1

00:00:00,000 --> 00:00:03,290

[Music]

2

00:00:05,750 --> 00:00:09,900

welcome everyone to another episode of

3

00:00:08,309 --> 00:00:12,000

Cuba 64 report

4

00:00:09,900 --> 00:00:14,550

I'm felipito and in today's episode

5

00:00:12,000 --> 00:00:17,340

we'll have a talk with Jared Hoffa who

6

00:00:14,550 --> 00:00:19,650

wrote for 86 a really cool game written

7

00:00:17,340 --> 00:00:21,810

in Cuba 64 that is now available on

8

00:00:19,650 --> 00:00:24,990

Steam but before that let's check out

9

00:00:21,810 --> 00:00:28,680

what's new in our forums with Dave and

10

00:00:24,990 --> 00:00:30,630

in today's forum News B+ is black jack

11

00:00:28,680 --> 00:00:33,300

is still growing getting better

12

00:00:30,630 --> 00:00:35,550

waiting to see that thing at the game

13

00:00:33,300 --> 00:00:38,940

section there Steve's still finalizing

14

00:00:35,550 --> 00:00:42,719

this save image update and presents us

15

00:00:38,940 --> 00:00:45,449

as Steve's task scheduler Peters open

16

00:00:42,719 --> 00:00:48,299

safe windows dialog is still growing and

17

00:00:45,449 --> 00:00:50,549

getting better and Dave's maze connect

18

00:00:48,299 --> 00:00:52,920

puzzle game instead of rearranging a

19

00:00:50,549 --> 00:00:56,879

picture puzzle trying to rearrange a

20

00:00:52,920 --> 00:00:57,989

maze correctly it's fun stuff they have

21

00:00:56,879 --> 00:01:00,359

a lot of fun with that if you really

22

00:00:57,989 --> 00:01:03,780

wanted to and see her again gives us

23

00:01:00,359 --> 00:01:06,440

paint pixels 8 and on the discussion

24

00:01:03,780 --> 00:01:09,890

side of things that float precision

25

00:01:06,440 --> 00:01:12,270

issue rears its ugly little head again

26

00:01:09,890 --> 00:01:13,830

so many different ways to overcome that

27

00:01:12,270 --> 00:01:17,310

but each system is going to be different

28

00:01:13,830 --> 00:01:19,830

maybe one day processors and the lessons

29

00:01:17,310 --> 00:01:24,000

will have a universal way of correcting

30

00:01:19,830 --> 00:01:26,400

for that also go to goofs of an exit old

31

00:01:24,000 --> 00:01:28,800

program practices are they still valid

32

00:01:26,400 --> 00:01:31,800

should we still use them perhaps this is

33

00:01:28,800 --> 00:01:34,500

fodder for a future episode of the QB 64

34

00:01:31,800 --> 00:01:37,530

report and that's for the games and

35

00:01:34,500 --> 00:01:39,420

samples gallery QR key is always on the

36

00:01:37,530 --> 00:01:41,580

lookout for suggestions and

37

00:01:39,420 --> 00:01:43,980

recommendations on programs and software

38

00:01:41,580 --> 00:01:46,440

and games to add to that keep them

39

00:01:43,980 --> 00:01:48,570

coming and we'll keep adding to them and

40

00:01:46,440 --> 00:01:51,270

those are the highlights from the forum

41

00:01:48,570 --> 00:01:53,460

this episode keep those posts going and

42

00:01:51,270 --> 00:01:55,290

the program's coming thank you Dave

43

00:01:53,460 --> 00:01:57,570

that's what's new in the past few weeks

44

00:01:55,290 --> 00:01:59,460

of course there's much more our forums

45

00:01:57,570 --> 00:02:01,140

are very active and everyone listening

46

00:01:59,460 --> 00:02:04,740

right now is welcome to join us

47

00:02:01,140 --> 00:02:07,320

QB 64 org slash forum have a very

48

00:02:04,740 --> 00:02:08,879

helpful community always willing to help

49

00:02:07,320 --> 00:02:11,159

thank you everyone who's part of the

50

00:02:08,879 --> 00:02:13,569

forum's and part of our community and

51

00:02:11,159 --> 00:02:16,170

now on to the interview with Jarrod make

52

00:02:13,569 --> 00:02:20,230

her to listen to the end for some duties

53

00:02:16,170 --> 00:02:20,560

so on tour gas today we have here with

54

00:02:20,230 --> 00:02:23,019

us

55

00:02:20,560 --> 00:02:24,639

Jared Hoffa from Chicago and his

56

00:02:23,019 --> 00:02:26,620

connection to Cuba 64 he's gonna be an

57

00:02:24,639 --> 00:02:30,340

interesting one for you guys to hear so

58

00:02:26,620 --> 00:02:31,599

let's hear from the man hi Jared hey how

59

00:02:30,340 --> 00:02:34,180

are you all good

60

00:02:31,599 --> 00:02:37,510

so tell us how long have you been

61

00:02:34,180 --> 00:02:38,950

programming so I actually started and

62

00:02:37,510 --> 00:02:40,599

it's always been a passion of mine it's

63

00:02:38,950 --> 00:02:42,489

never been a profession I started when I

64

00:02:40,599 --> 00:02:44,530

was just a kid I think it was maybe

65

00:02:42,489 --> 00:02:47,950

eight years old and I started on Apple

66

00:02:44,530 --> 00:02:50,230

basic and that was I'll never forget my

67

00:02:47,950 --> 00:02:52,449

my dad worked overnight he worked the

68

00:02:50,230 --> 00:02:53,889

third shift so he actually didn't work

69

00:02:52,449 --> 00:02:55,209

on programming either but he even as a

70

00:02:53,889 --> 00:02:56,560

kid himself he was interested in

71

00:02:55,209 --> 00:02:59,109

computers and I'll never forget the

72

00:02:56,560 --> 00:03:01,060

first time that he sat me in front of a

73

00:02:59,109 --> 00:03:03,969

computer and showed me how to do a like

74

00:03:01,060 --> 00:03:06,340

a step plus one program so it made

75

00:03:03,969 --> 00:03:07,900

stairs it was a simple you know blocks

76

00:03:06,340 --> 00:03:10,780

on the screen and it made stairs and

77

00:03:07,900 --> 00:03:13,959

then it just it blew my mind even as a

78

00:03:10,780 --> 00:03:16,359

kid to see like I was manipulating this

79

00:03:13,959 --> 00:03:17,680

computer and that's what started and I

80

00:03:16,359 --> 00:03:20,290

just fell in love with it and I stayed

81

00:03:17,680 --> 00:03:22,989

with it forever on and off on other

82

00:03:20,290 --> 00:03:25,689

projects I've done and I just kept going

83

00:03:22,989 --> 00:03:28,030

and even Qube basic basic itself and

84

00:03:25,689 --> 00:03:31,120

then I was saying QBasic and now basic

85

00:03:28,030 --> 00:03:32,530

64 that that has always been kind of my

86

00:03:31,120 --> 00:03:33,639

core and always been the thing I just I

87

00:03:32,530 --> 00:03:36,849

just absolutely loved

88

00:03:33,639 --> 00:03:39,159

so did you after all pursue a career in

89

00:03:36,849 --> 00:03:40,989

for a Remmy when I was in high school I

90

