

Games that need reboots



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DISNEY'S HERCULES

One of the staples of Bangladeshi PCs in the early 2000's was this gem. Whether it was the bright and intricately detailed environments or the diversity in gameplay and enemies, anyone who played this even once was hooked. For its time, it brought so many new things to the table. These included destructible environments that would break with Hercules' mighty stomps, sometimes even switching perspective to 3D for Temple Run-esque running scenes. Our personal favourite was going for a ride by grabbing on to a centaur's mane.

A game this good definitely deserves to be revisited. The already wonderful world of Hercules would look even better with modern graphics, and the similarities in Greek lore should make the story just as fun to play through as the God of War series. With less murder and gore, perhaps, but the trade-off would be worth it.

SILENT HILL

This is a series that needs no introduction. Silent Hill was one of the pioneers of the survival horror genre, and some of its more iconic characters like Pyramid Head have remained nightmare fuel for decades. The series thrived on festering a sense of anxiety. This was done in a variety of ways, from creating intimidating settings to throwing unsettling monsters at you. Even the ambient sounds and music kept you on edge. With the last title, Silent Hill: Downpour, being released almost six years ago it's about time the series made a return to its terrifying form.

Hopes of a reboot were shattered when the Kojima-Guillermo del Toro project "Silent Hills" was cancelled in 2014. However, if P.T. was anything to go by, a reboot in a first-person view is just as frightening as the foggy behind-the-shoulder view was. With Resident Evil returning so well to its horror roots with a new angle, it should be a no-brainer to return to the foggy town of nightmares once more.

VIRTUA COP

Even though it started as an arcade game, the Virtua Cop series was soon to take over every PC in the late 90's and early 2000's. This game is known to have popularised the use of 3D polygons in FPS games, which enhanced its real-time nature. A swarm of goons suddenly bursting in ready to shoot you and civilians popping out of nowhere pleading you not to shoot them were what would make you constantly be on our toes while playing this game. Breaking glasses, puncturing car tires and



snapping chandeliers were all part of the fun. These might be the common mainstays of video games nowadays, but back then they were a huge deal.

Light gun shooters might not be the rage right now, but Virtua Cop could make a comeback if its touched with more variety and obviously, better graphics. More missions could increase the gameplay and increased complexity could prevent the game from being a no-brainer. People like getting nostalgic sometimes. And if they end up making a VR version, it would probably sell out.

TWISTED METAL

Here is another one from the nostalgia folder. Twisted Metal could be called the granddaddy of vehicular combat, right beside the original Carmageddon. The games in these series were anything but realistic, but damn were they fun. The people who whine about GTA games being violent have clearly never seen Twisted Metal. There was so much destruction packed into every square inch of these games, from turning your competitors' cars into flaming heaps of metal to bringing down renowned landmarks. What more could a we want?

However, it's been a while since the last entry in the series, as "Twisted Metal" was released for consoles in 2012. With games in the market leaning more and more towards accuracy, it would be refreshing to find a game more arcade-y in theme. Besides, the last title hadn't even come out on PC so gamers are owed a PC Twisted Metal title anyways. A reboot would let the developers pump up the action with more guns, more vehicles, more damage and destruction, and most importantly, more obliterating huge structures.

COMMANDOS

Before there was XCOM, there was Commandos. Not only was it immensely complex, but it was the kind of tactical game that would not allow the player to make any mistakes at all, or you could eventually lose. The frustration was what made it so enjoyable. After all, no game is fun if it is a cakewalk. Set in the World War II, this game allowed us to get in the shoes of an army commander and control a squad in which each soldier possessed a unique set of abilities. This game aided us in developing strategies that we would even, in one way or another, need later in real life. Each move needed to be well-thought out. Each soldier

lost could wreak a havoc.

Commandos spin-offs have been created, but none of them are as nostalgic and enjoyable as the original one. With the success of several tactical games in recent times, we don't see why a Commandos reboot by the original creator wouldn't be successful. The original Commandos elements should stay, with the addition of an evolving group of army, so the gameplay gets even more engaging.

BULLY

This cult classic was set in the scariest timeline. High School. Jimmy Hopkins, the world's favorite misfit, took on the cliques and gangs of Bullworth. Rockstar hit the jackpot with this game since its plot was fleshed-out and relatable to every adolescent. The large world of Bully was full of things to do. Side quests and missions galore, but the landscape was also a joy to explore. Being able to use skateboards, bikes or go-karts to explore gave you a feeling of freedom that has never been replicated quite as well anywhere else. You could give people wedgies, and if that doesn't seal the deal for you then nothing will.

One of the greatest tragedies after Romeo and Juliet was this game not getting a sequel. That can be fixed, however. It's easy to imagine another iteration of this game. Since it was set in High School, another could be in College. The locations could be even bigger, with another quality storyline. The world could definitely use another game which lets you throw rotten eggs at people. Not to mention hiding in trash-cans and doing classes, which is how my High School days went anyways.

S.W.A.T.

The S.W.A.T. games had been very engaging due to its requirement of adept tactics and slow-burning story-play. The game flourished on how you decide to command your SWAT team and defeat the enemy while holding in the urge to shoot everyone belonging to the opposition. Killing a suspect who's about to surrender could make you lose easily. Breaching a room keeps you on the edge of adrenaline. The game focused on the life-saving aspect of the SWAT team and discouraged any reckless use of arms and gadgets until absolutely required. Furthermore, the fact that the suspects got randomized means that it does not become monotonous even if you replay.

The last S.W.A.T. game was released some 13 years ago, and even though there had been attempts to continue the series, they somehow ended up in vain. There are still hopes, however. Considering the number and styles of current military shooting games, a S.W.A.T. reboot could provide a fresh start with a somewhat change in speed.

Zarin Rayhana likes to spend her time by pondering over alternative theories about the universe instead of studying for school. Send her your theories at [facebook.com/zarinrayhana.n](https://www.facebook.com/zarinrayhana.n)

With a heart of ash and a PC of potato, Wasique Hasan could use some help. Send help: [facebook.com/hasique.wasan](https://www.facebook.com/hasique.wasan)

