


SLEEPY STATION

Issue #8

 **RAD DUDE**

VS

 **SURF NAZIS**



GONDOLA CARDS



GOTHAM KNIGHTS FAGGOTS



TOP NES HOMEBREW

WHOOPS!

Can't show that in a Christian magazine!

POSTER INSIDE!

 **REVIEW REMNANT II**

Foreword

Betcha thought you've seen the last of my stupid face :")

With this issue, Sleepy Station makes it into its second year. Yep, you read that right. This little nugget of journalism gold has been going for TWO years, outlasting my marriage AND my education combined! But who needs love or brains when you can let your creatives juices flow and splatter them on everyone else? Not this old schmuck, that's for sure!

Seriously though, it's always a great pleasure getting an issue out. The fact that a bunch of internet strangers with questionable mental abilities come together, create something amazing, then give it away just for fun, is nothing short of a miracle. Even with all the setbacks, delays, and (purely recreational) shit flinging, new magazine issues still see the light of day. Such a feat is enough to make a grown man cry, piss his pants, maybe shit and cum.

There's no point in speaking of the competition, because there is none. No, really. When was the last time (You) discovered a good title in a vidya publication? That's right, when reading Sleepy Station, baby. Modern soy-guzzling, cucked "journalists" only care about the latest and greatest cinématique slop, sporting zero gameplay and embellished with agendas pushed by the sweetest of babies. Meanwhile, SS brings you all the good stuff. Whether it's revisiting an old forgotten title, or spotlighting a creative indie production, or in the very unlikely case covering a fun triple-A game, the Station's got you covered. So start reading, faggot.

One last thing; if you got this issue from a friend -- or off one of sleepy channel's backsliding imageboards -- and are wondering where the other issues are, you can find them here: archive.org/details/SleepyStation Or here: catbox.moe/c/3j1bes

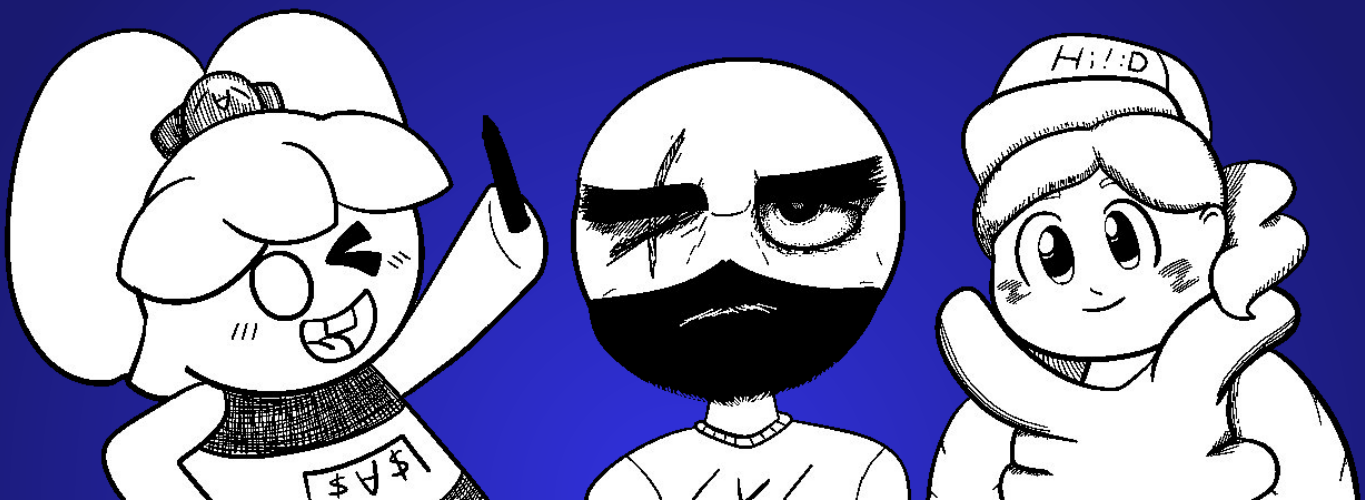


Table of Contents

1	Foreword
2	Table of Contents
3	Remnant II: Dark Souls with Guns
7	Mystery Poster
9	Gotham Faggots: Fighting Crime with STDs
13	Slaps and Beans Review
17	Top NES Homebrew
20	Rad Dude takes on the Surf Nazis!
42	Gondola Cards!



REMNANT



Dark Souls with guns crit-strikes again

Remnants are back in quacktion with more mechanics, worlds and re-rolls. It's bigger, it's better and full of reused assets, but I don't give a shit because the first game was great already. When I called this game "Dark Souls with guns" I was referring to their naming conventions as well. You see, the first game in the series by "Gunfire Games" is called "Chronos" for Oculus Rift and was released in 2016, then it was converted to normal gameplay and renamed "Chronos: Before the Ashes" in 2020. This game was a mix of "Dark Souls" and "Legend of Zelda", sword and board and everything. Then we got "Remnant: From the Ashes" back in 2019 and 4 years later in 2023 we got a direct sequel "Remnant 2". Both of these games have guns and are therefore great fun to play.



You will get wiped. You will get angry. You will improve your build. And you will push that boss's shit in afterwards.

Some backstory

"Gunfire Games" was co-founded by David Adams (the original founder of "Vigil Games") and employed by a bevy of ex-Vigil devs, famous for their "Darksiders" games. So you can trust these guys to know how to make a third person action game. Turns out they know how to make a shooter too! It's a shame they couldn't bring Joe Madureira from "Vigil Games" along to draw character designs. That's the guy who's responsible for the iconic style of all "Darksiders" games, as well as "Battlechasers", some X-Men comics and one dope Ghost Rider issue. The only callback to the "Darksiders" days is found in the form of an in-game "Horseman tonic" consumable.

I will now salivate over this game for about 4 pages

By gawd is this game fun. I can't sing it enough praises. Movement is tight, shooting is satisfying, melee is crunchy, environments are diverse, and the inventory interface is internationally hated. And if you're willing to listen, the story is pretty dang interesting as well. It's nowhere as cryptic as the souls games where you need to have read and memorized every item description, not to mention have encyclopedic knowledge of all the lore channels covering said story. While item descriptions are present, they only add flavor to the world. The main lore is mainly told to you by NPCs through dialogue, which can be skipped most of the time. There are plenty of references to the

events of the first game; hell, there's a merchant called "Mudtooth" who'll tell you the entire story of the first game because the motherfucker was there.

Speaking of holdovers, A LOT of the first game is recycled into the second. Characters, models, weapons, armor, mods, enemies, biomes, rings... You'd think that it would come off as lazy and repetitive, but it's not. It's a continuation rather than a repeat, the game builds up on the established story and expands upon it. Funny, considering re-rolling existing worlds is a big part of the game. You can go through the entire campaign in one go alone and finish the game in a respectable time, around 10 hours. But if you want to get all of the rings, experience every boss fight and see every possible environment, you are going to have to re-roll that shit, my friend. Speaking of friends, this game is made for co-op. Yes, you CAN beat it on your own, in fact some bosses are easier to take down alone, but you'll be missing out on so many rings and friendly fire shenanigans. "Remnant 2" has a very nice drop-in co-op mechanic. You can simply join in on any game you pick depending on your desired biome and the game will automatically match you with a lobby of an appropriate level.

God, I've been talking about supplemental mechanics instead of the core gameplay this whole time, so let me amend that misdeed. The general gameplay loop is you grab your long rifle, your side arm and a melee weapon, smoke big crystal meth to teleport into one of three biomes, each biome has 2 overworld maps, which in turn house 2-5 entrances. One will lead to the other overworld map, one will progress the story while the rest are optional dungeons with loads of items and rings. Behind each entrance is a bonfire, I mean a checkpoint crystal, where you can refill your health, ammo and relic charges as well as fast travel to other unlocked locations. After beating a boss (story or



Enigma (balls) is the best crowd control gun in the game, don't miss it.

optional) you'll want to return back to Ward 13, the home base, upgrade equipment and revel in the spoils of war.

Remember: the little crystal shards can only teleport you out of the dungeon or back home, the big crystals let you fast travel between each other and the big fuck-off crystal at the home base will let you re-roll the entire campaign or access the Adventure Mode. If you don't feel like taking a trek to either part of the dungeon or the overworld, there is always the cyanide solution (Liquid Death): drink the Kool-Aid and you'll be transported to the last checkpoint, be it a crystal



You'll meet some familiar faces from the first game.

or an entrance. Adventure Mode is mainly used for grinding and exploring the biomes you may have missed, the gear and experience you acquire is carried over to your Story Mode 1:1. Because everything can be randomized, even the overworld maps along with the quests and NPCs you may encounter therein, it can get a little frustrating to keep re-rolling and navigating a big overworld in hopes of finding the one ring you may be looking for. However, two worlds are locked in place, inaccessible through Adventure Mode and not randomized; those are the interconnecting Labyrinth you visit between campaign beats and the final area, which I won't spoil, but you will pull your hair out in frustration while fighting a couple of bosses there (that is if you have any left, you balding bastard).

You may ask "Why the fuck would I want to run through the same-looking environments over and over again, only to have a chance at finding one dungeon that may drop that one ring I've heard makes you dodgeroll directly into a wet sloppy pussy after hitting a weakspot 3 times?". Because it's fun, Jan. Because it's so much fun. The more you progress through the game, the more weapons, mods and rings you unlock. Each boss you beat drops a unique material, which lets you craft a weapon or mod at the home base... for a price. Each regular weapon can be upgraded to level 20 and each boss weapon to level 10. Your 2 main resources are scrap and iron. Scrap is just money, you can buy almost anything from every vendor using it, while iron comes in 4 increasingly rarer varieties (iron, forged iron, galvanized iron, hardened iron). If you want to upgrade your weapon to level 20, you'll have to spend credits and a different type of iron every 5 levels. Strangely, the further into the game you progress, the more likely you are to find rare hardened iron than any other type, so you become dependent on



Yee-haw, chucklefucks

merchants to get your plain iron fix. If you get a new weapon, you'll still need to upgrade it from level 1 upwards using lower quality iron. But at least you're able to sell off any excess materials you might have on your character for scrap. Every upgrade gives your weapon a fixed, flat damage upgrade, so it's easy to figure out what your DPS will result in before spending a single piece of scrap. If you want to unlock the final

the level of your weapon (regular or boss, so 20 or 10 respectively) you'll have to cough up a piece of Simulacrum, a very rare material only dropped by world bosses and spawned in fixed locations throughout the main campaign. You might not want to upgrade it all the way though, because the Simulacrum are also used to add single charges to your Relic, a vital part of your arsenal. And spending the rarest material to upgrade a weapon's damage output by the same amount you had spent a few bits of low quality iron on a few levels ago just doesn't seem like a worthwhile investment. Besides, there are other upgrades you may want to invest different resources into, like weapon mutators (which passively change weapon behavior like ammo regeneration and increasing subsequent critical hits) and relic fragments (wide range of small passive bonuses, 3 per relic). With that said, only a couple of levels of weapon upgrades can mean the difference between barely scraping by in a boss fight and wiping the floor with him. And you may develop a sentimental attachment to a specific piece of gear and would love nothing more than to upgrade it all the way. Like in the case of my friend and his lever action rifle. Speaking of friends...



Not the face, Mr. Bloodborne, NOT THE FACE!

WITH FRIENDS LIKE ISRAEL, WHO NEEDS ENEMIES?

My greatest ally throughout the game was my co-op buddy's dog. The most frequently uttered phrase through our 70+ hour gametime was "Don't worry, the dog will get me". Some of the bosses are designed with co-op in mind. If you get downed in solo play, you're dead as shit, hope you do better next time. But if you play co-op, one of your (up to 2) friends may use a relic charge to revive you with full health. So can your dog if it's off cooldown or isn't dead itself. And if you chose a class that doesn't come with its own dog, fret not! After reaching a certain level, you can pick a different archetype as a secondary class. So with two co-op partners you can utilize 6 different class skills. To avoid confusion, I will refer to "Archetypes" as "Classes" from now on, because "archetype" is awkward to type and I need to use both my leftover IQ points to recall what the fuck we were doing in the game.

To unlock a specific class, you'll need to find their corresponding Engram, an item which can be used to unlock a class by a specific NPC at Ward 13. Don't worry, these Engrams cannot be used to craft anything else, so if you find one, you won't accidentally craft it into a shitty ring or something. Each class comes with a set of 3 active skills (only one usable at a time), 4 passive perks, 1 trait and 1 Prime perk. Out of the two classes you may have selected at any time, you may only use one Prime perk, so pick carefully. Then again, you needn't be too careful, since you are free to pick and choose your classes at any time during the campaign. Each class accumulates its own experience points and you don't lose these when switching to other classes. If you have two classes below level 10 (class level cap), experience points will be distributed equally between the two, while having one class already at level 10 will speed up the leveling process of the other by 200%. Engrams can be obtained by purchasing them from vendors, finding them in the overworld nooks and crannies, progressing through the story or talking to the elderly. Leveling up a class to level 10 lets you use

their Trait on any class. What are traits? Passive bonuses of your character, with 10 levels each. You level these up with trait points, gain one with each level up and by finding "Tomes of Knowledge" scattered around the environment. The trait level cap is 65 at the moment, but devs are actively tweaking their game with patches, so this may change in time. Some traits are basic, like extra life, stamina or reduced skill cooldown time, while others need to be unlocked and are pretty situational, like increased partner revive speed or experience gained. Before the first patch, you had to buy a one-time-use item from a vendor to respec your trait points. After the aforementioned patch though, the item became a one-time purchase with unlimited uses. My friend got really into build optimization, and that particular patch note tickled his autism more than the entirety of Diablo IV.



I think it looks like the Labyrinth from Hellraiser 2, but with more lights.

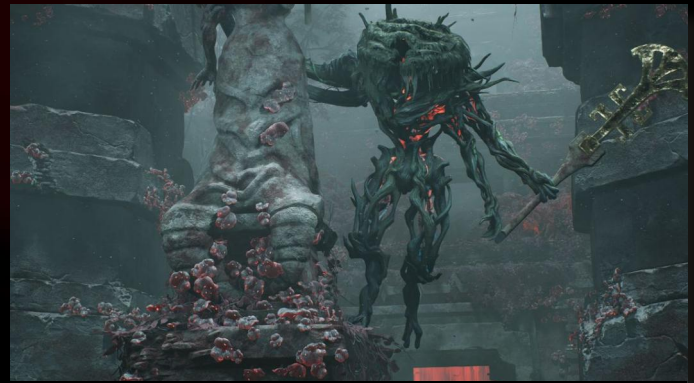
Because I opted out of recording our gameplay sessions, our experiences became all the more treasured and significant. The commoditization of experiences and its consequences have been a disaster to our society as a whole. I will forever cherish every friendly fire incident, every time we freaked each other out on a narrow walkway to jump into a bottomless pit, every boss fight where we finally shut up and focused on taking that no-clipping bitch down, every time I strayed off the specific sequence of events we had to follow in order to unlock a hidden ring, pissing my friend off to no end in the process. Boss fights that were simply infuriating during solo-play, turned into the most bonding experiences we had yet.

I still remember how we were running away from a horde of shooting enemies, and simultaneously leapt off an edge. I cheered, hoping these acrobatics will put some distance between us and a pack of BLM activists in a dungeon. Mid-flight though, my cheer transformed into a terrified screech because I turned my camera left and realized that one of the mostly peaceful protestors took that same



Debuffs ahoy.

leap with us, so all three were using the exact same leap+roll animation, frame-perfect. Oh, it was magical, like that truck scene in "Planes, Trains and Automobiles". Or how about that one time I was trying out an explosive fiery diharrea build, healed myself with a relic, which took out a flying enemy right above me and pushed me into the "puke zone", making me hurl my guts out in a victorious stance. There



Plenty of bosses will fall into the "N-no, tentacle-kun, I poop from there!" category of ass-rape.

were a number of other moments like getting crushed by elevators, setting the dog on fire, kiting elites towards each other, finding neat rings, discovering insane build combinations, testing out each weapon for the fastest friendly fire takedown...

DIVERSE WORLDS WITH DIVERSE-RER ENEMIES

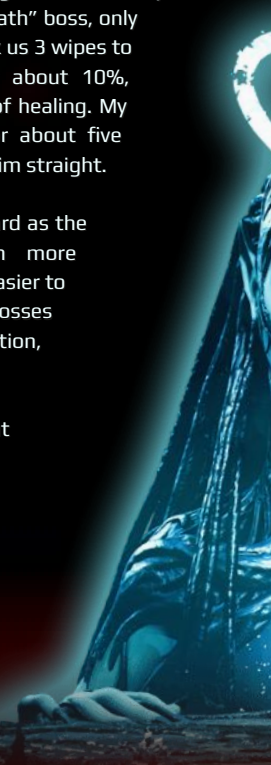
On top of fighting off your co-op buddies and regular enemies, you will encounter elite enemies with beefier healthbars and meaner attack patterns. Their appearance in your area is indicated by a high-pitched string instrument (I'm pretty sure it's the apprehension engine, look it up on youtube, it's neat) reminiscent of a blade being unsheathed. Be sure to differentiate it from the "You have alerted the horde" sound effect, which is produced by either a tuba or a war horn.

Each biome has a very distinct set of enemies to throw at you with their own behaviors and weak spots. N'Erud denizens will have their purple guts spilling out of randomly placed holes in their bodies, Yaesha wildlife will swarm you with Bohroks from Bionicle (which honestly remind me of unkepmt testicles) and Losomn will have you fight off the unwashed elven masses in the streets and flying armored fucks in the castle. The worlds themselves are full of secrets and hidden interactions. And I know for a fact that this shit is intentionally obfuscated because devs admitted that in order to unlock one class, a player must have a very specific set of items and traits unlocked. They did this without any kind of in-game indication for players to follow on, they expected people to datamine their game files to find out about it.

And if you think the game becomes repetitive after beating it once, you're wrong as shit, boy. The higher your level and difficulty, the more likely are the bosses to have (multiple) special modifiers like the ability to teleport or immunity to elemental damage. One time my friend and I spent all of our ammo fighting an "Empath" boss, only to get him down to about 4/5th of his health. It took us 3 wipes to notice that using your relic healed the boss by about 10%, meaning we had to rely on unconventional means of healing. My hands were shaking from the adrenaline rush for about five minutes after we finally beat that fucker, I couldn't aim straight.

