

Tonight Daily

Volume 1



"[...]Best work you could ever find."
-Jimothy



INDEX INDE
INDEX INDE
INDEX INDE
X INDEX IN

3 – Rosa:
Why Your Browser (has to) Suck

5 – Fleur:
Fishing in Games

9 – Casual_Bongos:
Deltarune Theories

14 – Bestfriesintown:
A Formal Introduction
to Wankerworld

17 – Munnen:
The Part I Pretend Not
to be Passionate About

21 – Mae & Molly:
Gear-Life: Half-Life games
NOT by Valve

26 – Weather:
My Incoherent Ramblings

28 – Jimothy:
Jimothy's Blog

KUNST

55/1

1979

70

60

50

40

30

20



WRITERS NOTES
WRITERS NOTE
WRITERS NOT
ITERS NOTES
WRITERS NOT

Rosa:

Hello! I'm Rosa, and I'm a big computer nerd. While my first few features in Tonight Daily should be easily accessible by anyone, i may escape this in future volumes. Expect a lot of tech talk from me!

Also, my part got a little crammed, as when i first wrote it our page limit was 2 instead of 5. Sorry!

Fleur:

Ever wondered what fishing minigames are the best? No? Well, there's no need to anymore because in this handy dandy article the minigames from a plethora of different games have been discussed and ranked.

WARNING: awesomeness contained inside.

(This article is for real gamers only, anyone who is not a real gamer could get gout)

Bongos:

im bongos, i like roblox car crash compilations and i play the piano sometimes, also before reading my section play deltarune if you haven't already.

Weather:

Considering how you got here, you probably already know who Weather (me!!!!) is. My part is basically going to be like a post i make on the reports section of my neocities and yeah, hope you enjoy your stay here.

WRITERS NOTES
WRITERS NOTES
WRITERS NOTES
WRITERS NOTES
WRITERS NOTES



Bestfriesintown:

I feel like it gets lost in my section so I'll be saying it here - Yes, Wankerworld is a real game that is being worked on and is coming in the not-so-near future. Also do please ignore the fact that a lot of the mentioned characters are real people who have all made their own pages for this zine - this game has some wacky origins. That's about it enjoy the read (i totally didnt make the pages with an incorrect page size at first btw)

Mae:

Hello, I'm Mae! And today I am talking about the Half-Life Spin-Off's made by Gearbox, those being Blue Shift and Opposing Force (didn't have room for Decay).. I am gonna give quick summaries about the stories and add little details and factoids at the end!

If there's ever another issue I'll most likely be talking about Sonic's model and how it has deteriorated and SEGA could fix/already fixed it once! Yeah :3c

Munnen:

Hello dear reader i'm munnen!! im not even gonna link any socials cause i keep changing them around/getting banned,, i rllly like drawing so a few of the images in the zine were made by me!! i pretend to not care about the topic cause 'leh cringe' but actualy i rllly like dating mechanics in games and also the games italk about i have a genuine love for!! anyways bgoodbye readers and skimmers!!

Jimothy: hi im jimothy

WHY DOES YOUR BROWSER have to SUCK

If you're a web navigator (like me!), and specially if you have a lower end machine (like me!), you might've experienced the plight of doing fucking anything with a browser. "Oh noes!" You might've said, remembering that time you opened 15 chrome windows because you were impatient waiting for it to open, or the fact that you simply cant update your UNIX system with vivaldi open. However, those of you who search for solutions or just read the page title may've thought; *why the fuck?*

I got the answer for you! (I hope, I'm no professional)

You can blame these 3 motherfuckers

While the primary front-end stack (**HTML**, **CSS**, **JS**) may have been key to the popularization of the web and web browsers, and almost a natural progression from plain text IP or TCP communication, they are also the primary cause for the issue.



For those not in the know, **HTML** (HyperText Markup Language) **CSS** (Cascading Style Sheets) and **Javascript** are the primary building blocks of the web, constituting all of the sites you read through nowadays. **HTML** being the general layout of the site, **CSS** being the rules that dictate the appearance of the site, and **Javascript** describing the site as a program, allowing for both isolated interactivity, and stuff like logging into services.

The problem is - Your computer has *no fucking clue* what these are. Imagine you were specifically designed display how many people are in a room, by hearing the words "hello" and "bye". The front-end stack is like someone telling you "5 people are leaving, but 2 are coming in." You have NO IDEA what this means, but everyone wants to say that because thats way easier. The browser (or rather, the rendering engine and the interpreter) is like a guy sitting by you that has to fully listen to what is being said, infer the information out of that, and translate to hellobye language, finally letting you understand that what was said was "bye bye bye bye hello hello". For him to do that, he needs to hear the data, hold it in memory, process it in his brain, to then spit it out to you, so that you can finally render it into a number.

Feels complicated? Thats because it kinda is. In short, your browser has really complex systems for receiving, parsing, interpreting and rendering **HTML**, **CSS** and **JS**.

AND CAN ANYTHING BE DONE?

Not really. You gotta think that your computer doesn't just increment/decrement a number based on "hello"s and "bye"s. It has to deal with displaying images, making noises, managing memory, among other things. This means the process of interpreting **HTML CSS & JS** is deeply complicated and has your computer even running a small, fake computer inside it to do the job. We could, theoretically, send plain machine code instead of human readable code, but this would lead to serious security issues (because executing untrusted stuff tends to end badly), and would turn the web significantly less accessible.

Other causes of performance issues are inherent and inevitable. Loading a single webpage already requires significant resources, since all images, videos, audios, code, and state must be ready to access in RAM (memory meant for fast access).

Also, as if **HTML CSS** and **JS** aren't slow enough, people began using something called "frameworks" being systems that simplify the stack even further, at a significant cost to performance. Just for context: **React**, the most popular front-end framework, has to keep a copy of the DOM (Document Object Model - basically a chewed up and machine readable version of the page **HTML**) to check for differences and act accordingly (i'm talking about the shadow/virtual DOM). Not only that, but that means you have to run more code for your computer to understand what "`<clicks>`" means.

