



# THE VIDEO GAME GENERATIONS NEWSLETTER

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## Issue #29 – November 22, 2025

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From *Destroy All Humans: Big Willy Unleashed*

### Loading Screen

Much like my recent feature on video game food, this week's topic could easily fill a book. I'm writing about funny moments in video games – comedic scenes, one-liners, and humorous surprises that help make games a bit more fun.

I've curated a short list of games, to avoid spiraling into an endless article that really *would* fill a book.



The *Recent Events* section this week has been replaced by my thoughts about the 2025 Game Awards nominations. I also have a few games to include in *Collection Inspection* and mini-reviews.

# Game Awards 2025 Nominees

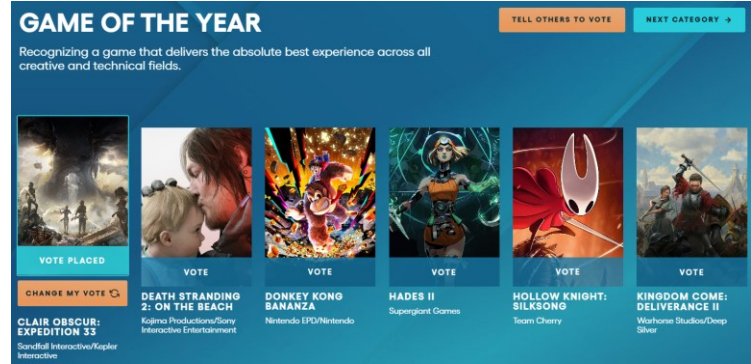
If I could wave a magic wand and make one change to [The Game Awards](#), it would be to push back the event to late January or early February so that nominations encompass an exact calendar year. Some might argue that it's just as easy to forget a game released in January as it is a game released in late November or December, but I feel like the problem isn't so much remembering the early releases as it is just remembering that a game *from the prior year* is actually eligible.

This year, *Metroid Prime 4: Beyond* will be in that boat (assuming that it's good enough to be nominated to begin with; we don't know). Next year, the delayed *Grand Theft Auto 6* will be after the cut-off, if this year's schedule is any indication.

Last year, *Indiana Jones and the Great Circle* missed the cut-off. It was remembered in a couple of categories, at least. Some would argue that it would never have been GOTY anyway, but it's certainly (or at least probably) in my own Top 6 games that fit the date range.

When I get around to my own personal 2025 favorites as a feature, though, I don't need to adhere to The Game Awards schedule. I *do*, however, need to play several more of this year's games – *Silent Hill f*, *Cronos: The New Dawn*, *Little Nightmares III* (although my son says he didn't really like it), *The Alters*, *Call of Duty: Black Ops 7*, *The Outer Worlds 2*, *Doom: The Dark Ages*, *Avowed*, *Keeper*, *Kingdom Come Deliverance II*, *Citizen Sleeper 2*, *Ninja Gaiden 4*, *Lost Records: Bloom & Rage*, *Wuchang: Fallen Feathers*, *Ghost of Yōtei*, and *Dispatch* all come to mind.

Looking at a list like that, with some of them even longer than *Borderlands 4*, which I've been playing for 2 months, is overwhelming.



At the rate I'm going, and even if I focus just on that list of 2025 backlog games, it could be several more months before I can put together my own list. By then, I'll be way behind on all the new games from 2026.

Anyway, enough about all that. Here are the recently announced nominees in a few of the categories that interest me.

## Game of the Year

*Clair Obscur: Expedition 33*, *Death Stranding 2: On the Beach*, *Donkey Kong Bananza*, *Hades II*, *Hollow Knight: Silksong*, *Kingdom Come Deliverance II*

## Best Narrative

*Clair Obscur: Expedition 33*, *Death Stranding 2: On the Beach*, *Ghost of Yōtei*, *Kingdom Come Deliverance II*, *Silent Hill f*

## Best Action / Adventure

*Death Stranding 2: On the Beach*, *Ghost of Yōtei*, *Hollow Knight: Silksong*, *Indiana Jones and the Great Circle*, *Split Fiction*

## Best Score and Music

Christopher Larkin (*Hollow Knight: Silksong*), Darren Korb (*Hades II*), Lorien Testard (*Clair Obscur: Expedition 33*), Toma Otowa (*Ghost of Yōtei*), Woodkid and Ludvig Forssell (*Death Stranding 2: On the Beach*)

## Best Performance

Ben Starr (*Clair Obscur: Expedition 33*), Charlie Cox (*Clair Obscur: Expedition 33*), Erika Ishii (*Ghost of Yōtei*), Jennifer English (*Clair Obscur: Expedition 33*), Konatsu Kato (*Silent Hill f*), Troy Baker (*Indiana Jones and the Great Circle*)

My personal pick in almost every category where it's nominated is *Expedition 33* (except best performance, which I'd vote Troy Baker). I was listening to the soundtrack last night, and it brought me right back to the game. It may deserve a spot on my all-time favorites list.

# Punchlines and Pixels

Two problems occurred to me *after* I decided to make *comedy* the focus of this week's issue. First, some specific funny moments in specific games might be considered spoilers.

**Second**, and perhaps the bigger problem, is that many of the examples that come to mind were hilarious to me because I was in the right frame of mind and had already gotten to know the characters involved. Just taking those same jokes or situations out of context and explaining them won't have the same effect.

**Actually**, that's a third problem. Comedy tends to fall flat when you have to explain it.

**I'm** committed, though. Anyway, it's too late in the week to start over on a brand-new topic, so I'll do my best to keep this interesting.

**I just** thought of a fourth problem. Except for the most serious of games, something funny usually makes it into most of them. It might be a single scene, or a single funny unexpected line of dialogue. Several examples come to mind. The more I think about it, the more I realize I'm going to overlook way too many great examples and kick myself for it later.

**Maybe** this wasn't the best idea.

**Wait**, there's a fifth problem. Like so many other things, comedy can be subjective. What might be hilarious to one person is stupid and juvenile to another. Sometimes it relies on the recipient being aware of certain topics (pop culture, sports, movies), else it doesn't even make sense to them.

**Okay**, time for a different approach. I'm just going to write a little about a few games where something made me laugh; or at least chuckle a bit, and why. Where possible, I'll link to a YouTube video. Actually, I guess that was my plan all along, so there's no problem after all.

In most common desktop PDF viewers, you can right-click or use CTRL + CLICK on links to open them in a separate tab. On mobile devices, a long press will sometimes provide that option. These are YouTube links, though, which may inherently open in the YouTube app if you're using a mobile device where it's installed.

## The Hundred Line: Last Defense Academy

This is the first of two games on this list that released this year with specific sections that were so funny, I laughed out loud for minutes at a time while playing. That usually doesn't happen, even when I find something funny.

**It's** an excellent game from the creatives behind the *Danganronpa* series (which might appear later on this list). It's part strategy game and part visual novel, with a story that takes place over multiple overlapping 100-day periods called "routes". Each "route" is given a name, and usually focuses on some specific genre – mystery, horror, teen romance, and so forth – yet all featuring the same characters as they prepare for a final battle on the final day.



**One** of the earliest routes I found myself on (and this basically happens at branching decision points in the story) was a "comedy" route. This route itself has at least two distinct branches, and both are as hilarious as they are absurd and fourth wall breaking.

**The** first branch I went down had the main character, Takumi, contract some kind of weird affliction called Super Smartass Syndrome, in which making any wisecrack remark has a 3% chance of making him spontaneously explode. This affliction also causes Clown Energy to build up in others.

In essence, it makes everybody around him do ridiculous things, which in turn makes it more likely he'll slip and make a smartass remark about it. Trust me, it's way funnier in-game.



