

LUDO BOY

The Game Designer's Magazine

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For Chunky Warios and **other CWs**, please see the back cover (page 8)

Game Designer's Credo

If you're going to waste somebody else's time, you might as well be good at doing it.

Reminder

Games aren't just about having fun. They're also about numbers and a few other things.

Ideas for Scores to Give Video Games

- 8.2
- 7.4
- 9.2
- 9.1
- 8.3
- 8.6
- 8.4
- 8.5
- 7.5
- 8.3
- 7.2
- 7.1 (DANGEROUS)
- 7.7
- 9.2
- 8.1
- 9.5
- 8.7
- 8.9

Idea for a Boss Battle in a Platformer

The boss is large and charges at you, and you have to jump on it to damage it.

Second Idea for a Boss Battle in a Platformer

Every time you jump on the boss it gets angrier and charges faster, and you have to jump on it three times to kill it.

A Hard Truth

The reason gamers hate yellow paint? Unfortunately, it's grounded in Orientalism.

Alternate Titles for Walking Simulators

- Lookie-Loos
- Clompy-Stompies
- Eeper-Peepers
- Art Games
- Experimental Games
- Games With Art
- Games With Value
- Games+
- Roguelike Deckbuilders
- Non-Overwatches

← too far?

Don't Fret

Gaming is a young medium. It took the film industry 90 years after its invention to make their first good movie.

Free NPC Death Dialogue

"Ahh!! Ahhh!!! You're killing me!"

GDC Secret

Your teeth can be your press badge if you're creative enough.

Rule of Thumb

If your player needs to learn how to play your game, you've already failed.

ADVICE CORNER

If you've been trying to learn Unity for two days and you feel like you can't do it, you can't. End your life. It's over and you're never going to make it.

