Accademia di Belle Arti di Urbino
Visual Motion Design I
a.a. 2018/2019
Progettazione Spazi Sonori
3.7.19

Let Me Be On Internet è un saggio
sull'obsolescenza non programmata.

Platform: Nintendo Game Boy
Rating: E-Everyone
Customs services and international tracking provided

Pokemon: Blue Version (Nintendo Game Boy, 1998)
★★★★½ 359 product ratings

$12.48
9 new & refurbished from $24.99

10 bids
15h 47m
From Canada
Genre: Role Playing
Platform: Nintendo Game Boy
Rating: E-Everyone

Super Mario Land 2: 6 Golden Coins (Nintendo Game Boy, 1992) - CART ONLY
★★★★½ 139 product ratings

$7.56
$4.53 shipping
2 new & refurbished from $18.95

From Canada
Genre: Platformer
Platform: Nintendo Game Boy
Rating: E-Everyone

GB Mickey Mouse II 2 Nintendo Gameboy Game Boy Disney from Japan F/S 5-10day
G [3-4/10]: Bad condition. Good for playing. VG [5-6/10]: Normally used condition. Bad [1-2/10]: Poor condition. But no
problem for use/playing. Ex [7-8/10]: Beautiful condition. Good for collection.

$3.25
Free shipping

4 bids
16h 5m
From Japan
Platform: Nintendo Game Boy
Brand: Nintendo
Publisher: Disney

Nintendo Gameboy Pokemon Games

$20.00 to $22.50
$6.00 shipping

From Portugal
Platform: Nintendo Game Boy
Brand: Nintendo

Mortal Kombat I & Kombat II Nintendo Game Boy game WORKS! Combat 1 and 2
Picture is of actual item.

$29.99
$15.07 shipping

Platform: Nintendo Game Boy
Brand: Nintendo
Customs services and international tracking provided

NEW LISTING Guardian Heroes Gameboy Advance Game Boy GBA Authentic
Guardian Heroes Gameboy Advance Game Boy GBA Authentic . Condition is Acceptable. Shipped with USPS First Cla
Package.

$25.00
$13.72 shipping
or Best Offer

Platform: Nintendo Game Boy
Brand: Nintendo
Customs services and international tracking provided

Nintendo Game Boy Pokemon Crystal Version Japanese Version
All Japanese Version . You can play it on all region GBC /GBA /GBAsp system. 100% Authentic, japan version.

$19.00
Free shipping

From Hong Kong
Genre: Role Playing
Platform: Nintendo Game Boy Color

21 aprile 1989

Data di uscita del primo Game Boy in Giappone.

8

9

Il Game Boy, originariamente uscito in Giappone nel 1989, fu una rivoluzione del mondo videoludico. Ancora in un periodo dove il litio non era all'ordine del giorno dell'autonomia dei dispositivi, il Game Boy, grazie al set di fedeli batterie, riusciva (e riesce ancora) a tenere 36 ore di continuo utilizzo.

POKEMON GO LEADS TEEN TO DEAD BODY

by Jose Pagliery
July 9, 2016: 12:32 PM ET

"Pokemon Go" is a wildly popular new smartphone game that has players exploring their real-life neighborhoods.

And in rural Wyoming, it led a teenager to discover a dead man's body in a river.

Shayla Wiggins, 19, told CNNMoney on Saturday how it happened.

Like so many others, Wiggins was eager to play this version of the blockbuster 1990s Game Boy video game.

"Since it's virtual reality, I thought: that's cool," she said. Pokemon Go uses augmented reality -- tapping your phone's camera to superimpose cute, virtual creatures in the real world. It was released on Thursday and has already been downloaded more than a million times on Android and Apple devices.

Wiggins started playing Thursday night, catching 50 virtual animals as she walked through a parking lot and a gas station.

Related: Nintendo's new idea for growth: Making movies

On Friday morning, she grabbed her iPhone 6 and slipped on a pair of sandals. Then she took a short walk to explore the Big Wind River, which winds behind her home in the town of Riverton.

