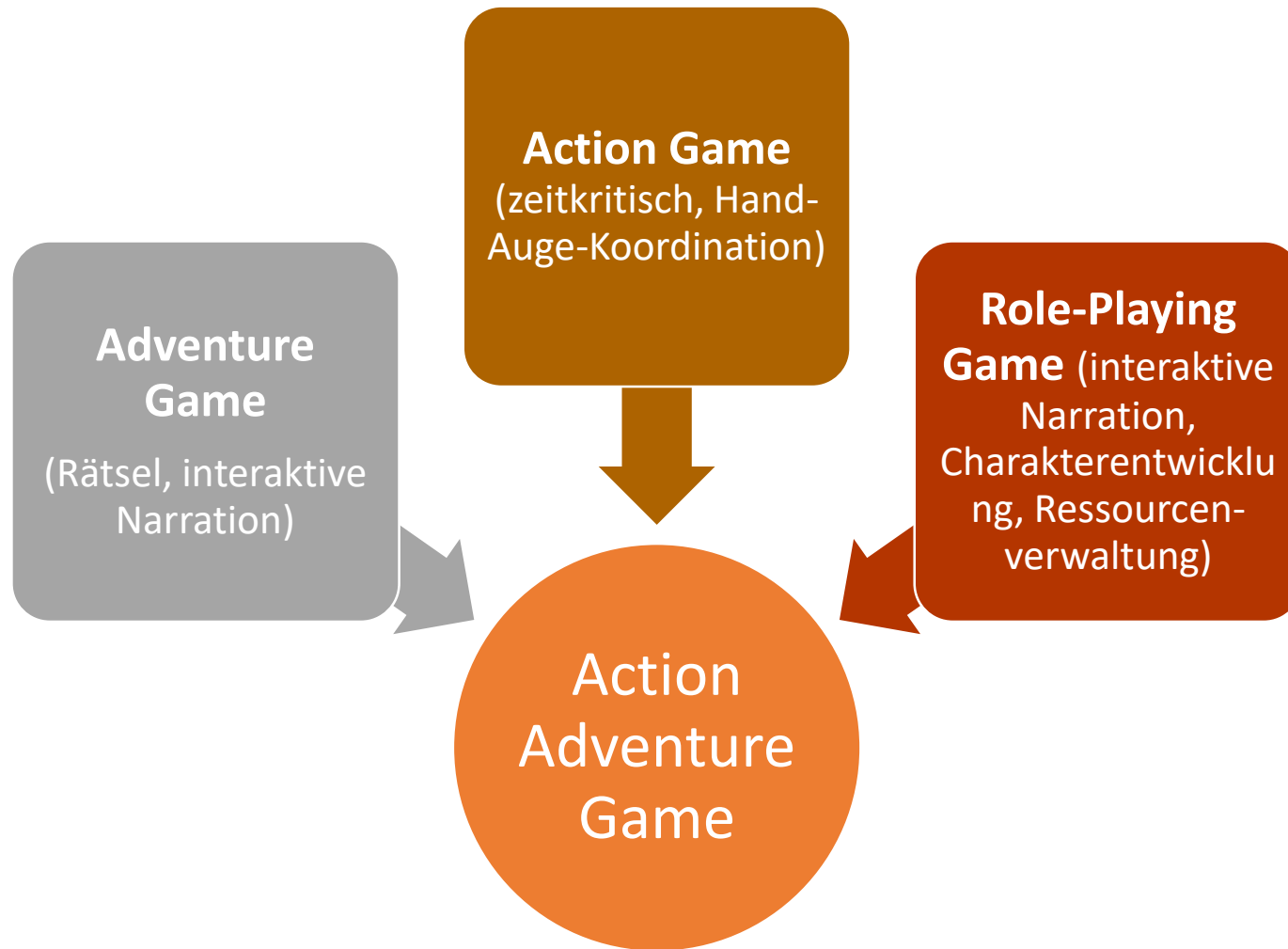


Spielegeschichte: Action Adventure Games



http://img04.deviantart.net/a1eb/i/2014/053/b/3/the_legend_of_zelda_how_to_win_a_princess_s_kiss_by_kejablank-d77au6n.jpg





Merkmale von Action Adventure Games

- Single Player
- Fordert **Geschick** (Action)
 - Kampf, Jump & Run, Schleichen
- Stellt **Rätsel** (Adventure)
 - Kombination, Items
- Bietet **Narration**
 - Aufwändig inszeniert
 - Unterschiedlich interaktiv
 - Häufige Film-Genre-Zitate

Subgenres

Nach Gameplay?

- Platform Adventure
- Stealth Game
- Survival Horror Game
- Survival Game

Nach Perspektive?

- First-person action-adventure
- Third-person action-adventure
- Isometric platform-adventure

Oder ganz anders?

- Open world action-adventure
- Immersive sim
- Real-Time Adventure

Platform-Adventure Game

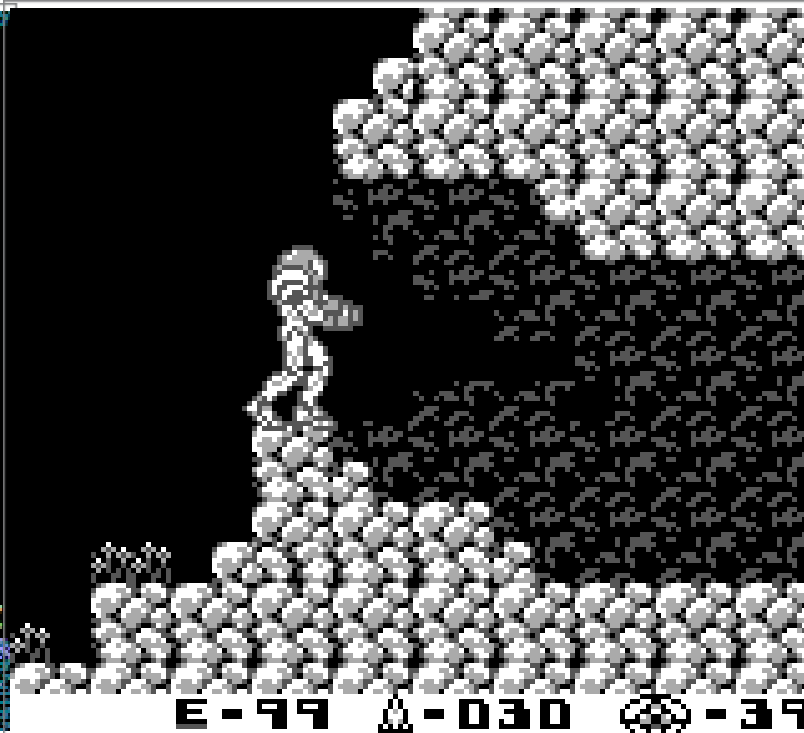
Exploration | Puzzles | Raum als Herausforderung

METROID

By Video-game or computer emulator, Fair use, <https://en.wikipedia.org/w/index.php?curid=1034435>
By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=22529276>
By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=38854468>



Metroid
Nintendo, 1986



Metroid II: Return of Samus
Nintendo 1991,
Game Boy-Version



Super Metroid
Nintendo 1994,
Super NES-Version

Westliche Spieletitel	↕	Japanische Spieletitel	↕	Konsole/Plattform	↕	Erscheinungsjahr	↕
Castlevania		<i>Akumajō Dorakyura</i> (悪魔城ドラキュラ)		Famicom Disk System, Commodore 64, NES, Game Boy Advance, MS-DOS, Nintendo Wii (Virtual Console)		1986	
Vampire Killer (Nur Europa und Brasilien)		<i>Akumajō Dorakyura</i> (悪魔城ドラキュラ)		MSX2		1986 ^[1]	
Castlevania II: Simon's Quest		<i>Dorakyura II: Noroi no Fūin</i> (ドラキュラII 呪いの封印)		Famicom Disk System, NES, Microsoft Windows, Wii (Virtual Console)		1987	
Haunted Castle (Spielhallenautomat)		<i>Akumajō Dorakyura</i> (悪魔城ドラキュラ)		Arcade-Spiel		1988	
Castlevania: The Adventure		<i>Dorakyura Densetsu</i> (ドラキュラ伝説)		Game Boy		1989	
Castlevania III: Dracula's Curse		<i>Akumajō Densetsu</i> (悪魔城伝説)		NES, Microsoft Windows, Wii (Virtual Console)		1990	
Super Castlevania IV		<i>Akumajō Dorakyura</i> (悪魔城ドラキュラ)		Super NES, Wii (Virtual Console)		1991	
Castlevania II: Belmont's Revenge		<i>Dorakyura Densetsu II</i> (ドラキュラ伝説II)		Game Boy		1991	
Castlevania X68000 (Inoffizieller Titel; Spiel nicht in Amerika/Europa erschienen)		<i>Akumajō Dorakyura</i> (悪魔城ドラキュラ)		Sharp X68000		1993	
Castlevania: Rondo of Blood (erst als Wii-VC-Spiel in Amerika/Europa erschienen)		<i>Akumajō Dorakyura X: Chi no Rondo</i> (悪魔城ドラキュラX 血の輪廻(ロンド))		PC Engine, Wii (Virtual Console)		1993	
Castlevania: The New Generation (Europa&Australien) Castlevania: Bloodlines (USA)		<i>Vampire Killer</i> (バンパイアキラー Banpaia Kira)		Sega Mega Drive		1994	
Castlevania: Vampire's Kiss (Europa&Australien)		<i>Akumajō Dorakyura XX</i> (悪魔城ドラキュラXX)		Super NES		1995	

Castlevania Series (Konami, 1986-2014)



Castlevania, 1986;
Amiga-Version



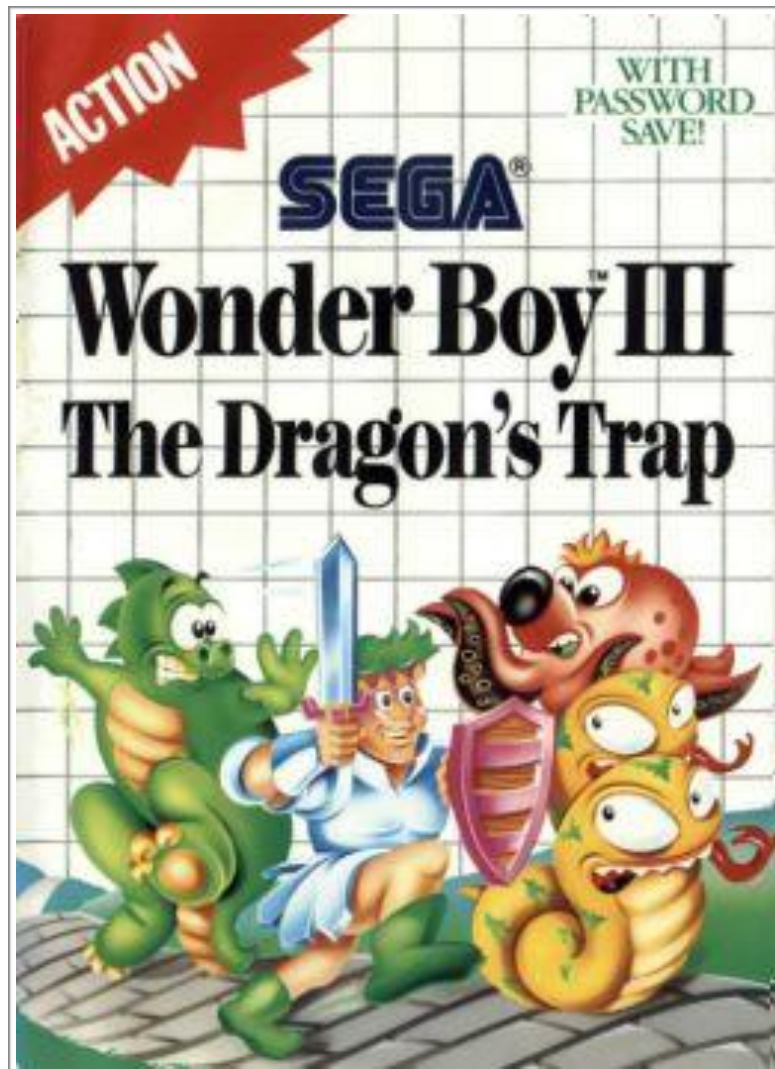
Castlevania: Symphony of the Night, 1997;
PlayStation-Version



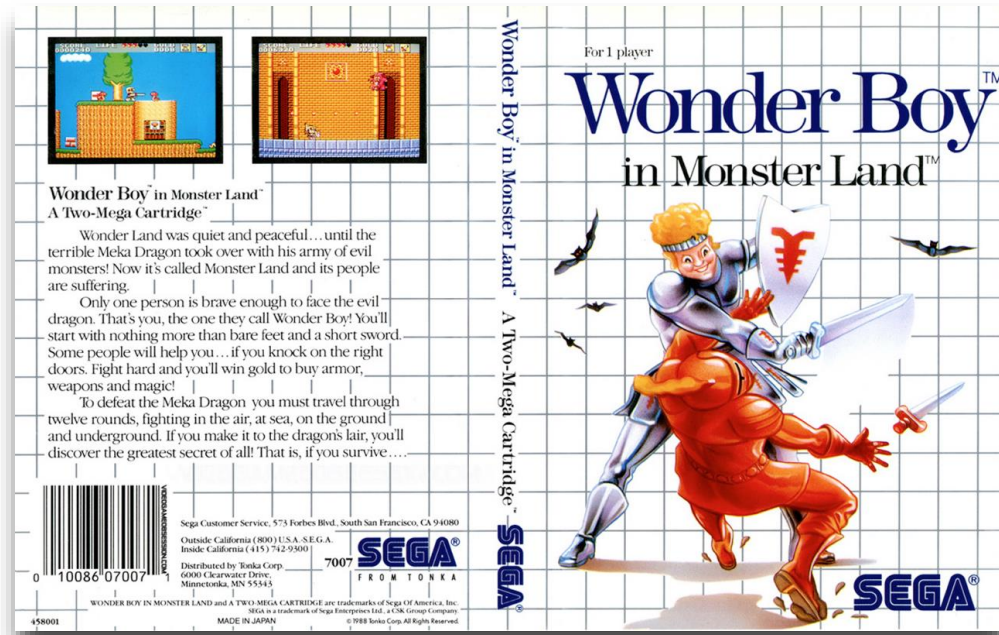
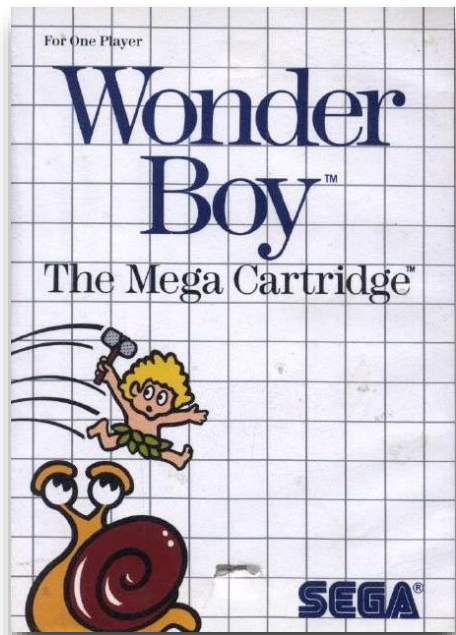
Castlevania, 1999;
N64-Version

Subgenre-Merkmale: Metroidvania

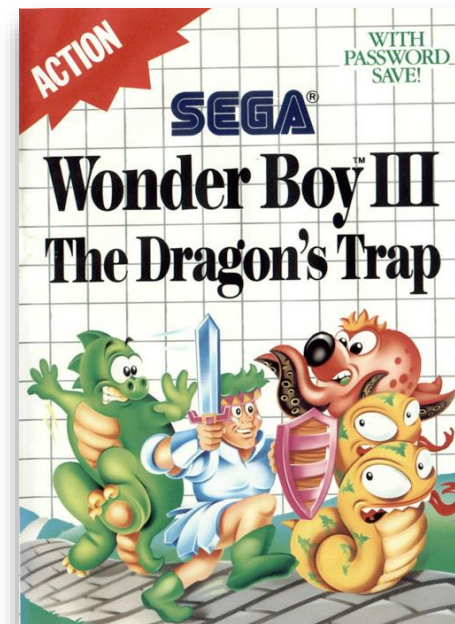
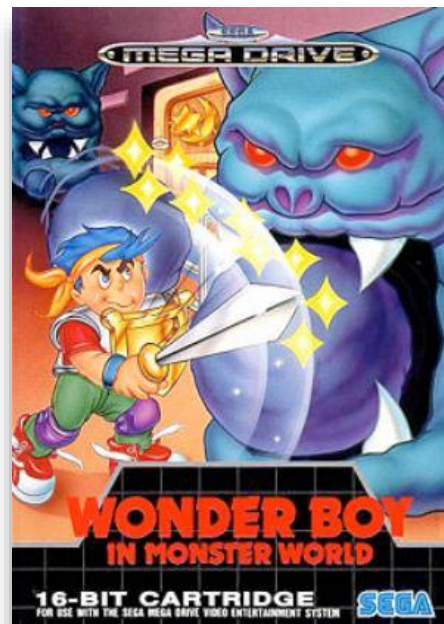
- 2D-Platformer
 - Große, zusammenhängende Spielwelt
- Gegenstände ermöglichen Zugang zu Spielweltbereichen und verbessern Fähigkeiten des Avatars
- Oft Freischaltung von Abkürzungen und Geheimbereichen
 - Enge Verknüpfung von Narration und Level Design, die Experimente begünstigt

