

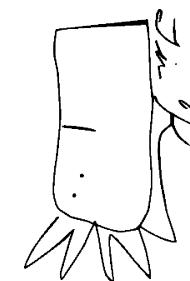
Specimen Charms, Haunts by Justin Morse

Specimen puts you in the space suit of lonely space-botanist, Salvatore Manchin, as he attempts to collect various spores, molds, and fungi found aboard derelict spacecraft. Sal's is a solitary existence, flying from one deserted ship to the next, collecting samples, and cataloging new species. His only contact with other people are video calls from the fleet, tersely alerting him to the location of new ships that require his attention.

Specimen is, at its heart, an exploration game. Each ship Sal boards will offer a host of new puzzles to solve and non-indigenous flora to collect. The puzzles are clever, without being frustrating, and the retro-futuristic aesthetic is charming. Sal's emotional journey, conveyed through a series of brilliantly voiced diary entries, is every bit as compelling as the core gameplay.

The game is somewhat linear in nature and after you've been through it once, there's very little reason to do it again. Sal's adventure is fairly short and one can expect to see everything there is to see of Specimen in about 4-6 hours of gameplay. However, at a very reasonable \$4.99, it's difficult to complain too loudly.

Specimen releases next month on all major consoles, and mobile platforms.



TOTAL GRAVITY & FRIENDS

This is it! Video Killer Magazine, Issue 0001! The publication that dares to review video games that do not exist. It took courage, and I'm proud of you.

"There's something in the woods." by Amanda Wallace
"Brushing Sim Toothless" by Tim Knowlton
"Jump a Third Time" by Asian Steve
"Walk the Talk" by Mitch Schwartz
"Petit Fours: A Frosted Mini-Treat" by Tim Knowlton
"Titty Punsch" by Summer Smith and Asian Steve
"The Moon is Made of Us" by Richie Hargland
"Gastro TrucK Melee" by Sarah Vessels
"Specimen Charms, Haunts" by Justin Morse

Artwork for "Brushing Sim Toothless" and "Walk the Talk" by Nick Warner