

SLEEPY STATION

Issue #3

Top 10



Vidya!

So You
Wanna Buy
A CRT?

A buyfags guide

**WORMS
ARMAGEDDON**

A game that will not die

POSTAL 4
No Regerts

First impressions

Sex 2

Now with dark meat
and Super AIDS!

**NIGHT
IN THE
WOODS**

A Resentful Evening



Electric Boogalo

NO E3 Coverage
or Gondola Cards
in this issue whatsoever!

Anons Panic Corner

Hell truly must be freezing over.

The amount of good news dropping one after the other has me stuck between worry and bliss:

Valve getting reprimanded / sued for their Steam high-monopoly-tier pricing practices

Nvidia getting fined for not disclosing the true effects cryptomining had on their business

GPU prices dropping in the wake of crypto market suddenly dying

EA finally losing the FIFA license

Duke motherfucking Nukem Forever 2001 build leaked again, this time to wider masses in all its unfinished glory

Year 2022, CY+7, the year of comeuppance, the season of reaping what you have sown, the chickens roosting and cows coming home.

Glory be to the universal equilibrium, praise be to the holy balance, may judgement be true and painful for the wicked, the abusers, the exploiters.

After so many years of "too big to fail" corporations taking advantage of their consumer base it's genuinely unnerving to see so many, as the kids call them, "L"s drop in recent weeks. I mean we know how people get addicted to power and how tightly they'll cling to remnants of whatever glory they may have had up to this point. That's where my panicky bitch mode kicks in: What will the repercussions be like? How will these big-time players spazz out in face of their judgements? Will they double down, will they enforce some kind of bullshit law that will protect them and their kin? I'm no expert on... well, anything, really, so I can't predict what the future holds or how it will affect us, the patricians.

But if I follow my own damn game plan, if the situation involves me, but I have no power to change it, then why should I worry? God, grant me the Serenity to accept the things I cannot change, Courage to change the things I can, and Wisdom to know the difference.

So at this point, I'll just sit here with a smug grin on my face and enjoy a rum & coke in the sunset.

Cheers, anons!



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CYBER HOOK

Before Cyber Grind there was... Cyber Hook.

A fun little game made by a couple of frenchies. While it abuses the vaporwave aesthetic like a cheap Taiwanese hooker, it makes up for it by having lots of movement options like double jumping, wallrunning and pulling towards the hook. Slowing down time does not slow down the timer, but does extend the reach of your hookshot, weirdly



enough. Jumping in the air also releases your grappling hook, but re-grappling nets you another jump, so it can sometimes get confusing, especially in claustrophobic tight quarters. Running accelerates you indefinitely, I got up to 300km/h and there's an achievement for breaking the sound barrier at 343km/h (don't ask me to convert that back to real people measurements; I'm just citing what I saw on my screen).

Some blocks you can touch, some kill you, some are intangible, and others only appear after you shoot a switch with your finger-gun. Half the fun is figuring out how to cheese certain levels. It's centered around speedrunning, so you're always graded on your time and compared to other people. And

considering I'm not planning on chopping my dick off any time soon, I'll leave the top scores to other people. Pretending to be Cyber-Spider-Man in the lobby level is more up to my speed. Then again I am writing a review for a video game, so it should come as no surprise that I suck at playing it. You can save your own replays or watch how people achieved shortest times.

The ending got glitched for me, so I had to relaunch the game to get access to the final missing cutscene. I've beaten all but 3 levels (courses), though it's not necessary to beat each level since you're rewarded 1 to 3 jewels based on your completion of a course, which unlock next chapters in the game.

About 5 hours long. 82 levels. 800 retries. There is a monthly marathon mode with 8 or so random levels stitched back to back, where you can compare your speedrunning e-peen (or lack thereof) with other speedrunners. You can run a full game marathon mode, but you can also play chicken with an oncoming train for all I care. Steam Workshop enables you to download user-made levels, and the top rated stuff isn't half bad. There is also a \$5 DLC called "Lost Numbers" with 30 more levels, new environments and a gravity shifting mechanic. I'll check it out on my own time.

Shit's fun. Recommended.





So You Wanna Buy A CRT

by Anon E. Moose

You know them, Reddit loves them, your parents probably threw them out a decade ago, it's those big boxy X-ray generators that gave you tinnitus when you were a kid. Because it's the current year and everything is shit, there's a lot of demand for older game consoles and arcade machines. After all, emulation is great but it's rarely perfect, and there are special effects that laggy LCD displays can't handle. Plugging an NES into your basic Walmart TV is going to get you an ugly mess 99% of the time. Light gun games like Hogan's Alley don't even work without heavy modding. Hence the scramble for the display these systems were designed for - the cathode ray tube. Too bad golems hoard the few relics that haven't been scrapped yet, leading to a scalper's market where what was once garbage gets sold for hundreds of dollars, with no guarantee it'll even work when you get it. Fuck that, here's how to get the CRT you fucking deserve, and not enrich a scalper in the process.



But First, A Word on Scalpers, or: Why You Don't Need A CRT

CRTs are not magic dust. They are not a perfect technology from the past that was denied to the white man by a satanic cabal. First, they are heavy. Expect a mid-sized one to weigh at least 50 pounds. They're also absolutely huge - most consumer sets are almost as deep as their screen size. They suck power. They're inherently blurry and dim - the light from each phosphor has to get through a centimeter of lead glass to get to your eyes, compared to a few layers of polarizer in an LCD. They're inherently electromechanical, and thus prone to shitting the bed in difficult to fix ways. Finally, being emissive (the phosphors generate light chemically, compared to LCDs that change the color of light with filters) means they burn in, just like an OLED. This is why pretty much everyone dumped CRTs in favor of LCDs the moment they were good enough to watch TV. But LCDs suck for older games, so what do you do instead?



Enter Scalers

These take in an analog signal (NTSC, PAL or RGB) and spit out something that makes sense to send over an HDMI cable; TVs have these built-in to deal with antenna TV and standard-definition video, but they universally suck and will mangle video game content. (Quick background: pre-6th-gen consoles use "240p" video, essentially sending half of a full video frame twice instead of one full frame in two halves. Basic scalars don't like this and will merge them in all kinds of horrible and laggy ways.) Discrete scalars designed by hipsters like the Open Source Scan Converter and RetroTink do much better. These sacrifice "quality" to convert analog video to pixels as it comes over the wire, making pretty much every non-rhythm, non-lightgun game playable on an HDTV. You want these, but check screenshots before you buy: some of these are built with parts from off-the-shelf converters that will subtly mangle colors in ways you may or may not notice.

What To Look For (and Where)

The three most important things to look for in a CRT are size, format and inputs.

The most popular sizes are between 13 and 20 inches, Meleenigger-certified portable TVs, bedroom TVs and pretty much all monitors. This means they're also the most likely to be scalped. Smaller than this and you're into micro-TV range and won't be able to see shit. Larger than this and you're getting into living-room TV range, much cheaper because they're too big for the average bugmen apartment and need a team of porters to move around. If you're lucky and can dedicate a room to it, these TVs can often be had for free just to take the thing away; just remember to get the real wooden stand that it was sitting on, chipboard is too fragile to withstand their power. Unfortunately many of these big boys were trashed when LCDs became good enough to replace them.



Televisions are much lower quality

at a given size than **computer or arcade monitors**, because they're designed to be viewed from across a room with shitty NTSC video. RGB/VGA monitors were made to tighter tolerances, and games played on them can look almost as sharp as an LCD, but game consoles usually need hardmods or a separate box to work with them. This goes double for arcade monitors; these never have a case (the plywood cabinet is the case) so you'll need to either DIY one or risk getting Kentucky fried. The exception to the TV/monitor rule is the infamous PVM/BVM series and their knockoffs, which have the sharpness of a PC monitor but accept TV signals. Don't buy them unless you can scam one from an idiot who doesn't know what he has.

The inputs you'll encounter on 90% of TVs in the wild are composite and RF. Composite is "okay" and RF is ass, but unless you pay a scalper or are very lucky this is what you settle for. What you really want is S-Video - it's available on almost every console you'd want to connect to a CRT and gives the biggest single upgrade in picture quality. The next step up is YPbPr (component) input, but this was only found on late-model, high-end TVs most of the time so you'll need to get really lucky to find one near you. It's also found on the dreaded "HD-Ready" TVs, such as the Sony XBR series. These bastards look like regular CRTs but they deinterlace and upscale everything like an LCD does. This is great for interlaced television and trash for everything else, literally the worst of both worlds for video games. The presence of HDMI or DVI on the back usually gives them away, but the only way to be sure is to avoid component-capable TVs entirely, or scour retrogaming forums for posts about your particular model. Meanwhile computer monitors take VGA (sometimes called RGBHV) and require some combination of mods and scalers to use anything else.



Warehouse Niggerhoop: Don't Ship CRTs

Have you ever bought something heavy from an online store and had it show up looking like a Tyrannosaurus chewed on it? Have you ever been in the back room of a grocery store and seen the dumpsters full of crushed food boxes that can't be sold because the forklift decided it wanted a snack? The shipping industry is a barren wasteland of negligence, stupidity and outright malice. Packers are overworked chimpanzees on bath salts and the only thing that decides whether they get to eat is how many boxes they can fit on a truck. Drivers aren't much better. If they're not dropping your shit in an insane hurry to meet quota, they're throwing it down flights of stairs out of spite. They don't care. They don't have to, because so many hands have touched those packages that the damage can never be traced back to them. It's cheaper for the shipper to eat the loss than to enforce accountability.

Now imagine what that does to a 25-year-old pile of lead glass and plastic that can never, ever be replaced. **Don't fucking ship CRTs.** Buy locally and pick it up yourself, so you know exactly how it was handled from the moment you pay for it. Sellers who are willing to ship (and pay the massive fees for shipping a CRT) are always the ones fishing for soy golems, so it's a win-win proposition.

If you absolutely must ship a CRT, because you're out of options or because you absolutely need that Shrek TV from some jerkhole in Burbank, contact the seller with packaging directions before paying. For a CRT to survive the shipping process, the seller **MUST** do the following:

- Wrap the CRT in high-density foam or bubble wrap.
- Place the CRT face-down in a high-density plastic bag, like a contractor bag.
- Get an oversized, double-layer corrugated cardboard box. There should be at least four inches of free space above and beyond the dimensions of the CRT on each side.
- Add some more packing peanuts or other compressible foam filler to the bottom. Stack the corners with an inch or two of styrofoam sheet.
- Put the CRT bag face-down inside the box and fill the free space with styrofoam sheeting against the walls of the box and more packing peanuts, with another sheet on the top. Seal the box.
- Get another double-layer box at least one inch bigger than your inner box on each side. Fill that with more packing peanuts, or something even sturdier, and put the inner box face-down inside. (I've heard dealers would fill the empty space with Great Stuff.)
- Seal the outer box. Label it This Side Up, Fragile, Flammable, Radioactive Waste - anything to induce a primal fear in the subhumans handling it, so they worship it as their ancestors would worship an active volcano.

