

SPIELEGESCHICHTE

ROLLENSPIELE

24. MAI 2018



Merkmale des Role-Playing-Genres



Narration und Replayability

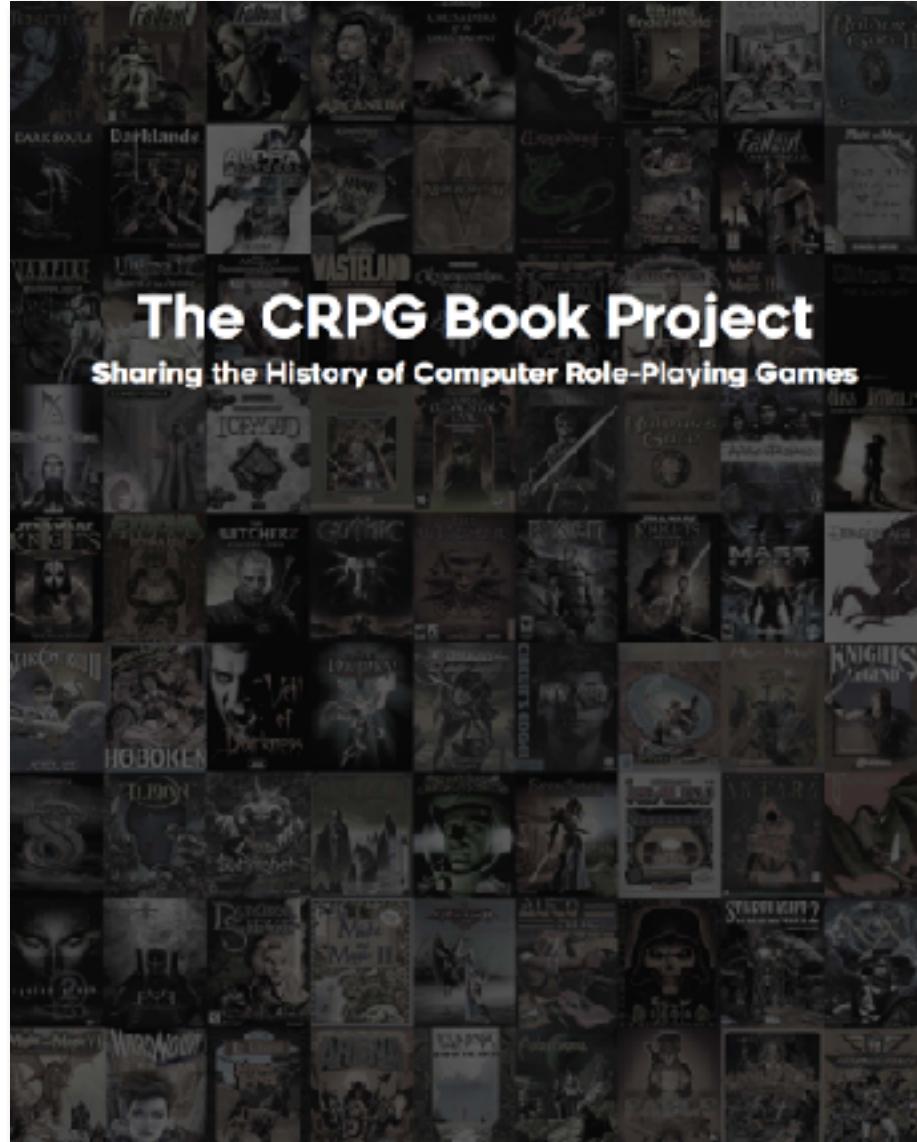
Exploration und Queststruktur

Item- und Inventarmechanik

Charakterfähigkeiten

Customization und Progression

Vorwiegend taktisch orientierter Kampf



Subgenres

Pen-Paper-RPG

Roguelike Game

First-person party-based RPG

Tactical RPG

Action RPG

Sandbox RPG

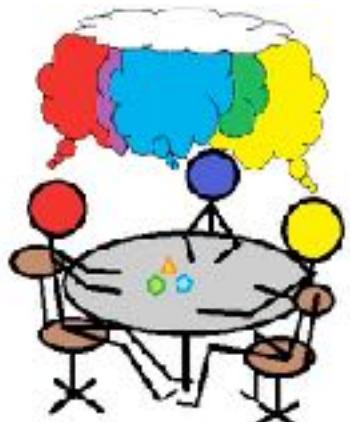
MMORPG

Pen-Paper-Role-playing Games

Merkmale des Pen-Paper RPG-Genres



Diegese durch Regeln



Diegese durch Wortkulisse

Narration durch Wortkulisse

Improvisation

Aushandlungsprozesse

Gruppe von Spielfiguren in einer
interaktiven Geschichte

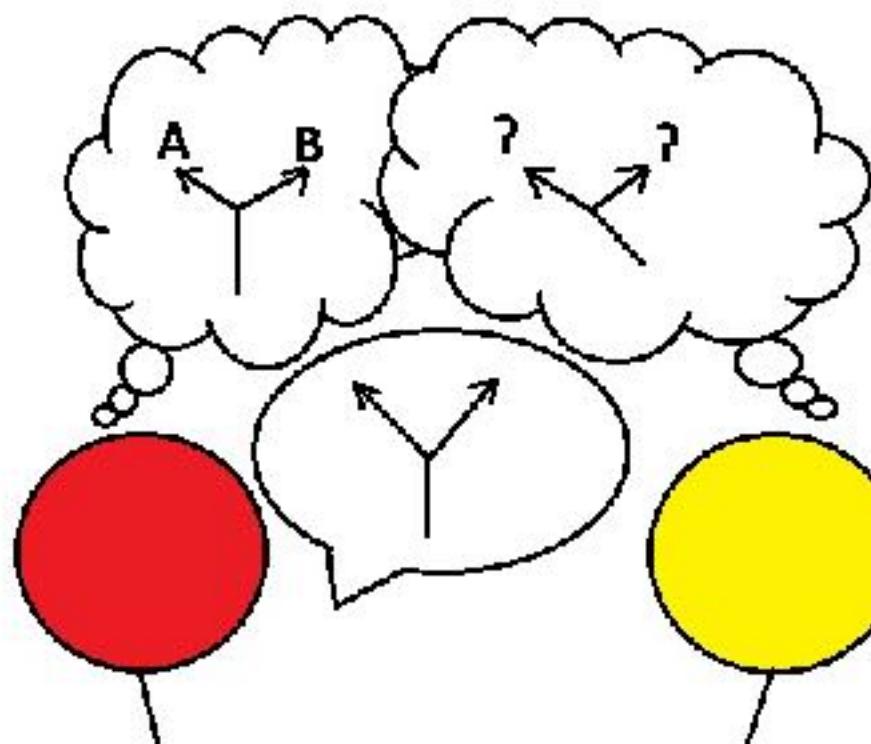
Wüfelmechanik

Rundenbasierte Kämpfe

Unterschiedlich elaborierte
Talentsysteme

MSPAIN-Model (Red moose Games 2011)

Plot und Performance



„Railroading“

Plot vor Performance

Orientierung auf wirkungsvolle Szene

Struktur: Szenenfolge

„Sandbox“

Performance vor Plot

Orientierung auf konsistente Spielwelt

Struktur: Beziehungsgeflecht

Vorläufer

Kriegsspiel (G. v. Reiswitz, 1812)



Little Wars (H.G. Wells, 1913)

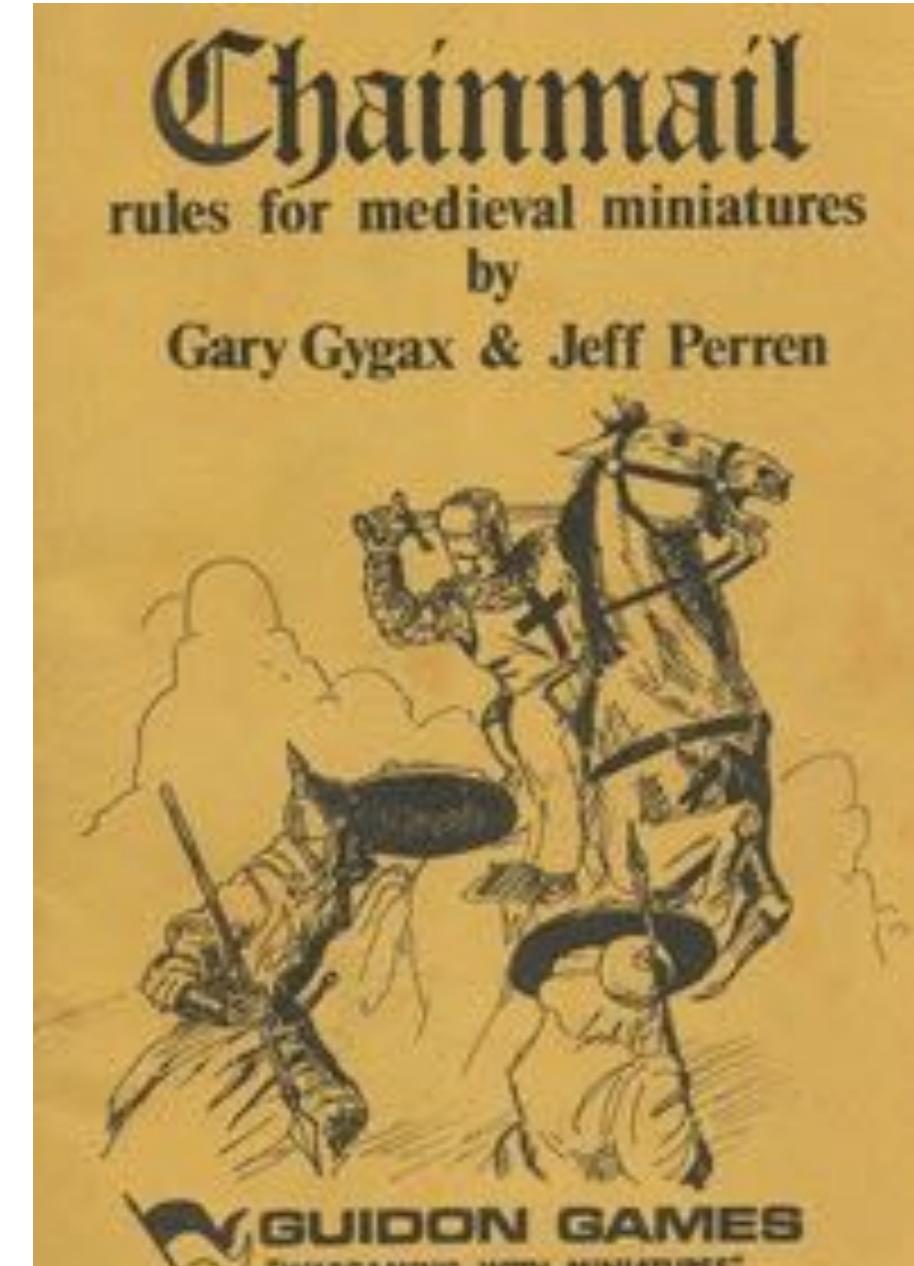


By Samuel Begg (1854–1919)[1]. - <http://www.nirya.be/snvsnv/fb/fb1.html>, Public Domain, <https://commons.wikimedia.org/w/index.php?curid=13353761>
<https://web.archive.org/web/20090710224303/http://www.boardgamestudies.info/pdf/issue3/BGS3Hilgers.pdf>

Vorläufer



Tactics (C.S. Roberts, 1953/1958)



Chainmail (G. Gygax, J. Perren, 1971)

PC: Zuckerpfeil

Vinay ST 14 GE 16 KO 12 IN 14 WE 14 CH 10 KUNST UND STOFFE: GROßERHEBENSICHER ALTER: 16 GESCHLECHT: MÄNNER Rasse: Mensch VORNAME: Vinay AUFKÜMME: HAMABAR HAUTFARBE: Hell Attributwerte: ST 14, GE 16, KO 12, IN 14, WE 14, CH 10 Fertigkeiten: INITIATIVE: 15, GE 15, KO 14, IN 14, WE 14, CH 10 Reflexe: REFLEX: 15, GE 15, KO 14, IN 14, WE 14, CH 10 Willen: WILLEN: 15, GE 15, KO 14, IN 14, WE 14, CH 10 Zahigkeit: ZAHIGKEIT: 15, GE 15, KO 14, IN 14, WE 14, CH 10 Grundangriffsbonus: 15, GE 15, KO 14, IN 14, WE 14, CH 10 Ringkampf: 15, GE 15, KO 14, IN 14, WE 14, CH 10 Angriffe: 1. 1d20 + 15 = 16, GE 15, KO 14, IN 14, WE 14, CH 10 2. 1d20 + 15 = 17, GE 15, KO 14, IN 14, WE 14, CH 10 Munition: 36 m, 1000 g, 1x Feuerlöscher, 1x Taschenlampe Angriffe: 1. 1d20 + 15 = 16, GE 15, KO 14, IN 14, WE 14, CH 10 Munition: 36 m, 1000 g, 1x Feuerlöscher, 1x Taschenlampe Angriffe: 1. 1d20 + 15 = 16, GE 15, KO 14, IN 14, WE 14, CH 10 Munition: 36 m, 1000 g, 1x Feuerlöscher, 1x Taschenlampe Angriffe: 1. 1d20 + 15 = 16, GE 15, KO 14, IN 14, WE 14, CH 10 Munition: 36 m, 1000 g, 1x Feuerlöscher, 1x Taschenlampe Angriffe: 1. 1d20 + 15 = 16, GE 15, KO 14, IN 14, WE 14, CH 10 Munition: 36 m, 1000 g, 1x Feuerlöscher, 1x Taschenlampe	Carsten Name: Carsten - Vorname: - Geschlecht: Männlich Rasse: Mensch Vornamen: Carsten Hautton: Hell Attributwerte: ST 15, GE 15, KO 15, IN 15, WE 15, CH 15 Fertigkeiten: INITIATIVE: 15, GE 15, KO 15, IN 15, WE 15, CH 15 Reflexe: REFLEX: 15, GE 15, KO 15, IN 15, WE 15, CH 15 Willen: WILLEN: 15, GE 15, KO 15, IN 15, WE 15, CH 15 Zahigkeit: ZAHIGKEIT: 15, GE 15, KO 15, IN 15, WE 15, CH 15 Grundangriffsbonus: 15, GE 15, KO 15, IN 15, WE 15, CH 15 Ringkampf: 15, GE 15, KO 15, IN 15, WE 15, CH 15 Angriffe: 1. 1d20 + 15 = 16, GE 15, KO 15, IN 15, WE 15, CH 15 Munition: 36 m, 1000 g, 1x Feuerlöscher, 1x Taschenlampe Angriffe: 1. 1d20 + 15 = 16, GE 15, KO 15, IN 15, WE 15, CH 15 Munition: 36 m, 1000 g, 1x Feuerlöscher, 1x Taschenlampe Angriffe: 1. 1d20 + 15 = 16, GE 15, KO 15, IN 15, WE 15, CH 15 Munition: 36 m, 1000 g, 1x Feuerlöscher, 1x Taschenlampe Angriffe: 1. 1d20 + 15 = 16, GE 15, KO 15, IN 15, WE 15, CH 15 Munition: 36 m, 1000 g, 1x Feuerlöscher, 1x Taschenlampe Angriffe: 1. 1d20 + 15 = 16, GE 15, KO 15, IN 15, WE 15, CH 15	DUNGEONS & DRAGONS® CHARACTEROGEN
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© 1974 by TSR, Inc.