"I was trying to get a water Pokemon," she explained.

The game cautions users to keep aware of their surroundings. But like most players, Wiggins stared intently at her phone as she made her way beneath the Wyoming Highway 789 Bridge.

She spotted two deer near the water -- but still no Pokemon. So, she walked down to the rocky river bank. She didn't immediately notice the man's body lying face down in the water six feet to her left.

"I guess I was only paying attention to my phone and where I was walking," she said.

When she finally realized she was standing near a corpse, Wiggins called the police and led them to the scene.

The Fremont County Sheriff's Office confirmed that it's investigating the man's death. Investigators think it's likely the man drowned at that spot, where the water is only three feet deep.

Related: How a video game can help people grieve

"The death appears to be accidental in nature," Undersheriff Ryan D. Lee said in a statement.

Police haven't publicly identified the man.

Shawna Wiggins told CNNMoney her daughter was "pretty scared and shaken," but is doing much better.

"I probably would have never went down there if it weren't for this game," Shayla Wiggins admitted. "But in a way, I'm thankful. I feel like I helped find his body. He could have been there for days."

Wiggins, who is working at a Dairy Queen for the summer before starting college in Arizona, said she still plans to keep playing Pokemon Go to explore her central Wyoming town.

Una cosa che mancava, per ovvietà tecniche, era la capacità di connettersi ad Internet, ricordiamo che Tim Berners-Lee in quell'anno teorizzava il funzionamento del World Wide Web. Di lì a poco l'onda Internet scavalcherà qualsiasi realtà, tra le quali quella dell'industria dei videogiochi.
Al giorno d'oggi quasi tutte le console di gioco usufruiscono della connessione ad Internet.

http://progamed-ev.net/wp-content/uploads/2017/08/Games_and_Interactive_Media_Report_2017_SuperData_Research.pdf

Non solo usufruiscono di questa connessione, ma attorno al panorama del gioco online (dai primi esperimenti con i MUD a Ultima) si è andato a creare un nuovo scenario videoludico.
Un chiaro esempio odierno sono le live streaming, i Let's Play che hanno alimentato la creazione di eventi mondiali con risonanza mediale elevata come gli e-Sports.
Secondo SuperData Research, nel 2017 le persone che guardano questo tipo di contenuti video sono arrivate a 665 milioni.

Felix Kjellberg, better known to his 11.9 million subscribers as PewDiePie, has officially crushed YouTube under his well-manicured Swedish fist.
As of August 15, PewDiePie has become the number one channel on YouTube, with over 2.2 billion views.
That's more than your Taylor Swift, your Miley Cyrus, and your Justin Bieber.

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and hopefully you can get a better understanding of my perspective.

With his series of 'Let's Play' videos consistently garnering millions of views, this Swedish born video game enthusiast has amassed a massive following.
PewDiePie and his infectiously contagious positivity is a hallmark of his work.
He took some time our of his victory lap to talk with us about success, the Oculus Rift, and what it means to be the king of YouTube.

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I think it's time to end the "Subscribe to Pewdiepie" movement or meme.

You've just become the most subscribed channel on all of YouTube with 11.9 million subscribers and more than 2.2 billion video views.
How are you celebrating?

about something, you're bound to get a few degenerates. It started off with someone

Staying busy (laughs), I'm just working a lot.
I'm still making new videos for the channel and staying positive.
Just still having a ton of fun.

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spray painting, "Sub to Pewdiepie" on a World War II memorial. It's just so disgusting,

Was this part of a larger, grander plan when you started making videos for YouTube? Where you always planning on conquering YouTube?

so disappointing to have my name and community

When I started my YouTube channel in 2010, I never imagined that one day it would be the most subscribed channel in the world and that I would be a part of such a great community.

dragged into that.