00:03:39,159 --> 00:03:43,659

you know I did have like a small web

91

00:03:40,989 --> 00:03:45,759

design company I did and the thing is

92

00:03:43,659 --> 00:03:48,849

every job and every profession I've ever

93

00:03:45,759 --> 00:03:52,629

done I've somehow it always comes back

94

00:03:48,849 --> 00:03:55,449

to programming I worked in TV at ABC for

95

00:03:52,629 --> 00:03:58,060

over ABC and NBC for over 10 years I was

96

00:03:55,449 --> 00:03:59,889

on air on those and even when I was on

97

00:03:58,060 --> 00:04:02,979

even when I was on air you know I was

98

00:03:59,889 --> 00:04:05,379

the app man or mom tech or you know

99

00:04:02,979 --> 00:04:06,759

releasing the latest you know gadgets

100

00:04:05,379 --> 00:04:11,919

that are coming out and then even after

101

00:04:06,759 --> 00:04:15,280

I'll even write even after I left TV it

102

00:04:11,919 --> 00:04:17,109

is right now I work for a law firm I'm

103

00:04:15,280 --> 00:04:19,030

still do I'm still designing and

104

00:04:17,109 --> 00:04:20,680

programming things for the law firm II

105

00:04:19,030 --> 00:04:22,750

it's it's just somehow it's always part

106

00:04:20,680 --> 00:04:26,680

of my life yeah I totally get it trying

107

00:04:22,750 --> 00:04:27,240

to introduce this hobby thing into your

108

00:04:26,680 --> 00:04:29,729

profession

109

00:04:27,240 --> 00:04:32,069

I kind of get it yeah you know and maybe

110

00:04:29,729 --> 00:04:33,539

I look back on it a lot because a lot of

111

00:04:32,069 --> 00:04:34,710

my friends leave my family ask you know

112

00:04:33,539 --> 00:04:37,020

why didn't you just pursue that as a

113

00:04:34,710 --> 00:04:40,020

career and I guess maybe it would have

114

00:04:37,020 --> 00:04:41,639

lost its spot had I gone and head and

115

00:04:40,020 --> 00:04:43,440

made it a profession that I'm able to do

116

00:04:41,639 --> 00:04:44,910

this as something that this is stuff I

117

00:04:43,440 --> 00:04:47,699

want to do I'm not sitting you know

118

00:04:44,910 --> 00:04:49,650

programming some login script for 40

119

00:04:47,699 --> 00:04:51,000

hours a week I totally get it the wife

120

00:04:49,650 --> 00:04:53,669

keeps telling me are you gonna make

121

00:04:51,000 --> 00:04:56,669

money with this someday and like is the

122

00:04:53,669 --> 00:05:00,360

fun if I pursue it so it always comes

123

00:04:56,669 --> 00:05:02,130

down to the money ya know for sure till

124

00:05:00,360 --> 00:05:05,039

I get that and now you're not officially

125

00:05:02,130 --> 00:05:06,180

a programmer you have a day job but we

126

00:05:05,039 --> 00:05:08,940

have 486

127

00:05:06,180 --> 00:05:12,050

that's right 46 that it's a really

128

00:05:08,940 --> 00:05:14,909

interesting story how this came about

129

00:05:12,050 --> 00:05:16,669

again you know I have I've I could

130

00:05:14,909 --> 00:05:18,630

easily programming qbasic since as a kid

131

00:05:16,669 --> 00:05:21,300

then I had stopped programming for a

132

00:05:18,630 --> 00:05:23,400

while I was sitting at work I was at ABC

133

00:05:21,300 --> 00:05:27,090

at the time and I was sitting in the

134

00:05:23,400 --> 00:05:28,830

Edit room and I like just for a whim one

135

00:05:27,090 --> 00:05:31,380

day as a board I just kind of threw on

136

00:05:28,830 --> 00:05:32,880

the original qbasic onto the laptop I

137

00:05:31,380 --> 00:05:35,099

had and I was like you know what I bet I

138

00:05:32,880 --> 00:05:36,659

can make a game right now um and my

139

00:05:35,099 --> 00:05:37,860

friends like Yeah right like what do you

140

00:05:36,659 --> 00:05:39,449

what are you doing it's all I was like

141

00:05:37,860 --> 00:05:40,380

yeah I can you know I could do that I

142

00:05:39,449 --> 00:05:42,210

want to prove it and they're just like

143

00:05:40,380 --> 00:05:45,419

what is this you know cuz you guys know

144

00:05:42,210 --> 00:05:47,070

that iconic blue background it's just

145

00:05:45,419 --> 00:05:49,710

it's so odd-looking compared to what

146

00:05:47,070 --> 00:05:51,270

you'd think programming is you know in

147

00:05:49,710 --> 00:05:54,270

the way it looks and so I started like

148

00:05:51,270 --> 00:05:55,590

firing I'm firing off code and I was

149

00:05:54,270 --> 00:05:57,659

like I started really getting into it

150

00:05:55,590 --> 00:05:59,370

this is just during work and I was like

151

00:05:57,659 --> 00:06:01,020

you know I could probably you know I

152

00:05:59,370 --> 00:06:02,370

could I could make a game I think you

153

00:06:01,020 --> 00:06:04,759

know just something simple and I've

154

00:06:02,370 --> 00:06:07,169

always my interest has always been

155

00:06:04,759 --> 00:06:10,229

trying to make games that use a lot of

156

00:06:07,169 --> 00:06:12,659

like random integers like RPGs because

157

00:06:10,229 --> 00:06:16,800

even even when I used to program dump

158

00:06:12,659 --> 00:06:18,539

things in school on a little ti-83 I

159

00:06:16,800 --> 00:06:21,419

liked the idea of like having this

160

00:06:18,539 --> 00:06:24,780

random integer you know roll the dice

161

00:06:21,419 --> 00:06:27,659

sort of thing so that's how I started

162

00:06:24,780 --> 00:06:29,460

and then I very quickly obviously knew

163

00:06:27,659 --> 00:06:31,650

there's stuff I wanted to do and I was

164

00:06:29,460 --> 00:06:33,300

looking up online like man how be cool

165

00:06:31,650 --> 00:06:35,880

if I get music but it's really not that

166

00:06:33,300 --> 00:06:37,440

easy and QBasic and to be awesome to

167

00:06:35,880 --> 00:06:39,270

have images and stuff I was like man

168

00:06:37,440 --> 00:06:41,370

that's it's really tough and then that's

169

00:06:39,270 --> 00:06:43,530

when I stumbled upon a few basic 60

170

00:06:41,370 --> 00:06:45,030

when I was that that you had the idea

171

00:06:43,530 --> 00:06:49,620

for the game that just started showing

172

00:06:45,030 --> 00:06:50,760

off III think it was about it was early

173

00:06:49,620 --> 00:06:53,100

2016

174

00:06:50,760 --> 00:06:55,610

oh so you were I just having to rely on

175

00:06:53,100 --> 00:06:58,620

jaws box or something like that

176

00:06:55,610 --> 00:07:00,900

yeah yeah I had just I don't even know

177

00:06:58,620 --> 00:07:02,250

