APPROVED
BY THE
COMIC
LIFE
AUTHORITY

Horror Comics!

FROM THE

PARKWEB



I'M BECOMING A HATEFUL TROLL! NOOOOOOOOOO! THE TERRIFYING TRUE STORY OF GAMERGATE!

10¢

HOW THEY USED GAMIFIED ACTIVISM TO DEHUMANIZE AND HARASS THEIR TARGETS!

FIND OUT MORE IN THIS HORRIFYING "ALL-TRUE" ISSUE!



THE INTREPID KATHERINE CROSS IS ON THE CASE!



ALTHOUGH THE LINK
BETWEEN GAMES AND
VIOLENCE MIGHT BE
OVERSTATED, SHE
BELIEVES THERE ARE
OTHER "SUBTLE
INFLUENCES."









ALTHOUGH
GAMERGATE
ACTIVISTS CLAIMED NO
LINK BETWEEN THEIR
BEHAVIOUR AND
GAMES...

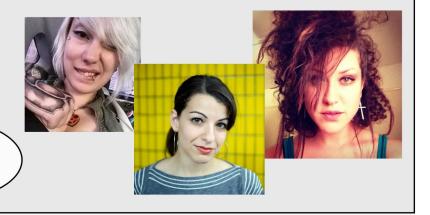
(___THEY CONTINUALLY)
USED "LUDIC" LANGUAGE
DURING THEIR HARASSMENT
CAMPAIGNS_





IT'S TIME TO GO ON ANOTHER "BOSS RUN."

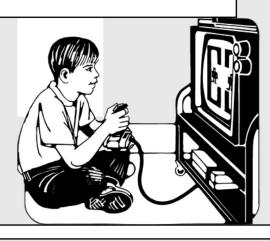
I'LL HELP YOU DURING THE "RAID." FEMINIST CREATORS AND CRITICS LIKE ZOE QUINN, LEIGH ALEXANDER AND ANITA SARKEESIAN ARE TURNED INTO BOSSES AND MINI-BOSSES, WOMEN WERE CONSISTENTLY THE "TOUGHEST" BOSSES TO OVERCOME.







THEY DEHUMANIZED THE WOMEN THEY TARGETED, REPLICATING THE CLOSED SYSTEMS AND CONTROLLED VARIABLES OFFERED BY VIDEO GAMES.



GG CONTINUALLY DEFENDED WHAT THEY WERE DOING AS LOGICAL, RATIONAL, AND WITHIN ETHICAL BOUNDARIES BECAUSE THEIR TARGETS "LACKED ETHICS-"



CROSS ENDS THE ARTICLE REMINDING US THAT THERE ARE REAL FLESH AND BLOOD PEOPLE AT THE OTHER SIDE OF THE COMPUTER SCREEN. THERE ARE REAL CONSEQUENCES TO OUR ACTIONS.



THERE IS MORE TO LIFE THAN WINNING, AFTER ALL...

