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Pizza boy games

Photo: Alexandra Gorn (Unsplash)Hello and welcome back to What Cooking?, the open thread where you can share your brilliant thoughts, tips, recipes and opinions on all things related to food. This week I want to talk about the most divisive dishes in the whole earth: pizza. Homemade pizzas are a passionate bunch; for a timid novice, in conflict... I read moreWatch while I was born in Mississippi and grew up in Los Angeles, I don't have very strong feelings about pizza other than feelings of adoration. I love folding crusts; thin, crunchy crusts; both in the style of Chicago and Detroit. I also like pineapple on pizza. In short, I'm the opposite of a pizzeria, but now I'm dating a man from New Haven, and I didn't even know that this level of snobbism existed. (Honestly, I didn't even know New Haven had its own pizza, but don't tell it.) So, although I do not have a favorite style of pizza, I am fascinated by all the different regional styles and very strict rules that go along with them. Feel free to leave your pizza in the comments below, or just feel my questionnaire: What's your favorite kind of crust? I like the folding, diluted diluted situation best, but it's good and greasy, thick crust with crunchy edges and chewy interior. What's your least favorite crust? I'm not a fan of cauliflower bark. Which city makes pizza the most right? I haven't tried this pizza in New Haven - it comes with mussels? What was the first pizza you drank? The first pizza I drank was barbecue pizza from Pizza Hut in Aberdeen, Mississippi. I liked it. Is California-style pizza real? From what I understand, it's just a little barbecue chicken. I don't mind. What are your favorite toppings? My favorite pies are sausages, mushrooms and garlic, and Hawaiian, and I'm not ashamed. Speaking of toppings, how about pineapple on pizza? What about anchovies? You're quite into both, though not at the same time. Does pizza have to have cheese to be considered pizza? I've seen cheese-free pizza in both Italy and the country, so I'll let it go, although I won't order it. What about the sauce? Does it have to be red? I like pizza with white sauce. Can you put sauce on pizza? There's a pizzeria in Portland called Rancho, and you know what? It's very good. How do you make pizza at home? I usually order, but if I need a desire to do it myself, I use fresh dough bought from the store, cast iron pan, fresh mozzarella and prosciutto. What's the weirdest pizza you've ever had? I once had pizza in Israel that had tuna and corn. It wasn't my favorite. Again, diatribes, screeds and angry residents are encouraged, as long as they are for pizza. Scream very loudly if I don't mention your city, which is undoubtedly the best. For frequent fliers or gamer, who should have everything, Micro is excellent. Portability; library; Screen brightness; Sense of price style; Durability; Button positioning Although a pioneer in the interactive entertainment business when it comes to dollars and cents, Nintendo doesn't play around. Depending on how you look at it, the company has either revolutionized or bled the market by hand for almost two decades. First arrived was the monochrome-screen gaming boy in 1989. Nine years later, it follows Game Boy Color, complete with a rudimentary visual palette. Enter Game Boy Advance - a unit that actually sported graphics in bright shades, against washed shades of gray or colored outlines - in 2001. Surprise, surprise... Now it's 2005, and another revision, Game Boy Micro, is after us. Smoother and more stylish than its predecessors, plus packing better visibility, the device is also much less. Not to mention, at least for those affected by style or portability, welcome for 1500 years, if not necessarily a substantial purchase. Features and Design The device, available in silver and black versions, measures only 4 (W) x 2 (T) x 0.7 (D). Think only about hair larger than mobile phones and super-sized packs of gum, or (unless you're taking after George Costanza for Seinfeld ... and possibly Uncle Scrooge, in this regard) the average citizen's wallet. What's more, it weighs, but 2.8 ounces less can be added than a keychain equipped with a remote control of the car. Longer horizontally than the 3.8oz Game Boy Advance SP, it's also almost half the thin and hefty. The measured comparisons are even more telling when stacked against next-generation competitors like Sony's Nintendo DS or PlayStation Portable. Both are wider, bulky and (as any attempt to elevate them reveals) much more demanding on the biceps. To put it into perspective, you can safely sneak Game Boy Micro into the pocket of trousers or shirt; sp is manageable but unmanageable and completely impossible with DS or PSP. It's easy to see Nintendo's strategy. On the one hand, the company aims to wow audiences with a library of over 700 compatible with 700 low-cost Game Boy Advance cartridges, including video packages that play 30-90 minutes of cartoons or animated movies. (Sorry, Super Mario Land fans... Neither Game Boy nor Game Boy Color titles work with the device or even fit into its lower mounted slot, so not so many older models yet.) Similarly, the manufacturer is also fishing for teens, hipsters, consumer electronics enthusiasts or anyone else who carries a mobile phone and/or worship at the altar of all things technology-related. After all, between Blackberry or Handspring Treo, iPod and WiFi hotspot discoverer, what is another irresistible, pocket-jamming example of a dreamer the design of today's audience that