

The nostalgic déjà vu of re-mastered games.

By Gerard Campbell

@GamejunkieNZ

The video games industry seems to be in love with re-masters of old video games

right now – and I can't say I like it that much.

A video game re-master is when a game that (generally) appeared in a previous

generation of games machines – for examples, The Last of Us, Halo Master Chief

Collection, State of Decay, Tomb Raider – are re-done and re-released for current

generation consoles like the PlayStation 4 and the Xbox One.

Love them or loathe them, re-masters aren't going to go away soon, and last

week, rumors were circulating that there are current-gen re-masters planned for

the Xbox-exclusive Gears of Wars series and the steam-punk Dishonored.

I guess my problem with re-masters is that I don't want to be playing games that

I played several years ago on my Xbox 360 and PlayStation 3, on my shiny, new

PS4 or Xbox One. I have the new consoles because I want to

play games that push

the new hardware to its limits and offer me new experiences,
not games that I've

already played before, no matter how good they might be.

Look, I can see why re-mastered games are a thing. Game
publishers know that

they're not taking a risk with a re-master like an untested IP
(intellectual

property), and with the new generation of consoles not being
backward

compatible with their older siblings, re-masters mean
publishers can play on the

nostalgia that gamers have for their favourite franchises and
experience that on

their new hardware.

Personally, I suspect that video game re-masters are a
publisher-driven thing

rather than a gamer-driven scenario, where boards of directors
see new

hardware as a chance to get a "second bite of the cherry", so
to speak, or "double

dip", earning more revenue from an ageing franchise for the
cost of up-scaled

graphics and some bundled DLC (downloadable content).

I have to admit that some re-masters are done right,
especially those that offer a

perspective, like the first-person view of GTAV, but some re-

masters just defy

belief and you wonder what a publisher was thinking by green lighting a re-

make. The recently released State of Decay Year One Survival edition on Xbox

One is a case in point: It was a re-make that definitely wasn't needed and I

actually thought I was playing the Xbox 360 version again: The graphics were

that poor.

My fear is that the current generation of gaming will start to stagnate if

publishers insist on putting re-masters ahead of new titles. Personally, I'd rather

see sequels to games like Red Dead Redemption (which I'm playing again at the

moment on Xbox 360) for the current generation than started up version of

games I've already played.

After all, didn't we buy PlayStation 4s and Xbox Ones for new IP and games that

push that hardware to its limits, not games that we've already played before?

Follow us on Twitter @BigpipeNZ