```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace VideoGameOptions
8  {
9      public class VideoGamesOptionsClass
10     {
11         public void Options() //main menu
12         {
13             Console.WriteLine("\nYou have selected Block Video Games\nHere is a
                   list of our available titles.\n");
14             Console.WriteLine("Super Mario Bros.\nThe Legend of Zelda\nMinecraft
                   \nMs.Pac-Man\nDoom\nThe Legend of Zelda: Ocarina of Time\nSuper
                   Mario 64\nTetris\n");
15             Console.WriteLine("What would you like to do today?");
16             Console.WriteLine("1. Rent");
17             Console.WriteLine("2. Buy");
18             Console.WriteLine("3. Go Back");
19         }
20
21         public void RentOptions() //rent
22         {
23             Console.WriteLine("\nYou have selected to Rent a Block Video Game(s)
                   \nHere is a list of our available titles.\n");
24             Console.WriteLine("Super Mario Bros.\nThe Legend of Zelda\nMinecraft
                   \nMs.Pac-Man\nDoom\nThe Legend of Zelda: Ocarina of Time\nSuper
                   Mario 64\nTetris\n");
25             Console.WriteLine("Rental costs are $1.50/day");
26             Console.WriteLine("What game would you like to play?");
27
28         }
29
30         public void BuyOptions() //buy
31         {
32             Console.WriteLine("\nYou have selected to Buy a Block Video(s)\nHere
                   is a list of our available titles.\n");
33             Console.WriteLine("Super Mario Bros. $10.00\nThe Legend of Zelda
                   $20.00\nMinecraft $21.30\nMs.Pac-Man $5.00\nDoom $60.00\nThe Legend
                   of Zelda: Ocarina of Time $30.00\nSuper Mario 64 $12.00\nTetris
                   $2.50\n");
34             Console.WriteLine("What game would you like to play?");
35         }
36     }
37 }
38
```