

SPIELEGESCHICHTE

ADVENTURE

26. APRIL 2018



Merkmale des Adventure-Genres

- **Single-Player** spielt einen (oder verschiedene) Protagonisten
- Starker Fokus auf **Narration und Exploration**
- Spieler **sammelt Items** und **manipuliert Objekte** in der Spielwelt
- **Rätsel** als zentrales ludisches Element
 - Objekträtsel
 - Informationsrätsel
 - Logikrätsel
 - Finden von Objekten vor komplexen Hintergründen

Subgenres

Narrativer Schwerpunkt

1. Interactive Fiction
2. Text Adventure Games
3. Visual Novels
4. Interactive Movies
5. Exploration games

Rätsel-Schwerpunkt

6. Die ersten Graphic Adventure Games
7. Point And Click Adventure Games
8. Puzzle Adventure Games
9. Escape The Room Games

01: Interactive fiction

Vorläufer: Choose Your Own Adventure Book (Bantam, ab 1976)

- Entwickelt von Quereinsteigern
 - Edward Packard (*1931), Jurist
 - Raymond .A. Montgomery (1936-2014), Lehrer
- Interaktives Lesen
 - Variation durch wechselnde narrative Genres
 - Buchreihe lief bis 1999
 - Packard allein verfasste über 60 Bände

Bilder:

https://upload.wikimedia.org/wikipedia/en/f/f0/Cave_of_time.jpg

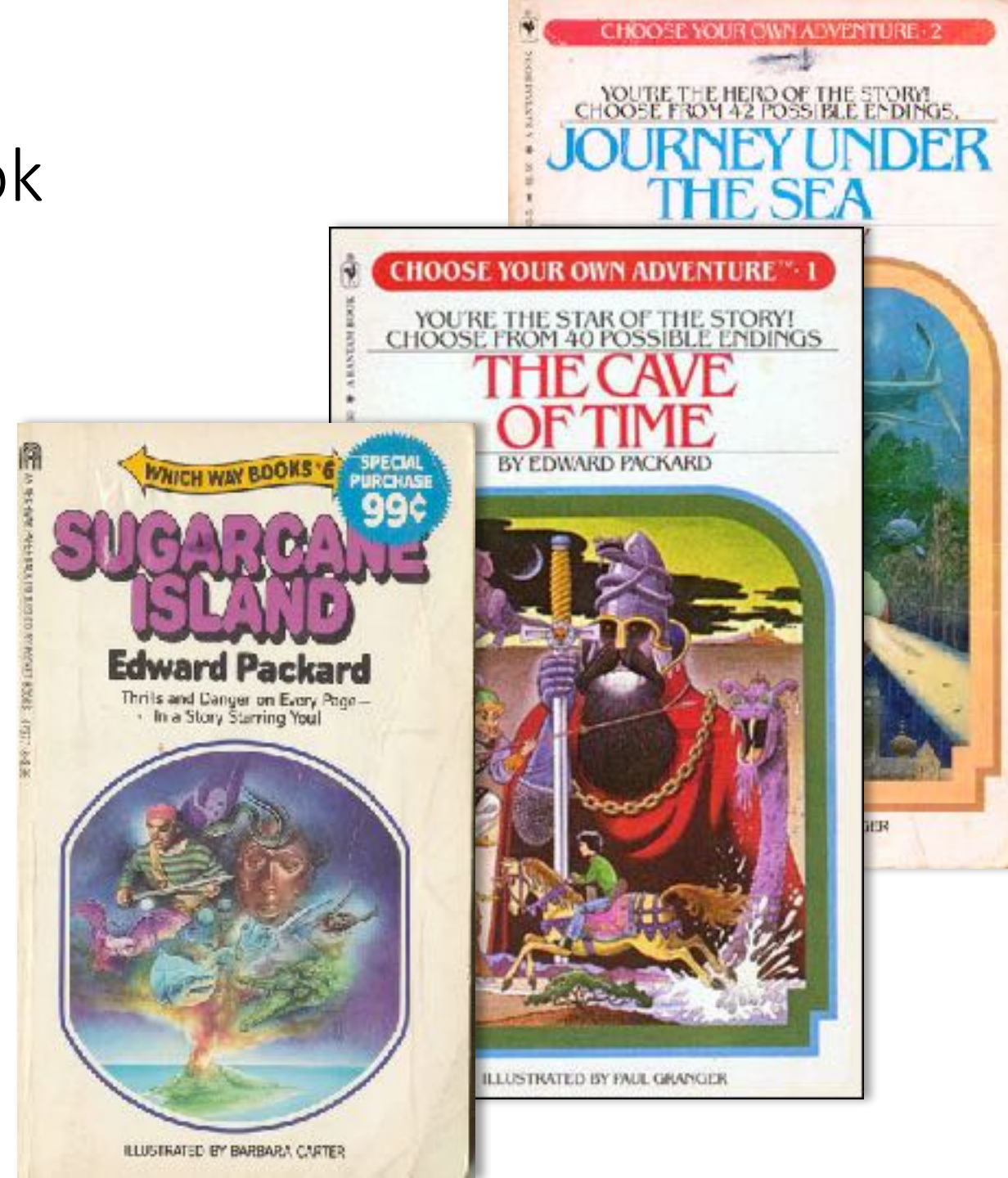
<https://i0.wp.com/www.gamebooks.org/gallery/ww06.jpg>

<https://thoughtcatalog.files.wordpress.com/2013/06/journey1.jpg?w=584&h=992>

Informatives:

<http://mentalfloss.com/article/56160/brief-history-choose-your-own-adventure>

<http://www.npr.org/templates/story/story.php?storyId=129233140>



"Good-bye," Xenglu says sadly. He flaps his wings and another whirlwind kicks up around you, lifting you and Nada off the mountain and out over the range.

"It's a *tengu-kaze*," Nada explains. "A *tengu* wind."

The *tengu-kaze* deposits you, now dressed in farmer's clothes, on the road in the broad valley below. "Look out, stupid farmers!" a voice barks from behind.

You turn slowly to face Sanchiro Miyamoto, who is dressed in ninja armor. "I said get out of the way!" he bellows.

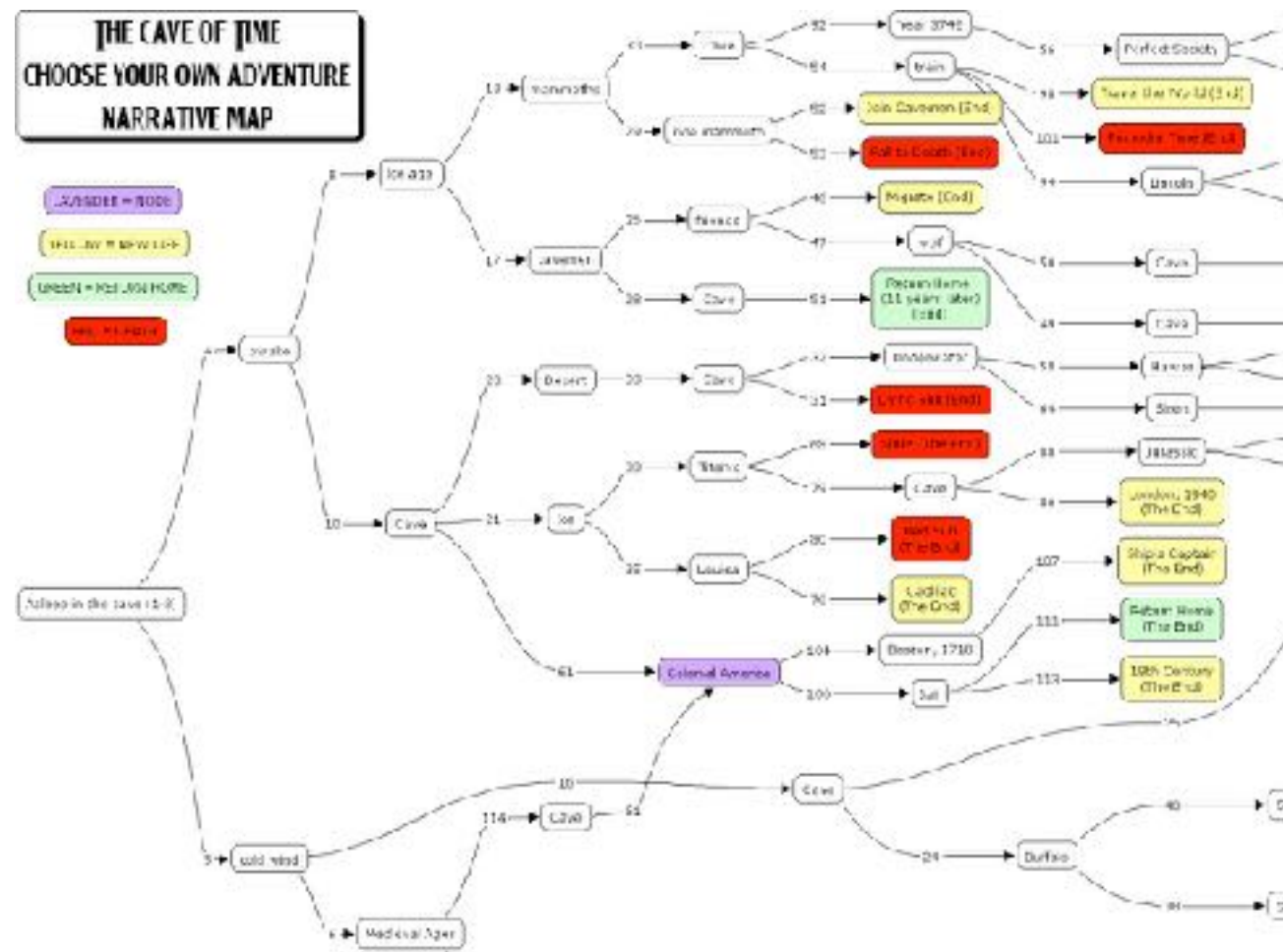
Still you don't move. He draws his sword. Suddenly you have a fear that this might be Xenglu's last trick—to set you up for Sanchiro.



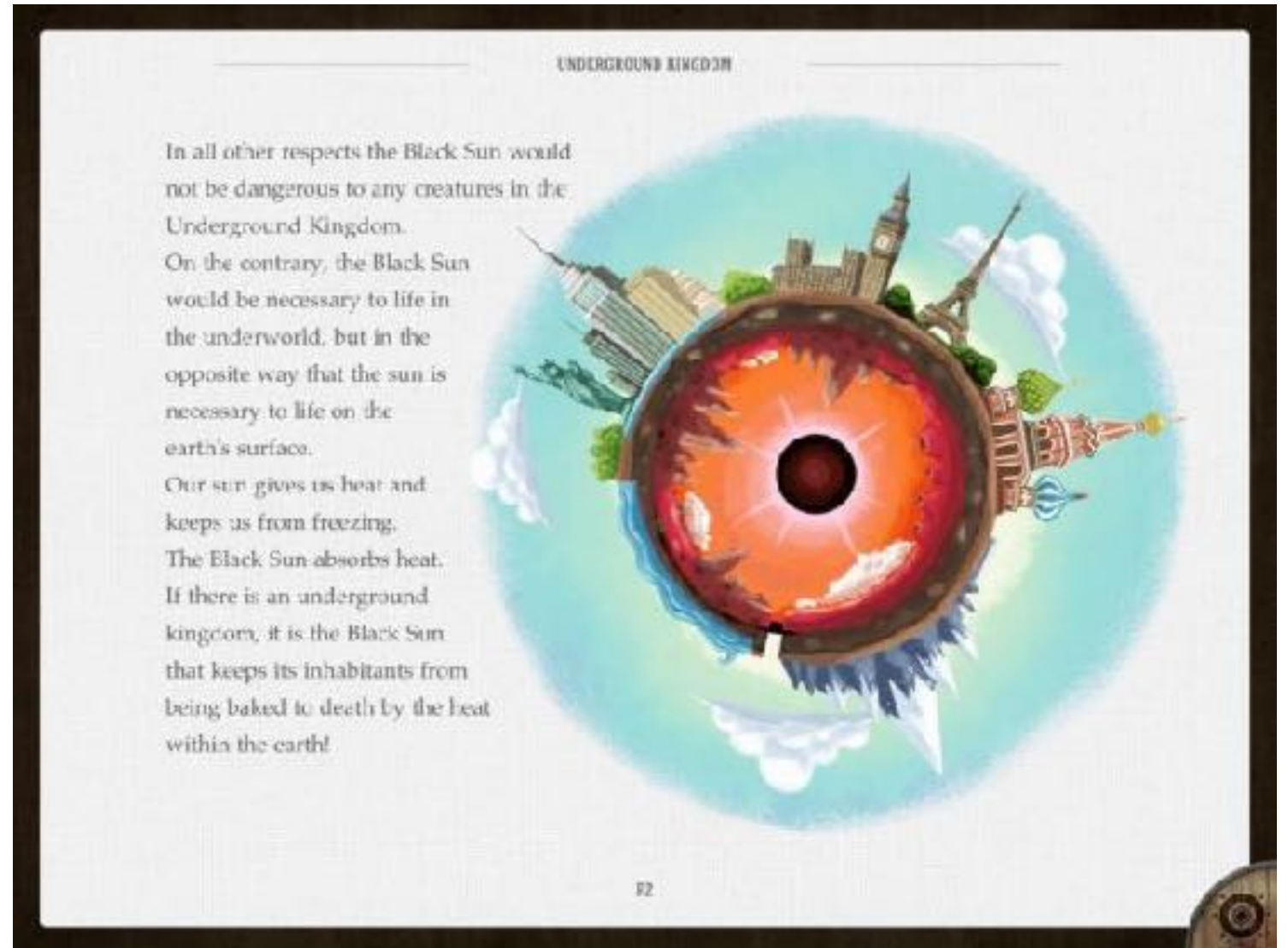
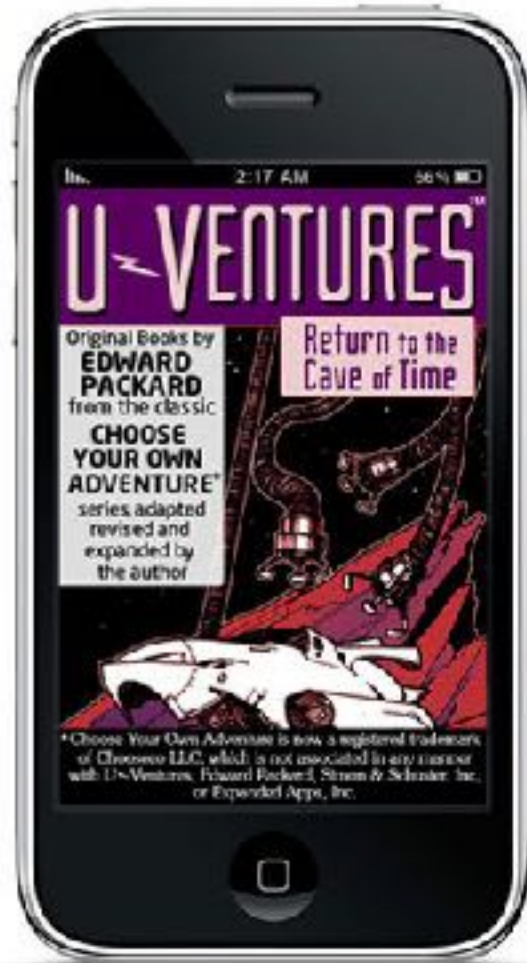
If you decide to grab Nada and dive out of the way, turn to page 78.

