**FALL 2012 HONORABLE MENTION**

**Kaitlyn Williams**

**INSTRUCTOR’S FOREWORD**

Kaitlyn’s approach to the project that resulted in “When Gaming Goes Bad” started as a very broad one. As one of only three female students enrolled in my predominantly male Rhetoric of Gaming class, she was prompted to confront and challenge the relationship between gender and gaming identity from the first day. As we discussed a variety of topics in class—from avatar creation to the gamer stereotype, fun and frustration in gameplay, and multiplayer dynamics—she began to formulate her own set of research questions that filtered these issues through a more gendered lens: What is the female experience within the video game community like? How does this influence the levels at which women game? What is the female gamer stereotype? How accurate is this stereotype?

These questions, taken directly from her initial topic brainstorm, demonstrate the broad scope of her line of inquiry in the early weeks of the quarter. As she began diving into research, her focus sharpened: she was drawn away from more banal topics such as the sexist portrayal of female characters in video games to one with more rigor, more originality, and, arguably, even more relevance to the world inside and outside of gaming: online sexual harassment.

This paper represents the culmination of her exploration of this sometimes disturbing topic. In particular, the first-hand accounts from female gamers gave her pause during her research, as she often found the examples of harassment they detailed too graphic to include in her essay and yet too vital as evidence to exclude. Her challenge, then, as a writer was to carefully mediate between the sensitivities of her audience and her need to do justice to her topic. In addition, what began as a simple analysis, during revision, turned into more of a policy argument as she moved from just identifying the troubling trend of sexual harassment in online gaming to advocating for very concrete solutions for this problem. The result is an important discussion of how gaming can “go bad,” one that gives voice to the often overlooked experience of the girl gamer and that opens up the possibility for further discussion of the impacts of hate speech, online and off.

—Christine Alfano

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**When Gaming Goes Bad: An Exploration of Videogame Harassment Towards Female Gamers**

**Kaitlyn Williams**

**B**ullets at lightning speed whiz past your head left and right, as explosions go off in the background. In the midst of a fictional World War III, soldiers wearing S.W.A.T. Team lookalike uniforms charge fiercely through the streets of a ravaged London. Time counts down, and your team must eradicate enemy forces in order to complete the mission. Skillfully you press buttons on your trusty controller, making shot after shot like a champ. Within moments “Victory!” pops up on the screen and glory music fades in as the battle scene dims away. Congratulatory remarks are exchanged amongst you and your virtual team, an agglomeration of players randomly selected online. Although your brain is buzzing with excitement and pride, those feelings quickly evaporate as comments from members of the opposing team filter in through the game’s integrated voice chat feature.

“Darn. I can’t believe we lost to a team with a fat chick on it!” someone exclaims.

“I know,” someone else agrees.

A familiar numbness sets in and instantly you know they are talking about you. “There is no need to be a sore loser,” you respond calmly.

“Oh, I’m not complaining,” the attacker rationalizes. “I’m just stating a fact: only ugly girls play videogames.”

“Yes, you must be a pig, since you’re a girl playing a videogame,” the other chimes in.

Even though you know the comments hold zero merit, the words still sting. Frustrated,
Competition and trash-talk go together like a child’s lemonade stand and a nice summer day. In other words, for as long as games have been around, trash-talking has been an associated practice. While the use of boastful or insulting speech to intimidate or humiliate can have value as a psychological strategy, when the remarks attack someone for their gender, perceived sexual orientation, or race, many would agree that a line has been crossed. For female video gamers, trash-talking that crosses the line occurs far too often during online videogame sessions. Surprisingly, the situation simulated above would be considered mild relative to the explicit language and threats female gamers regularly face online. While some want to brush off the issue as just the horseplay of some twelve year old boys, the reality is that the perpetrators are often adult men who are not employing this form of speech for strategic game play purposes. Harassment should not be accepted as an aspect of videogame culture. In order to create an atmosphere in which female gamers do not have to play in fear of online abuse, videogame creators need to take more action to prevent hurtful behavior, by-standing gamers need to stop silently condoning harassment, and bullies need to be subjected to consequences for their antics. Gaming should be enjoyable for all participants, and trash-talk that becomes gender-targeting hate speech should not be allowed to change that.

WHAT DOES ONLINE VIDEOGAME HARASSMENT LOOK LIKE?

