

**KLASSIKER DER  
SPIELEGESCHICHTE**

**5 KING'S QUEST**

**18. NOVEMBER 2010**



# Roberta Williams Game-o-grafie

- Mystery House (1980)
- Wizard and the Princess (1980)
- Mission Asteroid (1981)
- The Dark Crystal (1982)
- Time Zone (1982)
- King's Quest I: Quest for the Crown (1984)
- Mickey's Space Adventure (1984)
- King's Quest II: Romancing the Throne (1985)
- King's Quest III: To Heir Is Human (1986)
- King's Quest IV: The Perils of Rosella (1988)
- Mixed-Up Mother Goose (1987)
- Laura Bow: The Colonel's Bequest (1989)
- King's Quest V: Absence Makes the Heart Go Yonder! (1990)
- King's Quest 1: Quest for the Crown (Remake) (1990)
- Mixed-Up Mother Goose Multimedia (1990)
- Laura Bow in The Dagger of Amon Ra (1992)
- King's Quest VI: Heir Today, Gone Tomorrow (1992)
- King's Quest VII: The Princeless Bride (1994)
- Mixed-Up Mother Goose Deluxe (1994)
- Phantasmagoria (1995)
- Shivers (1995)
- King's Quest: Mask of Eternity (1998)



# King's Quest

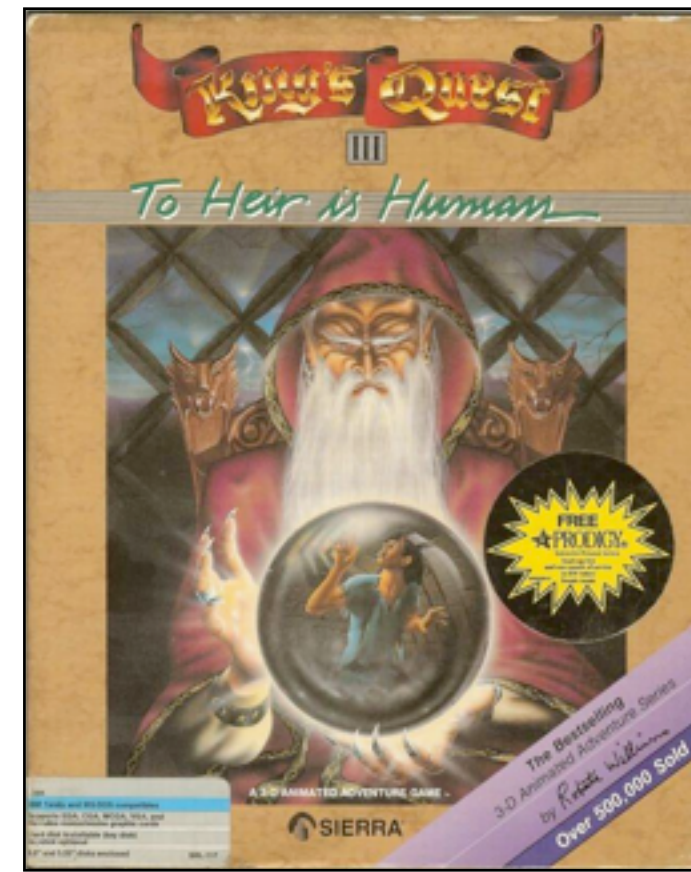
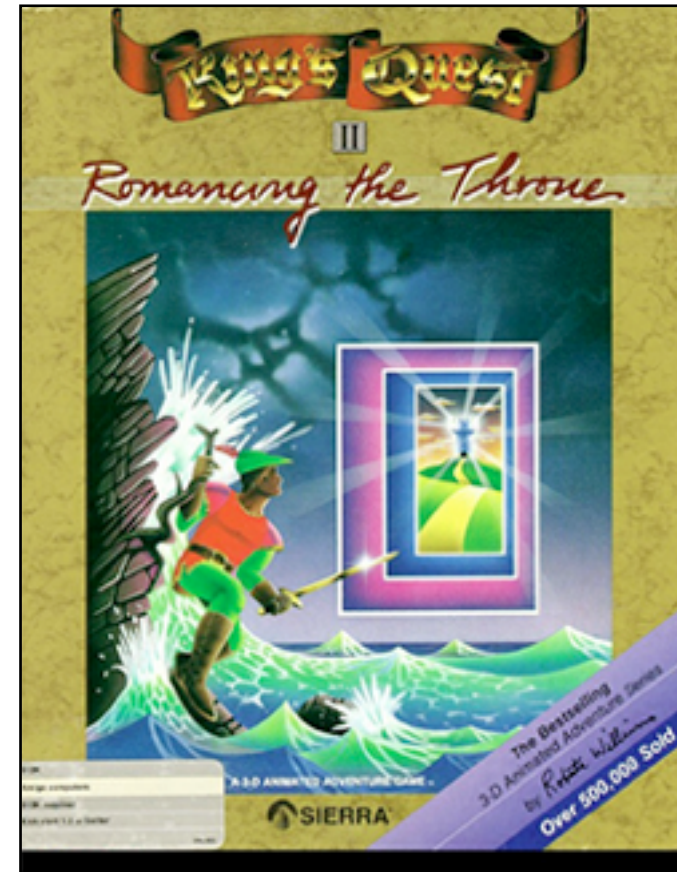
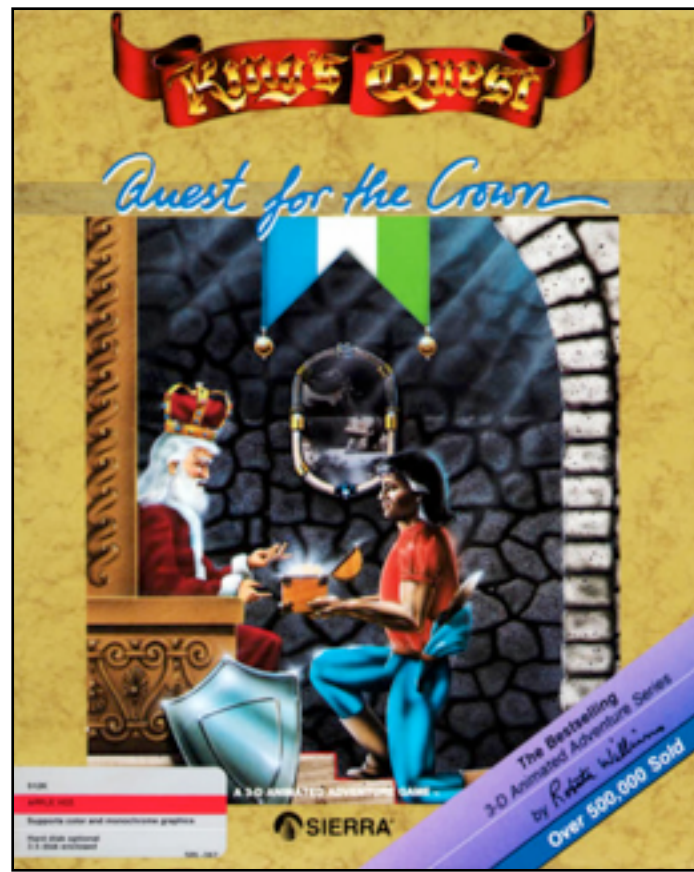
# King's Quest als Marketingvehikel für den IBM PCjr





