



THE
**VIDEO GAME
GENERATIONS**
NEWSLETTER

Threads, BlueSky, X/Twitter: [@vggenerations](#)
Archive: <https://www.vggpodcast.com/news>
Subscribe for Free: <https://vggn.eo.page/sub>
Email Feedback To: news@vggpodcast.com

Issue #8 – June 28, 2025

Start Menu

Loading Screen	1
Recent Events.....	2
LGBTQ Representation in Video Games	3
Create-a-Character	3
Max Caulfield	4
Hana and Rain.....	4
Tony Prince	5
Samantha Greenbriar	5
J.J. Macfield.....	5
Ellie Williams	6
Lev	6
Aloy	6
Birdo	7
Taash.....	7
Noam and Caretaker.....	8
Wrap-Up Reading	8
Mini-Review: Baldur’s Gate 3	9
Mini-Review: Dustborn	10
Mini-Review: Life is Strange - True Colors ...	11
Mini-Review: The Last of Us - Part II	12
Mini-Review: GTA - The Ballad of Gay Tony..	13
Mini-Review: Dragon Age - The Veilguard....	14
Final Stage.....	15
End Credits	15

Loading Screen

Welcome to the latest issue of VGGN, and happy Pride Month (although June is nearly over now).

This week’s feature is about stand-out LGBTQ characters in video games. The article begins with a bit about why I decided to do this, as somebody who isn’t L, G, B, T, or Q. Having already written the article before writing this preface, I think it turned out well. If it didn’t, I wholeheartedly apologize in advance. It’s not my intention to offend or overstep.

Before that, some recent events. After that, several mini-reviews of games featuring LGBTQ characters.

Thanks for reading, and here we go!

Out of my element, but happy to be there.

Recent Events

After some speculation and a questionable social media response from Gearbox's Randy Pitchford about true fans figuring out a way to afford the game at \$80, the official price tag of *Borderlands 4* in the United States has been revealed to be... \$69.99. Some are convinced that it *would* have had a \$10 price hike if not for that whole ordeal, but I don't know if there's any truth to that. I suppose publishers do bend to negativity from their audience sometimes, but outspoken fans also like to feel as if they caused change even when they didn't, so who's to say?



Previews have been positive, from what I've heard on podcasts and social media (ex: Kinda Funny Games Daily). They're saying it's a return to the heights of *Borderlands 2*, with better writing that leans less on pop culture and present-day memes, making for humor that might have a chance at aging well.

Despite playing (and really enjoying) every *Borderlands* game prior (although I still need to restart and finish *Tiny Tina's Wonderlands*), I was on the fence about *Borderlands 4* until now. I rarely do the co-op, though. Single-player has always been balanced and fun.

Nightdive's *System Shock 2* remaster is delayed a week or two on consoles, but I'll still be waiting for the physical release.

<https://x.com/NightdiveStudio/status/1937269550078443883>

Game Informer Magazine is back, after being shuttered by GameStop last year. I had a heck of a time getting refunded for the remaining 7 issues (I had only received 3 issues by then).

My subscription had been lapsed for a while up to that point, but I still have several years of prior issues. The return of GI isn't news, since it was announced weeks ago that the whole team was back and in complete ownership of the brand and the magazine. What's news is that the first new issue (with a [cover story about *Borderlands 4*](#)) is out now. I'm still waiting for mine to arrive in the mail, although I *could* check it out digitally in the meanwhile.



I met GI's Editor in Chief, Matt Miller, a long time ago in the most unlikely of ways. He's from here and went to the same high school as my wife (now ex-wife). Mutual friends were having a birthday party, and it came up that Matt had just started as an entry-level editor (or an intern, or something; I forget) at Game Informer. He was a cool guy. Funny, too. Now he directs the whole shebang. Pretty cool.

Layoffs at game studios and publishers continue, with Xbox [reportedly laying off](#) an unknown number of staff next week, and [layoffs at Don't Nod](#) this week as well.

Build a Rocket Boy (the developers of *MindsEye*, a flawed game which I nevertheless really enjoyed) is also [reportedly laying off](#) staff. Although I'm sure a few of the vocal Twitter clowns are pleased about that (people have a twisted sense of satisfaction about some things), it's disappointing to me, because that game and the studio behind it have a lot of promise.

LGBTQ Representation in Video Games



I very nearly titled this feature “*Playing with Pride*” but reconsidered it for two reasons. One, a quick web search shows I’m nowhere near the first person to think of that. Two, I don’t think this topic really needs clever wordplay or a quippy title.