The second major branch of the comedy route has each student gain a fish head, one by one, over the course of several days. I don't recall if there's any explanation for why. At one point, after plenty of confusion and panic, they realize they can just take them off, but they collectively decide not to. It's just wild and absurd, and it had me rolling too.



If you have a Nintendo Switch, I would highly recommend picking up this game. My mini-review can be found on [page 15 of issue #7](#).

## Like a Dragon: Pirate Yakuza in Hawaii

The other game from this year that not only had me in tears (from laughing) but also inspired this feature is the latest in the *Like a Dragon* series (formerly *Yakuza*).

These games manage to balance very mature, serious storylines with wacky side quests and silly situations. Whether it's a mini-game that riffs on Pokémon Snap (except you're taking pictures of muscular "sicko" exhibitionists), or Pokémon itself (except you capture and train costumed people), or a wacky mini-game where you ride a bicycle and deliver food in some sort of Crazy Taxi mode, comedy is built into the DNA of the series.

In one funny side quest, a compliance officer decides to test pirate captain Goro Majima aboard his own ship. Here's a scene from that:

<https://www.youtube.com/watch?v=s2koiPyQnZg>

Perhaps the funniest thing I've ever seen in any game, though, involves the ship's cook. I didn't realize he was modeled after a real guy until I reached a point where his dream of dating a "Minato Girl" was brought to life in a series of *Bachelor*-like live-action clips.

I don't think I've ever laughed that much from a video game. It might lack something out of context, but it hit me perfectly. Somebody put together a video with each of those scenes:

<https://www.youtube.com/watch?v=P5wNp1vmpSU>



If you have half an hour, check out the video.

It's ridiculous, over-the-top, a bit cringy, and I couldn't stop laughing. My mini-review can be found on [page 17 of VGGN issue #26](#).

## Assassin's Creed II

It isn't a series known for comedy, but like a lot of people, I was amused by the nod to *Super Mario Bros.* early in AC2 when Ezio meets his uncle.

<https://www.youtube.com/watch?v=RJcPc6OQ384>



## Persona 4

I mentioned this particular scene recently, when writing about video game food back in [issue #26](#). The funniest part to me is their physical reaction to eating the curry. Here's a YouTube video with that scene and several others involving questionable food from various iterations of *Persona 4*:

<https://www.youtube.com/watch?v=i-hmy2LNT1w>



That first scene is expanded a bit in *Persona 4: The Animation*:

<https://www.youtube.com/watch?v=XezqecUSpRs>

This “mystery food X” is a running joke in the game and in other versions/iterations of it.

## Portal (series)

*Portal* is built as much on humor as it is the clever mechanics that spawned a genre of first-person physics puzzle games. The non-stop berating from GLaDOS and the total ineptitude of Wheatley in *Portal 2* stand out, but it's the section narrated by recordings of Aperture Science founder Cave Johnson (voiced by J.K. Simmons) that really stand out.

It's made even funnier by the dry, matter-of-fact line delivery. The bit about the preying mantis DNA tests is a particular favorite:

[https://www.youtube.com/watch?v=0k1\\_aKPIdnU](https://www.youtube.com/watch?v=0k1_aKPIdnU)



“Those of you who volunteered to be injected with preying mantis DNA, I've got some good news and some bad news. Bad news is, we're postponing those tests indefinitely. Good news is, we've got a much better test for you: fighting an army of mantis men. Pick up a rifle and follow the yellow line. You'll know when the test starts.”

Somebody was even able to extract all the lines from Cave Johnson, stitched together into a single 41-minute video. It includes additional dialogue from something called “community chambers” which I didn't know existed. It must be something on PC only.

<https://www.youtube.com/watch?v=RJnIpCu1JBM>

The dialogue from blue-eyed AI core Wheatley (voiced by Stephen Merchant) is a constant source of amusement as well:

[https://www.youtube.com/watch?v=afHt\\_1sVQ14](https://www.youtube.com/watch?v=afHt_1sVQ14)

## Shadow Warrior (series)

I loved the first two games in the rebooted *Shadow Warrior* series but ended up getting side-tracked after only a few minutes into the third game. I need to get back to it someday.

The series protagonist is a swordsman and martial arts expert named Lo Wang. I think the creators named him that just so they could make lots of penis jokes. Mixed in with that are some funny bits like the Wang Cave (as if he's Batman) and comical lines like these, from *Shadow Warrior 2*:

<https://www.youtube.com/watch?v=yqn1FCJX-lc>



## Deadpool

I played this game on Xbox 360 way before the Ryan Reynolds movies, making Nolan North's split personality version of the Merc with a Mouth the definitive version in my mind.

I found a video of funny moments, although it's a lot more NSFW and crude and a lot less nuanced than I remember:

<https://www.youtube.com/watch?v=Sz1dYRCn9hk>



## South Park (Ubisoft series)

Speaking of crude and NSFW, both Ubisoft *South Park* RPGs (*The Stick of Truth* and *The Fractured but Whole*) are filled to the brim with gross-out humor, off-color jokes, and scenes that sometimes mix shocking and uncomfortable situations with comedy in a way that makes it hard to know whether to laugh or cringe; just like the show, I suppose.

Here's a YouTube video with several of those scenes from *The Stick of Truth*:

<https://www.youtube.com/watch?v=D7FCzBwG0TA>



## The Witcher 3: Wild Hunt

Of several funny moments in *The Witcher* series, the one I remember most is when Geralt of Rivia and fellow witchers Eskel and Lambert get sloshed and decide to drunk-dial the lodge of sorceresses to invite them over while dressed up in Yennifer's clothes.

<https://www.youtube.com/watch?v=i6p7snSRFAo>



## Destroy All Humans (series)

Early on in the first game (set in the 1950s), alien clone Crypto (doing his best Jack Nicholson impression) and his supervisor Pox decide that cows are the dominant life form on Earth.

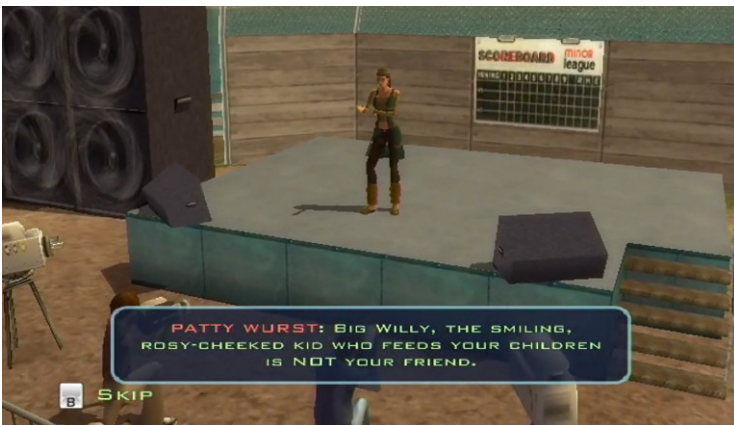
<https://www.youtube.com/watch?v=AyYvnoE80ZU>



In the second game (set in the 1960s), there's a bit too much focus on comedy at the expense of racial stereotypes, but it has some truly funny parts too.

In the third game (a Wii-exclusive, set in the 1970s), Crypto pilots a huge robotic burger chain mascot called Big Willy, giving the writers much the same freedom found in *Shadow Warrior* to make far too many double entendres. Some of it is pretty funny, though.

<https://www.youtube.com/watch?v=qdqMgvMyYsA>



In the fourth and final game (set in the 1980s), I mostly just remember a bit involving a knock-off Sonny and Cher. The series seemed to be losing steam by then.