how I just booted it up and and I was my

178

00:07:00,900 --> 00:07:04,110

psychic says messing around but I clean

179

00:07:02,250 --> 00:07:06,990

knew there was limitations for like what

180

00:07:04,110 --> 00:07:08,940

I wanted to do and and I wasn't really

181

00:07:06,990 --> 00:07:10,650

at the point where I was gonna see it

182

00:07:08,940 --> 00:07:12,060

and just try to design all these sprites

183

00:07:10,650 --> 00:07:13,950

and do this stuff I just kind of want to

184

00:07:12,060 --> 00:07:15,900

see how far I could push it and then

185

00:07:13,950 --> 00:07:18,720

that's why I looked online I remember I

186

00:07:15,900 --> 00:07:21,030

was like googling and searching adding

187

00:07:18,720 --> 00:07:24,680

images to qbasic or adding mp3 to basic

188

00:07:21,030 --> 00:07:26,910

and that's when I found the key basic 64

189

00:07:24,680 --> 00:07:29,670

and it was just like this aha moment

190

00:07:26,910 --> 00:07:32,100

because I started reading the forms I

191

00:07:29,670 --> 00:07:34,800

started reading how this how the

192

00:07:32,100 --> 00:07:36,870

compiler works and I was like oh man

193

00:07:34,800 --> 00:07:38,910

like this is this is amazing like I

194

00:07:36,870 --> 00:07:42,840

could clearly do something with this and

195

00:07:38,910 --> 00:07:44,970

I got really excited so that's that's

196

00:07:42,840 --> 00:07:46,080

what I really said okay I'm gonna

197

00:07:44,970 --> 00:07:48,890

actually try this I'm not going to try

198

00:07:46,080 --> 00:07:52,350

to finish a game and that was that was

199

00:07:48,890 --> 00:07:54,930

2016 probably by April 2016 I started

200

00:07:52,350 --> 00:07:56,370

saying okay I'm gonna make a game and

201

00:07:54,930 --> 00:08:00,180

that was the beginning of what

202

00:07:56,370 --> 00:08:04,860

eventually would become 46 well 486 is

203

00:08:00,180 --> 00:08:07,710

pretty strictly an RPG in the sense that

204

00:08:04,860 --> 00:08:09,810

you go along places and you talk to

205

00:08:07,710 --> 00:08:12,360

characters but you don't only talk to

206

00:08:09,810 --> 00:08:14,400

characters in your game yeah yeah

207

00:08:12,360 --> 00:08:19,170

what games really the game is very

208

00:08:14,400 --> 00:08:20,730

interesting i I I wanted to have the

209

00:08:19,170 --> 00:08:22,200

basics of like a dragon warrior where

210

00:08:20,730 --> 00:08:23,730

you're you're kind of like running

211

00:08:22,200 --> 00:08:26,040

around and going to these shops and

212

00:08:23,730 --> 00:08:27,540

doing these things but hey you totally

213

00:08:26,040 --> 00:08:28,200

need to go check out my Dragon Warrior

214

00:08:27,540 --> 00:08:30,060

clothes man

215

00:08:28,200 --> 00:08:33,150

I actually just did one this year oh

216

00:08:30,060 --> 00:08:37,280

that's all so yeah and see exactly so

217

00:08:33,150 --> 00:08:39,690

that you get it so then yeah yep so I

218

00:08:37,280 --> 00:08:41,130

you know I had because I really loved

219

00:08:39,690 --> 00:08:44,220

neck that was kind of the first RPG that

220

00:08:41,130 --> 00:08:46,140

I played I understand RPG I was never

221

00:08:44,220 --> 00:08:47,790

really a big fan of them and I didn't

222

00:08:46,140 --> 00:08:49,800

play that until weight that when it came

223

00:08:47,790 --> 00:08:51,360

out but wait years and years later but I

224

00:08:49,800 --> 00:08:53,790

was like there's something cool about

225

00:08:51,360 --> 00:08:54,870

that like traveling around and the

226

00:08:53,790 --> 00:08:57,000

further you travel the hard

227

00:08:54,870 --> 00:08:58,650

gets and there's little stores and you

228

00:08:57,000 --> 00:09:00,390

can do the stuff and you know the

229

00:08:58,650 --> 00:09:02,220

grinding of the fighting you get better

230

00:09:00,390 --> 00:09:04,740

and there's kind of a there's a real

231

00:09:02,220 --> 00:09:05,880

reward to that so I was like man I think

232

00:09:04,740 --> 00:09:07,950

I could do this

233

00:09:05,880 --> 00:09:10,460

you know I could do this if you're basic

234

00:09:07,950 --> 00:09:12,960

but do it in a totally unique way and

235

00:09:10,460 --> 00:09:15,120

that's when I first made the maps are

236

00:09:12,960 --> 00:09:16,440

all text-based but then there's all this

237

00:09:15,120 --> 00:09:19,230

other animation stuff that's happening

238

00:09:16,440 --> 00:09:19,830

that's images and and you know here

239

00:09:19,230 --> 00:09:22,350

constantly

240

00:09:19,830 --> 00:09:23,880

anyone who run into your fighting but

241

00:09:22,350 --> 00:09:26,460

then I added like a lot of goofy things

242

00:09:23,880 --> 00:09:29,520

like I wanted to really balance it out

243

00:09:26,460 --> 00:09:31,680

where there's no one way to play the

244

00:09:29,520 --> 00:09:33,960

game there's no real way to win either

245

00:09:31,680 --> 00:09:35,790

it's really it's been referred to me

246

00:09:33,960 --> 00:09:38,010

when I now use this it's been referred

247

00:09:35,790 --> 00:09:41,250

to as a retro styled permadeath arcade

248

00:09:38,010 --> 00:09:43,500

RPG so it's a bit odd in the sense that

249

00:09:41,250 --> 00:09:45,330

you're not trying to save a princess or

250

00:09:43,500 --> 00:09:47,370

fight a dragon you're just trying to get

251

00:09:45,330 --> 00:09:50,190

the high score and how you get the high

252

00:09:47,370 --> 00:09:51,540

score is entirely up to you you you can

253

00:09:50,190 --> 00:09:53,160

you know if you wanna go sit in a bar in

254

00:09:51,540 --> 00:09:54,870

the game and drink the whole time you

255

00:09:53,160 --> 00:09:57,029

can you know if you want to become an

256

00:09:54,870 --> 00:10:00,480

athlete and play like these little mini

257

00:09:57,029 --> 00:10:01,770

games or play DDR you can and that's

258

00:10:00,480 --> 00:10:04,980

what took honest that's what took so

259

00:10:01,770 --> 00:10:06,900

long to develop it because I took one

260

00:10:04,980 --> 00:10:09,270

idea and I thought okay yes it'll be

261

00:10:06,900 --> 00:10:11,040

easy to program and I just kept toying

262

00:10:09,270 --> 00:10:13,920

with it and adding things and making a

263

00:10:11,040 --> 00:10:15,390

game that I wanted to play and it was a

264

00:10:13,920 --> 00:10:18,120

