SLEEPY STATION

Issue #1

METROID
DREAD
a dreadful experience

5 REASONS TO ADOPT A VITA™

Press W to write a Foreword

Well that was painful.

This entire project started out as an idea a couple of anons had in some thread about... Huh, can't even remember what it was about. But what came from it was the idea of shitposting the likes of which has never been seen before. If those incestuous pussy game journalists could pretend like they know what they are crying about, why can we not do the same, but better? Because even at our laziest we are more creative and engaging than pumpkin spice latte mulchers at their best.

But let us not get sidetracked: this magazine was only brought about as an outlet for anons' creative juices. Sticky, milky juices of creation. The idea was pretty simple: "Write an early 2000's gaming magazine, when things were still fun". And while the concept itself may have been simple, execution, like always, was more troublesome.

Picking a rendering software, a drawing software, a unified page format, a title, do we assign editors, who will proofread this shit, do we write about modern vidya, do we stick to the ones released in the era we are aiming to emulate, do we pretend like it is 2004, do we acknowledge the current year?

Funnily enough, we still don't have an answer to all those questions. We are mostly doing it by ear, winging it, trying to copy article formats from old issues of PC Gamer and Electronic Gaming Monthly until we figure out our own format. Some good came out, some hidden talents unearthed, some turds reburied. In any case, fun was had and creative veins were struck. Most importantly, new content was created and with that we were hoping a tidal wave of fresh OC would follow suit. We are still waiting on the latter. And the former, really. But hey, we knew from the start it would be a pain in the ass, so we had our asses lubed up nice and proper before diving into the creative process.

From the lowly and humble ideafag beginnings to a somewhat competent gaming magazine (fine, a booklet, we're growers, not showers) you're viewing on your screen right now, it's been a heck of a ride.

Enjoy the read, faggots!

SPECIAL ISSUE! THE HOTTEST THREADS

ZZZ CHAN SHITPOST MAGAZINE

HOLIDAY VIDYA GUIDE

TOP 10 LOLI PAWNS

DRAGON'S DOGMA DARK ARISEN

The Dark Souls of RPGs?
It's more likely than you think...

EVERSPACE 2
First look

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EVERSPACE™ 2

PREVIEW

As shitty as things have been lately (lately as in have been getting periodically worse every 7 years since 2006) and with zero innovation in the industry, there are a couple of returning champions from yesteryear to brighten up this bitch of a life we live in: old school shooters and demos.

Funny how most anything modern that's remotely good is a variation of something that's already been done before, but was stamped out by the AAA industry or our greater allies. As bad as remakes are, spiritual successors are generally better received. I suspect it's because of their nature, being more passion projects rather than coat-tail riding back-alley tricks pumped out by greedy publishers. System Shock got Bioshock, Descent got Overload, Wall Street Kid got GTA: Chinatown Wars and now Freelancer has a little protégé in the form of Everspace 2.

What? Were you expecting me to say Star Citizen? Are you mad?

Do I look like I'm made of money? My breath still stinks of instant ramen and natty ice...
What was I talking about? Oh yeah, video games, IN SPAAAAACE! Everspace 1 was a 6 DOF, rogue-lite space shooter with randomly generated levels and permadeath. There was material gathering and enemy level scaling galore, but this time around Rockfish GAMES decided to drop the overused trope and instead opted for a static world with set location in Everspace 2. And as much as I like getting addicted to rogue-lite gameplay loops, it felt like a breath of fresh condensed air (let's lay off the space puns, anon). If you die, you reload a save, just like in the good old days of 9/11. Locations may contain shops, salvageable wrecks, mineral-rich asteroids, constantly respawning hostiles and friendly docking stations (no homo).

The story is there, not particularly offensive to any of the senses, but neither is it particularly memorable. Characters are voiced by decent voice actors (at least the ones I've encountered during the demo), nothing to complain about there.

Visuals are fine, everything is clear and shiny. Flying through hyperspace offers pretty vistas and JPEGs of nebulae to fly through.
Gunplay is pretty interesting, employing a variety of ballistic and energy-based weapons, all with unique ranges, damage types and special effects. Of course you can find or buy (▷buy) weapons of higher tier with bigger numbers attached to them, but you can also upgrade your existing weapons using materials you've scrapped from recycled equipment. Feels good to have a system where you can efficiently manage inventory space without having to fly to the nearest shop after every enemy encounter or a bountiful raid on a ghost ship. I'm happy, you're happy, Greenpeace is happy.

When you do land at a shop station or your home base, you can swap between your purchased ships. A nice touch I've found out on a planetside base (that's right, you can now fly in zero G right next to a planet's surface) is that you can swap your existing ship for a new one to reduce the buying price. Neat.

The Demo only allows you to gain experience up to level 5 or 6, I don't remember, I pirated the GOG (EARLY ACCESS) copy and it picked up my demo save file from there. Pretty good game so far. And yes, there is cockpit view, so you can pretend you're playing Descent again.

SHOTGUN RATING

A shotgun is present, but the range and damage output are so minuscule, it simply doesn't justify putting yourself in danger. And you can get wiped out pretty fast if you aren't careful.

RIDGERACER 7
リッジレーサー
REVIEW

Y eah baby it's motherfucking Ridge Racer! Specifically Ridge Racer 7, the last good Ridge Racer game.
Fast gameplay, great soundtrack, and amazing visuals. These are the characteristics of any Ridge Racer game, and the seventh installment pushes their quality to its absolute limits...
Welcome to the world of Ridge Racer.

After booting up the game you are presented with a sleek modern UI and atmospheric main menu theme, which leads me to talk about the presentation of this game.


Running at native 1080p 60 FPS with little frame drops, this game looks amazing. The car models are well made, and the designs themselves are pretty great. There's a great variety of racing locations, from old ruins to beautifully lit cities. All of this topped off with a sleek UI... God I can't get enough of that UI, that UI alone make my dick rock hard.

I still haven't talked about the OST; it's actually unique compared to other racing games. Sure it has those energetic tracks, but there are also some moody slow ones that make you go with the flow. Some examples are "Meet The world", "Onyx", and "Down To Earth", the last one is especially good for the city courses... But I know what you like, you want to listen to some shit that makes you want to go FAST! Well of course this games has that in spades; we got "Awakening", "Beat Assassinator", and motherfucking "Hard Drive". Whenever I finish a race I just sit there and vibe with the music, it's a feeling I simply can't describe.

HIGH SPEED DRIFTING
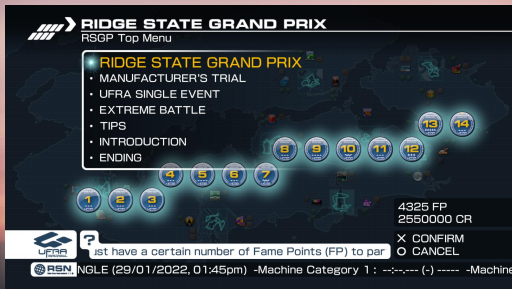
Now let's talk gameplay. Ridge Racer 7 is your typical arcade racing game, which is a genre that's a 1000 times better than the gay ass simulation genre. Ridge Racer 7 has several modes to choose from; there's "Ridge State Grand Prix", "Arcade Mode", "Time Attack", "UFRA Special Events", and "Online Battle".

