



Way of the Samurai Digital Controversy Continues; Gamestop Confuses Fans and Employees

by Floridanon

North American retailer Gamestop has recently pulled *Way of the Samurai 4* from its pre-order list, apparently not for the first time. As revealed by XSEED on their digital message board, they plan to release *Way of the Samurai 4* as a download-only title. Gamestop apparently “jumped the gun” earlier when adding the title to their pre-order list when a European release was announced, which will be retail, later removed when an American one was not confirmed.

When asked, local Florida Gamestop manager Donnell Holt replied “Corporate adds things and takes them away based on news, we don’t really have any control over it.” When asked whether fans who mistakenly pre-ordered the items previously would be informed, the assistant manager (name declined) replied:

“Corporate sends out a phone call now and then, but we sometimes call ourselves to let people now. With more niche stuff like this though, it

slips through the cracks. Their money is always in the system to refund or put on another preorder, or whatever, though. They never lose their credit.”

This anon asked another customer outside the store for comment; “It’s stupid really. XSEED is a good company and the fact they can’t get a retail release shows how screwed the games industry is due to big budget advertising and rehashes. The fact that this sort of thing only adds to consumer confusion really makes people want to deal with retail less and less, which is bad for people who prefer physical packaging like me. Everyone’s going to flock to digital distribution.”

Another fan was extremely vocal about the situation, having a personal scheduled phone call about the issue- “Personally to me, there’s no deny that there’s some convenience [to digital distribution], but I feel that with certain series that are not generic or hard to come by, a physical copy holds a lot more sentimental value... and the players have more attachment

to the game. You could buy all the digital version of the various PSX *Final Fantasy* games, but I went out and bought them for that reason.” He continues on about the issue, “Also, not everyone has the proper internet reliability for digital services to download such a game, and just because of that situation, they’re out of a game series they may have been attached to.”

Some fans disagreed with this sentiment. “XSEED has been very supportive of *Way of the Samurai* in the past, digitally, providing all the DLC for *Way of the Samurai 3* for free on Playstation Network,” a Facebook user wrote on XSEED’s page, “If they want to release the game digitally in the U.S., it’s because they have no choice. It sucks, sure, but that doesn’t mean we’re not going to play it.” This anon called Gamestop corporate to investigate their policy of updating preorder lists, and whether they will sell vouchers for digital downloads of the game, but a representative declined to comment.

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4chan Summer Cup Heats Up

by Reporter

With the end of the Babby Cup, and the release of the excellent April 27 promo video (<http://www.youtube.com/watch?v=FdyhEvNsEFc>), the hype for the 2012 Summer Cup is electrifying the air. /v/ is determined to redeem themselves after their humiliating failure due in part to an own goal by Patrick Bateman. With /a/ looking to reclaim their title, and /k/ defending theirs, /v/ will not be having an easy time.

There is also the new issue of /m/. /m/ tore through the Babby Cup, earning their place in the 2012 Summer Cup easily. Not only did they wreck their opposition, but they've been dominating the friendlies.

/v/ will have a lot of work, especially in reworking the team. Many of the current members are either out of date, or have been claimed by other boards. The team also needs to be reworked to abide by the new

bronze, gold, and silver player system.

Readers looking to help their home board win can do so by posting in the threads on /sp/ and /vg/ or by using the discussion page on Based Wiki. The current schedule is subject to change, but right now it's set for a two week tourney beginning July 13th and ending on July 26th, with a total of 52 games. Games and more information can be viewed at <http://barrel-ro11.com/>.

PlayStation All-Stars Battle Royale!

By weaviltonyen

As you may have heard, SuperBot Entertainment is developing a 2D fighter game, featuring some of the greatest (or at least more well known) PlayStation characters around. Not too much has been revealed about it, but we do have some confirmed characters and a preview of the gameplay (<http://www.youtube.com/watch?v=v1bQSw7FOUQ>).

Confirmed Characters For PSASBR's Roster

Kratos (Main protagonist in God of War)
Starting out we have the one and only god of war, Kratos! I don't think anyone is surprised that someone from a big franchise like *God of War* who has a rage-fueled lust for blood would be in this. He was, in fact, one of the first to be confirmed as part of this roster.

Fat Princess (The "flag" in Fat Princess)
I'm as surprised as the next guy that she was confirmed for a game like this, but I'm very curious as to what kind of moves she'll have. They really could've put more thought into the decision of putting a character that is practically a flag in capture the flag, but it's their game. But honestly, they couldn't have chosen a class from *Fat Princess*, or something?

Sly (Main protagonist in Sly Cooper)
Though I'm not sure if they can incorporate much of Sly's stealth into the game, he's a great addition to the roster. I'm sure he can put that badass cane to use in combat.

Needles Kane/Sweet Tooth (Known especially for driving Sweet Tooth)
While Kane's no stranger to free-for-alls, he's not too experienced with fighting outside of the comfort of his vehicle. His sadistic nature and firepower probably outweigh that though, so he'll do just fine against the rest of the All-Stars.