it was extreme challenge but then you

265

00:10:15,390 --> 00:10:19,650

know finally fast-forward a couple years

266

00:10:18,120 --> 00:10:22,440

and here we are now it's now it's on

267

00:10:19,650 --> 00:10:24,360

Steam yeah and that's a very big thing

268

00:10:22,440 --> 00:10:26,970

but before we go on to how you managed

269

00:10:24,360 --> 00:10:28,920

to get it to into steam I mean you're

270

00:10:26,970 --> 00:10:32,130

programming qbasic in the end even

271

00:10:28,920 --> 00:10:34,320

though it's QB 64 this is a feat still

272

00:10:32,130 --> 00:10:36,600

about the game in the game playing how

273

00:10:34,320 --> 00:10:38,820

long would it take someone to finish I

274

00:10:36,600 --> 00:10:42,089

mean okay you say there are many ways to

275

00:10:38,820 --> 00:10:42,630

play it but if I want to take a long run

276

00:10:42,089 --> 00:10:45,450

of it

277

00:10:42,630 --> 00:10:48,330

until the end to make max score how long

278

00:10:45,450 --> 00:10:50,850

would it take me to play it so we have

279

00:10:48,330 --> 00:10:53,820

there's a I basically say to anyone it

280

00:10:50,850 --> 00:10:56,190

takes about 30 minutes to 45 to really

281

00:10:53,820 --> 00:10:57,900

start to feel like okay like I'm now

282

00:10:56,190 --> 00:11:00,330

winning I'm getting cars I'm getting

283

00:10:57,900 --> 00:11:02,730

weapons I'm my rep is high so it takes

284

00:11:00,330 --> 00:11:05,130

about anywhere from 30 to 45 minutes to

285

00:11:02,730 --> 00:11:07,800

get to that level mm-hmm I mean you can

286

00:11:05,130 --> 00:11:08,520

also even within 25 minutes you start

287

00:11:07,800 --> 00:11:10,350

with one

288

00:11:08,520 --> 00:11:11,820

within 25 minutes you're starting to

289

00:11:10,350 --> 00:11:15,330

understand how the mechanics of the game

290

00:11:11,820 --> 00:11:17,700

work then it all depends on who that has

291

00:11:15,330 --> 00:11:19,290

a high score now the crazy thing is the

292

00:11:17,700 --> 00:11:21,570

typical high score that I assumed would

293

00:11:19,290 --> 00:11:22,980

be a hundred thousand maybe two hundred

294

00:11:21,570 --> 00:11:24,870

thousand and if you look on the right on

295

00:11:22,980 --> 00:11:28,140

the high score sheet that's there that

296

00:11:24,870 --> 00:11:30,840

takes about two hours probably maybe

297

00:11:28,140 --> 00:11:33,690

more but but now there's but now there's

298

00:11:30,840 --> 00:11:38,700

people who have played that have 600,000

299

00:11:33,690 --> 00:11:40,500

700,000 high score so it's they must

300

00:11:38,700 --> 00:11:42,440

have been playing for hours to get to

301

00:11:40,500 --> 00:11:44,970

that level and it's totally fascinating

302

00:11:42,440 --> 00:11:47,160

that it's gotten to that point and I

303

00:11:44,970 --> 00:11:49,500

just checked today and I'm already

304

00:11:47,160 --> 00:11:53,390

almost at 400 downloads at the game and

305

00:11:49,500 --> 00:11:56,190

I just launched it three weeks ago and

306

00:11:53,390 --> 00:12:00,240

regarding the game bling you're mixing

307

00:11:56,190 --> 00:12:01,950

two very different and very specific

308

00:12:00,240 --> 00:12:04,590

styles of gaming here you have a

309

00:12:01,950 --> 00:12:07,320

text-based mode which is where you

310

00:12:04,590 --> 00:12:09,810

navigate right but then you enter bars

311

00:12:07,320 --> 00:12:12,960

and places to buy things and into fights

312

00:12:09,810 --> 00:12:16,410

and there's this 3d animation please

313

00:12:12,960 --> 00:12:18,810

guide us through yeah this is this is

314

00:12:16,410 --> 00:12:20,640

where my game has been called odd and

315

00:12:18,810 --> 00:12:23,550

more than one occasion and on more than

316

00:12:20,640 --> 00:12:25,260

one review for this reason right so on

317

00:12:23,550 --> 00:12:27,540

the surface level the map itself is just

318

00:12:25,260 --> 00:12:30,030

really simple it's tech literally at the

319

00:12:27,540 --> 00:12:31,350

houses are text based and it's R it's

320

00:12:30,030 --> 00:12:33,510

really fundamental to you basic

321

00:12:31,350 --> 00:12:35,820

programming I mean even just Q basic

322

00:12:33,510 --> 00:12:38,160

itself not even 64 cuz you can just just

323

00:12:35,820 --> 00:12:41,940

text in a box moves it's pretty easy to

324

00:12:38,160 --> 00:12:44,730

do but I wanted to start to get the

325

00:12:41,940 --> 00:12:47,130

player into this experience and and have

326

00:12:44,730 --> 00:12:51,450

kind of whoa like I'm in a store so I

327

00:12:47,130 --> 00:12:53,250

actually have used unity for modeling

328

00:12:51,450 --> 00:12:55,200

stuff before so I didn't program

329

00:12:53,250 --> 00:12:58,080

anything in unity but what I did is I

330

00:12:55,200 --> 00:13:01,170

started modeling the inside of stores

331

00:12:58,080 --> 00:13:03,840

using unity and what I would do which

332

00:13:01,170 --> 00:13:06,030

was insane but for the simple stuff its

333

00:13:03,840 --> 00:13:07,560

I would just model in room and put a

334

00:13:06,030 --> 00:13:09,150

person there and I would literally take

335

00:13:07,560 --> 00:13:12,510

a snapshot and that would be the store

336

00:13:09,150 --> 00:13:13,980

so you go to car car Max and stuff it's

337

00:13:12,510 --> 00:13:15,450

just you're walking in there it isn't

338

00:13:13,980 --> 00:13:18,120

and you choose so it's really just a

339

00:13:15,450 --> 00:13:20,740

static image but then I started playing

340

00:13:18,120 --> 00:13:23,800

around with it and I thought man

341

00:13:20,740 --> 00:13:26,950

I bet I could create animations this way

342

00:13:23,800 --> 00:13:28,240

and it was absolutely insane and I had I

343

00:13:26,950 --> 00:13:30,370

mean this is what took so long to

344

00:13:28,240 --> 00:13:32,980

release this game because in some

345

00:13:30,370 --> 00:13:36,630

instances when you're shopping for cars

346

00:13:32,980 --> 00:13:40,750

or anything like a weapon it's spinning

347

00:13:36,630 --> 00:13:42,730

60 inches a second so I had to model

348

00:13:40,750 --> 00:13:46,450

this stuff and make the stuff recorded

349

00:13:42,730 --> 00:13:49,030

as a video then down converted as PM

350

00:13:46,450 --> 00:13:50,830

cheese or JPEGs then I had to bring it

351

00:13:49,030 --> 00:13:53,200

