

# Geschichte der Role-Playing Games

S17, Vorlesung Spielegeschichte, Daniel Heßler, 06.07.2017

# 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

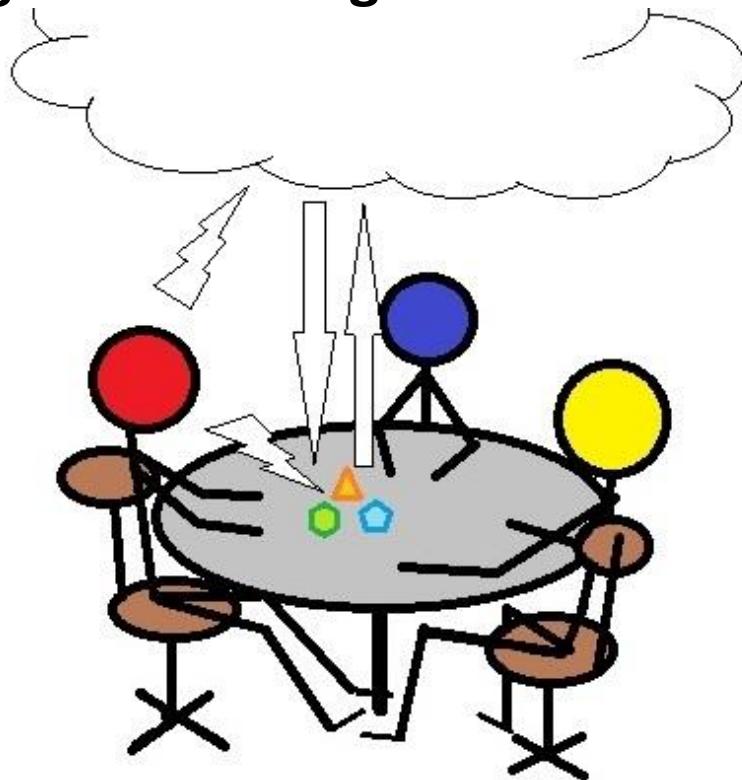
# Pen-Paper-Role-playing Games

# Merkmale des Pen-Paper RPG-Genres

- Narration durch Wortkulisse
  - Improvisation
  - Aushandlungsprozesse
- Gruppe von Spielfiguren in einer interaktiven Geschichte
- Würfelmaneknik
  - Rundenbasierte Kämpfe
  - Unterschiedlich elaborierte Talentsysteme

# Grundmechaniken

**Diegese durch Regeln**

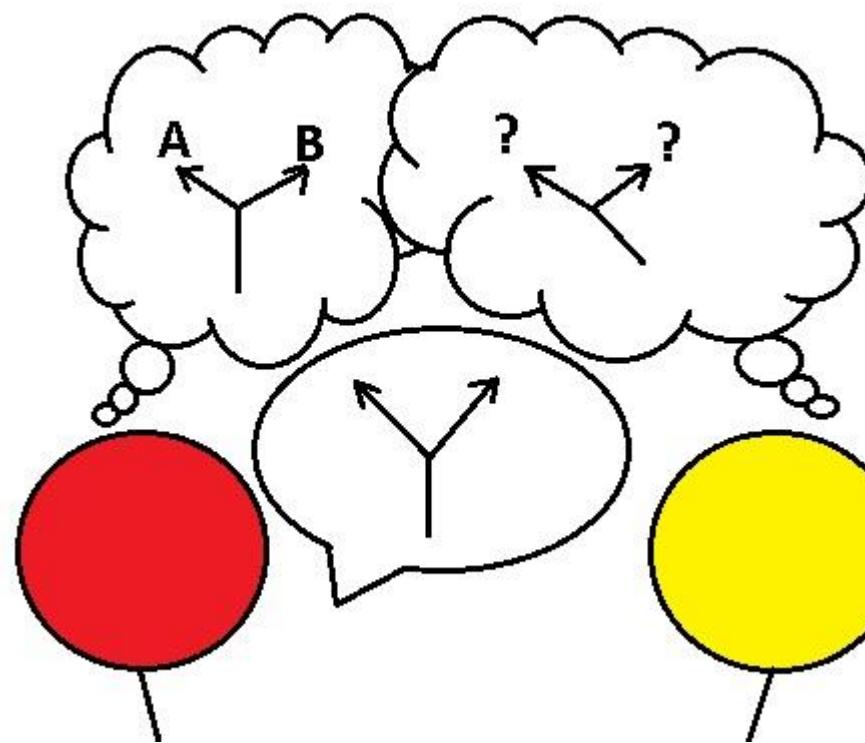


**Diegese durch Wortkulisse**



MSPAIN-Model (Red moose Games 2011)

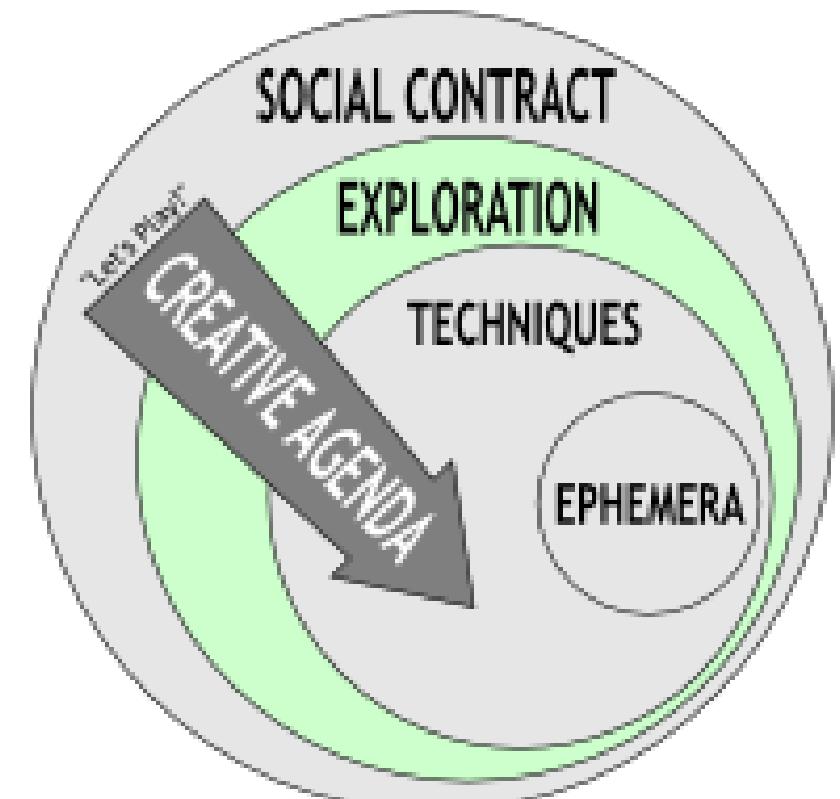
# Plot und Performance



- „Railroading“
  - Plot vor Performance
  - Orientierung auf wirkungsvolle Szene
  - Struktur: Szenenfolge
- „Sandbox“
  - Performance vor Plot
  - Orientierung auf konsistente Spielwelt
  - Struktur: Beziehungsgeflecht

# BIG Model (Ron Edwards / the forge, 1999-2005)

- Shared Imagined Space
  - Kreative Agenda / Gruppenvertrag
- Exploration
  - System / Task-Auflösung (Drama / Glück / Karma)
  - Charakter
  - Schauplatz
  - Situation
  - Farbe
- Techniken
  - Standpunkte (Schauspieler / Autor / Regisseur / Bauer)
- Eintagsfliegen
  - Was getan, gesagt, geschrieben, gewürfelt wird



# Vorläufer

**Kriegsspiel (G. v. Reiswitz, 1812)**

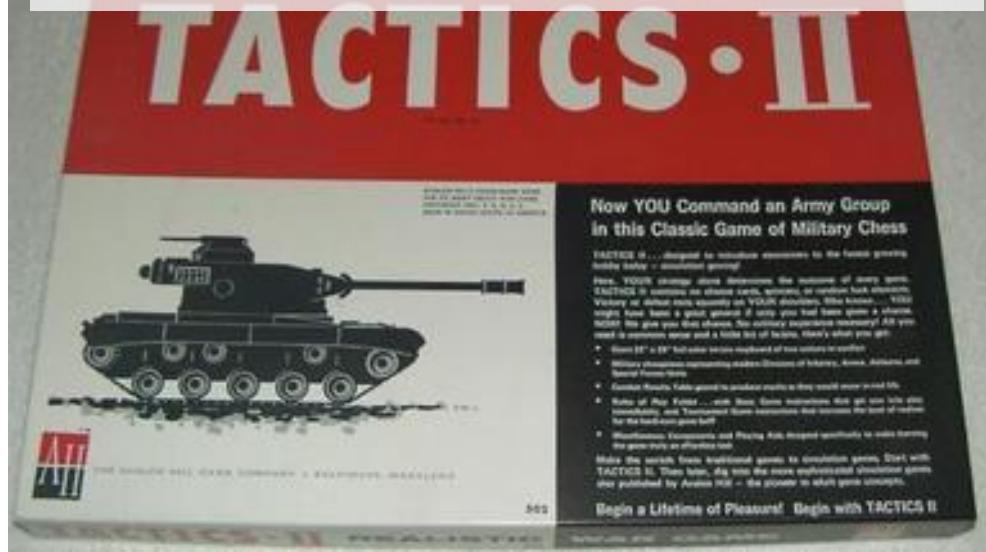


**Little Wars (H.G. Wells, 1913)**

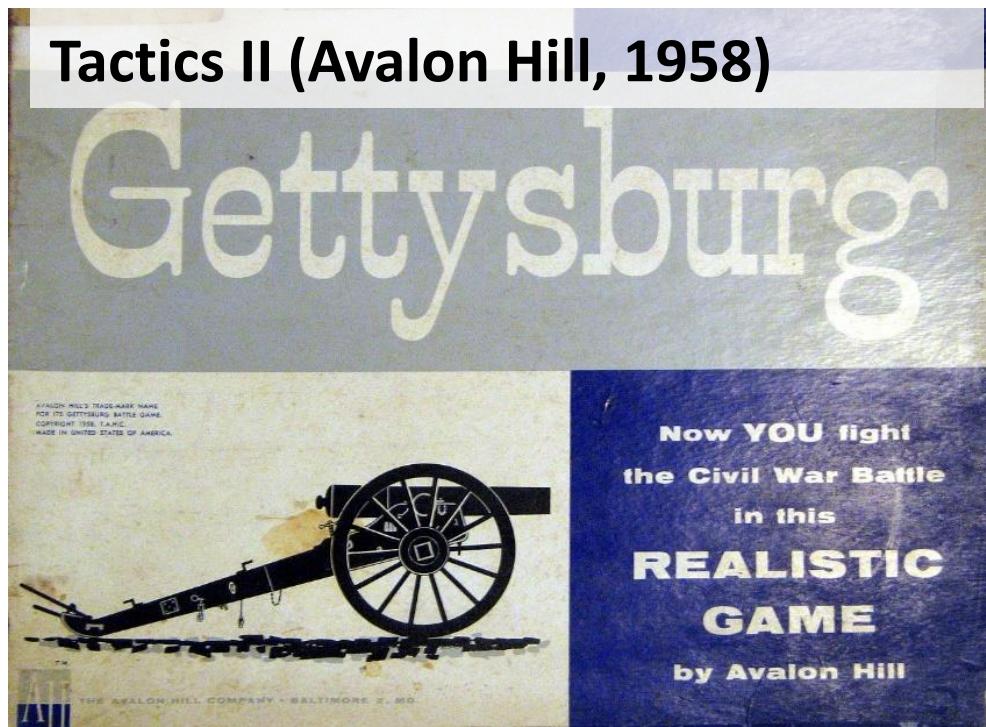


By Samuel Begg (1854–1919)[1]. - <http://www.nirya.be/snvsfb/fb1.html>, Public Domain,  
<https://commons.wikimedia.org/w/index.php?curid=13353761>  
<https://web.archive.org/web/20090710224303/http://www.boardgamestudies.info/pdf/issue3/BGS3Hilgers.pdf>