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10

Frühe Pen-Paper-Systeme

Dungeons & Dragons (TSR, 1974)

Gary Gygax, Dave Anderson
Später AD&D

RuneQuest (Chaosium, 1978)

Call of Cthulhu (Chaosium 1981)

Stormbringer (Chaosium, 1981)

Midgard (Midgard Press, 1981)

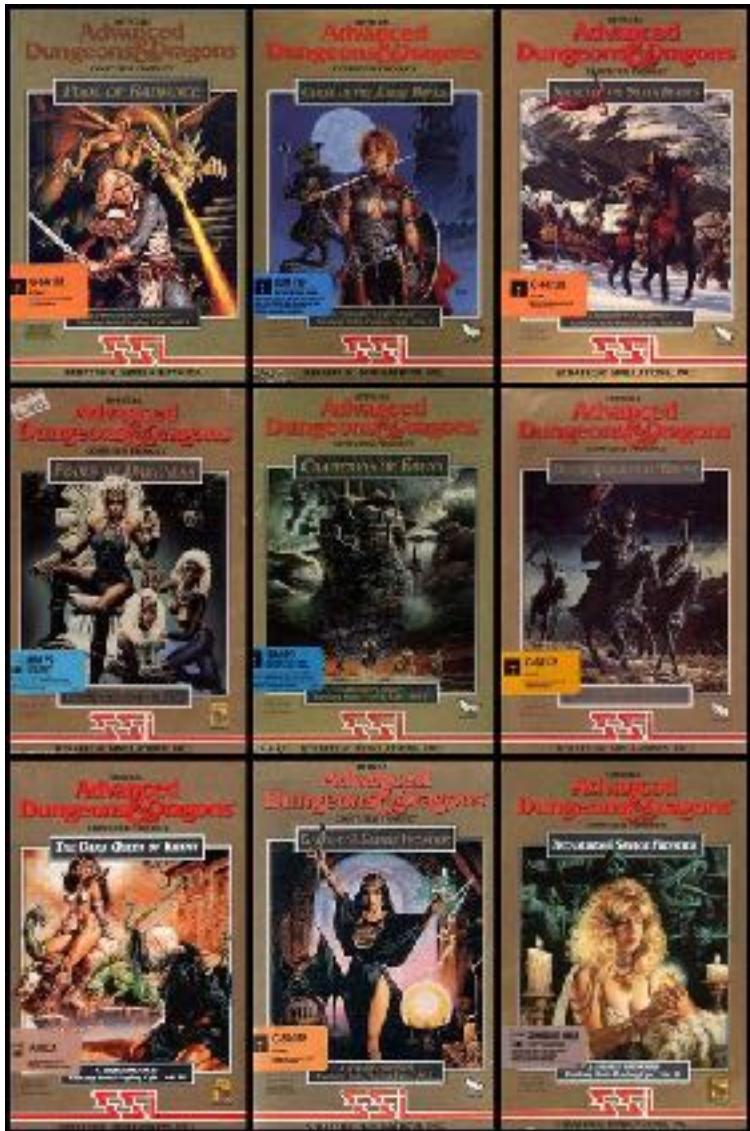
Das Schwarze Auge (Schmidt Spiele, 1984)

Warhammer Fantasy Roleplay (Games Workshop, 1986)

GURPS: Generic Universal RolePlaying System (Steve Jackson Games, 1986)

AD&D-Adaption: Gold Box

SSI, 1988–1992



Pool of Radiance Forgotten Realms series:

Pool of Radiance (1988)

Curse of the Azure Bonds (1989)

Secret of the Silver Blades (1990)

Pools of Darkness (1991)

Savage Frontier Forgotten Realms series

Gateway to the Savage Frontier (1991)

Treasures of the Savage Frontier (1992)

Dragonlance series

Champions of Krynn (1990)

Death Knights of Krynn (1991)

The Dark Queen of Krynn (1992)

D&D-Adaptionen auf der Infinity-Engine

Baldur's Gate (Bioware / Black Isle, 1998)



By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=6520159>

By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=1758039>

Planescape: Torment (Black Isle, 1999)



D&D-inspirierte Bioware-Adaptionen

Neverwinter Nights (Bioware, 2002)



Dragon Age: Origins (Bioware, 2009)

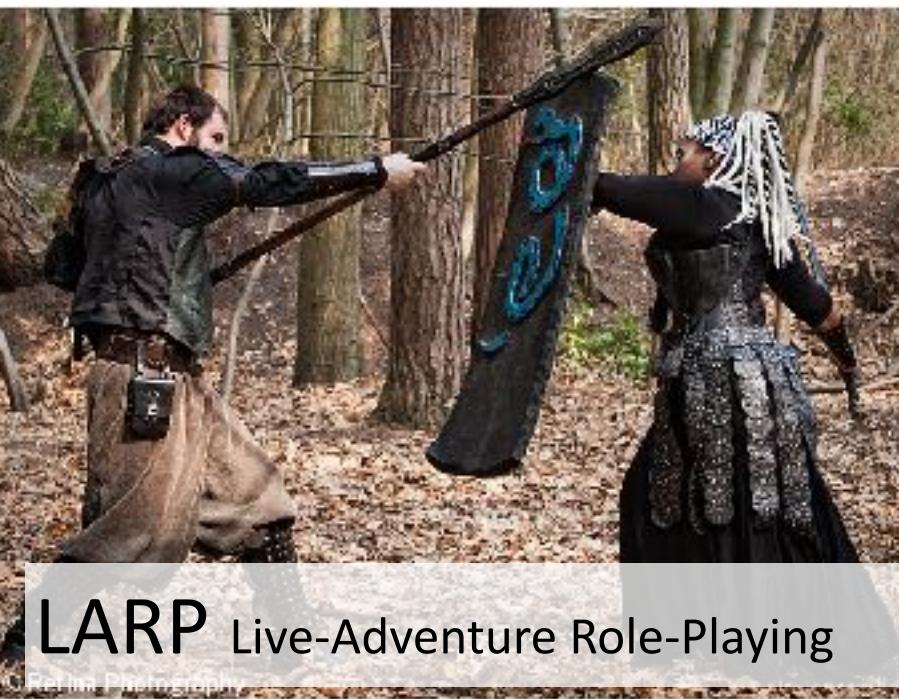


By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=1089444>

<http://www.mobygames.com/game/ps3/dragon-age-origins/screenshots/gameShotId,505375/>



Cosplay



LARP Live-Adventure Role-Playing



Historical Reenactment



Jugger

Live spielen

<https://static3.gamespot.com/uploads/original/1552/15524586/3100857-3099875-sdcc-got-cosplay-5086.jpg>

<http://img4.hostingpics.net/pics/234109waterloo1.jpg>

<http://www.retinaphotography.co.uk/modernize/wp-content/uploads/2013/04/live-action-role-play-larp-male-and-female-play-fight.jpg>

<http://www.freiluft-blog.de/wp-content/uploads/jugger-1.jpg>

Roguelike Games

Merkmale des Roguelike-Genres

Rundenbasiertes Gameplay

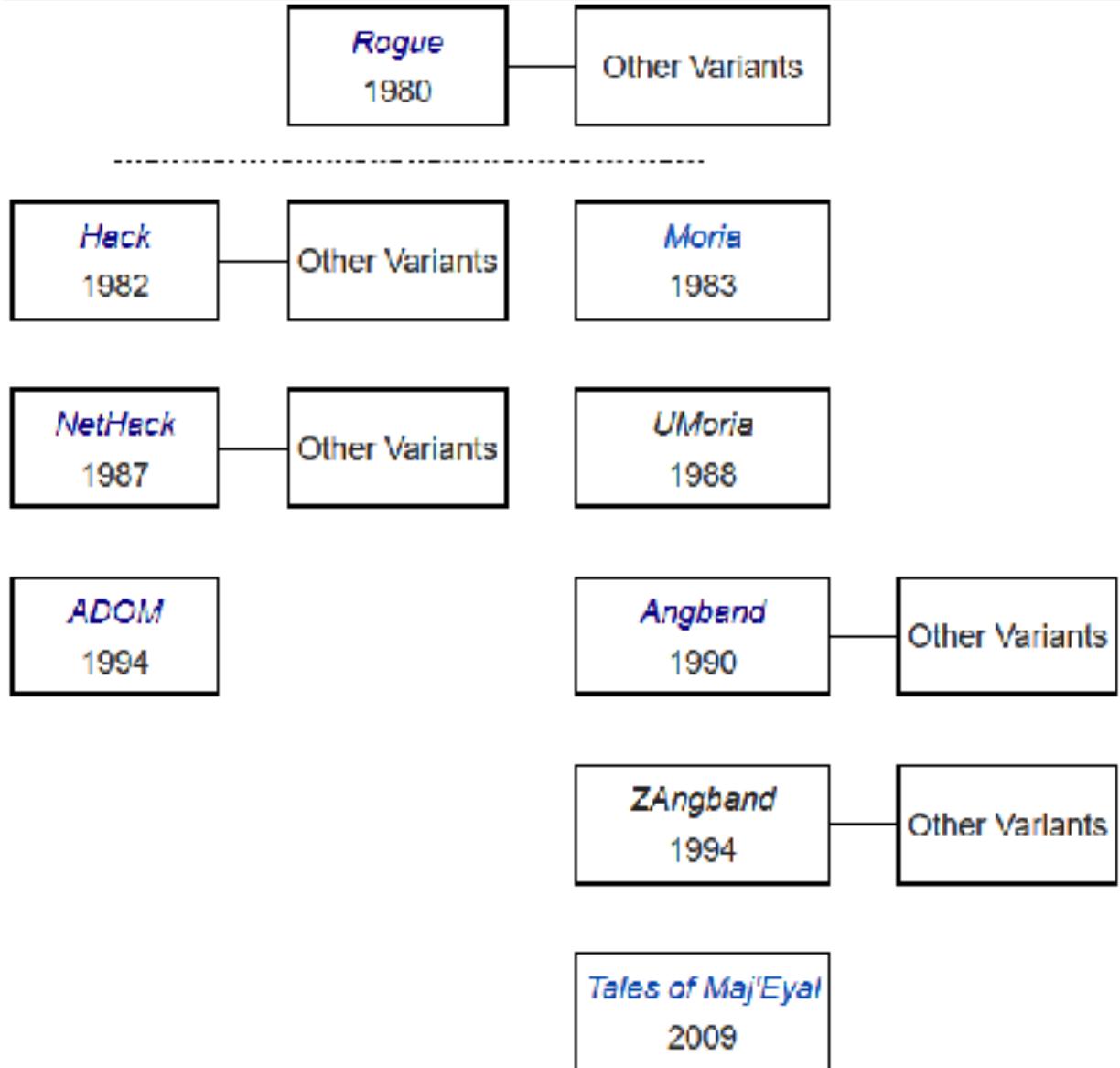
Tile-basierte Grafik

Schwerpunkt auf

Ressourcenverwaltung

Prozedurale Level-Generierung

Permadeath



The hierarchy of the major Roguelike games that are known to descend from *Rogue*. Solid lines represent games developed from the parent's source code, while dotted lines represent games that were inspired by the parent game.



RPGs auf dem PLATO system

(Programmed Logic for Automatic Teaching Operations)

Dungeon (1975)

pedit5 (1975)

dnd (1975)

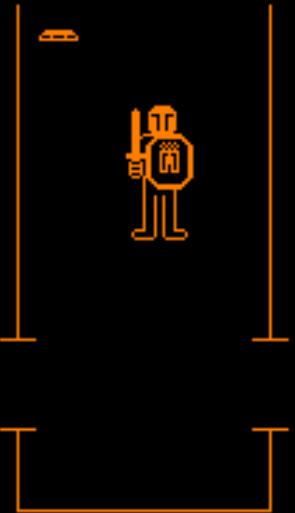
moria (1975)

oubliette (1977)

orthanc / avatar (1979)

Aura
The Elf
STR-- 30 Charmed:
IQ -- 30 Dragon 323/372
WIS-- 29
DEX-- 30
END-- 30
LEVEL- 372

This Trip:
Magic-- 11+
Cleric- 11
On Level: 1
Hits-2598/3134
Gold- 866



\$ 3 in gold!!

dnd

(Gary Whisenhunt, Ray Wood, 1975)

By Original uploader was en:User:Aumakua at en.wikipedia - Player about to win dnd: the character is shown in the maze, with both the Orb and Grail (as well as most other magic items and a charmed dragon). Image (but not any part of the game it displays) released to the public domain by the creator for historical purposes., Public Domain, <https://commons.wikimedia.org/w/index.php?curid=5849910>

Weitere Vorläufer der Roguelike-RPGs

Temple of Apshai (1979, TRS-80)

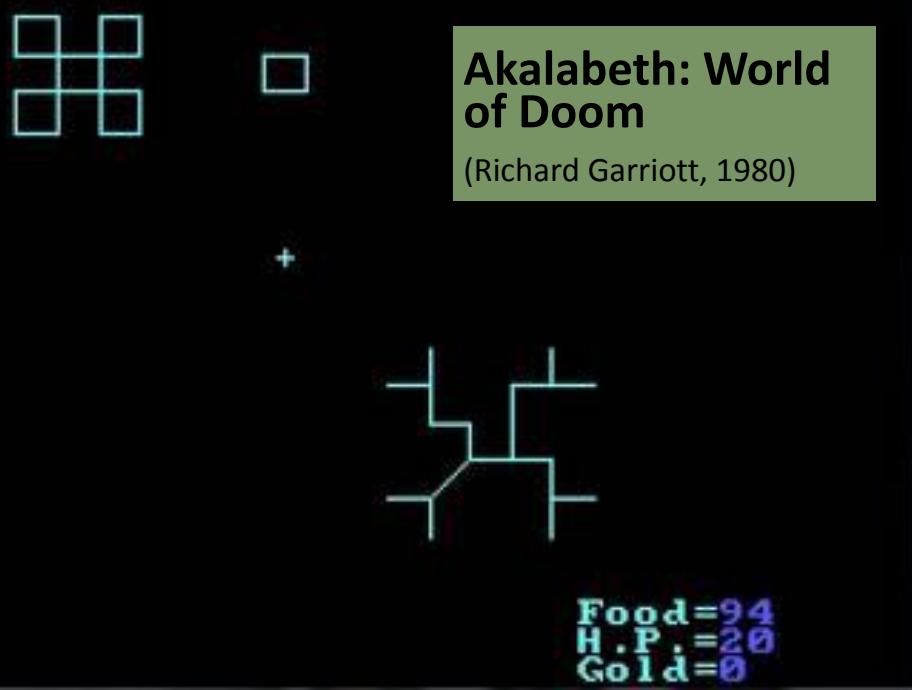
Akalabeth: World of Doom (1980, TRS-80)