If you stand your ground, turn to page 11.

Merkmale des Choose Your Own Adventure



Fortführung des Genres in App-Formaten (Simon & Schuster, ab 2012 / Visual Baker, 2013)



02: Text Adventure Game

Merkmale des Text Adventure Games

- **Textbasierte Darstellung**
 - Illustrationen und Sound integrierbar
 - Zeit oft in Zügen strukturiert
 - Raumorientierte Dramaturgie
- **Steuerung durch Text-Parser**
 - Später: Arrows, Mouse etc.
- Eingabe: Grundelemente sind **Verben** und **Nomen**
 - Z.B. „take key“
- Auf dieser Grundlage werden **weitere Elemente** darstellbar
 - Level-Objekte, Items
 - Figuren, Dialoge
 - Menüs

Zeitgenössische Textadventure-Engines

QUEST (klassisch)

<http://textadventures.co.uk/quest>

ADRIFT (Mischform, viel Drag & Drop)

<http://www.adrift.co/cgi/adrift.cgi>

TWINE (html-basiert, kein Textparser)

<http://twinery.org/>

INFORM

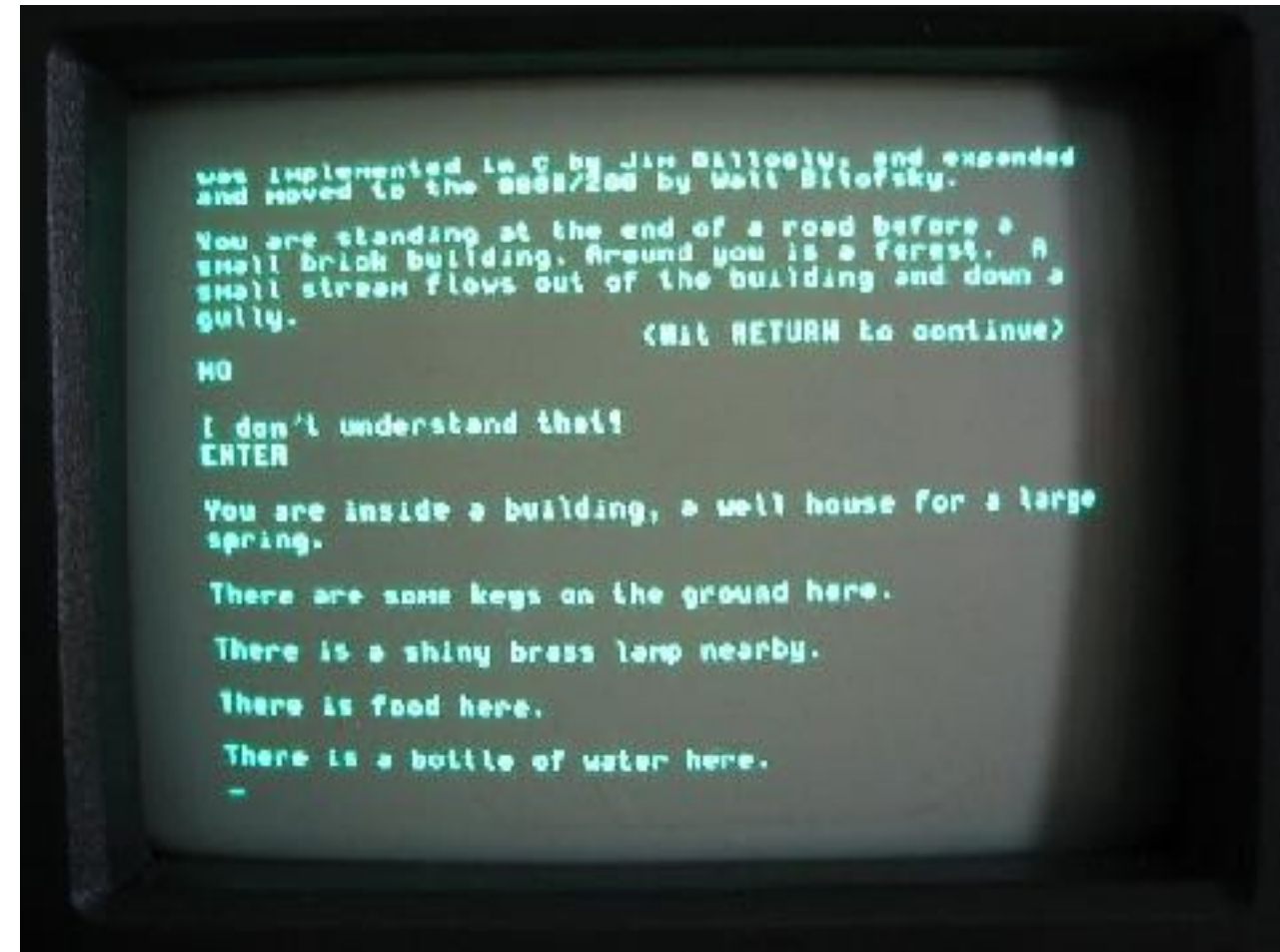
<http://inform7.com/>

INKLEWRITER

<https://writer.inklestudios.com/>

Colossal Cave Adventure (W. Crowther, um 1975)

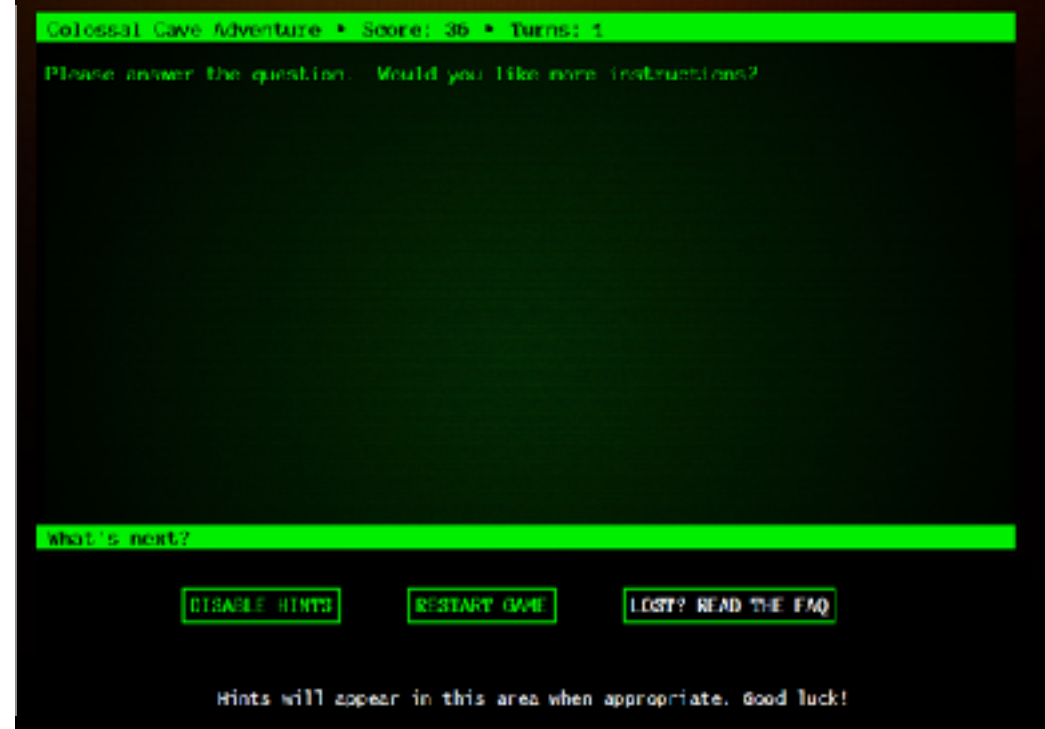
- Urversion von William Crowther
 - ARPAnet-Entwickler, Höhlenforscher, D&D-Spieler
 - Zunächst Weitergabe unter der Hand
- Verwendet verb-noun parser
 - Prädikat / Objekt
 - „press button“, „enter“ usw.



<http://rickadams.org/adventure>

https://upload.wikimedia.org/wikipedia/commons/3/3b/You_are_standing.jpg

Remake (AMC 2014)
<http://www.amc.com/shows/halt-and-catch-fire/exclusives/colossal-cave-adventure>



Zork I bis III (Infocom, 1977-1982)

```
the path.
+ [37;7m+[01;01H Forest Path                               Score: 0
  Moves: 2      ← [0m+[25;01H>u
Up a Tree
You are about 10 feet above the ground nestled among some large branches. The
nearest branch above you is above your reach.
Beside you on the branch is a small bird's nest.
In the bird's nest is a large egg encrusted with precious jewels, apparently
scavenged by a childless songbird. The egg is covered with fine gold inlay,
and ornamented in lapis lazuli and mother-of-pearl. Unlike most eggs, this one
is hinged and closed with a delicate looking clasp. The egg appears extremely
fragile.
+ [37;7m+[01;01H Up a Tree                                   Score: 0
  Moves: 3      ← [0m+[25;01H>get egg
Taken.
+ [37;7m+[01;01H Up a Tree                                   Score: 5
  Moves: 4      ← [0m+[25;01H>d
Forest Path
+ [37;7m+[01;01H Forest Path                                   Score: 5
  Moves: 5      ← [0m+[25;01H>s
```

Siehe hierzu Interviews mit Tim Anderson: <http://www.ifarchive.org/if-archive/infocom/articles/NZT-Zorkhistory.txt>

<https://web.archive.org/web/20060427000213/http://www.csd.uwo.ca/Infocom/Articles/NZT/zorkhist.html>
http://www.gamesetwatch.com/2008/09/great_scott_infocoms_alltime_s.php
<https://i.ytimg.com/vi/IES-pG2PmHc/maxresdefault.jpg>

SOFTSEL				
This Week	Last Week	Weeks on Chart	RECREATION	
1	1	64	Zork I	Infocom • AP, AT, CP/M, IBM, C64, DEC, TIP
2	4	19	Lode Runner	Broderbund • AP, VC, AT, IBM, C64
3	2	39	Zaxxon	Datasoft • AP, TRS, AT
4	3	65	Choplifter	Broderbund • AP, AT, C64
5	5	64	Frogger	Sierra On-Line • AP, AT, IBM, C64
6	6	61	Deadline	Infocom • AP, TRS, AT, CP/M, IBM, C64, DEC, TIP
7	7	62	Zork II	Infocom • AP, AT, CP/M, IBM, C64, DEC, TIP
8	11	5	Ultima III	Origin Systems • AP, AT
9	8	60	Snooper Troops #1	Spinnaker • AP, AT, IBM, C64
10	9	64	Temple of Apshai	Epyx • AP, VC, AT, IBM, C64
11	12	54	Zork III	Infocom • AP, AT, CP/M, IBM, C64, DEC, TIP
12	33	66	Wizardry	Sir-Tech • AP
13	15	12	Legacy of Lylgamyn	Sir-Tech • AP
14	14	51	Castle Wolfenstein	Muse • AP, AT, C64
15	21	13	Planetfall	Infocom • AP, TRS, AT, CP/M, IBM, C64, DEC, TIP
16	10	36	Jump Man	Epyx • AP, AT, C64
17	19	51	Flight Simulator	Microsoft • IBM
18	31	22	Witness	Infocom • AP, TRS, AT, IBM, C64, DEC, TIP
19	30	60	Knight of Diamonds	Sir-Tech • AP
20	13	13	Telengard	Avallon Hill • AP, TRS, AT
21	16	51	Ultima II	Sierra On-Line • AP, AT, IBM
22	23	39	Ft. Apocalypse	Synapse • AT, C64
23	17	7	Enchanter	Infocom • AP, AT, IBM, DEC, TIP
24	18	19	Blue Max	Synapse • AT, C64
25	27	47	Miner 2049er	Micro Lab • AP, IBM
26	41	3	Pitstop	Epyx • AT, C64
27	25	35	Suspended	Infocom • AP, AT, IBM, C64, DEC, TIP
28	22	63	Sargon II	Hayden • AP, TRS, AT, C64, COM
29	45	8	Millionaire	Bluechip • AP, AT, CP/M, IBM, C64, DEC, TIP
30	24	54	"Night Mission" Pinball	Sublogic • AP, AT, IBM, C64, DEC, TIP
31	26	54	Flight Simulator II	Sublogic • AP, TRS
32	28	50	Murder by the Dozen	CBS Software • AP, IBM, C64
33	32	4	Sargon III	Hayden • AP
34	38	3	Blunderbush	Broderbund • AT

