

THOSE 100 RANDOM

GAMING IMAGES V2

1 PLAYER

2 PLAYER

OPTIONS

2020. 2021. Those Random Gaming Images

# First of all, thanks for reading this!

Please allow me to introduce myself- though I have no wealth (or taste).

My name is **Matheus Lopes** and I'm the administrator of the Facebook page called **Those random gaming images**. As the name implies, I post there random screenshots of gaming associated content- both images of games and pics of adaptations such as movies and cartoons. I also provide a brief description of what happens in the screenshots along with some commentary.

If you are a follower of my page (which you probably are), you might be wondering why I'm writing all of this since you already know what I do. But what if you're not? What if you stumbled on this from someone else? Someone who shared the news about an "image e-book" of games being released?

## Well, that's why I write this

I am to entertain my followers again, but this time with a slightly more ambitious project. Which I sincerely hope will become very famous and attract a much larger audience to go along with my long-time fans (LOL, my page is like 1 year old at best!)

I choose this format here because I can employ a lot of more sophisticated stuff such as colored text and different backgrounds to make for a more unique experience. For example, I really liked this *Super Mario World* background (which I believe it comes from *Star World 3* or *Star World 5*). Notice the **highlighted text**? Ain't that fancy?

Well, I hope you like it. I hope it goes viral. And I hope I can get what I've wanted for so long...

**MONEY!**

## Some more stuff you should know

Before it begins, There are some additional things you must know about my work.

**First:** This is a free, non-profit compilation, obviously. I don't own any of the images here, which all belong to their respective creators. I talked about money, I know, but I only expect donations- if you want them, of course. Just as a sign of appreciation of my work.

**Second:** I tend to post pics of all kinds of games. Retro or modern. For consoles or handhelds. Or computers or arcades. No limits of generation or genre or quality. Anything goes. *Anything*. Though I'm a fan of older games- which is made clear with the cover and this background- I try not to play favourites and bring in some modern stuff as well.

**Third:**



**Have fun!**



*Devil May Cry 3: Dante's Awakening*  
(PS2, 2005)

Dante readies a Stinger move at Geryon, boss of Mission 12: Hunter and hunted.

**Trivia:** Known as the "Timesteed", Geryon receives a mention in DMC5, where there is a boss called Elder Geryon Knight.

There's also Griffon's mention that this horse species is rare, but not yet extinct in the series' universe.





*Shinobi III: Return of the Ninja Master*  
(GEN, 1993)

Joe Musashi is hit by the Hydra,  
boss of Round 3: Body Weapon.

**Trivia:** This boss has an unique  
battle theme, "My Dear D", shared with  
no other in the game.

I believe it has to do with his  
class of monster: Some bosses are  
demonic/supernatural in origin while  
others are robotic. This is the only one  
that is neither: it is a *bio-organic*  
creature.



*Super Mario All-Stars*  
(SNES, 1993)

Raccoon Mario standing on a block in Stage 1-3 in *Super Mario Bros. 3*. There is a Boomerang Brother below him.

**Trivia:** This was the debut of this recurring enemy in the series.

The Boomerang Bro is unique in SMB3 for having levels solely dedicated to fighting them. Originally, their icon on the map was a Hammer Brother but All-Stars changed it to a sprite resembling the enemy- a change kept in the GBA version.





*The King of Fighters '98*  
(NeoGeo, 1998)

Match between Kyo Kusanagi (Extra Mode) and Clark Steel (Advanced Mode) at the Korea arena.

**Trivia:** Kyo is one of the few characters with an alternate playable version in this game.

By holding Start as you choose him, you get to play as his KOF '94 version, where he was more of a Ryu and Ken-type character- also known as "Shotoclone."



*The Last of Us*  
(PS3, 2013)

Ellie pets a giraffe at Salt Lake City, Utah. From the Spring chapter.

**Trivia:** This has proven to be one of the most popular scenes of the game and it is even included in promotional material.

Also, the species serve as a recurring motif throughout the game, ranging from a toy giraffe in Sarah's room to many other appearances in the story. They seem to represent innocence and resilience even in the hardest of times- which are themes in the game.





*Resident Evil 4*  
(2005)

Leon Scott Kennedy aiming at El Gigante, during the boss battle at Chapter 2-1.

**Trivia:** One notorious aspect of this battle relies on a player's previous action: did you free the dog caught in a bear trap in Chapter 1? If so, he'll show up to help you by distracting the monster!

This B.O.W has heavily inspired the creation of Ndesu, a boss from RE5- both in-universe and out!



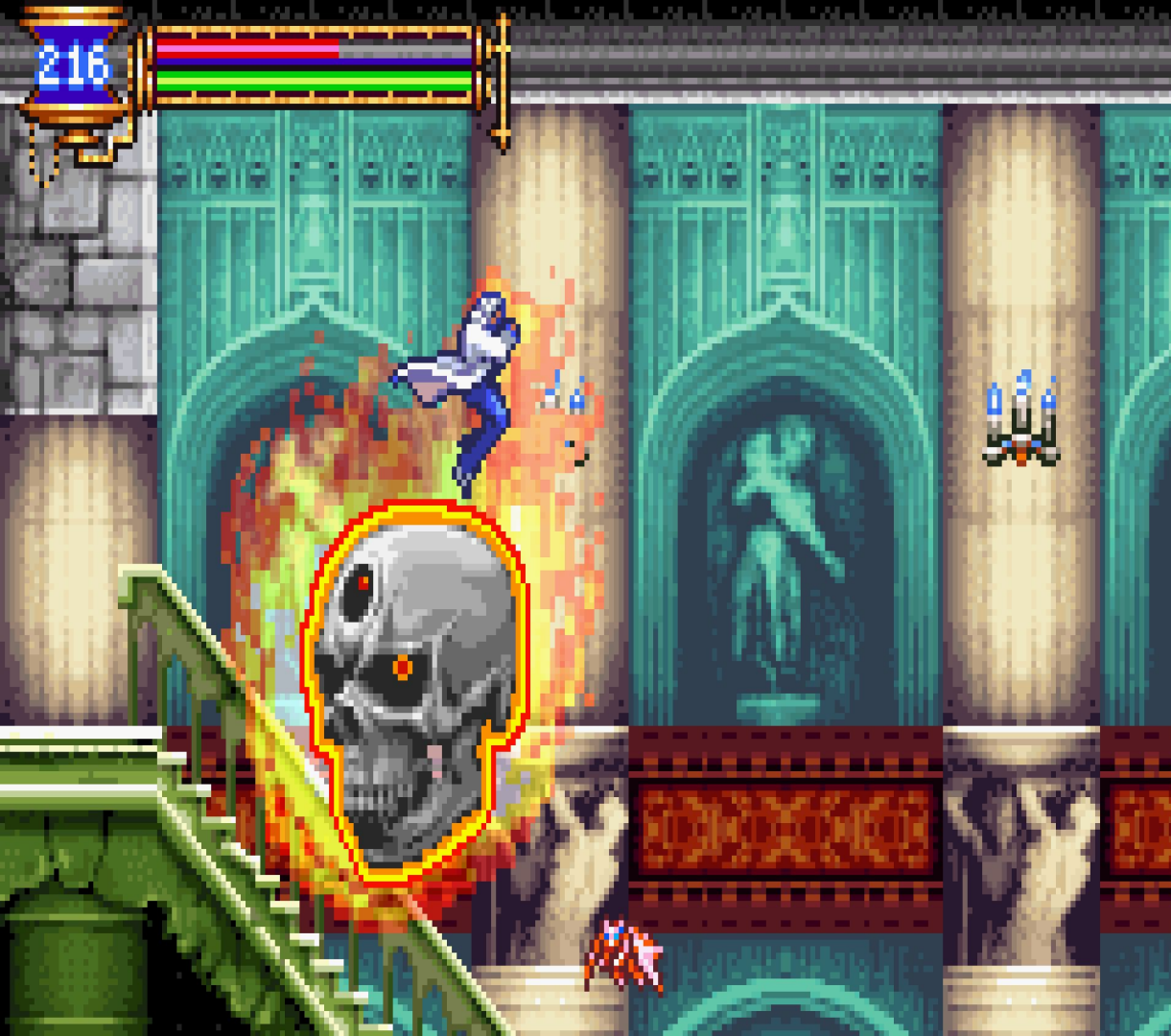
*Dark Souls*  
(2011)

Solaire of Astora praises the Sun at the Undead Burg. The Chosen Undead is nearby.

**Trivia:** This character has quickly become a fan-favourite due to his jolly personality and dialogue.

And he spawned one of the biggest memes in the series and gaming: PRAISE THE SUN \[T]/. Did you agree to his request of engaging in **jolly cooperation**?

*"If only I could be so grossly incandescent!"*



*Castlevania: Aria of Sorrow*  
(GBA, 2003)

Soma Cruz jumps over a Giant Ghost in the Chapel area. A Tiny Devil is present.