Wizardry (1981)

Sword of Fargoal (1981)

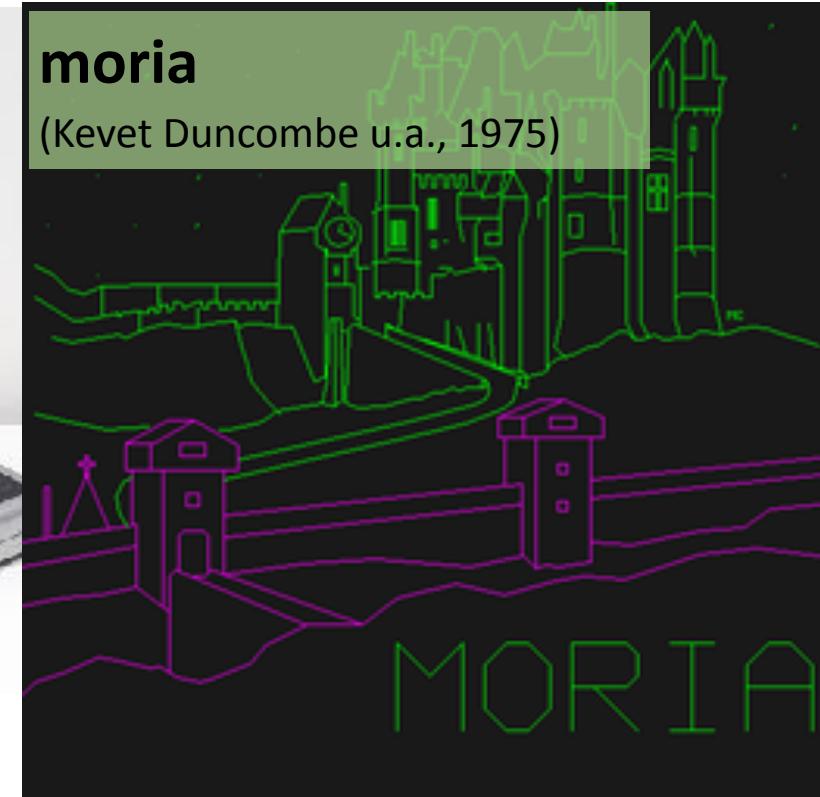
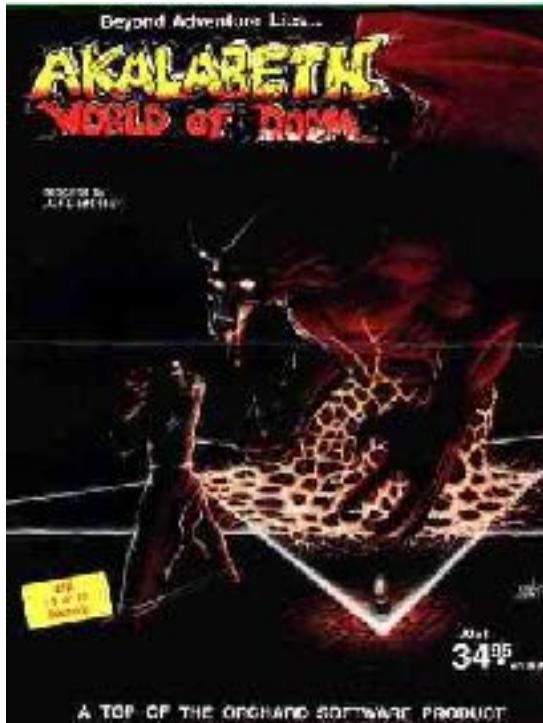


RadioShack TRS80



Akalabeth: World of Doom

(Richard Garriott, 1980)



moria

(Kevet Duncombe u.a., 1975)

By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=16654728>

By Rama & Musée Bolo - Own work, CC BY-SA 2.0 fr, <https://commons.wikimedia.org/w/index.php?curid=37010666>

Fair use, <https://en.wikipedia.org/w/index.php?curid=32129667>

By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=3739994>

Rogue (A.I. Design, 1980)

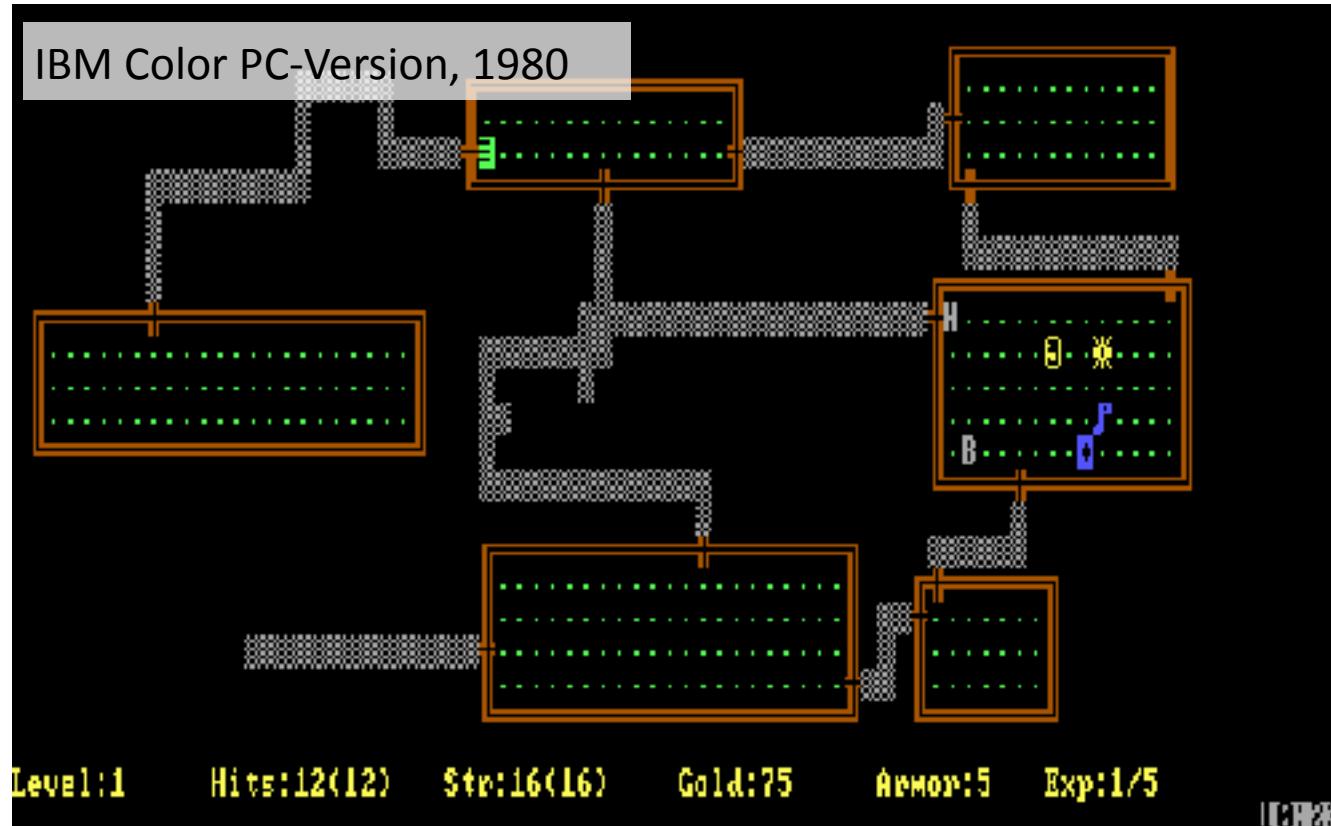
ASCII-Symbole bezeichnen Dungeon-Elemente

Permadeath (kein Reload)

Prozedural generierte Dungeons

```
01  list of commands          I2  list of symbols
I3  repeat command           I4  repeat message
I5  rename something          I6  recall what's been discovered
I7  inventory of your possessions I8  <dir> identify trap type
I9  The Any Key (definable)    Alt E9 defines the Any Key
I10 Supervisor Key (Fake dos) Space  Clean -More- Message
I1  the Enter Key             +   left
+   down
+   right
PdUp up & right
PdDn down & right
:   rest
<   go up a staircase
!   drop object
?   (dir) find something
@   read paper
#   (dir) throw something
%   (dir) zap with a wand
X   run left
N   run up
M   run down & right
W   run up & left
V   take armor off
P   put on ring

--Press space for more, Esc to continue--
```



Hack (Jay Fenlason et al., 1984)

@ - the [player character](#)

+ - a door

\$ - gold

% - food

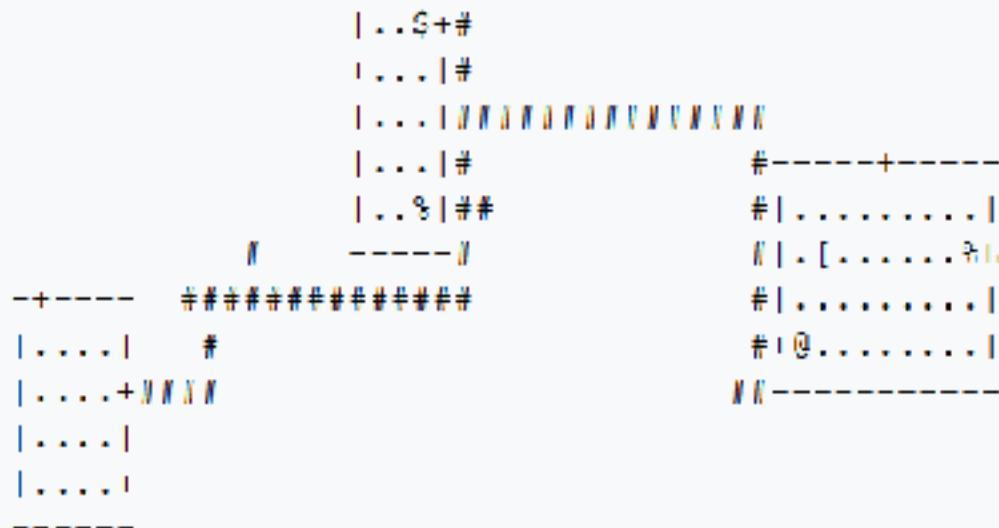
L - monster; a leprechaun

[- armor

- corridor

< - stairway leading
upwards

You hear some noises in the distance.



Level 1

Hp 15(15)

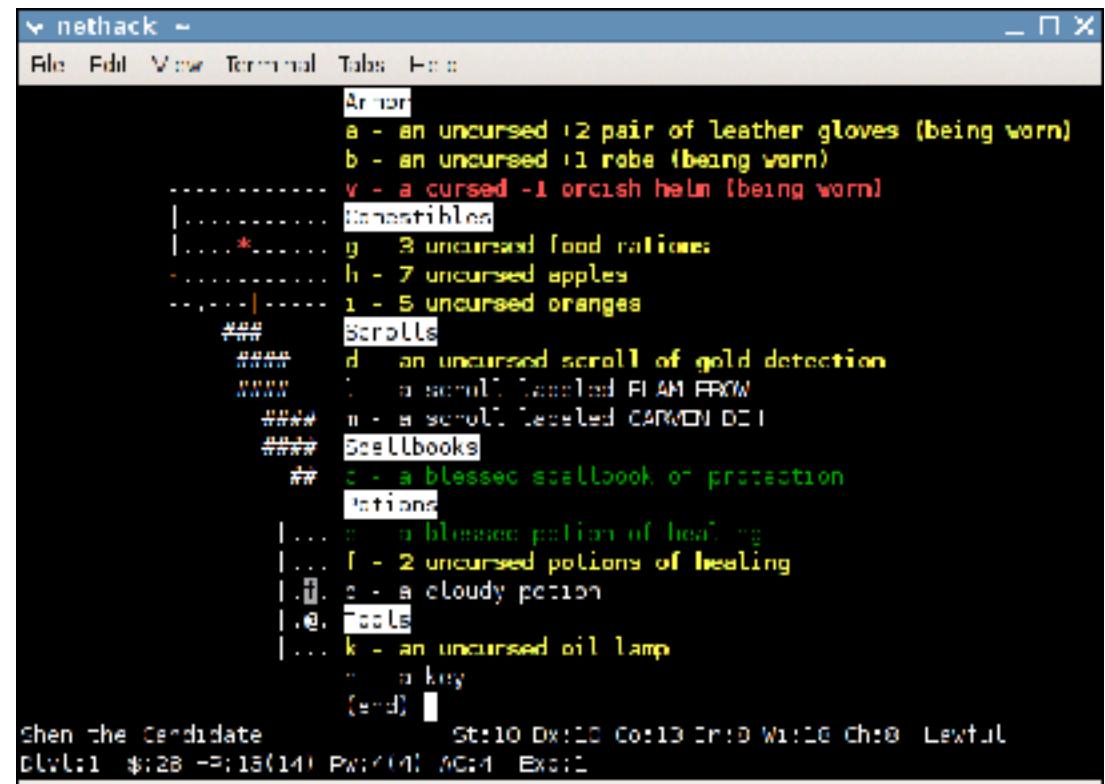
Ac 9

str 16

Exp 1

NetHack

(M. Stephenson, 1987 / NetHackDevTeam, 1989-?)



