

Flowers In The Mirror Famicom

The Legend of Zelda

for the Famicom Disk System in Japan in January 1987, and for the Nintendo Entertainment System in Europe in September 1988 and North America in December - The Legend of Zelda is a video game series created by the Japanese game designers Shigeru Miyamoto and Takashi Tezuka. It is primarily developed and published by Nintendo; some installments and re-releases have been outsourced to Flagship, Vanpool, Grezzo, and Tantalus Media.

The series centers on the various incarnations of Link, a courageous young man of the elf-like Hylian race, and Princess Zelda, a princess within the bloodline of the goddess Hylia, as they fight to save the land of Hyrule from Ganon, an evil warlord turned demon king, who is the principal antagonist of the series. Ganon wishes to use the Triforce, a sacred relic left behind by the three goddesses that created Hyrule, to remake the world in his own dark image. When gathered together, the power of the Triforce can grant any wish its user desires, but if someone with a heart that does not possess a balance of the three virtues of Power, Courage, and Wisdom attempts to touch the Triforce, it will split into three triangles and bond with three people whose hearts embody the required virtue.

Although their personalities and backstory differ from game to game, the incarnations of Link and Zelda often have many traits in common, such as Link often being left-handed and clad in green, and Zelda being associated with wisdom, light, and prophecy. While the conflict with Ganon serves as a backbone for the series, some games have featured other settings and antagonists, with Link traveling or being sent to these other lands in their time of need.

Since The Legend of Zelda was released in 1986, the series has expanded to include 21 entries on all of Nintendo's major game consoles, as well as a number of spin-offs. An American animated TV series based on the games aired in 1989 and manga adaptations commissioned by Nintendo have been produced in Japan since 1997. The Legend of Zelda is one of Nintendo's most successful franchises; several of its entries are considered among the greatest video games of all time.

Castlevania (1986 video game)

known in Japan as Akumaj? Dracula, is a 1986 action-platform game developed and published by Konami. It was originally released in Japan for the Famicom Disk - Castlevania, known in Japan as Akumaj? Dracula, is a 1986 action-platform game developed and published by Konami. It was originally released in Japan for the Famicom Disk System in September 1986, before being ported to cartridge format and released in North America for the Nintendo Entertainment System (NES) in 1987 and in Europe in 1988. It was also re-issued for the Family Computer in cartridge format in 1993. It is the first installment in the Castlevania series.

Players control Simon Belmont, descendant of a legendary vampire hunter, who enters the castle of Count Dracula to destroy him when he suddenly reappears 100 years after Simon's ancestor vanquished him. Castlevania was developed in tandem with the MSX2 game Vampire Killer, which was released a month later and uses the same characters and setting, but features different gameplay mechanics. It was followed by a sequel, Castlevania II: Simon's Quest, and a prequel, Castlevania III: Dracula's Curse, both of which were also released for the NES. Super Castlevania IV was released in 1991 for the Super NES and follows the same story. A remake, Akumaj? Dracula, for the Sharp X68000 home computer was released in 1993, and was later re-released for the PlayStation as Castlevania Chronicles in 2001.

Castlevania was a commercial success and received widespread acclaim. It is considered an NES classic by PC World, while Nintendo Power and Game Informer both ranked it in their lists of the best video games ever made.

Super Mario Bros.

a centerpiece of the design. Super Mario Bros. was released in September 1985 in Japan for the Famicom, the Japanese version of the NES. Following a US - Super Mario Bros. is a 1985 platform game developed and published by Nintendo for the Nintendo Entertainment System (NES). It is the successor to the 1983 arcade game Mario Bros. and the first game in the Super Mario series. Players control Mario, or his brother Luigi in the multiplayer mode, to traverse the Mushroom Kingdom to rescue Princess Toadstool from King Koopa (later named Bowser). They traverse side-scrolling stages while avoiding hazards such as enemies and pits and collecting power-ups such as the Super Mushroom, Fire Flower and Starman.