either compress all those images and

352

00:13:50,830 --> 00:13:55,780

then tell qbasic this is what I want to

353

00:13:53,200 --> 00:13:57,760

do and this is when QBasic 64 really

354

00:13:55,780 --> 00:14:00,690

shines because this is not possible it's

355

00:13:57,760 --> 00:14:03,520

as traditional qbasic this allowed me to

356

00:14:00,690 --> 00:14:04,960

basically as you know put an image in

357

00:14:03,520 --> 00:14:07,450

and immediately take it out as quick as

358

00:14:04,960 --> 00:14:09,850

possible but for the longest time I

359

00:14:07,450 --> 00:14:11,170

really struggled because I was burning

360

00:14:09,850 --> 00:14:13,600

through memory and the game would just

361

00:14:11,170 --> 00:14:16,060

crash because I just it was I was

362

00:14:13,600 --> 00:14:17,860

pushing this so hard doing this and then

363

00:14:16,060 --> 00:14:20,260

there's music there's mp3 music playing

364

00:14:17,860 --> 00:14:22,090

and it was a lot going on but it really

365

00:14:20,260 --> 00:14:25,000

gives the view the player a sense of

366

00:14:22,090 --> 00:14:26,830

some odd realism you know cuz they're

367

00:14:25,000 --> 00:14:28,930

robbing the store and it like shows them

368

00:14:26,830 --> 00:14:30,640

going behind the register or you know

369

00:14:28,930 --> 00:14:32,170

they're like drinking they're taking a

370

00:14:30,640 --> 00:14:35,290

glass and drinking the whiskey at the

371

00:14:32,170 --> 00:14:37,450

bar like I'm sorry not counting the

372

00:14:35,290 --> 00:14:39,670

fines in the street oh yeah oh yeah

373

00:14:37,450 --> 00:14:42,010

exactly so then you have you know yeah

374

00:14:39,670 --> 00:14:43,540

the fights in the street which I did

375

00:14:42,010 --> 00:14:45,790

some really cool stuff with that too

376

00:14:43,540 --> 00:14:47,740

because it's always a dice roll who

377

00:14:45,790 --> 00:14:49,900

you're gonna run into and it's a dice

378

00:14:47,740 --> 00:14:52,330

ball based on location so just like a

379

00:14:49,900 --> 00:14:55,210

Dragon Warrior the further away you go

380

00:14:52,330 --> 00:14:56,950

from home the harder it gets and so I

381

00:14:55,210 --> 00:14:58,240

actually indicate that on the map now

382

00:14:56,950 --> 00:15:00,340

that you know if you're further away you

383

00:14:58,240 --> 00:15:03,220

go your chances of getting attacked by

384

00:15:00,340 --> 00:15:04,210

someone really hard is very high but

385

00:15:03,220 --> 00:15:06,730

yeah so then when the fights are

386

00:15:04,210 --> 00:15:09,220

happening I'm constantly flipping

387

00:15:06,730 --> 00:15:11,740

through so they're punching and then I

388

00:15:09,220 --> 00:15:15,370

gotta tell the cubasis 64 okay here's a

389

00:15:11,740 --> 00:15:18,280

hit do this and then redo it again and

390

00:15:15,370 --> 00:15:20,050

it was when I first did the first fight

391

00:15:18,280 --> 00:15:21,760

ever when I animated it and they fell

392

00:15:20,050 --> 00:15:23,620

over I was like this is awesome

393

00:15:21,760 --> 00:15:25,660

okay this is something cool about its

394

00:15:23,620 --> 00:15:27,580

punching someone and they just fall and

395

00:15:25,660 --> 00:15:28,450

it's like this you know insane game and

396

00:15:27,580 --> 00:15:30,490

you're just like wow

397

00:15:28,450 --> 00:15:32,500

then I use a lot of you know I've used

398

00:15:30,490 --> 00:15:34,990

sound effects for everything so it

399

00:15:32,500 --> 00:15:36,550

almost does have that casino feel to it

400

00:15:34,990 --> 00:15:38,320

because it's like can't you constantly

401

00:15:36,550 --> 00:15:40,899

chimes and dings that you're like you're

402

00:15:38,320 --> 00:15:42,130

winning you're up you level up and it

403

00:15:40,899 --> 00:15:43,360

draws people in it gets them feeling

404

00:15:42,130 --> 00:15:44,050

like you have you know progressing and

405

00:15:43,360 --> 00:15:47,140

getting somewhere

406

00:15:44,050 --> 00:15:49,570

totally it touches people's minds when

407

00:15:47,140 --> 00:15:51,010

you you make a Dean sound in a certain

408

00:15:49,570 --> 00:15:53,529

way and they want to hear it again here

409

00:15:51,010 --> 00:15:55,060

again right I got a minute I was I

410

00:15:53,529 --> 00:15:57,850

totally chickened out on the first

411

00:15:55,060 --> 00:16:00,550

fights in the preliminary versions you

412

00:15:57,850 --> 00:16:02,470

had sent me because some girls popped up

413

00:16:00,550 --> 00:16:04,600

I was like I'm not gonna fight you I can

414

00:16:02,470 --> 00:16:06,250

run away I ran away and then that girl

415

00:16:04,600 --> 00:16:08,140

came again and I was like okay I'm gonna

416

00:16:06,250 --> 00:16:10,209

have to fight you and then yeah it was

417

00:16:08,140 --> 00:16:13,149

pretty satisfying to see them go down

418

00:16:10,209 --> 00:16:15,190

yeah yeah and I you know I made it a

419

00:16:13,149 --> 00:16:18,160

point that it's it's just it's a it's a

420

00:16:15,190 --> 00:16:19,899

variety of its men women it's of all

421

00:16:18,160 --> 00:16:20,950

different types and you know cuz I

422

00:16:19,899 --> 00:16:22,300

didn't want to make it seem like what's

423

00:16:20,950 --> 00:16:25,240

this guy doing making game we just beat

424

00:16:22,300 --> 00:16:27,220

up women at one point it's it really the

425

00:16:25,240 --> 00:16:28,750

game is really kind of a in a sense it's

426

00:16:27,220 --> 00:16:31,360

kind of a joke that like just everyone

427

00:16:28,750 --> 00:16:34,149

hates you and I actually that's almost

428

00:16:31,360 --> 00:16:37,120

based off of like jokingly my friends

429

00:16:34,149 --> 00:16:39,220

like have always joked like everyone

430

00:16:37,120 --> 00:16:40,839

hates Jared Hoffa it's like that joke

431

00:16:39,220 --> 00:16:43,329

were like everyone I'm just that guy

432

00:16:40,839 --> 00:16:45,430

that people just hate for some reason so

433

00:16:43,329 --> 00:16:46,720

we like I played off of that like this

434

00:16:45,430 --> 00:16:49,510

because I really was gonna call the game

435

00:16:46,720 --> 00:16:50,589

like Jared or something to be a joke

436

00:16:49,510 --> 00:16:53,170

isn't like everyone's always trying to

437

00:16:50,589 --> 00:16:55,589

kill me so but that's why I made it that

