

Players Circle Media Review Ratings Scale

"To review a game is to review yourself, or some superficial bullshit like that"

0. Atrocious.
 - a. Something you would pay not to play.
1. DO NOT PLAY
 - a. Not worth your time. A game so bad that it should be buried in the New Mexico desert alongside Atari's E.T.
2. Awful
 - a. An experience so bad it's somewhat insulting. It's not buried in the desert bad, but nervously looking at the shovel across the room.
3. Bad
 - a. Something that's "technically" playable, but filled with frustrating decisions, empty gameplay, or buggy beyond belief.
4. Meh
 - a. Probably a painful experience, but if you can get past its problems, it's worth buying during the historic K-Mart Blue Light Special. Games that are so bad that they're kinda good.
5. Mediocre
 - a. Mario Tennis Ultra Smash. Your average game. Nothing technically wrong with it, but not stellar either.
6. Good
 - a. If you recommended it, you wouldn't feel bad, but it isn't winning game of the year.
7. Great
 - a. Easily recommended, should experience once. May have some items holding it back from leaving a more lasting impression.
8. Amazing
 - a. Minor flaws, but overall a great memory. You're excited to show these games to friends and family.
9. Incredible
 - a. Polished and satisfying; these games stick with you and live rent-free in your mind while you're between sessions. A small step from perfection, the memories these leave are definitive and influential.
10. Masterpiece
 - a. Genre-defining, platform-selling, world-changing. Media and non-gamers catch wind of these and enter the medium thanks to these. The "gaming bucket list."

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11. Arc Raiders