PaRappa The Rapper (Main protagonist of PaRappa The Rapper)
...Are you fucking kidding me? Are they starting to run out of characters already? I sincerely hope the rest of the roster will look better than this, they've already put two characters who have no experience in fighting in. They must have SOMETHING worked out for him, but good god.

Mael Radec (Main antagonist in Killzone 2)
Radec seems a bit out of place for a brawling game like this, to be honest. I'm a bit scared he might end up like Ganondorf in *Super Smash Bros. Brawl*. I get the shakes just from thinking about him. I guess we'll have to wait and see.

While those are the only confirmed characters, we can get an idea of some of the characters who will be included. I've also seen a lot of people complaining about *PSASBR* being a copy of the *Super Smash Bros.* games. While they must have gotten the idea of a collection of characters in a fighting game from it, I really don't see why you're complaining. The idea is a great one, and it might turn out to be really good.

Stay tuned for more information about *PlayStation All-Stars Battle Royale*!

Black Ops 2 Taking CoD into the Future

by Mr. Leo

On Monday, April the 30th, Treyarch released a new trailer for their upcoming game *Black Ops 2*, the sequel to their well-known game *Black Ops*. The trailer shows that Treyarch is setting Call of Duty in something other than WWII or modern warfare, the future. There will be loads of future tactical weapons, mechs and drones, intense horse combat, and helping Woods find his lost keys just based on the trailer. Could this show that there is a chance that Treyarch can save the *Call of Duty* series? We'll find out November 13th.

Elder Scrolls Enters the MMO Market

by Mr. Leo

An *Elder Scrolls* MMO has been announced by Bethesda, a project that they have said has been in the work since 2007. Developed by Zenimax Online Studios and directed by Matt Firor, the MMO is receiving much great anticipation. The game is set 1000 years before the events of the *Elder Scrolls V* where the daedric prince Molag Bal tries to put all of Tamriel into his demonic realm. Many features that have been announced so far include PvP, huge open world exploration all of Tamriel, it's being set in third person, and the use of regular old MMORPG genre standards such as classes, leveling up, a skills hotbar, and NPC quest. There are also three player factions being introduced which are the Ebonheart Pact (Nords, Dunmer, and Argoninas), Aldmeri Dominion (Altmer Bosmer, and Khajit), and the Daggerfall Covenant (Bretons, Redguards, and Orcs), which players can choose from. Much more of the story and features will soon be revealed as time goes but the full game will come out sometime in 2013 for PC and Mac.

The Binding of Isaac: Wrath of the Lamb

by weaviltonyen



Not much is known about the new expansion for *The Binding of Isaac: Wrath of The Lamb*, besides an idea of how many new features are in the game. Rock Paper Shotgun revealed some of these features:

"So here's what we know. For \$3 you'll get over 70 new items, including an entirely new category, trinkets, which provide passive bonuses. There will also be a new player character and a new, TRUE, final boss. 'More of everything' is the key claim, and I'd guess that means enemies, levels, items, layouts, minibosses, tarot cards and bodily fluids."

There will be alternate floors (which will "be shuffled into the game" and then randomly chosen from during play), new enemies, bosses and even a new class of items called "trinkets". Also available will be a new unlockable character, Samson, who will be acquired by skipping 2 treasure rooms. This expansion will be available for purchase near the end of May, for \$3. We'll keep you updated when we get new information.

http://bindingofisaac.wikia.com/wiki/Wrath_of_The_Lamb for a full report on it's progress. Ed McMillen has also a video with some more information at <http://www.youtube.com/watch?v=i2cN4DKEQEE>

E3 Watchlist

Courtesy of IGN

ATLUS <i>Persona 4 Arena</i> (360, PS3)	<i>Ni no Kuni: Wrath of the White Witch</i> (PS3) <i>Dark Souls: Prepare to Die Edition</i> (PC) <i>Dragon Ball Z for Kinect</i> (360) <i>One Piece: Pirate Warriors</i> (PSN)	<i>Heroes of Ruin</i> (3DS) <i>Kingdom Hearts 3D Dream Drop Distance</i> (3DS) <i>Theatrhythm Final Fantasy</i> (3DS)
CAPCOM <i>Resident Evil 6</i> (360, PS3, PC) <i>Lost Planet 3</i> (360, PS3, PC) <i>DmC</i> (360, PS3) <i>Street Fighter x Tekken</i> (Vita)	NINTENDO <i>Pikmin 3</i> (Wii U) <i>Super Mario</i> (Wii U)	TECMO KOEI <i>Dead or Alive 5</i> (360, PS3)
HARMONIX <i>Rock Band Blitz</i> (XBLA, PSN)	SQUARE ENIX <i>Hitman: Absolution</i> (360, PS3, PC) <i>Tomb Raider</i> (360, PS3, PC) <i>Sleeping Dogs</i> (360, PS3, PC) <i>Quantum Conundrum</i> (360, PS3, PC)	THQ <i>Darksiders II</i> (360, PS3, PC, Wii U) <i>Metro Last Light</i> (360, PS3, PC, Wii U)
NAMCO <i>Star Trek: The Game</i> (360, PS3, PC) <i>Tekken Tag Tournament 2</i> (360, PS3)		TRION <i>Defiance</i> (360, PC, PS3) <i>End of Nations</i> (PC) <i>Rift</i> (PC)

