Klassiker der Spielegeschichte

01 Colossal Cave Adventure

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«I had been involved in a non-computer role-playing game called *Dungeons and Dragons* at the time [c. 1975], and also I had been actively exploring in caves ... Suddenly, I got involved in a divorce, and that left me a bit pulled apart in various ways. In particular I was missing my kids. Also the caving had stopped, because that had become awkward, so I decided I would fool around and write a program that was a re-creation in fantasy of my caving, and also would be a game for the kids ... My idea was that it would be a computer game that would not be intimidating to non-computer people, and that was one of the reasons why I made it so that the player directs the game with natural language input, instead of more standardized commands.«

http://www.rickadams.org/adventure/a_history.html
An dieser PDP-10 bei BBN wurde nicht nur Adventure geschrieben, sondern auch die erste Email verschickt.
Vorläufer

Eliza 1966
http://i5.nyu.edu/~mm64/x52.9265/january1966.html

SHRDLU 1968
http://hci.stanford.edu/~winograd/shrdlu/

Hunt the Wumpus 1972
http://jerz.setonhill.edu/if/canon/Hunt_the_Wumpus.htm
Mammoth Cave

Diese und die folgenden Abbildungen gibt es bei
http://www.digitalhumanities.org/dhq/vol/001/2/000009/000009.html
Bedquilt Entrance
YOU ARE IN A SMALL CHAMBER BENEATH A 3X3 STEEL GRATE TO THE SURFACE. A LOW CRAWL OVER COBBLES LEADS INWARD TO THE WEST. (Room 9, "YOU'RE BELOW THE GRATE")
COBBLE CRAWL

YOU ARE CRAWLING OVER COBBLES IN A LOW PASSAGE. THERE IS A DIM LIGHT AT THE EAST END OF THE PASSAGE. (Room 10, "YOU'RE IN COBBLE CRAWL.")
YOU ARE IN A DEBRIS ROOM, FILLED WITH STUFF WASHED IN FROM THE SURFACE.... A NOTE ON THE WALL SAYS "MAGIC WORD XYZZY". (Room 11, "YOU'RE IN DEBRIS ROOM.")
YOU ARE IN AN AWKWARD SLOPING EAST/WEST CANYON. (Room 12.)
YOU ARE IN A SPLENDID CHAMBER THIRTY FEET HIGH. THE WALLS ARE FROZEN RIVERS OF ORANGE STONE. AN AWKWARD CANYON AND A GOOD PASSAGE EXIT FROM EAST AND WEST SIDES OF THE CHAMBER. (Room 13, "YOU'RE IN BIRD CHAMBER.")
YOU ARE IN A LARGE ROOM, WITH A PASSAGE TO THE SOUTH, A PASSAGE TO THE WEST, AND A WALL OF BROKEN ROCK TO THE EAST. THERE IS A LARGE "Y2" ON A ROCK IN ROOMS CENTER. (Room 33, "YOU'RE AT Y2")

A HOLLOW VOICE SAYS "PLUGH" (Table 6, Item 8)
PAUSE INIT DONE statement executed
To resume execution, type go. Other input will terminate the job.

go
Execution resumes after PAUSE.

WELCOME TO ADVENTURE!! WOULD YOU LIKE INSTRUCTIONS?

SOMEBODY NEARBY IS COLOSSAL CAVE, WHERE OTHERS HAVE FOUND
FORTUNES IN TREASURE AND GOLD, THOUGH IT IS RUMORED
THAT SOME WHO ENTER ARE NEVER SEEN AGAIN. MAGIC IS SAID
TO WORK IN THE CAVE. I WILL BE YOUR EYES AND HANDS. DIRECT
ME WITH COMMANDS OF 1 OR 2 WORDS.
(ERRORS, SUGGESTIONS, COMPLAINTS TO CROWTHER)
(IF STUCK TYPE HELP FOR SOME HINTS)

YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK
BUILDING. AROUND YOU IS A FOREST. A SMALL
STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.
Karten und Lösungen

Walkthrough unter http://www.dwheeler.com/adventure/adventure-solution.txt
Nachfolger

Zork, Infocom: Tim Anderson, Marc Blank, Bruce Daniels, Dave Lebling, 1977
Mystery House

Mystery House, Sierra On-Line: Ken & Roberta Williams, 1980

http://turbulence.org/Works/mystery/games.php
http://www.gamefaqs.com/appleii/564081-mystery-house/faqs/51470