## The Wizard and the Princess (On-Line Systems, 1980)

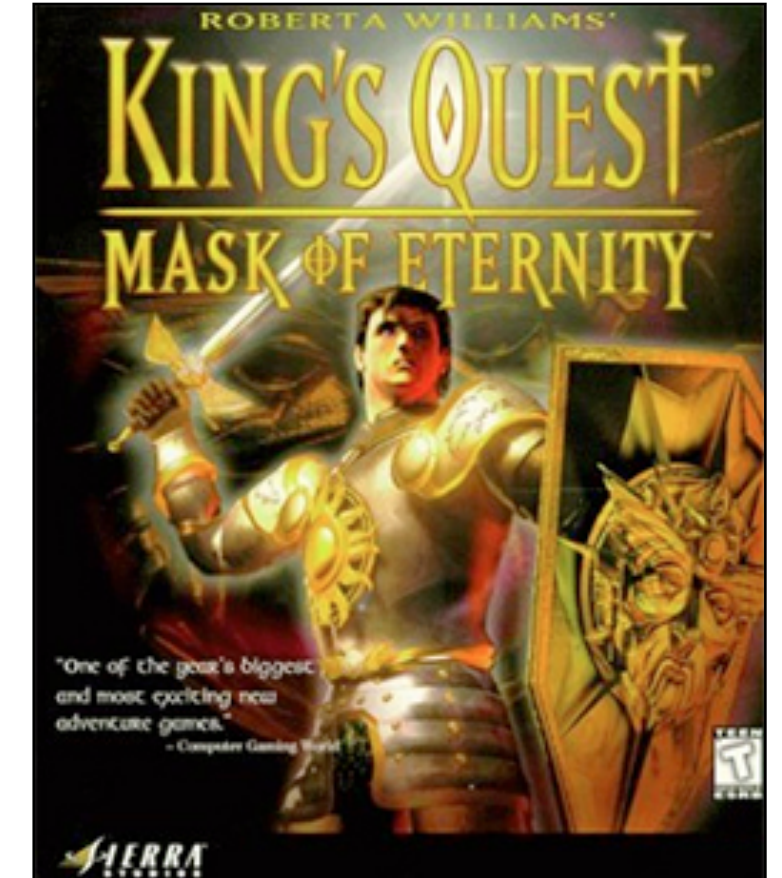
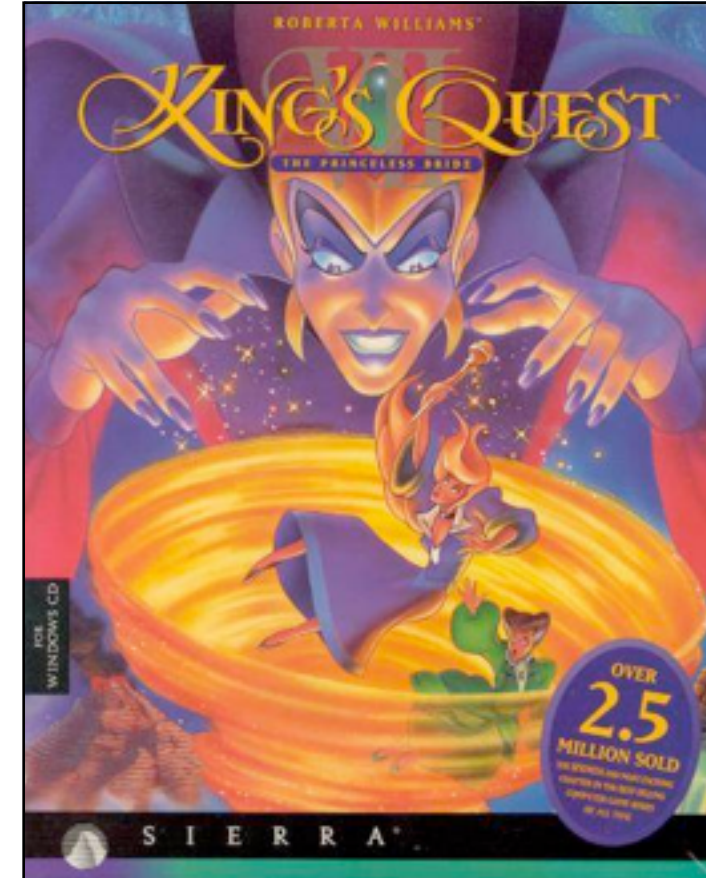
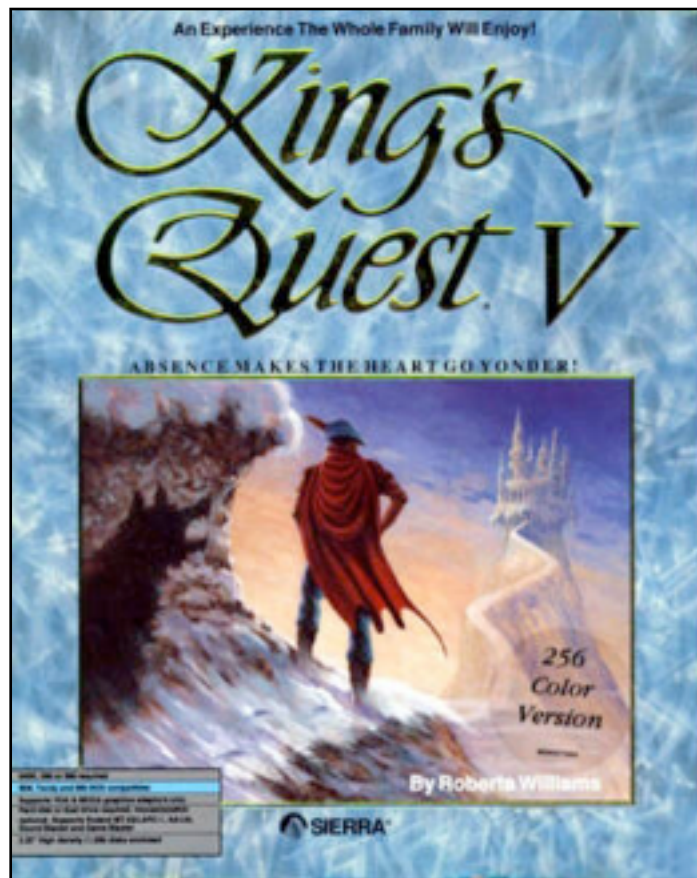
erstes Farbgraphikadventure; Parallelen zu King's Quest; gleiche Spielwelt wie KQ5