Reviews



Mortal Kombat Vita

by S

EA's *Ultimate Marvel vs. Capcom 3* proved at the system's launch, the Vita can be a very capable home for fighting games. The system's gorgeous screen and impressive hardware make for a handheld that can stand up next to what the consoles have to offer.

NetherRealm's *Mortal Kombat* reboot is the latest fighting game to get the Vita treatment, and luckily stands as a great port of last year's viciously violent fighter.

In terms of sheer content, *Mortal Kombat* on Vita offers a ton of features both new and old. The entire original game that released on consoles last year is here, complete with the full challenge tower and story mode.

Additionally, all four DLC characters are now available from the get-go, along with *God of War*'s Kratos, who was a special character in the PlayStation 3 version of the game.

Mortal Kombat on Vita brings all of the brutal combat, huge character roster, and bloody fatalities from last year's game to the system. The fast and frantic pace and combo based mechanics are a blast to

play, and the brutal X-ray moves return from the console version. While the AI can be exceptionally cheap at times leading to some real moments of frustration, the game still plays very well.

Last year's story mode also returns with no changes made, following Raiden and his band of Earthrealm warriors as they attempt to change the past by fighting through the events of the first three *Mortal Kombat* games.

Control is an area where previous fighters have faltered on handhelds, and where *Mortal Kombat* on Vita shines. The game controls extremely well, and once unwieldy fatalities have been given the touchscreen treatment and are much easier to pull off. Simple directional swipes replace d-pad presses and face buttons aren't required when using the touchscreen.

Another great element added to the mix is a brand new challenge tower. The new tower is a completely separate group of original challenges, quite a few of which take advantage of what the Vita has to offer from a hardware perspective.

Graphically, *Mortal*

Kombat on Vita runs at an impressively smooth 60 frames per second with very few bouts of slow down. The original console experience ran at a similar clip, so being able to bring that and the smooth animations to a handheld format is a notable feat by the developers.

However, there were a few consolations that happened in order to ensure the fast framerate, namely in the image quality of the character models. While the game looks great in motion, a closer look reveals that the characters look jagged, blocky, and not as detailed as their console counterparts. However, the grievance is a small one, and watching the game in motion is fantastic, as it successfully captures the fast pace and action of the original game.

The game supports both Wi-Fi and Ad-Hoc play. While there were a couple of performance hiccups in play sessions over Wi-Fi, Ad-Hoc worked swimmingly and both managed to maintain fluid framerates throughout.



Skyward Sword

by BUDUDUBDUBDUBS

The Legend of Zelda: Skyward Sword fails to impress at just about everything it tries. After a strong initial outing in Skyloft, the game falls flat on its face the instant Fi steps into the picture. Fi's intrusions and general lack of character are completely inexcusable, not to mention the extremely gratuitous hand holding right out of the gate. "Master your hearts are low." "Master your batteries are low." "Master I calculate an 85% chance that GODDAMN JUST SHUT UP AND LET ME PLAY THE GAME. It's almost as if Nintendo said, "The fans really liked Midna right? OK, so for this next game, let's have Link's partner be the polar opposite of that." Mind you, I did not finish this game. After about 15 hours, I couldn't take it anymore.

The sky overworld was devoid of anything and everything. It felt a lot like the Great Sea from *Wind Waker*, had the Great Sea been just a couple of random islands with treasure chests on them. The dungeons were...boring. Boring and linear. Easily the worst dungeons in a console *Zelda* game, and the reason I quit before finishing. I can't remember where I read this, but someone said something very insightful about Link's inventory nowadays: It's just a keyring. Whether it be bombing a hole in a wall to get to a previously unexplored area, or using the beetle to reach a switch on a high-up wall or something, all the items seem to do is unlock new areas. Now, that would be completely ok provided the combat was remotely interesting, but *Skyward Sword* falls short even at the most fundamental levels of gameplay. It controls well enough, but most of the enemies come down to simon says-style combat, where you just attack where they aren't blocking and then waggle until they die. I went through basically the entire Eldin Volcano dungeon without a shield, and it didn't even matter. The bosses that I fought were boring and uninspired, as if they were rotten cherries atop the shit sundaes that are the dungeons.