To be honest, I very nearly reconsidered writing this feature at all. It was my younger daughter’s suggestion as a way for me to take some small part in Pride Month while it’s still Pride Month. It wasn’t because I don’t think it’s a worthwhile or interesting topic, though.

My worry was more that maybe I’m the wrong person to do this; or worse, that it would serve as something unwelcome and overreaching. There are important people in my life who identify as LGBTQ (both daughters, in fact, and two other close relatives), but nearly everything I know about being LGBTQ comes from media – movies, TV, and video games.

The only angle I can approach this from, then, is as an outsider. Ultimately, that’s why I decided to move forward with the topic.

This won’t be an insightful essay drawn from personal experience, because it *can’t* be. What it *can* be is a brief journey through a few games with LGBTQ characters that stood out to me. I lack the context to know if most of them were portrayed in a realistic way, but I’m hoping that an outsider’s perspective has some merit by way of *being* an outsider’s perspective, and that it makes for a worthwhile and interesting read.

Create-a-Character

In general, games either put you in the role of a specific character crafted especially for that game, or they let you create your own. In the case of the latter, my knee-jerk reaction was that such systems lack depth and don’t really belong in a discussion about LGBTQ representation. Even in a game like *Baldur’s Gate 3*, with so much freedom of choice (and a game that’s considered by many to be the pinnacle of the CRPG genre), I’m not sure there was a huge difference in how the game plays out, which NPCs your character can romance, and so forth.

Then, I realized how wrong that is. The whole point *is* representation. Character creators usually let me make a younger, slimmer version of myself (but still with gray hair). Does that affect anything else in the game? Usually not, but it’s a representation of *me* that I can connect with.

In a game like *Baldur’s Gate 3*, with its romance options being untethered from gender preferences, there’s no need to tie it to the main character at all. Players simply role-play their romance preferences or choose to avoid romance entirely. Gender identity is handled by how a player chooses to create the look of their character, and by the selection of preferred pronouns (she/her, he/him, or they/them). It doesn’t have to be any more complicated than that.



My guy from *Baldur’s Gate 3*, smooching with Lae’zel.

Max Caulfield

Don't Nod started *Life is Strange* in a way that baked diversity and LGBTQ themes into the very core of the series. Every game (aside from the bite-sized freebie, *The Awesome Adventures of Captain Spirit*, where you play as a young boy) has featured a protagonist that is (or can be) bisexual, as well as other LGBTQ characters that play a part in each game's story. The series currently consists of:

Life is Strange (2015 – Don't Nod)

Life is Strange - Before the Storm (2017 – Deck Nine)

Life is Strange 2 (2018 – Don't Nod)

Life is Strange - True Colors (2021 – Deck Nine)

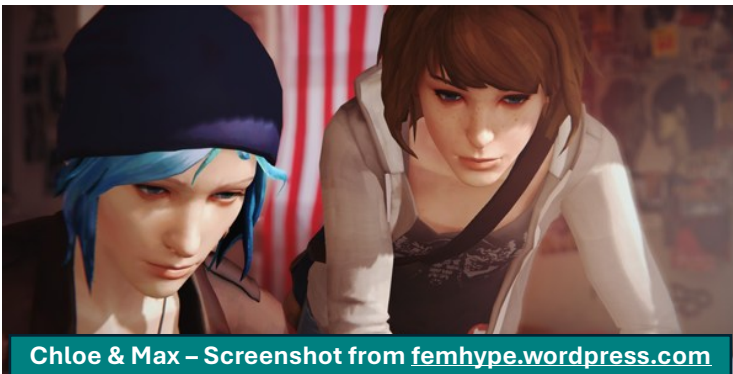
Life is Strange - Double Exposure (2024 – Deck Nine)

I've included my mini-review of *True Colors* later in this issue. I still need to play *Double Exposure*; it's on my backlog. It will be interesting to see what's changed with Max a few years after the events of the first game.

GameRant has a great article (published just before *True Colors* was released) about the LGBTQ representation in the series:

<https://gamerant.com/life-is-strange-lgbtq-characters-representation/>

Max's role in the series stands out because in that first game, you don't have to pursue a romantic relationship with Chloe (a friend she had grown apart from after her family moved away some years prior), but it feels like the *right* choice, especially given the emotionally charged decision players must make in that final chapter.