The only real solutions would be to both optimize browsers and improve computers as much as possible, since the only alternative is to make **HTML CSS** and **JS** completely different and way harder, by removing most features. Such an effort has appeared and has been popularized (even if often in **HDD - Hype Driven Development**), being **WebAssembly** - a quite impressive system of machine code-like instructions that allow for languages that generally translate to machine code to instead be ran on the web.

The problem with **WASM** is that its contains really basic commands that could only perform simple mathematic operations, having to in the end have custom commands inserted through **JS**. **WebAssembly** has been shown to be *slower* than **Javascript** in certain cases, since its primarily faster at doing mathematical computations.

Fun fact!

To be able to run on old computers, Roller Coaster Tycoon had to be programmed in "assembly", the closest thing to machine code that uses human readable text.

FISHING

-Made by Fleur

Hi gamers, if you ever get tired of living in the basement of your mom's house you should go experience nature. Nature however is all the way outside and you have been sitting on your gaming chair so long it has chemically bonded to the skin on your legs, so you ain't going nowhere. A good way to still experience the outside is with VIRTUAL FISHING. There are a lot of fishing games, but fuck those games, today we're gonna be looking at games with minor fishing mechanics and we're gonna rate them so you know when to catch those fish or when to leave the rod at home.



Trout I think

RATING

The rating system is based on 4 principles: **F**un, **I**dealism, **S**ense of achievement and **H**aphazard, or **FISH** for short. Fun is looking at the enjoyment you will get while catching these fish. Idealism is going to be looking at how close these games come to the ideal of fishing which is real life. Sense of achievement is going to be looking at how accomplished you will feel when you catch a new fish for the first time and how good it feels to catch all the fish. Haphazard is a punishment based on a random number generator; it will pick a random number between 1-10 to subtract of the final score. This serves as revenge for all the time you will spend on fish you don't want because the game won't give you the final fish you need for your collection.

SIMS 4

We are all familiar with the life simulation game the Sims 4. Whether you use it to recreate your life or to kill as many

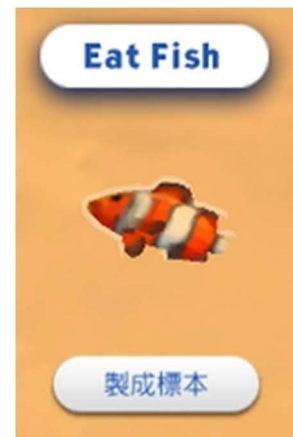
people as possible in a swimming pool (or both), you can't deny that you can fish in this game.

F: 2, Just like many things in the Sims you will have to click on a fishing spot and let your character fish for you. You will find no enjoyment in doing this considering it's just clicking left mouse two times and watching your character move to a river and fish for you. No minigame, no fun to be had.

I: 6, The fish look like fish and that's pretty cool. The process to get these fish isn't all that realistic, your just watching your character catch them. This is however true to the fact that fishing in real life is a whole bunch of sitting on your ass and just looking at the water.

S: 6, You can hang the fish on the walls of your house to show off the fish you have, and there is a screen which shows you what fish you have and haven't caught. You will however not feel any enjoyment actually catching the fish, considering you're just looking at the character catching the fish and you can only hope they catch the right fish.

H: 10, Get fucked the Sims 4. Which leaves the sims 4 with 5 points.



Sims 4 fish

RED DEAD REDEMPTION 2

Yeehaw cowboys, grab your guns 'cuz we're goin' fishin'. Yes in the cowboy game you can fish with guns and also with fishing rod. There are several missions based on fishing and even some fishing challenges. This game has a lot of fishing content so let's take a look if it's worthwhile at all.

F: 7, Not my favorite thing to do in the game, but it's decently fun. You have to cast out your fishing line and rotate the joystick to catch the fish, but not when the fish is fighting back or the line will break. You have something to keep your hands busy and with some of the harder



Some yoai art I found of Arthur saying his classic catchphrase: "you sir, are a fish."

fish to catch, it can get intense. Fishing was definitely thought out in this game.

I: 9, The fish look like real fish, you catch them in the same way you do real fish, you even have different bait and lures. This is truly the perfect fishing experience, when you reel in your line a tiny amount the fish will go after it like in real life. Simply amazing. It doesn't get full points because there is a mission where you must send some fucker fish. Regular fish you catch start to rot after like 2 in game days and can't be sold anymore, but the legendary fish you need for this mission can stay in your pocket for 2 in game years and still be send through the mail.

S: 8, The legendary fish are fun to catch 'cuz you get a map on where to find them and they are all unique, the other fish however are pretty mid. You do get a checklist on what fish to catch but there is no reward for catching them all so it could be improved.

H: 3, respectable. Which leaves Red Dead Redemption 2 with 21 points

ANIMAL CROSSING: THE ISLAND ONE ON SWITCH

Everyone is familiar with animal crossing fishing.

F: 5, This shit is so stressful, especially when you know a fish is nibbling that you want. This tests my reaction time which sucks, and I have to have complete focus to catch the harder fish. Also, some fish only spawn in during different seasons and times of day, which means that sometimes in the year I just won't fish 'cuz I already have all the fish I can catch.



Fish from animal crossing

I: 7, The fish are pretty detailed and beautiful. The fact they only appear at appropriate times of day and year is also a big plus. The only thing that isn't realistic is the fact that you

just drop your line practically on the shore and fish just eat it without any bait.

S: 10, The only reason why I fish in this game is because finishing that museum is so fucking addicting it should be classified as a hardcore drug. You can see the fish swimming around in there, and the more fish you have, the better it gets. Catching new fish and donating them feels better than sex.

H: 1, amazing roll. Which leaves animal crossing switch horizon island with 21 points.

CRUELTY SQUAD

This game has fish which you can sell on the stock market, I love capitalism.

F: 3, I don't know why I fish in this game 'cuz it sucks ass.