The only positive things I can say about the game was that the art style was a nice change of pace from the fairly bland *Twilight Princess* style, and that *Zelda* seems to be an integral part of the story and is a decently written character. Unfortunately, the latter compliment is ruined by the stagnant plot. She is whisked away pretty early on, and by the 15 hour mark, and the plot was still pretty much "your princess is in another castle." The stagnant plot, mixed in with the linear dungeons, mediocre combat, and hand-holding that made me feel like a 5 year old, sure as hell doesn't make me feel like I'm a hero in some epic tale. Instead, it left a bad aftertaste before I even finished it.

Super Smash Bros. Melee

by Vidya T. Gaems

Ah, yes. *Super Smash Brothers Melee*. Possibly one of the greatest game in GaneCube history. *Super Smash Bros. Melee* came out in 2001, as the successor to *Smash Bros. 64*. *SSBM* was a "smash" hit and a great early title for the GameCube. *SSBM* is a fairly simple game that anybody can play. Each individual character has a unique set of moves that are used in combat.

Your characters can range from the most feared bounty hunter in the galaxy, Samus Aran, to the Mushroom Kingdom's famous plumber, Mario. The objective of *SSBM* is to launch your opponent off the stage you are playing on. By doing this, you gain the

upper hand in the fight, whether it's gaining a point or knocking off one of your opponent's lives. The variety of stages to pick are all fairly good. The game also brought back some unlockable *Super Smash Bros. 64* stages!

While this game is great, I feel as if the developers ran out of ideas while doing the character roster. There are 6 character clones available. Character clones are different characters, but they have highly similar fighting moves. While I love Dr. Mario, I think that the developers could have gotten more creative and brought some other characters into the mix. While I like some of the clone characters, they are just a

waste of space made to fill up developer deadlines. Also, the gamemay feel a bit repetitive after a few Classic and Adventure mode games. The All-Star mode, however, offers more of a challenge than other one player modes do. All-Star mode gives the player a somewhat feel of accomplishment after beating it on a hard difficulty level. However, these somewhat little flaws should not be looked at too carefully.

All in all, *Super Smash Brothers Melee* is one of the best GameCube games to date. It should be treasured as a piece of video game history.

Reviews

Blast From the Past!: Super Mario Brothers

By Hella Em

Most, if not, ALL of us can remember the weight the name Mario carries. When heard we might feel that childlike grin on our faces, constantly thinking of an jolly Italian plumber in a red hat, curb-stomping turtles and mushing those funky potato shaped goombas, as well as getting through obstacles that a normal man could never accomplish. Indeed that very name is synonymous to anyone familiar with the vidya. *Super Mario Bros.* is a classic platformer, and probably everyone’s first childhood game. In my case, it was. I was pretty young when I first played it, and everything about this game just sprung out at me. The music, the game play, the feels. Hell even the story, as simple as it was, had some drive to keep you going.

I had to go back in time for this review (no doodley doo's were required) to fully remember my experiences with this game. And truly I have forgotten how amazing such a simple concept could feel so right. Gameplay was an important factor in the early days of gaming, especially due to the fact that.. Well, we were limited to what we could do the NES. Thankfully *Super Mario* does not disappoint. The controls feel tight, responsive, and even if you were (and probably still are) retarded, the control setup is indeed most forgiving. Jumping and running feel right and the mechanics behind them are easy enough to figure out. A to jump, B to go fast - hurr... Also Mario would perform some sort of Italian sorcery and momentarily slide if trying to run the other

direction. The level design looking back is really great; The first level does all it can in its power to teach you the mechanics. When you begin your journey, you are given enough room to experiment with the buttons. Scroll to the right more and you encounter your first enemy, a goomba sending you into a frenzy and makes you want to give him a good stomping. Point being, the game spoon feeds you little by little until you can take your training wheels off and blaze through the more challenging, later portion of the game. Seriously you could beat the game in 5 minutes flat on a regular basis if you had those dexterous fingers, AWESOME.

If anything memorable came out of this game its the music. I think my mom has the theme as a damned ringtone which she happily replaced her old one for. So it definitely says a lot for a 27 year old game. The music fits each area well. The overworld is a happy go lucky melody that is catchy as hell; Seriously nearly 30 years later the melody is still alive and kicking in various remixes, ringtones, hell maybe even your toaster. Or like the music in Bowser's castle? You know the one makes you feel like panicking screaming: “SHIT, SHIT- I cant mess up here!”. And then that feel when you slap Bowser's shit, get a satisfying victory tune and then that seething rage when all you get is a talking mushroom telling you that the princess is in another castle. Why the hell are they even there? Fucking Gamestop.

Since this is /v/ lets talk about what people really like, hating vidya! The most glaring issue is restarting the game from the

start every time you see the game over screen. We can scream CASUALS all we want but getting to 8-2 only to fuck up and lose that last life was rather annoying, though the experience is well enough to justify never doing that manuver again. Or how about that character variety, fucking rehashing the color scheme so all we have is red hat and green hat. The NES had limitations on what could be done, also the game would have been more complex and would not have the chance to compliment the level design of the game, plus nowadays the game has so many hax so you can easily find something that gives you a hard on.