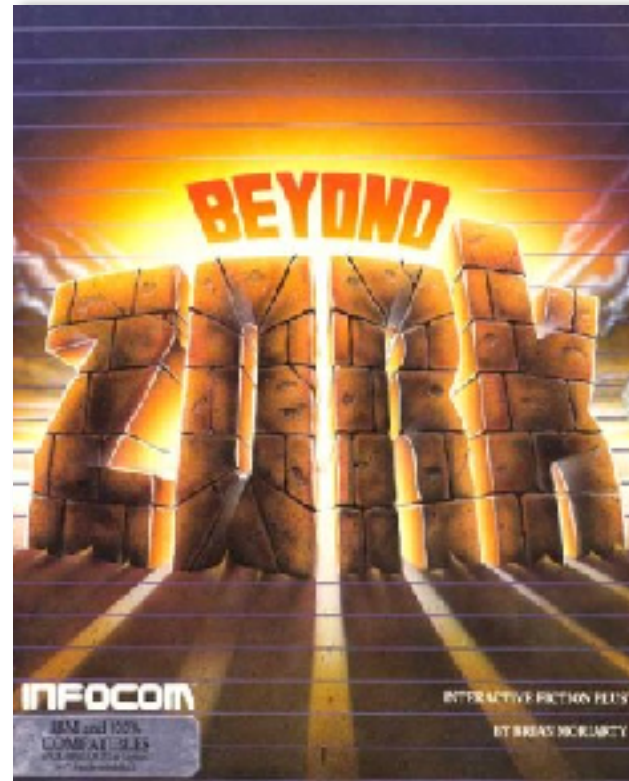
The Softsel bestseller list for December 12, 1983. <http://web.mit.edu/6.833/www/Fall2000/infocom/infocom-paper.pdf>

Erfolg der Z-machine



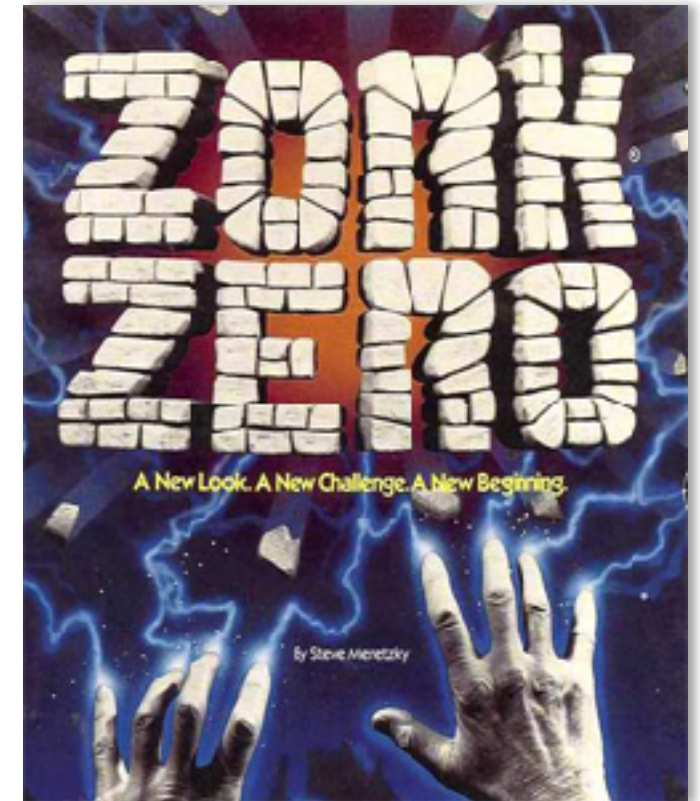
1985

1000 Wörter



1987

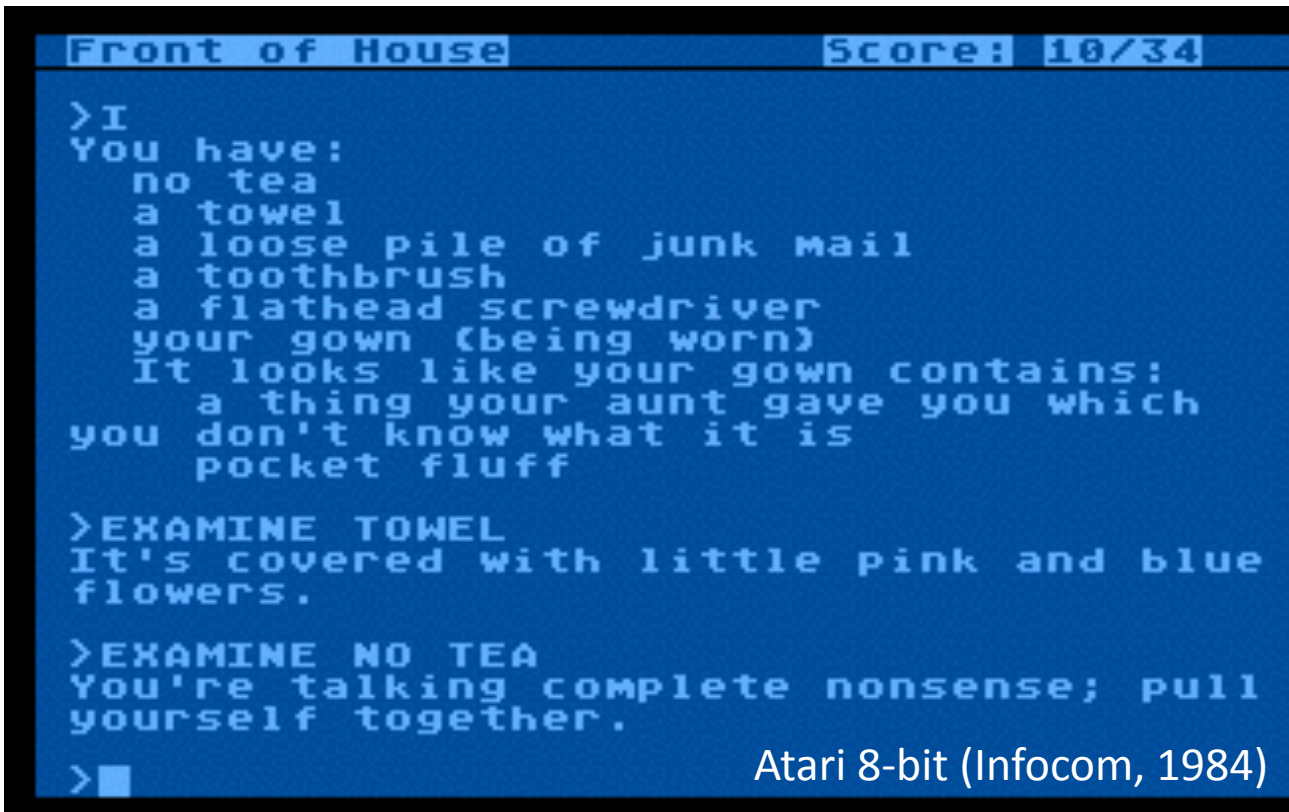
1569 Wörter,
Mouse-Interaktion mit ASCII-Karte



1988

>1600 Wörter,
Menüführung

The Hitchhiker's Guide to the Galaxy (Infocom, 1984)



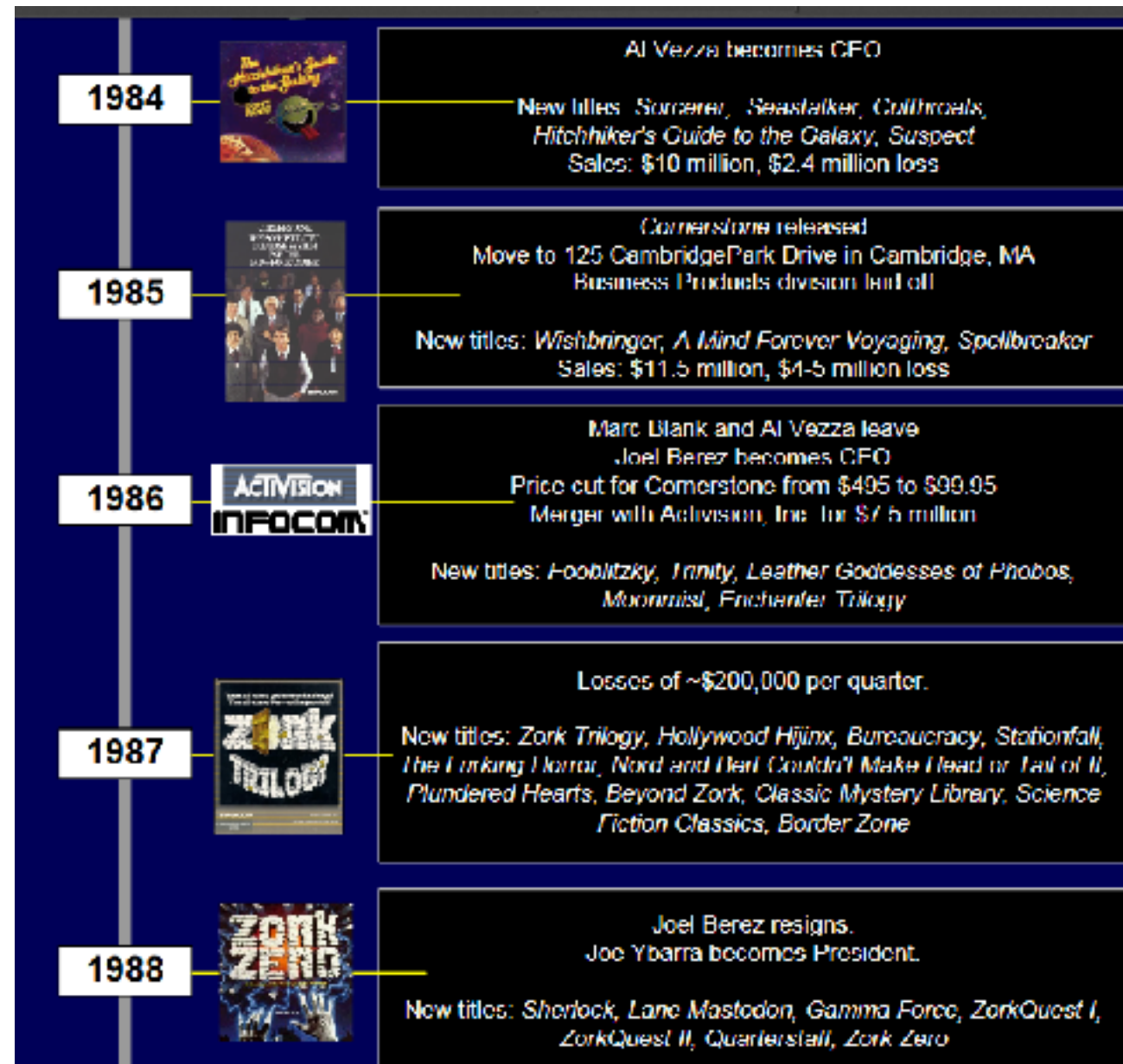
<http://www.mobygames.com/game/atari-8-bit/hitchhikers-guide-to-the-galaxy/>

Online-Version der BBC (2014) spielbar unter <http://www.bbc.co.uk/programmes/articles/1g84m0sXpnNCv84GpN2PLZG/the-hitchhikers-guide-to-the-galaxy-game-30th-anniversary-edition>



Infocoms Niedergang

- 1985:
 - Veröffentlichung von Cornerstone
 - Allgemeine Schrumpfung der Softwarebranche
- 1986
 - Cornerstone wird von \$495 auf \$99,95 reduziert
 - Fusion mit Activision für \$7,5 Mio.
 - Weiterhin Verluste trotz erfolgreicher Spiele
- 1989
 - Activision schließt Infocom und übernimmt 1/5 der Mitarbeiter

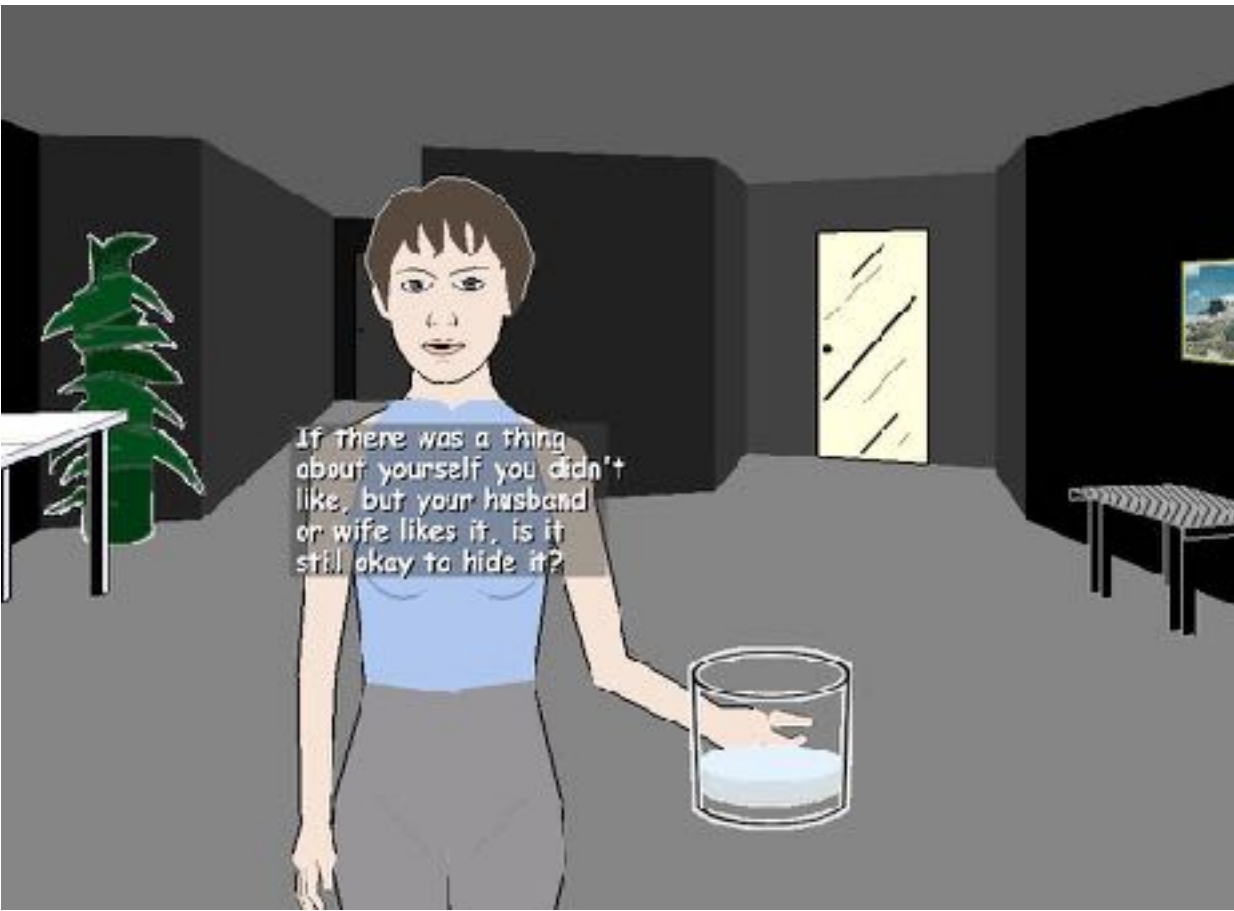


Hugo's House of Horrors

(Gray Design Associates, 1990)

