

Classic Console Games

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Abstract

This article is about classic video games and how they still deserve to be played, even in today's realm of high-powered 3D game systems.

1 Introduction

Classic console games. When I hear this term, it brings back memories of sitting in front of a tube TV with my Super Nintendo Entertainment System, playing such classics as The Legend of Zelda: A Link to the Past, Super Metroid, and Chrono Trigger, to name but a few.

A few examples of what are now considered classic video game consoles can be found in Figure 1.

To be perfectly honest, I have rarely had quite as much fun with the games of today as I did back then. Why is this? Modern games certainly look prettier. They are also way more technologically advanced. So again, why is this?

2 Features of Classic Video Game Consoles

- Cartridge-based
- Typically between 8- and 32-bit graphics
- 3D titles were a rarity in all but the last few consoles.

Table 1 shows a few historical facts about classic video game consoles.



Figure 1: A number of classic video game consoles.

Table 1: Timeline of interesting classic console facts.

Year	Fact
1972	The first video game console, the Magnavox Odyssey, was released.
1977	The Atari 2600, one of the most well-known of the early video game consoles, was released.
1983	The Nintendo Entertainment System, or NES, was released.
1990	30% of Americans households owned the NES, compared to 23% for all personal computers.
1994	The Sony Playstation was released, signalling the beginning of the end for non-portable cartridge-based systems.