Since the inception of multiplayer online gaming, gamers from different locations have been able to come together virtually and play their favorite games. Schoolyard buddies can shoot each other in Halo 4 from the comfort of their own homes, while a player in Tokyo can join forces with another player in Berlin to defeat mythical creatures in World of Warcraft. Moreover, technological advancements have enhanced online gameplay in other ways. Nowadays, multiplayer online gaming services have servers that can support millions of players, and integrated voice chat enables gamers to communicate verbally while playing. Unfortunately, online harassment towards female gamers has arisen as an unwanted side effect of improved videogame technology. To some degree, trash-talk in competitive play is to be expected, and mind games and taunting are arguably part of the game. However, there is a fine line between acceptable gamer trash-talk and unrelated cyber harassment. While the former may involve comments about poor strategy or a lack of skill, the latter includes comments that are quite disturbing and shocking by nature. For female gamers in online settings, harassment generally includes sexist or misogynist comments, threats of rape and death, as well as demands for sexually-related images or favors. According to a survey conducted by Emily Matthews on Pricecharting Blog involving 874 respondents, “63% of women reported being called a “c*nt, bitch, slut, and whore” while gaming. Others reported they were threatened with sexual assault, asked for sexual favors, and bombarded with stereotypical comments regarding female gender roles” (Nunneley). Comments related to female gender roles range from “go make me a sandwich” to “get back in the kitchen and make me some pie” (Nunneley). Generally, the content of the harassment does not relate to gaming, and unlike trash-talk, harassment is solely intended to mentally wound or silence female gamers.

Unfortunately, harassment and the mental pain it causes become nearly inescapable for female gamers because abuse can be received through a couple of mediums. Integrated voice chat and messaging are intended to enhance gameplay, but when gamers exploit these features for the use of harassment they have the opposite effect. For instance, outspoken harassers may choose to spew their venomous attacks live during real-time game play using a chat feature and headset. Instantaneously and in front of an audience, bullies can degrade or tear down female gamers in a matter of seconds. Alternatively, some bullies will let text do the talking and instead choose to spam a gamer’s inbox with crude messages and foul language. While this technique is more private, female gamers can receive a deluge of messages if the bully is particularly persistent. Regardless of the method, abusers make sure to get their message across. Although amongst the over 40 million online gamers (Raby), the individuals responsible for harassment make up a small minority, they are an outrageously loud minority whose presence cannot be ignored.

In recent months online videogame harassment has received increasing attention from media outlets as more stories of harassment towards female gamers have surfaced. In August 2012, Amy O’Leary wrote a New York Times article that gave a mainstream voice to the issue. The article detailed the backlash Anita Sarkeesian, a feminist media critic, faced this past summer from those who reject that gender biases exist within the videogame community. Sarkeesian runs the video blog “Feminist Frequency” and a Youtube Channel with the same name that mainly focuses on the depiction of women in popular culture. A few months ago she posted a video on her Youtube channel announcing her Kickstarter campaign.
to examine female stereotypes within videogames. In her video and blog posts, Sarkeesian speaks articulately about videogames and exudes undeniable passion about her work. However, her warm smile and happy demeanor have now been replaced with pain and fear, because shortly after the fundraiser video was posted, Sarkeesian received threats, harassment, and abuse online. Within days, comments flooded in threatening Sarkeesian with death, rape, and violence. Furthermore, commenters told Sarkeesian “to shut her mouth, get back in the kitchen, and die of cancer” (Chambers). Matters became especially intense when her “Wikipedia page was vandalized with pornographic images, attempts were made to hack “Feminist Frequency,” and threats were made against her personal safety” (16x9: Dangerous Game). Shortly after, an online game called Beat Up Anita Sarkeesian was posted in which players could click on a picture of Sarkeesian, and with each successive click bruises and blood would appear over her image. All of this was the direct result of Sarkeesian publicly revealing that she simply wanted to explore the sexist and misogynist nature of the videogame world. While Sarkeesian did not experience harassment during an online videogame session, her experience is still valuable, because it reveals how hostile the gaming community can become online, especially when topics of gender inequality and mistreatment are brought into question.

