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Subject: Re: Modern vidya powerhouses

Posted by [R315r4z0r](#) on Mon, 12 Sep 2011 17:09:59 GMT

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The amount of variety between modern FPS games is equivalent to the amount of variety between old-school arcade style games.

Sure arcade games might have had different "objectives" but they were still a couple pixels going from point A to point B. Just as FPS games all have you pointing and shooting a gun at some target.

So, technically, the variety of popular games hasn't really changed at all in the last 20 years.

That's why it isn't about playing popular games but finding those hidden gems that no one ever talks about... like Renegade, for instance.

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