With that said, the game really isn't as hard as the regular Souls games tend to be, it's much more approachable and dodge times and mechanics are easier to get the hang of. Only a few enemies and most bosses have a way to fuck with your dodge window prediction, so if this is your first "Souls-like", you'll be fine.

I have very few issues with the game, but they all have something to do with the interface. Some mechanics are not explained at all, like BULWARK, HASTE, SUPPRESSION, BLIGHT, but worst of all is the illegibility of your inventory. You can equip 4 pieces of armor, 1 relic, 1 long gun, 1 sidearm, 1 melee weapon, 1 amulet and 4 rings. When you open your inventory





I want one of these as a salt crystal lamp.

for each category, you can view thumbnails of your gear. But to view their name, damage, effects and all the other details you need to hover over them. There are no titles, no level numbers, no effect icons, no indication of whether or not a weapon has any mods or mutators attached to it on its own, not unless you select it. You may think that this is a non-issue, but when you're trying to fix your build and have to scour through 155 rings (total amount found in the game, I have 86 at the moment), trying to remember which plain silver band provided skill recharge speed and not extra mod power, you'll feel like you're looking for that one lego piece back in the day. I can only imagine how much more pain console players have to go through during this process without a mouse and a second monitor to have the wiki open at all times. Whatever, fuck 'em, PC master race.

However, with great amounts of gear, comes great respectability. The build variety in this game is wild. Different combinations of weapons, rings, relics, mutators and classes lend to a diverse range of play styles. You can go with simple bulk and attack power, or you can do a regeneration build (pro-tip #1: the "Generating Band" and "Rerouting Cable" rings can be found in a Flooded Room and Broken Cable events on N'Erud, respectively, they're a lot of fun). Or maybe a recharging shield build. Perhaps you know you're a gangbang enthusiast and want to be in the thick of action, so you put on all your proximity-to-enemy gear. You might make a build that revolves around getting buffs from your summons (pro-tip #2: your mod spawns will count as summons too) or one that makes you switch from weapon to weapon, with melee hits rearming your guns and ranged hits empowering your next melee attack. Elemental focus, explosive procs, mod refresh, eternal stun-lock... The list goes on and on. Some builds may not be as thematically strict, but they are

nonetheless effective in their application. Doing a second lap of the main campaign revolved around figuring out as many fun builds as possible for my friend and I. It is strongly recommended that you try and beat the game on its own for your first run and then for the second run open up the wiki and grind out the other content for sick builds.

As I'm writing this review, the first DLC, "The Awakened King" is about to be released in a couple of hours. I will see how much new content those \$10 are going to net me.

Editors note: Can't remember how long it took, but it was good. The game is good.



Outdated format? I'm an outdated man.





REVIEW

By Adolf Goebbels

FIGHTING CRIME WITH STDs

GOTHAM

FAGGOTS



WARNING!
THIS GAME PACKS MORE
FAGGOTRY THAN A VILLAGE
PEOPLE CONCERT ON
STERIODS! SO TIGHTEN
YOUR SPHINCTERS, FOLKS!

Gotham Knights Faggots is an open world, RPG action game developed by a bunch of Canadian cuckolds and homosexuals in Montreal and produced by the scheming jews at (((Warner Bros))). It is supposedly meant to be Arkham Knight's loose sequel.

up, and this can frequently ruin your tactics, because your character never hits the enemies you want to prioritize, usually the armed ones, who will keep shooting at you as they please while you keep hitting the less threatening ones instead, even if you are not aiming your attacks at them, causing you to get killed many times this way (frustrating to say the least).

PLOT

Batman is dead, and so is Jim Gordon. As a result of their death, criminal gangs start getting bolder, while corruption spreads like wildfire in the police force. Gotham City turns into more of a shithole than it already was, so it's up to Nightwing, Batgirl, Red Hood and Robin to honor Batman's legacy and take his place. Well, the premise doesn't even sound half bad on paper, unfortunately the game doesn't live up to it.



The four playable characters.

The grappling gun is no better, as it never points where you want it to, getting especially annoying during the most chaotic situations where you don't have the time to wait for that fucking aiming reticle to appear.

Speaking of annoyances, when you want to sneak around and crouch down to silently kill enemies behind their back, your character will often get stuck against corners and small obstacles, and there is no way to unlock it other than by jumping or using the grappling hook, that will inevitably cause you to be spotted and alert all nearby enemies.

The same thing happens when walking on ledges or raised surfaces.

This is particularly enraging if the mission you are playing requires a stealthy approach in order to be completed.

GAMEPLAY

The game is an open world action game with stealth elements in the vein of the Arkham series, but not as good. First of all, the enemy targeting is fucked

MISSION TYPES

You start from the main hideout, from where you can choose your character and then leave to patrol the city.

Once you are out, some icons will now be visible on the map, indicating the various missions available, such as:

GANG HIDEOUT

In this one, you'll have to infiltrate a gang hideout and clear the room of all the enemies, problem is, that the hideouts are always the same 2 or 3 locations.

You'll soon go from: "What? I've been here just 10 minutes ago!" to: "Holy shit, I've been here 30 times already!"

HOSTAGES

Same as gang hideout, clear the place and then open the cage where the hostage is held captive in. (The only difference, really.)

ORGAN TRAFFICKING

Infiltrate a gang hideout (yes, again), find the stolen organ, and then rush to deliver it to the waiting ambulance before the time limit runs out so that the organ doesn't begin to spoil and become unusable.



CRIME SCENE INVESTIGATION

Here the game turns into a point-and-click puzzle where a corpse is displayed and you have to look for all the surrounding clues and then pick the one that might lead to the murderer.

Funnily enough, the description of the clue, as you highlight it, pretty much gives away which one you should pick, making the whole thing feel like a fucking joke.



Might as well write: "Pick this one, moron!" There are only 3-4 variations of these crime scene victims, and soon enough, you'll think: "Just how many times this nigger got killed!?"



The game offers a good amount of costumes for each character, ranging from lame to pretty cool. Unfortunately, the way to unlock them is so random that it will take forever, and you may never get the one you really want.

WITNESS PROTECTION

A bunch of thugs are attempting to force the door of the building in which a witness is located.

Guard the door and defeat all enemies trying to get in and hurt the witness.

There are also some time trials to complete with the bike (which are okay, i guess) and by gliding in the air (and those are a fucking nightmare).



This shit was so bad that it gave me Superman 64 flashbacks. Terrible controls included.

The different type of missions may deceptively give you the feeling that the game offers a good deal of variety, but in reality, most of these play quite similarly to each other, and always take place in the same few predetermined areas.

Lastly, there are also some short story missions involving main villains like Harley Quinn (her story is just garbage), Clayface or Mister Freeze, that will lead to a boss fight facing them.

Honestly, these boss fights are actually decent, and made me wish Arkham Knight (a disappointing, but still better game than this) had actual boss fights like these so maybe it wouldn't have been as disappointing as it ended up being (The lack of real boss fights was probably Arkham Knight's weakest point, not the only problem with it though).

INTERACTIVE PROPAGANDA

Let's get this straight: that's what Gotham Knights ultimately is in a nutshell. The developers don't know what subtlety means, so they felt the need to put those shitty rainbow flags everywhere, inside the heroes' hideout, on the buildings all over the city, painted on the streets, instead of shoving them up their own collective asses like they should have. And if that wasn't enough, they found a way to shove faggot shit into the missions and the story dialogues too. In one mission, I had to search for some documents about criminal activity, and I came across a flyer that talked about how "poor queers are oppressed" and shit like that, that had absolutely nothing to do with the point of the mission. While on the main hub, one of the characters sends an e-mail proposing the other three to go to the fag parade wearing a costume. (Absolutely disgusting)



"Hi, i'm Batman.
I just wanted to say that i don't approve any of
this faggotry."

Is that it?
Of course not, you have Bruce Wayne bitching about capitalism and "hating the rich" like some shallow, gender-studies hipster faggot, despite being the richest man in Gotham (proof that whoever retard was put in charge of the writing knows jackshit about the source material), and posters all over the city shilling for people to get vaxxed: "GET YOUR FLU SHOT". In another mission, some fugly black female NPC was supposed to give me info about criminal activity, but then kept blabbering about "her wife" over and over again just to make sure that I got that she was a dyke, once again, shit that was completely unrelated to what the mission was all about. (All this crap in the first few hours of gameplay, mind you.) The point is, that this kind of garbage is so blatant, intrusive, and obnoxious, that you can't even "just ignore it bro lmao" as some braindead moron on JewTube or social media might suggest.



Whether this shit was implemented willingly by some faggots in the studio (Being Canacucks and all) or because the jewish suits at WB forced them to, is irrelevant. Shit like this will inevitably ruin the experience of any game, even if the rest of it was any good. Just fuck off with that shit already. This is the kind of shit that made me glad I haven't spent a single cent on this trash. (Not that any 'AAA' junk in the current year deserves it)

BUTTGIRL TO THE RESCUE!

The only good surprise in this pile of crap is how hot Barbara Gordon/Batgirl is, and what a beautiful ass she has, in fact, her ass is so nice that it could even rival Nier Automata's 2B's, no kidding.



Batgirl's ass.
Definitely the only good thing about the game.
I am suprised how such a thing of beauty could
even make it into such a gay game.

Surely the one responsible for Batgirl's character model must have been the only developer in the whole studio that wasn't a massive faggot (cheers to you, man).



Damn!



Watching Barbara's mesmerizing ass from every possible angle turned out to be far more entertaining than the actual game.

GRAPHICS AND SOUND

Graphics look pretty good for a current gen title, but nothing jaw-dropping or extraordinary. The environments look very good, but the characters not so much, as they still have that rubbery look that was common in games of previous generations. Gotham City looks absolutely uninspired in terms of design, looking more like some random GTA or Saints Row generic city than actually Gotham. Nothing to complain about the sound effects, which sound okay and do their job, as does the OST, which is the usual 'cinematic' score that is nothing really memorable, but does its job in setting the superhero atmosphere that it is going for.



Jokes aside, i am genuinely surprised at how cute Batgirl turned out, such a shame the game turned out to be such a pozzed shitshow like this.



GAME INFO

Title: Gotham Knights Faggots
Developer: Some cucks and homos from Canada
Publisher: The scheming Jews at WB
Release Date: 2022
Platform: PC, PS5, XBOX Series X

CONCLUSION

Gotham Knight is a game that clearly puts the usual, tiresome globohomo propaganda as a priority over anything else and the whole game suffers from it. Is everything about it bad? No, (*well, almost*) but even what little good this game might offer can't be fully enjoyed as it is drowning in an ocean of steaming diarrhea made of HIV+ faggot shit, awful character design and cringe inducing writing. Avoid it like the plague if you don't want to give your brain AIDS by playing this shit.

If you are on PC, maybe, and I say MAYBE, mods could help improve this game by removing all the gay things and fix all the other crap, then, and only then, you may give this game a pirate, but in any case, don't give a single cent to these scumbags, they don't deserve your money.

(That Batgirl ass though...)

-Adolf Goebbels



PROS

- + Batgirl is hot, and her ass is a work of art
- + The character customization is kind of neat.
- + The few actual boss fights are surprisingly decent

CONS

- AIDS and gay shit everywhere that will make you puke
- Godawful writing by some political activist retard
- Gets repetitive pretty quickly
- Main story is too short, dumb, uninteresting and pointless
- Was clearly meant to be a game as a service and it shows
- Downgraded gameplay compared to the Arkham games
- Characters get stuck against corners and small obstacles
- Not even Batgirl's divine ass can save this shit game

FINAL SCORE

4/10

Bud Spencer & Terence Hill

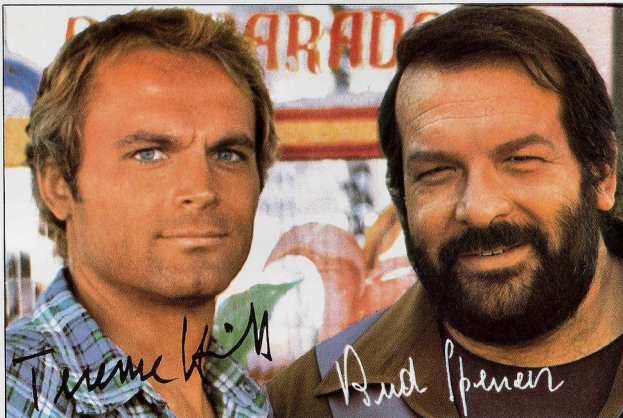


REVIEW

By Nate Higgers

Bud Spencer and Terence Hill were an iconic duo of actors active mainly in the 70's and 80's.

Their movies typically featured a mixture of action and comedy, with buddy-cop dynamics, slapstick humor, tough-guy personas and over-the-top fight scenes.



Regardless of plot and setting, their roles in every movie were pretty much the same:

Bud is the big no-nonsense guy, with a towering, imposing presence, a burly physique, a quick temper but a heart of gold, who relies on brute strength and physical prowess to solve problems.

Terence is the charming, smooth talking, womanizer with a quick wit and mischievous demeanor who always has a plan up his sleeve and outsmarts his enemies (and sometimes even his friend Bud as well).

For some reason, their popularity never reached the US the same way it did in the rest of the world, most likely because of the (((Hollywood cabal))) boycotting anything that wasn't produced by them.



The game starts in the wild west, with Bud and Terence helping two defenseless young ladies in trouble. After beating all the bad guys and the first boss, it comes to light that everything that happened up until that moment was part of a movie, with Bud and Terence finding themselves in the middle of the movie set. But suddenly, a bunch of thugs appear out of nowhere to steal the money that was meant for the two actors and kidnap a girl Terence had his eyes set on. All the clues lead to a crime boss named "Tango", so it's up to our two heroes to beat the bad guys, rescue the damsel in distress, and retrieve the stolen money. From then on our heroes will fight their enemies across various locations that fans will be familiar with, like the western saloon, Miami downtown, the fairground, a desert island and many more.



Every single level is packed with movie nods and references, fans of the duo will surely love that.

GAMEPLAY

"Bud Spencer & Terence Hill: Slaps and Beans" is a co-op beat'em up in which you take control of one of the titular characters.

Once you choose your favorite character, you can play alongside another player or let the CPU control the other one.

The gameplay is more or less what you would expect from any beat 'em up: There's the fast attack button, the heavy attack button, and the block button, that, pressed in the right moment, makes your character perform a counter attack, that differs based on which character you are playing as.



One minigame will see Bud and Terence settle their differences in the famous "beer and hot dog" contest straight from the movie: "Watch out, we are mad!"

Another button is the grab button, useful to grab the enemies on the ground and throw them against their allies, or for seizing the various weapons you will find scattered around the stages, including pool cues, pans, chairs, empty beer mugs and so on.

Quite surprisingly, there is no jump button, but pressing the moving button twice in rapid succession will make Bud and Terence run, and from there, you can press the attack button to unleash a powerful attack that is particularly useful against groups of enemies.

The game also includes many of the duo's trademark moves like Bud's hammer fist, letting the baddies gang up on him only to rise up and send them flying like skittles, or the one where he grabs the enemy's arm and forces him to punch himself, while Terence can count on his windmill punches, bitch slaps, or double kick from behind.



A fucking stealth section in a beat'em up? Not only it is out of place as Bud and Terence never did anything like that in a movie, but it is also terribly boring and breaks the flow of the game.

Beer mugs and baked beans pans are the items that will replenish you health, once your character is done drinking the beer or eating the beans straight from the pan, he will keep the empty mug or the pan to use it as a weapon, as mentioned before. It's not just all punching, slapping and kicking though, there's also quite a few platforming sections where our two heroes will have to collaborate in order to clear the way.

Needless to say, Terence will climb and make use of his athleticism, while Bud will take care of the heavy lifting. If you are playing on your own, the CPU controlled character will do his part without any issues.



You will take part in a race aboard the iconic dune buggy, similar to OverTop. "Not just any dune buggy, but a red one with a yellow top!"

The game also tries to break the monotony of the brawls with a good number of minigames taking inspiration from the scenes found in the movies: Avoid obstacles while riding a horse or driving a car, get in a beer and hot dog contest, race aboard the dune buggy, and do some gunslinger duels. Unfortunately, not all these minigames are enjoyable, some of them are a chore and will make you want to just be done with them as soon as possible.

GRAPHICS

The graphics are in pixel art and generally look pretty good.

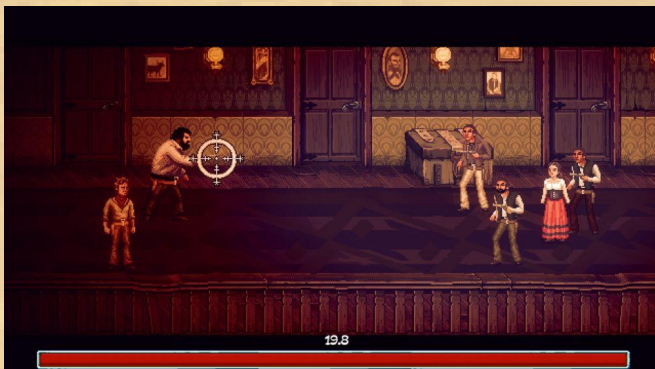
The sceneries look very detailed, but the character sprites are honestly nothing remarkable.

The fact that the camera is too far from the action makes you think that the devs cared more about the backgrounds than the characters, when it should have been the opposite.



It's honestly baffling how these two never got a licensed game until now, especially during the period of the Beat'em up craze in the arcades.

While the graphics look nice in general, the art style used in the game feels somewhat sterile, like the devs didn't know whether to use a realistic or cartoony style and went for something in between that doesn't really stand out. The backgrounds again look very good and detailed, but the characters not so much, for instance while Bud is easily recognizable, mostly due to his size, Terence isn't, and looks like a generic character that could just be anybody.



Here's how the duels work.

A reticle will appear on the screen and move on its own, and you will need to press the button right when it targets each single enemy.

You have a limited number of bullets to hit them all and succeed, if you do, your enemies will find themselves with their pants down.



The game features 12 levels that can be replayed individually once you beat them, and takes up to 3-4 hours to complete.

MUSIC AND SOUND

The OST is fantastic as it contains the original scores from the movies including songs like "Dune Buggy" by Oliver Onions, "Miami Supercops" by The Fantastic Ocean and the Trinity main theme, that you can also listen to comfortably from the jukebox in the main menu.

The sound effects on the other hand, are a mixed bag, they clearly try to sound like those found in Bud and Terence movies, with some sounding pretty close, while others sound flat and nothing like the originals.



Terence: Wanna play high card? Aces high. Whoever wins gets the buggy.

Bud: No.

Terence: Listen, are you doubting my integrity? You think I am a cheat?

