

Video Games That Deserve A Sequel

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There have been one-off video games that were so good that they left our fingers sore and our eyes drowsy from lack of sleep. Then there are the franchises that have broken our hearts by discontinuing. We have compiled a list of video games that, we think, deserve a sequel.

1. Star Wars Republic Commando

This 2005 first-person shooter is probably the best entry in the *Star Wars* video game franchise till date. One of those rare FPS titles which puts an emphasis on how a player tackles each mission. *Republic Commando* makes players work their reflexes and strategic thinking ability. It left everyone wanting more after it ended on a cliffhanger. It's high time a developer started working on a second installment.

2. Crash Bandicoot

Naughty Dog's *Crash Bandicoot* is a revolutionary platform title. Fast-paced and energetic; *Crash Bandicoot* is an experience. While the games did start to wane in quality one installment after the other, it's been nearly 7 years since we have got a hold of a *Crash Bandicoot* title. The gaming universe needs more of the iconic fox.



3. Bully

The rollercoaster tale of Jimmy Hopkins and how he took control of Bullworth Academy only to fall down to the bottom, and then completely take over the school is one that we all loved. *Bully* was one of the most innovative titles of the era. Rockstar Games and their record for

stellar video games titles hit a new high with *Bully*. Its open-world experience mashed up with the GTA-style gameplay and the fun mini-games made it a win-win for us all. We have all been demanding for a second go at the series and maybe someday, we will find ourselves playing *Bully 2*.

4. Commandos

Commandos is a unique experience. It's still that series of timeless strategy games that gives us a burst of joy whenever we play them. Okay, the last installment sucked. The whole first-person shooter concept was never meant for a particular franchise where its titles are notable for being extremely complex and requiring a lot of strategy. A good 10 years has passed since then and we still await the next installment. Let's all hope that they return to their roots if they ever make a comeback.

5. Red Dead Redemption

John Marston's world is one that left us all breathless. *Red Dead Redemption* is still one of the finest open-world games till date. It's one of those titles that can never make you feel bored at any stage. A beautiful story, well-executed gameplay and mesmerizing graphics make it an instant classic. A Jack Marston-led *Red Dead Redemption* sequel from Rockstar Games is what we are all waiting for.

Fardeen Zareef is in a war with carbohydrates but his love of Doritos overwhelms him. He also does not know how to use Twitter and loves to game. Message him your love/hate at <https://www.facebook.com/fardeen.zareef>

COLOUR TO HANDHELD GAMING

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The GameBoy Colour is one of the most iconic handhelds of all time. It ran from 1998 to its discontinuation in 2002. Even though the Atari Lynx brought colour to handhelds, GBC was the one that was most prominent. Despite facing competition from superior devices like the Neo Geo Pocket and WonderSwan, the GBC outsold them by a landslide. With games like these, it's no wonder it controlled the market.

Shantae

Shantae was a stellar 2D platformer on the GBC. The game had vibrant colours and relatively consistent animation, easily competing with early GBA games. *Shantae* had a fun factor that stayed constant throughout the series. It was released after GameBoy Advance was announced, so the developers made sure that playing the GBC cartridge on GBA would introduce enhancements to the original.

Metal Gear Ghost Babel

Ghost Babel was not a main entry to the franchise, and often cast aside due to it being non-canon and treated as just an alternate sequel to the first Metal Gear (MSX2, not Solid). However, it was still a faithful adaptation of the series with its iconic weapons and stealth based action. It had stunning visuals and fluid



movement, very well detailed for a GBC game. Its top down shooter gameplay inspired the less stealth based *Perfect Dark* and *Resident Evil Gaiden*.

Link's Awakening DX

This was a remake of the GameBoy version, with much more than just colour. *Link's Awakening* was an all in one package, superb soundtrack and pretty good graphics, with a challenge present like all games in the franchise

do. The GBC version was released on the same year as the handheld, showcasing the clear difference between GB and GBC. What set it apart from other *Legend of Zelda* titles at that time was its funky font and subtle Mario cameos.

Pokémon Crystal

Pokémon Crystal was THE Pokémon game for GBC. It had all the features that were present in *Gold* and *Silver* and then some. *Crystal* sported moving animated sprites that were natural; something that we later got in the fifth generation. Animations in *Emerald* and the fourth generation were just Pokémon that jumped or expanded. *Crystal* had blinking eyes, brandishing claws and flapping wings. *Crystal* was also the first of the series to boast a Battle Tower.

Dragon Quest III (known as *Dragon Warrior III*) *Dragon Quest* was a huge hit in Japan, and was second to only *Final Fantasy* at the time. Kids were arrested for truancy and *Dragon Quest* was never sold on school days. This shows just how popular it was back then. It was arguably the best JRPG on the platform; outclassing the likes of *Lufia*, *Last Bible* and *Crystalis*. DQ3 used GBC's full potentials; creating a 40+ hour journey with above average graphics, a connected storyline with the first two games, and medieval-esque music to put the icing on the cake.

Honourable mentions: *Pokémon Trading Card Game*, *Donkey Kong Country*, *Wario Land 3*, *Survival Kids*, *Mario Tennis*

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