It's basically like animal crossing but on crack. You have to cast out and wait for the fish to randomly bite and then click fast enough to catch it. There is no fun to be had here, only pain

I: 1, Nothing is realistic in this game, all the fish are freaks, the way you catch them isn't true to life at all, they spawn in the weirdest places. Catching fish in a pool isn't possible in real life.

S: 7, If you manage to catch all the fish you will feel like a god. Some fish appear faster than the human reaction time and are almost impossible to catch without hacking. There is a fishtank that will fill up with all the fish you catch which looks pretty cool once filled up and u will feel accomplished with just a few in there. There is also a checklist but it's kinda useless because to know where all the fish are you need a master's degree in wiki scouring.

H: another 10 somehow, Deserved I think. Which leaves cruelty squad with 1 point.

SMALL UPDATE / PATCH NOTES POSTED Mon, July 3, 2023

Ohohoho ohnoooo

Fixed Ballsfish crashing the game

Ballsfish

Cool Deltarune stuff you should know about

by the way you need to play Deltarune to understand all this stuff, and the first 2 chapters are completely free so play it now.....

First thing we're gonna start with is

Who the HELL is Dess??

Dess (short for December) is Noelle's older sister. We really don't know much about her, since she allegedly either went missing, or she's dead (no way thats tru tho). What we do now is that she was very protective of Noelle and that Noelle is searching for her. She was first mentioned by Rudy in chapter 1 when you interact with the angel doll in the hospital, and he says that Noelle and Dess made it. I think that the whole connections to angels Noelle has are important which is why I brought this up. Even if Dess won't be that important to the overall plot, she's definitely gonna be important for Noelle's character arc. Dess is also brought up in the Spanton Sweepstakes many times, such as with the <https://Deltarune.com/december/> and Deltarune.com/dess pages. Additionally, the track that plays on Deltarune.com/dess is called findher, which may be important.



her
guitar i
think

So you might be wondering where Dess is if she isn't dead, and truth to be told we have no idea, but you see there's some dialogue hidden in the code and this is what it says:

"

Where...

Where am I?

Hello...? Anyone...?

Is... is anybody out there...?

Someone!?! Anyone!?! Can anyone hear me!?!

...

It's dark.

It's so dark here.

Someone, anyone, if you can hear me...

No one can hear me, can they?

...

I guess not.

To be honest, I'm not even sure I can hear myself.

It's so quiet here...

... and yet, sometimes,

I swear I hear something...

Something like... scratching?

Now this sure does sound like someone is trapped somewhere. Possibly in a dark world, or in the bunker. Some believe this could actually be the vessel created in the beginning sequence of the game, or that it may be Dess, but we won't find out who this for a good while. The hidden text isn't entirely unused, as when you talk to Spamton in his shop and select "FEAR" he says "*WHAT ARE YOU AFRAID OF??? ACCORDING TO [[Encyclopedia of]] [[Being Afraid]] THERE'S NOTHING TO FEAR EXCEPT can anyone hear me? Help... HUH??? WHAT?? NO, I DIDN'T HEAR ANYTHING JUST NOW!!! ... BUT IT SOUNDED LIKE THEY WERE TALKING TO YOU*". While not much, it is something to latch onto.

Gaster's true appearance

So this guy has been a mystery since 2015, and we're not sure what he actually looks like, but I might have the answer to that. You see, dear reader, there's some secret messages that can show up as error handlers; "Is that a cut on your face, or part of your eye?", "You can't read these symbols... Or maybe it's the handwriting", "The gash weaves down as if you cry", "Suddenly, your body seizes up. What are you looking at?", and "The pain itself is reason why".

Now, if you think that isn't `mysteryman.png`, I have no idea what you're smoking brother. also the unreadable symbols definitely refer to wingdings, so this HAS to be Gaster.



Penumbra Phantasm

Some of you might be wondering what the fuck even is a penumbra phantasm. Penumbra Phantasm was originally an unreleased song the man himself Toby composed for Homestuck, with a midi piano version available on youtube. Despite never releasing, it was used as a leitmotif for a ton of other Homestuck songs. Most importantly, Penumbra Phantasm can be heard in THE HOLY at 0:20-0:34 and in Hopes And Dreams (no main melody version) at 1:19-1:30. So why is all of this in the game, you ask? When Toby was asked about the song on tumblr he responded saying "AT 'SHADOWS EDGE' SHATTER THE TWILIGHT REVERIE". Now what does THAT mean, twilight is the section of the between night and day, and reverie means a dream, so "shatter the twilight reverie" is a fancy way of saying to "wake up from the dream", and Toby's very first post on twitter reads "The edge of a shadow, where reality and dream meet". Reality and dreams are already pretty big themes in the game

(Light World and Dark World). If you didn't know, Toby got the idea for Deltarune from a fever dream he had in 2011 about an ending to a game, which could be the reason for all these dream references. Also, Ralsei mentions in the prophecy that heroes would appear at the world's edge, and the definition of "penumbra" is "the partially shaded outer region of the shadow" - a shadow's edge. Given how you can hear Penumbra Phantasm in Hopes and Dreams, which is the song that plays during final boss, maybe Penumbra is the song that will play during Deltarune's final boss battle; which very well could be the ANGEL'S HEAVEN or it could be Gaster's boss battle (but that guy already has a theme and he might not even have a boss battle so nah).

The "w.ogg" and "d.ogg" tracks in Deltarune files

"w.ogg" is a harsh wind sound that plays when you're about to wake up as Kris at the start of the game, and "d.ogg" plays before Berdly's weird route fight. The reason why these are interesting is because they are the only tracks with one letter names, and they spell out W.D (as in you know W.D Gaster). You might notice that there's only going to be 7 chapters and W.D Gaster has 8 letters in it, but i have a solution to this. Gaster's theme is called (, drum rolls please,) "mus_st_him" in the files of Undertale. This could mean there will be a track with just "st" instead of 2 separeate ones, totaling 7 tracks to spell our main mans name. Keep this in mind for future chapters and if ch3 doesn't have a track called g.ogg in it I WILL be killing myself.

Beads in the Light World hospital

In the Light World hospital, there are some toy beads you can interact with. In chapter 1, interacting with them shows the

Do you like video games?
Does your dog like video games?