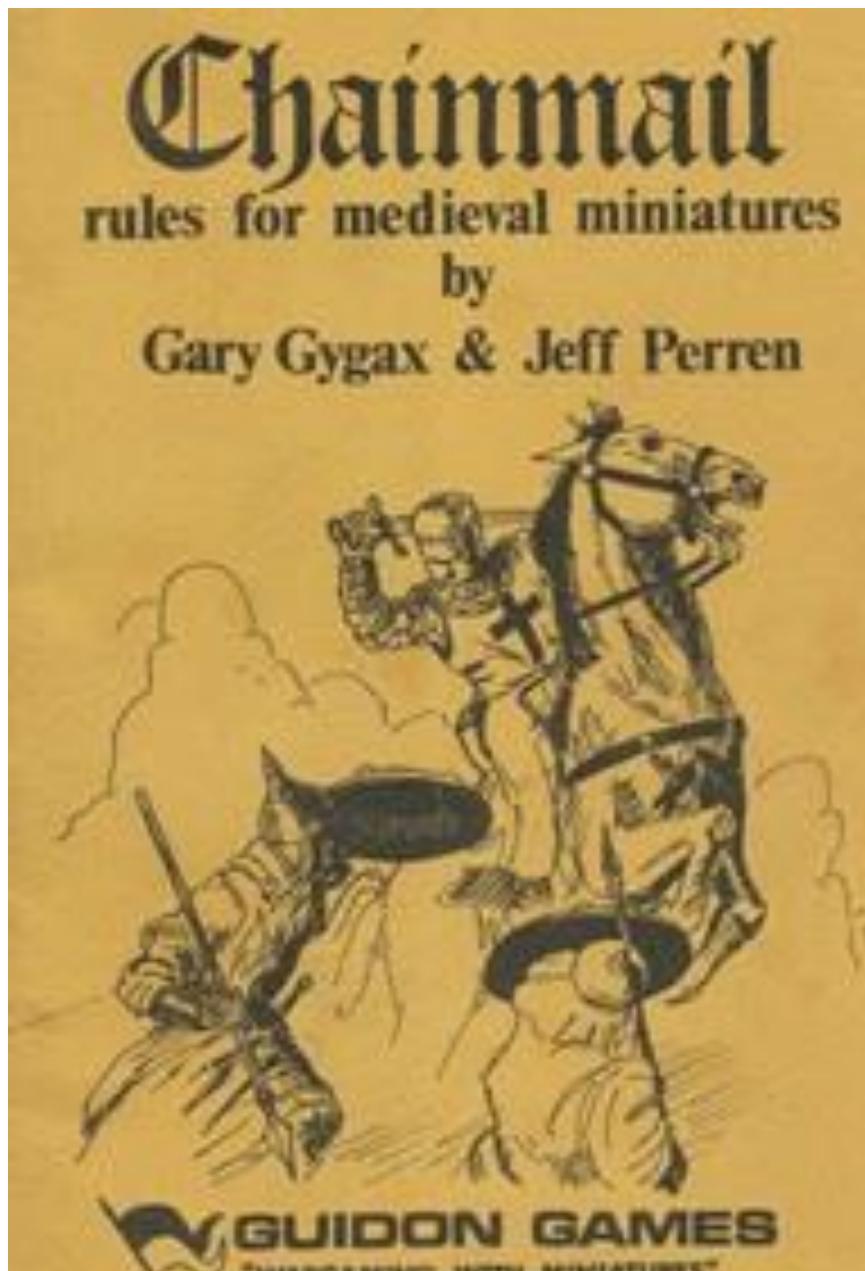
Tactics II (C.S. Roberts, 1953/1958)



Tactics II (Avalon Hill, 1958)



Vorläufer



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

# 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)

# 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)



# Franchises, Atmosphäre, neue Mechaniken

- Dice Pool System
  - Star Wars: The Roleplaying Game (West End Games, 1987)
- Gruppenhierarchie (Troupe system)
  - Ars Magica (Lion Rampant Games, 1987)
- Diceless system
  - Everway (Wizards of the Coast, 1995)
- Freeform descriptors
  - Over The Edge (Atlas Games, 1992)
- World of Darkness-Universum (White Wolf)
  - Vampire: The Masquerade (1991)
  - Werewolf: The Apocalypse (1992)
  - Mage: The Ascension (1993)
- Comedy
  - Ghostbusters (West End Games, 1986)
  - Plüschtier, Power und Plunder (Imagination Kings, 1986)
- Sammelkarten
  - Magic: The Gathering (Wizards of the Coast, 1993)
  - On The Edge (Atlas Games, 1994)

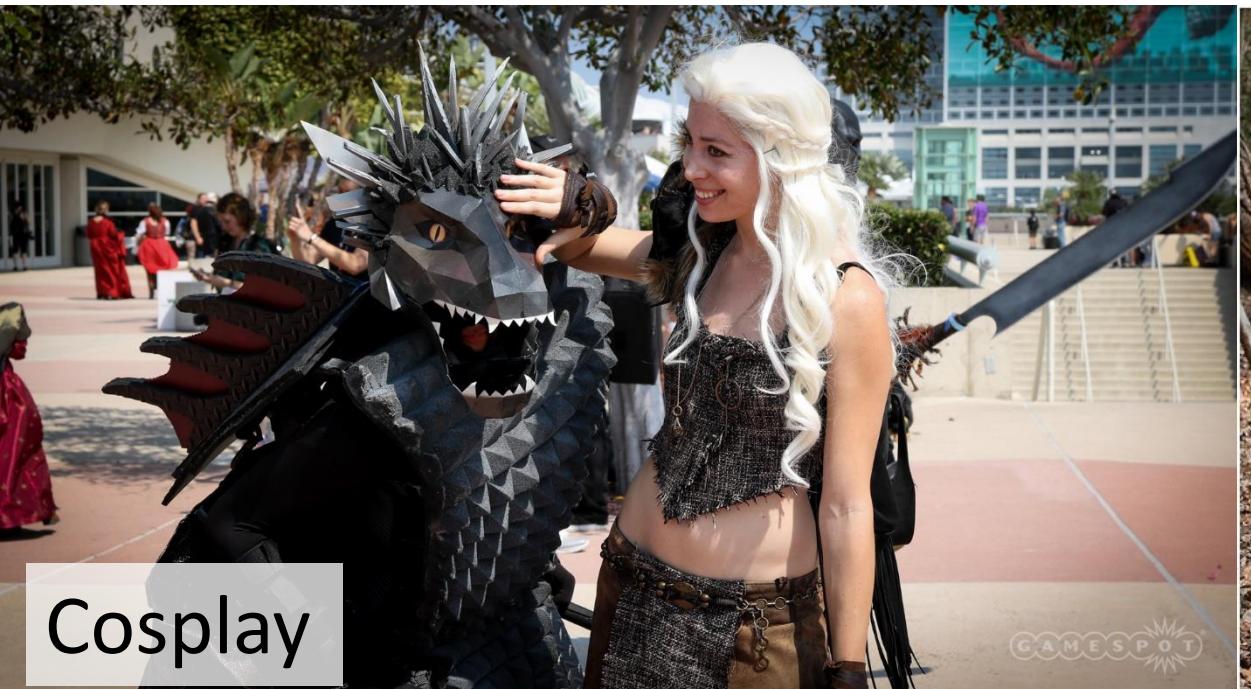
# Diversifizierung

## Weitere Beispiele für Genres

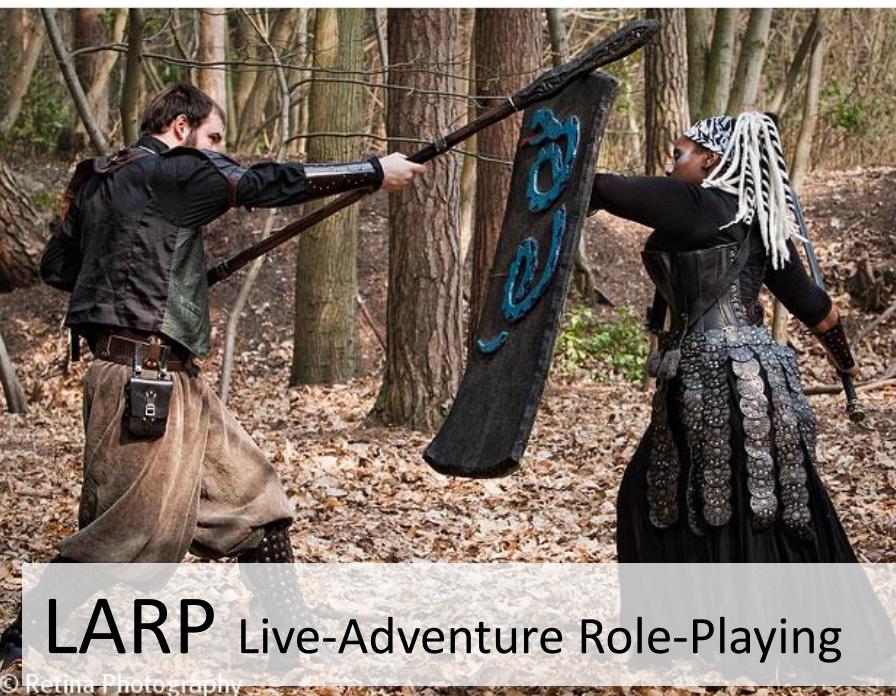
- Cyberpunk
  - Cyberpunk 2013 (R. Talsorian Games, 1988)
  - Shadowrun (FASA, 1989)
- Steampunk
  - Space 1889 (Game Designer's Workshop, 1988)
- Post-Apokalypse / Primal Punk
  - Degenesis (Sighpress, 2005)
  - Numenera (Monte Cook Games, 2013)

## Player Empowerment

- Fudge (Steffan O'Sullivan, 1992)
- Buffy the Vampire Slayer RPG (Eden Studios 2002)
- Fate (Evil Hat Productions, 2003)
- Fiasco (Bully Pulpit Games, 2009)
- Dungeon World (Sage Kobold Productions, RNDM Games, 2012)



## 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>

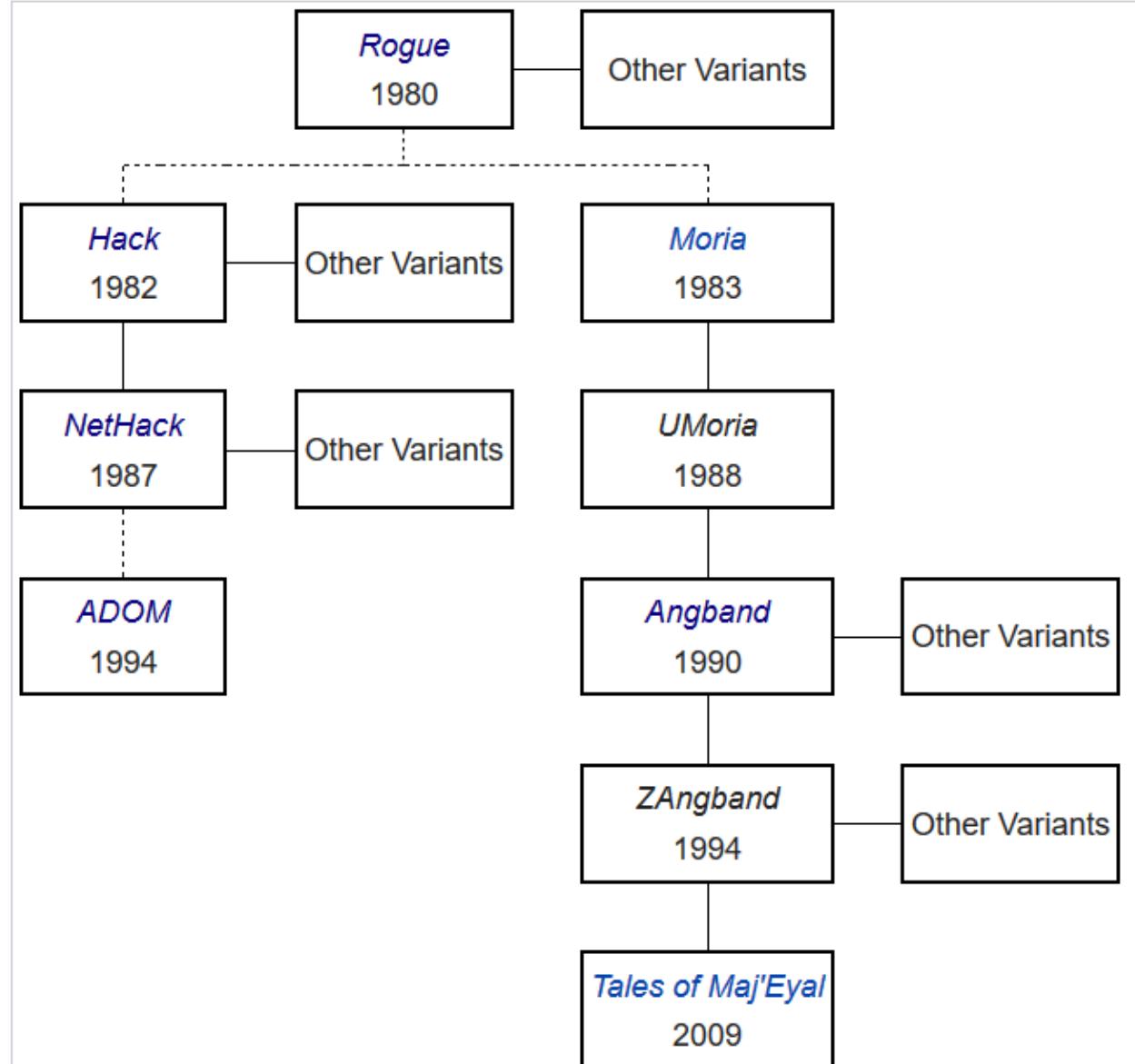
<http://www.retinaphotography.co.uk/modernize/wp-content/uploads/2013/04/live-action-role-play-larp-male-and-female-play-fight.jpg>

<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

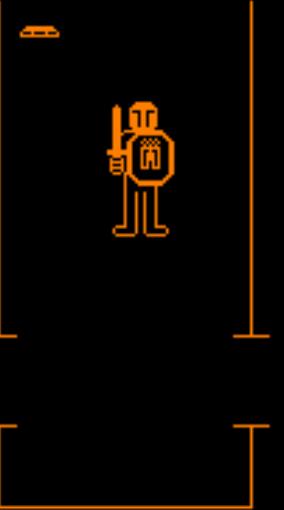
(Programmed Logic for Automatic Teaching Operations)

- Dungeon (1975)
- pedit5 (1975)
- dnd (1975)
- moria (1975)
- oubliette (1977)
- orthanc / avatar (1979)

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>

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!!