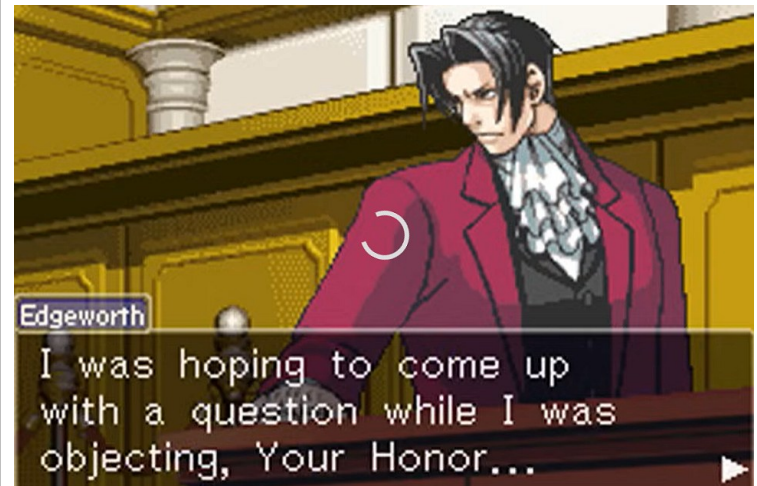
## Phoenix Wright: Ace Attorney (series)

One might think that a series about courtroom murder trials would be dry and boring, yet every case in every *Ace Attorney* game is filled with absurd and comedic moments. Whether it's defendants and suspects with puns for names or the ridiculous situations that come to light during a cross-examination, it's hard *not* to laugh at the dialogue and funny parts in these games.

Although you play as defense attorney *Phoenix Wright* in the original trilogy (and others in later games), the normally calm and calculating prosecutor *Miles Edgeworth* isn't immune to the flow of a trial going off the rails.

Here's Edgeworth introducing players to the concept of redirecting witness testimony, which is probably taken from the first game:

<https://www.youtube.com/watch?v=oqOHJoOQisM>



Even funnier is this collection of scenes where witnesses are reluctant to give their names:

<https://www.youtube.com/watch?v=6sl1kMKqUCg>



## God of War: Ragnarok

Atreus provides one of the only humorous bits of dialogue in the game (or maybe the whole series) by commenting about his dad Kratos's fascination with finding loot chests:

<https://www.youtube.com/watch?v=lfkVlIZ595Y>



## Day of the Tentacle (and DOTT Remastered)

Tim Schafer worked on several point-and-click adventures during his time at LucasArts (aka LucasFilm Games), before founding Double Fine to continue writing funny scenes and dialogue for games like *Brütal Legend* and *Psychonauts*. One of his earliest games (following *Monkey Island 2*) was *Day of the Tentacle*, the 1993 sequel to *Maniac Mansion*.

Everything about the game is hilarious, from the comical, skewed perspectives and proportions of buildings and props, to the cast of wacky characters (including the three playable protagonists, Bernard, Laverne, and Hoagie), to the ridiculous situations that drive the game's many puzzles.

Here's a four-minute segment of gameplay where a time-traveling Hoagie convinces George Washington to chop down a faux cherry tree so that it won't exist in the future:

<https://www.youtube.com/watch?v=hsrtuD00Pi4>



## Monkey Island (series)

Speaking of games where Tim Schafer served as a writer (or co-writer), the first two *Monkey Island* games can't be left out of a list like this.

I played them for the first time less than three years ago, although not the originals. I played the remastered *Special Editions* on Xbox. At the time, I don't think I appreciated the humor as much as I should have, but this set of clips from *Monkey Island 2* does a good job at showing the silly situations would-be pirate Guybrush Threepwood gets caught up in:

<https://www.youtube.com/watch?v=F7qKiVjCfuM>



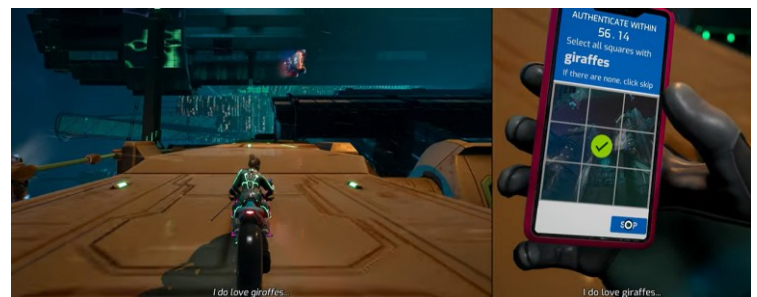
My mini-reviews of both games can be found in VGGN issue #7 on [page 16](#) and [page 17](#).

## Split Fiction

Like other co-op Hazelight games, the story in *Split Fiction* runs the gamut from dramatic and serious to wacky and comedic.

Few scenes demonstrate that more than this one, where one player has to focus on driving a speeding motorcycle through a series of obstacles without crashing, while the other has to remotely disarm a bomb by wading through a series of ridiculous but all too familiar validation checks on a mobile phone.

<https://www.youtube.com/watch?v=Ku6MstLYA3E>



## Duke Nukem Forever

This probably should have been back there with the other crude and NSFW games. It's debatable whether or not Duke's one-liners and the various absurd and gross situations are actually *funny*, but it wasn't the humor that made me a fan of the game. I genuinely liked the way it played and the way it was structured. It went through a long, troubled development history with Gearbox being the ones to finally wrap it up.

<https://www.youtube.com/watch?v=1FizzZZ4q4M>



The one thing I did get a good chuckle from, though, was one of the many loading screen messages providing tips for the game. I don't remember the exact phrasing, but it was like:

**"To avoid dying, take less damage."**

## Borderlands (series)

Speaking of Gearbox, their signature series is *Borderlands*. The humor is hit or miss and skews toward the low-brow variety, but there are also plenty of good jokes and gags throughout the series. Also, Claptrap doesn't annoy me the way he does with some people.



I can't think of any single stand-out moment in the series. There's something comedic at every turn. I did like the Penn & Teller cameo in *Borderlands 3* (portrayed as Pain & Terror), and it seems an odd choice until you realize that Gearbox studio head Randy Pitchford (the guy people love to hate) is a big fan of magic and the performing of illusions himself.

I found a video from IGN that details the top 12 most outrageous moments in the series. There are quite a few funny bits shown here:

<https://www.youtube.com/watch?v=FRkKqeNRayk>

This pre-dates the latest entry, *Borderlands 4*. After two months, I finally finished it. I liked it a lot, and there are plenty of funny moments that don't immediately come to mind right now. Most of it comes from the side quests.

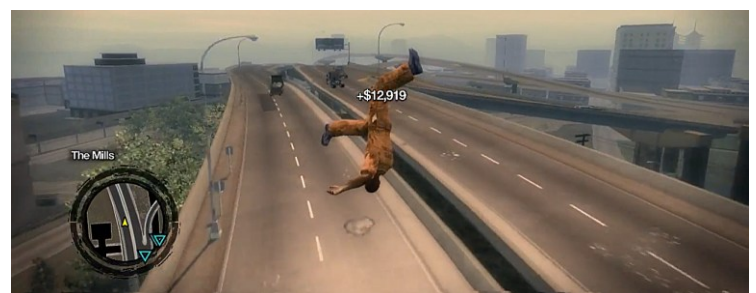
## Saints Row (series)

On par with the kind of humor in *Borderlands* is the humor in the *Saints Row* games. In some ways, though, it might be even less sophisticated in *Saints Row*.