438

00:16:53,170 --> 00:16:58,810

way so there's a tongue-in-cheek type of

439

00:16:55,589 --> 00:17:00,279

type of ability and then I just I really

440

00:16:58,810 --> 00:17:02,620

add it to that so there's like the

441

00:17:00,279 --> 00:17:04,000

mini-boss is and then also I realized

442

00:17:02,620 --> 00:17:06,010

too like if you don't want to constantly

443

00:17:04,000 --> 00:17:08,290

fight people that's when you do buy the

444

00:17:06,010 --> 00:17:10,390

cars because anything as fast travel

445

00:17:08,290 --> 00:17:12,160

around so then you know cuz once you get

446

00:17:10,390 --> 00:17:13,510

to a certain point you you you have a

447

00:17:12,160 --> 00:17:15,160

you really start to have also just

448

00:17:13,510 --> 00:17:17,470

objectives like you could go fight

449

00:17:15,160 --> 00:17:20,500

robots to make money you could go do DDR

450

00:17:17,470 --> 00:17:22,660

and then if you want to avoid the fights

451

00:17:20,500 --> 00:17:24,100

that's an easy way to do it so there's a

452

00:17:22,660 --> 00:17:27,100

lot of mixing and matching in there and

453

00:17:24,100 --> 00:17:30,640

a ton is this a ton there's a there's a

454

00:17:27,100 --> 00:17:33,280

secret in there what where I'm actually

455

00:17:30,640 --> 00:17:33,910

dressed as Redfoo from LMFAO if you can

456

00:17:33,280 --> 00:17:37,210

find me

457

00:17:33,910 --> 00:17:38,740

you get a thousand dollar bonus so so

458

00:17:37,210 --> 00:17:40,300

there's like just you know I thought

459

00:17:38,740 --> 00:17:41,770

it's just fun with this you know I'm not

460

00:17:40,300 --> 00:17:43,419

gonna take this too serious I want

461

00:17:41,770 --> 00:17:46,240

people enjoy it if they find this to get

462

00:17:43,419 --> 00:17:47,950

like what was that you know but that

463

00:17:46,240 --> 00:17:48,890

that's kind of the point yeah definitely

464

00:17:47,950 --> 00:17:52,100

having fun why

465

00:17:48,890 --> 00:17:54,320

doing it is already payment right right

466

00:17:52,100 --> 00:17:56,150

I mean I I always wanted to make a game

467

00:17:54,320 --> 00:17:58,790

that I would play and I still play this

468

00:17:56,150 --> 00:18:00,230

game and even my girlfriend she which

469

00:17:58,790 --> 00:18:02,150

you know everyone smile she'll all this

470

00:18:00,230 --> 00:18:03,740

be all my computer and she'll be next to

471

00:18:02,150 --> 00:18:05,930

me and she'll just boot it up I'll start

472

00:18:03,740 --> 00:18:07,610

playing so I don't I take a lot of pride

473

00:18:05,930 --> 00:18:10,280

in the fact that I made something that I

474

00:18:07,610 --> 00:18:12,440

really love and I'm just humbled and

475

00:18:10,280 --> 00:18:14,930

honored that you know almost 400 other

476

00:18:12,440 --> 00:18:16,100

people are now playing this game that's

477

00:18:14,930 --> 00:18:17,960

really awesome the feeling is really

478

00:18:16,100 --> 00:18:20,210

awesome right getting people that you've

479

00:18:17,960 --> 00:18:22,850

never personally met playing something

480

00:18:20,210 --> 00:18:25,310

you created is really something oh it's

481

00:18:22,850 --> 00:18:26,990

it's amazing and and I'm just so I'm

482

00:18:25,310 --> 00:18:28,730

just so humbled I know it's you know

483

00:18:26,990 --> 00:18:30,260

this isn't game of the year and you know

484

00:18:28,730 --> 00:18:32,690

whatever I'm not gonna win no wars but

485

00:18:30,260 --> 00:18:34,760

just when I saw that first person or in

486

00:18:32,690 --> 00:18:36,950

even the first review on Steam and they

487

00:18:34,760 --> 00:18:38,660

liked it you know that that's you know

488

00:18:36,950 --> 00:18:40,100

and after all these years as you know

489

00:18:38,660 --> 00:18:42,680

what you when you're really in the thick

490

00:18:40,100 --> 00:18:44,960

of something and it's like I so many

491

00:18:42,680 --> 00:18:47,300

times I was ready to give up because I

492

00:18:44,960 --> 00:18:50,150

couldn't solve some of these advanced

493

00:18:47,300 --> 00:18:52,130

issues mmm and then pushing through it

494

00:18:50,150 --> 00:18:55,460

and then finishing it was just so

495

00:18:52,130 --> 00:18:57,350

remarkable awesome and now well you you

496

00:18:55,460 --> 00:18:59,960

are on Steam and you're selling this

497

00:18:57,350 --> 00:19:04,790

game and how did that come to be

498

00:18:59,960 --> 00:19:06,760

so I originally I was in a few contests

499

00:19:04,790 --> 00:19:08,870

first to actually try to just get some

500

00:19:06,760 --> 00:19:10,700

feel and see how people would like it

501

00:19:08,870 --> 00:19:12,770

and it helped a lot actually the game I

502

00:19:10,700 --> 00:19:14,840

modified a lot of game based on reviews

503

00:19:12,770 --> 00:19:17,330

so I think even the first version that

504

00:19:14,840 --> 00:19:20,320

you played I changed I changed some

505

00:19:17,330 --> 00:19:23,570

things in that to help guide the player

506

00:19:20,320 --> 00:19:25,100

and so I had in some contests and it

507

00:19:23,570 --> 00:19:26,630

would always do really well it was I

508

00:19:25,100 --> 00:19:28,670

never like won anything or anything but

509

00:19:26,630 --> 00:19:31,250

the reviews are always mostly positive

510

00:19:28,670 --> 00:19:33,020

and people liked playing it and then I

511

00:19:31,250 --> 00:19:35,030

thought you know I my end goal was

512

00:19:33,020 --> 00:19:36,470

always to just get it on Steam and

513

00:19:35,030 --> 00:19:39,980

honestly I didn't think I was gonna be

514

00:19:36,470 --> 00:19:42,860

able to I didn't think compiling a exe

515

00:19:39,980 --> 00:19:44,630

in in QBasic 64 was it suffice Steam

516

00:19:42,860 --> 00:19:48,290

thought they'd be like the hell are you

517

00:19:44,630 --> 00:19:51,980

doing like I can't put this on here but

518

00:19:48,290 --> 00:19:53,510

I looked into it I looked into this like

519

00:19:51,980 --> 00:19:55,010

it's called Steamworks and the steam

520

00:19:53,510 --> 00:19:57,650

dashboard I looked at the requirements

521

00:19:55,010 --> 00:20:01,220

I made a one-time payment and then I

522

00:19:57,650 --> 00:20:02,769

compiled it so I then I you know I had

523

00:20:01,220 --> 00:20:04,909

it was actually a lot of work I ended up

524

