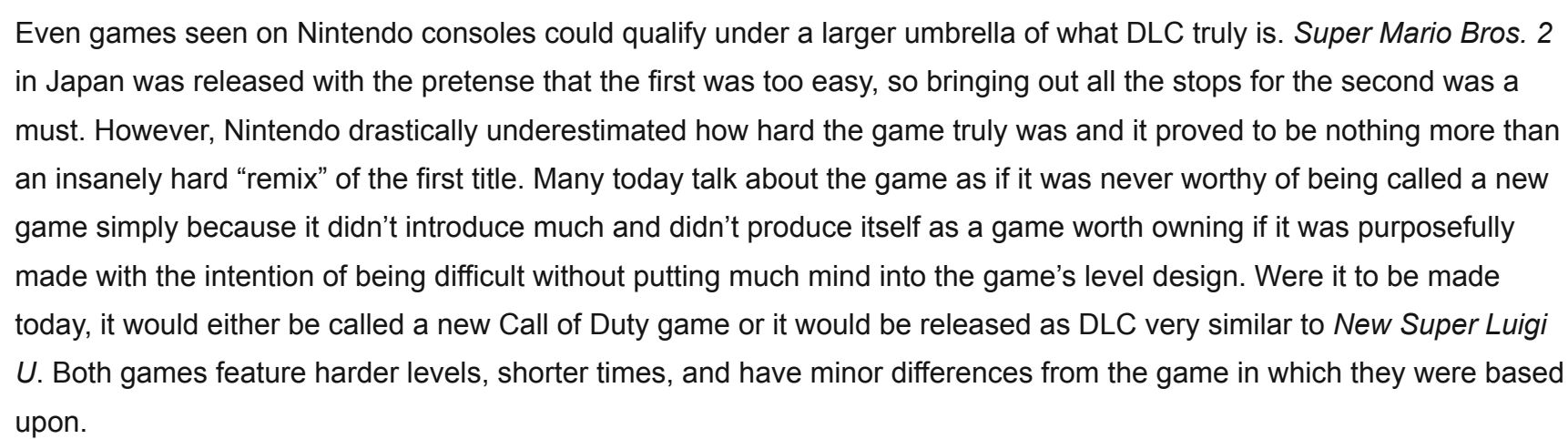
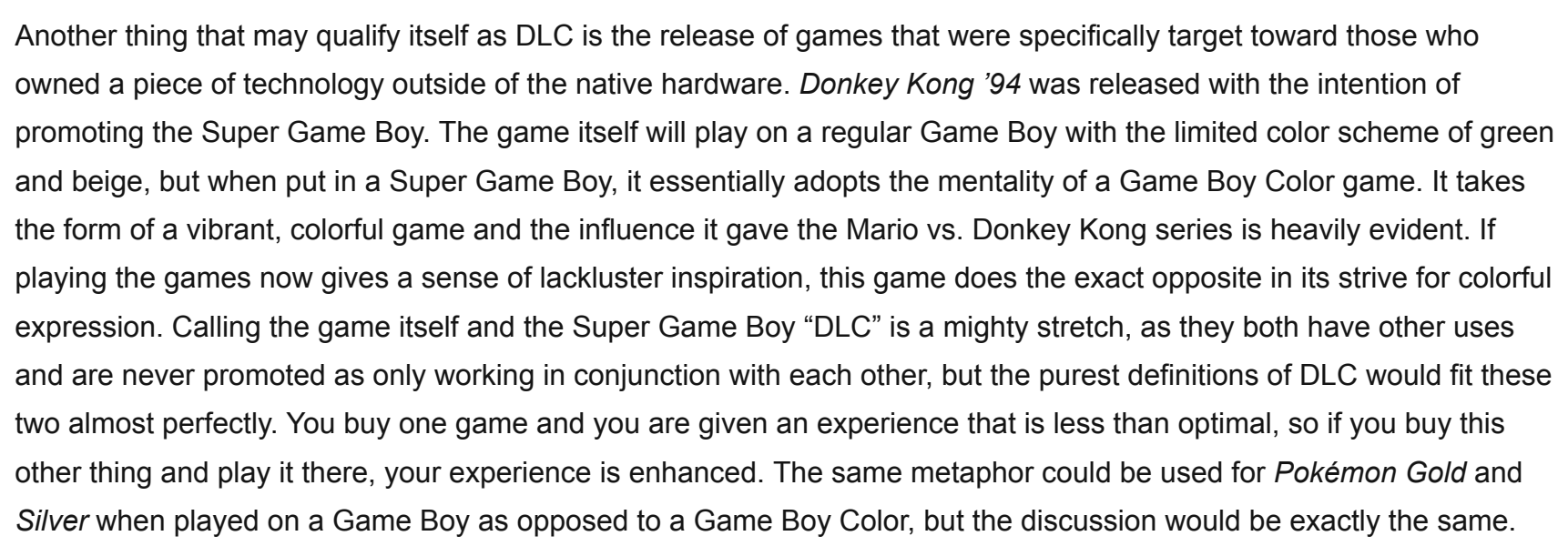