You have one of the most loyal and devoted fan bases of anyone on the Internet.
You've a got a legion of bros that tune in to watch your channel.
What do you attribute that success to?

I hoped that that was gonna be it. I didn't want hateful acts to overpower

I don't know what people see in me (laughs), seriously.
I think it's a combination of a million things that keep my fans happy.
I think playing games makes people happy and people who watch my videos can tell that we're genuinely having a great time.

all these amazing things that people were doing, all these cool and positive things.

You've got more people subscribed to your channel than Justin Bieber and Taylor Swift, but many people outside of gaming have no idea who you are. Can you explain your appeal to a non-gamer?

But then, something happened that I don't think anyone would have predicted.

I think that people can tell that we're actually having a good time and that translates most easily though our videos.
I'm a very positive person and I think people can tell that we are all having a lot of fun. Plus, video games. Everyone has played video games at some point these days and video games are fun.

The Christchurch shooter said "Subscribe to Pewdiepie." Out of the respect for the families

You affectionately refer to your legion of fans as 'bros', you don't strike me as an overt bro in the traditional sense.
Why did you choose 'bro' as the label your fans would wear?

and victims involved, I chose not to address it any further than Twitter, where I disavowed the actions taken that day, and I

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It started as an inside joke a long time ago and it was a way to make a connection with the fans I had at the time.
It was a way to make watching the YouTube videos more like hanging out, it was a fun way to connect with the people watching.

gave my sincerest condolences to everyone affected. To have my name associated with

We've got two new consoles dropping this fall, what are you looking forward to most and what are you playing right now?

something so unspeakably vile has affected me in more ways than I let shown, I just didn't want to address it right away.

I've been spending a lot of time with the Oculus Rift.

And I didn't want to give the terrorists any more attention.

You lucky...

I didn't want to make it about me,

(Laughs) Are you jealous?

because I don't think it has anything to do with me. To put it plainly,

That thing is the future of gaming.
I know that's a phrase the industry love to toss around, but...

I didn't want hate to win, but it's clear to me now

No, it's amazing. Once they get the vertigo/balance thing figured out, everyone will have one. I've been playing a ton of really scary, indie horror titles. I've been spending a lot of time with Outlast and Dreadout, which are two amazing indie titles that are going to be huge when they're released.

the "Subscribe to Pewdiepie" movement should've ended then. Lastly, my feelings around

You're known to be a bit of an altruist and a champion for some pretty notable charities. What's the draw and which charities do you work with?

the "Subscribe to Pewdiepie" thing

I've been working with the World Wildlife Federation (WWF) for a while now.
I'm just so very lucky to be able to do what I do for a living and giving back is a way for me to express my gratitude.
I'm so lucky to be in a position to help people and that's appealing to me.

This was all made to be fun, but it's clearly not fun anymore. It's clearly gone too far, and out of respect for that,

You even started a charity organization of your very own.

Yeah, my Charity: Water campaign has already raised over $200,000 for clean drinking water in the developing world.
Our goal is to raise $250,000 and take %100 of that to fund clean water projects.
I'm really excited about the project and we have almost hit our goal.

On a similar note, some people and some media have made this "Sub to Pewdiepie" thing about race, or about

What does the future hold
for the most subscribed
channel on YouTube?

I'd like to work even more! We have the chance to expand and begin even more projects.
I want to keep making videos, keep working with charity organizations, and I have some side dreams I'm hoping to make come true.

and I want that to stop.

Side dreams?

This negative rhetoric is something that I don't agree with at all and I want that to stop and to make it perfectly clear,

I can't talk about them just yet, but it's something I've always wanted to do. OH! And more Humble Bundles!

no, I'm not racist. I don't support any form of racist comments or hate towards anyone.

I hope that you understand my perspective, and I ask you kindly to accept it. Thank you for listening.

