“Ready Conquistador One: Confronting Virtual Colonialism, Pixelated Natives, and Gaming History.”

The paper discusses how popular culture has rearticulated the concept of the Conquest of Mexico into leisurely activities for western audiences. I discuss critical theory about video games, game design and key problems in simple narrative constructs about the topic. I focus on video games throughout, highlighting poor examples of seemingly educational/history-based games—the latest being Amazon’s *New World* (2021, but in-production since 2017)—and a few Indigenous-first games that have more meaningful learning outcomes.