## Die King's Quest-Reihe I:

von links nach rechts:

Quest for the Crown (1984/1990),  
Romancing the Throne (1985),  
To Heir is Human (1986),  
The Perils of Rosella (1988)



## Die King's Quest-Reihe II:

von links nach rechts:

Absence Makes the Heart Go Yonder (1990),  
Heir Today, Gone Tomorrow (1992),  
The Princeless Bride (1994),  
The Mask of Eternity (1998)



Von AGI zu SCI



# AGI Code-Beispiele

(vgl. <http://www.adventureclassicgaming.com/index.php/site/features/143/>)

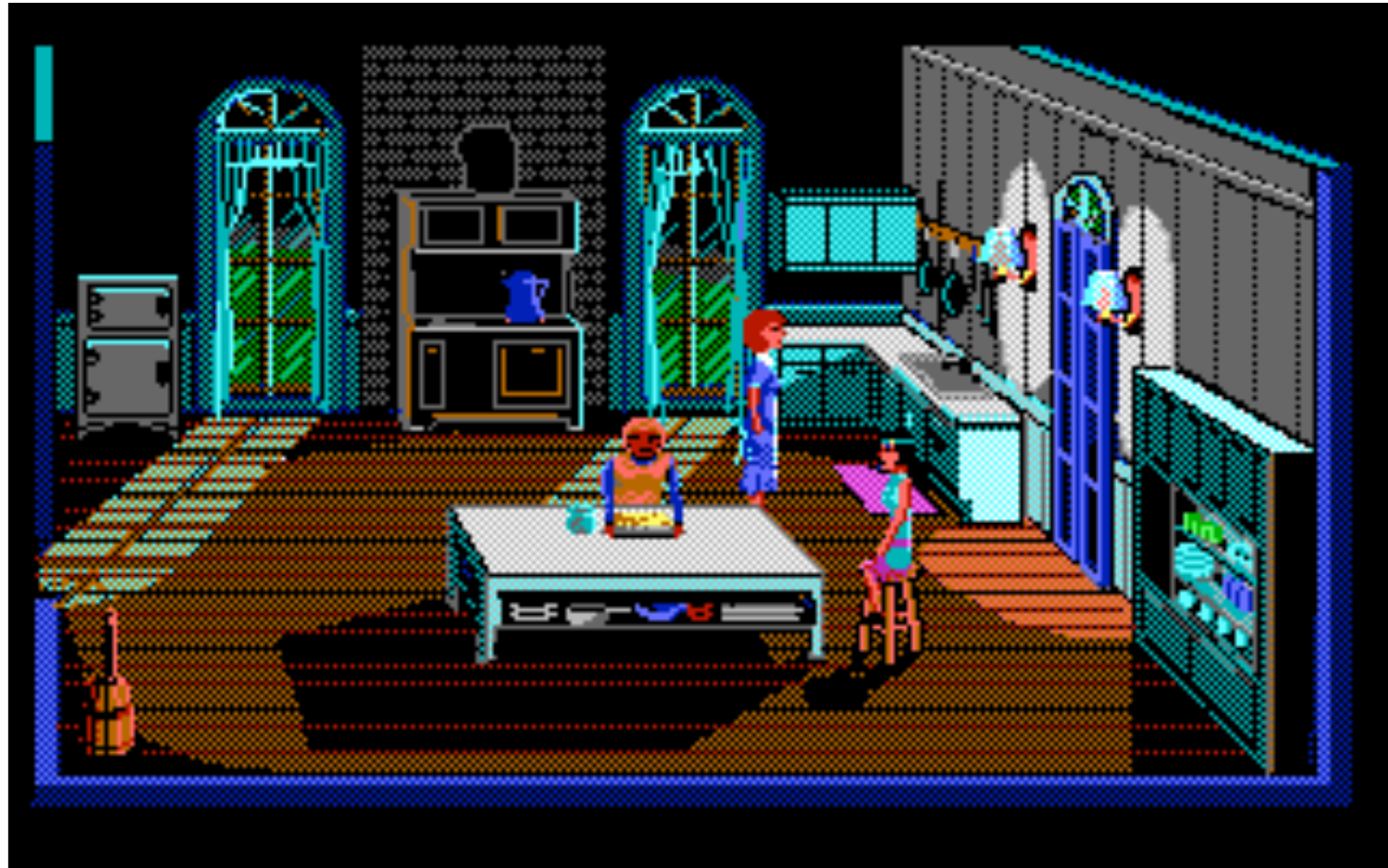
## Positionsabhängige Objektbeschreibung

```
if (said("look","door")) {
  if (posn(ego,0,120,159,167)) {
    print("These doors are strongly built
      to keep out unwanted visitors.");
  }
  else {
    print("You can't see them from
      here.");
  }
}
```