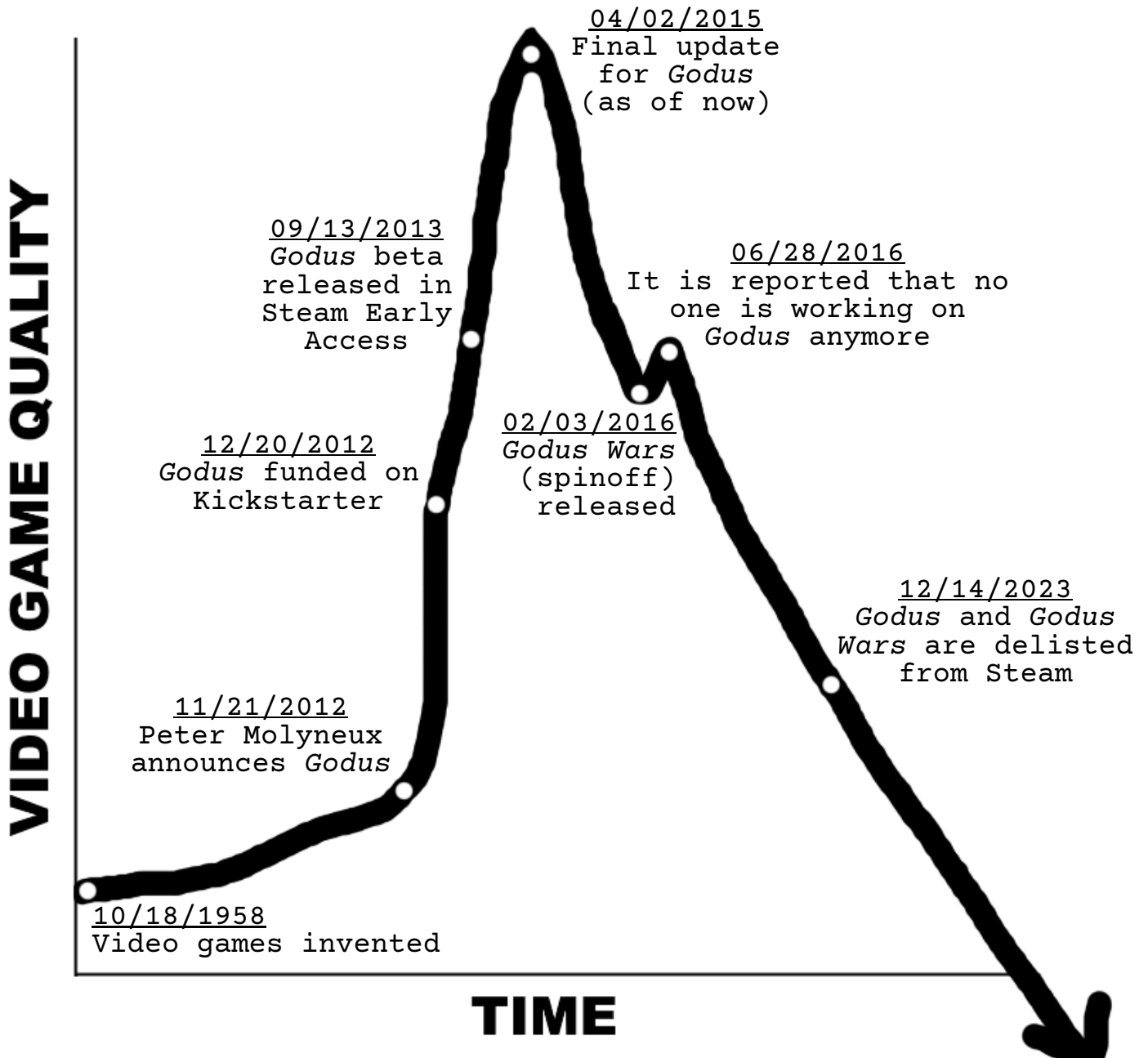
Overheard at a Playtest

"More stages? Erm... yes please!"

The Dog Days Are Over

You couldn't make *Duke Nukem 3D* nowadays. People would look at it and say "That game already exists, it's called *Duke Nukem 3D*."

The History of the Gaming Medium So Far



INSIDER REVIEW

Game: The Jackbox Party Pack 12
Releasing: Fall 2026
Platforms: Steam, Nintendo Switch 2, Xbox Series X/S, PlayStation 5

Recently, one of our writers at LUDO Boy was lucky enough to get a sneak preview from Jackbox Games at the newest entry in their acclaimed Jackbox Party Pack series. Gerry McLuhan reports below:

I was psyched for this unique experience, and Jackbox Games didn't disappoint in surprising me. From the get-go, they insisted on a unique set-up: not at their studio in Chicago, but in my house, with me inviting fourteen friends over to demo the game in a more casual atmosphere. It's not called a "Party Pack" for nothing, after all!

The biggest thing you'll notice about *The Jackbox Party Pack 12* is the break in structure. Unlike the previous 11 Party Packs, there aren't 5 mini-games, use of online connection services are no longer necessary (no more room codes!), and extraneous features like the main menu are completely removed. The goal for this pack, one of Jackbox's representatives told me, was to get back to the heart of what makes party games fun: real-life interaction and connection.

The first game they played involved all the objects in my house. Each of the fourteen players were told by the Jackbox Games representatives that they were allowed to take an item from my house, free of charge. When I asked them where this was going, they told me it was "only Round 1" and they were "just getting started." After everyone took an item, they were told they could keep it. Then, in Round 2, the players were told that they take another fourteen items to keep, then again in Round 3.

The second game they played had the Jackbox Games representatives tie me to a chair with rope, then bring out a duffel bag filled with aluminum baseball bats. They told each of the fourteen players they could take turns hitting me with them, and that the player who hit me the hardest after 3 rounds was the winner. I thought the premise was bizarre at first, but soon after everyone was laughing and smiling with each other, I was convinced Jackbox had another winner on their hands.

The last game of the night involved each of the fourteen players and the two Jackbox Games representatives having sex with my wife as I watched, unable to do anything because I was still tied to the chair. I initially raised concerns about consent, but was assured by my wife that she was "okay with anything Jackbox Games wanted" and that frankly, this was "something she'd wanted for a long time." After that, everyone beat me with aluminum bats again, took turns spitting on me, and left my house with my wife.

It was a different experience from what I was used to, but everyone seemed to be having a good time. This demo was super exciting and unlike anything I'd ever experienced before, and I can't wait for y'all to experience the game come Fall 2026!

Gerry McLuhan died from internal injuries two days after finishing this review. He was a journalist based in Santa Ana, California with his wife and dog. His favorite game was Pac-Man.

Interview with Michael Smith (director, Blowjob Queens (2026)).