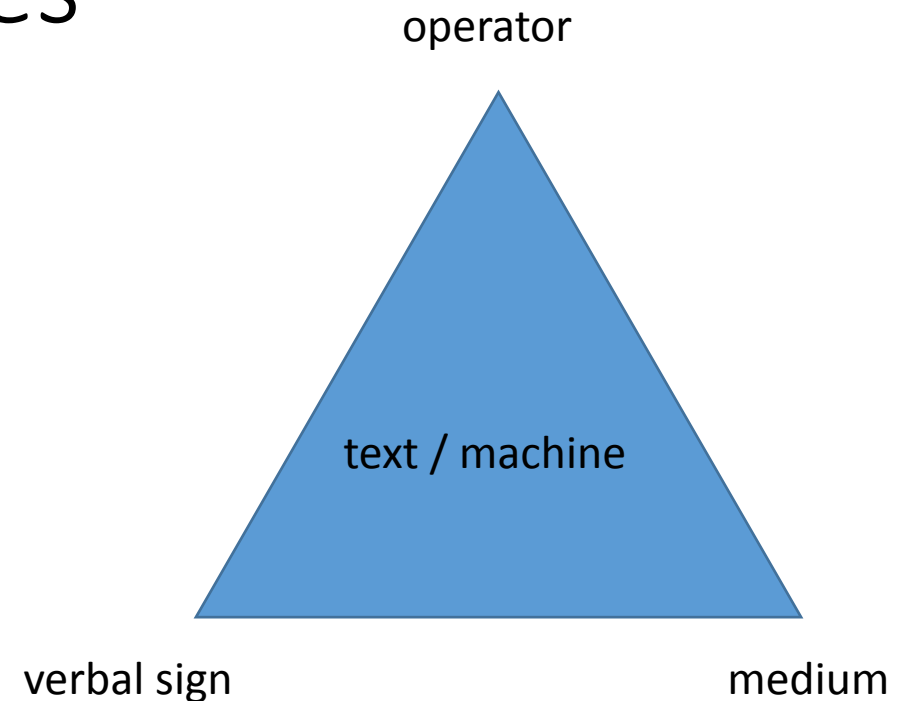


Façade (Procedural Arts LLC, 2005)



Impuls für die Game Studies

- Cybertext (1997)
 - Texte, die als Maschine betrachtet werden: „ergodische Literatur“
 - In den Game Studies: Espen Aarseth, Markku Eskelinen
 - Siehe auch: <http://cybertext.hum.jyu.fi/search.php>
- Multi-User-Dungeons (MUDs)
 - Bartle & Trubshaw ab 1980
 - Vorläufer der MMOs



Vgl. Aarseth, Espen: *Cybertext. Perspectives on Ergodic Literature*.
Baltimore: Johns Hopkins University Press, 1997

03: Visual Novels

Erben der Interactive Fiction

Merkmale des Visual Novel

- Text und statische Visualisierung
 - Auch als Sound Novel oder Kinetic Novel
 - 1st-Person-Perspective
 - Anime-Ästhetik
- Verzweigte Narration
 - Non-linear, verschiedene Enden (Adventure)
 - Moralsystem bzw. Mood-Points üblich (Dating Sim)
- Liebes-Adventure (*ren'ai ge*)
 - Dating Sim
 - Tragikomödie (*nakige*), Tragödie (*utsuge*)
 - Erotik (*ero ge*, *yaoi*)
- Digital Novel
 - Fantasy, SciFi, Horror etc.
 - Fan-Fiction (*dojinshi*)

VISUAL NOVEL ENGINES

Ren'Py

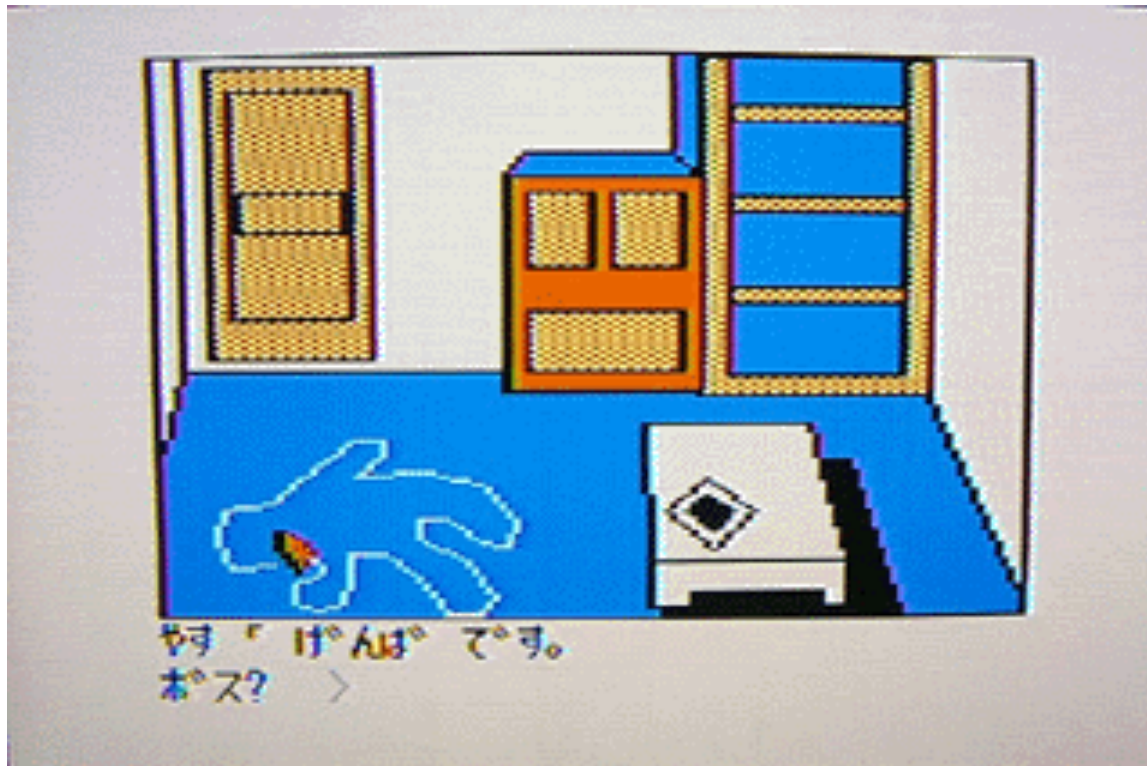
<https://www.renpy.org/>

KiriKiri-kag

<https://sourceforge.net/projects/kirikirikag/>

Frühe Genrevertreter

Portopia Renzoku Satsujin Jiken (The Portopia Serial Murder Incident; Enix 1983)



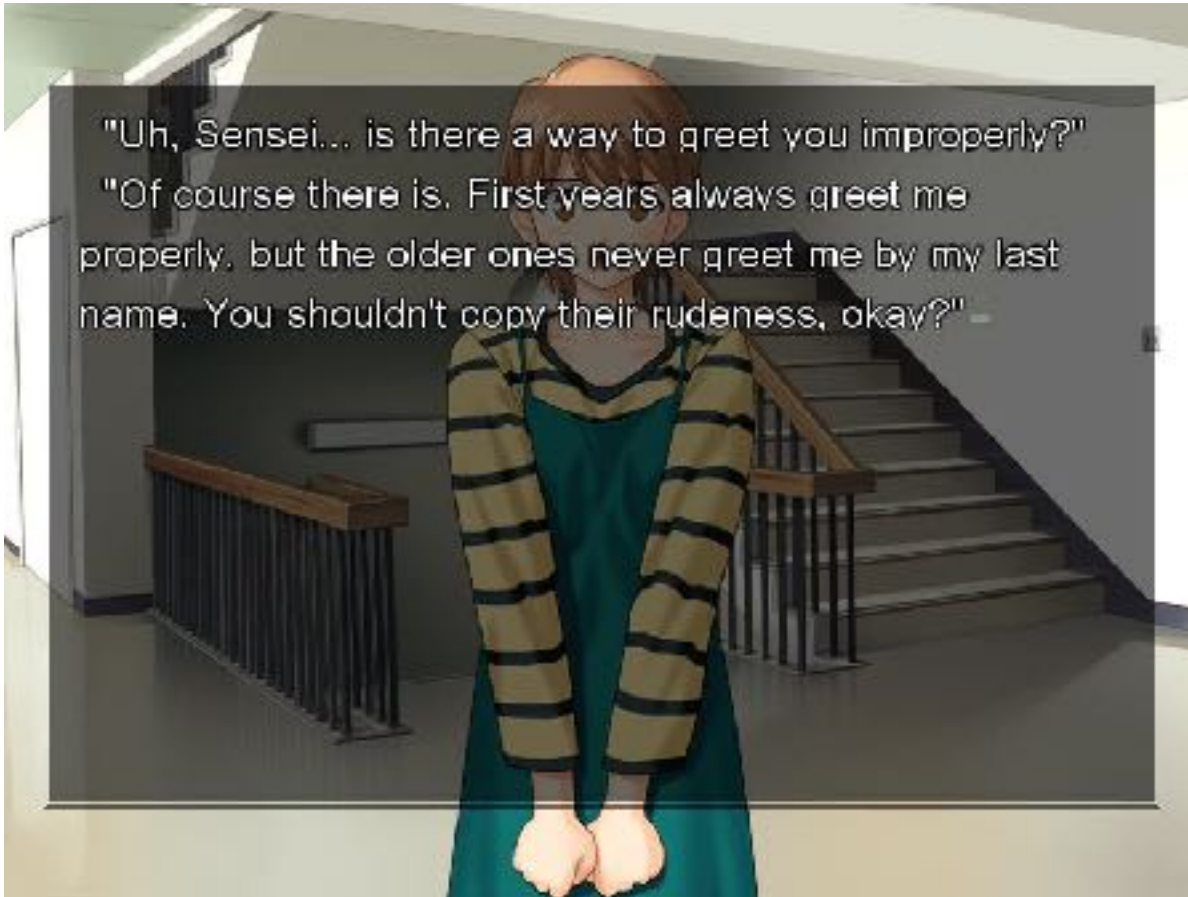
https://en.wikipedia.org/wiki/The_Portopia_Serial_Murder_Case#/media/File:Portopia_PC-6001.gif
<http://www.mobygames.com/game/nes/suish-no-dragon/screenshots/gameShotId,573145/>

Suishō no Dragon (Square 1986)



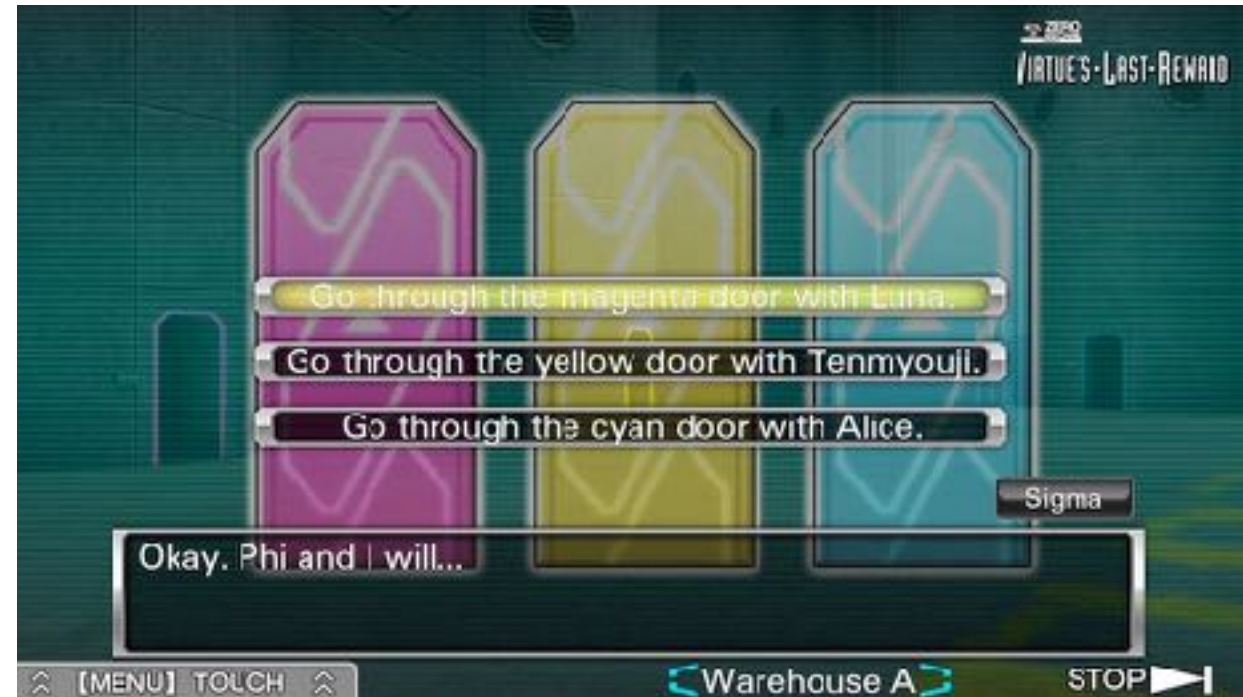
Verzweigte Narration

Fate/stay night (Type-Moon 2004)



<http://www.mobygames.com/game/windows/fatestay-night/screenshots/gameShotId.681819/>

Zero Escape: Virtue's Last Reward (Chunsoft 2012)



<http://www.mobygames.com/game/ps-vita/zero-escape-volume-2-virtues-last-reward/screenshots/gameShotId.650018/>

Dating Sim: Tokimeki Memorial (Konami, 1994)



Ren'ai: Hatoful Boyfriend (MIST[PSI]PRESS 2011)



<http://www.mobygames.com/game/windows/hatoful-boyfriend/screenshots/gameShotId,621929/>

<http://www.mobygames.com/game/windows/hatoful-boyfriend/screenshots/gameShotId,621930/>

Ren'ai: Crying Game (nakige)

Tu Hāto

(To Heart; Aquaplus, 1997)



Clannad (Visual Art's 2004)



