



GAME DESIGN AND HISTORY

UNIVERSITY OF WALES
TRINITY ST DAVID



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TIME

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ARCADES: PART 2



Arcade Games (Part 2)

- Fight!
- The Mid Nineties
- Get Into The Groove
- Déjà Vu
- Wider Connections, Smaller Screens
- The Virtual World



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FIGHT!



As the 1990s began it was a promising time for **home consoles**, but one of uncertainty for arcade games.

As arcade cabinets were **losing their competitive edge** in terms of performance, would people still be interested in playing them?





In 1991, Capcom released *Street Fighter II*.

This game is believed by many to have revived the global arcade industry.





The most attractive element of *Street Fighter II* was the introduction of **combination moves** triggered off by precise timings of specific attacks.

Individual moves could be strung together, which provided a completely new experience and challenge to gamers.







As a direct success of *Street Fighter II*, many rival **beat-em-ups** inevitably followed.

Examples of these titles include Williams's *Mortal Kombat*, SNK's *King of Fighters*, *Samurai Shodown*, *World Heroes*, and Rare's *Killer Instinct*.



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THE MID NINETIES



Other very popular genres of arcade games during this time were shooting games such as *Lethal Enforcers*, *Time Crisis* and *Point Blank*, and racing games such as *Daytona USA*, *Sega Rally* and *Ridge Racer*.





Both the shooting and racing genres were particularly popular due to the use of custom peripherals such as **weapons**, **steering wheels** and **bucket seats**, providing a more immersive experience.





While these peripherals also existed for home consoles at the time, they were expensive and compatible with only a small number of titles.

In this area, Arcades still had a wide appeal, especially when combined with bigger screens and stereo sound systems.



Early to Mid 90s Arcade Games

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GET INTO THE GROOVE



GAME DESIGN AND HISTORY

GET INTO THE GROOVE

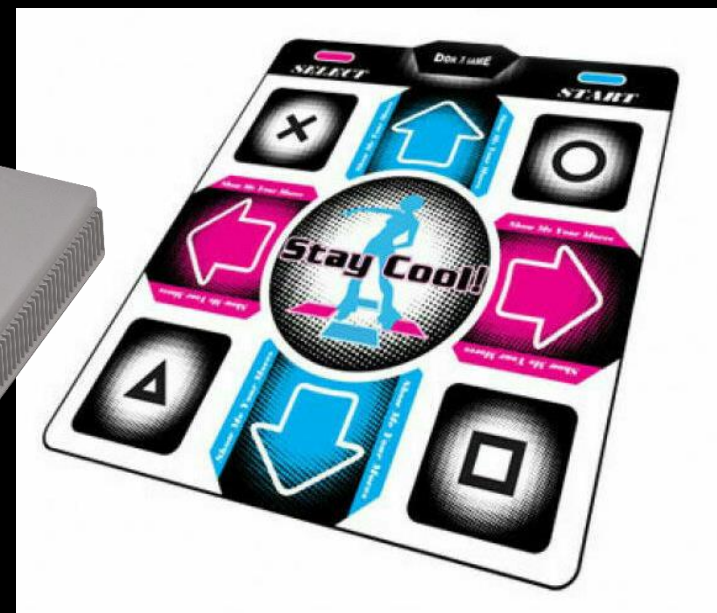
In 1998 Konami created a stir with *Dance Dance Revolution*, a dance-themed arcade machine where players took part by using their feet on a dance platform.





DDR created another spike in arcade popularity, particularly for dancing machines.

Of course, home consoles also offered a stripped-down equivalent of the dance game genre, with dance mats available for the original **Playstation**.





The dance game genre was also positively received for its physically-demanding gameplay. People saw that video games could be combined with physical exercise – something games were not usually associated with!



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DEJA VU



Unfortunately, arcades appeared to be following a similar pattern to the previous decade by the end of the 1990s, with a further **decline** of the arcade industry.



Despite the arcade machines of the day becoming far more powerful in terms of 3D graphical capability, The 128-Bit home consoles such as the Sega Dreamcast and Playstation 2 were more than capable of reproducing these **arcade-quality visuals** at home – much like the 8 and 16-Bit consoles of the late eighties before them.