Chloe & Max – Screenshot from femhype.wordpress.com

Hana and Rain

It has now been longer since I played the PlayStation 1 games *Fear Effect* and *Fear Effect 2 - Retro Helix* (May 2012) than the amount of time that had passed since their release when I played them (Feb. 2000 and Feb. 2001 respectively).

I don't remember now if I realized before playing that the protagonists (Rain Quin and Hana Tsu-Vachel) were a lesbian couple. In fact, trying to refresh my memory with a little research leads me to believe they may not have been canonically a couple at all. Did I just read that into it? Was it just implied?

If nothing else, it was definitively established in the much-later follow-up, *Fear Effect Sedna*, but that's a game I disliked so much that I've all but blocked it from my memory. I'm sad any time I do remember it exists.



Hana & Rain (*Fear Effect 2*) from feareffect.fandom.com

The reason these two characters stand out is because they're beautiful and skilled, with Hana as a tough mercenary (spy?) and Rain specializing in tech and hacking, with a relationship that was (implied or otherwise) probably meant to appeal to male gamers.

The marketing focused on it, even though the game's writer/director Stan Liu apparently offered a bit more of an explanation in an interview he gave about the *Fear Effect* story.

Source: <https://lgbtqgamearchive.com/2015/11/10/hana-and-rain-in-fear-effect-2-retro-helix/>

Tony Prince

What I find most interesting about the way Rockstar Games portrayed “Gay Tony” in the *GTA IV* stand-alone expansion *The Ballad of Gay Tony* is that they didn’t put him in the game just to serve as a punchline, or some sort of stereotypical caricature.

As the player, you take the role of Luis, Tony’s good friend and right-hand man, which gives you ample opportunity to see Tony’s strengths and flaws alike, as well as the prejudices levied against him as an openly gay figure in Liberty City’s underground nightlife scene.



Screenshot from a *Gay Tony* review at [Rock Paper Shotgun](#)

Samantha Greenbriar

Some might say that *Gone Home* put walking sims on the proverbial map. You play as Kaitlin, returning home after some time away to find that your family’s home is eerily empty. By exploring and piecing together the clues, you learn what happened and why. This includes her sister Samantha’s emotional story, which would be remiss of me to spoil.



Screenshot from *Gone Home* found at [this walkthrough](#).

J.J. Macfield

Hidetaka “SWERY” Suehiro seems like an interesting fellow. He engages with fans, follows thousands of people (including me), and even replied to a Twitter post or two of mine about his games.

I associate him most with *Deadly Premonition* and its Switch-exclusive sequel, but he also directed *Spy Fiction* (a PS2 game I played for the first time a few years ago and enjoyed), *D4: Dark Dreams Don’t Die* (which showed a lot of promise, but ended abruptly after only two episodes), *The Good Life* (a game I backed on Kickstarter, about a reporter stuck in an English village where people turn into cats and dogs at night), and one most people probably haven’t heard of called *The Missing: J.J. Macfield and the Island of Memories*.



Video Game Generations @VGGenerations · Mar 14, 2019

Mini-Review: *The Missing - J.J. Macfield and the Island of Dreams (Switch)*

The 2.5D puzzle platforming of *Limbo/Inside*, but more defined story. Some tough-to-solve bits, but rewarding. Twitter ppl spoiled it for me right after release (sigh) but still enjoyed. Highly recommend!



1



1



Video Game Generations @VGGenerations

Apologies to @Swery65 — I got the subtitle wrong. It’s *Memories*, not *Dreams*. Twitter desperately needs an Edit button, even if it’s restricted to very recent posts.

12:54 PM · Mar 14, 2019

I’m going to spoil this game, so skip to the next page if you’re not OK with that. Still here? OK.

The game culminates in a reveal that J.J. is not only a woman, but a transgender woman, and much of the gameplay and its symbolism was about her struggles with her own identity, accepting who she is, and the challenges of having friends and family accept her as well.

