

"Don't wipe before you poop." - Chinese Fortune Toilet Paper

Preview of the Kickass™ game

By Mike Sharkey

-Game designer, artist, genius, workaholic, depressed, lonely.

We all know that imitation is the highest form of flattery. Game developers have proved their great affection for their competition by "borrowing" every original idea ever made. Tetris, for example, has more clones available online. Alexey Pajitnov would be rolling in his grave (if he already wasn't rolling in millions of dollars from royalty commissions).

In keeping up with modern game-making, *Herbert Filby Studios*, in association with *Herbert Filby Productions*, using finances from the "Vote Colbert for President" campaign is working on a video game that puts all others to shame. The game to end all games, and life on this planet as we know it. I don't mean to brag, but this game will be so popular when it's finished, the human species (and some primates) will stop mating just to play this game till they die.

What would we call this revolutionary new game? There is only one word that can describe it: Kickass™

(Patent pending. Void were prohibited by law, but we won't tell if you dont).

What makes our game so revolutionary? What would halt all life on this planet and end the world as we know it? Did you guess yet? Yes, you are correct: we copied every awesome feature in every video game ever created, and added our logo to it.

The working title was "Ultra Radioactive Super Maritrioidomination," but unfortunately, the name was already taken by a Chinese game developer living in his mom's basement in Brooklyn. Fortunately for us, we found the copyright holder, for the "Kickass" trademark, and promptly broke his legs. He finally saw it our way, and sold us the license for -\$42... Yes, I believe that was how much was in his wallet. That and a gas card; and a picture of his girlfriend. We took her too.

With our new funding of \$42, we were then able to purchase a

100 acre lot, a 40 story office building, and hire 300 employees when we moved our facilities to Kazakhstan. The exchange rate is phenomenal, I might add.

For our concept artist, we hired Tim Burton, just because all his stuff is awesome. He came up with some creepy stuff. Good, we have creepy.

For our theoretical physicist, we brought Stephen Hawking in. Boy, that guy's a hoot. He was in charge of the hypothetical stuff our game might be capable of, in hypothetical situations, such as in a vacuum, that sort of stuff.

Since our budget was somewhat limited at first, we could only come up with a single frame of artwork before the entire company was closed down for a year, until the campaign for Colbert was initiated. After we smoozled in there, we were back in business.

Since we had the power of black holes on our side, we were able to create a virtual reality world where everything is rendered not in real-time, but rather before the computer even turns on.

Audio and video is sent directly into your brain. These signals generated in your brain are only harmful if you play more than 12 hours at a time, which is unfortunate, since the game won't release you till you either beat it, or you die. The time to beat the game averaged 1400 hours by our beta testers. The ones that managed to survive found themselves back in the 1970s, and formed the band Devo.

Since the game was in need of multiple patches and still had a few bugs that needed to be worked out, we decided that it was ready for worldwide distribution. Unfortunately, the public was not ready for the game, for when we ran the demo, we could see that most gamers didn't understand that the object of the game was in fact to find the meaning of life, while finding their true love and discovering the last decimal place of Pi. We were going to post a walkthrough

online, but the text was so long that all the chimps we had writing it died from carpal tunnel syndrome.

We decided to give the game one more year to polish, and I must say, the graphics have improved exponentially. We also simplified the gameplay so that normal human beings with IQs under 160 could figure out the paradox puzzles we originally had in the game. I personally feel regret in removing these puzzles. Whoever can't deal with the Grandfather Paradox obviously shouldn't be allowed to function in society.

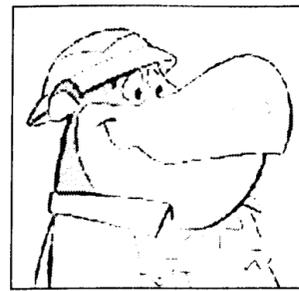
The game itself is in the final production stages, and will be released just in time for the Christmas season. We would have gone back in time to release it last year, but running our Paradox Simulator indicates that doing so would have destroyed the Universe, and caught Jimmy Hoffa in a time warp.

Below are the system requirements (we highly recommend using both an ATI and a nVidia graphics card in tandem in order to run this game most efficiently):

- Windows(R) XP with latest service pack installed
- Windows Vista™
- Intel Core™ 8 DualQuad E64000
- 60 GB RAM
- NVIDIA GeForce 886000 GTS with 1024 MB RAM (or equivalent)
- ATI video card (any model)
- Sound Blaster® X-Fi™ series sound card
- A degree in quantum mechanics
- Life insurance
- Kin to which we can report to
- Health insurance
- A masters degree in Cryptozoology
- A sense of humor
- Nipple clips
- A computer
- Death insurance

Peter Potamus reviews dat ting.