Super Mario Clouds is an old Mario Brothers cartridge which I modified to erase everything but the clouds. Check below for the ROM & a link to the source code. When this wz first posted 2 the net in 02 is wz as a DIY tutorial. As I kept on updating CMS's on my website, eventually this tutorial got mangled. None the less, 4 those interested, here iz the 2002 & 2006 posts (thx web recorder!). FYI: I still need 2 get around 2 cleaning up all the different versions of this code (all so un-organised & with so many bugs!), and making an official The Source zine. Coming soon, I promise.

Siamo mai stati pronti per la velocità dell'informazione?

Cosa succede a tutte le vecchie memorie che non possono
godere del "paradiso digitale" del cloud?

Cambiare la batteria interna ai giochi del Game Boy - Tutorial Pokemon Argento

Perché ci ostiniamo ad affannarci in questa iperconnessione,
quando possiamo fermarci per un attimo ad ascoltare una
sinfonia di un oggetto inutile per gli standard odierni.

Twitch.tv è una piattaforma di livestreaming di proprietà di Amazon.com. È stata lanciata il 6 giugno 2011 come spin-off della piattaforma di streaming generico Justin.tv. Il sito consente principalmente lo streaming di videogiochi, ed è leader del settore nelle trasmissioni di eventi e competizioni eSports. I contenuti possono essere visti sia in diretta che on demand.

Twitch Cares: Mental Health Support & Information

Twitch cares. If you feel like you're struggling, or you've encountered someone who you believe might self-harm or is suicidal, please contact law enforcement or a suicide hotline immediately.
Index (click to jump):

I'm having thoughts about self-harm or suicide.

If you're in immediate physical danger, please contact law enforcement or a suicide hotline immediately.

If you're struggling, we want you to know that suicide prevention resources are available to help you. We encourage you to reach out, and talk to someone who can help.

National Suicide Prevention Lifeline
http://www.suicidepreventionlifeline.org
1-800-273-TALK (8255)
1-800-799-4889 (for Deaf + Hard of Hearing)
838255 Text

We also encourage you to reach out to someone close to you. Family members, friends, and mental health professionals you may be already working with can be great resources. Reaching out with a message as simple as "I'm struggling to cope with something and I could really use your help. Are you available to help me right now?" lets them know you need someone to talk to.
Incorporate self care into your daily routine.
The National Suicide Prevention Lifeline recommends some of the following activities to help ease stress.
Take a walk outside
Write about something that you are grateful for
Create a playlist of music that makes you happy
Take a day off from social media
Take a hot shower or bath
Plan an outing with a friend
Compliment someone you love (you count, too!)
Play a game! The following games, as mentioned by Take This, are either built on evidence-based therapeutic principles or are the subject of promising research:
DEEP: Allow the game to sweep you into its relaxing embrace as it teaches you yogic breathing techniques that can relieve stress, anxiety and mild depression
Flowy: Use Flowy to breathe calmly whenever you want, wherever you are. Flowy is a mobile game being used by thousands of people to manage their panic attacks and anxiety.
SuperBetter: SuperBetter increases resilience – the ability to stay strong, motivated and optimistic even in the face of difficult obstacles. Playing SuperBetter makes you more capable of getting through any tough situation—and more likely to achieve the goals that matter most to you

Back to Top
What should I do if I see someone posting about suicide or self-harm in chat?

If you know the user personally, and you believe them to be in danger, please contact their local authorities immediately. We also encourage you to reach out to them to talk - sometimes a caring friend to let them know they have support can mean a world of difference.

