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Madness combat project nexus 2 tricky.

You may have been looking for an article about Tricky from the main series. The zombified remains of a psychopathic assassin clown. - Madness: Project Nexus 2 Kickstarter Tricky, confirmed to be Dr. Hofnarr, appears in Story Mode of MADNESS: Project Nexus on multiple occasions. He is seen wearing his signature iron slab mask, alongside a tattered lab coat with a nametag and a pair of heart-patterned shorts and brandishing his signature Streetsign. In their search for Dr. Hofnarr within the Commercial Sector in the stage Sleeper Labs, Hank and Dr. Christoff discover what has become of Christoff's old friend: he is now the zombified monster clown, Tricky. Initially Tricky has no intention of aiding Hank or Christoff in anything, and forces them into a blood sport for his own amusement, filled with fire and laser beam traps, trapdoors and waves of Asylum Patients and Pharmacists. During the last wave of the insane arena, some Nexus Core Drones start descending onto the arena, pestering Tricky and attacking Hank and Christoff. Eventually Tricky tries to finish off his "playthings" with an inescapable laser deathtrap, but he is interrupted by Agents from the Nexus Core. Enraged that someone would dare steal his kills, Tricky kills the interlopers. Afterward he reluctantly agrees to show Hank and Christoff a secret passage into the Science Tower. Tricky reappears at the end of the stage The Last Leg, confronting Sanford and Deimos after the duo's fight against the Ghoul in the monolith. He briefly attacks them but then realizes that neither of them are members of the Nexus Core and proceeds to warn the duo about the consequences of ending Project Nexus. After Deimos asks him how to prevent the world from ending, Tricky tells them to figure it out before disappearing in an explosion of confetti. He is later mentioned by Sanford when interacting with the Science Tower's tower viewer binoculars in the hub. Sanford notes how Tricky is slaughtering everyone indiscriminately on the city whilst all the factions fight each other on the streets. Tricky also appears on the credits dancing with his streetsign. Trivia Tricky's teeth appear sharper than most Zeds. This can be seen by looking at him from a side. Gallery Tricky's appearance in MADNESS: Project Nexus. Tags: tricky madness combat, madness combat newgrounds, newgrounds madness, madness combat 1, madness combat, madness project nexus 2, madness combat deimos, madness combat accelerator, madness combat animation, madness combat full series, friday night funk'n, fnf, tricky, graffiti, microphone, music battle, game, mod character, fnf mod character, fnf tricky, clown, zombie clown, madness, graffiti, hank, deimos, engineer, auditor, agent, sanford, zombie, grunt, atp, mag, project nexus, female, kelzad, roblox, undertale, deviantart, sheriff, phobos, krinkels, evolution, heather, christmas, demon, fanart, hotline miami Newgrounds accounts are free and registered users see fewer ads! like my girlfriend likes it to realistic tricky isn't real, he cant hurt you..MY FUCKING GOD HOLY SHIT THIS LOOKS EPIC HOLY FUCKHE IS REALIM CONNA SHIT MY PANTS ooooooooo his motionmmmmmmmm so gooooooohhhh i really like the detail in the entire thing rather than just character detail! To defeat Project Nexus and the Nexus Training Program, the first step is to break your agents out of jail in this stylish and violent shoot-and-hack 'em-up. Use the keyboard to move and the mouse to aim. March 2012 Developer Madness Project Nexus was made by Krinkels. Platform Web browser MADNESS: Project Nexus may have a serious plot, but even in the beginning, it wasn't all that serious. Naturally, there's a few well-placed jokes here and there to break the ice. open/close all folders Story Mode Early into the game, Hank needs to unlock a security door. You initially get a prompt to "...Hack, I guess?" a computer. Engaging with it has Hank scratch his head for a second and admit he doesn't really do hacking. What does he do, though? GRAB A SLEDGEHAMMER AND BREAK THE CONTROL MONITOR OPERATING THE DOOR. Our protagonist, ladies and gentlemen. During one level Hank meets Rich, who was sent to oversee a power station but his replacement never arrived to take over his shift 29 years ago. He's sporting a Time-Passage Beard but for what it's worth is remarkably easygoing. He conveniently explains to Hank how his job has been to keep the power on, and upon learning Hank's mission being to turn his life's work of 30 years off he simply shrugs it off as he figures it's no longer his job anyway. The public demo involves two missions leading up to the confrontation of The Sheriff. When you complete the second one, Sanford goes to