Ridge State Grand Prix is the main mode for solo play, this mode is the heart of RR7. There are multiple events to participate in, from single race events to the grand prix itself. The more you race the more money and fame you get, with money you can buy new cars and customization options, and fame unlocks more events and new manufacturer parts.

Arcade Mode lets you race against the CPU or your friends, it's basically couch co-op mode.

UFRA Special Events are DLC races and these are quite hard, although I haven't finished all of them yet, just like a true gaming journalist :^)

Time Attack... If you need me to explain to you what time attack is I don't know what to say to you, buddy. Go read book or something.

Online Battle is the online mode where you can race against other people in this godforsaken gay earth. Sadly the online is pretty dead in this game, but at least there are some videos of how the online was. If you want to see RR7 mechanics being pushed to the limits go watch the online battles, you'll find some real speed demons there.

Now that covers up the modes that RR7 has, how about we move to the real deal; the races baby! Just like the title of this section says, this game is all about High Speed Drifting, and when I say High Speed I mean 400 km/h (for the american reader that's around 300 BigMacs/h)... But with great speed comes great crashing, so the faster your car goes the more difficult it's going to be to control it, so keep that in mind.

Now let's talk about the drifting part. Drifting can be easily achieved by braking for just a moment and turning, when you do that your car enters a "Drifting State" and the better your drift is the faster your Nitro Meter fills... Which leads me to the Nitro, which was first implemented in Ridge Racer for the PSP. Every car has 3 empty nitro tanks which you fill up by drifting, but there's also a better way to fill them up even more quickly; by drifting as soon as your car gets out the "drift state". You could easily fill up a tank or two using this technique which this game calls "Ultimate Charge", it lets you strategize the use of nitro unlike other games where as soon as you get nitro you mash that nitro button like a caveman. Ridge racer is better than that. And if you master that technique well you could chain multiple ultimate charges and reach level of speeds that shouldn't be possible.

FAST CARS NEED GOOD MAINTENANCE

What's new in RR7, which wasn't in the previous games, is the focus on customization. You can customize the looks of every car, from changing its body parts to changing body painting. There's also functional customization; you can change the motors, suspension, and nitro. The

nitro modifications are the most interesting ones, you can change how the nitro charge behaves by adding an extra tank or making the nitro charge overtime without the need for drifting. And there are also plug-ins, you could think of them as passive boosts to you car.

FINAL STRETCH

All in all this game is a must play for anyone who's a fan of the racing genre. If you have a NoGameStation 3 lying around go jailbreak that black box, get your RR7 ISO, and have some fun racing at top speed. And if you don't have a NoGameStation you could emulate the game on RPCS3, from what I've seen it runs fine without any graphical or gameplay issue, but keep in mind you gotta have a beefy PC to run.

I hope someday they revive this series....
No, scratch that, I hope this series stays dead.
With the current state of the gaming industry they will fucking butcher this game.

Ridge Racer 7

Available **NOW** on a ROM
website near you!

TOP 5 REASONS TO BUY AN

OUYA

1

Hahahhhahahahahah ahahhahah hahaha haha hahahaha ahahaha hahhha HAAHHHHA haaaaa hahahahaa

2

PFFFFFFFFHHAHAhaha hhhahhah hahahaaaaaa aaaahhhhahaahahahh ahahahhhahahahahah ahahahhheheheehe eeeee

3

Doohohoho ohohoho no no noohohohohoooo oh fuck no hohohohoohoho aahhhaahahaHAAA aaaaahhahahahahaha hahahahha

4

It looks like it would fit nicely in the palm of your hand to throw at some jerk-off's half-shaven head, with a controller chaser

5

TSSAAAAHAHAHAHAH HAHAhahahahheeheh ehehohohooo AHahahhahaha shit fhhhaahahahahaah cough cough cough fuck ah cough ahah holy shit no no no hohohono hohoho ahahHAHAAAAHAHAHA

Dealing with Gamer Burnout

So, champ, you've got 50 games installed and have nothing to play?
Frist of all, you might have terrible taste.
Second, more likely, you're experiencing gamer burnout, an affliction over 45% of all gamers suffer from (source: my ass). Maybe you're a dumb fuck who buys games on Steam or, Lord Gaben forbid, Origin and GOG. Maybe you thought you were being thrifty and buying awful second-hand games in bulk from GameStop was worth the spaghetti spill. Or maybe you did the right thing, sailed the high seas and brought back a beautatious bounty. But in the end of the day, you don't seem to be enjoying the fruits of your labor. Something doesn't click. Something is amiss. The fire is gone. The passion has vanished. And that is when you know it's time to go cold turkey.

Has this ever happened to you?

That's right, there is no alternative.
Drop it like an Early Access title and go for a walk.
Too fat to fit through your door? Read a book, fatso.
No books? Bullshit, you're reading this garbage, you have access to books. You had access to all those video games, didn't you, champ?
Go to gen.lib.rus and get yourself a book. No, this magazine doesn't count, does this read like it's written by someone with a story worth telling?
No TV, don't go trading video games for stories, that's hella gay.
Alright, so you've spent your day living like a regular jerk off. On your second day, eat a salad. I'm serious, steam some veggies or dice yourself a mixed salad. AND THEN GO FOR THAT WALK! I DON'T CARE IF IT'S RAINING, IT'S GOING TO RAIN BLOOD IF I DON'T SEE YOU WALK AROUND FOR AT LEAST AN HOUR!

Now let's assume, and that's a huge, wide load, BBW ASSumption, you've done this for a week or two. What's next?
Next, you walk up to your computer and you uninstall every videogame you have installed. Back up your saves or whatever, but you do not launch a single one of those games. You are starting new. Starting fresh. It's a new you, so you install some new game. That's right, game. Singular. Just like you. We don't want to fall into the same trap again, do we? Because then you'd have to do the whole thing all over again.

Everything in moderation, dear reader. Everything in moderation.

PC GAMING WIKI

METROID™
DREAD

A Dreadful Experience of
Unbearable Length
By Anon E. Moose

When it was announced that Mercury Steam would be developing the next mainline Metroid game (the first one continuing the story in almost 20 years, no less), I was skeptical. I had bought Samus Returns and got about halfway through it before becoming bored and frustrated with the design choices. Primarily, the melee counters, map design, frustrating controls, and greater emphasis on cutscenes and killshots where you look "kewl" but take away from the whole experience. I bought Dread hoping that they had learned from their mistakes and fixed the most persistent issues. They did not. Instead they doubled down on everything because the loud minority will eat anything with "Metroid" put in front of them, regardless of how good it actually is. This is my story.

