

In “The Story of Tetris”, Game Historian highlights the legendary story of Tetris, one of the highest selling games of all time. When watching this documentary, I found the politics behind the publishing of the game very interesting. Due to the game being developed in soviet russia on state owned computers during company time, the game was owned by Russia. This meant that the government controlled all rights to the game. As foreign publishers looked for the rights to distribute, Russia themselves were changing the way software publishing was handled. Pair this with a language barrier and the underlying differences in cultures and communication, rights were misunderstood, and agreements were challenged and broken. Meanwhile, distributors and media used the mysticism and fear associated with Russia to market the game, creating two sides of Russia tied to the game.

In “The Story of Mario”, Game Historian explains the tale of Super Mario 3. He talks about the struggles and victories of creating the game. Tight on time and high on ambition, Nintendo Research & Development No.4 Department spent sleepless nights working late to finish the game. They filled the game to the brim with content, secrets, and life. Instead of having Bowser appear as the only boss in the game, the developers created the koopalings, seven children whose appearance and personality were based on the programmers on the team. These, and many other minute details, led to a labor of love. The game then went on to sell over 15 million copies, holding the record for the highest selling non-bundled game for many years. This shows that putting time and love into a project, along with great marketing and a good premise, can send a game into the history books.