Terror reigns as gamers get lost in the fourth dimension

NERD WATCH

Nintendo 4DS

RELEASE DATE: A long time ago in a galaxy far, far away

DEVELOPER: Black Hole Forces

PRESS OVER: Shack Press

Byron Thongsongve

For some who have been released 4DS earlier this year, Nintendo has announced they’ve got another handheld gaming system to be released in 2017: the Nintendo 4DS.

“It’s better than the 3DS, because it’s got a whole other dimension of fun to it,” Shigeru Miyamoto said amidst the laughter of countless adoring children that just seems to follow him around everywhere. “We took all our console, and we asked ourselves, ‘How can we make it even better?’ The answer was simple: take this baby into the fourth spatial dimension.”

So far the response from the press and long-time gamers has been mostly negative and largely baffled. The problem is that most gamers just can’t seem to get its level. As it turns out, trying to control Mario in a two-dimensional projection of four-dimensional space is simply beyond comprehension for most people. Koopas fit into existence with no warning, and moving platforms pop in and out whenever they feel like it, filling any hopes of ever saving the princess.

“I’m not even sure how you interact with the damn thing, though I could only play it for about a minute before I blacked out,” one user said, noting this could potentially be a deterrent for users who didn’t enjoy electronically-induced head trauma. While it looks like the interface has the same old touch screen, your hand actually disappears inside, entering full-blown four-dimensional space. The experience is disconcerting at best — but generally horrifying.

Several sources have echoed these concerns, saying the extended play of the doctor induces headaches, nausea and a weakened experience of proprioception — the lineare sense of where one’s limbs are. Beyond that, on the developer level, nobody is sure how exactly to make use of the extra dimensions. And metaphysicians are confused as to how the device could tear a hole through our dimension straight to hell.

“Just kind of mix these,” said an anonymous developer, frightened that Miyamoto will set that infectious, deadly smile upon him. “The transition from 2D to 3D took a long time to get right back in the day, but at least we all knew what 3D was. We’re pretty much just holding onto our dicks and flying blind here.”

“We used the extra dimension in the game Celestialres: The Leibniz Conspiracy, but only in a really trivial way — and even that took everything we knew about linear algebra. We had like an omnipresent tag of holding sorted of like those chess in the old Resident Evil games, only everywhere. But Nintendo’s threatening that we don’t do something more innovative next time, they’ll kill our pets to fuel Miyamoto — they say he literally consumes happiness using this big, grindy killing machine.”

The developer took out invention of the console to illustrate, but in a shocking turn of events, it swallowed him whole. As of press time, The Getaway has not succeeded in freeing this prisoner of fourth dimensional space. Nintendo has issued a press release regarding the growing trend of 4DS users simply vanishing from 3-dimensional space, asking everyone that “the 4DS is definitely not just some villainous play to kidnap people through the fourth dimension to feed Miyamoto’s insatiable appetite for happiness and dreams.”

GETAWAY: Describe what you’re wearing.

JACOB: I’m wearing a blue polyester jacket with blue pants to match. I bought the whole outfit at Gravity Pope, obviously. Then I ate the cashier.

GETAWAY: What’s your favourite thing you have on?

JACOB: Definitely the jacket. I keep it open to air out my chest hair. There’s nothing more stylish than a little man-fur flapping in the breeze.