------Plot------

After blowing up the BSL, Samus is tasked with tracking down seven lost Galactic Federation "EMMI" robots that were sent to the remote planet ZDR to investigate rumors of an X resurgence. Upon arriving on the planet, she is attacked by a mysterious Chozo warrior, but miraculously escapes.

However like every other Metroid game we need an excuse for her to start from scratch, so all her items and abilities are gone. Again. At least its more believable that getting thrown against a wall.
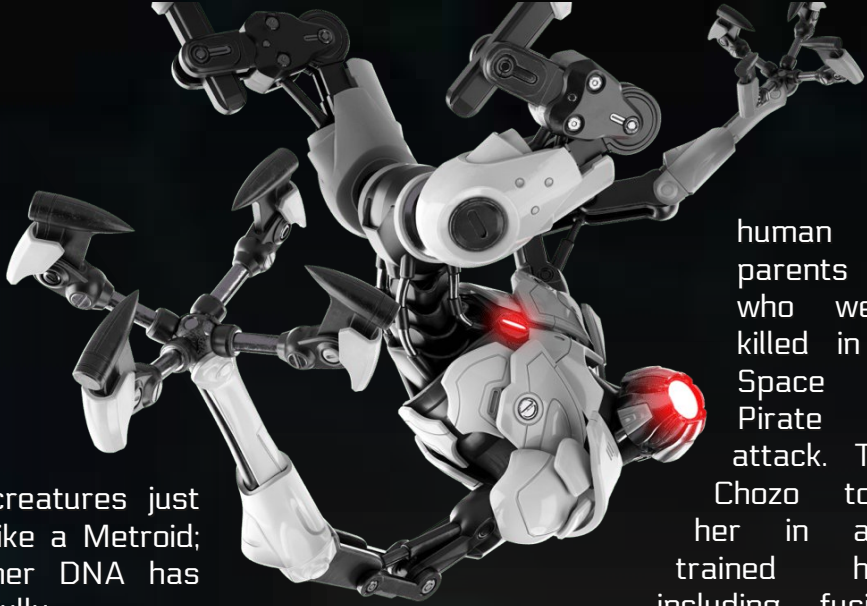
After getting trapped in the center of the planet, Samus must work her way back up to her ship and GTFO, while trying not to get instantly impaled by the EMMI robots hunting her down. Gradually, we learn that the Chozo is a powerful warrior by the name of Raven Beak that lured Samus to the planet under the pretense of the X returning to steal the Metroid DNA within her and create a Metroid army to bring peace to his new empire in the galaxy. With Samus gradually gaining more power, birdman lures her into a containment facility and lets the X loose across the planet, but obviously this won't slow her down because she can just absorb them for health and ammo. 1000 IQ move by birdman.

Before reaching Raven Beak's skyfortress, she gains the ability to siphon energy from

Walls...
Samus's true arch-nemesis

creatures just like a Metroid; her DNA has fully awakened, much to birdman's joy who, in a tirade of explaining that Samus is his daughter (except she isn't, more on that later), seeks to clone her as the ultimate weapon. However after a bout of autistic screeching and crashing his fortress with no survivors, that plan kind of falls apart. Samus, now fully Metroid, runs back to her ship as the planet blows up (it's not explained why this happens. "It's Metroid, that's why".). Before she takes off, a Chozo she had met previously (now an X) stops her from destroying her own ship with her Metroid rage and presumably balances out her Metroid side by intentionally infecting her before leaving the planet as it blows up.

Initially, I thought the Federation was after Samus since she blew up their secret metroid project. The ending of Fusion heavily implied they were on the run from the law, so there's a potential plot point thrown away to keep with tradition. Raven Beak calling Samus his daughter is wrong. Canonically, Samus was born to human parents who were killed in a Space Pirate attack. The Chozo took her in and trained her, including fusing some of their DNA with hers. If fusing your DNA with someone else's makes you their kin, then Samus must have a lot of daddies since the Japan-only comics show several Chozo contributing to the process. Overall it's nothing too special, but you don't really play Metroid for the plot, you play it to blow stuff up.

---Gameplay---

Much of the core gameplay that you would expect from the series remains in Dread. Many previous items return (missiles, beams, speed booster), new ones are added (aeon shift, cloak), and old items get a bit of an upgrade (grapple beam lets you grab special walls from across the room, and seeker missiles let you hit several points on walls or enemies at once). The result is a not-so-smoothed out arsenal that results in you using a handful of items all the time and a couple of them only when absolutely required to do so. For example, there is one water enemy that sucks you in from a distnace, but is weak to bombs which instantly kill it if it eats one. However I'm typically trying to get from point A to B as fast as possible, health be damned, so it's a lot easier to just shoot it a bunch with regular beams and tank the damage taken until it dies instead of switching to morph ball, laying a bomb, and switching out while still taking damage because of how fast it sucks you in. There are also several enemies that are weak from the back but still take damage from the front. Again, I found it easier to just blast them from the front with missiles or charge shots than take time to jump around behind them and blast them in the ass.

Eventually, as you progress through the game, the enemies you encountered early on should be nothing more than minor annoyances that you can dispatch quickly, regardless of what weapons you have. As the player progresses, they should

feel more powerful and have a bunch of weak enemies to flex their muscle on. Instead, they are constantly scaling with your abilities, giving a diminished sense of progress; when you get a new weapon, the enemies in early areas of the game grow stronger as well from new X mutations. Even the Screw Attack is not exempt from this; it was always the pinnacle "go fuck yourself" weapon, perfect for charging through a room with no regard for what's in your way. Instead, many enemies can take several Screw Attacks consecutively before blowing up, at the expense of your health. It's things like this that make it hard to feel like I'm really progressing.

Aeon abilities return from SR, this time in the form of Shift, Cloak, and Scan (forget what it's called). Shift lets you zip from point to point almost instantly, making it very useful for dodging attacks during boss fights. Cloak allows Samus to temporarily hide herself from EMMIs detection, however the movement penalty and short time it lets you use it makes it pretty useless. Scan lets you see hidden blocks in a

manner similar to the X-Ray visor from Super Metroid, however just like in Samus Returns it seems to have been added as a stopgap solution from the transition to 2.5D. Blocks that may or may not be hiding something are no longer easy to point out like in the 2D games, making it a bit of a self-fulfilling item. It exists to hide incompetence.

Dread also likes to give you new weapons, but it doesn't make it clear that those new

weapons are required to progress through a certain area. For example, after getting seeker missiles, I was

forced into a fight with two Chozo warriors who were seemingly immortal. I saw no reason to use the seeker missiles against them because they were meant for hitting multiple targets at once like seeker doors (there was a precedent for this in Prime 2, where you had to hit four distinct parts of a boss at once to do damage to it). After dying dozens of times and getting absolutely assblasted that my super missiles weren't doing shit, I used seeker missiles against them (which are weaker than super missiles) and lo and behold, it instantly destroyed them. There was no indication that I should use an item designed for hitting multiple points at once on a single enemy with no weak points. This is a textbook example of poor game design: if you give a player a new item, give them a legitimate reason to use it instead of forcing it on them.

