

An excerpt from "My First RPG" by The Great White North

My first adventure games on the NES were *The Legend of Zelda* and its sequel, *Zelda II: The Adventure of Link*. Both are fantastic games. I really enjoyed the exploration aspect of them. Trying to figure out where to go and gaining the proper equipment to defeat the many challenges ahead had me hooked. It was a sneak preview of what was in my future.

I was getting into different style of games too. *Castlevania II: Simon's Quest* and *Metroid* made me think a little bit more. Then I found one of my favorite games of all time: *Blaster Master*. It's a very *Metroid*-like game, in terms of exploration and back tracking. The non-linear style of gameplay really intrigued me. To top it off, the music was also amazing. It was shaping what I liked in a video game. But little did I know what I was about to get into.

My friend had bought his first RPG (role playing game) at the time. I didn't really understand the concept at the time but when he showed me the first moments of this game, I was blown away. The game in question was none other than Square's legendary *Final Fantasy*, the very beginning of what to this day is still a massively popular series. In those first moments, we learned a little bit of the story, giving us some insight of what was to come.

Written by The Great White North. This excerpt from the book *Digital Archaeology: Retrogaming Recollections* is © 2024 SCAR Productions. Please do not distribute without the author's permission. Direct all inquiries to Rob Strangman at [gradiusone \[at\] yahoo \[dot\] com](mailto:gradiusone@yahoo.com).