In fact, the **NAOMI** (New Arcade Operation Machine Idea) arcade system, a popular platform in the late 1990s and early 2000s was a development of the Dreamcast home console.



The **Triforce System**, developed by Nintendo, Sega and Namco collaboratively was based on the Gamecube. At this point consoles and arcades were almost exactly the same.





Additionally, the growing popularity of **online gaming**, particularly by the time the **XBox Live** service launched for Microsoft's XBox, meant that new forms of competitive play were presenting themselves to gamers.





In a repeat of the past, many arcade games throughout the 2000s continued the form of presenting **unique and interesting peripherals** to engage players and to provide an experience that they could not replicate at home.





2000s Arcade Games

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WIDER CONNECTIONS,
SMALLER SCREENS



As internet connections became faster in the 2000s, internet / game 'cafes' offered a venue for gamers to play multiplayer games via LAN or online.

Arcades are still popular in the east with dedicated game centres in Japan, China and Hong Kong, but less so in other parts of the world.





The few that remain in the UK sometimes contain popular older games, though these are often replaced by **gambling machines**.

Occasionally **Daytona USA** and **Time Crisis** cabinets can be found, and replica Pac-Man and Space Invaders machines have been produced in recent years.





Even though arcades have been in decline over the past twenty years the **games are still popular** with contemporary players.



Some arcade games are even available on **mobile platforms**, though without customised or unique peripherals they lack the same level of interaction as a dedicated arcade cabinet.



Many arcade ports of classic titles are available for **home consoles** and can be purchased via services such as **Xbox Live** and **PlayStation Network**.

Consoles are now able to offer almost **flawless arcade ports** of many games.





With the transition from dedicated hardware to **portable handhelds** and the rapidly **increasing technical specifications** and capabilities of devices such as **mobile phones and tablets**, it appears unlikely that the arcade business will ever be as popular as it was in the late 1970s and early 1980s.





With the existence of these alternative platforms and the evolution of how people perceive and play games in the 21st century, is there a future for traditional coin-op arcade cabinet games?