**Trivia:** The area's theme was remixed in *Lament of Innocence*. It was called "Requiem for the Dark Souls" there.

**Opinion:** This is one of my favorite games in the series, and I believe it to be one of the top 5 GBA games.

Should you try it? YES!





## *Metal Gear Solid*

*(PS1, 1998)*

Solid Snake pressed against a wall in the armory area of the Tank Hangar area- floor B2.

**Commentary:** This area is quite important and is a point where the game starts to pick up some steam.

You are introduced to several rooms with weapons- one of which you'll have to backtrack here to obtain. You must also learn to watch out for trap floors and you get close to the first boss battle in the game, against Revolver Ocelot.



*Doom*  
(2016)

The Doom Slayer performing a Glory Kill on an Imp.

**Commentary:** Lost Souls are the only enemy in the game who can't suffer a Glory Kill.

Lucky for them... or not since the Doomguy will still brutalize that thing with reckless abandon.

After all, when both Hell and humanity are afraid of you, you know BADASS is thy name!



*Sonic the Hedgehog 2*  
(GEN, 1992)

Sonic running through Chemical Plant Zone, Act 1.

**Commentary:** One of the most popular Sonic levels ever... and with good reason. The music and the design capture perfectly what the series' experience should be: fun and FAST!

Of course, there are the water sections to test your skills and not let the poor hedgehog drown. Well, it's the difficulty curve kicking in!





*Bloodborne*  
(PS4, 2015)

The Hunter battling Vicar Amelia, boss of the Cathedral Ward area.

**Commentary:** Being a Soulsborne boss, it goes without saying that she will DESTROY your ass- way more than once! One fun fact: though her (human) face is mostly unseen, files reveal she has the Bell Maiden model.

The Vicar could be seen as a female version of the Cleric Beast, mainly because they share the same battle theme and let out some absolutely hideous screams.

STAGE 5 3'53"60

35

SOPHITIA

MAXI



*Soul Calibur*

*(DC, 1999)*

Maxi strikes Sophitia Alexandra in a match at the Harbour of Souls arena.

**Trivia:** The stage is called "Indian Port" in the Arcade version. It returns in SCIII, complete with a remix of "Sail Over the Storm"- and it is named Indian Port again. There's also a redesigned version in SCVI called "Indian Port: Impending Storm", which is set at nighttime and has a cloudier sky than the previous versions.





*God of War II*  
(PS2, 2007)

Kratos about to bludgeon Alrik, the Barbarian King, with his own weapon- the Barbarian Hammer.

**Commentary:** Aside from a flashback in the first title, this is Alrik's only other appearance in the main games (he showed up in the comics as well).

He is a very important character in the lore, though: had he not crushed Kratos' army and nearly killed him, he wouldn't have made the deal with Ares that kickstarted the entire franchise!



*Sekiro: Shadows Die Twice*  
(2019)

Cutscene prior to the battle with Genichiro Ashina at the fields of the Ashina Reservoir.

**Commentary:** The battle that kickstarts the game proper. It is here that Sekiro loses his arm and Kuro gets captured.

And here is a point that the game's magnificent art direction really shines, with the breathtaking background and scenery coupled with the fluid combat animations. The Soulsborne style sure has evolved over 10 years.





## *Streets of Rage 2*

(GEN, 1992)

Blaze Fielding hits a Y. Signal enemy with her Kikou Shou move in Round 1.

**Commentary:** By expanding upon the gameplay of the original, the result could not be other than one of the top beat'em ups of all time. More stages, enemies and special moves to show Sega could compete very well against Capcom's *Final Fight* series.

And yes, Blaze shares the move's name with a Chun-Li attack in *Street Fighter*.



## Breath of Fire II

(SNES, 1994)

A party of Ryu, Katt, Nina and Rand fight against Algernon, boss of the Owl Woods area.

**Commentary:** For its time, the Capcom JRPG was very heavy in its story elements, having an evil fictional religion clearly designed after the Catholic Church. This wasn't common at the time, with few other JRPG series such as *Lunar* and *Shin Megami Tensei* having this level of religious themes and reference to real-life faiths.

	HP	AP				
Ryu	187	20	A	Atc.	R	Lv33
Katt	138	15	u	Wake	u	Lv32
Nina	138	178	t	Sp l.	n	Lv32
Rand	285	105	o	Item		Lv30





*Final Fantasy VII*  
(1997)

Cloud Strife lays Aerith Gainsborough's dead body to rest in the Forgotten City.

**Commentary:** Part of one of the most well known scenes in the history of gaming. Though not the first character death in the genre or series, it was treated with more drama than usual, and her death conveyed a bigger and more prolonged feeling of loss in the story.

How will the *Remake*'s plot deal with this famously sad moment?





*Chrono Trigger*  
(SNES, 1995)

The party resting at a campfire after the sidequest at Fiona's Forest.

**Commentary:** Also one of the most well known scenes in a famous JRPG. This is one of the best displays of the game's best characteristics: top notch graphics, glorious soundtrack and compelling story and characters.

The moment in question is one of the most meaningful in the game, and it has our heroes musing about fate, memories and choices in life- all of which are core themes of the story.



*Mega Man X*  
(SNES, 1993)

Zero rescuing X from Vile after the boss battle against him in the intro stage.

**Commentary:** As Capcom created their sequel series for the Classic games, they did so with a really well-designed first stage, that works as a tutorial without spelling out to the player what to do.

By the end of the stage, the X series' identity is established: more action-oriented design and a bigger focus on a darker, more serious plot.



*Baraduke*  
(Arcade, 1985)

Kissy fights the final boss, Octy King, at Floor 48.

**Commentary:** Also known as *Alien Sector*, this is a rather little known Namco game. It had a sequel in 1988 (*Bakutotsu Kijuutei*), a Sharp X68000 port, was part of the *Namco Museum* compilation for the PS1 and had references in *Namco x Capcom* and in the *Super Smash Bros.* series.

Curiously enough, the alien-blasting, suit-wearing protagonist is revealed to be a woman in the end. Sounds familiar?



*Metroid*  
(NES, 1986)

Samus Aran at her most revealing in the best ending (completion under 3 hours)

**Commentary:** Yes, it should sound familiar, as Nintendo made the revelation of an age that marked gaming as one of its most famous scenes!

Aside from that, the game was very innovative in its own right, with the open-ended exploration in a sidescroller later naming a whole genre, called Metroidvania.






*Star Fox 64*  
(N64, 1997)

Peppy Hare instructs Fox McCloud on using the brake in Mission No. 1: Corneria- Former Army Base.

**Commentary:** The voice acting truly is something. It has become memetic and all, but it was quite impressive back in the day to have so many voice samples on a cartridge game- more than 500!

Coupled with the graphics, music controls and level design, it's not hard to see why this game has become a killer app for the Nintendo 64.

**PEPPY**

Use the brake  
(press the C↓  Button)!





*The Legend of Zelda: Ocarina of Time*  
(N64, 1998)

Child Link face to face with a Dead Hand at the Bottom of the Well.

**Commentary:** This GOAT contender, as is the opinion of many gamers, is known for many things. One of them is a surprising amount of creepiness and disturbing imagery.

Not only there is this mini-boss and his long arms to grab you, he is found at the foreboding dungeons that are the Bottom of the Well and the Shadow Temple. Brrr!



*Shadow of the Colossus*  
(PS2, 2005)

Wander going up against Malus, 16th and final Colossus.

**Commentary:** Being built on boss battles and minimalistic design, Team Ico's PS2 hit goes all out on making its final boss close the story with style.


One essential part of the battle's- and the game's- experience is the soundtrack. I strongly recommend that you listen to Demise of the Ritual, the tragic and melancholic final battle theme.

*Xenosaga Episode I: Der Wille zur Macht*  
(PS2, 2002)

KOS-MOS has her first interaction with Shion Uzuki, after the completion of the host separating procedure.

**Sad story:** The Xenosaga games started well, with Episode I having sold 1.2 million copies. Though the sequels underperformed, they amassed such a fanbase that Namco was considering an HD Collection of the trilogy..

...Until 2019, where Bandai Namco decided against it. The fans didn't get their wish. :(

A screenshot from the video game Xenosaga Episode I. On the left is Shion Uzuki, a young woman with red hair in pigtails and glowing cyan eyes, wearing a purple and gold uniform. On the right is KOS-MOS, a character with long blue hair and a white helmet with a visor that has 'KOS MOS' written on it. She is wearing a white and blue uniform. The background is a dark, stone-like environment.

**Good morning, Shion.**  
**All systems are normal.**





*Pepsiman*  
(PS1, 1999)

Pepsiman running through Stage 1 and collecting Pepsi cans.

**Commentary:** This very funny (and HARD!) game was actually a flop when it came out, but went memetic on the Internet, gaining more popularity.

It even was the subject of an episode of *The Angry Video Game Nerd* in 2019. Complete with Mike Butters (The live-action cutscene guy) reprising his role.

