS Game Maker'. This 'no-code' software allows him to skip the difficult programming style of the 1970s and build games using visual blocks — similar to digital bricks. Because of this setup, he can finalise a simple game in just a few days. His library is already vast and is growing steadily, featuring everything from space shooters to quirky titles about coffee and muffins — yes, coffee and muffins! On New Year's Day 2026, he officially finished nearly twenty games in one go. If he reaches his goal of 180 games, he will have personally created about 20% of the total number of games ever officially released for the Atari in the US during its original heyday. He also shares his knowledge, giving away his project files so other fans can learn how to make their own games. Whether he hits the final number or not, he has already become a celebrity in the retro scene for his sheer speed and dedication. His earlier games are free, while the current ones are offered at a bargain, enabling him to continue producing and releasing consistently. Most games are original ideas and are fairly easy to understand, but sometimes not that easy to play.

We already had the pleasure of interviewing **László** in BrewOtaku #002 (you can find the interview online as well!). With 255 (00FF) Game Boy and Game Boy Color games, he has already built up a massive library of homebrew titles. He is rescuing games from the early 80s by recreating them using GB Studio, often with the cheerful support of the original creators, if they are still around. His remakes are tributes to 80s video gaming history. While he has slowed down development nowadays, he still occasionally releases a remake here and there. While his speciality is clearly remakes, he also has a handful of original creations. Unless he offers a physical release on a real cartridge, the games are usually just a free download away. This is not only generous but a cultural gift.

TRUE HOMEBREW LOVERS

The work of developers like Marc and László represents a vital form of digital archaeology. In the fast-paced world hardware is often treated as disposable; without a dedicated homebrew scene, consoles like the Atari 2600 and the Game Boy would eventually become silent museum pieces. However, by continuing to push these machines to their limits, these creators are keeping the hardware 'alive' while also justifying recent hardware recreations. Every new game, regardless of the release platform, is a heartbeat — ensuring that the unique aesthetic and feel of 80s and 90s gaming aren't just remembered, but actively experienced by a new generation. Great ideas and original efforts don't have an expiry date!



<https://marc-vittorini.itch.io>



<https://wls.hu/>

