

## BioGamer Girl: "LOLLIPOP CHAINSAW" (Video Game Review)

Written by Amanda Dyar  
Tuesday, 12 June 2012 14:21

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When Suda 51 and Warner Bros. Interactive announced LOLLIPOP CHAINSAW last year, heads were turned, people were offended, but most importantly, gamers were given a glimpse at an interesting new take on what both zombie and action titles could encompass. LOLLIPOP CHAINSAW looked promising, and a game this unique obviously has unlimited potential. Luckily, LOLLIPOP CHAINSAW more than lives up all of the pre-launch hype, and will give players one hell of a wild ride.

The star of LOLLIPOP CHAINSAW is 18 year-old high school cheerleader Juliet Starling. After her recent birthday celebration, this sexy, and barely legal, teenage girl learns that San Romero High School and the rest of her town is quickly becoming overrun by a zombie outbreak. The cause of the outbreak stems from none other than Juliet's former classmates-turned-zombie Rock Lords who are headed by the maniacal Swan. Fortunately, Juliet comes from a family of supernatural hunters, so she sets off to save the world in her tiny cheerleading outfit, armed with her trusty chainsaw, awesome moves and plenty of lollipops on hand. LOLLIPOP CHAINSAW is an insanely deviant tale that utilizes a male fantasy stereotype as the forefront for a crazy, but extremely satisfying, narrative that begins just like any good love story: with the female protagonist's boyfriend becoming a fully functional, decapitated charm to carry on her waist.



Although it features an insane storyline, LOLLIPOP CHAINSAW is far from a one gimmick

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game. The combat here relies on a mixture of light and heavy attacks that take advantage of Juliet's chainsaw and athletic ability to create combos that easily dispose of enemies. Killing the undead in style nets you medals which can then be spent to unlock more powerful combination attacks, permanent statistical boosts for Juliet, bonus items, new background music tracks, alternate costumes and plenty of other goodies. The inventive combat system goes a long way in creating a fully immersive experience, and the nearly endless amount of unlockable items, combined with the interactive and destructible environments, keep LOLLIPOP CHAINSAW from ever becoming too repetitious. Although the main campaign is relatively short, you'll keep coming back for the numerous unlockables and fun mini-games.

And LOLLIPOP CHAINSAW still has more to offer. Simple character interactions become insanely twisted and humorous thanks to the dialogue inspired by movie director James Gunn. Juliet is fondly reminiscent of a more whimsical version of Buffy the Vampire Slayer, while her boyfriend Nick helps create some of the most memorable scenes within. Then, there are the foul-mouthed bosses, such as the first Zombie Rock Lord Zed (voiced by Mindless Self Indulgence's [Jimmy Urine](#)) that encourage you to deliver a proper ass whippin' to shut their mouths. Even your common encounters with foes are made more noteworthy thanks to the dazzling display of rainbows, hearts, confetti and other ridiculous shapes that often spew from fallen zombies.



LOLLIPOP CHAINSAW'S unique style somersaults its way into the game's HUD and in-game menus as well. The useful and colorful text and icons ensure you stay immersed in the experience. Of course, you can't have a game starring a sexy cheerleader unless she does indeed tempt the eyes, but luckily, LOLLIPOP CHAINSAW is an overall amazing visual experience, from the fantastic character models and realistic animations, to the superbly crafted environments and gruesome gore. Jimmy Urine makes his return in the game's soundtrack as the composer for the boss tracks, so you know the game features a rocking selection as you mow down the zombie hordes.

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LOLLIPOP CHAINSAW is absurd, offensive, grotesque and vulgar, but I loved every minute of it! The game presents you with a wonderful storyline and a unique twist on a class of game that's grown relatively stale over the past couple of years. LOLLIPOP CHAINSAW combines intricate gameplay with a level of humor and distinguishing charm that few games have been able to accomplish. There's really nothing to dislike about the game and plenty of reasons to love it.