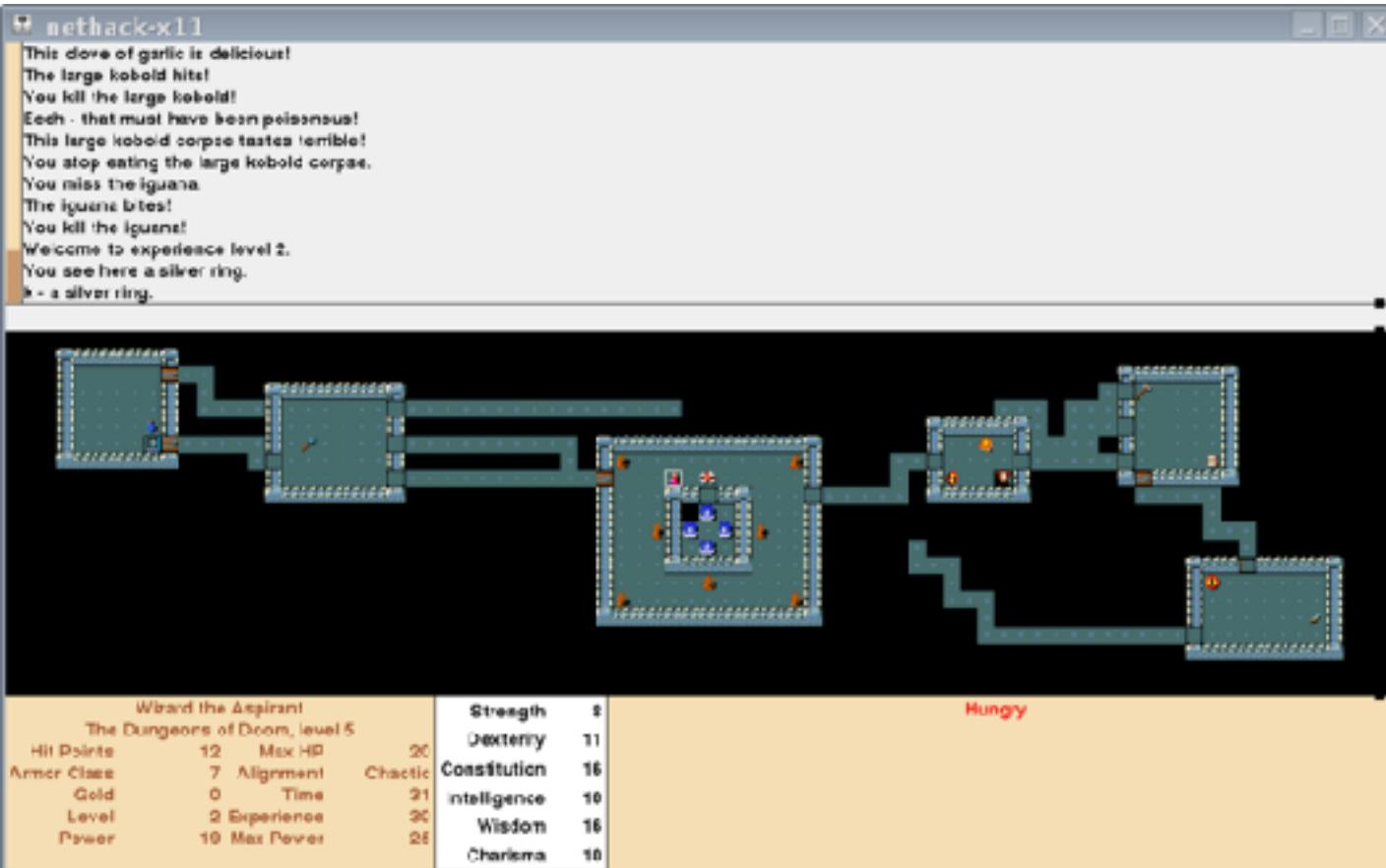
By The original uploader was Foosh at English Wikipedia - Transferred from en.wikipedia to Commons., NetHack

GPL, <https://commons.wikimedia.org/w/index.php?curid=2114238>

By The original uploader was Shen at English Wikipedia - Transferred from en.wikipedia to Commons by IngerAlHaosului using CommonsHelper., NetHack GPL, <https://commons.wikimedia.org/w/index.php?curid=8996709>

NetHack: GUI-Erweiterungen

X11 tile-graphics Extension (NetHackDevTeam)



<https://nethackwiki.com/wiki/File:Xnethack.png>

By Jaakko Peltonen - I (Voidvector) took it while running Falcon's Eye on Ubuntu, Public Domain, <https://commons.wikimedia.org/w/index.php?curid=4198165>

Falcon's Eye-Extension (Jaakko Peltonen, 2001)



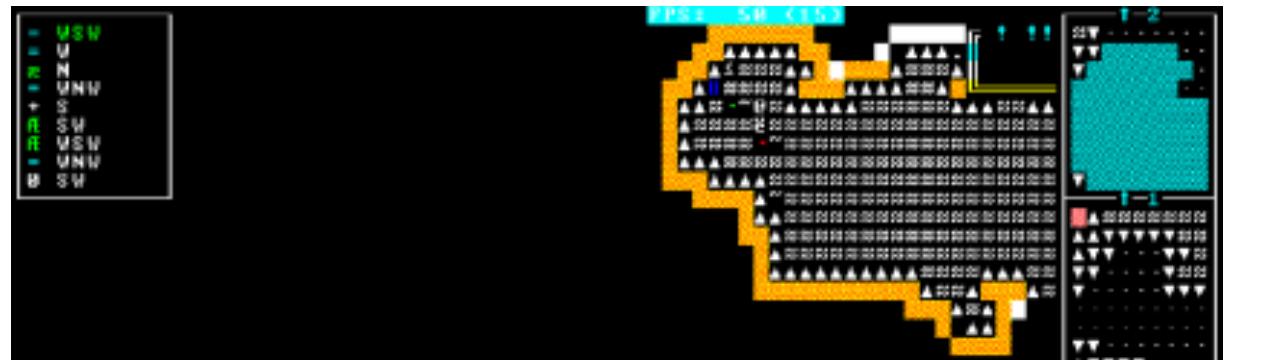
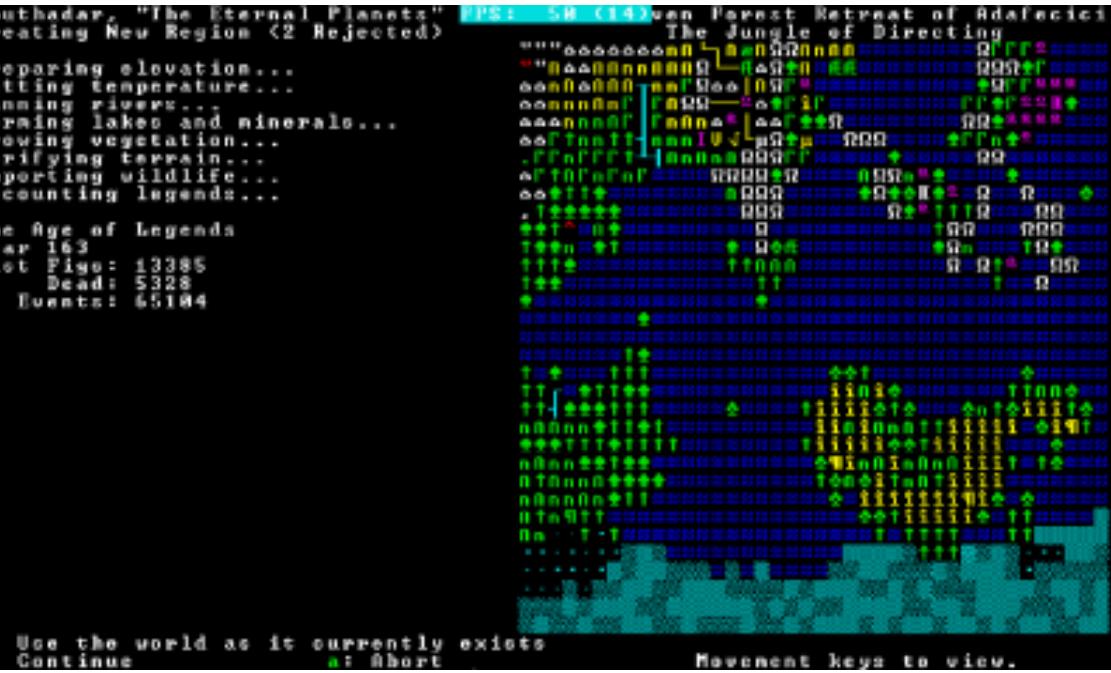
Dwarf Fortress

(T. Adams / Z. Adams, 2006)

By Source (WP:NFCC#4), Fair use, <https://en.wikipedia.org/w/index.php?curid=44300336>

By Source (WP:NFCC#4), Fair use, <https://en.wikipedia.org/w/index.php?curid=44300709>

By Source (WP:NFCC#4), Fair use, <https://en.wikipedia.org/w/index.php?curid=44300554>



i: Vane Enilduli, Pike: This is my fight too. There is no need to
it feel vengeful.

The Pike strikes at The Prisoner but the shot is blocked.
The Prisoner stabs The Pike in the right lower leg from behind with
her +copper spear, tearing the muscle and bruising the bone through
the rope seed fiber trousers!

An artery has been opened by the attack, a ligament has been torn and a
tendon has been torn!

The Pike falls over.
The Pike stabs The Prisoner in the right lower arm from behind with
his silver pike, tearing the muscle and bruising the bone through the
small guineafowl leather cloak!

An artery has been opened by the attack, a sensory nerve has been
severed, a ligament has been torn and a tendon has been torn!

The Prisoner loses hold of the +copper spear.
Sri Gathremilu Speed 0.797 H: iron shot
The Snarling Prairies S: +copper nl



Neuere Entwicklungen

The Binding of Isaac (Edmund McCullen, 2011)



Faster Than Light (Subset Games, 2014)



http://www.pcgames.de/screenshots/970x546/2012/11/FTL_Galerie_1.jpg

https://www.gamereactor.de/media/77/bindingisaac_1327744b.png

Darkest Dungeon (Red Hook Studios, 2016)



<http://cdn.akamai.steamstatic.com/steam/apps/262060/header.jpg?t=1497901343>

https://i.ytimg.com/vi/_Buwei6ZWqU/maxresdefault.jpg

First-person party-based Role-playing Games

Merkmale des first-person party-based RPG

Mehrere Spielfiguren

1st Person-Perspektive

Grid-basierte Umgebung

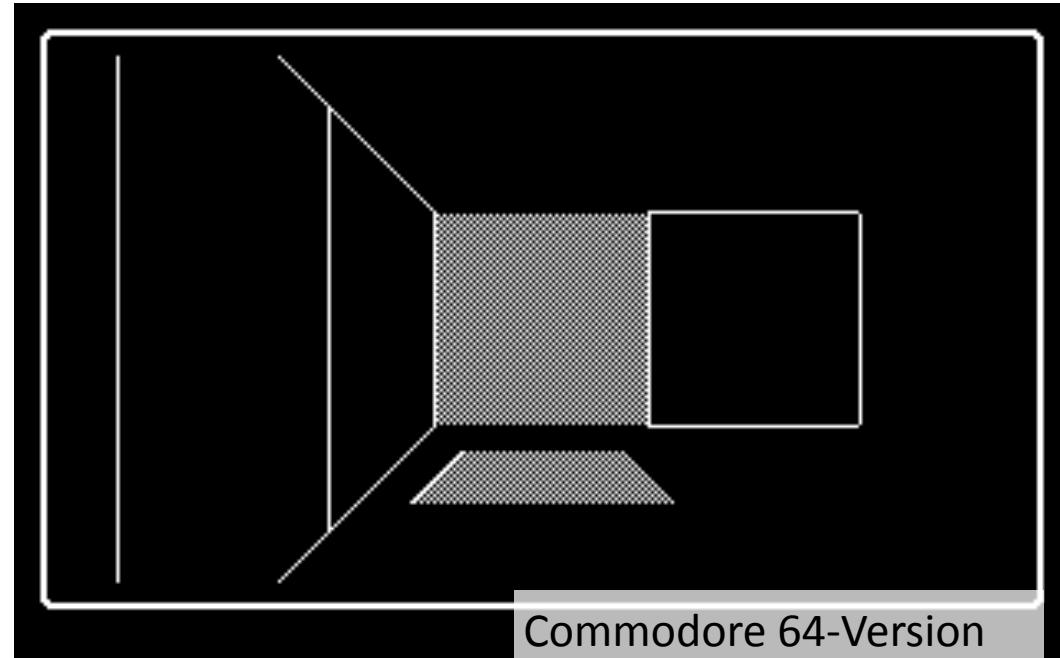
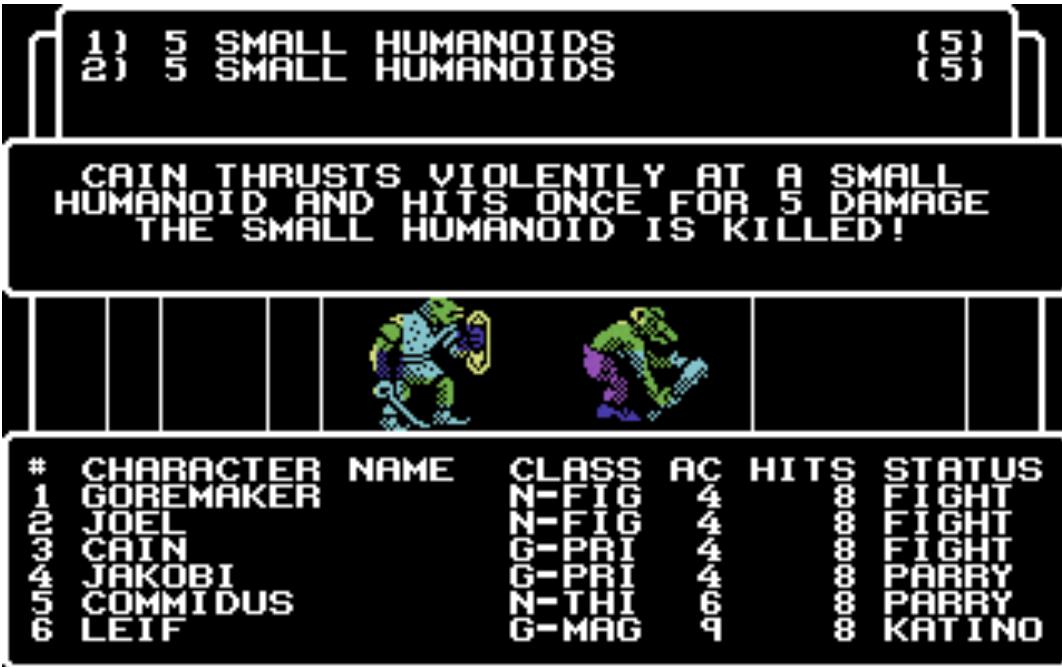
Oft raumbasierte Rätsel

Z.T. keine Automap

Meist rundenbasiertes Gameplay

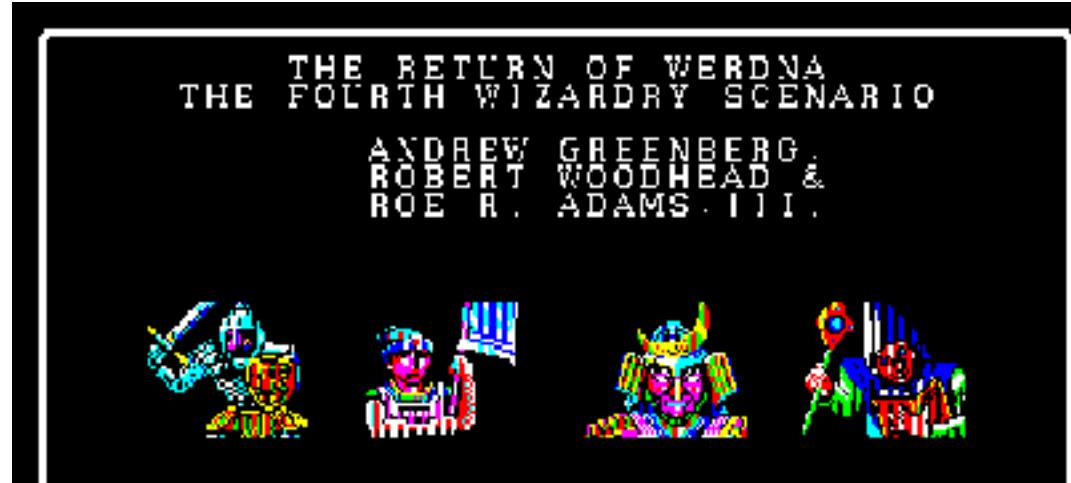
Auch „Blobber“ oder „Dungeon Crawler“

Wizardry: Proving Grounds of the Mad Overlord (Sir-tech Software, 1981)



Wizardry: The Return of Werdna – The fourth Scenario

(Sir-tech Software, 1987)



M: テュブリケントテクスチャ

S: ゲームをはじめる

FM-7-Version

C	JAMP	S	T	STATUS	T	IME	O	FF	A-W-D	K
#	CHARACTER NAME	CLASS	AC	HITS	1	STATUS	1	1	1	1

CHARACTER NAME CLASS AC HITS STATUS
1 WERDNA E-MAG 10 1 1 1

1)	2	LVL 1 PRIESTS	(2)
2)	3	ZOMBIES	(3)
3)	7	CREEPING COINS	(7)
4)	*WERDNA*	AC = 10	10 / 10

WERDNA'S OPTIONS
FIGHT U)SE ITEM R)UN
S)PELL P)ARRY

#	CHARACTER NAME	CLASS	AC	HITS	STATUS
1	JIRI	G-FIG	7	16	???????
2	BALTEC	N-FIG	6	21	???????
3	BALORSK	N-FIG	7	9	???????
4	AVENGER	G-PRI	7	8	???????
5	LYANNA	N-TH	4	15	???????
6	SORCERIC	G-MAG	4	15	???????