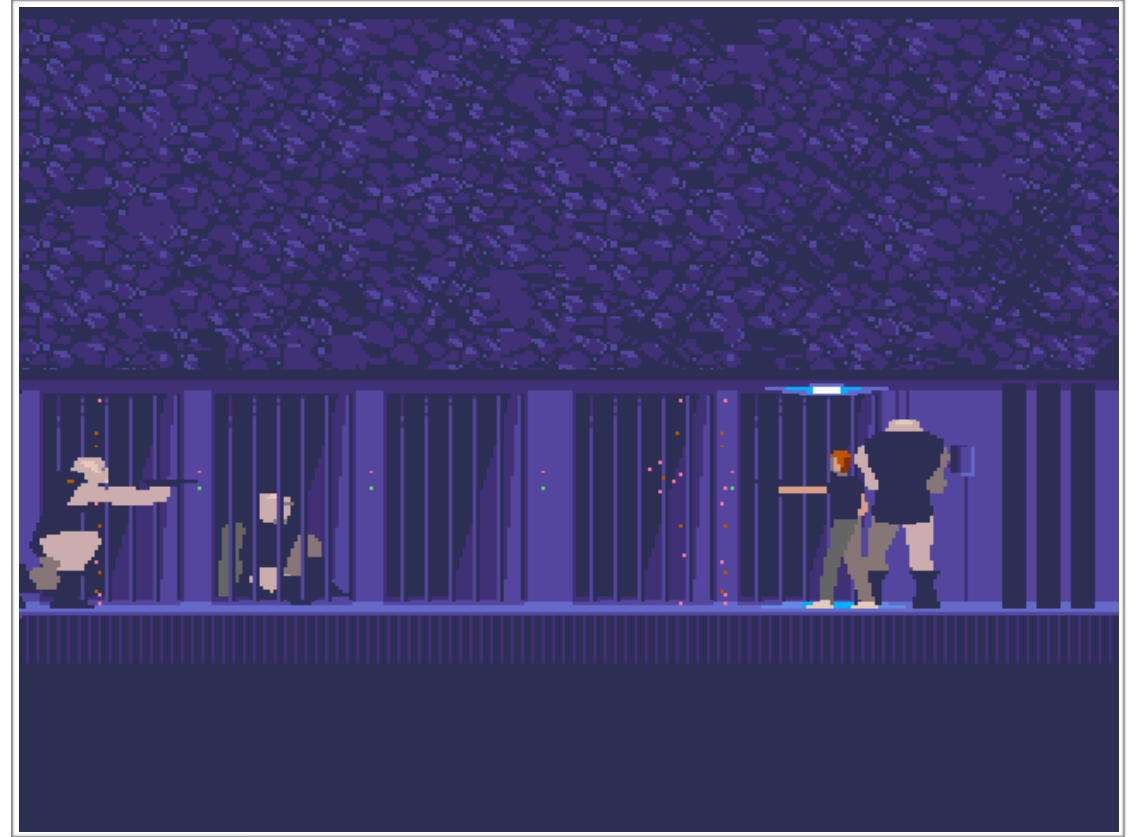
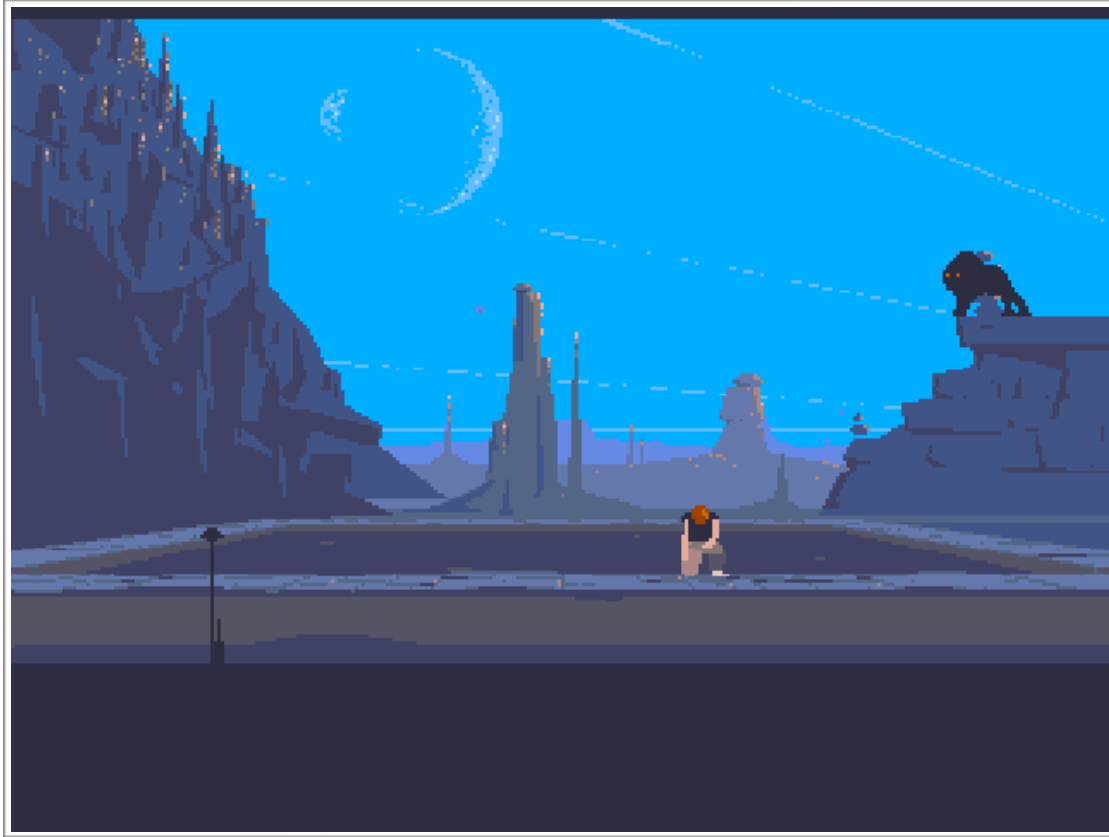


Wonder Boy III: The Dragon's Trap
Sega 1989



Die kanonischen Spiele





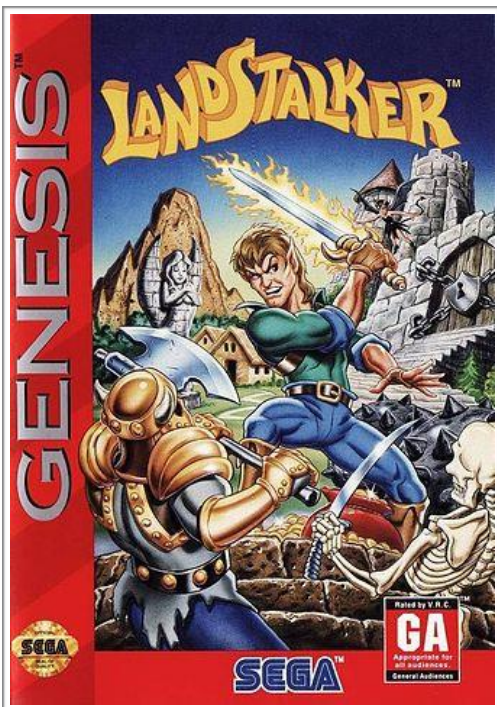
Another World (Out of this World)
(Delphine Software Int., 1991)



Flashback
Delphine Software Int., 1993)

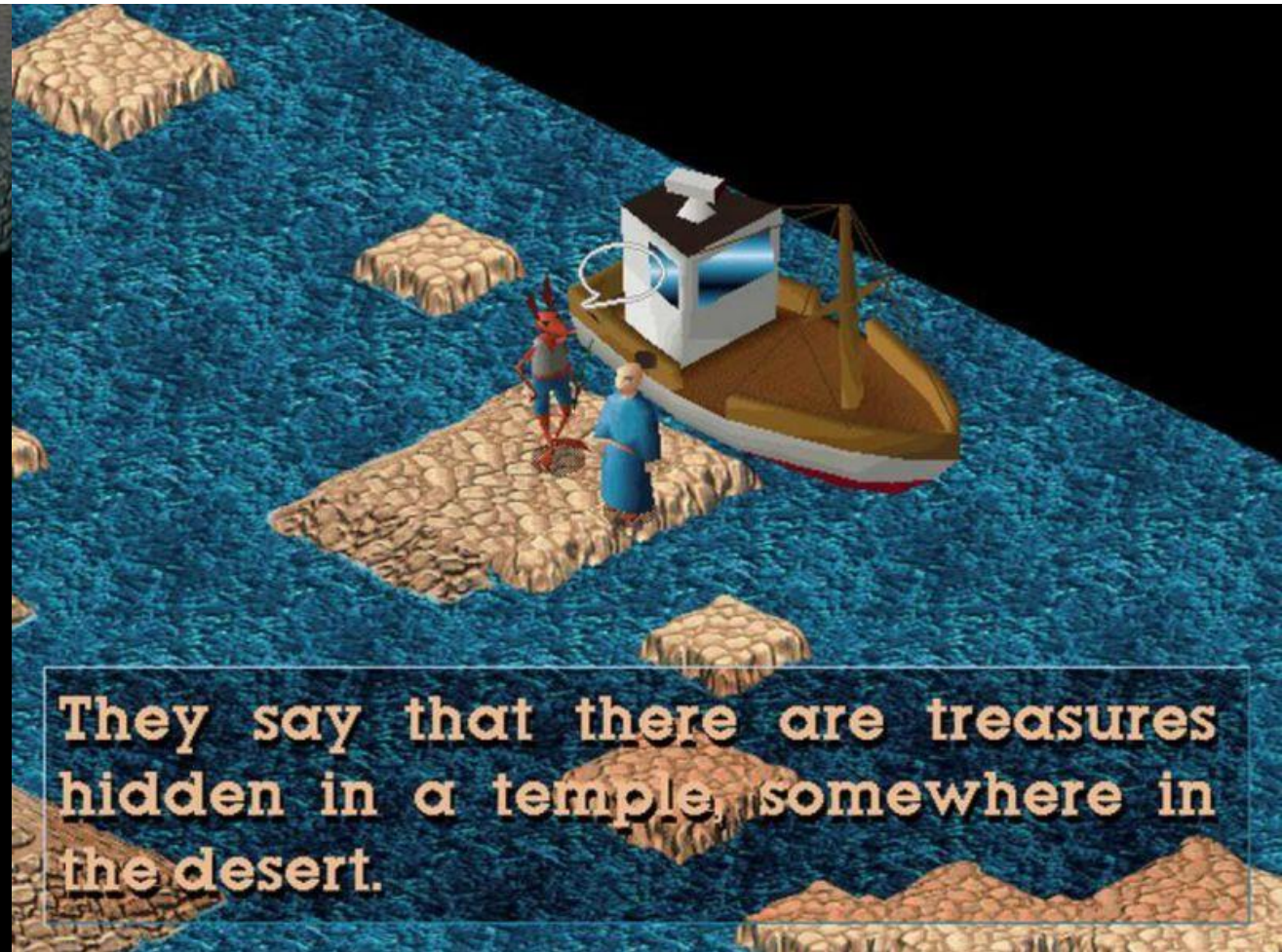
Isometric platform-adventure

Freie Exploration | Dreidimensionales Gameplay | zweidimensionale Grafik



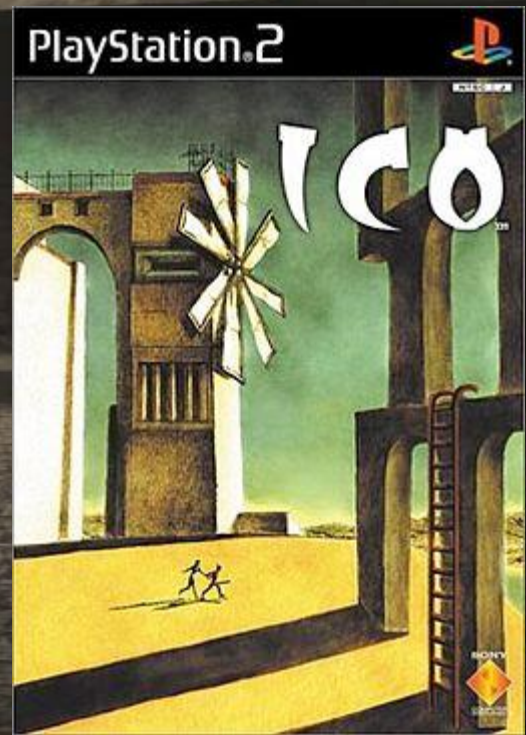
Landstalker: The Treasures of King Nole
Sega 1992

Little Big Adventure (Electronic Arts, 1994)



3D platform-adventure

Ico, 2001



Shadow of the Colossus (Sony, 2005)



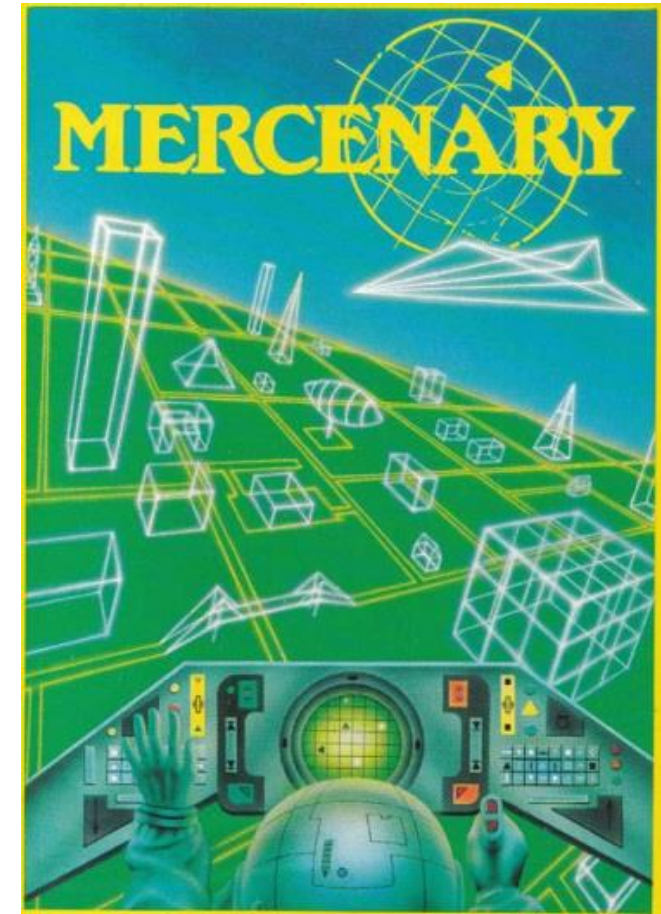
Brothers: A Tale of Two Sons (505 Games, 2013)



First-Person Action-Adventure

Shooter-Mechanik | Konstante Action | Raum-Rätsel | Komplexer Plot

Mercenary (Novagen Software, 1985)



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

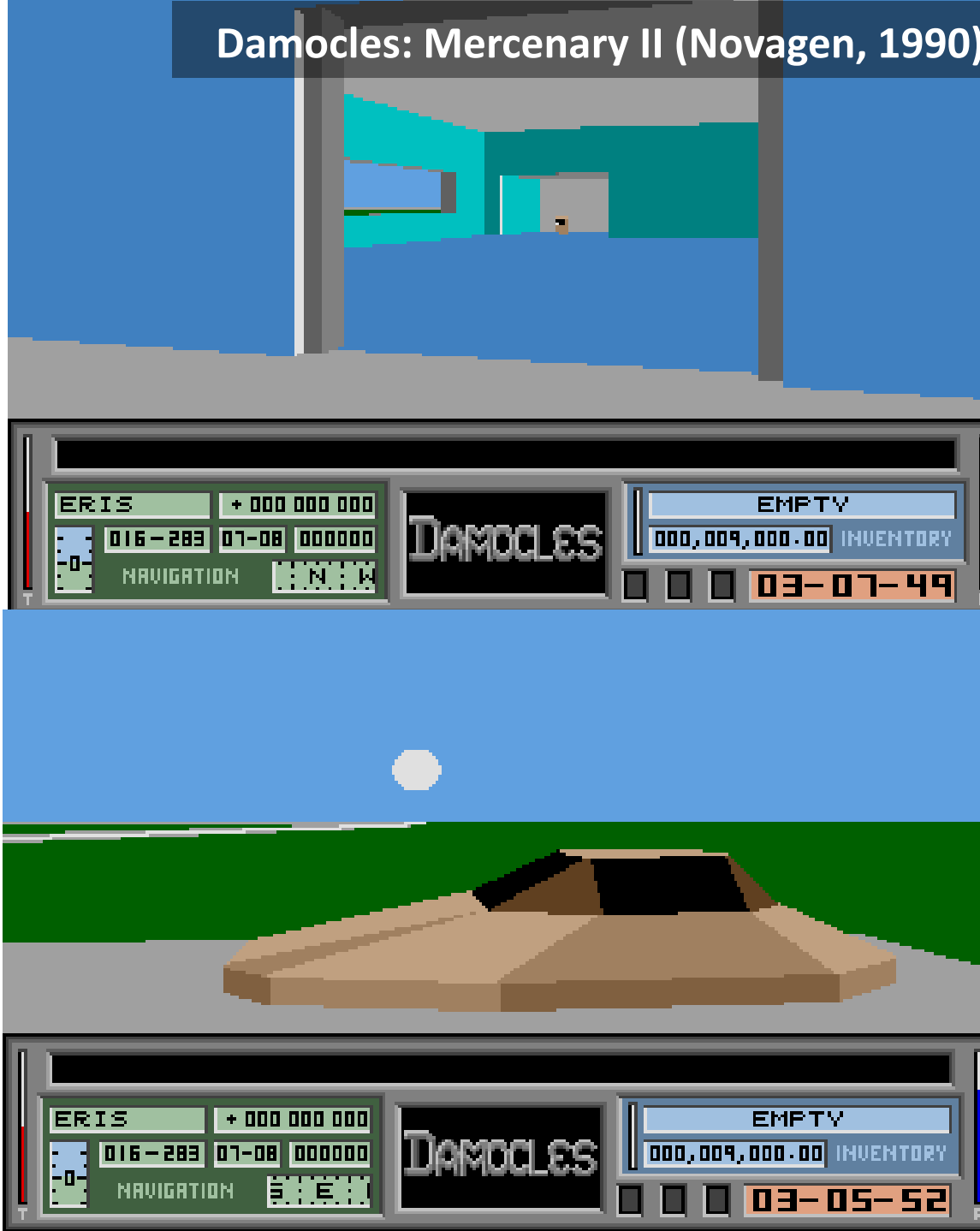
By Source, Fair use,

<https://en.wikipedia.org/w/index.php?curid=31101892>

Fortsetzung der Mercenary-Reihe

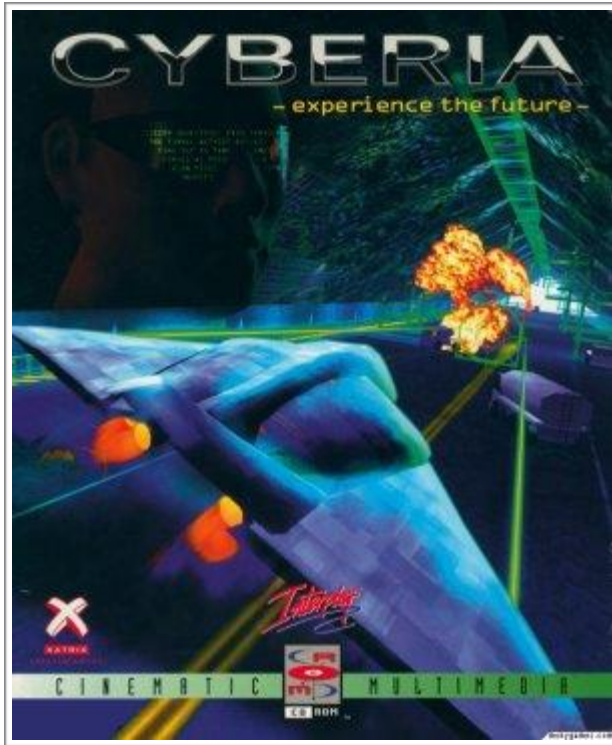
<http://www.mobygames.com/game/damocles-mercenary-ii/screenshots>
<http://www.mobygames.com/game/mercenary-iii-the-dion-crisis/screenshots>

Damocles: Mercenary II (Novagen, 1990)