Dialogue from the talk radio shows comes to mind. There's a whole side quest in the 2022 reboot where you role-play a live-action team battle (LARP) that's completely goofy. There's a scene or two in the first game where "The Playa" (your main character, a silent protagonist) decides to say something unexpectedly.

What stands out to me most, though, is the absurd physical comedy of the *Insurance Fraud* mini-game, which employs ragdoll physics as you throw yourself into traffic and bounce around between cars to rack up a painful high score.

<https://www.youtube.com/watch?v=vnMcCh8nWts>



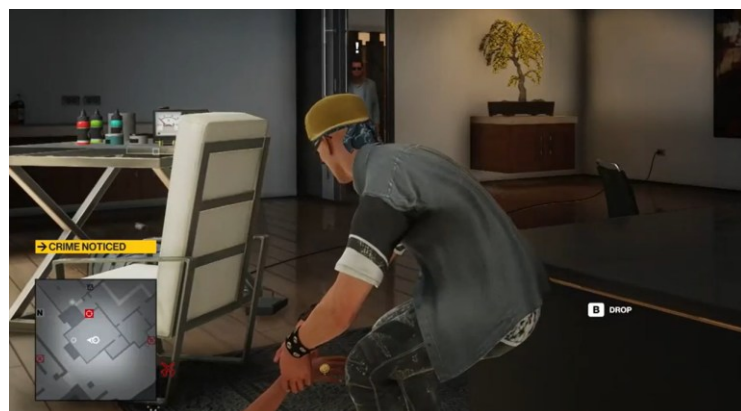
## Hitman (series)

The funny moments in the *Hitman* series usually come from Agent 47's dry line delivery, some of the silly disguises he can wear, and the ridiculous alternate ways to eliminate certain targets.

Some of the funniest lines, though, come from guards and other NPCs when they spot Agent 47 sneaking around in places where he shouldn't be, or when they catch him in the middle of a kill. Some of what they're saying isn't necessarily funny on the surface, but in the context of what you're doing in the game, it's pretty hilarious.

Here are some of the best parts of *Hitman III*:

[https://www.youtube.com/watch?v=I9-Wo1\\_76ec&t=9s](https://www.youtube.com/watch?v=I9-Wo1_76ec&t=9s)



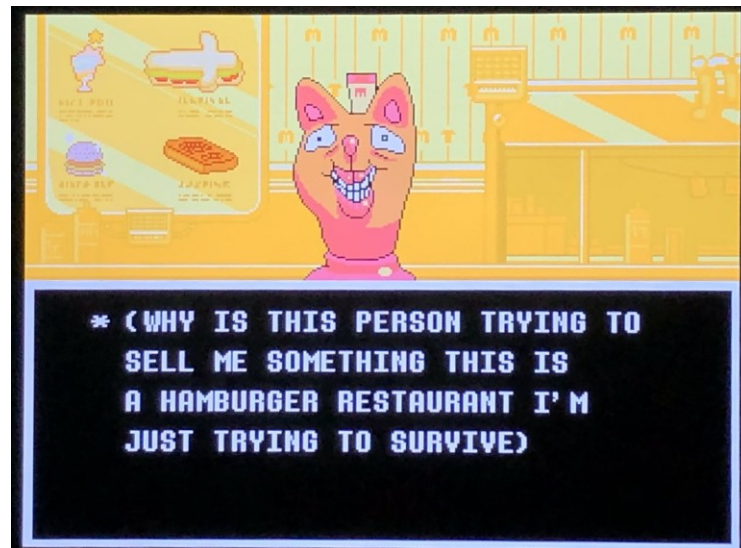
Another humorous bit is when Agent 47 sits down for a Rorschach inkblot test. Despite his unhinged responses that provide a dark look into the mind of contract killer, they offer him the job, saying he'll fit right in.

[https://www.youtube.com/watch?v=HPKFmJL\\_L2w&t=1153s](https://www.youtube.com/watch?v=HPKFmJL_L2w&t=1153s)



## Undertale

Although the game as a whole didn't resonate with me like it did for some, I did find it funny that it presents you with the option to sell unwanted items to this goofy cat person only to find out that you can't.



## High On Life

Before a variety of charges against Justin Roiland for sexual misconduct and domestic violence came to light, the creator and voice of *Rick & Morty* worked on this wacky sci-fi first-person shooter with his Squanch Games development studio.

Much of it is NSFW gross-out humor. If you can't stomach that, or you're not a fan of the way he voiced those characters in the animated series with his stammering, uncertain line delivery, you probably wouldn't enjoy *High on Life*. It's basically the same.

<https://www.youtube.com/watch?v=wqiDrEq0DZw>



Maybe it says something about me, but I found this game hilarious.

## Psychonauts (series)

Both games in the *Psychonauts* series from Double Fine are pretty funny. Technically there's a VR game too, but I don't own any VR equipment and never played it.

In typical Double Fine fashion, comedy comes as much from the art style and various wacky situations as the clever writing and witty dialogue. Here's a collection of funny scenes from *Psychonauts 2* that I found:

<https://www.youtube.com/watch?v=begLb3A7qiA>

There's an extended bit starting at the 10:42 mark where Raz walks in while Sam is busy mixing pancake batter and emotionally terrorizing poor forest creatures.



## Danganronpa (series)

Here's an almost one-hour video of unhinged (and sometimes funny) moments from the *Danganronpa* series. It's mostly dark comedy, as you'd expect from a series where a dozen or so students are trapped together and forced to take part in a killing game.

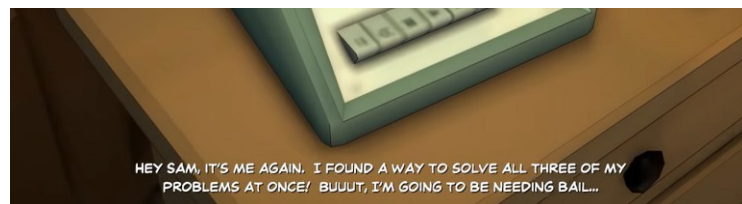
<https://www.youtube.com/watch?v=hoGFf0ZbNkQ>



## Sam & Max (series)

TellTale didn't create the *Sam & Max* series, but their trilogy of episodic adventure games brought the freelance detective duo back from the proverbial grave, for a time. There are enough funny scenes in the first game alone (*Sam & Max Save the World*) that somebody managed to stitch together a video of it that's nearly an hour and a half long:

<https://www.youtube.com/watch?v=LXHdH1U2CAw>



Skimming through this makes me want to play the two sequels (*Sam & Max: Beyond Time and Space*, and *Sam & Max: The Devil's Playhouse*) which I never got around to.

## The Stanley Parable

Walking sims (first person narrative games) usually avoid comedy; at least the ones I can think of, with more mature, sadly depressing, or thought-provoking storylines.

In *The Stanley Parable*, what starts out to seem like a genuine mystery adventure quickly becomes comedy gold when the narrator keeps commenting on everything you do, which is mostly mundane things like entering rooms and standing around.

<https://www.youtube.com/watch?v=I-pmnuU3DdY>



The whole game is an epic multi-part joke that frequently breaks the fourth wall.

# Collection Inspection – Some Funny Stuff

As I pick out a small number of games from my almost 8,000-game physical collection for this feature each week, it's easy to forget that I'm kind of sitting on a small fortune here.

When it does occur to me, I start fantasizing about retiring early and offloading the entire collection, piece by piece to get top dollar, and simply making a career of that for a while.