plant the demolitions and... there is no effect on the door. The following conversation becomes a huge, progressively less subtle Lampshade Hanging on the limited scope of a game demo. As Sanford and Deimos make their way through the Sheriff's stronghold, you can investigate a supply closet. Most supply closets have extra weapons and, occasionally, a medkit. This one has the lights turned off, and has nothing but two grunts who crawl out from under a pile of milk crates. Makes you wonder what exactly they were getting up to in there. The reason why the Sheriff keeps resisting Sanford and Deimos is that he thinks that they're after the bounty on his head. Neither Sanford nor Deimos knew about the bounty in the first place. It becomes quite awkward when the Sheriff realizes this after a drawn-out chase/battle sequence.Deimos: (Facepalming) "For the last time, you jackass, we're not here to kill you! ... are you seriously hearing deprived or or something?!" Sanford and Deimos have to make their way through apartments infested with scavengers. During a particularly crowded brawl, Deimos starts a conversation that goes from trying

to reason with the bandits, to wondering what kind of dogs they would be. As Hank and Christoff are running from Gestalt and Christoff, they decide to leave through the lift. When Gestalt bursts in, forcing them to wreck the elevator to send Gestalt down the shaft, Hank suggests taking the stairs. During a flashback sequence, we see Jeb trying to sneak through a facility. He manages to distract a guard by throwing a rock at the other end of the room. Not because the guard went to investigate the rock, allowing Jeb to sneak by, but because he leaves the room to tell his colleagues about the rock. He must have been REALLY bored that day. As Sanford and Deimos go through the sewers to reach the Science Tower, they encounter a cult that worships, of all things, buoyancy. As Sanford and Deimos are taking the lift to the entrance of the Science Tower, Deimos questions the motivations of and questions raised by Project Nexus, attributing it to something that's making his skin crawl. Then, an insectoid robot abomination falls onto the platform. Deimos: Nevermind. That's what it was. Later, Tricky bursts in through the window, intent on killing the both of them... for about five seconds. Turns out, even he didn't even know who he was about to fight. Tricky's own "Murder Time" show is one in itself, but given the presence of the trademarked "Slaughter Time" in Arena mode, means that the one fight Tricky doesn't wanna pick is over copyright law. Loading screen tips explain why the event exists in the first place: Back when Tricky was the considerably more sane Dr. Hoffnar, he was an avid watcher of "Slaughter Time," marking his calendar so as to never miss an episode. That's right; Tricky started up a gameshow in which the participants brutalize each other because he was a fan of one and wanted to make his own version of it. In another flashback sequence, as Jeb takes the elevator to see Phobos, The Blackguard (a G03LM in heavy medieval-style armor) tries to tell his G03LM cohorts about how awesome his battle moves are, all the while nobody pays him any attention. When they get to the top, he falls back into character, that being Ye Olde Butcherede English. When you fight him later, he falls out of character when he's on his last legs and abandons the swordplay and old dialect for a minigun.Blackguard: FORTH SOOTH... SOOTH... FOR SOO... AWWW, SCREW IT! SOMEONE HAND ME MY CHOPPER! Ironically, this phase of the fight is remarkably easier than the rest of the fight. He can no longer protect himself with a shield, and has quite a bit of trouble gettingt you in his line of sight. When Hank, Sanford and Deimos enter the science tower, they are greeted by a receptionist who asks them to sign in and wait in the lobby. Everyone is understandably baffled at not encountering any resistance. You can choose to go through with the whole process, at least, until all the Nexus goons in the lobby recognize you. When Hank and Sanford assault a barracks, they pass by an Attendant who quickly shutters his post and refuses to come out. You can't hurt him, but thanks to the "Ring for Service" bell on your side of the shutters, you can annoy him to no end. Doing this long enough causes a G03LM to break in through the floor and attack on behalf of the Attendant.Hank: Hello? Anyone there? Helloooooo?Attendant: LEAVE ME ALONE!G03LM: I've got your service right here, pal! Later, in one room, a carbine can be found on the floor. The carbine is described as "Best Gun" when equipped, and when it's within range to get picked up, the full name is "Sillyass super custom thing". In the room after that, as Hank and Sanford wait for