In the world of eastern thought, narration of exemplary events is common through methods of mythical expression such as fairy tales, stories, myths etc. In these discourses, it is aimed at giving moral advice and thus educating the audience. It is stated in these discourses in which surreal events are told people who stand up against distress and difficulties retain their happiness. In such narrative texts, on one hand hope is being kept alive; on the other hand, such messages as patience, clinging to honesty under harsh times and possessing stamina are conveyed to the audience. Likewise, today, surreal events; namely, mythical fictions are animated in cartoons, animation and computer games. In these games, it is told that the most brutal battles are carried out through the most merciless weapons and only the most powerful one wins. These games, causing youth to grow up as aggressive, merciless and likely to try each way to seize power, should be examined in terms of education as well as that way of thinking. In this article, the form of thinking in the stories in which surreal events in the past were narrated is compared in terms of ethical values with the form of thinking in recent computer games in which surreal events are embedded.