The aim of this website and of it’s reviews is to get a certain way of looking at and enjoying videogames more out there. Throughout the years I have notice that many times I had a point of view that was different than most opinions out in mainstream videogame journalism and on the internet there were always some othr people with similar opinions as well so I thought it was time to just send it all out there. I probably won’t finish new games fast enough to have a review ready near release date, so the reviews are meant for people who are curious to try some game out or who just want to exchange points of view about them rather than to have a verdict for freshly released games.

Also important to know: I am not a professional reviewer. So I have limited time for playing games. You might think “hey there’s only positively rated games, where the 4/10’s and ranty reviews? “. Since I review only games I have played because I wanted to play them, and I play games I like I probably will be positive in all my reviews. But it’s not about the grade anyway, it’s about the exchange of ideas and perspectives about a certain game. What follows now is a few presuppositions about video games I make while writing about videogames.

I believe all reviewing is subjective. Sure, things like “bad” gameplay mechanics or graphically ugly or erroneous execution exist, but especially if you leave out the extremes of things that are shit or that everybody loves there is a lot of room for tastes, opinions and matching with what you want form a game. For example 2 games which gave me one some of my all-time favourite gaming experience have been Ring of Red (PS2) Resonance of Fate (Ps3/Xbox 360, with PS4 remake) which have never been famous “must play” titles. I just really loved some aspects of these games which made them amazing for me while maybe not everyone would think they’re great. So in my reviewing it is always implied that I’m sharing my view and not to make a judgement that “objectively” means anything about the quality of a game.

Quantifying subjective information doesn’t make it less subjective. In my reviews you find an overall report style “score” and a 5 star scale sub scores. But these are not directly related and they might diverge. The reason for the subscores is because they might be , how I’d say for example Yakuza 0 might not be the best game overall but it has this vibe to it which is awesome so you might want to give it a try just for that. So the numbered scores should be treated as a way to express an opinion on a min-max scale but not as a way of expressing truth or objectivity.

Playtime is not a linearly positive thing. I’ll probably do a separate article about this point of view soon, but in short: game length is not treated as a scoring thing. I vaguely remember thinking “wow that ended quickly” and feeling a bit disappointed after playing the first Rage game so a game can be too short, however this is very rare and most games are well between an okay range. What I mean is that a 30 hour game is not necessarily better than a 100 hour one, and a game that rewards your for doing 3 playthroughs more than one that doesn’t. And if it’s really good it’s always worthy of additional playthroughs anyway.

The purpose of games is positive experience. Well in a lot of cases this means “fun” but I avoided saying that the point of a game is fun explicitly. I believe games can be not per se “fun” but still “good”. I’ll avoid the “is videogames art” discussion for now, but I will say that I believe that videogames as a medium is underestimated and that a lot of people miss out how as a storytelling medium it can have similar power to a good book or a good movie to stimulate people’s creative thinking, development of ideas and emptions and inspiration. The quality nowadays is ridiculously high already but if I cherry-pick: f.e. the writing of Red Dead redemption 2 or (at least the original game of) Mass Effect is easily better than most movies and books out there today. Happy times.

I am currently 32 years old and living in a small country called The Netherlands, but I’ll keep it videogame related form here on.

At 7 years old I got a Game Boy for the holidays, with Wario Land. The music and the world map were full of magic and I loved the hell out of that game. Besides this one, I don’t really remember so many but that’s probably also because I got a SNES shortly after and played mostly on that since.

My most memorable games where the Donkey Kong Country trilogy and Lufia: Rise of the Sinistrals. In my opinions the SNES was glorious because the graphics were at a sweet spot of simple pixely but good looking, and there’s some really amazing video game music in this time. Thinking of the artwork and OST of Yoshi’s Island for example still gives me this warm fuzzy feeling inside.

N64. This was Nintendo’s prime for me. Mario 64 was beyond amazing at that time, and to this day Zelda: OO is my all time greatest videogame memory. It looked insanely good the music and artwork were so full of soul and the first time getting out of Kokiri forest, having the Hyrule field theme kick in and seeing this whole world there before you is still the pea feeling of videogames ever. I used to actually set my alarm clock 2 hour earlier to play that shit before school.

After that I picked up a Playstation 2 rather than what would’ve been the obvious choice, the Nintendo Gamecube. Why? Because as an early high-schooler I made short-term decisions and I got the money to buy one at the start of school’s summer recession and looking at the games available at that time, I saw GTA III and Final Fantasy next to each other among the PS games, while for the Gamecube there’s was basically nothing out I wanted to play at that time (it was still quite new). And I have enjoyed it loads.

Some years later I got a Xbox 360, around that time I was around 20 years old and my social life was at that time more important to me than before and I basically went Xbox because friends I wanted to play online with (Modern Warfare, Borderlands, Battlefield) were on that system. My only worry initially was JRPG’s but I still had some cool ones like Lost Odyssey, Resonance of fate and Final Fantasy XIII on that so I was happy.

At some point I got a bit tired of online multiplayer shooters and got a PS4 and I love it. There’s always people out there complaining that videogames today are bad and that it’s not what it used to be, and I really don’t get this. Sure, I sometimes mis the charm of the SNES era but there’s so many great, beautiful games out there today and the polish & detail to help you immerse is so great. Playing Bloodborne on my fresh PS4 I realized sgreatness.

At the time of writing I am playing Death Stranding, Red Dead Redemption 2 with still the occasional game of Mortal Kombat 11 game in between because I just love the MK universe ever since having to hide the first one under my bed to play it at night when I was little. I work as a software engineer and have started some small game development passion projects and will probably link to it somewhere here when there is something to show.