More closely related to harassment during online videogames sessions, Miranda Pakozdi, an experienced gamer, endured trash-talk from her own coach while competing in the Cross Assault video game tournament earlier this year. Cross Assault is a fighting game reality show that pits fighting game enthusiasts against each other. The event is streamed live online and is available to be re-watched as well. During the most recent tournament, Miranda Pakozdi was competing as one of five members on the team Tekken coached by Aris Bahktanians. From Day 1 of competition, Bahktanians publicly directed trash-talk towards Pakozdi that clearly crossed the line. He questioned her bra size, made intrusive comments about her body, asked her to wear a skirt during subsequent days of competition, and even requested to smell her. The taunting was relentless and interestingly not directed towards any of the male members of Tekken in any way comparable. Ultimately, Pakozdi grew so exhausted by the harassment she forfeited the competition by committing virtual suicide. According to Amy O’Leary in an interview with T ess Vigeland for Marketplace, Pakozdi “was in an elimination round and she just walked her character into the opponent without any defense and was killed off” (Vigeland). This incident is significant because it sheds light on not only the extent of online harassment, but how destructive the practice is. Online harassment can go too far, and when giving up a videogame one enjoys becomes the only way a gamer can find sanity, there is a problem. Referencing Emily Matthew’s survey again, “35.8% of women reported having quit playing temporarily because of sexism, and 9.6% reported that they quit playing a certain game permanently because of harassment” (Nunneley). Players should not have to give up favorite pastimes because others lack a grasp on what it means to be respectful.

In order to avoid harassment online, women are faced with several options short of giving up on gaming altogether. Essentially each “solution” involves disguising one’s femininity. It is common for female gamers who play online to choose ambiguous screen names and masculine avatar images. Some women go as far as muting their mikes during virtual game play so that other players cannot hear their voices and distinguish that they are female. It is unfortunate because today’s technological advancements, including live microphones and the ability to play virtually with players all over the world, are meant to enhance the overall gaming experience. Yet, female gamers in many cases do not get to enjoy the benefits of improved game play, and must hide who they are simply so they can play in peace. In many situations if female players do not take these sorts of measures, they become instant targets and face harassment. Rebecca Glasure, a gamer profiled in Robbie Cooper’s Alter Ego Avatars and Their Creators, explains why covering up one’s gender in the gaming world is appealing. Not wanting to get hit on or underestimated, Glasure made her avatar in the game City of Heroes her complete opposite: large, African-American, and male. She quickly noticed that other players interacted with her differently, saying, “Being a guy enabled me to form relationships that I would never otherwise be able to experience. If I’m the leader, I can make a call and they’ll all just follow… When I play as a female character, I get challenged a lot more and have to argue about everything” (Cooper). Within masculine genres, such as fighting games or shooter games, there is an obvious male dominance. Usually these are the settings where female gamers encounter the most resistance, as Glasure described, and are most vulnerable for harassment.
IS THIS REALLY AN ISSUE?

Currently the most prominent argument defending harassment in online videogames is that the behavior, including the use of sexually explicit language, is an innocuous aspect of gameplay and not meant to be taken to heart by other gamers. Some will go as far to argue that harassment is a legitimate aspect of the culture of some gaming communities, such as the fighting game community. During the Cross Assault tournament, Aris Bakhtanians defended not only his actions towards Pakozdi, but the idea that sexual harassment is a part of the fighting game culture. He insisted, “If you remove [sexual harassment] from the fighting game community, it’s not the fighting game community” (Kuchera). Later he implies that it is “ethically wrong” (Kuchera) for anyone to try to remove sexual harassment, and that it is a characteristic of fighting genre gameplay people need to accept. Additionally, in a series of statements made during a live stream of the Cross Assault tournament, Bakhtanians claims, “The beauty of the fighting game community, and you should know this—it’s based around not being welcome. That’s the beauty of it. That’s the key essence of it. When you walk into an arcade for the first time, nobody likes you” (Kuchera). While Bakhtanians is an outlier in regards to supporting sexual harassment during gameplay, he and others clearly embrace a hostile environment within videogames. It is important to note, however, that harassment is not seen as a cultural aspect exclusive to the fighting game community. The controversial reality is that this attitude has also been adopted by players in shooter game communities and Massive Multiplayer Online communities as well. Basically, some gamers share the viewpoint that the code of conduct guiding social interaction in the real world has no place in the virtual world of videogames.