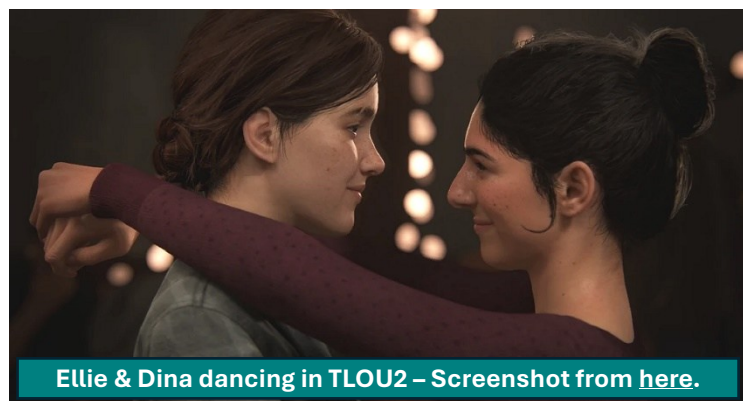
Ellie Williams

In *The Last of Us*, Ellie is around 14 years old. The game makes no mention of her sexual orientation, which makes sense given that she's essentially a child; well, a teenager, but when you're my age, anybody under 21 might as well be a child.

In the *Left Behind* DLC, though, which is a prequel to the first game and would make her even younger at the time, it's very much an integral part of that story. Many of the characters I'm highlighting in this issue are adults, and we can assume they would have had years to shape their identity and come to terms with who they are.

What's special about Ellie in *Left Behind* is that she doesn't have those years of reflection and acceptance behind her. She's in a bad and dangerous situation, together with a best friend (another girl) who she realizes she has romantic feelings for. While the story serves to set up Ellie's immunity, it also establishes a core part of who she is, even if doing it in a DLC makes it feel a bit retconned.

Anybody who didn't play that DLC and went into TLOU Part 2 blind were probably in for a surprise (or a shock, depending on how prejudiced they were), because this part of her character is important to the journey she takes, both literally and figuratively.



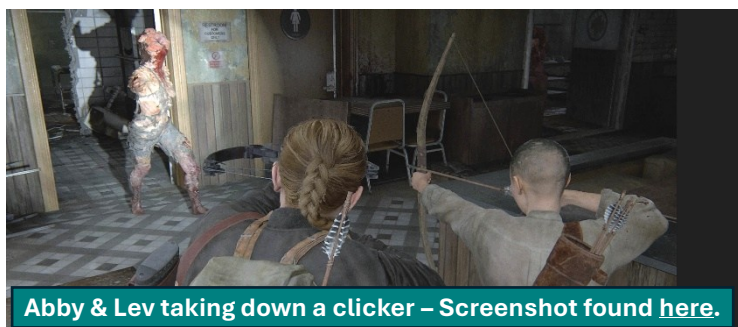
Ellie & Dina dancing in TLOU2 – Screenshot from [here](#).

But *The Last of Us Part II* has another stand-out LGBTQ character who plays a pivotal role.

Leu

While playing as Abby (a character some of the most outspoken imbeciles on the internet were convinced was transgender), you meet and save the life of Lev, a transgender teen boy from the Seraphite cult. I forget the specifics of why Lev had to leave the cult and was on the run with his sister Yara, but a Google search (which now seems to think I just want an AI-generated answer) says it was to avoid being forced to marry (as a girl) one of the elders of the cult.

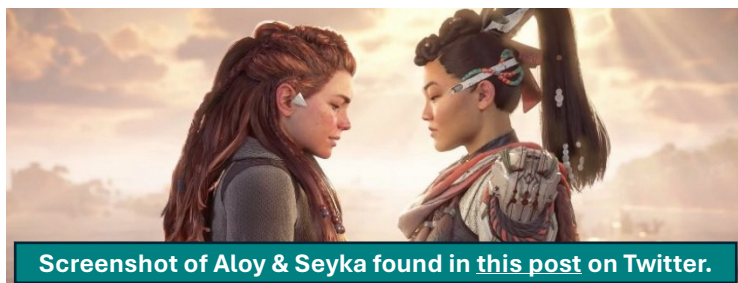
Abby forms a bond, not unlike that of a second big sister to Lev, which helps influence her actions as her own journey unfolds. In a way, their relationship has some of the same dynamic as the protector/ward relationship between Joel and Ellie in TLOU 1.



Abby & Lev taking down a clicker – Screenshot found [here](#).

Aloy

Although I was never sure (and in truth, didn't give it much thought), I always felt Aloy in *Horizon: Zero Dawn* and *Horizon: Forbidden West* was disinterested in romance. I've yet to play the *Burning Shores* DLC, which puts that speculation to rest by confirming that Aloy is for sure attracted to women; or at least one.



Screenshot of Aloy & Seyka found in [this post on Twitter](#).

