

# SPIELGESCHICHTE

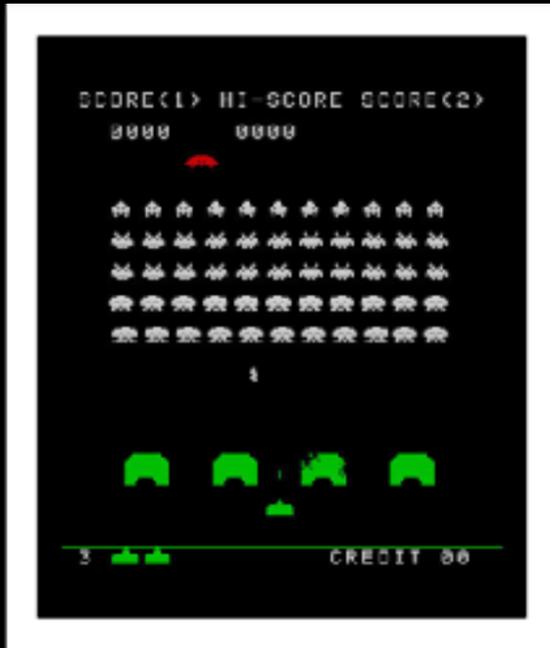
**ACTION / PLATTFORMER**

**18. MAI 2017**



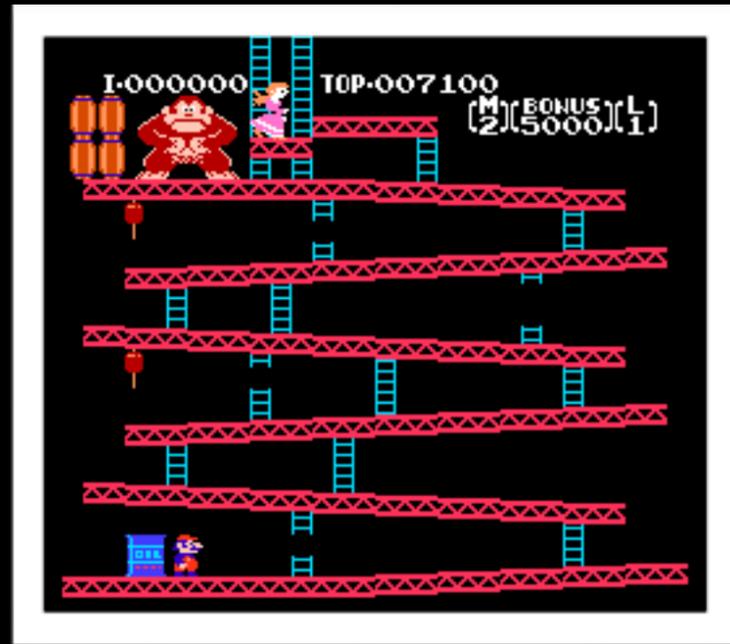
# Action-Subgenres

Shooter



Space Invaders (1978)

Platformer  
Jump`n`Run



Donkey Kong (1981)

Kampfspiel



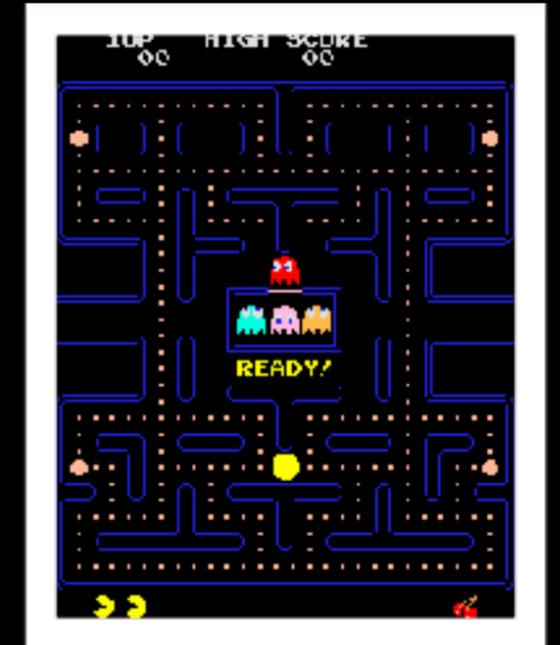
Street Fighter II (1991)

Beat `em Up



Golden Axe (1989)

Labyrinthspiel



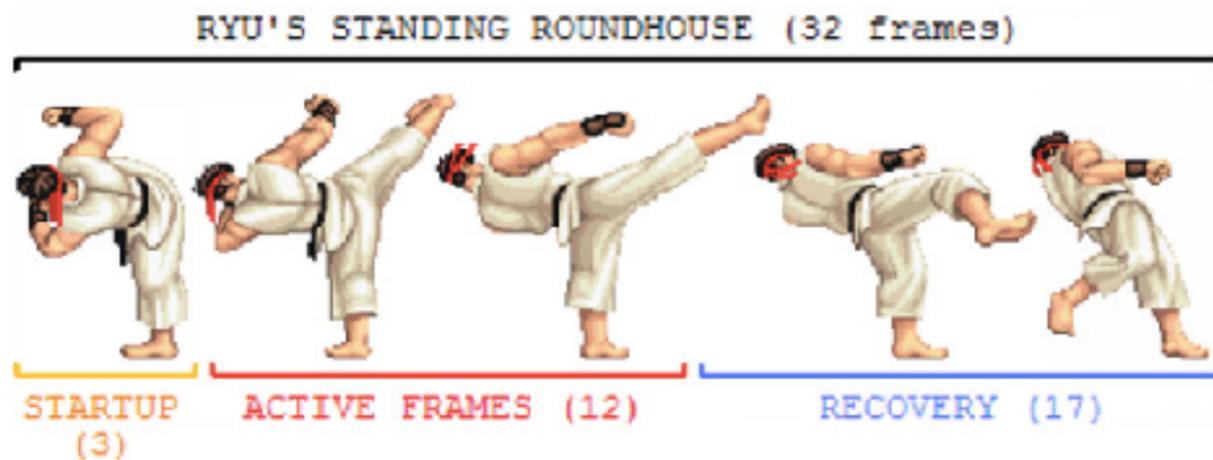
Pac-Man (1980)