PC-Booter-Version

Wizardry: Bane of the Cosmic Forge

(Sir-tech Software, 1990)



DOS-Version

Wizardry VII: Crusaders of the Dark Savant (Sir-Tech, 1992)

<http://www.mobygames.com/game/wizardry-crusaders-of-the-dark-savant/screenshots>



DOS-Version

Wizardry 8

(Sirtech Canada, 2001)

<http://www.mobygames.com/game/wizardry-8/screenshots>



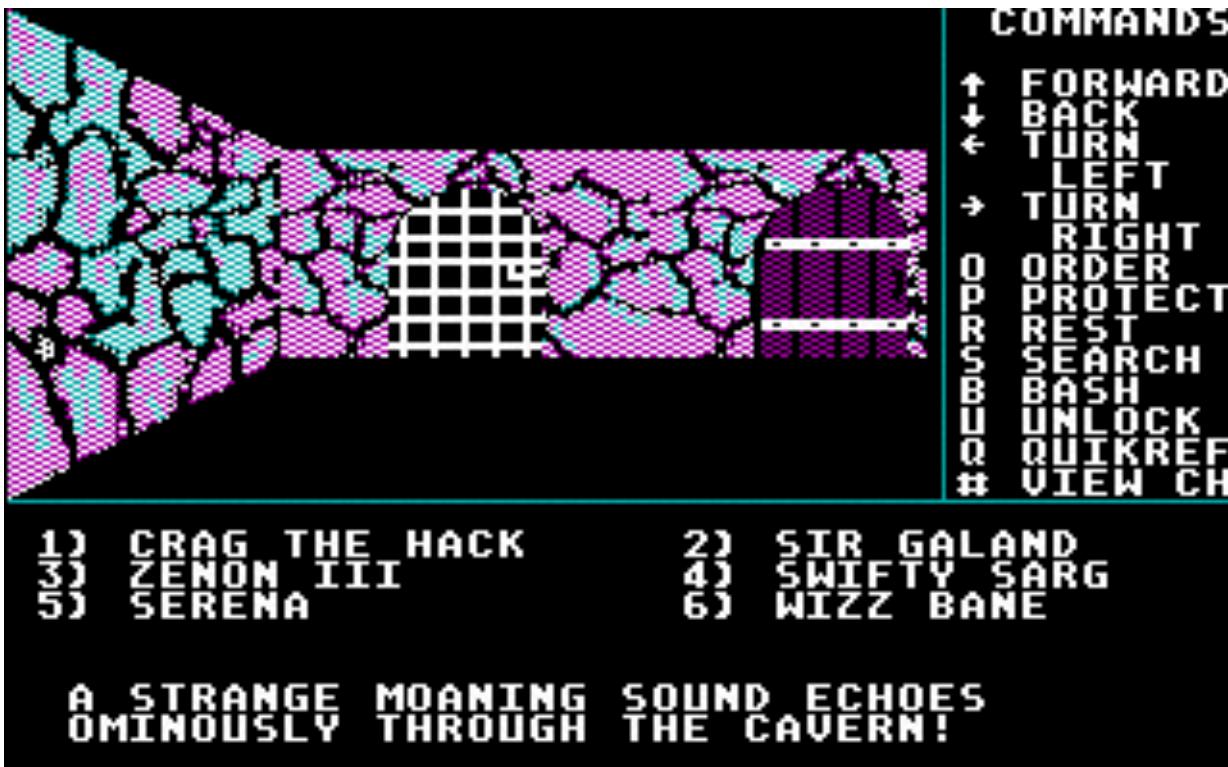


Wizardry: Labyrinth of Lost Souls
(Acquire, 2009; iPhone-Version)

Wizardry Online
(Sony Online Entertainment, 2013)

Might and Magic Series

Might and Magic Book One: The Secret of the Inner Sanctum (New World Computing, 1986)



<http://www.mobygames.com/game/might-and-magic-book-one-secret-of-the-inner-sanctum/screenshots>

Fair use, <https://en.wikipedia.org/w/index.php?curid=3574422>

Might and Magic III: Isles of Terra (New World Computing, 1991)



Might and Magic Series

Might and Magic IX

(New World Computing, 2002)



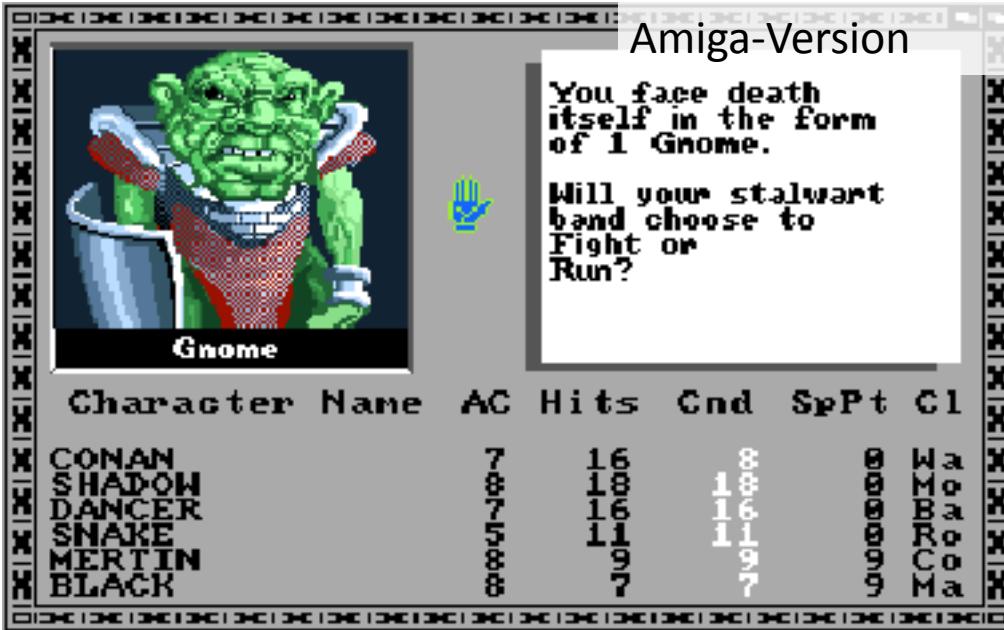
By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=21268543>

<http://www.mobygames.com/game/windows/might-magic-x-legacy/screenshots>

Might & Magic X: Legacy

(Limbic Entertainment, 2014)





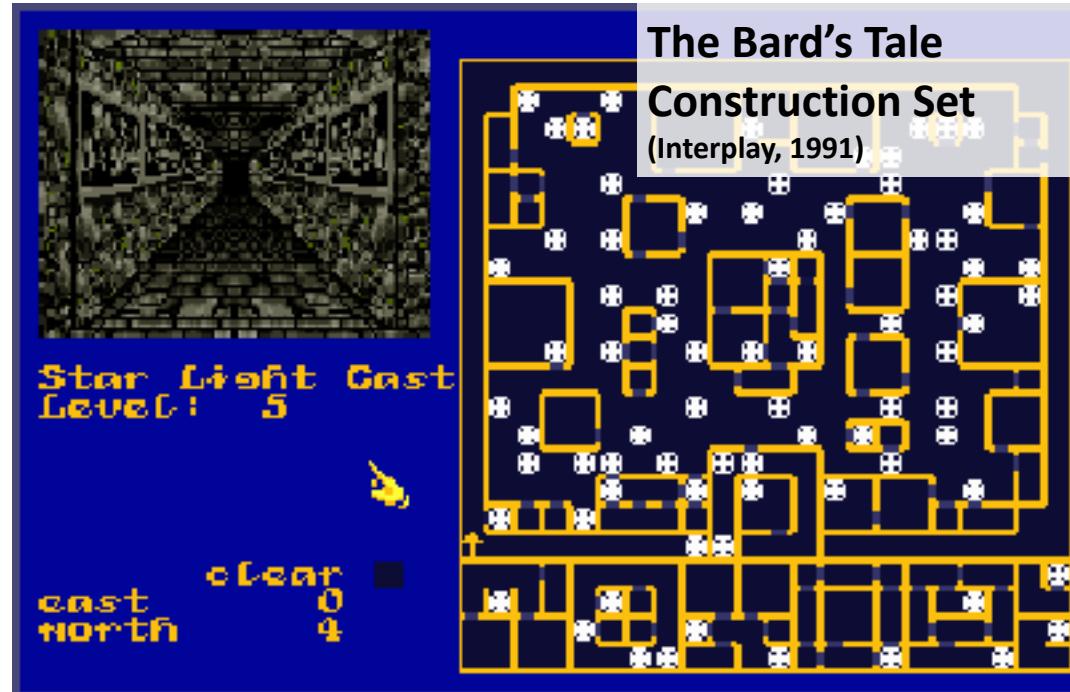
Amiga-Version



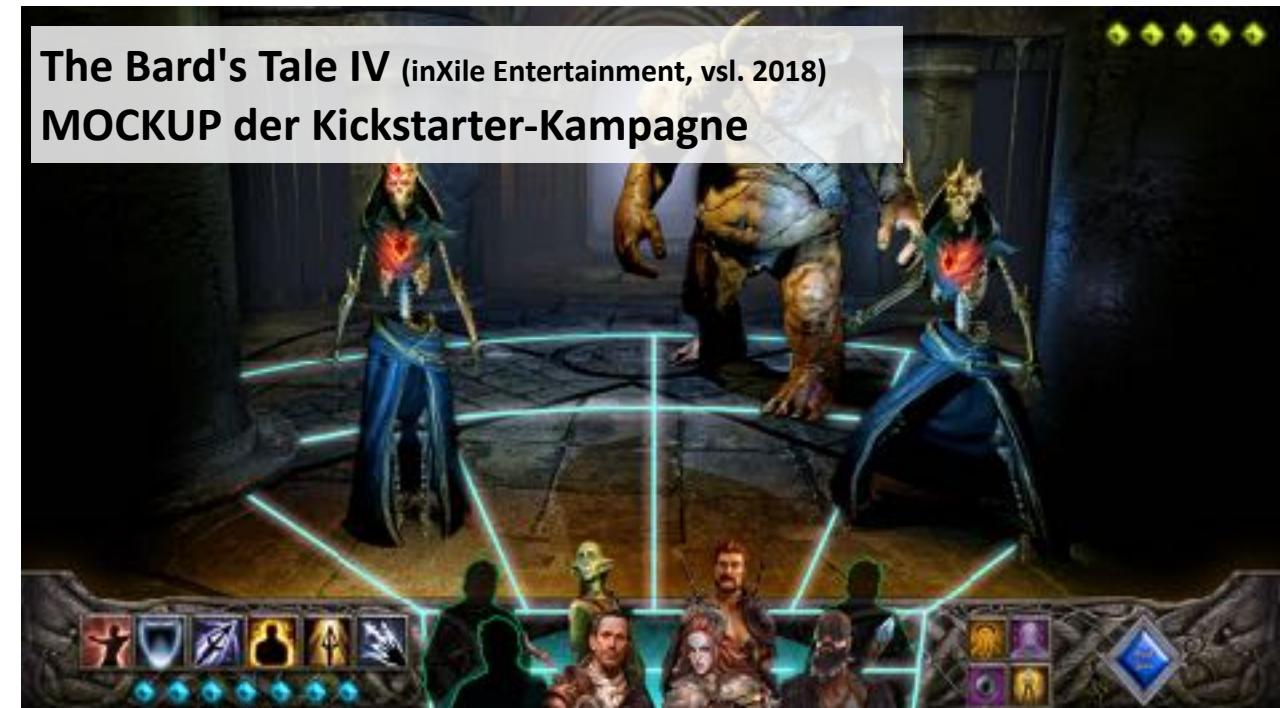
Tales of the Unknown: Volume I - The Bard's Tale
(Interplay, 1985)

The Bard's Tale Series

<http://www.mobygames.com/game/bards-tale-construction-set/screenshots>
<http://www.mobygames.com/game/tales-of-the-unknown-volume-i-the-bards-tale/screenshots>
https://cdn.inxile-entertainment.com/bardstale/share/ks_029/



The Bard's Tale IV (inXile Entertainment, vsl. 2018)
MOCKUP der Kickstarter-Kampagne