Shigeru Miyamoto and Takashi Tezuka designed Super Mario Bros. as a culmination of the team's experience working on Devil World and the side-scrollers Excitebike and Kung Fu. Miyamoto wanted to create a more colorful platform game with a scrolling screen and larger characters. The team designed the first level, World 1-1, as a tutorial for platform gameplay. Koji Kondo's soundtrack is one of the earliest in video games, making music a centerpiece of the design.

Super Mario Bros. was released in September 1985 in Japan for the Famicom, the Japanese version of the NES. Following a US test market release for the NES, it was converted to international arcades on the Nintendo VS. System in early 1986. The NES version was released in North America that year and in PAL regions in 1987. It has been rereleased on most Nintendo systems.

Super Mario Bros. is frequently cited as one of the greatest video games, and is particularly admired for its precise controls. It is one of the best-selling games, with more than 58 million copies sold worldwide. Alongside the NES, it is credited as a key factor in reviving the video game industry after the 1983 crash, and helped popularize the side-scrolling platform genre. The soundtrack is often named among the best video game soundtracks. Mario has become prominent in popular culture, and Super Mario Bros. began a multimedia franchise including a long-running game series, an animated television series, a Japanese anime feature film, a live-action feature film and an animated feature film.

Mario Kart

Games". The Magic Box. Archived from the original on August 7, 2016. Retrieved February 24, 2021. "Count Down Hot 100: Worldwide!". Famicom Ts?shin (in Japanese) - Mario Kart is a series of kart racing games based on the Mario franchise developed and published by Nintendo. Players compete in go-kart races while using various power-up items. It features characters from the Mario series racing along tracks from the Mario universe. Some releases have also included characters from other popular franchises like Pac-Man, The Legend of Zelda, Animal Crossing, and Splatoon.

The series was launched in 1992 with Super Mario Kart on the Super Nintendo Entertainment System (SNES), to critical and commercial success. The Mario Kart series totals seventeen games, with eight on home consoles, three on handheld-only consoles, five arcade games co-developed with Namco, and one for mobile phones. Over 189 million copies of the series have been sold worldwide.

Mario Kart 8, released on the Wii U in 2014 and ported to the Nintendo Switch in 2017, is one of the best-selling video games, at 76.66 million sold for both versions. Mario Kart Live: Home Circuit, a mixed reality

game, was released on the Switch in October 2020. The newest installment, Mario Kart World, was released as a launch title on the Nintendo Switch 2 on June 5, 2025.

List of video game franchises

Everybody's Golf Evil Genius The Evil Within eXceed Excite Exerion Exit EyeToy F1 Circus F-Zero Fable Fallout Famicom Grand Prix Famicom Tantei Club Family Game - This is a list of video game franchises, organized alphabetically. All entries include multiple video games, not counting ports or altered re-releases.

2025 in video games

February 13, 2025 – via YouTube. rawmeatcowboy (February 11, 2025). "Super Famicom game "Justice Ninja Casey" getting English Switch release". GoNintendo - In the video game industry, 2025 saw the release of Nintendo's next-generation Nintendo Switch 2 console.

List of Castlevania characters

before the games he starred in were released, as he is mentioned by name in the Japanese manual for the first Famicom Castlevania title, as the last Belmont - Listed below are characters from all of the Castlevania video games and related media adaptations, in the order of their introduction and the work's release.

Universe of The Legend of Zelda

not feature an overworld. In Hyrule Historia, Miyamoto said that Nintendo aimed to develop a launch title for the Famicom Disk System. An early game - The Legend of Zelda is a video game franchise created by video game designers Shigeru Miyamoto and Takashi Tezuka and mainly developed and published by Nintendo. The universe of the Legend of Zelda series consists of various lands, the most predominant being Hyrule. The franchise is set within a fantasy world reminiscent of medieval Europe which consists of several recurring locations, races and creatures. The world was also partially inspired by Miyamoto and designer Hidemaro Fujibayashi's home town, Kyoto. The most prominent race in the series are the Hylians, a humanoid race with elfin features identifiable by their long, pointed ears. The series' lore contains a creation myth, several fictional alphabets, the most prominent being Hylian, and a fictional almost-universal currency, the rupee. The games involve the protagonists Link and Princess Zelda battling monsters to save the various lands they are in, and defeat a villain, which is often the series' main antagonist, Ganon. Link is usually the main player character in these settings, but players primarily play as Zelda in 2024's Echoes of Wisdom. Nintendo developed the series' lore into a timeline that spans thousands of years across its history.

