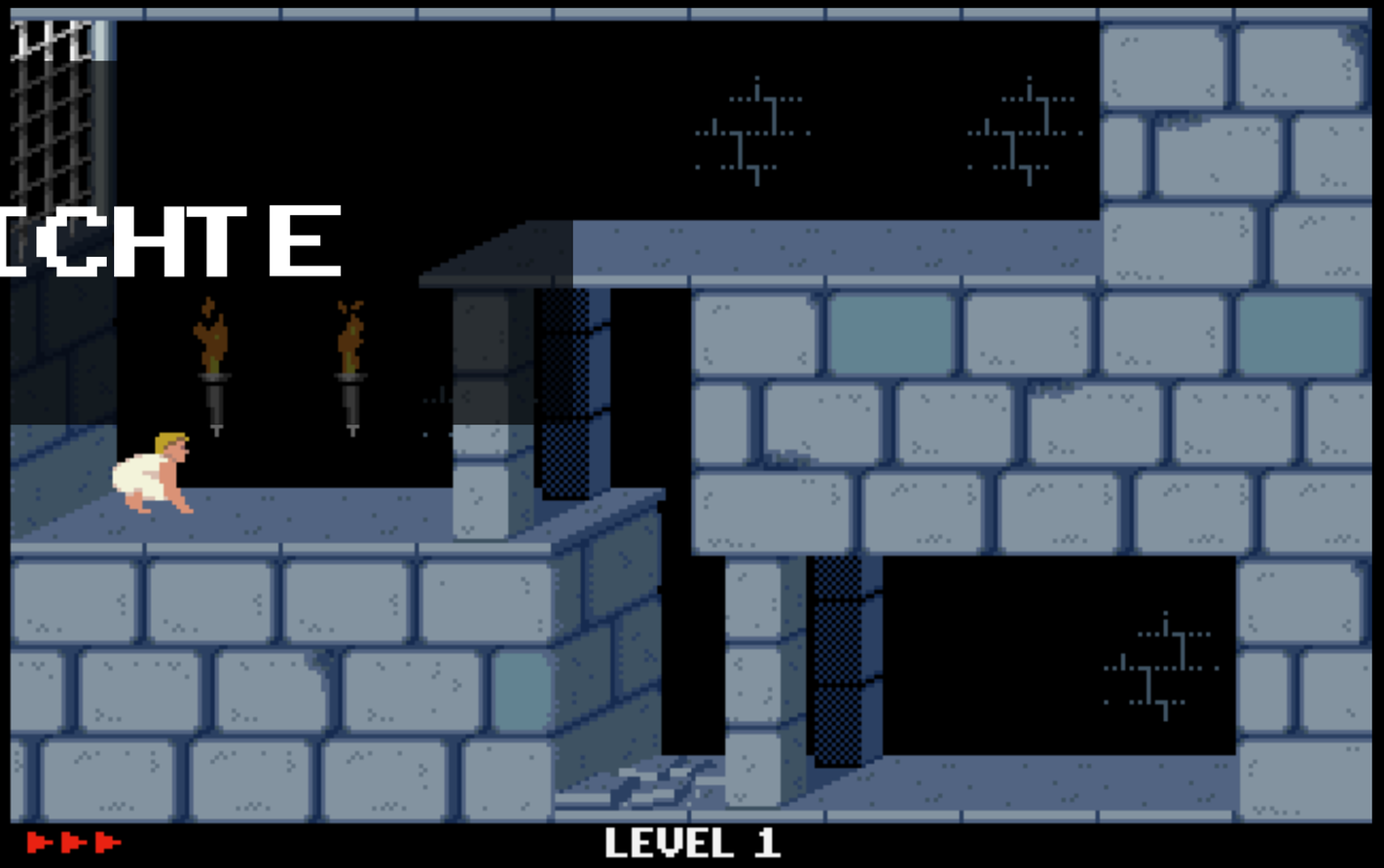
medien wissenschaft
UNIVERSITÄT BAYREUTH

SPIELEGESCHICHTE



ACTION / PLATFORMER

03. MAI 2018

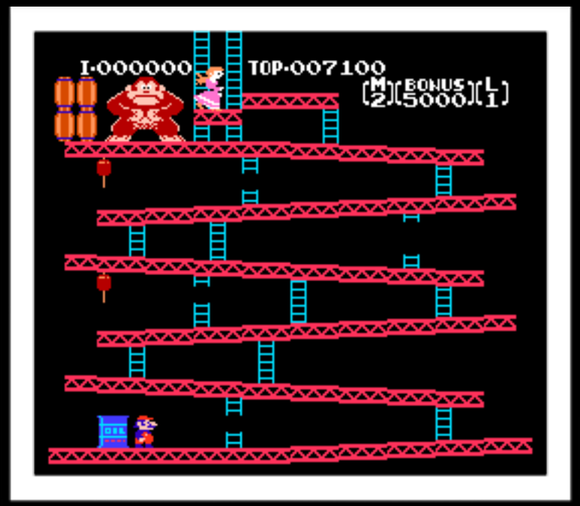
Action-Subgenres

Shooter



Space Invaders (1978)

Platformer
Jump`n`Run



Donkey Kong (1981)

Kampfspiel



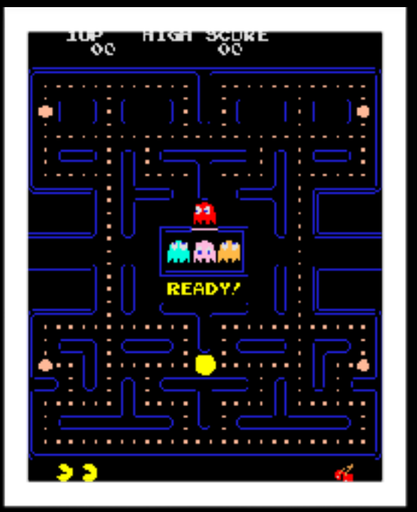
Street Fighter II (1991)

Beat `em Up



Golden Axe (1989)

Labyrinthspiel

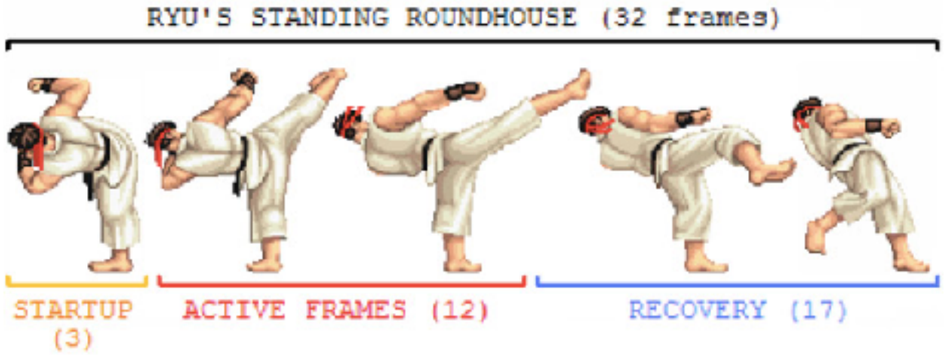


Pac-Man (1980)

Kampfspiele

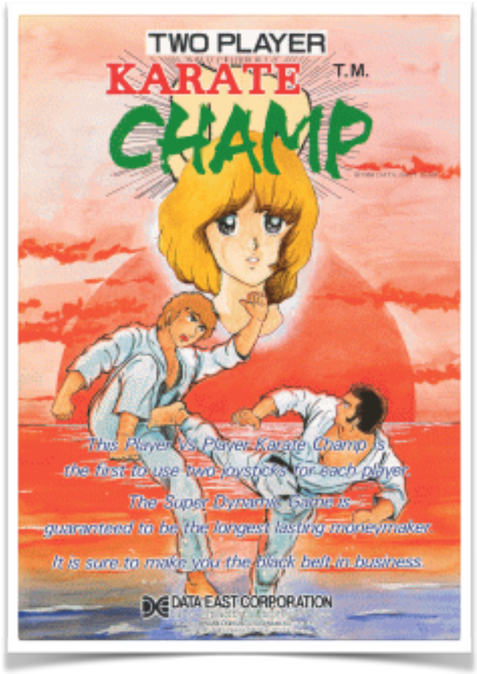


Hitboxen in Street Fighter II



Merkmale von Kampfspielen

- Zweikampf
- Lebensbalken
- Kämpfer mit typischen signature moves
- Hohe Zahl an Angriffen
- Combos
- Einschränken von Handlungsoptionen



Karate Champ (1984)

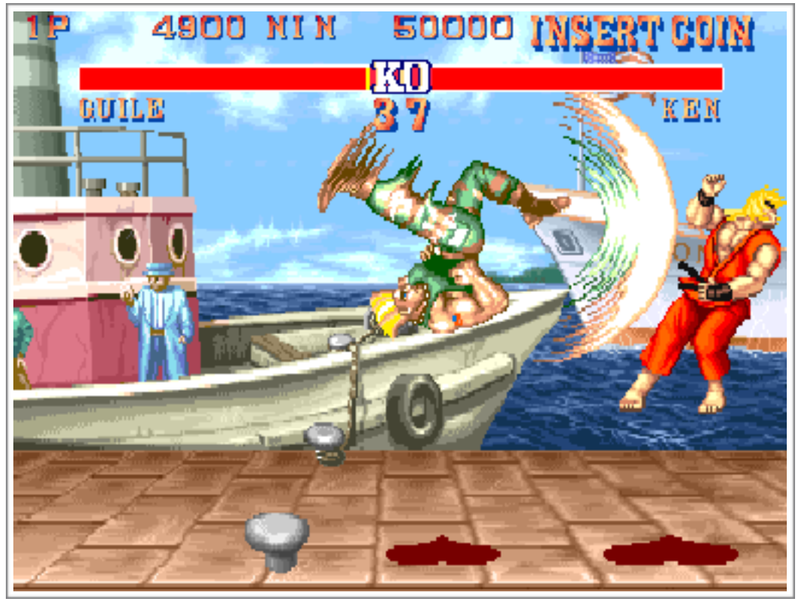


Street Fighter





Street Fighter (1987)



Street Fighter II (1991)

