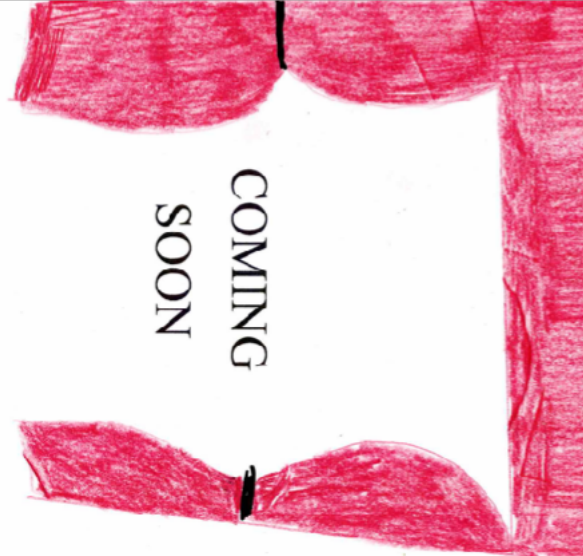




Persona 4 Revival



I really enjoyed Persona 4 Golden. Especially the characters and their friendship was a lot of fun. I'm excited to see them again with better graphics.

28 Days Later: The Bone Temple



I can't wait for this sequel! I think there is going to be some interesting character dynamics and themes that will be explored in this movie.

Project Zero 2: Crimson Butterfly Remake



Another remake. Project Zero 2 was 1 game I always wanted to play but never really got to. I can't wait to experience it for myself for the first time.

Word Puzzle

C E G S W U R T C E R V T E
F O S C I H I G E T J E P I H
Q E F P G M W E W E D G E G P
Y R F N K E J E D B R L K N
P Z A W E M K I R F X U M H
W N Q W I E B R X X K B L S H
S T N C E D G Z X A N C D E G
Q O C E Q Y T I D M W G C P C
Y R T Y C O N O H I J E H G
P S V L Z L S B R G R N M T Y
V H D W X C I Y B S X D D D N
Q A L N G V C U M C N A G H M U
Y Y W Q O L H A E U I W S J T
B T P P E Y F N D Y E U Z G V
I T F H C T M Q W K O W V A

Find the 5 Kiosk related Words!



The atmosphere of the game is also quite relaxing to me. The scene in the small Kiosk during a rainy night is weirdly relaxing. Also, some of the recurring customers are quite endearing to me.

It fits very well into a category I have made for myself that I would call "Cozy Horror" for now. The main criteria for this category are the ones that are included in the usual definition of a Cozy Game (A game with a relaxing atmosphere, easy gameplay and low stakes or no time pressure) combined with a dark and / or tense storyline.

I feel like this type of game is ideal for a person trying to find their footing in the indie horror genre. The reasons are that the gameplay is not too difficult to master. Also, it usually doesn't include overly disturbing or graphic content which might be a hurdle for newcomers.

So far, I have only really seen one or two games that I would consider these criteria but I'm always looking for more.



I want to talk about a game that I really enjoyed. If you have taken a closer look at my "Favorite Stuff" Section on my homepage you might have even seen it before. The game in question is Kiosk by Viv! I want to discuss it because I hope more people will want to play it and that maybe more games like it will get made. Either from the same developer or others.

As the name suggests, you play as the clerk working the night shift at a small Kiosk. Your job is to prepare and serve various food and drink items to various customers. At the beginning, the menu only consists of four different items but you unlock more as the story progresses.

You find out pretty soon that the previous clerk had been brutally murdered in the very Kiosk you are now working at. With creepy occurrences such as power outages and unsettling becoming more frequent, you won't be able to help but wonder if the killer might soon come for you too.



Silent Hill **f**

The biggest downside of the game is combat. Especially later mandatory encounters are a real pain.

I was looking forward to this game since the first teaser with the flower girl was released. I haven't seen all the endings yet, but I love the game so far. The visuals are stunning, and the story is fantastic. I love how it tackles women's role in society and how they are expected to give up their friends, dreams and identity for men.

The newest installment in the silent Hill franchise takes us to 1960's Japan, where we follow the story of the High-Schooler Hinako. She has to survive both her newly monster infested hometown and a dark sinister, where she is expected to go through painful and sinister rituals.

Sinners



Sinners takes place in the 1930s in Mississippi. We follow the twins Smoke and Stack, who return home from Chicago with a lot of money they earned working for the mob. Their plan is to open a successful juke joint for their community. However, things go sideways on the first night when their music calls something much darker and older than they have ever dealt with.

Sinners is a cool, beautiful, stylish movie, just like I expected after seeing the trailer in the cinema for the first time.

My favorite scene was when Sammie called all the souls of past, present, and future generations of Black musicians and artists. It shows how much the community is connected through music in a way that is visually exciting.

This movie's version of vampires is also really cool. I like how it doesn't just play around with traditional folklore but also how it adds new, innovative ideas. Especially the aspect of the vampires using the characters loved ones against them to lure them out was terrifying.

Spotlight **MONTHLY**



The last section will be puzzles and comics I have designed myself.

THE PAPER

November 2025

Exciting new Zine

This is the first issue of a personal magazine I simply call "The Paper" for now. I want to do this because I want to show off stuff I'm interested in in fun, creative ways. I'm planning on releasing a new one every month. I already have format in mind.

It will start with a "rifle story" where I discuss a story or event from either the Internet or the real world I can't stop thinking about.

Next will be something I'm calling my "Monthly Spotlight" where I showcase my most standout media I have experienced in the previous month.

After that will be the "Deep Dive". This will feature my in depth thoughts, theories and bits of research on a subject that's caught my mind.

Next there is "Coming Soon" where I show upcoming releases I'm excited about and why I'm looking forward to them.

DEEP DIVE

