



So I've finally exhausted the first wave of interviews, this appears to be it for the time being... Hit the jump as I chat it up with Bresslol!

So tell us about yourself. What are you up to these days?

My name is Jon Bressler. I've gone by icommajon, DMN, and Bresslol. I hosted STFU, DMNsanity, and co-hosted USL. I've taken a couple of steps back from internet radio to focus on my anime convention career.

Favorite BEMANI game?

DDR, though I do like dabbling in beatmania (not IIDX)

Favorite mix from said series?

5th Mix.

Favorite song/artist? (doesn't have to be from your favorite game/series)

Never Gonna Make from 4th Mix.

Any tournament memories you want to share? (also, PA or Freestyle?)

[I have no idea what you're talking about.](#)

Proudest accomplishment?

I did AAA bag on heavy once. I would say though that my knowledge of tournament

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Written by DarkTetsuya

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organization opened up a lot of doors. I don't think I'd be high up at one convention and assisting in the direction of another con if it weren't for DDR.

Any memories from OLR (or USL) you'd like to share?

Oh god, so many.....

- The rob floods
- sitting in on an episode
- rob calling me whilst I was drunk

And a couple doing USL:

- Travis nearly dying due to akeripper's swearing
- The roast of Lizzie

I will also say, doing the Madness tournaments. I may not be affiliated with a show anymore, but there will be a madness 2012.

Do you still play DDR/IIDX/etc. nowadays?

Rarely. I should get off of my fat ass...

If you've seen what DDR is like now, do you feel it's 'jumped the shark'? Share your thoughts on that.

Yes and no. A game series has to remain fresh somehow to keep it going. DDR had to do it at some point. I think ITG made Konami force their hand a few years back, and that's when Konami realized DDR is still viable, and released SuperNOVA. I think the addition of popular music is not something everyone wanted, but it needed to be done to familiarize DDR to the people who hadn't heard of it, especially since the game tailors itself to the teenage crowd. I'm not happy with how Konami did it, having to essentially kill off ITG, but it got done.

Obligatory 'your first time playing DDR' story

I was at a Pokemon TCG event in Hawai'i in 2000 and came across a stupid arcade machine singing about butterflies. I was between rounds so I hopped on and tried it. I hated the game so much, but I got a good workout. I kept playing it and the rest is history.

Final thoughts?

Crysis still sucks.

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Okay, NOW that I've exhausted all the interviews I've gotten leading up to tonight's 9th anniversary show of OLR I think I'm ready to retire from doing these.... at least for the time being. I hope you enjoyed catching up with some of the old OLR alums from back in the day, some of which still hang around here and there while some have moved on to other things.

Happy birthday OLR, here's to another 9 years! (*Just kidding... but I sure wouldn't mind it. :P*)