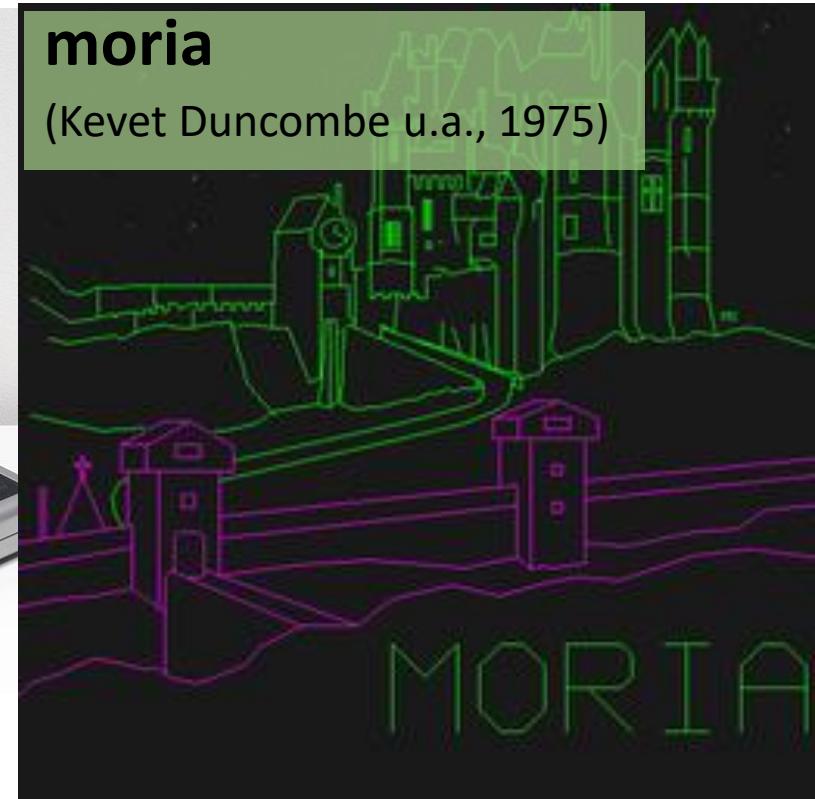
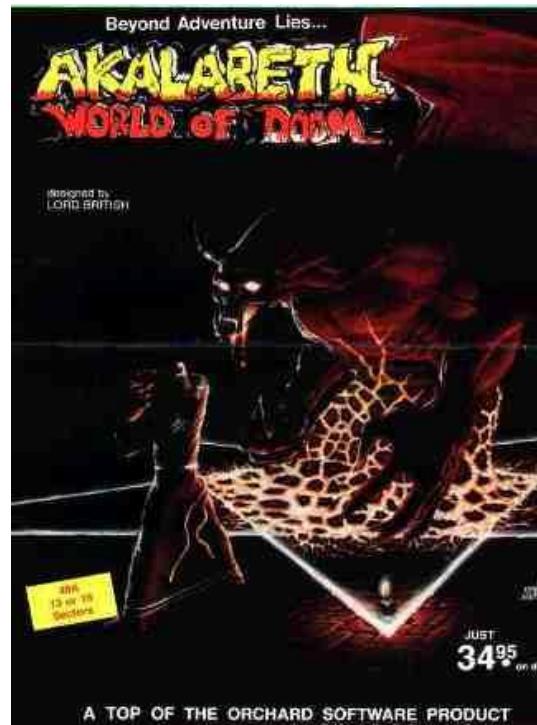
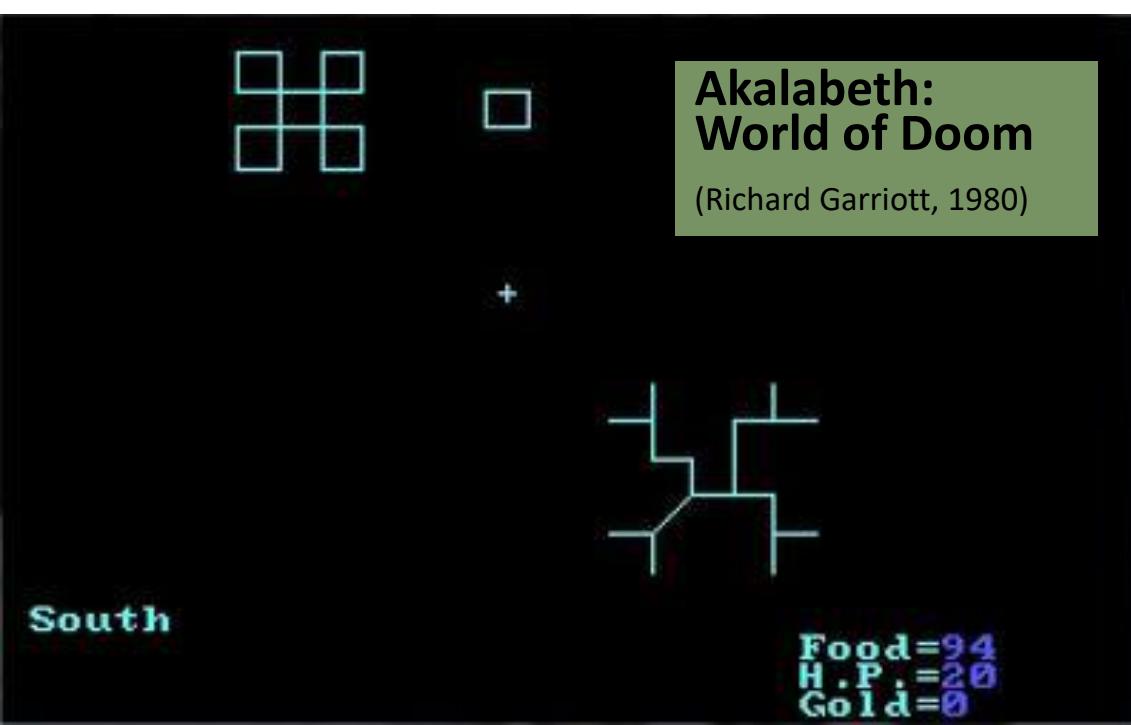
of Elixir  
Magic Oil  
See Invis.  
Protect+2  
Power+2  
Regener+3  
Luck+2  
Levitation  
Invisible  
X-Ray Vis.

dnd

(Gary Whisenhunt, Ray Wood, 1975)

# Weitere Vorläufer der Roguelike-RPGs

- Temple of Apshai (1979, TRS-80)
- Akalabeth: World of Doom (1980, TRS-80)
- Wizardry (1981)
- Sword of Fargoal (1981)



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<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>

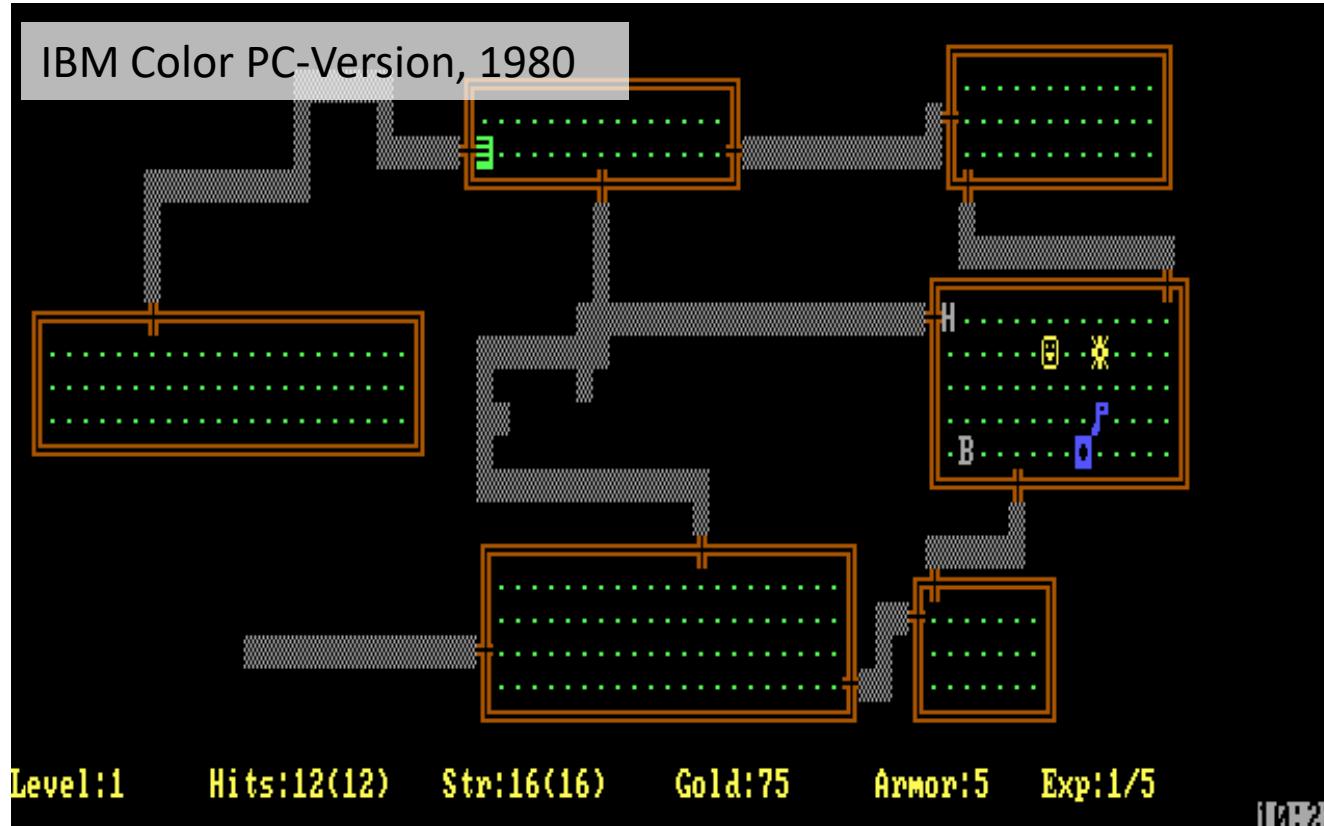
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<https://en.wikipedia.org/w/index.php?curid=3739994>

# Rogue (A.I. Design, 1980)

- ASCII-Symbole bezeichnen Dungeon-Elemente
- Permadeath (kein Reload)
- Prozedural generierte Dungeons

F1	list of commands	F2	list of symbols
F3	repeat command	F4	repeat message
F5	rename something	F6	recall what's been discovered
F7	inventory of your possessions	F8	{dir} identify trap type
F9	The Any Key (definable)	Alt F9	defines the Any Key
F10	Supervisor Key (fake dos)	Space	Clear -More- message
↑	the Enter Key	←	left
↓	down	↑	up
→	right	Home	up & left
PgUp	up & right	End	down & left
PgDn	down & right	Scroll	Fast Play mode
<	rest	>	go down a staircase
>	go up a staircase	Esc	cancel command
d	drop object	e	eat food
f	<dir> find something	q	quaff potion
r	read paper	s	search for trap/secret door
t	<dir> throw something	w	wield a weapon
z	<dir> zap with a wand	B	run down & left
h	run left	J	run down
k	run up	L	run right
n	run down & right	U	run up & right
v	run up & left	W	wear armor
t	take armor off	P	put on ring

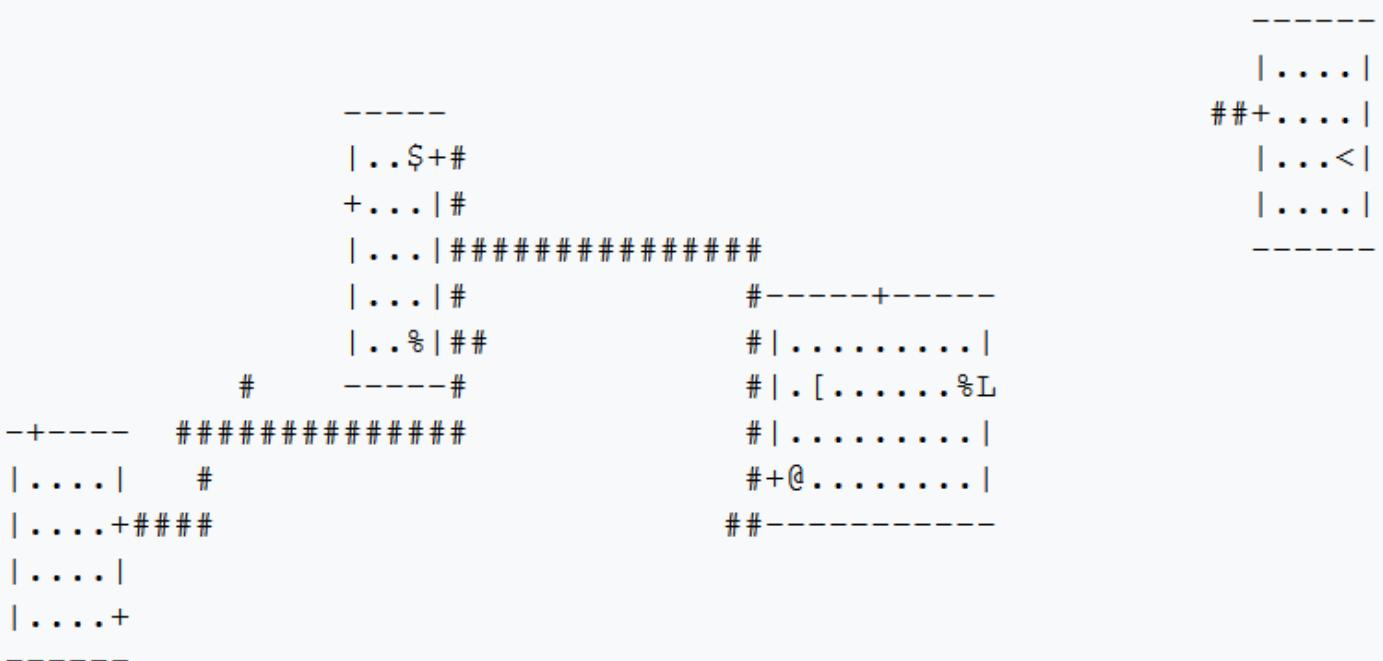
--Press space for more, Esc to continue--