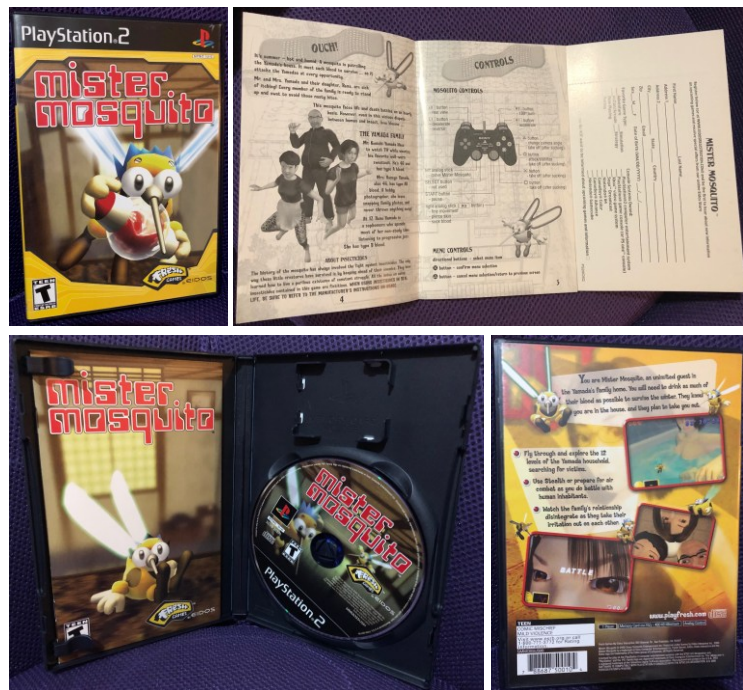
Enough fantasizing about quitting my job, though. This week, I've picked a few games that I haven't played yet, and possibly never will, although my Analogue 3D console (their version of the N64) has shipped or is shipping to me soon, and I might revisit *Conker's Bad Fur Day* when it gets here. I guess I could just play it in the *Rare Replay* collection.

These are games I *think* are probably funny and would fit this week's theme, but since I haven't played them yet, I can't say for sure.

## Mister Mosquito

**Platform:** PlayStation 2 / **Edition:** Standard

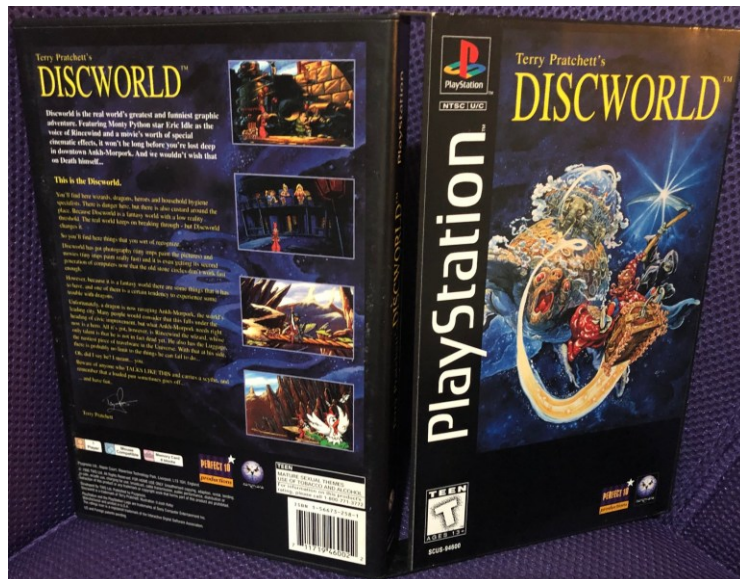
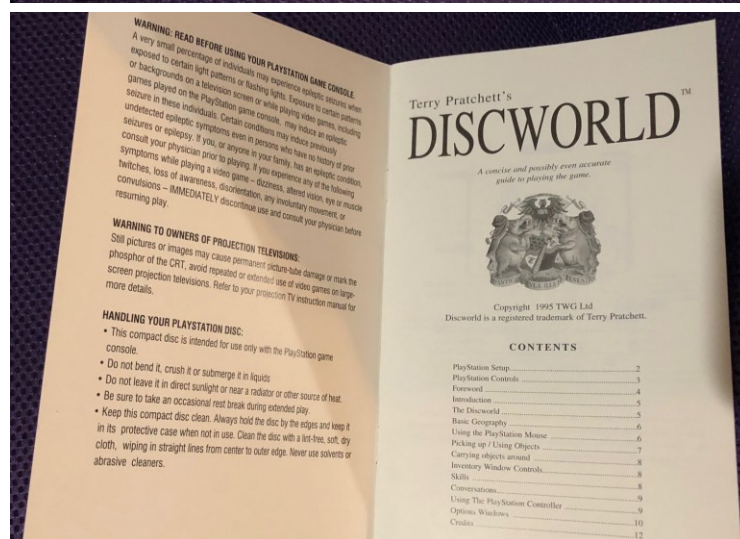
**Comments:** The absurd premise of *Mister Mosquito* is that you play as a mosquito on a mission to drink the blood of the Yamada family, who in turn are on a mission to squish the life out of you. Sounds fun!



## Terry Pratchett's Discworld

**Platform:** PlayStation 1 / **Edition:** Longbox

**Comments:** The problem with adventure games on PS1 is the slow CD loading times. It looks fun though.



## Conker's Bad Fur Day

**Platform:** Nintendo 64 / **Edition:** Standard

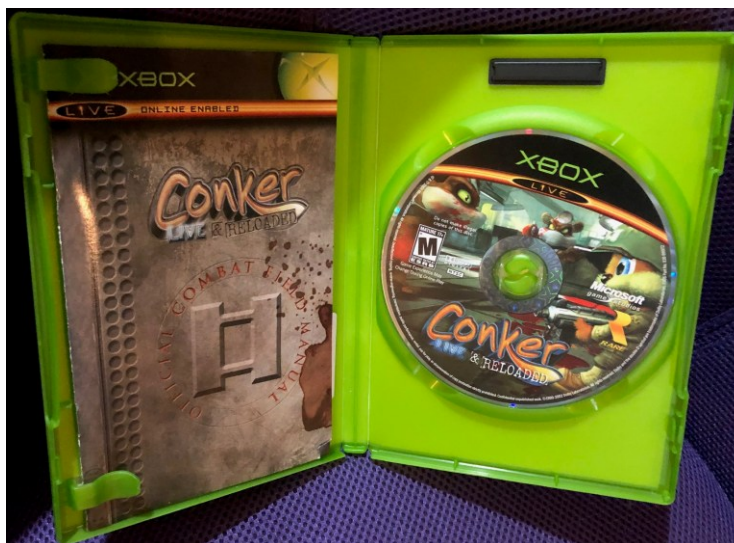
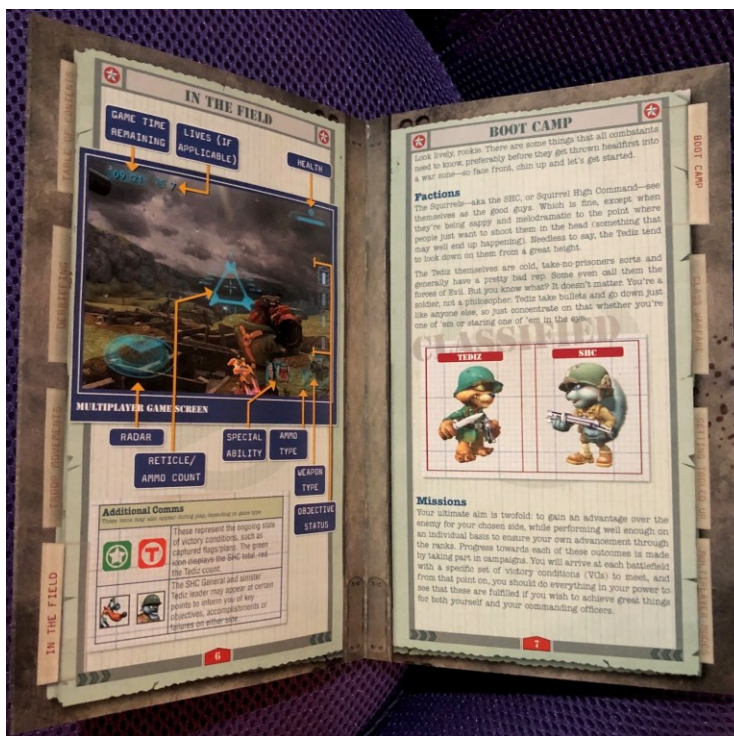
**Comments:** I don't know how I managed to never play *Conker's Bad Fur Day*. I might have played a little of it, but I either got sidetracked with other things, or I gave up on it for some reason. It made waves upon release for its foul-mouthed squirrel protagonist and gameplay that was decidedly not for kids. In addition to its "M" for "Mature" ESRB rating, there's even a line on the front of the manual making sure everybody knows it's not intended for people under 17. It came out the same year I turned 30, which was after I met my wife (now ex-wife), but before we got married and had our three wonderful kiddos. This probably looked pretty hilarious to me at the time.