Hyrule was created as the original setting for 1986's The Legend of Zelda and has remained the main environment for successive games in the series. Inspired by dungeon crawlers, Miyamoto and Tezuka developed a high fantasy world in the form of a 2D map filled with monsters, puzzles and dungeons. Hyrule transitioned to a 3D environment with the development of Ocarina of Time, released on the Nintendo 64 in 1998. For Breath of the Wild, released on the Wii U and Nintendo Switch in 2017, Nintendo developed Hyrule into a seamless open world. Since the launch of the original game, the series has been a commercial and critical success and introduced landmark innovations in world design that have influenced numerous developers in the video game industry.

Super Mario World

player-friendly, and the global chip shortage slowing down the Super Famicom's production schedule. The game was exhibited again in the second Shoshinka event - Super Mario World, known in Japan as Super Mario World: Super Mario Bros. 4, is a 1990 platform game developed by Nintendo EAD and published by

Nintendo for the Super Nintendo Entertainment System (SNES). The player controls Mario on his quest to save Princess Peach and Dinosaur Land from the series' antagonist Bowser and the Koopalings. The gameplay is similar to that of earlier Super Mario games; players control Mario through a series of levels in which the goal is to reach the goalpost at the end. Super Mario World introduces Yoshi, a rideable dinosaur who can eat enemies and spit some of them out as projectiles.

Nintendo Entertainment Analysis & Development developed the game, led by director Takashi Tezuka and producer and series creator Shigeru Miyamoto. It is the first Mario game for the SNES and was designed to make the most of the console's technical features. The development team had more freedom compared to the series installments for the Nintendo Entertainment System (NES). Yoshi was conceptualised during the development of the NES games but was not used until Super Mario World due to hardware limitations.

Super Mario World is often considered one of the best games in the series and is cited as one of the greatest video games ever made. It sold more than twenty million copies worldwide, making it the best-selling SNES game. It also led to an animated television series and a 1995 prequel, Yoshi's Island. The game has been re-released on multiple occasions: It was part of the 1994 compilation Super Mario All-Stars + Super Mario World for the SNES and was re-released for the Game Boy Advance as Super Mario World: Super Mario Advance 2 in 2001, on the Virtual Console for the Wii, Wii U, and New Nintendo 3DS consoles, and as part of the Super NES Classic Edition. Both the SNES and GBA versions were rereleased for Nintendo Switch as part of the Nintendo Classics service.

Crayon Shin-chan

Top 30 (4?12??4?18?)". Famicom Ts?shin (in Japanese). No. 231. May 21, 1993. pp. 14 to 15. Craddock, Ryan (January 14, 2020). "The Wacky World Of Crayon - Crayon Shin-chan (Japanese: ?????????, Hepburn: Kureyon Shin-chan) is a Japanese manga series written and illustrated by Yoshito Usui. Crayon Shin-chan made its first appearance in 1990 in a Japanese weekly magazine called Weekly Manga Action, which was published by Futabasha. Due to the death of author Yoshito Usui, the manga in its original form ended on September 11, 2009. A new manga began in the summer of 2010 by members of Usui's team, titled New Crayon Shin-chan (??????????, Shin Kureyon Shin-chan).

An animated television adaptation began airing on TV Asahi in 1992 and is still ongoing, with over 1200 episodes. The show has been dubbed in 30 languages which aired in 45 countries. As of 2023, both the Crayon Shin-Chan and New Crayon Shin-Chan series has over 148 million copies in circulation, making it among the best-selling manga series in history.

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