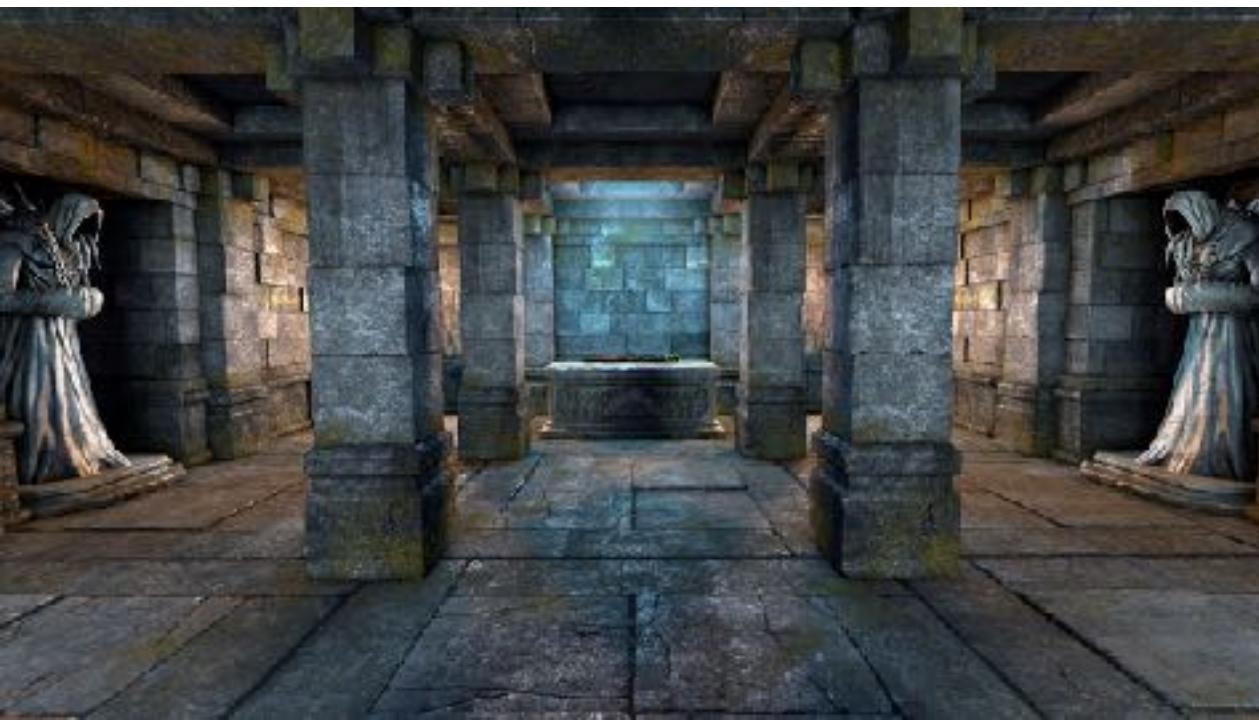
Dungeon Master (FTL Games, 1987)

<http://www.mobygames.com/game/dungeon-master/screenshots>
<http://www.mobygames.com/game/eye-of-the-beholder/index.php?curid=54390926>



Lands of Lore: The Throne of Chaos (Virgin Interactive, 1993)

Legend of Grimrock (Almost Human, 2012)



By Almost Human - grimrock.net, CC BY-SA 3.0, <https://commons.wikimedia.org/w/index.php?curid=20128518>

By Almost Human - grimrock.net, CC BY-SA 3.0, <https://commons.wikimedia.org/w/index.php?curid=20128532>

Dragon Warrior / Dragon Quest Series

(D: Armor Project, P: Square Enix, seit 1986)

Dragon Warrior

1986; NES-Version



Dragon Quest IV: Maboroshi no Daichi

1995; SNES-Version



Dragon Quest VI: Realms of Revelation

2010; Android-Version



<http://www.mobygames.com/game/dragon-warrior/screenshots>

<http://www.mobygames.com/game/snes/dragon-quest-vi-maboroshi-no-daichi/screenshots>

<http://www.mobygames.com/game/dragon-quest-vi-realms-of-revelation/promo>

Final Fantasy Series (Square, seit 1987)

Timeline of release years



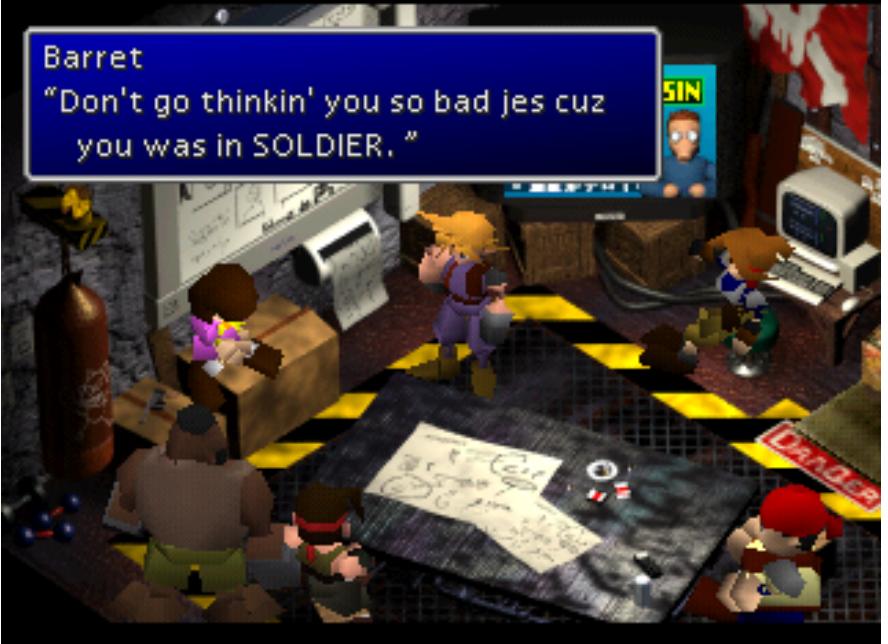
Fair use, <https://en.wikipedia.org/w/index.php?curid=6401253>

Final Fantasy (Square, 1987)

<http://www.mobygames.com/game/final-fantasy/screenshots>



Final Fantasy VII (Square, 1997)



<http://www.mobygames.com/game/final-fantasy-vii/screenshots>

A screenshot of the game's menu system showing Cait Sith's character status. His level is LV 19, HP is 725/751, and MP is 158/158. He is equipped with a Wpn. Yellow M-phone and an Arm. Silver Armlet. The menu also includes options for Check, Arrange, and Materia. Below the status screen, it says "Equips 'Steal' command".

Cait Sith

LV 19

HP 725/751

MP 158/158

Wpn. Yellow M-phone

Check

Arm. Silver Armlet

Arrange

Materia

Equips "Steal" command

Steal ★★★ AP 101 To next level 39899

Ability list Steal Mug

Equip effect Dexterity +02

- Sense
- Steal
- Cover
- Enemy Skill
- All
- Transform
- Chocobo Lure
- All
- Elemental



Final Fantasy: Kampfsysteme

Classic turn-based (I-III)

Fähigkeiten abhängig von Klasse (I+III)

Fähigkeiten abhängig von Nutzung (II)

Active Battle System „ATB“ (IV-IX)

Action Meters

Limit Breaks-Cinematics (ab VII)

Conditional turn-based (ab X)

Real-time command (XI, XIV)

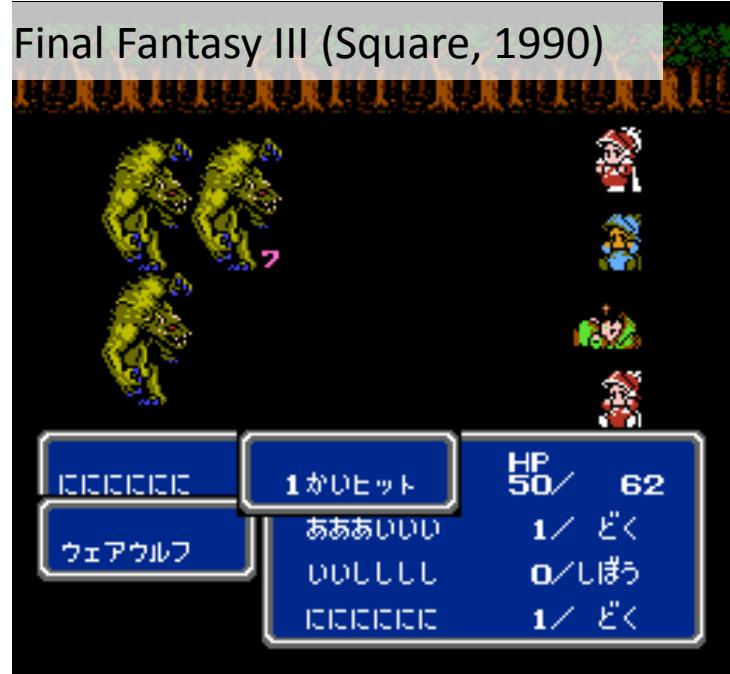
Active Dimension Battle System (XII)

Paradigm System (XIII)

ATB mit strategischen Elementen

Action-based, 1 Char (XV)

<http://www.mobygames.com/game/nes/final-fantasy-iii/screenshots/gameShotId.475002/>
<http://www.mobygames.com/game/playstation/final-fantasy-viii/screenshots/gameshotId.398513/>



Tactical Role-playing Games

Merkmale des Tactical RPG-Genres

Taktische Koordination mehrerer
Spielfiguren

Darstellung im Schrägriss

Meistens rundenbasiertes
Gameplay

Meistens Single Player

Vergleichsweise wenig Exploration

Auch „simulation RPG“ (jap.)

Frühe Tactical RPGs: Leitfiguren in Echtzeit

Bokosuka Wars (Kōji Sumii, 1983)



Silver Ghost (Kure Software Koubou, 1988)



Weiterentwicklung des Subgenres in Japan

Final Fantasy Tactics (Square, 1997)



Suikoden Tactics (Konami, 2005)



By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=22109964>

Fair use, <https://en.wikipedia.org/w/index.php?curid=1023044>

Ultima Series (P: Origin / Electronic Arts, 1981-1999)

Ultima VI: The False Prophet

(Origin Systems, 1990)



By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=33357035>

By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=33457284>

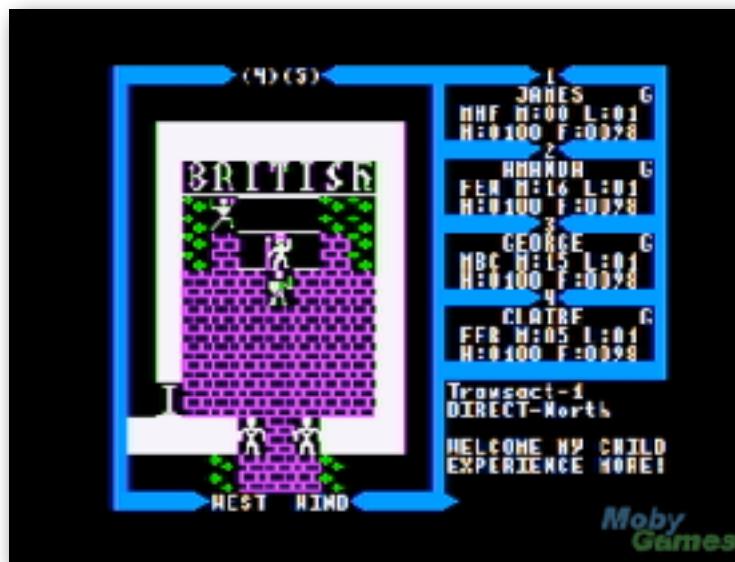
Ultima IX: Ascension

(Origin Systems, 1999)

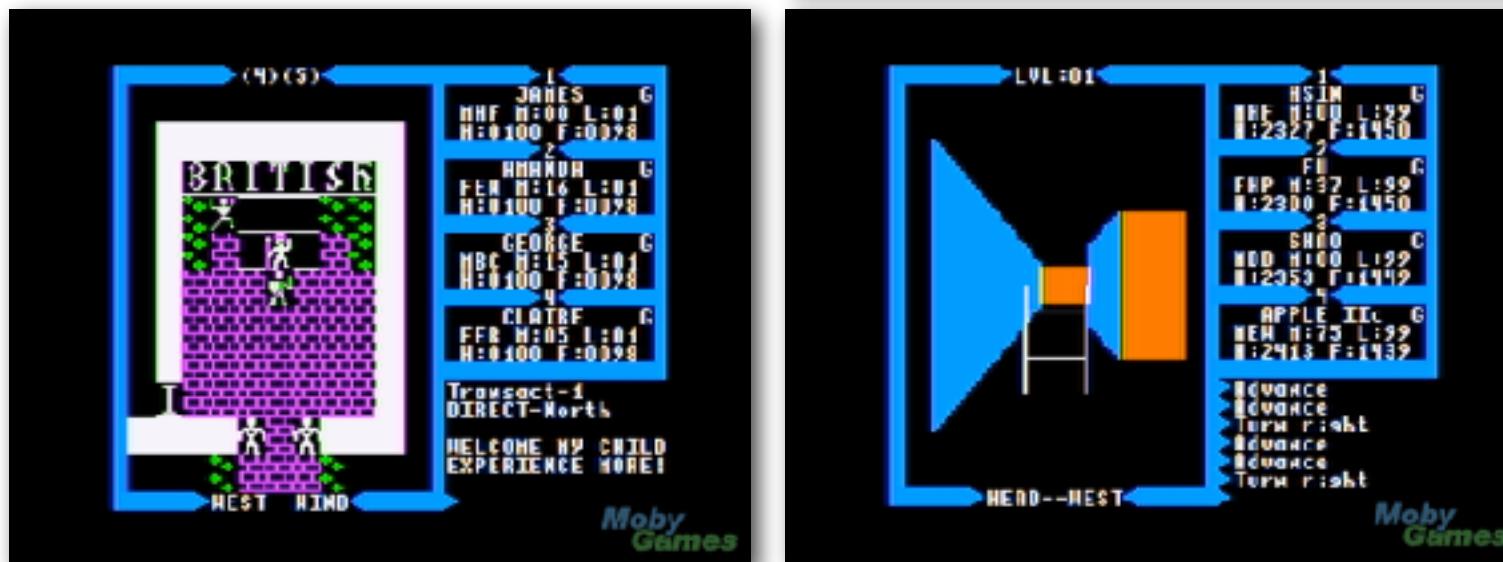


Ultima III: Exodus

(R. Garriott, 1983)



<http://www.mobygames.com/game/exodus-ultima-iii/screenshots>



Timeline of release years

1980	- <i>Akalabeth</i>
1981	- <i>Ultima I</i>
1982	- <i>Ultima II</i>
1983	- <i>Ultima III</i>
1984	
1985	- <i>Ultima IV</i>
1986	
1987	
1988	- <i>Ultima V</i>
1989	
1990	- <i>Ultima VI</i>
1991	
1992	- <i>Ultima VII</i>
1993	- <i>Ultima VII, Part Two</i>
1994	- <i>Ultima VIII</i>
1995	
1996	
1997	
1998	
1999	- <i>Ultima IX: Ascension</i>

