



# Retro Games Definer of all generations?

Many people in the past grew up on what we now call retro games or classic games sometimes. Nowadays these games tend to be view through the eyes of sentiment. By that I mean they are usually viewed as nice little things that happened in the past but we are better now, a kind of mindset that tends to affect all of history as a whole. However with this has come under debate with regards to the new rise of retro style games and the increase in the overall popularity of older games in modern times. Despite so many of the games being so old, many people have not only heard of these games but have even played at least a few them or at least know how they work. The main question here is

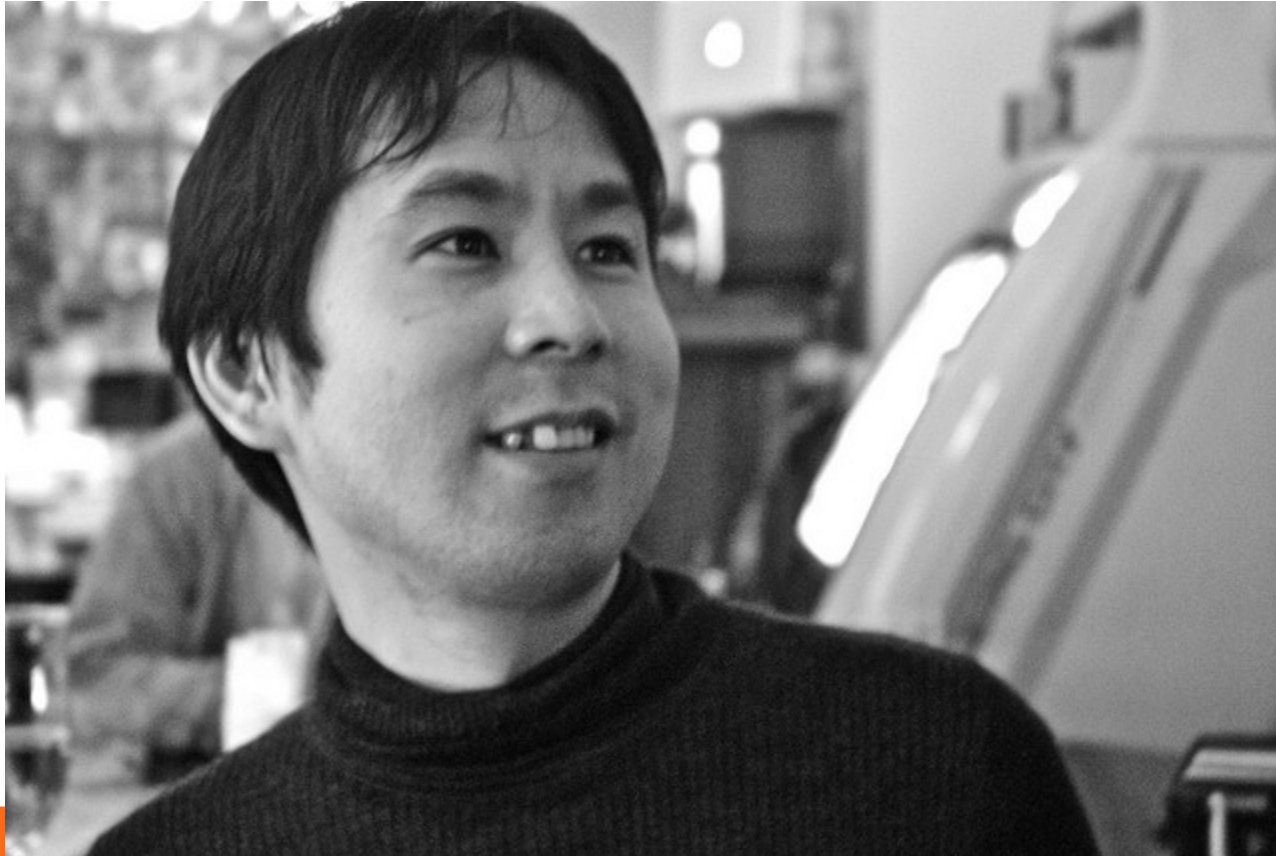
WHY?

