

TECH

Here are the classic games that deserve to be remastered

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We pick the games we want to see make a comeback.

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2016 is the year of remastered games. While the gaming industry has been looking to the future with the PS4 Pro, Xbox One S and the Nintendo NX, developers have increasingly been looking backwards with fond memories.

Skyrim, despite only being five years old, was given a makeover by Bethesda for the PS4 and Xbox One; *Call of Duty: Modern Warfare* got its face-lift courtesy of Activision (albeit in a vein attempt to sell more copies of *Infinite Warfare*); while *Resident Evil 4* returned to our consoles this summer.

And that got us thinking. We grew up in the eras of the Megadrive, the SNES, the N64, The Playstation, the PS2, the Xbox – not forgetting the trusty PC. There are tonnes of games out there that we'd love to play on our flash new PS4s!

So, with our fingers firmly crossed, here are the games we'd love to see get a well-deserved remaster.

Crash Team Racing (Playstation; 2000)

Okay, so we know Naughty Dog, the original creators of everyone's favourite Eastern Barred Bandicoot, have announced remasters of the first three games in the *Bandicoot* franchise, but we'd dearly love this to make the list, too.

Growing up, there were two distinct camps: those who favoured *Mario Kart* and those that loved *Crash Team Racing*. And while *MK* is a great game, we cannot help but feel an unshakable affinity to *CTR*.

It was break-neck, it was barmy, it was so colourful you were in danger of suffering an epileptic seizure – and it was so mesmerisingly brilliant. It consumed hours of our lives with its fast, fluid and staggeringly easy gameplay.

Black and White (PC; 2002)

If ever there was a game that re-drew the boundaries of scope and magnificence, it was *Black and White*. It allowed players the opportunity to assume the role of a god and with it offered endless imagination.

For its time, it was genius – gaining control over settlements as you battled the Nemesis, bending the peoples' will to yours through acts of kindness or utter barbarity. Remember feeding villagers to your creature? We do.



But it was released in 2002; it's looking dated, it's looking old, and quite frankly it could do with smartening up and being presented anew for the next generation of saints/sinners to manifest their wildest dreams.

WWE Smackdown! Here Comes the Pain (PS2; 2003)

To date, there have been 18 instalments in the ever-changing WWE lineage of video games, but of all of them, 2003's *Here Comes the Pain* was by far the greatest.

It was the coolest, slickest, easiest beat-'em-up game around, managing to couple a more complex grappling system with the frenetic pace of previous titles. Plus, it was chock full of icons – Stone Cold, The Rock, Goldberg. What more do you want?



The arcade feel of earlier games was complemented by a deeper immersion into the world of WWE. It's the perfect wrestling game and we want it back!

Icewind Dale I & II (PC; 2000 and 2002)

For all intents and purposes, these *Dungeons and Dragons*-based RPGs were practically the same game with differing plots, but they were staggeringly engrossing and utterly fulfilling.

In a time before the open-ended ventures of *Elder Scrolls*, Black Isle Studios were teaming up with best-selling authors and board game masters to bring us these proper hack-and-slash adventures.



The two games consumed entire days and were damned tricky to complete; but even during their day looked worn and dated thanks to the ageing Infinity Engine. If any series is in need of a freshening up, it's *Icewind Dale*.

Star Fox 64 (N64; 1997)

Although this complete classic was remade for the *Gameboy Advance* in 2011, we want to see a proper remaster made, that isn't confined to a terrible handheld console.

Blasting enemies out of the sky with your Arwing, there were few things more entertaining in 1997 than assuming control of the eponymous hero Fox McCloud as he fought for control of the Lylat system.



It may have followed an unwavering linear pattern, but it was a hell of a lot of fun. If Nintendo get their arse in gear and deliver a truly great console in 2017, we'd love to see *Star Fox 64* get a remaster so we can relive the fun all over again.