# Hack (Jay Fenlason et al., 1984)

- @ - the player character
- + - a door
- \$ - gold
- % - food
- L - monster; a leprechaun
- [ - armor
- # - corridor
- < - stairway leading upwards

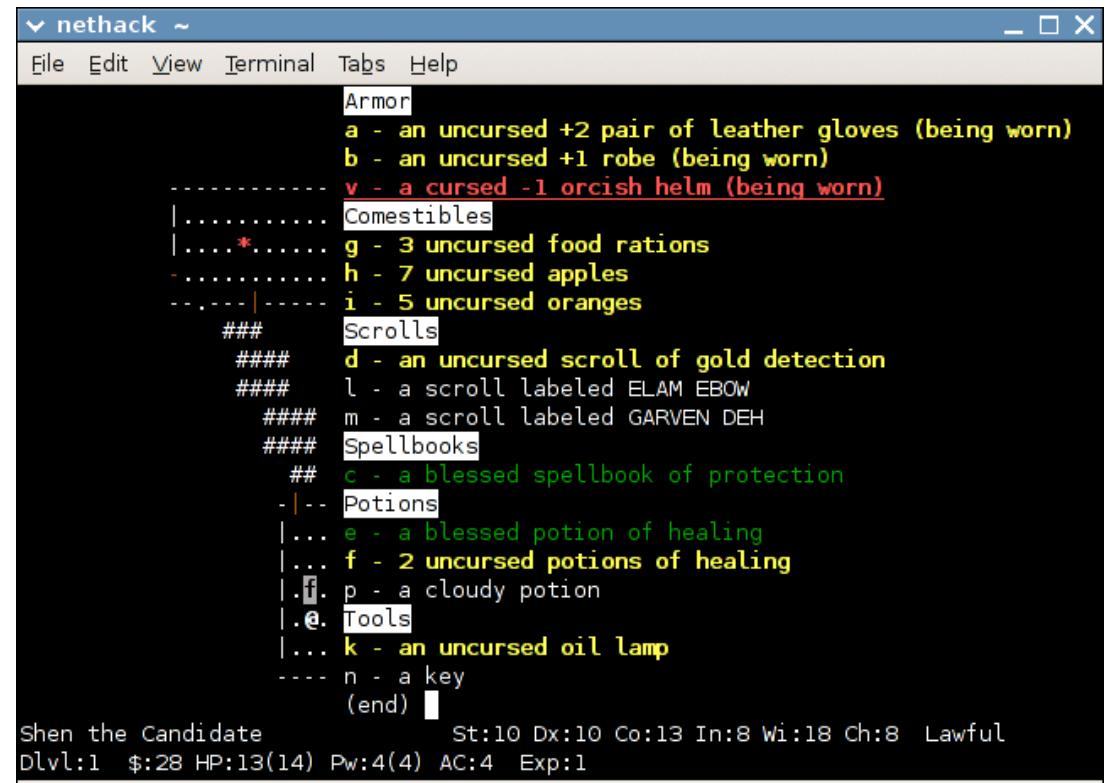
You hear some noises in the distance.



Level 1     Hp 15(15)     Ac 9     Str 16     Exp 1

# NetHack

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



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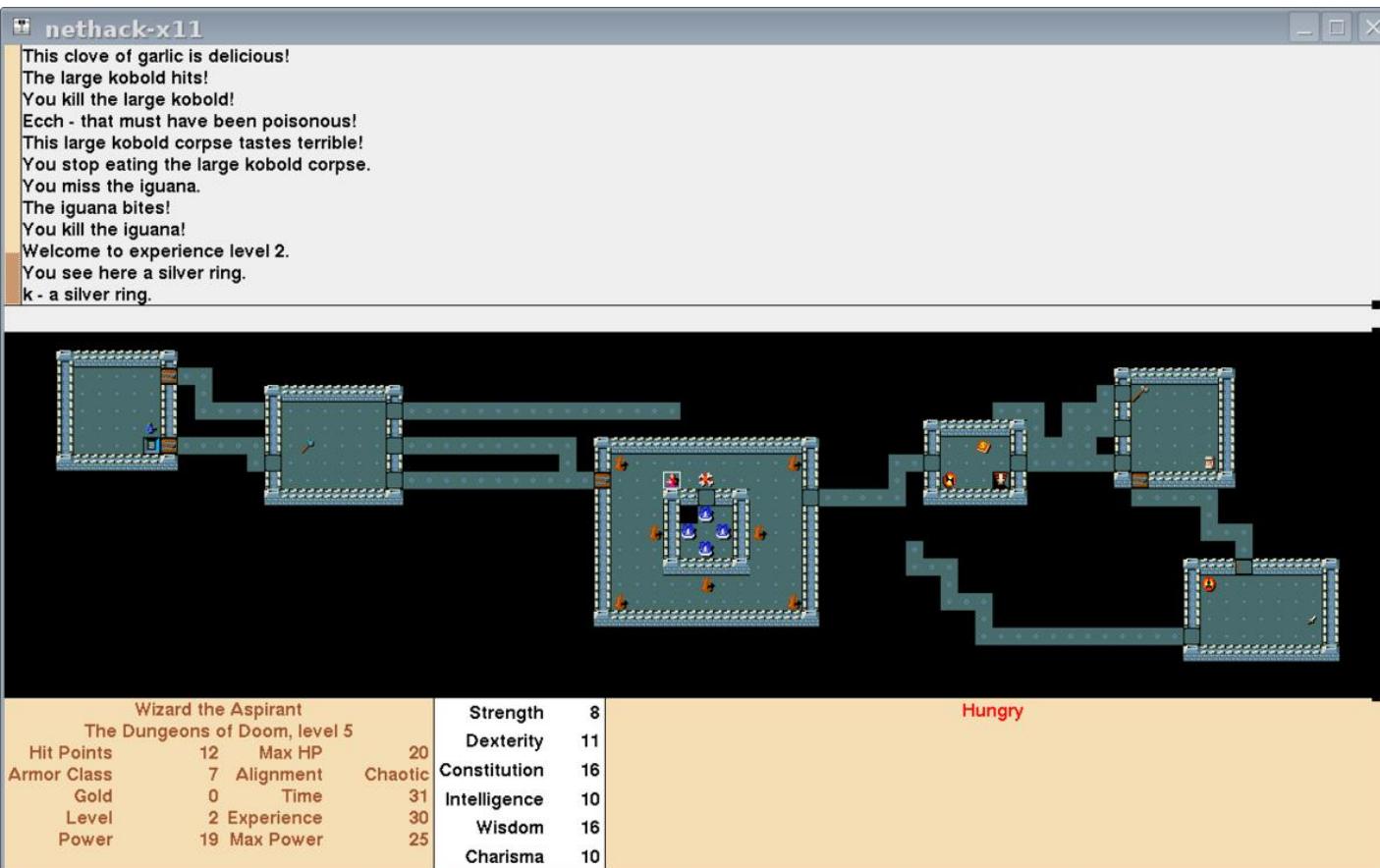
GPL, <https://commons.wikimedia.org/w/index.php?curid=2114238>

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)



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



<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>

# Dwarf Fortress

(T. Adams / Z. Adams, 2006)

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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>



puthadar, "The Eternal Planets"  
 creating New Region <2 Rejected>  
  
 repairing elevation...  
 setting temperature...  
 running rivers...  
 forming lakes and minerals...  
 growing vegetation...  
 specifying terrain...  
 sporting wildlife...  
 recounting legends...  
  
 he Age of Legends  
 war 163  
 lost Fiefs: 13385  
 Dead: 5328  
 Events: 65184

The Great Forest Retreat of Adafelci  
 The Jungle of Directing

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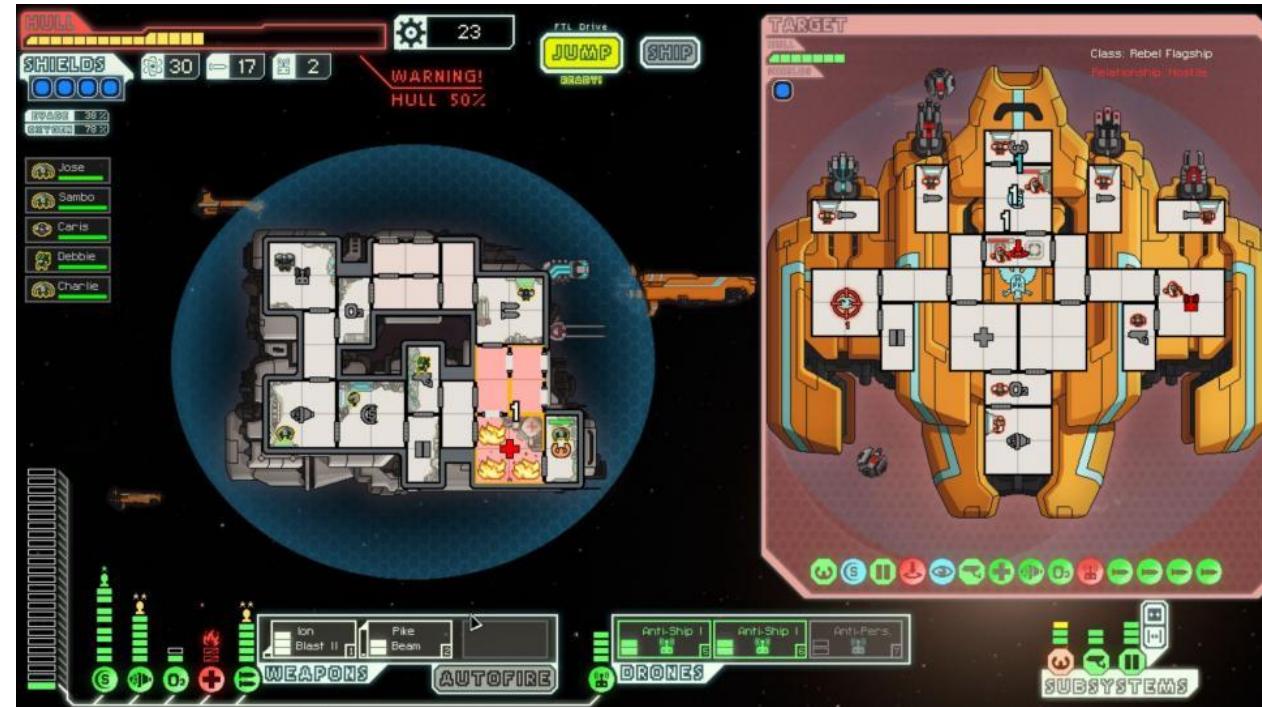


# Neuere Entwicklungen

**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](http://www.pcgames.de/screenshots/970x546/2012/11/FTL_Galerie_1.jpg)

[https://www.gamereactor.de/media/77/bindingisaac\\_1327744b.png](https://www.gamereactor.de/media/77/bindingisaac_1327744b.png)