Kampfspiele

# Merkmale von Kampfspielen



Hitboxen in Street Fighter II



Zweikampf

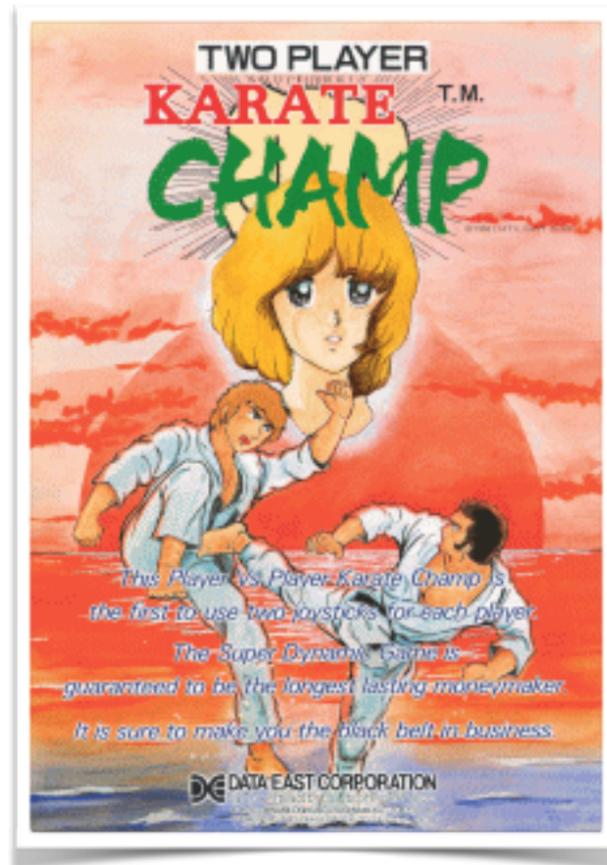
Lebensbalken

Kämpfer mit typischen signature moves

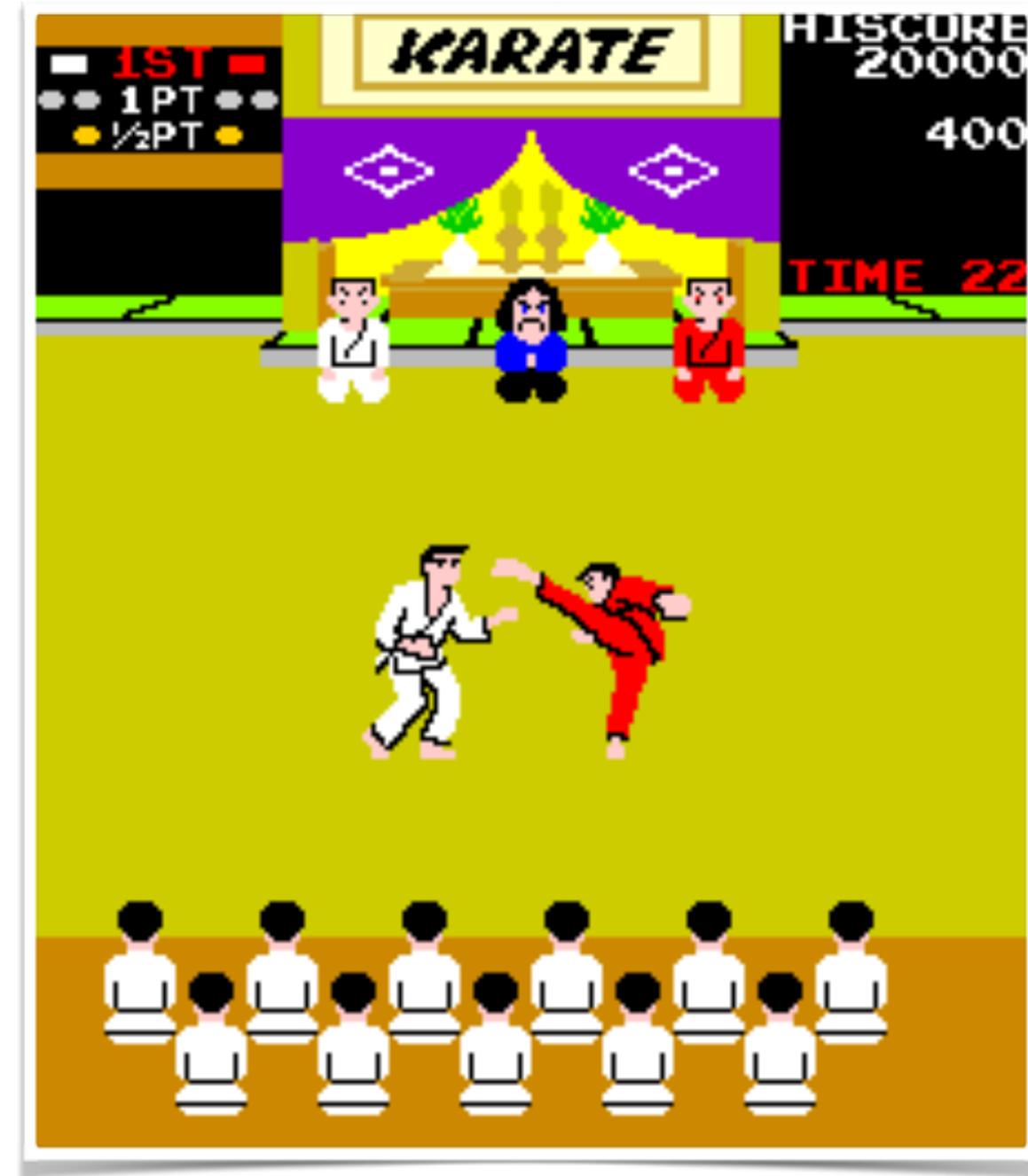
Hohe Zahl an Angriffen

Combos

Einschränken von Handlungsoptionen



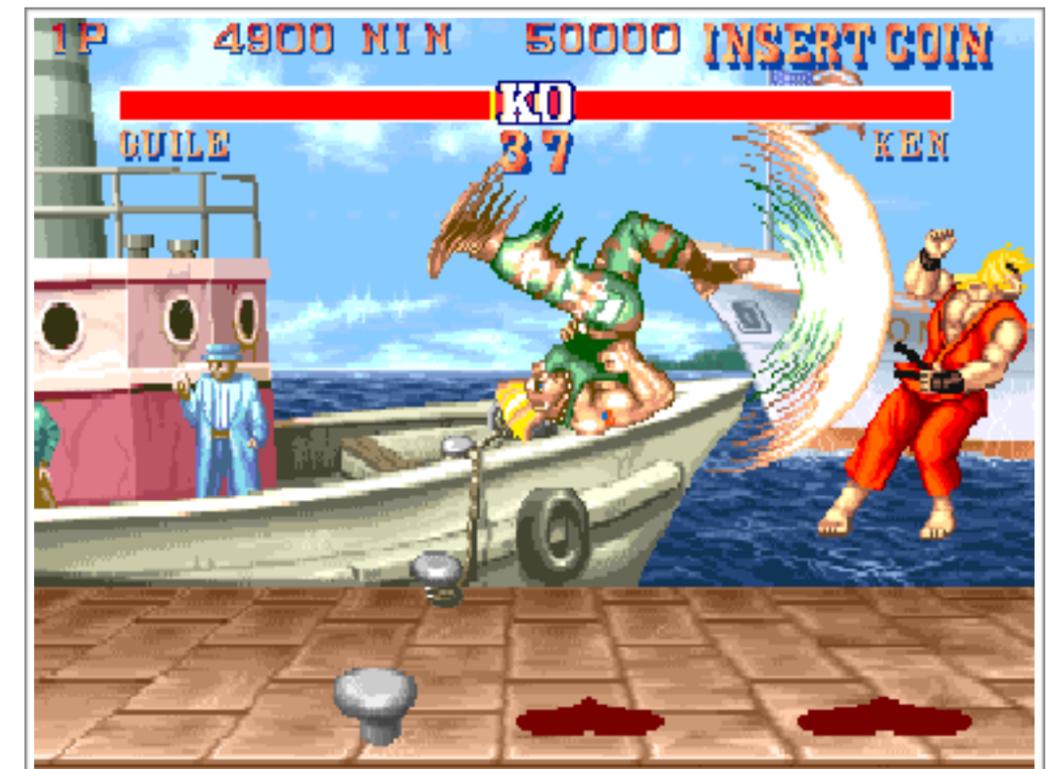
Karate Champ (1984)



# Street Fighter



Street Fighter (1987)



Street Fighter II (1991)

# Combos

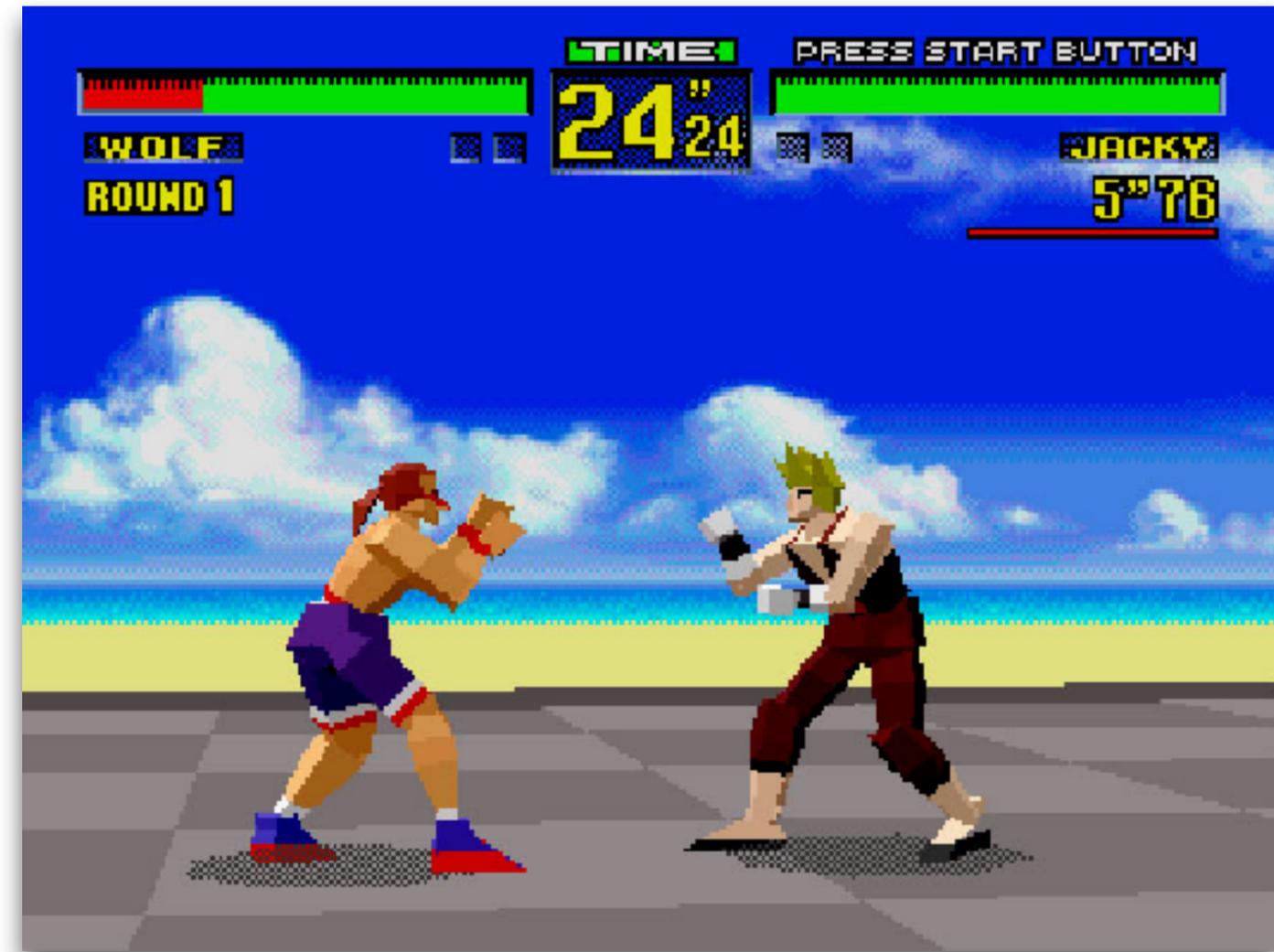
| Ryu<br>リュウ                           | ケン<br>Ken                        | ダルシム<br>Dhalsim                         | 春麗<br>Chun-Li                         |
|--------------------------------------|----------------------------------|---|---------------------------------------|
| Hadouken<br>↓ ↘ → + P                | Hadouken<br>↓ ↘ → + P            | Yoga Fire<br>↓ ↘ → + P                  | Hyakuretsukyaku<br>→ (押しながら) K Repeat |
| Shoryuken<br>→ ↓ ↘ + P               | Shoryuken<br>→ ↓ ↘ + P           | Yoga Flame<br>→ ↘ ↓ ↙ ← + P             | Kikoken<br>← HOLD → + P               |
| Tatsumakisenpukyaku<br>↓ ↙ ← + K     | Tatsumakisenpukyaku<br>↓ ↙ ← + K | Yoga Blast<br>→ ↘ ↓ ↙ ← + K             | Hazanshu<br>→ ↘ ↓ ↙ ← + K             |
| Shinku Hadoken<br>↓ ↘ → ↓ ↘ → + P    | Shoryureppa<br>↓ ↘ → ↓ ↘ → + P   | Yoga Teleport<br>→ ↓ ↘ + P or ← ↓ ↙ + P | Spinning Bird Kick<br>↓ HOLD ↑ + K    |
| Metsu - Hadoken<br>↓ ↘ → ↓ ↘ → + P K | Shinryuken<br>↓ ↘ → ↓ ↘ → + P K  | Yoga Inferno<br>↓ ↘ → ↓ ↘ → + P         | Senretsukyaku<br>← HOLD → ← → + K     |
|                                      |                                  | Yoga Catastrophe<br>↓ ↘ → ↓ ↘ → + P K   | Hosenka<br>← HOLD → ← → + P K         |



# Mortal Kombat (1992)



# Virtua Fighter (1993)



# 3D Fighting Games



Tekken 1994



Soul 1995



Dead or Alive 1996

# Super Smash Bros. (1999 – )





ANGEL KNIVES



BLACKFANG

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



The screen turns dark. Angel Knives' blades begin to glow. She pierces his torso again and again until his

<https://www.youtube.com/watch?v=vUVZRYAygHc>

Beat'em'Up  
(Brawler)

# Merkmale von Beat 'em' ups



Die überschaubare Rahmenhandlung von Double Dragon rechtfertigt jegliche Form der Gewaltanwendung