You should refuse to pay until you have video evidence of the seller doing this from start to finish. If he gives you shit, file an eBay fraud claim. You might lose, but the odds are in your favor and it'll make the seller wish he was never born. (It's his fault for using eBay.) If this sounds like way too much work and expense, well, that's why you **don't fucking ship CRTs.**

On Arrival

The first thing you should do when you go to pick up your CRT is to make sure it works. Basic shit, don't buy expensive stuff sight unseen. Many, many CRTs have worn-out or just bad picture tubes, especially chinky mid-2000s TVs from the dawn of the LCD era. A lightly used Trinitron from the 1980s using RF can look better than a kids' TV with composite or even S-Video. If you can, bring something like a modded Wii or one of those "plug-n-play" games that you can use to check for obvious problems. If you have lots of free time (and if you're reading this, you do) many issues with CRTs can be fixed with basic equipment, but many more (bad haloing around objects, dim picture even on the highest brightness, burn-in) are symptoms of a dying tube and grounds to write off a CRT as DOA. After buying, you'll want to carry it face-down on something soft like a moving blanket; tape the outlet to the side so the blades don't scratch anything. When you get home, look up the service manual on a site like ManualsLib if you haven't already so you can get to the service menu and calibrate it as best you can. Pay special attention to linearity (squares should look square across the entire picture) and overscan settings as these are the things that get fucked up the most on consumer TVs. If you have a modded console or a flashcart, look up the 240p test suite; it's mostly intended for testing scalars but its test patterns are great for CRTs too. You can spend hours masturbating with these settings to try to get the perfect picture, but remember: you buy a CRT to play games on it. You didn't get a studio-quality picture in the 80s and 90s (unless you were rich, anyway) and it didn't make Crash Bandicoot any less fun. As long as you can play the games you want in the formats you want, you're coming out ahead.



Night in the Woods is a terrible game

by that Iconoclasts autist

I played this game for a bit when it first released (pirated, of course) but couldn't get to the end because it was just too boring. Another anon mentioned Night in the Woods in the webm thread so I decided to watch a stream of it. It was awful. And because I wasted my time, I will now waste yours so that you know how I suffered.

Night in the Woods is a Kickstarter game which describes itself as "an adventure game focused on exploration, story, and character, featuring dozens of characters to meet and lots to do across a lush, vibrant world." The Kickstarter page further embellishes things, saying: "Run, jump and use astral projection to explore the many sides of town of Possum Springs and the surrounding environs . . . Gain abilities that grant passage to new areas . . . Experience a big crazy world and the remarkable events unfolding there."



These are lies.

Before I get into my rambling: if you have any information about this game's development, or why the game is so bad despite them quadrupling their funding goal (aside from being incompetent; that's a given), please share it. I think this game had some neat ideas and could have been fun if it had been made by a capable team, and I'm morbidly curious to know what went wrong here.

Premise & Setting

Nig Innawoods takes place in the fictional American rust belt town of Possum Springs. It has the typical American history: pioneers, some distant ghost tales, mining and factory work, etc. The player sees it through the eyes of Mae Borowski, a cat girl (sadly not the kind you're thinking of) who returns home after dropping out of college with seemingly no reason. Mae's parents are upset with her because they worked very hard to give her the chance to go to college – she's the first member of her family to do so – and she didn't tell them she was dropping out.

Mae has been away from Possum Springs for a little while but the town has continued to erode in her absence. I think this is meant to make things so she and the player can experience it together, but the general tone of the game doesn't line up with that. The developers seem to want to focus on a melancholy theme of how things change, and technology once cutting edge can be rendered obsolete, and how living through a time of this change can be very painful. There are several conversations the main characters have which address this point very directly. However, the devs are also urbanite soy golem nihilists (one of them is a Canadian living in Vancouver, God help him), so they lack the moral conviction to take a meaningful stand on how to deal with this. I'll go into more detail later when I describe the story.

Art Style

It is worth noting that, yes, the characters have animal heads and, yes, there is a lot of furry porn of them (3.6 thousand images on e621 alone), but the game itself isn't explicitly a furry game. I briefly looked at the illustrator/artist's social profile, and this style of very stark, flat design with vague animal motifs appears to be his signature. You can see some of it here: <https://nitter.it/bombsfall/status/1476735962801745959>.



I don't really detest his art because it does generate some kind of emotional response in me, but I hate all flat design on principle for other reasons. At the very least, if he is a furbag, he isn't broadcasting it nearly as obnoxiously as most do. He also seems to have an interest in exploring abandoned houses and buildings, so I imagine he contributed a bit of that "things are moving on" atmosphere the game has.

The characters also make reference to animals like sheep, birds, and bears in their dialogue and we see squirrels and bird in the game as well. The characters' animal features seem to be for their personality only: they don't literally have animal heads, they just have traits you might associate with those animals. Bea is a crocodile, and crocodiles snap at people, which Bea does because she's chronically overworked and grouchy.

The character animations are generally smooth, though Mae is the only one with any actual animation and the only one who can jump (this is given a diegetic explanation, which is one of many details that didn't need to be explained). This tends to make the game feel very stiff and flat, since Mae is the only character who will ever move around or do stuff during a cutscene. Most of the game's dialogue is simply two characters staring at each other lifelessly while silent text scrolls by. There aren't even DR-DR-DR-DR dialogue pips to make the characters sound different.

And speaking of writing, oh boy. Where do I even begin?

Characters & Writing

Mae hangs out with a few friends during the events of the game. They are:

- Gregg Lee, a ""punk"" fox who is very holds-up-spork random and also a homosexual who does crimes XDDDDD. He works at the Snack Falcon, a legally distinct 7-11. This is the extent of his personality.
- Angus Delaney, a homosexual bear who is together with Gregg. He works at a video store (get it? video stores are old and obsolete!) and doesn't have much of a personality until later in the game, where he gets a backstory some exposition that doesn't relate to anything.
- Beatrice Santello, a grouchy goth crocodile chick who helps her dad run the family business, which is some mix of landscaping, construction, and carpentry. She is about the only character in the game who isn't a complete waste of space because her personality is logically derived from her backstory and because I want to cuddle with her and melt her heart of ice.

There are other characters in the game – the Kickstarter page indicates that Jeremy “Germ Warfare” Warton would be a member of the party and one of Mae’s friends, but he rarely appears until later in the game, where he becomes briefly entangled in the group’s life-or-death struggle and is forgotten just as briefly. The rest of the game’s characters are either background filler from Kickstarter backers or secondary characters meant to fool you into thinking it has gameplay. They aren’t worth mentioning.

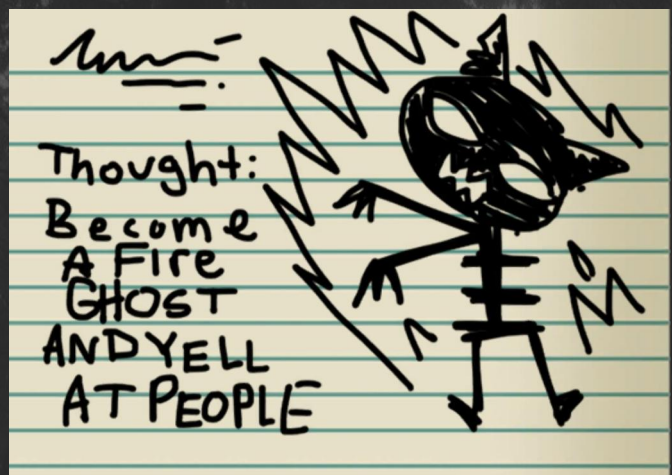
As for the writing itself, well, it’s a hipster indie game. The characters lack personality and all have the same literary voice (i.e. the way a character speaks that distinguishes him from other characters), so reading through the large volumes of dialogue isn’t interesting like it would be in a good novel. From minute one, the writing makes it clear the tone is terminally irony poisoned and will not be presenting you with genuine emotions or views, and that is consistent for the rest of the running time.

Here’s a video showing the dialogue/flavour text from the start of the game: <https://invidious.snopyta.org/watch?v=qA92KI1QKcw>

All the characters sound the same:

- Ugh/geez/trash/tacos (so random XDDDD)
- mental illness
- repeating the same things back
- “dude life sure is strange huh”
- pausing for long times, then saying “wow, that sure was a dramatic pause, huh?”
- not using punctuation properly

This would be bad enough if the character dialogue was mired in this sea of inanity and sarcasm, but the presentation of it worsens things. Everything is presented in a caps-lock font, and speech bubbles often look lopsided because they’re left-aligned paragraphs rather than actual speech bubbles, which are typically centre-aligned and shaped to make the text easy to read. It would have been better if the developers did what Paper Mario did and have standard JRPG/VN text boxes at the top or bottom of the screen that are styled to look like speech bubbles but still contain larger amounts of text.



Story

Spoilers, if you care about that. Bear in mind that by reading this summary you are missing the full experience of the game – to better understand the atmosphere, say “ugh” or “geez” or “like” or “trash” or a funny random food of your choice after every sentence.

Shortly after Mae arrives, she notices a missing poster for a teenager she knew when she was younger, and she and her friends find a severed arm outside a diner, which is a shocking event in a sleepy town like Possum Springs. Mae also attends a “party” i.e. a group of idiots sitting around a campfire in the woods listening to some fag strum a guitar, where she gets drunk, says a bunch of stupid shit, and passes out. She has the first of several DEEP, ARTISTIC dream sequences at that point. This is the first clue that something creepy might be going on in Possum Springs, and Mae decides to investigate – or, more accurately, she stumbles into clues while fucking around with her friends and the story kind of teeters from one beat to the next.

The total length of the game is about 8 hours from start to finish, but you could beat it in 7 if you knew where you were going. The first 6 hours are padding: talking to your friends, doing unique hang-out scenes, being bored, talking to background NPCs, etc. The game’s final act begins once Mae sees someone she believes to be a ghost/killer kidnap a faceless background character during the town’s annual harvest festival. She follows them up to the edge of town only to be blocked by a fence while the kidnapper escapes into the woods.

One of Mae’s relatives, a woman police officer, appears immediately afterwards and tells her to stop wandering around and go home. Mae protests but the cop is strict and Mae decides she might have been seeing things anyway. It’s pretty well-established by this point that Mae has the social and general cognitive skills of a child/is a fucking idiot with no self-control or responsibility, so it’s unlikely that people would believe her.

Mae tries talking to her friends about what she saw, and her increasingly weird dreams. They are skeptical to say the least, but they’re still her friends so they agree to help her. There’s a “mission” with Bea to the library to find any evidence of a ghost in Possum Springs by consulting the newspaper archive, which gives three leads. Following these leads gets you:

- Exploring a cemetery with Bea
- Breaking into the Possum Springs Historical Society with Gregg
- Going up to a cliff that may as well be called Dead Man’s Point with Angus (sadly, not to push him off)



I'm not sure if all these missions are necessary, since I didn't do them myself and the broadcast I watched only did two (Bea and Angus). I imagine the player can choose two of them, or perhaps the game simply proceeds after Angus's mission, since he and Mae do actually encounter the shadowy figure Mae has been seeing. In any event, the gang identifies an abandoned mine shaft on the edge of town as a likely hideout for any ghostly activities, and you go there as a group. You discover a large gathering of shadowy, cloaked figures gathered around the entrance with ominous red light coming from somewhere.

You eavesdrop and overhear a bit of conversation, but nothing meaningful, until your group is discovered and you have to run. There's a brief running minigame (it doesn't matter if you get caught or not), and this is where things really begin to unravel.

