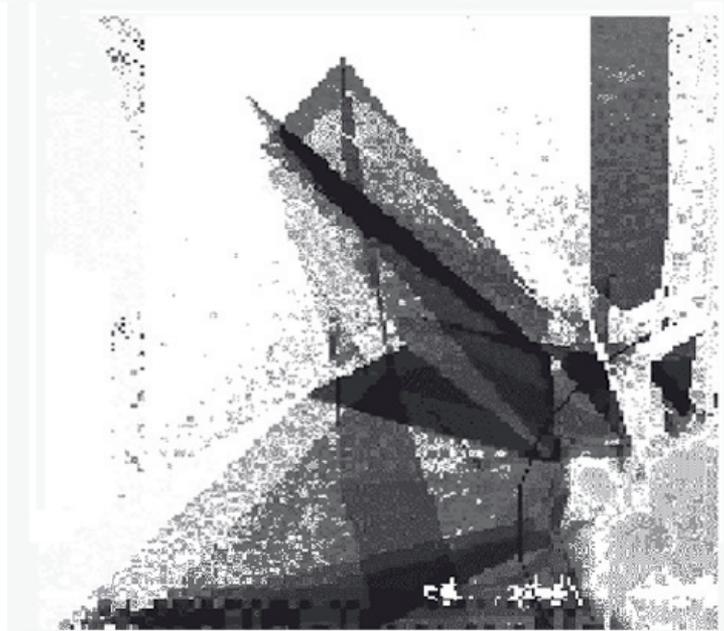


GLORIOUS  
TRAINWRECKS  
X BABY  
CASTLES



I am playing 'Destroy Your Home' by Juliette Porée. When the game begins I am looking out of a second-storey window. It must be morning because it's just becoming light outside. There is a weird-looking dog looking up at me from the grass below. In the sky, a few clouds, not moving. I turn away from the window and I'm in a large bare room, just a table and a chair. Red-brick interior, faux-wood laminate floor, thoughtfully placed pot-plants; typically suburban and distinctly middle-class, though I will not understand what this means until much later. A woman, I think my mother, is telling me to get ready for school. I ask her why I should do that. She says if I don't I will become a garbage cleaner when I grow up. I ask what's wrong with being a garbage cleaner. She says she will disown me if I become a garbage cleaner, and hugs me. I don't understand but I feel safe. I learn that I can ask my mother these questions but never my father. I learn how to distinguish good people from bad people. I learn how much I can hurt my little sister without her crying. Classical music on the radio. I like the music of Ravel and I talk about it with my friends at school.

Time passes, the house stays the same. I grow to hate the stupid lifeless pot-plants, and the sound of my mother's voice when she is tired. It is a familiar kind of hatred and I find comfort in it. I wear clothes that I don't like, only because I know my father doesn't like them either. One night I can't sleep, I write a text message to myself: "my parents are just people. I am just a person." At some point, not long after, I notice the cracks in the walls, the way they wobble when I walk down the stairs. I am young and without thinking I throw my body against the wall. There is no resistance and the red-brick-textured cubes fall to the grass below.



I push another wall and the roof starts to collapse. I feel good; maybe the best I've ever felt. Soon I'm almost swimming in a pile of brick and wood and the occasional pot-plant. I push one of the plants around for a while, watching it roll jankily along the grass. I wonder if it was an upstairs plant or a downstairs one. I take some pleasure in the thought that these categories are now entirely indistinguishable.

Looking around, the flat green-blue edge of the horizon is broken only by what used to be my home, and the dog from before. There is nothing else in any direction. The radio still works; Ravel is playing softly from under an upturned table. I do not like this music so much anymore, though I can understand very well why I used to. In general I feel that I can understand the motivations of my younger self with much greater clarity now than I ever have before. This sense of clarity is accompanied by, and seems closely related to, a total loss of motivation in the present. I walk past the weird-looking dog and it flips upside-down. What the fuck does that mean? Since the house came down it's hard to know what anything means. I no longer eat or sleep regularly, and the thought of doing so seems both foolish and violent.

I try to keep in touch with my parents, but on the phone with them I never really know what to say. I feel as though there is a great distance between us, as though we can not really hear each other when we speak. I realise I feel very sad. I have been feeling this way since just after the house came down, but I don't feel any regret about it.

I think I'm sad just because something has changed, and will never be the same way again; sad that this is a world where things can change and never be the same way again.

I start walking in the direction of the sun. The sky appears static because it is effectively an infinite distance away. I turn around occasionally to see the house receding behind me. After a while it clips out of the draw distance and I stop turning around. There is a lot of space out here and I think it will take a long time to get anywhere.

**Karen Kobezka**



REALLY QUIT?  
ANY UNSAVED  
PROGRESS WILL  
BE LOST!!