By Peter Potamus
Ebert's twin brother



Dere is one ting that I know in this life. Dat one ting that everyone strives for. You know it, I know it. It is a fact'a life! When pursuing dat ting, sometimes tings happen, and you gotta deal with dat ting as it happens.

In dis movie, tings happen to a lot of people, and dey gotta deal with dose tings multiple times throughout the course of the film. Just when you think dey got dat ting, da ting comes back, and dey gotta deal with dat ting all over again.

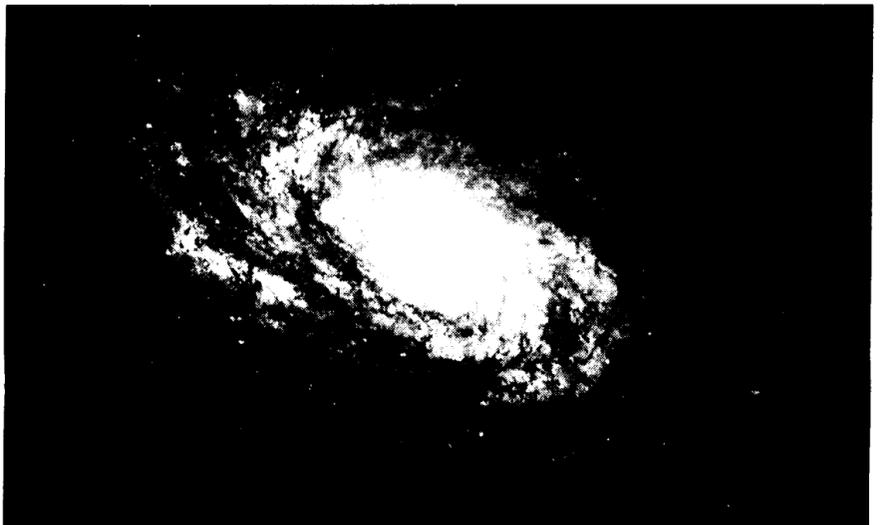
A bunch of Swedish guys tried dealing with dat ting first, but da ting went and got dem all first. Den, de other guys got stuck wit dat ting, and dey had to deal with dat too.

All in all, dis movie has all the ingredients for a fine piece of cinema: da ting.



CONTRIBUTED PHOTO BY MIKE SHARKEY

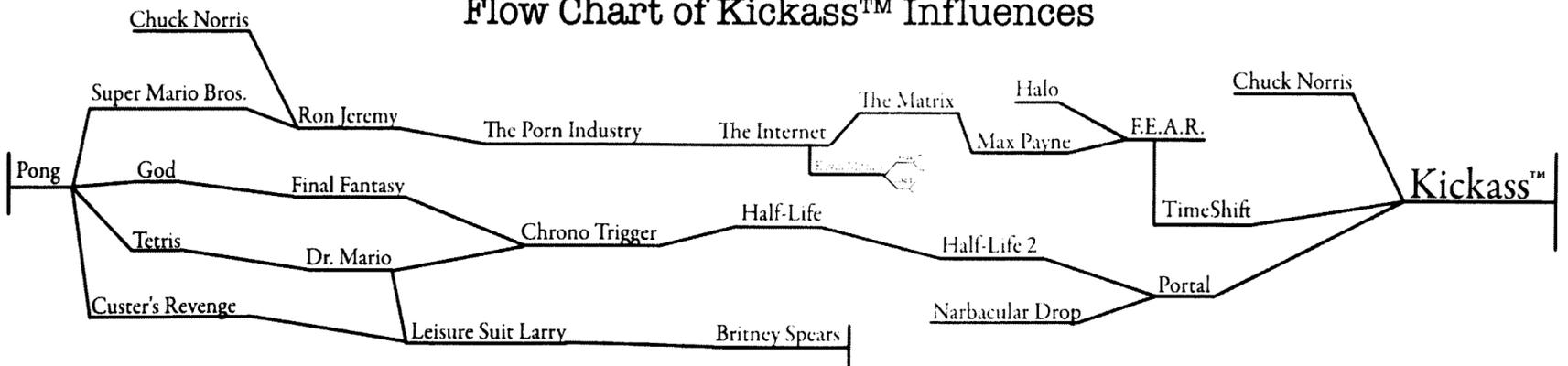
Previously released only in Switzerland, the new Special Edition of "That Thing..." will hit store shelves just in time for Christmas.



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Beta screenshot of Kickass™ before Stephen Hawking went insane and added a google of Will Ferrell clones in the Andromeda Galaxy, which would have been Level 2.

Flow Chart of Kickass™ Influences



EARL
064800 11 1-4 TIME 212

NOT THE MAMA!

From the people that brought you padded bras...

Condom Padding!



She won't think it's your pinky anymore.

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