

I'm human





The gaming world can be vastly disappointing, much like a bad dish at a restaurant or an overhyped movie. There's nothing worse than the feeling of wanting to play a game and instead being let down by its poor design, microtransactions, and lackluster gameplay. The internet is often filled with frustrated gamers venting their disappointment and commiserating with critics who share their disillusionment. Some games are so atrocious that they've earned a spot on Metacritic's list of the worst games ever made. One such game is Infestation: Survivor Stories, which was initially titled The War Z and released in 2012. Despite its promising alpha stage, the game received scathing reviews for its poor design, lack of polish, and annoying microtransactions. Another example is Illumination, a survival horror game that fails to live up to its concept. Its mix of action-packed gameplay and half-hearted survival horror elements feels like a jumbled mess. The developers seem to have lost sight of what makes a good survival horror game, resulting in a product that's more akin to a weird hybrid between Gears of War and Left 4 Dead. The Alone in the Dark series had previously struggled with its own share of issues, but Illumination takes the cake when it comes to poor game design. Its graphics are laughable, with a level of uncanny valley weirdness that's hard to ignore. The audio is equally cringeworthy, sounding like it was recorded on a smartphone. In short, some games are just plain bad, and it's refreshing to see critics and gamers alike share their disappointment and frustration online. It's a reminder that even in the gaming world, not every game will hit the mark - and sometimes, those misses can be downright spectacularly awful. The title in question is a kart racing game with an unusual issue - poor visual quality and difficulty controlling AI opponents. The visuals are so bad that it's even unacceptable for a downloadable Wii title. On the other hand, the game has two main criticisms: its terrible graphics and artificial difficulty level. Some people might think that a Double Dragon title can't be botched by any developer, but Wander of the Dragons proves them wrong. It fails to deliver in every aspect possible, including poor controls, bad graphics, and performance issues. The game seems like it was rushed or left unpolished for its release. Vroom in the Night Sky appears to be a fun bike-riding adventure at first glance, but playing it reveals that it's actually lacking content and has unfinished visuals. This explains why it received negative reviews. Leisure Suit Larry games are known for their dated humor, thin plots, and unimpressive gameplay. Box Office Bust manages to go even further in terms of being disappointing. It shies away from the signature nudity and sexual content found in other Leisure Suit Larry titles, but replaces it with product placement and no real gameplay value. The game involves driving a Toyota Yaris, defeating possessed MP3 players, collecting coins, and equipping your car with sawblades or gatling lasers. It's essentially like Twisted Metal, but with more product placement and less Rob Zombie. This game is hilariously terrible to the point where it becomes good. Players take on the role of knuckle-dragging murder biker Jake Conway and must guide him through various levels. Games that make you question their existence are a dime a dozen. Ride to Hell takes the cake, or rather, it's a stale cracker that's been left in the pantry for too long. The game is an embarrassment from top to bottom, with character models that look like they were drawn by a kindergartener on a sugar high and gameplay that's about as exciting as watching paint dry. The story tries to be all tough and gritty, but it ends up being about as edgy as a wet sponge. It's the gaming equivalent of getting tetanus from a rusty old toy - painful, unnecessary, and completely avoidable. When a game is this bad, it's like they're begging you to play it so they can say "Hey, look! We made something!" Meanwhile, Family Party is like the gaming version of your parents buying you a cheap gift because they feel guilty. It's not that they don't care, but they just don't know any better. Games like Ride to Hell and Family Party are why gamers rely on Metacritic for recommendations - it's the only way to avoid getting scammed by subpar games. Metacritic is like IMDB for movies, where critics and users come together to give their two cents on the latest releases. And just like how some movies are absolute trash, there are games that should be left in the dumpster. Infestation: Survivor Stories, Deal or No Deal, and Ride to Hell are just a few examples of games that managed to get a big fat 0 from critics and users alike. These games are like the rejects at the thrift store - they're not even worth the effort to fix them up. They're buggy, broken, and lack any semblance of innovation or quality. And yet, some people still manage to make these types of games. The Alone in the Dark series has been plagued by poor game development since its release in 1992. The latest installment, Illumination, received overwhelmingly negative reviews, with many critics labeling it as the worst in the series due to its poor graphics and enemy AI, thin story, and lack of innovation. Conversely, games like SPOCS Racing, a racing game about pogs released in 2008, seem out of time despite having low review scores. Similarly, titles such as Wander of the Dragons, a remake of Double Dragon II: The Revenge, failed to impress critics and fans alike due to its uninspired gameplay and glitches. Other games like Vroom In The Night Sky and Box Office Bust, part of the Leisure Suit Larry series, were also panned by critics and users for their poor reception despite having dedicated fanbases. The Toyota Yaris game is a vanity project that scored poorly with a Metacritic score of 17, criticized for its unoriginal levels and unresponsive controls, with the only positive comment being that it was free. Ride To Hell: Retribution is considered one of the worst games, scoring 16 on Metacritic, failing to deliver as an action-packed experience or a functional game, with terrible controls, poor graphics, and immature content. In contrast, the Wii U's Family Party: 30 Great Games Obstacle Arcade, promising accessible fun for all ages, scored just 11, criticized for prioritizing quantity over quality and having uninspired minigames, making it almost unplayable, with sarcastic or insincere perfect scores.

Highest rated video game on metacritic. Worst user rated games on metacritic. Metacritic worst games. Highest rated game on metacritic.