# CAVE STORY+



**A retro style game created by Daisuke Amaya all by himself, inspired off of the very games he grew up on in his childhood. This is a game that has received enough remakes and re-releases since it came out to be a good example of how retro games affect the current gaming industry and the audience itself.**

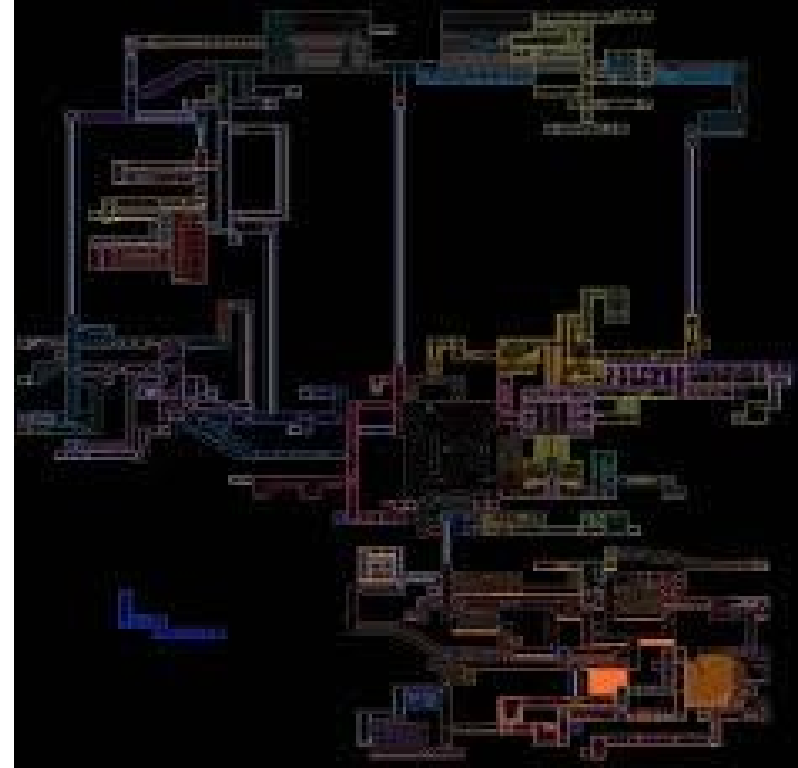
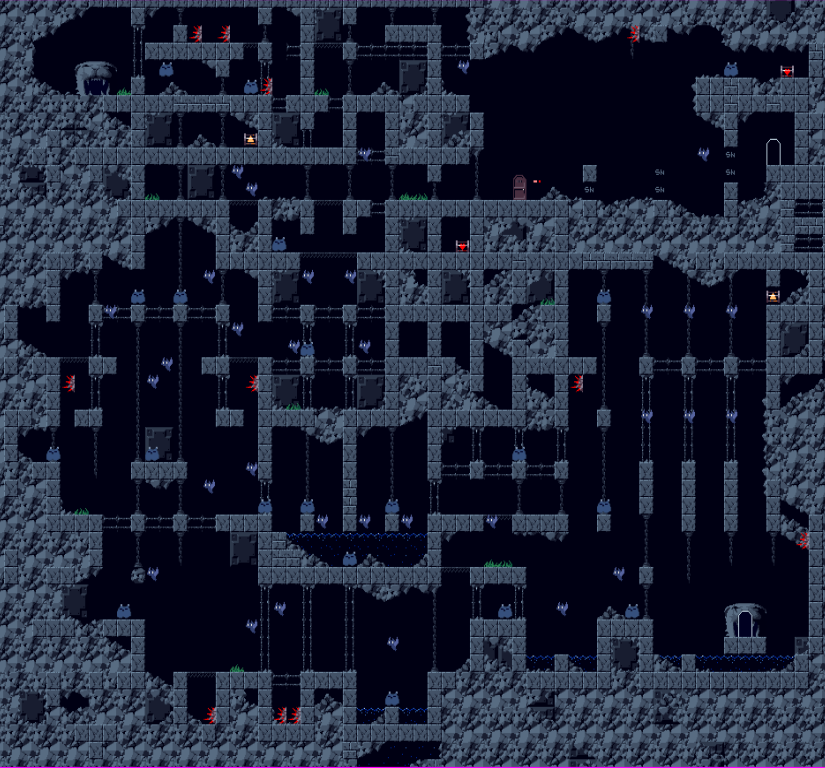
# This Guy here