Birdo

What's the deal with Nintendo? For the full comedic effect, you'll need to read that in a Jerry Seinfeld voice.

I imagine some writer must have been tasked with inventing two-sentence backstories for all the enemies in *Yume Kōjō: Doki Doki Panic* (which was reskinned and became *Super Mario Bros. 2* when it released on the NES in other regions). For Birdo, the English manual made a mistake in switching her name with Ostro, but the important part is that this might be the first transgender video game character.



In later releases (such as the Gameboy Advance version, shown below), the writers opted not to characterize Birdo the same way, but also decided to avoid referring to Birdo with pronouns altogether.



I have thoughts. Wouldn't the ability to create eggs make Birdo *biologically* a female? Should she not be called Birdetta instead, as requested, to avoid dead-naming? Is the original description "he thinks he is a girl" a bit insensitive? Is Nintendo trying to erase Birdo from history? Are these questions kind of pedantic?

You can read more about Birdo at her very own page on Wikipedia at <https://en.wikipedia.org/wiki/Birdo>.

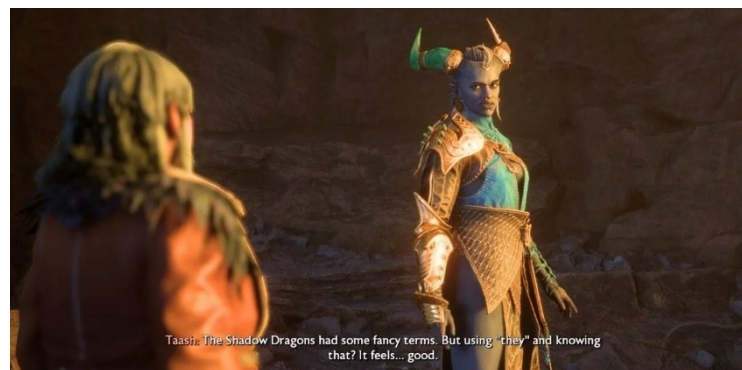
Taash

Few characters have been a flashpoint for the braindead anti-woke chuds the way Taash was in last year's *Dragon Age: The Veilguard*. It's as if they were just waiting for the perfect moment to rally around their inane, misguided ideals when Bioware gave them a reason to let their intolerance shine for the whole world to see, in the form of a non-binary Qunari.

Maybe I'm the intolerant one, because as you may have guessed, I have no patience at all for people who build their whole personality around being cruel and prejudiced; yet here I am mocking the people who do, so maybe I shouldn't talk. It's not my *whole* personality, at least, but I digress.

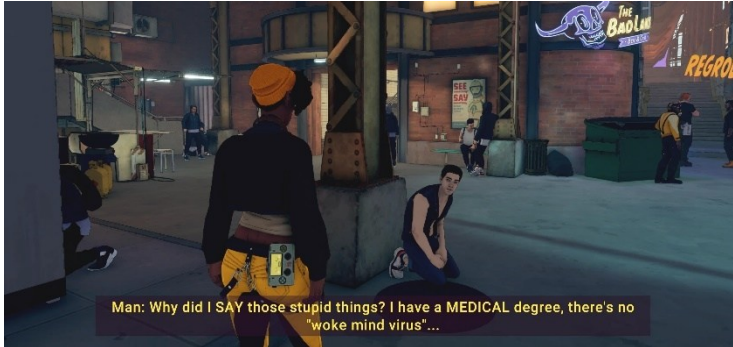
Some of the criticism about *Veilguard* is more level-headed and focused on the game. It doesn't *feel* like the *Dragon Age* games we got before, for instance. That's drowned out, though, by the memes and clowning, and by the inability for those dorks to just ignore social media posts about the game from any account of note, choosing instead to crack stupid jokes about how they wouldn't even play it if somebody paid them to.

What may have caused Taash to stand out more than other LGBTQ game characters (in a highly negative way for those detractors) is that they're characterized and written in a way that makes the most sense in a modern, out-of-game context. I'm not sure how you write dialogue for and around a non-binary character in a high fantasy game, and I don't think Taash's scenes were ham-fisted by any means, but I do think it was too easy to take specific clips from the game and create an unflattering narrative around them.



Noam and Caretaker

Speaking of unflattering narratives, the absolute vitriolic hate heaped upon *Dustborn* by an audience that knows very little about it (beyond what their grifter overlords have told them) is truly astounding.



