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WELCOME

Games are amazing, aren't they? It's just a shame about gamers. Well, a small but vocal number of them anyway. The release of the unfeasibly anticipated *Cyberpunk 2077* was met with a tidal wave of extremely long and detailed reviews in December 2020, and discussions about the wealth of bugs still apparent at launch (you can read Ian's own review over on page 92). But then, predictably enough, there were darker things happening at the fringes. Journalist Liana Ruppert wrote an article on Game Informer warning of the flashing lights in one sequence and its potential danger to epileptics. A certain subset of gamers then responded by harassing the author with hurtful videos and messages. For their part, CD Projekt Red pledged to fix the issue Ruppert raised, but that didn't stop a number of gamers from continuing their harassment. The levels of vitriol and sheer meanness aimed at anyone who dared criticise the game – especially if they didn't happen to be white and male while doing so – once again highlighted an ugly side of the industry. Even a cheery game like *Super Smash Bros. Ultimate* has toxic strata among its community; when journalist Alex Donaldson tweeted a comment about the addition of Sephiroth to the game, he was met with a series of racist messages and other abusive material. Over time, the industry's undoubtedly becoming more diverse and inclusive; here's hoping that, eventually, those less enlightened sectors of the gaming community will also move with the times.

Be excellent to each other, and enjoy the new issue.

Ryan Lambie
Editor