He's better known by his nickname

**PIXEL!!!**

He developed the game in his free time over the course of five years, beginning while he was in college and continuing into his career as software developer. Everything that went into this game was all done by him and him alone, ranging from the programming of the gameplay, level design, music, sound engineering, and the story as well. According to him, the ideas came about when he started designing a series of small and enclosed spaces. The creator himself admitted to having a severe lack of planning due to how spontaneously the idea came about and as a result “caused problems down the line” because he didn’t have things such as a dedicated map editing and data management tools. During one of our chapter readings, we were once asked about how we feel two dimensional gaming differs from three dimensional gaming. I bring that up because Amaya himself seems to side more with two dimensions and does so for many of the reasons I had originally stated in the discussion about that chapter. It’s because it is easier, cheaper, and much simpler to work with thus giving the person who worked on it far more creative freedom than what they would have had if they had used three dimensions instead. This game was primarily inspired by Daisuke Amaya’s own childhood and imagination and it was designed to have a “old fashioned feel” very similar to games like Metroid. Daisuke Amaya has stated this himself in several interviews, all of which were videos which can be found on Youtube(<https://www.youtube.com/watch?v=w8XINfralSE>). Through a combination of several specific design choices and very intricate ideas and references in the development cycle, Amaya had created a perfect representation of what games from the day of the NES and SNES era



Notice the similarities? The left is Cave Story and the right is Metroid.

# Story

Despite the various similarities to other titles in its' genre, Cave Story actually has a rather unique story telling strategy compared to other classic or retro styled games. In the old day of the 1980's and to some degree the 1990's, most video games only had stories told through their instruction booklets or some other manual or outside source for the game itself. The few games that did tell a story often told it in a very straightforward way. This is not necessarily me referring to the quality of the story or how simple or complex the story is, this is more of an assessment on how the story is told in this medium compared to other works in the same medium. Cave Story's Story is not very difficult to follow. The game's story takes place within the cavernous interior of a floating island populated by a race of sentient rabbit-puppy hybrids called "Mimigas". You play as the main character Quote who awakens in a cave with no memory. True to the very nature of games of this genre, Quote doesn't ever actually speak or make any sounds and therefore his personality is left mostly up to player decisions. The player will later find a village of Mimigas who are being persecuted by a doctor. With his servants named Misery and Balrog. These characters are looking for a girl who has been transformed into a Mimiga named Sue Sakamoto. Unfortunately they mistakenly find and kidnap another girl named Toroko. From that point onward in the game, you as the player will run into all sorts of challenges.

You do get Toroko back and find Sue pretty soon into the game, but after that the game it just an entire assortment of new characters and backstories to the world the game takes place in while also trying to deal with the professor and his gang as well. The game actually has multiple endings and this is because throughout the game you will make choices during certain moments. Unlike most games with this mechanic, what you decide to do will have an almost immediate effect on you. For example there are some instances where one of the main villains will show up and you may get the option to fight him, choosing yes of course results in a simple boss battle which if you win will yield positive results down the line. Another example is when you first run into the character curly, which presents one of the yes or no sequences during certain cutscenes in the game. Choosing yes will lead to her mistrusting you and believing that you are there to attack the Mimiga children but saying no will grant her a sigh of relief and she will give you a new weapon. The game generally seems to award good behavior but there are some less obvious cases where in order to get the best ending(which you will not get on your first playthrough without a guide) you have to do certain things that logically you wouldn't expect to have to do. For example during one of the later levels you see one of your comrades randomly fall down a cliff and hit the ground. So far the game has rewarded you for being helpful, kind, and generous to others so the natural reaction in cases like these would be to go down there and talk to him or help him. If you do that he will die, so what you actually want to do in order to get the best ending is to make sure that he lives. To do that you actually have to completely ignore him and in doing so you will obtain a new item as well and would be continuing down the

# Weapons

The game play itself is very similar to video games like Metroid. You have a main character you play as who at the beginning of the game starts out with nothing and is completely defenseless. It doesn't take to long however before the player finally runs into their first and primary weapon for the first quarter of the game. A basic plasma laser gun, which starts out fairly weak but that's where some of the game's Role Playing Game mechanics begin to kick in and you realize that the game actually has a level up system for each weapon that the player carries. Each weapon begins at level zero of course and they all stop once they hit MAX which usually about three to four levels are in. Leveling up in this game is not as hard or long as it is in actual Role Playing Games. Enemies are abundant and most of them after being killed will drop either hearts to replenish health or yellow triangles (which resemble the Triforce from The Legend Of Zelda, it's possible that it is another reference) that fill the Experience bar. With each increase in level the weapon becomes stronger, how it becomes stronger depends on the weapon itself. For example the laser gun will gradually be able to shoot further and the lasers will be bigger and do more damage, while the rocket launcher will shoot more rockets at a time and each one will have bigger explosions and they will be more frequent thus making it more likely that you will hit your target.