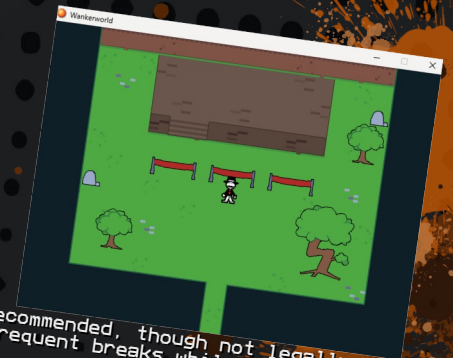
If both, any or neither of these is true, then check out

WANKERWORLD

your dog probably won't like this game.

What is a Wankerworld?

Wankerworld is the future of indie gaming, and the future's already passed. In short, this game is WAY behind the times. Ask your grandparents about it - they've played Wankerworld before I bet. Yeah, you're too late. Go home and play Flick the Bean. Wankerworld is also a quirky turn-based RPG rivaling the likes of Pacman and Tetris. Yup, we're serious. Tetris's cruel and unjust reign over gaming is OVER. This game is the knight in shining armor of entertainment, and may god bless it for that.



It is recommended, though not legally enforced, to take frequent breaks while playing Wankerworld.

Meet the Crew

Now, you can't have a magical man adventure without a jovial bunch of wackydoodleos to accompany you! Here is the fine selection of equally lovable and sellable buffoons you WILL be spending your time with in this game.



Hi! I'm Mr Weather! Welcome to my Wanker World!

Weather



Middle aged man.

Bongos



They usually come in pairs, but you've only got one. Use his ability to always act first in battle for good, and never for evil.

Jimothy



This guy FUCKS, and you don't. move out the way, Jimothy's passing through. He eats raw protein and baby powder for breakfast, dinner, AND lunch.

Who?

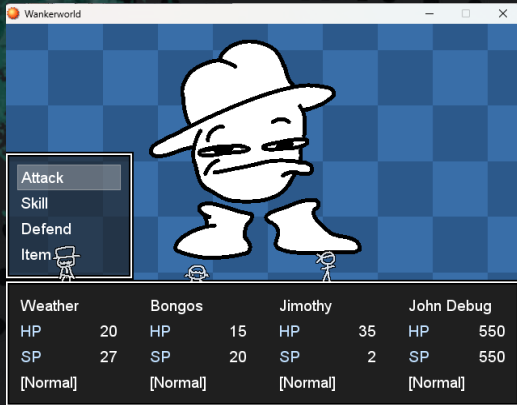


The secret fourth party member is specific to the player and takes on the appearance and combat prowess of a recently deceased relative.

So, what's the plan? What's in it for me?



Alright, picture this. You're in your crib with your bro-bros, when suddenly, HOME INVADERS. Local menace whom some call Jim and his goob gang have broken in and are reeking havoc! Naturally, you and your crib brethren engage in thrilling, bone-shuffling combat and absolutely demolish the poor guys! What were they THINKING messing with your crib? You then decide to go on a musical man adventure to THEIR crib to invade THEIR home. That's Wankerworld right there. A tale as old as time, truly. There is a 5 dollar cash prize for anyone who finishes the game.



Any resemblance to real people in Wankerworld is NOT coincidental. I will never forget what this tiddlewink did to my house in January 2021.

Now, please give a warm welcome to the poorly executed, earthbound inspired and or earthbound borrowed cast of fine folk which will do their best to impede your grand adventure...

Say Hello To a selection of Your Opponents!



Zumbo

These guys may not know what's going on in their immediate surroundings, but they sure are ready to rumble! Practice not giving a damn when dealing with these jokesters.



Hitty

Contractually obligated to fight, as per Wankerworld standards. They don't mind, though, so long as they get to do The Whip. What's Hitty short for? Wouldn't you like to know...



Free Cheese!

They'll put anything in a turn based RPG nowadays.

That's cool and all, but is there a fishing minigame?

YES

there is a fishing minigame.



Alright, I'm sold. How do I play this game?

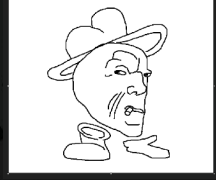
Wankerworld is not a game that desires to be found - it finds people through its own volition. Luckily, through means no less than divine intervention, you just so happen to be reading this zine. Wankerworld has found you. Consider yourself blessed. In order to seal this holy matrimony between Wanker and World, scan this QR code. Go ahead, do it. Don't chicken out on me now. You've read the whole thing, you gotta commit. Off you go now.



Wankerworld awaits you.



FOR AGES
4
23
25
38
113
ONLY

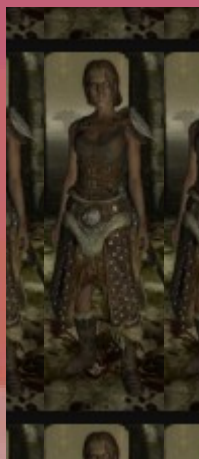


KYRIM

SKYRIM

SKYRIM

Character in question



Eola Skyrim
Leader of a
cannibal coven

Total!



Now Eola isn't /technically/ able to be wed in the game... while their characters like Camilla or whatever her name was that I originally officially married I did not know that marriage was non refundable nor that without mods she isn't a candidate (thanks Skyrim forums) so were gonna be assuming this is a common law marriage as my first wife was murdered in cold blood..