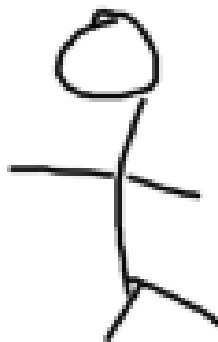
LUDO Boy: So, the game is called *Blowjob Queens*. Would you say that blowjobs were a central focus of your vision during development?

Michael Smith: Yes.

Ideas for Mindbreaking Meta Twists in Games

- Have the player character say "I am not in a video game" randomly throughout the game during battle. Then, suddenly, they say "I am in a video game," showing that they've become self-aware.
- Halfway through the game the main character breaks the fourth wall to tell you that they know you pirated the game, and if you didn't, then you have to prove it to them by navigating to the Steam page in a separate window and giving it a positive review while they watch.
- At the beginning of the game, it asks you to connect your computer to a printer through Bluetooth without explanation. Then, when you get to the final boss, the boss reveals that until you kill it it'll rapidly print all-black sheets of paper covered with white text reading "I AM A PEDOPHILE".
- A sign pops up in the game that says "YOUR SHOELACES ARE UNTIED IN REAL LIFE", and when you look back at the screen, your player character's pants are pulled down.

FREE ASSET



"Man"

CC BY CC0 1.0

CC0 1.0 Universal

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Remember

You're not making a toy.
You're not making a work of art. In fact, if you're reading this right now, you are not making anything.

Networking with Talent Scouts

Walk around the GDC booths shaking your head in disgust and saying "No good, no good" to yourself again and again until someone notices.

The Classics

Peekaboo is a surprisingly intuitively designed game. Consider asking your parents to play the game with you again.

Writing Tip

Life ends in tragedy without exception.

QUOTES FROM FAMED MAKERS

Fact

"The more you think about video games, the more intrinsic value you have as a human being."

- Shigeru Miyamoto, *Super Mario*

Focus

"Finding your flow state is easy. You have a urethra, don't you?"

- John Carmack, *id*

Stay On Task

"Naughty Dog had this great trick for productivity, I still use it today. Whenever Amy Hennig saw we were slacking off or didn't know how to progress, she would take us to her office and shoot us with a gun, killing us instantly. To teach us resilience."

- Lucas Pope, *Paper Please*

Feedback

"Your players know your game better than you do, so incorporate any suggestion they have. If someone told me right now that the next *Stardew Valley* update should make the game a third-person cover shooter, I have no choice but to start doing that. I am a slave and the world is my master."

- ConcernedApe, *Eric Barone*

Room for Growth

"Frankly, I don't think any video game has accomplished even half of what the medium can achieve. Except mine."

- Jonathan Blow, *ego*

The Truth

"Deep down, gamers want a title that respects their time, but also something they can play forever. They want a gorgeous vision by a genius auteur they can submit to, but also a sandbox where they can do anything they want. They want a work of art that enriches their perception of life, but also a world where they can satiate their basest Darwinian instincts by becoming invincible and killing everything in sight. What I'm trying to say is, you might as well give up now."

- Tim Sweeney, *Unemployment*

Conclusion

"Above all, try not to disappoint your parents."

- Blake Henson, *Baby Elsa Plastic Surgery*

Hypocrisy

If Nintendo wants *Pokemon* to be such a family-friendly franchise, why do all their animals make me so horny in front of my children?

Media

Classifications:

What We Know

Happy = Entertainment

Sad = Art

Other emotions = ???

Read the Room

If your game's story makes a player cry, change it. It's rude to make people cry.

An Observation

Graphics distract gamers from what really matters: the gameplay. So what if there was a game with no graphics?

Video Essays Nobody Has Done Yet

- The Quiet Desperation of *Samba de Amigo*

- Walter Benjamin, the Angel of History, and *Parappa the Rapper 2* YouTube video "chinese"

- The Most Profound Moment in Video Game History (losing *Mario Party 8* to my 4-year-old cousin)

- The Most Profound Moment in Video Game History (demanding a rematch with my 4-year-old cousin)

- The Most Profound Moment in Video Game History (getting beaten up by my 4-year-old cousin in real life)

LEAKED

Mario 2

Stray Dialogue for Your Ironic Japanese Dating Sim Visual Novel Parody

- KonnichiWASSUP! It's me, your CLINGY IMOUTO SISTER. But ALSO I'm BACON now??
- NANI the FUCK? I'm dating a CHAIR, and ALSO I'm BACON now???
KonnichiWHAT'S GOING ON!??!
- (doing nothing in particular)
KYAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAAAA!!!!!!