>hard cut to Mae's friends hanging out back at Gregg & Angus's apartment; presumably they got away

>nobody is doing anything about the presumable cult they just fled from

>"still haven't heard back from Mae's parents, huh"

>"wait do you hear that at the door?"

>hard cut to Mae on a bench at the church, with her family and their friends gathered around her wishing she would wake up

>PSYCHE, she's actually in a hospital bed with only her parents

>the janitor from the start of the game walks in and says some cryptic shit

>PSYCHE, she's actually facedown in a ditch somewhere

>Mae slowly walks through a stretch of forest to a road, then collapses

>Hard cut to her knocking on the door of the apartment

>Gregg: "PIZZA PARTY!!!!!!!"



I wish I was joking. The intention is that Mae got shot at by the cloaked figures and collapsed into a ditch before being found and brought home by her parents/friends/family (I think). Then she somehow wandered out of the hospital/her home (it's never clearly stated where she was staying) and across town to the apartment. The gang orders pizza and Bea manages to get in contact with Mae's parents, promising they'll bring her back in the morning.

Instead of doing that, Mae convinces them to go back to the mine shaft where they were almost killed/abducted and see what's really going on. After holding left to walk for a few minutes, the gang arrives at the deepest part of the mine where the cultists have gathered. There is then an exposition dump that is at least 7 minutes long, where the leader of the cultists explains:

- rabble rabble damn gubmint taking our jobs
- immigrants bad, america good
- we tried to pray at church, but God abandoned us (because that's what God is known for – granting material requests exactly when he's asked to)
- a giant goat demon (not explicitly Satan) lives at the bottom of this well, and he demands sacrifices in exchange for long-lasting youth for us and prosperity for Possum Springs
- you can't touch us because the cops'll never believe something so stupid heh heh heh

The group attempts to leave, but one cultist (the one Mae has been encountering) somehow followed them up the elevator and assaults her when they try to leave. You have a literal QTE to kick his face back, and the elevator collapses with him in it. The stress of the commotion causes a cave-in but luckily our heroes are all perfectly fine, and they make their way towards fresh air. Mae has a final dream confrontation after getting randomly sucked into the ground while walking through a puddle of water (yes, it's stupid) where she rants and rambles in a way that bugmen living in big cities probably think is really meaningful and insightful.

Then the characters spend 20 minutes talking about how they just left those cultists to starve in the mines, and how they don't think they'll tell the police (or the parents of any of the people who have been kidnapped and sacrificed), and how man isn't this really confusing and strange? Guess we'll have to figure out what to make of it huh anyway what do you guys want to play for band practice?

Roll credits.

Conclusion

I mostly wanted to write this down to get out my own thoughts on the "game." When I first played it, I found it boring but not totally offensive – after having my memory refreshed and with several years of hatred built up towards the kind of pretentious hipsters who make swill like this, I can safely say that I detest Night in the Woods and everything it represents.

The characters, with the partial exception of Bea, are inane and boring, and the events of the story range from nonsensical to boring. I genuinely feel worse for having both "played" this game and watched other people play it, and feel true pity for anyone dumb enough to have spent money on it.

Above all, I believe this game's problems can be traced to what I'm going to call hipster nihilism: the particular stew that comes from not believing in anything, being surrounded by ugly people and ugly things that erode the soul, and being too weak-willed to face life's problems head on. At the end of the game, the group explicitly state that they don't know what to think about what they did, even though it was something that should have had an effect on them. This kind of emotional numbness is something I believe the developers feel about a great many things, and likely what people connect with when they say the game resonates with them.

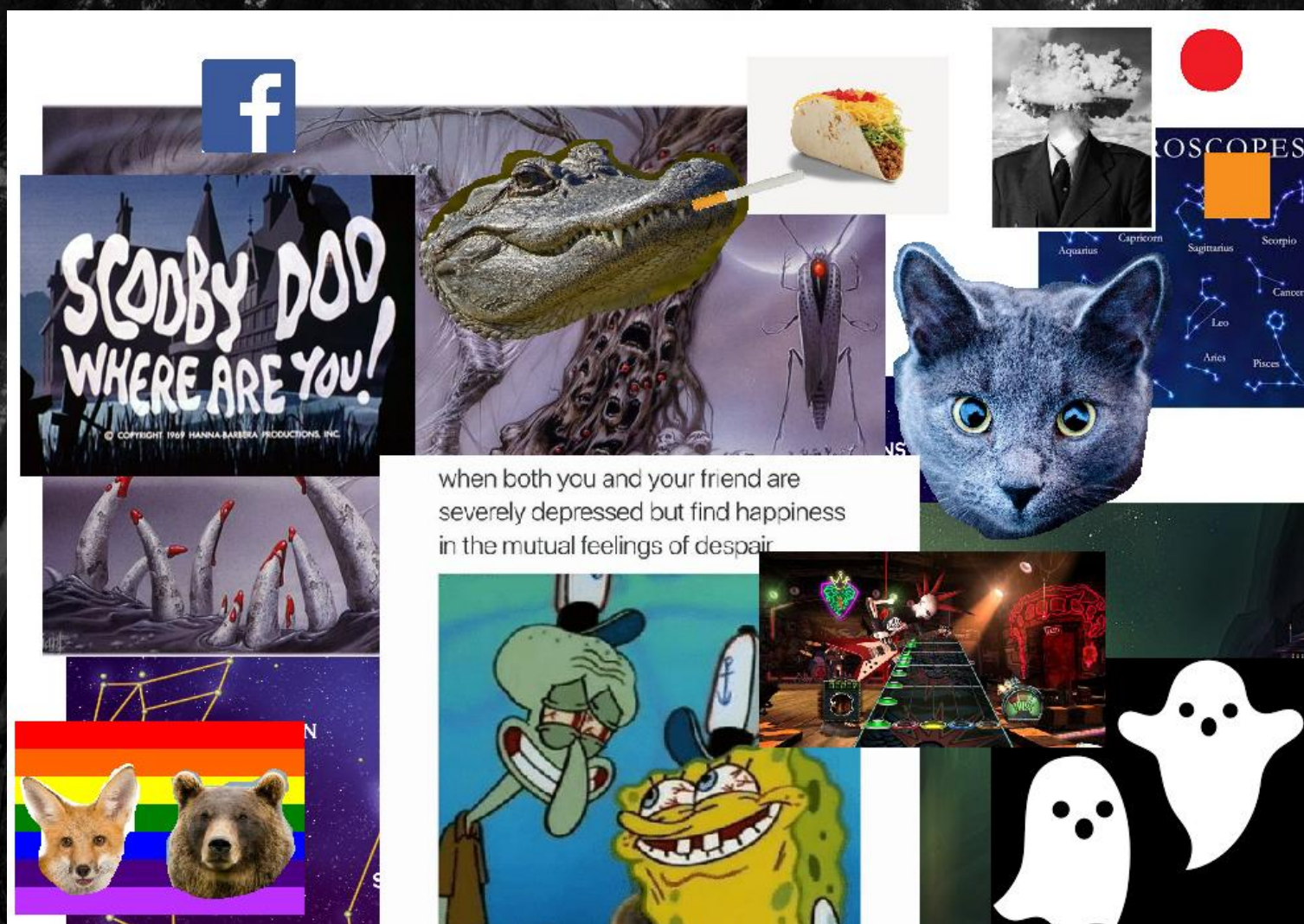


Personal anecdote: I went to university when I was fresh out of high school and I lived in residence. I flunked out in a year, and it was probably some of the worst time in my life. I spent days at a time in my room fucking up my sleep schedule, playing video games, and masturbating. I'm the kind of guy who should empathize with Mae and her struggles (and I like animal characters, but that's beside the point) but her complete lack of agency and self-control made me hate her. I've suffered and had bad shit happen to me, and a fair amount of it was because of my own shortcomings. I'm still here, not acting like a fucking child and not falling into the same traps. I'm far from perfect, but I'm at least capable of standing on my own two feet and making my own choices in life.

Mae isn't a well-written character, and Nig Innawoods isn't a well-written game. They are cheap, shallow tripe peddled by people who desperately want to feel something but lack the resolve to go out and do something with their lives.

I should mention that there are a couple other games/stories/whatever that contain the Nig Innawoods characters, but I don't consider those to be "canon" and they certainly couldn't salvage the train wreck that is the game's story and characters.

With all that said, there is a part of me that wants to salvage what this game tried to do (or at least what it tried to pitch) so if other people feel the same way then maybe we can have some fun ideafagging about that.





ARMAGEDDON

THE GAME THAT WILL NOT DIE

There are few games that can stand the test of time and still be just as fun decades after they're released as they were on day one. This is even rarer when it comes to multiplayer games, as they are usually reliant on developer-hosted servers that inevitably get shut down after a few years. Even if community servers are available, they are still no exception to the curse of time as the userbase grows older, dwindles, finds new interests, or has a "Last Login" date of 11:32 PM on September 10, 2001. Worms Armageddon is one of the very few exceptions to this rule. It has received official updates over twenty years after its release, the matchmaking server is still up and running, the userbase is stable, mods are abundant, and it has been refined and polished to near-perfection. Armageddon is what humanity should strive for (in both senses of the word).

But what is Worms? Unless you've been living in your basement for the past two decades (which is likely) or are a fucking zoomer (also likely), it's a turn-based strategy game where up to six teams of eight worms take turns blasting each other off the landscape using various guns, explosives, artillery, and airstrikes, while carefully maneuvering around using ninja ropes, jetpacks, parachutes, and pixel-perfect jumps, backflips, and hops. A very simple control scheme that covers up a surprising amount of depth.

Worms is one of those "easy to play, hard to master" games, in that you can jump in a game and start blasta' the other team without much thought put into it and you'll probably do a good job. But you'll start to pick up on some tricks pretty quickly.



He didn't fly so good.

Rope masters that effortlessly glide across the landscape into the perfect position. Carefully placed cluster bombs that can take away almost all of your health in one shot. Using a certain weapon at an exact location to launch the enemy at a perfect angle into the water below. One can either view these players with absolute contempt, ragequit, and never play the game again. Or you can see them as opportunities to improve and take up the ancient and forgotten art of Git-Gud.

It took me a relatively short time to understand how each of these tricks work and use them against the same people that were curbstomping me a few weeks prior. Instead of ragequitting, I became the one that made others ragequit. To graduate from n00b to pr0 is a badge of honor that few can boast.

When you've got a good handle on the basic gamemodes, you can try out the theoretically endless custom schemes and maps that have accumulated over the last twenty years



Pro Players can see at least a dozen ways to win the game on this very turn. Can you?

thanks to the dedicated community surrounding the game.

Show off your rope skills (or complete lack thereof) in rope races. Become a keyboard wizard and fire off your weapon in under a second or lose your turn. Maneuver a supersheep through hairpin curves and tunnels to create a chain reaction of exploding ruminants. Obey completely arbitrary rules in

Shopper and get called a n00b when you break unwritten rule #8475: "Joined a gobby woggins game without warming the towel". And when it seems as if you've done everything the game has to offer, you can move on to RubberWorm, where physics is a suggestion rather than a law and the only thing stopping your unlimited-weapons-per-turn rampage is accidental knocking yourself into the drink, or when the map ceases to exist since there is simply no piece left to blow up.