-When I first completed her quest I was transformed into a cannibal which is story relevant + her quest developed 1/1

-My character became worst so that was a development and she got to live in my new farm 1/1

-Well their wasn't really a reward most people don't like Namira or her cultists so I don't think the cannibalism feature was intended to be one you explored outside of an Easter egg 0/1

-I'm just too goated for their to be a challenge (Skyrim has endless exploits thank you Todd Howard) so basically you have to lead a priest to her religious coven to be eaten its not super difficult I don't think #romanticfirstdate 0/1

-Again I'd say making her the steward(dess?) of my farm would count as close to marriage as we can get, the children I found abandoned won't call her mother but they're still getting over the great shout incident of 22' that assassinated their first mother.. 1/1

Skyrim getting a 3/5 is the closest its getting to perfection anytime :yipee:

If u like the sims 4 and are reading this then my bad but the sims medieval solo's Also no great sims pics so here's this instead



Honestly I'd give a comprehensive view of dating in this game but because I'm such a huge fan of their businesses practices the review is locked behind 2 paywalls also if it glitches I will not be fixing it ^_^

-Ok so your sims don't improve when dating nor when they're married it's actually locked behind paywall for your significant other to get mad at cheating 0/5

-You also don't really develop unless you count a +1 happy moodlet 0/5

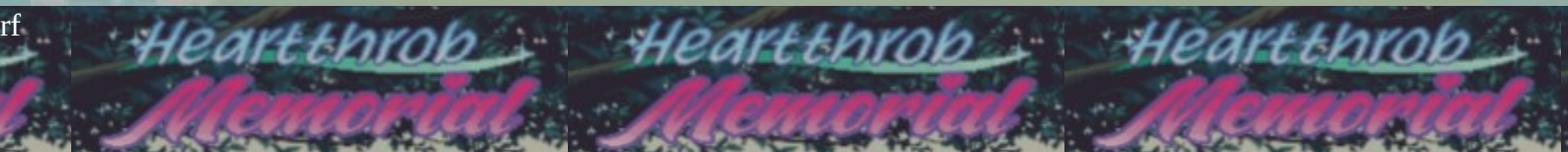
-The reward is that you get to steal money from your lovers' household, I mean its fine but sometimes the game glitches and gives me max cash so I'm never really that pressed for money 0/5

-Also absolutely no challenge, I did the black widow achievement (marry and kill 6 suitors) in about an hour of just clicking and trapping in pools sooo 0/5

Finally I wouldn't be to quick to say characters are actually in love because while they can get married if you're one of the many people that// aquired// the marriage pack it actually breaks completely!Can't interpret love from a wedding that didn't happen ^^ 0/5

I HATE EA
RAHHH
HHHHH
HHHHH
4/5

rf

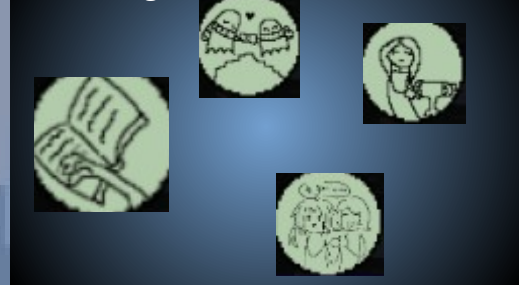


j'adore

Yuina Himoo
Soon to be Scientist

Unfortunately I didn't have time to draw fanart of her that's my own fault tho!! srry yall

Final rating!!



I just like /had/ to do Tokimemo after the Sims because I just love this game so much, it also has such an unfair advantage because it is actually a dating sim!! Also I low-key wish that Tokimemo had as much popularity as the sims has, if only they could swap places... While their never was an official English translation there is a //pirated// alternate way to experience the translation ^^ If you yahoo it then it should show up straight away!!! Not too sure how sharing links like that would work here tho,,. Anyways !!! ill be choosing my 2nd fav character of all time Yuina Himoo for this rating :DD

-The whole story revolves around dating and characters around the player will notice them spending more time with one as opposed to the other 1/1

-The player also does physically and literally develop as hanging out in the science club develops your studiousness stat (don't fact-check me on the stat names,,) Yuina herself also learns to become a little less strict so that's 1/1

-The whole ending of the game rides on you succeeding in courtship so the reward is getting the good ending ? 1/1

-This game is actually insanely hard, this is probably hugely controversial take but theirs a route where you like max out your beauty stat and call this one rich guy character EVERY SUNDAY for like 3 YRS?? and eventually after his kidnapping subplot he's revealed to actually be a girl who was cosplaying a guy for the family business (?) and its honestly a way easier romance route than the girl on the cover,, getting sidetracked but ye Yuina's route was kinda hard too maybe I sucked at the game but 0/1

-And finally theirs no way not to interpret it as dating seeing as you explicitly look in the newspaper for new date locations and call the girls up and give them gifts/ go to their favourite spots //btw if you ever play the game Yuina's fav place is the junk shop!!! so 1/1

I'm almost like hesitant to rate this a 4/5 because I'm soooooo biased towards this game but c'est la vie or whatever,



f

Aideen Stardew



Speed-running an honourable mention !!! Stardew Mod East Scarp has my fav date to judge,, I've gotta be super brief on this one !!
-Marriage has an impact on the story so 1/1
-I count falling in love as development and the player learns to craft something in one of her heart events (totally an improvement) 1/1
-The reward being she moves in which is cool I guess but I think I have high standards or something 0/1
-Stardew dating is kinda challenging because usually I miss on an event or give a hated gift (I'm not one to use the wiki mb) 1/1
-Also once again marriage is a relationship so 1/1
4/5 for Stardew valley and the mod too !!

g



Midnight jellies with a friend of mines !! (haters can never say I use stock photos w this 1 🍷)

I cant fit in my medalions pls picture them in ur head thank u !!!!!!!!!!!!!!!!!!!!! and thx for reading or skimming this byeeeeeeeeeeeeeeeeeeee

HALF-LIFE... WHAT IS IT?

I dunno.. (*Actually, I do else I wouldn't be writing this!*)

Tho this Article isn't about the main game, so lemme just give a quick summary:

Half-Life is a first-person action-adventure game released in 1998 by Valve in which you play as MIT-graduate, Gordon Freeman, who has to fight through hordes of aliens and military men to save the world and himself.

When it released, *Half-Life* was a big hit worldwide kick-starting Valve's career as one of the biggest game developers, making other masterpieces such as *Portal*, *Left 4 Dead*, *Counter Strike*, etc...

But this article is NOT about *Half-Life* or Valves other games! (*technically*)

No today we will be talking about the *Gearbox spin-offs* made for the original *Half-Life*.

