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A big sword, right?
Blizzard

[Teen Told to Stop Playing, Attacks Family with Sword](#)

A confused Conan-wannabe, we might say

And, once again, "[evil video games](#)" should be blamed for everything! This time, for a strange and sudden sword-attack that happened in Switzerland: on a Sunday morning, a 19-year-old teen was playing his favorite video games and, after a few hours, his mother told him to stop. He considered that so enraging that he took a 60 cm long sword and started to stab his mother. The unfortunate event continued when the teen's 26-year-old brother tried to interfere and stop him - he was also stabbed by the out of control relative. Both victims were immediately hospitalized, having severe stab wounds to the arms and stomach. They are no longer in a life-threatening situation: the brother was released from hospital, but the 56-year-old mother is still kept there for further examinations. Strangely for this type of stories, there was no mention on the game played by the teen - but there must've been a role playing one, since he did choose to grab the sword and not a gun. Or a dog - in case he was playing Postal. Oh, and one more thing: the German website that reported this story ([netzeitung.de](#)) did not mention if the 19-year-old suffers from any psychological disorders (as we tend to believe). Honestly, now. Even though this news will be the perfect reason for many people to start saying that video games influence our minds and turn us into real life monsters, we all know it is not true. Maybe there are some... special people, so to speak, who might get a bit carried away (or even "very" carried away, in this case) but that's all. Sane, healthy people know that video games and virtual worlds are nothing but... video games and virtual worlds.