<http://www.mobygames.com/game/to-heart/cover-art/gameCoverId,300110/>

<http://www.mobygames.com/game/clannad/promo/imageType,1/promoImageId,19594/>

Ren'ai: Erotic Game (eroge) und Boy-Love-Game (yaoi)

YU-NO: A Girl Who Chants Love at the Bound of this World (ELF Corporation 1996)



Enzai – Falsely Accused
(Langmaor 2002 / JAST USA 2006)



04: Interactive Movies

Merkmale des Interactive Movie

- Realfilm, auf dessen zeitlichen Ablauf Zuschauer Einfluss nehmen können
 - Eingeschränkte Interaktivität
 - Springt von Clip zu Clip
 - Kompression, um Datenmenge zu reduzieren
- Höhepunkt zwischen 1985 und 1995
 - Laserdisk
 - CD-ROM

Kinoautomat (R: Radúz Činčera, Ján Roháč. Kanada, 1967)

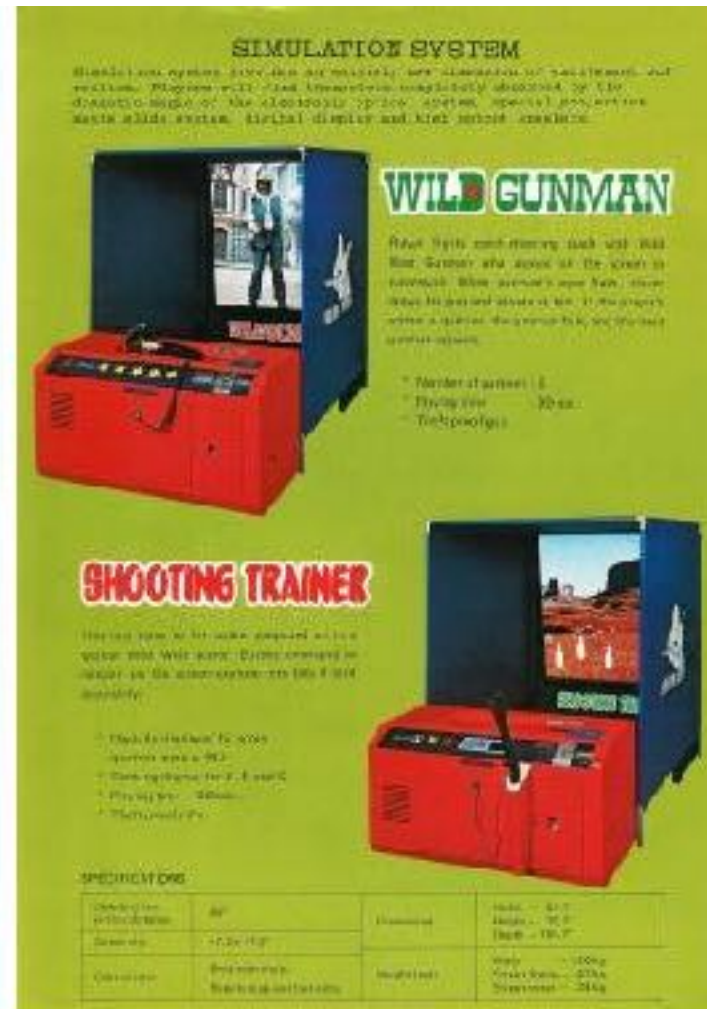


<http://trends.cmf-fmc.ca/media/uploads/blog/Dec6-2.jpg>

http://www.ceskatelevize.cz/ct24/sites/default/files/styles/scale_1180/public/images/1512093-19158.jpg?itok=wtsbV__t

Wild Gunman (Nintendo 1974)

<https://btrretroarcade.files.wordpress.com/2013/04/wildgunman.jpg>
https://upload.wikimedia.org/wikipedia/en/f/f5/NES_Wild_Gunman.png



Dragon's Lair (Cinematronics, 1983)



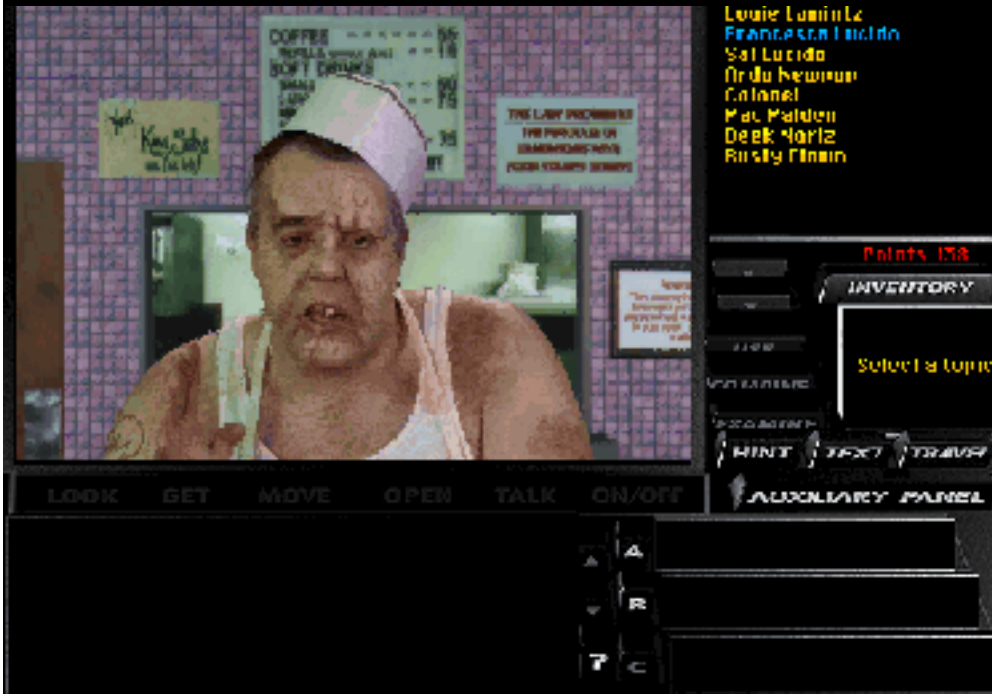
Stärkere Verbreitung dank der CD-ROM

<http://www.mobygames.com/game/under-a-killing-moon/screenshots>
<http://www.mobygames.com/game/windows/x-files-game/screenshots>

Under a Killing Moon

(Access Software 1994)

(Access Software 1994)



The X-Files Game (Fox Interactive, 1998)

Interactive, 1998)



Neuere Vertreter

<http://www.mobygames.com/game/windows/tesla-effect-a-tex-murphy-adventure/screenshots>
<http://www.mobygames.com/game/her-story/screenshots>

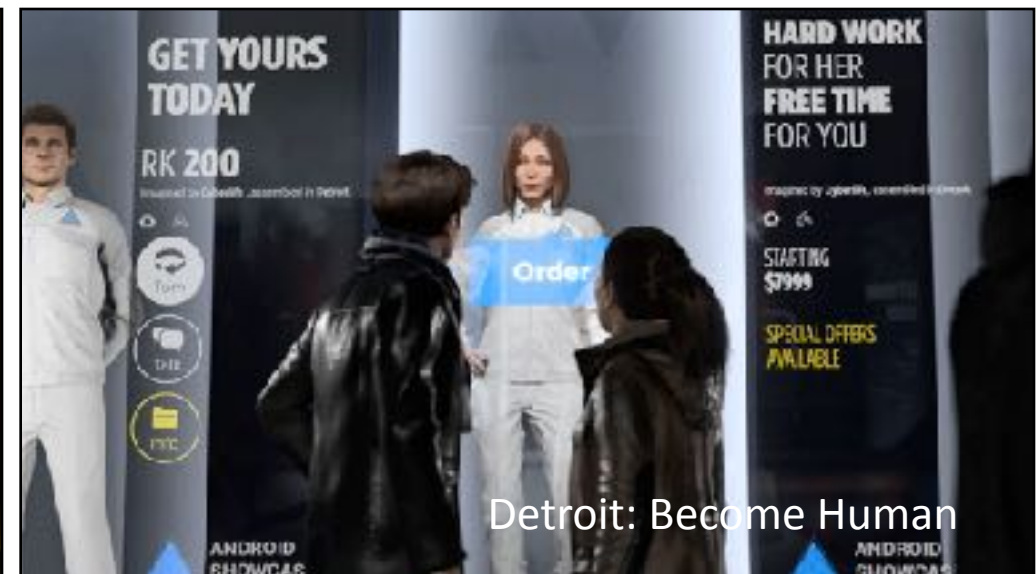


Tesla Effect: A Tex Murphy Adventure (Atlus, 2014)



Her Story (Sam Barlow, 2015)

Quantic Dream



05: Exploration Games

Merkmale des Exploration Games

- Wenige oder keine Rätsel
- Level-Atmosphäre
- Emergente Narration



Gone Home (The Fullbright Company, 2013)



Exploration Game: Open World

Dear Esther (Thechineseroom, 2012)

<http://www.mobygames.com/game/macintosh/dear-esther/screenshots>

The Vanishing of Ethan Carter (The Astronauts, 2014)

<http://www.mobygames.com/game/vanishing-of-ethan-carter/screenshots>



The Stanley Parable (Galactic Cafe 2013)



06: Die ersten Graphic Adventure Games

Von den 80ern in die 90er: On-Line Systems / Sierra On-Line



- King's Quest Series (1980-1998; 5-teilige Serie 2015)
- Space Quest Series (1986-1995, Remake 2011)
- Leisure Suit Larry Series (1987-2004, Reload 2013)
- Quest for Glory Series (1989-1998)
- 1997: Diablo: Hellfire
- 1998: Half-Life
- 1999: Homeworld



Roberta und Ken Williams

Mystery House

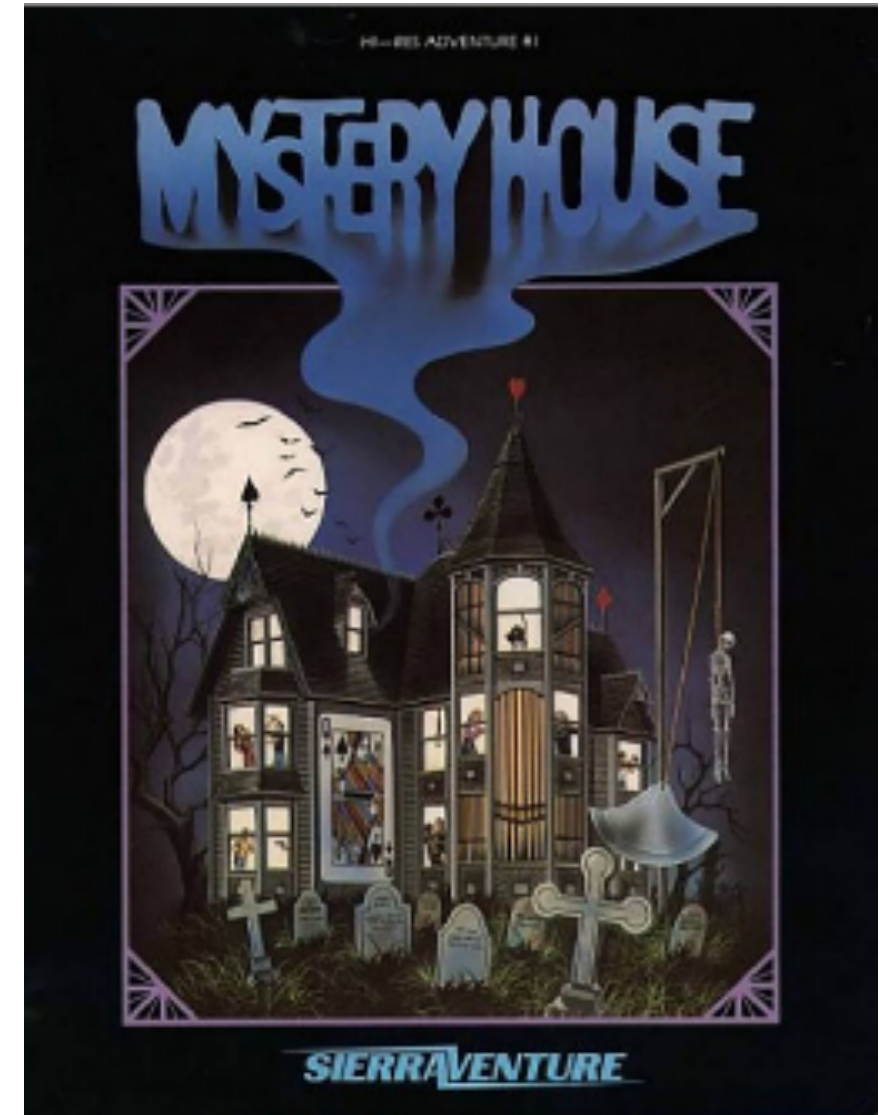
(On-Line Systems 1980)



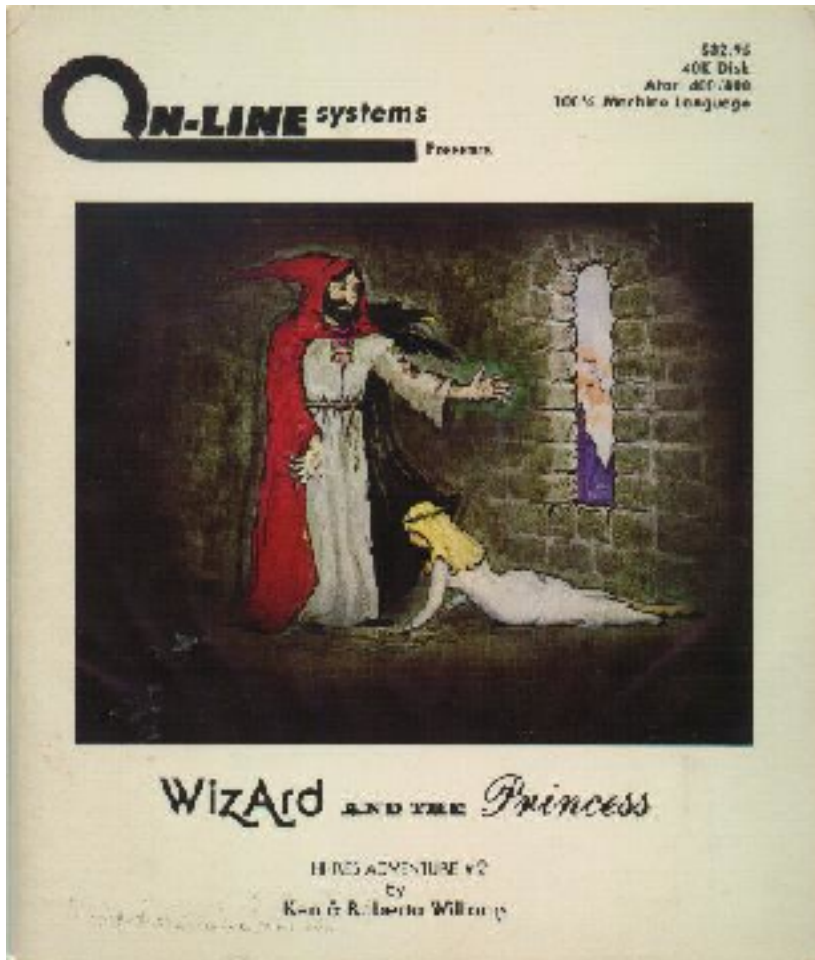
https://upload.wikimedia.org/wikipedia/commons/a/a0/Mystery_House_-_Apple_II_render_emulation_-_2.png

https://archive.org/details/Hi-Res_Adventure_1_Mystery_House_1980_On-Line_Systems