Deimos and Christoff to open the way forward for them, Hank tries to pass the time.Hank: Tell me a joke. You're the funny one, right?Sanford: No... that would be the other one. Finally, Hank and Sanford end up in a room filled to the brim with nexus agents. All of whom flee for their lives when they realize just how many people Hank has slaughtered to get here. When everybody makes it to the top of the Science Tower, they find Church and Jorge, having stolen some medieval-style armor, itching for yet another rematch. At least until Gestalt climbs in through the window and kills them both with little effort. When a MAG Agent grapples you, they'll proceed to pistol whip you before throwing you to the ground and firing. Because you're being pistol whipped with a gun the size of an anvil, it makes the appropriate sound. After dispatching of Director Phobos, Christoff commands Sanford and Deimos to destroy Gestalt so Phobos's S-3LF has nowhere to go but the Other Place. The problem is that Gestalt is a living tank the size of a small building...Deimos: How are we getting past this dude's armor? He may be weak, but he's still a tank.Sanford: So... I may have been hanging onto some C-4 this whole time. For an emergency.Deimos: You're my hero right now. Arena Mode After finishing your (relatively short) training session in Bossman's sleepwalker pod, the player discovers Bossman has completely renovated the entire headquarters building from an abandoned dump into a PMC's dream sky-rise. The player promptly decides Bossman deserves a medal. On repeat playthroughs the player will note Bossman still deserves a medal. There's a weight scale in the Gymnasium, but rather than giving actual weight readouts, it just compliments you, almost as if it's dancing around having to tell you that you weigh a lot. "YOUR WEIGHT: AMAZING" "THERE IS SO MUCH OF YOU TO LOVE" "I CAN'T WEIGHT TO SEE YOU AGAIN" "I'M BODY POSITIVE YOU'RE QUITE THE CATCH" "WHERE'D YOU GET ALL THOSE MUSCLES?" "THANK YOU FOR STANDING ON ME" Upon reaching the final room of the warehouse in "Pilot Episode", the player finds the Toughs' leader Sweet Tony holding Chopper Dave hostage. If Sweet Tony detects the player, then he'll tell his goons to blast the eavesdropper, but if the player doesn't attack, then they get to hear the full dialogue between Tony and Dave, which includes these particular exchanges:Dave: Jeez, lighten up Tony! Even I get boarded sometimes!Tony: Oh, you have no idea how right you are. Someone hand me my board! I'm gonna play this chump a bit of chin music!Dave: How long have you known me, Tony?! Have I ever been a poor earner?Tony: What? I can't hear ya. Maybe I just got pomade in my ears, but I feel like you just said "Beat me to a bloody pulp!"Dave: Here's what I'm thinking: Staring Contest. Loser has to let me go.Tony: You're on, dweeb! No one interrupt us! This is going down...now! The three Chefs: Pava, Carre and Don. While Carre and Don are fully committed to being Stereotypical Italian Chefs, Pava doesn't bother with the lingo at all.Chef Carre: Who-a be comin' in-a to my ristorante making all-a that racket!Chef Don: Ooh, you are-a gonna pay, paisano!Chef Pava: Can we please just talk normal and whack this joker already? Even funnier? When he asks to join your cause, he has some gratuitous Italian thrown into his dialogue. That's right, the one guy who didn't want to do accents was an ACTUAL Italian. There's a random chance one of your squadmates will mess up their landing when they jump out of the helicopter and land flat on their face. The reason why the Haunting of Nevada House mission exists is because the cultists' demonic summonings are messing with the emmeshment algorithm and because they're annoying. The Endless stage of Slaughter Time™ brings back a fan-favorite, smack dab in the middle of the stage. Giant blender blades! Goyle even has lines for managing to throw enemies into it. In Club Advent, if you stand on the dance floor in certain spots, the Player Character will start dancing to the music. The fact that the vampires in Nevada are basically body mod addicts whose fangs and vampirism are surgically granted. Not only that, it appears as if their eyes are glowing because they're nightmarish horrors, but they're in fact just prone to wearing light-up goggles and displays like they're headed to a rave. Sweet Tony's grand return in the third contract mission. He remains completely unchanged from his fight back in the first contract mission. You know, when you had no skills to speak of? Makes you wonder how he thought he had any chance against the vampires... For added context and hilarity, you can use all of two button presses to kill him the moment you regain control after his reintroduction; One to aim for the head, and one to