**Fact:** Pepsi>>>>>>>>>Coke



*Ninja Gaiden Black*  
(XBox, 2005)

Ryu Hayabusa fights his uncle Murai, boss of Chapter 1: The Way of the Ninja.

**Commentary:** Ninja Gaiden is one franchise that made its 3D leap at the same time it pulled a genre shift, going from sidescrolling platform games to heavy melee action titles similar to *Devil May Cry*- which is considered one of the main competitors to NG in the genre. Despite all these changes, one tradition remains: the game is HARD and you will rage a lot!



## *Chaos Legion*

*(PS2, 2003)*

Sieg Wahrheit slashes Victor Delacroix during the battle with him at Stage 11: The Forbidden City of Yzarc-Core

**Commentary:** An overlooked Capcom game that mixed DMC-inspired combat with an art direction that is part FF7 (Victor is very reminiscent of Sephiroth) and part Castlevania (The gothic architecture and soundtrack).

One very little known fact about this game is that it was based on a novel series by Tow Ubukata.



0 ARMS BOMB 58  
∞ 10  
1UP=2

PRESS START



*Metal Slug 3*  
(Neogeo, 2000)

Marco Rossi at the beginning of Mission 1.

**Commentary:** SNK made its mark in gaming not only with their fighting titles but also with the classic run 'n' gun arcade franchise that is Metal Slug. Across their several games, the company is known for their excellent spritework and detailed animation.

And MS is a key display of those, with its very expressive heroes and villains. Part of the series' charm is also the announcer. "ROCKET LAUNCHER!" "HEAVY MACHINE GUN!"

CREDITS 04

CREDITS 05

\$ 238000

HP 

TOTAL  
2909000  
P. 7

TIME 508



*DuckTales*  
(NES, 1989)

Scrooge McDuck jumping above an enemy in the African Mines stage.

**Commentary:** At 1.67 million copies sold, approximately, this is Capcom's highest-selling game on the NES. It isn't hard to see why: it boasts amazing graphics, tight controls and wonderful music, as well as being based on a popular show of its time.

Speaking of the music, it's so outstanding that the Moon stage theme has gone down as one of the greatest tunes on gaming!





*Twisted Metal 2: World Tour*  
(PS1, 1996)

Roadkill in Stage 6: Antarctica-  
The Drop Zone.

**Commentary:** Twisted Metal was one of the PS1's earliest game series, having started in 1995. The second game and the PS2 title, *Twisted Metal: Black*, are arguably the most popular entries in the vehicular combat franchise, whose last game came out in 2012 for the PS3.

Perhaps there is hope for Sony bringing back TM for the PS5?





*Cuphead*  
(2017)

Cuphead fights Djimmi the Great, boss of the Pyramid Peril stage.

**Commentary:** Being built with the premise of hand drawn graphics resembling the great cartoons from the 30's and 40's, Cuphead includes several references to animated icons. As for Djimmi, you can clearly see Studio MDR took cues from Aladdin's Genie.

Was the Illuminati-esque, Eye of Providence enemy here a reference to *Gravity Falls*' main villain Bill Cipher? They sure look similar LMAO



*Crash Bandicoot: Warped*  
(PS1, 1998)

Crash before a double-headed monster enemy, close to the end of Level 15: Double Header.

**Commentary:** One appeal of the Crash games is the very expressive and detailed animations for the characters, which was a quite advanced feat of graphical capability for the PS1. For example: the several unique and cartoony death animations for the bandicoot.

When killed by this enemy, Crash gets smacked right in the camera!



*Disney's Aladdin*  
(SNES, 1993)

Aladdin and Jasmine fly across the night skies of Agrabah in the Bonus Stage.

**Opinion:** Part of Capcom's excellent period of Disney adaptations. One of my all time favorite movies was adapted into a worthy platformer. Yes, I'm gonna gush here for a bit. This stage recreates the splendor of one of most famous moments of the 1992 animation down to the music, even.

This is one of the greatest backgrounds ever for a platformer.



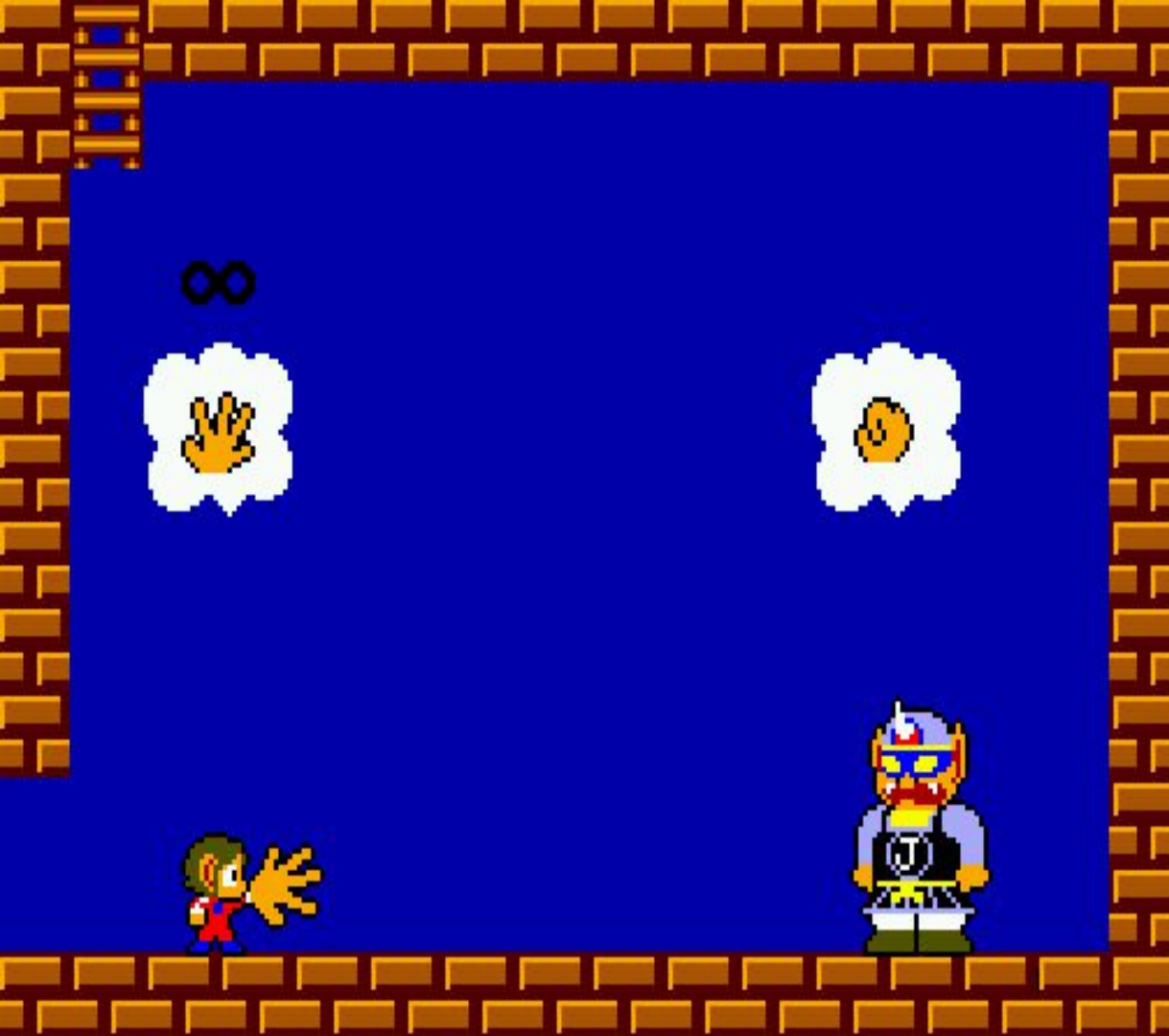


*Gon*  
(SNES, 1994)

Gon in the game over sequence, about to destroy the planet.

**Commentary:** You probably know him from *Tekken 3*, but this is his first gaming appearance, which adapts well the minimalist, atmospherical nature of the original manga. No HUD, almost no music but some cues and fanfares and zero dialogue.

Also, the platformer adapts well Gon's immense strength. He can't die - only get angry enough to explode the world in a tantrum!



*Alex Kidd in Miracle World*  
(SMS, 1986)

Alex Kidd in a Janken match against the final boss, Janken the Great.

**Commentary:** Before Sonic, this was Sega's mascot. And Alex himself ended up replacing another mascot that came before him (Opa-Opa from *Fantasy Zone*). As such, his games were traditional platformers meant to rival Mario, but dwindled in popularity later in the Genesis years- and Sonic's monstrous success overshadowed him for good. Still, a remake of this title is in development, which means there is hope for Kidd after all...



*Donkey Kong Country 2: Diddy's Kong  
Quest  
(SNES, 1995)*

Diddy Kong and Dixie Kong in the Bramble Blast level.

**Commentary:** Rare's handling of Nintendo's big ape resulted in one very beloved platforming trilogy of the SNES, whose pre-rendered graphics stood out for how advanced they were for its time.