# Darkest Dungeon (Red Hook Studios, 2016)



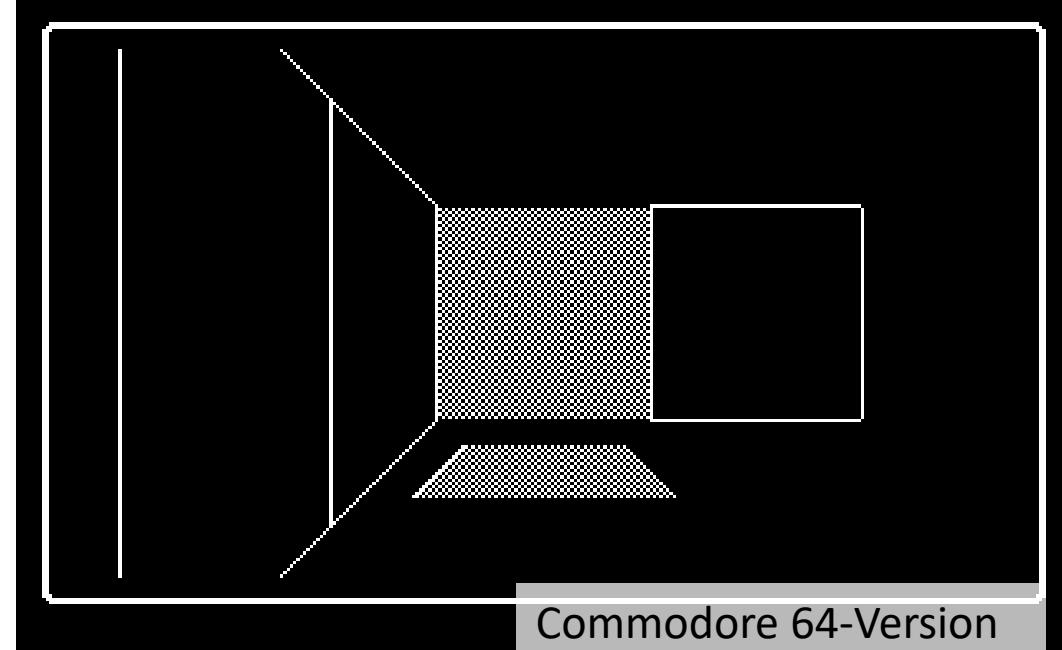
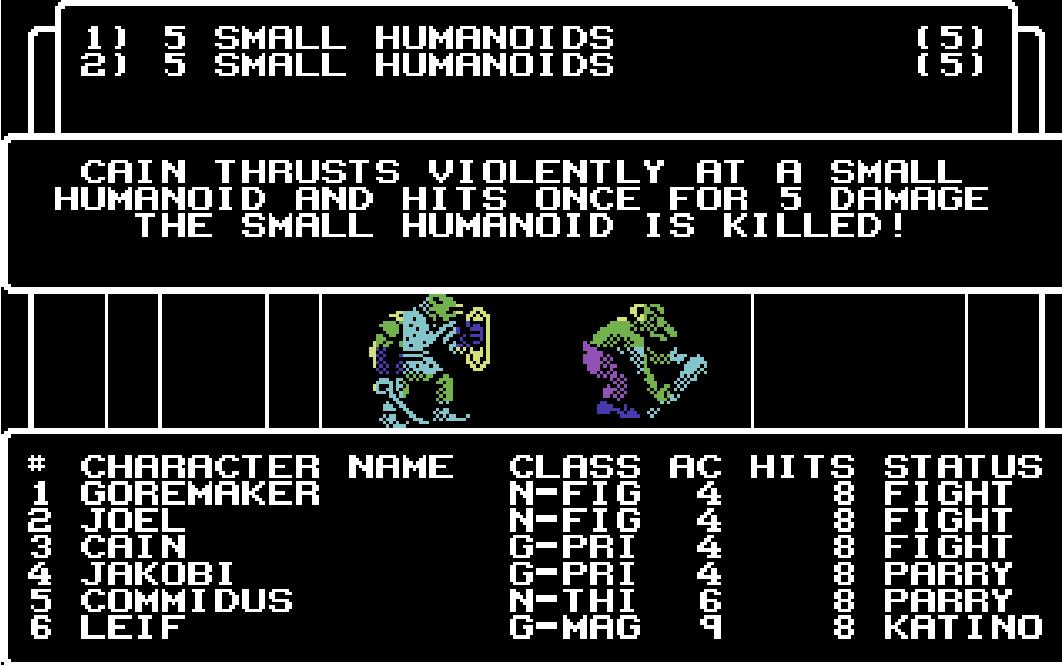
<http://cdn.akamai.steamstatic.com/steam/apps/262060/header.jpg?t=1497901343>  
[https://i.ytimg.com/vi/\\_Buwei6ZWqU/maxresdefault.jpg](https://i.ytimg.com/vi/_Buwei6ZWqU/maxresdefault.jpg)

# First-person party-based Role-playing Games

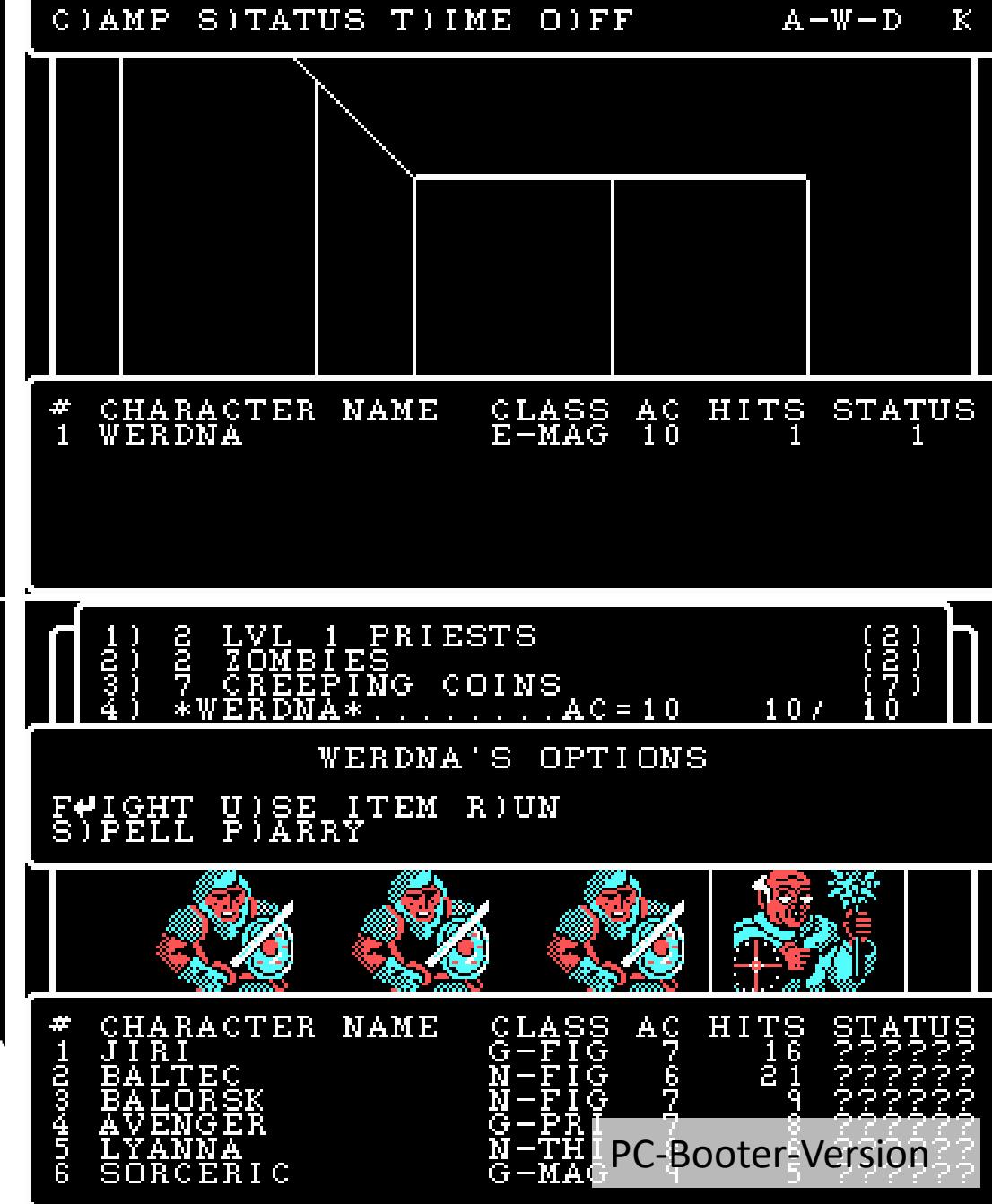
# Merkmale des first-person party-based RPG

- 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)



# Wizardry: Bane of the Cosmic Forge

(Sir-tech Software, 1990)



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

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



# 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

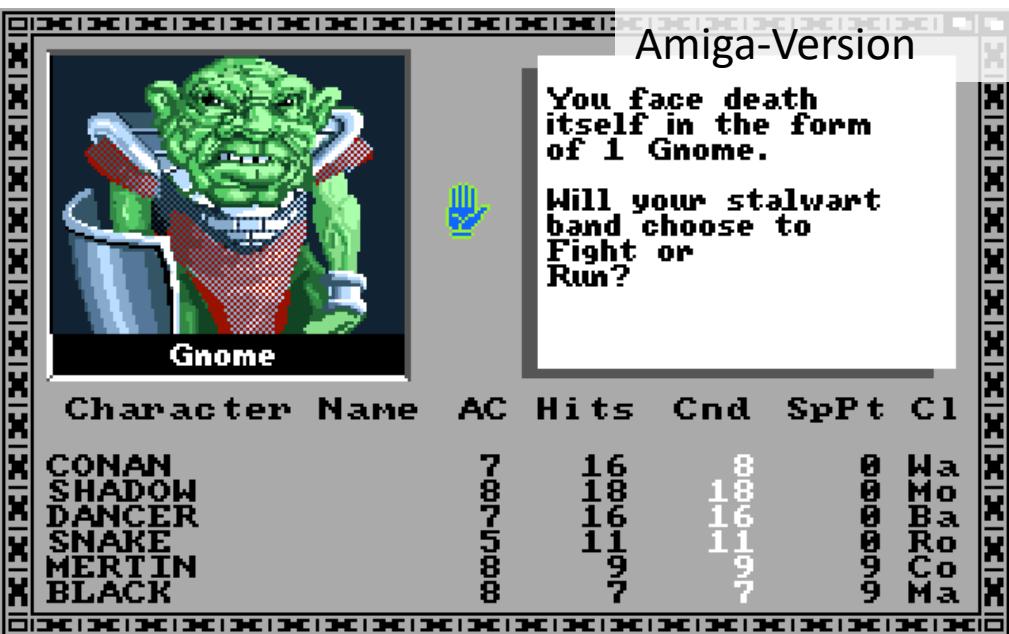
**Might and Magic IX**  
(New World Computing, 2002)



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)

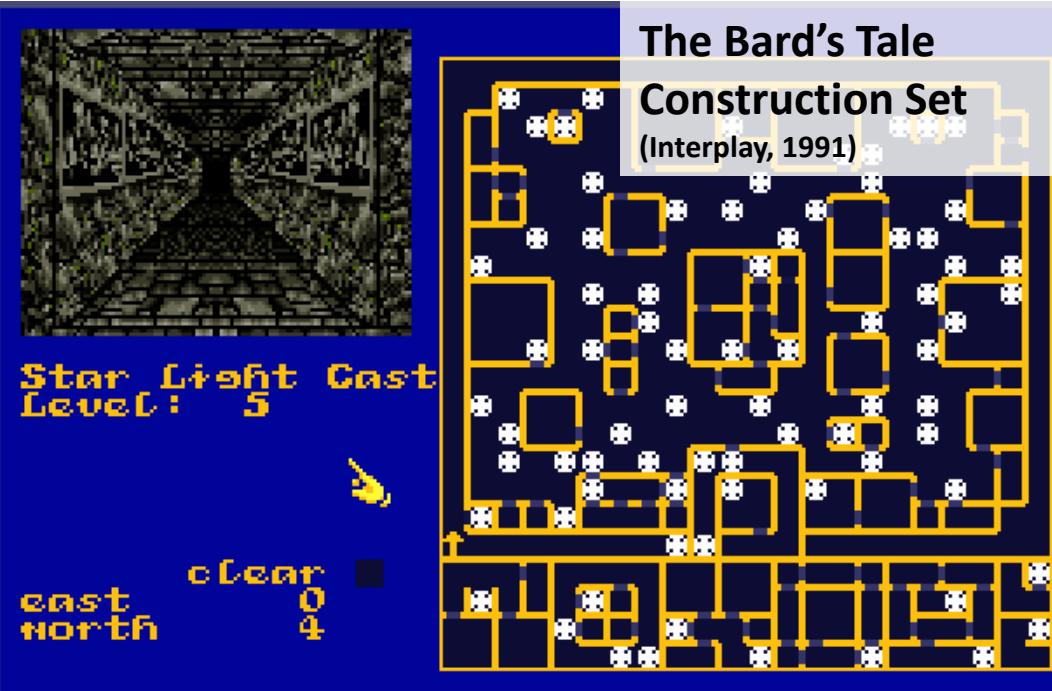




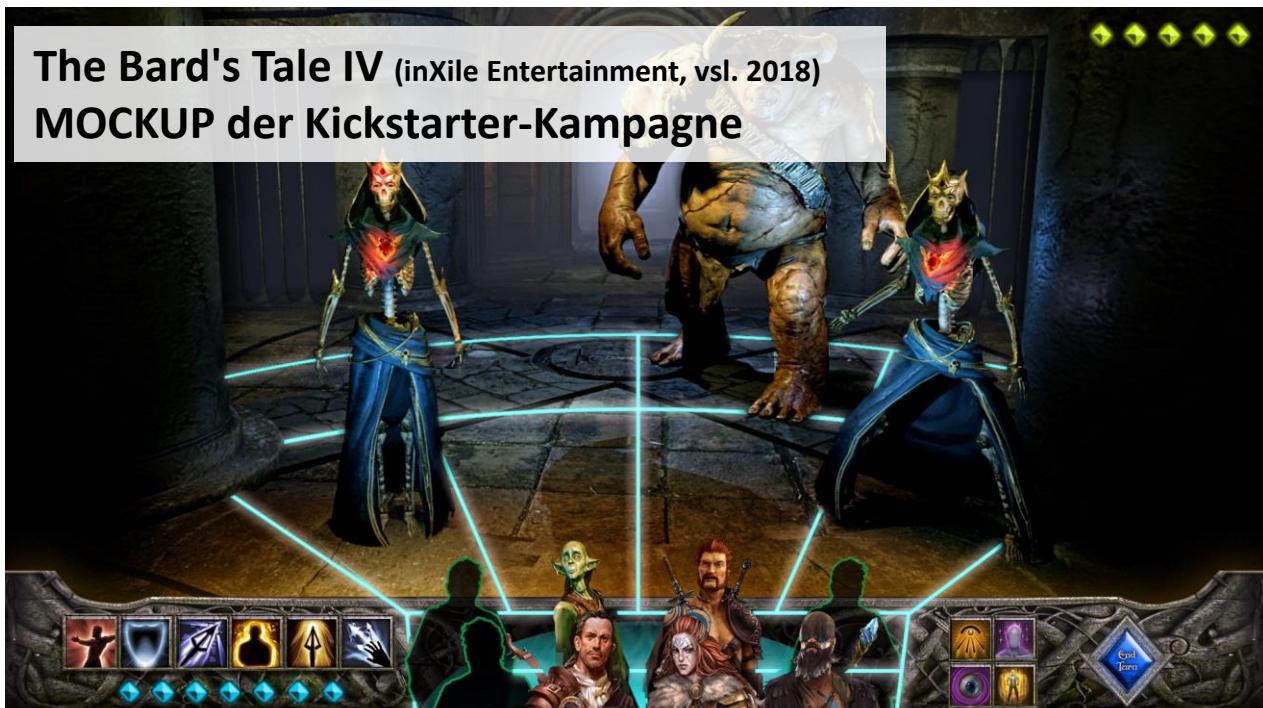
Tales of the Unknown: Volume I - The Bard's Tale  
(Interplay, 1985)

# 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/HUD\\_Combat\\_Grid\\_revised\\_3.jpg](https://cdn.inxile-entertainment.com/bardstale/share/ks/029/HUD_Combat_Grid_revised_3.jpg)



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



The Bard's Tale  
Construction Set  
(Interplay, 1991)



Dungeon Master (FTL Games, 1987)

<http://www.moblygames.com/game/dungeon-master/screenshots>  
<http://www.moblygames.com/game/eye-of-the-beholder/screenshots>  
By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=54390926>



# 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 character status screen for Cait Sith. It shows his level (LV 19), HP (725/751), MP (158/158), and equipment (Wpn. Yellow M-phone, Check, Arm. Silver Armlet).