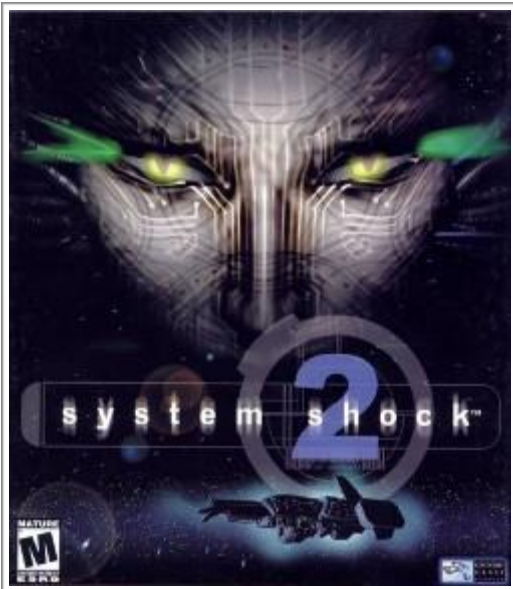
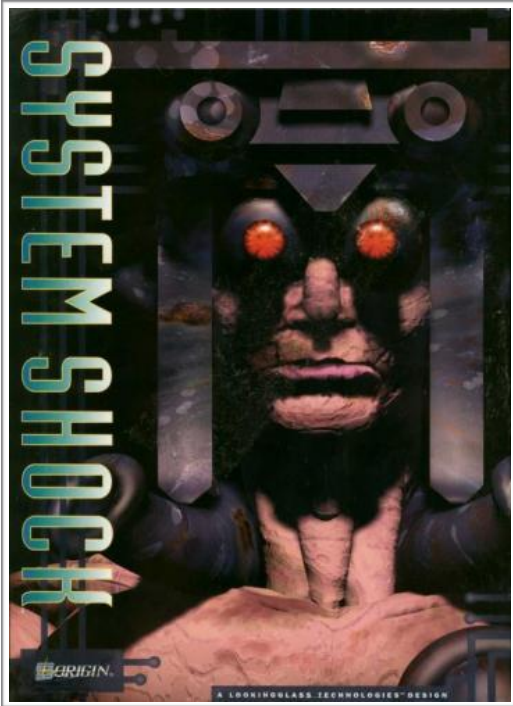
Mercenary III: The Dion Crisis (Novagen, 1992)





Cyberia
Interplay Entertainment, 1994





System Shock 1+2
Looking Glass Studios, 1994, 1999



Metroid Prime (Nintendo, 2002)

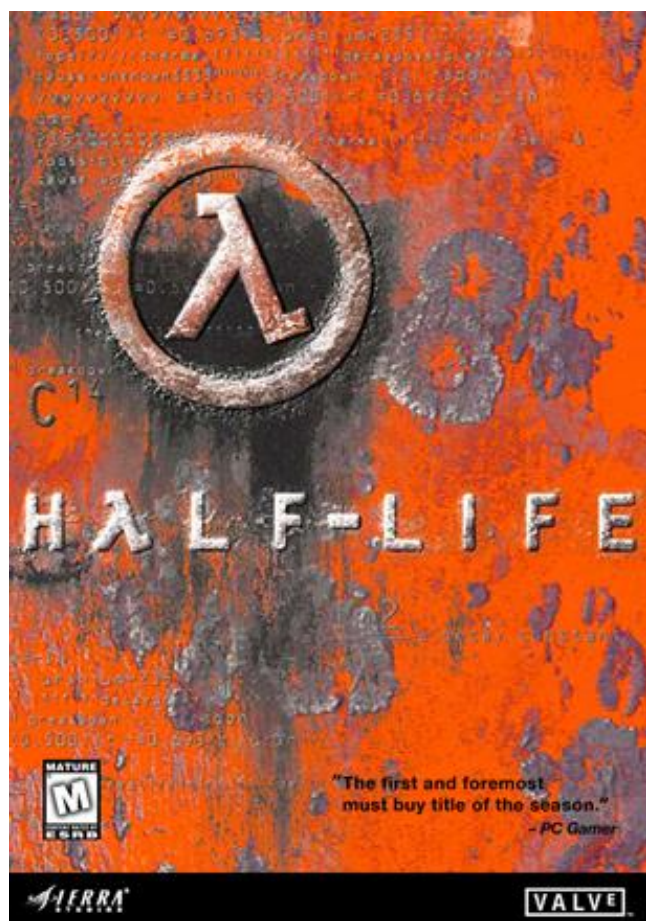


Lock-On-Mechanism für *circle strafing*

By User:grm_wnr - Own work in Inkscape and ImageReady, based on the PD en:Image:Circlestrafing.png
by en:User:Fredrik., Public Domain, <https://commons.wikimedia.org/w/index.php?curid=752199>

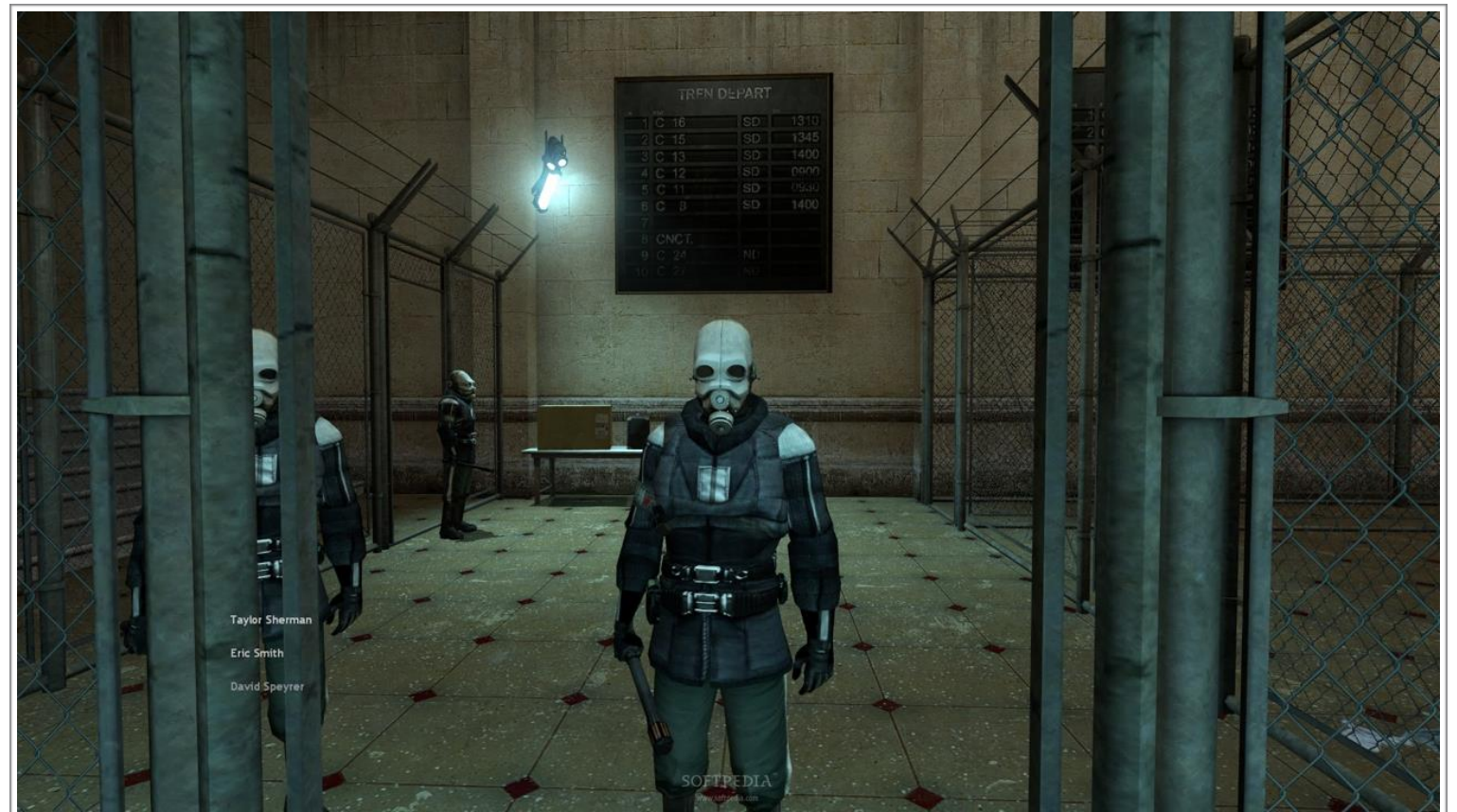


Half-Life (Valve, 1998)



Timeline of release years

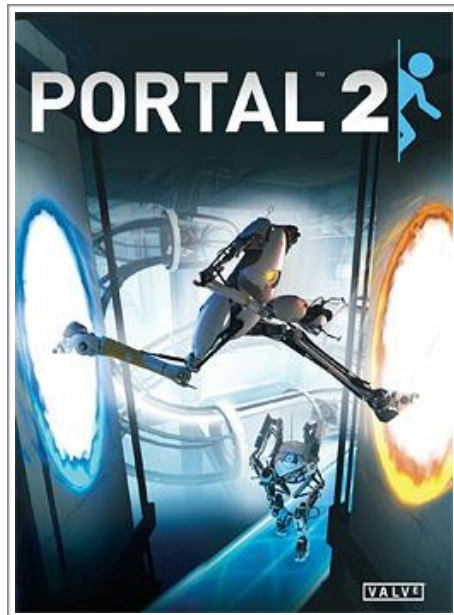
1998		<i>Half-Life</i>
1999		<i>Half-Life: Opposing Force</i>
2000		
2001		<i>Half-Life: Blue Shift</i> <i>Half-Life: Decay</i>
2002		
2003		
2004		<i>Half-Life 2</i> <i>Half-Life 2: Deathmatch</i>
2005		<i>Half-Life 2: Lost Coast</i>
2006		<i>Half-Life 2: Episode One</i>
2007		<i>Half-Life 2: Episode Two</i>



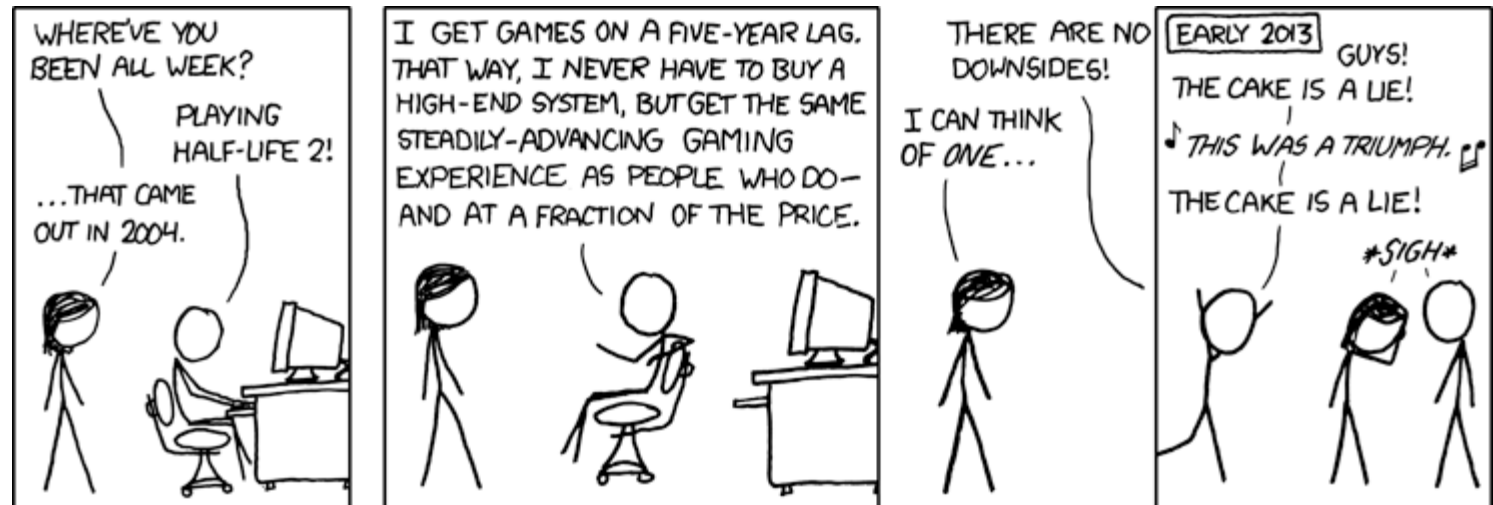
Half Life 2
Valve, 2004



Portal 1+2 Valve, 2007, 2011

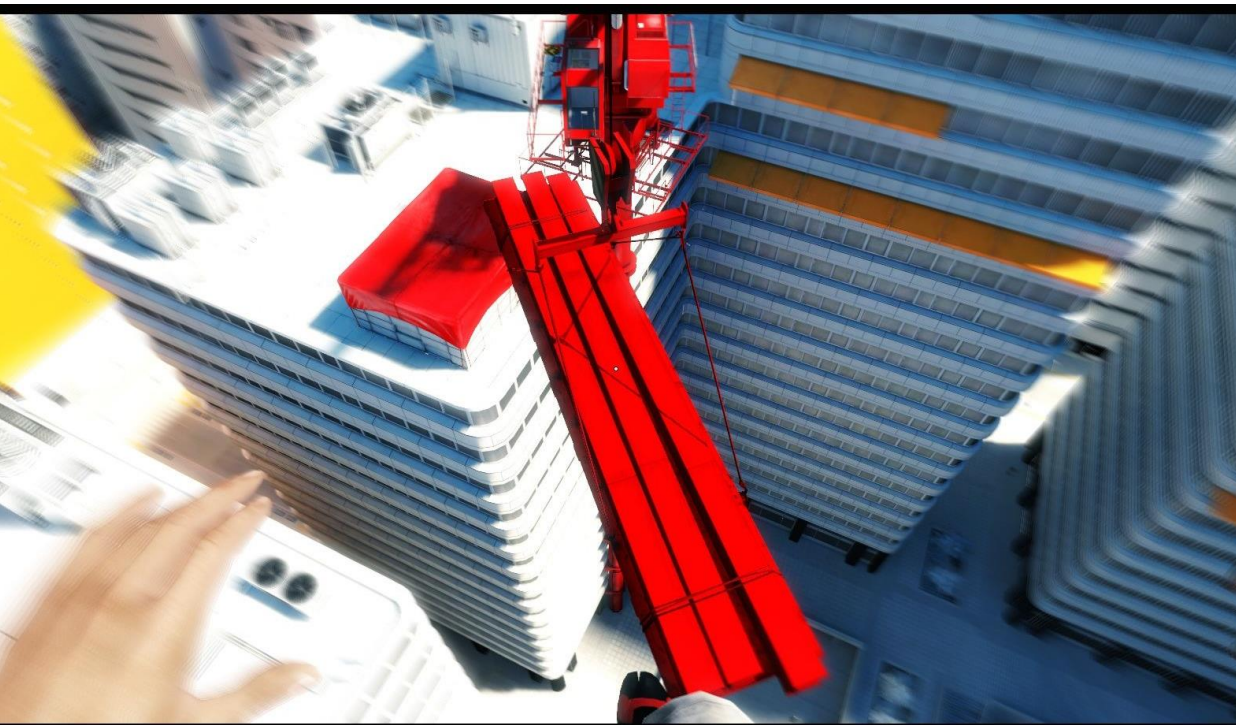


<https://xkcd.com/606/>



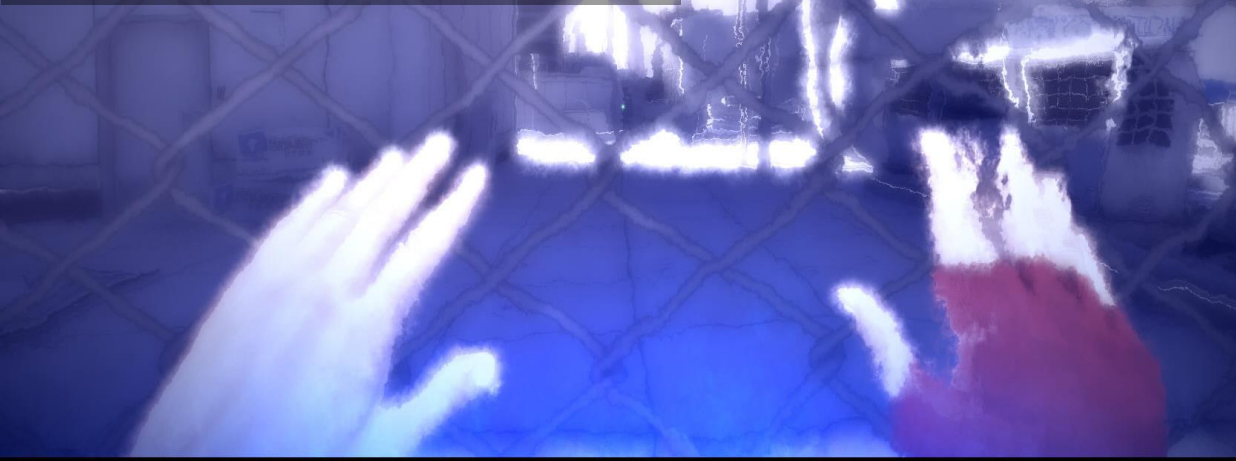
Deus Ex Series (Eidos Interactive, seit 2000)





Mirror's Edge

(Electronic Arts, 2008)



Auszeichnungen [\[Bearbeiten \]](#) [\[Quelltext bearbeiten \]](#)

Game Critics Award 2008^[9]

- Gewonnen: *Best Original Game*

12th Annual Interactive Achievement Awards^[10]

- Gewonnen: *Adventure Game of the Year*
- Nominiert: *Outstanding Achievement in Art Direction*

Computec Bäm! Awards 2009^[11]

- Gewonnen: *Kategorie Atmosphäre*
- Nominiert: *Kategorie Klang*
- Nominiert: *Kategorie Kopf*

MTV Game Awards 2009

- Gewonnen: *Kategorie "If we were you", Auszeichnung für Faith als besten Videospiel-Charakter*