00:20:02,769 --> 00:20:06,739

hiring a friend of mine his name's

525

00:20:04,909 --> 00:20:09,349

Tristan he does he does the artwork the

526

00:20:06,739 --> 00:20:12,259

cover art for the actual game itself so

527

00:20:09,349 --> 00:20:13,639

cuz yeah you know once stuff I just

528

00:20:12,259 --> 00:20:15,379

didn't know cuz I never put a game on

529

00:20:13,639 --> 00:20:17,359

Steam you know there's a lot of

530

00:20:15,379 --> 00:20:20,179

requirements and specific artwork you

531

00:20:17,359 --> 00:20:22,249

need certain layouts you need the first

532

00:20:20,179 --> 00:20:24,200

time I did it was denied you know didn't

533

00:20:22,249 --> 00:20:28,279

fit what they needed and the review

534

00:20:24,200 --> 00:20:29,539

process took a while so I once I figured

535

00:20:28,279 --> 00:20:31,700

out like the dimensions I needed the

536

00:20:29,539 --> 00:20:34,009

format's I needed I called my buddy and

537

00:20:31,700 --> 00:20:35,629

he's a phenomenal artist and I said hey

538

00:20:34,009 --> 00:20:37,159

can you like I really want to have like

539

00:20:35,629 --> 00:20:39,919

I want the artwork to really represent

540

00:20:37,159 --> 00:20:42,259

like the Atari artwork of the 70s and

541

00:20:39,919 --> 00:20:44,359

80s know can you do that and he's like

542

00:20:42,259 --> 00:20:47,899

yeah so then he helped me with the

543

00:20:44,359 --> 00:20:50,749

artwork I edited the video and then it

544

00:20:47,899 --> 00:20:52,940

got approved on Steam and then yeah so

545

00:20:50,749 --> 00:20:54,409

steam is and then I'm able to do a thing

546

00:20:52,940 --> 00:20:56,929

called curator connect so I'm able to

547

00:20:54,409 --> 00:20:58,669

send copies out to people and it's been

548

00:20:56,929 --> 00:21:01,580

it's just been a wild ride it's really

549

00:20:58,669 --> 00:21:03,309

cool being on this side of of the screen

550

00:21:01,580 --> 00:21:07,190

where I'm the one delivering the content

551

00:21:03,309 --> 00:21:09,200

I did also find out though I guess a few

552

00:21:07,190 --> 00:21:12,019

versions of the game and this is I guess

553

00:21:09,200 --> 00:21:13,519

simply because you know it's Cubase at

554

00:21:12,019 --> 00:21:15,679

64 but I actually had to put a digital

555

00:21:13,519 --> 00:21:18,940

signature because some of the first ones

556

00:21:15,679 --> 00:21:22,299

Windows was flagging it as a

557

00:21:18,940 --> 00:21:25,700

questionable you know questionable Exe

558

00:21:22,299 --> 00:21:27,259

because most of most antivirus software

559

00:21:25,700 --> 00:21:29,479

will not recognize it as a popular

560

00:21:27,259 --> 00:21:31,029

binary something that a big company sent

561

00:21:29,479 --> 00:21:33,590

and lots of people are running and

562

00:21:31,029 --> 00:21:35,179

whitelisting it so yeah we get that a

563

00:21:33,590 --> 00:21:39,019

lot right so how did you get to decide

564

00:21:35,179 --> 00:21:40,159

apart well it did it was already out

565

00:21:39,019 --> 00:21:41,239

people already buying it so I don't know

566

00:21:40,159 --> 00:21:43,849

they just we're ignoring that and

567

00:21:41,239 --> 00:21:46,009

playing it but I saw a message in like

568

00:21:43,849 --> 00:21:47,960

the comment the community you know forty

569

00:21:46,009 --> 00:21:50,269

six community on Steam and the guy was

570

00:21:47,960 --> 00:21:51,909

like what is this about using you know

571

00:21:50,269 --> 00:21:54,470

ten thousand actually how am I going now

572

00:21:51,909 --> 00:21:57,619

so I just I said I just looked it up I

573

00:21:54,470 --> 00:22:01,129

looked up how to do a digital signature

574

00:21:57,619 --> 00:22:04,249

I followed it you know I compiled it off

575

00:22:01,129 --> 00:22:05,599

to you basic 64 attach this ran this

576

00:22:04,249 --> 00:22:07,999

couldn't ran these commands to Windows

577

00:22:05,599 --> 00:22:09,169

and then uploaded and sent and then no

578

00:22:07,999 --> 00:22:10,220

one seemed to have problems he actually

579

00:22:09,169 --> 00:22:12,679

responded after that I said hey I

580

00:22:10,220 --> 00:22:14,239

updated it at least have got it thanks

581

00:22:12,679 --> 00:22:16,250

and once that's really cool about Steam

582

00:22:14,239 --> 00:22:18,110

and it's actually really cool about 46

583

00:22:16,250 --> 00:22:19,730

because sorry go ahead I'm sorry I was

584

00:22:18,110 --> 00:22:21,470

just gonna ask about the signature was

585

00:22:19,730 --> 00:22:24,160

it something that you had to pay for it

586

00:22:21,470 --> 00:22:26,240

for because I heard Microsoft has some

587

00:22:24,160 --> 00:22:28,490

certificate thing and you have to be

588

00:22:26,240 --> 00:22:31,910

part of a program bla bla bla I mean I

589

00:22:28,490 --> 00:22:34,970

didn't pay for it I yeah I found like

590

00:22:31,910 --> 00:22:36,320

that the I'm saying Pro Tools but it's

591

00:22:34,970 --> 00:22:39,260

not called Pro Tools I looked at their

592

00:22:36,320 --> 00:22:41,360

tools their development kits mm-hmm a

593

00:22:39,260 --> 00:22:44,240

lot of it and I had to download two exe

594

00:22:41,360 --> 00:22:46,820

files to to do stuff and then this guy

595

00:22:44,240 --> 00:22:49,910

explained here's run this one run this

596

00:22:46,820 --> 00:22:51,380

command then take that file run this you

597

00:22:49,910 --> 00:22:52,850

know exe run it and that was on the

598

00:22:51,380 --> 00:22:55,100

Microsoft website and I just followed

599

00:22:52,850 --> 00:22:56,360

this guy's rules there are I know

600

00:22:55,100 --> 00:22:59,630

there's easier ways because the way I

601

00:22:56,360 --> 00:23:01,970

did it was like kind of convoluted and a

602

00:22:59,630 --> 00:23:03,320

little bit technical and I've seen it -

603

00:23:01,970 --> 00:23:05,570

I think there's much easier ways where

604

00:23:03,320 --> 00:23:08,030

you buy a signature and you've just

605

00:23:05,570 --> 00:23:10,400

installed or something but in the in the

606

00:23:08,030 --> 00:23:12,020

need in the effort you know essence of

607

00:23:10,400 --> 00:23:13,040

time I was a psych look I can do this

608

00:23:12,020 --> 00:23:15,890

I'm gonna do it right now and I did it

609

00:23:13,040 --> 00:23:17,870

and it did get approved so I the guy

