

Before the release of the [NES Classic Edition](#), Collector (blue) and Zombiepaper (orange) preview the games, device pros and cons, and overall value.

1. [Balloon Fight](#) Nintendo's answer to Joust is a little easier on your thumbs.
2. [Bubble Bobble](#) summarizes strengths of the NES with responsive controls and enjoyable multiplayer.
3. [Castlevania](#) Horror movie tribute action-platformer is hard but so fun. Atmospheric, good music.
4. [Castlevania II: Simon's Quest](#) traded difficulty for exploration, better than the internet says.
5. [Donkey Kong](#) teaches you pattern recognition techniques without a tutorial in increasingly more complex situations.
6. [Donkey Kong Jr.](#) [13 words]
7. [Double Dragon II: The Revenge](#) [13 words]
8. [Dr. Mario](#) trains pattern reduction with object manipulation like Tetris does with lines.
9. [Excitebike](#) [13 words]
10. [Final Fantasy](#) brings longevity to this otherwise potentially gimmicky set with a lengthy, quality RPG. ~~
11. [Galaga](#) is a faster paced Space Invaders and more of an arcade than NES classic.
12. [Ghosts 'n Goblins](#) [13 words]
13. [Gradius](#) [13 words]
14. [Ice Climber](#) would be forgotten were it not for the Smash Brothers series.
15. [Kid Icarus](#) fell through the cracks until a modern remake revitalized the series.
16. [Kirby's Adventure](#) [13 words]
17. [Legend of Zelda](#) [13 words]
18. [Mario Bros.](#) [13 words]
19. [Mega Man 2](#) [13 words]
20. [Metroid](#) was too atmospheric and tense growing up but now I'm ready to dive in.
21. [Ninja Gaiden](#): Faster, harder, ninja-er Castlevania with impressive cutscenes and pixel art backgrounds.
22. [Pac-Man](#): Until the Playstation, this was probably the definitive home port of the arcade classic.
23. [Punch-Out!! Featuring Mr. Dream](#) [13 words]
24. [StarTropics](#) never received the spotlight it deserved until now. Immersive, challenging, and rewarding.
25. [Super C](#): Platformer shooter with superior non-platforming stages to the more iconic original.
26. [Super Mario Bros.](#) was mindblowing for 8-year-old me, and still fun today. Fond childhood memories.
27. [Super Mario Bros. 2](#) [13 words]
28. [Super Mario Bros. 3](#) [13 words]
29. [Tecmo Bowl](#) No "Super", but maybe the second best handegg simulator on NES.
30. [Zelda II: The Adventure of Link](#) [13 words]

Pros: [Portable, plug-and-play] (20 words) [Sega Genesis Classic Game Console]?

Cons: (20 words) Minus availability.

Collector: (20 words)

Zombiepaper: (20 words)