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THE VIRTUAL WORLD

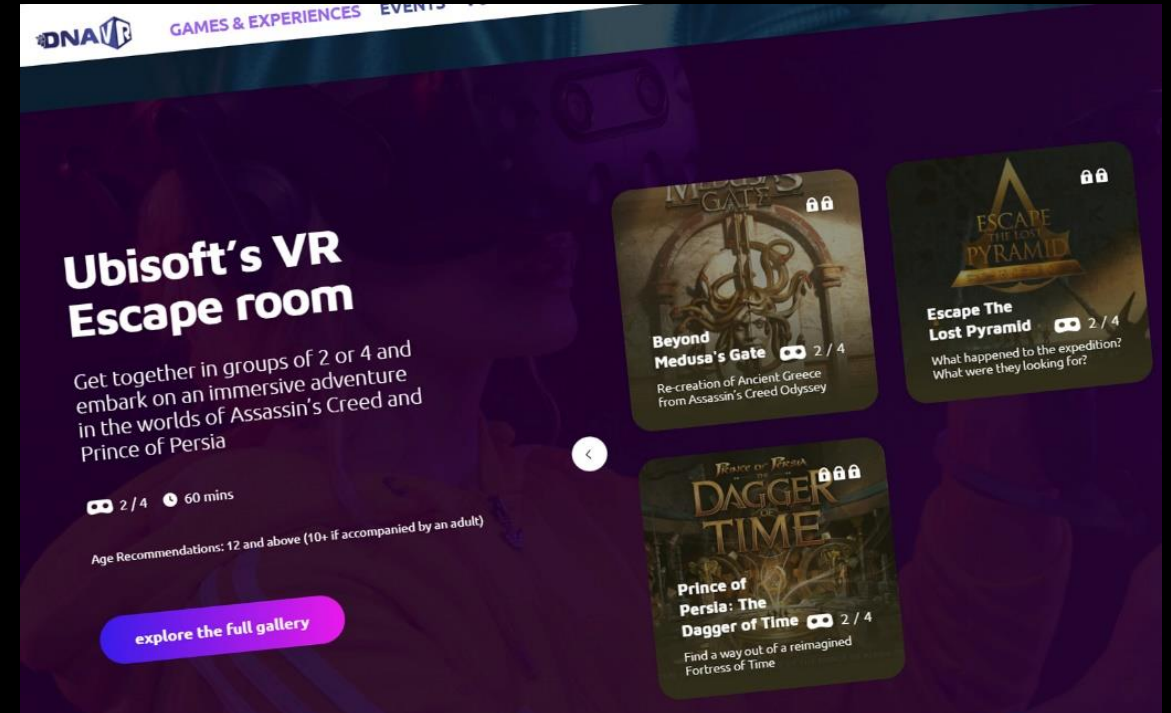
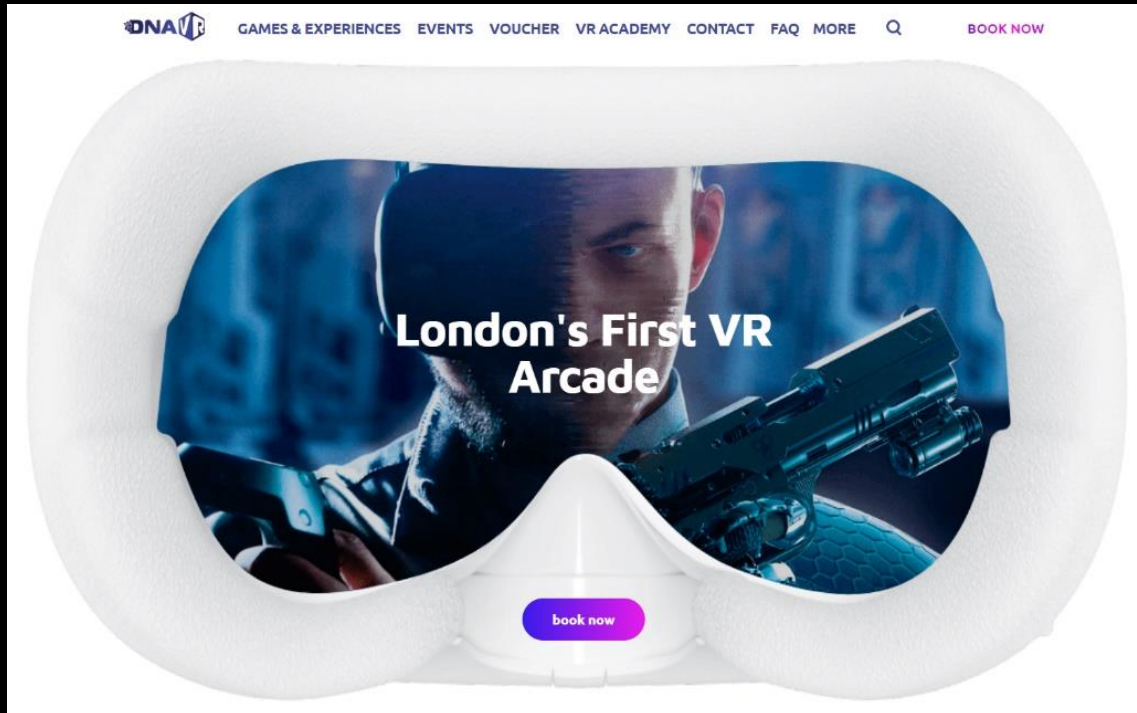


Some believe the next evolution in arcade entertainment may come from the most recent iterations of **VR technology**.

Many home users are reluctant to invest in this hardware, though it does generate interest and can provide a very different experience to traditional gaming.



VR Arcades have already been set up in reality, and may offer people the chance to experience virtual reality without having to buy expensive hardware of their own or provide a dedicated space for a set up at home.





Despite a mediocre reception in the home environment, could the next step for arcades be a **Virtual Reality** showcase that once again provides a gaming experience that cannot be fully (or cheaply) replicated on PC and console?





Despite a mediocre reception in the home environment, could the next step for arcades be a **Virtual Reality** showcase that once again provides a gaming experience that cannot be fully (or cheaply) replicated on PC and console?

Watch this space in the 2020s and 2030s...



INSERT COIN TO CONTINUE



Game Demonstrations:

- Street Fighter II (SNES)
- Daytona USA (XB1)
- Metal Slug (XB1)
- Point Blank (PS1 version)
- Time Crisis (PS1 Version)









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