Not all of the videogame community is clouded by the misguided idea that harassment and misogynistic views towards female gamers are acceptable. Many gamers do not partake in harassment, nor do they agree that harassment should remain a part of the online videogame culture. In fact, men are just as disturbed by harassment and sexism as women. James Bosier, a father and MMO player, shared that such behavior reflects poorly on the gaming community as a whole, and “diminishes the experience for everyone” (Pinchefsky 4). Furthermore, “it plays into the stereotype that people who play games are nerdy, misogynistic men who live with their parents. It continues to prevent us from being a more respected medium” (Pinchefsky 4). Another MMO gamer, Matt Ross, wants to see more action, stating that there is a “need to see a harder stance from gaming companies. There are community leaders who can step up and say, ‘This is a problem’” (Pinchefsky 4). Fortunately, this specific kind of action is occurring. Not too long after the Cross Assault tournament incident, two commentators working for LevelUp, an Internet broadcaster of gaming events, made light of sexual harassment on camera. LevelUp not only barred the two commentators, but issued a formal apology, including statements from the commentators (O’Leary). This unfortunate event got a somewhat positive ending, and shows that even companies within the industry are willing to take responsibility for their role in harassment within the gaming community.

Some companies want to take an even more proactive role in combating videogame harassment. Tom Cannon, co-founder of EVO, the largest fighting game tournament, pulled his company’s sponsorship of the weekly LevelUp series after its commentators downplayed sexual harassment on camera. Cannon justified the decision, saying that “we cannot continue to let ignorant, hateful speech slide” (The Beat). He also voiced that “The nasty undercurrent in the scene isn’t a joke or a meme. It’s something we need to fix” (The Beat). Similarly, when Anita Sarkeesian posted her Kickstarter seeking backers so she could examine Tropes vs. Women in Videogames, she received immense support. Although her goal was only to raise $6,000 for her Kickstarter project, within 24 hours Sarkeesian’s project had reached its funding goal, and after a month over 6,100 backers had donated over $150,000. This overwhelming support shows that not everyone opposes examining gender issues in the videogame community. Many gamers and industry insiders do not want to be characterized as condoners of harassment nor as accepting of the bogus idea that harassment should continue to represent gaming culture. Harassment is not the expression of a majority of gamers, but the expression of an attention-seeking, loud minority.

In addition to those who align with the argument that harassment is culturally acceptable, others attempt to downplay harassment towards female gamers from the stance that gamers have freedom of speech and should be allowed to say or message whatever they please. It is no surprise that Bahktanians shares this viewpoint as well. In his same rant regarding sexual harassment and the fighting game community being one in the same, he stated, “We're in America! This isn't North Korea! We can say what we want” (Kuchera). Some gamers feel that the First Amendment gives them the right to express their thoughts, regardless of how vulgar or offensive they may be. However, when free speech can be characterized as hate speech, it places limitations on someone else’s ability to speak, which is in essence counterproductive to the original free speech argument. Ally Fogg, a writer and journalist who writes extensively on gender issues, once commented on how hate speech unlike free speech can impede an individual’s ability to speak freely.
What you fail to understand is that the use of hate speech, threats and bullying to terrify and intimidate people into silence or away from certain topics is a far bigger threat to free speech than any legal sanction.

Imagine this is not the internet but a public square. One woman stands on a soapbox and expresses an idea. She is instantly surrounded by an army of 5,000 angry people yelling the worst kind of abuse at her in an attempt to shut her up. Yes, there’s a free speech issue there. But not the one you think. (Qtd. in Lewis)

Fogg makes an excellent point that applies beyond the videogame community to anyone being silenced by hate speech, intimidation, and abuse. Often when harassment in the videogame community is brought up, the critic is faced with a deluge of backlash. Comments, images, and other responses surface that are meant to overwhelm the critic and dissuade others from speaking up if they want to avoid similar treatment. This makes it difficult to combat the issue. Moreover, in the fight against harassment toward female gamers, free speech and censorship are not the issues on trial. The problem is a lack of respect, and every human being deserves to be respected on the most basic level. When gamers use sexist, misogynist, or hateful speech towards female gamers (or any gamer regardless of gender) they are disrespecting people and their place within the gaming community, and to a larger sense within the world.

WHAT CAN BE DONE?