If you do not believe the threat is immediate, we recommend taking the following action:

Share our list of resources to the user, so they can find the hotline available in their area.

http://www.suicidepreventionlifeline.org
1 800 273 TALK (8255)
1 800 799 4889 (for deaf and hard of hearing)

http://www.veteranscrisisline.net
1 800 273 8255
SMS: 838255

http://www.thetrevorproject.org
1 866 488 7386
Crisis Text Line
SMS: Text "HERE" to 741-741

National Suicide Prevention Lifeline
Veteran Crisis Line (for active U.S. service members, veterans, and family members)
The Trevor Project (for LGBT youth, friends and family members)

How to get started programming for the GAMEBOY!
Have you ever dreamed of beccoming a game programmer?
Today is your lucky day, becuase if you go through the
following steps. I bet your can be making gameboy games in
less than an hour, and that is if your modem is slow. By the
time you finish reading this page you will have the basics that
will enable you to build homebrewn games that will give give
professional developers a run for their money. (well maybe
not professional developers, but its a start!) Note this tutorial
is rather dated. It covers the original gameboy, and not
gameboy advance. For information about gameboy advance
programming click here.

Step I : Emulation
Get into Emulation, it Rulez! You will definetly need to have a
nice emulator for development. Even if you are lucky enough
to have a copier and flash cartrige you will NOT want to
transfer everytime you do a build. So find a good emulator.
The two emulators I use are GB98, and NoCash. To find out
the lasted in emulation news visit Zophar.

Step II : Be a Nerd, Be a Programmer
Learn C! You need to be able to program to write Gameboy
software, if you need help visit CProgramming.com (which
has lots of tutorials) If you are ambitious enough there are
several excellent assemblers out there, but the Z80 opcodes
are quite a bit different than the good old x86.

Step III : Downloading/Installing/Setting Up the Compiler
Get the GBDK (GameBoy Development Kit) by Pascal Felber.
The download site is located at SourceForge.Net, you will
need to go to this page http://sourceforge.net/project/
showfiles.php?group_id=1249 and then scroll down to the
Windows binaries. The file name of the write one is gbdk-
2.95-3-win32.zip It is around 950k. It lets you build roms from
C code. To install the GBDK you will need to unzip it so that
the GBDK directory is right off the root (e.g. C:\GBDK) This
is the most important step, without the compiler you can't
MAKE GAMES!

Now you are probably wondering about the power of this
compiler. So let's make a sample game, change your directory
to C:\GBDK\EXAMPLES\GB\DSCAN. Now you will need to
edit the MAKE.BAT in this directory, load it up and any editor
(notepad) or dos edit, and add "..\" to the front of the two
lines. It should look like this
..\..\..\bin\lcc -Wa-l -c -o dscan.o dscan.c
..\..\..\bin\lcc -Wl-m -Wl-yp0x143=0x80 -o dscan.gb dscan.o
After you are done editing, run MAKE. When your done their
should be a file dscan.gb. Load this into your emulator and
watch the magic. You can really develop cool stuff with this
compiler, eh? If you want to see more examples, look in the
C:\GBDK\EXAMPLES\GB.
After seeing the power of the GBDK, you should add the
following line to the end of your autoexec.bat to compile your
programs. Type it in right NOW!

path %path%;C:\GBDK\BIN
Step IV : Your first ROM, Wahoo!
Write and compile the following program. Place it in a
directory and give it the name NEW.C

```
#include <gb/gb.h>
#include <stdio.h>
void main()
{
    printf("Welcome to GAMEBOY\nProgramming");
    printf("\nPress Start");
    waitpad(J_START);  // other keys are J_A, J_UP, J_
SELECT, etc.
    printf("\nIsn't it easy!");
}
```

Compile it (make a ROM) by typing the following at the
command line

lcc -o new.gb new.c
(You need to have added C:\GBDK\BIN to your path)

After that load up new.gb with an emulator and watch the
magic. You just made your first Gameboy ROM!

Step V : Developing the Skill
Write some cool programs! Spend all your time writing games
instead of playing them. For more tutorials on basic gameboy
programming visit Gameboy Dev'rs. It is a great resource.

Step VI : Enter the GRAPHiCS
Get the Gameboy Tile Designer, and Map Builder. They will
build the graphics and sprites you will use in your game. For
help using these look through the GBDK samples. There is a
lot of sample code out there.

Step VII : Keeping Up with the Scene
Now that your an accomplished gameboy programmer, it
might be a good idea to keep up with the scene. Here are
some of the most noteworthy sites out there.