Bud: Yeah, you're damn straight!

Um... I'll arm wrestle you for it.

Terence: No.

Bud: That's cause you're afraid i am too strong, huh?

Terence: Yeah, you're damn straight!

...How about a beer and hot dog contest?

Bud: ...Where?

CONCLUSION

Slaps and Beans isn't a bad game by any means, just painfully average. The developers clearly relied too much on nostalgia and movie references than the gameplay itself thinking it would be enough for the game to stand on its own, which clearly isn't the case. If you are a fan of the duo you will surely find some enjoyment out of this game the first time you play it, the movie references and the nostalgia will surely bring a smile to your face, but once you are done with it, you will probably never touch it again. For those who are not familiar with the duo or their movies it gets harder to recommend this game, but if you are a fan of beat'em ups, just give it a try. Slaps and Beans while not terrible at all, unfortunately won't be remembered as a beat 'em up classic alongside the likes of Streets of Rage or Double Dragon. Bud and Terence deserved better.

On the bright side, their movies are always a good time and greatly recommended.

Where to start?

Start with the classic "*Watch out, we are mad!*", then the Trinity movies "*They call me Trinity*" and "*Trinity is still my name*" then go for "*Crime Busters*", "*Miami Supercops*" and then "*Odds and evens*". You will easily find them for free on the internet. (Even on jewtube)

If you knew nothing about them or just weren't a fan before, you will become one soon after, guaranteed.

-Nate Higgers



(After a brawl at the saloon)
Bambino (Bud): "Can I go back to sleep now?"



Trinity (Terence): "I am sorry, but I couldn't let them call our mom an old... (whore)"



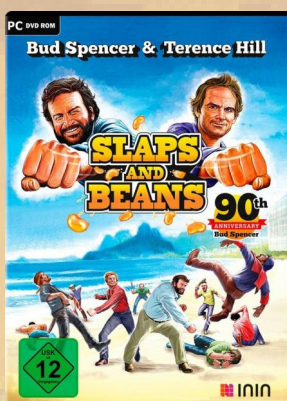
Bud: "...But it's true!"
Terence: "Yeah, but she ain't THAT old!"

PROS

- + It's the official Bud Spencer and Terence Hill game
- + The movies' references and nods
- + Excellent OST by Oliver Onions among others
- + The backgrounds in pixel art are highly detailed
- + Devs did their best to offer some needed variety
- + Muh nostalgia!

CONS

- The platforming sections are dull
- The gameplay could use some more polish
- The characters' sprites could have looked better
- The camera is too far from the action
- Offers no reasons to replay it once you are done with it
- The stealth section is annoying and out of place
- Some minigames are more boring than fun



GAME INFO

Title: Bud Spencer & Terence Hill: Slaps and Beans
Developer: Trinity Team
Publisher: Buddy Productions
Release Date: 2017
Platform: PC, PS4, XboxOne, Switch, iOS, Android

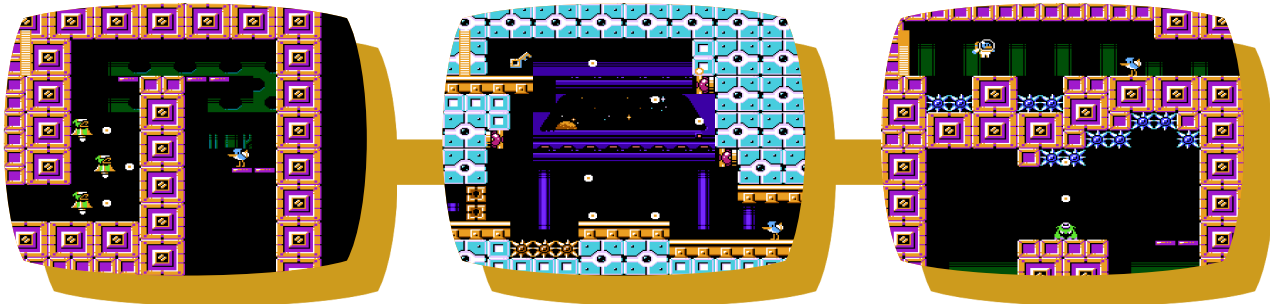
FINAL SCORE

6/10

THE HISTORY

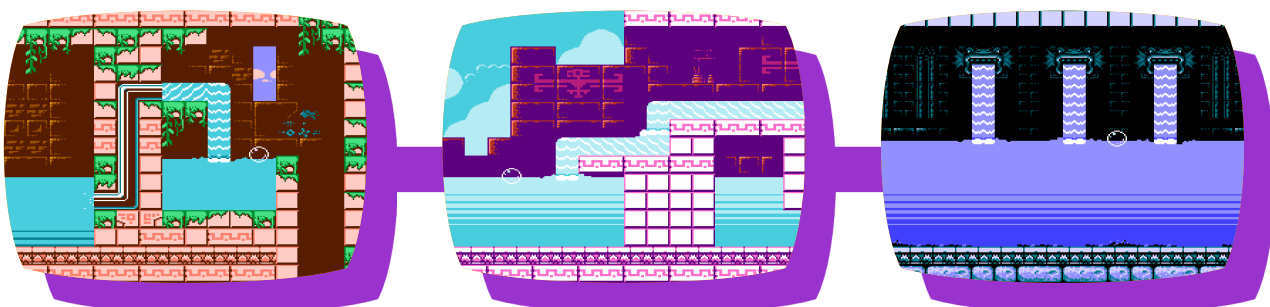
SPACEGULLS

Seagulls... in space! Explore a space station full of traps, aliens, and other hostile birds as you try to rescue your little chicks. Your abilities are flying and stomping on enemies, but be warned that movement is a little wobbly. You'll often find yourself drifting while flying, and getting violently jerked around when hit. You have complete freedom to navigate the map and reach any place you want, but remember that you can fly into danger just as easily as you can fly into a hidden power-up room. Thankfully you have infinite lives and frequent save points throughout the space station to keep you going after a loss.



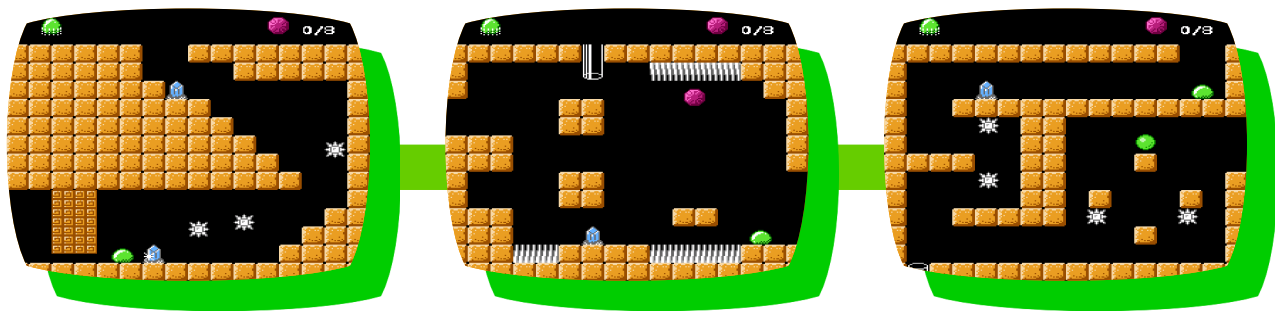
BOBL

Now this is an interesting game. You play as an air bubble navigating a breathtaking Greek temple full of water, and you must keep yourself moist and away from any solid surfaces as you search for the exit. There are no enemies, in fact there are no other characters, there's just you in a massive, beautiful, empty building. As you explore the temple you'll find various power-ups that help you reach new areas, each power-up with its own control scheme. The controls overall are challenging, to say the least. The air bubble is fragile and you are completely at the mercy of the game's impressively realistic physics, so if you're not timing your key presses carefully and precisely, you will suffer.



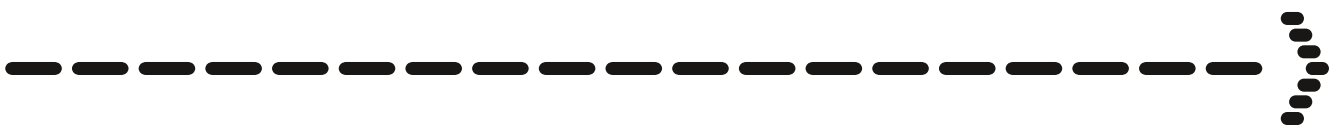
BLOB QUEST

An evil wizard has turned you into a blob! Find and collect the 8 mystic rubies hidden in the wizard's dungeon to regain your true form, all while learning new abilities to explore more of the map. There's a catch though; you can't kill any enemies! If you get hit that's an instant death, and you immediately warp back to the last save point. With each new ability you learn you become more agile, and the map gets more creative at standing in your way. With infinite lives and an eternity to spend them, will you be able to maneuver the dangers of the dungeon unharmed, or will you keep finding yourself back at the save points?



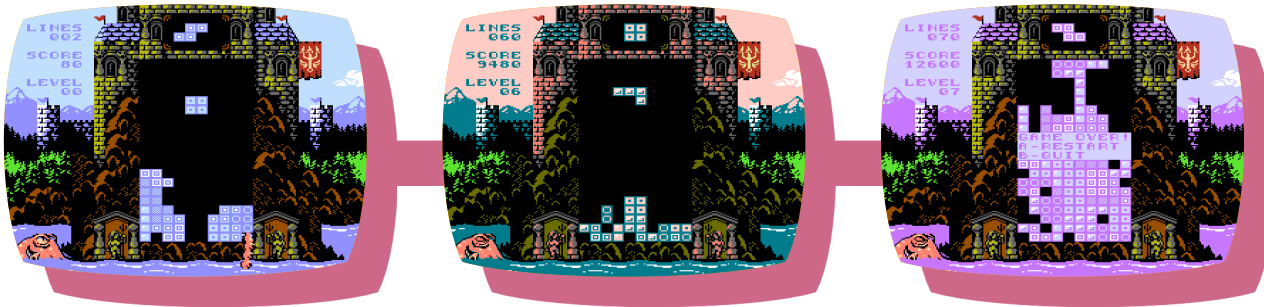
GRUNIOZERCA 2

You are a tiny hamster wondering where your owner has gone, so you go looking for him... You make your way through a giant, labyrinthine basement, using tools and gadgets you find along the way to access new areas. The game starts out really easy, but before you know it the puzzles get tricky. You might be tempted to check a walkthrough at times, but you'll be missing out on the joy of figuring out the solutions for yourself. Some puzzles are indeed head-scratching, even I admittedly haven't figured them all out yet, but more often than not the solutions are actually much simpler than they seem.



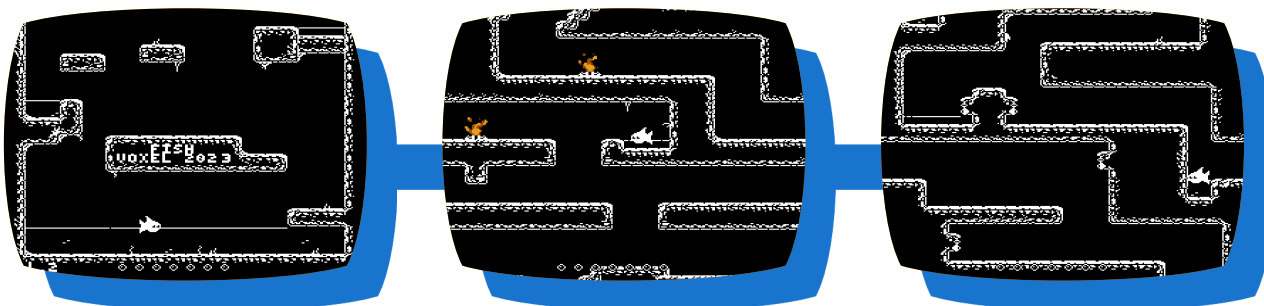
FROM BELOW

A Tetris clone with a twist; there's a giant squid underwater that keeps poking at your blocks with its tentacles, messing up the arrangement. The only way to keep the squid at bay is to clear the blocks it touches, sending it back to sea. This game is a good example of taking a classic formula and improving it, resulting in gameplay that's both more engaging and more challenging. Not only do you have to think strategically and organize your block placement, you also have to race against time and a persistent saboteur. All the while you enjoy the cool sprite work surrounding the blocks, changing colors every level.

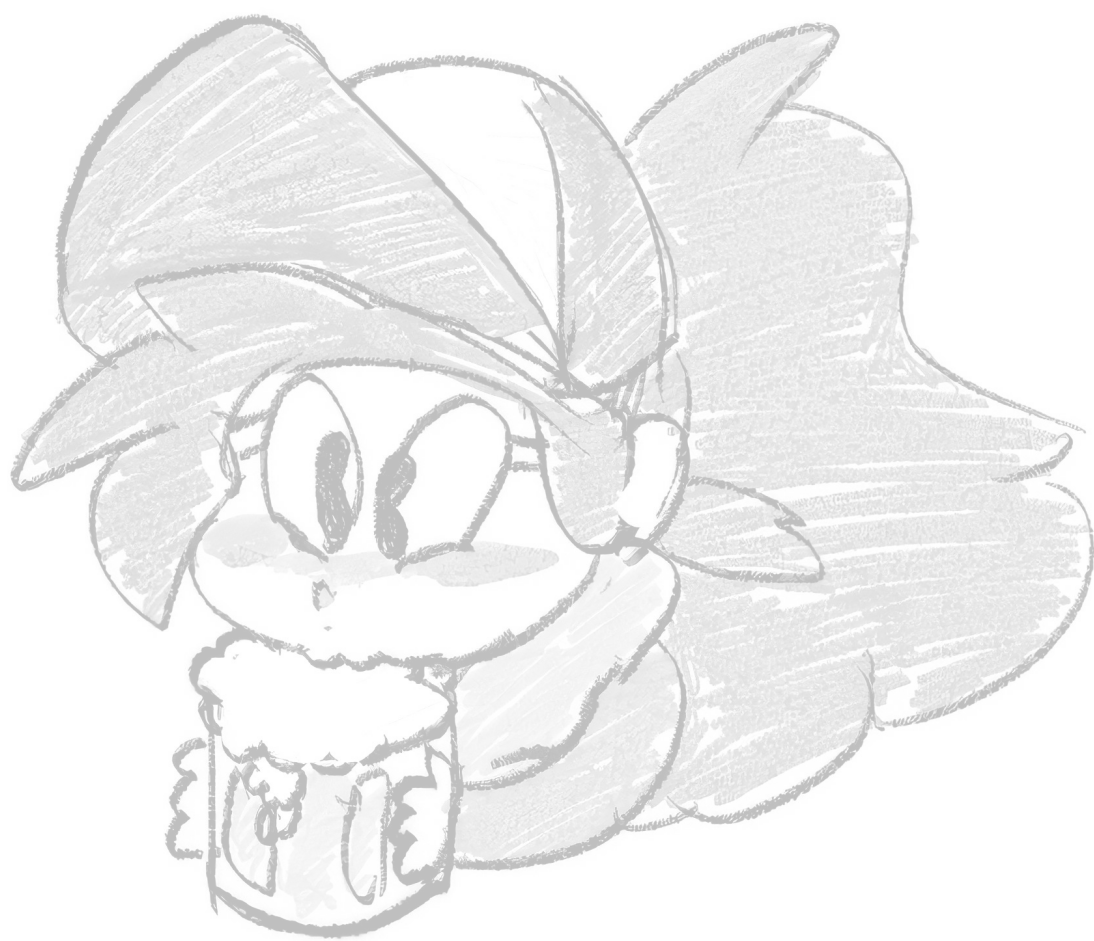


FISH

You are a fish jumping from puddle to puddle, climbing a mountain to get to the top where your home is. You can only remain out of water for a limited amount of time, which is reset whenever you jump into a puddle. The game is rather short and, at least initially, simple to play. But as you climb the mountain you encounter obstacles and concealed enemies that kill you instantly, forcing you to restart the game... The controls are fairly janky, and you can't go down the mountain as the screen only goes in one direction, but despite these flaws the game is fun to play. Just make sure your emulator supports save states.



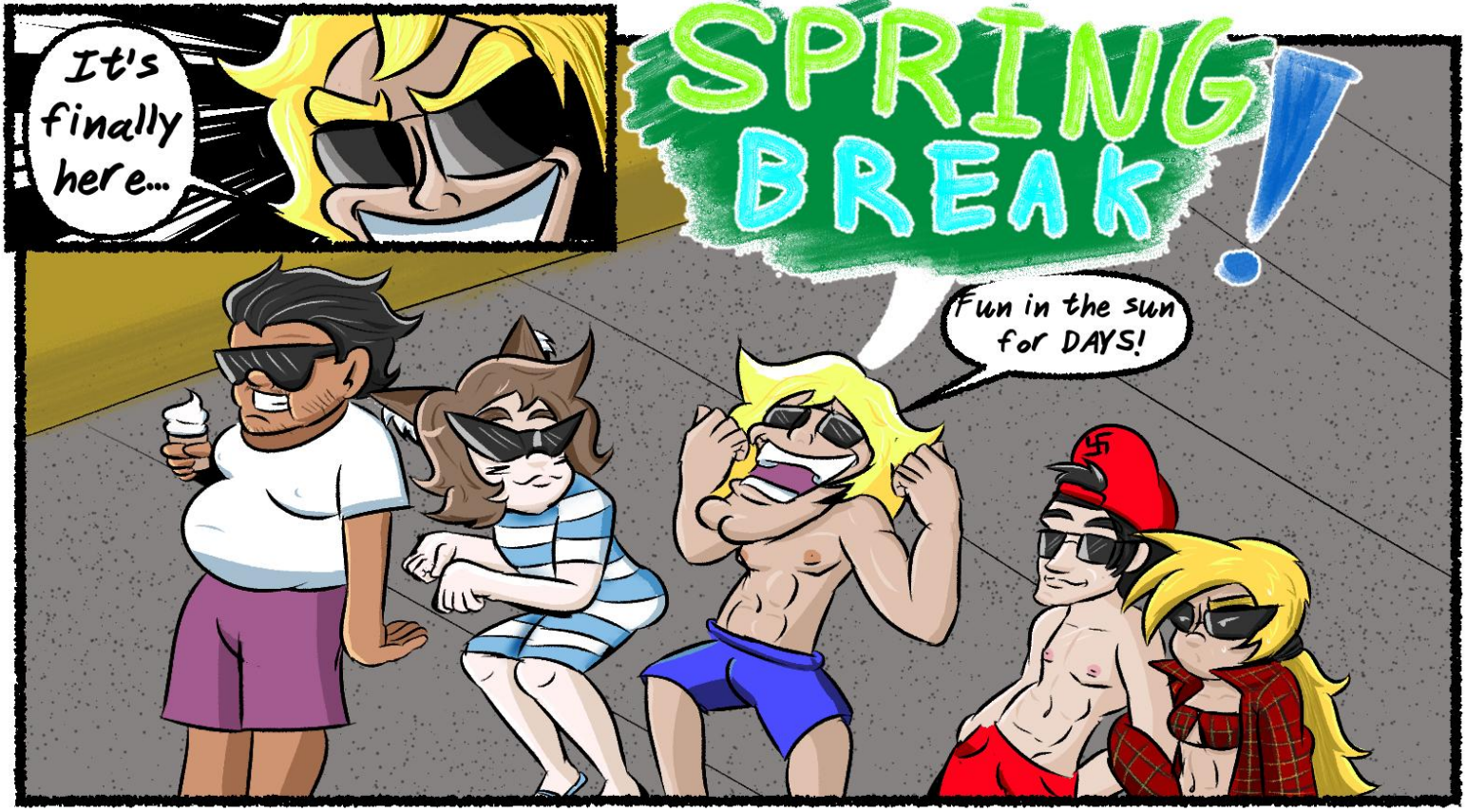




RAD DUDE

SPRING BREAK!