The soundtrack was also as acclaimed, and the theme of the pictured stage, Stickerbush Symphony, is considered one of the greatest gaming tunes EVER!



1P 11701 P00 50000 PUSH START



*Super Street Fighter II: The New Challengers*  
(Arcade, 1993)

Match between Fei Long and Cammy at the England Stage.

**Commentary:** Of the many versions of SF2, this one was notable for introducing 4 new characters, such as the two depicted. On top of that, the scoring system kept track of things like number of hits in a combo and First Attacks- a recurring element in Capcom fighting games. The new stages- such as Cammy's here- are displays of evolution of the series' graphical style.



*Tekken 3*  
(PS1, 1998)

Jin Kazama hits Paul Phoenix with a punch at the latter's stage.

**Commentary:** Namco's flagship fighting series had a rapid rise in popularity and acclaim. The second game was already hailed as a major improvement from the first and the third surpassed them both in those regards to create one definitive 3D fighting experience: fluid and deep, powerful in graphics and responsive in controls.

It was also here that the new protagonist, Jin, was introduced.





*Samurai Shodown*  
(NeoGeo, 1993)

Match between Haohmaru and Ukkyo Tachibana at the former's stage.

**Commentary:** Standing out from other titles in the then growing fighting genre was this SNK weapon-based series. It was a novelty for its slower and more methodical combat as well as the historical setting. Unlike most franchises who aren't *The King of Fighters*, SS managed to reach the current generation, having a 2019 game as its most recent entry. No doubt good news for fans who thought the series dead!



Primary Objectives

Eliminate Viktor Novikov

Eliminate Dalia Margolis



→ Trespassing

Drop

Good work, 47.

## *Hitman* (2016)

Agent 47 having eliminated Viktor Novikov at the Palais de Walewska. From the third mission: The Showstopper.

**Commentary:** After the more divisive reception of *Hitman: Absolution*, IO Interactive chose to bring their flagship series back to its roots of sandbox levels with targets to eliminate. The 2016 game moved the ever deadly and silent assassin that is 47 into the 8th generation of consoles with tremendous flair and style, boasting beautiful locales to infiltrate, classy outfits to wear and even more ways to kill your targets.



*Tenchu: Stealth Assassins*  
(PS1, 1998)

Rikimaru sneaking up on a wall in  
Mission 6: Infiltrate the Manji Cult.

**Commentary:** Tenchu was the creator  
of the 3D stealth genre and, as such,  
was a revolutionary game in many  
aspects. Hugging walls, throwing items  
to distract enemies and being rewarded  
for completing levels unseen all began  
here. There's also the Stealth Kill  
mechanic- one that is featured in many  
modern titles.

Also, Tenchu shifted the image of  
the ninja back to its roots as stealthy  
killers rather than action heroes.



*Splinter Cell: Pandora Tomorrow*  
(2004)

Sam Fisher infiltrating a Darah Dar  
Doa camp in Mission 5: Kundang,  
Indonesia.

**Commentary:** I admit I'm posting it  
because it's the only game in the series  
I've played. Enjoyed it a lot and wish I  
could play the others. Back in 2005, the  
depth and realism of the game's design  
stood out for a 12-year old kid who was  
used to the more outlandish *Metal Gear*  
and *Tenchu* series LOL! I hope Ubisoft  
hasn't forgotten about their stealth  
franchise, who skipped the 8th  
generation...





*Disney's Magical Quest 3 Starring Mickey  
& Donald  
(SNES, 1995)*

Mickey Mouse using the climbing gear outfit at Stage 6: Crystal Mountain.

**Commentary:** This is the only game of the acclaimed Capcom platforming trilogy that wasn't initially released outside of Japan. It would only receive an official English version in 2004, when rereleased for the Game Boy Advance.

Like the previous games, it shows Capcom's quality in delivering great graphics, soundtrack and gameplay!



*Legacy of Kain: Soul Reaver*  
(1999)

Raziel walking close to the edge of the Abyss.

**Commentary:** Of all the accomplishments of this unique action-adventure game (and the series as a whole), the biggest might be the voice acting, which set new standards for gaming at the time. Among the cheesy dubbing of most 5th gen titles, Soul Reaver boasted awesome performances mainly by Michael Bell (Raziel) and Simon Templeman (Kain). Coupled with its gothic atmosphere, The LoK series stands out for its uniqueness.



*Tomb Raider II*  
(1997)

Lara Croft driving a speedboat in  
Level 2: Venice.

**Commentary:** Regarded as an improvement over the already acclaimed original game, TR2 was instrumental in making the series a killer app of the PS1 and the 5th gen. It also gave us a bigger sexualization of Lara, complete with a bathtub scene. No matter what, Ms. Croft proved herself as a powerful and inspiring female protagonist- and one sexy woman! A definitive and enduring gaming icon.





*Contra*  
(NES, 1987)

Bill Rizer jumping over an exploding bridge in Stage 1.

**Commentary:** One pinnacle of MANLY in gaming, Konami's classic run 'n gun series will make you break as many controllers as the number of enemies you kill. And the first stage here is actually easy- it's the rest that will test your skills as a player.

Luckily, the game popularized the Konami Code (Up Up Down Down Left Right Left Right B A Start), giving you 30 lives. And you'll likely need them all!

02 WINS

60

SUB-ZERO

CAGE

SUB-ZERO WINS  
FATALITY

*Mortal Kombat II*  
(Arcade, 1993)

Sub-Zero having performed a Fatality on Johnny Cage at the Evil Tower arena.

**Commentary:** When Sub-Zero first ripped his opponent's spine, gaming was changed forever. Such violence was absurd for its time, and the controversy was a key factor in the creation of the ESRB. And the sequel would go even further in being bloodier than the original, giving more fatalities for the characters and increasing the stage ones- all of which would mark MK as a force to be reckoned with in the fighting scene!



*Silent Hill 2*

(PS2, 2001)

Pyramid Head holding James Sunderland by the neck at the Blue Creek Apartments boss fight

**Commentary:** Konami's survival horror series is acclaimed for its more psychological take on the genre and is filled with symbolism. The second game, considered to be the greatest in the series, gave us one of gaming's most famous villains, an implacable and very disturbing monster who represents an important aspect of our protagonist's personality and is a key reason why SH2 is hailed as one GOAT horror game.





*Cadillacs and Dinosaurs*  
(Arcade, 1993)

Jack Tenrec, Hannah Dundee and Mustapha Cairo fight the final boss, Dr. Simon Fessenden.

**Commentary:** A gem from the heights of the beat 'em up era, the Capcom game became so famous that it's easy to forget about the existence of the comic book series of which this title is an adaptation: Marvel's *Xenozoic Tales*. It even gave otherwise minor characters from the likes Mess O' Bradovich and the villain here, Simon Fessenden, bigger roles in the plot. One of the greatest licensed games!



