

Deadpool 2: When Doves Cried with Thanos

By [Cory Naught](#) May, 2018

by Cory Naught

Deadpool and is at the height of his game!!! I'll try to be as non-spoiler(y) as possible. In **Deadpool 2** coming to theaters THURSDAY, Ryan Reynolds takes the good things from original, plus some good ole' fashion turned on its head comic book troupes and gives us a film that feels exciting and hilarious.

Zazie Beetz as Domino, stands out among the additions giving us a character that can stand her ground against the worlds filthiest superhero. Morena Baccarin brings the noise once more as Vanessa; Brianna Hildebrand with a great new look kills it as Negasonic Teenage Warhead; and Leslie Uggams is amazing again as Blind Al. Even TJ Miller had his (albeit limited) moments as Weasel. What I absolutely love about **Deadpool 2** is that there seems to be comedic chemistry between each and every actor. You can tell time and hard work was spent getting the most out of each scene.

Josh Brolin is to Comic Book Movie Villians as Clint Eastwood was to Western Bad-Asses. The guy gets it, doesn't take himself too seriously and simply blows the audience away with his charm and grit. Go and see him kick ass as both baddies! You owe it to your comic book loving heart to enjoy this (and I can't believe I am typing this after DC and Marvel Universes have crapped out so many terrible villains the past half-decade) golden age of villainy.

Director David Leitch brings a grittiness that the talented Tim Miller couldn't. There is a practicality to the fight scenes that of course comes from John Wick and give **Deadpool 2** this feeling of "wow, this dude is insane" I absolutely loved it.

Deadpool 2 is a 4.5 out of 5 on the Adventures of Nerding scales of awesomeness.

Riding Solo: Han is Back and Better than Ever

By [Cory Naught](#) August, 2018

Emilia Clarke, Donald Glover, Thandie Newton, Phoebe Waller-Bridge, and Paul Bettany play their parts so well. I was glad to finally get a pure adventure out of a **Star Wars** picture since **The Force Awakens**. The heist angle plays out in a way that you owe it to yourself to see. I mean that. If you are a **Star Wars** fan that watches, and reads everything **Star Wars** you need to watch **Solo: A Star Wars Story**.

I am happy that the drama surrounding this film didn't torpedo it. That was my fear as well as the fear of so many other fans. To get a film that furthers the lore in such a creative and fun way is all I wanted. I give **Solo: A Star Wars Story** a 4.2 out of 5.

Fantastic Beasts and Where to Find Them

By [Cory Naught](#), 2016
Corynaught.com

Such a great film, that is built to please Potter fans. David Yates knocked this one out of the park. From Jude Law, to Johnny Depp, Eddie Redmayne, Ezra Miller, each actor and actress played their parts to a T and I for one enjoyed the film thoroughly due to their brilliant performances. The cinematography was breath taking. Each scene felt huge and you could feel its importance.

What stands out for me the most is that you didn't necessarily need to have seen *Fantastic Beasts and Where to Find Them* to understand this film. My wife missed that first outing but because she is a Potter head she understood the plot completely. *Fantastic Beast: The Crimes of Grindelwald* provides a detailed look into the struggles of world of magic that mimic the way things are now. Should those with magical abilities come first? Or should all people be considered equal? Important questions and an important point for a film to show during a time when few people can agree on anything.

In my *view Fantastic Beast the Crimes of Grindelwald* is a solid 4 out of 5 stars. My only knock being, the constant fan service may go over normal movie viewers heads.

Sony Files For Patent on VR Glove

By [Cory Naught](#) February 28, 2016

Comments 0



Tech geek and gamers alike are going to flip over this.

Sony has filed a patent for a glove controller that would work in tandem with a VR device. The glove would interpret touching, grabbing, pressing buttons, and throwing objects. You know, all those things you do with your regular controller, but this would work with a natural feel within a VR environment (courtesy of [Eurogamer](#)).

Now my peripheral loving friends, before you all jump out of your seats it must be noted that patents are filed by hardware developers every day. Whether the product makes it past testing to market is anyone's guess. The idea though of a touch based controller that works and feels right is a dream 30 years in the making.