By Shawn Wilkins. Posted 08/06/2015 09:00 [1 Comment](#) [Email](#) [Facebook](#) [Twitter](#) [ShareThis](#)

One of the first examples of DCL was, in my opinion, is the *Sonic & Knuckles* add-on adapter for Sega Genesis. It has all of its roots in what DCL is defined as in 2015, but it also did something that was primarily unseen when it was released. It allowed players to play as Knuckles in games where only Sonic & Tails reigned supreme (*Sonic the Hedgehog 2* & 3), and also gave players the tremendous privilege of playing mirmagines in the first *Sonic the Hedgehog* and in *Sonic Completion*. While *Sonic & Knuckles* was a game in its own right, it essentially had an added capability to turn itself into DCL for prior games. The discussion of whether or not this is one of the first instances of DCL may be up in the air, but if it can be bypassed to discuss whether or not it was worthwhile, the majority can agree that it was a decent, useful, and successful example of DCL.



Currently, games have a number of making themselves easy to access when first released. Many people want to buy a game, play it, and not worry about things of tomorrow. However, it's increasingly popular to make and release DLC not only to retain attention, but to attract new players to the series at hand. For example, *Splatoon*, in today's definition, has no traditional DLC. However, the release of its *Amibo*, which add additional clothing for players to enhance abilities, would qualify it as such. You pay \$15 to get one figure, you play with that figure through various challenges, and your character will be able to use that figure's abilities. Beyond that, there's the periodic DLC that Nintendo is experimenting with, in which players can download new content every few weeks or so—free of charge. It's not a bad attempt at going toward DLC, but it introduces a new mix to things every so often. Nintendo took the concept of DLC, remixed it a tad, and the masses, myself included, eat it up.





DLC has become something that has been ingrained into what would be considered gaming culture. From the abundance of it, to its usage, it has become something every gamer expects when playing games. Even when Nintendo was seemingly against the idea altogether, Smash Bros., Mario Kart, and any game with Amibito support have surfaced and turned the company's attitude around. The hat tip given to Nintendo is that the usage of these things simply makes playing the game a better experience as opposed to looking users out of what would otherwise be considered part of a game's enjoyment. DLC may be a new concept, but its roots and foundation may be found in how we received games released decades ago. Then, everyone saw these tiny enhancements as fun, cool, and almost innovative. Now, it's as if we've grown tired of them and only wish for the full experience, knowing what was presented to us and hoping we'd get the entire thing. Maybe it's a shame that it has to be this way, but the kid living in nostalgia sees a lot of it as a callback to some of the most subtle and best moments in gaming.

One Response to "Old School vs. New DLC"

Leave a Reply

Submit Comment

LIKE AND FOLLOW US  



JOIN THE TEAM AT
NINTENDOJO

You Tube | **CHANNELND**
the official nintendojo
video channel

We Like These People

- **Go Nintendo**
When you want every update ... ever.
- **NF Magazine**
The Force of Nintendo fans!
- **Nintendojo FR**
Our French sister site!
- **Zelda Informer**
Zelda news, walkthroughs and more