Combos



Street Fighter IV



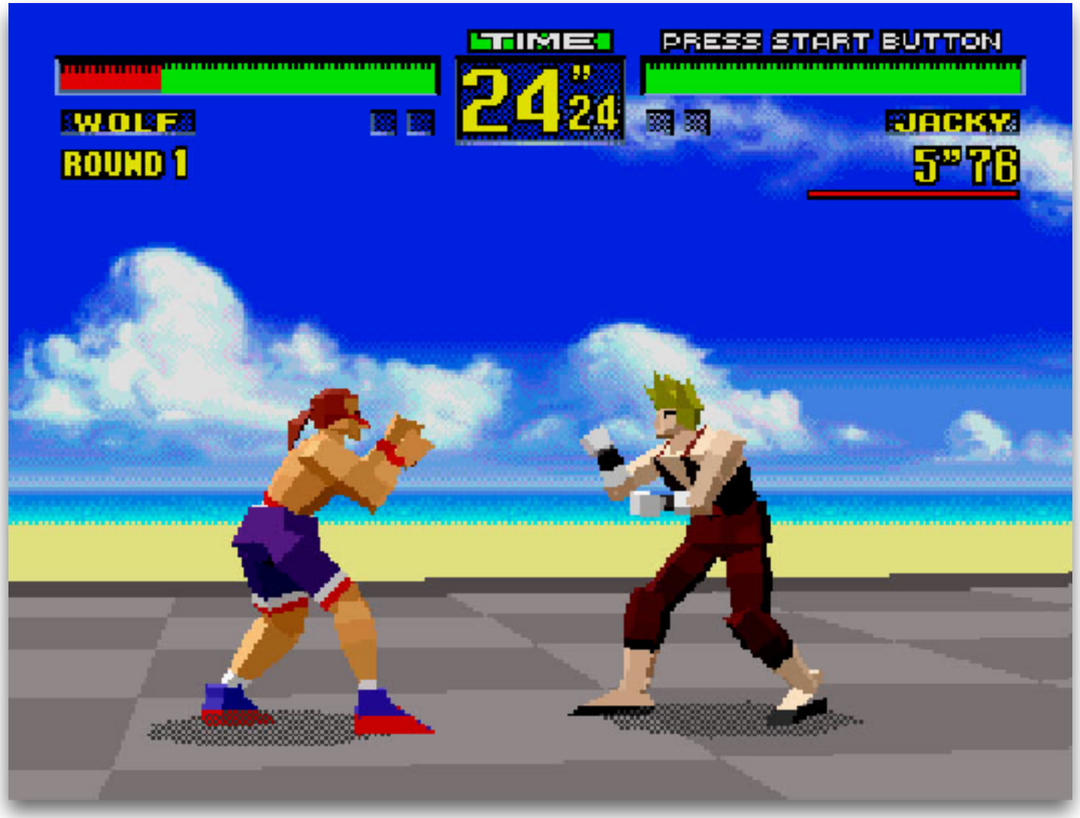
Mortal Kombat (1992)





Virtua Fighter (1993)





3D Fighting Games



Tekken 1994



Soul 1995



Dead or Alive 1996

Super Smash Bros. (1999 –)





„The Turning“ in
The Last of Us
DLC: Left Behind (2014)

https://www.youtube.com/watch?v=vUVZRYAyqHc

Beat'em'Up
(Brawler)

Merkmale von Beat ’em’ ups



Die überschaubare Rahmenhandlung von Double Dragon rechtgertigt jegliche Form der Gewaltanwendung

- 2D-Sidescroller
- Narrative Einbettung
- Waffen außer Schusswaffen
- Coop-Modus
- Zahlreiche schwache Gegner
- Bosskämpfe

Kung Fu Master (1984)



Einfacher früher Brawler auf einer einfachen 2D-Ebene, der nur zwei Angriffsvarianten bot und eher die Reflexe forderte.

Jahr	wie Irem	Plattform	Name	Original-Name	Entwickler	Publisher	Farbpalette	Datenträger	Besonderheiten	Quelle
1983		MSX (Spectravideo)	Kung Fu Master	クンフーマスター	ASCII	Mass Tael Ltd.	16	Cassette	vertikal scrollend	[2]
1984	x	Arcade	Spartan X/Kung-Fu Master	スパルタンX	Irem	Irem, Data East	512	ROMs	Original-Arcade-Version	
1984		ZX Spectrum	Kung Fu	Kung Fu	Bug-Byte	Bug-Byte	8	Cassette	Zweikampf	[3]
1984	x	Atari 2600/VCS	Kung-Fu Master	Kung-Fu Master	Activision	Activision, HES	128	Cartridge	4 Veröffentlichungen, eine 1987	[4]
1985		MSX	Spartan X	スパルタンX	Pony Canyon	Pony Canyon	16	Cassette	Multigenre, basiert auf Powerman-Film	[5]
1985	x	Arcade/PlayChoice-10	Kung Fu	カンフー	Irem	Nintendo	52	ROMs	カンゲ・フー (KLOV), Zweitmonitor	
1985	x	NES	Kung Fu	カンフー	Nintendo	Nintendo	52	Cartridge	wie PlayChoice, ohne Zweitmonitor	
1985	x	MSX	Kung-fu acho/Seiken acho/Irem Karate	聖拳アチョー	Irem, ASCII	Irem/ASCII, Clover (Korea, 1987)	16	Cartridge		[6]
1985	x	C64	Kung-Fu Master	Kung-Fu Master	Berkeley Softworks	U.S. Gold, HES	16	Cassette, Diskette		
1985	x	Apple II e	Kung-Fu Master	Kung-Fu Master	Berkeley Softworks	Data East	8	Diskette	Rückseite der C64-Disk	
1985	x	SG-1000	Dragon Wang	ドラゴンワン	Sega	Sega	16	Cartridge	Löcher in Decken statt Treppe	[7]
1985		Epoch Super Cassette Vision	(Nekketsu) Kung-Fu Road	熱血カンフーロード	Epoch	Yeno/Epoch	16	Cartridge	teils ähnlich, innen und außen	[8]
1986	x	ZX Spectrum 48K	Kung-Fu Master	Kung-Fu Master	U.S. Gold	U.S. Gold	8	Cassette		[9]
1986	x	Amstrad CPC	Kung-Fu Master	Kung-Fu Master	Choice Software	U.S. Gold	16	Cassette	Aufzug statt Treppe	
1986		Sega Master System	Black Belt/Hokuto no Ken	北斗の拳	Sega	Sega	64	Cartridge	teils ähnlich, indiziert	
1989	x	Atari 7800	Kung-Fu Master	Kung-Fu Master	Absolute Entertainment	HES	128	Cartridge		
1990		Game Boy	Kung-Fu Master	Spartan X	Irem	Nintendo	4	Cartridge	4 Graustufen auf Original GB	
1990		NES	Jackie Chan's Action Kung Fu	ジャッキーチェン	Now Productions	Hudson Soft	52	Cartridge		[10]
1991		NES	Spartan X 2	スパルタンX 2	Irem	Irem	52	Cartridge		
1995		Arcade	The Kung-Fu Master Jackie Chan/Fists of Fire	ジャッキー・チェン、ジャッキー・チェン	Kaneko	Kaneko	32768	ROMs	digitalisierte Charaktere	[11]
1996	x	Sega Saturn	Spartan X (auf Irem Arcade Classics)	スパルタンX	Irem	I'Max	512	CD-ROM		[12]
1996	x	PlayStation	Spartan X (auf Irem Arcade Classics)	スパルタンX	Irem	I'Max	512	CD-ROM		[13]
2001		GBA	Jackie Chan Adventures: Legends of the Dark Hand	ジャッキー・チェン アドベンチャーズ	Torus Games	Activision	32768	Cartridge	basiert auf Zeichentrickserie, auch auf PS2 (anderes Gameplay)	[14]
2009	x	Windows	Kung Fu II	Kung Fu II	The Games Page	The Games Page	52	Download	Fanprojekt	[15]
2010	x	Windows, Mac	Kung-Fu Master (auf Irem Arcade Hits)		Irem	DotEmu	512	DVD-ROM	Original-Arcade Version	
2011	x	Android	Kung Pow	Kung Pow	PhunDroid	div.	512	Download	Touchscreen, andere Musik	[16]
2013	x	Android, iOS	KungFu Quest: The Jade Tower		IPlayAllDay	App Store		Download	37 Lvl, 8 Bosse, Upgrades zB Kleidung	[17]

Double Dragon (1987)





Ninja Gaiden (1988)



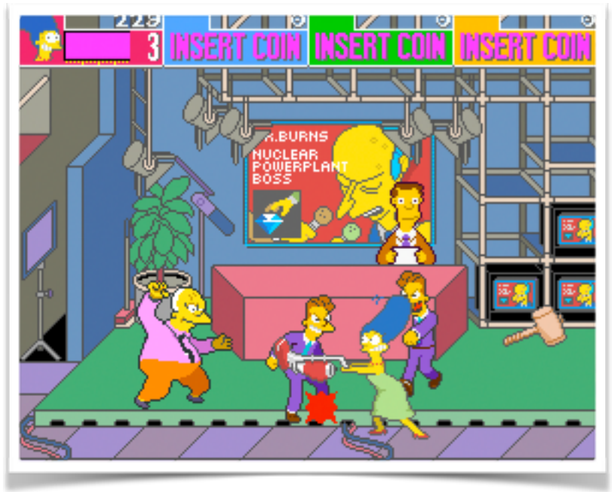


Golden Axe (1989)





Lizenzadaptionen



The Simpsons (1991)



X-Men (1992)



Aliens vs. Predator (1994)

Hack ‘n‘ Slash

Merkmale von Hack ’n’ Slash



Heavenly Sword (2007)

3D

third-person

waffenbasierter

Nahkampf gegen

große Gegnermengen

mit Combos

Gauntlet (1985)





Dynasty Warriors (1997 –)