Solving the problem of harassment towards female gamers will require action by a variety of groups, each with different stakes in the gaming community. Ultimately, the responsibility to eliminate vicious speech and derogatory language from the gaming atmosphere falls on the shoulders of game developers, the hosts of gaming sites and platforms, and gamers themselves. Moreover, the solutions to this issue have to be simple and practical. Also, they must be able to be implemented at this present moment, and they must conform to the needs of various communities and cultures. These are factors that must be kept in mind if there is to be any successful remedy for the current situation.

If we want to get to the root of the issue, we first need to reexamine the construction of many videogames on the market, and how their design impacts videogame culture. Gender portrayal and harassment of women players are separate topics, but as the Anita Sarkeesian story indicates, the two are interrelated. Many have noticed an inaccuracy with how gender (and race, sexuality, etc.) is portrayed by videogames. Videogames regularly reinforce and amplify sexist ideas about women. Moreover, female characters in videogames are often hyper-sexualized or objectified. As Steven Zoeller has pointed out in his column for OUDaily.com, “the average female video game character is incredibly skinny, scantily-clad, big-breasted, fair-skinned and athletic.” By considering a spectrum of notable female characters across a variety of genres, Image 2 affirms the unrealistic portrayal of women in videogames. From the narrow waistlines to barely existent clothing, the depiction of female characters creates a climate in which women are to be lusted after rather than respected. Zoeller goes on to articulate the dangers of sexualizing female characters, stating that “it portrays women as mere objects for pleasure and decoration, not as feeling and thinking persons.” While it may be hard to accept, the content of videogames is a reflection of ideas that exist within society and this content is in turn meant to appeal to a certain audience. In short, videogames intake sexist societal views about women then output strong messages about gender to players, thus continuing a cycle of misinformation and misrepresentation.

Misrepresented gender relates to harassment towards female gamers because when the games themselves fail to represent women accurately, an atmosphere that does not entirely respect females is created, specifically within the gaming community. Players are encouraged by game creators and the games themselves to overlook women as human beings, and instead view them merely as “Damsels in Distress” or “Sexy Sidekicks.” As a result, when female gamers appear in a gaming session, players who regard fictional female characters with a low level of respect due to how gender is portrayed are enticed to regard actual women with low levels of respect as well. Thus, by sending subtle cues about gender, videogames can
influence how people behave. Designing games that better represent women could lead to a more “female-friendly” gaming environment. While there are a few games that portray women realistically, creating more games that depict women wholly is a direction the industry needs to take. Although such an effort would require a lot of time, by correcting the erroneous messages that videogames currently perpetuate, the atmosphere of the videogame community can indirectly be improved, leading to a decline in harassment.

Curbing videogame harassment could occur more quickly if the companies running online multiplayer gaming services took a firmer stance. Xbox LIVE, which is operated by Microsoft Corporation, is one of the most visible and most often referenced services when issues of videogame harassment surface. While there is an Xbox LIVE Code of Conduct in place to manage behavior, sexism is not specifically mentioned anywhere in the text. Under Section B users are instructed not to “harass, abuse, or spam other players, or encourage other players to do so” (Xbox LIVE Code). This text in some ways is vague, and fails to distinguish when trash-talk goes too far. On a different web page devoted to reporting abuse, Microsoft goes on to define abuse as “any violations of our terms of service or code of conduct that includes behavior like harassment, bullying, posting inappropriate content, etc.” (Reporting Abuse on Xbox). Noticeably, abuse is never clarified to encompass sexist, misogynist, threatening, or sexually explicit language, all of which become problematic for female gamers. In order to genuinely go after the issue, companies need to first officially recognize the role sexism plays in inciting harassment, and elaborate in the Code of Conduct that this form of behavior is not permitted.

Next, companies need to consider how online gaming features can be used to improve matters. By manipulating the technology that is already established, hosting sites could play a major role in limiting harassment. In late April 2012, a web series entitled Extra Credits hosted by James Portnow released an episode on harassment in the videogame community. In the episode, several solutions were suggested that involved altering current technology in order to put an end to videogame harassment. Currently, all services that offer integrated chat keep track of metrics on how often gamers are muted by other players. Extra Credits suggests using these metrics to employ an auto-mute feature. If a player is muted 10% above the norm for all players (which would imply a high rate of being muted) the player could be started as auto-muted. According to Extra Credits “this wouldn't prevent them from talking, and it wouldn't prevent anyone who wants to hear them from unmuting them, but it would take away their megaphone and keep them from easily degrading those around them” (Extra Credits). Also, auto-muting would attach a stigma to bad behavior, and give gamers an idea of what to expect from a player before they start playing. Extra Credits goes on to suggest that this same system could be applied to messaging in game services. If most of the messages (perhaps 80%) a player sends receive no response, that player can be restricted to only being able to send messages to people on his or her friends list. This would prevent players from being able to spam another gamer’s inbox with vulgar or sexually explicit messages. The most extreme measures gaming services could employ would be to enact permanent bans on offensive gamers or blocking a gamer’s console from even being able to connect to the server. Obviously, this would be an extreme action, but it proves that companies have immense control when it comes to curbing harassment, and set the standards for what type of behavior is tolerated during online gaming.