2D-Sidescroller

Narrative Einbettung

Waffen außer Schusswaffen

Coop-Modus

Zahlreiche schwache Gegner

Bosskämpfe

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

# Kung Fu Master (1984)

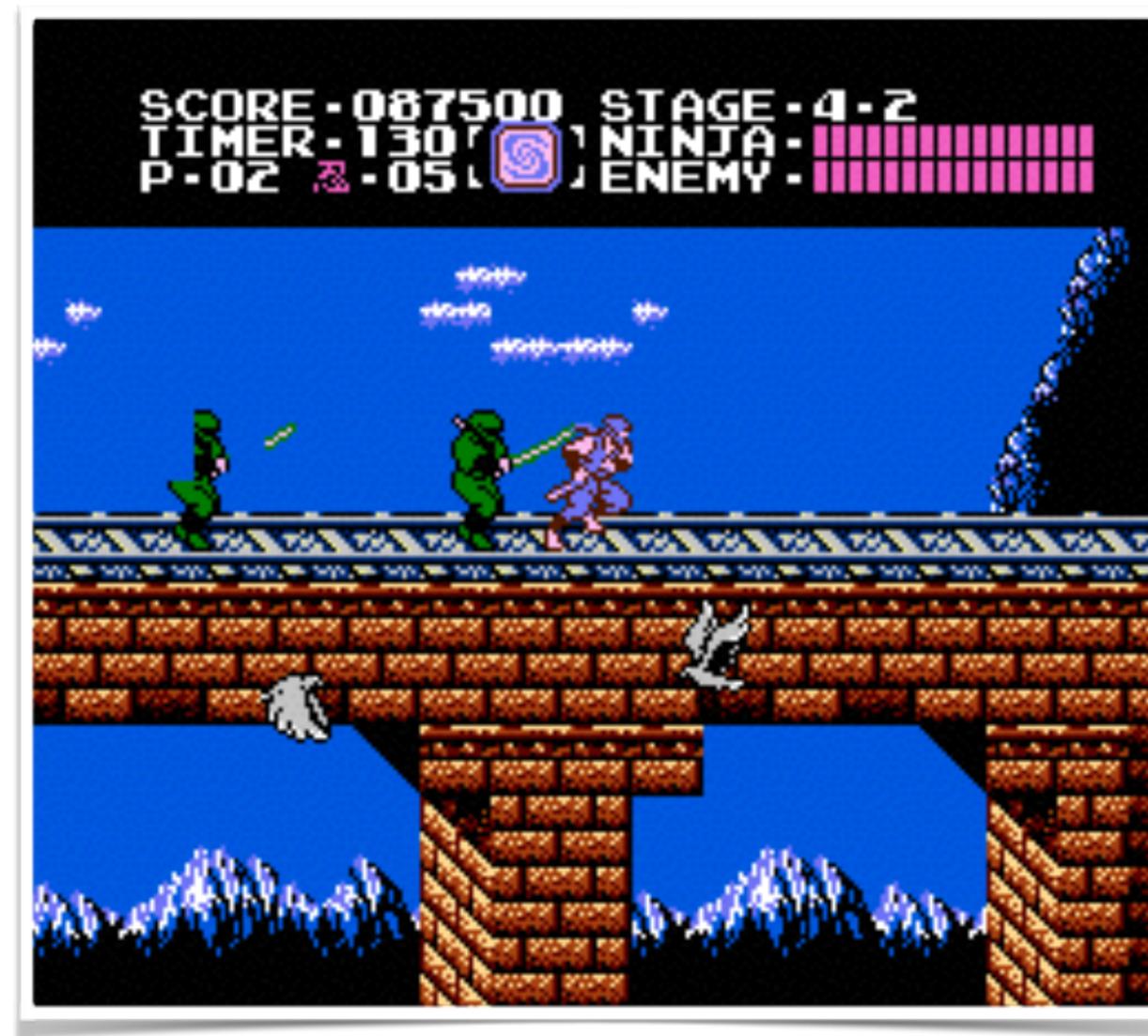


Einfacher früher Brawler auf einer einfachen 2D-Ebene, der nur zwei Angriffsvarianten bot und eher die Reflexe forderte.

# Double Dragon (1987)



# Ninja Gaiden (1988)



# Golden Axe (1989)



# Lizenzadaptionen



The Simpsons (1991)



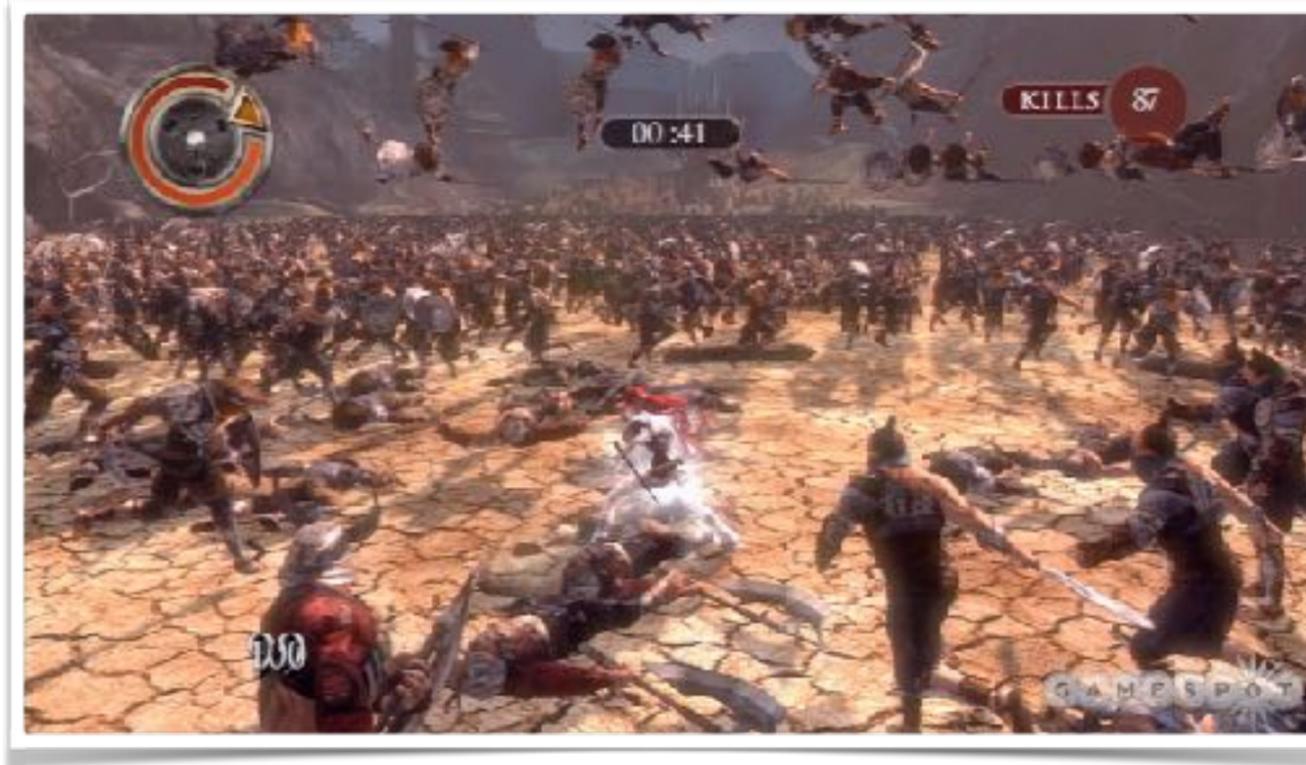
X-Men (1992)



Aliens vs. Predator (1994)

# Hack 'n' Slash

# Merkmale von Hack 'n' Slash



Heavenly Sword

3D

third-person

waffenbasierter

Nahkampf gegen

große Gegnermengen

mit Combos

# Gauntlet (1985)



**"GAUNTLET" IS A PHENOMENON.  
IT'S THE HIGHEST EARNING  
GAME WE'VE EVER HAD!"**  
—Shane Breaks, Atari Games Corporation

**ATARI  
GAMES**

**"Gauntlet is the best game we've tested since I've been in the business."** So says Craig Singer, Chairman, Nickles and Dimes Inc.

Comments like this are typical from operators here and overseas who've helped us test this revolutionary new video game.

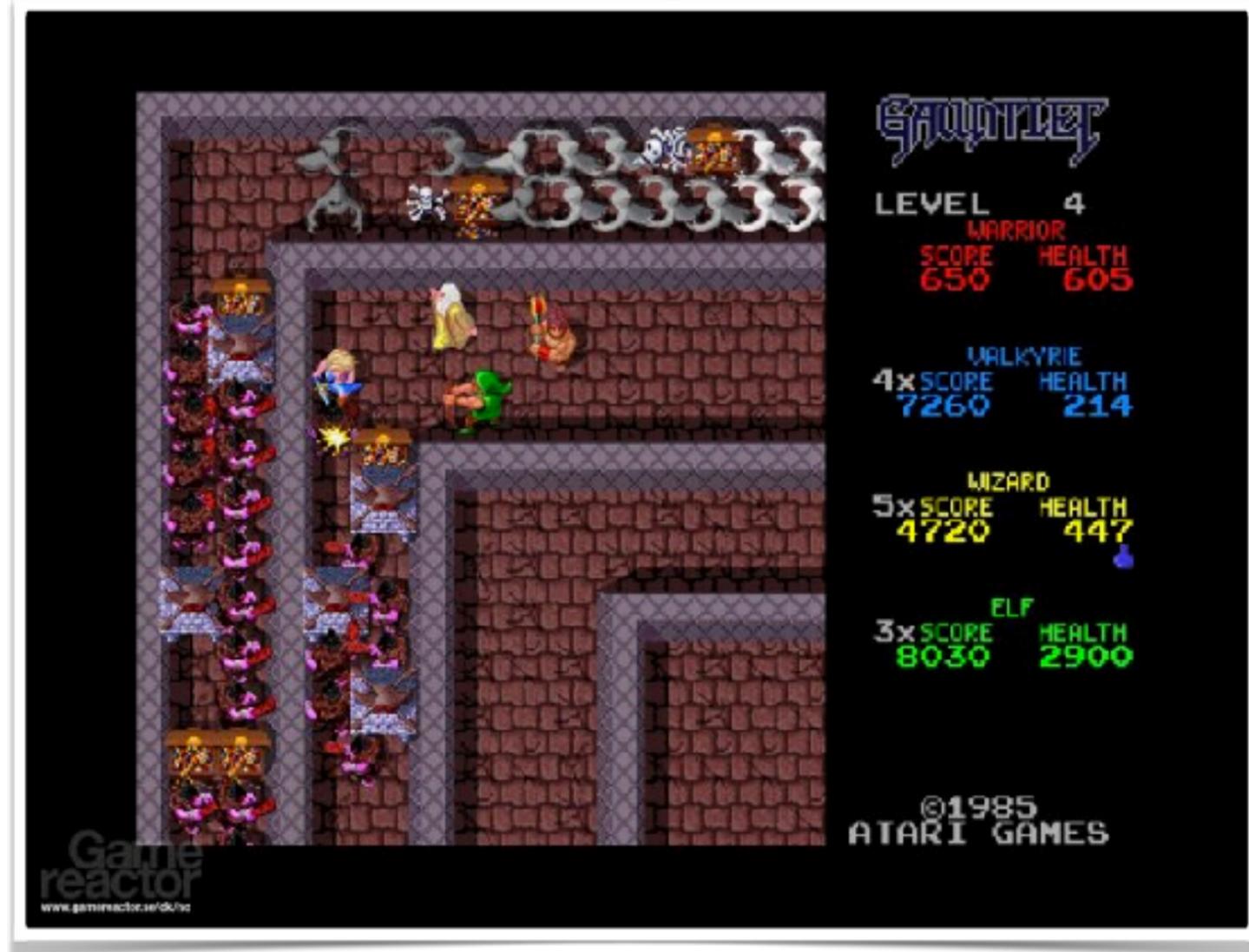
The reason? Unbelievably high collection numbers!

Gauntlet instantly becomes the number one game everywhere it goes, easily outearning the next best.

The exciting play action makes the numbers happen. It's a role-playing fantasy adventure

that up to four players can play at once. Each player chooses one of four unique hero-type characters, each with their own unique fighting skills. There's endless challenge as players compete or work together to battle the monsters and get through over one hundred different mazes. It's game play depth that won't quit.

Gauntlet's record-breaking earnings capability has already been proven. Get into it now.