That includes: *Blue Shift* and *Opposing Force* (Not Decay, as I don't know much about that one and it's a WHOLE 'nother can of beans)

As stated earlier, these games were not actually made by Valve themselves but instead a third-party developer. Due to this, it's debatable on if these games are canon or not.



Half-Life: Blue Shift, 2001

Now you're probably asking "THAAT GEARBOX?? SAME GEARBOX THAT MADE BORDELANDS?? SAME GEARBOX THAT MADE BORDERLANDS 2-" Yes. THAT Gearbox. (Fuck Randy Pitchford btw.)

I personally accept these games into the *Half-Life* Timeline as I think they compliment the original story by showing different perspectives of the events in Black Mesa.

So without further ado, let's discuss the games!

BLUE SHIFT: BARNEY

(No, not the dinosaur)



Half-Life: Blue Shift Cover, 2001

In this spin-off, you play as one of Black Mesa's Security Guards, believed by many to be Barney Calhoun, Gordon's ^{boyfriend} Best Friend.

Just like Freeman, you start off on a tram ride which stops at one of the Security Facilities of Black Mesa.

After some problems with the door, you slip into your uniform, do some light warm-up, and get ready for your **BLUE SHIFT**.

Making your way to your post proves a bit of challenge because Black Mesa is experiencing a lot of technical difficulties, due to *The Experiment*.

Finally making it to your post, you get a *‘‘nice’’ welcome from two scientists, asking you to get the elevator working. After fixing it with a simple button press, you go on with your day...

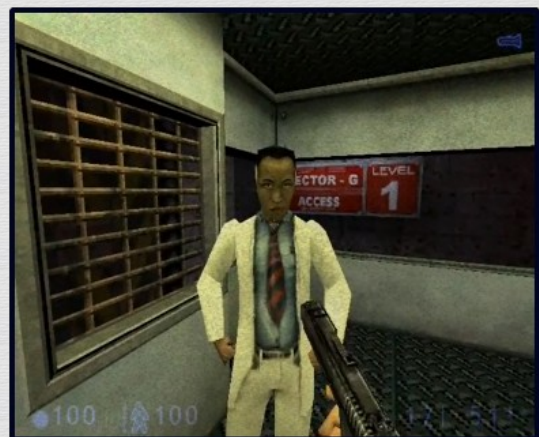
OR SO YOU THOUGHT!! The Experiment goes horribly wrong, and the elevator starts crashing down into the deep abyss of Black Mesa.

Fighting your way through the sewers you eventually make it to Black Mesa's freight yard where, after fighting a whole team of military men, you find Dr. Rosenberg.

Together you make it to one of the old prototype labs where the scientist get a teleporter ready, to get out of Black Mesa.

But first you have to go to Xen to reactivate a device and then return into the basement of the lab to deliver a battery, so that the teleporter can function.

After sending every scientist safely into the teleport, you are left on your own, as the HECU tries to stop you unsuccessfully.



**., We don't pay you people to mosey around at your own convieniece.“ -Luthor*



Dr. Rosenberg, Half-Life: Blue Shift

That concludes the story of Blue Shift, now let's discuss some Easter eggs and oddities in the game!

Some Entities in the game have silly jokes and funny names in the code, for example if you use up all of your ammo on the box in the locker next to yours you can find a Chumtoad inside it, an unused Xen alien from *Half-Life*, with the Entity name of "oh_my_god" and the sequence name being "whats_in_the_box".



You can also see that the angry scientist in the elevator is called "mr_cranky" and the other scientist is called "silent_bob".



All the triggers for the teleport at the end of the game are called "uhavetobekidding", "whydoihavetodothis" and "mgr_mygodman", the button of the elevator to the underground section is literally just a keyboard smash "ajsd fkd fjjlscvnxmd" and the ending sequence is called "get_yo_groove_on".

Calhoun can also see Gordon a few times throughout his adventure.



Source: MarphitimusBlackimus on YT

(https://www.youtube.com/watch?v=7JNUJ25b_fE)

OPPOSING FORCE: ADRIAN

(Brody)

The more interesting out of the 3 spin-off's (*in my opinion*), as you play as one of the HECU marines in this game, showing the point of view from Adrian Shephard, one of the invaders of Black Mesa.

Even though you might think you play as the “Bad Guy” in this game, you still have the choice to save anyone you meet, which most people believe is what Adrian did.

Adrian's story starts off in a helicopter, which is flying Shephard and his squad to Black Mesa, but before they could be given orders, they're helicopter gets shot down and crashes into Black Mesa.

Waking up, you find yourself in a medicinal room after being saved by one of the scientists, who tells you what happened and what you could do.



Half-Life: Opposing Force Cover, 1999



“I'm afraid you have been through a serious accident” - Einstein

After equipping your Power Vest and finding something to defend yourself with, you leave the medical wing and go through the crash site into Black Mesa.

Wandering through the undergrounds of Black Mesa, you eventually find a tram which takes you to one of Black Mesa's Research Facilities, where we get our first look at the new alien species introduced in this game: *Race X*.

After taking a lift up to an office, you find some marines, who inform you that they are “*pulling out and commencing airstrikes*” and you also find out what the HECU is here to do...

This is where you make the choice of being a hero or a villain..

(No matter which side you pick, the game will progress the same)



“I'm not letting you go until you talk!” - HECU Marine

Crawling and fighting through various vents and storage units, you arrive at Black Mesa's Office Complex.

As you make your way to the *Lambda Sector*, you find yourself getting attacked by Black-Ops Assassins, who are here to silence YOU.

Making it to the Lambda Lab, you see Gordon Freeman jumping into the Xen teleport and you follow after him.

In Xen you find the *Displacer Cannon* which can teleport you to distant locations (*kinda like a prototype portal gun*).

Fighting through more labs and using the Displacer Cannon to teleport and solve puzzles every now and then, you arrive at some kind of sewer, where you have to fight the “*Pit Worm*”.