The game's narrative, on the other hand, I found to be a compelling, worthwhile experience (see my mini-review later in this issue). Diversity is an important part of the story that *Dustborn* tells. As main character Pax, you can decide whether or not to try rekindling a romance with non-binary ex-partner Noam (the group's blonde member, seen in the screenshot below).



The crew gains a robot (Caretaker) who has a unique perspective on gender identity, given that a robot's natural mode would intuitively be non-binary. Caretaker explores all that.

People who haven't played the game get nearly everything about *Dustborn* wrong. The superpowers they use *aren't* all necessarily supposed to be good. You aren't *supposed* to relate to all of them, and not every character in the main and supporting cast is even intended to be *likable*. In some ways, it's on the player to decide whether they're even really the good guys.

Wrap-Up Reading

After picking my favorites and writing about them, I took some time to see what other video game characters stand out when people think of LGBTQ representation in games.

One thing is abundantly clear: video games feature diverse characters, be they different races, religions, moralities or personal identities, and that's been the case for almost as long as video games have been around. Yet to hear the anti-woke chuds tell it, we're in a recent epidemic of "forced diversity" and "DEI slop" that's poisoning the hobby and threatening to do away with all "attractive" characters and "manly" protagonists.

Where were these fools when the *Mass Effect* trilogy was new? Was there an outcry over Sir Hammerlock in *Borderlands 3*? (If so, I must have missed it.) Were they too busy dealing with broken gameplay in *Cyberpunk 2077* to complain about Judy and Kerry? Have they never played an indie game? Perhaps most importantly, do they not realize Birdo exists?

If you check out these links, I suggest you right-click and "open in new tab" or hold your CTRL button when clicking to accomplish the same thing (works in Chrome, for instance).

Sachi Go's top 20 LGBTQ+ characters at TheGamer:

<https://www.thegamer.com/best-lgbtq-plus-characters-video-games/>

NC State University article on the topic:

<https://www.lib.ncsu.edu/news/collections-highlights/lgbtq-representation-video-games>

WhatCulture Gaming has a cool top 10 video:

<https://www.youtube.com/watch?v=W3Mnti5TMa4>

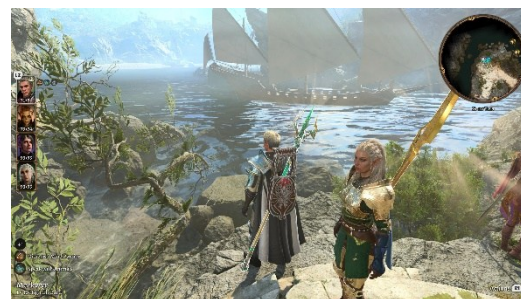
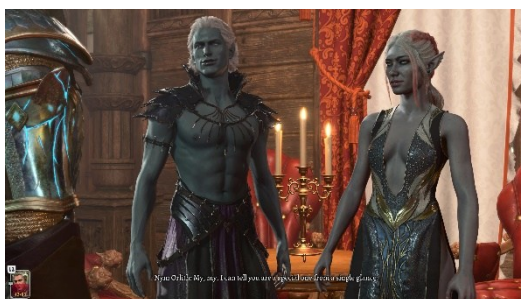
IGN staff's favorite LGBTQ video game characters:

<https://www.ign.com/articles/our-favorite-lgbtq-characters-in-video-games>

Another top 10 list, from the British Film Institute:

<https://www.bfi.org.uk/lists/10-great-lgbtqia-characters-games>

Mini-Review: Baldur's Gate 3



BG3 is the Game Awards 2023 Game of the Year, so that alone speaks volumes. While not my personal pick, it's bound to be in my top 5, if not top 3.

It got a bit buggy in the last act, and although they fixed some of it, I still struggled with a few game-breaking glitches even so, which sometimes required loading an earlier save; a small price to pay for one of the most expansive, epic, well-crafted RPG's I've ever played.

Two important things really speak to my personal play style.

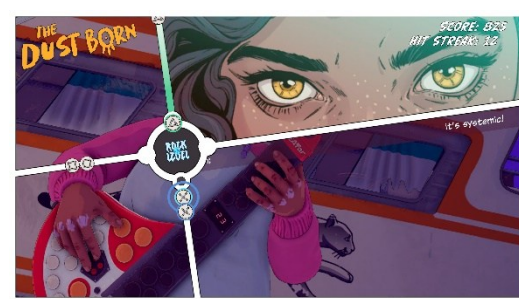
One, you can zoom out to a completely top-down tactical view, zoom in to a more traditional isometric view, or zoom in more for a third-person experience. I used them all to suit the situation.

