
Subject: Re: Age groups: Graphics vs Gameplay
Posted by [Dreganius](#) on Mon, 09 Nov 2009 12:53:12 GMT
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I am personally of a more middle-aged generation of gamers, just having turned 18, but I've been around long enough to remember growing up with a NES and the first Gameboy. I find Graphics to be a very nice and shiny thing, and it attracts me to a game, but I also look at the gameplay, I'd say at about a 40/60 ratio.

One example I can think of is the Armored Core series. I tried out the first Armored Core game, on the PSX, and was instantly hooked. Pilot a custom-made Mech-robot to blow shit up for cash and because some guy at some corporation told you to, fuck yeah. There was no story as their reasons for missions were on a need-to-know only basis, as you're a mercenary. As the PS2 versions of the series came out I was drawn to the graphics increase. Finding the Gameplay was much the same, I stuck to the series and now own 8/10 of the PS1/2 games in it.

Story only really comes into it to me for series value. In games like the Legacy Of Kain series, the storylines really intrigued me and they were the reason I bought the Soul Reaver series. However I still go back to my 64 to play Super Smash Bros because pounding the shit out of Pikachu with Samus because you're bad-ass is kick-ass fun.