Gordon jumping through the teleport, Half-Life: Opposing Force



The Black Ops Assassins, Half-Life: Opposing Force

After flushing it away with toxic goo, you press on through until you reach the level 4 storage unit, where you go face to face with the “*Gene Worm*” which, after you defeat it, retreats back into its portal causing you to black out.

After waking up again, you’re face to face with the G-Man, signifying the ending of the game

Now with the story behind us (*FINALLY*) let’s talk a bit more about “*Race X*”

“*WHO IS RACE X??*” I don’t exactly know myself..

But to end it off, I can show off some of them:



The “*Pit Worm*”



The “*Gene Worm*”



The “*Pit Drone*”



The “*Shock Trooper*”

Maybe I’ll write more about Race X in the future (*and perhaps also talk about decay*) but that’s it for this page

Cya again another time!



The “*Voltagore*”



The “*Sprites*”

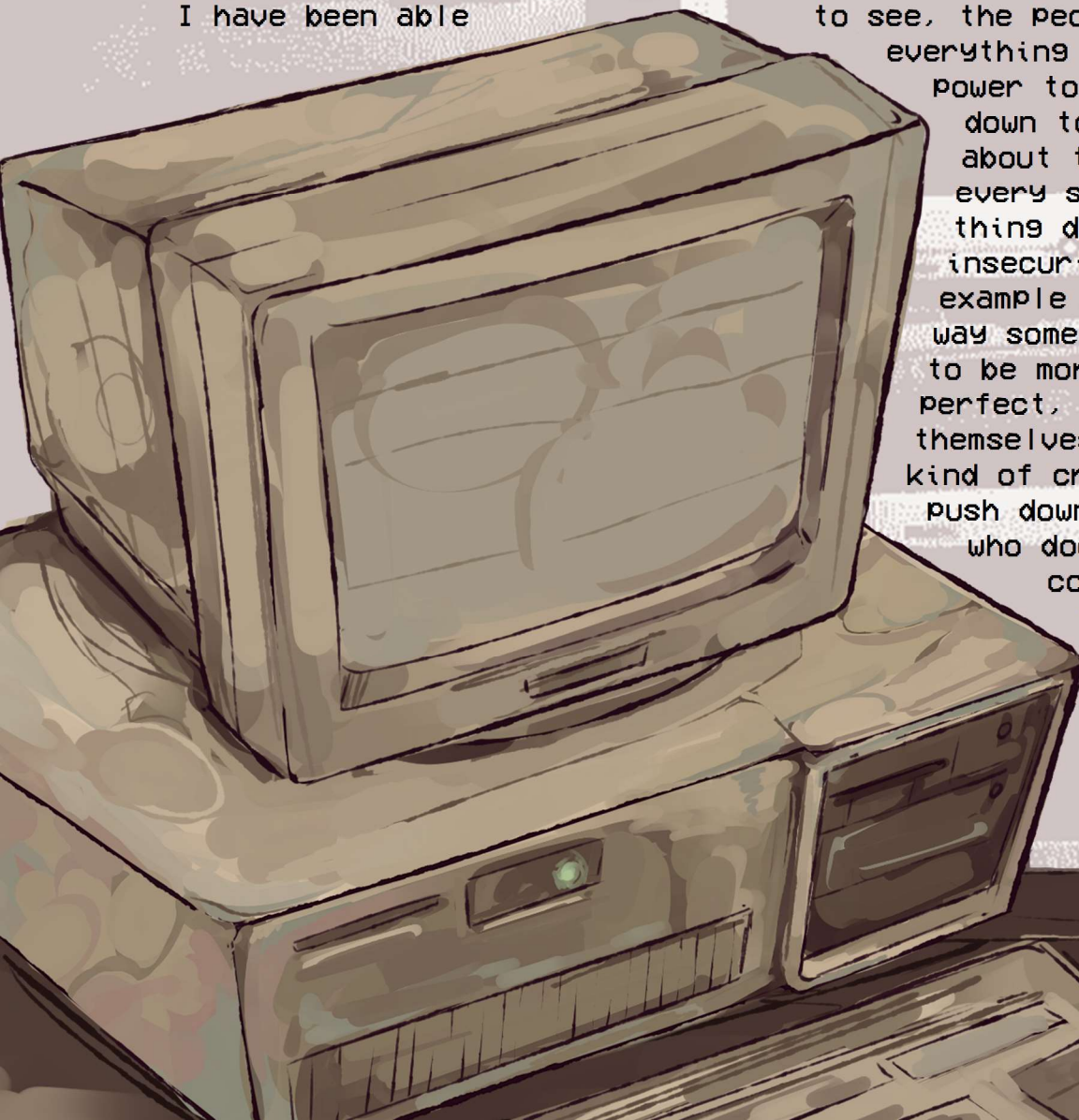
The Incoherent Ramblings of Mine

For the first issue of the zine, I wanted my part to be a random collection of some topics that have been in my mind in recent times. I think this type of writing is called stream-of-consciousness or something but I prefer incoherent ramblings for this.

It hurts to be creative. I don't even get why, it's not like I'm doing anything exhausting but every single little time I must do anything creative, whether that be making a drawing without reference, adding a new page to my neocities or even writing this very paragraph. It all hurts to even think about, and if I manage to get out of the process, I feel nothing but tired, just really tired. Physically exhausted. It's not something I understand. It might not be exclusive to creativity either, just creation in general, making something that did not exist before – like writing an essay for school or trying to make a CV.

An observation I've made on the internet is the way social media pushes useless insecurities on us, and how that insecurity ends up effecting the way people interact with each other. Admittedly, I use twitter a lot, and at least from what I have been able

to see, the people there do everything in their power to push others down to feel better about themselves in every single little thing due to their insecurity. An easy example would be the way some people try to be morally perfect, close themselves to any kind of criticism and push down on anyone who doesn't conform to their beliefs down to a t. Another example could be the



The Incoherent Ramblings of Mine

way people like to classify things as 'corny.' My hypothesis is that when someone doesn't have anything going for them in their life, they don't have many ways to get validation, so they turn to social media where their way of feeling validated is through publicly antagonizing themselves against that's perceived remotely 'cringe.' This way they can feel superior, at least in their way. But it's not like anyone cares, no one cares. No one knows they exist. No one is for or against them, they are no one in the grand scheme of everything, just someone else amidst the millions of others with the same exact beliefs.