What hardcore 30 something gamer can forget the horrid Nintendo Power Glove...



The thought of being able to play *Call of Duty* while actually moving within a virtual environment is pretty damned cool. Could you imagine playing *Fallout 4* and be able to stare down at your wrist at a PIP Boy?

The possibilities for this tech are limitless. So Nation... what do you think about this story? Does it have the potential to be something great, or is it another Power Glove?

Sound off below and keep it locked here to GeekNation for all your video game news.

There's A Reason Behind Luke's Absence In The STAR WARS: THE FORCE AWAKENS Marketing!!!

Posted by: [Erin Parisien](#) in [MOVIE NEWS](#), [SLIDER](#), [Video](#) November 12, 2015 [2 Comments](#)



By Cory Naught

Schmoeville!!!

Luke is fine. He will be in *Star Wars: The Force Awakens*. The uproar of what happened to Luke after he was left off the poster and trailers was expected. So says JJ Abrams, while speaking to [EW](#)...

No one forgot about him! We were hoping people would care, but there are a lot of things that are not on the poster, as busy as the poster is. Certainly Luke is a very important aspect of the story.

Abrams got into the back story of Episode VII:

It was the thing that struck me the hardest, which was the idea that doing a story that took place nearly 40 years after Jedi meant that there would be a generation for whom Luke Skywalker, Han Solo, and Leia would be as good as myth, they'd be as old and as mythic as the tale of King Arthur. They would be characters who they may have heard of, but maybe not. They'd be characters who they might believe existed, or just sounded like a fairy tale.

So much has been said. So much will be pondered upon as the opening date approaches for *Star Wars: The Force Awakens* on December 18th. It seems for Rey and Finn the tales of Luke, Leia, and Han will be watered down, or in the realm of myth, and they will set on an epic adventure to find answers. What happened to Luke seems to be a major plot point for the film and is being guarded by JJ as such and I for one am so glad that even though there is a ton of information out there you won't get anything but theories and conjecture when it comes to what exactly Luke Skywalker has been up to for 30 years.

So Schmoeville, are you the least at ease hearing that Luke is part of JJ Abrams plans?

J.J. Abrams Talks Leia's New Title in STAR WARS: THE FORCE AWAKENS!!!

November 12, 2015



By Cory Naught

Schmoeville!!!

There is no Princess, only General. Getting the reference in 3..2..1. Ok, the folks over at [EW](#) sat down with JJ Abrams and he let us fans in on what the Princess has been up to...

She's referred to as General, but ... there's a moment in the movie where a character sort of slips and calls her 'Princess. The stakes are pretty high in the story for her, so there's not much goofing around where Leia's concerned, but it felt historic to have her, especially with Harrison, back in scenes together. I can only imagine the baggage that they bring to it, I'm just a fan who loves this stuff, but they've been living with it and living in it since '77.

It is nice to a look into the film and to see that JJ really loves and respects this universe. My only issue like many others writing around the net is with this full court push for the film. I thought it was over with the final trailer and then the international one came out, now more pictures, and a special on ABC. Disney is so busy propping up their other interests (ABC, ESPN, the Disney Channels) that they don't see that the initial exposure was more than enough to put them over the top in a very historic way. Not that this press will have a negative impact, I'm sure regular non-hardcore fans will love the

insight and eat it up like candy. Star Wars: The Force Awakens bursts upon theaters December 18th.

So, Schmoeville, what do you think of this news? Is it too much?

'Rocket League' Cash Prize Tournament Announced

By Cory Naught March 4, 2016

Comments 0



Nation, talk about fun.

Rocket League has taken the gaming world by storm and now, fans of the The Rocket-Car soccer game (I can't believe I just typed that) have the chance to participate in a new tournament that takes the game to a whole new level. Twitch and the game's developer, Psyonix, are to thank for this new cash prize tournament. Check out all the details below (via [Business Wire](#))

Starting in March, players interested in competing in the inaugural season of the Rocket League Championship Series can register in teams of three for a chance to win the very first Rocket League championship title. The three-month season kicks off with open qualifiers and will have a total prize pool of \$75,000 USD. All matches will be played on the PlayStation®4 (PS4™) computer entertainment system and Windows PC with additional platform support to be revealed in the future.