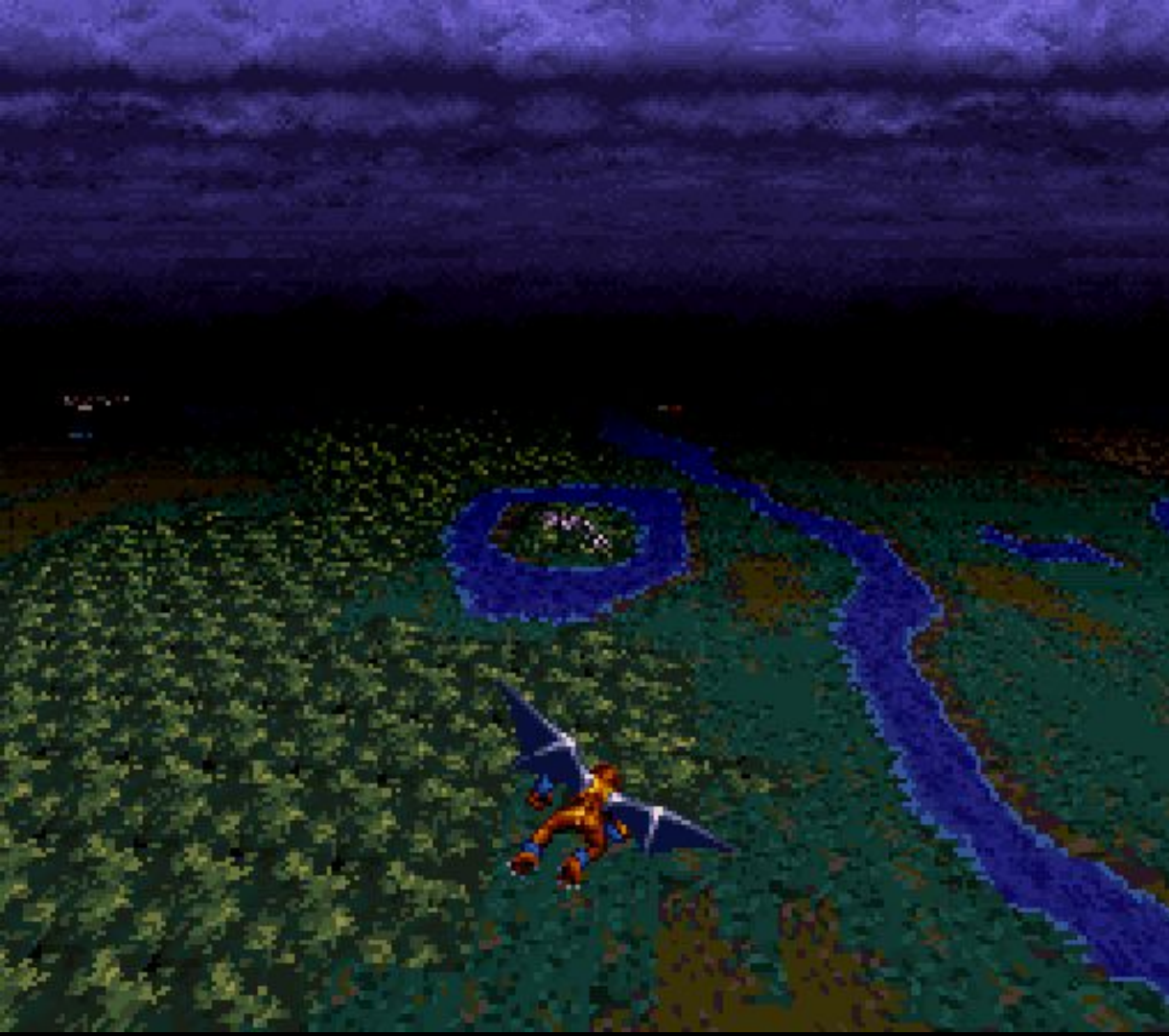
## *Gears of War 2*

*(X360, 2008)*

Dominic Santiago heartbroken upon finding his wife, Maria Santiago, now a victim of Locust Processing.

**Commentary:** The third-person shooter series is known for extreme action and the badassery of our heroes as they mow down hordes of Locusts. Yet this scene stands out as a very powerful and moving moment in the games, truly selling its message that war is hell. From the musical scoring to the voice acting, there's no doubt GoW 2 surprised many. Manly tears were shed that day.





*Demon's Crest*  
(SNES, 1994)

Firebrand flying through the world map.

**Commentary:** Primarily the annoying enemy Red Arremer in the *Ghosts 'n Goblins* series, Capcom gave the demon his own trilogy of games, *Gargoyle's Quest*- platformers with slight RPG elements. The third game was this SNES title who made good use of the Mode 7 and boasted glorious character sprites and backgrounds, on top of a somber soundtrack. I first played it in 2010, but it instantly felt like a childhood classic to me. Shame it was so underrated...





## *Half-Life*

*(PC, 1998)*

Gordon Freeman is attacked by a Standard Zombie.

**Commentary:** Half-Life made an impact on the FPS genre for being immersive and very realistic for its time. You don't play as a experienced soldier and are required to use your brains to solve puzzles and find your way through the settings. Also, there are almost no cutscenes or intermissions, with its seamless plot proving to be innovative in terms of storytelling. Fans clamor for a Half-Life 3, yet it's doubtful it will happen someday...

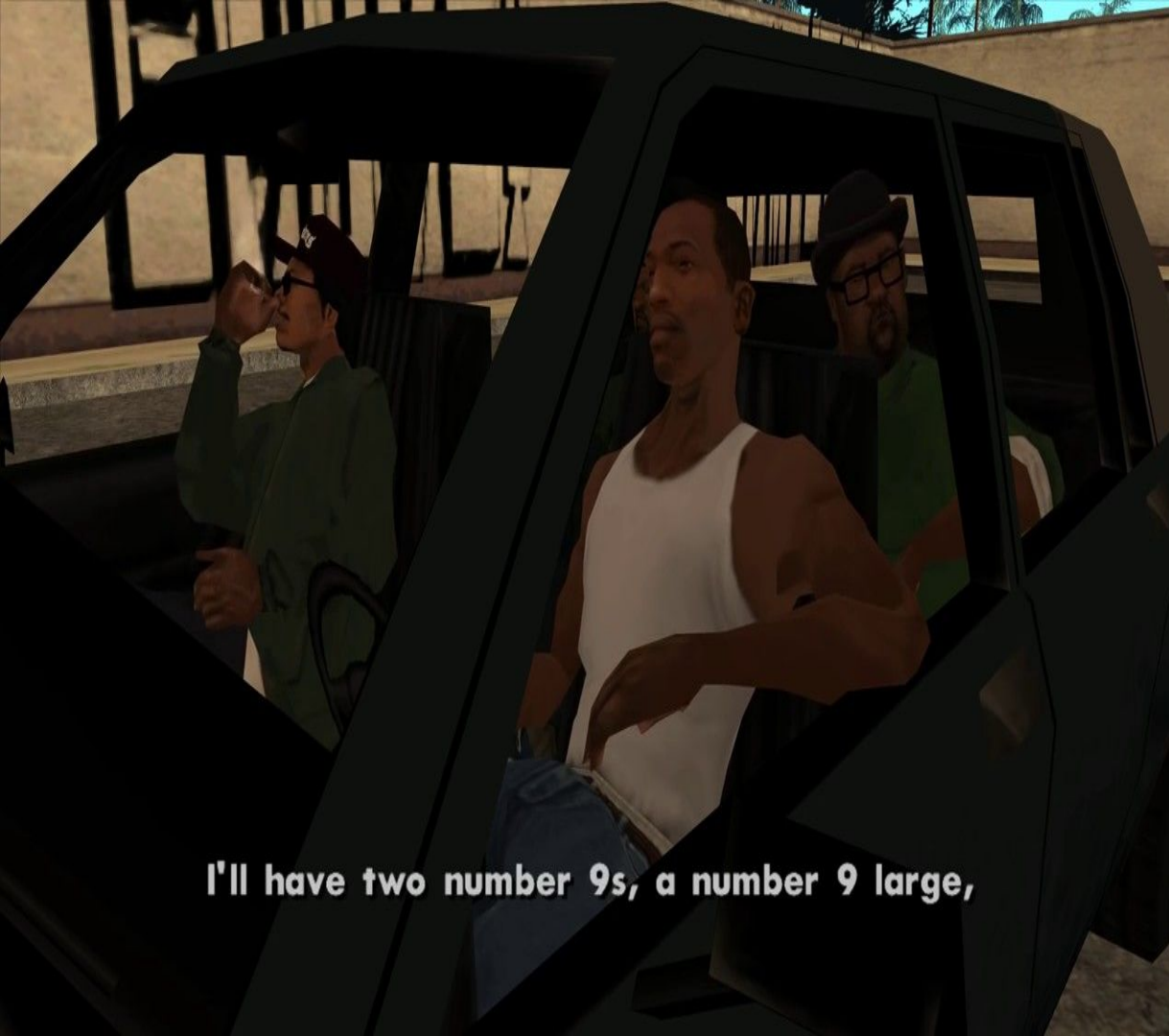


*Guilty Gear X*  
(2001)

Match between Sol Badguy and Ky Kiske at the Paris stage.

**Commentary:** Though not as famous as its competition in the genre, Ark System Works' flagship fighting series managed to be very influential and unique because of its hand-drawn graphics very close to mainstream anime artstyle and its **GLORIOUS** rock soundtrack- arguably the best known aspect of the games. It has inspired other doujin fighting games to pursue a similar approach in visuals and music and gave us this rivalry that is one the best in gaming.





I'll have two number 9s, a number 9 large,

*Grand Theft Auto: San Andreas*  
(2004)

Big Smoke makes an order at the Cluckin' Bell drive-thru. From the mission "Drive-Thru".

**Commentary:** No general comments on the game here. Just this hilarious scene that has become of the most well known in gaming. How can one man eat this much? And how can this man keep eating when rival gang members are shooting at him and his homies? Keep in mind that they actually tell him to stop stuffing his mouth and start shooting at the motherf\*\*ers- but he insists on eating! "Shit, this is a great sandwich" LOL



SCORE  
50640

REST  
X03

12



*Sparkster*  
(SNES, 1994)

Sparkster shooting a sword beam at a mid-boss in Stage 3.

**Commentary:** With the success of Sonic many copycats showed up trying to cash in the “mascot with attitude” platformer phase. Konami had an opossum probably better known as the *Rocket Knight*. Surprisingly, reviews of the games were positive and favorable- which couldn't be said of most of the other Sonic wannabes. And so did Sparkster become one of the few that actually did well in gaming acclaim. (Screenshot credits to *The King of Grabs*)

You fight like a dairy farmer.



*The Secret of Monkey Island*  
(1990)

Guybrush Threepwood uses an Insult in a fight against an Ugly Pirate.

**Commentary:** One of the series that defined the point-and-click adventure games that were growing through the PCs in the 90's. Made by LucasArts, the charming characters and comedic writing were its major selling points. The barbed trading during swordfights has become a key and recurring element in the series, and the insults used have become famous. The response to that one? "How appropriate. You fight like a cow."