Each level is full of hidden collectibles most of these are for either increasing the ammunition of your rocket launcher or for increasing your health with heart capsules that you manage to find. It's clear that the game clearly encourages exploration through the levels and even recommends that you interact with the NPC's of that world and the environment as doing so in my playthrough of the game, more often than not led to many positive results. The gameplay itself is rather simplistic in nature just like the games that it was inspired by, but despite this the game is incredibly difficult on the higher difficulties and especially during the last level where you have to fight five bosses without dying a single time otherwise you have to start all over from a single save point. Every time you die in this game there are no checkpoints to start up again from. There are no check points or lives in this game so every time you die you have to start back up from the last save point you were at so it's best to save whenever you run into one.



# So why do retro games hold such a strong place in Modern culture?

This depends on what age bracket you're referring too. In the case of adults there is a rather heavy emphasis put on nostalgia. Many of these adults grew up playing these games so to go back to them or to see modern games being made just like it tends to help them or fill them with joy. It's similar to how we all enjoy the things that came from our childhoods or our





THIS KID IS AWESOME

You will never be as rad as him



**Of course Nostalgia  
Isn't limited to just  
Adults**

The funny thing about nostalgia is that contrary to popular opinion it isn't completely limited to those who either existed or experienced it at the time. Whenever young people in modern times watch classic movies before their time for example, many of them can still get a nostalgic feel from it even though they were never really there to begin with. For children the nostalgia could be passed from their parent as they may have grown up on the older games as a result of their parents growing up on them. While not the case for my parents, I grew up on old style games that were before my time because of my uncle. To many teenagers it's also kind of cool to own a collection of classic games as they often can make them seem cooler or hardcore or if

The text 'Totally Rad' is written in a vibrant pink, highly stylized cursive font. The letters are thick and feature a 3D effect with a dark shadow beneath them, giving the impression of a glossy, embossed surface. The 'T' is particularly large and has a long, sweeping tail that extends to the left. The overall style is reminiscent of 1980s or 1990s pop culture aesthetics.



Classic games or retro style games are generally viewed as harder. So many modern games made in a classic style tend to replicate said difficulty to varying degrees of success. This is part of the reason why a person who is able to beat one of these games is sometimes considered to be hardcore today. Back then it was similar but you weren't so much hardcore if you could beat the game so much as if you could play it very well. For example getting a high score in mega man, not dying in Contra at all, or completing a game as fast as possible. I've noticed that the people who play these games tend to get rather tense or frustrated at these moments compared to when they play current games. Not that current games can't offer a challenge

# Simplicity and Escapism

I think everyone can generally agree that video games as a medium has come a long way since they were still new and they have generally become more complex as time has gone on. That's a good thing of course but classic games are of course much simpler and easier to jump into and as a result they match better into the medium of escapism. Now I'm not saying that video games should be just escapism as if done right it could quite easily provide a great outlet to much deeper topics and lands and because it's an interactive medium, it's better able to show these things to people than movies or books because people themselves are doing it. However just like with movies, tv, books, and music, the entire medium can't be like that. There's got to be some room for some type of escapism or simplicity. Some might argue that that would be boring and that's understandable but sometimes we need complex things to help us think about deep topics and other times we've been surrounded by such topics so extensively that we need to get away from it for just a while. In this respect you could compare classic or retro style games to popcorn flicks. Yes there are simple modern games that are easy to jump right into but nowadays they may take a while to start up or get into the real action of things. Have you ever heard someone say the game doesn't get good until it get's to said part of a game? Retro games aren't like that. Once you start them they send you right into the action. Retro games also don't hold our hands or offer things like tutorials for the most part



In conclusion the main variable of a retro game for many people includes simplicity, difficulty and nostalgia. A combination which leads to a pleasant experience for many. There are actually arcades in the world that are specifically dedicated to these old styles of games and teenagers from various backgrounds go these places and play with each other for hours at a time and some of these are actually quite popular. Just another way in which retro games continue to be an

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# GAME OVER



CONTINUE

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