3D Hack ’n’ Slash

https://www.wikiwand.com/en/List_of_beat_%27em_ups#/Hack_.27n_slash

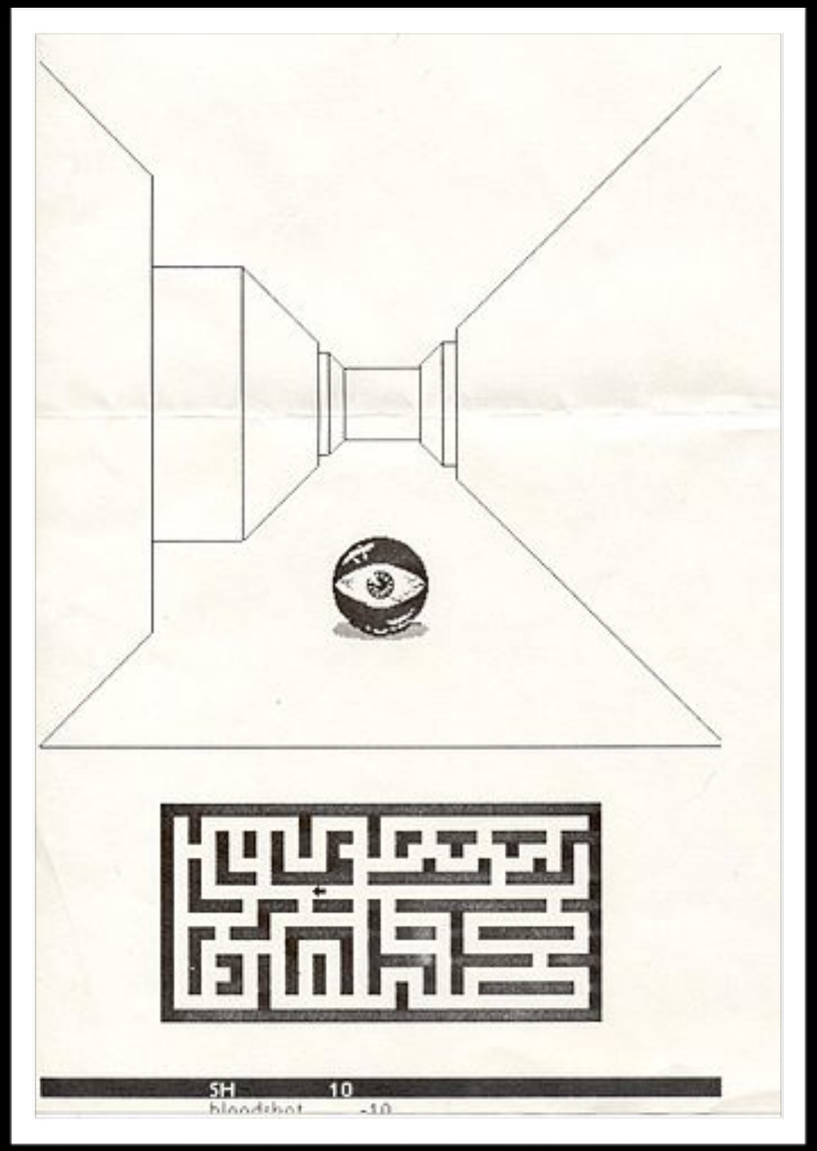


Heavenly Sword

- Onimusha (ab 2001)
- Ninja Gaiden (2004)
- God of War (2005)
- Heavenly Sword (2007)
- Bayonetta (2009)
- Dante’s Inferno (2010)
- Devil May Cry (2010)

Labyrinthspiele

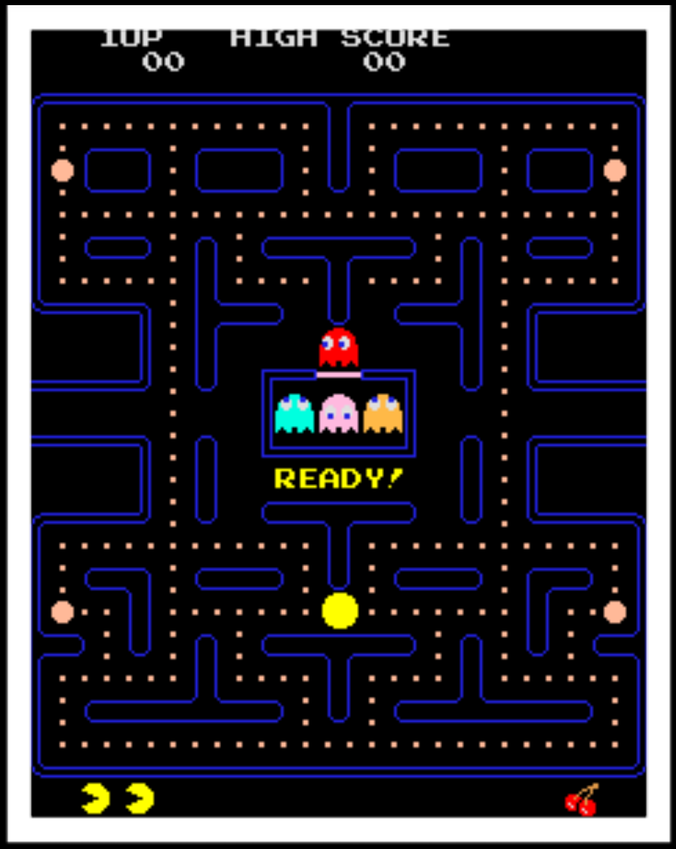
Action-Spiele mit Labyrinth-Leveln



Maze War (1974)



Bomberman (1983–)



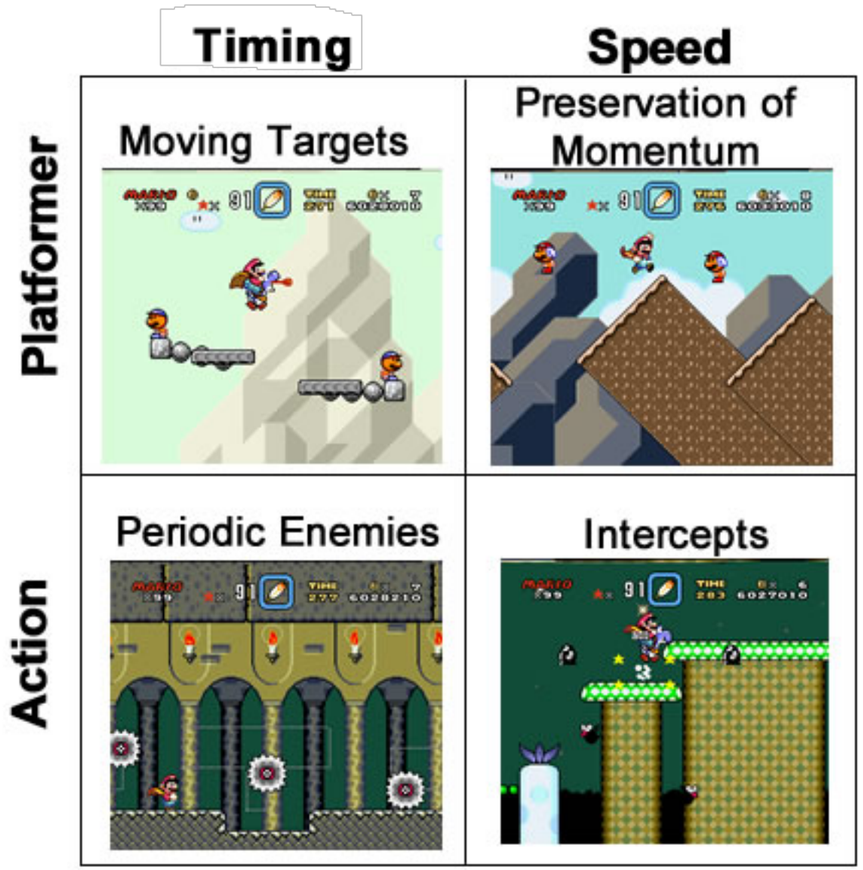
Pac-Man (1980)

Labyrinth-Spiele

1980 Pac-Man
1981 Amidar
1981 Crush Roller
1981 Jungler
1981 Lady Bug
1981 Lock ‘n‘ Chase
1981 Maze Invaders
1981 Mous Trap
1981 Ms. Pac Man
1981 Oli-Boo-Chu
1981 Qix
1981 Round Up
1981 The Hand
1981 Thief
1981 Turtles
1982 Ali Baba and 40 Thieves
1982 Blue Print
1982 Check Man
1982 Dazzler
1982 Dig Dug
1982 Dorodon
1982 Eyes
1982 Leprechaun
1982 Orca
1982 Pac-Man Plus
1982 Pengo
1982 Q-Bert
1982 Tyl
1983 Bomberman
1983 Dingo
1983 Eggor
1983 Jr. Pac-Man
1983 Kick Boy
1983 Lover Bay
1983 Marvin‘s Maze
1983 Mr. TNT
1983 New Sinbad 7
1983 Rootin‘ Tootin‘
1983 Swinging Singles
1984 Botanic
1984 Jack Rabbit
1985 I‘m Sorry
1986 Merlin‘s Money Maze
1991 Sel Feena

Jump‘n‘Run Platformer

Merkmale von Platform Games



Patrick Holleman: Reverse Game Design
http://thegamedesignforum.com/features/RD_SMW_4.html