Repeatedly I have stated that the game is born from a simple concept, run and jump... And the occasional axe switch that sends a killer mutated turtle king to his death. But yes! Every little thing about the games compels you to stride forward. You feel the need to save the princess, you wish to destroy King Koopa and his horde of minions that try to stop you at every corner, and you wish, those talking mushrooms would stop appearing in dangerous places for no reason at all. In all seriousness the game does not have as many flaws as one would expect. So if you haven't had a chance to play it, pick it up at a local pawn shop for like a nickle (or just **ahem**, pirate it) and play it. Or if you have already own the game, give it a go for nostalgia's sake. Sure it looks archaic, but the game stands as one of gaming's greatest achievements.

Gauntlet: Full Throttle Racing

by Bluejacket

Full Throttle Racing

Developer: Gremlin Interactive
Publisher: Cybersoft
Platform: SNES
Release: 1995

I never wanted to own a motorbike or a jet-ski. I’ve always felt more comfortable in vehicles with roofs. That doesn’t go without saying, however, that I’m not a fan of games like Road Rash and Jetmoto. But when the /v/ Gauntlet selected *Full Throttle Racing* for the SNES, I decided “Eh, why not. Might be pretty fucking alright.”

Well the game does certainly involve motorbikes, as well as waterskiing. You select your name, control type, and if you

want either the music to play or the sound effects to play. Now that’s a flaw right there for a lot of people, but for me, it’s actually good because the music itself is pure midi garbage. Anyways, after that you select your rival, the stage you want to beat, and your bike parts. Then on to the actual game.

Like most racers on the SNES, it used Mode 7, which looks pretty good for it. The graphics themselves are lively and show the many different parts of the United States. Now as for the motorbike controls, they are a bit sensitive, but you’ll get used to it after a while. Just make sure to not hit or run into anything at all because you will go down from first to last in a matter of seconds. To really get into first, you have to be

aggressive and kick into the other racers while leaning towards them. For the most part, it’s pretty standard. As for the waterskiing part, I could not figure out how to even get it into Mode 7 so I really can’t review that part. There’s also a two-player mode but I had no one to play this with, so I can’t review that part either.

Overall, while there’s nothing truly wrong with the game (save for the music issue), it just feels very average, run-of-the-mill. Like there’s nothing that special in it that makes it unique. Really, if you want a good motorbike or waterski racing game from the 90s, stick with *Road Rash* and *Jetmoto* or *Wave Race 64*. There’s nothing really special here.

GOTY: A Retrospective

by Anonymous

Ghost Trick: Phantom Detective was game of the year for 2011 and you know it. *Ghost Trick* had low sales and few awards last year. But if you ask anyone who has played it, the majority is sure to have lots of compliments. It's a puzzle game for the Nintendo DS, with an original gameplay set up. You are a ghost, and you move around on different objects with the stylus, possessing them to perform actions. You perform a string of actions to complete a goal, like stopping a murder or finding evidence. But this is used with a very fun and interesting mystery scenario that will keep you interested in finishing the game and digging deeper into the lore. The art style is colorful, but muted, giving a sense of life while keeping the atmosphere of being kept in the dark. All this makes the game fun, interesting and beautiful, though that's a bit more you can say about the rest of 2011's line up.

The first thing most people will say was GOTY is *Skyrim*. I don't think anyone reading this needs to be told why I feel that it isn't.

Dig into the list further, and you'll come up with *Deus Ex: Human Revolution*. While *Human Revolution* was a fantastic game, and my runner up for GOTY 2011, it did eliminate the freedom and a lot of the stealth elements of the first game. I

missed being able to hack nearly every electronic device, or how the game encouraged non-lethal runs so much. I can't blame Eidos Montreal for trying to make the game more accessible, but I wish it wasn't one of my favorite game series.

Portal 2 showed how far Valve's reputation has fallen. I beat the game in less than 6 hours, which is not what I would call worth full retail price. It had a solid 9 chapters, but the puzzles were all so piss easy, I nearly fell asleep. The humor was decent, but slipped a little into "so random" towards the end.

The game many would tell you was GOTY is *Dark Souls*, and for good reason. *Dark Souls* was a great game, but in reality, *Monster Hunter* still does the gameplay style better, the story is barely existent and some of the FPS drops are ridiculous. The atmosphere of despair is the best part of the game, but it still lacks the originality that *Ghost Trick* does.

A few other games could be considered GOTY contenders. *Batman: Arkham City*, *Skyward Sword*, *Uncharted 3* from a few. But none of these games brought what I consider the features of a game of the year. Nothing had the originality, the pleasure, the stylizing, nor the sheer quality of *Ghost Trick: Phantom Detective*.