## Der Spieler versucht, das Schloß zu betreten (vereinfacht)

```
if (said("open","door")) {
  if (posn(ego,105,120,121,128)) {
    start.update(doors);
    sound(15,f28);
    end.of.loop(doors,f24);
    stop.motion(ego);
    set.priority(ego,15);
    print("The huge doors swing open
      slowly.");
    score += 1;
  }
  else {
    print("You cannot reach the door
      from here.");
  }
}
```

# Adventures für eine 'erweiterte' Zielgruppe



## The Colonel's Bequest (Sierra On-Line, 1989)

Figurenübersicht, Automap, Inventar



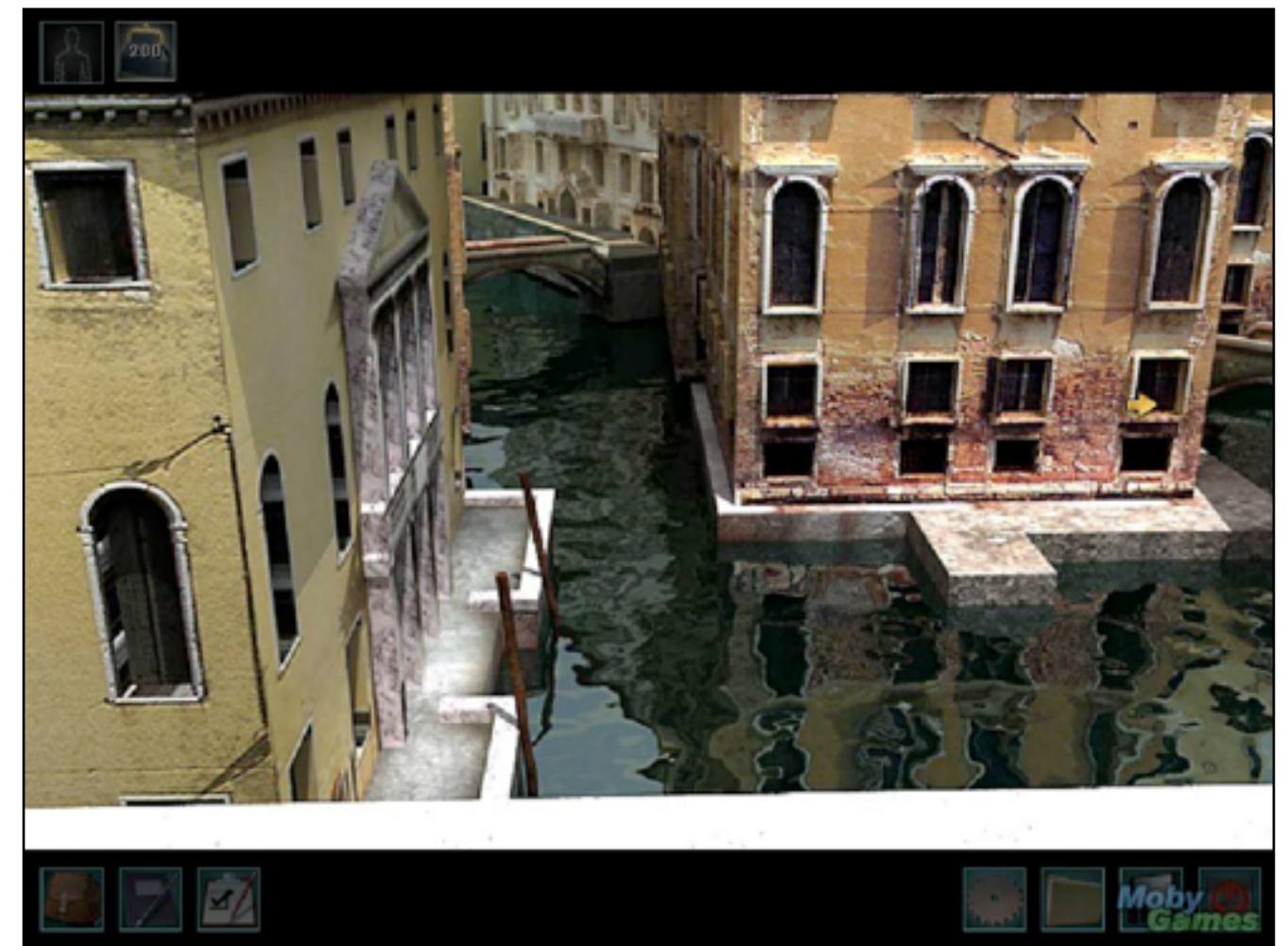
## The Dagger of Amon Ra (Infocom, 1987)