It's finally here...



Fun in the sun for DAYS!

Except for Weebgar do! who goes swimming with a shirt on!

Like a gay homo FAG!

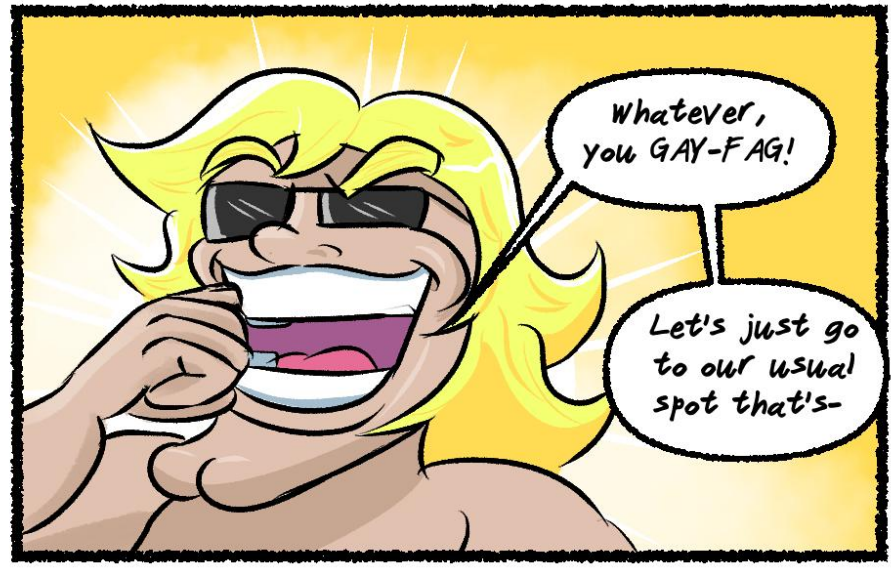


Oye, meng! The world is just not ready for my girth!



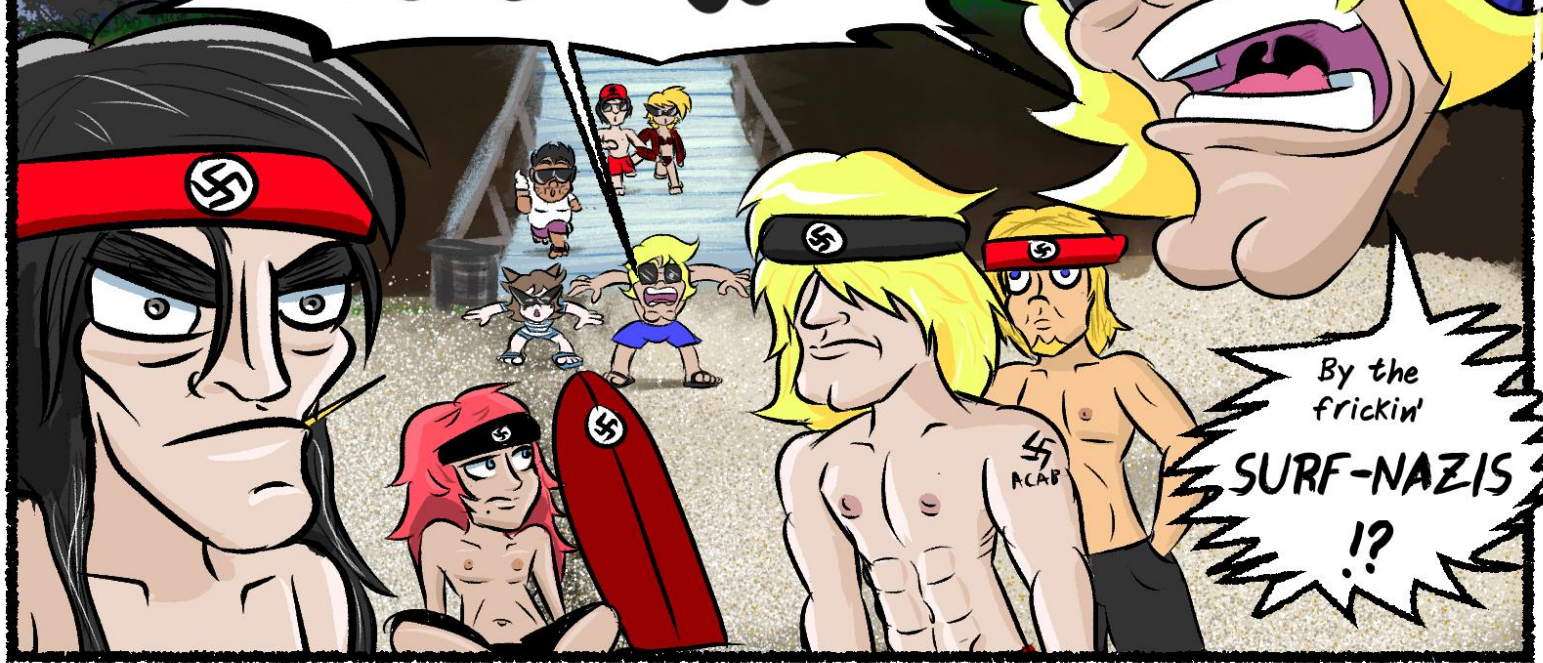
Whatever, you GAY-FAG!

Let's just go to our usual spot that's-



RAD DUDE

TAKEN!?



Well, you know what they say...

The early mmm'guy gets the early Pizza Pie!

Well, well... If it isn't

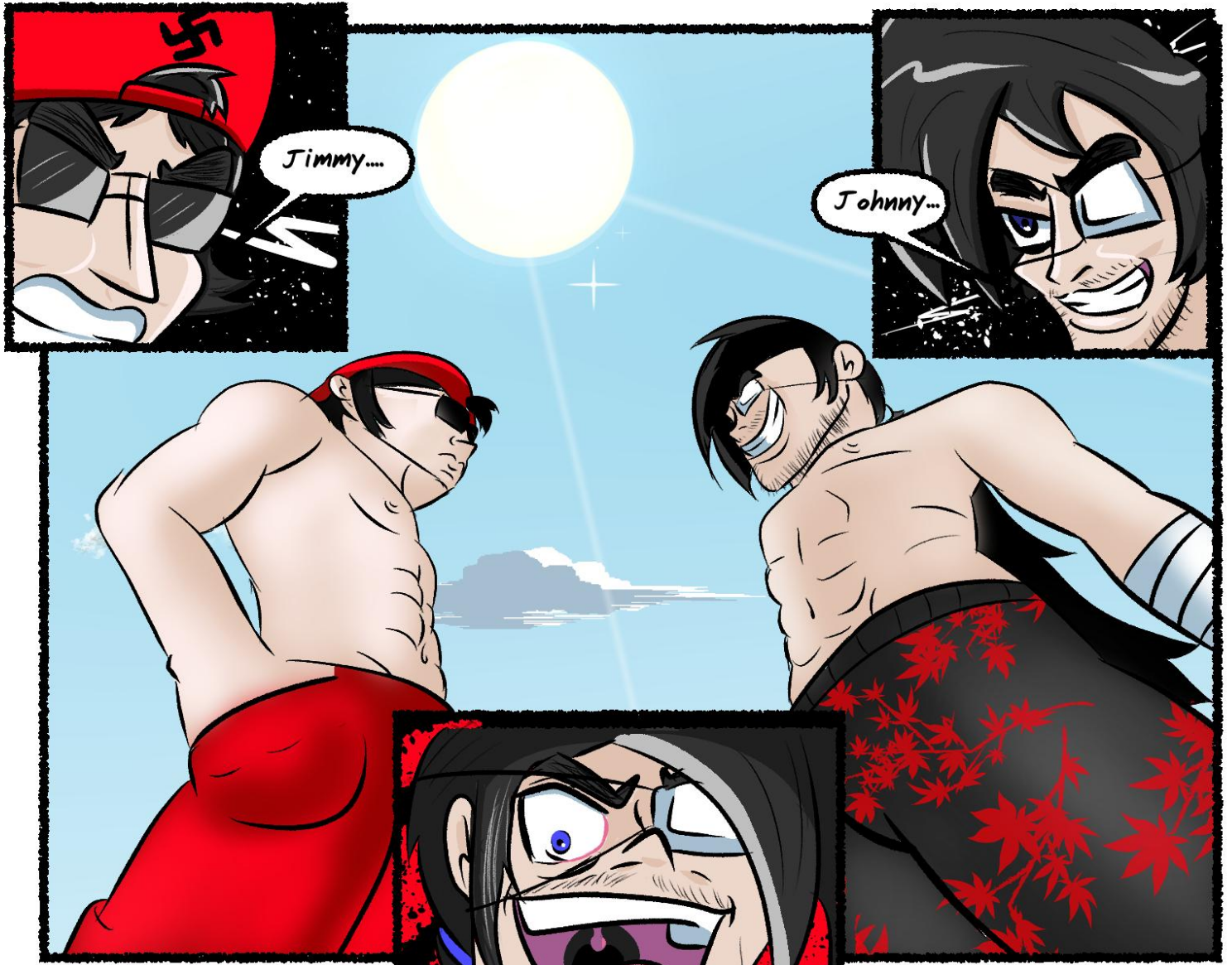
Johnny Hitler's old rival...

Timmy Himmler

Don't wear it out, mmm'bud!



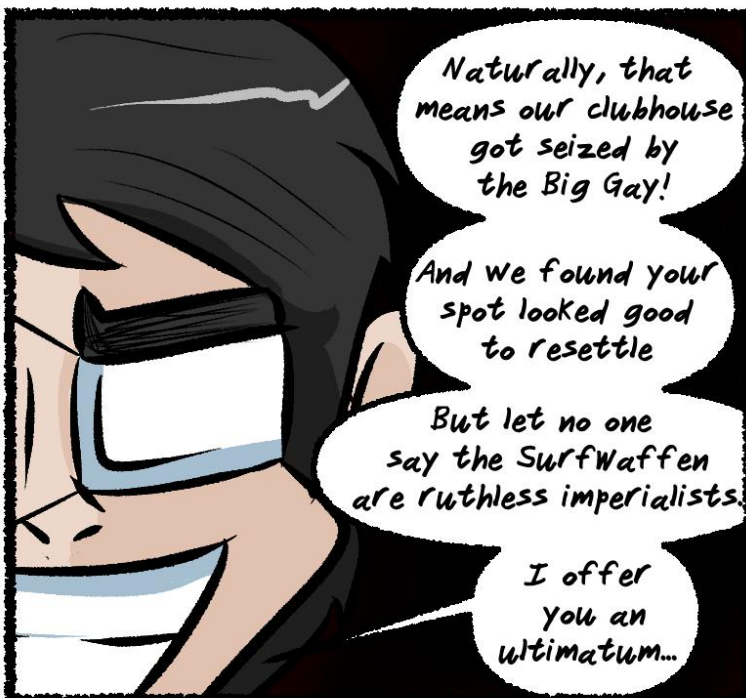
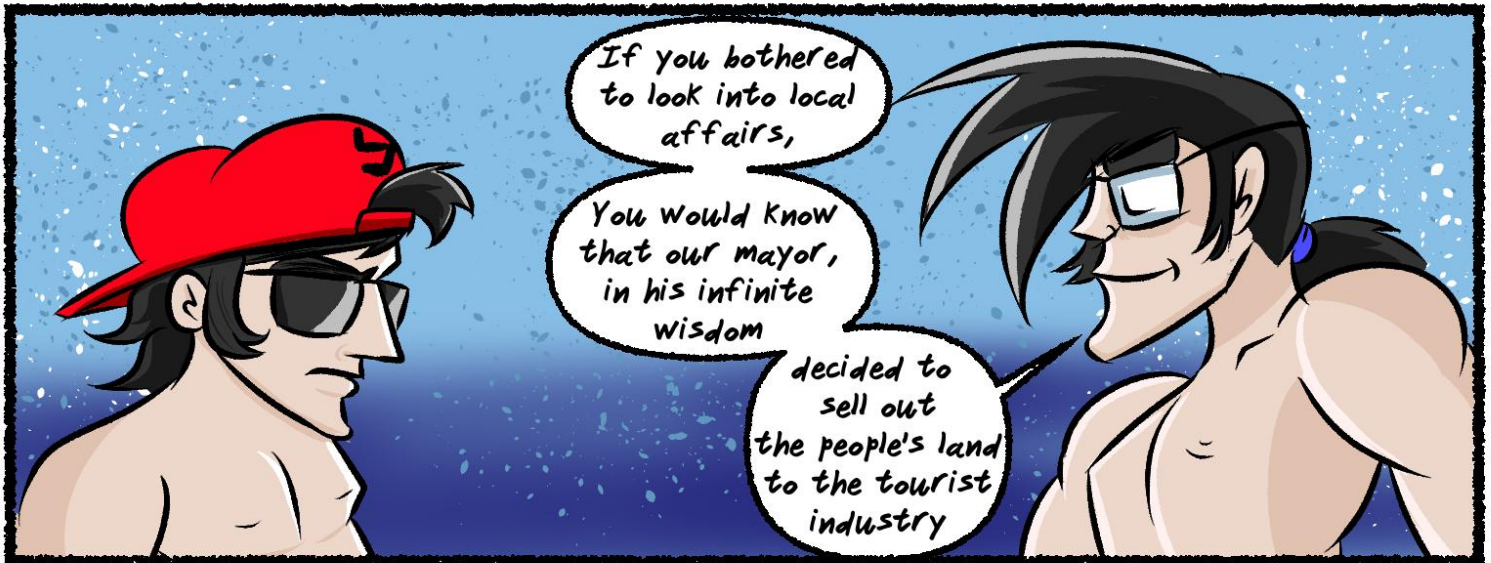
RAD DUDE



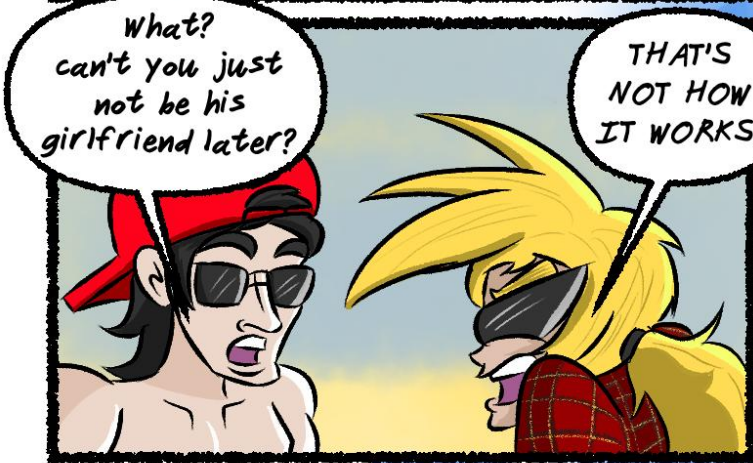
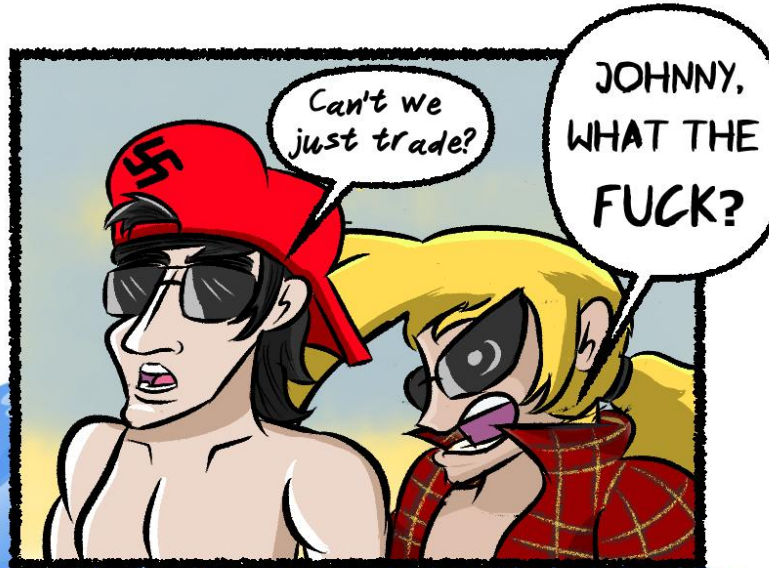
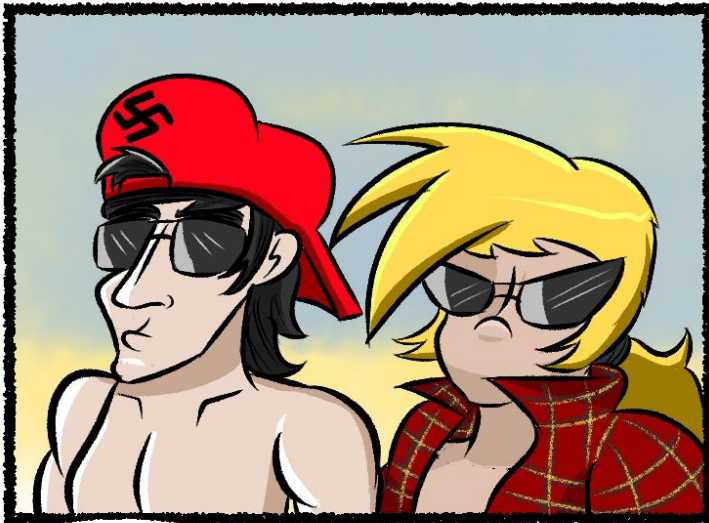
DRAW!