Gee, I wonder who could be behind this crater...

Topping it all of is the beautiful, diverse community of third-worlders that see no reason to upgrade from their Pentium 4 and Matrox G400 when they have all the entertainment they will ever need right on the platters of their 40GB IDE HDD. You will experience the joy of getting kicked immediately upon joining a lobby as the last sight you see is the deranged laughter of foreigners filling the chat. You will learn new vocabulary such as "puta madre jajajajaja", "KURWA MAĆ", various dialects of slavrunes, and ")))))))). Your flag will define who you are. Wear it proudly and accept whatever genocidal rampage your country committed two hundred years ago against the other mud-hut dweller, then show him who's boss by rope knocking half their team into the water on your first turn. Make your founding fathers proud.

[crocodilerox] mahshep
[crocodilerox] how deep from ninja rope
[Solomon] enter
[crocodilerox] konta k you like
[crocodilerox] eesh
[crocodilerox] this guy
[crocodilerox] bear pants

[s2s] look at what you're done
[s2s] this is what poland does
[placki] me xd
[placki] u fuking started
[placki] koala ertard
[placki] go fuk some koalas

Team17 has tried numerous times to translate Worms into something new, but each new entry has only been mediocre at best. I believe that says more about the game than the company, since the formula was perfected 23 years ago. Worms is excellence. Worms is perfection. Worms simply... is.

And remember, right click is NOT for opening the weapons menu, it's for manipulating the movement system to make your worm move a few pixels faster!

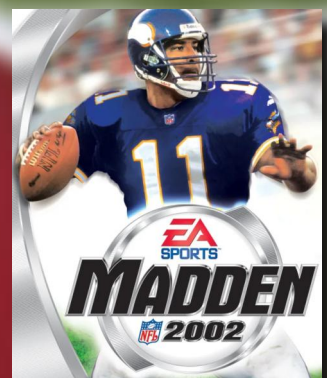
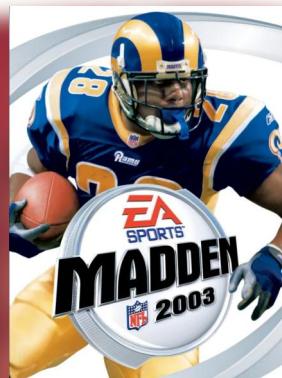
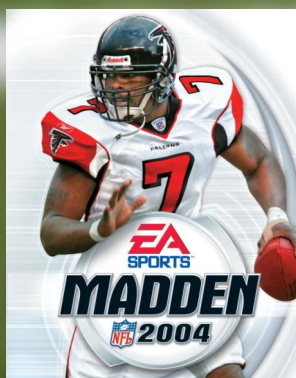
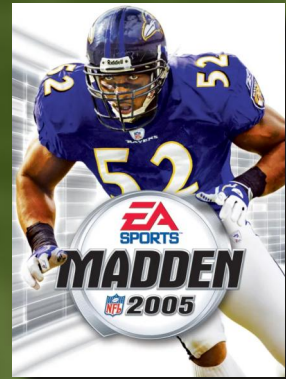


SHOTGUN RATING



Not the most satisfying boomstick, but an essential part of your loadout.

TOP 10 MADDEN VIDYA COUNTDOWN



Wallpaper delight

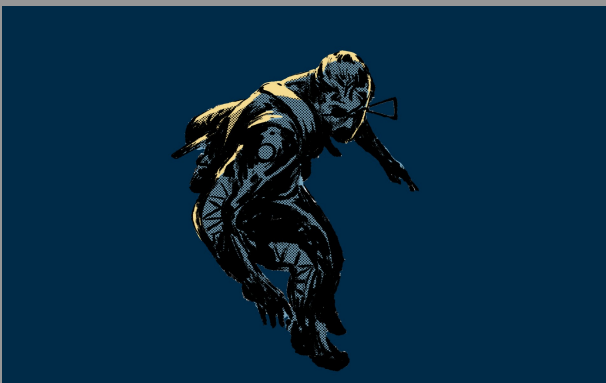
Right-click and "Copy Image" or "Save As..." in your superior PDF viewer of choice



Pepsiman.png
2560 x 1440



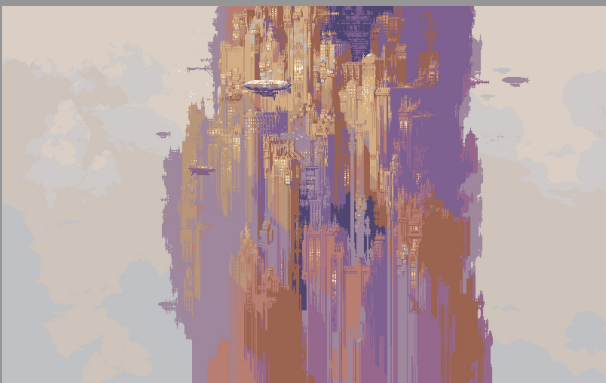
Kirby wisdom.png
2560 x 1440



Snake comic.jpeg
1920 x 1200



Shantae color silhouette.png
1920 x 1080



City by @DmitryDeceiver.png
1732 x 1004



Drunk Rottytops.jpeg
1920 x 1080



HOW MARIO TRIES TO BE BANJO-KAZOOIE AND FAILS IMMENSELY AT IT

Before release, Nintendo promised that Mario Odyssey would be more in line with Sunshine and 64. Upon closer inspection, it's more reminiscent of the Banjo Kazooie games. A non-stop collectathon where you transform into different creatures.

Reminds you of something?

While I love the Banjo games, Odyssey doesn't understand why Banjo was so fun to play, which is explained by the main goal of the game.



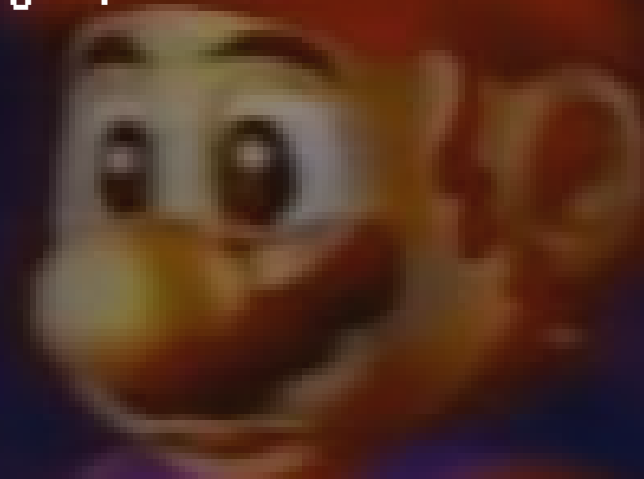
► Collecting

The life and blood of these games, yet Odyssey commits a major sin when it comes down to it. You see, in Banjo Kazooie you can collect everything from the get go, while Odyssey expects you to finish the game first before collecting everything, which if you've ever played DK64, you know it's a pain in the ass.

It doesn't stop there, however, as I could forgive this if at least collecting the moons was fun. It is not.

Every Jiggy in Banjo felt like a small victory. Getting Chimp on Orange, freeing Clanker, racing Boggy, turning yourself into a pumpkin and flushing yourself down a toilet. Everything in Banjo-Kazooie felt special and worth doing.

In Odyssey you'll do "fun" tasks such as getting a seed and walking to the other end of the map to plant it, follow a dog for 5 minutes, ground-pounding on random spots, throwing your hat at things, stack goombas from all over the area and memory games. It would be fine if you did these once but the fact is, you will do them countless fucking times all throughout the game.



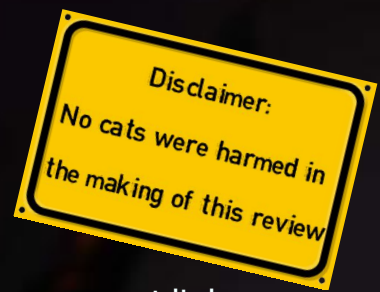
There are good moons, for sure, like the timer challenges, but these are the exception rather than the norm. Most moons aren't a challenge, they are a chore. They are treated like notes but are supposed to have the value of Jiggies. Exploring isn't rewarding when what you'll most likely find is another tedious task and a few moons that quickly lose their value the more you play this game.

Transforming isn't fun when it's just an excuse to get cheap and uncreative moons by making you go from point A to point B in the most tedious way. Aside from some kingdoms like Metro and Luncheon, most of them feel uninspired and empty.

The most fun you'll get out of this game is in Luigi's Balloon World, because this game has an amazing moveset, but its problems with collecting drag the game down to a point where it becomes pointless.

"If we stay in one place, we will become outdated"
- Satoru Iwata

Postal 0.4



Postal 4: No Regerts 1.0 First impressions

I'll be frank as a Frankfurt: I fucking love Postal 2. Almost as much as I fucking love SCIENCE!

That game made me into the tasteless degenerate that I am today. When you mention Postal 2 to other people who pretend to play vidya they'll ask "Portal?" and then you sigh and reply with "The game with pissing and cats on shotguns". But there's so much more to it than that. There's sniffing catnip and dismembering a police officer before he could choke a single nigger. There's making bystanders puke by pissing gonorrhea infused urine in their mouth, beheading them with a shovel and watching puke flow out of their stump instead of blood. There's biting (read: blatant) commentary with petitions, a priest having the biggest house in the neighborhood, ATF raids, constant protests and rednecks being the inbred hicks that they are. Then came the expansions, the multiplayer, the mods... The sequel.

Now why am I going on about the best "society" simulator like there's no tomorrow? I'm warning you, you chiseled chad champion, that I will be profusely



and outrageously biased going into this preview. I have spent hundreds of hours with Postal 2, over 10 hours with the original Postal + Postal Redux. Redux is

good, go play it, here's a magnet link:

**5E5156A8CEF5FFCC321E50F1B68A56A
FCC613BF6**

... Fine, here's Postal 2 as well:

**DBEB90BE17BC4CFB24117569491CEC7
598CCCAEB**

And I've only spent 5 hours with Postal 4, so this will be really, REALLY unfair. But if Running With Scissors wanted me to be fair, they wouldn't have slapped a 1.0 sticker on an unfinished game. Sock it to me, RWS.

GRAPHICS

Are ass. I mean I AM running it on the lowest graphics setting available (Buttsauce), so I can't really complain much. I can complain about shit optimization though. Credit where credit is due, it was a lot worse back in 2019 when the Janky Alpha first hit the early access shelves (I'd like to come up with a better analogy, like a rotisserie chicken: you bite into it while it's undercooked, you get salmonella, bitch lips).

The alpha lived up to its name with single digit framerates and half the map missing. Thankfully, RWS employed some pahjeets to whip them into shape and optimized the performance to be a true cinematic experience. One thing they did nail though is night time. Not since Doom 3 or S.T.A.L.K.E.R. have I been in an environment this dark. I mean for real, it was pitch black. I'm pretty sure something broke. I had to navigate towards the nearest motel using a minimap. You can



barely see your own piss, but more importantly you can't see fire. The floor might be on fire and you won't know it until you walk straight into it.