fire. The Massive's strength at higher levels causes the physics on ragdolls to react with appropriate force. Kicking someone sends the poor bastard careening into the ceiling fast enough to look like they were just teleported. The description for the Murder Room mission mostly ponders who in their right mind would make a room like this. Though it has since been patched out, there was once a bug where, if the game crashed during a helpad mission, upon entering Arena Mode again, your hirelings would still behave as though they were on mission, which involved them spawning into HQ right on top of you. The pileup of ragdolled hirelings was absolutely glorious. The update that brought the Magiturge origin into the game also introduced several changes to the services NPC's can provide you at your home base. Most of these we're just introducing some new equipment or rebalancing old items, but one of the changes is Skinner's Services, with one of his services being to "Get A Cool Haircut" from Skinner. The Magiturge's voice lines are completely unique to him, and he packs a lot of character into a little over a minute of audio. "Abraca-DIE!" "Ta-friggin-da!" The update also added a new loop ending to the game, revealing another way the player character is among the First Generation; They're the first customer of the Marshmallow Madness Ride! Misc. In Project Nexus's training arena, you can summon just about every hostile and friendly character in the game to get a feel for how they move, as well as environmental hazards that can just plain hurt anyone. It wasn't that surprising to find out that Tricky, being the guy that he is, is flagged an environmental hazard. Project Nexus gives various characters voices, though one definite highlight is Tricky's voice; a glitchy, Evil Is Hammy Creepy High-Pitched Voice. It's as beautiful as you'd expect. "OH YOU'RE DEAD. THAT'S... THAT'S NOT SURPRISING." "I'M NOT DONE KICKIN' YER ASS YET!" "DID I SAY YOU COULD DIE-" (pitch winds down) "YOU - ARE - DEAD, STUPID!" (Angrish) "WHAT WAS THIS?!" "NO! NO! NOOO!" Project Nexus also gives a voice to Sanford. Turns out that voice is Johnny Utah, voice of the Newgrounds Tankmen, and that Sandford is, in the words of one commenter, an enthusiastic violence himbo and momma's boy."Hell yeah, dawg!" "Hey, look! You have a hole in your face, hahaha!" "I had no idea I was so popular." "I'M READY FOR MORE! YEAH!!" "Huhuh, let's go chuckleheads!" "Okay, bozos!" "Mooom! Living is overrated anyway..." "Hey bud!, yer dead..." "NOM NOM NOM ON YOUR FACE!" "Good news! You're less ugly." Once voice lines for other named characters were uncovered, it was found that the Sheriff's death rattles, presumably as improv by his voice actor, include a full recreation of the "Howie Long Scream" Stock Scream. A meta example: From the release date trailer, Hank makes his way through a building of agents, eventually entering what can be assumed to be an office. There, he finds a hot-dog, which he happily eats. While eating the hot-dog, Hank notices that one of the agents managed to stick a knife to his knee, and simply pulls it out without feeling any pain, before putting the knife into his holster and stuffing a napkin into the wound. A mortally wounded agent then crawls over to the doorway, intending to get a surprise shot on Hank, but his gun is empty, and by then, Hank has noticed him and dispatched him with a bullet. Also seen in the trailer is a moment where they show the "200 Methods of Mayhem" with Hank staring up into the sky blissfully as he's buried in guns. Tricky's voice actor made an in-character video announcing the game's release.Youtube commenter: I think I might by [sic] project Nexus nowWallium: darn right you do you win the prize of continuing to have knees During the tutorial level, Hank can occasionally encounter Tricky as a demonstrator or target dummy for various segments. The throw tutorial requires Hank to lob a fire extinguisher at Tricky from across a rooftop, causing the clown to abruptly explode/teleport away in a shower of confetti. The long-aim tutorial later has Hank walk in on Tricky falling miserably to shoot a target until he runs out of ammo, prompting the clown to throw down his gun and teleport away in frustration. The ending has Hank reenact the ending to Avenger, with him taking aim at the Sheriff, only to get abruptly get blasted in the back of the head by Christoff... seconds after Hank has already killed the Sheriff. Might wanna work on your timing, Jebediah. You can press K to ragdoll on command. Seeing your character flop on the ground with a weak thud can be surprisingly funny. You can even do it in the middle of a dodge or sprint, as well as The Massive's charge punch.

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