loves gadgets? Just to seal the deal, the best in Japan are even three removable facial feathers with each model. The breeding process That gamers and everyday Joe's will enjoy customizing their new toy. True recognition, though: you're probably just as good with, say, basic black as an option for a duvet, camouflage pattern or coating decorated like a pink daisy that sports a ladybug on a painted pedal. Especially that's it, considering popping up on the [censored] front requires you to put a double-sided plastic pushing catapult into two side holes anyway. Even the ameba-sized and selectable console start buttons located above the cassette bay near the bottom of the curvature device have been subjected to extreme beautifying change. That's right: now the buttons glow in blue, so you can actually see them in the dark. Enough about semantics, however – of course you won't be ashamed to be spotted in Game Boy Micro in public. Focus on how Gizmo itself is doing: shockingly good. Thank you for nintendo's stunning 2-inch color display with adjustable brightness levels, the sharpest ever produced on Nintendo. While we regret to report that it does not match the clarity of the PSP's 4.3-inch 16:9 panel, the monitor is still a cut above its predecessors. Of course, getting used to it at first is a trick: roughly 0.4 inches are shaved off by the previous screen size model Game Boy Advance SP. But the color and clarity of the titles come through much sharper than ever. In fact, you'll be blown away by how good graphics of offerings like Mario vs. Donkey Long look - shrinking them actually improves their vitality. Gossip retaining the reduced screen size can cause headaches and eclipse in some viewers for an extended period of time. However, we do not experience any problems throughout the week-long testing program. Even better, all games designed for use in earlier systems remain fully executable – as much as, no less, you will be pleasantly shocked. Photo courtesy of Nintendo America Setup and Testing Think of role-playing and strategic titles like Final Fantasy Tactics and Rebelstar: Tactical Command. With narrower text, smaller sheaths than normal and angular, a camera point of view, it can be suspected that these outings will suffer from narrower viewing angles. It's not like that. If anything, these games look better for transformation. As well as to the point, to the point, you can finally see the details of the armor of enemies or vines crawling grid during previous background titles. Or while we are in it, we better appreciate the aesthetic calibres of cinematic sequences and the overall design of the characters represented in the history of Sci-Fi. However, it is hand-painted or animated actions, arcade and racing games that benefit most from the transition. Pick up your weapons and get killed in side scrolling adventure Metal Slug advance or it Hand it by hand with comic opponents in Atomic Betty. You'll notice immediate differences between experiences here against other Game Boy Advance releases. It is also worth mentioning: and: delays, technical or compatibility issues (i.e. damaged saved games) occur during the evaluation process. The control scheme is the same as always. You get direction pad, buttons A and B, plus mounted L and R shoulder inputs. In an interesting twist, a single switch – a toggle button, holding down the L button until you smear it – located to the right of the system, further controls brightness and volume. Finally (finally!) a suitable headphone jack is included on the device, eliminating the need for custom-made peripherals. At the bottom, it's easy to get the screen spared. After all, nothing can be viewed on display just to see a greasy, pizza-colored fingerprint staring back. Positioning the buttons is not necessarily the most convenient for some. Some adult users we put the unit in the hands of complaining that it is too small for their hands, while others pointed out the lack of space to lean on the thumbs that NK offers. Note: none of these issues have been raised by children. The fragile is also a problem. The tank is made to fight. We were afraid it would crash. Read: it is difficult to recommend for use in a playground or romper room environment. Speaker quality is also not the best. While fit enough to annoy your spouse or first-class cabin attendants, gamers won't be blown up. But some sacrifices are worth making for convenience. Nor, in this case, does the battery life improve – you are still watching about 10 hours. (Not that we complain too much, given that this is the most for a manual gaming system.) Photo courtesy of Nintendo America Conclusion The biggest problem here is the price. Game Boy Boy Micro, \$99.99. If you own an earlier model, the upgrade is difficult to justify, given that the unit essentially does the same things. Similarly, Game Boy Advance SP - still available for purchase - costs just \$79.99. The distant cousin of the Nintendo DS (which touts twin 3-inch displays, wireless multiplayer and touchscreen capabilities) is able to play all Game Boy Advance cartridges as well as original games too. It's only worth \$30 more. However, who are we fooling? For frequent flyer or gamer, who should have everything, Micro is excellent. Assuming you fall into one of the above categories, hey... Let the games begin. Pros: - Small as sin - Adjustable, brightly lit screen - Compatible with all GBA titles - Idiot-proof interface - Available software Cons: - Overall price point - thumbs - Screen spots easy - Fragile construction - Middling audio quality Editors' recommendations