GAMEPLAY

It's Postal 2: 2, which is pretty much what everyone was asking for. Errands, open world (now with fast travel and vehicles, hi ProjectMarica), GTA-styled rampages that can range from smoking a single crack Health-pipe to pozzing 10 people with fire AIDS via self-immolation, and secondary errands popping up throughout the day. Some side objectives probably become more prominent with each passing day, I'd have to play some more to find out. There's a lot of weapons to choose from, so that's nice. Collecting items can be a hassle though, because most stuff is hidden in residential houses, but almost every door in the game thus far is made of glass, making kicking them open a pain in my tuchus. Missions, or jobs in this case, seem



to resemble Postal 3 more than 2 in the sense that you're performing mini-quests in a select location. I'd love to tell you if other days resemble the same chore structure, but the game keeps crashing, especially on day 2, and load times are long as hell.

GENERAL IMPRESSION

Painfully unfinished. Sometimes I would load into a map and wouldn't be able to pick up or interact with anything. Sometimes a game would only load extremely low quality textures in a cutscene and then the rest of the game looks like it's made of oily playdoh. Most often though, the game would simply crash, making save-scumming a legitimate strategy. It's like I'm



really playing S.T.A.L.K.E.R. again! Can't turn off custom waypoints. Picking up a collectible and changing a weapon clips the shit out of it... you get the picture, you limp-wristed Lieberman lover.

I say leave it in the oven for another year and let the hype-train troglodytes Q.A.-test it for you.

SHOTGUN RATING



Nothing to write home about, but also a disappointment when compared to the shotgun from Postal 2.

In the lesser known sequel to the massively popular real world co-op action strategy game "Sex 1", colloquially known as "sex", "Sex 2" has you playing as yourself getting laid. Set in 1990's Japan, you are pitted against only your own will in order to woo young Japanese women. The gameplay is simple yet rewarding. Starting from a bedroom you use your cursor to select one of many things, but primarily the VCR and the window. Upon clicking the window you have the ability to choose two of many items, be it a teddy bear, a vibrator, a school uniform, or any of the other items. Once you have selected two items a box pops up with two lines of scribbles. If you choose the bottom line you reselect the items you wish to bring with you, and the top line will send you directly to the florist shop. Upon reaching the florist a box of scribbles will appear at the bottom of the screen at which point you click over and over until you are transported into a more private area. Once alone you regain the ability to choose which scribbles you would like to select. Doing so leads directly to intercourse.

Sex 2

Throughout intercourse you have the ability to maneuver the young woman into multiple different positions and engage with her body in various different manners. Once the Sex 2 is complete you return to the bedroom alone and prepare for more. As you click the window again you are brought to the realization that you have attained a new item - what it is I cannot say! You will return to the florist and proceed to do the same exact thing again, but is it so exact? With your selection of different scribbles in your interactions you will find new and exciting positions - and you must fuck 'em all. Going through this set of motions through the game a few times will lead to your window exit resulting in a new, different girl. The other girls are fine, and just like the game before they are a welcome addition, but while they are different you always find yourself returning to that trusty old mallet, the florist. How pretty she is.

PROTIP: Hold the space bar and wildly move your cursor around the screen chasing the randomly placed selection boxes - this makes gameplay proceed at a much faster rate.



SEX 2

Overall Sex 2 is a slight improvement over Sex 1. While it is free, it lacks the warmth and pain that only the original can so effortlessly provide. On top of that Sex 2 is rather casualized, but in a game such as this who would complain that it is impossible to lose? Sex 2 lends itself to the thinking man, one that archives his Sex 2s and organizes them for later reference whenever necessary. Yes your trusty VCR allows you to relive all of your Sex 2 sexcapades without any of the incessant scribbles hindering your vital personal progression.



Mistress Wadina sez:
"Sex 2 - it's not just for kids!"



THE WORLD'S FIRST REAL WOMEN GAME

IF YOU

YOU

CL

YOU WANT

TRY



It's barely been 3 months since the last demo event and Gabe is already pushing another one.

But now it's the same demos with a few more sprinkled on top. Thanks, Gabe, thanks a lot. Why are you making these demo events periodic, episodic even, anyway? Is your bandwidth (heh, width) oversaturated with Dalle-E requests for knife JPEGs? Get off your surprisingly sturdy high-chair and make demos permanent again.

Please note that I'm not bitching about a demo event, I'm bitching about the fact that I don't have enough time to try more of them out. So many demos, so little time...

As it stands, I managed to get my carpal-tunnel hands on around 20 demos and the ratio is about the same as it was last time: mostly shit, but a few gems do gleam in this mountain of monotonous manure. The Unity and Godot Engine logos have been permanently burned into my eyes at this point and I am numb. Let's get this shitshow on the road, shall we?



Blasphemous, but with more forgiving combat and less colors (just as many as in REMEDIUM). Plays well and has good enough writing to make me want to read it instead of feeling annoyed and obstructed by it. Bits of Metroidroguevania, bits of Dork Souls, bits of rotating pixels when you gib enemies. The better you fight between bonfires mirrors, the more perks you get to fight with. Good stuff.

Moonscars

Developer:
Black Mermaid

Wave-based survival shooter, the 2D sprites feel out of place when there's bloom and all that jazz going on with SFX. Everything floats. Combat feels floaty, aiming is floaty, enemy corpses take forever to float back to the ground (which may not seem like a legitimate complaint, but it detracts from the impactfulness). No ammo, just cooldowns for conventional weapons and the Impaler trident that summons Vlad Tepes's dildos from the ground.



Impaler

Developer:
Apptivus



Top-down blue-haired brown girl adventure that REALLY wants to be a Legend of Zelda game. The UI may as well have been ripped straight from BotW. Annoying voice-acting, annoying filter overlays, annoying camera zoom, everything is a bit too far away. Combat feels like you're about to clip through the enemy during your combos, so it seems unreliable. Very colorful and could potentially be fun to play if combat and camera movement are tightened up... But the protagonist is a brownish girl with blue hair, so you know...

XEL

Developer:
Tiny Roar

Twinstick shooter made by the same people who made Redeemer. Oh? You've never heard of it? Don't worry, I ran across it by accident as well. Closely resembles Grim Dawn being set in a similar era and opposed by rabid animals and steampunk contraptions. Combat feels weighty and impactful, but it's clearly a very early demo, very rough around the edges and it wouldn't be fair to judge it at this point. It will be fair to call it grey and brown mess though, the only other color is blood red. Even the fucking Madness Combat game has more colors, so that's an achievement. It's like I'm really playing Gears of War again! So grimy and serious! Made for mature gamers such as myself! It's fine, we'll have to wait and see.



REMEDIOUS

Developer:
Sobaka Studio



A very slow and moody Doom .WAD running on Gzdoom. Pretty much S.T.A.L.K.E.R. in Doom, lots of interactivity for a project like this, like radios, decals making sounds, doors (!)... Campfires act like checkpoints and you have a limited supply of matches to save your game. No manual saving, so you best pick your fights with care, especially if it's raining and bonfires are out. Ammo is scarce as well, you need to loot every corpse you run across a-la Metro 2033, which isn't the easiest task considering corpses are rotating sprites and you need to be aiming at the ammo belt on their body. Made by some slavs with passion, looking forward to it.

Apocalyptic Vibes

Developer:
Amanito Computing

BPM: Bullets Per Minute rip-off, but at least you can see what's happening on the screen this time around. Has a narrator, and plenty of mechanics to keep you engaged. Just keep shooting to keep the rhythm combo up and remember: variety is the spice of life (and bonus points). Awful EULA terms, pirate if you don't want to have spyware installed on your PC. Features Serj Tankian (System of a Down), Matt Heafy (Trivium), Mikael Stanne (Dark Tranquillity), Randy Blythe (Lamb of God), Alissa White-Gluz (Arch Enemy) and Tatiana Shmailyuk (Jinjer).



Metal: Hellsinger

Developer:
The Outsiders



A very particular and very slow Dune knockoff, worms and spice and all. Features 3 factions (red, blue and green). Building, movement and combat are very slow, building additional production factories increases building speed, but everything is very expensive. So, my understanding is devs have a very specific gameplay style in mind, but it has an interesting energy mechanic where you can manually turn on and off building energy supply. I don't like it.

Barkhan

Developer:
Glyph Worlds

Russian Ruiner knock-off. Very nicely designed menus, but the gameplay itself is not engaging. I was falling asleep during the demo. Very long reload animations with Gears of War quick reload mechanic. Controls are finicky and your walking directions are locked into diagonals. Game launched in Russian, so I had to stumble my way through the options to enable English instead.



CyberCorp

Developer:
Megame



GOOD
SHIT,
NIGGA



Fan-made spiritual successor to Golden Eye on N64. Turn off the CRT filter and it suddenly becomes playable. Aiming and movement feel slow, but this Anon has never played the original or any 007 game before, so I may not be the most qualified asshole to review this game. Environments feel a little barren and some of the post-processing effects can feel more obtrusive than enhancing to the experience. Plays fine, I guess, looking forward to the full release.

Agent 64: Spies Never Die

Developer:
Replicant D6

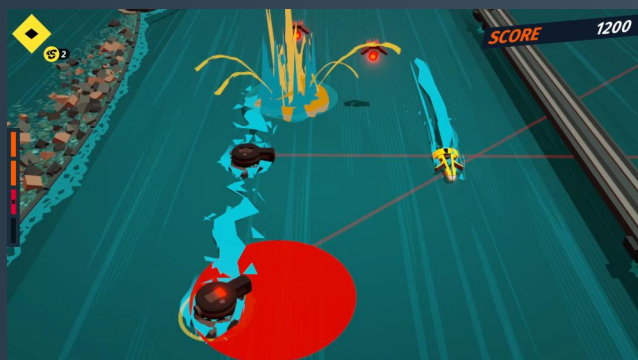
Aggressive Arkanoid, weighty, fun. Sells itself as a mix of brick breaker, air hockey and bullet hell in a post-apocalyptic world. May as well add RPG elements with crafting and rogue-like mechanics. It actually has the latter, each run you pick temporary upgrades that only last for that run. Quite fun and already close to being finished. Controlling your paddle takes a little while to get used to, but you'll be fine after a couple of levels. Good shit, nigga.

GOOD
SHIT,
NIGGA



DESTRUCTURE: Among Debris

Developer:
Team Instant Defeat



GOOD
SHIT,
NIGGA



Now THIS is the good stuff. Stylish, crisp, easily readable, easy to control and more importantly: fun to play. You drive a speedboat stealing and offloading shipping containers during high-speed boat chases, all the while security forces try to blow your speeding ass to smithereens. You have no offensive capabilities, so you need to trick your enemies to shoot each other. Their attacks are telegraphed and can be dodged by briefly diving underwater or simply getting out of the way. Goodest shit, nigga.

Swordship

Developer:
Digital Kingdom

The newest curse upon gaming is the passive twin-stick shooter. That's the Vampire Survivors genre, I don't know what else to call it, considering you only control your characters movement and pick weapons/passives that proc on their own. Looks like an early version of Binding of Isaac, it's obvious where they got their inspiration from. A lot of characters and playstyles to pick from. It could have easily been a Flash game, but it's addicting.



Brotato

Developer:
Blobfish



Awful. Probably a Unity asset flip. Broken menus, broken controls, broken movement, terrible voice-acting, no optimization (yet), if you have a controller plugged in, you won't be able to navigate the menu with your mouse or keyboard. It's supposed to be some sort of top-down space horror game like Alien Breed, but with inventory and stamina management. Didn't play well and I got bored before I found a single enemy to beat with my pipe.

