OUYA**FUTURE**

FREE THE GAMES

GAME CONSOLE & CONTROLLER

RESTARTING THE REVOLUTION

WELCOME TO OUYAFUTURE!

OUYAFUTURE is the world's first magazine solely dedicated to Ouya games, fans, developers and more!

If you would like to contribute, please get in touch through Facebook or Twitter!

@FutureOuya

@FutureOuya

CONTENTS

Contributors in this issue!

Jason Scott (Internet Archive)
ComradeNapCal
Szeraax
NYYLE
TheStrawHat
Jayenkai
Joom
Deii

GAMES

To mark the 7th anniversary of the OUYA, the OUYA Saviours hosted their second Game Jam to date. This was a huge sucess, spawning several new games for the console. Head on over to the DISCOVER store and check these great games out!


Cake Slide Star Catch - ProHighScore Studios

Written by a long time member of the OUYA saviours project, slide the cake across the screen and collect the stars to achieve a new high score! A huge shoutout to the dev as this was his first ever game!

Lose(Time)Tho - Illud

Lose(Time)Tho is a relaxing window cleaning simulator. The music (created by the dev himself) is extremely relaxing and mellow. We'd definitely recomend checking this one out!
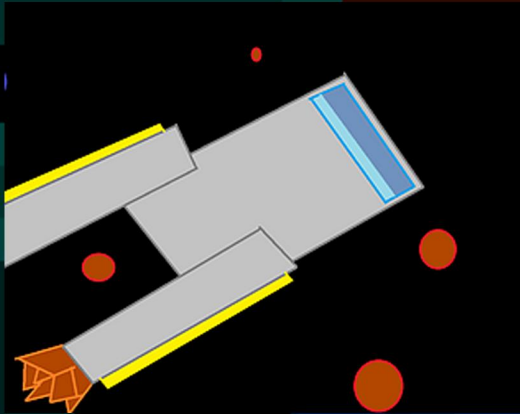

ScrubWars - TheStrawHat

A very appropriate game seeing as we celebrated the OUYA's 7th birthday in the middle of a pandemic! Avoid viruses and try to achive a score of over 100!

Battle Within My Mind - Sketche99

Written to express the negative thoughts the dev was experiencing in a hard time in his life, Battle Within My Mind has you battling negative thoughts from level to level. This is an extremely well polished game, and has a very important meaning. We at OUYA FUTURE would definitely recommend checking this game out and Sketche99's other work.
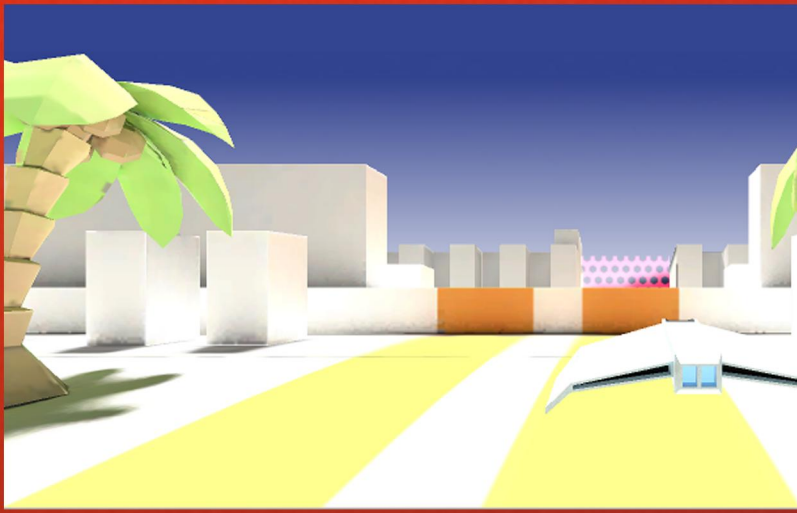
Azorum Overdrive - Zondarg

Zondarg has yet again blessed us with another absolutely stunning shoot em up for OUYA. Check this out on the Discover Store, today!

Voxel Game - Nachoz12341

Nachoz brings a new Minecraft style game to the OUYA, this plays superbly on the console and is a great addition to the DISCOVER store. Feel free to send your creations over to us on Twitter!

NeonFlap - 8-Bit Booter Games

Yet another Flappy clone makes it's way to the OUYA. Flap your way through the pipes to the sound of synthwave! Go try this out on the DISCOVER store, today!

Disinfector - DOODYSandwich

Spray the population with disinfectant and quash the virus before it spreads! A great arcade style game now available on OUYA.

Thanks to everyone who submitted a game!

Do you want to create a game for OUYA?
Join the OUYA Winter Game Jam!
# Starting December 6th 2020

RESULTS

Here are the results for the
2020 Summer Game Jam.