----Controls----

The controls are only marginally better from Samus Returns because you can use an actual controller instead of being restricted to the 3DS with its tiny buttons and control pad. The scheme has not improved. Morph ball, free aim, arming missiles, and grapple beam are all tied to the trigger buttons. I have lost count of how many times I got these mixed up; there seems to be no rhyme or reason to how they were assigned, resulting in free aiming when trying to go into morph ball, grapple beam when trying to arm missiles, and any other combination of those four that is usually not the correct choice you wanted. This is only exacerbated during boss fights

where quick thinking is required, and you will get punished hard if you don't do the correct move in time.

Like Samus Returns, free aim is back for the worse. Attempting to aim precisely with a control stick in a 2D game is something that nobody should be subject to, especially with fast-moving enemies. Trying to hit a small enemy in a corner of the room is tedious as you try to line up the shot, while you may or may not be getting attacked by several other enemies that disrupt your aim. I had always found it easier to be restricted to eight axes and moving myself to line up the enemy. Instead, free aim forces you to hold still as you track the enemy with the control stick, leaving you vulnerable to attacks.

One of the triggers is bound to instantly take you in and out of morph ball, a useful feature for quickly navigating tight areas. It also doubles as a slide function, where instead of going into morph ball to roll down a two-block passageway, Samus can simply slide while running to dive through it, saving time. I did find it useful in several scenarios, but in boss fights where you're trying to go into morph ball and constantly moving around, you'll be

POW right in the kisser! It gets old fast...
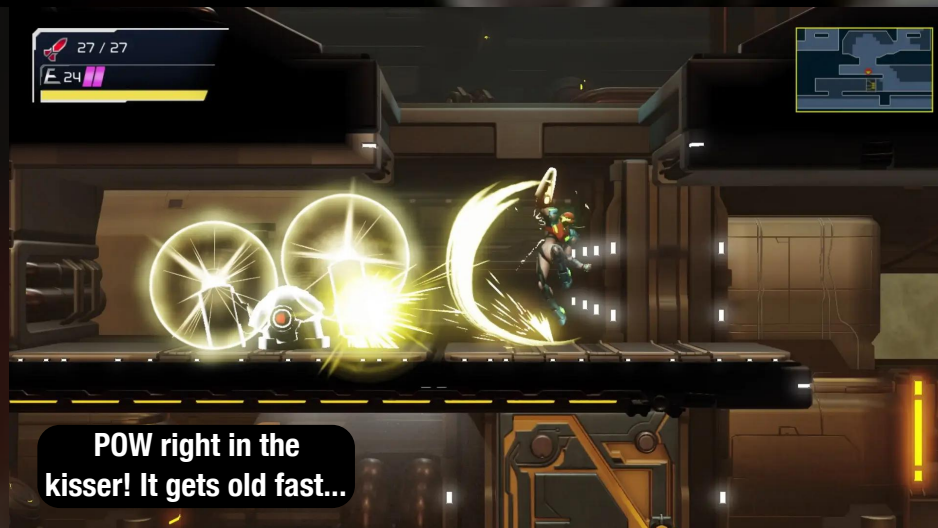
mimicking MC Hammer instead of rolling into a ball like you wanted.

The grapple beam is the worst offender. Swinging from block to block while free aiming gives you a very tight window to grab the next one, requiring you to press several buttons at once (jump to jump off the previous block, free aim to aim at the next block, grapple to launch the beam, and moving the control stick forward to carry your momentum while aiming at the next block) all within the span of half a second at most. Super Metroid had a similar issue, but you'd think that 27 years later they would've found a better way to swing around.

-Melee Counters-

This gets its own section because it needs to be emphasized how truly terrible it is. Without this pointless gimmick, this game would easily go up 10-20 points. Instead it is forced down your throat at every opportunity, destroying the flow of what could've been a decent game. Several enemies can be countered with a melee attack which almost always results in their instant death, providing you with extra health and

ammo for doing so. However it is plagued by several issues that make it pointless to use. The melee counter can only be used effectively once an enemy is about to attack you, where a small glow and click sound effect will signal when its time to strike. However this tell is completely arbitrary as you don't know when the enemy is going to use that attack against you. You have the following choices:

>Sit and wait for the enemy to use their counterable attack against you, only to miss the split-second window of opportunity and take damage for it, or do it at the wrong time because the "click" does not actually imply you should counter at that exact moment, or you're too far away from the enemy and countered too soon, or you're too close to it and countered too late...

>Ignore the counter mechanic completely, blasting them with your regular weapons
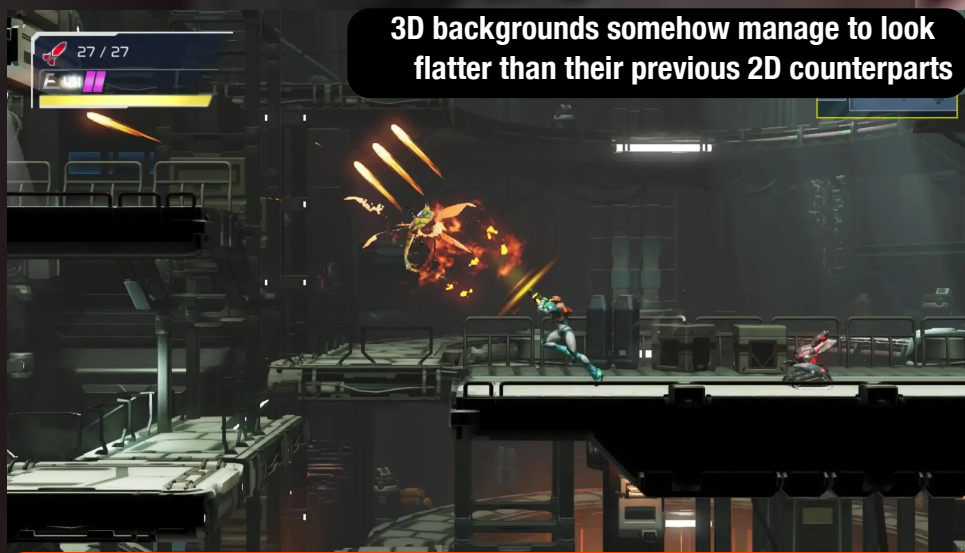
>Ignore them entirely and take damage as you run past them The latter option is what

I found myself doing the most. In a game where you are

literally on the clock for a good ending, you cannot waste time waiting for an enemy to hit you with a specific attack that is decided by a roll of the dice. Bosses are the absolute worst offenders of this, where the punishments are ten times worse and you don't know where or when the counter opportunity is going to happen until it's too late. With the amount of fire, claws, tentacles, and other shit getting thrown at you, it is difficult to differentiate an attack that can be countered from one that cannot. You will find yourself lining up to prepare for a counter that will not come, only to get ground into dirt by a non-counterable attack or jump out of the way at the last second when you were supposed to counter. The worst part is that the game goads you into performing these boss counters since it enters a big showoff cutscene where you can deal big damage. In some cases you MUST counter to defeat the boss, like the X-infected Chozo warriors in the latter half of the game; you can blast them with missiles all day, but unless you hit that counter, they won't die. I had hoped Mercury Steam would place less emphasis on this unlike Samus Returns, but they only made it worse.