Cryospace

Developer:
kuklam studios

Futuristic combat racer like Wipeout, but bad. Downright terrible. I may not be good at racing games, but this neon collision hell controls like ass. You'd think after 2 other games they would figure out how to make one that controls properly, but hey. Maybe it's meant to be controlled like this to increase the game's difficulty, but you can just as easily increase any games difficulty by breaking your fingers. Not recommended unless you're a fan of these racers and know something I don't.



Flashout 3

Developer:
Jujubee S.A.

Funky looking low-poly on-rail flyer/shooter. Think Starfox, but with more dodging and worse shooting. You can absolutely rape the game's visuals with the "CRT" setting in the options menu, it's absurd. That was the most fun I had with the game, other than that, there really isn't much to say about it.



Verge World

Developer:
Bad Bones



A very pink and gay top-down brawler reminiscent of Bastion. But gay. Not very pleasant to control, story beats keep getting in your way, but it's possible it will shape into something stylish and playable. But gay. Really gay.

Brightseeker

Developer:
Miroslav Prokop

Shit arena shooter. Tries VERY hard to break the fourth wall and comes off unfunny rather than clever. Movement is sticky, guns are weak and unsatisfying, looks shit with clashing colors all over the place. I remember this game being shilled on an imageboard a year or two ago, but I can't remember which one. Not worth your time unless you want to see glitches like sliding corpses and AI standing in line to stare at the objective instead of capturing it.



GHOSTWARE: Arena of the Dead

Developer:
Daev Team



An awful Roboquest knock-off. Everything about this game screams "lazy asset flip" without a hint of originality. There's some bridge-builder physics going on, along with bridge-builder assets. The UI is broken. This one's a real stinker, so I won't even bother writing much about it.

Roboholic

Developer:
Axionity

An unholy butt baby of ULTRAKILL and [post void]. An absolute pain to play and look at, especially with the default filters turned on. Controls are loosey-goosey, pixels are the size of cats, my feet hurt and I don't like it. Unfortunately resembles Post Void (which is bad) than ULTRAKILL (which is great). Has probably the weakest shotgun since Doom 3.



Force Reboot

Developer:
In404



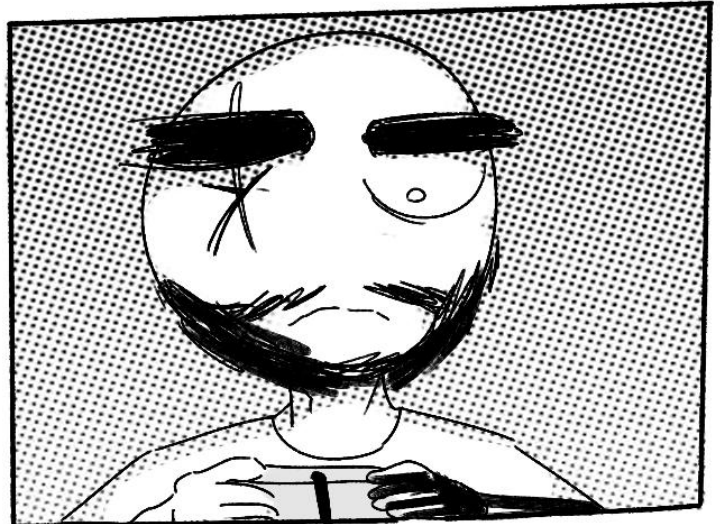
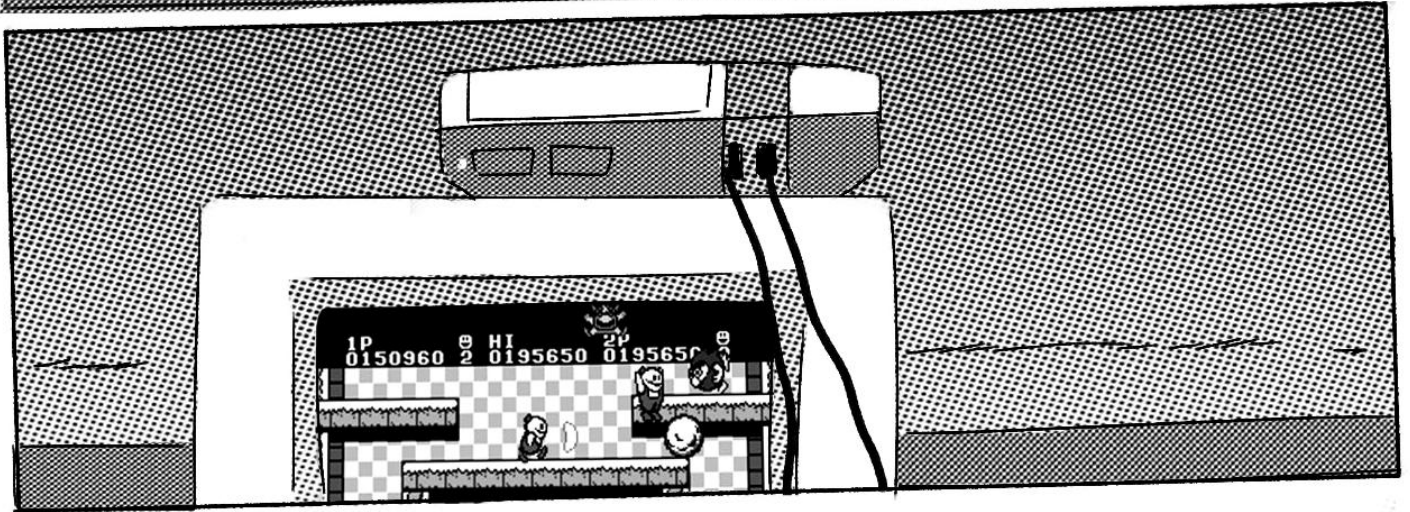
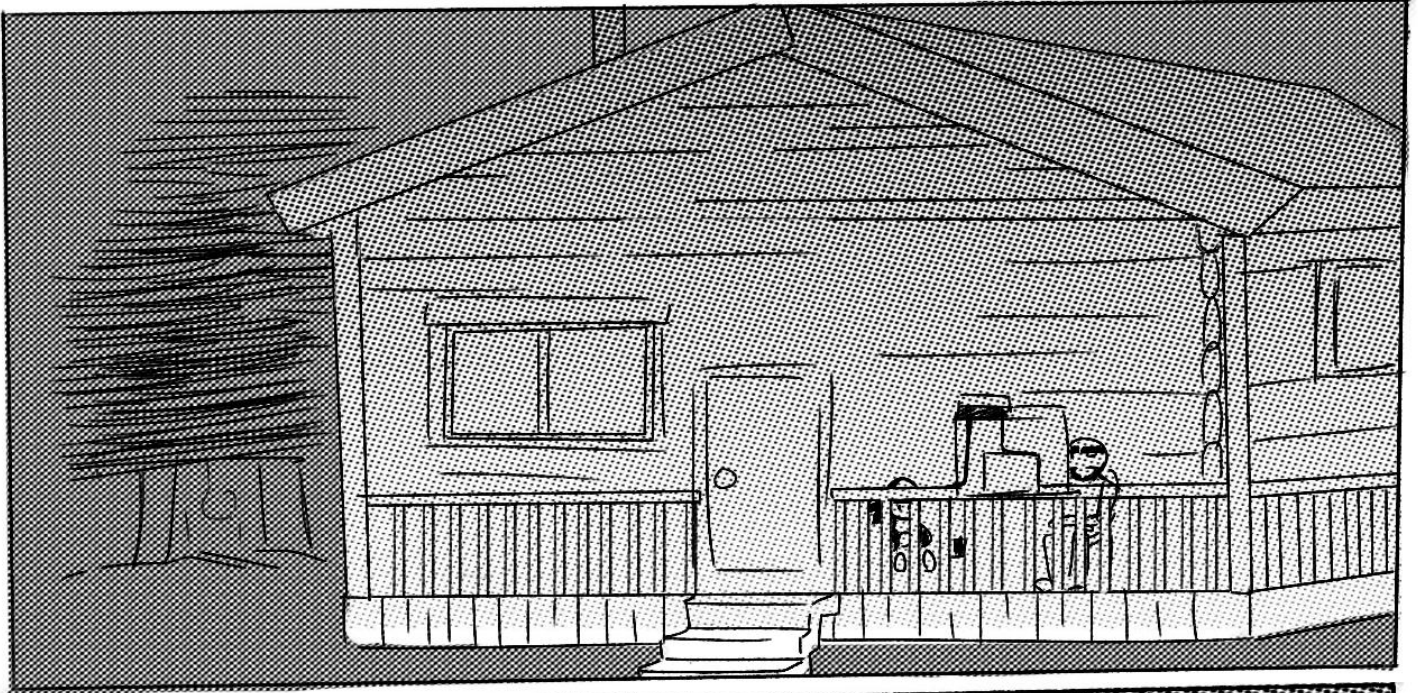
The neon retro wave curse is strong with this one. Unoptimized, ugly, awful to control and if your eyes didn't immolate in the menus, they will during the race. Your opponent barely even tries to race, it may as well be an oversaturated mod for Big Rigs: Over the Road Racing. The difference between Medium and High graphics option is 59 fps. I'm not joking. There are plenty of other games doing the exact same shtick like Neon Drive, 80's Night, Retrowave and OutDrive.