Jeremy Dunham, Vice President, of Psyonix commented on the announcement with the following (via [RocketLeagueSports.com](#)):

“From the moment we hit the pitch last July, we knew that Rocket League was a legitimate esports, Twitch and its streamers have been an instrumental part of our success since we launched last July, and that made them a perfect match for us. We couldn’t be more thrilled to be working with a team that we respect as highly as we do Twitch, and we can’t wait to show the world what we can do in esports together!”

It’s not hard to see why the game has done so well, from its replayability alone. Hell the Batmobile from *Batman v Superman Dawn of Justice* is coming to the game, in addition to a number of other unique vehicles, including the DeLorean from *Back to the Future*.

If you haven’t already given it a try, then I recommend you do so soon, but prepare yourself to donate hours of your time to it as well because once you fall down the *Rocket League* rabbit hole – it’s hard to climb out of it.

Retro Gaming Review: 'Super Mario Kart'

By Cory Naught January 19, 2016

Comments 0



When I think of Retro Gaming, Nintendo always comes to mind. Let's face it, the company has been in the gaming space for over 100 years. They are synonymous with excellent IP's, from *Metroid*, *Zelda*, to *Donkey Kong*. Nintendo seems to have a title for every age group and genre. Just look at what they have done with their cash cow the *Mario Brothers*. Whether it is just plain Mario, to Super Mario, to Paper Mario; hell even Mario Tennis and Golf. The interesting ways Mario has been integrated into the gaming space is not just innovative it is pure, marketing brilliance - one just needs to look at the classic party game: *Super Mario Kart*.

Launched to the public on the SNES in 1992, this go-kart racer captured the minds of families, loners and college students. *Super Mario Kart* forced competitors to jump on the Kart concept i.e. *Sonic*, *Crash Team Racing*, and even the Final Fantasy inspired *Chocobo Racing* ([MODOJO](#)).



Super

Mario Kart offers the player a chance to play one of 8 playable characters: Mario, Luigi, Princess Peach, Yoshi, Bowser, Donkey Kong Jr., Koopa Troopa and Toad. The single and multiplayer experiences are what makes this game such a classic. In a time where game makers sell you an imperfect product that requires 2 gigs of updates out of the box and 50 dollar DLC subscription fees. Not to mention unbalanced single/multiplayer experiences, that leave a gamer feeling cheated. Super Mario Kart provided the player a chance to unlock tracks and classes in single player mode that were useable in the multiplayer experience (Wiki). There was no added cost – what you bought from the store was what you got. *Super Mario Kart*, come to think of it, launched a sub-genre in kart gaming that is still here today; entertaining millions of gamers across the globe.

The fact that *Super Mario Kart* is so beloved makes reviewing it with an open mind difficult. How does one review a classic without undo sappy/nostalgic influence? With math and a very, very open mind. There are 3 metrics we are looking on a scale from 1-10 which are:

Replay Value: Does the game provide an experience that is not just worth playing through again and again, but offers a unique and rewarding experience each time?

Story: Does each player mode work towards a goal that makes sense for the gamer, and does the plot play out in a way that not only engrosses the gamer but further adds to the gameplay?

Look: Does the games total package: graphics and audio come together well?

Let's see how Super Mario Kart measure up in each category:



Coming down to the facts, replay value is an obvious 10 as Super Mario Kart offers un-lockable content and a multiplayer experience that lends itself to countless hours of play. The Story which drops in at an 8, is wonderfully simple: beat a track and move on. Not only does it work brilliantly within its simple constraints, but as you move into multiplayer mode you end up having a unique experience with each race you play. The look which arrives at another 8, is classic Nintendo: cartoonish with a polished feel. The

sound track works great and fits the gaming experience. Which lends to a very high **Overall Score of an 8.7.**

What can I say about ***Super Mario Kart*** that hasn't been said? It is a very, very, very fun game. It inspires that competitive spirit in all of us. It is a game that brings families and friends together in a way that hasn't always been done well by game makers.