All Indie Games Are The Same Nowadays

- Omori = Earthbound-inspired RPG about depression
- Celeste = Earthbound-inspired RPG about depression
- Balatro = Earthbound-inspired RPG about depression

Burnout Tip

If you feel like you're burning out and making bad work, try making better work.

Upcoming Game Jams

- **Chill Jam 79 (07/01/26):**
Jammers make games with a given theme over the span of a month on their own time with as little crunch encouraged as possible. The theme this time: 30-Hour-Plus Turn-Based RPG.
- **Reference Jam (07/15/26):**
Jammers make games that have pop-culture references. The game with the most pop-culture references wins!!!
- **Bottle Jam (08/01/26):**
Jammers meet in-person at the Experimental Games Workshop in New York City, sit in chairs six feet apart and throw glass bottles at each other's heads. The first person to tap out is forced to develop a game.

Exclusive Interview with Hideo Kojima

LUDO Boy: Mr. Kojima. I just want to say, it's such an honor to even have the chance to interview a legend like you.

Hideo Kojima: I would like the beef bowl with salty green onion and chili oil, but could you put a little less chili oil than usual?

LB: We'll get to that. But first, I want to ask: how do you think your working style has changed going from *Snatcher* to *Death Stranding 2*?

HK: Can I get an ice water as well?

LB: I was just wondering if you could answer my--

HK: Who are you?

LB: Sorry. I'll get that beef bowl ready for you. I'm so sorry.

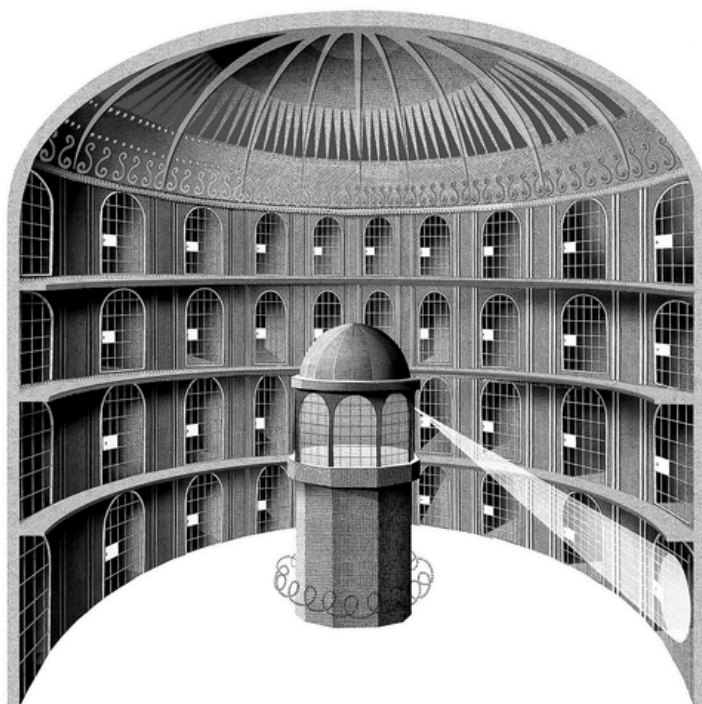
Limited Discourse

It's unfair that people have co-opted "video game addiction" to mean things like "people spending too much time playing video games" and not broader issues like "me needing my wife to do the Toad voice so I can cum."

The Cold Hard Truth

Gaming will never be a real artistic medium until we start adding unnecessary sex scenes.

Visual Inspiration



If you can, try not to make video games.

A Zen Koan

In the early days of the Meiji era, Hakuju, a wandering teacher, came to ask Ryokan, a Chinese Zen master, what the meaning of Zen was. "Watch," Ryokan said. He pulled out a P90 machine gun and mowed down three of his disciples, who were practicing their daily meditations by the temple gate.

"Why did you do that?" Hakuju said.
"It was all part of a game," Ryokan said.
"I don't understand," Hakuju said.