1 - Azorum Overdrive - zondarg
    Ranked 1st with a score of 4.56

2 - NeonFlap - Toasterkidd
    Ranked 2nd with a score of 4.11

3 - Voxel Game - nachoz12341
    Ranked 3rd with a score of 4.09

4 - Cake Slide Star Catch - ProHiScore
    Ranked 4th with a score of 4

5 - ScrubWars - TheStrawHat
    Ranked 5th with a score of 3.78

6 - Disinfector - DOODYsandwich
    Ranked 6th with a score of 3.33

7 - Battle within My Mind - sketche99
    Ranked 7th with a score of 3

8 - Lose(Time)Tho - illud
    Ranked 8th with a score of 2.78

FOLLOW @OUYAFUTURE ON TWITTER
FOR UPDATES REGARDING THE NEXT
OUYA GAME JAM, COMING WINTER
2020
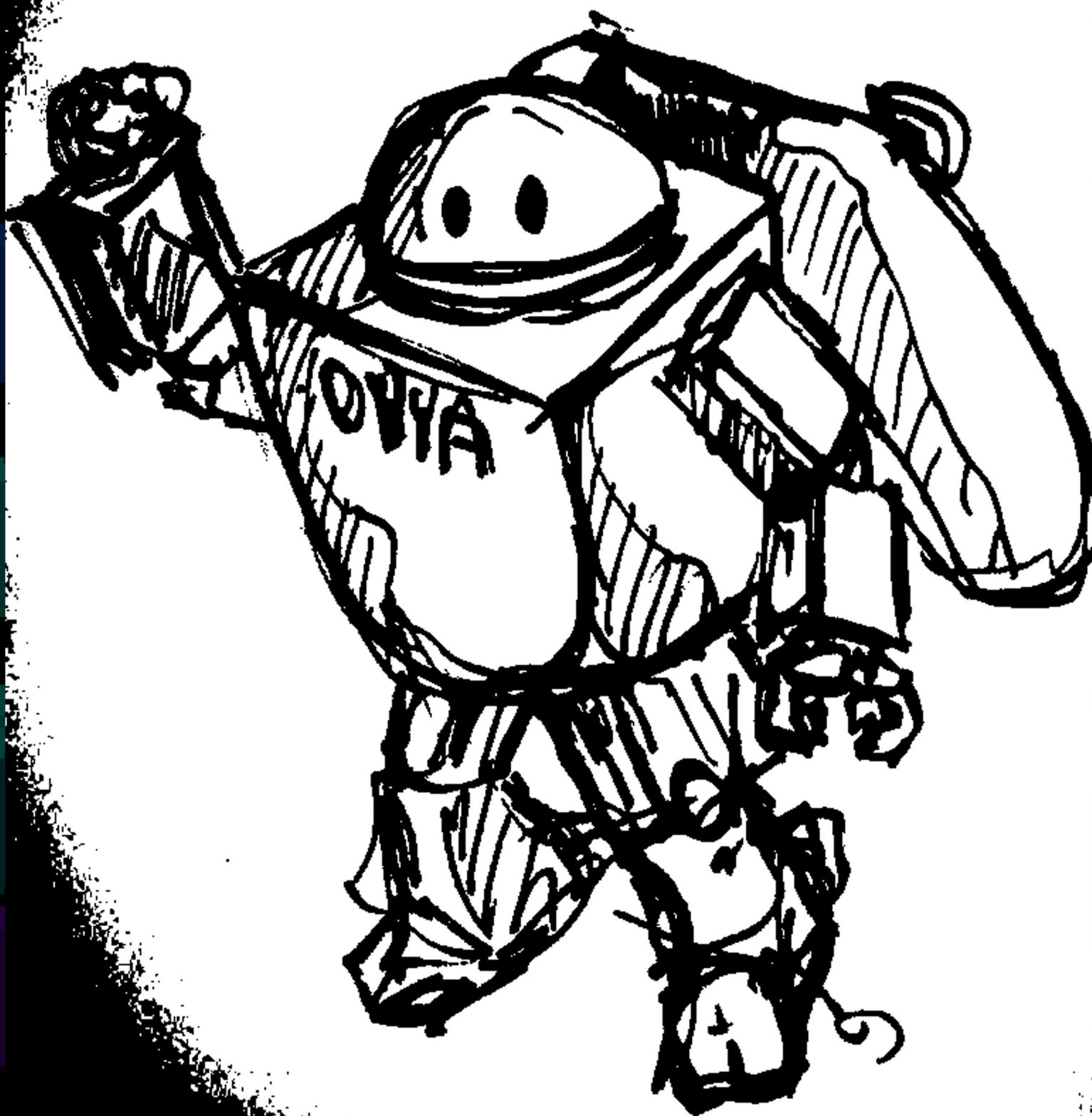
Mashing the Android mascot with OUYA
reddit.com/user/Ironhide_Delta

Age of Zombies - Halfbrick

There's not many good dual stick shooters out there, yet the ouya has multiple great titles in the genre. One of these is age of zombies. Fight your way through multiple eras and collect powerups along the way. Running to a shotgun to blast the horde following you has never been more satisfying.

The game features some great graphics, and plenty of variety when it comes to enemies.

Written by NYYLE

Presentation = 8/10
Graphics = 7/10
Playability = 9/10
Sound = 7/10
Overall score = 8/10

3T Games Compilation - 3T Games

A truly awful collection of ZX Spectrum inspired games. Probably among the worst of the OUYA libary.

Written by TheStrawHat

Presentation = 2/10
Graphics = 1/10
Playability = 4/10
Sound = 2/10
Overall Score = 2/10

AVP: Evolution

AVP Evolution may at first seem like a shoddy licensed game at first but don't let it decieve you, AVP plays like many of the other titles in the series such as the alien trilogy on the playstation. Collect trophy kills as the predator and hunt down the alien scurge. Playing as both the alien and predator is a great touch and definetly adds a fun twist.

Written by NYYLE

Presentation = 8/10
Graphics = 6/10
Playability = 9/10
Sound = 8/10
Overall Score = 8/10

The Amazing Frog?

