# Article information:

The 6 Most Absurdly Difficult Video Game Puzzles | Cracked.com
<https://www.cracked.com/article_19974_the-6-most-absurdly-difficult-video-game-puzzles.html>

# Article summary:

1. Video game puzzle designers aim to make puzzles challenging but logical.

2. Some video game puzzles are absurdly difficult and illogical, such as The Longest Journey's Rubber Ducky puzzle or Gabriel Knight's Elaborate Disguise puzzle.

3. These types of puzzles can frustrate gamers and lead to them quitting the game entirely.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

The article "The 6 Most Absurdly Difficult Video Game Puzzles" by Cracked.com provides a humorous take on some of the most challenging puzzles in video games. However, the article's tone and language suggest a bias against difficult puzzles, portraying them as absurd and illogical. The author also makes unsupported claims about the potential harm caused by difficult puzzles, such as being responsible for the deaths of controllers.

The article focuses on six specific puzzles from different video games, but it does not provide a comprehensive analysis of puzzle design or difficulty in video games. It also does not explore counterarguments or alternative perspectives on puzzle design.

Additionally, the article includes promotional content for other video games and websites, which may indicate partiality or conflicts of interest. The article also does not note any possible risks associated with playing video games, such as addiction or eye strain.

Overall, while the article provides an entertaining read for gamers and non-gamers alike, it should be taken with a grain of salt due to its potential biases and lack of comprehensive analysis.

# Topics for further research:

* Comprehensive analysis of puzzle design in video games
* Different perspectives on puzzle difficulty in video games
* Risks associated with playing video games
* Addiction and video games
* Eye strain and video games
* Conflicts of interest in video game journalism

# Report location:

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