



# BEN JELTER

Burlington, VT

**OTOS:** Is it harder to make a game for the Game Boy or the Nokia brick?

**Jelter:** I think it must be a lot harder to make a game for the Nokia Brick phone. I think you saw a game I made called Alien Eggs for the Nokia game jam but unlike my Gameboy games that one is not a 'real' Nokia game. I just made it using the Nokia's graphical limitations because it seemed like a fun thing to work with.

**OTOS:** There's a noticeable lack of horror games in the original Game Boy lineup, so the tone of Opossum Country, Decline, and The Machine are a real treat to see on the system. Do you have your eye on any other retro consoles?

**Jelter:** There are other systems that are really cool to me like the Wonderswan and the Playdate but I think I would need more programming skills and in the end there might be less interest so I'm not sure if I will ever be able to make games for those. I do like to toy with different system's limitations as an artificial constraint on PC games too though.

**OTOS:** I've easily put 15 hours into The Machine.  
How many hours do you think you've dedicated to The Machine?

**Jelter:** Oh man... I tried to estimate and I came up with something like 1500-2000 hours? It was my first big game so I just kept working on it and learned a lot along the way. If I started it again from the beginning now I am sure I could make it faster.

**OTOS:** Did you choose the two characters that were featured as pins with the collector's edition?

**Jelter:** I actually can't remember but based on who the characters are I think I must have because they are two of my favorite characters in the game.

**OTOS:** Lunchz has gotten the music credit for most of your games that I've checked out. What can you tell me about procuring music for your projects?

**Jelter:** Getting music for games can be a real challenge if you don't know any musicians who want to collaborate and getting music for a Gameboy game is even harder. Fortunately Lunchz and I have had a great relationship for a very long time so we really like working together.

**OTOS:** Is there some trick or necessary stage setting required to win the lottery (in The Machine)?

**Jelter:** Yes, you have to buy a lotto ticket! Being very lucky helps too. Your odds of winning the lottery in The Machine are thousands of times better than in real life. For as dystopian as The Machine is, it is a utopia compared to reality.

**OTOS:** The Heliosphere web comic is impressive and currently accessible. For new fans of yours, is there a way to check out Moscow 38 and The Tumor?

**Jelter:** Not at the moment but as soon as I have time I would like to find a way to re-release The Tumor. I am still proud of that comic. I dream of porting it to Gameboy but so far I have always had something I was more excited to do. I also dream of making the third book in the Heliosphere series as a video game but for now the series is paused. I have a pretty big script written for book 3 already though.

**OTOS:** I'm looking forward to your upcoming Game Boy horror pack, is there anything you can share about what to expect with that release?

**Jelter:** Well it is a collection of 3 games. The first two are Opossum Country and Decline but they are relatively short experiences so I wanted to make a longer game to fill out the cartridge. The third game is a lot more substantial. I haven't announced it in full detail yet but I am excited to do so soon.

**OTOS:** I've found your projects on BenJelter.itch.io, BenJelter.com, and HeliosphereComic.com. Do you have any other projects or mediums that you would like to promote?

**Jelter:** Nope, comics and game development are enough to fill up about 150% of my time, haha.



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