Fire Emblem: Ankoku Ryū to Hikari no Tsurugi, 1990



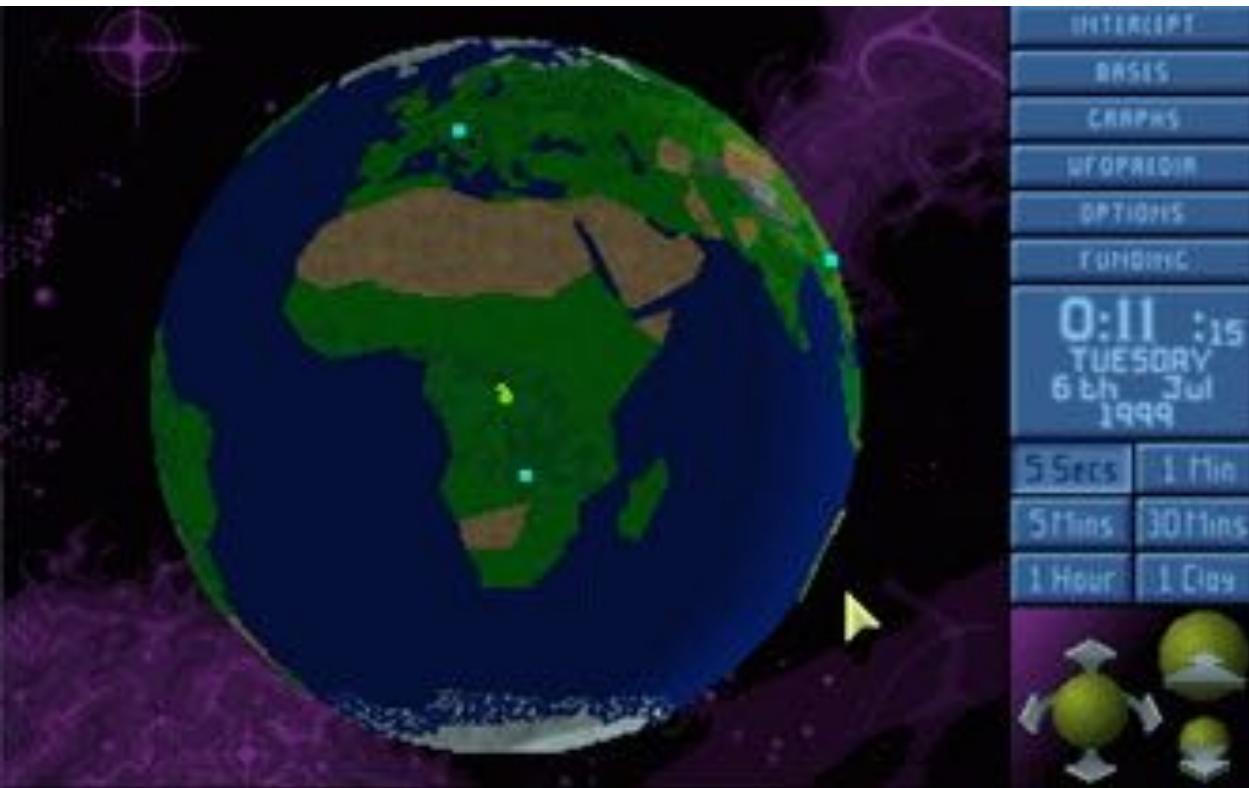
<http://www.mobygames.com/game/fire-emblem-ankoku-ry-to-hikari-no-tsurugi/screenshots>
<http://ipgames.de/wp-content/uploads/2016/01/Fire-Emblem-Fates-8.jpg?x37583>
<http://www.gameswelt.at/fire-emblem-fates/screenshots/zehn-screenshots.250634.1130311>

Fire Emblem Series (Intelligent Systems / Nintendo, seit 1990)



X-COM: UFO Defense

(Mythos Games / MicroProse Software, 1994)



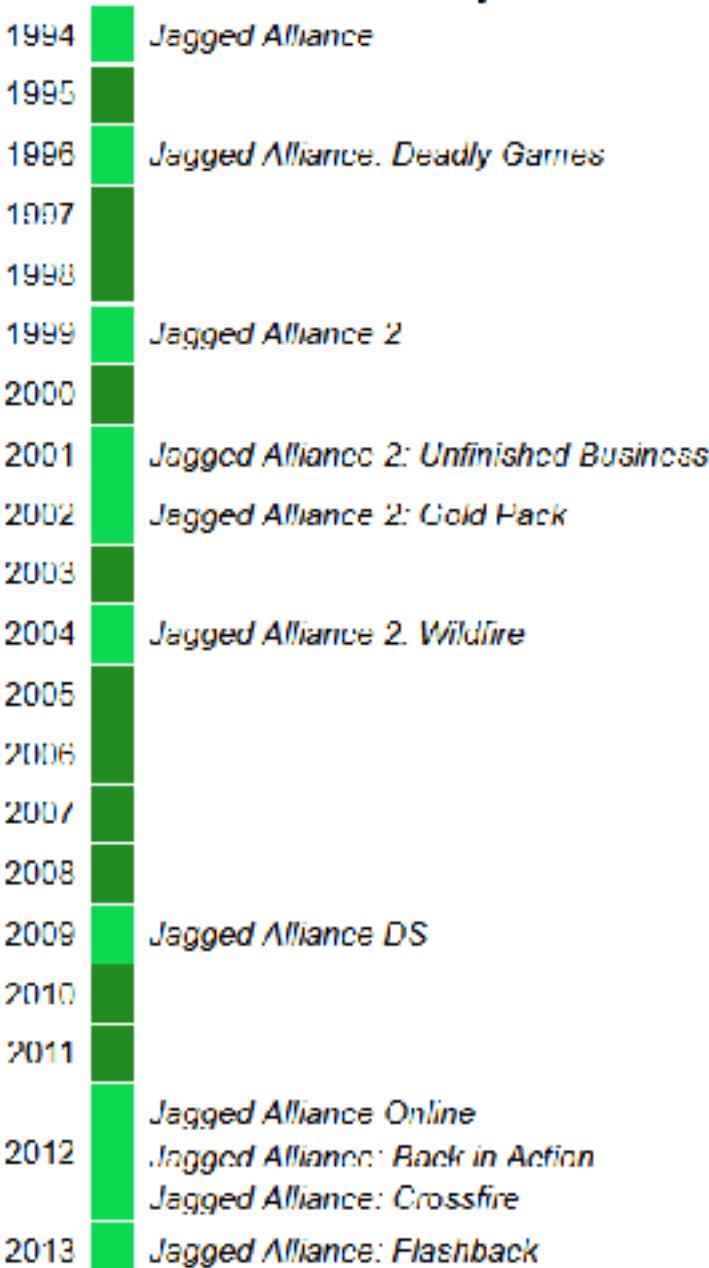
By Source (WP:NFCC#4), Fair use, <https://en.wikipedia.org/w/index.php?curid=36710697>

By <http://www.mobygames.com/game/dos/x-com-ufo-defense/screenshots/gameShotId,358319/>, Fair use, <https://en.wikipedia.org/w/index.php?curid=23011005>

Jagged Alliance (Madlab Software, 1994)



Timeline of release years





TAMION TRIFFT EINE HARPYIE



Realms of Arcania Series (attic Entertainment, 1992-1996)



Shadowrun (Beam Software, 1993)

<http://www.mobygames.com/game/dos/realms-of-arkania-blade-of-destiny/screenshots>
By Source (WP:NFC#4), Fair use, <https://en.wikipedia.org/w/index.php?curid=366601606>
http://www.mobygames.com/game/snes/shadowrun_screenshots/gameShotId_39197/



Shadowrun Returns (Harebrained Schemes, 2013)

Neuere Vertreter

The Dark Eye: Blackguards
(Daedelic Entertainment, 2014)



Invisible Inc.
(Klei Entertainment, 2015)



By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=50922165>
https://assets.vg247.com/current//2013/10/Blackguards_1001.jpg

Action Role-playing Games

Merkmale des Action RPG-Genres

Einzelne Spielfigur

Echtzeit-Gameplay

Fokus auf Kampf

Steuerung über Keyboard und
Controller

Minimalistische Narration und
Interaktion

Oft randomisiert angebotener
Content

Sub-Subgenres

Hack & Slash RPG

Diablo Clone

Action-RPGs: Die frühen 1980er

The Tower of Druaga (Namco, 1984)



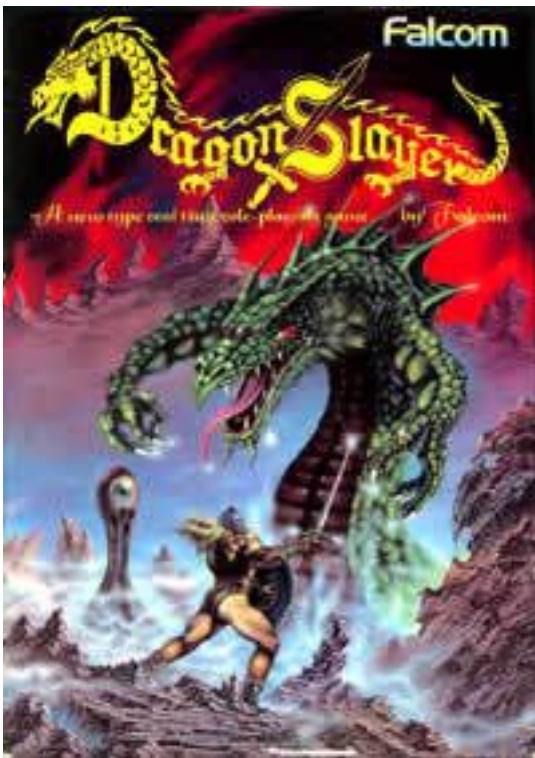
Kombination von Arcade-, RPG- und Action-Adventure-Elementen

Frühe Hack-&-Slash-Mechanik

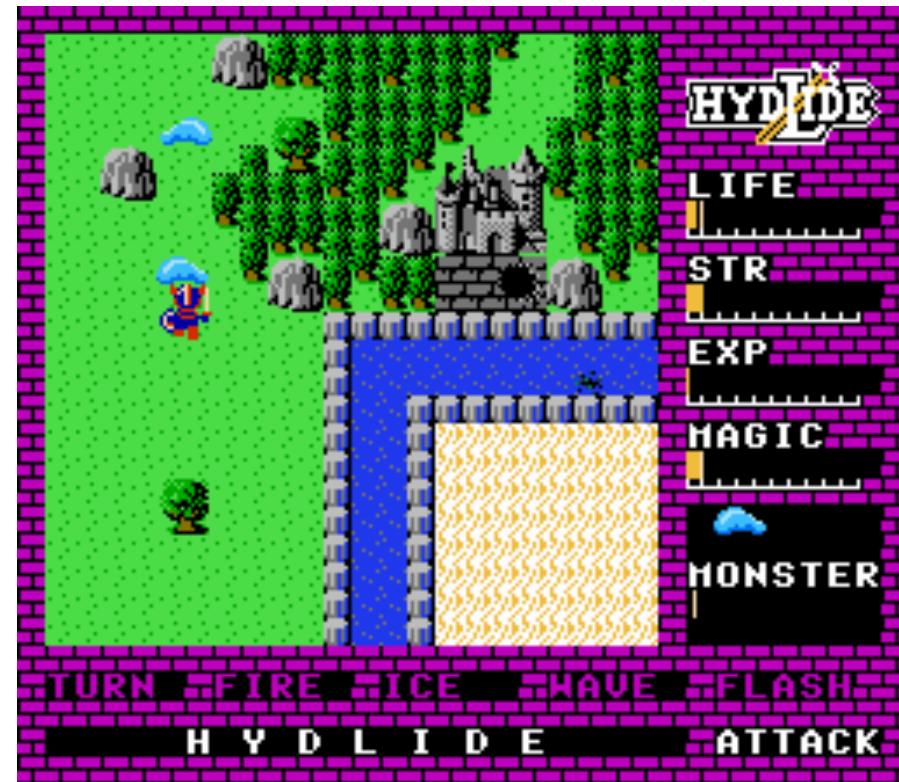
„Fantasy Pac-Man“

Action-RPGs: Die frühen 1980er

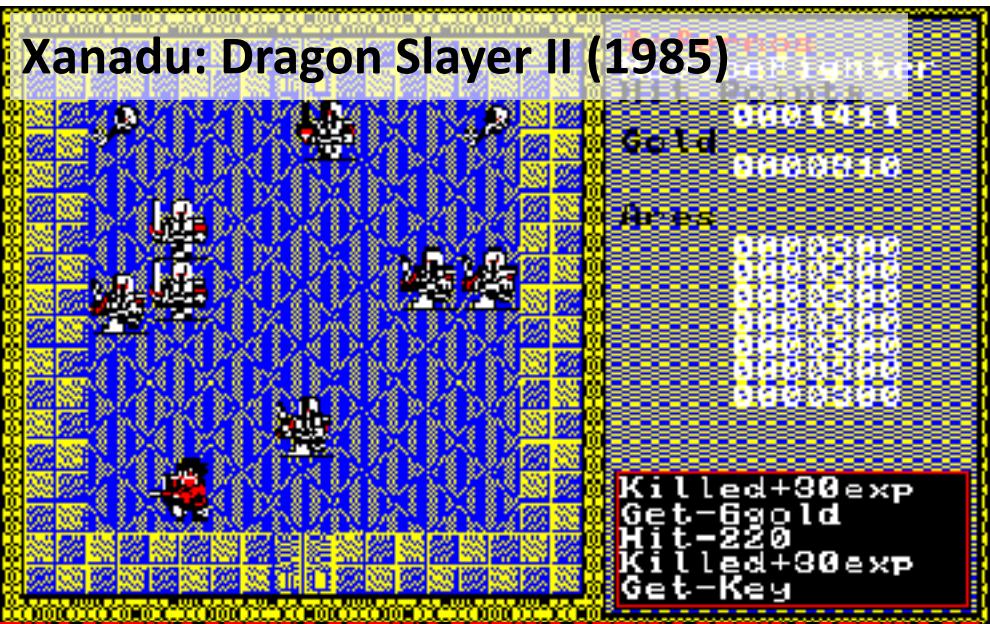
Dragon Slayer (Nihon Falcom, 1984)



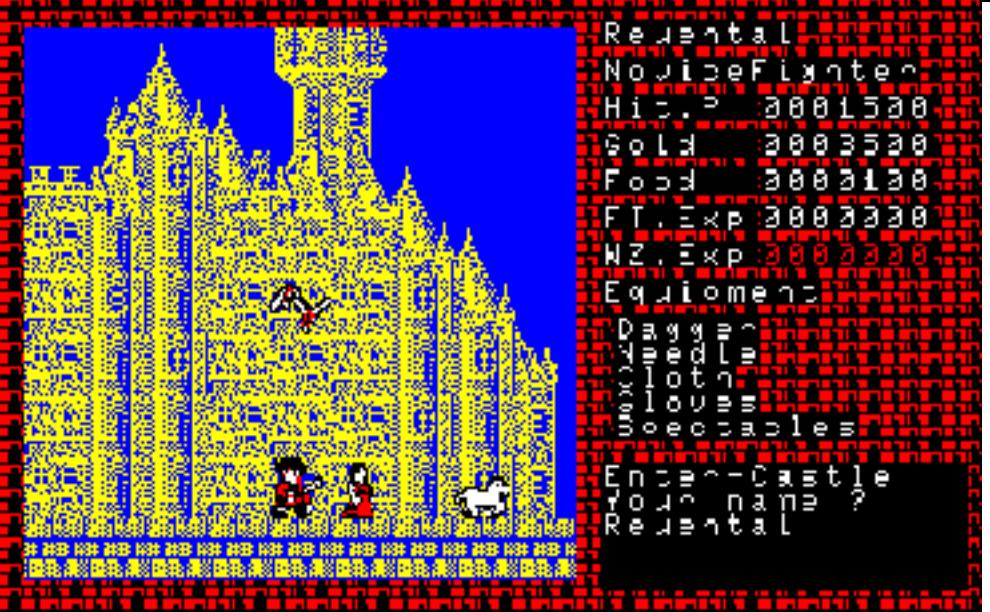
Hydlide (T&E Soft, 1984)