Run, Samus! You're no match for the RNG QTE, SOB!

3D backgrounds somehow manage to look flatter than their previous 2D counterparts

--EMMI Fights--

"Fight" is not the correct word to use here. You spend more time running away from them and failing melee counters than you do actually shooting at them. There are several zones in the world where EMMIs will patrol searching for you, giving pursuit if they detect you and resulting in instant death most of the time if you fail. The idea is to get in and out of these areas as fast as possible until you can get to the EMMI control core and absorb its energy, which is the only thing that can be used to destroy them. If an EMMI catches you, you will have only two frame-perfect chances to counter it and get away before getting impaled. The problem here is a technical one; EMMIs will attack at a specific time that is pseudorandom enough to be unpredictable. You have to press the counter button before they light up to escape, which is based completely on chance. I am not sure if this is hardcoded or an issue with my Pro Controller and its latency between the console, but it makes escaping from an EMMI artificially difficult. In other words, if you get caught by one (which is often), ur fukn dun
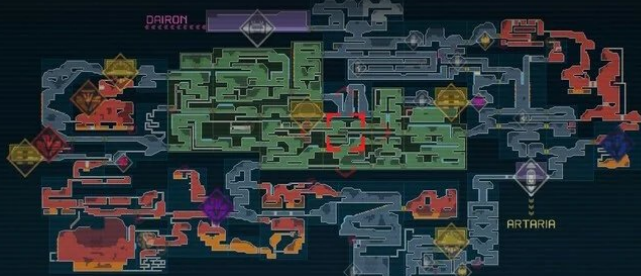
CATARIS

SAMUS Ⓡ

Items: 95%

DAIRON

ARTARIA

MAP CONTROLS Ⓐ

❌ GLOBAL MAP

Ⓑ CLOSE   Ⓨ HIGHLIGHT ICONS   Ⓐ PLACE MARKER

kiddo. The game tries to play EMMI pursuit and evasion like a "horror" feature, but it's not scary at all, just annoying and frustrating.

--Level Design--

The game is divided into nine zones, each one interconnected with each other through elevators, transports, and teleportals. Metroid has always been focused around exploring a labyrinthine maze to recover weapons and explore areas that you couldn't go through before, leaving you with nothing but a basic grid-based minimap to get through it. To put it lightly, Dread's map layout is too labyrinthine and confusing. Every single block, item, and interactive device is marked on the minimap, which may appear to be helpful but only clutters it with junk, making it difficult to plot a course across the world only to get stopped by a one-way door you forgot to open from the other side the first time you ran through there. I can recall several instances where I had to backtrack across the entire game world because I forgot to clear a one-side grapple block the first time I ran through it. I don't remember there being

any one-way doors in previous entries, at least none that punished you this hard for not exploring that last corner of the room you were just in where that block resided. The worst offender of this was after getting the space jump. I figured that the gravity suit would come next, since I had been pursued by a deep purple-colored EMMI and many of the areas where it appeared I had to progress through were either flooded with water or frozen. However, the path to the EMMI core was also blocked by a frozen area, leaving what appeared to me as a chicken-egg scenario. As a result, I hopelessly wandered around Artoria looking for any possible way through, exploring every inch of every room looking for something I may have missed. As it turns out, the proper way forward was to head back to the bottom of the planet and space jump across a water-filled chasm to a hatch locked by a plasma shield. I was not sure if I should've included this here out of fear of being ridiculed for not gitting gud, or if it actually is bad level design. Even Metroid Prime had a "go here dumbass" feature if you

went a while without progressing. This one dumb hatch at the bottom of the game world is the prime contributor to my truly pathetic 8:40 finish time.

There are also several instances where the game likes to dangle teleportals or elevators in front of you where you think it's where you're supposed to go to progress through, but in reality they are inaccessible from where you are right now and you're supposed to be on the complete opposite side of the game world. There are at least two instances where these teleportals serve no purpose except to access a completely enclosed area that houses a minor upgrade of some sort. For example, there is one late-game teleportal that, after sitting through a 40-second load time, takes you to an enclosed area that houses one (1) missile upgrade. There is nothing else to collect, nothing more to explore, so you then immediately return to the teleportal for another 40-second load time to go back to where you came from. This is the equivalent of having an entire NYC subway line to take you across Manhattan to a broom closet. It serves no

understand why this had to be a cutscene. I would've liked to land the killing blow on this thing, but the game took that away from me for pointless eye candy. It would then proceed to do this for several more boss fights. What if your big brother stole the controller from your hands to finish off a boss just so you couldn't do it? How would that make you feel? Dread's bosses invoke the same feeling.

The last portion of the game felt incredibly linear, almost annoyingly so. After finally getting the gravity suit, it felt like the game was fast-tracking me to finish, with elevators and teleportals conveniently placed directly in front of where I was going to speed things up while locking all other doors or making them tedious to get to. While at that point I appreciated the game treating me like the idiot I am, I couldn't help but be reminded of Fusion's linearity, like the game was somehow admitting defeat at the end.