**GAUNTLET**

|         |        |
|---------|--------|
| LEVEL   | 4      |
| WARRIOR | HEALTH |
| SCORE   | 650    |
| 650     | 605    |

|          |        |
|----------|--------|
| WALKYRIE | HEALTH |
| 4x SCORE | 7260   |
| 7260     | 214    |

|          |        |
|----------|--------|
| LIZARD   | HEALTH |
| 5x SCORE | 4720   |
| 4720     | 447    |

|          |        |
|----------|--------|
| ELF      | HEALTH |
| 3x SCORE | 8030   |
| 8030     | 2900   |

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ATARI GAMES

Game reactor  
www.gamereactor.se/du/12

# Dynasty Warriors (1997 - )



# 3D Hack 'n' Slash

[https://www.wikiwand.com/en/List\\_of\\_beat\\_%27em\\_ups#/Hack\\_.27n\\_slash](https://www.wikiwand.com/en/List_of_beat_%27em_ups#/Hack_.27n_slash)

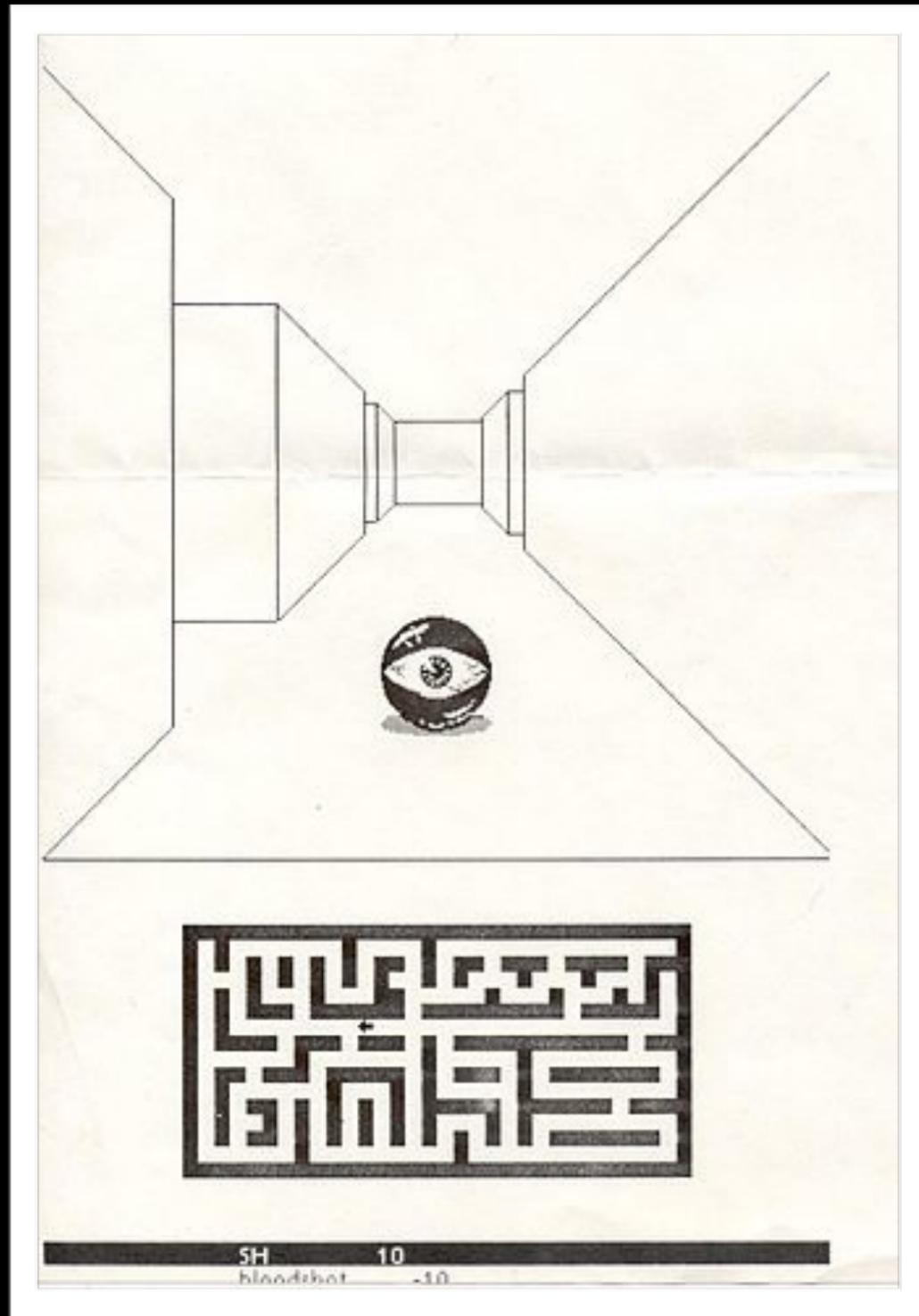


Heavenly Sword

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

# Labyrinthspiele

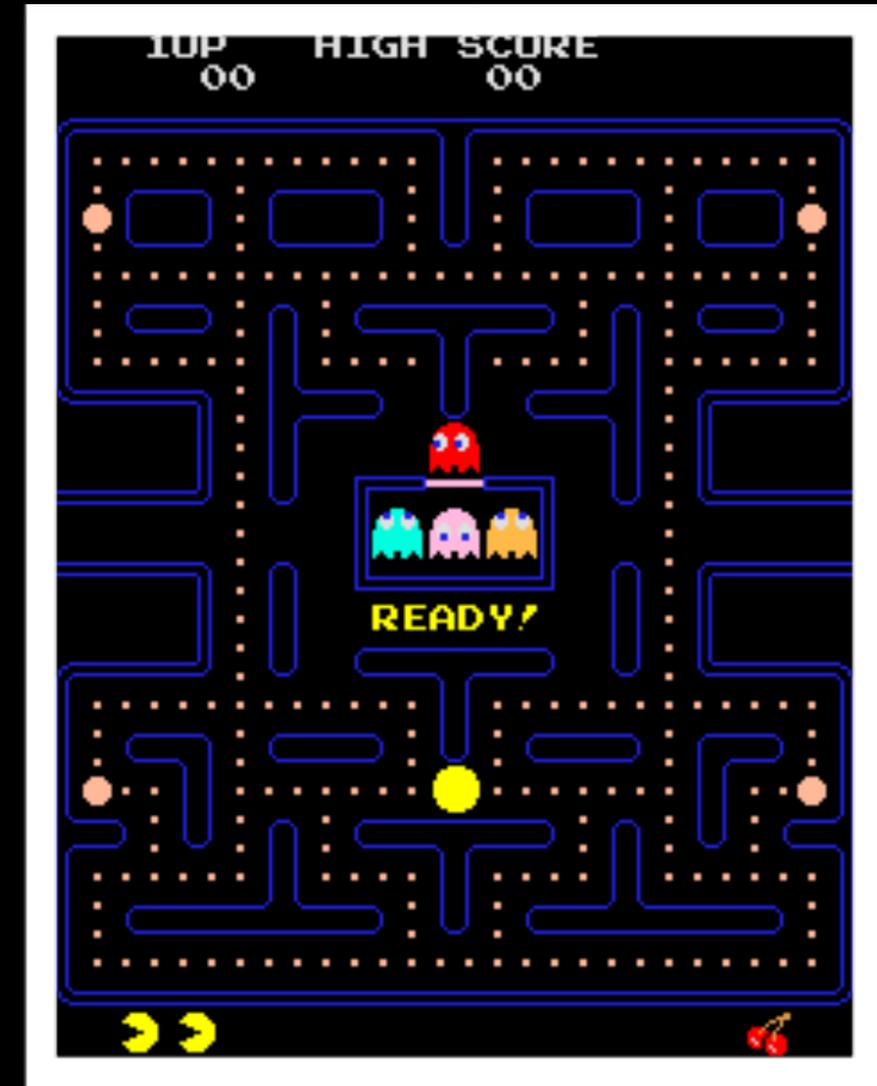
Action-Spiele mit Labyrinth-Leveln



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

|            | Timing   | Speed  |
|------------|--|--|
| Platformer | <b>Moving Targets</b><br>    | <b>Preservation of Momentum</b><br> |
| Action     | <b>Periodic Enemies</b><br> | <b>Intercepts</b><br>              |

Präzise Sprünge

Bewegliche Ziele

Hindernisse

Gegner

Oft kombiniert mit anderen Genres



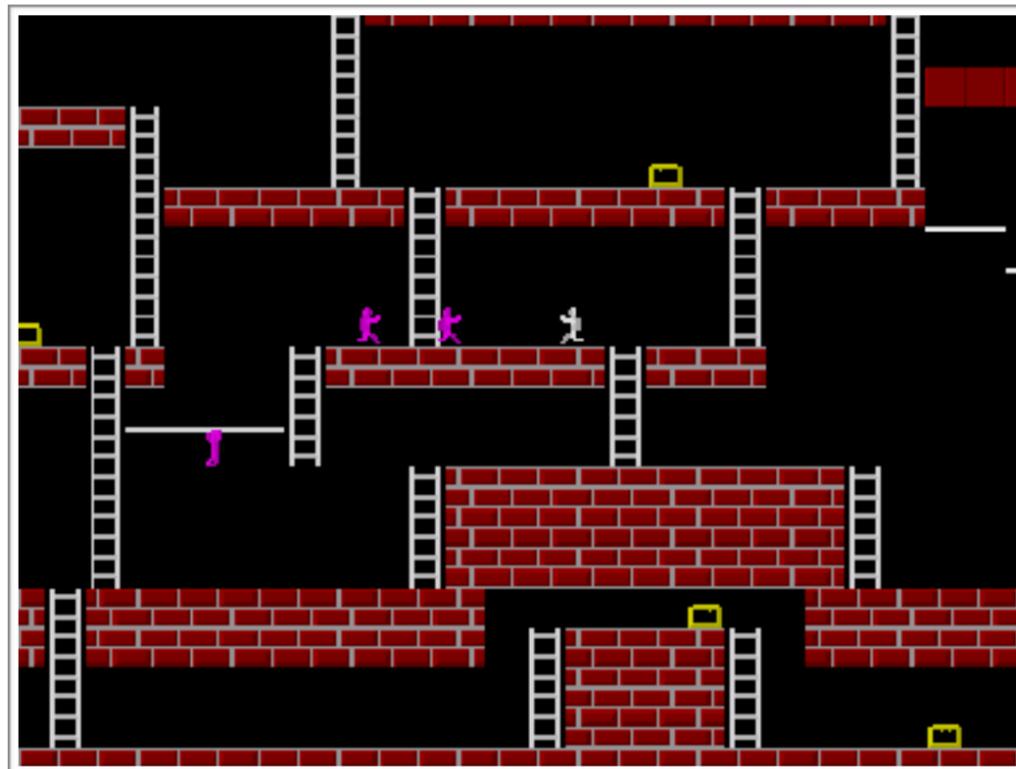
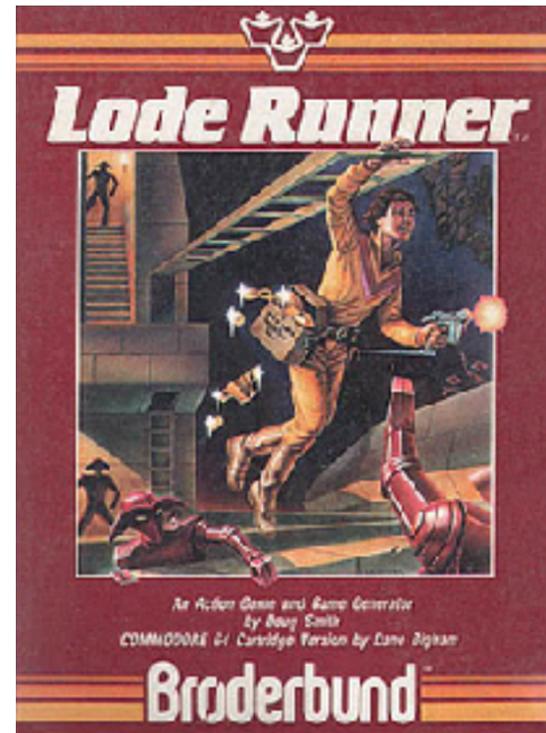
Space Panic (1980)