Third-Person Action-Adventure

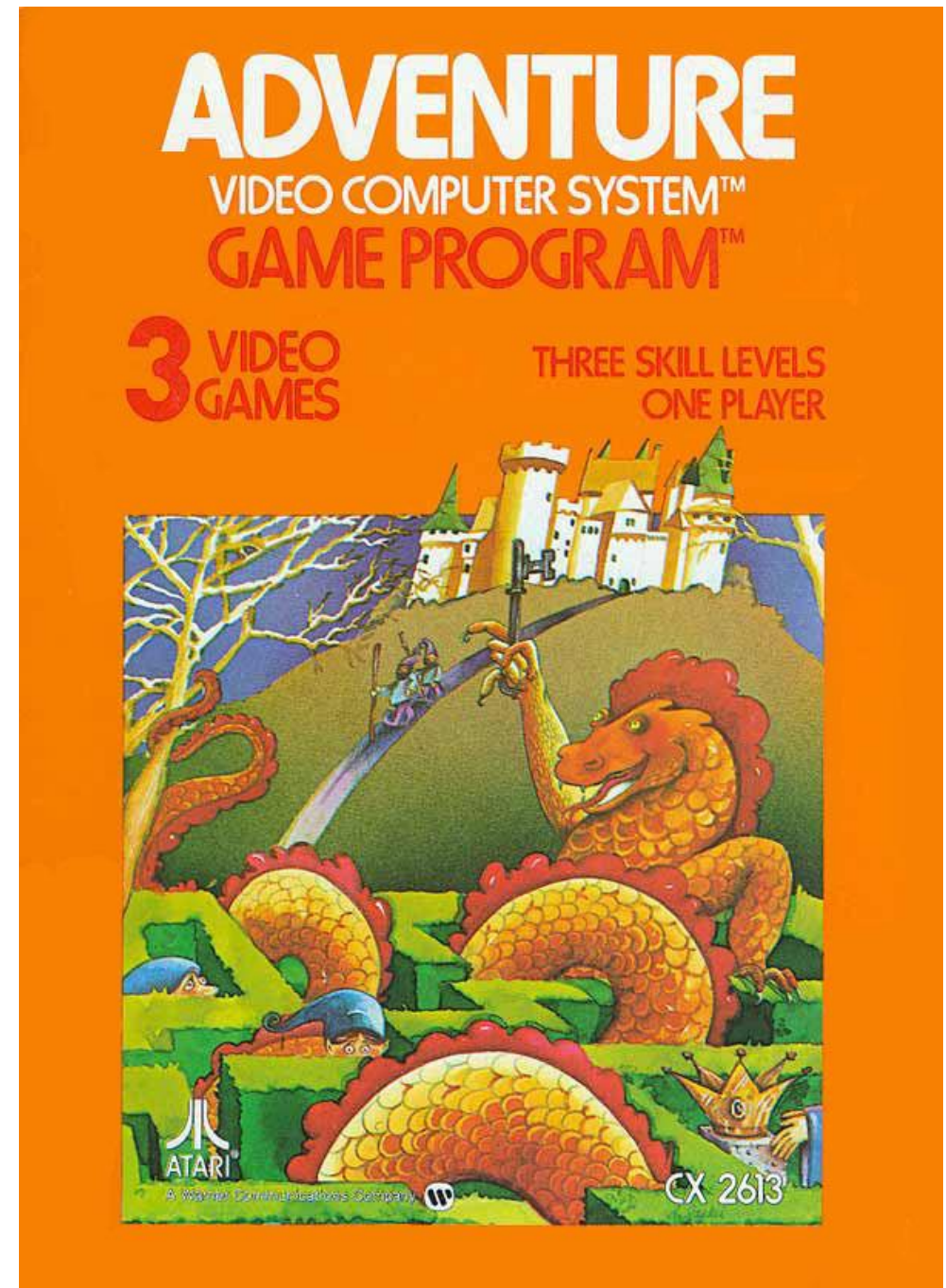
Adventure (Atari Inc., 1979/80)



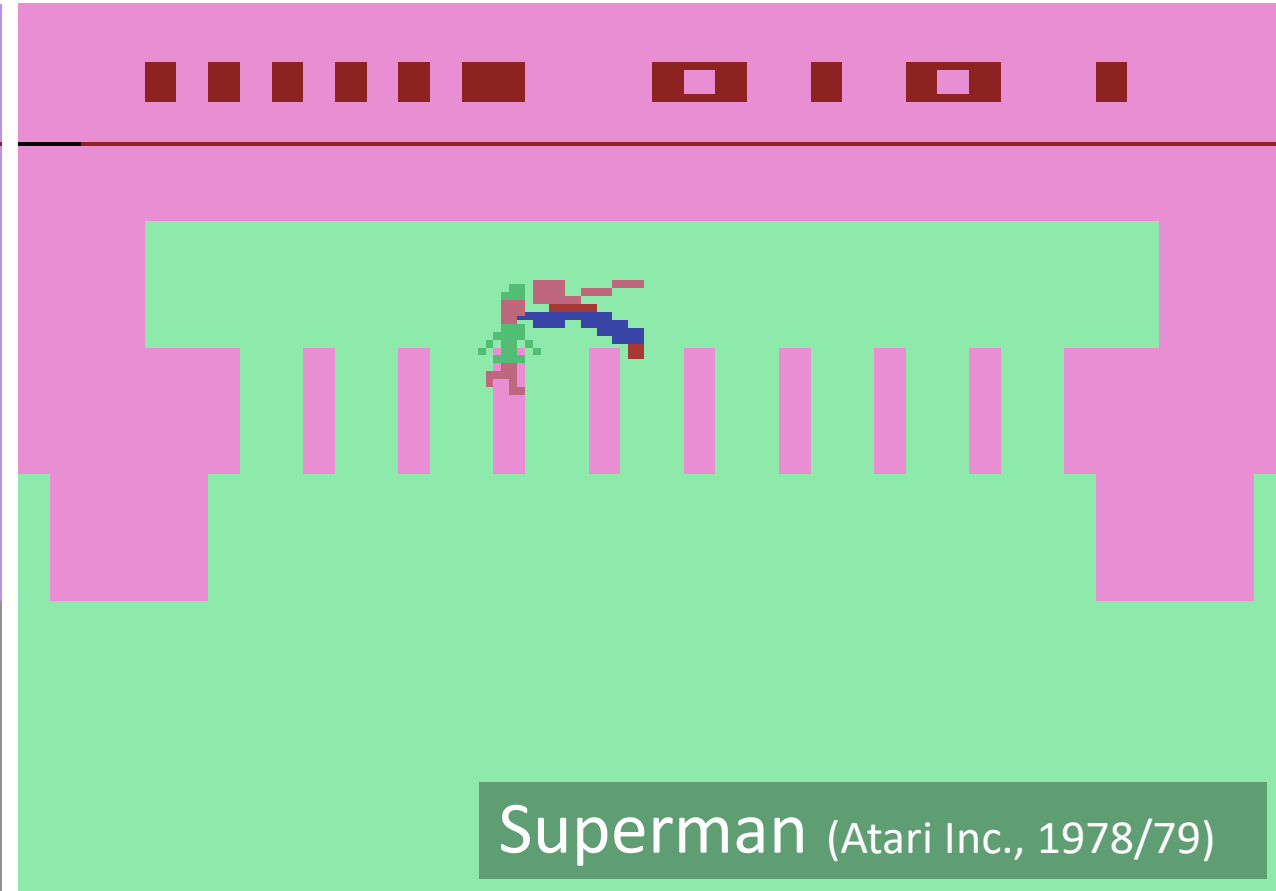
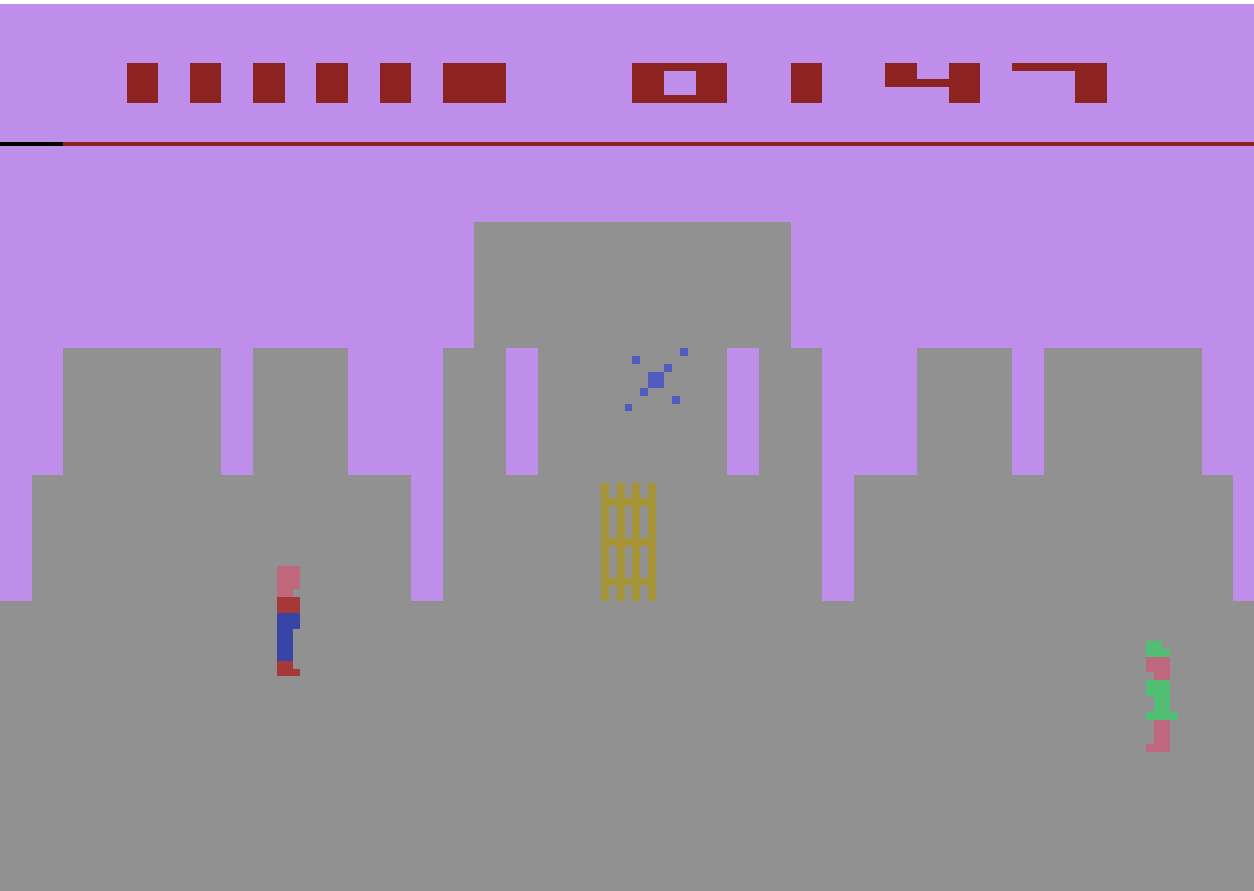
Atari 2600

<http://www.mobygames.com/game/adventure>

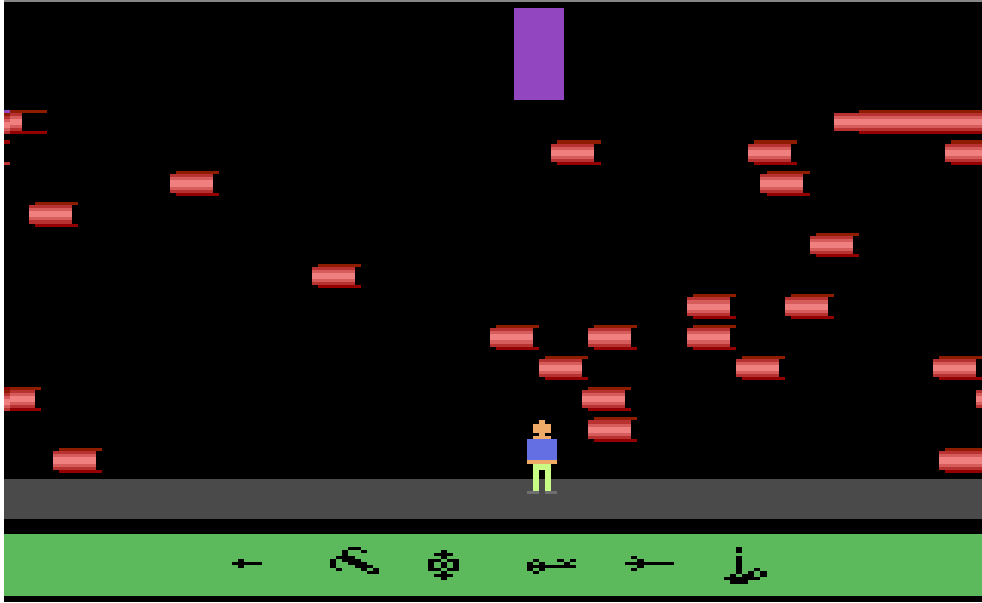
By Evan-Amos - Own work, Public Domain, <https://commons.wikimedia.org/w/index.php?curid=14517499>



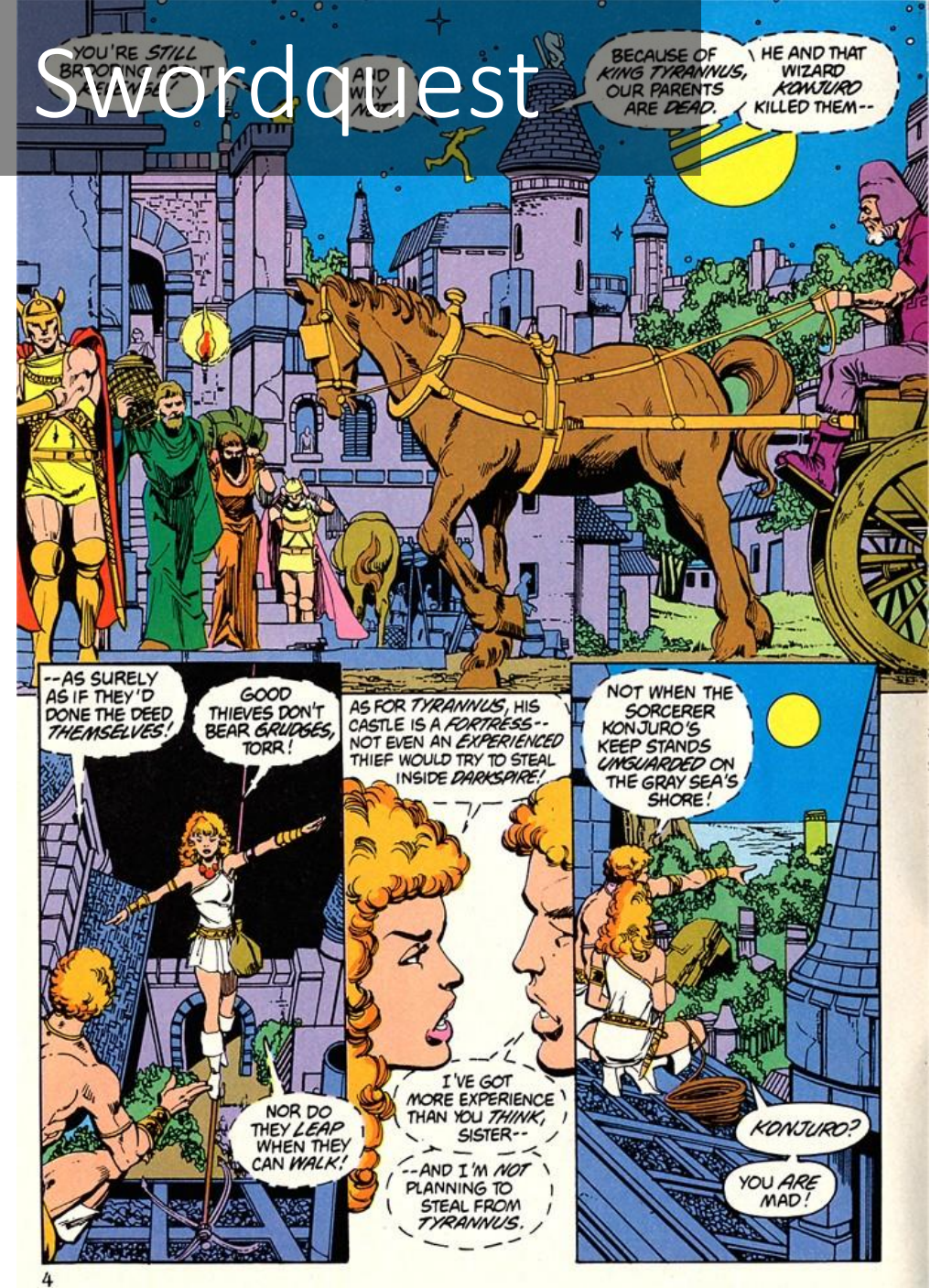
Epigonen von „Adventure“: Superman



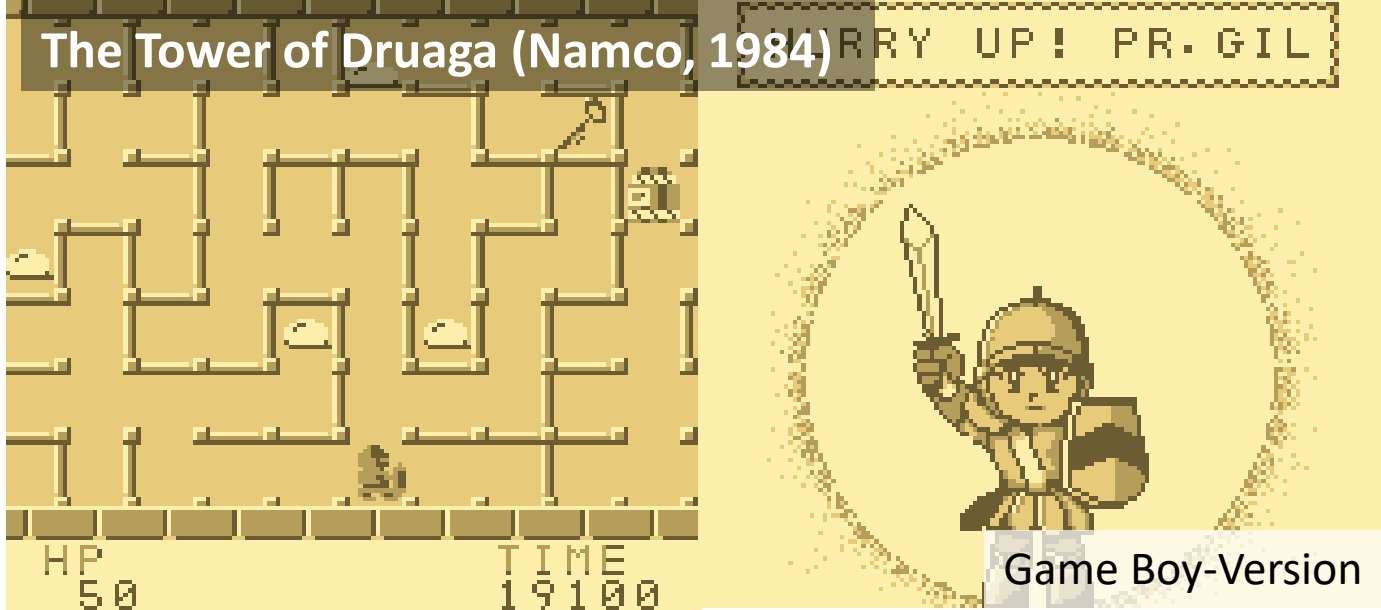
Epigonen von „Adventure“: Swordquest



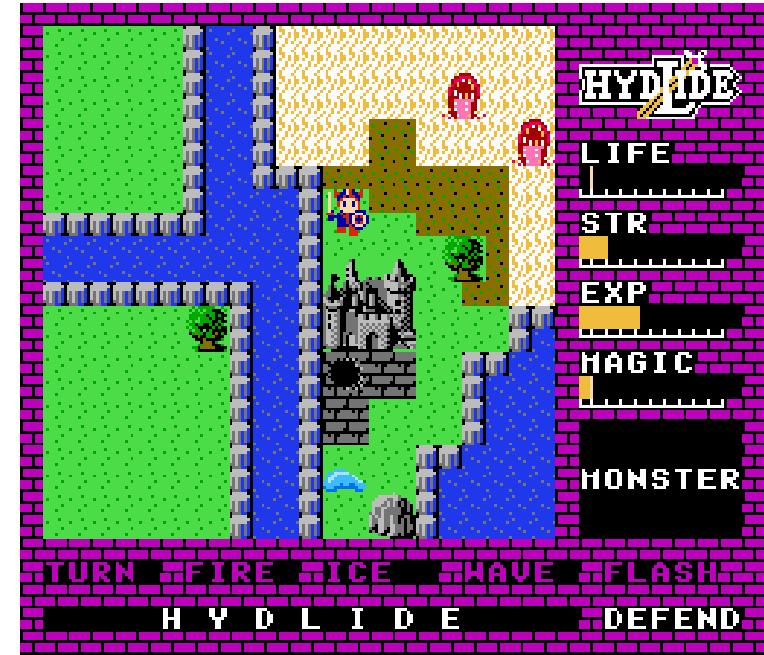
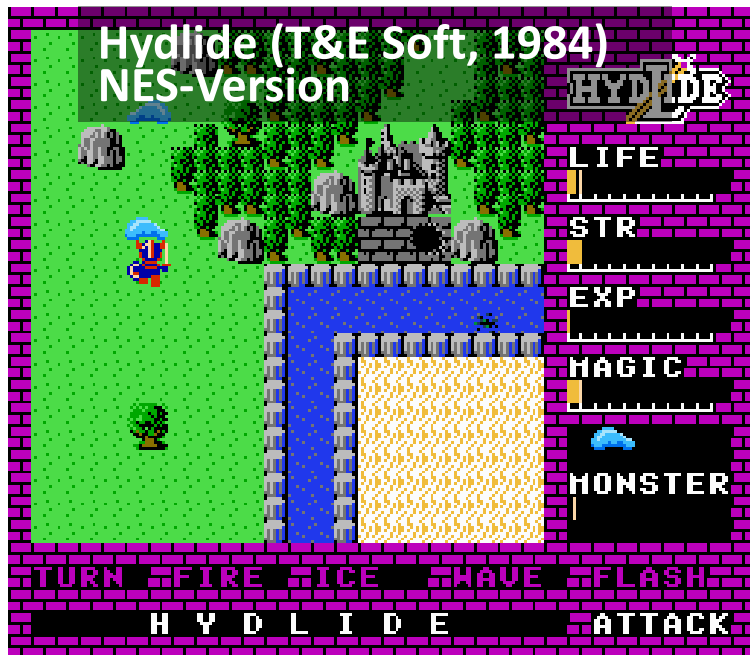
http://www.atariage.com/comics/comic_thumbs.html?MagazineID=45
<http://www.mobygames.com/game/atari-2600/swordquest-earthworld>