DLC Revolution 2: Electric Boogaloo

by BUDUDUBDUBDUBS

With the recent advent of the *Max Payne 3* DLC pre-ordering scheme, I can't help but draw parallels to something that really scares the shit out of me. I'm sure most people reading this remember the *Oblivion* Horse Armor debacle. That one stupid item almost single-handedly ushered in a new age of microtransaction bullshit. Because assholes bought it. The dumb fuck consumers told Bethesda, "Sure, we'll give you money for taking 5 minutes to make a completely worthless item."

Now, this *Max Payne* ordeal is a bit different, but the underlying principle is still the same: they are charging you for things that not only should be in the game anyways, but also things that they planned on cutting from the game before it even released. It's terrible that Rockstar had to do something heinous and not EA or Actiblizz, but one thing is for sure: if people buy into this bullshit, it's not going away.

Sixty Minute Shitstorm

by blackcookiemonster

Here I play a game I have never touched before for a full hour with no interruptions. The second I launch the game the count begins and I play till it hits zero. Then I judge the entire game on that one hour.

So for my first attempt at this I thought I would pick a classic, *Deus Ex*. There was a problem though, I had already played the wonderful Ion Storm game, so I went to the next best thing, *Invisible War*. The game launches with the Eidos logo with a shitty zapping sound, making me so excited for what would come. Then the Ion Storm logo reminded me that *Daikatana* existed, thanks for that Romero. Finally the menu came up, I hit start and was shown a cutscene that not only reminded me that the game was made in 2003, but that I had never finished the first *Deus Ex*. I understood nothing that was going on, something about a corporation being targeted by terrorists that can press a button and turn Chicago into Han Solo at the end of Empire Strikes Back.

Some chick who clearly knows something, and will likely betray me four hours later, jumps into a helicopter. My character wakes up in a Seattle, but I was too distracted by the idle stance for NPCs and my guy to care. It's like if they fucking move their arms too close to their bodies they will die so they keep them a foot from their torso. Well whatever I don't remember the main guys name, so I'll just call him J.C. Jenson. Well then some explosions happen, a guard dies, another guard talks shit to me when I tell him about his friend. Some crusaders or something attack, I hold a gun like a brain dead chimp, the chick tells me things that she shouldn't know and I assassinate some helpless scientists. Got bitched at by the government chick in my

head for killing the scientist and then two government agents let me by. I couldn't believe this, they don't warn these guys that I just gunned down three people for no reason, and may be a dangerous sociopath. So I just went behind one of them and shot him down. Fought some robots and THANK GOD THE TIME ENDED.

How did they make this piece of crap, it's like it was a planned sequel to *Daikatana* but they realized it would sell better under the name of the one good franchise they made. At least the toilets made a funny noise when I used them. Would I play more of this? Only if the rest of the game is J.C. Jenson locked in the bathroom spamming use on a toilet.

Opinion

Cash in of Thrones, or, How to Suck HBO's Fatty

by Floridanon

Game of Thrones. Intensely praised, for good reason. The best excuse to turn on the TV these days. A fantastic show, based on a fantastic book series. The inevitable? A shitty cash in gam- hold up? What's that? *Game of Thrones*, the western RPG to be released by Atlus this month, started development *before the show took off*? How could this be?

Let's back up a bit. George RR Martin's book series A Song of Ice and Fire is a grand look into the human condition during political strife, treachery, and betrayal. High fantasy setting? Maybe. But there are no rings or wizards in this realm (at least, not anymore), the series has always been known for being darkly in tune with the gritty nature of the human mind, and how it's machinations can change entire kingdoms overnight. Cyanide Studios, (best known for...erm... *Horse Racing Manager*? Or *Blood Bowl*?) worked out the contract to the rights for video games based on the series. The BOOK series. In 2009. First they released a pretty terrible

strategy game called *Game of Thrones: Genesis* which... surprise! Was meant to feed off the show's popularity. This game, however (which is suspiciously reminding of *Dragon Age*) was the first thing they started working on when they acquired the license for Westeros... which means we have a game based on the BOOKS, with the logo, title, and expectations of the TV show attached. Which it has little to do with. Why should this matter, you ask? Why should I care?

Because it creates an inconsistency. Imagine you're a fan of the show, you are jaded to the concept of games based on film/tv properties and their legendary shittiness, and buy this game. Suddenly you're wondering... where are all the characters I'm familiar with? "Oh no big deal," you say, "It's an original plot thread." Then... why does the game's version of Westeros look vastly different than the show. "Because... they couldn't properly translate the show's scenery?" Maybe?

Wait, why does FUCKING EVERYTHING LOOK DIFFERENT. WHY IS EVERYTHING DIFFERENT.

The only connection to the show here is two characters – two side characters actors haphazardly scripted into the plot to make some sort of connection. Even known characters of a different sort look and sound totally different. Suddenly the customers feel bamboozled, cheated, and confused... this isn't the Westeros they love, it's *someone else's* version of Westeros, one that has nothing to do with the version of the property it shares a title with.

Imagine this becoming a common practice. It used to be, during the NES days, but because of the level of graphics and audio rendering technology we have today, this shit SHOULD NOT FLY. No wonder Atlus was so desperately using Twitter to viral market this game, they know anyone paying attention will look at it with a stink eye, fast and furious.