-Final Thoughts-

I am aware of my piss-poor finish time. I am still not sure if I should be angry at the game for having shit design choices or myself for being too stupid to overcome them. Regardless, I have no plans to return to the game to go for 100% items, nor a better time, nor in Hard Mode. A JPEG of Samus without her suit is a dime a dozen these days. It will take much more than that to motivate me to go through this ordeal again.
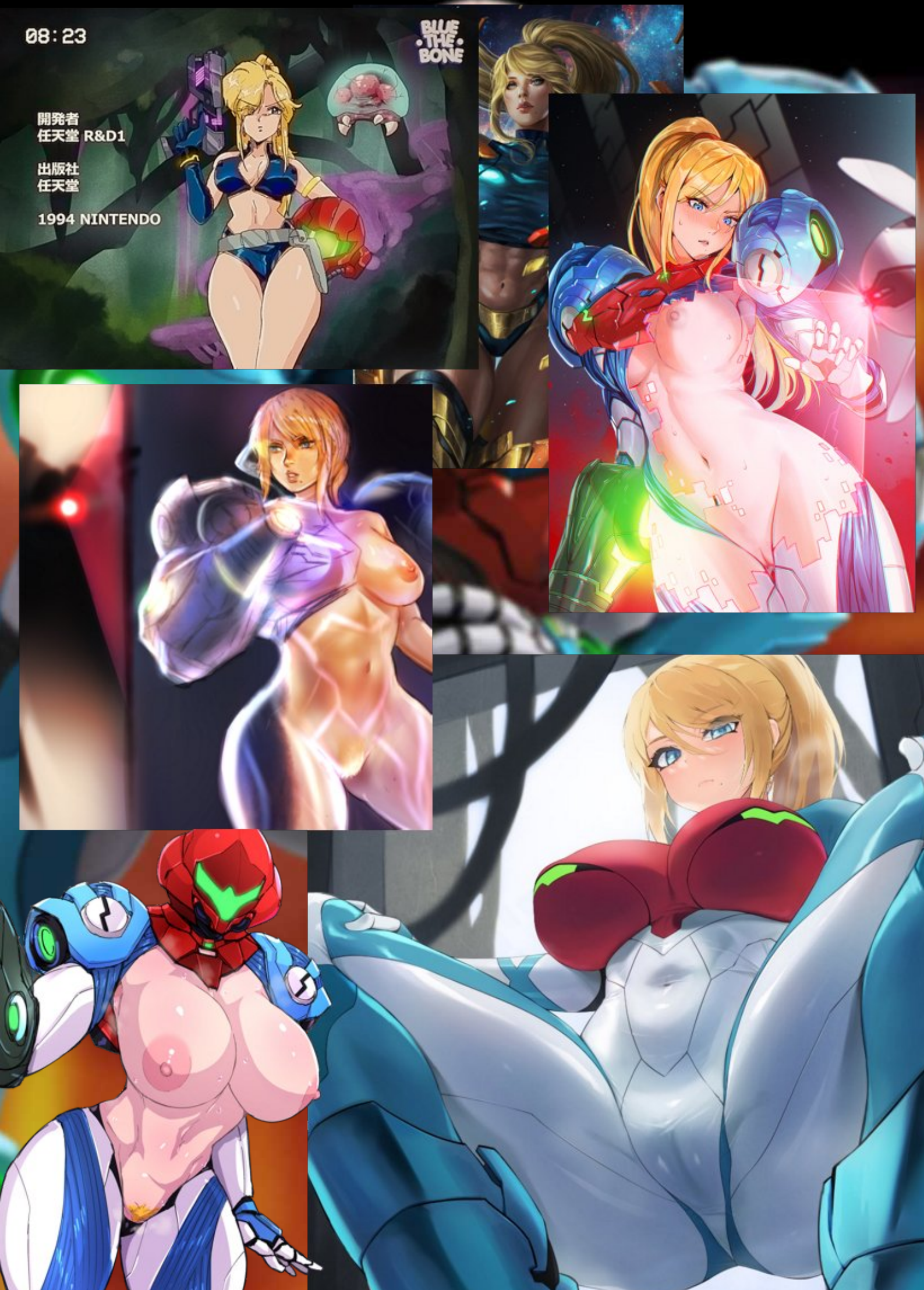
purpose from neither a plot nor a gameplay perspective.

----Graphics----

Dread has no specific artstyle. It's simply a future-esque look with shiny metal, flashy colors, and little coherence between areas. The closest artstyle I can compare it to is 343's Halo games. Many times the backgrounds are visually distracting and can make it difficult to differentiate between what is in the foreground and what's just a prop. It doesn't look bad, but it's nothing spectacular either. The move from pixel art to 2.5D encourages laziness; instead of making each pixel on a tile look perfect, just slap some brushes and models around to make it look cool. The enemies are all nameless, generic, and forgettable; either you know what they are from previous games or not at all. None of the environments really stick out either. You have your basic rocky one, the hot one, the water one, the jungle one, and the temple one.

Dread runs at 900p while docked and 720p while mobile. It keeps a steady 60 FPS through most of the game, but there were a few instances where it chugs.

-----Music-----

Metroid music has always been held in high regard. This is the first game to break that cycle. I cannot remember anything more than a few cues from each track, let alone entire pieces. I can play entire tracks in my head from previous games (like Super Metroid's Brinstar and Prime 2's Lower Torvus, even the Ridley theme from Prime 3 sticks around more) but I can't remember any track from this one, save for a rendition of Lower Brinstar during cutscenes.

------Other-----

This game loves cutscenes. Almost unhealthily so. From the time I pressed "Start" to when I got to actually start blastan' stuff was about five minutes. The game likes to be flashy and show you all these cool things, but it's more of a "look, don't touch" scenario. For example, after defeating one of the early-game bosses, it goes to a cutscene of the creature writhing around as Samus circles it with a charge beam before destroying it. I don't

The best portable around
5 reasons to adopt a vita

Anons all around the webring are going crazy
with this not-so-new handheld, but why is that?
Well, we're here to give (You) 5 reasons to own a Vita.

1. Lewd Videogames

Take pantyshot pics, rub girl thighs and milkers, faceplant into
chick's crotches, rip off clothes! All of these are possible and
more on the Vita! Senrans, Omega Labyrinth, Gun Gun Pixies,
the list goes on and on! What's that? Your PC has lewd or /hgg/-tier
games you can't play on the Vita? Just stream them to your Vita and have
a comfy, lewd time with the best handheld around!

2. Exclusives

The Vita's got a nice chunk of exclusives and semi-exclusives
(because let's be real here, are you really going to buy a Gaystation 4
and play on that uncomfy box like a chump?)
Its got pure exclusives like Dungeon Travelers 2, Gravity Rush,
Freedom Wars, Soul Sacrifice, Oreshika: Tainted Bloodlines,
Muramasa Rebirth, Touch my Katamari, Killzone Mercenary, and more!
And its semi-exclusives make the list even bigger with games like
Dragon's Crown, Odin's Sphere, Gundam Breaker 3, Natural Doctrine,
J-stars Victory Vs+, and so on!

3. Its literally the PSP 2 you've been wanting!

We all know that the PSP is great. Well, the vita its just PSP 2!
How does playing all your PSP and PS1 games with a right stick, extra buttons and extra games such as EDF 2,
Vanillaware games and a massive library of Japanese games sound? What a great deal!

4. Homebrews and Emulators

You thought the PSP's hacking scene was great? Get a load of this:
The Vita has perfect PSP emulation, including all its emulators, along with a ton of its own awesome homebrews.
You've got retroarch, which lets you emulate all systems 4th gen and below (including SegaCD), an N64 emulator that
works on a chunk of games pretty well, an awesome (and still improving) GBA emulator.
You've got homebrews like Doom, Quake 1-3, Hexen, Chex Quest, Jazz Jackrabbit, AM2R, GTA SA, VC, and 3, Crazy Taxi, Diablo,
OpenXCOM, Commander Keen and much more! The hacking community is only getting better and getting new content every day.