Swordquest (Atari Inc., 1982-84)

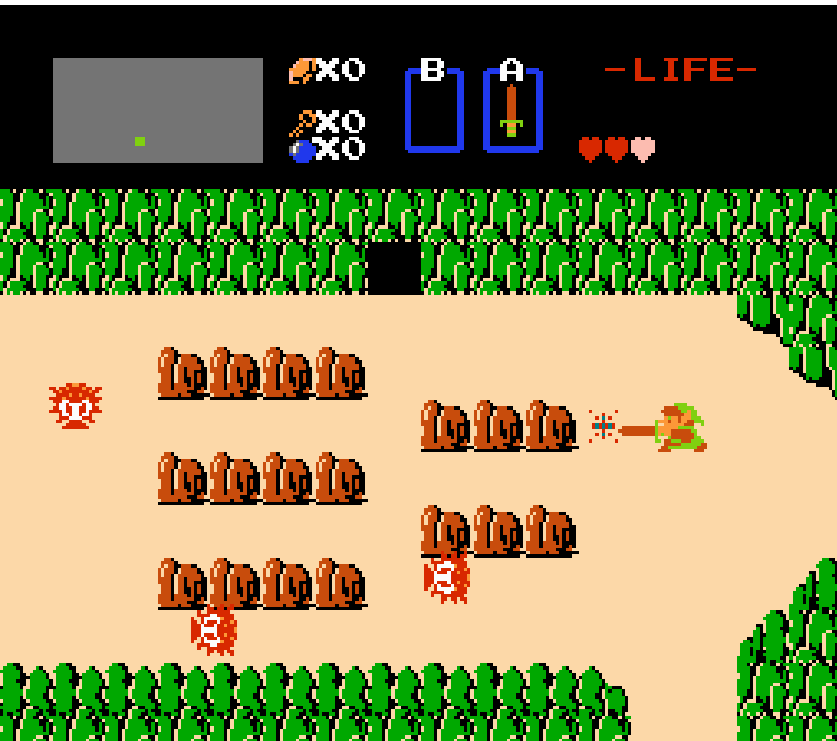


Vorläufer der Zelda-Reihe



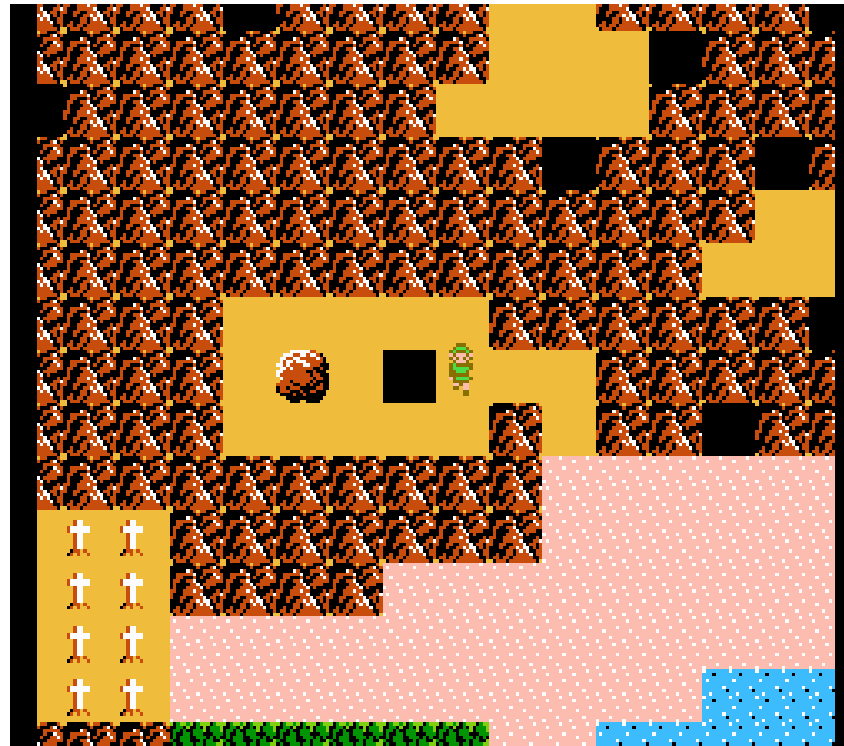
Legend of Zelda

(Nintendo, 1986)



Zelda II: The Adventure of Link

(Nintendo, 1987)



The Legend of Zelda: A Link to the Past

(Nintendo, 1991)



The Legend of Zelda: Ocarina of Time

Nintendo, 1998



The Legend of Zelda: The Wind Waker

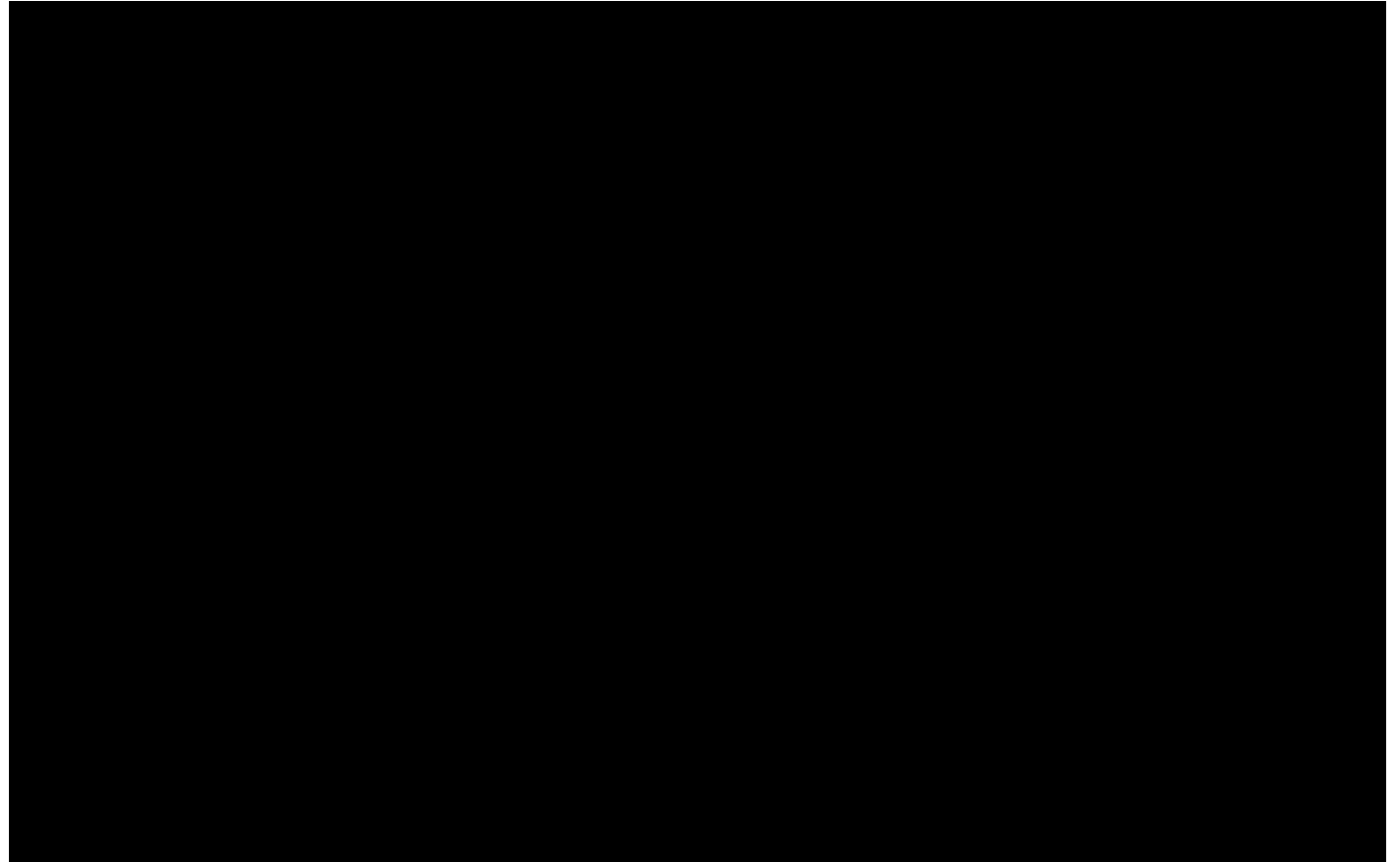
Nintendo, 2002

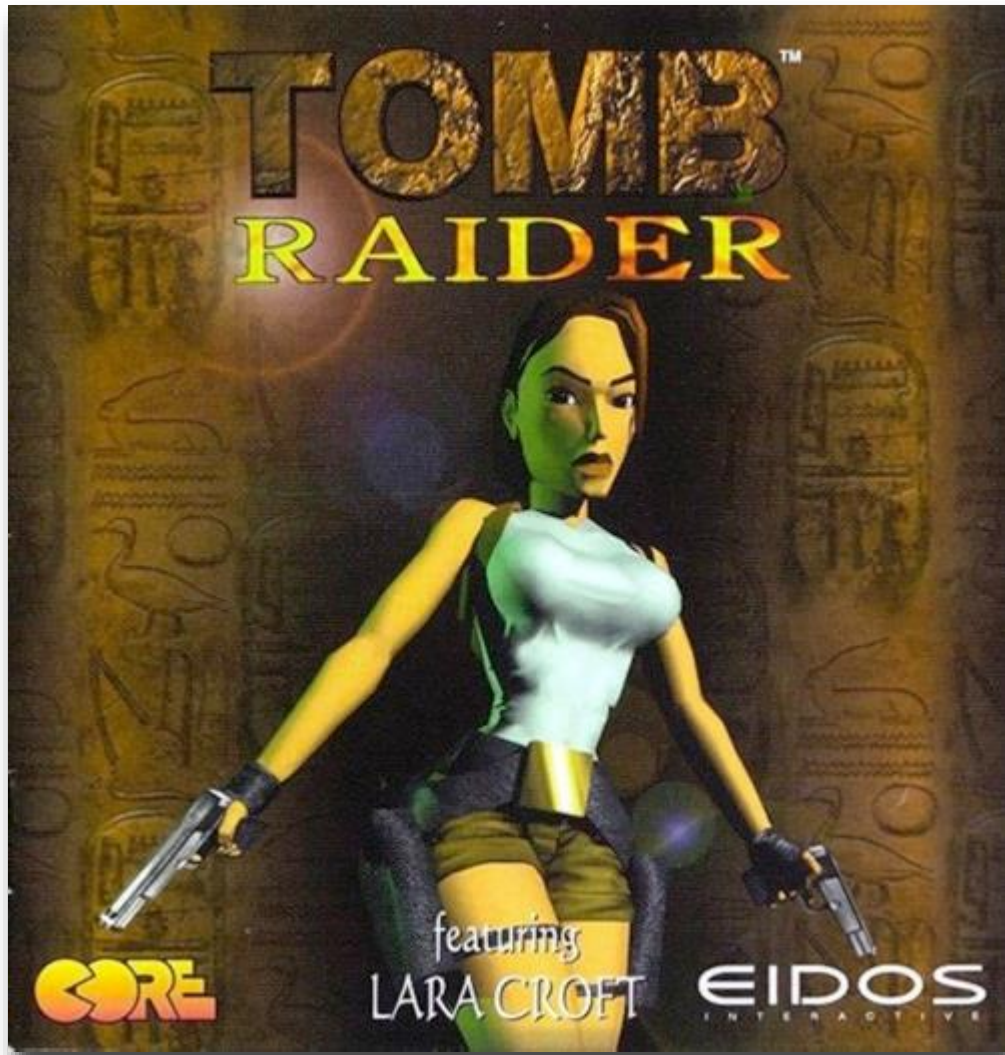


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Prince of Persia (Brøderbund, 1989)





Tomb Raider Series

Eidos Interactive, ab 1996

Timeline of release years

1996	<i>Tomb Raider</i>
1997	<i>Tomb Raider II</i>
1998	<i>Tomb Raider III</i>
1999	<i>The Last Revelation</i>
2000	<i>Tomb Raider Chronicles</i>
2001	<i>Curse of the Sword</i>
2002	<i>The Prophecy</i>
2003	<i>The Angel of Darkness</i>
2004	
2005	
2006	<i>Legend</i>
2007	<i>Anniversary</i>
2008	<i>Underworld</i>
2009	
2010	<i>Lara Croft and the Guardian of Light</i>
2011	
2012	
2013	<i>Tomb Raider</i>
2014	<i>Lara Croft and the Temple of Osiris</i>
2015	<i>Lara Croft: Relic Run</i>
	<i>Lara Croft Go</i>
	<i>Rise of the Tomb Raider</i>

Raum-Rätsel



Große Räume – Viele Rätsel



Kein Fenster kann zerschossen werden. Bis auf eines.

Tomb Raider: Spätere Episoden



Tomb Raider: Underworld (Eidos, 2008)



Tomb Raider (Square Enix, 2013)

Pop-Ikone Lara Croft



1996



Jill de Jong

Karima Adebibe

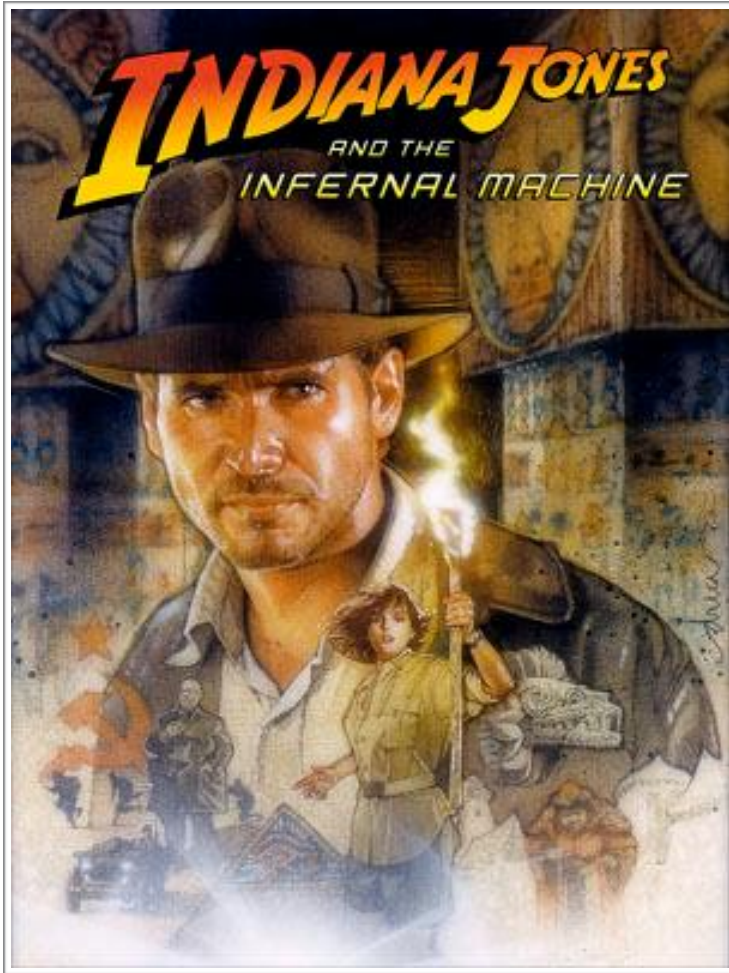
Alison Carroll

Many models have portrayed Lara Croft for promotional appearances, earning the character a Guinness World Record for the "most official real life stand-ins".^[47]

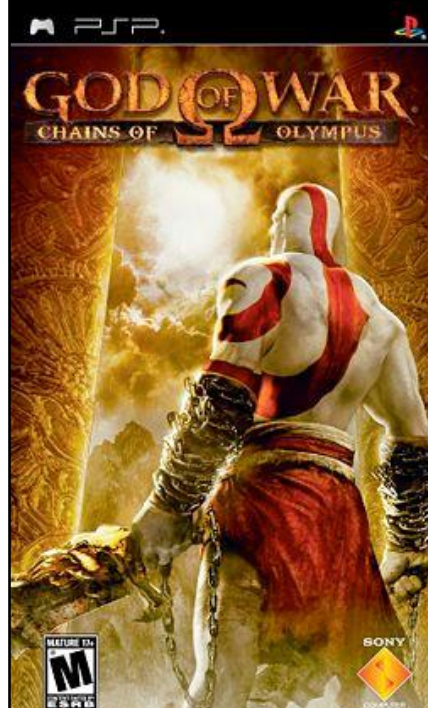
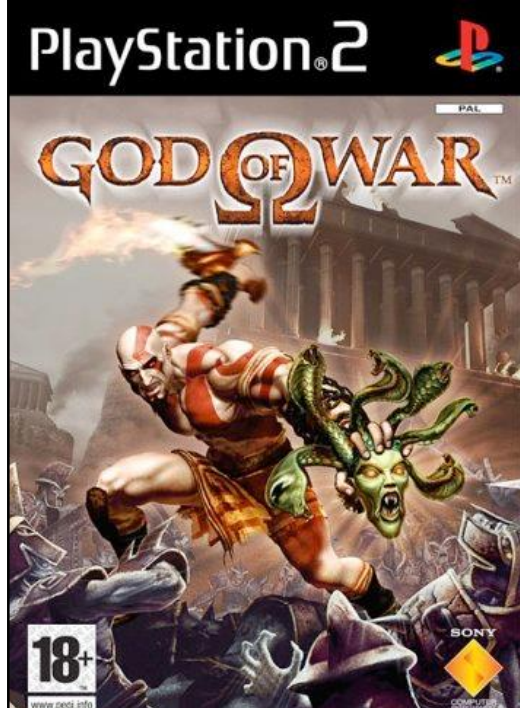