## Conker - Live and Reloaded

**Platform:** Original Xbox / **Edition:** Standard

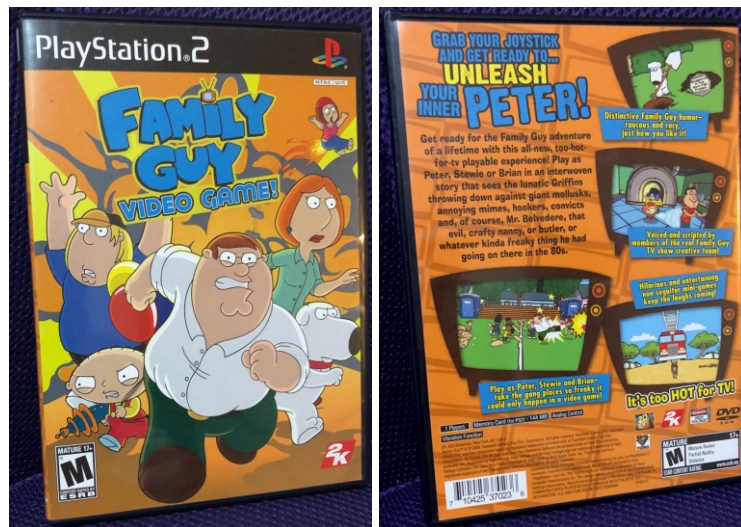
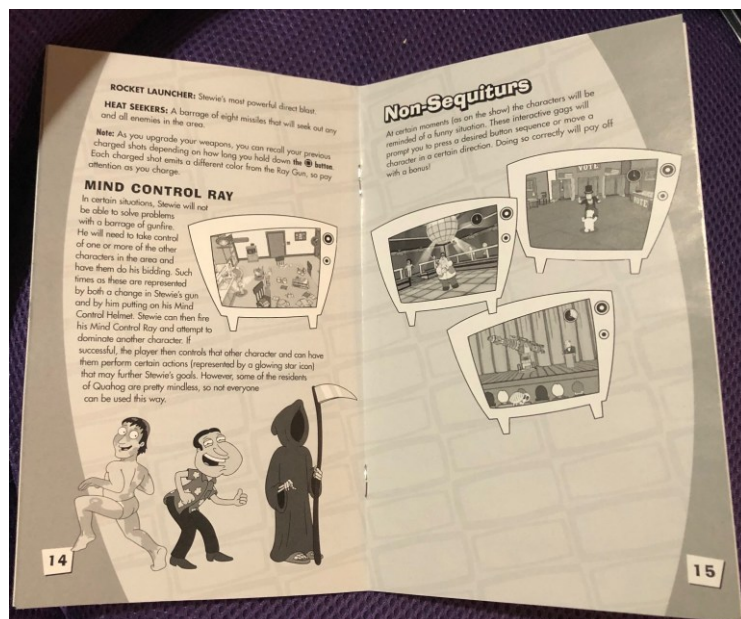
**Comments:** Rare remade *Conker* (and apparently censored some of it) shortly after being acquired by Microsoft. I ended up not playing this version either.



## Family Guy Video Game

**Platform:** PlayStation 2 / **Edition:** Standard

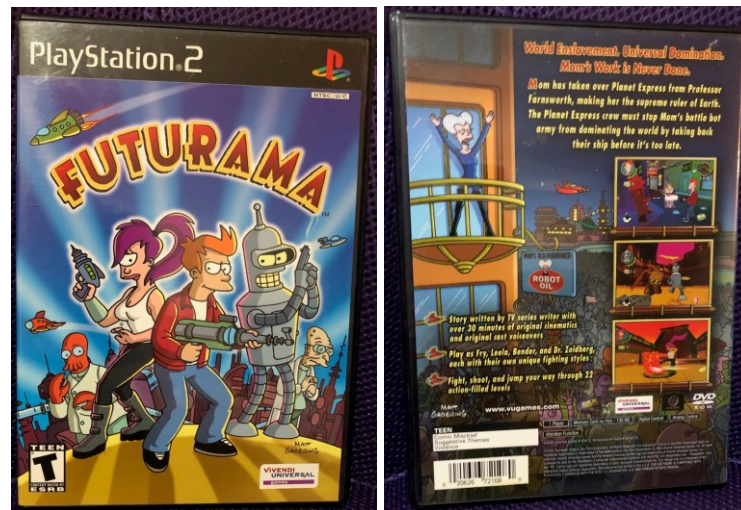
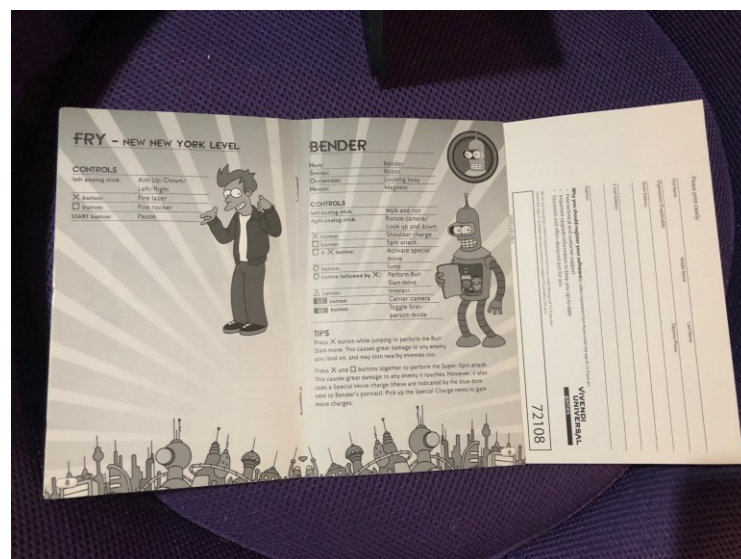
**Comments:** The word “hilarious” is used on the back of the box, but I’ll have to take their word for it since I never got around to play the Family Guy game either. The Metacritic score on this game is 50 out of 100.