So I want to know from everyone out there in GeekNation; what do you think of *Super Mario Kart*? Do you go back and play games from a platform that doesn't end in a Box or Station? Since this is a *retro review* - what other games should we consider to revisit? Fire off some of your thoughts and we can discuss them below!

Thanks for tuning into GeekNation. Make sure you check back here for more updates!

‘Doom’ Single Player Campaign Clocks in at 13 Hours

By Cory Naught February 14, 2016



Doom, the game that helped usher in the great age of FPS games, is set to be relaunched on Windows, PS4, and Xbox One on **May 13th, 2016**. Comments from *Doom*'s official Twitter page have been circulating the web these past few days; and has sent fans of content rich FPS games a flutter (nice catch [Gamerant](#))....

With a 13 hour single player campaign and what promises to be an awesome multiplayer mode with a map editor – *Doom* is shaping up to be the FPS game that many *Star Wars: Battlefront* detractors have been waiting for.

From the looks of the trailer alone, *Doom* has all the gore of the original with a modern influx of amazing graphical brilliance. Will it live up to the hype? I don't know, but what I do know is that a complete experience is what gamers want. That means a content rich single player campaign and a multiplayer campaign that offers every option under the sun.

Doom will hit shelves on May 13th, 2016.

So Nation. What do think of these comments? Is a 13 hour single player campaign worth the price of entry? Or do you want more? Sound off below and stay glued to GeekNation for all your gaming needs.

Bungie Confirms ‘Destiny’ Sequel

By [Cory Naught](#) February 13, 2016

Comments 0



Bungie, the studio that brought us the original *Halo* has an update to share with fans of their newest creation *Destiny* (via [Bungie.net](#)):

“Prior to the holiday break we [mentioned](#) a second, larger update slated for Spring. That content release will feature a significant Light increase, a bunch of new gear to earn and equip, and new challenges for PvE players seeking some more fun experiences and replayability.

*Beyond that, the team is focused on delivering a large expansion later this year, and a full *Destiny* sequel in 2017.*

As work wraps up in the weeks ahead, look for more details about the Spring content, as well as more information about our bigger projects in the months that follow.”



Destiny was received with mixed bag of reviews by fans and critics alike, but it seems they have listened to their audience. An audience that made Destiny the biggest new franchise launch of all time with over 500 million in retail sales ([WIKI](#)). This MMO, FPS hybrid is looking to gain even more traction with a direct sequel and I am stoked to see what Bungie will have to offer.

So Nation, are you pumped for a Destiny sequel, or are you indifferent to the game like so many other gamers? Sound off in comment section below and keep it locked here to GeekNation for all your Destiny updates and gaming news.

The DC Dilema

By [Cory Naught](#) 2016
SchmoesKnow.com

DC/Warner Brothers needs to stop trying to make a “comic book” movie, and simply attempt to make a film the general public and critics alike can wrap their heads around. Now, before I get started: I am a huge DC Nerd. I love ***Man of Steel***, ***Batman v Superman: Dawn of Justice***, and ***Suicide Squad***. When it comes to having an engaging character roster, DC is, hands down, the best there is.

With that being said, the people at Warner Brothers need to get out of their own way. Stick with your original goals and ignore the white noise. There will always be people who want their heroes to be without flaws. By heavily editing ***Batman v Superman***, Warner Brothers essentially brought up the question: why hire Zack Snyder in the first place? The man is known for ***300*** and the ***Watchmen***, which are two graphic novel adaptations that had very dark plotlines with blood, adult themes, and mind-bending action.

To make matters worse, Warner Brothers, after making those mistakes, handcuffed David Ayer, the director of ***Fury***, ***Sabotage***, and ***End of Watch***. You cut him of at the ankles on ***Suicide Squad*** with reported competing cuts, as well as deciding to leave out the majority of the Joker’s footage ([Collider](#))? Really? Ayer bleeds high quality, dark, and deeply character oriented films. What is the point of having quality talent direct your movie if you refuse to trust in that talent?

Yes, I understand the worries about putting out a product that is so dark you lose most of your audience base. Marketing to as wide an audience as possible is good business. In turn, good business also catches potential issues before they occur.