   Jeff Frohwein's Tech Page This is the BEST!
   Gameboy Advance place for news on homebrewn scene

Comments or Questions - click here to email us

Thanks for visiting our GameBoy programming page. If you
get bored or want to see something really cool then try our
homepage http://www.loirak.com/
Viewing: Loirak -> Gameboy -> Original Gameboy
Programming

23 June 2019

Tutorial: come costruire un Game Boy con un Raspberry Pi Zero

Dopo l'uscita, poco più di un anno fa, di Raspberry Pi Zero, l'abbiamo visto applicato nei più disparati esperimenti, ma in rete, uno dei più famosi è sempre stato questo.

Ognuno l'ha chiamato a modo suo, Game Boy Pi, Super Boy pi, ma la sostanza è sempre la stessa: come CPU un Raspberry Pi Zero, una MicroSD, display da 3,5 pollici, batteria ricaricabile tramite USB, una porta usb e, per finire, un sistema operativo e una valanga di rom in grado di emulare console di ogni tipo, dal NES al Super Nintendo, Nintendo 64, MAME (Arcade), Neo-Geo, Sega MegaDrive, Sega Master System, Play Station ecc…

Bene, lo volete costruire? OVVIO. Fortunatamente l'utente YouTube Angelo Capobianco ci viene in aiuto con un ottima video-guida in italiano, buona visione!

https://leganerd.com/2017/03/02/tutorial-costruire-un-game-boy-un-raspberry-pi-zero/

DID NINTENDO DOWN-LOAD A MARIO ROM AND SELL IT BACK TO US?

EMUPARADISE IS CHANGING

Nintendo's stance on emulation has always been a rigid one. As far as the company is concerned, if you're downloading and playing games from unofficial sources, you're a software pirate.

"It's that simple and not open to debate," says its corporate FAQ.

And yet, here's a thing. If you download the Wii version of Super Mario Bros. using the Virtual Console, there's evidence to suggest Nintendo might have actually repurposed an illegally-copied ROM and then sold it back to us. Surely that can't be the case. Right?

Join me in the video below as we take a look for ourselves. That's episode three! A little different this time, as we're talking business practice rather than game design - I'm interested to see what you make of it.

Anyway, I like the idea of using this space on the site to add a little extra context for those who want it, as we did with last week's piece on the many lead designers of Civilization. And with the .NES header being such a crucial piece in this story, I thought I'd talk through how exactly we managed to verify its existence in our digital copy of Super Mario Bros.

Although the Nintendo Wii allows you to transfer files, including games, to an external storage device, it ensures the device is formatted in a way that makes it very difficult to read on anything other than a Nintendo console. As a result, we needed to use a modified "homebrewed" Wii that would be able to copy those same files while avoiding the formatting process itself.

Here's what that leaves you with.

As you can see, we were mostly looking at .app files here and so needed to use a hex editor to have a nosy around in the binary data. We already knew from Frank Cifaldi's GDC talk that a .NES header should be located in '00000001.app' and so that's where we started. A quick search of the file (CTRL+F 'NES') and we found it.

The .NES header, originally created by Marat Fayzullin for his iNES emulator, is used to provide emulators with the necessary context needed to recreate a hardware setup that changed with each and every cartridge. Finding it in this Nintendo-published version of Super Mario Bros. felt like a sign we were heading in the right direction.

At this point I contacted Fayzullin himself, providing him with the files we'd obtained. He then compared this with various pirated Super Mario Bro. ROMs found online and discovered the ROM content was identical.

Many of you are aware that the situation with regards to emulation sites has been changing recently. What you probably don't know is that we at EmuParadise have been dealing with similar issues for all 18 years of our existence. From receiving threatening letters in the early days to our hosts suddenly shutting down our servers due to complaints, we've seen it all. We've always complied with takedown requests but as you can see, that is no guarantee of anything. I started EmuParadise 18 years ago because I never got to play many of these amazing retro games while growing up in India and I wanted other people to be able to experience them. Over the years, many folks have joined in and contributed to this vision and I think I can say that we've been successful in spreading our passion for retro games far and wide.