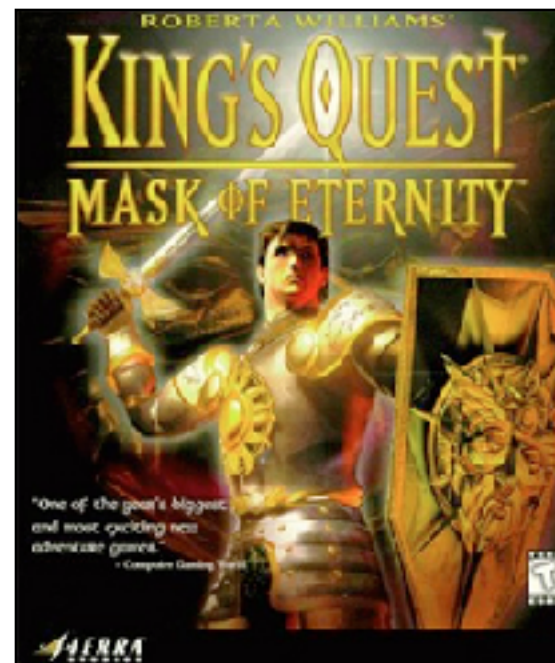
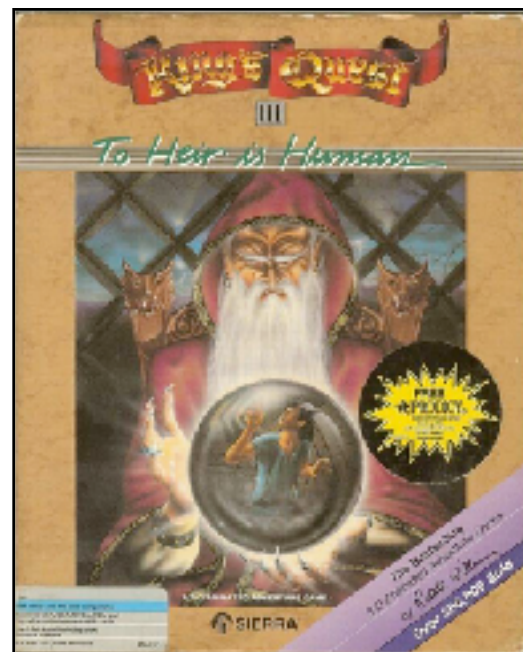
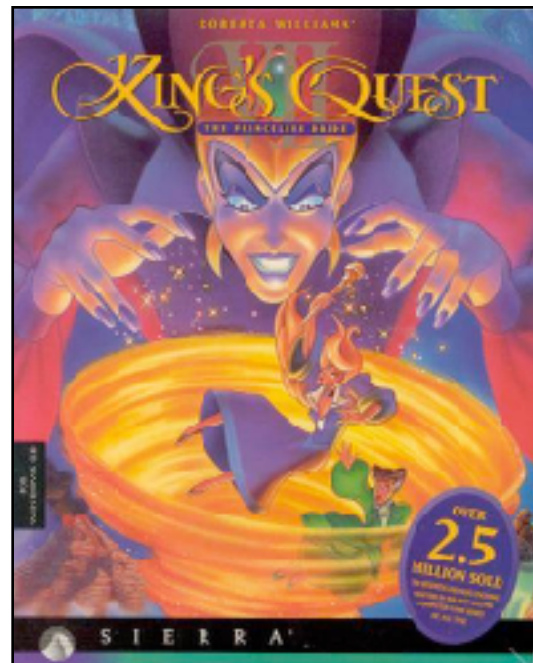
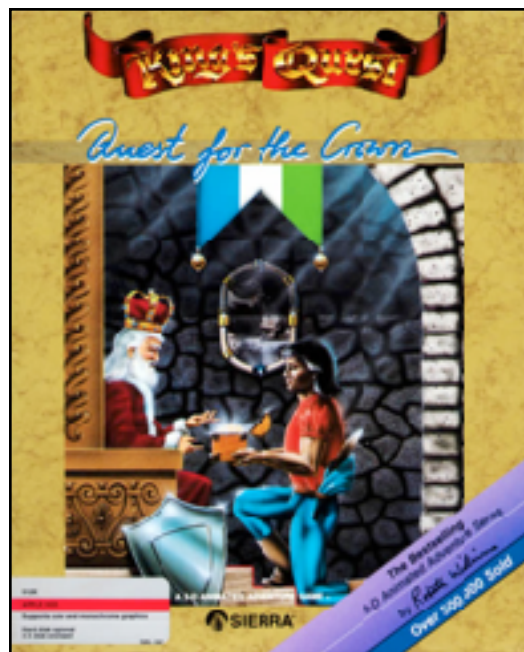
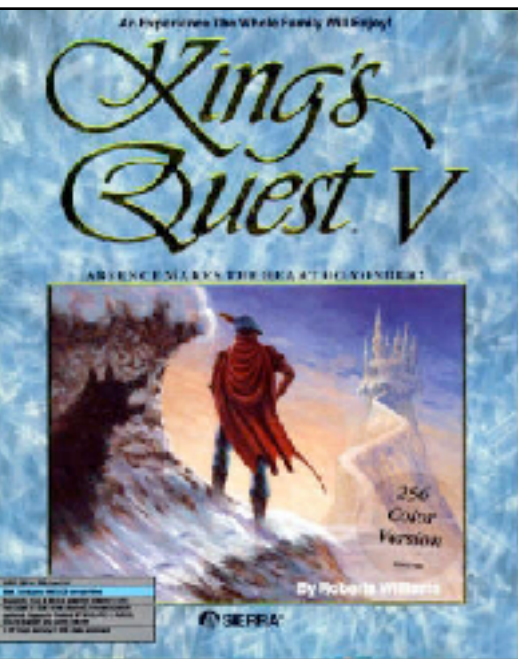
https://upload.wikimedia.org/wikipedia/en/4/47/Mystery_House_Cover.png



Wizard and the Princess (On-Line Systems 1980)



King's Quest Series (Sierra, ab 1980)





King's Quest Series 1

<http://www.mobygames.com/game/kings-quest/screenshots>

<http://www.mobygames.com/game/kings-quest-vi-heir-today-gone-tomorrow/screenshots>



King's Quest VI: Heir Today, Gone Tomorrow
(Sierra On-Line, 1992)





King's Quest: Mask of Eternity
(Sierra On-Line, 1998)



King's Quest Series 2

<http://www.mobygames.com/game/windows/kings-quest-mask-of-eternity/screenshots>

<http://www.mobygames.com/game/kings-quest-chapter-i-a-knight-to-remember/screenshots>



King's Quest: Chapter I - A Knight to Remember
(Sierra, 2015)



Sierras Kooperation mit IBM

- King's Quest als Marketing-Vehikel für den PCjr von IBM
- Eigens entwickelte Engine: Adventure Game Interpreter (AGI)

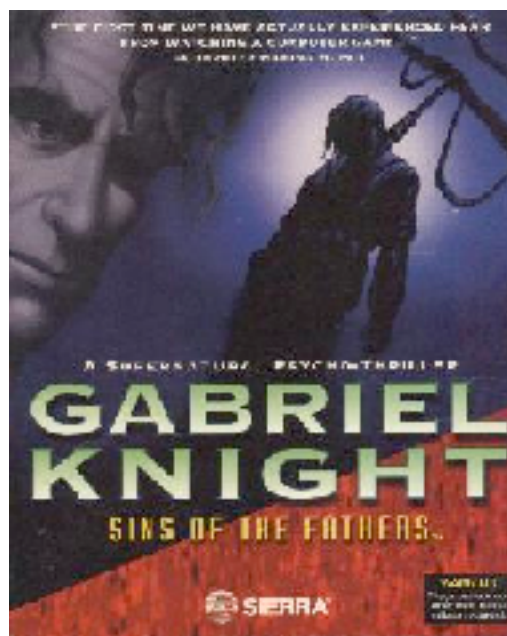
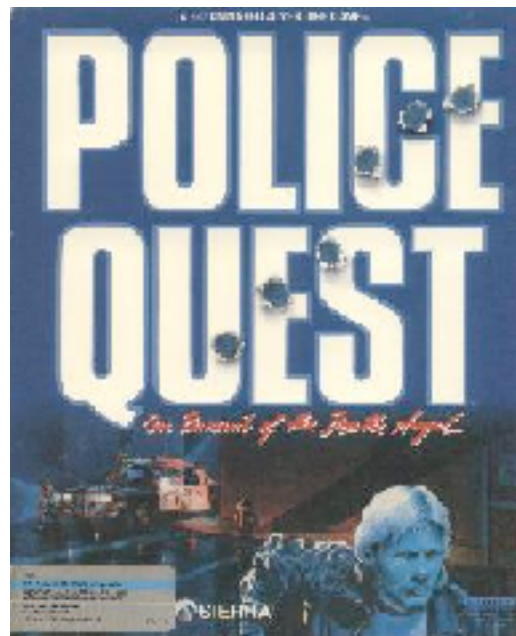
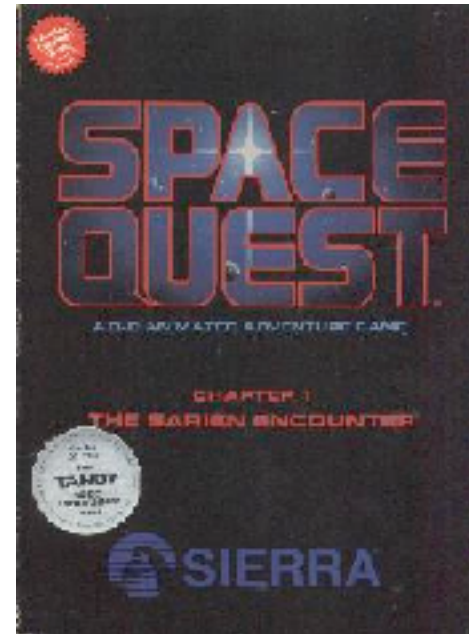
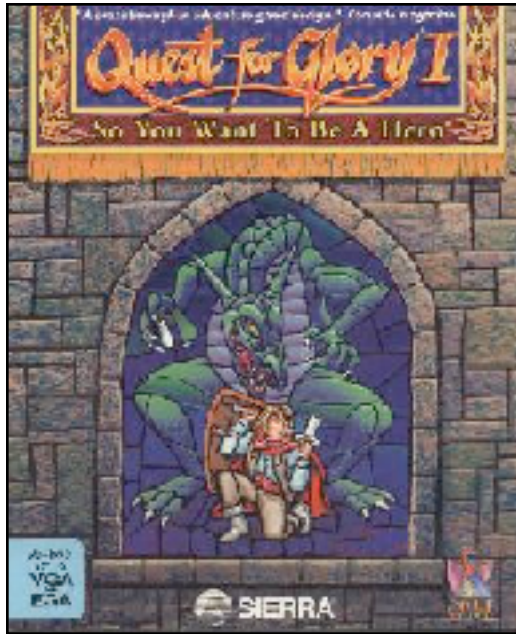
-
- *Wizard and the Princess* (1980) / *Adventure in Serenia* (1982)
 - *King's Quest* (PCjr, 1983/1984) / *King's Quest: Quest for the Crown* (1984/1987) / *King's Quest: Quest for the Crown* (Sega Master System, 1989) / *King's Quest I: Quest for the Crown* (1990)
 - *King's Quest II: Romancing the Throne* (1985/1987)
 - *King's Quest III: To Heir Is Human* (1986)
 - *King's Quest IV: The Perils of Rosella* (1988 – enhanced Sierra's Creative Interpreter)
 - *King's Quest V: Absence Makes the Heart Go Yonder!* (1990) / *King's Quest V* (NES, 1992)
 - *King's Quest VI: Heir Today, Gone Tomorrow* (1992)
 - *King's Quest VII: The Princeless Bride* (1994)
 - *King's Quest: Mask of Eternity* (also known as *King's Quest VIII: Mask of Eternity*)^{[1][2]} (1998)
 - *King's Quest* (2015), an episodic reboot game by *The Odd Gentlemen*

https://en.wikipedia.org/wiki/King%27s_Quest
https://upload.wikimedia.org/wikipedia/commons/7/70/PCjr_expanded_cropped.jpg



Von AGI zu SCI (Sierra's Creative Interpreter)

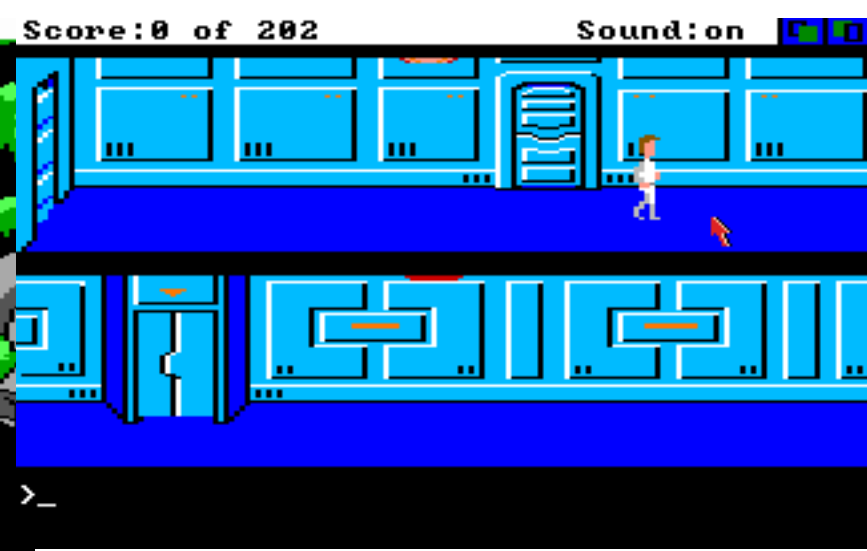




Sierra On-Line Spieleserien

von links nach rechts:

Quest for Glory, King's Quest, Space Quest, Leisure Suit Larry,
Police Quest, Gabriel Knight



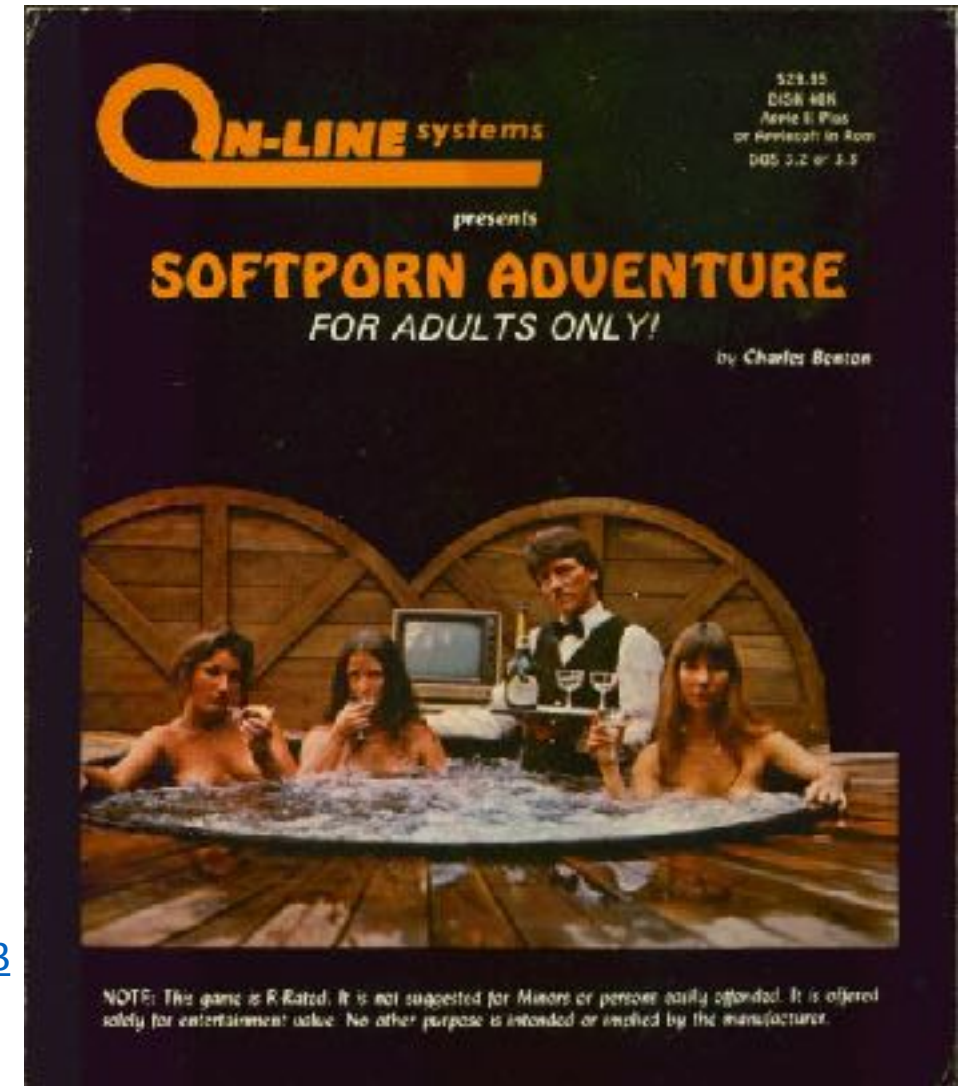
Space Quest Series (Sierra On-Line, 1986-1997)

<http://www.mobygames.com/game/space-quest-chapter-i-the-sarien-encounter/screenshots>

<http://www.mobygames.com/game/dos/space-quest-v-the-next-mutation/screenshots>



Softporn Adventure (On-Line Systems 1981)



Link zur Rezension im Games-Magazin Softline (1982):

<http://www.cgwmuseum.org/galleries/index.php?year=1982&pub=6&id=3>

Softporn Adventure (On-Line Systems 1981)

```
I'M ON THE HONEYMOONER'S BALCONY.  
ITEMS IN SIGHT ARE: A PEEP HOLE,  
A RADIO  
OTHER AREAS ARE: WEST  
.....  
FENCE.  
WHAT SHALL I DO? LOOK HOLE  
HMMMM THIS IS A PEEPING TOMS  
PARADISE!!!  
ACROSS THE WAY IS ANOTHER HOTEL. AHHAH!  
THE CURTAINS ARE OPEN AT ONE WINDOW!  
THE BATHROOM DOOR OPENS AND A GIRL WALKS  
OUT. HOLY COW! HER BOOBS ARE HUGE- AND  
LOOK AT THE WAY THEY SWAY AS SHE STRIDES  
ACROSS THE ROOM!  
NOW SHE'S TAKING A LARGE SAUSAGE SHAPED  
OBJECT AND LOOKING AT IT LONGINGLY!  
DAMN! SHE SHUTS THE CURTAIN!  
WHAT SHALL I DO? █
```

Link zur Rezension im Games-Magazin Softline (1982):

<http://www.cgwmuseum.org/galleries/index.php?year=1982&pub=6&id=3>



Leisure Suit Larry Series (Sierra Entertainment ab 1987)



Leisure Suite Larry in the Land of the Lounge Lizards (1987)



Leisure Suit Larry: Love for Sail!
(1996)



Leisure Suit Larry: Magna Cum Laude
(2004)

http://www.myabandonware.com/media/screenshots/l/leisure-suit-larry-love-for-sail-3q6/leisure-suit-larry-love-for-sail_1.gif

http://www.abandonia.com/files/games/120/Leisure%20Suit%20Larry%201%20-%20in%20the%20Land%20of%20the%20Lounge%20Lizards_1.png

<http://www.mobygames.com/game/leisure-suit-larry-magna-cum-laude/screenshots>

07: Point-And-Click Adventure Games

Von SCUMM bis in die Gegenwart

Merkmale des Point-and-click Adventures

- Grafische Darstellung
 - Typischerweise in 2D
 - Zunehmend animiert
- Mouse-Interaktion ersetzt Parser
 - Verben anklicken
 - Menüführung
 - Inventar- und Item-Mechanik
 - Crafting
- Ausführliche Dialogbäume
 - Zunehmend mit Voice Acting

POINT-AND-CLICK TOOLS / ENGINES

Unity: Fungus-Plugin

<http://fungusgames.com/>

Visionaire Studio

<https://www.visionaire-studio.net/cms/engine.html>

Siehe hierzu

Rauscher, Andreas: *Spielerische Fiktionen. Transmediale Genrekonzepte in Videospielen*. Marburg: Schüren 2012

Gilbert, Ron (2004): Why Adventure Games Suck. Online: http://grumpygamer.com/why_adventure_games_suck

Afram, Rabi: *Puzzle Design in Adventure Games*. BA-Thesis. Gotland University, School of Game Design, Technology and Learning Processes, 2013. Online: <http://uu.diva-portal.org/smash/record.jsf?pid=diva2%3A629026&dswid=2217>

LucasArts

- Gründung 1982
 - Automatenproduktion mit Atari
 - Zunächst Geschicklichkeitsspiele
- Filmadaption: Labyrinth (1986)
 - Mischung aus Text Adventure und erstem Point-and-Click-Menü
- Stilbildend für das Point-and-Click-Genre
 - Popkultur-Zitate
 - Selbstreflexivität
 - Humor

<http://www.mobygames.com/game/labyrinth/screenshots>

<http://cdn.collider.com/wp-content/uploads/2016/06/labyrinth-connelly-.jpg>



Labyrinth (R: Jim Henson. USA 1986)



Labyrinth (Activision, 1986)

David Bowie in Labyrinth (1986)



Labyrinth (R: Jim Henson. USA 1986)

You in the first row...



Labyrinth (Activision, 1986)

<http://www.videosondag.se/wp-content/uploads/2016/01/l2.jpg>

https://i.kinja-img.com/gawker-media/image/upload/t_original/zpmsri3b7a7tfj1srx9y.jpg

Maniac Mansion (Lucasfilm Games, 1987)

- Ron Gilbert
 - Mit Chip Morningstar
Entwickler der SCUMM-Engine (Script Creation Utility for Maniac Mansion)
- Verben und Nomen komplett klickbar
- Charakterwahl bedingt Handlungsverlauf



Zak McKracken and the Alien Mindbenders

(Lucasfilm Games 1988)



<http://www.mobgames.com/game/loom/screenshots>
<http://www.mobgames.com/game/zak-mckracken-and-the-alien-mindbenders/screenshots>

Loom (Lucasfilm Games 1990)



The Secret of Monkey Island

(LucasArts 1990)



Soon you'll be wearing my sword like a shish kebab!
You fight like a dairy farmer.
Boy are you ugly!
What an idiot!
You call yourself a pirate!
I give up, you win!

<http://www.mobygames.com/game/secret-of-monkey-island/screenshots>



Open
Close
Push
Pull
Walk to
Pick up
Talk to
Give
Use
Look at
Turn on
Turn off
Walk to



Open
Close
Push
Pull
Walk to
Pick up
Talk to
Give
Use
Look at
Turn on
Turn off
Walk to
303 pieces of eight
meat with condiment
fish
rubber chicken
sword
shovel



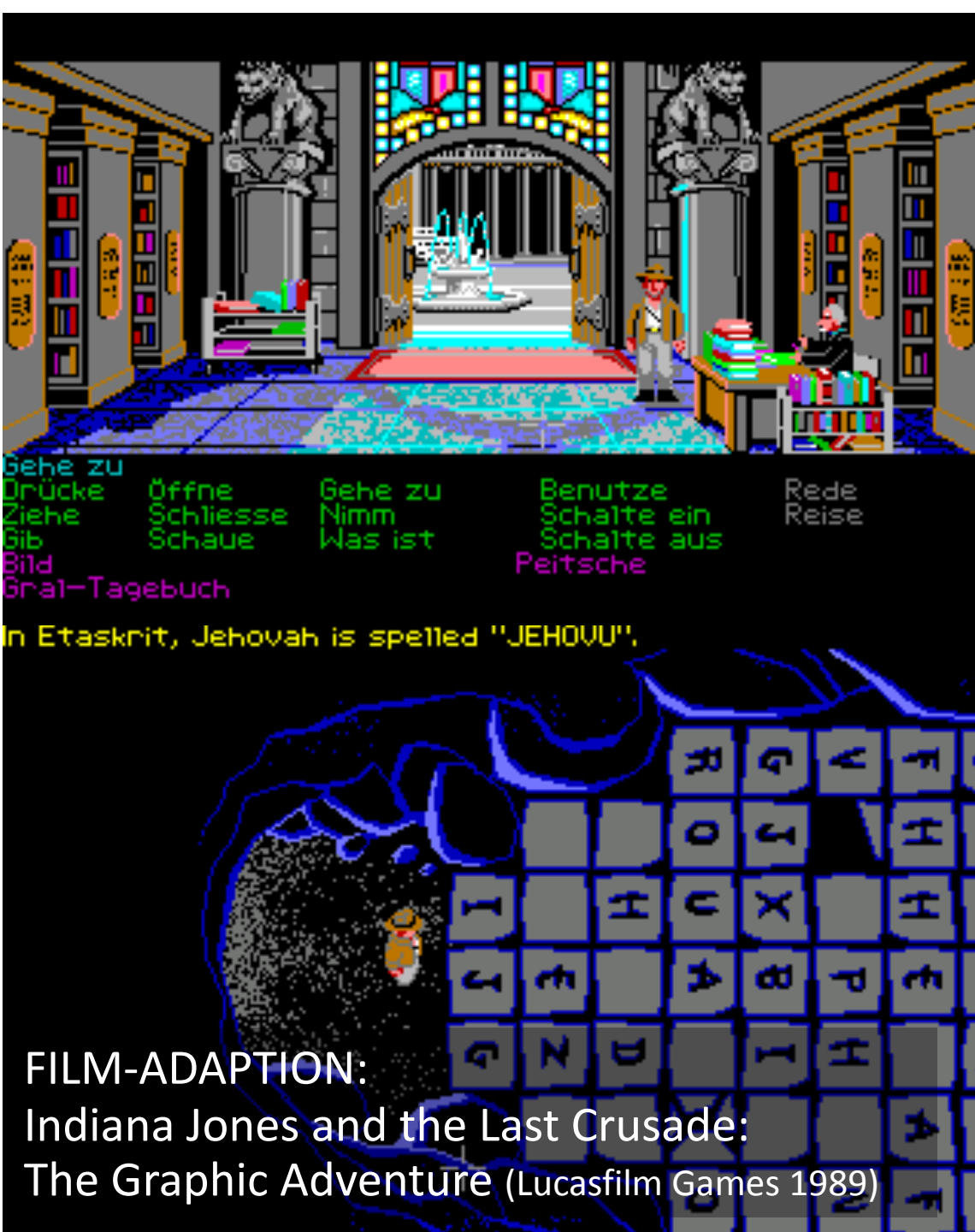
The Curse of Monkey Island
(LucasArts 1997)



Escape from Monkey Island
(LucasArts 2000)



Tales of Monkey Island
(Telltale 2009)



FILM-ADAPTION:
Indiana Jones and the Last Crusade:
The Graphic Adventure (Lucasfilm Games 1989)

<http://www.mobymgames.com/game/indiana-jones-and-the-last-crusade-the-graphic-adventure/screenshots>
<http://www.mobymgames.com/game/sam-max-hit-the-road/screenshots>



COMIC-ADAPTION:
Sam and Max: Hit the Road (LucasArts, 1993)

Erweiterung der SCUMM-Engine (iMUSE und INSANE-Plugins)



Day of the Tentacle (LucasArts, 1993)