5. Vita-tan is hot

Do we really need to explain this?
You've got eyes don't you?

But don't just take our word for it.
Listen to these legitimate testimonials
from very satisfied Vita owners.

Toasty!

Not only did the vita(tm) fixed my erectile disfunction. It made me grow 2 inches and now I wake up every day with a
raging boner leaking fountains of precum.
Truly the best choice I've ever made.

The vita made me happier overall. Definitely the best
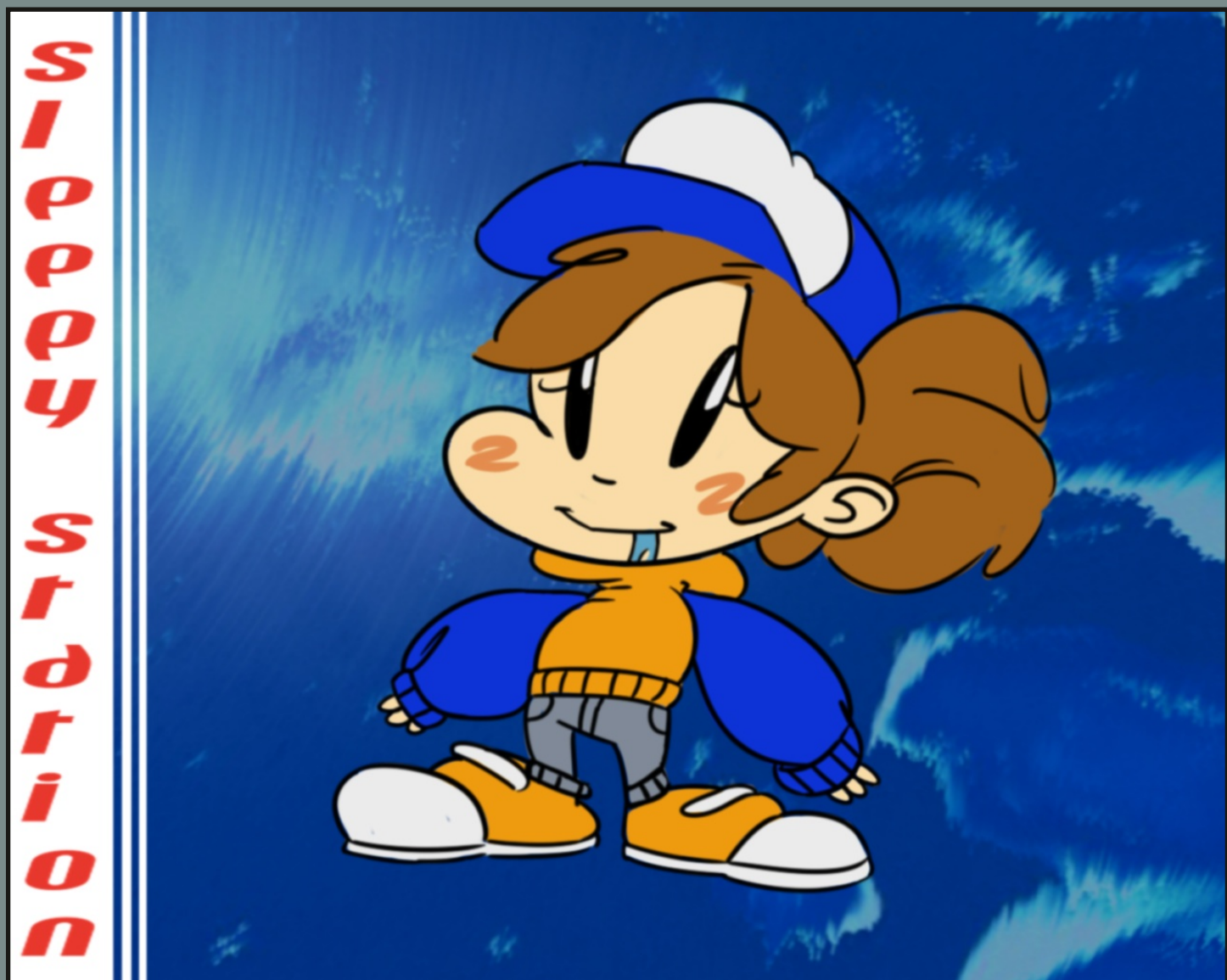thing mankind has ever invented since wheels.

FEELING WORSE AFTER PLAYING VIDEO GAMES?

Z.

Z-CHAN

Sleepy Station

Works on *my* machine!

PCGamingWiki

Sleepy
Station

Gondola Cards!