RAD DUDE



RAD DUDE



THAT'S WHAT
I WANTED TO
HEAR!!!

MY CHALLENGE IS...

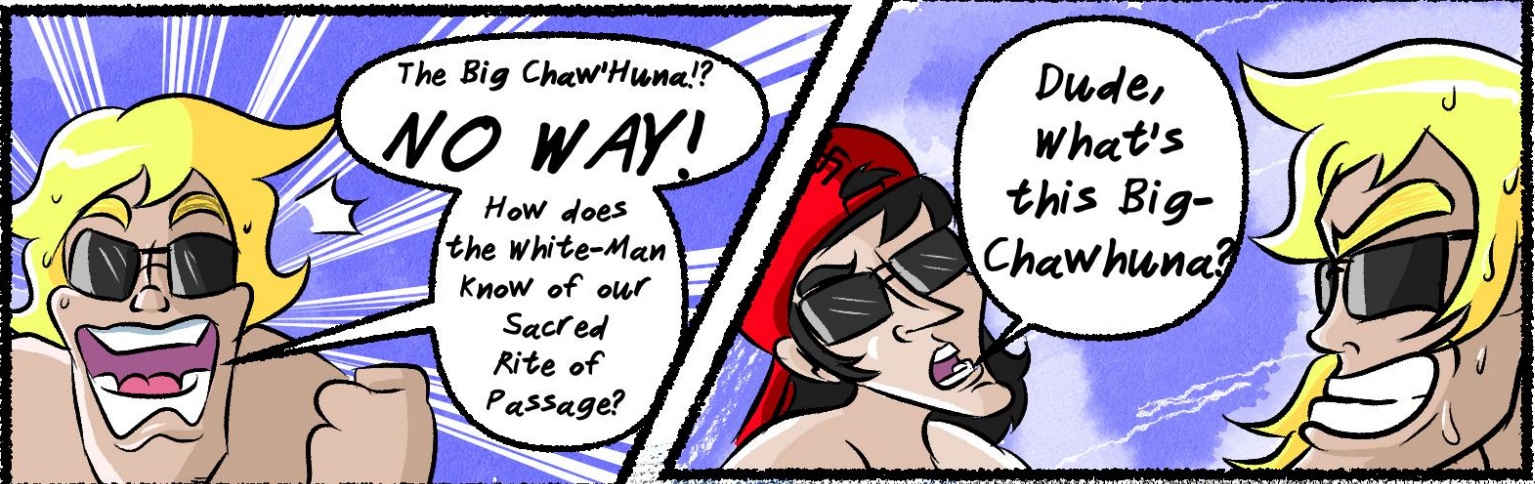
TO **SURF**...

THE
BIG
CHAWHUNGA

!!!



RAD DUDE



It is an ancient ritual of my people, **THE SHAKABRAH!**

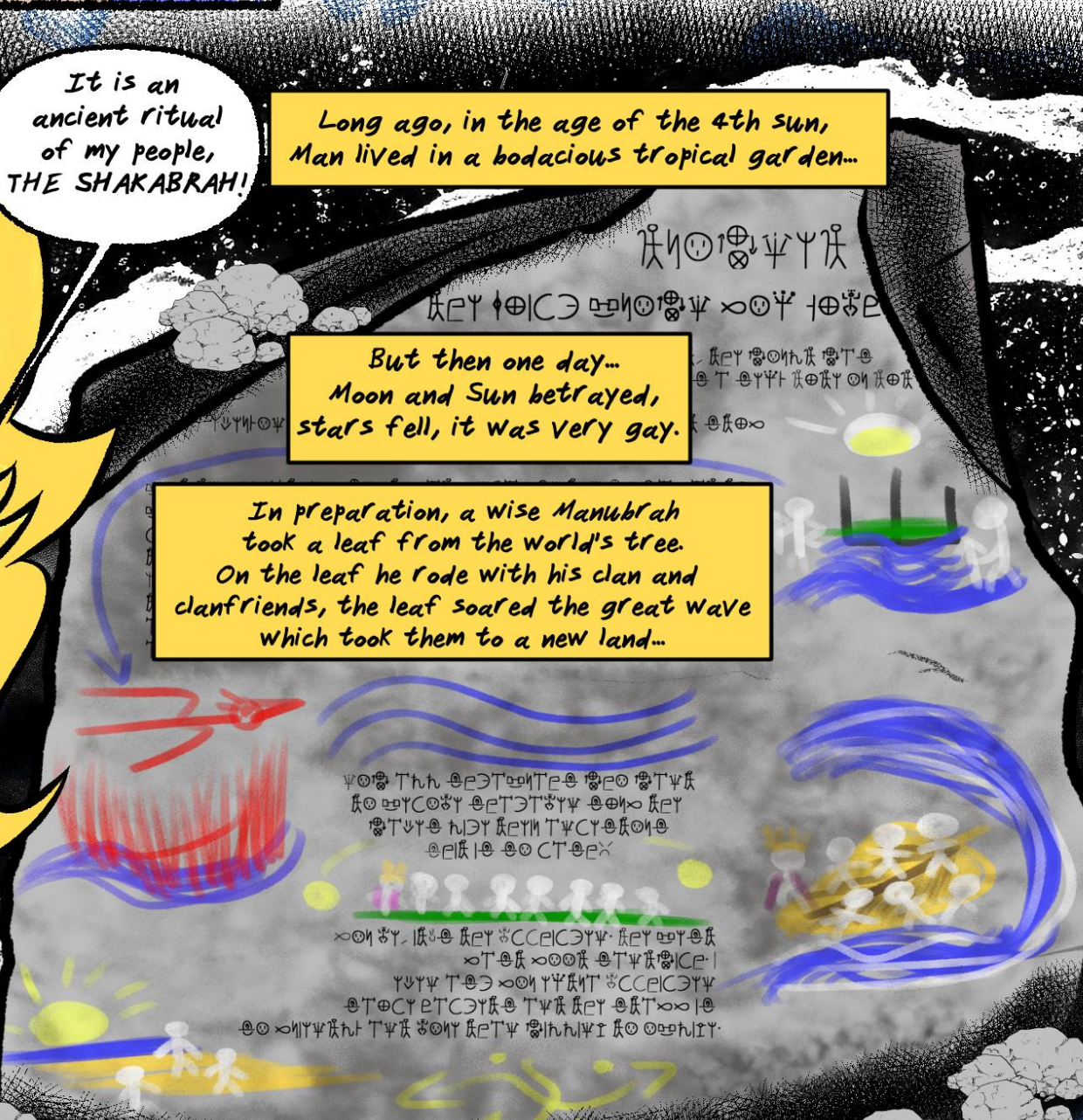
Long ago, in the age of the 4th sun, Man lived in a bodacious tropical garden...

But then one day... Moon and Sun betrayed, stars fell, it was very gay.

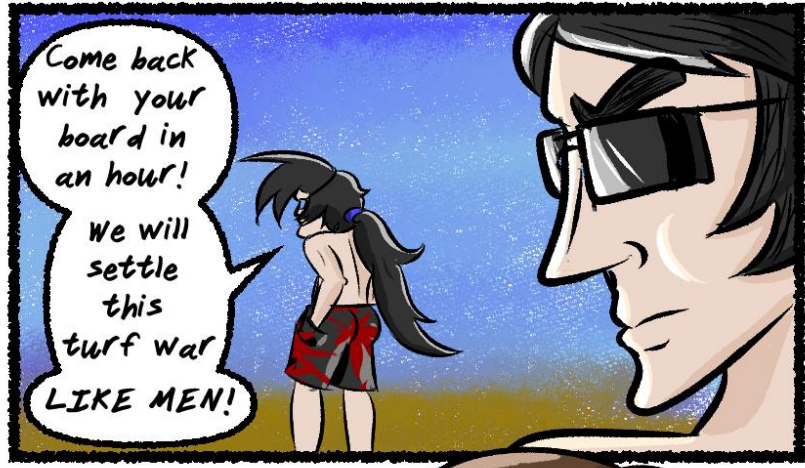
In preparation, a wise Manubrah took a leaf from the world's tree. On the leaf he rode with his clan and clanfriends, the leaf soared the great wave which took them to a new land...

There, the Manubrah and his subjects crossed the new land, the new Sun guided them across the land until they reached the GoldenLands where we live today...

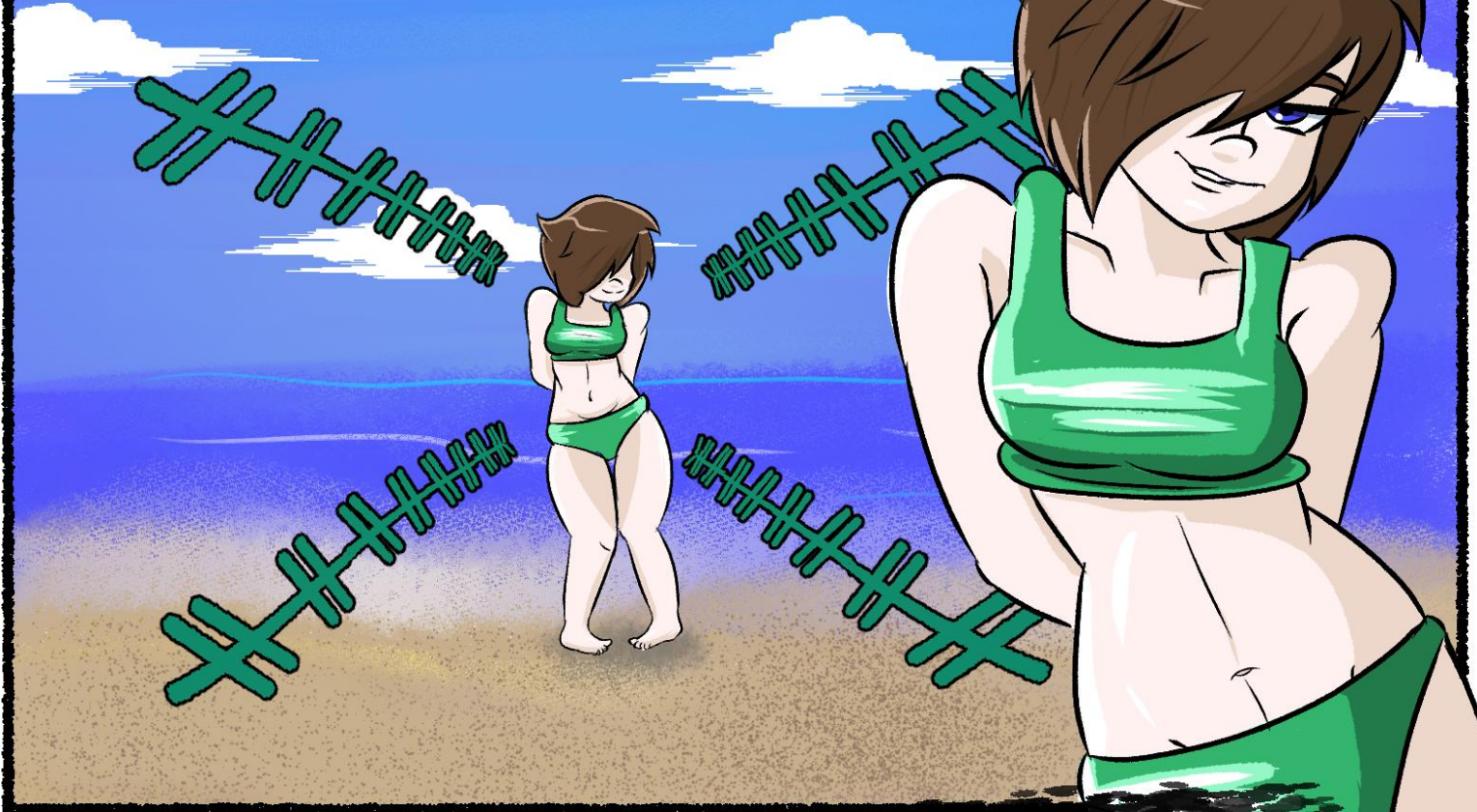
To commemorate this, all Shakabrah who wish to be ShakaMan surf the waves to be like the first Manubrah!



RAD DUDE



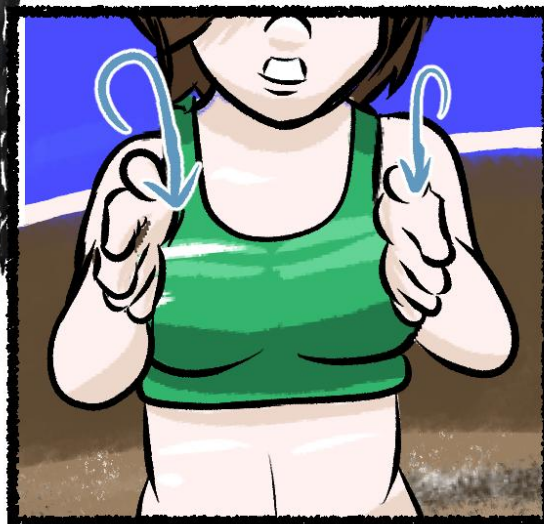
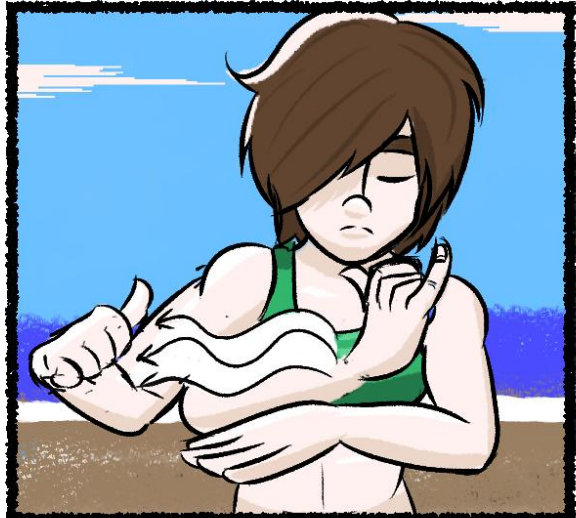
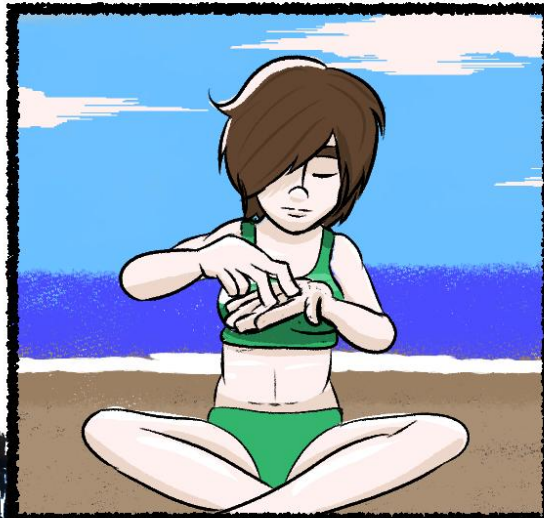
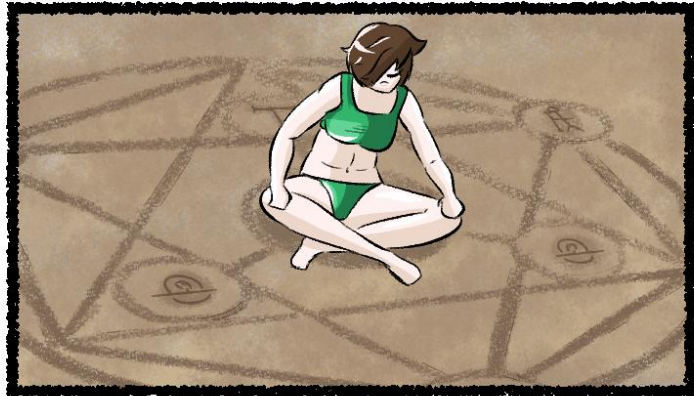
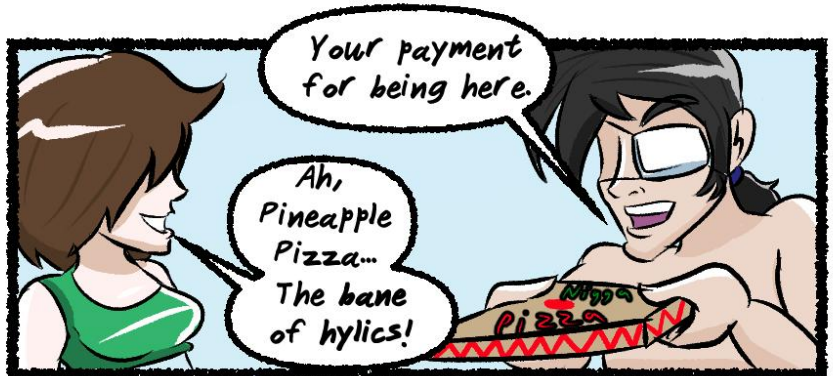
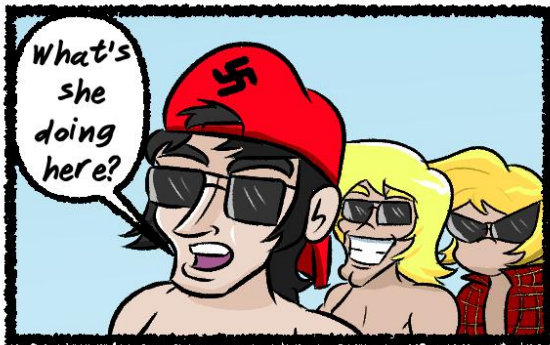
One hour later...