Gaz and Hal at Fayju are absolute geniuses. Taking their home town of Swindon and turning it into a froggy playground. I have several memories of playing this fantastic game. I especially remember the moon update, which added a completely new map and beta versions of their drivable cars, which were later introduced in the PC version of the game. This is honestly one of the best games on OUYA, especially when you're playing split screen with friends.

Written by Toasterkidd

Presentation = 10/10
Graphics = 9/10
Playability = 9/10
Sound = 10/10
Overall Score = 9.5/10

So Many Me

So many Me is a brilliantly made puzzle platformer, and possibly one of the most polished games on the OUYA. The controls are tight, the gameplay is rewarding and the graphics are beautiful. I never personally bought this game, but with the plain purchases mod by CWeiske, I can enjoy this in its full glory.

Written by Toasterkidd

Presentation = 10/10
Graphics = 10/10
Playability = 10/10
Sound = 10/10
Overall Score = 10/10

Catlateral Damage

I absolutely adore cats, and this game is my favourite game on the console. The idea of running around as a cat and throwing stuff from shelves is just brilliant.

The game plays well apart from the odd drop in framerate. The sound and graphics are decent for an OUYA game.

Written by Deii

Presentation = 8/10
Graphics = 8/10
Playability = 8/10
Sound = 9/10
Overall Score = 8/10

CLARC

Definitely a game that I personally overlooked when first bought my OUYA. Eventually, I did purchase this game and I was extremly impressed.

CLARC, the WALL-E esque robot is in charge of saving his girl-friend before she is launched into the sky. The puzzles in the game work brilliantly, and the visual style makes the game look extremely sharp on the OUYA.

Written by Toasterkidd

Presentation = 10/10
Graphics = 10/10
Playability = 10/10
Sound = 10/10
Overall Score = 10/10

Cake Slide Star Catch

This game is not only a fun and pretty game but a celebration of the OUYA. Moving the cake is responsive and it is quite challenging to light every candle. There was a great surprise at the end and made me smile when playing it. I am excited to see what comes next from the developer as the game is polished and well presented.

Written by The Straw Hat

Presentation = 8/10
Graphics = 6/10
Playability = 9/10
Sound = 9/10
Overall Score = 7/10

MICROS

Amico News

Originally due to be released this October, the Amico has been delayed until 2021. Since the release of the first issue of OUYA FUTURE, we've seen several games, hardware demos and developers talk about their games and why their game is perfect for the Amico.

So what do people think to the console? Not an awful lot, to be honest. The games look very basic, and are certainly not system sellers.

So what could be a promising console has sort of falled to the wayside due to the poor games.

The Evil Kinevel game for Amico is looking seriously Flash Gamey.

The game has also been available for Android and IOS in the past. Where are the exclusives?

GameStick

Over on the GameStick sub-reddit, there has been some recent developments regarding archiving the launcher, logging its limited list of games and finding its SDK documentation. We are hoping to somehow find a solution to bypassing the activation, but it will

certainly be a challenge. However, the community has basically been decimated at this point, with the Gamestickers forum closing a few years ago and a very small member count on the Gamestick Sub-Reddit. There's several tens of thousands of consoles out there, so it's completely worth the effort to archive these pretty cool devices.

Atari VCS

Quite a considerable amount has happened in the land of Atari. The console finally seems to be shipping out to backers next month, and is already in the hands of a selection of developers who'll be bringing their games to the new console's storefront. Many of these games are indie titles, and the whole thing looks more and more like the OUYA 2 everyday.

OUYA FUTURE has personally reached out to Atari to comment on the developer program, but received no response. Sources seem to show that there will be only a handful of games at launch, and Atari will be rather closed-minded about letting anyone release games for the system.

Plex and some other streaming services has been announced, so the console looks like a decent home media streaming box. Still, another platform for indies is never a bad thing, and I definitely hope that the console lives up to what Atari said it would be.

INTERVIEW

In this issue of Ouya Future, we had the amazing opportunity to speak with the amazing Jayenkai, developer of around 10% of the OUYA's entire library!

How did you get into game development?

We moved to a new town when I was 7 years old, and although I earned a few good friends, I instead found myself spending more of my free time alone in my bedroom with a computer, and a great big BASIC programming manual. Over a relatively short span, I got the programming bug, and haven't stopped, since. I make games, not for a huge mega profit, but instead because I enjoy the puzzle and joy of creating them.
It's 30-odd years later, and I haven't lost that excitement.
I create, because it's still fun to do so.

What made you decide to develop for the Ouya?

The OUYA seemed ideal for me. The ability to write games and play them on my TV, via a proper console, was a great idea, so I leapt at the chance. A month or so prior, the language I was using at the time (Monkey-X) was given the ability to compile games for the OUYA, so the timing seemed absolutely wonderful. I grabbed the update, bought an OUYA, and the rest is history.

How many games did you publish to the Ouya in total?

I'm not absolutely certain!!! The overlap time between when Razer did and didn't cross-publish new games to the OUYA seems a little hazy, now, but I know that, by the time I stopped submitting .apk's, I'd posted exactly 100 games. I think possibly 70 of those made their way to the actual OUYA marketplace. But all 100 can be sideloaded and will happily run on OUYA.

What are you planning for the future? Any exciting new games?