Vidya Music of the Week

by Snail

There's plenty of hate surrounding *Super Paper Mario*. It's pretty warranted in my opinion. But something we should all be able to agree on is the fantastic soundtrack. To get you started, listen to <http://youtu.be/7MU3xgAqx5w>

Like all Nintendo titles and more importantly *Paper Mario* vidya the soundtrack is great. There's nothing else to say really. So I'll comment on the more important ones. <http://youtu.be/frMiybz8-HU>

The theme that plays at the Mario Bros' house. I don't remember this but damn it's good. <http://youtu.be/rao5XPxIU4g>

Really recognizable theme here. Instead of partners like the previous games you get Pixls. When you meet them this plays. It's really fitting. <http://youtu.be/fC8N9pVwzmo>

Flipside's theme. Get's really repetitive and annoying trying to find those heart towers though. The less you know about this game the better so just enjoy the music.

<http://youtu.be/SXZ11nVWS-M>

Some creepy stuff here. A frightening level in the game too.

<http://youtu.be/Vk6zuiuqqdE>

Not gonna spoil anything in case this music some how gets you to play the game. But this fits really well.

<http://youtu.be/5Qy6bnz-TXU>

The final boss's theme. This got me to play the game.

http://youtu.be/_ZZ_C4pQf50

This plays after you beat the final boss. If you heard it while playing you'd probably shed a tear or two.

<http://youtu.be/W8kpWNVdyjk>

Staff credits. Really makes you feel like you did good.

<http://youtu.be/zT1JXtn8LOg>

And something that plays after. If you didn't cry before while playing you probably would now.

Send me an email at Snailbro@live.com about what OST you want featured here or just my random babble on.



Valve's Still Alive

by Doctor Zed

On May 8th, Valve is scheduled to release DLC for their hit game *Portal 2*, something that is being called the "Perpetual Testing Initiative. Despite the popularity of the game last summer, the DLC has so far not made any ground breaking news outside of the typical gaming communities. I haven't even seen any announcements about it on Steam, though you'd think they would be plastering their homepages with Aperture logos in anticipation for it. Sure, they have their little television shorts, the nicely animated clips about fat stick people in unfortunate situations while Cave Johnson, the series' pompus poster boy, narrates and laughs at them.

"So, Zed", you may be asking yourself, "why the hell do you care, and why are you being such a prick about it"? I only have one answer for that; Shut the hell up. Actually, that's not quite the answer you were looking for, was it?

I remember when *Portal* first came out, back in 2007, and the naive fool I was back then, some bloke who couldn't see the brilliance in front of his face. I bought the *Orange Box* not too long after it hit shelves in Canada, dying to play through *Episodes 1 & 2* of the esteemed *Half-Life 2* series. Not only would I be setting myself up for a decade of waiting for the next game, but like the moron I was, I completely ignored the other games that came with the bundle, *Team Fortress 2* and, of course, *Portal*. It wasn't until a cold, dark day in December that I started getting bored of my current library of games. Seeing the *Orange Box*'s game case wedged in my shelf.

I didn't start too quickly. I played the first few test chambers and quickly got bored of the repetitive gameplay and the monotone female voice on the PA system telling me how 'safe' the highly dangerous testing equipment was. Days later, I brought myself

to try to finish the game and there it was, sitting in front of me on a damned podium like some sort of ancient treasure, the blue portal device. I had in my hand the Aperture Science handheld Portal Device (at least half of it) and the game got much more interesting. The puzzles quickly got harder, forcing me to look over the testing chamber for a few moments before charging straight in. It wasn't just place-box-on-button anymore, I was in control (for the most part). Even the PA system started to get good, the AI named 'GLaDOS' started to develop some dreadfully wonderful dark humor. It only took a few more chambers until I was in control of both the portals and actually scratching my head.

At the end of it, it wasn't just the theme song that got me depressed, it was how short and unfulfilling the game was. *Portal*, essentially, is only an one or two hour game, my best speed run was just short of an hour. But *Portal* was never meant to be this popular, it was just a physics demonstration of the *HL2* engine. Its popularity was never intended. Needless to say, it was popular. I was treated to dozens of *Portal* videos on YouTube and probably listened to the ending theme ('Still Alive' by Johnathan Coulton) hundreds of times over. But the game wasn't quite over, *Portal* had 'hardmode' editions of some of its select test chambers, including the infamous Companion Sphere test chamber. And just to make sure that the players would keep coming back to it, Valve also made it that players could import their own custom maps using Valve's 'Hammer' editor, a map maker included with every *HL2* engine game. One of these map sets was very popular, the makers of the Flash Version of the game made a custom campaign that gave an alternate telling to the story, along with an action packed boss-fight and a *Half-Life 2* tie in.