Finally, the individuals with the most power in their hands to inspire change are gamers themselves. Gamers are the consumers buying videogames that stereotype women, and gamers are the users of multiplayer online gaming services. Gamers create the culture within the gaming community, and gamers can ultimately inject the value of respect directly into that very culture. In the article Sexual Harassment in Videogame Culture, Carol Pinchefsky insists that “it’s time for players to call out harassers” (Pinchefsky 4). Social pressure could be highly effective in inspiring a change in behavior. Common advice to gamers is to ignore harassment. This is poor advice, however, because ignoring harassers does not create a healthy, supportive community, but instead creates a community in which abuse is tolerated. Instead of silently condoning harassment by ignoring it, gamers need to be active about calling out bad behavior and reporting it to administrators. The more gamers vocalize a desire to remove hateful speech and bullying from the gamer community, the more likely action is to be taken. Moreover, if more people speak out, victims may have the courage to share and seek help for their injustices. Extra Credits suggests that gamers write to software companies, such as Microsoft, to ask for auto-muting or other technological power that would give gamers the ability to assign consequences to abusers. Similarly, the website Fat, Ugly, or Slutty, encourages gamers to share their woes, by allowing gamers to catalogue online abuse via a blog. The screenshots and audio posted on this site are generally too graphic or offensive to be reproduced in this paper, but the site as a whole gives the public an accurate inside look at what

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1 Xbox LIVE is an online multiplayer gaming and digital media service. The online gaming service allows users with an Xbox console to play multiplayer gaming online with other Xbox LIVE users.
female gamers face. Lastly, Sam Killerman, a gamer from Austin, Texas, started a campaign site called Gamers Against Bigotry. GAB seeks pledges and donations from supporters of the fight against online video game harassment and bullying, and is additional evidence that the gaming community is uniting against harassment. These entities are just a few examples of individuals who understand the importance of publicizing online videogame harassment in order to incite change.

WILL THE VIDEOGAME COMMUNITY OVERCOME HARASSMENT?

For the longest time the videogame community has been a place of inclusion and acceptance. Whether you were a reclusive misfit or a social butterfly, you were welcomed open-armed into the world of gaming. Arcades gave teenagers a place to escape after a stressful day of school, while roleplaying games offered a wistful visionary the chance to dive into a fantasy world and assume an alter ego. Despite the genre, videogames met their primary goal of providing gamers with a fun and enjoyable experience. However, it cannot be denied that the growth of online videogame harassment towards female gamers not only takes the fun out of playing videogames, but is a problem plaguing the gaming community. When gamers target and bully other players because of their gender (or any other inherent characteristic), they are establishing a community of exclusion and alienation, a type of community that directly goes against what gaming was originally all about.

Fortunately, online gaming does not have to continue to journey down a path defined by hate and intolerance. Game creators can design games in a way that do not promote stereotypes and sexualized ideas about women. Moreover, the companies that run multiplayer online gaming services can improve their policies in order to protect gamers from sexist or misogynist abuse. Most importantly, gamers themselves can change the climate of the gaming community by renewing the importance of respect within gameplay, calling out harassers, and vocalizing that bullying is not acceptable nor will it be tolerated. Trash-talk that crosses the line diminishes the quality of gameplay for everyone, not just female gamers. It is time the gaming community put a stop to online video game harassment. Never again should a female gamer have to press mute or relinquish her controller due to harassment. In games like Modern Warfare 3, the goal is to virtually shoot down an on-screen enemy, not to verbally demoralize the girl-gamer who is masterfully pressing buttons and kicking your butt.


**IMAGE SOURCES (IN ORDER OF APPEARANCE)**