Two, you can save/load *anywhere*; even in battle, or before a skill check, or during a conversation. Did I abuse that? Yes. Yes, I did.

Played on console: PS5.

Originally posted: 12/11/2023.

Mini-Review: Dustborn



Ragnar Tørnquist (*The Longest Journey*, *Dreamfall*, *Draugen*) and Red Thread Games released this comic-book-styled *Life is Strange*-like adventure last year to an unreceptive, hostile market.

It's about feelings, relationships, how we view ourselves and others; things that trigger the emotionally stunted anti-woke crowd.

It uses concepts like misinformation being dangerous and the power of words to help or hurt, manifested as literal in its story and gameplay. Put together, it's part slice-of-life road trip and part dystopian near-future, with combat, rhythm games, and conversations.

The characters are flawed; irritating or endearing, just like real people are. Of all the games called "woke" these days, this one actually is. It's good; not perfect, maybe, but very enjoyable; not the train wreck you might have been told.

Played on console: PS5.
Originally posted: 02/03/2025.

Addendum

The more time that passes since I played this, the more I really think it's an underrated gem.

Mini-Review: Life is Strange – True Colors



Here's my entirely unhelpful, probably unoriginal, clichéd bad take on True Colors: it's a fantastic game in its own right (maybe more appropriate to say "story") that falls short when set against the outstanding first game in the *Life is Strange* series.

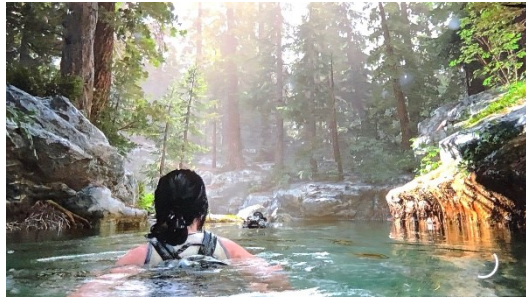
Super-empathy (plus a bit more) isn't as interesting as Max's time-rewind power or even Daniel's telekinesis from the second game, but it's in service of leaning into the very foundation of the series - the emotional ups and downs that come from player investment in the characters and story.

Alex Chen is a great character. Haven Springs is full of great characters. It's a big budget *Choose Your Own Adventure* that's well worth the time.

I just have to break myself of comparing each sequel to that groundbreaking first game in the series.

*Played on console: PS5.
Originally posted: 12/27/2021.*

Mini-Review: The Last of Us - Part II



The original TLOU has been my #2 favorite game of all time since it released 7 years ago. I've been of the opinion that it didn't need a sequel. It worked incredibly well as a stand-alone story, and it didn't seem necessary to continue it.

That said, I think I was wrong. This is equally incredible on many levels; a masterpiece. I wish I could give specifics, but from my screenshot selection to my word choice here, I need to avoid spoilers.

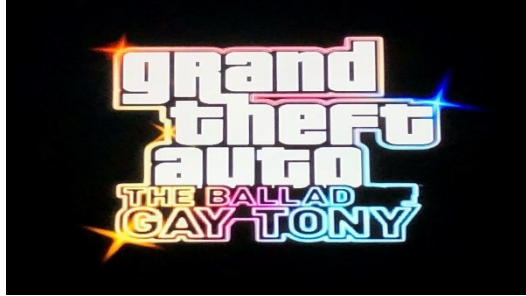
Is it hyperbole to say it's one of the best games ever made? I don't know. Will it dethrone TLOU as a personal favorite? I probably need to let it sink in a bit longer. I do know it's a fantastic must-play experience that I thankfully managed to go into unspoiled. Now I get to read reviews, listen to spoiler-casts and find out why idiots review-bombed it.

*Played on console: PS4 Pro.
Originally posted: 06/28/2020.*

Addendum

I never officially replaced Part 1 with Part 2 on my all-time top ten games list. While TLOU2 is better in almost every way, there's just something special about the time I spent with the first game.

Mini-Review: GTA – The Ballad of Gay Tony



The conclusion to the GTA 4 saga is pretty great. It's a stand-alone game (like the prior story expansion); again shorter than the main game but with some cool side activities such as parachuting.