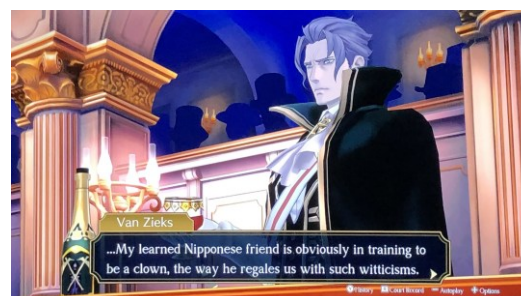
## Futurama

**Platform:** PlayStation 2 / **Edition:** Standard

**Comments:** The final game for this week’s show and tell is a PlayStation game based on the *Futurama* animated series. I have the original Xbox version as well, although the manual for that one shows quite a bit of wear, whereas my PS2 copy is in great condition. Was this the golden age of movie and TV tie-ins?



# Mini-Rev: Great Ace Attorney Adventures



It's the first half of the two-game *Ace Attorney Chronicles*, set over a hundred years before the *Phoenix Wright* games. It's hard to match the excellence of the original trilogy (especially with new characters) and this one doesn't quite do it, but even so, any *Ace Attorney* is still *Great*.

You get the eccentric Herlock Sholmes, court cases with twists and turns, wacky witnesses that react to your statements by falling over as if physically assaulted, the sounds and flashes that accompany text, a bit of crime scene investigation, evidence to inspect and present, and all that.

New to this game are multi-witness cross-examinations and a 6-person jury of more zany characters. The back half is stronger and more interesting, but it's still a must-play for series fans.

Now, on to Part 2!

Played on console: Switch.  
Originally posted: 10/23/2021.

# Mini-Review: Shadow Warrior 2



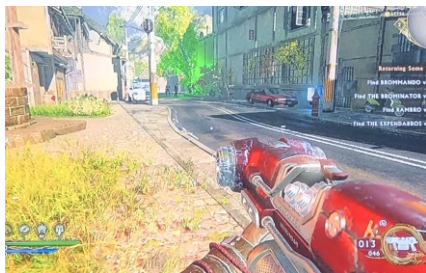
Fast, frantic FPS combat like *Doom 2016*.

Low-risk checkpointing like *Borderlands 2*.

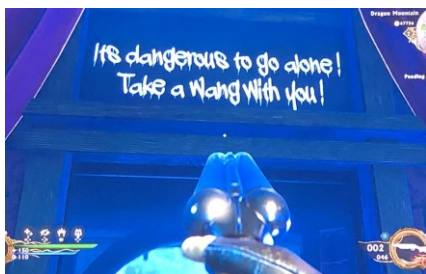
It trades the level-based structure of first game for mission-based gameplay that re-uses a few large areas. It's a fun game with upgrades, weapon variety, collectibles, and skills.



It does get repetitive. There isn't much to do but constantly fight in those few big arenas and listen to trash-talking, wise-cracking hero Lo Wang's phallic jokes, but the combat is very fun.



Multiple ways to upgrade weapons and Wang make you more and more powerful. I liked it.



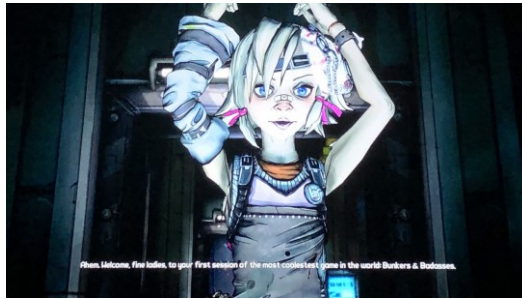
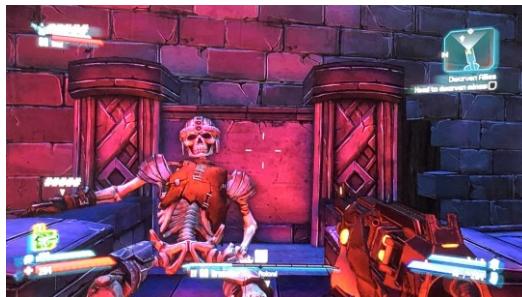
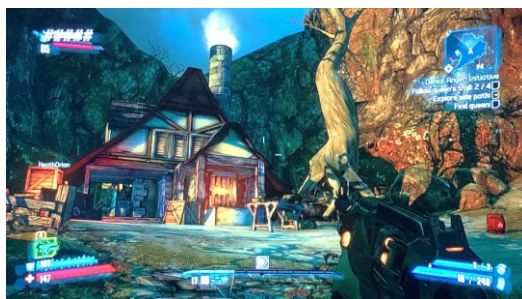
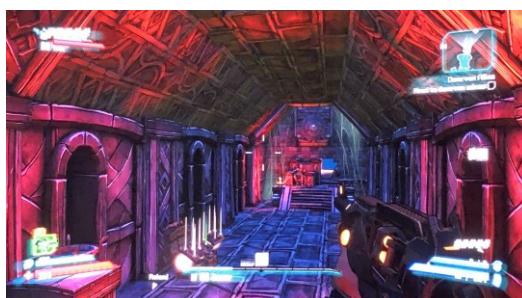
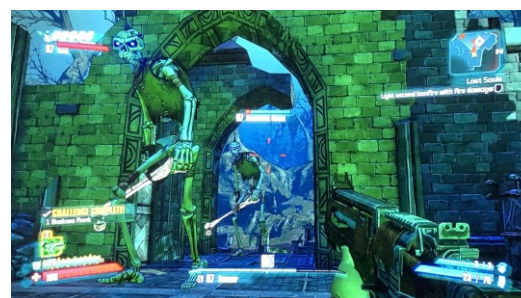
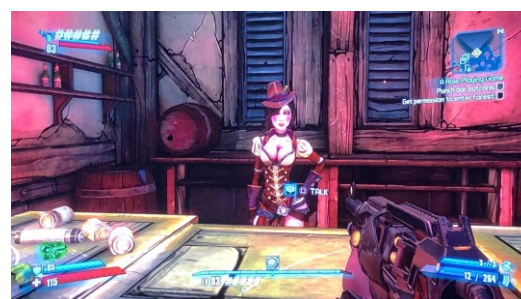
There's a story, too, but it's about what you'd expect: Demons, end of the world, etc. I was a big fan of the first game (well, the previous game), and while this seems less inspired, it's still something fun to enjoy while waiting for *Doom Eternal*.

Played on console: PS4.

Originally posted: 07/12/2019.



# Mini-Review: Tiny Tina's Dragon Keep



**Full title:** *Tiny Tina's Assault on Dragon Keep: A Wonderlands One-shot Adventure*

My son was convinced that if we stuck to the critical path and skipped most side quests, we could start and finish this *Borderlands 2* DLC-turned-stand-alone game in a single afternoon; and he was right!

I've played and mostly loved every game in the series, but always as a solo adventure.

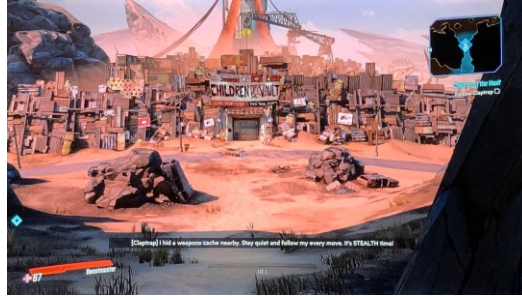
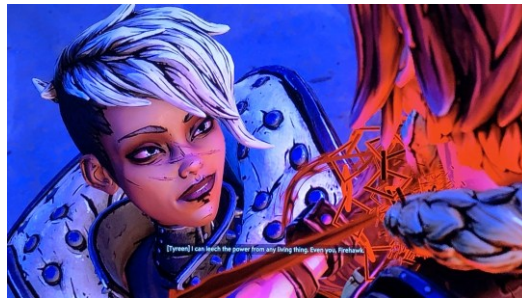
Online co-op (up to 4 players, looks like) works really well, but does detract a bit from the pure immersion of going it alone.

