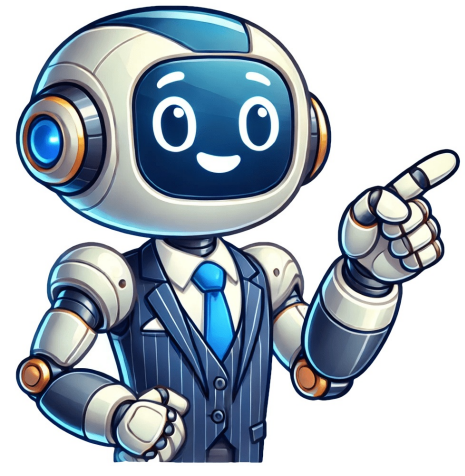


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In fact, Pac-Man was partially responsible for the gaming industry's crash in 1983, thanks to the awful, yet high selling, Atari 2600 port of the arcade game, which is still considered one of the worst games of all time. Suffice to say; the Pac-Man franchise has had a few highs and lows. With the release of Pac-Man 99, fans looking to try some other games from the series may want to see where they rank among the rest according to critics and gamers everywhere. 18 Pac-Man Fever - 54 Not to be confused with the album and song by Buckner & Garcia, Pac-Man Fever is a 2002 party game that was released on PlayStation 2 and GameCube. Much like Mario Party, players compete on a virtual board and in a selection of minigames. Besides Pac-Man, players can also play as popular Namco characters such as Tiger Jackson and Astoroth. 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(links | edit) Mr. Driller G (links | edit) Unholy Night: The Darkeess Hunter (links | edit) Heavy Rain (links | edit) Nintendo Entertainment System models (links | edit) Hiroshi Ono (artist) (links | edit) List of video game podcasts (links | edit) Virtual Lab (links | edit) Virtual Fishing (links | edit) Virtual Bowling (links | edit) EmaParadise (links | edit) Talk-Glass Joe (links | edit) User:Kung Fu Man/Jynx (links | edit) User:Namcokid47/Mr. Driller G (links | edit) Iup yours (redirect to section "Games, Dammit!") (links | edit) IUP Yours (redirect to section "Games, Dammit!") (links | edit) Spore (2008 video game) (links | edit) Mass Effect 3 (links | edit) EGM Live (redirect to section "EGM Live") (links | edit) IUP FM (redirect to section "IUP FM") (links | edit) Unown (links | edit) View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500) Retrieved from " WhatLinksHere/IUP Network" Dear Video Game Fans, As readers of this fine web site and magazine might know, I recently reviewed the 2016 video game Pac-Man Championship Edition 2. I loved the way it reworks concepts from the classic Pac-Man arcade game and modernizes them without compromising its core conceit: eating dots and killing ghosts. I wrote that review with confidence in my assertion that it was one of the exalted Good Games and stand by what I wrote. However, as I continued playing more of it in my free time post-review, a seed of doubt began to grow within me. I had been wantonly chasing high scores for the better part of an hour, looking to score an S-rank on the Hexagon course. As I devoured my umpteenth ghost train, one of the little suckers' eyes caught my attention. They may have just been several dots put together without a mouth or visible reaction, but they nonetheless evoked an empathy I'd never felt before. And I realized this entire time, Pac-Man has been the bad guy, and we have all been complicit in his Pac-Mania. Before we fall down this rabbit hole, let's establish what does and does not count when it comes to Pac-Man. All the supplemental material (the TV show, the other TV show, the cereal, etc.) does not count as things we can use for evidence. It is puck propaganda; none of it is true, and the fact that the networks who aired or produced it failed to conduct even the most rudimentary fact-checking before showing it is shameful. Most Pac-Man games beyond the first Pac-Man and the Championship Edition series don't pan the camera upward as he ascends a spiral of ghost-death. The game's giant boss ghosts are a final attempt to get Pac-Man to stop eating so many damn ghosts, but to deal with them Pac-Man summons his own army of Pac-Men to devour them. The scene of a crew of Pac-Men devouring a sea of helpless ghosts is altogether too much. At this point, Pac-Man is far from the vindicated Popeye character Iwatani set out to make him. Pac-Man has no excuse for recklessly gobbling up ghost after ghost. This goes so beyond self-defense. I could go a step further and suggest the Pac-Man series has always been about the glutony of modern consumerism, but by writing this sentence, I already have. No way does a puck (or a pizza that's missing a slice, or whatever Pac-Man is) need to eat cookies that badly. Some might say he's not too different from the average video game protagonist, who is often endowed with more than enough tools to overcome any situation, even when they're portrayed as the underdog. The main difference here is that Pac-Man is a monster who has decided to kill hundreds of Pac-Men who have already died. He is irredeemable. I am not calling for a ban of Pac-Man. There are no laws currently in place that could stop him. But that's not what this is about. But that's not what this is about. I'm still going to play more of Championship Edition 2 and kill hundreds (possibly thousands) more ghosts because I've decided that's the kind of person I am. No, this is about coming to terms with what our entertainment is telling us, whether by choice or by accident. The Ghosts in Pac-Man have always been portrayed as villains, but they are victims. Pac-Man has always been the hero, but he is a monster. And we have been complicit. Thank you for your time. P.S. Please watch this video evidence if you are not convinced.