There's a lot here without it seeming like worthless filler, and certain story beats from the main game get yet another perspective. We even learn the fate of those cursed diamonds. In-mission checkpoints after key events help with most of the missions, which eliminates a big frustration I had with some of the main game's (and the prior expansion's) harder missions.



A new post-mission scoring system lets you try for 100% completion after finishing the game. Some of the best content is in TBOGT. It's all the best parts of GTA 4, yet it's even better.



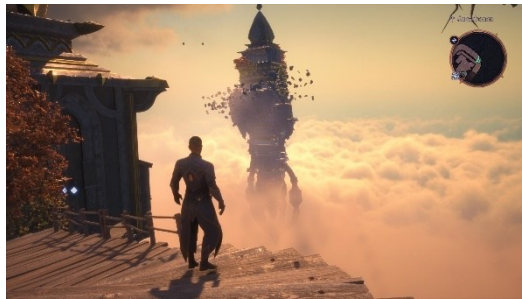
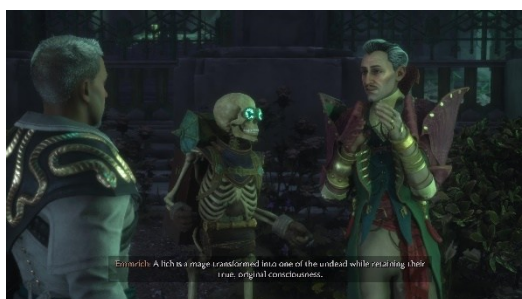
Xbox 360 version played on Xbox Series X. Posted on 08/14/2021.



Addendum

Before this, I reviewed the main game *GTA IV* on Twitter [here](#), and the first stand-alone expansion *The Lost and Damned* [here](#).

Mini-Review: Dragon Age – The Veilguard



This is far removed what I'm able to remember of the first three games in this series. In fact, it took me a dozen hours or more to even warm up to it and take it on its own terms. When I did -- once I finally accepted that this is fundamentally an action adventure with RPG elements in the vein of God of War -- it finally got its hooks in me.

The characters are great. The art direction and environments are great.

The combat has variety and is fun to master. There are no frivolous fetch quests or endless generic boring missions. The story is worthwhile, made better by excellent voice acting.

It's solid, polished and fun. In fact, the more I think about it, the more I wonder why it's not getting more accolades and attention (aside from the dumb "anti-woke" crowd). I had a blast.

Played on console: PS5.

Originally posted: 11/23/2024.

Final Stage

This is only the eighth issue, yet it somehow feels like I've been writing this newsletter for years. If I added it all up, it's likely that I'm spending more time writing in my spare time than gaming, which *might* be a problem.

I'm in no immediate danger of running out of feature topics. Even if I do, I can phone it in with a silly top 10 list, or an all-reviews issue, or just a bunch of news. At this point, I feel like I've established what the newsletter is and what I want to accomplish with it.

My subscriber count is still low. There could be any number of reasons for this, but the most likely is just a lack of visibility. I'd like to think the *content* is here, but it could also just be a total lack of interest for a newsletter about random gaming topics (some of which are heavily focused on personal experiences).



I just can't make OpenArt.AI face the game controllers the right direction.

For next week, I might write about co-op gaming. Playing through *It Takes Two* for the second time last weekend (this time with my 17-year-old son) gave me the idea. If I do, it probably won't be a "top 10" or anything; maybe just some reminiscing about the co-op experiences I've had, the games we played, and who I played them with.



End Credits

A full scan of the NES manual for Super Mario Bros. 2 can be found at the Internet Archive. The image of Birdo's first bio came from: <https://archive.org/details/SuperMarioBros2NESHiresScans/Super%20Mario%20Bros%202%20-%20Manual%2028Clearscan%29/page/n26/mode/1up>

A screenshot of Taash from Dragon Age: The Veilguard was found at TheMarySue.com in an article about the character here: <https://www.themarysue.com/this-dragon-age-the-veilguard-companions-story-ruined-me-in-the-best-way/>

The VGGN controller logo with three "X" buttons and some other artwork was made using generative AI at <https://openart.ai>

The title font *Closet Dwellers* and section header font *Shake Your Plums* are licensed from Chequered Ink: <https://chequered.ink/>

Screenshots for video game mini-reviews were captured by me in-game and are used here (as well as when originally posted on social media sites) in what I believe qualifies as "fair use". The photo of several Game Informer magazines was taken by me.

Mini-reviews, articles, rants and general ramblings were written by me. Copyright © 2025 by Mike Snyder.