Donkey Kong (1981)

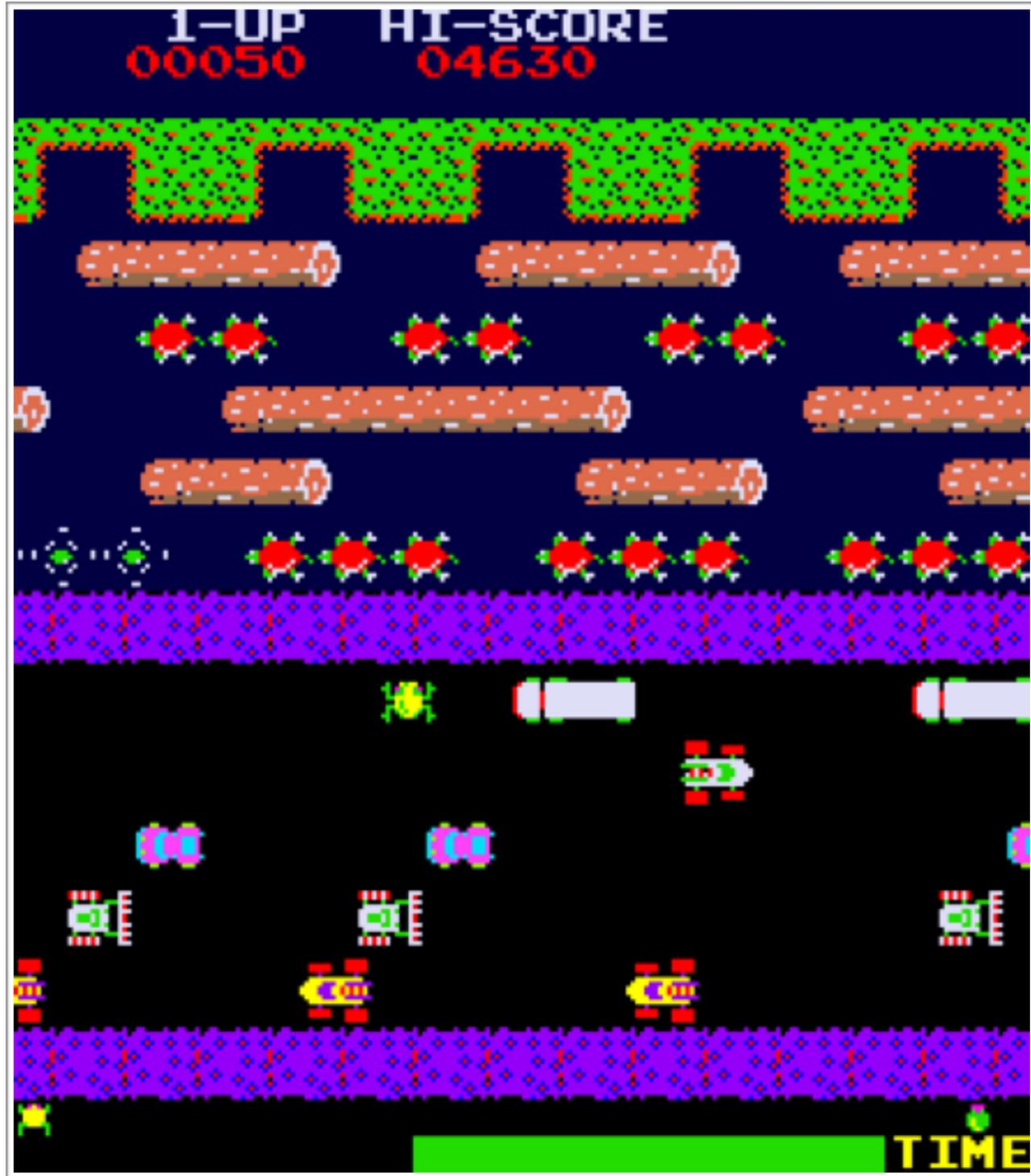




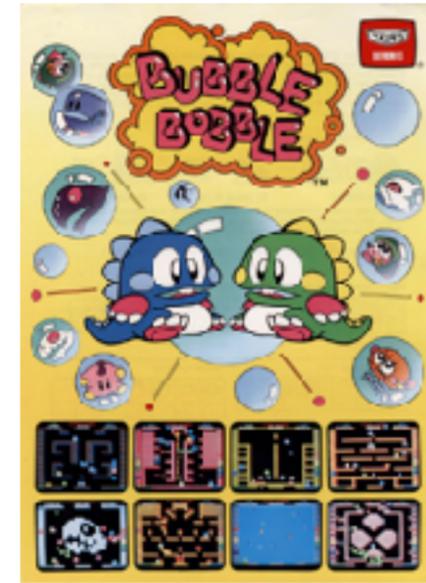
Lode Runner (1983)



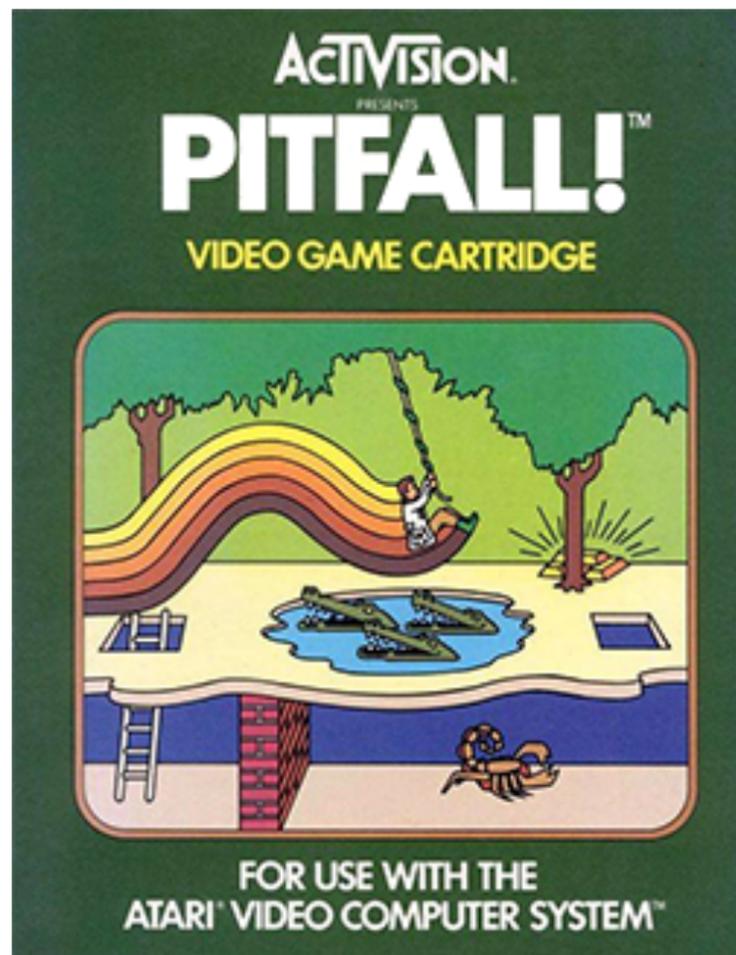
Mr. Do's Castle (1983)



Frogger (1981)



Bubble Bobble (1986)



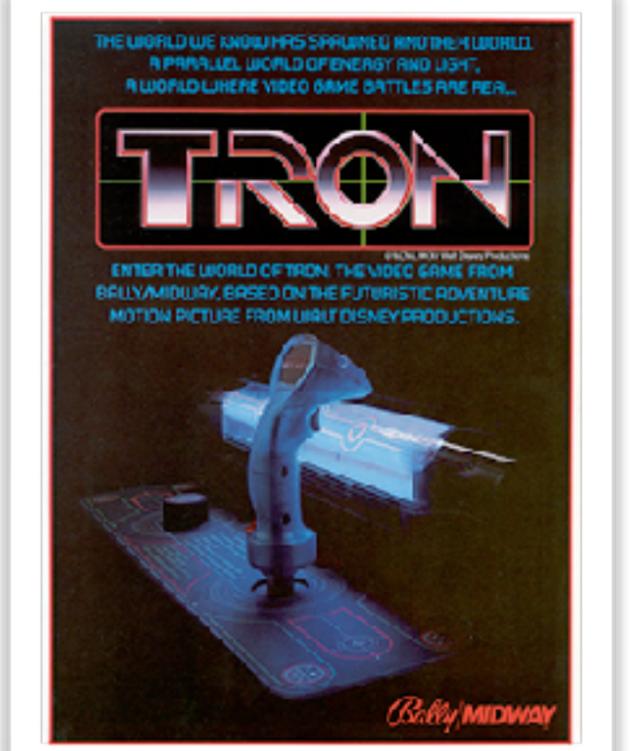
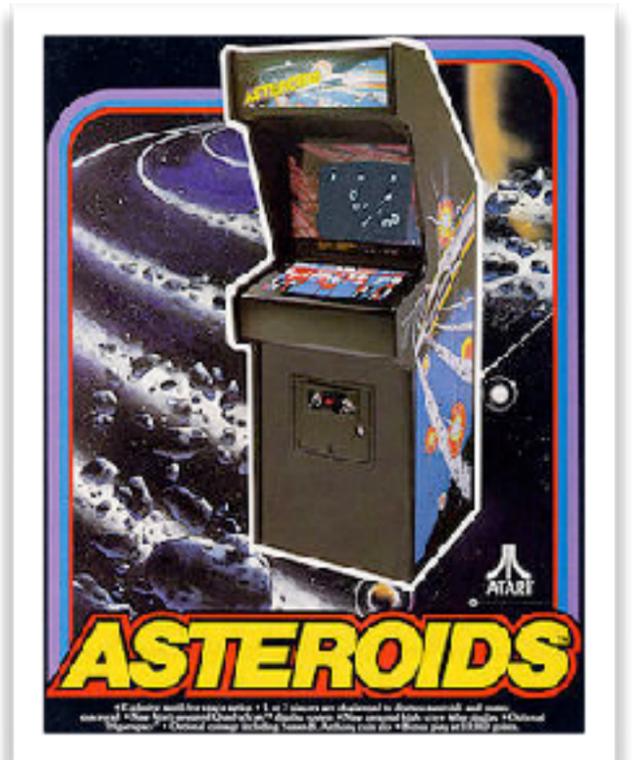
Pitfall! (1982)