"Then watch," Ryokan said. He took Hakuju to a joint casino and brothel, where he then proceeded to play games of Cho-Han with a dozen half-naked women around him, who would pull down their leg stockings half a millimeter every time he won a round, revealing more and more of their bare feet. Ryokan played for sixteen hours straight, then, once he had grown tired, pulled out a P90 machine gun and shot all twelve of the women dead.

"What was the point of all that?" Hakuju said.
"It was all part of a game," Ryokan said.
"I don't understand," Hakuju said.

"Then watch," Ryokan said. He took Hakuju to a Noh theater, where they watched a semi-interactive play about a white woman in her late-20s trying to discover herself in New York City after getting a master's degree in game design. Every once in a while the troupe would stop the scene and invite Hakuju and Ryokan to tidy up the woman's room by picking up dirty clothes from the floor and putting them into a hamper, or physically scrolling through the woman's phone as she mourned her lack of social life. Eventually, Ryokan grew tired, produced a P90 machine gun, and shot almost every single person in the theater to death, including the entire troupe producing the play and the hundreds of people in the audience, excluding himself and Hakuju.

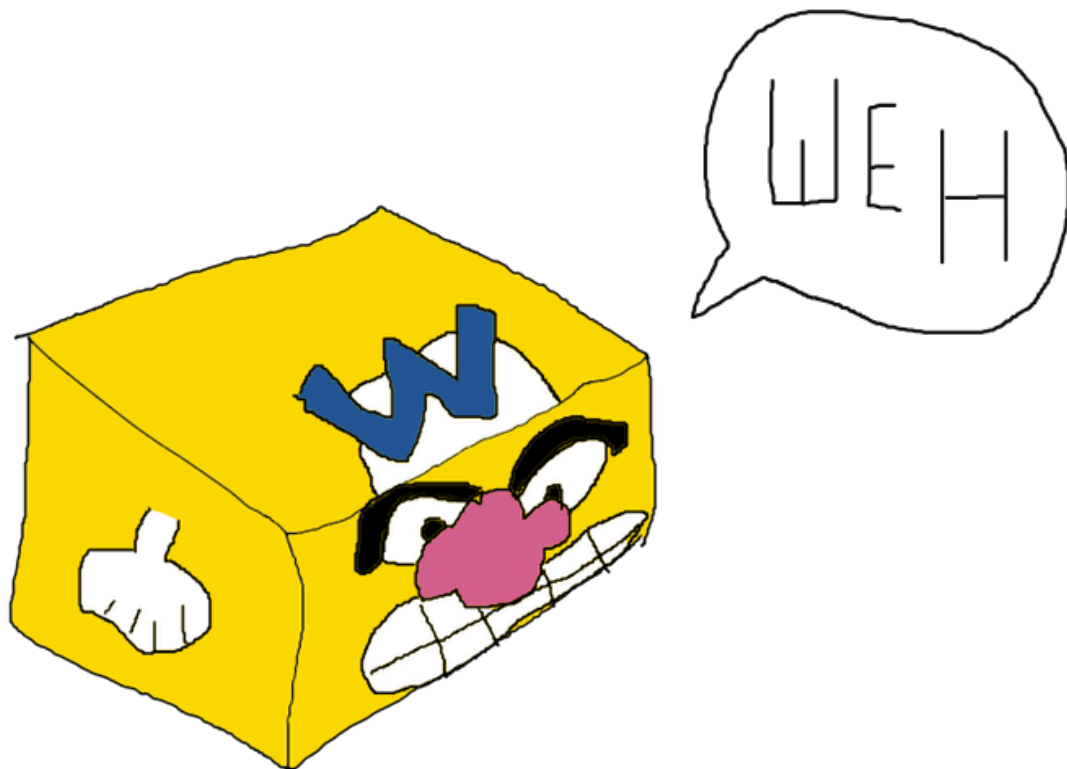
"Why?" Hakuju said.
"It was all part of a game," Ryokan said.

Hakuju thought for a while. "I don't think I understand you, Master," he said. "This all seems pointless and tiring."

Ryokan smacked Hakuju over the head saying "Well, if you think of a better use for your free time, why don't you tell me," calling him a racial slur.

And Hakuju was enlightened.





Content Warning

References to sex, mass murder, suicide, depression, pedophilia, bestiality, physical assault, racist slurs, Orientalism, workplace abuse, gambling, and cuckoldry.

Text written by Galvan.
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