Figurenübersicht, Automap, Inventar



## Die Gabriel Knight-Reihe (Sierra Online, 1993-1999)

entwickelt von Jane Jensen



## Die Nancy Drew-Reihe (Her Interactive, 1998-2010)

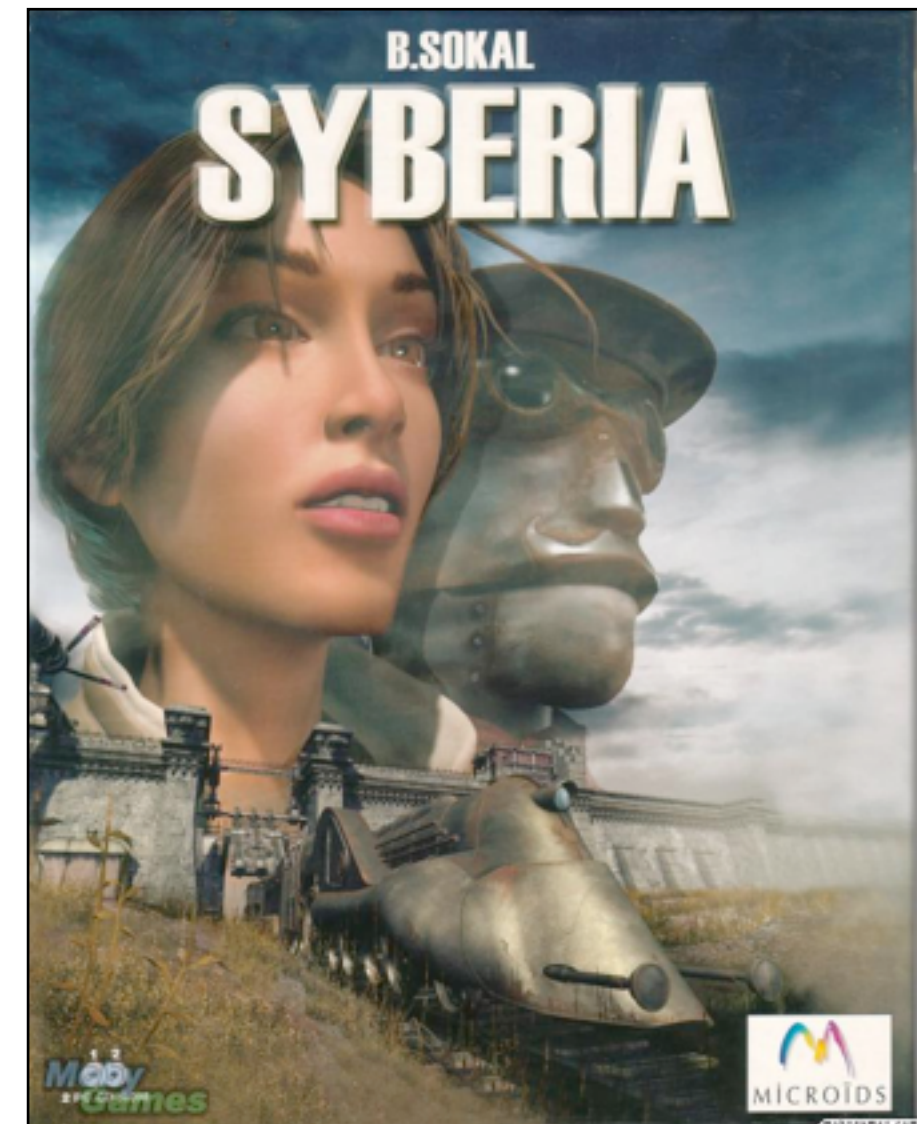
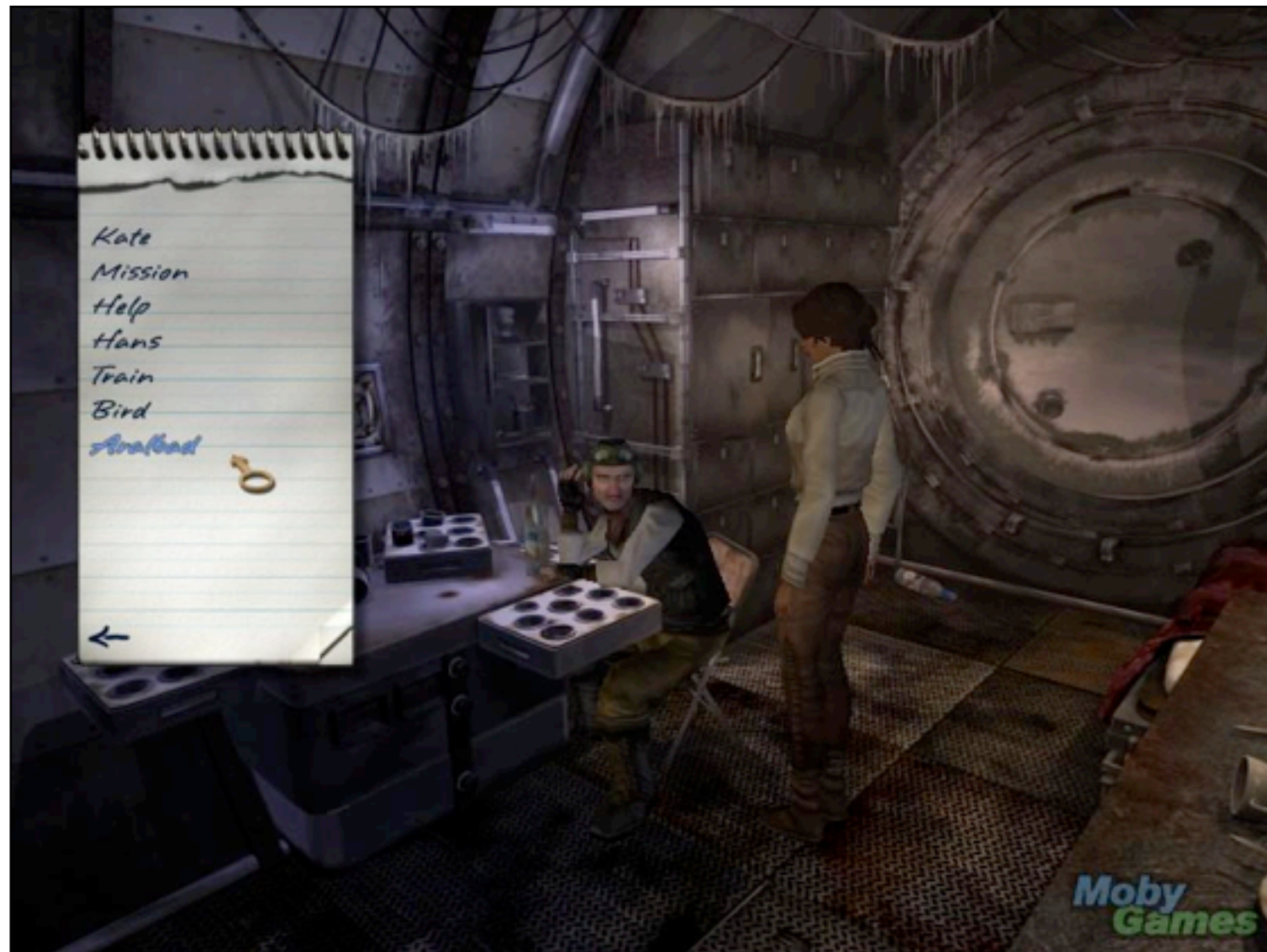
links: Secrets Can Kill (Teil 1, 1998), rechts: The Phantom of Venice (Teil 18, 2008)



