Idiots guide to Microtransactions

Retro Games – Atari 2600

1. Cave Games (Atari 2600) – A game
2. E. T.
3. Karate
4. Track and Field

NES

1. Dragon Warrior
2. Xenophobe
3. Double Dribble
4. Mario and Duckhunt
5. TMNT 2: the arcade game
6. Final Fantasy
7. Double Dragon
8. Battletoads
9. Rescue Rangers
10. McKids

Sega Genesis

1. Sonic 1,2 and 3
2. Sonic Spinball
3. Shining Force

SNES

1. Link to the Past
2. Bill Liambeer’s combat basketball
3. Mortal Kombat
4. Streets of Rage
5. Final Fight
6. Super Street Fighter 2
7. Michael Jordan: Chaos in the windy city
8. Bubsy
9. Super Mario World
10. Chrono Trigger
11. Super Mario RPG
12. Mario Paint
13. MK 3
14. Ultimate MK 3
15. TMNT 4 Turtles in Time
16. NBA Jam
17. NBA Jam TE

Comparable now games (within the last 5 years)

1. Fortnite
2. Deltarune
3. Star Wars Battlefront II
4. God of War 4
5. Link between both worlds
6. Mortal Kombat 11
7. Super Mario Maker 2
8. Reggie Fils-Aime
9. Mario and Luigi spinoffs

Topics of Retro Games

1. Were games made intentionally too hard and was Nintendo’s, Sega’s and Atari’s objective to get people together to defeat a tough boss and/or game (Zelda II, Ghosts N Goblins, Dragon’s Lair, Megaman)?
2. Fun vs. Addictive (Super Mario Bros vs Tetris)
3. Fun and Addictive(Super Mario World, TMNT 4)
4. Fun with others (Super Mario World, TMNT 4, Street Fighter 2)
5. Fun for the experience, some the destination (Chrono Trigger, Dragon Warrior, Earthbound, Link to the Past, Sonic 3, Sonic and Knuckles)
6. “Fun” with fighting games(Street Fighter, Mortal Kombat, Fatal Fury, Killer Instinct)
7. Fun with violent games (Doom, Duke Nukem, Mortal Kombat, Killer Instinct)

Topics of games within the last 5 years

1. Are games today intentionally made for each consumer to play alone (Sekiro ) ?
2. Fun Vs. addictive (Fortnite, Player Unknown’s Battlegroup)
3. Fun and addictive(Super Mario Maker)
4. Fun with others(Splatoon 1 & 2 Super Smash Bros. 4)
5. Fun for the experience, some the destination (Xenoblade Chronicles 1&2), Shin Megami Tensei IV, Xenoblade Chronicles X).
6. “Fun” with fighting games (Super Street Fighter 5(???),Pokken Tournament DX, Arms, Dragonball Fighter Z )
7. Fun with “violent” games (Killer Instinct, Dark Souls, Bloodborne, Mortal Kombat 9 and 10).
8. Are there a games that get people talking (Fortnite, Undertale, PUBG, Battlefront 2)

Topics of gamers who are retro, hardcore and new(microtransactions)

1. Is there opportunity to network within video games (Super Mario Maker, Every Xbox game)
2. Is there nostalgia games now that can be translated to networking?(NES and SNES Classic)
3. Does the influence of Youtube play a big part in the selling of these nostalgia games ( Fortnite, Kaizo Mario games) and games in general?
4. Is there any rpg’s that could be played by parents and grandparents and they’d enjoy?
5. Would the gaming community be better without loot boxes and microtransactions?