The Art of Retro Gamers Topics

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. NBA Jam
2. Watch Dogs
3. Undertale
4. Teggen Toppa Guerren Legann
5. Earthbound
6. Earthbound Beginnings
7. Sonic Boom
8. Sonic Generations
9. Project X zone 2
10. Pokken Tournament
11. Link between both worlds
12. Mortal Kombat 9 and 10
13. Pokken Tournament
14. Hyrule Warriors and Legends
15. Mario and Luigi
16. Paper Mario
17. Gears of War
18. Clash of Clans
19. Mafia Wars
20. Kindgom Wars
21. Batman: Arkham City
22. Super Street Fighter 4
23. Killer Instinct

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 (Flappy Bird, Dark Souls, Kingdom Wars, Clash of Clans, agar.io, Hatred, Grand Theft Auto V, Minecraft) ?
2. Fun Vs. addictive (Super Mario Bros. 3DS, Witcher 3, Hyrule Warriors)
3. Fun and addictive(Super Mario Maker, Rayman Legends)
4. Fun with others(Kid Icarus: Uprising, Super Smash Bros. 4)
5. Fun for the experience, some the destination (Xenoblade Chronicles, Shin Megami Tensei IV Xenoblade Chronicles X)
6. “Fun” with fighting games (Super Street Fighter 4, Killer Instinct, Pokken Tournament, Mortal Kombat 9 and 10)
7. Fun with “violent” games (Killer Instinct, Hatred, Dark Souls, Bloodborne, Mortal Kombat 9 and 10).
8. Are there a games that get people talking (FNAF Franchise, Undertale, Minecraft)

Topics of gamers who are retro, hardcore and new

1. Is there opportunity to network within video games (Shovel Knight, Super Mario Maker, Mario Party, Wii Fit U)
2. Is there nostalgia games now that can be translated to networking? (Wii and Wii U Virtual Console, Rare games)
3. Does the influence of youtube play a big part in the selling of these nostalgia games ( FNAF, Minecraft, Undertale, Mugen, Shovel Knight) and games in general?
4. Is there any rpg’s that could be played by parents and grandparents and they’d enjoy?