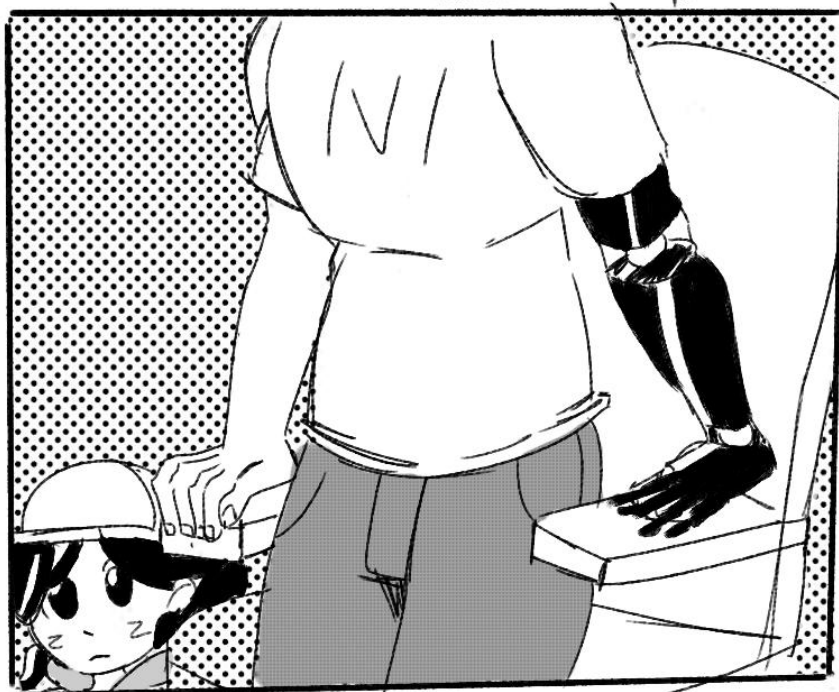
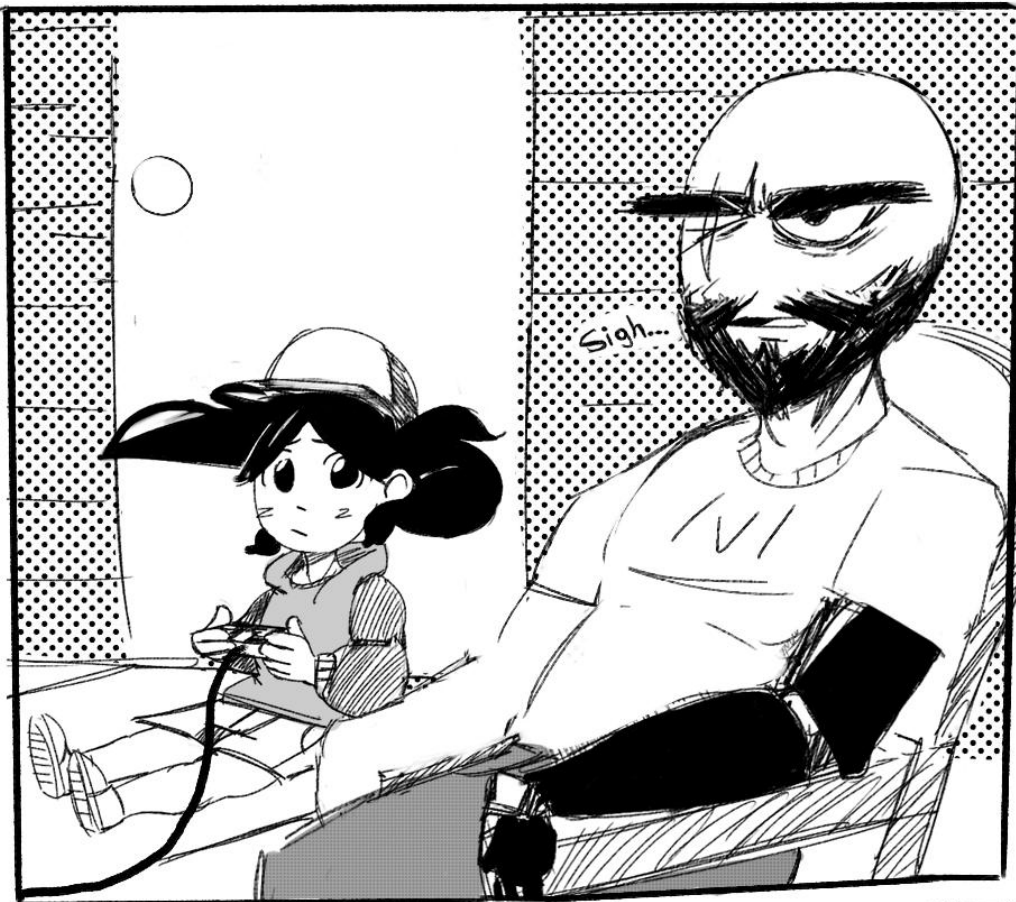
Outmode

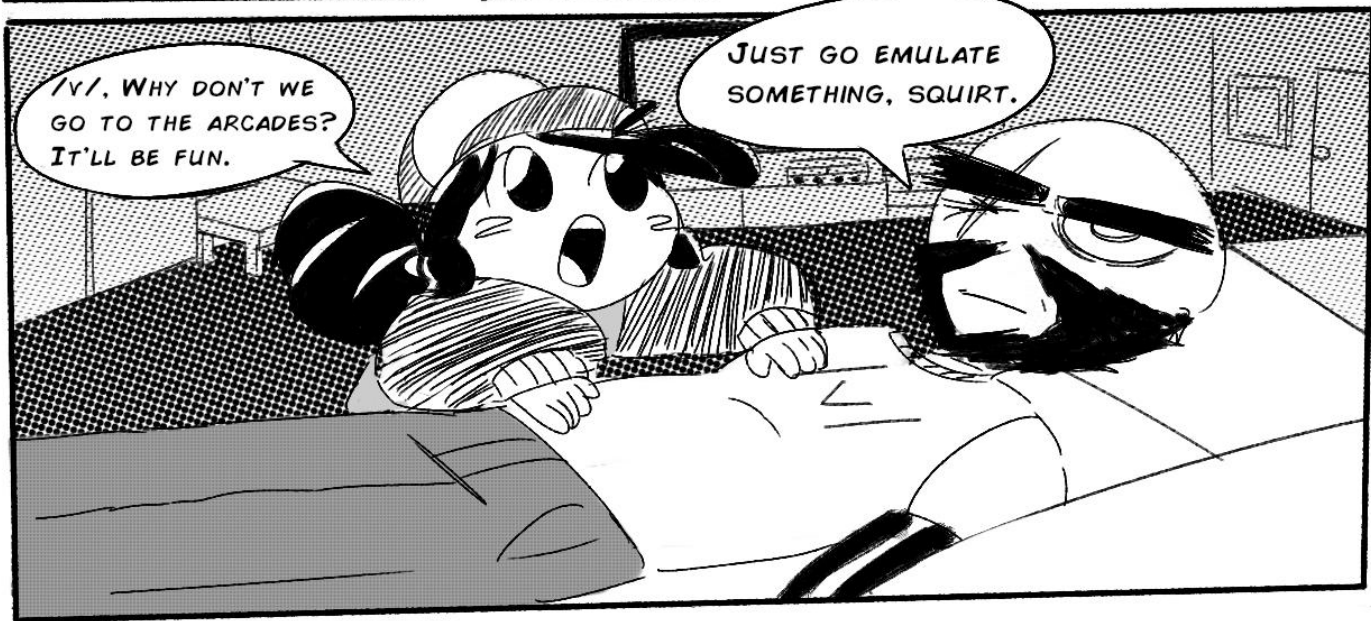
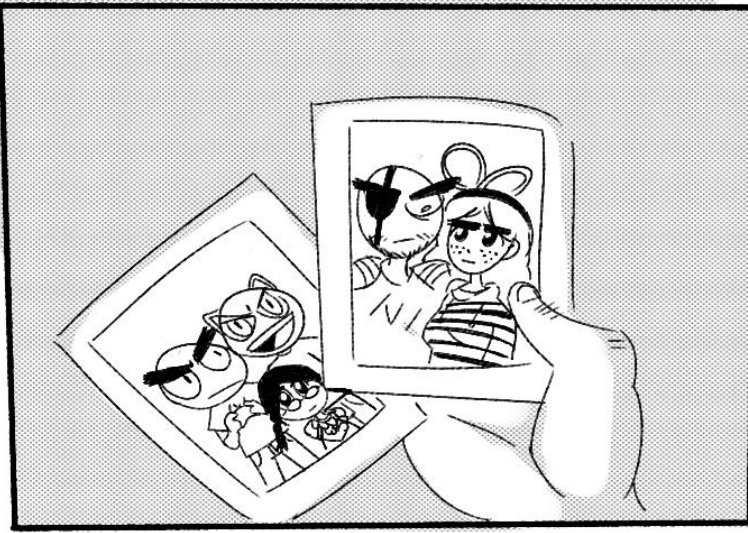
Developer:
Rockateer

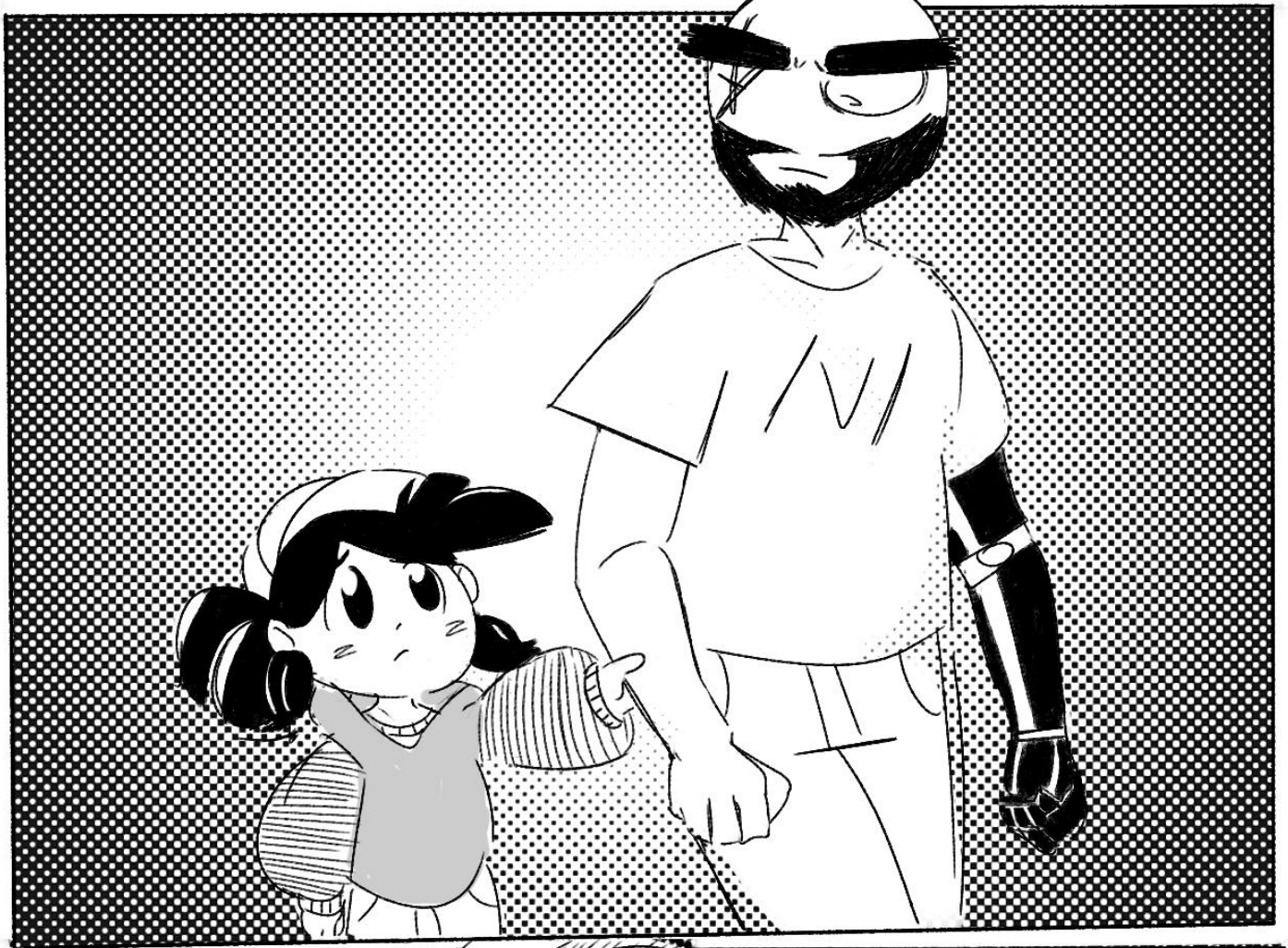
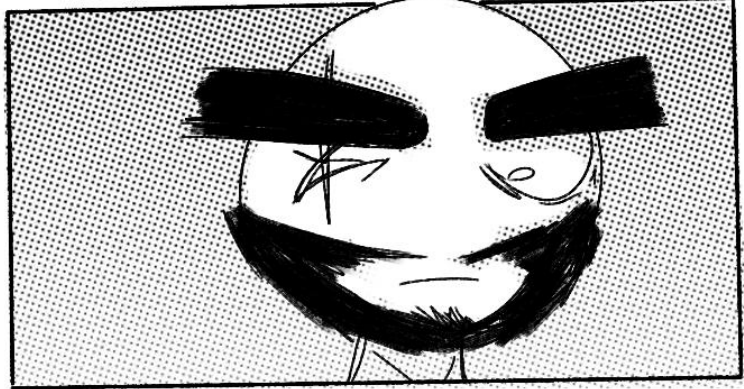
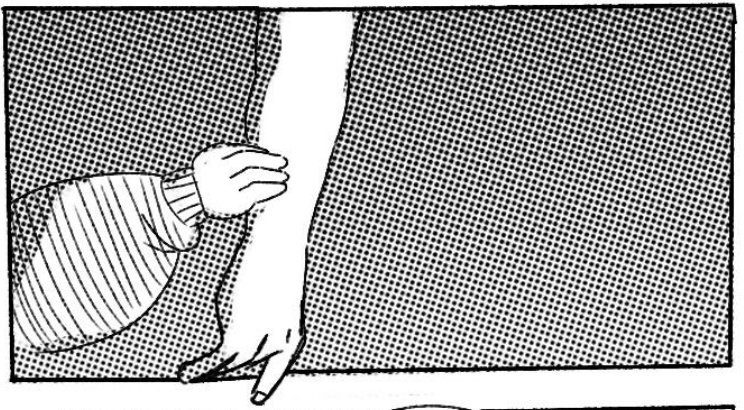
NO GAMES