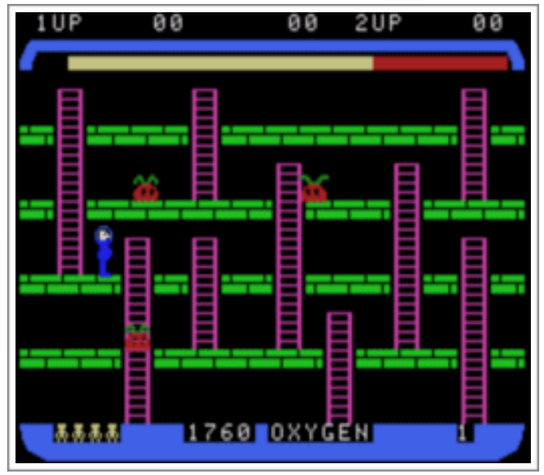
Präzise Sprünge

Bewegliche Ziele

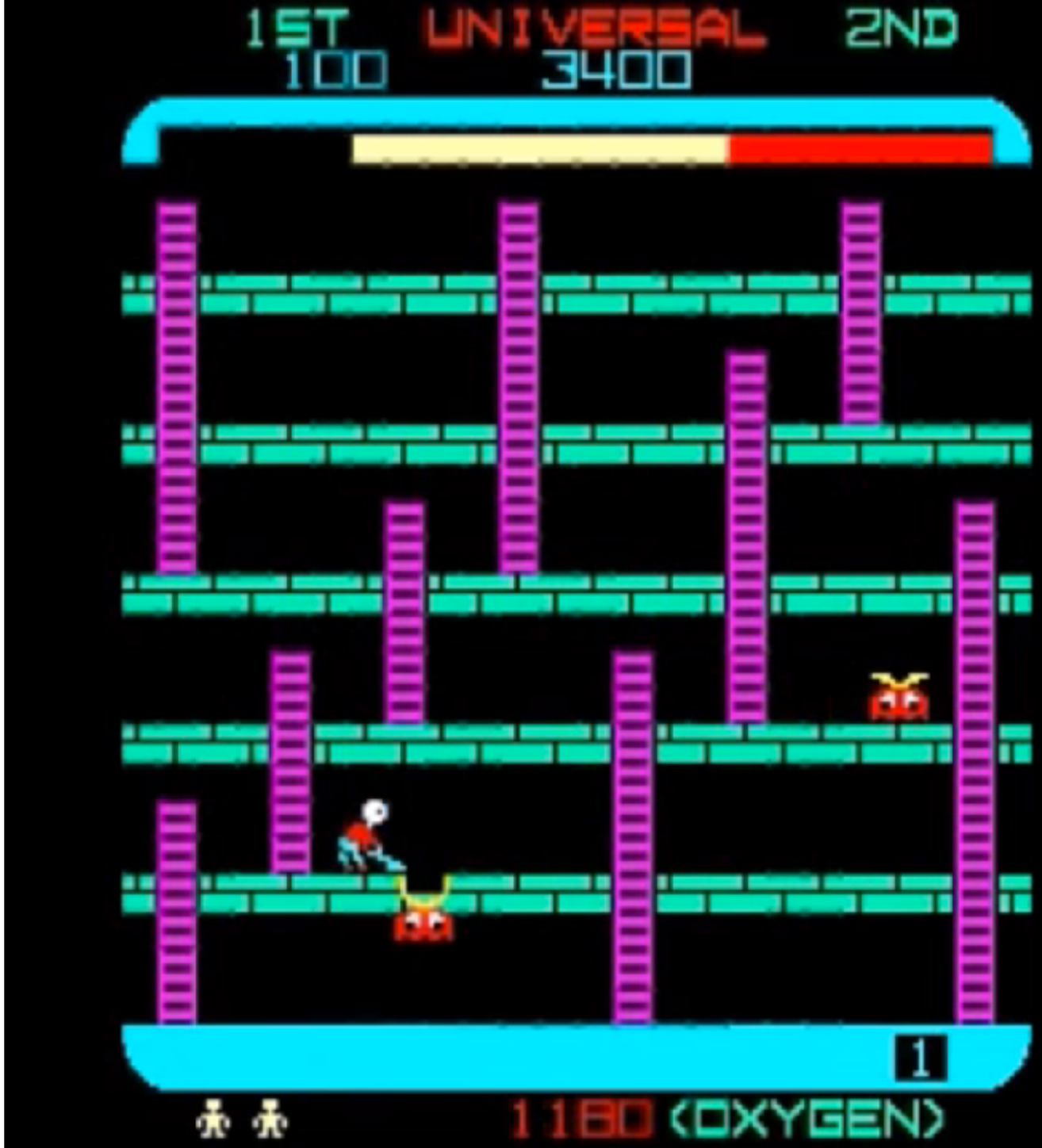
Hindernisse

Gegner

Oft kombiniert mit anderen Genres



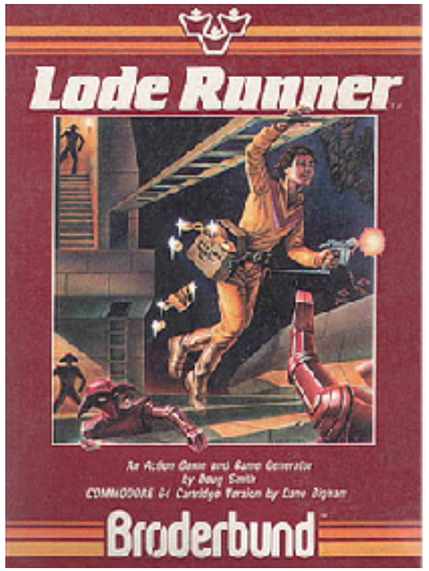
Space Panic (1980)

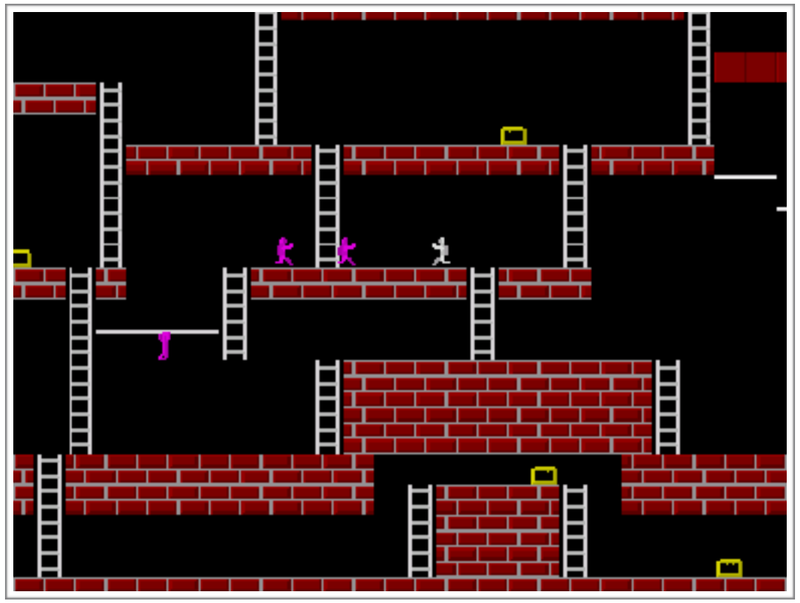




Donkey Kong (1981)



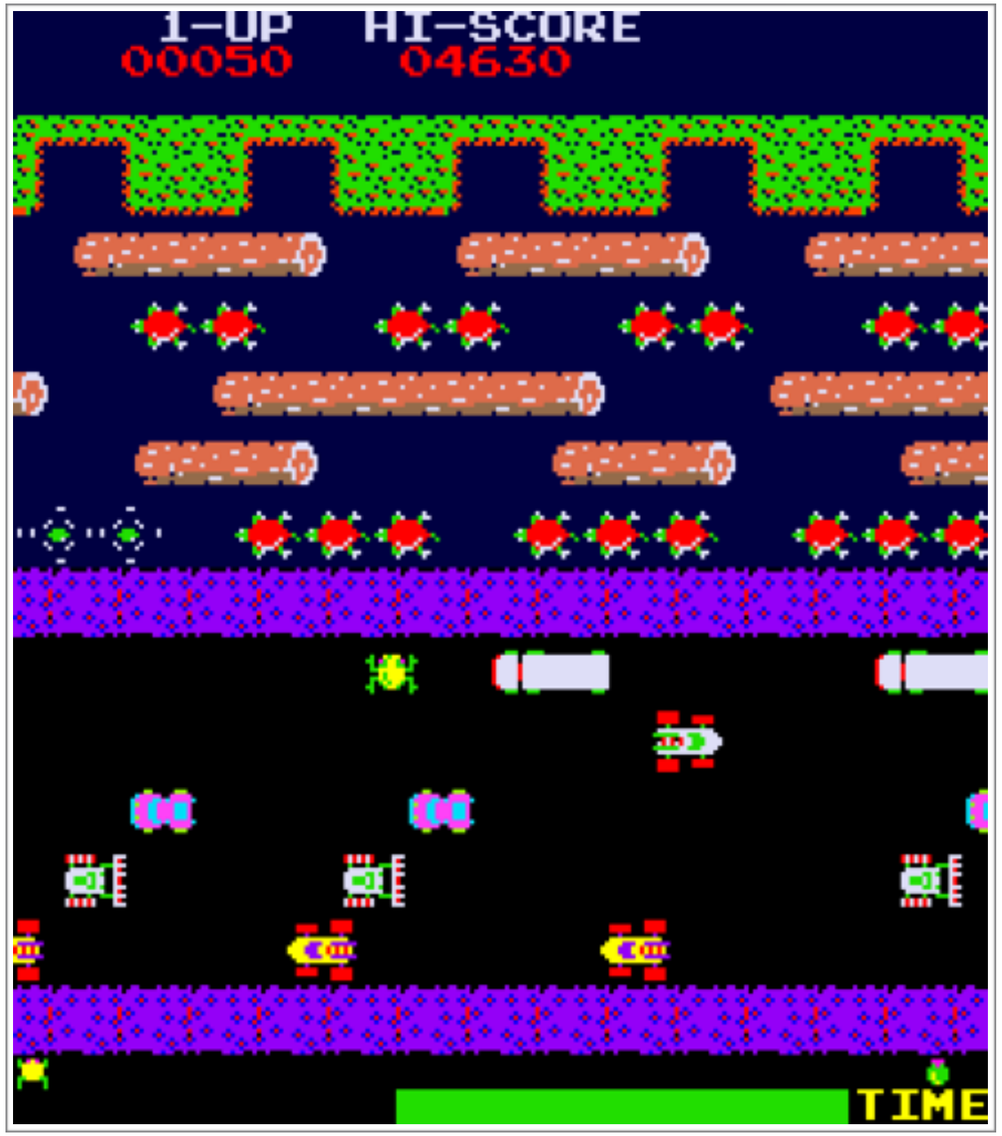




Lode Runner (1983)



Mr. Do's Castle (1983)

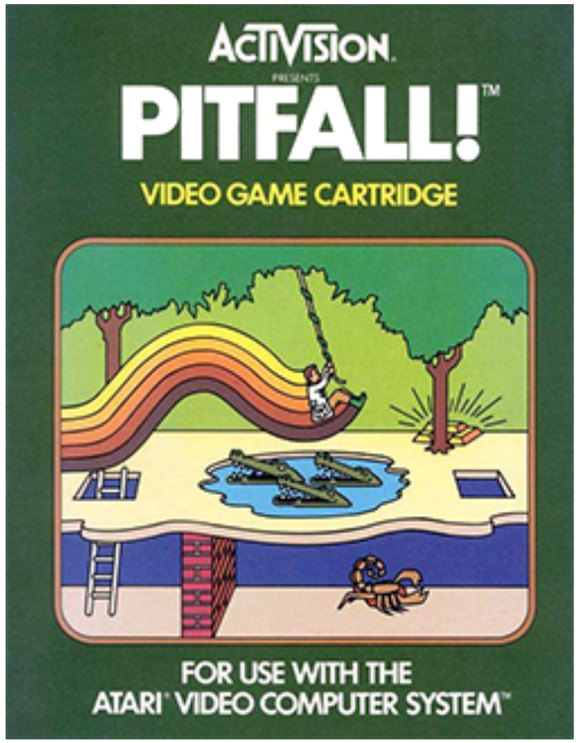


Frogger (1981)





