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super ghouls 'n ghosts was the first true sequel to atari's classic 2600 game, a game that put you back in the role of mario as he leapt from one platform to another in pursuit of the titular ghouls through a long and complex level filled with lava pits, secret doors and more. super ghouls 'n ghosts wasn't an easy game in the least, though. its combination of maze-like puzzle design, addictive gameplay and tricky power-ups created a level of difficulty that's hard to beat. this in turn led to the phenomenon of rom hacking, a practice of modifying a game's code to grant one or more players various advantages in and out of game play. rom hacking was perfected on the nes, and the result was one of the greatest examples of the sport on any platform. the modification allowed one or more players to perform a running jump to instantly reach the bottom of a pit, instantly trigger a door, spin luigi into a time warp and more. "hacking" a game on a home console allowed a player to enjoy a game they might not have otherwise been able to. that idea has its limits, of course, and the practice became controversial when hackers began to deliberately make games difficult so they'd have a challenge. considering the infamous acclaim code hack in the early 90s that was designed to make wizardry iii impossible for a novice player, this practice has its limits, but it's certainly not without merit. often the ideal platform for hardcore gaming is handheld, and what videogame handheld of all time was perfect? both the original game boy and the game boy color featured a beautifully designed and pixelated 16-color palette with excellent sound capabilities. the real fun was, of course, on the outside.

one of the reason's amiga 500 owners in the early 1990's could still feel and see the thrill of competition in their controls and scores of the world's first console title troika's incredible road racer title, super bmx. at the time, this game was just starting to break into the mainstream, and most of the time was spent just enjoying the all-new, gorgeous fmv visuals, seamlessly blending realistic outdoor and indoor environments into one exciting, endlessly thrills-filled adventure. not only was super bmx a major step in terms of graphics, but it was also a seemingly impossibly fast game for its time. while later racers could boast much higher frame rates, this early version of the game was roughly 30 frames per second. if you've ever played the game, you know how simple it is to get moving, but how hard it can be to maintain a position, even if you are driving a souped-up version of an actual dirt bike. one reason the game is so much fun to race is because it's so downright hard to get going. as you pull away from the starting line, there's no letting up and no false hope of victory, and thus, the game is always guaranteed fun. super bmx was recently released on the wii's virtual console service, where it may still be the pick of the litter. go play it if you have time. in the background of most nintendo games from the second half of the 1980's was the same question: "what's the catch?" for metroid, it was a question of how far could this sci-fi action adventure game take you, and while the answer is "pretty darn far", you have to share the secrets of the earth with the monster hunters. you become a space bounty hunter, a hunter-killer that will venture into the darkest, dirtiest, scariest environments under the planet's surface in order to clean up the environment of any space pirates and bounty hunters who get in your way. a character could get lost in the vastness of space, and sometimes reach a dead end, but if you could make it through the dangers in order to reach the next level, you may have a chance to find the next bounty. a rock crawler would almost always be your best friend, and nearly every new environment was a beautiful, inventive step forward for the game's design and memorable environments. metroid isn't perfect, but it certainly offered something special and significantly different to the ever-evolving action genre back in the 1980's, and it remains a classic for that reason.

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