*Pokémon Red and Blue*  
(GBC, 1998)

Map overview of Lavender Town.

**Commentary:** The highest-grossing media franchise ever started out with a bang and hasn't looked back ever since. It gave us a creepypasta material already in the debut: this infamous theme. Notable for its eerieness, an urban legend states that it drove about 200 children to suicide in 1996, along with causing disabilities on numerous others due to its high-pitched binaural beats. All rubbish, of course, but it has contributed to its enduring reputation of pokecreepyness.





*Asura's Wrath*  
(2012)

Asura ready to repeal the ultimate attack of the first boss, Wyzen.

**Commentary:** Yes, there is a video game in which that happens. CyberConnect2's action title was called an "interactive anime" by some because of its QTE-focused gameplay, but the sheer **BADASS** factor makes it an experience worth looking out for. As said above, this is just the first boss! The game goes over and beyond from there, with incalculable manliness and testosterone that may make women pregnant just by watching it. Female readers: be careful!



*Horizon Zero Dawn*  
(PS4, 2017)

Aloy stands face to face with Helios after his ambush during the Proving.

**Commentary:** After a successful run with their *Killzone* series, Guerrilla Games found even bigger acclaim and sales with their new IP, and the open-world action adventure title became their highest-selling work, at 10 million copies sold!

**Trivia:** Curiously, Crispin Freeman voices both Helios in *God of War III* and this guy named Helios. And both, obviously, have sun motifs!

Trevelyan: What's the matter, James?  
No glib remark?  
No pithy comeback?



*GoldenEye 007*  
(N64, 1997)

Alec Trevelyan taunts James Bond during their confrontation at Mission 18: Cradle.

**Commentary:** Widely credited for popularizing the FPS genre on consoles, Rare created this killer app for the 64. The AI and more realistic environments made this stand out from other similar games, and the highly acclaimed and addictive 4 person multiplayer marked it as a definitive time sinker. As such, it's also considered the greatest video game adaptation of a movie- or at least it's up there!





## *BlazBlue: Calamity Trigger* (2008)

Match between Ragna the Bloodedge and Iron Tager at the Lost Town stage.

**Commentary:** The series was born of a real-life situation: with the merger of Sega and Sammy, Ark System Works had lost the rights to their flagship *Guilty Gear* series. Though they made the games, Sammy owned the IP. To fill the gap, ASW gave us this spiritual successor, featuring similar gameplay, music and art style. They eventually recovered the GG rights, but didn't abandon BB, concluding the story in 4 main games. Overall an acclaimed fighting series on its own.



Dante

...So, what's your name?

- Tell him.
- Don't tell him.

*Shin Megami Tensei: Nocturne*  
(PS2, 2003)

Dialogue between the Demi-Fiend and Dante when given the option to recruit him.

**Commentary:** Yes, this is that game. The one notable for **Featuring Dante From the Devil May Cry Series**. The ad on the cover showed how serious Atlus marketed Capcom's devil hunter after his successful debut as a selling point for their JRPG- and indeed, it became one very famous guest appearance in gaming. Dante would later appear in another title in the series, *Shin Megami Tensei: Liberation Dx2*.



*Call of Duty: Advanced Warfare*  
(2014)

Will Irons' funeral in Arlington, VA. From the mission "Atlas".

**Commentary:** Undoubtedly the biggest meme to come out of CoD. This one crossed the boundaries of gaming and morphed into a general response to someone's death on social media. I honestly found the scene actually touching, since you press buttons not to kill but to honor a fallen friend. Still, hundreds and hundreds of comments will be created in social media whenever someone dies- all of them consisting of a single letter:





*Super Smash Bros. Melee*  
(GC, 2001)

Character select screen.

**Commentary:** Debuting even before Mario on the GameCube was the sequel to the smash (pun intended) hit that was the original *Super Smash Bros* in the N64. Not only is this the best-selling GC game (over 7 million sold), it was also the title that put the series in the map of the competitive scene. *Melee* has a special place in the hearts of many fans in terms of professional tournament-level play, being the beginning of a notorious and passionate *Smash* community.



*Prince of Persia*  
(1989)

The Prince in a sword fight against a prison guard enemy.

**Commentary:** With the then rising use of rotoscoped animation in gaming, Jordan Mechner created the PoP series, a pioneer in the cinematic platformer genre- with more realistic physics and movement. Later, the series would be influent again with the *Sands of Time* trilogy, whose use of Le Parkour moves of wall climbing and running would feature in several later games, such as Ubisoft's own *Assassin's Creed* franchise. One series that should come back!



*Blackthorne*  
(1994)

Kyle Vlaros stands before a grag'ohr enemy in the third stage.

**Commentary:** Building on the cinematic platformer formula, Blizzard released this game, with some changes per version. The SNES port has a different soundtrack from the original PC and is the one the GBA release takes after. The Sega 32X one has an additional snow-themed area. And all of them have great graphics and level design, coupled with loads of badassery and manliness from the lead character, who can fire one-handed without looking at his enemies!





*F-Zero GX*  
(GC, 2003)

Samurai Goroh, in the Fire Stingray, racing through a Big Blue circuit.

**Commentary:** GX brought the series into the 6th gen by delivering the best feeling of unrelenting and absolute speed the games could ever display. This is easily one of the fastest racing games there is, and its uniqueness is emphasized by the colorful cast of characters (who were fleshed out in this entry) and the silly, yet entertaining story about saving the world from the supervillain Deathborn- through high-speed races across the galaxy!



*WarCraft III: Reign of Chaos*  
(PC, 2002)

A red Alliance (Human) base. A Town Hall is being upgraded into a Keep.

**Commentary:** One classic of the PCs that was one of the biggest names in the age of the LAN gaming centers in Brazil—or “LAN houses”, as they were called. Overall, W3 moved the series to even further acclaim than the previous entry. It introduced RPG elements to go with its real-time strategy gameplay, and these would take over in World of Warcraft. Also, the story became more morally gray, whereas the previous conflicts between orcs and humans were too black-and-white.



*Batman: Arkham Asylum*  
(2009)

Batman accompanies Arkham Asylum security guards in transferring The Joker to the Intensive Treatment area.

**Commentary:** With some inspiration from the 2005 *Batman Begins* game, Rocksteady created the arguably most successful video game adaptation of the Caped Crusader. The Arkham series was specially known for its "Freeflow" combat, designed to fight multiple enemies by chaining attacks until they're all knocked down. The series was also rich in references to Batman's decades of history across several media.





*Assassin's Creed II*  
(2009)

Ezio Auditore da Firenze performing a Leap of Faith from the top of Giotto's Campanile.

**Trivia:** This building provides the highest point possible for a Leap of Faith, though it's not the highest building overall. As usual for the series, each game has spots for performing this technique- and a single cart full of hay is enough to absorb the impact of the fall!

Also, you have the option to hug Leonardo da Vinci, which is certified wholesome.



*Final Fight*  
(Arcade, 1989)

Cody Travers and Guy against a J, an Axl and a Holly Wood in Round 1: Slums.

**Commentary:** Capcom took the then rising beat'em up genre to further popularity with their series. The quality of the original game was such that they had to split it into two versions for the SNES- the US one with Cody and the JP one with Guy (called *Final Fight Guy*). And each cut an entire stage from the arcade original! Though the port was still successful, selling 1.5 million copies. "OH, MY CAR!"



HI. 186740  
SC. 186740

BLADE



LEFT x 7  
PULL 75%



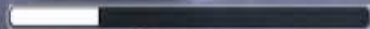
*Thunder Force IV*

*(GEN, 1992)*

Boss fight against the Gargoyle Diver, boss of the Strite level.

**Commentary:** One of the genres that were popular in the retro era of the 80's and 90's was the shoot'em up genre. Thus, I chose TF4 because it is one of the most acclaimed of its time, boasting top notch graphics, music and gameplay... as it is common to most games I've chosen so far. I admit I'm not big on the genre, but I don't want to leave it out, as it has a worthy and dedicated fanbase. There should be a bit for every genre's fans out there, I believe.





## Darkwatch

(2005)

Jericho Cross aiming at skeletal enemies when battling Lazarus Malkoth at the first level, "The Wrong Train".

**Commentary:** I'm not a big fan of FPSs, but this was one of the most enjoyable ones I've played back in the day. The overall aesthetic was captivating, mixing Wild West with vampire horror stuff. The superpowers that Cross could gain throughout the story made for a great variation on the typical shooter gameplay. An enjoyable, yet overlooked game- which would have a sequel, though it didn't happen...



*Halo 2*  
(Xbox, 2004)

The Master Chief in the streets of Old Mombasa, in the fourth campaign level, "Outskirts".

**Commentary:** Couldn't talk about the FPS genre without mentioning Halo. Since its beginning the series garnered great scores and sales, and it put Microsoft's console line on the map as a noteworthy competitor to Nintendo and Sony's platforms. The main character, the armor-clad badass known as the Master Chief, who has become a gaming icon and pretty much a Xbox mascot.