Bubble Bobble (1986)

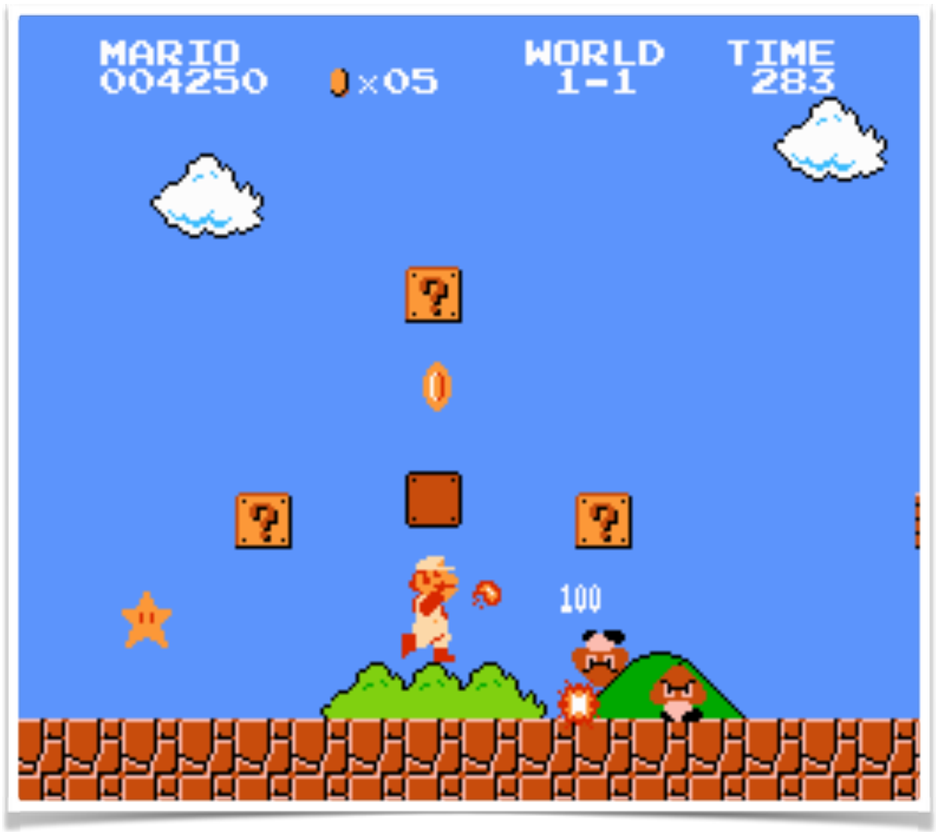


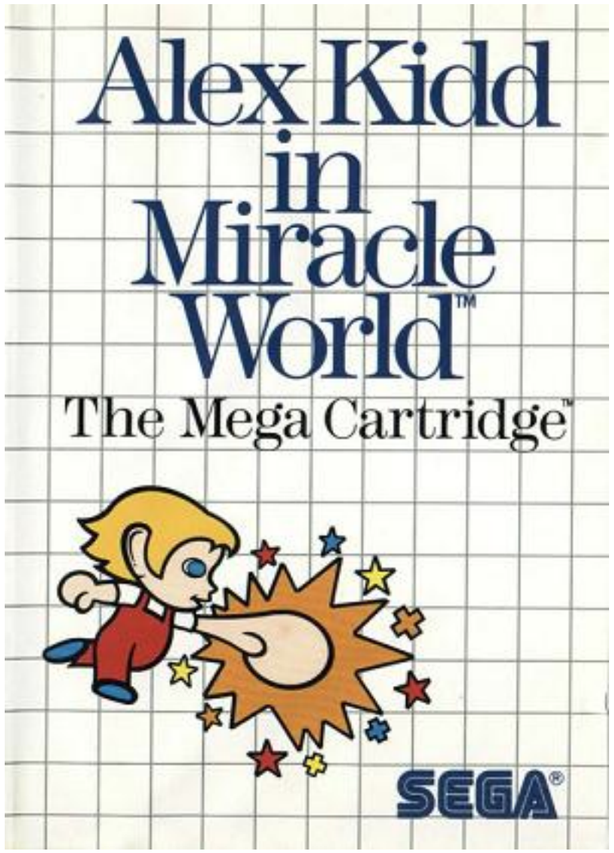


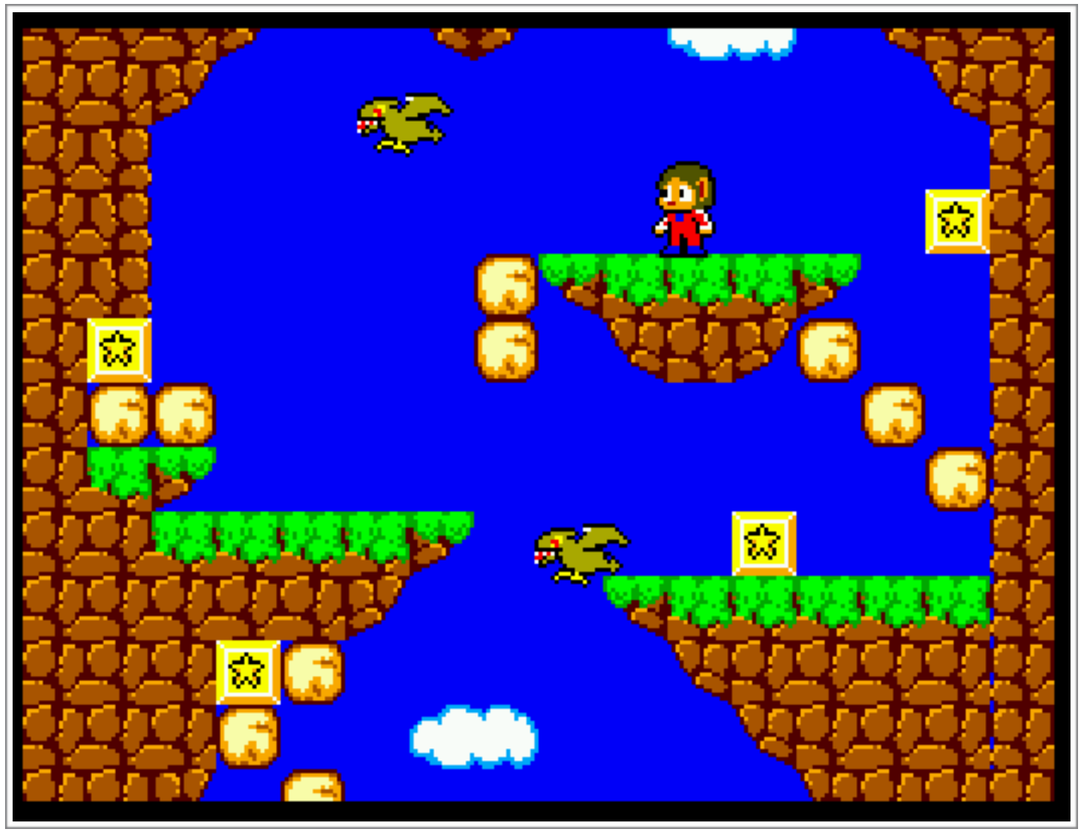
Pitfall! (1982)

Super Mario Bros. (1985)









Alex Kidd in Miracle World (1986)



Jumping Flash! (1995)

Crash Bandicoot (1996)





Super Mario 64 (1996)


Mirror's Edge (2008)


Little Big Planet (2008)

Cinematic Plattformer

Jordan Mechner



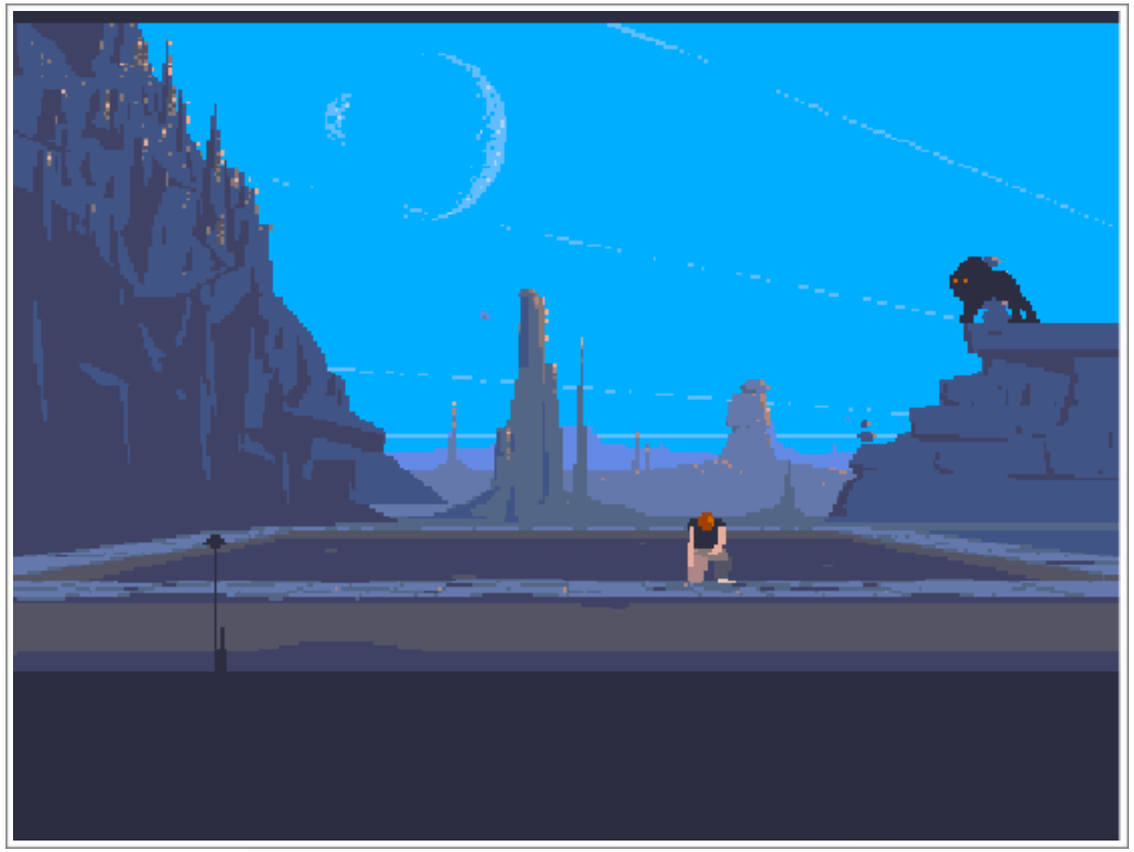
Spiele
- Karateka (1984)
- Prince of Persia (1989)
- Prince of Persia 2: The Shadow and the Flame (1993)
- The Last Express (1997)
- Prince of Persia: The Sands of Time (2003)