Nihon Falcom: Vorreiter der Action RPG-Entwicklung



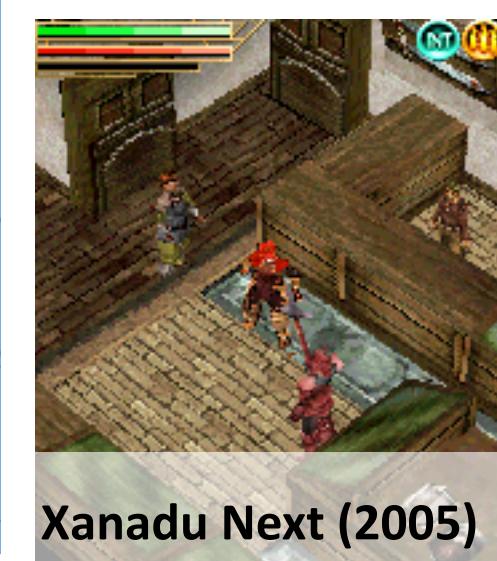
<http://www.mobygames.com/game/xanadu-dragon-slayer-ii/screenshots>



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



<http://www.mobygames.com/game/xanadu-next/screenshots>



Xanadu Next (2005)

STAT	GURITEM	MAGISKIL
LV	1 EXP	0
HP	90 / 90 MP	90 / 90
Gold	400	
ATTACK	36	
DEFENSE	36	
DEXTERITY	76	
MAGIC	45	
ITEM ABILITY	5	
ENDURANCE	10	
STR	5 INT	7 CON 5
MND	5 DEX	6



Ys: The Vanished Omens (Nihon Falcom, 1987)



H.P. 020/020 EXP 00000/00200 GOLD 01000
PLAYER [Health Bar]
ENEMY [Health Bar]



H.P. 020/020 EXP 00000/00200 GOLD 01000
PLAYER [Health Bar]
ENEMY [Health Bar]

Action-RPGs: Die späten 1980er

<http://www.mobygames.com/game/ys-the-vanished-omens/screenshots>
https://images-na.ssl-images-amazon.com/images/I/91NAuLT7JKL.AC_SL1500.jpg



Ys VIII: Lacrimosa of Dana (Nihon Falcom, 2016)

This screenshot is from the Japanese PlayStation® 4 version of the game. Still in development.

The Magic of Scheherazade
(Culture Brain, 1987)



Cosmic Soldier: Psychic War
(Kogado Software, 1987)



Exile (Telenet, 1988)



<http://www.mobygames.com/game/nes/magic-of-scheherazade/screenshots/gameShotId,71389/>

<http://www.mobygames.com/game/dos/cosmic-soldier-psychic-war/screenshots/gameShotId,501598/>

http://www.mobygames.com/game/genesis/exile/_screenshots/gameShotId,86820/

Ultima-Spiele der 1990er

Ultima VII: Forge of Virtue (Origin, 1992)



<http://www.mobygames.com/game/dos/ultima-vii-forge-of-virtue/screenshots>
<http://www.mobygames.com/game/windows/ultima-ix-ascension/screenshots>

Ultima IX: Ascension (Origin, 1999)



Diablo Series (Blizzard, seit 1996)

Diablo, 1996



Diablo III, 2012



Dungeon Siege (Gas Powered Games, 2002)



Torchlight (Runic Games, 2009)



Gothic Series (Piranha Bytes, 2001-2011)



Gothic (2001)

- *Gothic* (2001)
- *Gothic II* (2002)
 - *Gothic II: Night of the Raven* (2003)
- *Gothic 3* (2006)
 - *Gothic 3: Forsaken Gods* (2008)
 - *Gothic 3: The Beginning* (2008)
- *Arcania: Gothic 4* (2010)
- *Arcania: Fall of Setarrif* (2011)

Drakensang

(Radon Labs, 2009)

Sacred

(Ascaron Entertainment, 2004)



SOULSBORNE

YOU DIED



Demon's Souls (2009)



Dark Souls (2011)



Dark Souls 2 (2014)



Bloodborne (2015)



Dark Souls III (2016)

Open World RPG

Merkmale des Open-World-RPG-Genres

Freie Bewegung durch die
Spielwelt

Umfangreiche Inhalte

NPCs, Orte, Gegner...

Typischerweise sehr lange Spielzeit

Offene Queststruktur

Non-lineare Narration

Haupt- und Nebenquests

The Elder Scrolls Series (Bethesda, seit 1994)

The Elder Scrolls: Arena (1994)



<http://www.mobygames.com/game/dos/elder-scrolls-area/screenshots>

<http://www.mobygames.com/game/elder-scrolls-iii-morrowind/screenshots>

The Elder Scrolls III: Morrowind (2002)



Fließender Übergang zum Action Adventure



- 1 Main series
 - 1.1 *Fallout* (1997)
 - 1.2 *Fallout 2* (1998)
 - 1.3 *Fallout 3* (2008)
 - 1.4 *Fallout: New Vegas* (2010)
 - 1.5 *Fallout 4* (2015)

2 Spin-off games

- 2.1 *Fallout Tactics: Brotherhood of Steel* (2001)
- 2.2 *Fallout: Brotherhood of Steel* (2004)
- 2.3 *Fallout Shelter* (2015)

3 Canceled games

- 3.1 *Fallout Extreme*
- 3.2 *Fallout Tactics 2*
- 3.3 *Van Buren*, Black Isle Studios' *Fallout 3*
- 3.4 *Fallout: Brotherhood of Steel 2*
- 3.5 *Fallout Online*



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

<http://www.mobygames.com/game/fallout-3/screenshots>



Fallout Series

(Interplay, Black Isle, Micro Forté, Bethesda, Obsidian; seit 1997)



Fallout 3 (Bethesda 2008)

Xeno / Xenoblade Series (Square, Monolith Soft; seit 1998)



Xenogears (1998)



Xenosaga: Episode III - Also Sprach Zarathustra (2006)



XenobladeX (2015)



Fable Series (Big Blue Box, Lionhead Studios; seit 2004)

<http://www.mobygames.com/game/fable-iii/screenshots>

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



Fable (2004)



Fable III (2010)

Neuere Open-World-Reihen

The Witcher (CD Projekt RED, 2007)



Ni No Kuni (Level-5, 2011)



RPG Open World Shooter

<http://www.mobygames.com/game/mass-effect/screenshots>
<http://www.mobygames.com/game/borderlands/screenshots>



Mass Effect (Bioware, 2007)



Borderlands (Gearbox, 2009)



Massively Multiplayer Online Role-playing Games

Merkmale des MMORPG-Genres

Persistente Spielwelt

Massiv hohe Spielerzahlen

Spieler organisieren sich in Gilden oder
Clans

Instanzierung

Hochgradig dynamische Ökonomie

Technische Umsetzungen

Client-based

Browser-based

Console-based

Smartphone-based

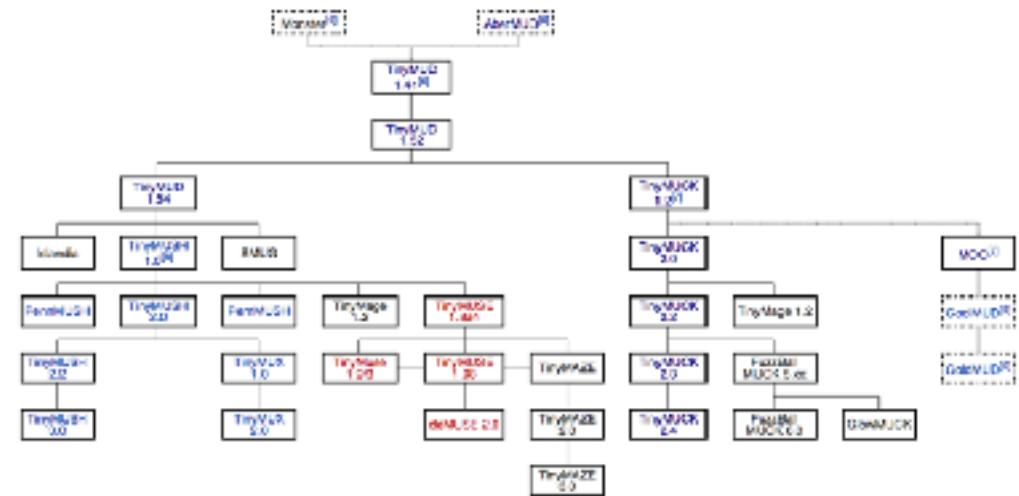
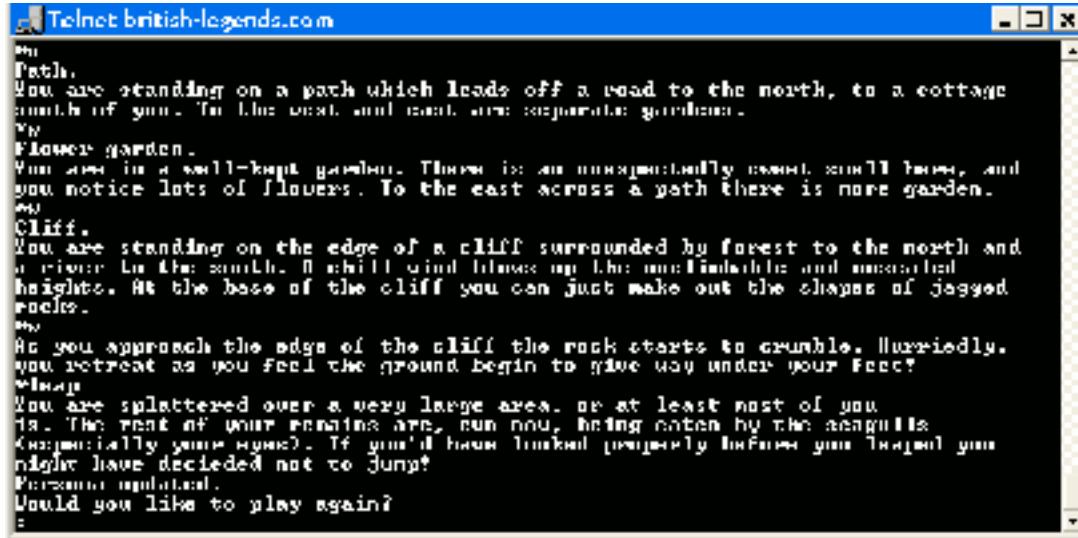
Finanzierungsmodelle

Free-to-play (F2P)

Freemium

Pay-to-play (P2P)

Multi-User-Dungeons (MUD)



MUD 1 (R. Trubshaw / R. Bartle, 1978)

Neverwinter Nights 2

(Akella, 2006)

http://www.mobygames.com/game/dos/neverwinter-nights/_screenshots
<http://www.mobygames.com/game/neverwinter-nights-2/screenshots>

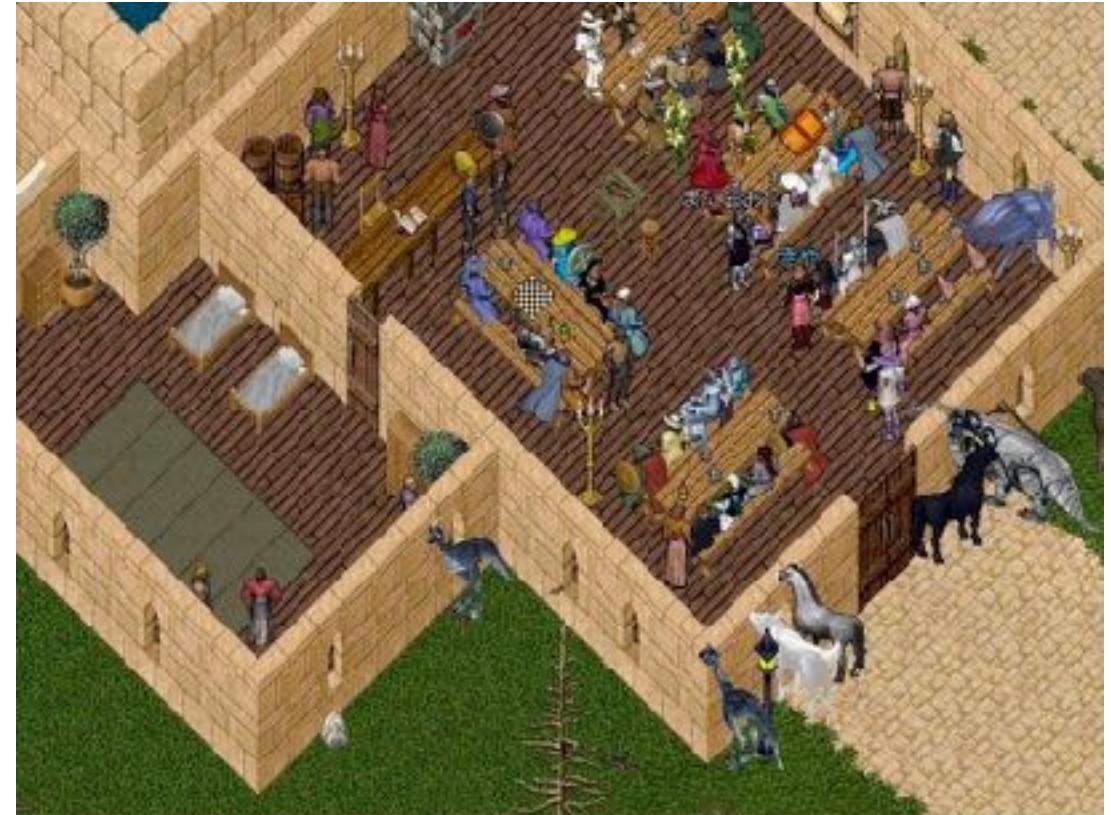


Neverwinter Nights

(Strategic Simulations, 1991)



Ultima Online (Origin, 1997)



<https://uo.com/screenshots/>

World of Warcraft (Blizzard Entertainment, 2004)



<http://www.mobygames.com/game/world-of-warcraft/screenshots>