

Think about a game that is rated for 3-7 (PEGI) or E(ESRB). Having looked at various ways that games challenge societal norms, adapt the game into an 18/M game. The first part of your answer should be a pitch for the new game, the second a rationale for the changes you have made and why. This should be fun.

Disney Epic Mickey 2: The Power of Two

Appropriate for: Younger and older kids

ESRB Rating: Everyone

Price: \$49.99, [Disney Epic Mickey 2: The Power of Two](#)

Designed by Warren Spector, one of the most acclaimed game makers in America, this fantastic game allows you to play as Mickey Mouse and Oswald the Lucky Rabbit—Walt Disney's first cartoon star. Gamers follow the heroes as they go on an adventure to Wasteland, the sad homeland of characters and theme-park rides that the company has scrapped over the years. Players can [restore](#) the world by using paint to fill in missing gaps or erasing obstacles with paint thinner. Each decision has an impact on how the game plays and how non-player characters view the drawn duo. Suitable for Disney fans of all ages.

Wikipedia

“PEGI – Pan European Game Information is a [European video game content rating system](#) established to help European consumers make informed decisions on buying computer games with logos on games' boxes. It was developed by the [Interactive Software Federation of Europe](#) (ISFE) and came into use in April 2003; it replaced many national age rating systems with a single European system. The PEGI system is now used in more than thirty countries and is based on a code of conduct, a set of rules to which every publisher using the PEGI system is contractually committed. PEGI self-regulation is composed by five age categories and eight content descriptors that advise the suitability and content of a game for a certain age range based on the games content. The age rating does not indicate the difficulty of the game or the skill required to play it.”

The PEGI system for rating games , is just a guide line for parents who are concerned about the content and behaviour that their children might be exposed to while playing a particular game. It is also a guide for vendors of the game, to not sell games with older and adult ratings to younger children.

But like alcohol and drugs for example, it is difficult to completely defend children from access to these things, so it is similar for games.

However it is a perfectly reasonable tool for parents who are unfamiliar with different types of games, to decide whether a game is suitable for their child.

The New Pitch ..

Oswald the not so lucky rabbit, has decided using paint and thinner to repair an ageing theme park, is probably not such a good idea, but with fatal casualties rising from the use of the park rides, the best thing is find a way to cash in on multiple compensation claims , so he becomes lawyer and sues the Disney corporation.

Mickey is less than impressed with this development, unleashes his inner demon, and begins killing the little children, outside the theme-park, just beyond the jurisdiction of the park and outside Disney's responsibility.

Oswald's job is to continue to repair the rides with paint, just enough to hide the problems, and to herd the little children into the theme-park, so they can enjoy their favourite , if flawed rides to their doom, and massive compensation payoffs.

He also has to ensure the kids arrive at the theme-park safely so its a bit like Railroad Tycoon with added genocide

Rational

It seems to me that Warren Spector (obviously a pseudonym for Lucifer himself, or perhaps a conduit for Walt Disney from beyond the grave) , the game designer, always had the game I describe in mind, and that a hatred for both children and cartoons, fuelled his motivation.

This becomes more obvious with some more research into the game that shows that the theme-park is surrounded by the 'Thinner Sea', of which only one spark would ignite and the making the 'Wasteland' a fiery hell for both toons and people alike.

The man was obviously sniffing the paint thinner whilst reading Dante's Inferno , and laughing at how much Disney were paying him to create a second version of the game, when he came up with the idea.

I see the game play, become increasingly futile, as Oswald the Lucky Rabbit, tries to makes the kiddies last few moments bearable, and their doom sudden, as an alternative to the torturous scorching dealt out by Mickey

The setting of the game in 'The Wasteland' , a dilapidated theme-park, is on its own enough to give many a good anxiety attack, if not strike outright fear, in the hearts of most people.

So while it may be a bit of jump from scary evil clowns , and ghost train rides, to an apocalyptic genocide, dealt out by cheerful Disney character Mickey Mouse, if you are going to misrepresent, Disney copyright icons, you may as well go the whole way, if even in a virtual way.

There is also an element of the original game, that suggests the people in the theme-park,

view Mickey and Oswald differently depending on how the game is played. Continuing with this idea, it would be interesting to develop the alternative versions of hell as experienced by the children, depending on which character is gaining the upper hand. It could be a dilapidated happy Wasteland hell , or a fiery horrific one.

Just like Railroad Tycoon, the game kind of goes on and on, with only small victories as precursors to your eventual failure.... but with Mickey Mouse !!