Through the years I've worked tirelessly with the rest of the EmuParadise team to ensure that everyone could get their fix of retro gaming. We've received thousands of emails from people telling us how happy they've been to rediscover and even share their childhood with the next generations in their families. We've had emails from soldiers at war saying that the only way they got through their days was to be lost in the retrogames that they played from when they were children. We've got emails from brothers who have lost their siblings to cancer and were able to find solace in playing the games they once did as children. There are countless stories like these.

It's been a long and beautiful journey with many ups and downs. When I started EmuParadise things could have gone either way. But right now the direction they are going in could not be more than clear.

So where does that leave us?

It's not worth it for us to risk potentially disastrous consequences. I cannot in good conscience risk the futures of our team members who have contributed to the site through the years. We run EmuParadise for the love of retro games and for you to be able to revisit those good times. Unfortunately, it's not possible right now to do so in a way that makes everyone happy and keeps us out of trouble.

This is an extremely emotional decision for me after running this site for so many years. But I believe it is the right thing for us at this point of time.

Thus, we have decided to make a new start. We will continue to be passionate retro gamers and will keep doing cool stuff around retro games. But you won't be able to get your games from here for now. Where we go with this is up to us and up to you.

"There are minute differences between ROM dumps," explained Fayzullin.

"Depending on the cartridge version and how it has been dumped. If you see that your .NES file DOES NOT match any of the ones found online, it is likely to be their own ROM dump. I have cut the ROM content out of the Wii file you sent me and it indeed matches the .NES file found online."

As you hopefully saw in the video, we asked Nintendo for comment on this story, and although it denied using ROMs downloaded from the internet, it decided against explaining these peculiarities.

Emulation. It's complicated.

Thanks to the lovely lot at Digital Foundry for their help on this one!

We'll still have our emulators database, the community, and everything that comes along with that.

We have already made several plans of what is going to happen next. It's going to be a fun new beginning and there's going to be lots to come! We'd also love to hear from you in the comments about what you think we should do. But for now, we need to make this change. We've served the community for 18 glorious years and it's been a hell of a ride! But every end is a new beginning and we're excited to find a way forward to continue being your #1 emulation destination.

Thank you for supporting us through this journey. We could not have done so much without you visiting us, telling your friends about us, uploading screenshots and descriptions, telling us when something was wrong, letting us know when we messed up, and more.