I've recently started making games for Nintendo Switch. Not through normal means, but instead using a language called SmileBASIC, which is available in the eShop, runs entirely on the system, and lets you share your creations with the world. I've so far made nearly 50 games using that, and it seems great for sharing my oddities with a whole new audience.

Finally, what's your favourite game on Ouya?

I think probably Amazing Frog. I didn't "get" the game at first, and didn't quite understand the point of it. But that IS the point of it! It's still crazy fun, to this day.

Thanks ever so much for your time, Jayenkai!

Here we take a closer look at what's been going on over at ouya.world, the best place to go for all your Ouya needs!

ZacharyFoxx gives us a tutorial on how to use NFS on your OUYA!

And a little later we have:

```
#If you are using a Linux / Windos machine for sharing, uncomment the first line; o
#If you are using a server with OpenWRT, uncomment the second line.
        #/system/xbin/busybox mount -o nolock,ro,hard,intr,vers=3 -t nfs ${SERVERIP
        #/system/xbin/busybox mount -o nolock,ro,hard,intr -t nfs ${SERVERIP}:"$SER
```

It is self explanatory: Just uncomment the line you want to use.

I kept two because the first is the original script and it worked normally on my laptop with Linux, but not with OpenWRT.

Use the command :wq to save the file and exit of vi.

chmod 755 nfs_share

cd /

mount -o ro, remount -t ext4 /dev/block/platform/sdhci-tegra.3/by-name/APP

AFTER:

exit
exit

FINALLY:

Start Universal Init.d and if you chose to mount the share at boot, set it to run at startup (the ON / OFF option in Universal Init.d). If not, just choose the script from the menu and some options will appear at the top of the Universal Init.d, among them the option to execute the script. Just run and when it is finished you can exit the Universal Init.d.

Szeraax teaches us how to reflash the OUYA firmware on your OUYA.

Connecting Everything and Getting Setup

- Plug everything in:
  - Keyboard to OUYA
  - OUYA to your computer
  - Power to OUYA
  - OUYA to TV/Monitor
- Boot up your OUYA
- Open a terminal window (such as PowerShell or cmd) and cd into where you have adb
- Check if your OUYA is recognized:
  - Powershell: .\adb devices
  - Command Prompt (cmd): adb devices
  - Note: I will use .\adb through the rest of this guide. Skip the .\ if using cmd

Accessing Recovery Mode

1. From your terminal windows, run this command to tell the OUYA to reboot into recovery mode:
   .\adb reboot recovery
2. Once the OUYA has rebooted, it will show a warning exclmation mark
3. Hit "Home" on your OUYA keyboard

Pushing the Firmware

Scroll down to "sideload firmware" or whatever and hit enter. The run from your computer: adb sideload $ENV:USERPROFILE\Downloads\RC-OUYA-1.2.1427-r1_ota.zip

Finishing the Sideload

Incredibly important!!! Always wipe your data!!! "We want to wipe all data off of our Ouya. Not for security reasons but for sanity reasons! You see, whenever you reload an Android OS it's assuming that there are no user profiles, no data, nothing that could get in the way of its startup-script. Arrow down to "wipe data/factory reset" and press "enter" to continue." "Finally, we arrow down to "wipe cache partition" and press "enter."" Select "Reboot now" DONE

OUYA.WORLD members vote on the eight summer game jam submissions!

ProHighScore tracks down images of the OUYA launch party back in 2013!

I am NYYLE, a game developer from the UK. Even though I love the OUYA, I never actually owned one on release, I just played on my brother's console. Seeing how easy Ouya made game development look I thought I'd try and have a go in Construct 2. I was only 15 at the time so i found it difficult but managed to make something I was very proud of. It hasn't aged well but did make it onto the new discover store last year; my first published game.

Since then I have achieved qualifications in software development and design, giving me a much better understanding of game development and what people are looking for in titles. Since I know C# I decided to pick up Unity and started work on a MetroidVania style game. Sadly I never completed this project as I didn't have the skills at the time but i would love to revisit it one day.

After this I started to enjoy dungeon crawlers as it had the sense of exploration like the Metroid series, but the combat of the Zelda series I have enjoyed so much. Some of my inspirations were The Binding of Isaac and Enter the Gungeon. This was also the first time I had worked with somebody else on a project, but again, after a while we realised there was a lot of work to do before we could say we had a game ready.

This all takes me to today. At the start of lockdown I remembered an idea for a game I had while walking to a friends house in 2015. Back then I couldn't have dreamed of being able to create what I can now, and definitely wouldn't have thought the ouya would in-fluence me as much as it has. Sadly i can't show you much but these are a couple of screenshots of my current project set for a 2021 release. For people wanting to learn to make games, all I can say is get stuck in, whether it be block based programs like Construct 2 or just learning traditional code for engines like Unity or Unreal.