YES  
NO

# Glorious Trainrecs.

Some trainwreck recommendations from members of the website :-)

From John D. Moore

- ♥ Virtual Stepfather, by Tyler Lolong and David Schultz
- ♥ i will never forget you because you have made me the happiest dog on earth, by jacqueline
- ♥ Cactus Block, by sylvie
- ♥ Absolute Chaos Dog, by yuliy
- ♥ You're a Cool Dinosaur!, by Danni

From mno

- ♥ Dondgynns Auv Ye Wyrdd by mkapolk
- ♥ Car Park Dream by Blueberry Soft
- ♥ Mashkin Sees It Through by thecatamites
- ♥ The Illogical Journey of the Zambonis by Noyb
- ♥ Klik and Stacker by tininsteelian

From atuun

- ♥ Wolf, Goat, and Cabbage River Crossing Quest by xdonthavelxx
- ♥ Le Sunset Salto by jan\_strach
- ♥ strawberry plane by ioshiin
- ♥ A Boy and His Rhinoceros by qrleon
- ♥ This Too Shall Pass by clyde

From TheCakeFlavor

games not at event

- ♥ sokosoko: a sokoban game, but more meta
- ♥ bedtime adventure: a cute, but with nighttime routine
- ♥ Dingos and Dungeons Game Night: board game, but good
- ♥ Super Kaizo Pling 2: Kaizo Pling 3: pinball, but hard
- ♥ Donkey Kong's Revenge: mystery visual novel, but with copyrighted characters

games at event

- ♥ Mr. Gun: getting over it but with gun
- ♥ garden: knytt stories, but abuses unintended mechanics
- ♥ destroy your home: physics engine, but with a house
- ♥ VG2: I haven't even played it but it sounds good
- ♥ Birthday Simulator: slice of life text adventure, but it's your birthday

From John Bujalski

- ♥ Skate8 (For Stranger) by ihavefivehat because it really lets you "fuck shit up and make things dope"
- ♥ Run! You Fucker! by Hubol because the effects are so amazingggg
- ♥ Learn 100 Words: One At A Time! by mno because I really did learn 100 words one at a time!
- ♥ Passagebalt by Sergio Cornaga because combining two games always results in a better game.
- ♥ Shit Snake by Draknek is the best game ever made and nobody can convince me otherwise.

A hand-drawn illustration of a t-shirt. The t-shirt is light purple with a dark purple outline. It has short sleeves and a crew neck. The text is written in the center of the chest. The background is a light orange gradient.

EVEN

MY

dream

self

avoids

people

/o/

From karen

- ♥ Donald Fuck by thecatamites
- ♥ The Squite by mkapolka
- ♥ gun knife sword wife by everythingstaken
- ♥ slowdance-2h by mr. a

From hugs

- ♥ fox by teknopants
- ♥ Fun Fun Fun by haaanski
- ♥ zine by clyde
- ♥ stanley melberg: accursed accountant by sergio
- ♥ ? by marek

From Blueberry Soft

- ♥ Aerofighter Championship 2016, by mno
- ♥ Terrifying Drive 3D, by Juliette Porée
- ♥ Full Speed Kiss, by mkapolk
- ♥ Leaving Ur, by clyde
- ♥ Mareo Payne, by ghettowreath

From ncrecc

- ♥ Leon Arnott's !!!!!!! - The Game That Appears First In Alphabetical Listings
- ♥ sylvie & hubol's JIGGLY ZONE
- ♥ FlaviusMaximus's Yellow Jogger Laser Platform Madness (2017) though you might as well review the original YJLPM made in Klik & Play

From let-off-studios

- ♥ STATIC, by ihavefivehat
- ♥ WE ALL GET TOGETHER TO CELEBRATE THE BIRTH OF JESUS CHRIST, by denson
- ♥ WITCHFENDER, by mutantleg
- ♥ SINKHOLE, by XenosNS
- ♥ PROF. EAGLEEYE 3, by Wertpol

From Sergio Cornaga

GAMES AT EVENT:

- ♥ Frank Sinatra in "River, Stay Away From My Door" by John D. Moore
- ♥ Graduated Cylinder by mr. a
- ♥ YOU CAN ONLY DIE 80 TIMES by John Bujalski & Nikki Bee & Decky Coss
- ♥ Forest Egg by Marek Kapolka
- ♥ At Land by R. Hunter Gough

GAMES NOT AT EVENT:

- ♥ Sea of Love by thecatamites
- ♥ There There by Jan Strach
- ♥ FRED'S EXCITING ADVENTURE by snapman
- ♥ All Against One by Leon Arnott
- ♥ win condition by hugs

I SUGGESTED IT SHOULD BE AT THE EVENT BUT I DON'T KNOW IF IT WILL ACTUALLY BE AT THE EVENT:

- ♥ Dog Mt Frog by everythingstaken & flan & ihavefivehat

NB: If you go to a person's profile on Glorious Trainwrecks you can also check out any games they may have added to their favourites list :-)



VG2



## ***Developing With Glorious Trainwrecks,*** by John D. Moore.

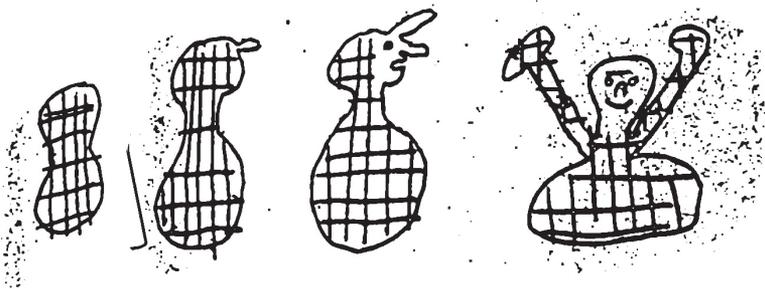
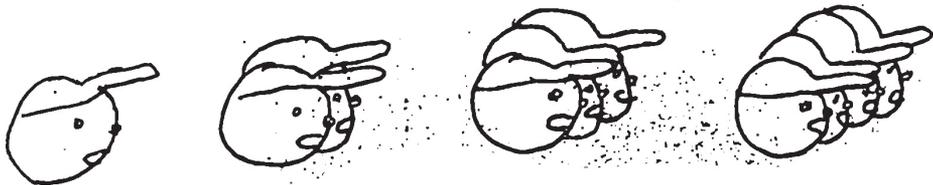
The "development" in game development emphasizes process. You write a novel. You compose a song. You develop a game. The term conjures up an extensive and lengthy process of experimentation, revision, rearrangement, expansion, and polish. The project folders—tangible and digital—of any number of game makers would attest to this process, full of in-development projects that failed to come together, exceeded manageable scope, or could not sustain the interest of the game's author or team, none of which will ever see the light of day.

Jeremey "SpindleyQ" Penner's original introduction to Glorious Trainwrecks states "this site is about nothing, if it is not about getting off your ass and creating." The site's (roughly) two-hour Klik of the Month Klub events aren't game jams. They're not don't-sleep, days-long frenzies of activity with teams. They're non-competitive. They liberate the game maker from the desert of half-thoughts and projects stuck in developmoent limbo by asking them to just have a thought and complete it.

To complete it and release it to a diverse community of interested individuals, no matter the thought's genre or its execution. The games that others at Glorious Trainwrecks have made have entertained me, inspired me (both inside and outside of my game-making), made me rethink things, and fostered a strong sense of community. And the community's always growing and evolving. It develops with new participants, new games, and new thoughts. A creative process with lots to show for it.



**ants**  
**prosper**  
**with**  
**bad**  
**news**



# MEET THE GLORIOUS TRAINWRECKERS

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SOME INTERNET DETAILS OF PARTICIPANTS :-)

NOTES:

- @[name] links are for Twitter,
- @[name]@[domain] links are Mastodon,
- [name]#[number] links are Discord,
- [name]@[domain] links are E-mail addresses ;3

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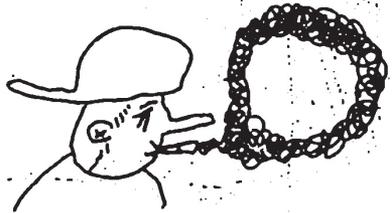
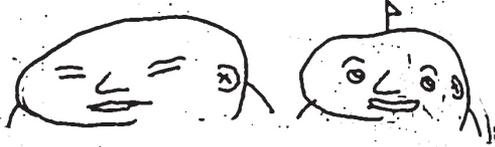
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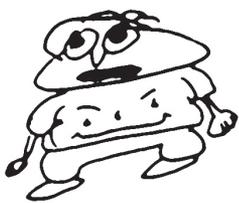
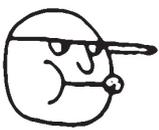
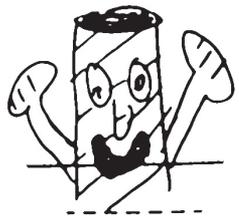
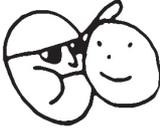
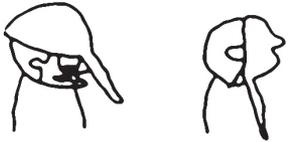
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- AND -

- Blue collage page by hugs -

- VG2 page by mno -

- T-shirts by Daniel P. Lopez -

- B&W photo manipulations by ihavefivehat -

Other zine stuff by Blueberry Soft

and ???!

*Thanks for  
playing and reading! See you  
next game!*





*DAMN  
ASS*

**I WANT  
SOME  
CAKES**