

dowsnde of leaving you Blackballed in that town. While Blackballed, Customers in the area will Boycott you and Critics will refuse to speak with you. It is critical to be able to do business in all towns available to you, so I avoided Vehicular Manslaughter most times and instead opted to settle disputes with traditional weapons.

The Supreme Pizza is a modest Pizza-class weapon whose starting bonuses include a higher than usual Chance of Flatulence due to its greasiness and +50 Dehydration damage from salt content. The Extra Cheese mod increases Flatulence Chance by 25% and adds a bonus of +10 Burning damage at higher levels. Since I focused my points in the Traditional-Style Pizza tree, I was able to use pizza boxes as disposable shields and even discarded paper plates acted as emergency armor in a pinch.

One typical MMORPG element that is sadly not improved upon by Turnpike in Gastro Truck Melee is grinding. Once you get about level twenty, finding quests that are suitable for your level becomes harder and you have to spend a lot of time on street corners hawking your vittles. Customers are free to choose from any available food truck, and there's no real incentive system to cause them to choose yours over someone else's. Your food might be legitimately better than others', made with better quality ingredients, but Customers don't know that--they just see the lower-priced food trucks that are your competition. You could lower your prices to meet Customers' demands, but that requires cutting corners somewhere, and that can hurt your review scores with Restaurant Critics. It's hard out there for a Food Truck Owner with higher standards.

All in all, Gastro Truck Melee kept me entertained for several weeks while I was working on this review. It suffers mainly from the repetitiveness that plagues many of its genre, but Gastro Truck Melee starts to get stale earlier than you would expect. It could also benefit from tweaks to the advertising system for your food truck, as a Food Truck Owner. Hilarious weaponry and consistently fun combat are the saving graces, though at \$40 for the base game and a \$7 / month subscription fee, it's worth waiting for a sale before gobbling it up. I give Gastro Truck Melee a solid 7.5.

There's something in the woods.

by Amanda Wallace

For the last five years, Ken Levine has been quiet. The downfall of Irrational Studios brought with it a silence from the man behind the worlds of Rapture and Columbia. Many expected him to continue at the helm of another major franchise, but instead Levine has retreated into a hermetic existence. There's been no word on what he and his small team has been working on.

Until an announcement early today on Steam. The game appeared with little fanfare, the image of a fox mask with the title Fox Games. No press reviews, no Steam Early Access. The game simply popped into existence, attributed to the Levine name.

Fox Games is not what anyone was expecting. At time of publication, no one has actually completed the game, and there's been rampant online speculation that it has no win state. Instead players travel a futuristic dystopia inhabited by large cantankerous beings known as the Fog. Each player has an animal mask, a blank expression highlighted by the games sketch-like artistic style. You and the Fog navigate a collapsing city, the edges of which are lined with thick forest.

Plot line and dialogue are uncharacteristically sparse, and where Levine really chose to focus his creative energy on was apparently hiring fantastic artists who bring a creepy and beautiful world to light.

When it comes down to it, I can't tell you whether or not to buy this game. Judging by the numbers, chances are you already have. After the announcement, sales for Fox Games easily towered over others on Steam. Whatever is in the woods, I hope it's worth the wait.

Brushing Sim Toohless

by Tim Knowlton

With every thrust, it feels like I'm about to shove this
toothbrush into one of my eye sockets. Flecks of saliva
scatter across my vision,

then fade away. My teeth
are zebra-striped in
white and yellow,
marking my progress
toward a clean mouth.

I'm a hair too late pulling
the brush back and it
casually contacts my
tongue...

"Toothbrush Simulator is not that sort of title."

Studio Posthumous is riding the tail end of the offbeat
simulator wave with their latest title, *Toothbrush Simulator*.
It's aimed squarely at the second-generation VR market
dominated by Facebook's Oculus line, the Technical
Illusions castAR, and Sony's proprietary Morpheme VR
system for the PlayStation 4. I had no compatibility issues
with my second-generation castAR with VR attachment.

When I booted the game for the first time, my hopes were
high. This is the sort of title that, when executed well, can
hold up an incisive mirror to your mundane day-to-day
routine. It can spotlight the parts of your own private life
experience that feel deeply personal but are actually
shared across a wide swath of humanity.

The game itself is a bit like lawn-mowing, street-sweeping,
and snow-removing games where you're trying to plot an

Toothbrush Simulator is not that sort of title.

preference.

The beginning levels of Food Truck Owner are all
about getting your brand name out there. This can be
done in so-called legitimate ways, such as handing
out fliers and giving away free samples, or via the
shadier-but-faster route of bribing Critics. Wanting to
speed things along so I could get into the meat of the
game, pun intended, I bribed Critics. You can find
Critics in the downtown square of each town, and
there are five towns per server. Turnpike's North
America servers were rock solid when I was playing
pre-lunch, but we'll see how that goes come lunch
time.

It wasn't hard to find Critics at lower levels, but the
critics you can use are locked to within a certain
range of your current level. That meant because of
limits on the number of players per server, there
were typically only a handful of Critics available for
my level in each town when I got above level fifteen
or so, which in turn meant I had to do a lot of
traveling between towns.

Combat in Gastro Truck Melee is pretty entertaining
and remained so across all classes. I most enjoyed
combat as the Food Truck Owner, and my main
weapon was the Supreme Pizza with the Extra
Cheese mod. Combat comes about for a variety of
reasons, but I mostly found myself duking it out when
a Customer didn't like my food. While they lack the full officially
sanctioned-reviewing potential of a Restaurant Critic, Customers do
have the ability to start Boycotts of your food trucks if you do something
to particularly upset them. One way of combatting them requires a high
salesmanship level, but I preferred the more physical route.

You can initiate combat with a Customer by flipping their table, or by
waiting until they leave and driving over them. While Vehicles