2013

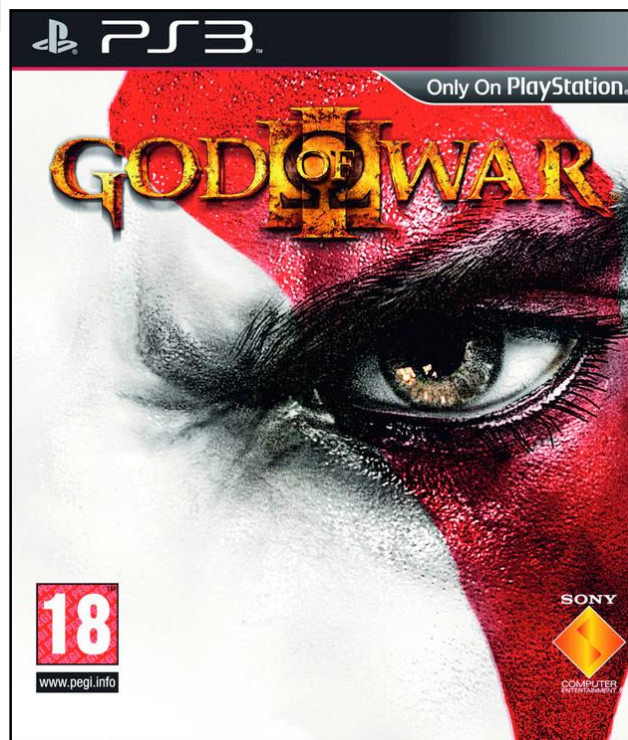
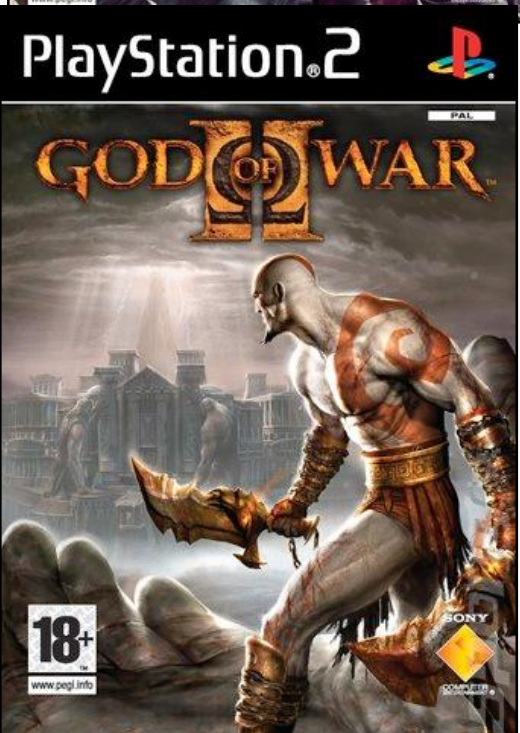
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 By Kelly - Own work, CC0, <https://commons.wikimedia.org/w/index.php?curid=52344009> | <https://cyberpowerpc.files.wordpress.com/2016/03/tomb-raider-1996-promotional-look.png?w=350&h=467> | By Georges Biard, CC BY-SA 3.0, <https://commons.wikimedia.org/w/index.php?curid=9054822> | By BrokenSphere - Own work, CC BY-SA 3.0, <https://commons.wikimedia.org/w/index.php?curid=10710522>



Indiana Jones and the Infernal Machine
LucasArts, 1999



God of War Series
(Sony, seit 2005)



Timeline of release years

2005		<i>God of War (PS2)</i>
2006		
2007		<i>God of War II</i> <i>God of War: Betrayal</i>
2008		<i>God of War: Chains of Olympus</i>
2009		<i>God of War Collection (PS3)</i>
2010		<i>God of War III</i> <i>God of War: Ghost of Sparta</i>
2011		<i>God of War: Origins Collection</i>
2012		<i>God of War Saga</i>
2013		<i>God of War: Ascension</i>
2014		<i>God of War Collection (Vita)</i>
2015		<i>God of War III Remastered</i>
2016		
TBA		<i>God of War (PS4)</i>

UNCHARTED



Uncharted Series
Sony, seit 2007

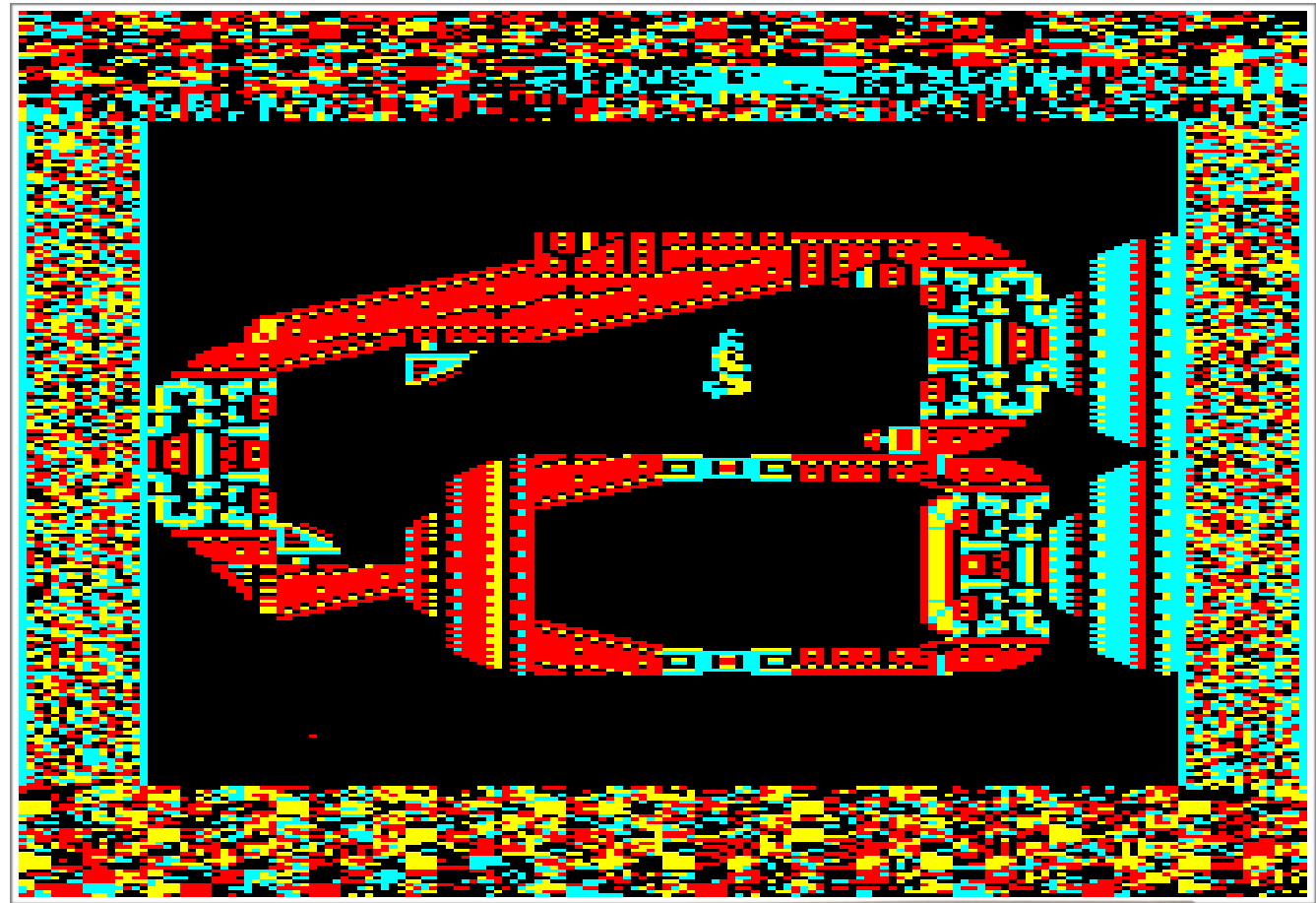
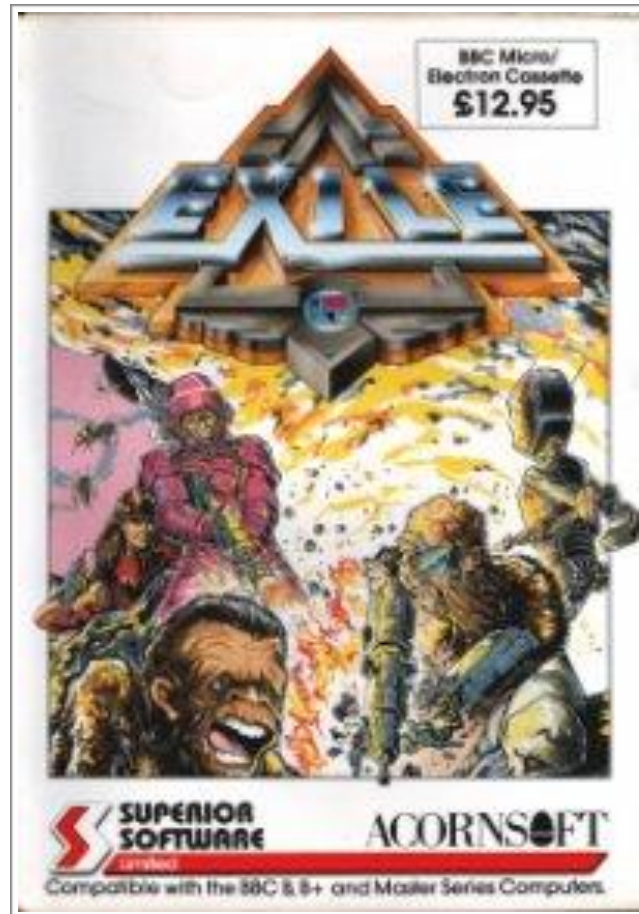
Timeline of release years

2007		<i>Drake's Fortune</i>
2008		
2009		<i>Among Thieves</i>
2010		
2011		<i>Drake's Deception</i>
2012		
2013		
2014		
2015		
2016		<i>A Thief's End</i>

Open World Action-Adventure

Non-lineares Gameplay | Offene Spielwelt

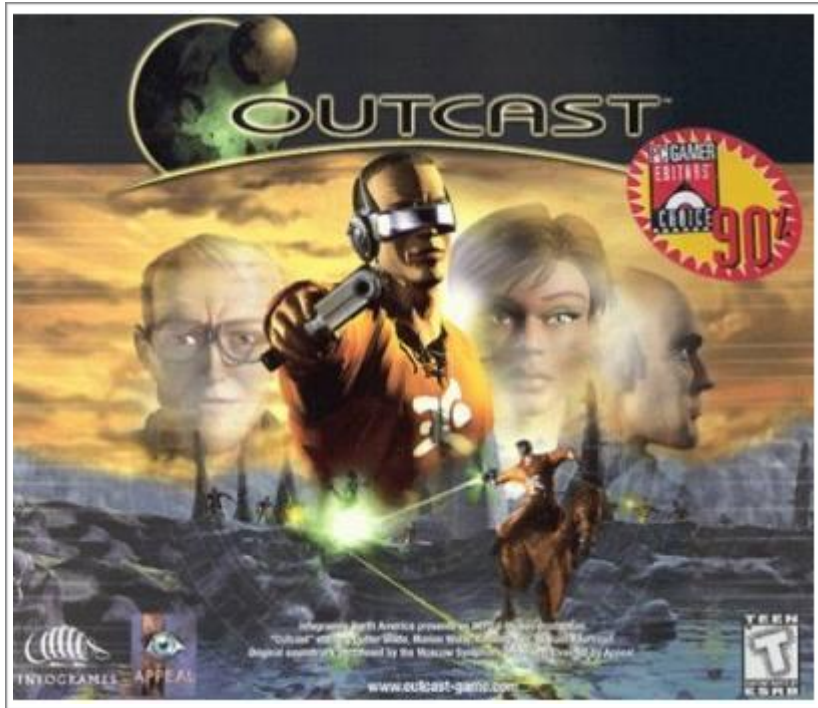
Exile (Acornsoft, 1988)



Von BBC_Micro.jpeg: Stuart Brady derivative work: Ubcule (talk) - BBC_Micro.jpeg, Gemeinfrei,
<https://commons.wikimedia.org/w/index.php?curid=11672213>
<http://www.stairwaytohell.com/games/superior/Superior-Exile.jpg>
<https://en.wikipedia.org/wiki/File:ExileElectron.png>

BBC Micro





Outcast
Infogrames, 1999





Grand Theft Auto (BMG Interactive, 1997)



Grand Theft Auto V (Rockstar Games, 2013)



Grand Theft Auto III (Rockstar Games, 2001)

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Grand Theft Auto Series

(Rockstar Games, seit 1997)

Year ↕	Title ↕	Developer ↕	Home release				Universe ^[9] ↕
			Console ↕	Computer ↕	Handheld ↕	Mobile ↕	
1997	<i>Grand Theft Auto</i>	DMA Design	PS1	Windows • MS-DOS	GBC		2D
1999	<i>Grand Theft Auto: London 1969</i>	Rockstar Canada	PS1	Windows • MS-DOS			
	<i>Grand Theft Auto: London 1961</i>			Windows			
	<i>Grand Theft Auto 2</i>		PS1 • Dreamcast	Windows	GBC		
2001	<i>Grand Theft Auto III</i>	DMA Design	PS2 ^{1 2} • Xbox	Windows • OS X		iOS • Android • Fire OS	3D
2002	<i>Grand Theft Auto: Vice City</i>	Rockstar North	PS2 ^{1 2} • Xbox	Windows • OS X		iOS • Android • Fire OS	
2004	<i>Grand Theft Auto: San Andreas</i>		PS2 ² • Xbox • PS3 ³ • Xbox 360 ⁴	Windows • OS X		iOS • Android • WP • Fire OS	
	<i>Grand Theft Auto Advance</i>	Digital Eclipse			GBA		
2005	<i>Grand Theft Auto: Liberty City Stories</i>	Rockstar Leeds	PS2 ¹		PSP	iOS • Android • Fire OS	
2006	<i>Grand Theft Auto: Vice City Stories</i>		PS2 ¹		PSP		
2008	<i>Grand Theft Auto IV</i>	Rockstar North	PS3 • Xbox 360	Windows			HD
2009	<i>Grand Theft Auto: The Lost and Damned</i>		PS3 • Xbox 360	Windows			
	<i>Grand Theft Auto: Chinatown Wars</i>	Rockstar Leeds			PSP • DS	iOS • Android • Fire OS	
	<i>Grand Theft Auto: The Ballad of Gay Tony</i>	Rockstar North	PS3 • Xbox 360	Windows			
2013	<i>Grand Theft Auto V</i>		PS3 • Xbox 360 • PS4 • Xbox One	Windows			

Assassin's Creed Series (Ubisoft, seit 2007)



Assassin's Creed
(Ubisoft, 2007; PS3-Version)

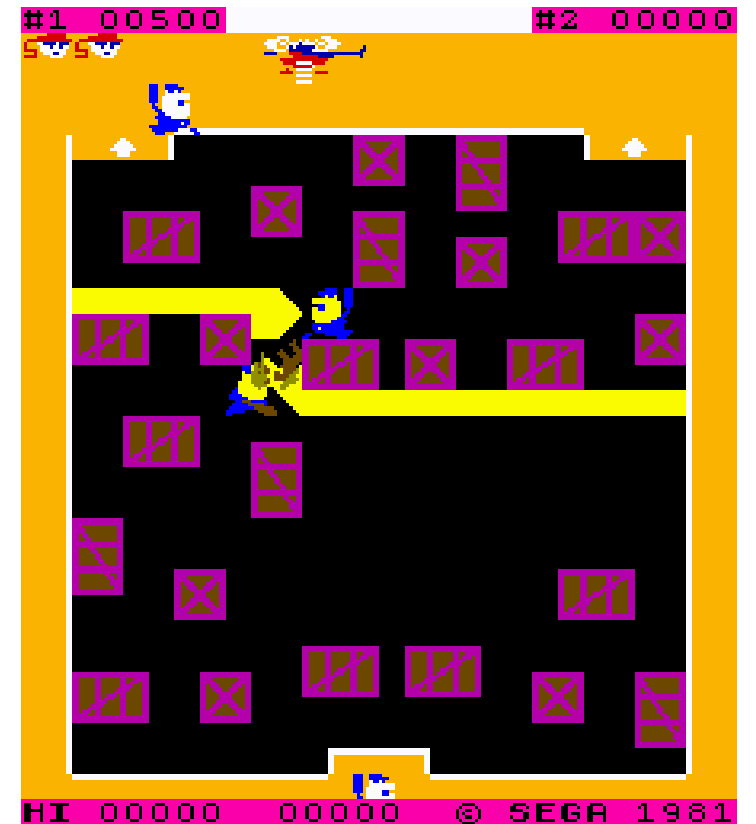
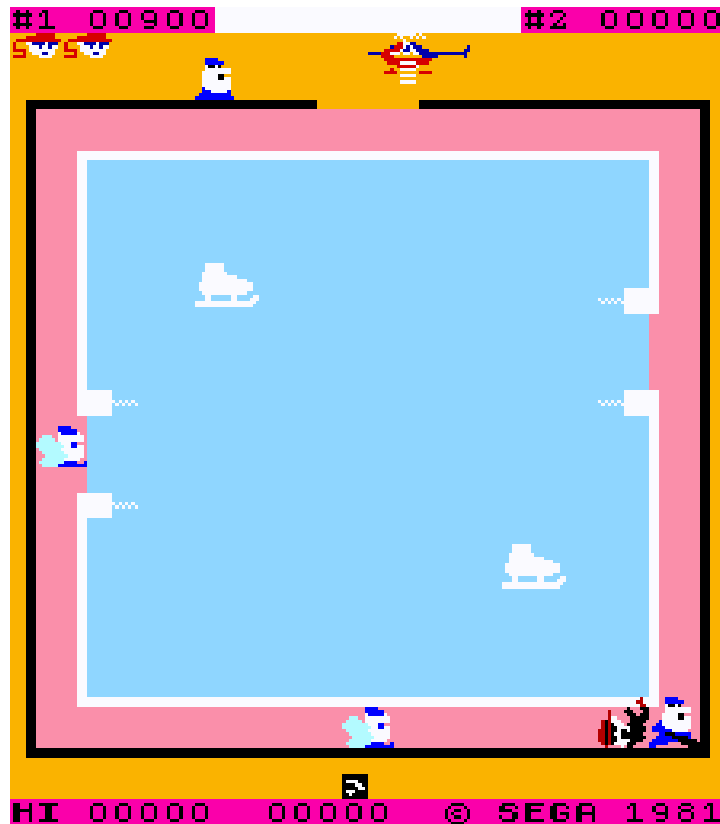
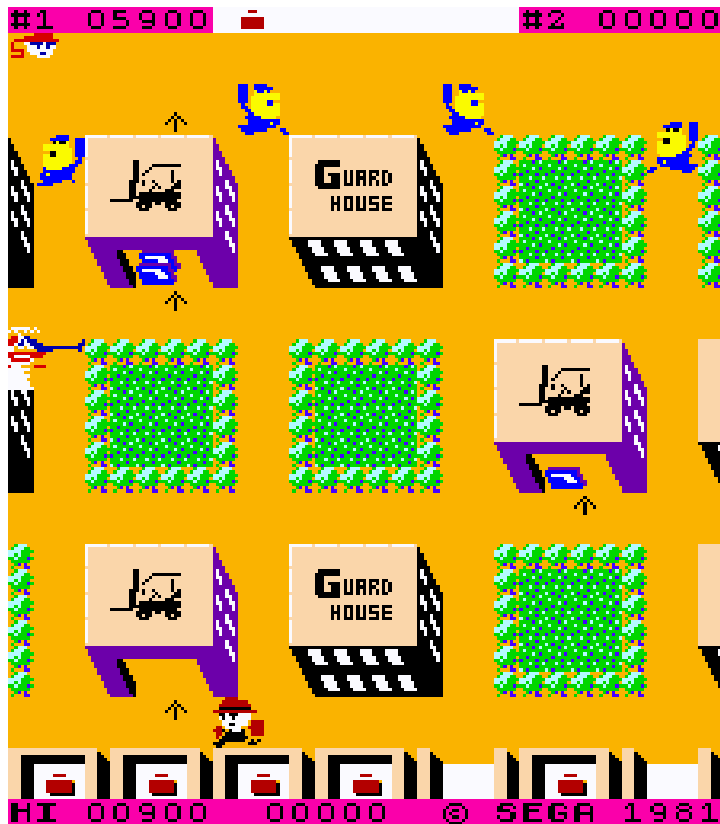