DRUID GIRL

HELENA HALLIGAN

RAD DUDE



RAD DUDE

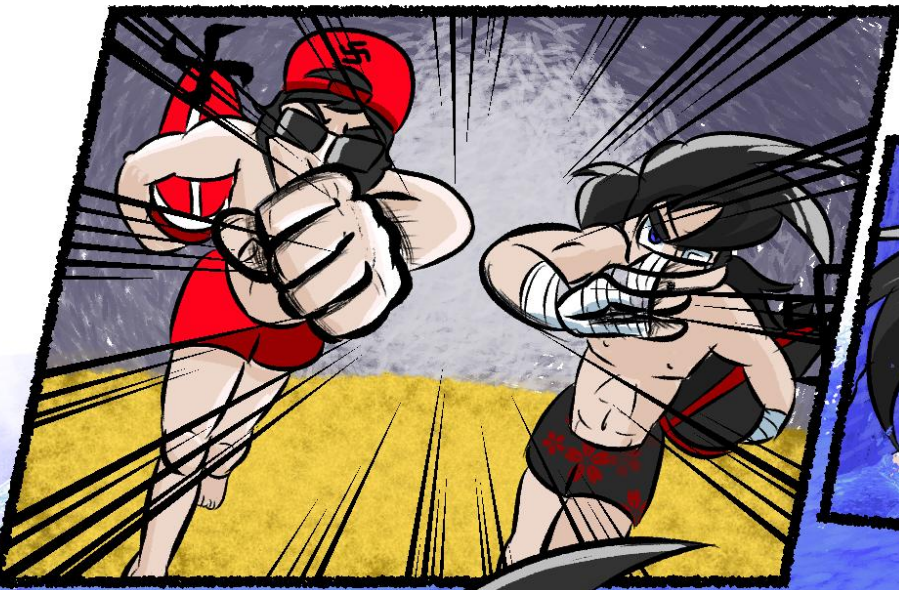


These
Two Kshatriyas
fiercely entangled...

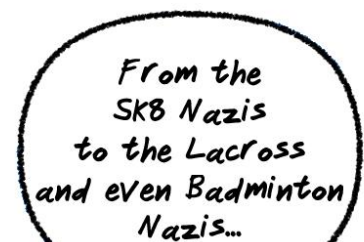
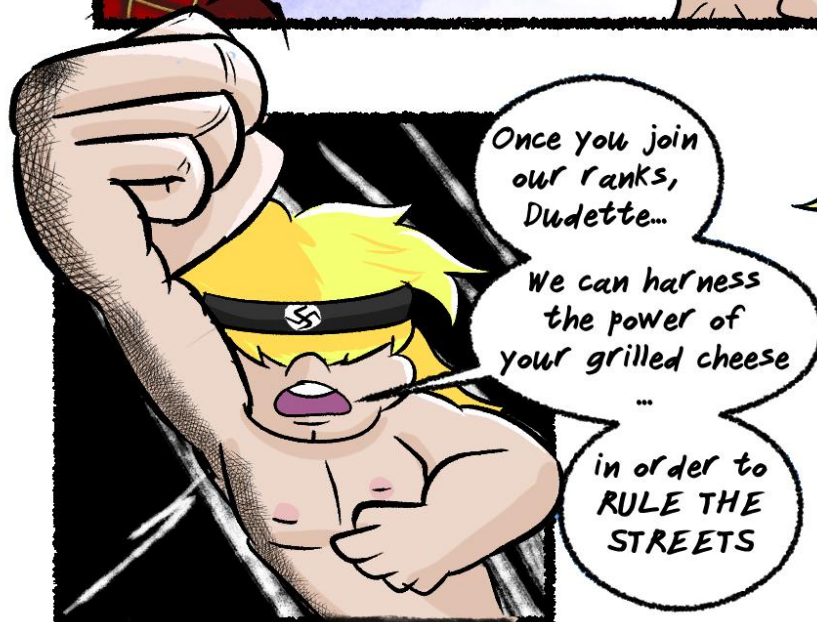
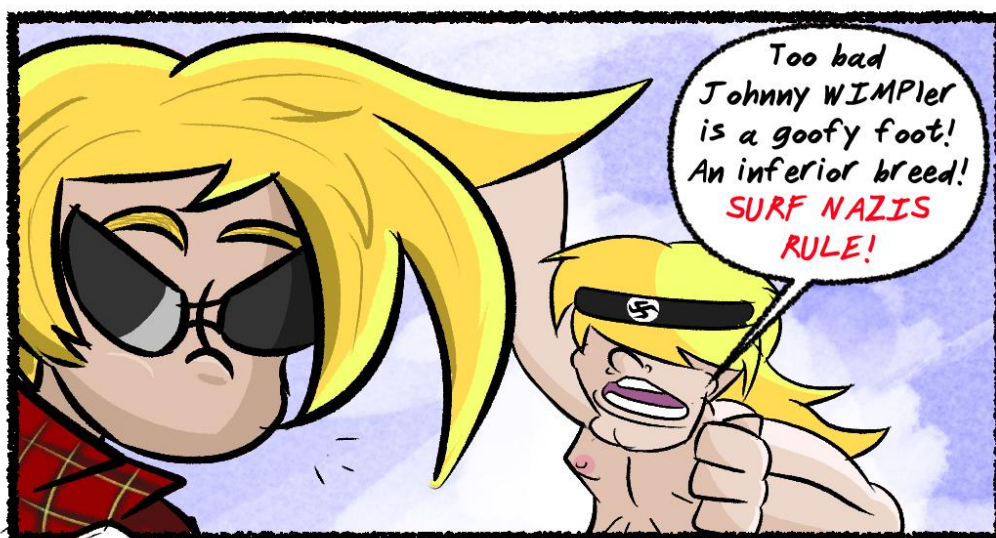
I welcome
thee...

to the stage
of history!