MAKE
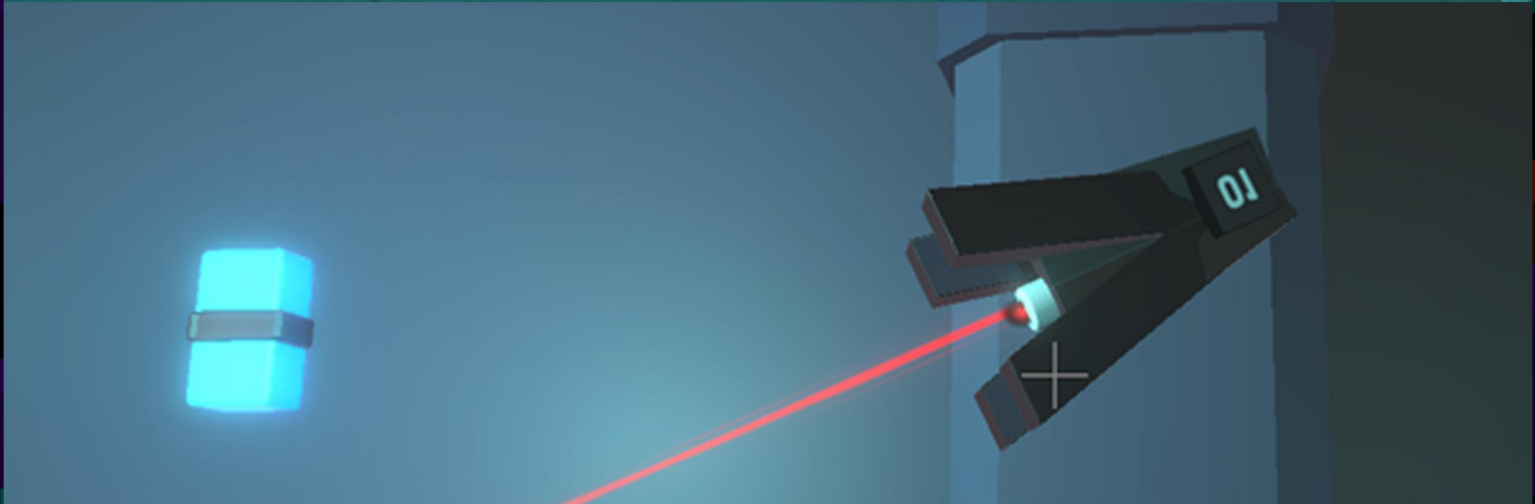
In this issue of OUYA FUTURE, we will be talking about some tips on how to optimize your modern Ouya games. This will focus on the Unity game engine, but you can apply some of the tips here in other game engines.

The first tip is about choosing the right version of Unity. Unity 2019.2 is technically the last version to work on the Ouya. This is because Unity 2019.3 raised the requirements of its Android runtime to 4.4 KitKat. (The Ouya runs on version 4.1 Jelly Bean) However, I do not recommend using Unity 2019.2. Unity versions 20xx.1-3 are basically over glorified betas. These versions may not be the best to use on a Tegra 3 powered device. Instead, I recommend Unity 2018.4 LTS, which is still even supported at the time this edition is being published. This version will still continue to get support until around Spring of 2021.

Since the Ouya's official development portal is now offline, you can download a modified version of the Ouya Unity package that works with modern versions of Unity at:

https://tinyurl.com/ouyaunitypackage

Just import it to Unity and select Assets, Import Package, Custom Package...

You can get documentation for the Ouya Unity package over at:

GitHub: https://github.com/ouya/docs/blob/master/unity.md

Please note that the documentation uses an old version of Unity, and may not be compatible with current versions of Unity.

Here's your mini-tip of the day: once imported into Unity, create a new folder called "ThirdParty", and drag the Ouya and the Plugins folders into this new folder. This keeps your project organized and tidy.

Fun fact: The Ouya was technically supported LONGER then the Nintendo Wii U on Unity. The Ouya dev kits came out in 2012 and will last until 2021 when 2018.4 LTS loses support. That's over 8 years of support. The Wii U was supported until 2018 (Latest version of Unity on Wii U is 2017.1), meaning only over 5 years.

The next thing we have for you is setting the resolution. As the Ouya is an ancient piece of technology, modern versions of Unity do not run well at 1080p. However, we can fix this by setting the resolution manually in our code, using Screen.SetResolution. I recommend using qHD resolution (960x540). The below is a snippet that you can use in your project:

Screen.SetResolution(960, 540, true);

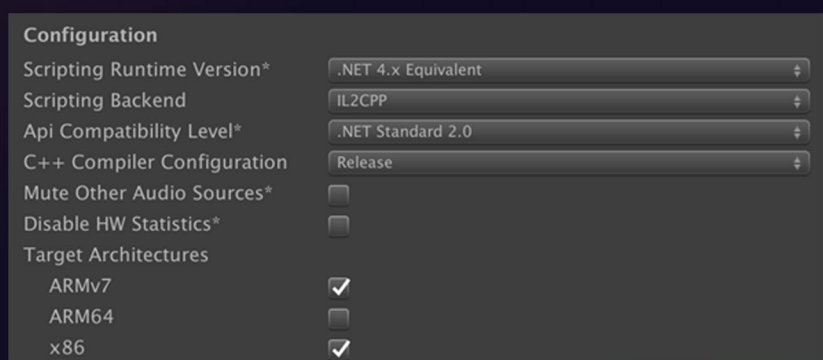Here's a comparison between 1080p and qHD on a benchmark project I made:

<--- 1080p

qHD --->

To complement the above tip, we recommend creating a UNITY_OUYA preprocessor directive for Android. We will explain why this is useful: Say for whatever reason, you are releasing two versions of your game, one for the Ouya, and one for modern versions of Android. You implement Ouya controls in Unity, tweak the GUI to fit the TV, and optimize your game to run smoothly on the older Tegra 3 chip. At the same time for modern Android versions, you add touch screen controls, and add fancy demanding graphics. Now you build your game for Ouya, and oh no! There's a touch screen interface on screen, the game runs badly, as well as crashes because of low memory.You can avoid this problem by adding a UNITY_OUYA preprocessor directive in the player settings here:

Scripting Define Symbols
UNITY_OUYA|
Allow 'unsafe' Code ☐
Active Input Handling* Input Manager ⏷
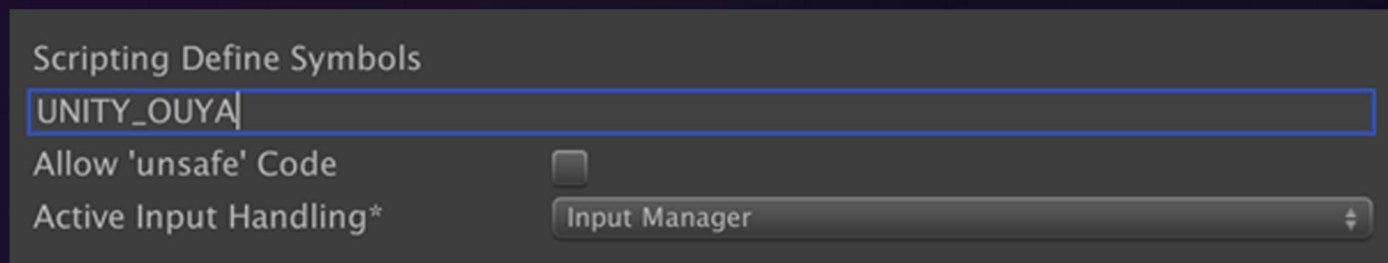
Then, you can wrap the above code example into this:

```
#if UNITY_OUYA
    // Render game at qHD resolution when compiling for OUYA.
    Screen.SetResolution(960, 540, true);
#endif
```

This will make your game only change the resolution on Ouya. When you build your game for other devices, you can remove the UNITY_OUYA directive from settings, which will ignore the code that is Ouya. The final tip we will give you is something that did not exist in the golden age of the Ouya. Use IL2CPP in production builds for your game. This is an amazing technology that transpiles your C# code into C++ code, then compiles it into an Android executable. The result is faster C# performance, and load times. In addition, because your C# code is compiled, you can not use a .NET decompiler on a IL2CPP game. This is great for online multiplayer games to prevent cheating. To enable IL2CPP, go to Player Settings, Other Settings, and in Configuration, switch Mono to IL2CPP.

Configuration
Scripting Runtime Version* .NET 4.x Equivalent ⏷
Scripting Backend IL2CPP ⏷
Api Compatibility Level* .NET Standard 2.0 ⏷
C++ Compiler Configuration Release ⏷
Mute Other Audio Sources* ☐
Disable HW Statistics* ☐
Target Architectures
    ARMv7 ☑
    ARM64 ☐
    x86 ☑

In Target Architectures, you can uncheck x86 if you want. This reduces the time to build your game as you are not compiling x86 code.
Once you are ready to release your game, we recommend joining our Discord server, and messaging an admin on how to release your game. They should take you through the process.
Anyways, that's we have to share for now. We hope that these tips help you create better games for Ouya. Thanks for reading and we will see you guys soon.

Written by ComradeNapCal

LAZA KNITEZ!!

Laza Knites, a fast paced arcade style game, launched as an exclusive on OUYA in 2014. In 2019, the game's 98% off sale ended in itch.io, switching the price from $2 to $100 dollars. But why?