This is exactly the systems and gameplay of *Borderlands*, but in a fantasy-world skin as envisioned by Tiny Tina's take on a D&D-style RPG.

Despite the shorter campaign, there's plenty more content left in *Dragon Keep*. This stand-alone release was almost certainly meant as an appetizer for the recently released *Tiny Tina's Wonderlands*, and as such, it worked on us.

PS4 game played on PS5.  
Originally posted: 05/15/2022.

# Mini-Review: Borderlands 3



This wasn't high on my priority list, despite liking every entry in the series, because it's "just more of the same."

Thing is, it perfects what *Borderlands* is in surprising ways and it's incredibly fun. It's super violent and super crude, but super fun.

Side characters are many and memorable. Side quests, too – some of the best content comes from side quests, each its own story, funny and surprising and great, even though shooting and looting are still the goals.

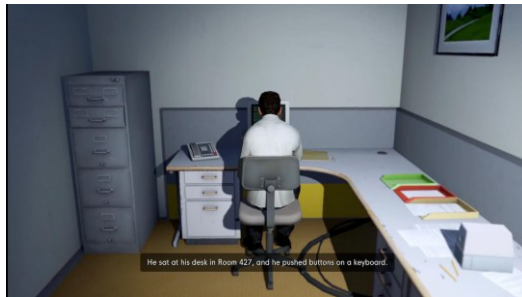
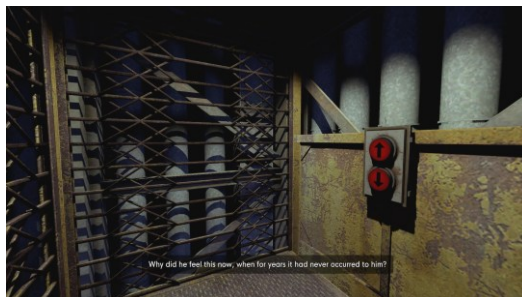
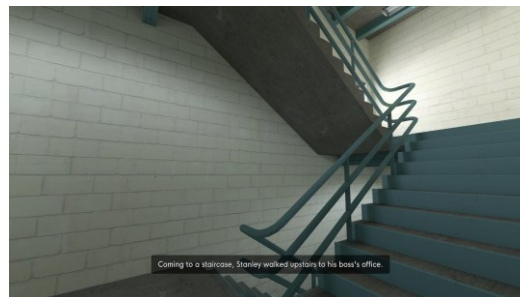
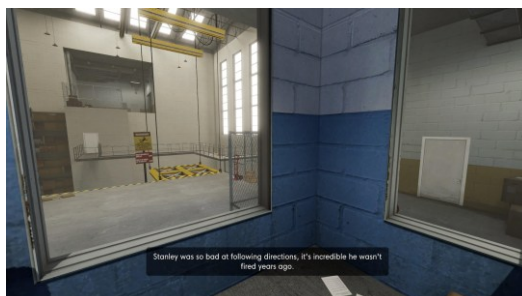
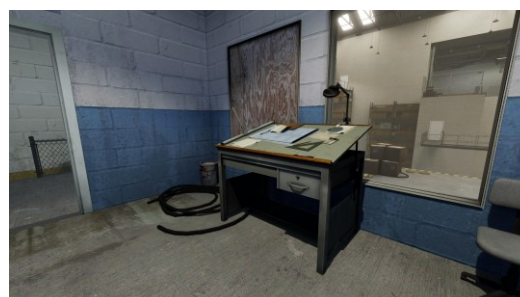
The main story is also epic and interesting, adding to the series lore. I started off lukewarm on *BL3* but found myself totally hooked after just a few hours.

Different planets to visit add a lot to the variety; way more beyond Pandora's deserts now.

Great characters, quests, skill variety, gun variety, and deceptively lowbrow humor all add up to a great game.

Played on console: PS4 Pro.  
Originally posted: 01/03/2020.

# Mini-Review: The Stanley Parable



I picked this up in the PSN summer sale, although I've been interested in it from way back when it launched on PC. I've managed to dodge most spoilers, but even just vague talk on podcasts about the premise or the narrative structure is enough to lessen the impact it might have otherwise had on me (similar to how *Undertale* was spoiled for me, even without true spoilers).

I won't say too much (and my screenshots don't spoil anything); only that it's basically a walking sim.

It lacks puzzles, but the narrative structure itself might be considered one of a sort. There's a lot of new content here. Was the original game a bit content-light?

My only complaint is that it's hard to know when you're really done.

I liked it a lot, although I wasn't quite as enamored as others.

Played on console: PS5.

Originally posted: 07/23/2022.

# The Final Stage

## Wrapping Up Issue #29

A busy week at work and a few after-work obligations made it difficult for me to finish this issue ahead of schedule, like I prefer. So, as I rush to meet my self-imposed Saturday deadline, I have to cut a few games out of the main feature that I simply won't have time to include. One of these days, I want to write a sort of "revisit prior features" issue where I include stuff I couldn't or didn't at the time.

If that ever happens, two of the games I had hoped to write about this week are Marvel's *Guardians of the Galaxy* and a few funny moments in *Metaphor: Refantazio*. There are probably others I'm forgetting as well.

I just finished playing through *Borderlands 4* a couple nights ago. With the *Borderlands* series being one I wrote about this week, I thought about including my mini-review. The only reason I didn't is because I also want to write about my favorite games of 2025 at some point, and I'll need to save a few of those for when I do.

It's available [here](#), [here](#), and [here](#) though.

Luckily, I was able to include two other games in the series this week, since I played them recently enough that my mini-reviews exist but haven't already been used in prior issues.

## Xbox Partner Preview – November 2025

Since I skipped Recent *Events* this week in favor of a whole page about the 2025 Game Awards nominees, I didn't give my thoughts on the games shown in the recent Xbox Partner Preview. I guess it's now or never.

<https://www.youtube.com/watch?v=BgOiQPxEf-I>

Here are some of the announcements and trailers from the show that interested me.

First up was a trailer for a game called *Armatus*. It looks to be a third person action game. At first, it seemed a little *Souls*-like, but on further review, I don't think it is.

*The Mound: Omen to Cthulhu* looks like my kind of game. I just hope it's a single-player game.

*Crownsworn* looks like *Hollow Knight*, but you play as a guy in a top hat. It looks like something I'd enjoy.

The upcoming *007: First Light* James Bond game got a new trailer focusing on his tricked-out Aston Martin Valhalla. I'm unbelievably excited about this game.

There are several more that caught my eye, but sadly, I'm out of time and out of space. Maybe I'll revisit this next week with a few more of my impressions.

## Next Week

Even though I hope to spend a lot of my free time gaming over the next week (it's a holiday here in the United States, and I'm taking the whole week off work just to relax), I also want to (finally) write about solo game developers.

It's a topic near and dear to me, since I was a solo indie game developer back when we called it "shareware". There really is no such thing in today's market, or at least, it takes other forms (demos, early access, and so on).

## End Credits

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The screenshots and images found in this week's main feature, *Punchlines and Pixels*, are from the YouTube videos linked in each section of the feature. The images for *The Hundred Line* (the first game listed there) are screenshots I took myself.

Images sourced from elsewhere on the internet are sometimes credited and/or linked in captions that appear on or below them.

Images of the physical games in the "Collection Inspection" feature are photos I took of games in my own collection and weren't sourced from the internet.

Screenshots used in my video game mini-reviews and some screenshots used in other articles or features that weren't already attributed to a different source were captured by me in-game and are used here in what I believe is "fair use".

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