Cait Sith      Wpn. Yellow M-phone      Materia

LV 19      Check

HP 725/ 751      Arm. Silver Armlet

MP 158/ 158      Arrange

Equips "Steal" command

● Steal      ★★★

AP 101      128

To next level 39899

Ability list      Equip effect

Steal      Dexterity +02

Mug

Sense  
Steal  
Cover

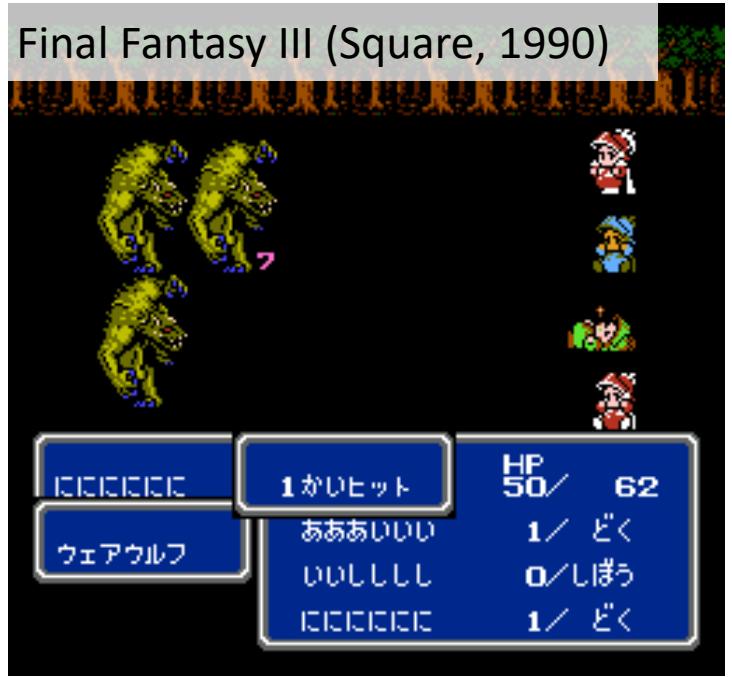
Enemy Skill  
All  
Transform  
Chocobo Lure  
All  
Elemental



# 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/ps/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>

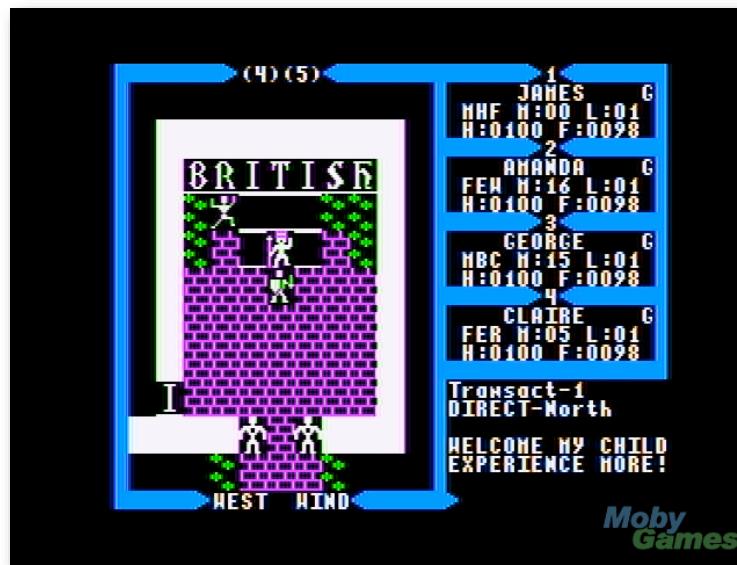
By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=33457284>

**Ultima IX: Ascension**  
(Origin Systems, 1999)

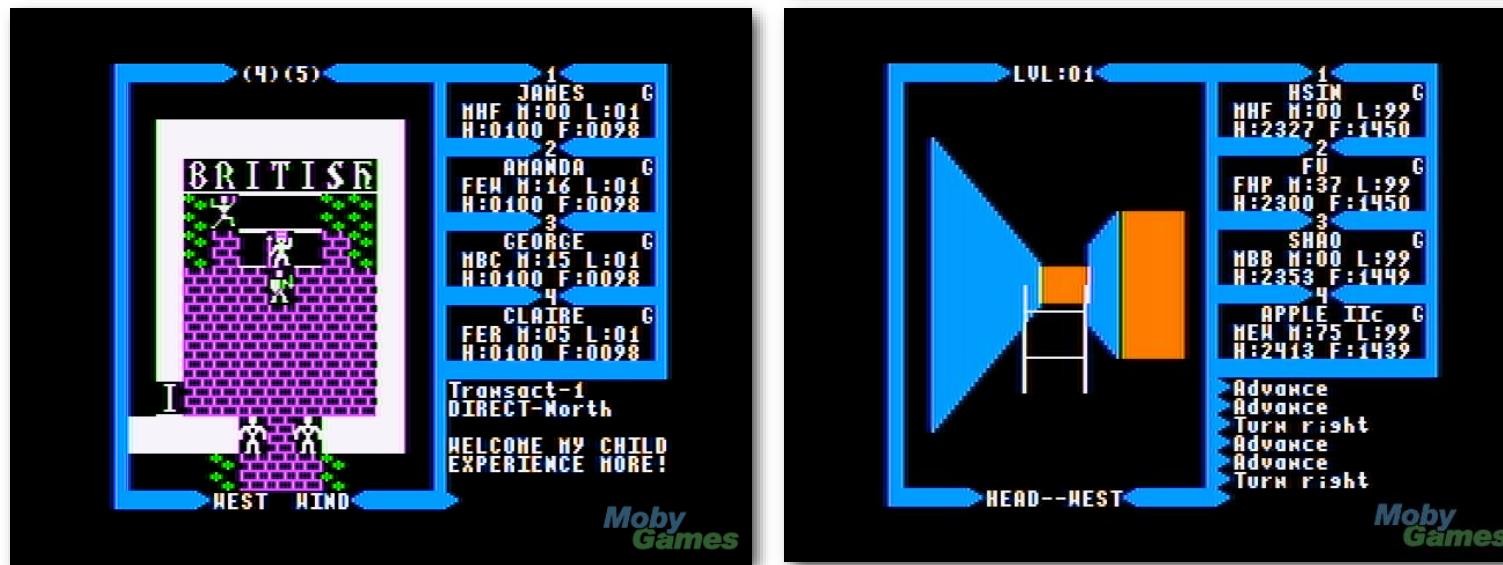


# Ultima III: Exodus

(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>



<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](http://www.gameswelt.at/fire-emblem-fates/screenshots/zehn-screenshots/250634_1130311)

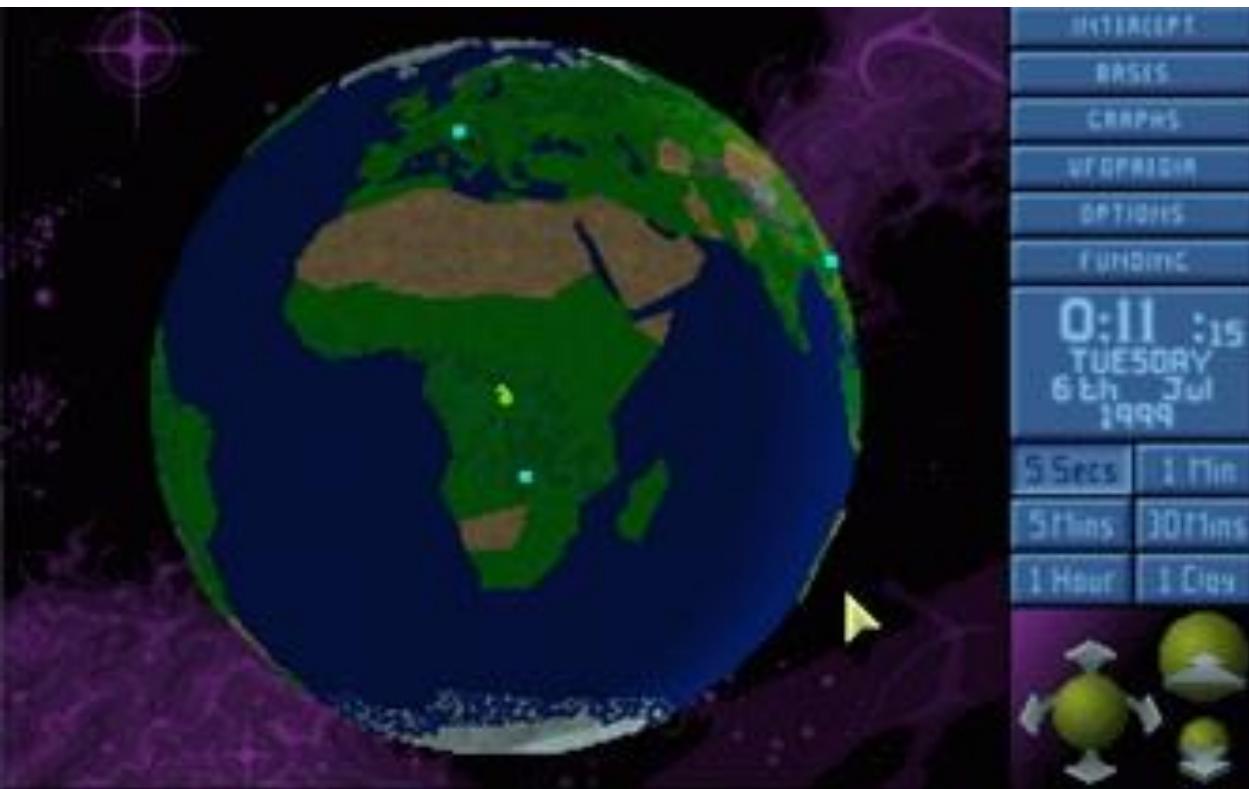
## Fire Emblem Series (Intelligent Systems / Nintendo, seit 1990)



Fire Emblem: Fates, 2016

# X-COM: UFO Defense

(Mythos Games / MicroProse Software, 1994)



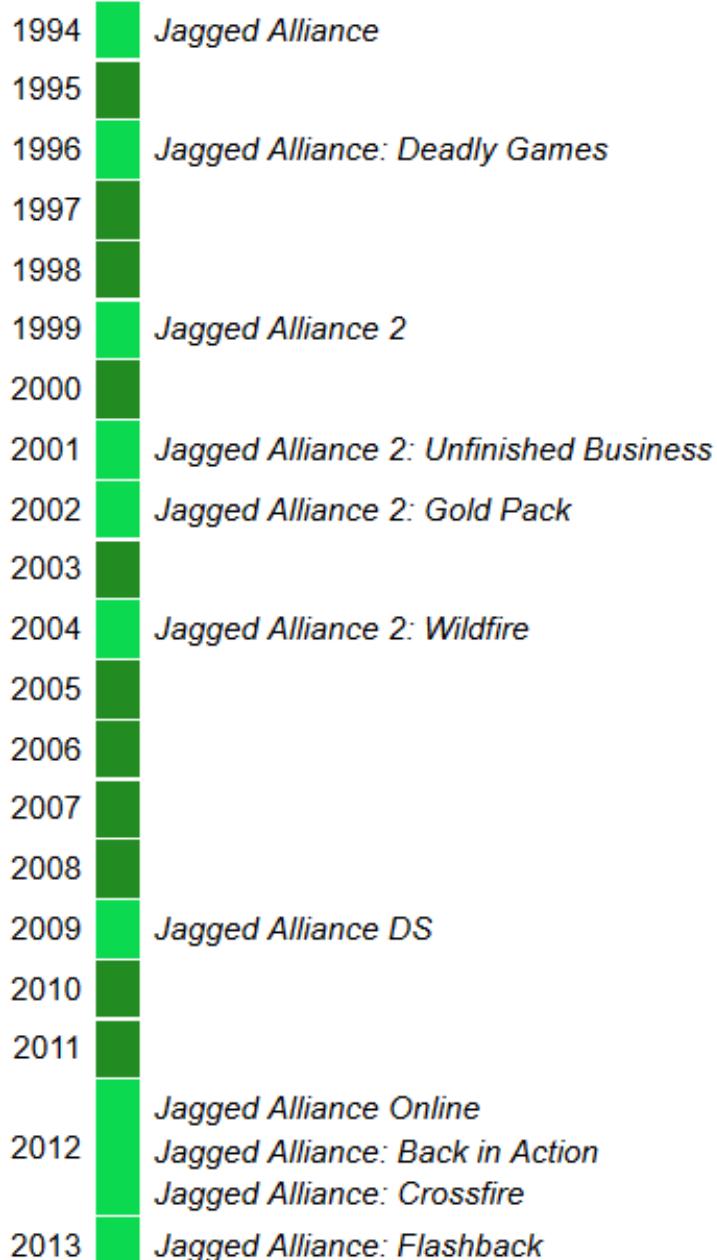
By Source (WP:NFCC#4), Fair use, <https://en.wikipedia.org/w/index.php?curid=36710697>