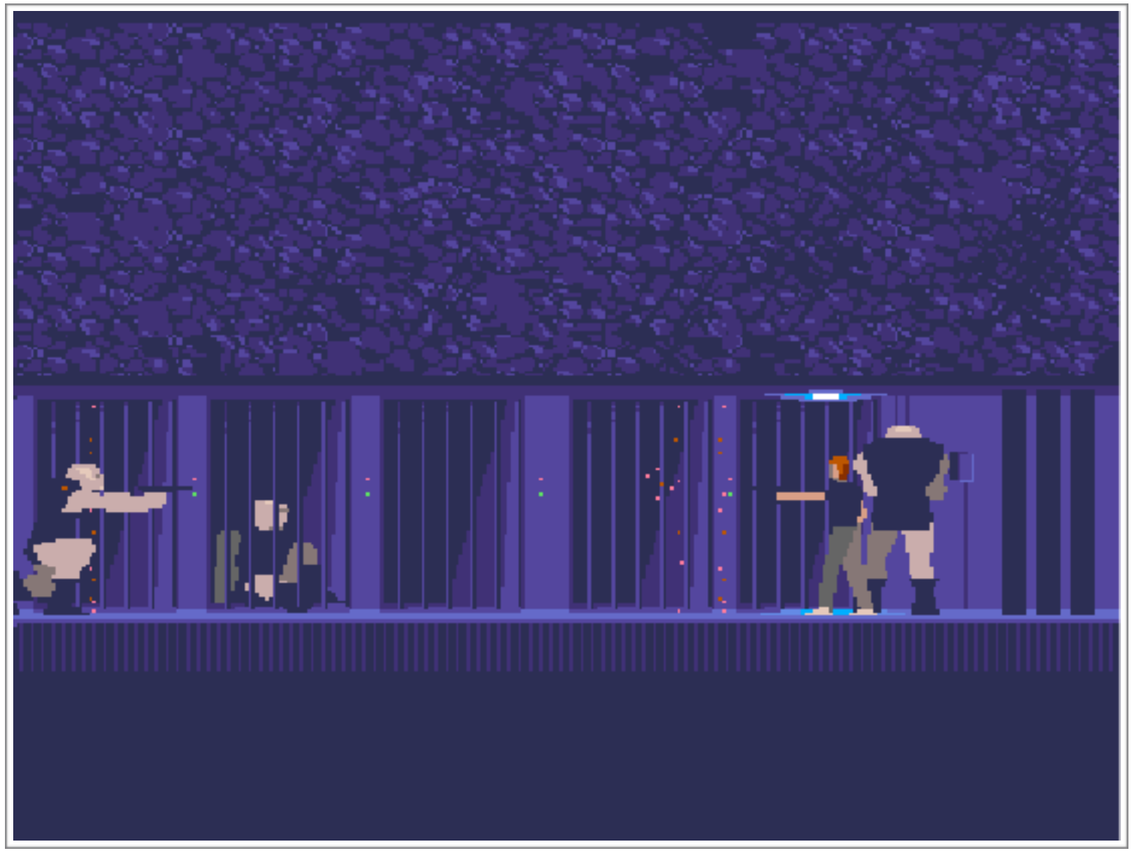
Filme
- Waiting for Dark (1993)
- Chavez Ravine: A Los Angeles Story (2003)
- Prince of Persia: The Sands of Time (2010) (screenwriter)



Year	Title	Developer(s)	Platform(s)				
			Sony	Microsoft	Nintendo	Apple	Other
1989	*Prince of Persia*	Brøderbund	-	-	-	Apple II	-
1990			-	MS-DOS	-	-	Amiga, Atari ST, Amstrad CPC
1991			-	-	-	-	PC Engine, TurboGrafx-CD
1992			PS2[6] (2003)	Xbox[6] (2003)	Game Boy, NES, SNES[7], GBC (1999), GCN[1] (2003), Wii[4] (2010)	Mac OS	Master System, Mega-CD, Game Gear, SAM Coupé
1993			-	-	-	-	Mega Drive
1994	*Prince of Persia 2* *The Shadow and the Flame*	Brøderbund	-	MS-DOS	-	-	-
			PS2[6] (2003)	Xbox[6] (2003)	-	Mac OS	-
1995			-	-	SNES	-	-
1999	*Prince of Persia 3D*	Red Orb Entertainment	-	Windows	-	-	-
2000	*Arabian Nights*	Avalanche Software	-	-	-	-	Dreamcast
2003	*The Sands of Time*	Ubisoft Montreal	PS2, PS3[8] (2010)	Xbox, Windows	GCN, GBA	-	-
2004	*Warrior Within*	Ubisoft Montreal	PS2, PS3[8] (2010)	Xbox, Windows	GCN	-	-
2005	*The Two Thrones*	Ubisoft Montreal	PS2, PS3[8] (2010)	Xbox, Windows	GCN	OS X	-
	Revelations[2]	Pipeworks Software	PSP	-	-	-	-
	Battles of Prince of Persia	Ubisoft Montreal	-	-	DS	-	-
2007	*Rival Swords*[5]	Pipeworks Software	PSP	-	Wii	-	-
	Prince of Persia Classic[3]	Gameloft	-	XBLA	-	-	-
2008		Ubisoft Sofia	PSN	-	-	-	-
	Prince of Persia	Ubisoft Montreal	PS3	Xbox 360, Windows	-	OS X	-
	The Fallen King	Ubisoft Casablanca	-	-	DS	-	-
2009	*Epilogue* (DLC)	Ubisoft Montreal	PSN	XBLA	-	-	-
2010	*The Forgotten Sands* (HD)	Ubisoft Montreal	PS3	Xbox 360, Windows	-	-	-
	The Forgotten Sands (Motion)	Ubisoft Quebec	-	-	Wii	-	-
	The Forgotten Sands (2.5D)	Ubisoft Quebec	PSP	-	-	-	-
	The Forgotten Sands (Touch)	Ubisoft Casablanca	-	-	DS	-	-

Übersicht über die Spiele der Franchise





Another World (Out of this World)

(Delphine Software Int., 1991)





Flashback

Delphine Software Int., 1993)





Blackthorne (Blackhawk)

(Blizzard Inc., 1994)

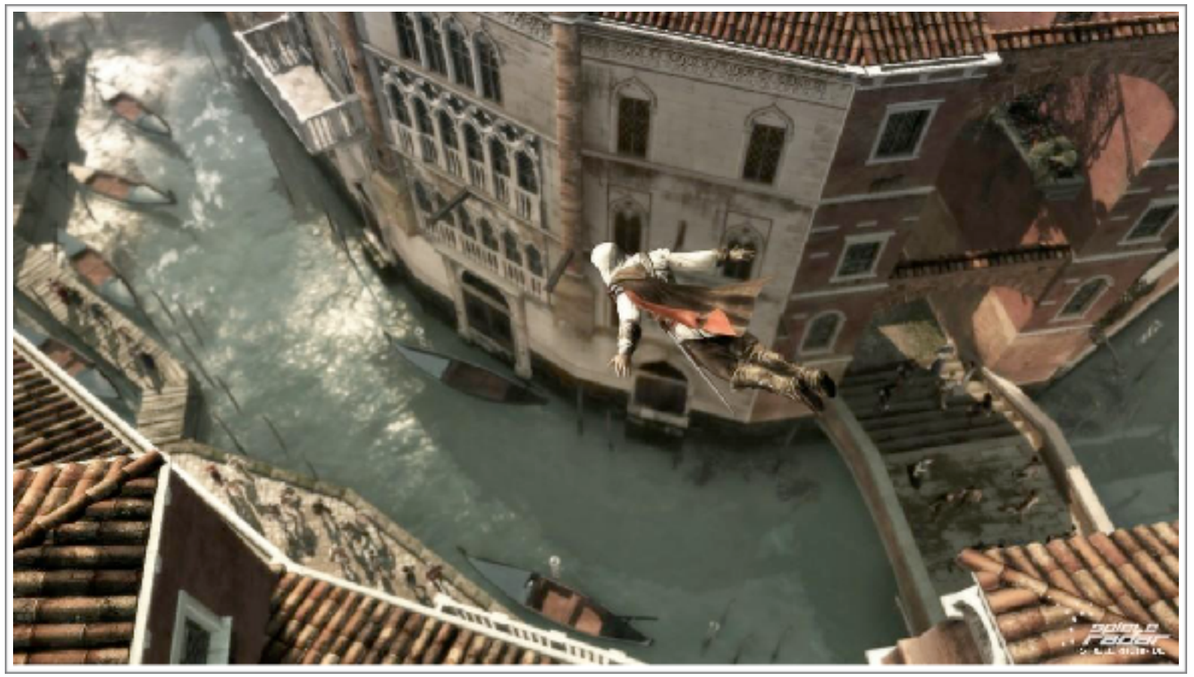
Shadow of the Beast



Shadow of the Beast II (1990)







Assassin's Creed (Serie)

(Ubisoft, 2007-)

Run'n'Gun

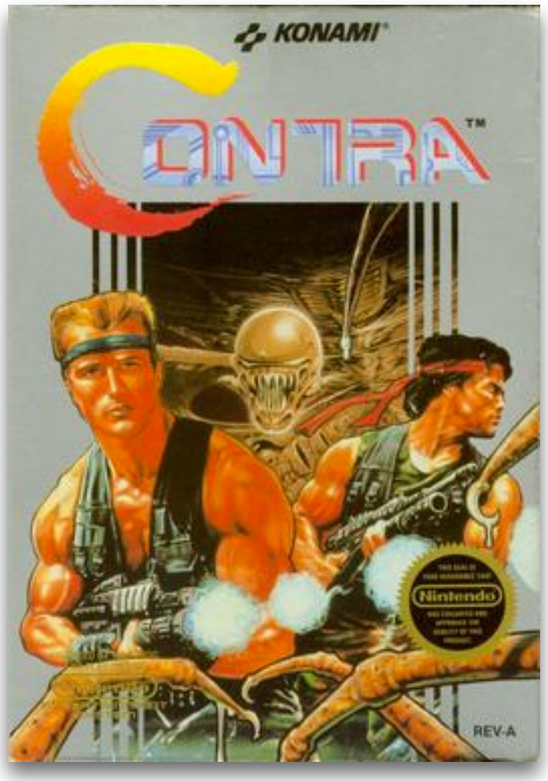
Merkmale von Run ’n’ Gun



Metal Slug (1996)