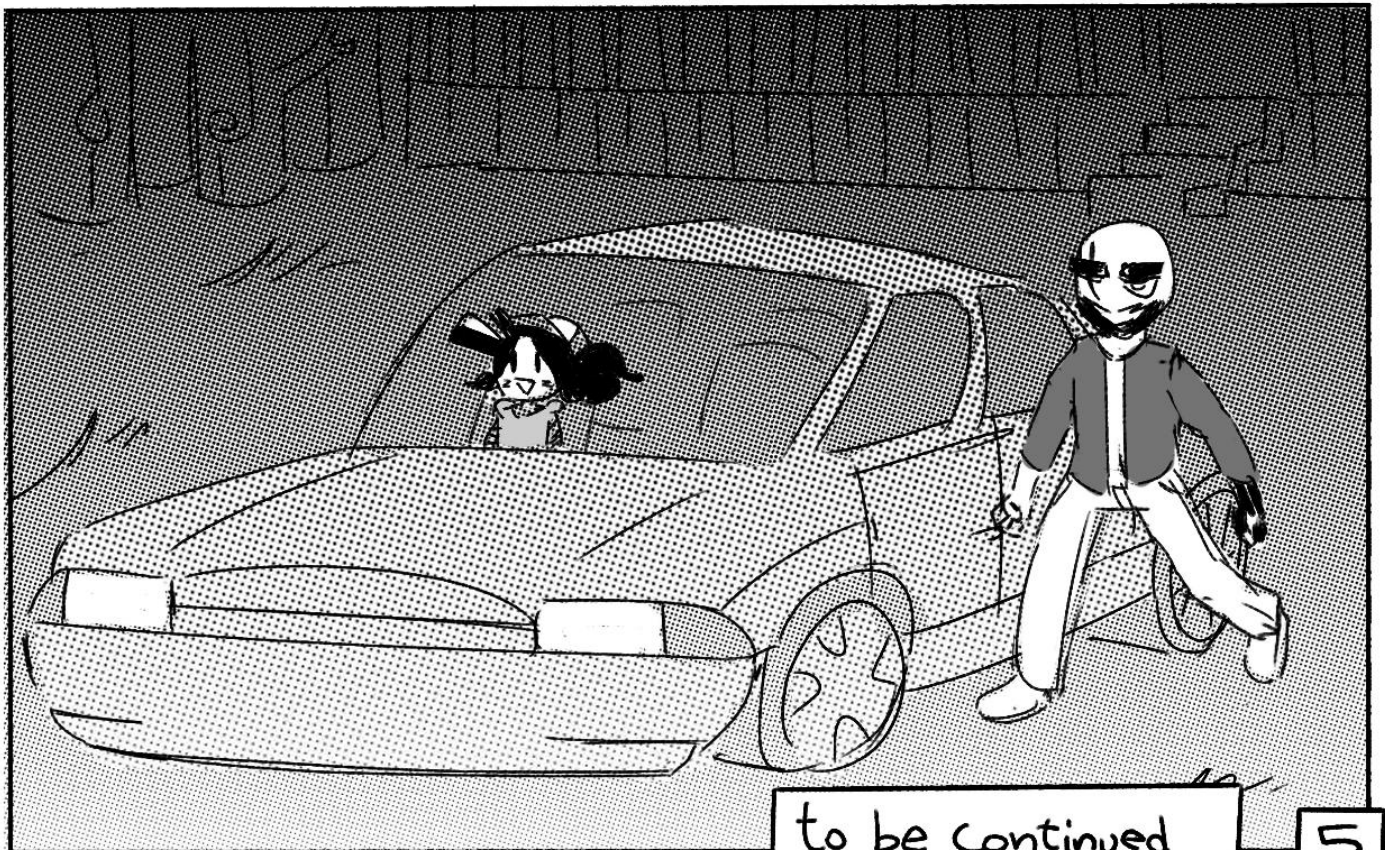
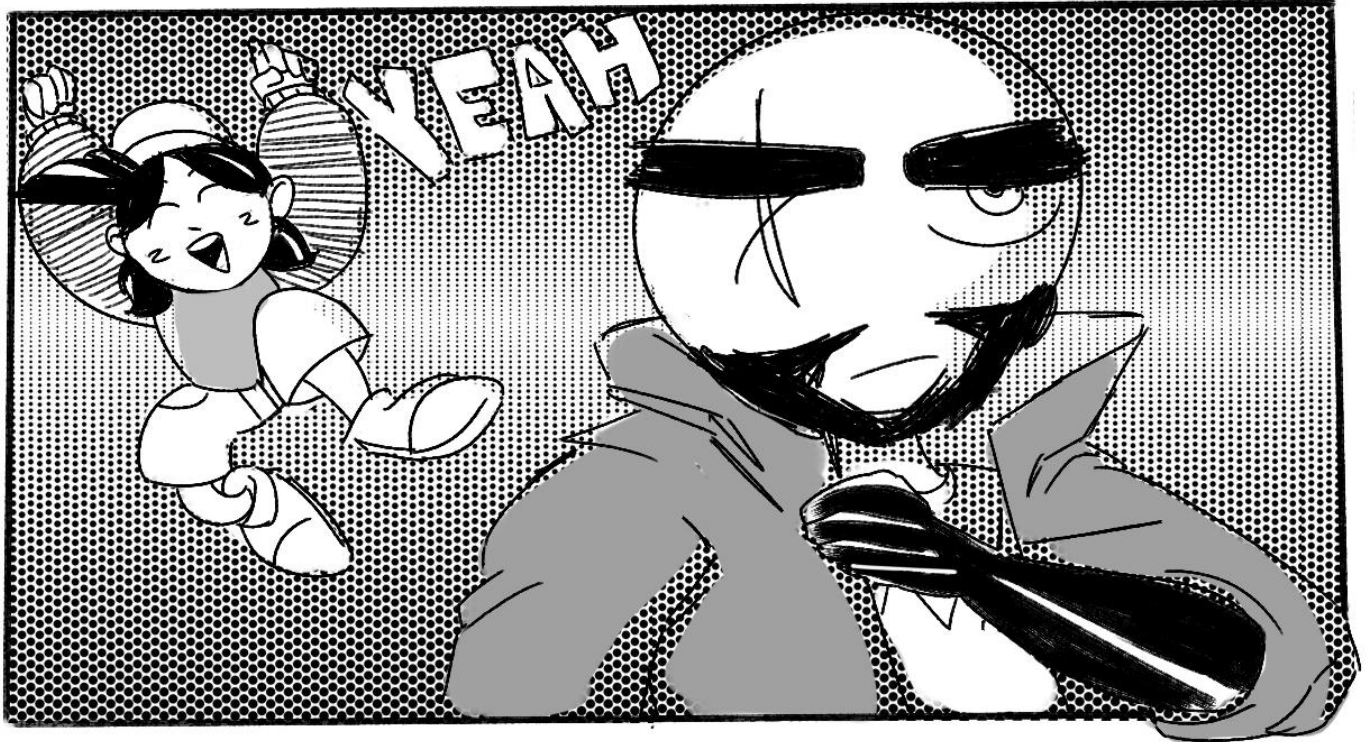
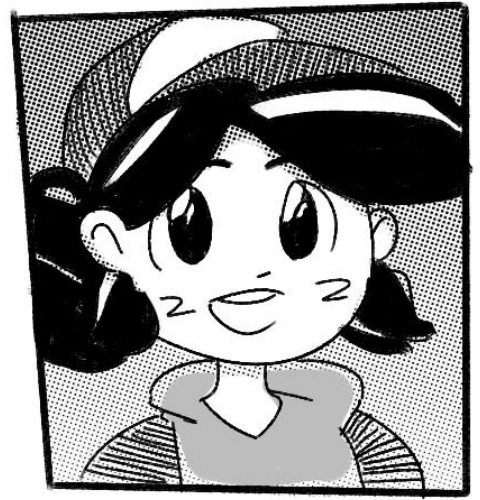
By: Anon E. Moose











to be continued

Credits

Foreword	-Anonymous
Comic	-Artfag
Cyberhook Review	-Anon
So you wanna buy a CRT	-Anon E. Moose
Night in the Woods is a terrible game	-that Iconoclasts autist
Worms Armageddon Overview	-Anonyworm
Top 10 Madden games	-John Manon
Wallpaper delight	-A non-mouse
Mario Odyssey: A failed Collectathon	-It's a'non, Mario!
Postal 4: No Regerts v1.0 Preview	-Agnonstic
Sex 2	-Onan
Steam Next Fest Demos - Part 2	-Demomanon
Orange Vest Gang	-Unknown
No Games comic	-Nameless
Cover art blatantly stolen from	-Ramona Phoenix

... and >(You)

Word of the day:

DETECT LANGUAGE	RUSSIAN	UKR	↔	ENGLISH	SPANISH	ARABIC
онанировать		×	masturbate			
onanirovat'						
🎤	🔊	11 / 5,000	Pv	🔊	📄	🗨

My Dear Anon,
you will **SHIT THE BED**
for me, won't you?



champ for full derp
today

also read
Detective Conan



The image features a stylized logo consisting of three 'Z' characters, 'ZZZ', rendered in a bold, purple, italicized font with a white outline. This logo is centered within a solid purple oval. The background is a dynamic, sci-fi-themed illustration. It includes a bright blue and white lightning bolt on the left, a yellow comet streak in the upper right, and a dark, metallic, futuristic structure on the right side. The overall color palette is dominated by blues, purples, and yellows, creating a high-energy, futuristic atmosphere.

ZZZ