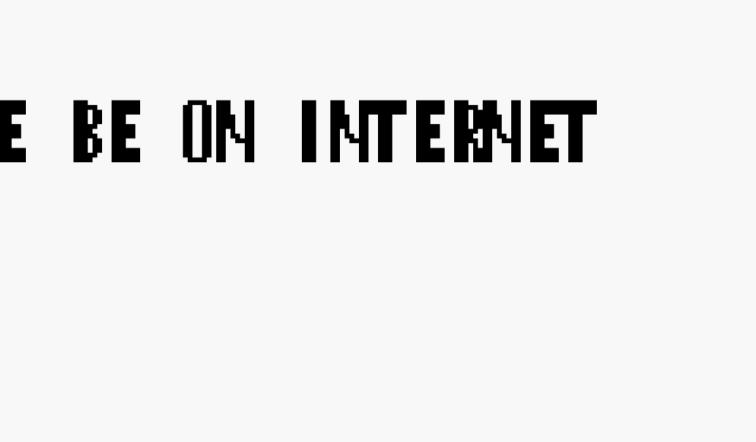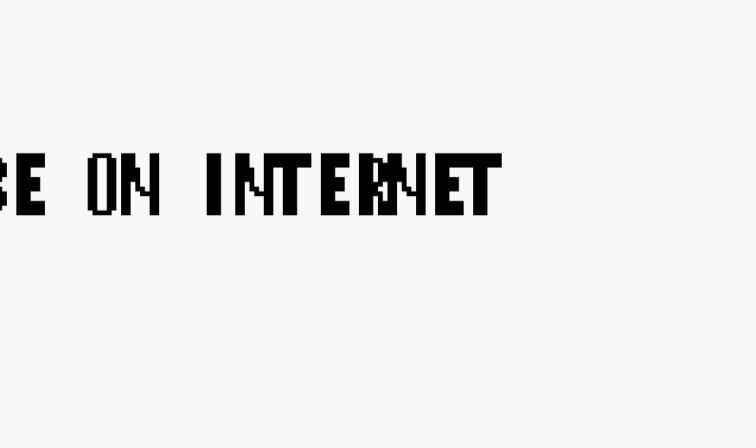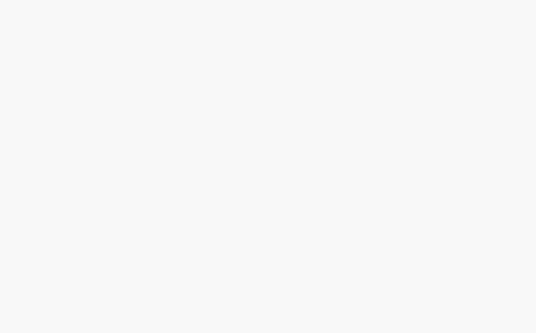Thank you for being a part of our community and encouraging us through all these years.

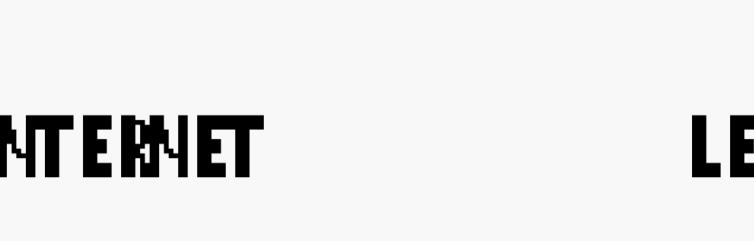LET ME BE ON INTERNE

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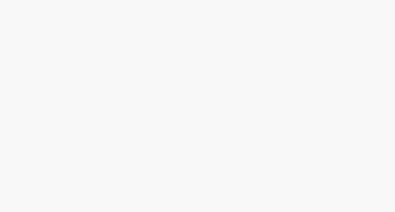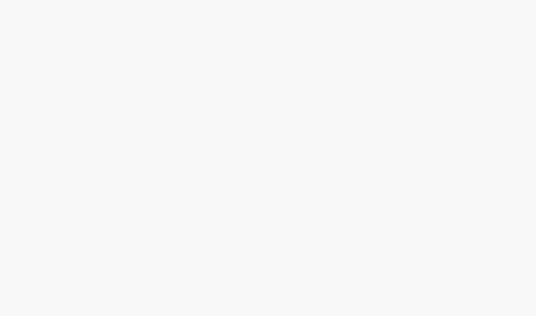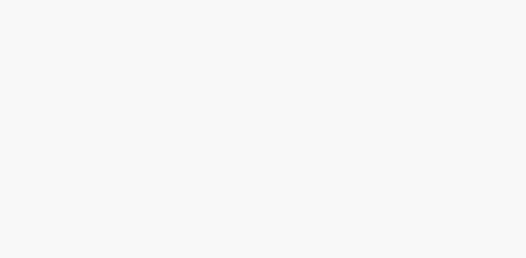
ET   LET ME

T　　　　　　　LET ME B

LET ME BE

LET ME BE ⬛

LET ME BE ON

LET ME BE ON

LET ME BE ON IN

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LET ME BE ON INTE

LET ME BE ON INTER

LET ME BE ON INTERN

LET ME BE ON INTERNET

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