Marvel makes great films featuring comic book characters as the leads as opposed to making “comic book movies. Their films cover many genres: buddy action, space opera, 70’s spy thriller, coming of age, heist, and comedy. They just also happen to feature comic book characters. The first ***Iron Man*** played things perfectly. It had a great script, a motivated lead actor, and a great director in Jon Favreau. The film is so good you can remove the super hero part and you have a film about a man conquering his greatest challenge... himself. ***Captain America: The Winter Soldier*** was brilliant! A 70’s spy film featuring Captain America? Brilliant!. Marvel knows the type of film they want before they go into a project, and they are not afraid to cut bait if they are not getting what they need (Edgar Wright).

Warner Brothers needs to learn from their mistakes, or we will be facing another re-launch of the DCEU in five years. I know the folks there are capable of a great DC film - I consider the best comic book movie of all time to be ***The Dark Knight***. It had great characters, a thrilling story, and visuals to die for. Heath Ledger put in one of the most commanding portrayals of a comic book character ever! All it takes is a little bit of time, and a whole lot of trust in your creative team.

My hope is that ***Wonder Woman***, ***Justice League***, and ***The Batman*** (please announce a release date\ soon) are the beginnings of a stable DCEU.

Pitching a Fit the New Ghostbusters

By [Cory Naught](#) 2016
SchmoesKnow.com

Pitching a Fit the New Ghostbusters

Movie or TV Show: Ghostbusters

Genre: Sci-Fi Comedy

Medium: Television Series

Characters

Dr. Liz Spengler: Egon's youngest daughter. Obsessed with Ghosts and carrying on her dad's legacy.

Played by - Allison Scagliotti, Warehouse 13 alum.

Dr. Eggie Spengler: Elder Spengler. Dedicated to the 'real sciences' angry at her father for driving their mother insane.

Played by – Katie Sackhoff, Battlestar Galactica

Agent Stepps: Head of the Top Secret Government taskforce bent on busting Ghosts and keeping their existence silent.

Played by - CCH Pounder, another Warehouse 13 alum.

Robert Chesterfield III: The money. The eccentric son of a billionaire oil tycoon. Rob is obsessed with Ghosts and Liz... mostly Liz. Lacks any and all social skills. Tags along on cases often ending up being more of a problem than a solution.

Played by – James Roday, Psych

Agent Walker: Former Navy Seal, who has been on the front lines in the government's silent fight against ghosts. Brought in despite the protest of Liz to train the Ghostbusters in the government's more tactical methods of fighting ghosts.

Played by – Christian Kane, Leverage

Premise

After the death of their father and the constant denials and persecution of his beloved Ghostbusters the Spengler daughters are going down two very different paths. Liz the youngest of the brood is dedicated in continuing her father's legacy with a rag tag group of Ghostbusters bent on exposing the issue of the paranormal as a very real one. The fight has been so far a losing one as the covert CIA Paranomal Task Force headed by Agent Stepps is hell bent on keeping Ghostbusting a covert affair. Dr. Eggie Spengler wants nothing to do with her father. The elder Spengler holds their father responsible for driving their mother to be involuntarily committed to an insane asylum. She has devoted her life to what she views as the 'real science' as a top researcher at NASA. She is brought into her younger sibling's by Agent Stepps when young Liz stumbles on situation that would blow up the government's secret. As the situation falls out of the control of both the government and the Ghostbusters. They are forced to work together with both sisters acting as co-leaders.

This series would take place all over the US as the small rag tag group of Ghostbuster fights to stem an influx of spirits being brought into world by an unnamed villain.

I know what you're thinking "how dare you retcon the new Ghostbusters film"! That is not the case here. This being a Sci-Fi comedy series, we are allowed to venture into the weird fringe sciences and this is where the new all-female Ghostbusters team comes in. The containment unit during an accident in a later episode has created a wormhole to the alternate timeline. The TV team must join forces with the all-female team to find a way to get home.

So Schmoeville! What do you think about this pitch? Are you angry? Are you delighted? Sound off in the comments section below and make sure to bookmark Schmoesknow.com for all your entertainment needs.