Months turned to years, and my *Orange*

Box started to get dusty. *Half-Life 2* and *Portal* started to rot in my Steam library, the only game getting constant attention (and still does) was *Team Fortress 2*. 2010 came about, and while surfing the DigiPen Institute page, I had heard that a few students had been hired by Valve to work on a project, something that had happened when *Narbacular Drop* was picked up by Valve, and the students were hired to help make *Portal*. After reading that, I knew what was coming. And who knew, the summer of 2011, *Portal 2* made its release, and I got it a entire two weeks early. I was one of the first few people to power through the brand new story, and my friends all killed me for a chance to play the co-op. New cast of characters, including the two old ones, more powerful humor, several new gameplay mechanics, and a much bigger picture. They took the scale, snapped it in half, and blasted it with radiation, jet engines, and replaced its fluids with peanut water. Needless to say, *Portal 2* was a hit.

But they are now facing the same problem they had with *Portal 2*. It didn't have much replay value at all. On May 8th, Valve will be releasing their new DLC, the "Perpetual Testing Initiative", which will allow players to create and share their own maps through the handy-dandy Steam Workshop. But does this fix anything? *Portal 2* came out a little more than a year ago, so in honest opinion, this DLC (which, by the way, is only for the PC & Mac for now) will probably force a few people to reinstall it, just to see what nonsense has been made to cause more head-scratching, but this news isn't groundbreaking. Considering Valve CAN'T count to three, this could be the end to *Portal*, an idea that actually brings a tear to my eye. Hopefully Chell, Atlas & Peabody, GLaDOS, and Zed can have one last get together. *Portal* will always be a star on my shelf, next to its sequel. On May 8th, *Portal 2* is Still Alive.

The Funnypages

Where the fuck is Beetle Bailey?

Page 8

Hypocrites **Darkman**

What's this?
trailer for new COD? oh boy
Refresh, here we go.

What the f---?
That's not a trailer for Call of Duty!
That's a trailer for a game called GOTYAY!

GOTYAY GOTYAY GOTYAY GOTYAY GOTYAY
DAY 1 BUY

1 second ago

Stop Bullying Gabe

seyiku

HEY GABE, HEADING TO THE CAFETERIA? ALL ALONE, AS USUAL. HEH HEH

EPISODE THREE IS CANCELLED

Your World

Eliwood Bartlett

KICKSTARTER

Discover
great projects

Start
your project

BLOG

HELP

SIGN UP

LOG IN

Your World

A Video Games project in Baltimore, MD by Eliwood Bartlett · [send message](#)

PROJECT HOME

UPDATES28

BACKERS109

COMMENTS128

109
BACKERS

\$21,345

PLEGGED OF \$1,100,000 GOAL

0

SECONDS TO GO

FUNDING UNSUCCESSFUL

This project reached the deadline without achieving its funding goal about 10 hours ago.

PLEDGE \$10 OR MORE

36 BACKERS

3 free special in game companions, invite to beta testing.

Estimated Delivery: Jun 2014

PLEDGE \$25 OR MORE

ABOUT THIS PROJECT

A MMORPG Game built by gamer's, for gamer's and funded by gamer's.

UNSUCCESSFUL

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Horoscopes

by Anonymous

Aries (March 21-April 20): You will win a free trip to Detroit in a box of burgers, but unfortunately will be raped and killed by gangsters. Your death will inspire a campaign of European education about the dangers of America.

Taurus (April 21 to May 20): You will go to Valve for Gabe's 50th birthday, but bring him one too many McRib's, leading to his death.

Gemini (May 21 to June 20): You sign a contract unknowingly that changes your name legally to STEAK

STEELFOOT. You cannot change it.

Cancer (June 21 to July 21): At death, you will be sent to your own personal hell: an eternity of reading moon over June comics.

Leo (July 22 to June 20): During a scuba dive you discover a sunken vessel. All you find is roughly twenty fish of the species *biowarus dronidarius*, which are trying to communicate to you that the ship is still afloat.

Virgo (August 23 to September 22): You will purchase the most hardcore game ever, Dragon's

Dogma™, and recommend all your friends buy the game too! Don't forget to buy Resident Evil 6™ this fall!

Libra (September 3 to October 22):
While attempting to purchase Atelier Meruru, a girl comes up to you and says she thinks you are cute. You will not go outside again for 3 years.

Scorpio (October 23 to November 21):
You will donate \$100 to a kickstarter project that looked good, but the leaked footage will look worse than 3.3 Godzillian dollars.

Sagittarius: (November 22 to December 21): You will gain a disease

that does not allow you to play video games. Take this as you will.

Capricorn (December 22 to January 20): Overnight, you will have a metamorphosis, turning into George Costanza, complete with his life.

Aquarius (January 21 to February 19):
You will win a free pass to E3 2012,
but be saddened by your fort
nostalgia.

Pisces: (February 20 to March 20): You will enter an amusement park and never return. Your last words heard shouted from the roller coaster will be "I want to get off Mr. Bones Wild Ride!"