Assassin's Creed IV: Black Flag
(Ubisoft, 2013; Xbox One-Version)

Stealth Game

Heimlichkeit statt Kampf | Exploration und Rätsel als Schwerpunkt

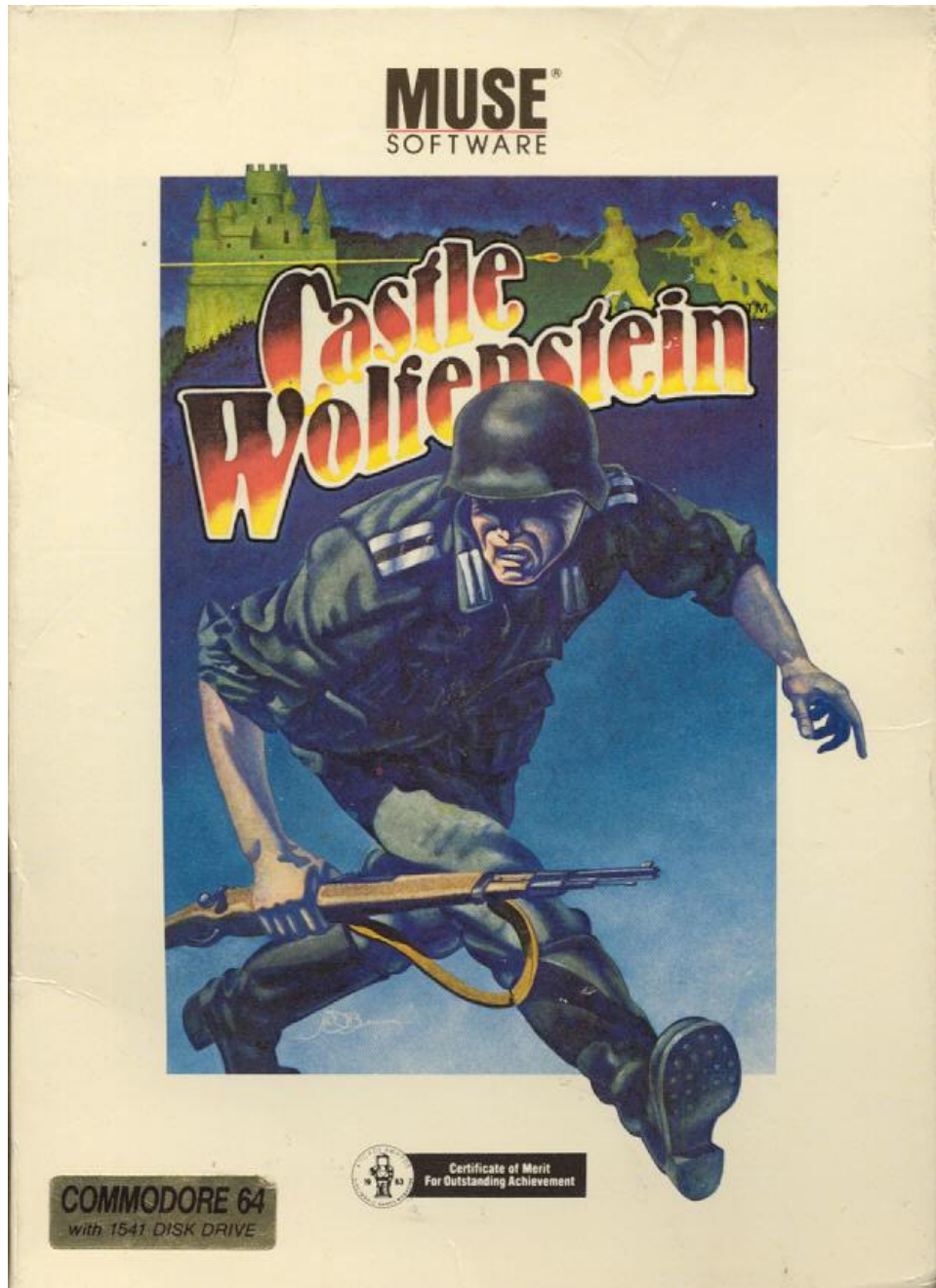
005 (Sega Enterprises, 1981)

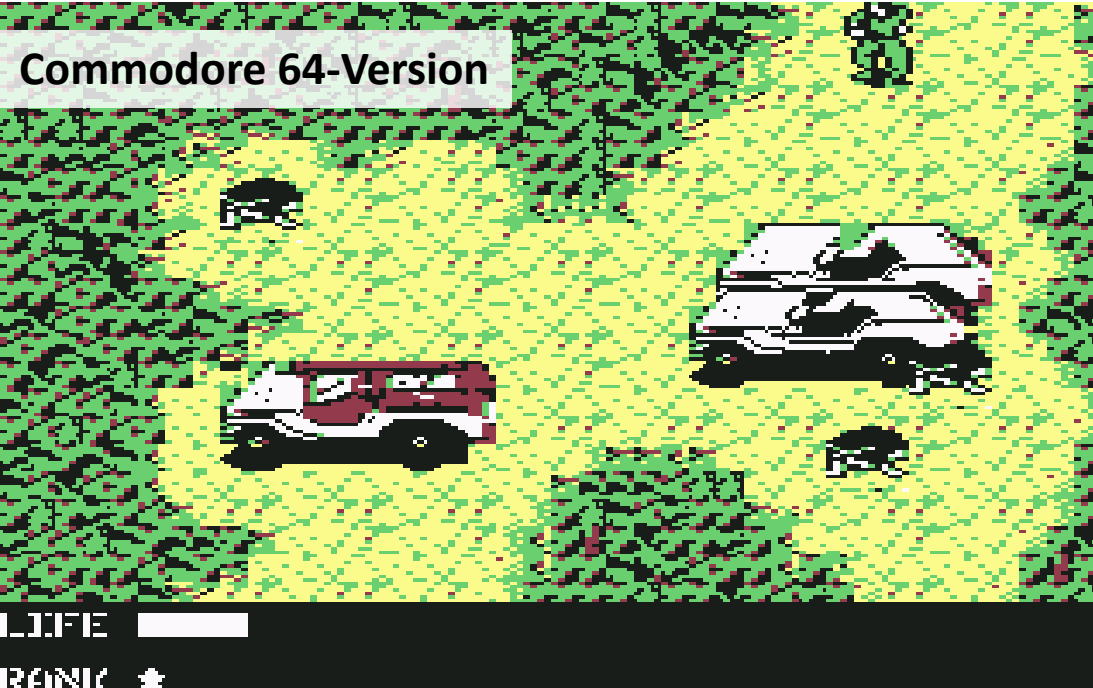


Castle Wolfenstein (Muse Software, 1981)

<http://www.mobygames.com/game/castle-wolfenstein/cover-art/gameCoverId.31061/>

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

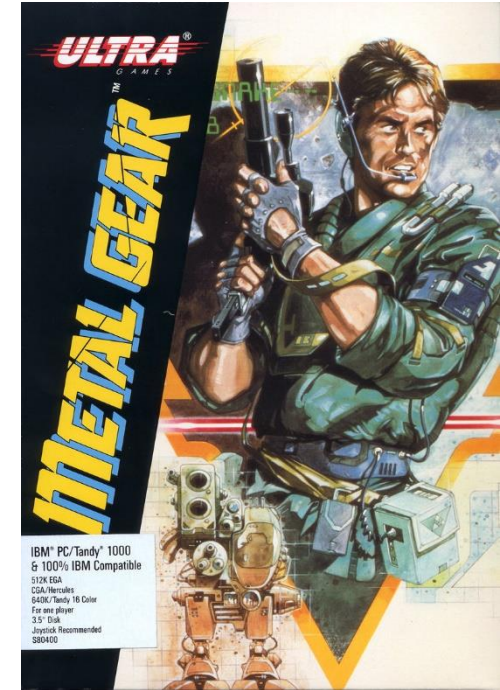




<http://www.mobygames.com/game/metal-gear>
<http://www.mobygames.com/game/metal-gear/screenshots>

Metal Gear Series (Konami, seit 1987)

- „tactical espionage action“
- Leitung: Hideo Kojima
- Hauptfigur: Snake Solid
 - Inspiriert von Snake Plissken aus *Escape from New York* (USA, 1981)
- 50 Titel seit 1987
 - incl. Portierungen und AddOns
 - Einflussreicher Playstation-Titel

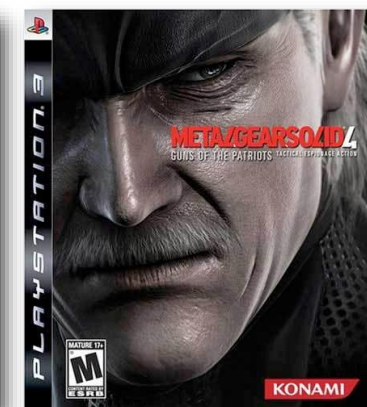
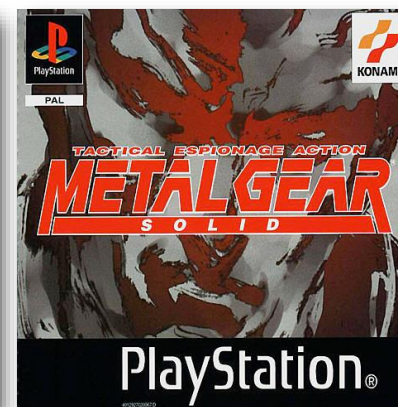


Metal Gear Solid (Konami, 1998)



Fair use, <https://en.wikipedia.org/w/index.php?curid=969627>
<http://www.mobygames.com/game/metal-gear-solid/cover-art/gameCoverId,272475/>

Metal Gear Series



Title	Setting	Protagonist	Director	Platform(s)				Year
				Sony	Microsoft	Nintendo	Other	
<i>Metal Gear Solid 3: Snake Eater (3D)</i>	1964	Naked Snake (Big Boss)	Hideo Kojima	PS2		3DS		2004
<i>Metal Gear Solid: Portable Ops</i>	1970		Masahiro Yamamoto	PSP, PSP Go				2006
<i>Metal Gear Solid: Peace Walker</i>	1974			PSP, PSP Go				2010
<i>Metal Gear</i>	1995	Solid Snake	Hideo Kojima	PS2	MSX2, PC	NES	Phone	1987
<i>Metal Gear 2: Solid Snake</i>	1999			PS2	MSX2		Phone	1990
<i>Metal Gear Solid (The Twin Snakes)</i>	2005		Hideo Kojima (Ryuhei Kitamura)	PS, PSN	PC	GCN		1998
<i>Metal Gear Solid 2: Sons of Liberty</i>	Tanker Chapter	Raiden	Hideo Kojima	PS2	Xbox, PC			2001
	Plant Chapter							
<i>Metal Gear Solid: Rising</i>	TBA		Mineshi Kimura	PS3	360, PC			2012
<i>Metal Gear Solid 4: Guns of the Patriots (Touch)</i>	2014	Old Snake (Solid Snake)	Hideo Kojima	PS3			iOS	2008

HITMAN™

Hitman
Eidos Interactive, 2000-2009



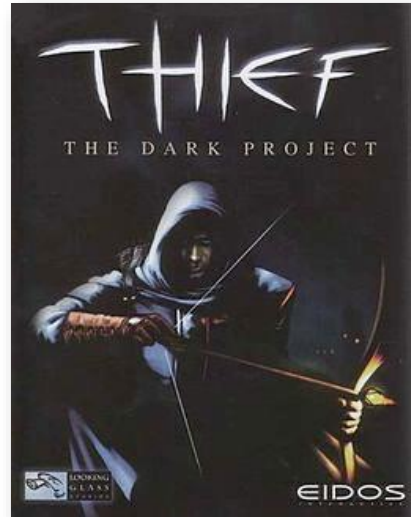


Dishonored
Arkane Studios, 2012

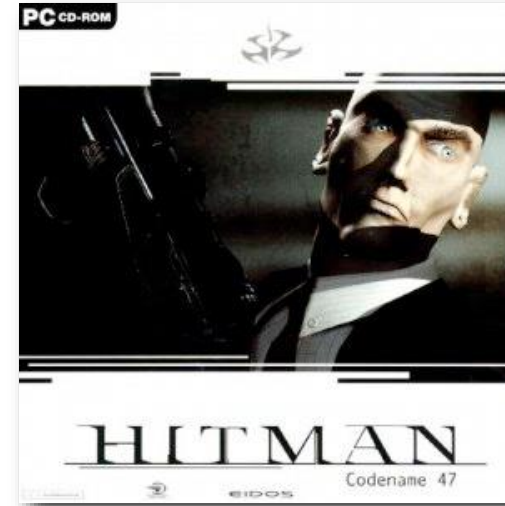
Stealth Game



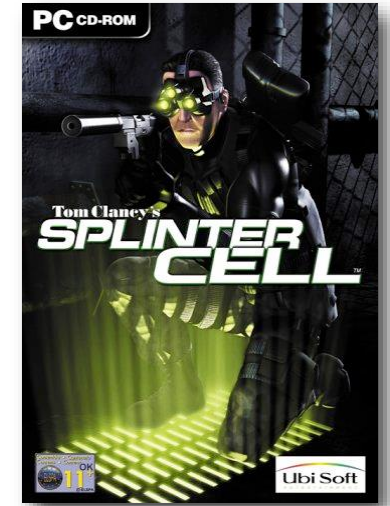
Tenchu, 1998



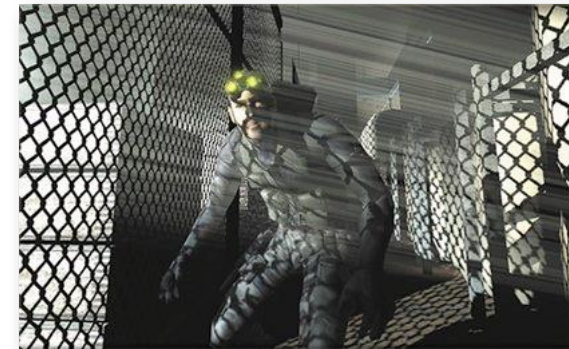
Thief, 1998



Hitman, 2000

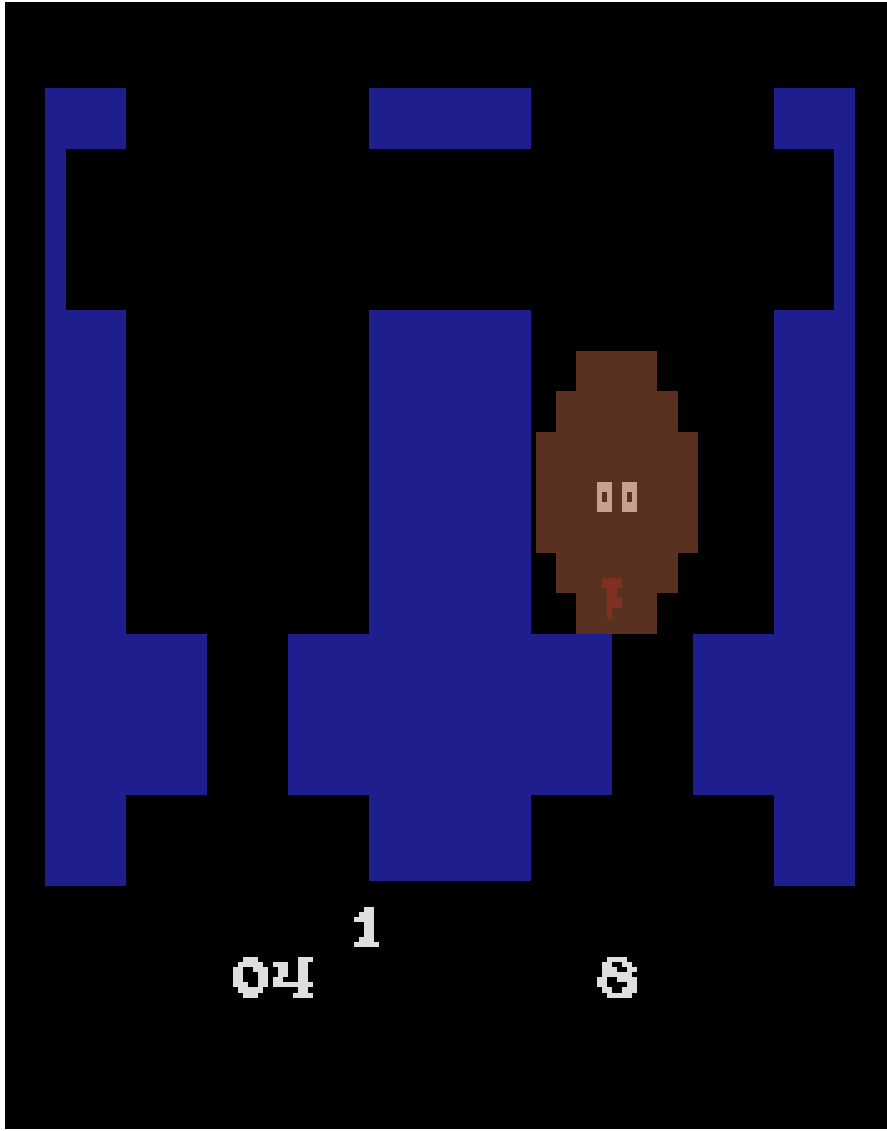


Splinter Cell, 2002



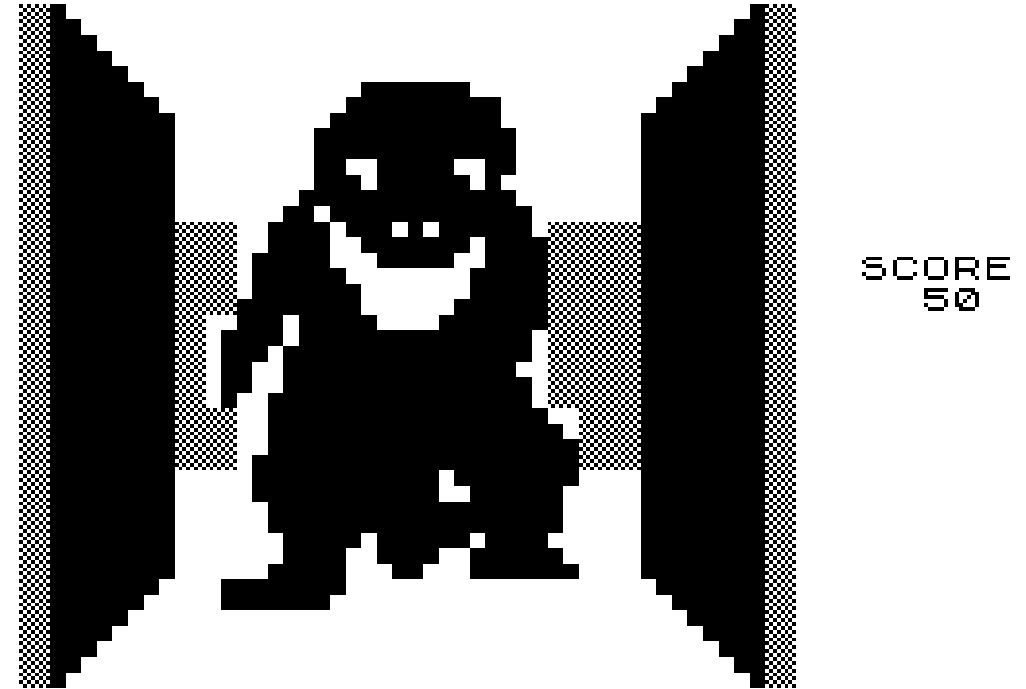
Survival Horror Game

Verletzliche Spielfigur | Mangel an Ressourcen und Waffen | Rätsel und Heimlichkeit | Isolation: Environmental Storytelling statt NPCs