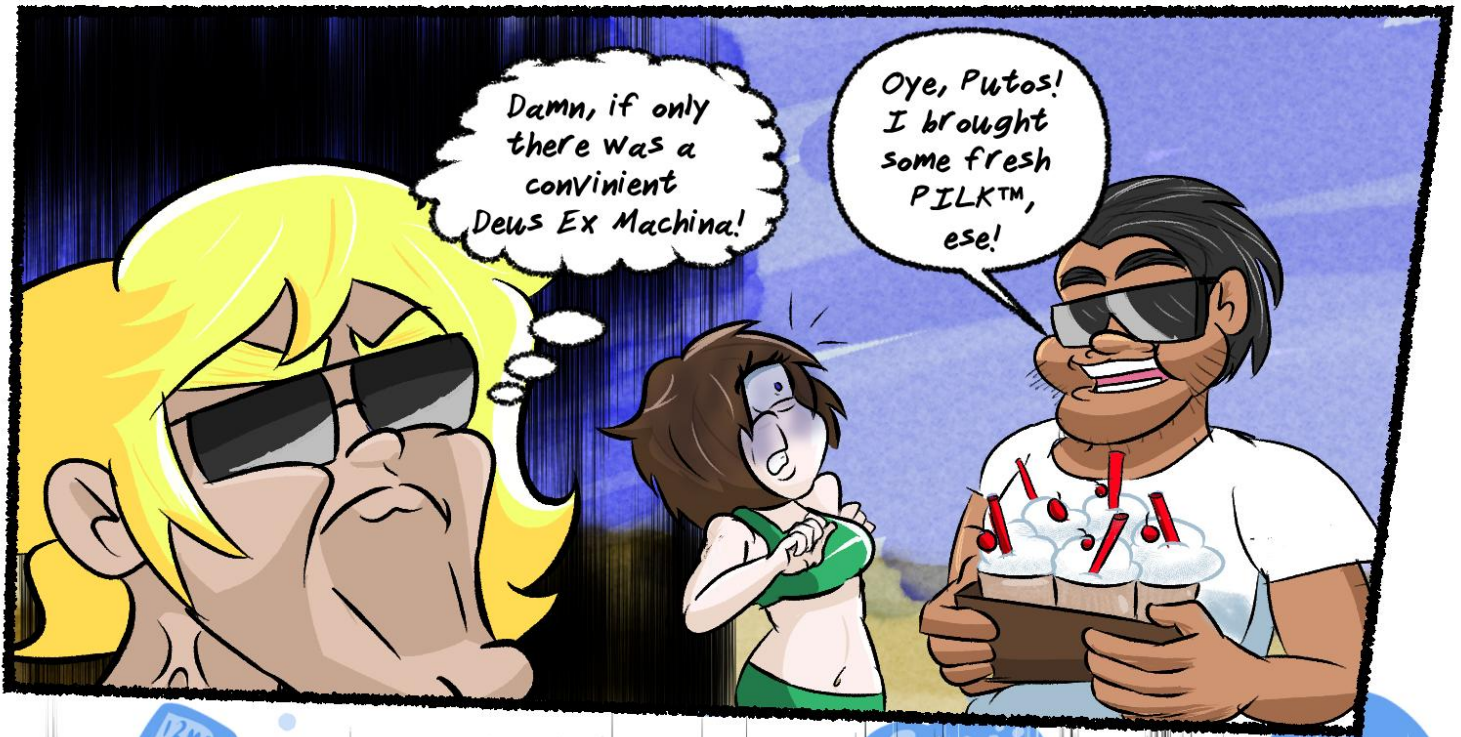
RAD DUDE



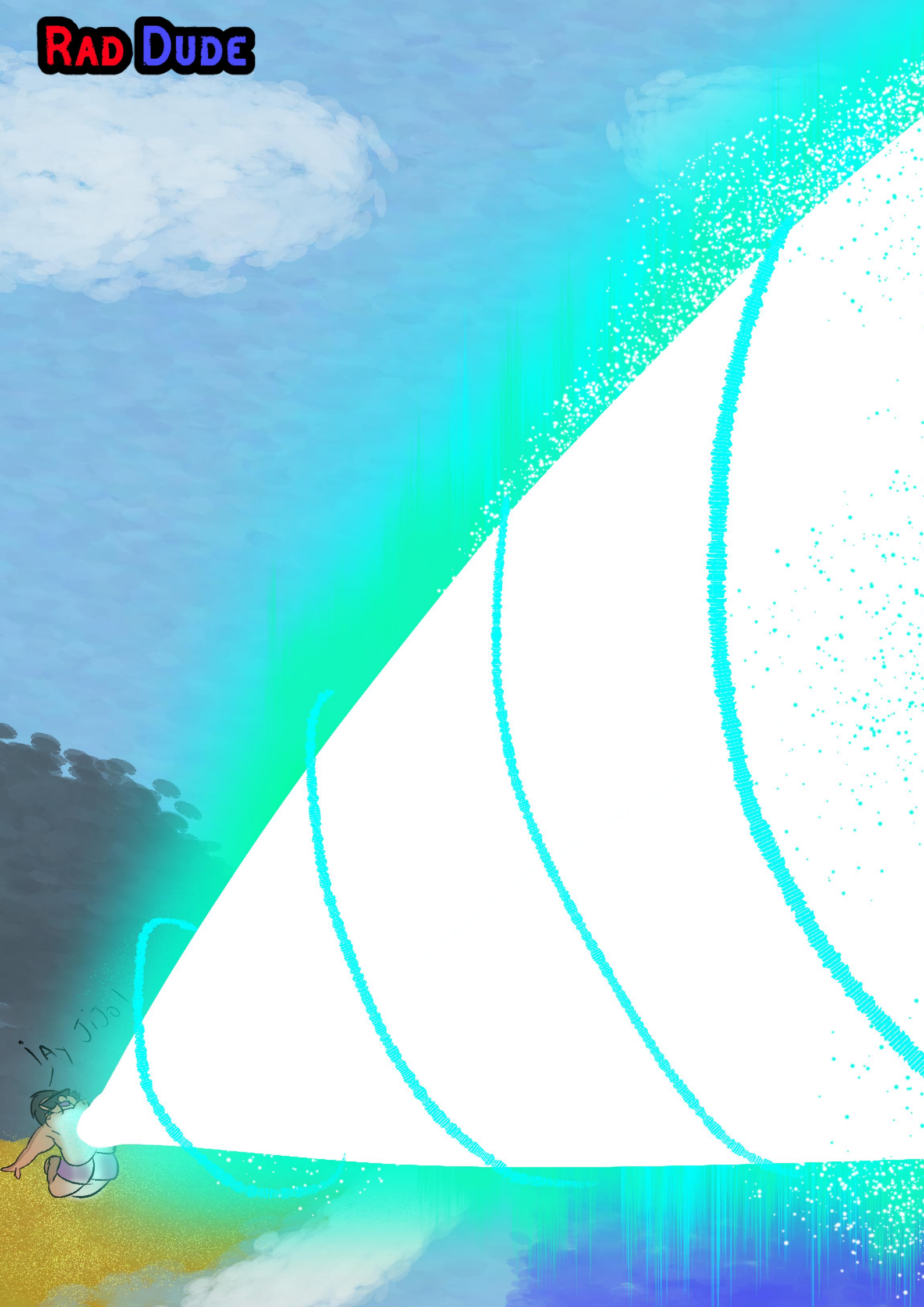
RAD DUDE



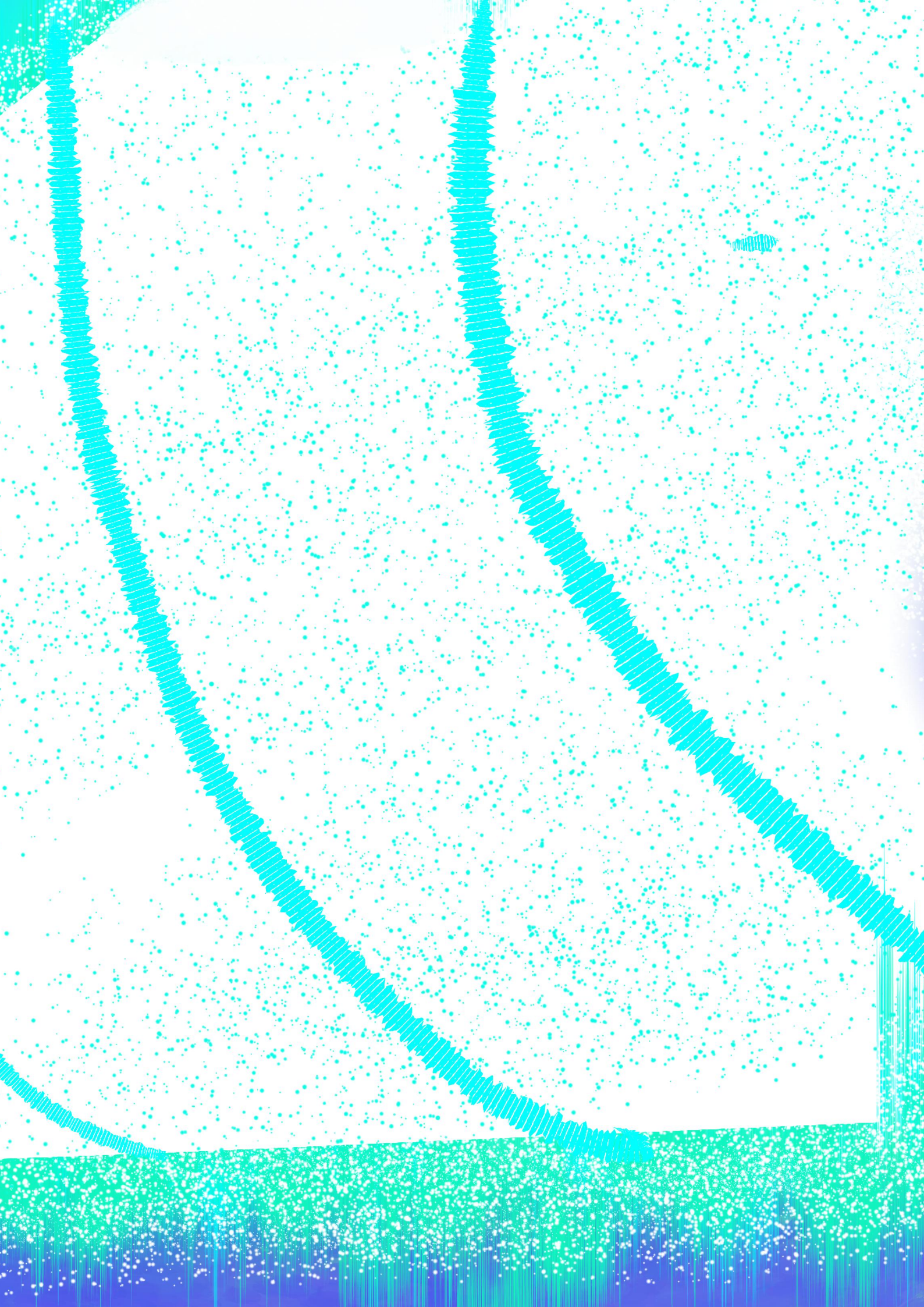
RAD DUDE



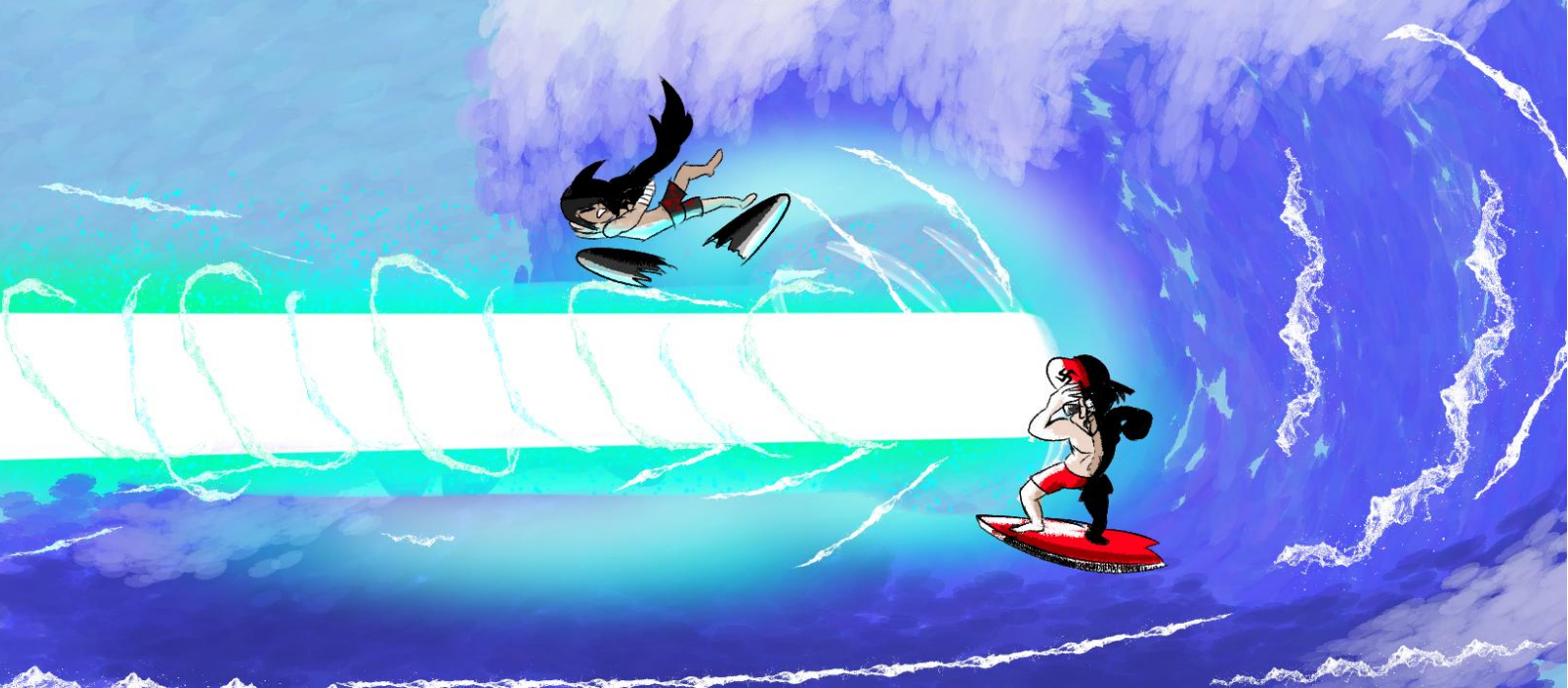
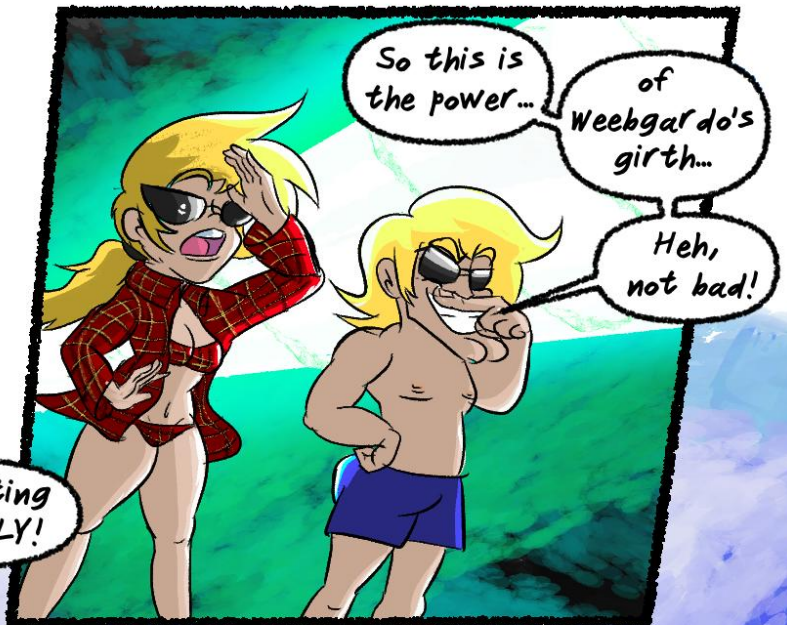
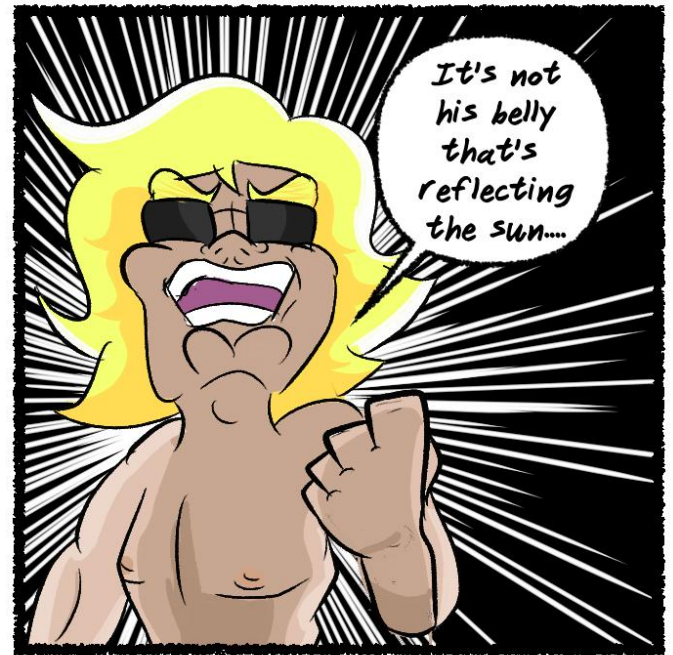
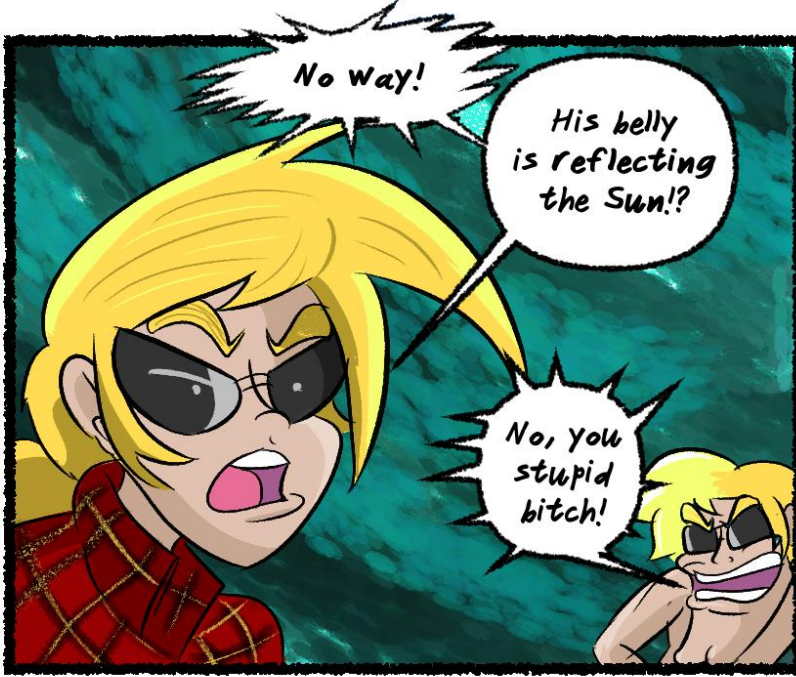
RAD DUDE



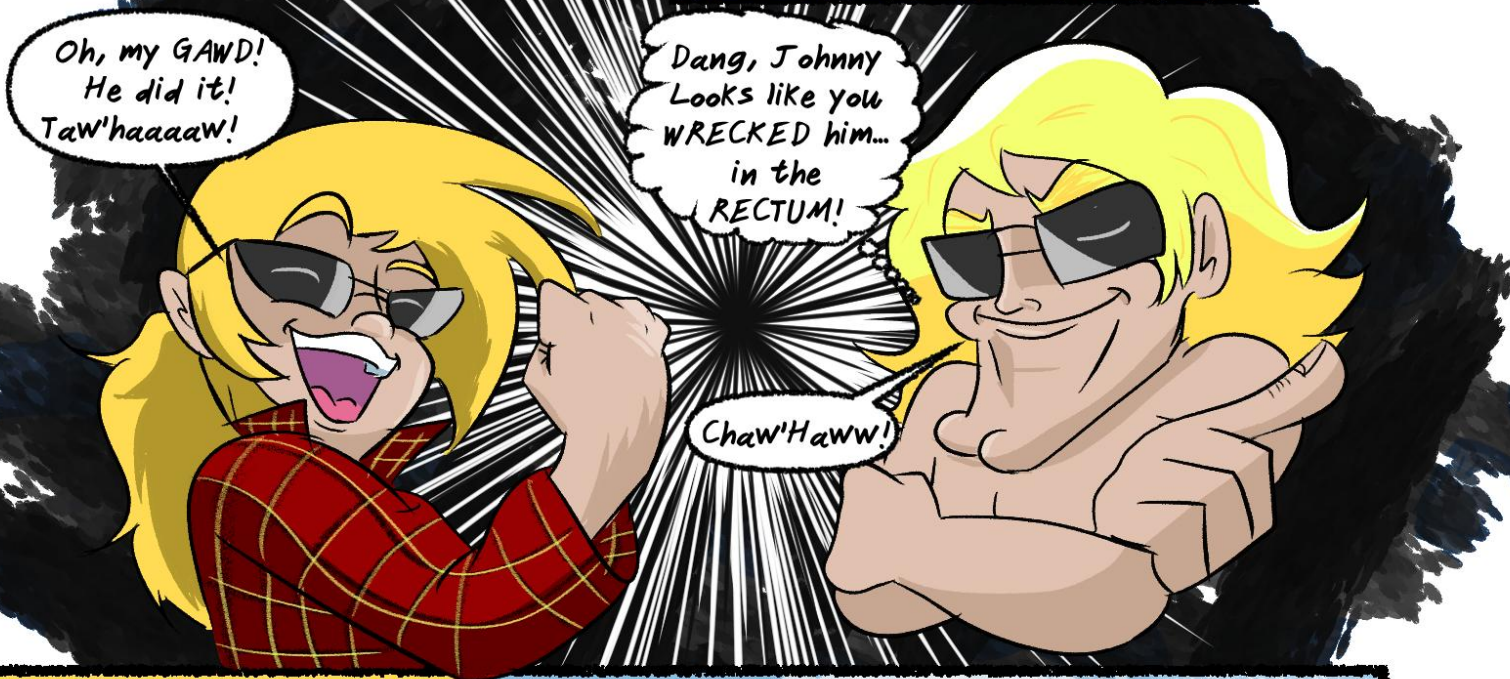
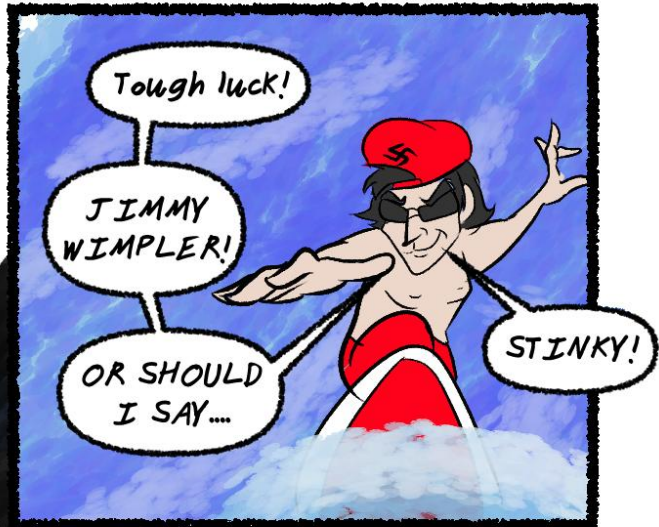
¡AY JIJÓ!



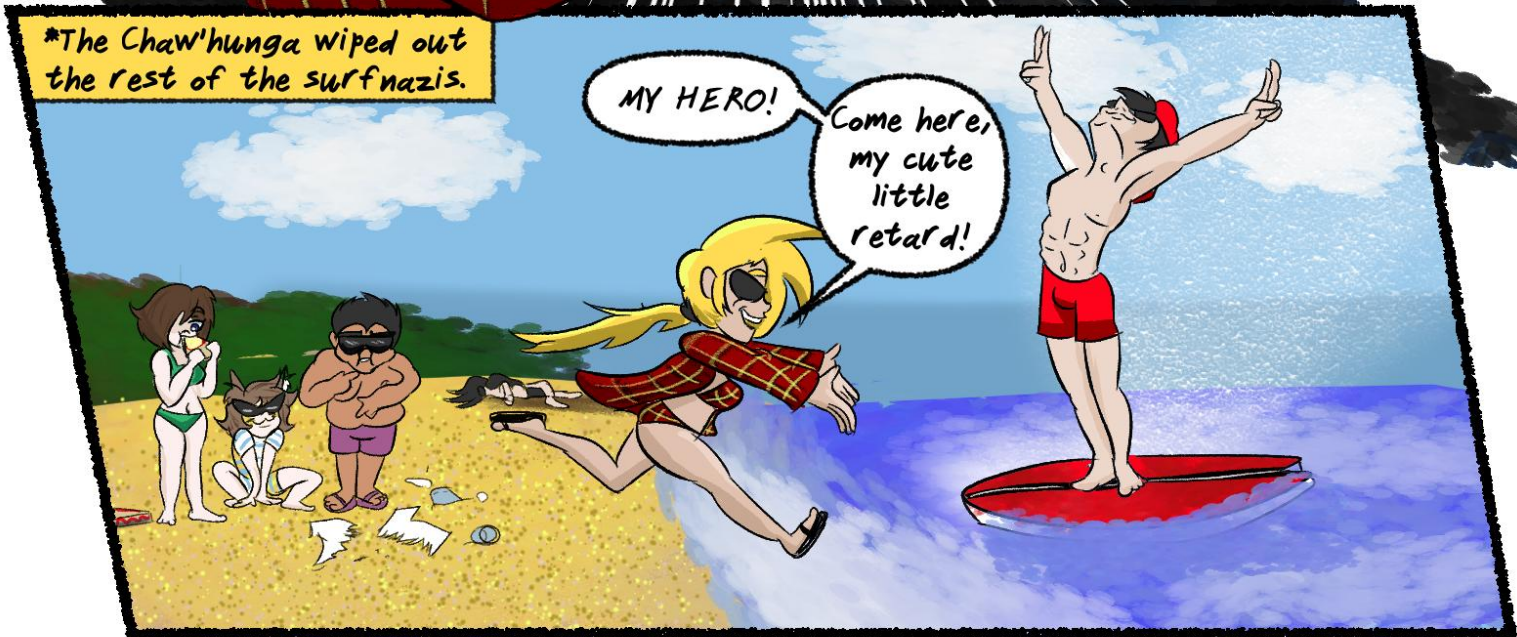
RAD DUDE



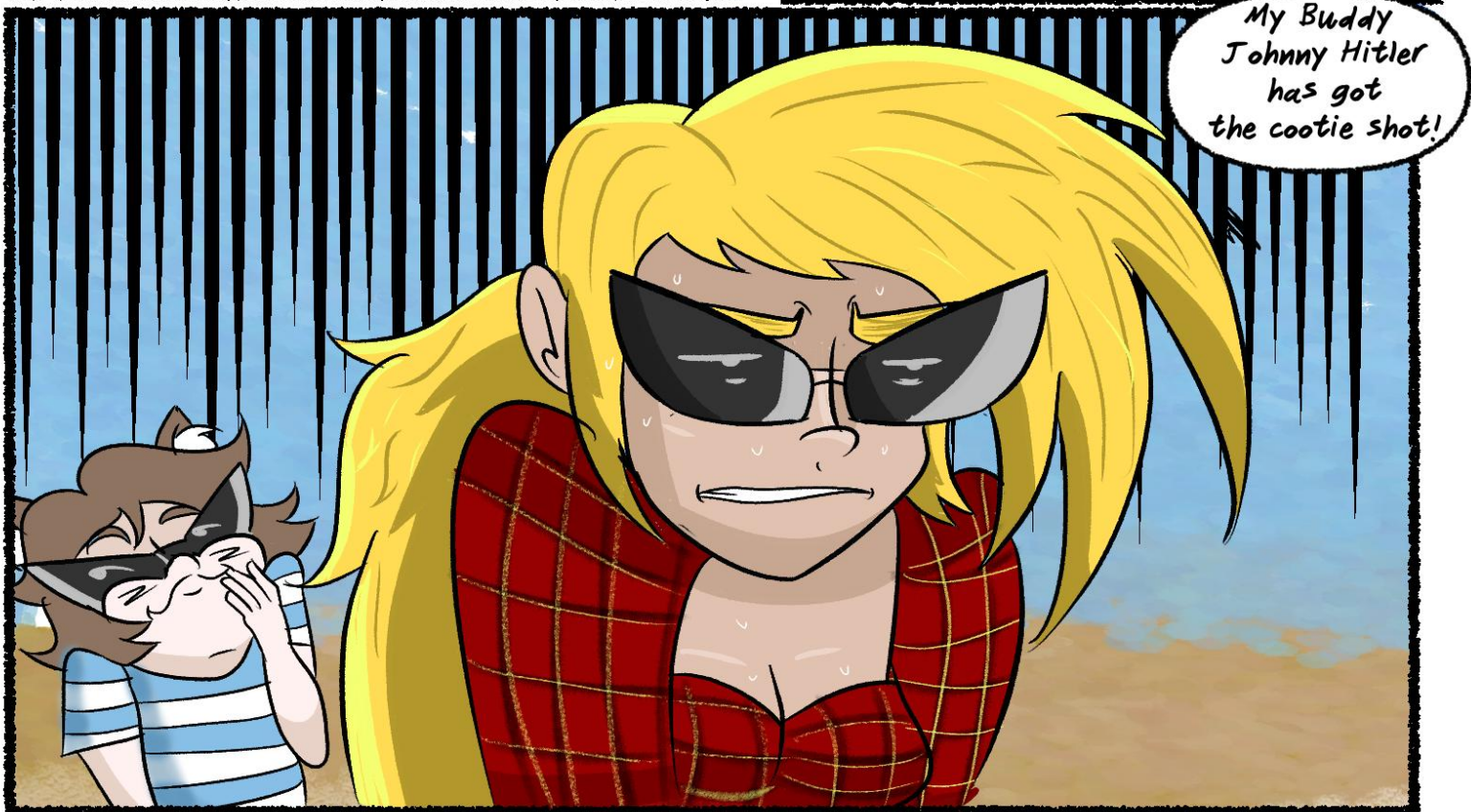
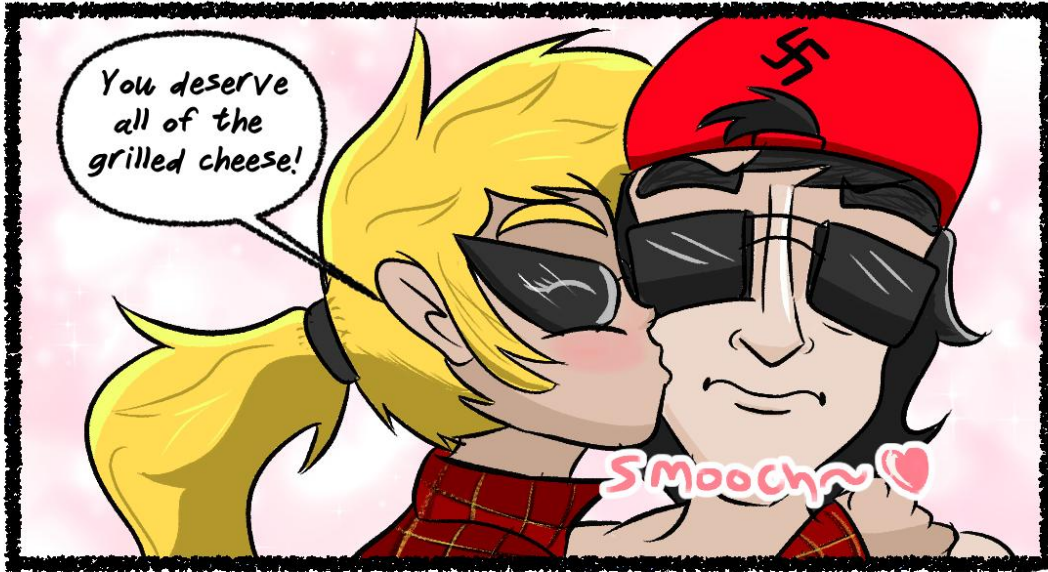
RAD DUDE