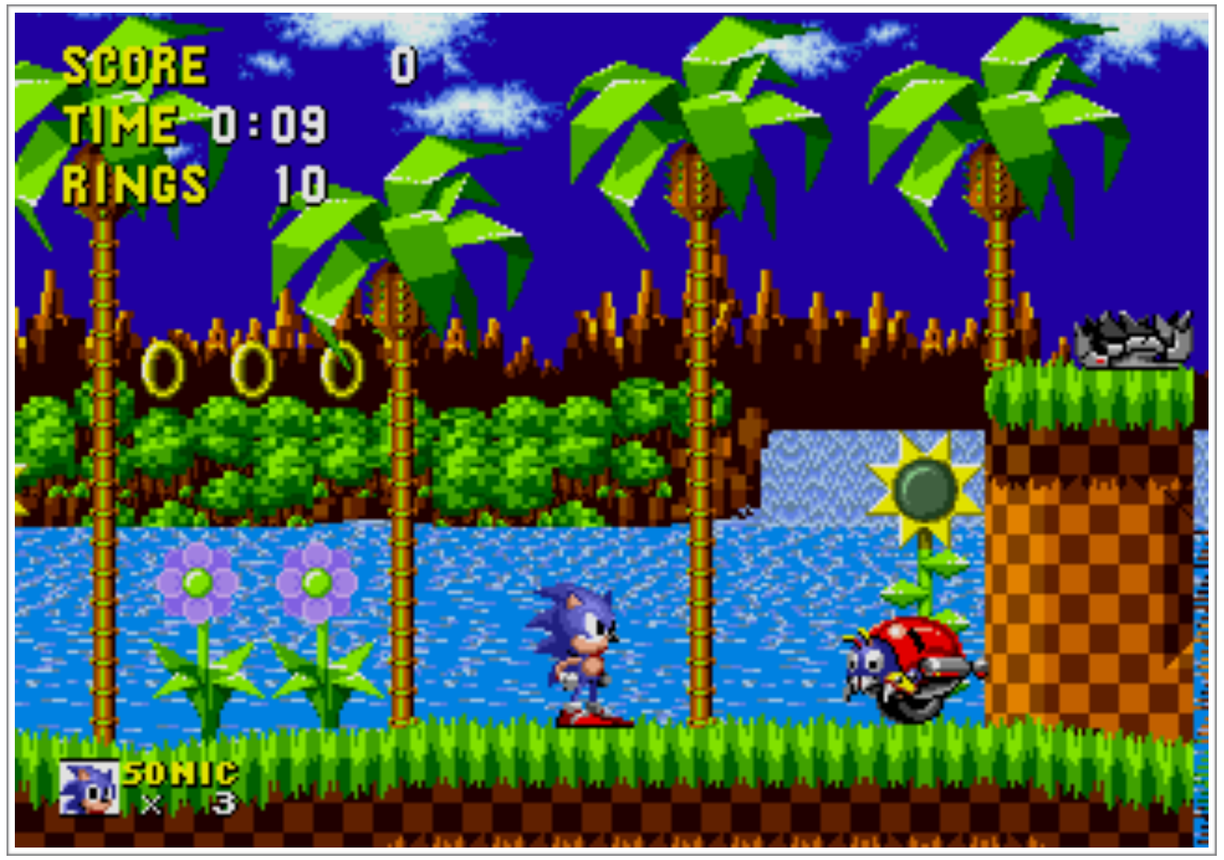
- Elemente aus Platformer und Shoot ’em’ Up
- Brawler mit Schusswaffen
- Protagonisten sind zu Fuß unterwegs (Run)
- Scrolling
- Power Ups

Contra (1987)









Sonic The Hedgehog
(Sega, 1991)

Turrican



Turrican II
(Factor 5, 1991)





Commander Keen



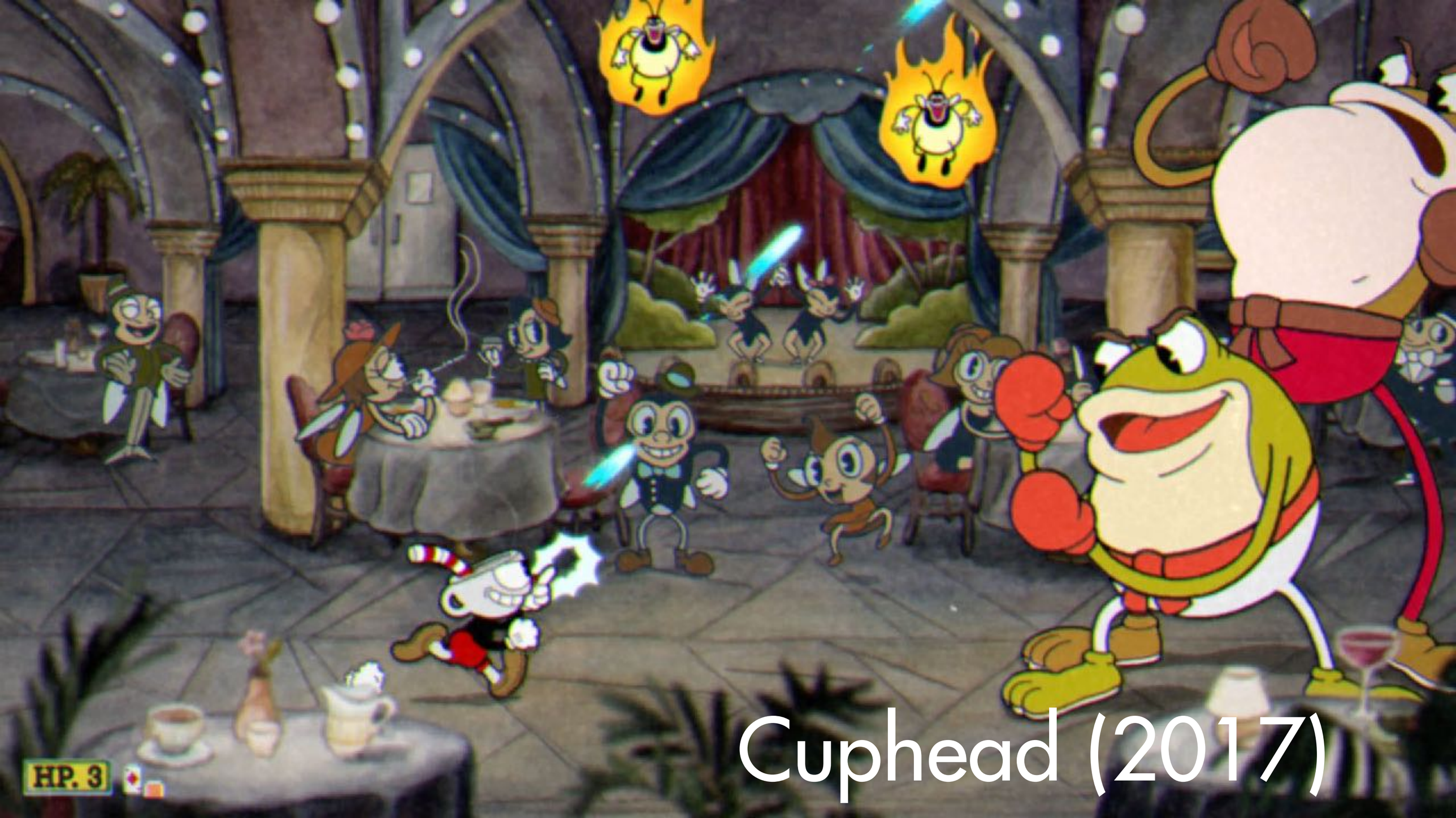


Teil 6: Commander Keen in Aliens Ate My Baby Sitter! (1991)

Terminator 2 (1991)

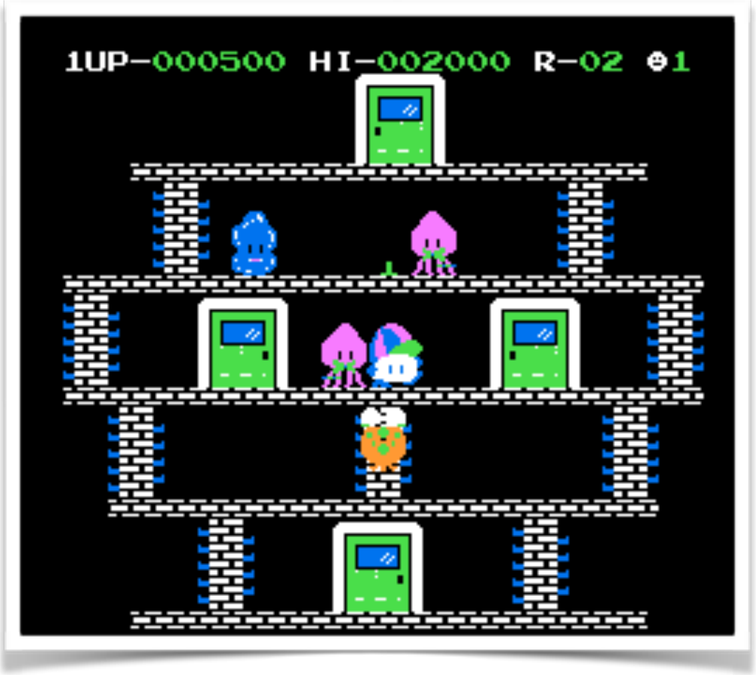






Cuphead (2017)