# Dreamfall: The Longest Journey (Funcom Oslo, 2006)

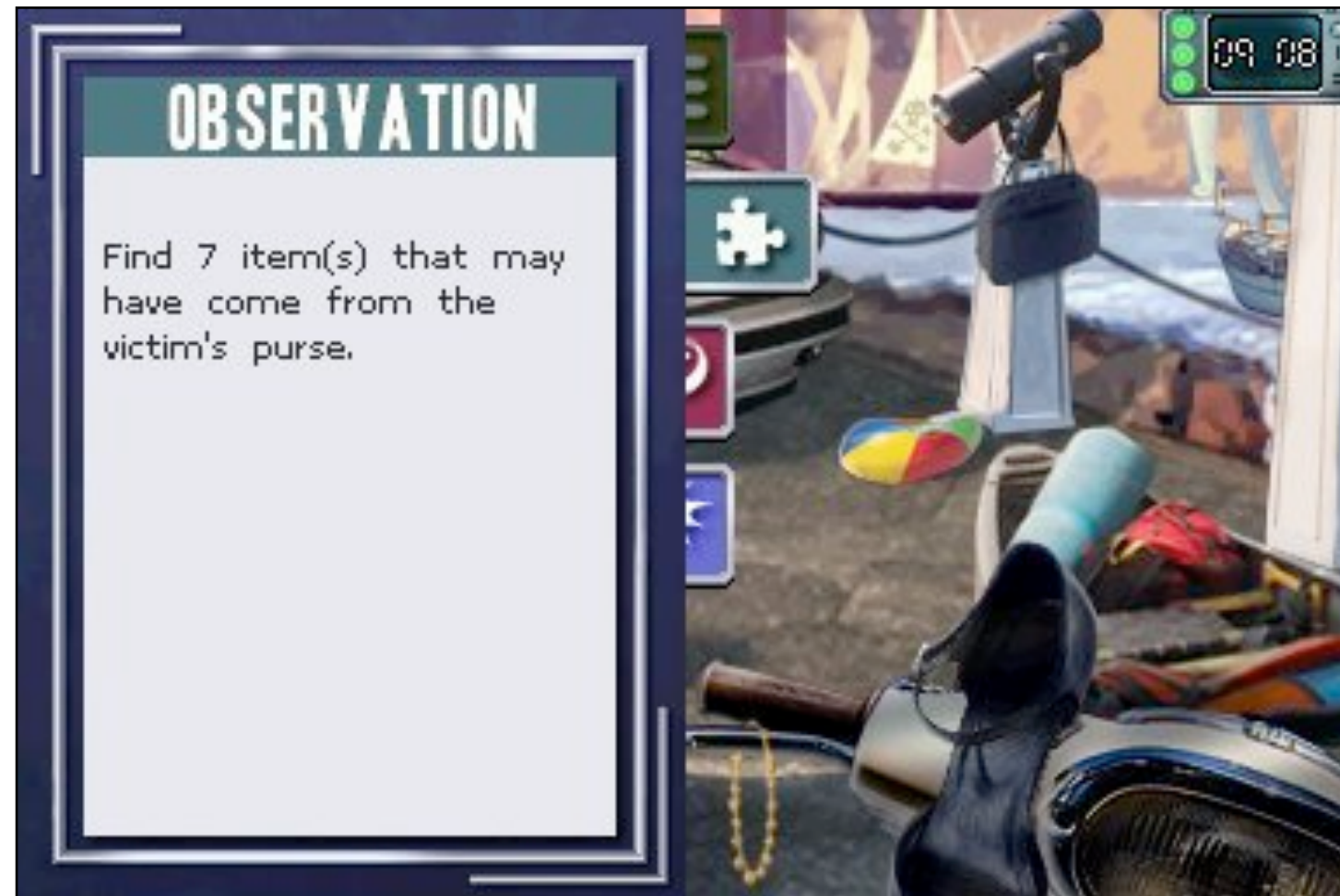
Comic-Splitscreen-Ästhetik, Genremix





## Die Syberia-Reihe (Microids, 2002-2004)





## Die Women's Murder Club-Reihe (diverse, 2008-2009)

links: WMC: Games of Passion (2009), rechts: Death in Scarlet (2008)