Haunted House (Atari, 1981)

Vorläufer des Genres



3D Monster Maze
(J.K. Greye Software, 1982)

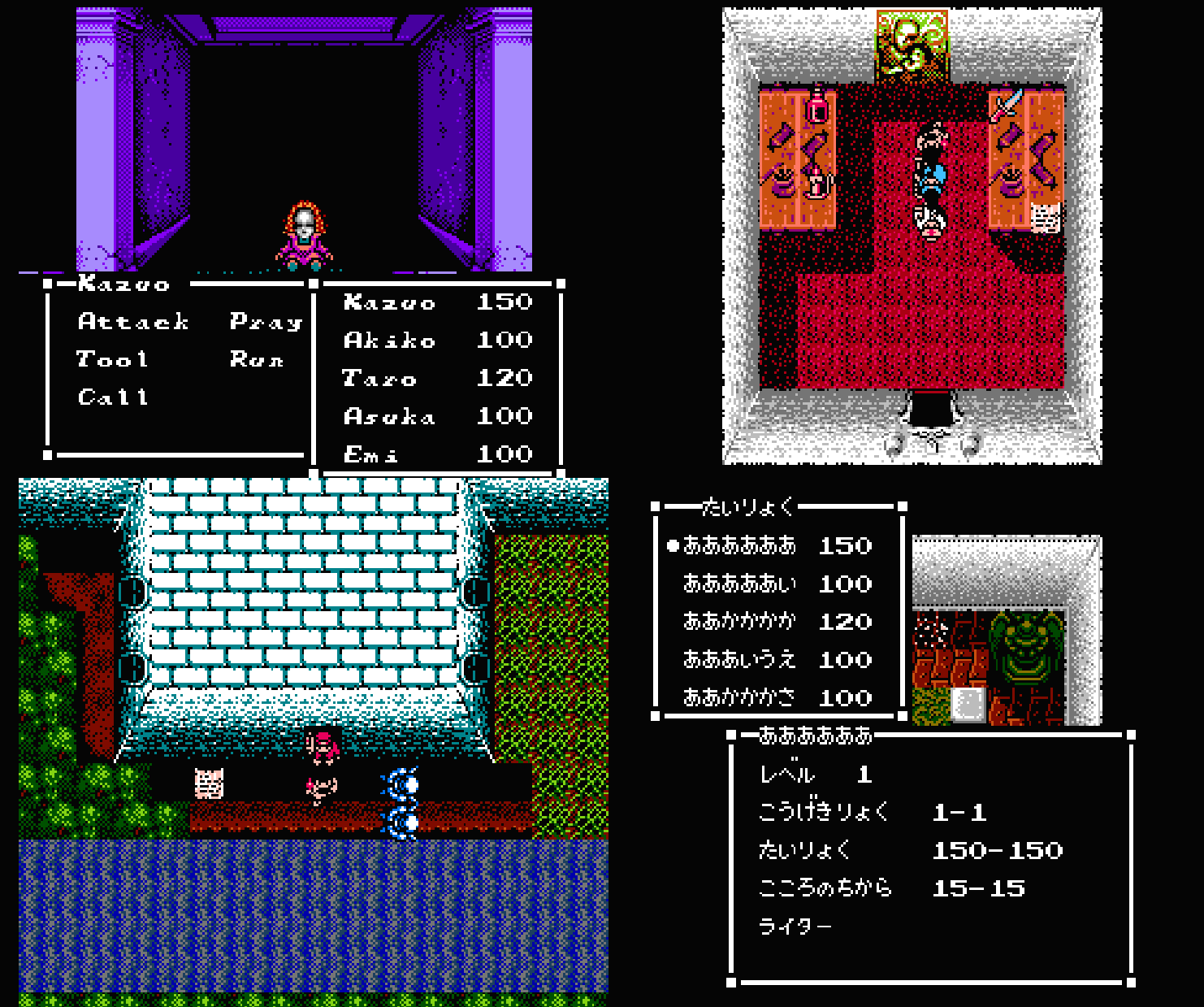
Sweet Home

(Capcom, 1989)



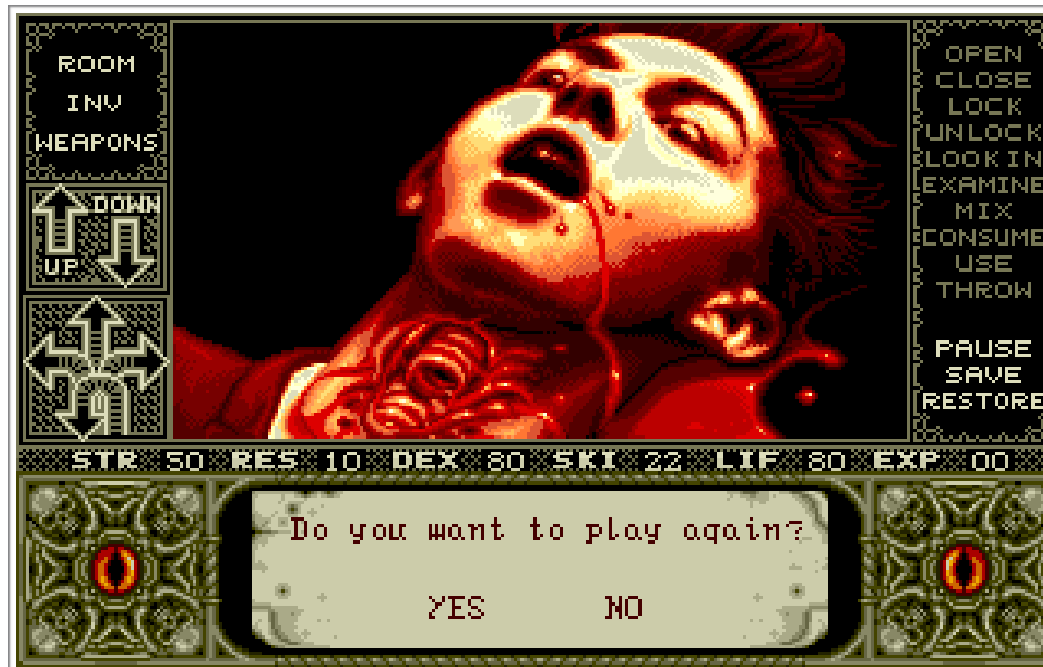
Sweet Home (Film)

(Japan, 1989; R: K. Kurosawa)



Elvira: Mistress of the Dark

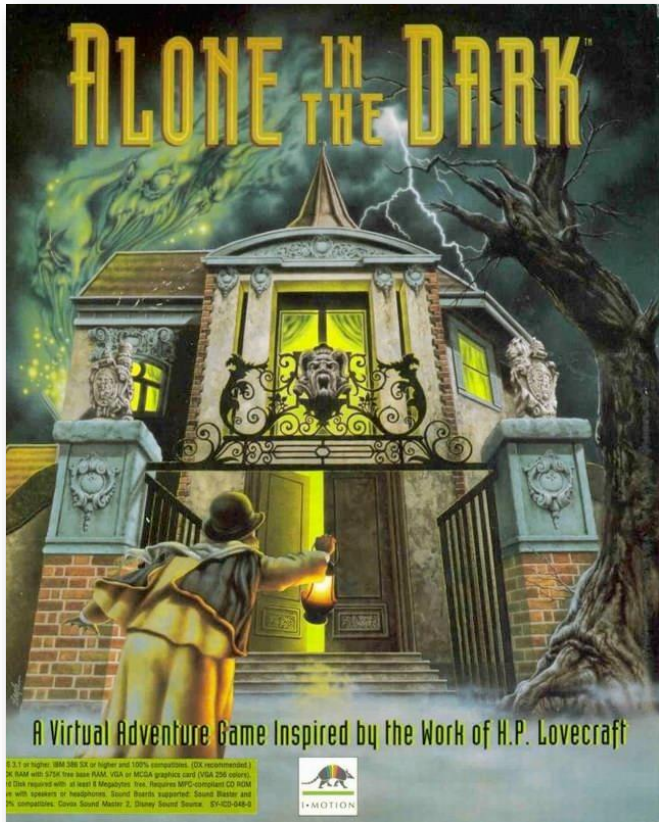
(Accolade, 1990)



Elvira, Mistress of the Dark (Film)
(USA, 1988; R: J. Signorelli)

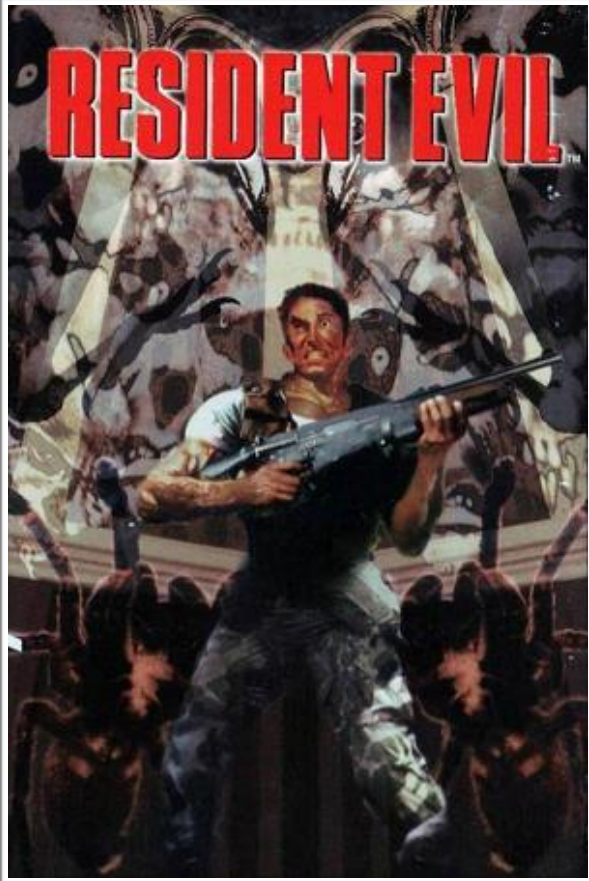
Alone in the Dark

(Infogrames, 1992)



<http://www.mobymgames.com/game/alone-in-the-dark/screenshots>

Resident Evil Series



Timeline of release years

1996	<i>Resident Evil</i>
1997	<i>Resident Evil: Director's Cut</i>
1998	<i>Resident Evil 2</i>
1999	<i>Resident Evil 3: Nemesis</i>
2000	<i>Resident Evil Survivor</i> <i>Resident Evil – Code: Veronica</i>
2001	<i>Resident Evil Gaiden</i> <i>Resident Evil Survivor 2 Code: Veronica</i>
2002	<i>Resident Evil (Remake)</i> <i>Resident Evil Zero</i>
2003	<i>Resident Evil: Dead Aim</i> <i>Resident Evil Outbreak</i>
2004	<i>Resident Evil Outbreak File #2</i>
2005	<i>Resident Evil 4</i>
2006	
2007	<i>Resident Evil: The Umbrella Chronicles</i>
2008	
2009	<i>Resident Evil 5</i> <i>Resident Evil: The Darkside Chronicles</i>
2010	
2011	<i>Resident Evil: Mercenaries Vs.</i> <i>Resident Evil: The Mercenaries 3D</i> <i>Resident Evil: Revelations</i>
2012	<i>Resident Evil: Operation Raccoon City</i> <i>Resident Evil 6</i>
2013	
2014	
2015	<i>Resident Evil: Revelations 2</i>
2016	<i>Umbrella Corps</i>
2017	<i>Resident Evil 7: Biohazard</i>

Resident Evil (Virgin Interactive, 1996)

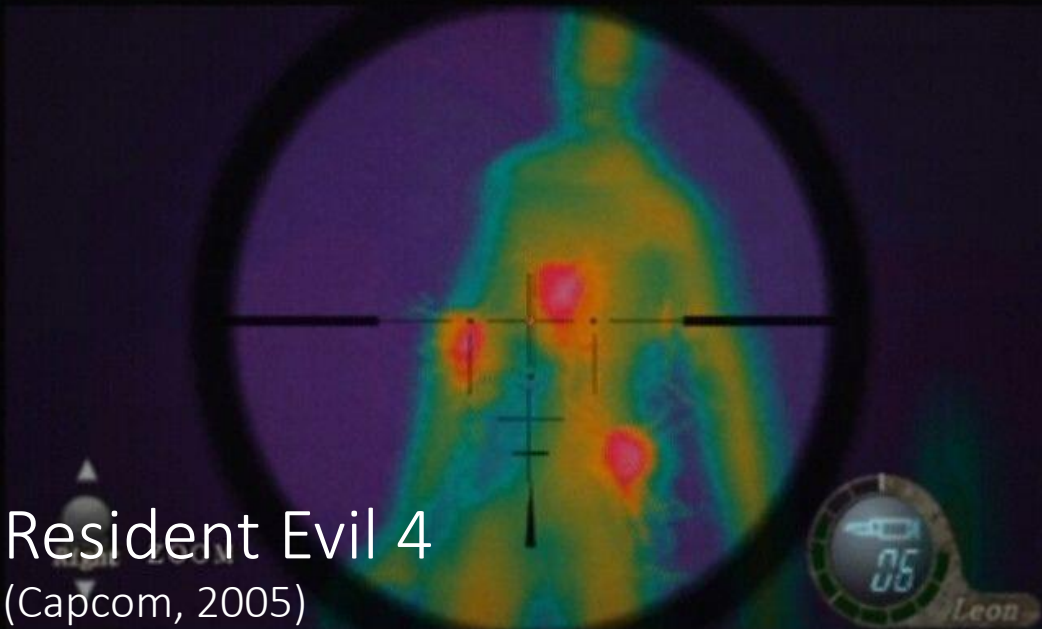




Resident Evil 4
(Capcom, 2005)



Resident Evil 7: Biohazard
(Capcom, 2017)

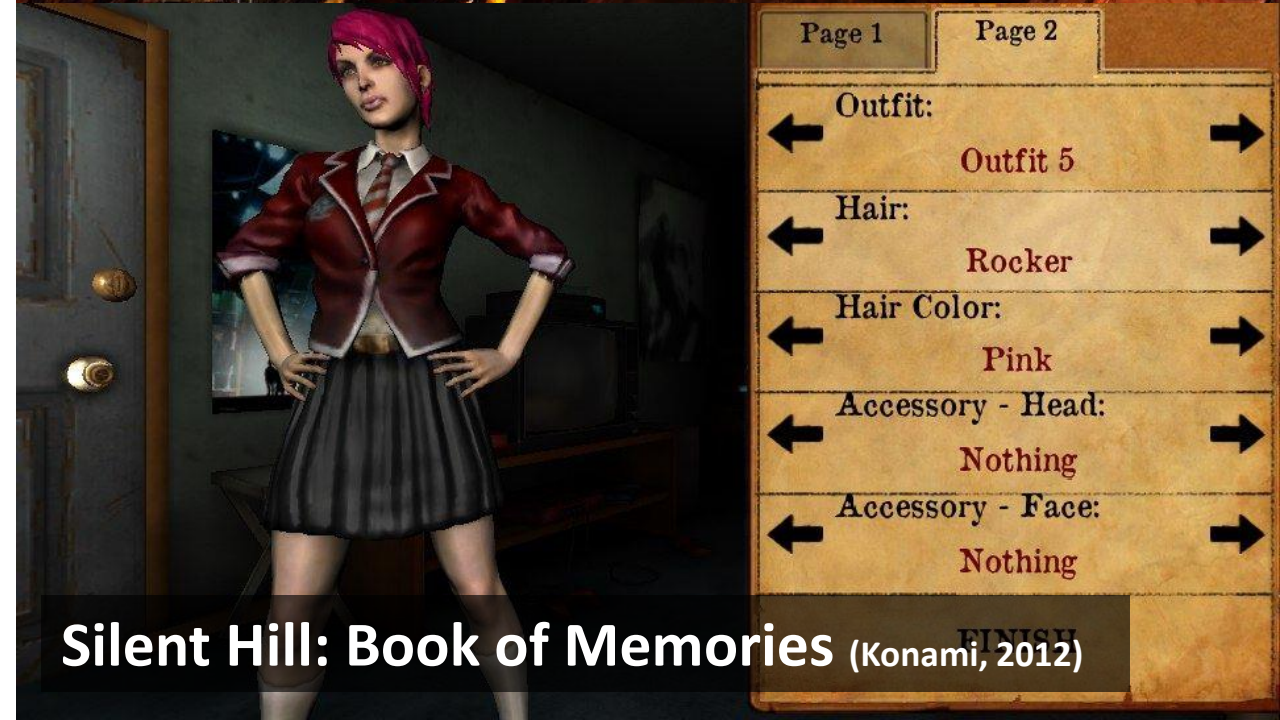


Silent Hill Series

<http://www.mobygames.com/game/silent-hill/screenshots>
<http://www.mobygames.com/game/ps-vita/silent-hill-book-of-memories/screenshots>



Silent Hill (Konami, 1999)



Silent Hill: Book of Memories (Konami, 2012)

Neuere Vertreter

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

<http://www.mobygames.com/game/left-4-dead/screenshots>

Dead Space (Electronic Arts, 2008)



Left 4 Dead (Valve, 2008)