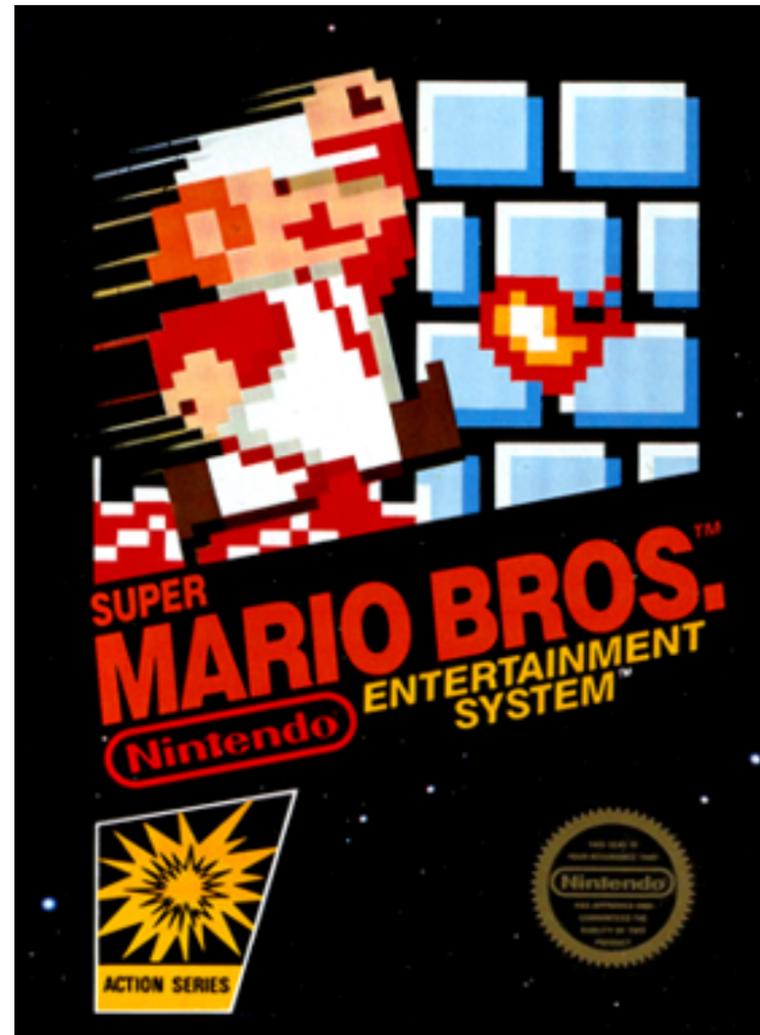
Space Invaders

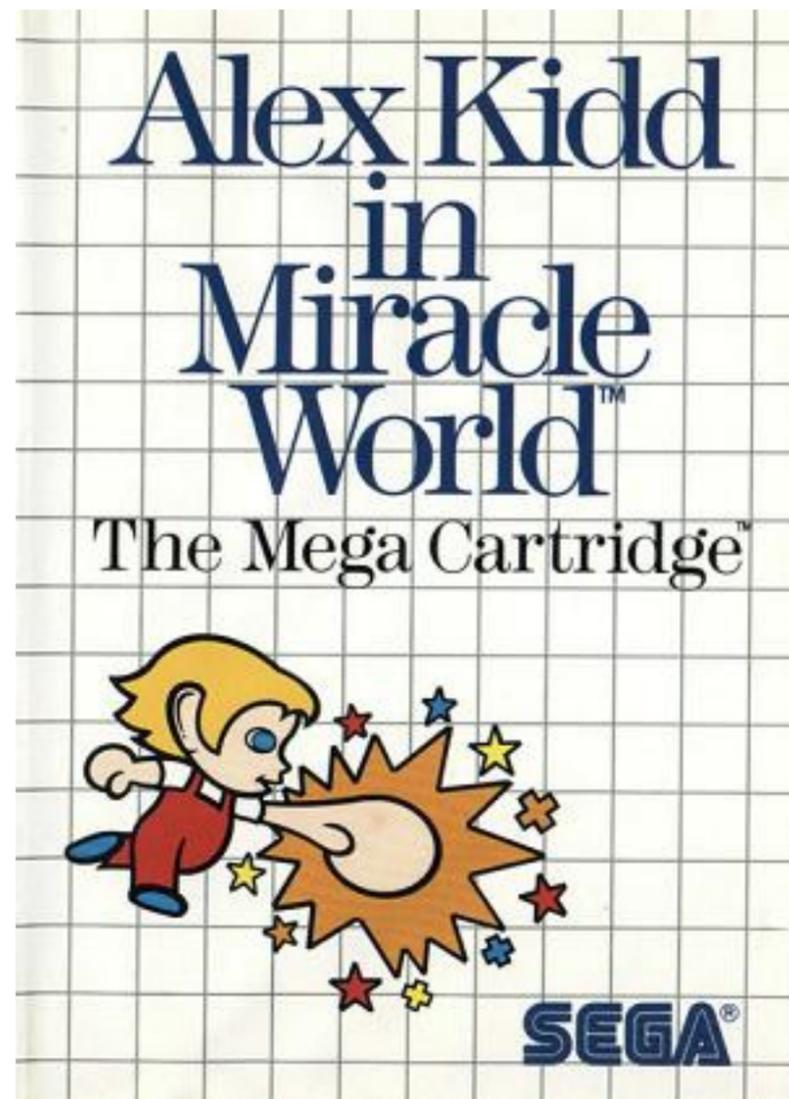


Pac-Man



# Super Mario Bros. (1985)



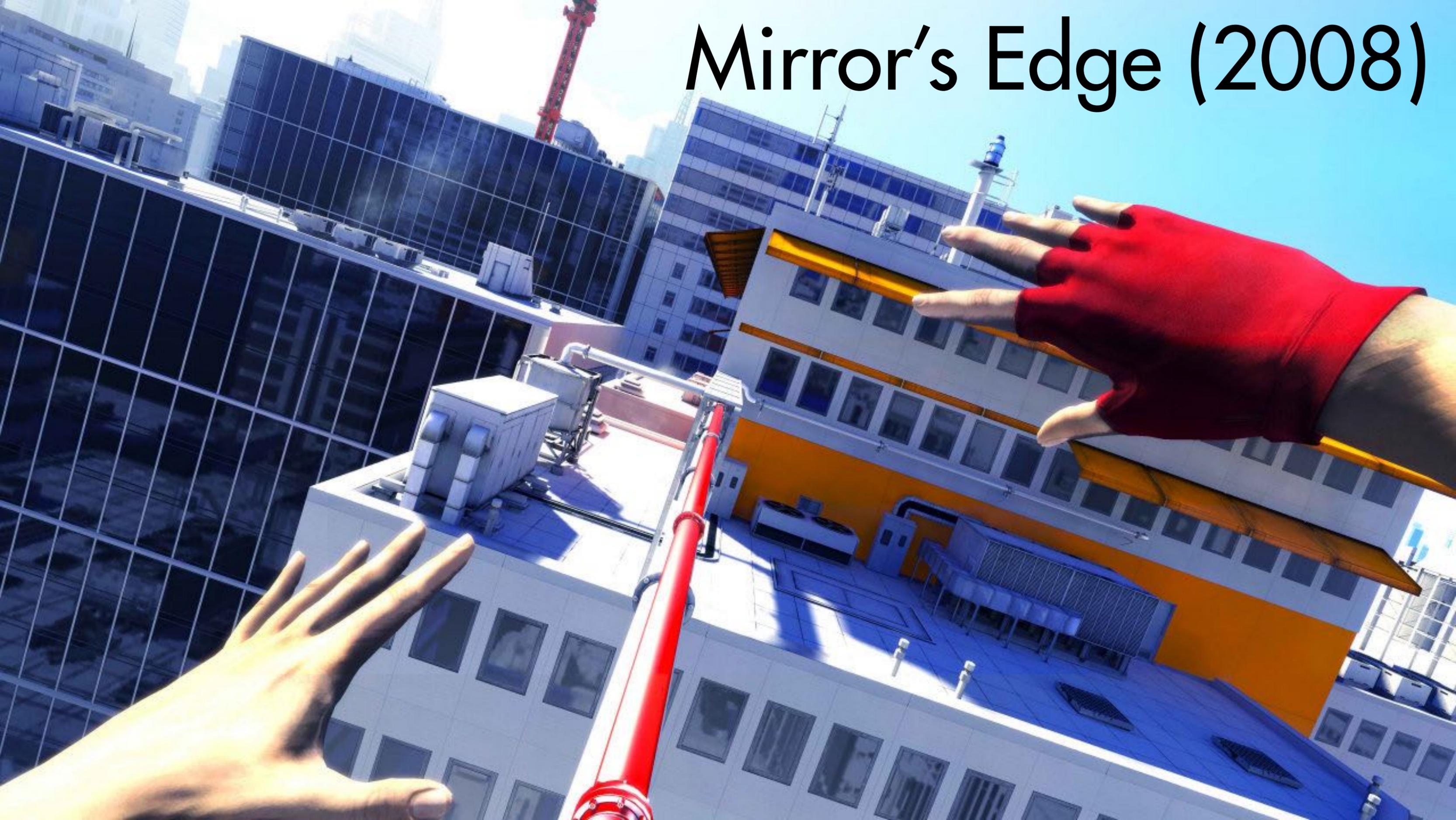


Alex Kidd in Miracle World (1986)



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)

