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Subject: Re: Modern vidya powerhouses

Posted by [R315r4z0r](#) on Mon, 12 Sep 2011 23:24:50 GMT

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GEORGE ZIMMER wrote on Mon, 12 September 2011 16:33l dunno man, that's kinda reaching. Sure, Mario and Sonic had similar objectives (reach the end of the stage by going right), but they were both pretty damn different.

Then you had Castlevania, a pretty balls-to-the-wall difficult game series, with the later ones having you explore the map rather than just going from point A to point B.

Sure, a lot of the platformers had similar gameplay mechanics- collectible items (Rings, coins, hearts, bananas, whatever), but the way the game used them was always different (Rings doubled as a shield, hearts were used for sub-weapons, etc).

But you can also say the same thing about popular games today. Like you said, most popular games today are just FPS games. An FPS is a shooter from first person perspective, so that is an obvious common similarity between all of them. But there are differences enough between them that separate them into their own games.

For instance, do all FPS games allow you to go into stealth a mode like in Crysis?

A popular game is a popular game, you cannot deny that fact. Despite the copy paste formula that is Call of Duty, it still sells bazillions off copies in the first weeks of its launch. Developers do make a wide variety of games, hence my comment about finding hidden gems... but the fact that people tend to gravitate to the same generic types of games is what makes those games so popular and stand out.

It really isn't the developers limiting the market with poor variety, it's the consumers only being interested in such a small variety of the games that are out there. That's why I said that if you're the type of person who wants something different, you have to look past what is popular and find the games that people overlooked.

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