<http://www.mobgames.com/game/maniac-mansion-day-of-the-tentacle/screenshots>
<http://www.mobgames.com/game/dig/screenshots>



The Dig (LucasArts, 1995)

Grim Fandango

(LucasArts, 1998)

<http://www.mobygames.com/game/windows/grim-fandango/screenshots>

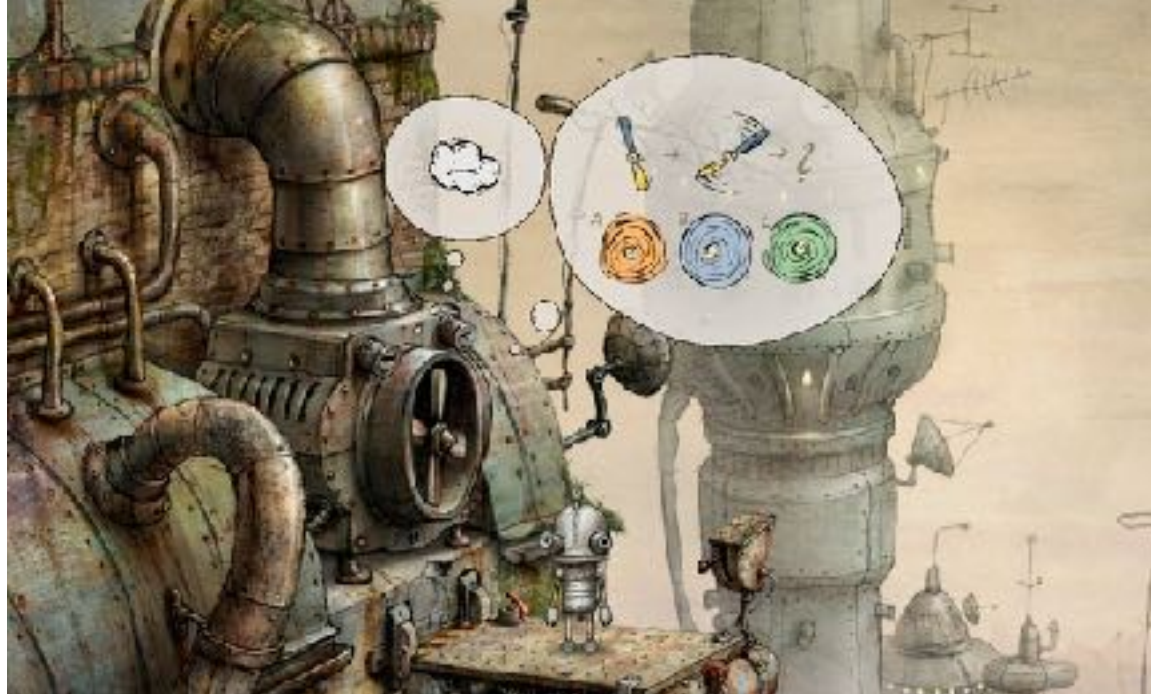


Episoden-Formate in den 2010ern



Ohne Worte

<http://www.mobygames.com/game/machinarium/screenshots>
<http://www.mobygames.com/game/journey-of-a-roach/screenshots>

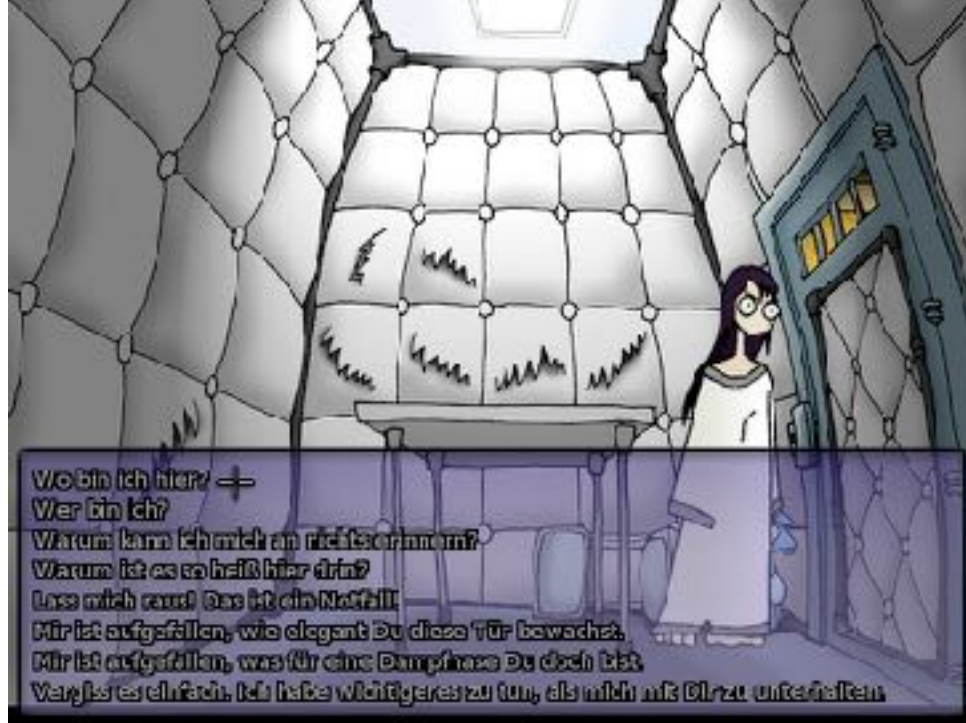


Machinarium
(Amanita Design, 2009)



Journey of a Roach
(Daedalic Entertainment , 2013)

Deutschland: Daedalic-Reihen



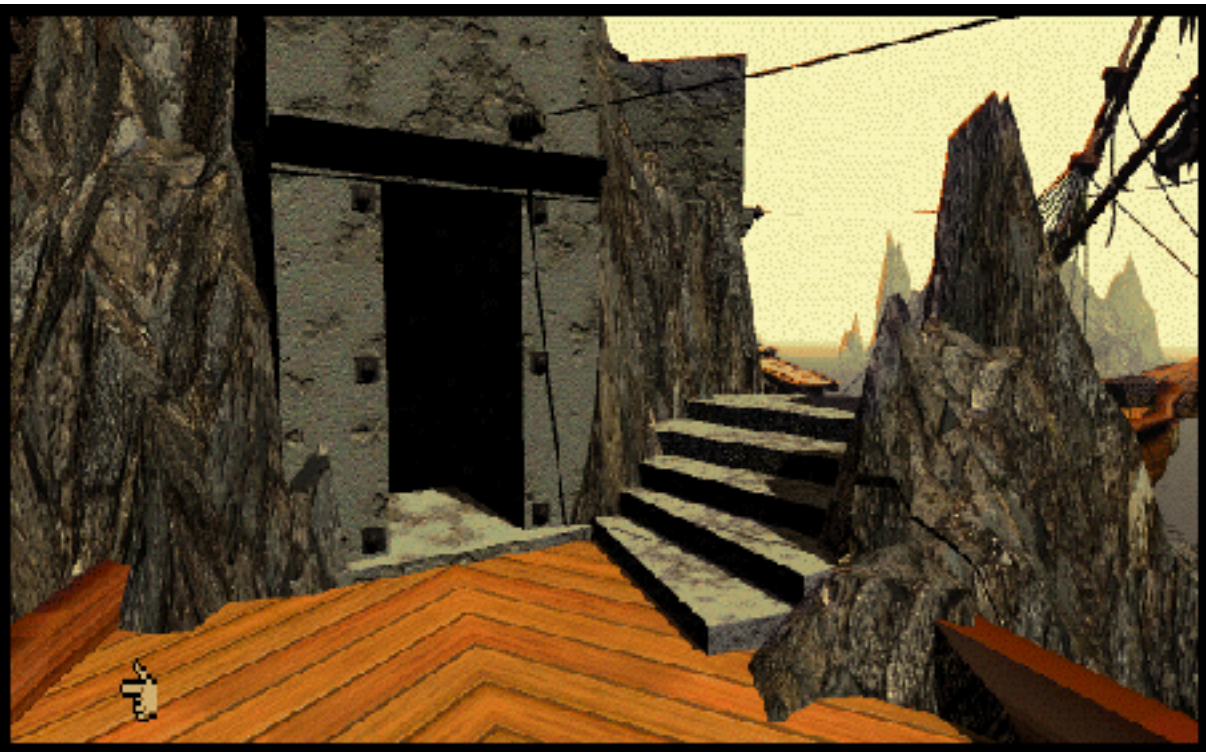
Deponia
(Daedalic Entertainment, 2012)

<http://www.mobygames.com/game/edna-harvey-the-breakout/screenshots>

<http://www.mobygames.com/game/deponia/screenshots>

08: Puzzle Adventure Games

Myst (Brøderbund, 1993)



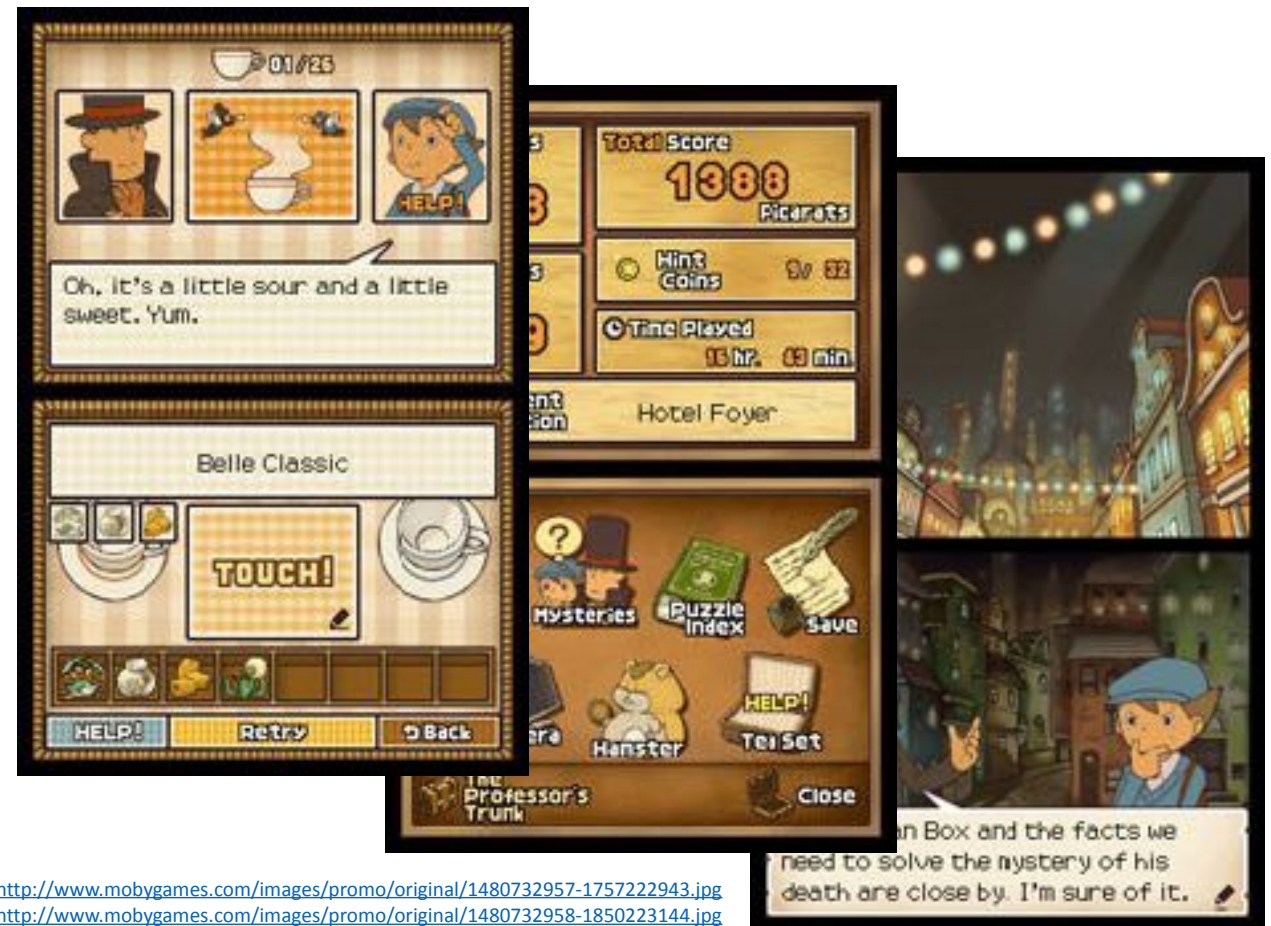
<http://www.mobygames.com/game/3do/myst/screenshots/gameShotId,499231/>
<http://www.mobygames.com/game/amiga/myst/screenshots/gameShotId,797156/>
<http://www.mobygames.com/game/amiga/myst/screenshots/gameShotId,797153/>
<http://www.mobygames.com/game/amiga/myst/screenshots/gameShotId,797158/>

Weitere Puzzle Adventure Games

The 7th Guest (Virgin Interactive, 1993)



Professor Layton (Level-5, seit 2007)



<http://www.mobygames.com/images/promo/original/1480732957-1757222943.jpg>
<http://www.mobygames.com/images/promo/original/1480732958-1850223144.jpg>
<http://www.mobygames.com/images/promo/original/1480732959-2294513186.jpg>
<http://www.mobygames.com/game/7th-guest/screenshots>

Hidden Object Puzzle Adventure (HOPA) / Wimmelspiel

I Spy Fantasy (Scholastic Inc., 2003)



Merkmale

- Versteckte Objekte finden
- Mehrdeutige Begriffe bei Hinweisen
- Gelöste Rätsel schalten narrative Elemente frei

Hidden Object Puzzle Adventure (HOPA) / Wimmelspiel

Mystery Case Files: Prime Suspects (Big Fish Games Inc., 2006)



09: Escape The Room Games

Escape the Room Game

Mystery Of Time And Space / MOTAS

(Logan Interactive, 2001)



Crimson Room

(Toshimitsu Takagi, 2004)



<http://www.mobymgames.com/game/browser/crimson-room/screenshots/gameShotId,881784/>

<http://www.mobygames.com/game/browser/mystery-of-time-and-space/screenshots/gameShotId,308631/>

TUTORIAL

Tap The Screen To Begin



INVENTORY OBJECT FOUND

It looks like a miniature telescope.



The Room (Fireproof Studios, 2012)

<http://www.mobygames.com/game/room/screenshots>