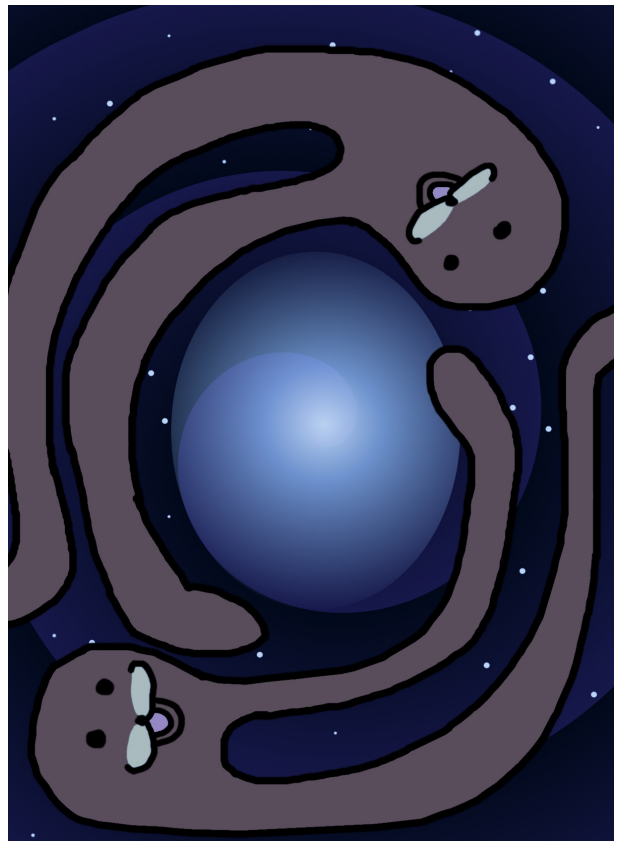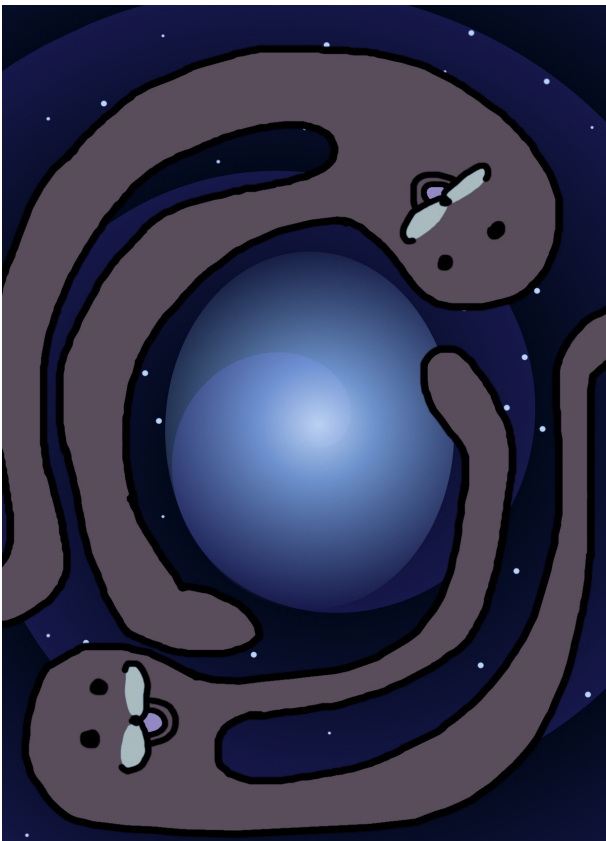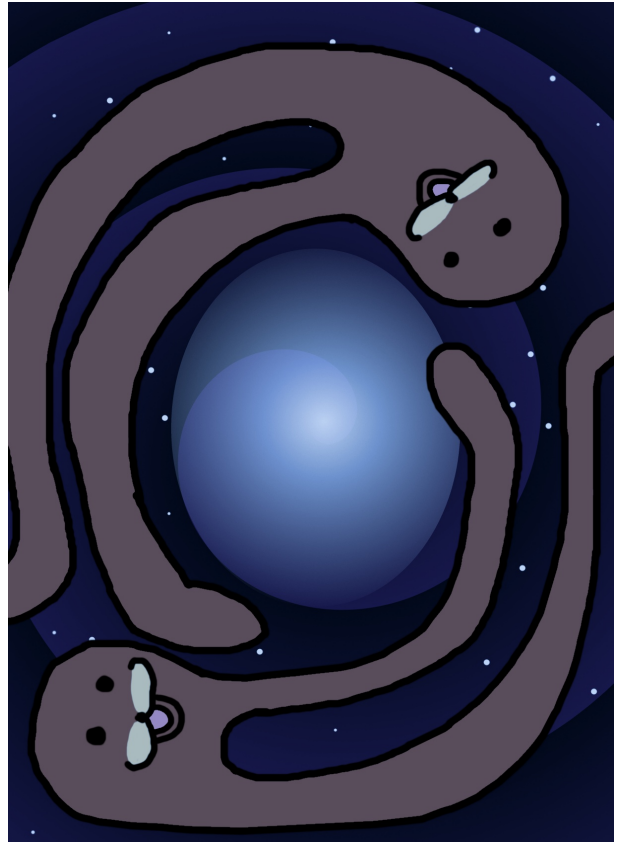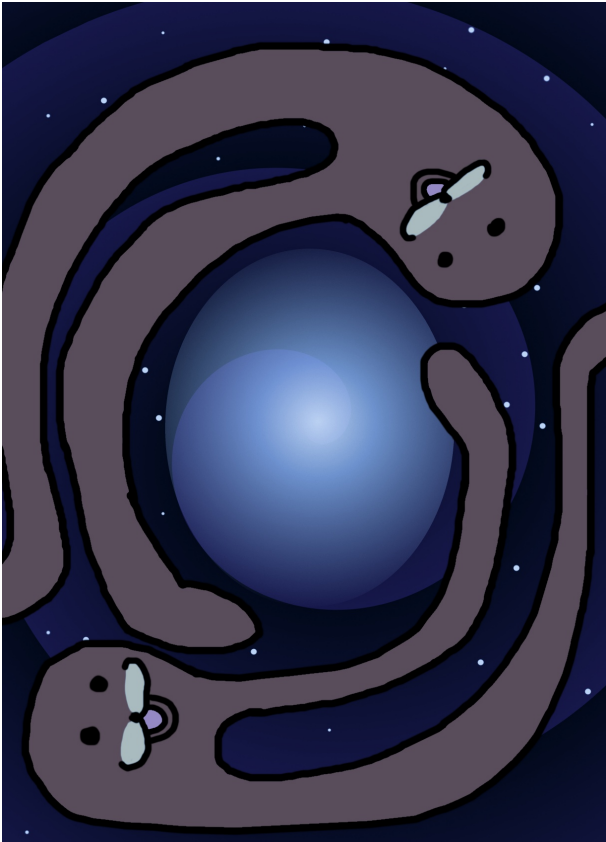FREEZING GONDOLA 11

VIOLENT GONDOLA 10

RIVER GONDOLA 5

ROOF GONDOLAS 8
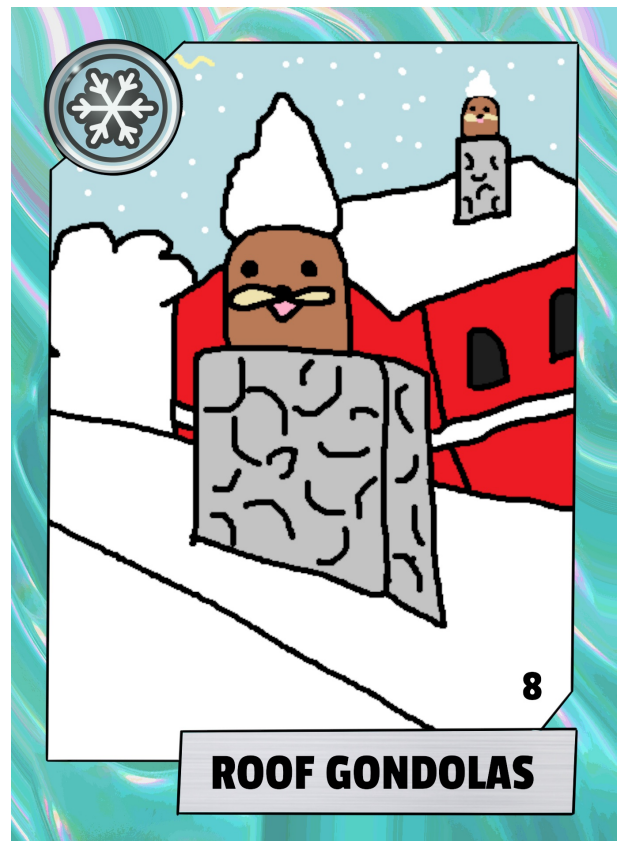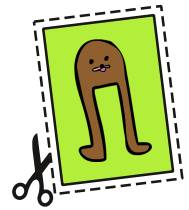
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None of the aforementioned parties have explicitly approved of the content of this magazine at the time of writing.