## *The Witcher III: Wild Hunt* (2015)

Geralt of Rivia strikes at Eredin Bréacc Glas, final boss of the game. From the quest "On Thin Ice"

**Commentary:** Arguably the most notable book-to-game adaptations of modern times. CD Projekt Red successfully popularized Andrzej Sapkowski's novels to the world at large in the form of acclaimed Western RPG games. And the third game has become the most well-known and beloved of the trilogy, earning accolades by the dozen and being considered one of the best games of the decade and generation- if not of all time!



028500

SABREWULF

90

CINDER

*Killer Instinct**(Arcade, 1994)*

Sabrewulf hits Cinder during a match at the latter's stage.

**Commentary:** Aside from the *Street Fighter* knockoffs hitting the market, *Mortal Kombat*'s digitized graphics and violence also proved influential (read: often imitated). Enter Rare's fighting game, taking clear influence from SF and MK but proving competent enough to have its own identity and presence, with its combo chains and the best announcer ever in the genre, who gave us eternal classics such as "ULTRAAAAAA COMBOOOOO" and "C-C-C-COMBO BREAKERRRRR". Good ol' KI!



*Tony Hawk's Pro Skater 2*  
(2000)

Tony Hawk performing a Nose Manual in the first area, The Hangar.

**Commentary:** The success of the skating series ended up having a nice real-life impact: popularizing the sport. The real-life pro skaters who became the playable characters were exposed to a wider audience, and so did a number of rock bands and hip-hop artists of the 90's, as the licensed soundtracks are also one of the series' selling points. The series and the sport became landmarks of the 90's and early 2000s culture.



*Spec Ops: The Line*  
(2012)

Captain Martin Walker is left catatonic after a shocking revelation. From Chapter 8: The Gate.

**Commentary:** Years later, the game still divides opinions on how it handled its main message. It was intended to give players a narrative that asks them why they play modern shooters in the first place, through an anti-war story that shows the consequences of the player's actions. One major criticism of it, however, was that its moral was cheapened by forcing the player to commit war crimes- and bashing them for it.





*Conker's Bad Fur Day*  
(N64, 2001)

Conker comes face to face with Great Mighty Poo boss.

**Commentary:** Originally debuting in *Diddy Kong Racing* and getting his first solo game for the Game Boy Color, Rare's squirrel became better known with his very raunchy and grossly comedic 64 title- one of the M-rated works in the console's library. Standing out from everything else is this huge supply of fish who had no right to sing so well- but it does. The context-sensitive button gameplay has you throwing toilet paper when he opens up his mouth!



*Captain Commando*  
(Arcade, 1991)

Captain Commando being hit by an attack from the final boss, Scumocide.

**Commentary:** CAPtain COMmando... guess which company created him? Yes, this beat'em up and it's characters were notable enough for Capcom to pick its hero to appear in their Marvel fighting crossovers, introducing him and his allies to a bigger audience. As it was a recurring trend with some of the company's games, there are signs of it taking place in the same universe as *Street Fighter* and *Final Fight*- starting with the setting of Metro City.





*Marvel vs. Capcom: Clash of Super Heroes*  
(Arcade, 1998)

Thor, as an Assist, hits Ryu during a match. And Mega Man is there.

**Commentary:** This was the game that gave the name to the Capcom crossover series. Building up on the previous titles, this one obviously offered a bigger range of Capcom characters than before, including some forgotten heroes like Captain Commando- once a company mascot and seen in the previous picture. The Assist characters also were a way to include previous fighters who didn't make the cut.





*Marvel's Spider-Man*  
(PS4, 2018)

Two Spider-Men pointing at each other in a recreation of the 1967 cartoon's meme.

**Commentary:** Currently the highest-selling superhero game of all time. I loved how the creators are aware of the 60's Spidey memes and recreated the arguably biggest of them all.

About the game itself... I can't say much. There's a sequel coming up focusing on Miles Morales and the game inspired a PS4-exclusive version of Spidey as a character in *Marvel's Avengers*. I guess that's it. LOL



\* You feel like you're going to have a bad time.

LV 19 HP  KR 92 / 92

♥ FIGHT

🔊 ACT

👑 ITEM

✕ MERCY

## *Undertale* (2015)

Dialogue right before the battle with Sans.

**Commentary:** As you probably expect, this game was acclaimed for its graphics, music and gameplay. It became a symbol of the growing indie industry, going toe to toe with the major AAA releases of its time.

The quirky and colorful cast of characters were some of its biggest selling points, and this skeleton guy became one of the most popular of the bunch. His battle theme, "Megalovania", is a stand-out in the soundtrack.



*Big Rigs: Over the Road Racing*  
(PC, 2003)

A truck glitching through the setting as it drives backwards.

**Commentary:** Most games here are notable for being overall well-received, with most hailed as greatest of all time titles. Not the case with this one, notable for being one of the *worst* games ever, with a poor AI opponent who doesn't even move at times (and, when it does, never crosses the finish line), lack of collision detection (leading to stuff such as this picture) and speeds in the *decillion* house when driving backwards. No kidding.

YOU'RE WINNER!





*The Elder Scrolls V: Skyrim*  
(2011)

Dialogue between the Dragonborn and Paarthurnax at the Throat of the World.

**Commentary:** Arguably the most acclaimed title of the series and factually the highest-selling (some 30 million copies sold!). Known for the 3-syllable shout attacks (the Thu'um) such as the FUS RO DAH and a very overused joke about an arrow to the knee. Also, believe or not, this dragon here shares the same voice actor as freakin' *Mario* - a sheer testament to Charles Martinet's amazing range.



## *Bioshock*

(2007)

Statue of Andrew Ryan at the entrance of Rapture.

**Commentary:** Back in the day, this title captivated many gamers not only for its immersive world that is Rapture, but also for its unique narrative, setting a standard for the series that is dealing with political and ideological themes taking inspiration from utopian and dystopian thinkers. Also one well known example of employing moral choices for the player to make, as well as a plot twist that deals with the very concept of control of a character and his/her actions.



Tentar Novamente

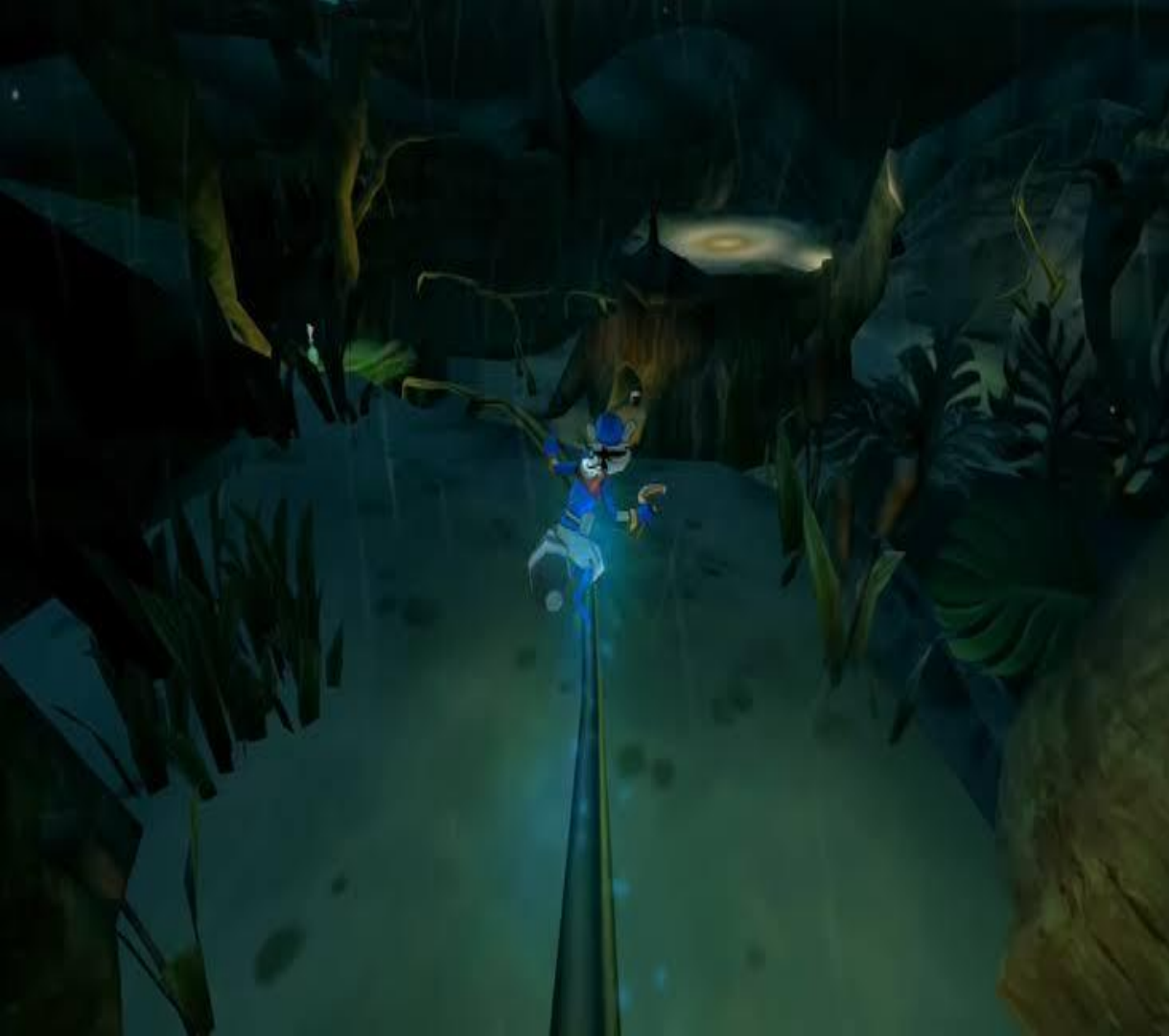
Sair

*Ocolast*  
(PC, 2015)