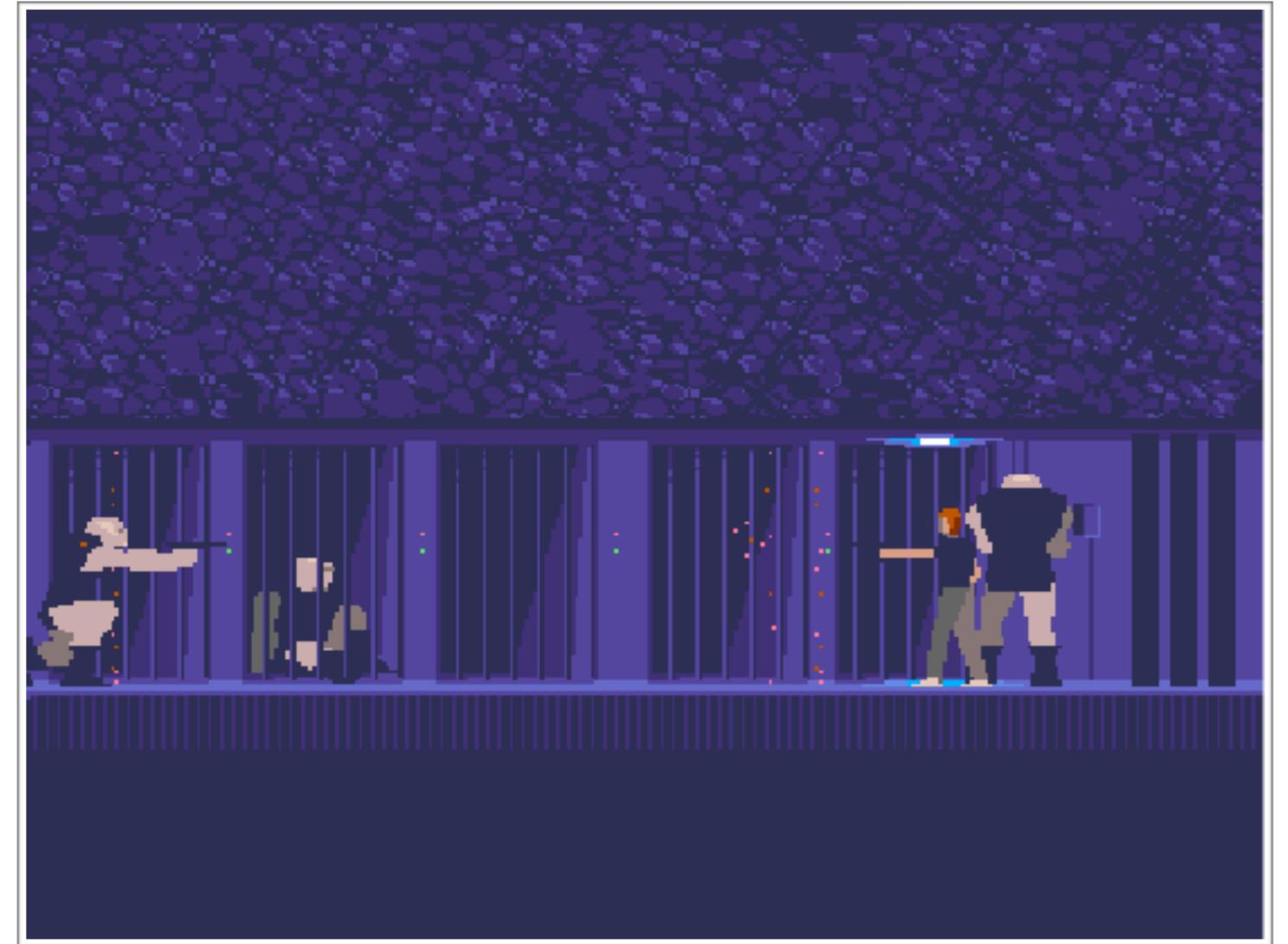
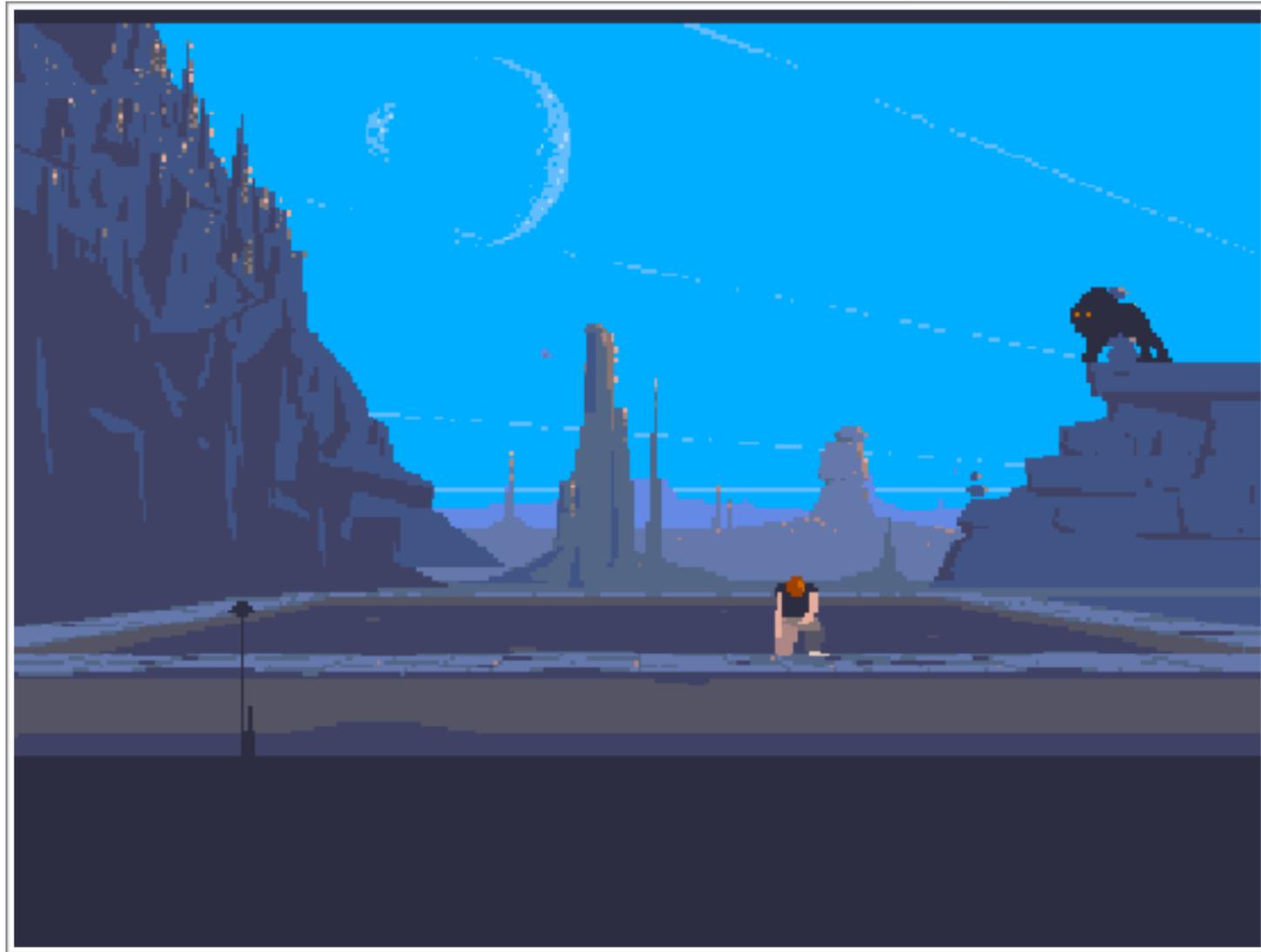
## **Filme**

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





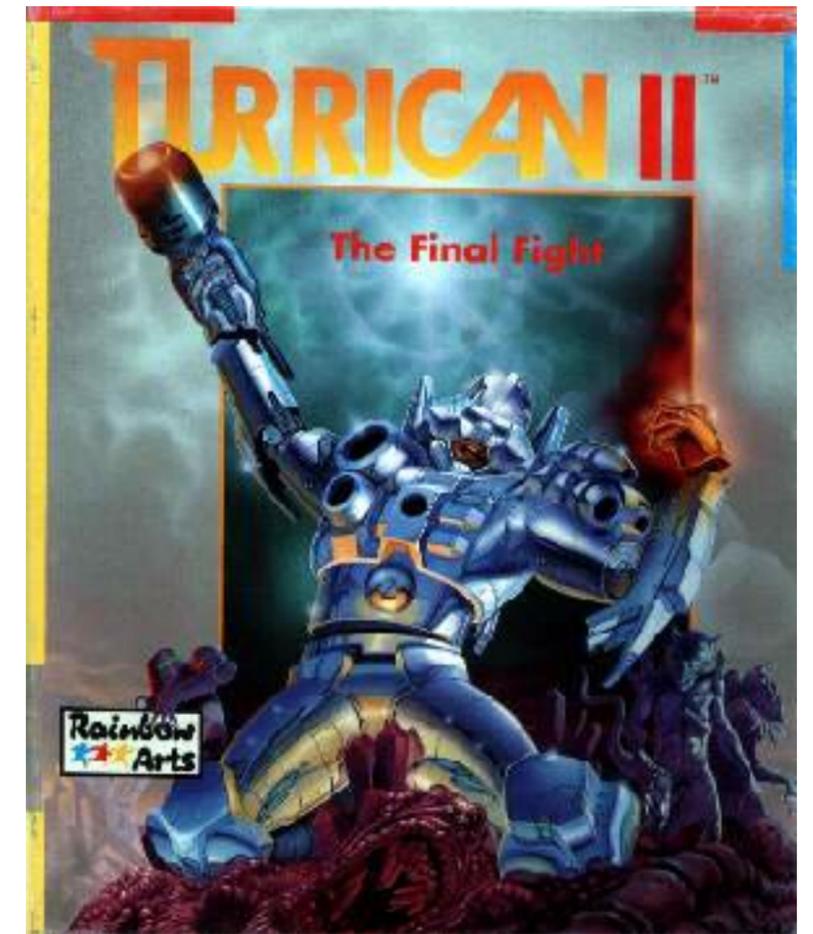
Sonic The Hedgehog  
(Sega, 1991)



# Turrican



Turrican II  
(Factor 5, 1991)



# Commander Keen

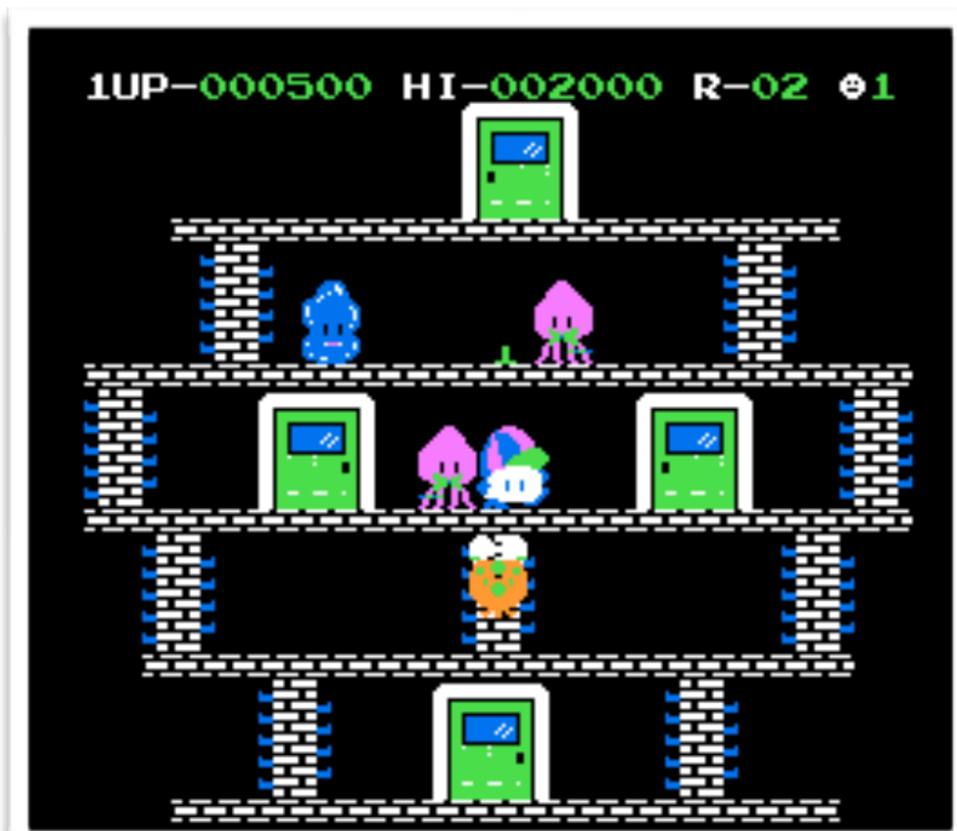


Teil 6: Commander Keen in Aliens Ate My Baby Sitter! (1991)

