

Unfortunately, I haven't really played a video game properly in many years. However, I DO know what they are. In fact I have so much knowledge, I'm going to write whole paragraphs about a number of genres. (Or at least two or three sentences). I'm not going to review them, as I'm not quite qualified, which is obviously in contrast to music. (Er, yes I am qualified to review music actually, just look in this site. Very very professional stuff. I admit unorthodox at times, but insightful). However, I will say if I like the games or not, which is also something. Let's go!

Platform games: When platformers started out, they were unsurprisingly in 2D. That's limited graphics for you. But what came next? 3D? Nope, 2.5D. Don't be confused by that, it's not an impossible to imagine mix of a square and a cube (thank God), it's actually 3D characters running right or left across a screen, but not up or down it. (Well only right really, unless you're screwing around). I could spend endless nights pondering on what 2.5D was if I didn't read the explanation I came across. Phew, lucky I found one, right? Anyway, I don't like platform games. Boring.

Adventure games: Ok, fair enough, I don't really know what adventure games are, I found the genre after googling and couldn't be bothered to read about it. Yes, I sound like a dumbass. Good. That's what I want. Anyway, I assume they're games where you're on an adventure. Sounds like fun, but it's not particularly difficult to go on a real adventure if you own a car or have access to a train, so what's the point? I don't like adventure games. Boring.

RPGs: You want to be an elf with a sword? RPGs are for you. Unlike adventure games, these ones can never be real. No you're NOT an elf and you certainly can't go around wielding dangerous weapons. You just try. I don't like RPGs. Boring. See a pattern emerging? The truth is a find almost all games boring, so I won't keep going on.

Simulation games: Want to fly a plane in fantasy, because the real world doesn't trust you? (That's just the sad reality of schizophrenia). Then simulation games are for you. A little on the boring side at times as you will spend hours flying over sea with nothing to do, but put some music on in the background and I guess it wouldn't be so bad. I wonder if pilots are allowed to listen to music. Hm. I wouldn't have a problem with that. Unless it's depressive black metal.

Strategy games: As far as I'm aware it's ONLY ever acceptable to say you want to take over the world when playing games like Command & Conquer. Do it when filling out a questionnaire for a job and you're not going to get it. Even if you want to be a soldier. Again, you won't be trusted. In fact it would be absolutely terrible if you got the position.

Sports games: Why not just play real sports? Is that so crazy? I simply don't understand. The graphics of real life are far better than computer ones. Are YOU crazy? Go and fly a plane. Oh, you can't.

Puzzle games: Puzzle GAMES? You mean people play puzzles for fun? Get outta here. What's the appeal of Tetris, for example? Stack the shapes as efficiently as possible? But what if you don't? It looks pretty bad if you have OCD. Certainly don't punish me for failing. It makes the whole experience even worse.

Go crazy games: By 'go crazy games' I am of course referring to ones like GTA. Ok, ok, THESE games are fun. Somewhat unrealistic but that's not the point. At least I don't think it is. I'd be absolutely amazed if the designers were going for realism. Unless they genuinely believe the police to complete imbeciles who can NEVER capture someone once he gets a change of colour on his car. Even though stealing other cars doesn't fool them. A bit weird, but who cares?

Fighting games: Like with sports, it's probably more fun to fight in real life. (In a ring I mean, don't be scared). However, many real world fights are illegal, so there is that. It's probably against the law to produce energy balls from your body that can drastically reduce your opponent's health, but luckily such moves are rarely pulled off in street fights, despite the popularity in the game 'Street Fighter'. And even if you ARE in a real fight, it's very possible to just jump over the balls as they travel so slowly. You still have to watch out of them, though. Keep your ears peeled for the word 'Hodoken!' Thank me later.

Shoot 'em ups: Shooting people really IS illegal. If your desire to shoot others is too strong, I suggest you join the army and shoot for peace (if for whatever reason you can - you sound nuts to me) or better yet, head down to your local insane asylum.

Rhythm games: Rhythms are very rarely illegal. Finally! Something that isn't dark. Some rhythms however, sound very bad, so things aren't perfect here. Badly performed quintuplets will sound random, but put in the work, and the rewards are there. Just think of the five syllable word 'u-ni-ver-si-ty' and that will help you. :)

Racing games: If you want to race a formula one car on a well known racetrack, fine. But for the love of God, don't go Road Rash and race through streets on your motorbike whilst hitting the police with sticks. That kind of stuff MUST be left for games. But you know that, right? Please say you do. Having just disapproved of maniacs and criminals, I did actually enjoy Road Rash very much back in the day. I just didn't want it to actually happen.

Building games: If I had the time and I wasn't concerned about wasting my life, I'd love to build a massive Minecraft city. Sadly it is a waste of life. Especially when you can just watch amazing creations on Youtube. Ahh, Youtube. THAT'S not a waste of life. Youtube's great.

Ok! Lots of game genres for you to play but not make real for the most part. I guess you can try and do a hodoken if you're in a safe environment as it would look pretty cool, but be careful. Who knows what could happen the next time you duck down, duck down whilst going forwards, go forwards again and then punch? Bye!