OUYA

Glitchnap, a budding group of students created LAZA KNIGHTZ, an action packed space lancing arcade game. Originally set for PC, OUYA snapped the game up with a $10,000 dollar exclusivity deal. "It felt insane to us, as poor students" one of the devs, Joon told OUYAFUTURE. "We did the whole porting/polishing in like 2 months"
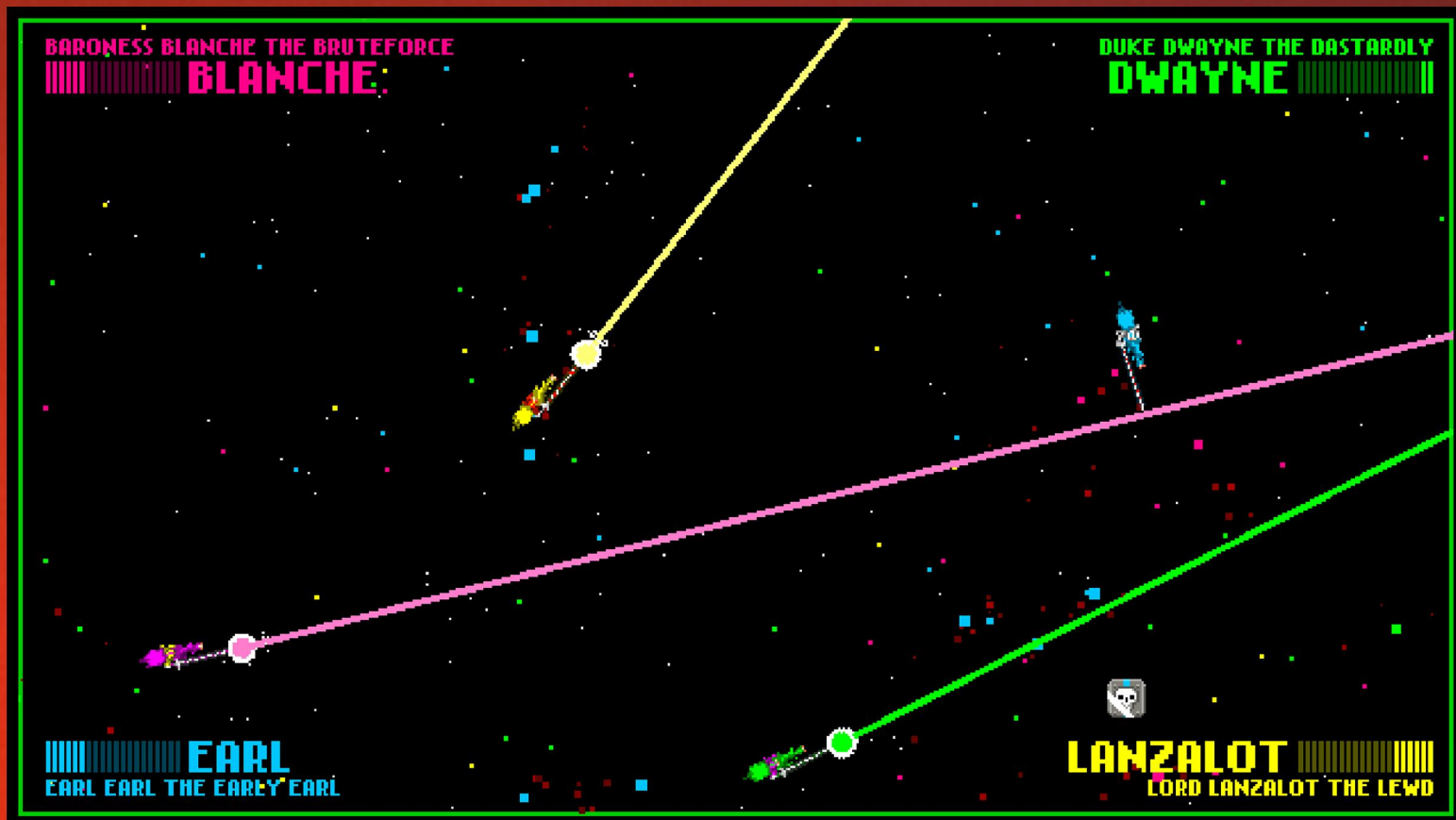
Itch.io

After the fall of the OUYA console, Glitchnap went back to publish Laza Knightz on itch.io.

For the price of 100 dollars...

Why $100?

"We liked the idea of offering the game on a 'perma-sale' that was a ridiculous deal," Joon told Kotaku. Glitchnap decided to sell the game at $100, with a five year long sale at 98% off. "It was a satitrical comment on the state of gaming prices and sales"

Buy Now **$100.00 USD** or more

Then they forgot about it...

With OUYA and Itch.io sales combined, they only managed to sell around 200 copies of the game. Something that was all too common for OUYA developers.

Although Laza Knightz wasn't an overnight success like Matt Thornson's Towerfall, it allowed Glitchnap's dev an entry into the incre dibly competitive game development industry.

The game's artist, Dominik Johann, moved on to work for Crows Crows Crows, famous for The Stanley Parable, Dr. Langeskov and Accounting, while others "got hooked up with a very strong lead from Martin Jonhasson, who made Korv vs. Mrs Dad." As a matter of fact, Mrs Dad was actually inspired by Laza Knightz!

The story of Laza Knights is one of the few OUYA success stories, with the developers going on to do some incredible things. Thanks to Joom for letting us at OUYA FUTURE speak with him about this amazing game!

SYSTEM

Written By Szeraax

I'm going to shut down my community server, but don't worry, I'm not going anywhere and neither are our games!

Q: But Why?

CWeiske's server runs better than mine. I have some great ideas in mind for my server that allows us to do cool things, but they generally require real user accounts, which means collecting email addresses and creating those accounts. To create real user accounts, I'll need to get a bunch of work done on the server and setup SSL certificates on the host. I don't feel a bunch of desire to do those at the moment.

Q: How do we continue to play games?

Switch to using CWeiske's community server at ouya.cweiske.de.

Q: How does one tell if they are using client.ouya.world?

I'll be enabling a system message soon that alerts all users to migrate over to the other community server. And eventually, I'll shut down my server and forward all requests over to his server. (CNAME dns record).

Q: When?

Probably by the end of the year.

Q: Why did you make this server originally?

I started creating this server has a hobby project to learn about Python, Django, API Servers, etc. I've learned a ton and its been a lot of fun.

Q: What's Next for You?

I'm looking to contribute more to CWeiske's server! I love my OUYA and still want to play games, just like you. I'm thinking that I'd love to have a holiday themed user account that I can login to on his server...

OUYAFUTURE wants to personally thank Szeraax for his contributions to the OUYA community. His expertise is genuinely invaluable.

With over a thousand games released on the system, many of them are sure to fall through the cracks. This time around, let's discover some games that you might have missed. I wouldn't consider these hidden gems, but there's fun to be had with the games that are buried beneath the surface.