# Terminator 2 (1991)



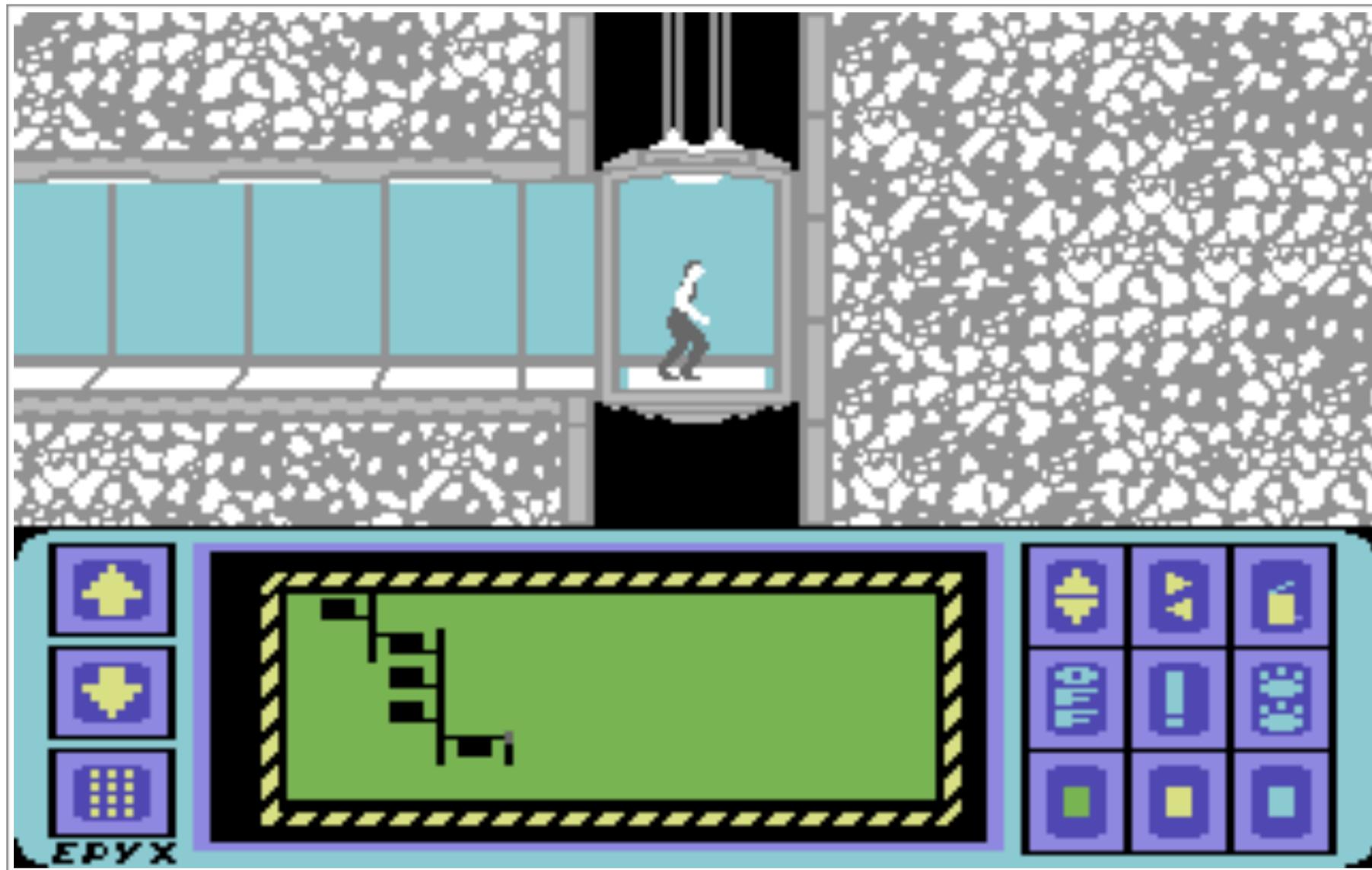
# Puzzle Plattform



Door Door (1983)



Lost Vikings (1993)



Impossible Mission  
(Epyx, 1984)

# Portal (2007)



# Braid (2008)

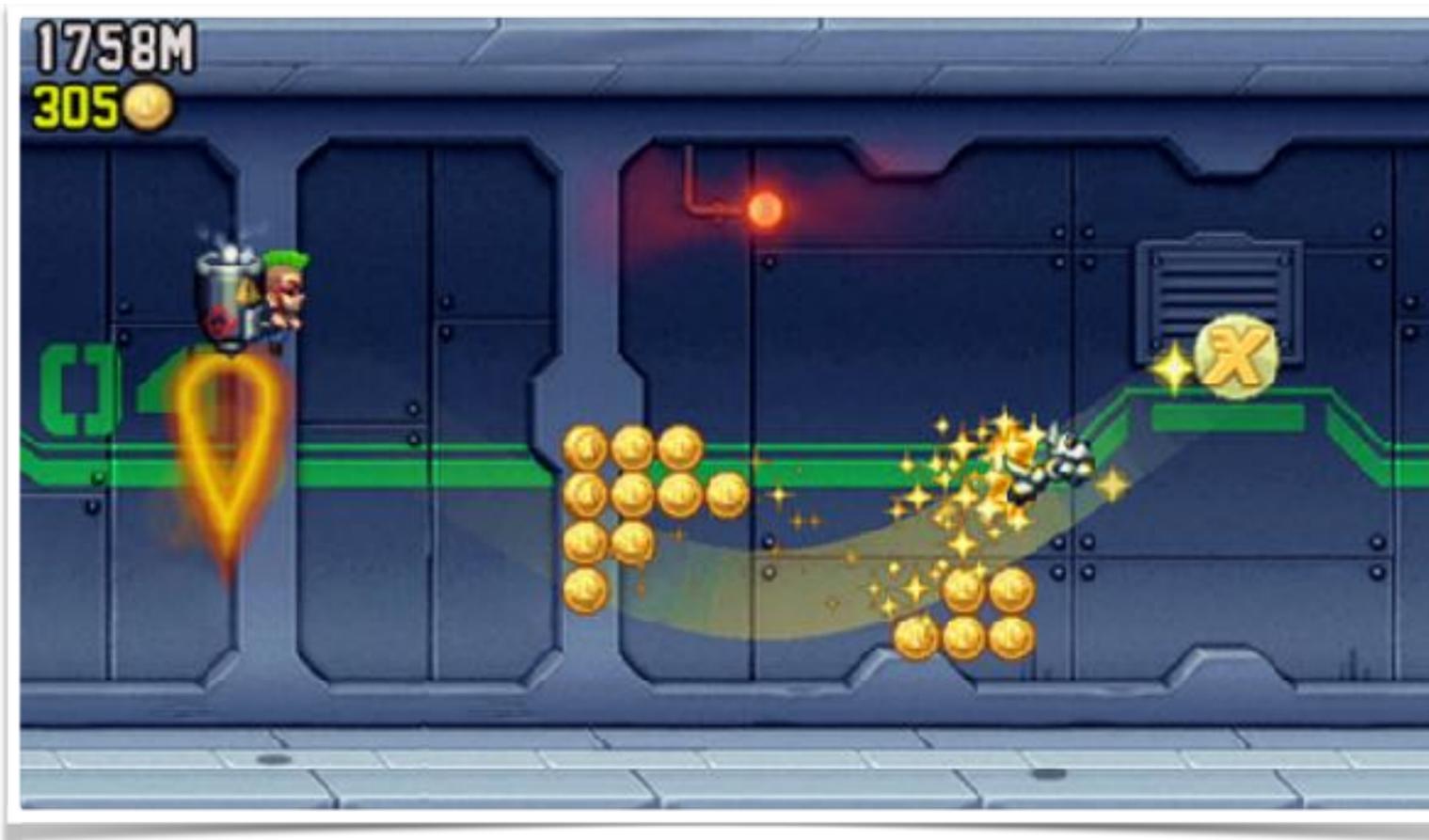




Limbo (2010)

Endless Runner

# Merkmale von Endless Runnern



Jetpack Joyride

Prozedurales Leveldesign

Einhändiges Spiel

Fortschritt: Kein Lauf ist umsonst

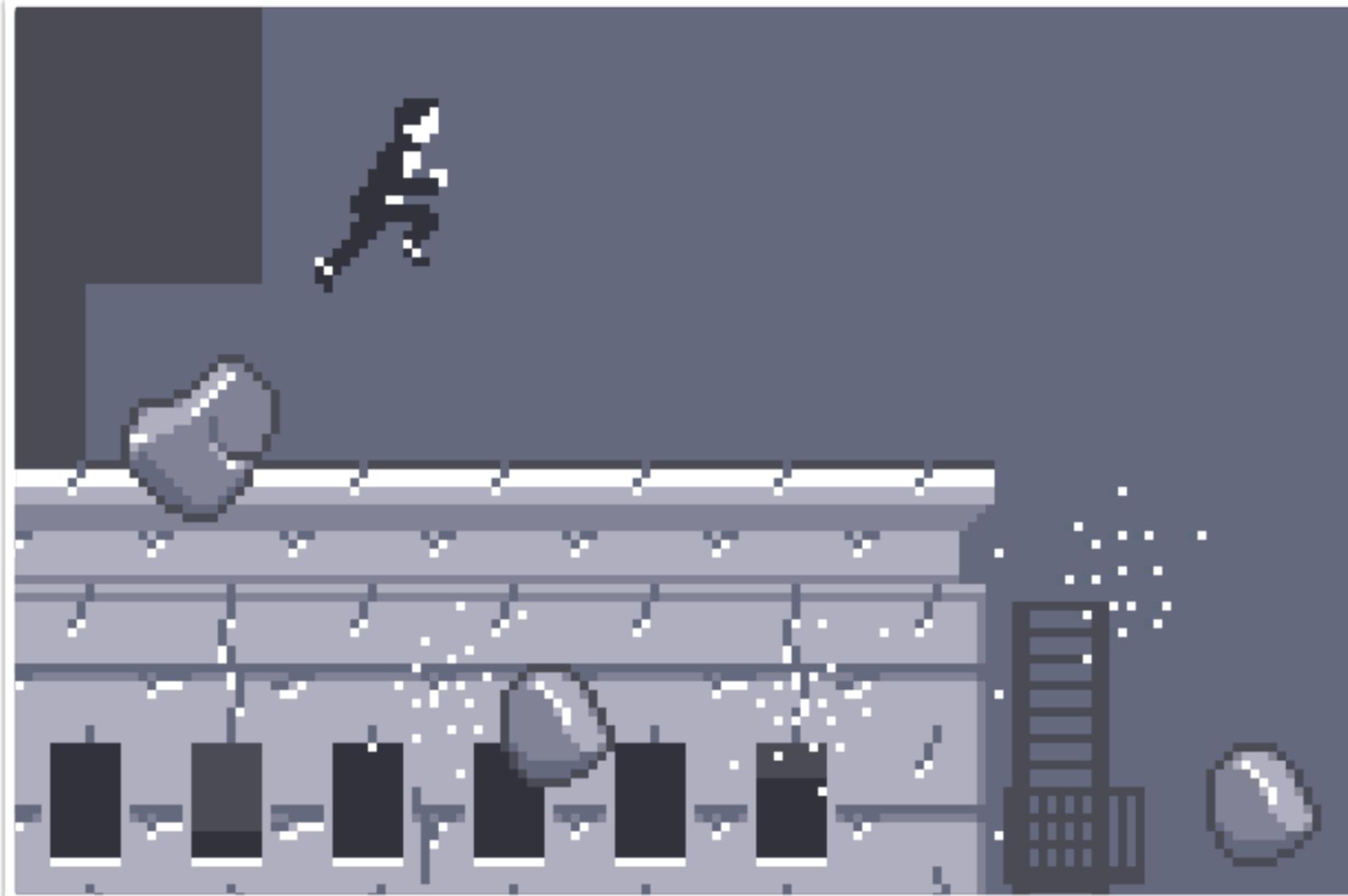
Power Ups

Spiel-Ökonomie

Missionen

Unlock Content

# Canabalt (2009)



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



Temple Run (2011)



Crossy Road (2014)

# Fotonica (2014)