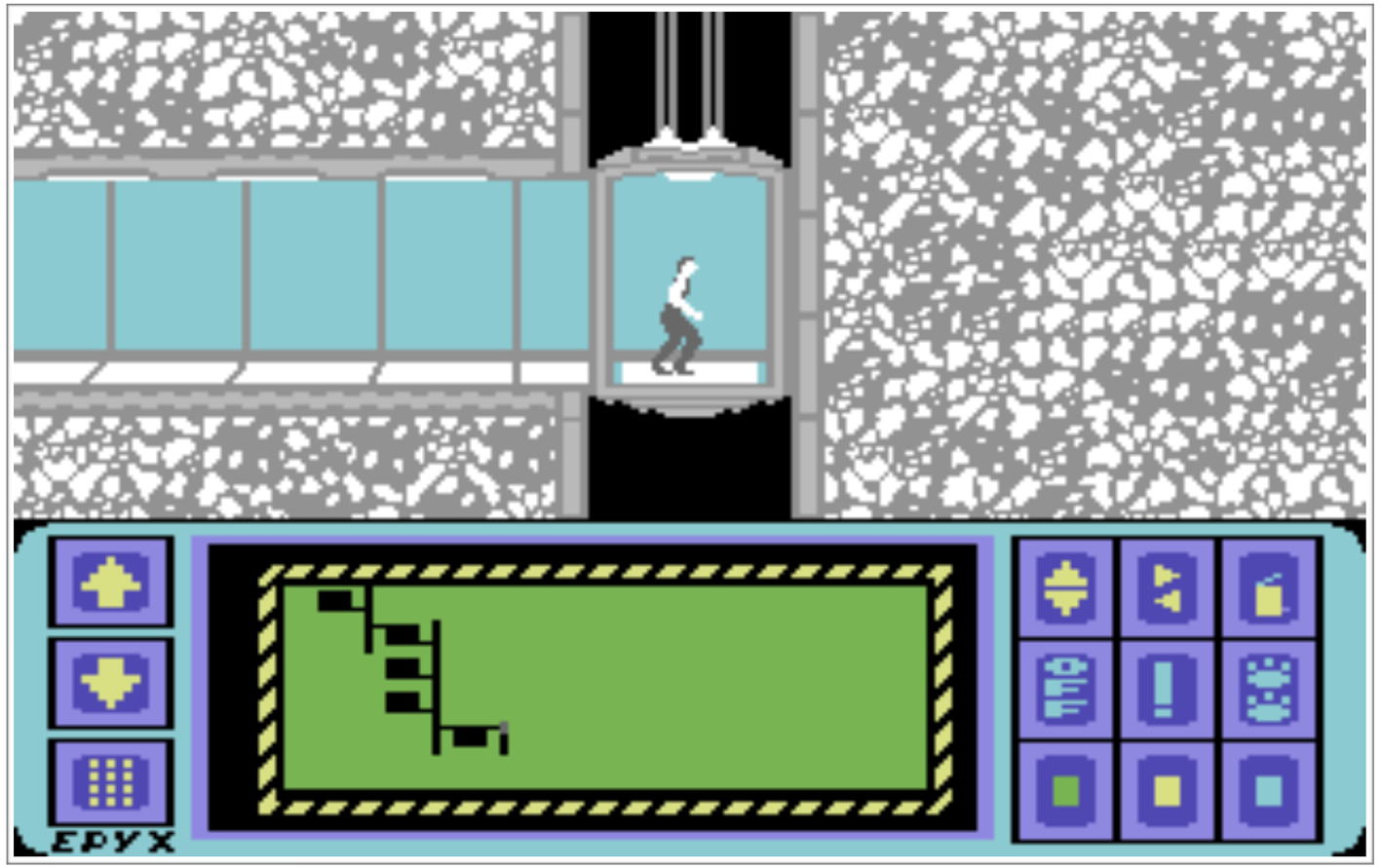
Puzzle Plattformer



Door Door (1983)



Lost Vikings (1993)



Impossible Mission

(Epyx, 1984)

Portal (2007)



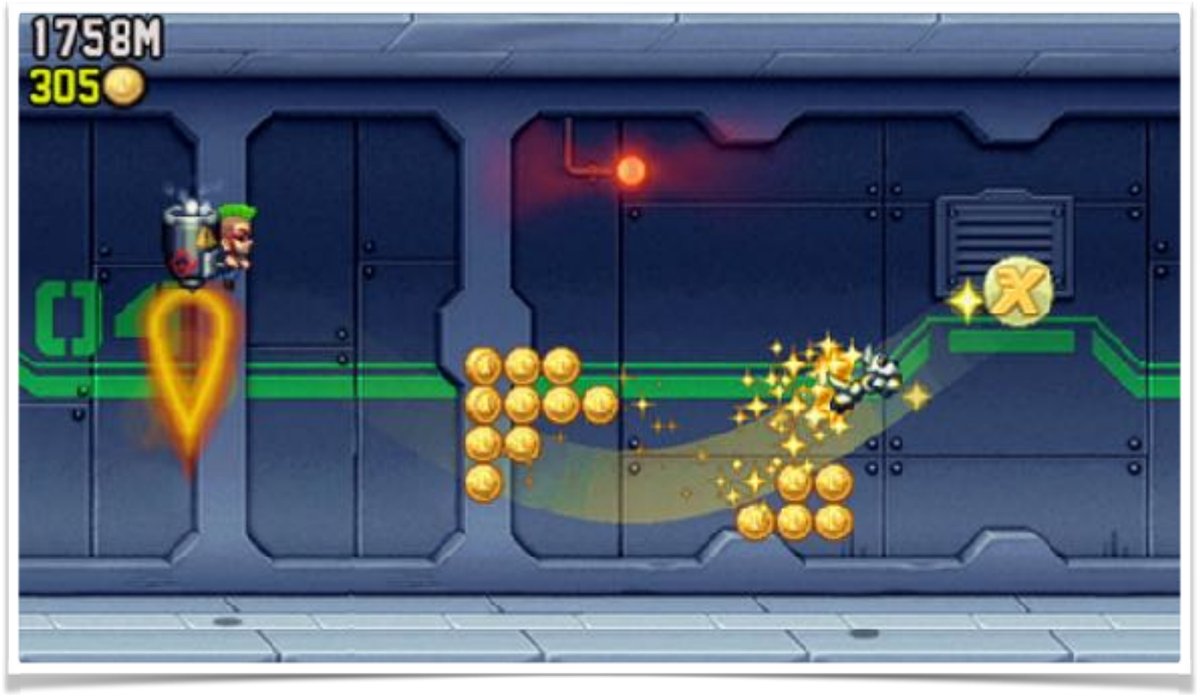
Braid (2008)




Limbo (2010)

Endless Runner

Merkmale von Endless Runnern



Jetpack Joyride

Prozedurales Leveldesign

Einhändiges Spiel

Fortschritt: Kein Lauf ist umsonst

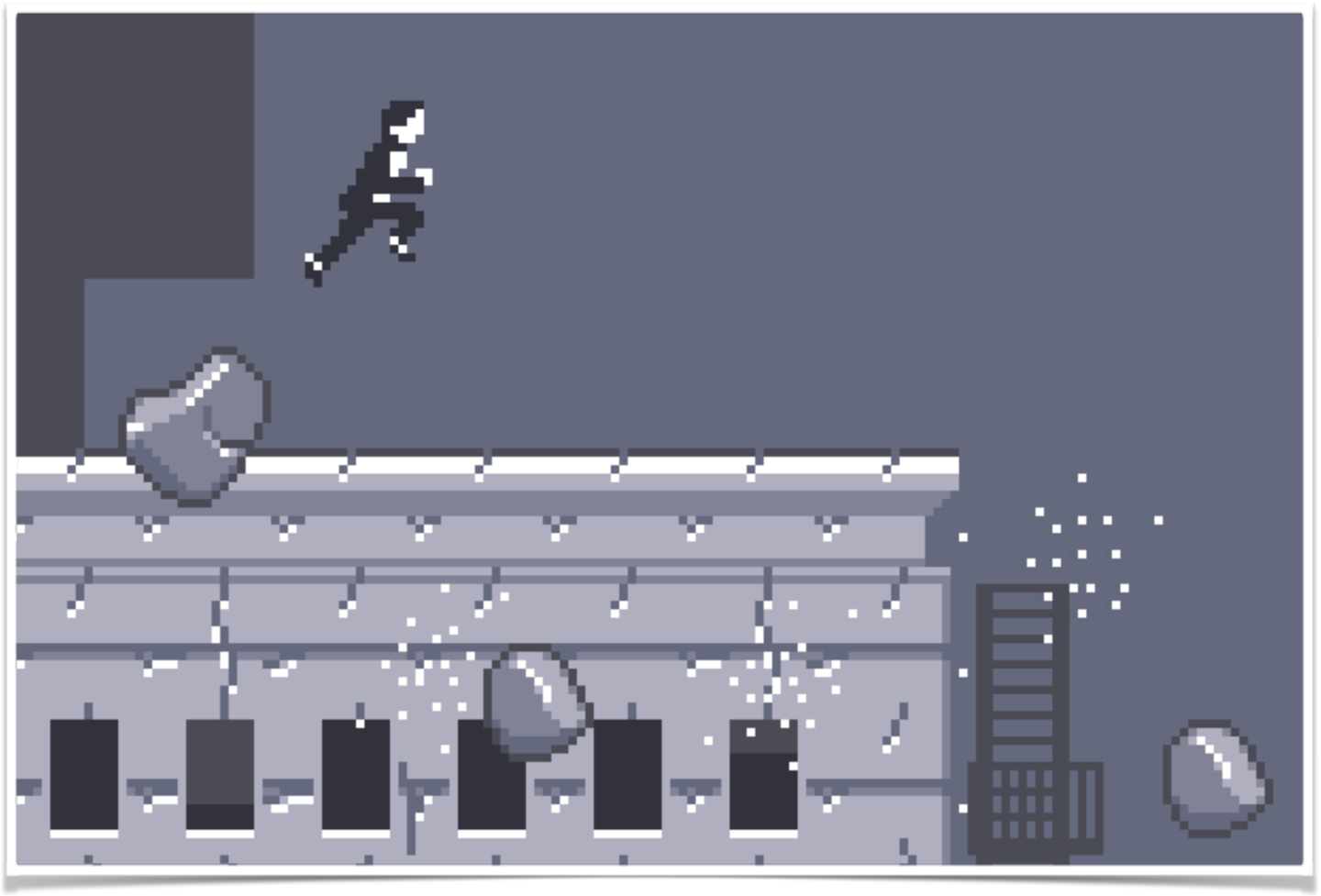
Power Ups

Spiel-Ökonomie

Missionen

Unlock Content

Canabalt (2009)



http://www.kongregate.com/games/adamatomic/canabalt



Temple Run (2011)



Crossy Road (2014)

Fotonica (2014)