My Little Rescue Helicopter

Jayenkai might be the most underrated developer for the OUYA. This person single handedly releases a game a week (AGameAWeek.com) resulting in 101 total OUYA games. As of this writing, he is still churning out weekly games for PC, Linux, Switch and more. Many of his titles are simple in concept, but in execution they are excellent throwbacks to the arcade of yesteryears. My Little Rescue Helicopter is my personal favorite of the bunch, though admittedly I haven't tried them all yet. The music is awesome, and the physics and controls on this game are so tight, it feels so much like Choplifter! that you could easily get an older gaming veteran to hop on board. Give it a shot if you dig old school "Aim for High Score" style games!

No Breaks Valet

Ok, this one might be cheating, but there are WAY too many people that haven't heard of this game. No Brakes Valet is great solo or with friends as it's fast, challenging, and funny. Your job is to earn cash by trying to park cars successfully. The physics are delightfully wonky, but easy to grasp on the first, or second attempt. Most of the cars have loose brakes, making them challenging to control. There are also buses, cars with explosives, and (you guessed it) cars with no brakes. I can't recommend this one enough!

Written By ProstatePunch

ENDWORD

I was Thirteen when I first found the OUYA. Nixie Pixel had posted a video regarding "the first truly open source console." From then, I followed the device, from delivery of the first kickstarter units until I finally bought one myself. Several YouTubers reviewed the console, pointing out its flaws, but staying fair and to the point. Ashens' video was surprisingly positive, picking out some of the best early OUYA games available. PewDiePie even played a few games, including the hilarious 'Amazing Frog?'

After that, I was hooked. I joined OuyaForum and eventually bought the console in January 2014 with the Christmas money I had saved. £140 got me the console, an extra controler and $30 in OUYA credit. I loved every second I spent playing it. I would bring friends over after school to play games like DubWars, Get On Top! and BombSquad. They all loved it, but purchasing one themselves wasn't on the horizon. It seemed as if I was the only person in the world with an OUYA.

The idea of developing a game for OUYA came rather quickly after purchasing the console. I downloaded Unity and attempted to follow a tutorial online on how to make a game, only to completely fail. It just simply wasn't something I was capable of at the time, but that dream always stayed with me. There was something special about having a game on the OUYA store. It was up there for thousands of people to see and play, instead of being buried on a website like Itch.io.

The last game I bought for the console was in 2015. I had just over a dollar in credit from a OUYA competition I had won. I chose to buy Ouch Couch. Not because it was a great game, but just to spend the last remaining credit I had before I turned off the console for good. That Christmas I recieved a playStation 4. The OUYA got packed up and sat in it's box for around two years. I kept in touch with the OuyaForum guys and kept up to date with the latest news. It was around this time when Razer bought out the rights to the software, leaving the hardware for dead.

Razer told OUYA owners that they'd recieve a special offer on their new hardware, which I did eventually recieve. A £40 off voucher for the Razer Forge TV Bundle. I never did use the voucher. In my head I just didn't see the whole Razer thing working out, which eventually became a reality. In 2017 I finally pulled out my OUYA again, to find that DubWars, my favourite OUYA game had been ruined by an update, making it a laggy, ugly mess. OddWorld games had been added to the store. A welcome addition, but I knew I wouldn't be buying any more games. GAME (The UK retailer) finally sold off their new old stock OUYA consoles for £20 each. I bought a spare, as well as a few controllers. I let a work collegue borrow one to attempt to port a game to the store, but nothing came of it. The OUYA dream had pretty much faded away for me after the Forge stopped being sold, only six months after the UK Launch.

In mid 2019, I heard the news that the OUYA store was going to be shut down. The news definitely upset me, and I joined the OUYA Saviour's Group. I was initially skeptical, and promptly left the discord server, only to rejoin around October 2019, after the OUYA library had been archived and we had access to the store again. I couldn't believe the work that had gone into the project, and that we now had a community run storefront. Something I believed to be impossible.

I pulled out my OUYA console from underneath the bed and powered it on. Nothing.
My original OUYA had died. I booted up my spare and got to work on adding the new storefront to the system. I downloaded all my favourites back onto my console and felt the same feeling I had felt six years before; Pure excitement.

November rolled around quickly, and a Game Jam was weeks away to try and entice developers to make new games for the system. "Now was the time to make a game," I thought to myself. I had three years working in Software Testing, and I knew the smallest bit of JavaScript. At first, I wanted to make an FPS, but after building some levels and the framework around it, I just knew I wouldn't have enough time. 'OuyaGun' was shelved and I quickly moved to transform what I had into a 3D platformer. PARKOUYA was born. I submitted the game to the GameJam and felt immensly proud. A couple of days after the Jam, my game was added to the DISCOVER store. Seeing my game up there was incredible.

Since then, I've been very active in the OUYA community. In April 2020, I completed the first issue of OUYA FUTURE, the world's first magazine dedicated to the OUYA console, games and its community. I created another OUYA game, NeonFlap for the 7th anniversary Game Jam, and I'll be sure to create a game for this year's Winter Game Jam.

For me, it's not just about the console and its games. The OUYA community is what has always kept me coming back again and again. We are such a tight knit group of people from all over the world that just want to play amazing games and develop for a console that we hold so closely to our hearts, no matter how much flack the console recieves from trolls and the media.

If I was to summarize the OUYA in under ten words, I wouldn't know what to say. Play the console before you make your judgement, is all I ask. My games are not brilliant or spectacular in any way, but other OUYA games are. There's been ups and downs in my time owning an OUYA, but thinking back, I wouldn't change a thing. I'm just happy to be a part of restarting the revolution.

Written by Toasterkidd

ISSUE 3 - COMING APRIL 2021