Game over sequence, with Paulo Guina in a scene from the porn flick "Ursos grandes, peludos e mansos"

**Commentary:** One of the weirdest and most bizarre games you'll ever play. This Brazilian horror game was based on a gay porn flick, and the title is a pun on *Outlast* (who inspired its gameplay) and "oco" ("Hollow" in Portuguese)- a reference to one of the pictured guy here's quotes. Pretty much *Slender* if the monster was a naked running man with a big penis who speaks in cheesy explicit quotes. A must play!





*Sly Cooper and the Thievius Raccoonus*  
(PS2, 2002)

Sly Cooper traversing a vine with his Rail Slide. Job "The Dread Swamp Path" from the episode "Vicious Voodoo".

**Commentary:** I chose this game because it was one of the Big 3 mascot series of the PS2, along with *Ratchet and Clank* and *Jak and Daxter*. The Sucker Punch platformer franchise may not sell as much as the other two but it is still overall acclaimed for its level design and accessible gameplay. The future of the series is, however, still uncertain after the 4th game- released in 2013.



*Uncharted 2: Among Thieves*  
(PS3, 2009)

Nathan Drake climbing up a wrecked train cart in Chapter 1: A Rock and a Hard Place.

**Commentary:** And thus begins the second game in Naughty Dog's action-adventure saga. Like most pics here, I chose this for being a well-known moment from one of THE PS-exclusive series. Its mix of 3rd person shooting with climbing, puzzle solving and a highly cinematic cutscene direction proved to be very influential with several 3rd person AAA games taking after Uncharted's steps in one way or another.



## *Mass Effect 3*

(2012)

Commander Shepard meets 3 Leviathans in their homeworld, 2181 Despoina.

**Commentary:** BioWare's series has become one definitive IP of the 7th gen, well regarded for the ambitiously vast and detailed universe that plays with several recurring concepts in science fiction media. And, in typical BioWare fashion, a customizable main character that you can play as doing typically hero stuff (Paragon) or more anti-heroic or even villainous (Renegade). Unfortunately, the 3rd game's ending let many fans down...





*Suikoden II*  
(PS1, 1998)

Luca Blight and the Highland Army  
burn down Ryube Village.

**Commentary:** Regarded as the best  
game in Konami's JRPG series and one of  
the finest titles in the genre. Like the  
other installments, it is known for  
allowing a party of up to 6 members and  
a total 108 playable characters. The  
villain here is also recognized as one  
of the vilest and most irredeemable in  
gaming- and one tough bastard to defeat!  
Also, before being released on PSN in  
2014, it was a rare game to find, with  
copies being sold from \$100 to \$500!



*Spyro 2: Ripto's Rage*  
(PS1, 1999)

Spyro fights Ripto at Ripto's Arena.  
Final boss battle of the game.

**Commentary:** In the times where 3D platformers were on the rise, Insomniac Games joined the fray with their purple dragon, who became a popular mascot of the era. There was a friendly rivalry between Insomniac and Naughty Dog for some time, and it was manifested in crossover games between Spyro and Crash, and the dragon would make appearances in the bandicoot's stories at times. As for the second game here, it was even better received than the original.



TARGET  
HP  
Loki

9  
Turn



Valkyrie  
32207  
CT

Arngrim  
70320  
CT

Lawfer  
50578  
CT

Mystina  
40616  
CT

### Valkyrie Profile (PS1, 1999)

The party fighting Loki, final boss of the A Ending path.

**Commentary:** This JRPG series made its debut standing out from others with an unique artstyle, taking noticeable but loose inspiration from Norse mythology, but displaying it through a beautiful spritework. The gameplay system was known for allowing the player to time attacks to perform combos and thus deal more damage to your opponents- as well as having its dungeon exploring work in a sidescrolling perspective typical of platformers and not JRPGs.



Still think you can climb this Mountain?



*Celeste*  
(2018)

Badeline taunts Madeline about her progress on her quest.

**Commentary:** Released to universal acclaim, this is one of those indie games that shows potential of going toe to toe with AAA releases. This is made clear with the many awards the title has received, whether at the Game Awards or the D.I.C.E Awards. The story of the young Madeline and her goal of climbing Celeste Mountain delivers some important messages about mental illnesses such as depression and anxiety- a sad reality of our world.



## *Team Fortress 2*

*(PC, 2007)*

The RED Medic performs surgery on the RED Heavy in the “Meet the Medic” video.

**Commentary:** Valve’s mega successful team-based deathmatch set a template for others to follow. Though a lore was developed in supplemental material, the game itself captivates without any story- just a bunch of loony and bloodthirsty mercenaries whose appeal is brought to life in the “Meet the” videos. The scene you see here is just one of the many funny moments that made TF2 a hit!



## *Shovel Knight* (2014)

The Baz throws a tantrum after being beaten by the Shovel Knight.

**Commentary:** Taking inspiration from several platforming classics such as *Mega Man* and *Ducktales*, Yacht Club Games' *shovelrous* protagonist had a noticeable impact in gaming since evolving into some sort of mascot for the indie scene, appearing as a guest character in several other titles by fellow indie devs. Also one of the most well known games to employ a retro art style, being intentionally designed to look like an 8-bit game.





*Overwatch*  
(2016)

Hanzo Shimada prepares to face his brother, Genji Shimada, in battle. From the animated short "Dragons".

**Commentary:** Blizzard's team-based multiplayer FPS was a titanic success, quickly making a name for itself in the gaming scene (already reached 10 million players in a month at best of release). One aspect that was praised as much as its gameplay was its presentation, with gorgeously animated shorts providing a rich characterization for its heroes and a detailed lore overall. And a sequel is coming up, with a single-player mode!



*Dante's Inferno*  
(2010)

Dante attacking Death with its own scythe at the first boss battle of the game.

**Commentary:** Though it had an average reception otherwise and it is unlikely to ever get a sequel, this game was praised for its unique and detailed depiction of Hell, even if told through a gameplay that was clearly inspired by *God of War*. As such, it had no shortage of awe-inspiring and badass moments, such as this one pictured. Unfortunately, the death of Visceral Games means Dante is stuck in a limbo...

## And... that's it!

100 images were promised. 100 images were delivered. And what began with Dante, ended with Dante.

I hope you enjoyed the ride. And apologies if your favourite game wasn't included, as any list revolving around a hundred games will eventually run into this problem. Maybe next time!

You may have noticed that there isn't more than one game of a franchise being pictured here. I personally chose it like so there wouldn't be any favoritism towards a series. Otherwise you'd see a lot of Devil May Cry, Soul Calibur, King of Fighters or Mega Man X! LOL



## What's new?

Corrected some occasional grammar mistakes and formatting issues. I may have published the original too quickly and overlooked a lot of important stuff. Well, no more!

I also put all names of works in descriptions in **yellow** and/or in *italic* to match the formatting of the titles in every page. I believe this will give a greater sense of uniformization in the writing, setting a standard for future works.

A few words were written in **red** to convey a specific emphasis- usually related to something negative or undesirable. Others are colored **yellow** for positive emphasis.

In short, I wanted to do better. I wanted **you** to have a greater reading experience!

# Feedback

Opinions? Criticism? Praise? Buying me a pizza? Hit me up at my page, **Those random gaming images**. Link is <https://www.facebook.com/TRGImages>

As I've said before, this is a free work. All images featured here belong to their respective creators (such as this background, from the **first Sigma Stage** in Capcom's *Mega Man X*).

Keep in mind this is my first work of the sort, so it may be rough and unpolished at times.

Stay tuned for any upcoming works, who may be gaming-themed as this one!

# THE END

A decorative border of pixelated fireballs, each with a bright yellow center and red and orange flames, surrounds the central text. The background is black with scattered white and yellow pixels, resembling a starry night sky. Two small white 'X' marks are visible in the upper-left and lower-right quadrants of the frame.

THANK YOU FOR READING!