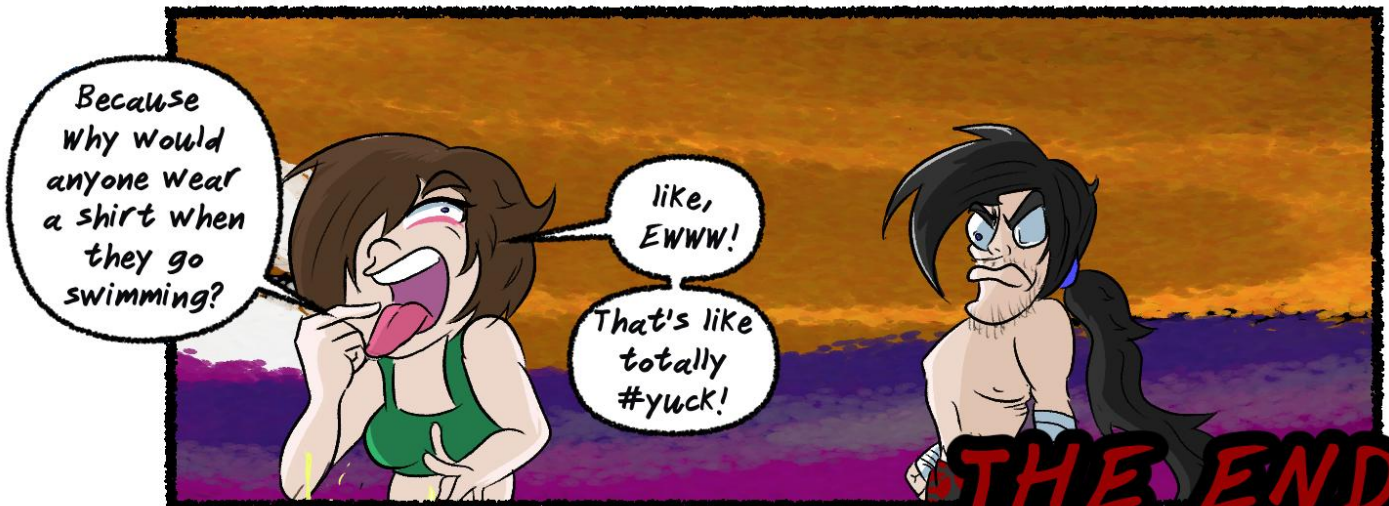
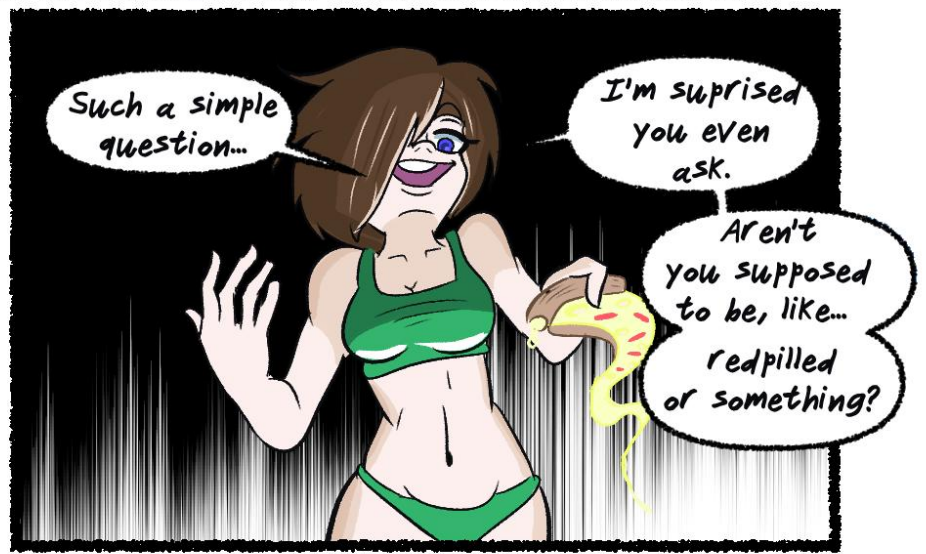
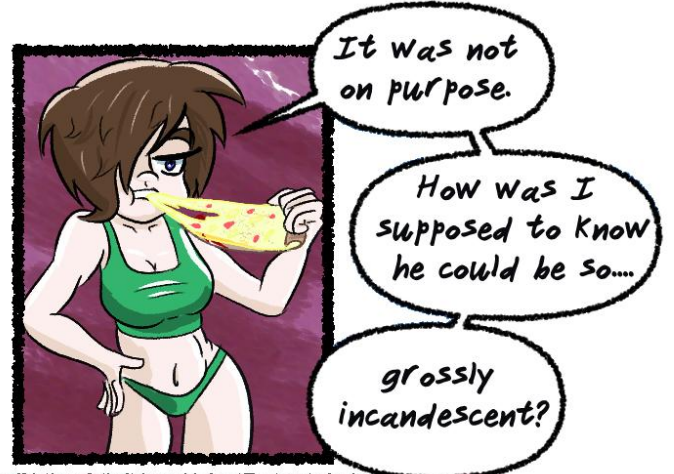
*The Chaw'hunga wiped out the rest of the surfnazis.



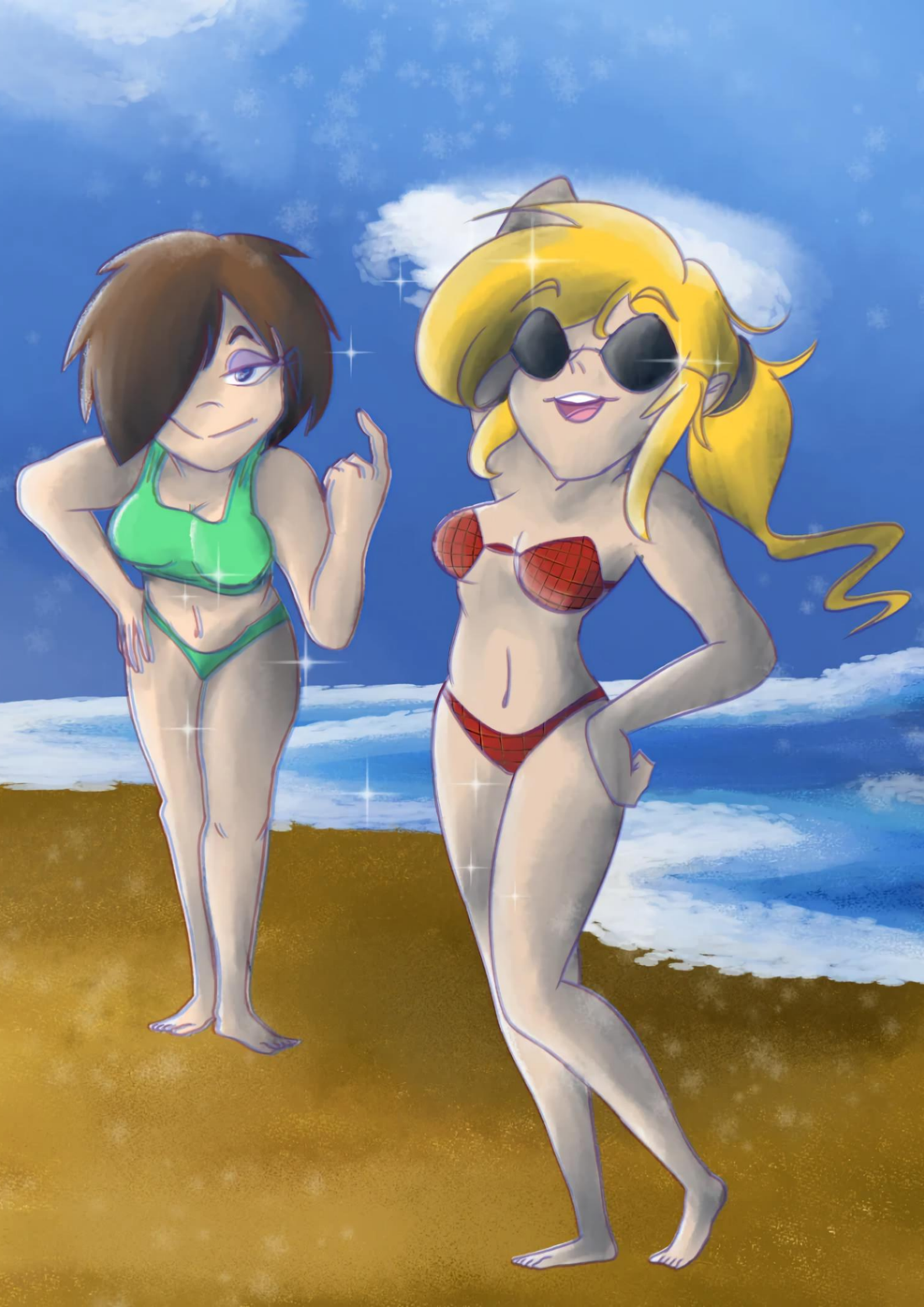
RAD DUDE



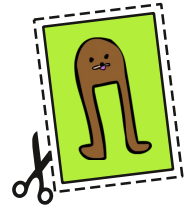
RAD DUDE



THE END!



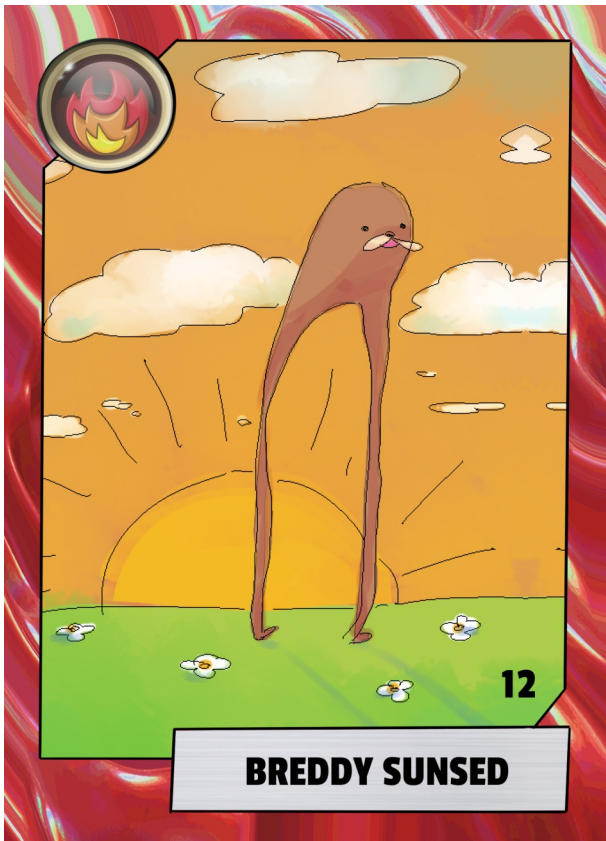
Gondola Cards!



FLOADING GONDOLA



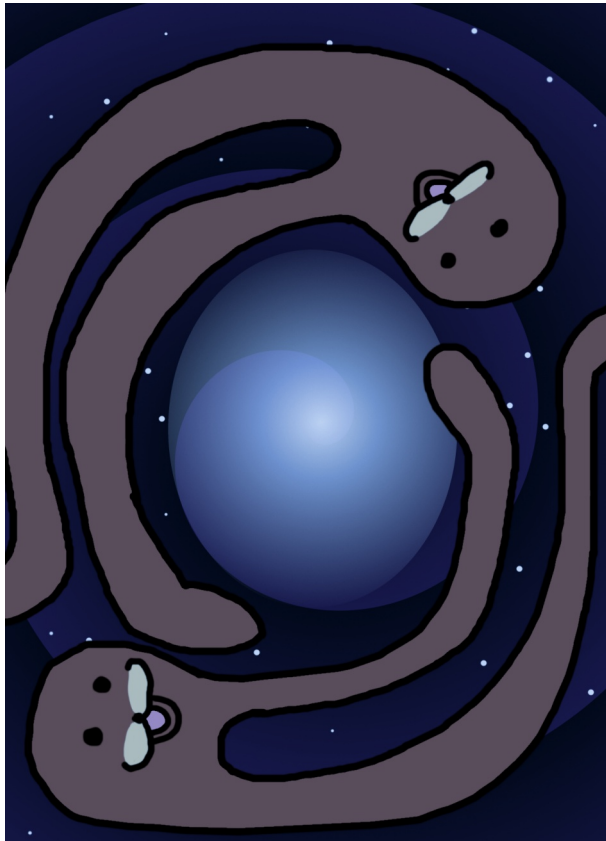
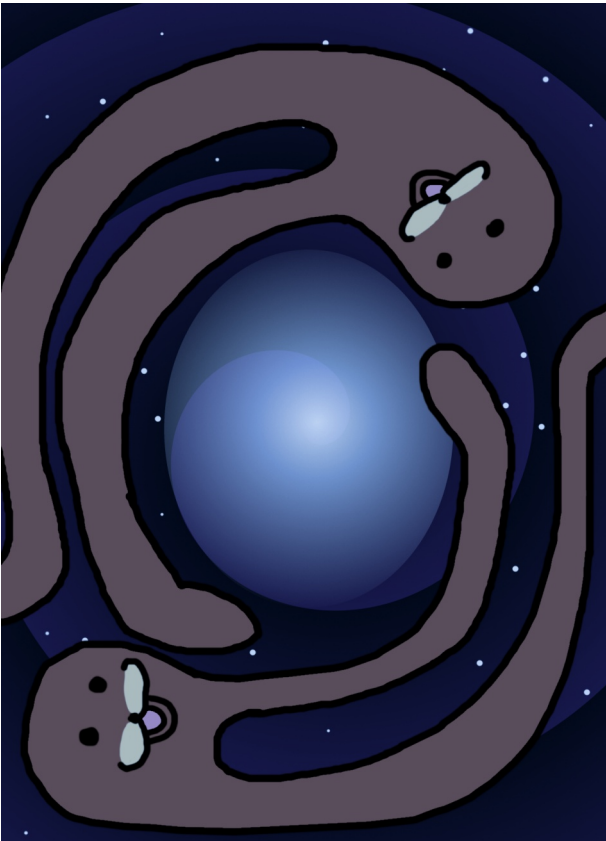
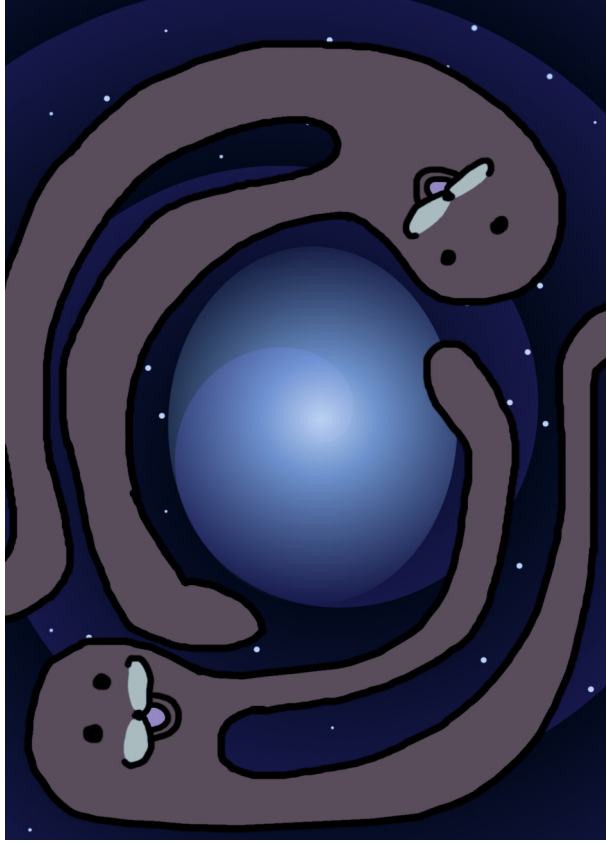
CARDBOARD GONDOLA



BREDDY SUNSED



IN THE WOODS



THE DEFINITIVE COLLECTION OF THE MOST INFLUENTIAL RAPPER OF ALL TIME!

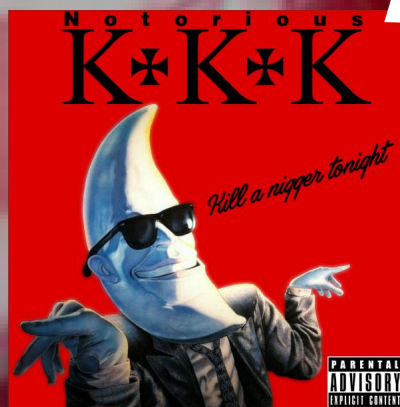
MOONMAN GREATEST HITS KKKOMPLETE KKKOLLECTION

"10 out of 10"
"The only single rapper
worth listening to"
-Dr. David Duke

"Artist of the century
without a doubt"
-Ben Garrison

★★★★★
"UNMISSABLE!"
-THE DAILY STORMER

**OUT
NOW!**



INCLUDING SMASH HITS LIKE:

"NOTORIOUS KKK"

"IN DA KLAN"

"BLACK LIVES DON'T MATTER"

"GRAND WIZARD MAN"

"BRING THE NOOSE"

"FRESH KILLER OF BEL AIR"

"BOYZ IN WHITE HOODS"

"RIGHT WING DEATH SQUADS"

"I DON'T WANNA MISS A SHOT"

"HANG 'EM ALL FROM TREES"

...AND MANY MORE!!!



AVAILABLE ON CD, VINYL, MUSIC CASSETTE, BETAMAX, AND UMD.
OR ALTERNATIVELY, DOWNLOAD FOR FREE ON ARCHIVE.ORG

