Updated 10/15/25

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. Mediocore
    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