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 HARVEYE



## 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>  
<http://www.mobygames.com/game/shadowrun-returns/screenshots>  
By Source (WP:NFC#4), Fair use,  
<https://en.wikipedia.org/w/index.php?curid=36601606>  
[http://www.mobygames.com/game/snes/shadowrun/screen\\_shots/gameShotId,39197/](http://www.mobygames.com/game/snes/shadowrun/screen_shots/gameShotId,39197/)



**Shadowrun Returns** (Harebrained Schemes, 2013)

# Neuere Vertreter

**The Dark Eye: Blackguards**  
**(Daedelic Entertainment, 2014)**



**Invisible Inc.**  
**(Klei Entertainment, 2015)**



# 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

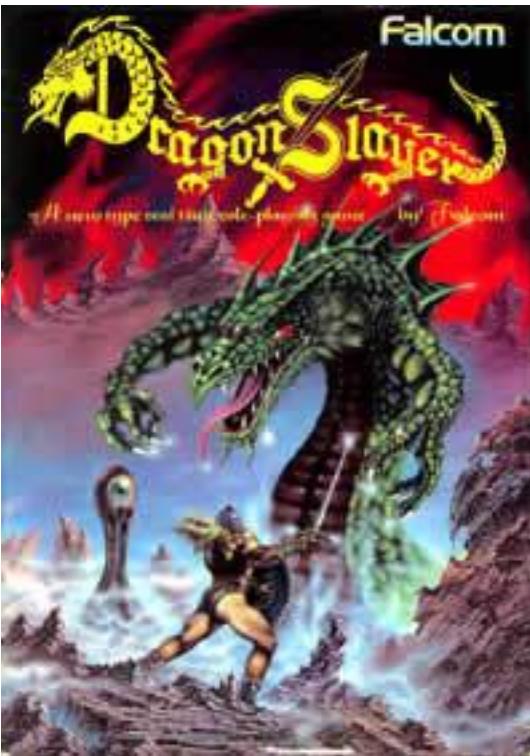
## The Tower of Druaga (Namco, 1984)



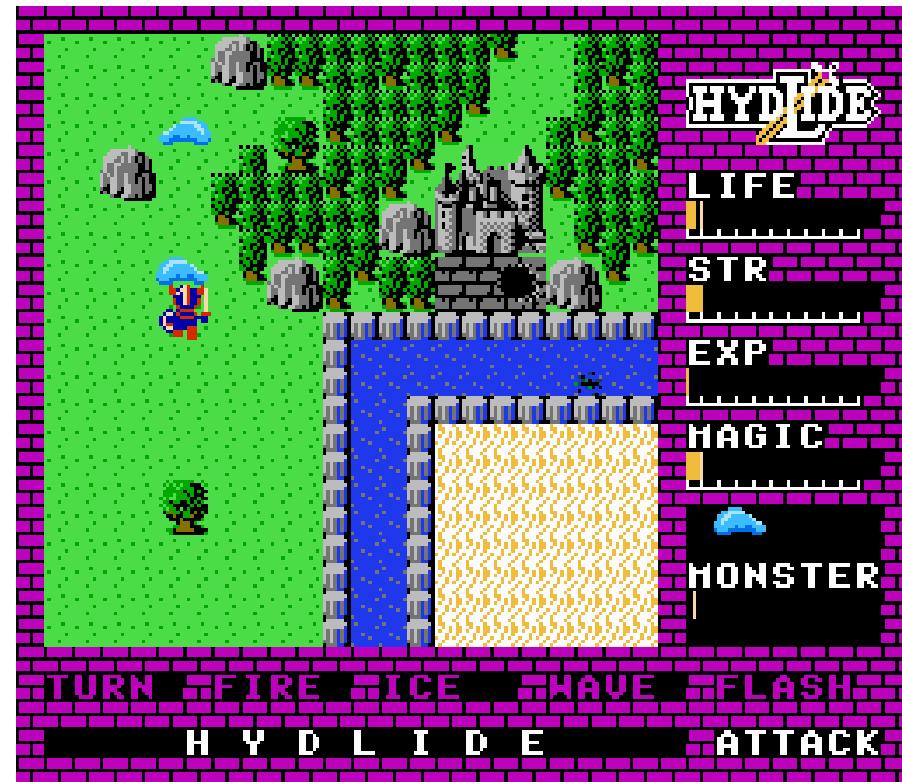
- Kombination von Arcade-, RPG- und Action-Adventure-Elementen
- Frühe Hack-&-Slash-Mechanik
- „Fantasy Pac-Man“

# Action-RPGs: Die frühen 1980er

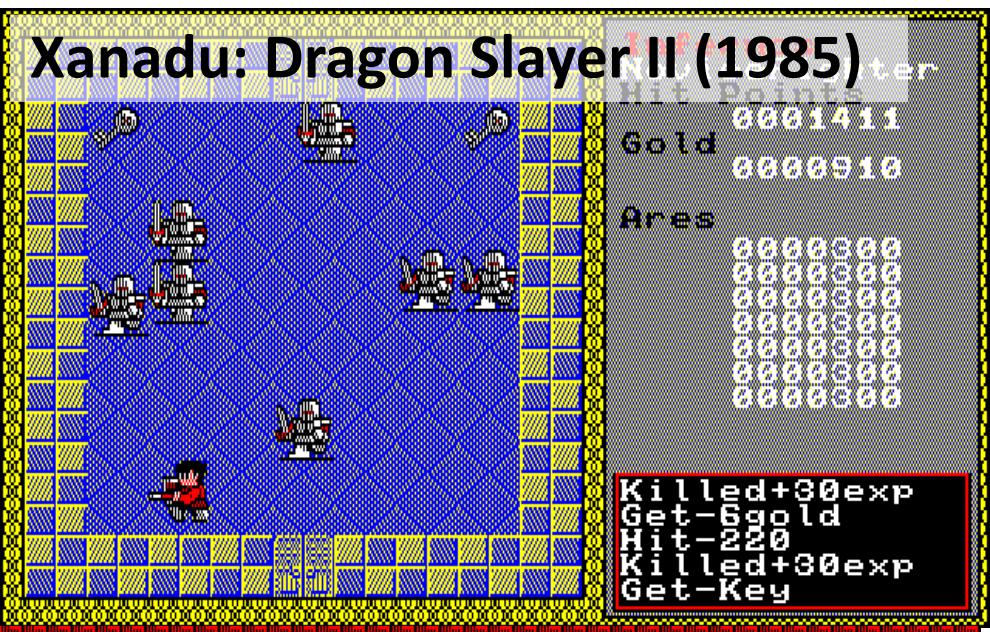
**Dragon Slayer** (Nihon Falcom, 1984)



**Hydlide** (T&E Soft, 1984)



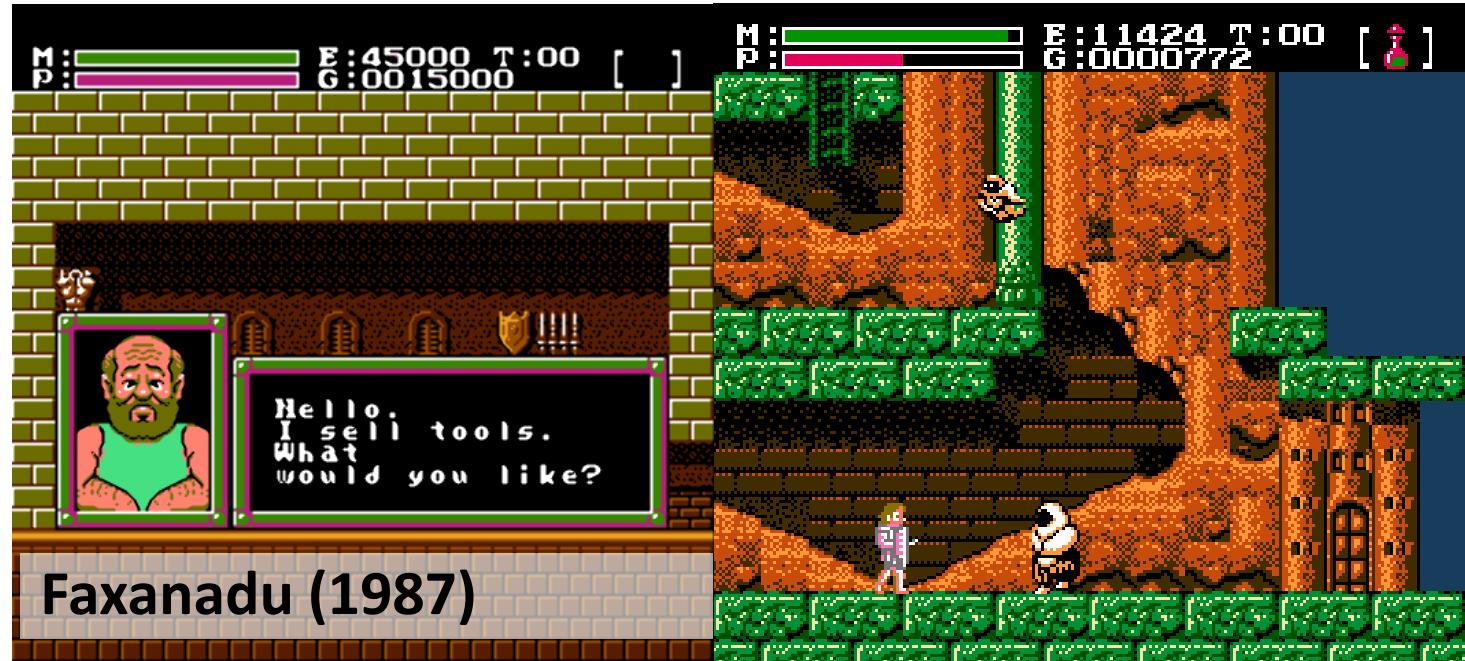
# Nihon Falcom: Vorreiter der Action RPG-Entwicklung



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

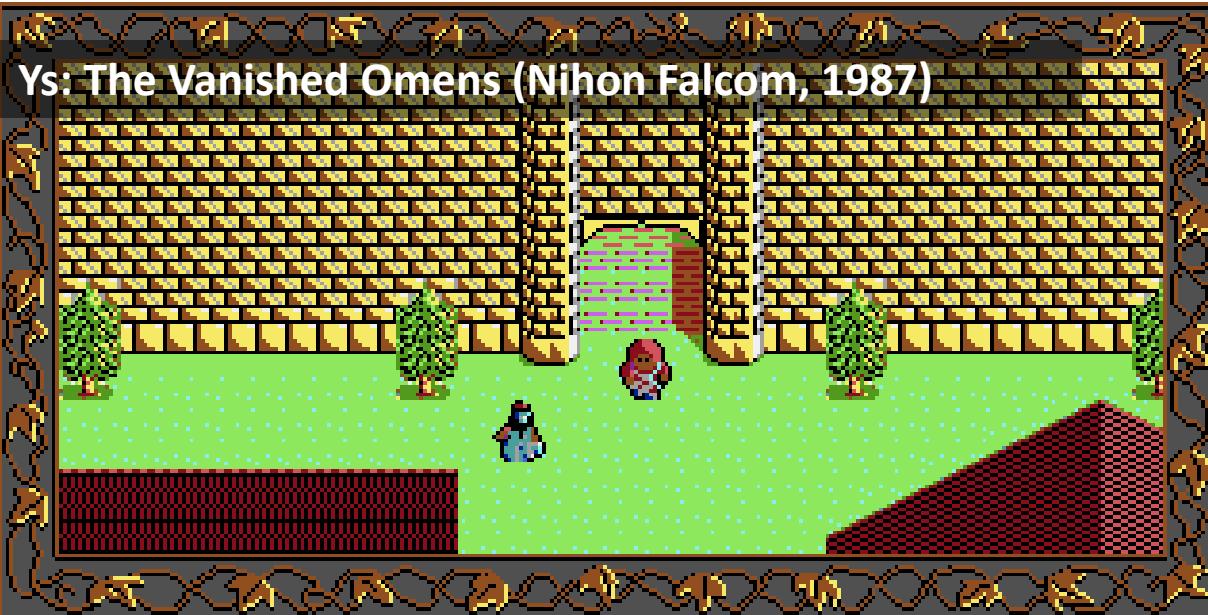
<http://www.mobygames.com/game/faxanadu/screenshots>