610

00:23:15,890 --> 00:23:22,160

responded said thanks it's working so

611

00:23:17,870 --> 00:23:23,300

awesome yeah so that was yeah and that's

612

00:23:22,160 --> 00:23:25,130

what's cool actually about Steam for

613

00:23:23,300 --> 00:23:26,750

anyone who is interested in getting

614

00:23:25,130 --> 00:23:28,070

their content on same hue basic will

615

00:23:26,750 --> 00:23:31,370

work obviously you'll need a signature

616

00:23:28,070 --> 00:23:32,390

like I said but it's kind of cool in the

617

00:23:31,370 --> 00:23:34,580

backend once you understand it because

618

00:23:32,390 --> 00:23:37,340

when I would make tweaks or fixes or

619

00:23:34,580 --> 00:23:39,050

like the first version I uploaded I

620

00:23:37,340 --> 00:23:40,820

forgot to change something I kind of

621

00:23:39,050 --> 00:23:43,130

mess with the game you know I just made

622

00:23:40,820 --> 00:23:46,820

the chick - the change made the exe file

623

00:23:43,130 --> 00:23:48,590

and ran this command and it like does

624

00:23:46,820 --> 00:23:50,000

this upload and then everyone who has

625

00:23:48,590 --> 00:23:52,730

the game it just automatically updates

626

00:23:50,000 --> 00:23:54,080

so it's really nice in that sense

627

00:23:52,730 --> 00:23:56,480

because when you have fixes and things

628

00:23:54,080 --> 00:23:59,270

you know steam is really really

629

00:23:56,480 --> 00:24:02,540

intuitive one on getting it all figured

630

00:23:59,270 --> 00:24:04,820

out so Jared 46 is such an unusual

631

00:24:02,540 --> 00:24:08,450

product in the sense that it makes it

632

00:24:04,820 --> 00:24:10,490

styles but it's it's so refreshing to

633

00:24:08,450 --> 00:24:12,740

play it because it's fun it's it's

634

00:24:10,490 --> 00:24:15,170

addictive in the way it's fine what else

635

00:24:12,740 --> 00:24:17,330

are we expecting from 486 well I

636

00:24:15,170 --> 00:24:19,070

appreciate that and that is what it's

637

00:24:17,330 --> 00:24:20,300

been called it's odd they call it every

638

00:24:19,070 --> 00:24:23,360

call that I'll be a date which is true

639

00:24:20,300 --> 00:24:25,580

um so the next step for me really is

640

00:24:23,360 --> 00:24:27,770

well two things one I want to have as

641

00:24:25,580 --> 00:24:29,330

many people play this as possible so I'm

642

00:24:27,770 --> 00:24:30,260

gonna give you a bunch of steam key

643

00:24:29,330 --> 00:24:32,030

that people are interested you can

644

00:24:30,260 --> 00:24:33,920

figure out what's best to get them a

645

00:24:32,030 --> 00:24:35,930

copy if you're listening to this right

646

00:24:33,920 --> 00:24:37,400

now you can also just you can also just

647

00:24:35,930 --> 00:24:39,350

buy the game on Steam I always have it

648

00:24:37,400 --> 00:24:41,420

on sale it's like 99 cents right now but

649

00:24:39,350 --> 00:24:44,540

usually goes to 50 cents and then also

650

00:24:41,420 --> 00:24:46,940

daily indie game calm they have the game

651

00:24:44,540 --> 00:24:48,770

listed for 50 cents and then I'm part of

652

00:24:46,940 --> 00:24:52,880

their summer bundle 4 so you can get my

653

00:24:48,770 --> 00:24:53,930

game plus like 8 others for $1 so I'm

654

00:24:52,880 --> 00:24:57,260

trying to get as many people as possible

655

00:24:53,930 --> 00:24:59,390

to watch it the next step 2 is I'm

656

00:24:57,260 --> 00:25:01,640

actually going to be building building

657

00:24:59,390 --> 00:25:04,100

it into an arcade cabinet in Chicago so

658

00:25:01,640 --> 00:25:05,630

I'm gonna be using the same artwork the

659

00:25:04,100 --> 00:25:07,700

artist did and we're gonna use an old

660

00:25:05,630 --> 00:25:10,040

retro arcade cabinet and we're going to

661

00:25:07,700 --> 00:25:12,320

install it at replay Lincoln Park in

662

00:25:10,040 --> 00:25:14,840

Chicago so if you're in Chicago or in

663

00:25:12,320 --> 00:25:17,030

the Illinois or the Midwest it will be

664

00:25:14,840 --> 00:25:19,520

there hopefully in the next month so you

665

00:25:17,030 --> 00:25:20,810

know when you see a 46 with a keyboard

666

00:25:19,520 --> 00:25:22,790

on the arcade cabinet you'll know it's

667

00:25:20,810 --> 00:25:24,160

mine this is really awesome this is

668

00:25:22,790 --> 00:25:26,360

really awesome

669

00:25:24,160 --> 00:25:30,110

you know it'll certainly turn heads

670

00:25:26,360 --> 00:25:31,850

that's for sure well Jared thank you so

671

00:25:30,110 --> 00:25:35,120

much for being here with us this was a

672

00:25:31,850 --> 00:25:37,280

pleasure hearing about a professional

673

00:25:35,120 --> 00:25:39,500

product being sold on sing and that's

674

00:25:37,280 --> 00:25:41,810

made on Cuba 64 and it's fun this is

675

00:25:39,500 --> 00:25:45,050

amazing and everybody who's interested

676

00:25:41,810 --> 00:25:46,820

in trying a copy so jared is giving us a

677

00:25:45,050 --> 00:25:49,550

few copies that's amazing just send us

678

00:25:46,820 --> 00:25:50,930

an email at contact at Cuba $64 org and

679

00:25:49,550 --> 00:25:54,050

we'll be sending them out they're

680

00:25:50,930 --> 00:25:55,940

limited so be quick Jared thank you so

681

00:25:54,050 --> 00:25:58,220

much well thank you guys I really

682

00:25:55,940 --> 00:26:00,410

appreciate it and trust me this won't be

683

00:25:58,220 --> 00:26:02,120

my last game on cue bass is 64 so get

684

00:26:00,410 --> 00:26:03,500

ready for some more awesome keep us

685

00:26:02,120 --> 00:26:07,160

posted it's gonna be amazing

686

00:26:03,500 --> 00:26:09,050

will do this was the third episode of QB

687

00:26:07,160 --> 00:26:10,730

64 report I hope you guys enjoyed

688

00:26:09,050 --> 00:26:13,220

everything we brought to you today and

689

00:26:10,730 --> 00:26:15,110

for our next upcoming episode we're

690

00:26:13,220 --> 00:26:17,150

gonna have an interview with Luke look

691

00:26:15,110 --> 00:26:20,300

is gonna be talking to us about tcp/ip

692

00:26:17,150 --> 00:26:22,160

communications with QB 64 I wouldn't

693

00:26:20,300 --> 00:26:22,850

miss that if I were you guys thank you

694

00:26:22,160 --> 00:26:26,050

everyone

695

00:26:22,850 --> 00:26:26,050

see you next time bye bye

696

00:26:39,010 --> 00:26:42,230

[Music]

697

00:26:44,920 --> 00:26:46,980

you