The human face is way too flexible I should not be able to extend my face this far out.

Isn't it kind of impressive how we can do anything – at all. I've been repeating the phrase 'everything so hard' to myself for a good while now, and while it's kind of demotivating, it has managed to make me realize how impressive the things we do really are. The way people are able to make art; make paintings, make music, make something out of nothing and tell stories with it. the crisis's they can face –inside and out– and how they manage to make it out the other side. The determination and self-preservation people can have just to achieve their ideals and how they get there in the end. Even the way we can keep up with our daily routines. I've been thinking about all of it and it really is so impressive that we are able to do any of this. I know it sounds like these are just part of life, but that only shows the amount of effort we put into each and every little thing we do every day; we need to recognize it more, we are only on this earth one time and we need to put as much recognition on ourselves and others while we still can. Be proud of yourself.

-weather

Timothy's Blog



I've never written a blog before (Dip dip dip dip) nor have I ever written with a feather and ink (Dip dip dip dip). I think I'm running out of ink. Ba

Good thing I invested in a grandiose fuckass puter to write shit too. Not as inconvenient as writing with a feather and ink but it will have to do. The name is jimothy, spelt and read jimothy. I am a stickman or what you wokeys would call a stickfigure. I am a proud male despite my birth certificate not existing. I have lived a good while on shit out of luck 3 (SoL III) so I believe it to be safe to say I know a good few things about all that n stuff, so that's probably what this quote Blog unquote will be about mostly.

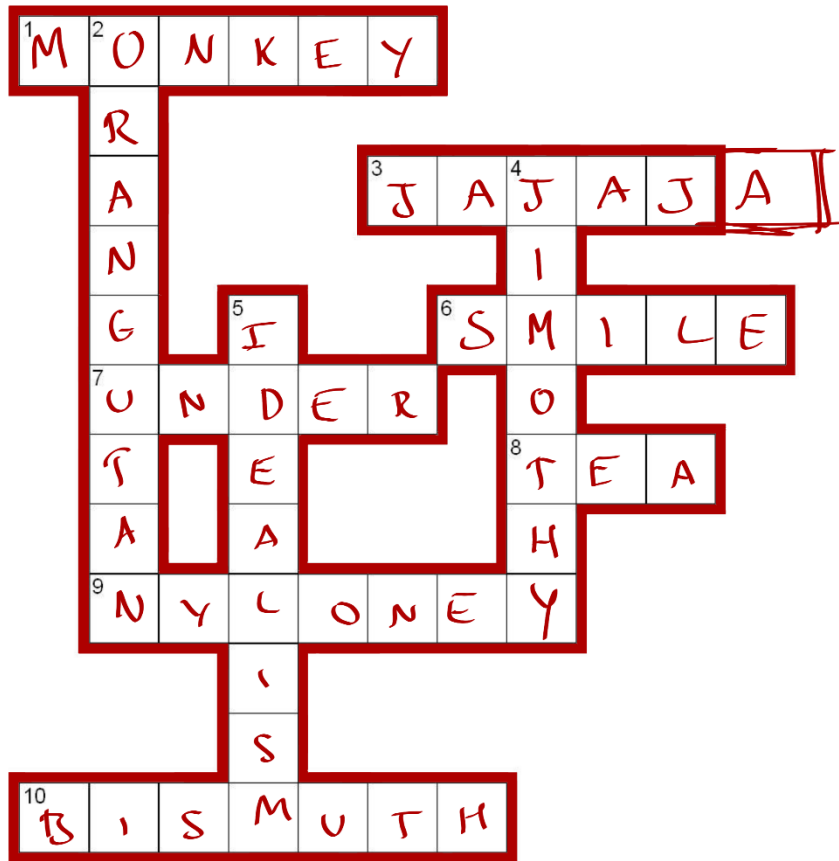
Let's start with some recent events like that 9/11. Man that sure was tough, but I am sure the Mcdonald's company breathed a huge sigh of relief for that to happen the day after their Monopoly Scandal, sure was lucky for it to be overshadowed by a group of crazy hijackers. Anywho it was a very terrible tragedy, especially with Al Qaeda's use of Thermite to take down the towers, as well as their ingenious strategy to have the owner of the World Trade Centre renew his insurance for the towers, specifically against terrorism allowing them to make the big bucks. Tragic, very tragic.

Another recent event I have a couple thinks about is the the Cretaceous–Paleogene extinction event. It's not as recent as 9/11 but it is definitely still fresh in the minds in the majority of people I know. It was truly horrific to see the big ass rock smack the ground like that destroying most of the plant life around us, tsunamis n all that. In hindsight I could have definitely stopped the meteor myself, but I figured it would be fine. It was indeed fine in the end, killing off all those stupid giant birds n whatnot. I hated those things, running around like no one's business. Glad their gone from my planet, but it's a shame that the world will never again see the KFC plant.

That's all for the blog, so here are some cool pictures to help lighten the mood:



Okay have a cross word now, so I can go write the next page without you seeing my thought process



1. Frieza calls Sayians this word.
2. Orange Monkey
3. Repeated when a mission is to be cancelled
4. The name of the Author
5. A shit ass ideology
6. "_____ for the camera!"
7. Australians are typically thought to be down _____
8. I drank this while making this page
9. A describing word when something is made of Nylon
10. Heaviest non-radioactive element

My bad, I got distracted trying to write up the third page and just did the cross word for you anyway, hope you didn't mind. Anywho I sometimes make art here's stuff I've made.



Okay that's all from me for now. Next time I will talk about my own life, the life of Jimothy. It was pretty long its been a good few universes. But until then I've been Jimothy. Byebyebye.





2021-2025 No rights reserved. Tonight Daily is
an unregistered trademark of the Weather
Hotline Bling.