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



STAT	GUARITEM	MAGISKIL	US
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	





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]

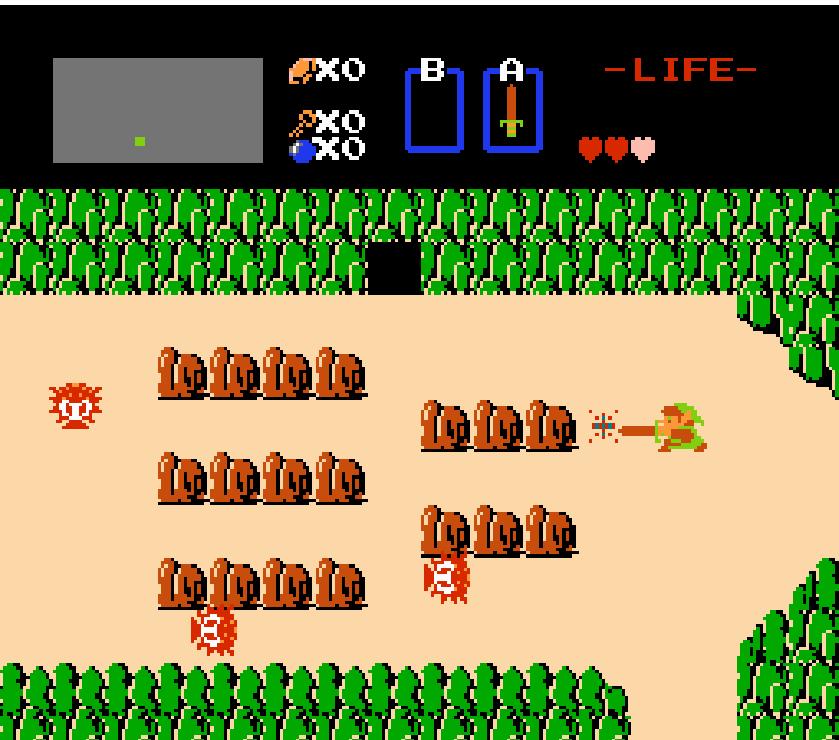
# Action-RPGs: Die späten 1980er

<http://www.mobygames.com/game/ys-the-vanished-omens/screenshots>  
[https://images-na.ssl-images-amazon.com/images/I/91NAuLT7JKL.AC\\_SL1500\\_.jpg](https://images-na.ssl-images-amazon.com/images/I/91NAuLT7JKL.AC_SL1500_.jpg)



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

Legend of Zelda  
(Nintendo, 1986)



Zelda II: The Adventure of Link  
(Nintendo, 1987)



The Legend of Zelda:  
A Link to the Past  
(Nintendo, 1991)



# Zelda



## Greatest video games of all time

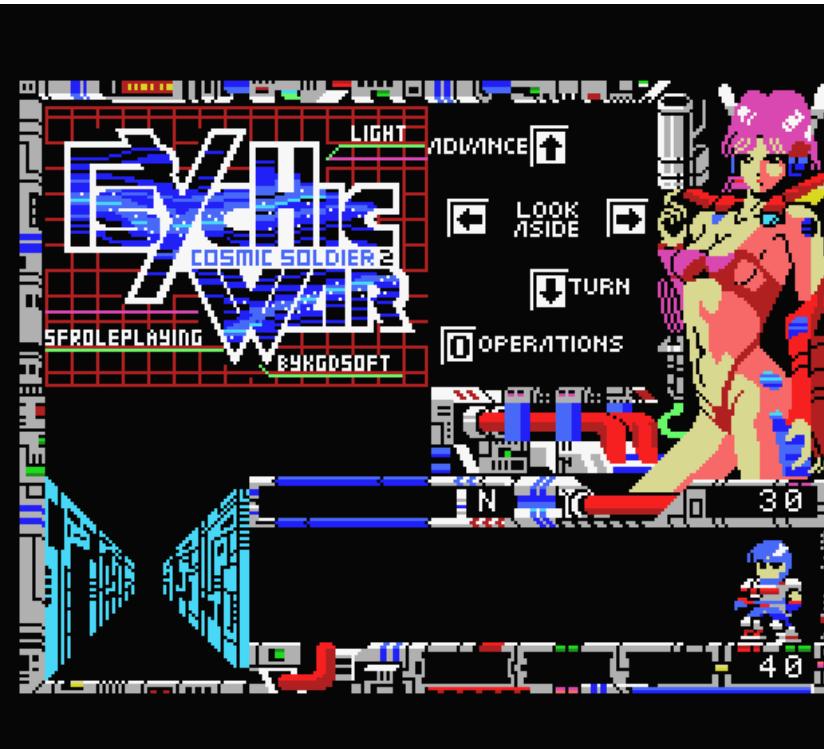
Over the years, numerous gaming magazines and websites have churned out a ton of ranked lists as part of an ongoing attempt to comprehensively document the top 10 (or top 100, or 200, or whatever) video games of all time.

Rank	Title
1	■ The Legend of Zelda: The Ocarina of Time (44 lists)
2	■ Super Mario 64 (33 lists, tie)
2	● Tetris (33 lists, tie)
4	■ Goldeneye 007 (26 lists)
5	■ The Legend of Zelda: A Link to the Past (25 lists)
6	■ Final Fantasy VII (24 lists)
7	■ Super Mario World (21 lists)
8	■ Metal Gear Solid (19 lists, tie)
8	● Street Fighter II (19 lists, tie)
9	■ Super Metroid (18 lists, tie)
9	■ Super Mario Bros. 3 (18 lists, tie)

**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/](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)



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

# Torchlight (Runic Games, 2009)



# Gothic Series (Piranha Bytes, 2001-2011)



<http://www.mobygames.com/game/windows/gothic/screenshots>

- *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)



<http://www.mobygames.com/game/windows/sacred/screenshots/dark-eye->

<http://www.mobygames.com/game/windows/drakensang/screenshots/>

# Sandbox RPGs

# Merkmale des Sandbox-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-arena/screenshots>  
<http://www.mobygames.com/game/elder-scrolls-iii-morrowind/screenshots>

**The Elder Scrolls III: Morrowind (2002)**



# Fließender Übergang zum Action Adventure



System Shock  
(Looking Glass, 1994)

The screenshot displays two views of the Deus Ex interface. On the left, the 'Augmentations' menu is open, showing a 3D model of a human skeleton with various body parts highlighted for customization. On the right, the main game world is shown in a first-person perspective, featuring a dark, industrial-looking corridor with glowing red energy nodes and debris scattered on the floor. A hand is visible holding a weapon, likely an ion pistol, which has a distinctive green and blue energy discharge at its barrel.

**Deus Ex (Ion Storm, 2000)**

[http://www.mobygames.com/game/dos/system-shock/screenshots/gameshotid\\_389309/](http://www.mobygames.com/game/dos/system-shock/screenshots/gameshotid_389309/)

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

## 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*



# 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 Sandbox-Reihen

**The Witcher (CD Projekt RED, 2007)**



**Demon's Souls (FromSoftware, 2009)**



<http://www.mobygames.com/game/windows/witcher/screenshots/gameShotId,259919/>  
<http://www.mobygames.com/game/ps3/demons-souls/screenshots>

# RPG Sandbox Shooters

<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

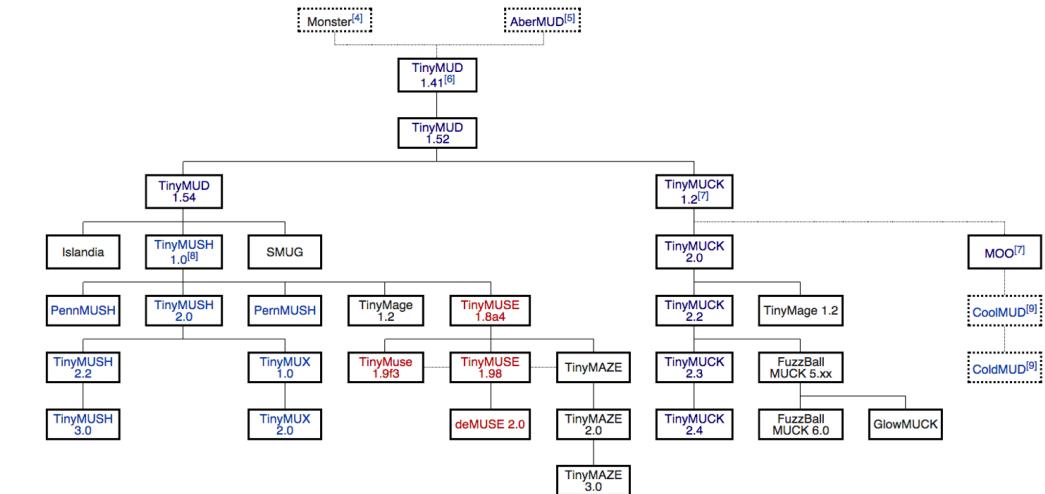
## Finanzierungsmodelle

- Free-to-play (F2P)
- Freemium
- Pay-to-play (P2P)

# Multi-User-Dungeons (MUD)

```
Telnet british-legends.com
*on
Path.
You are standing on a path which leads off a road to the north, to a cottage
south of you. To the west and east are separate gardens.
*w
Flower garden.
You are in a well-kept garden. There is an unexpectedly sweet smell here, and
you notice lots of flowers. To the east across a path there is more garden.
*w
Cliff.
You are standing on the edge of a cliff surrounded by forest to the north and
a river to the south. A chill wind blows up the unclimbable and unscaled
heights. At the base of the cliff you can just make out the shapes of jagged
rocks.
*w
As you approach the edge of the cliff the rock starts to crumble. Hurriedly,
you retreat as you feel the ground begin to give way under your feet!
*leap
You are splattered over a very large area, or at least most of you
is. The rest of your remains are, evn now, being eaten by the seagulls
(especially your eyes). If you'd have looked properly before you leaped you
might have decided not to jump!
Persona updated.
Would you like to play again?
:
```

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



## Neverwinter Nights 2

(Akella, 2006)

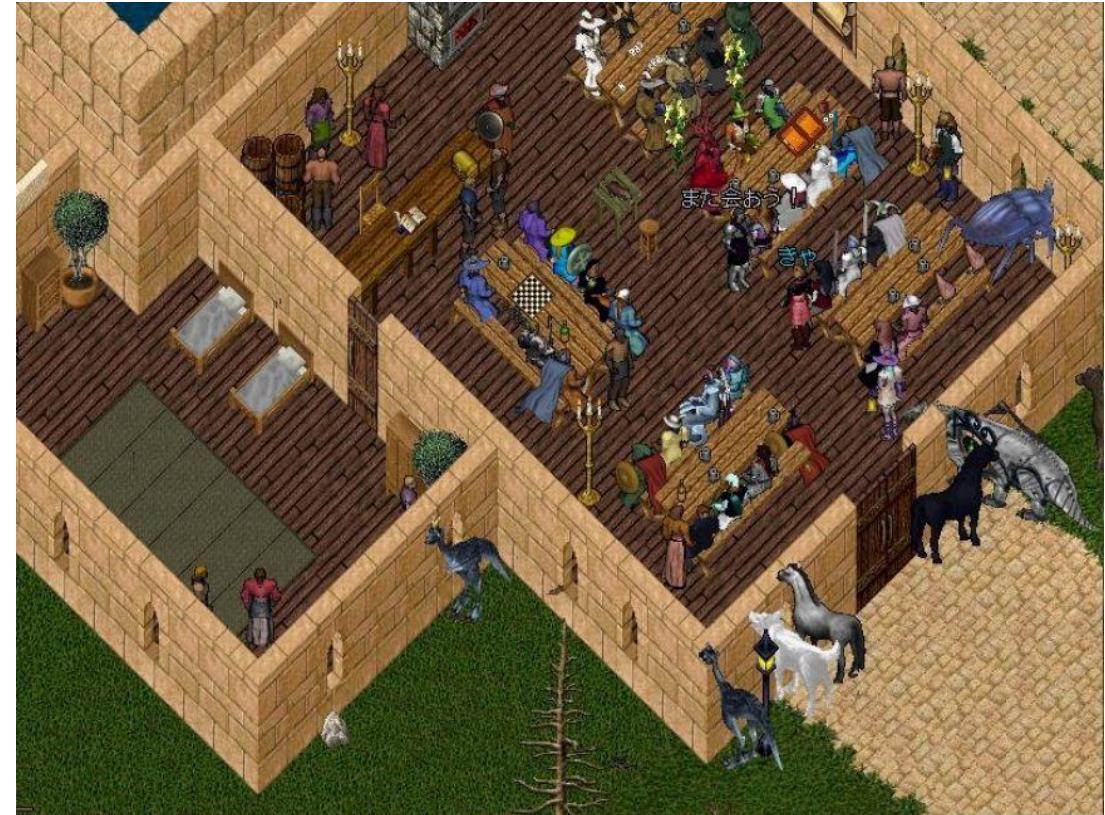
<http://www.mobygames.com/game/dos/neverwinter-nights/screenshots>  
<http://www.mobygames.com/game/neverwinter-nights-2/screenshots>

## 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>