

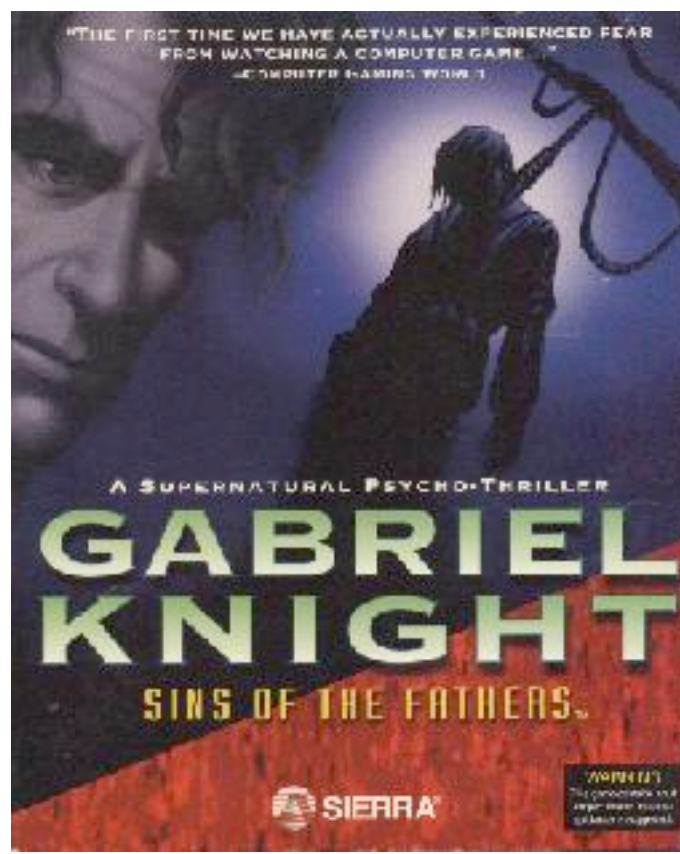
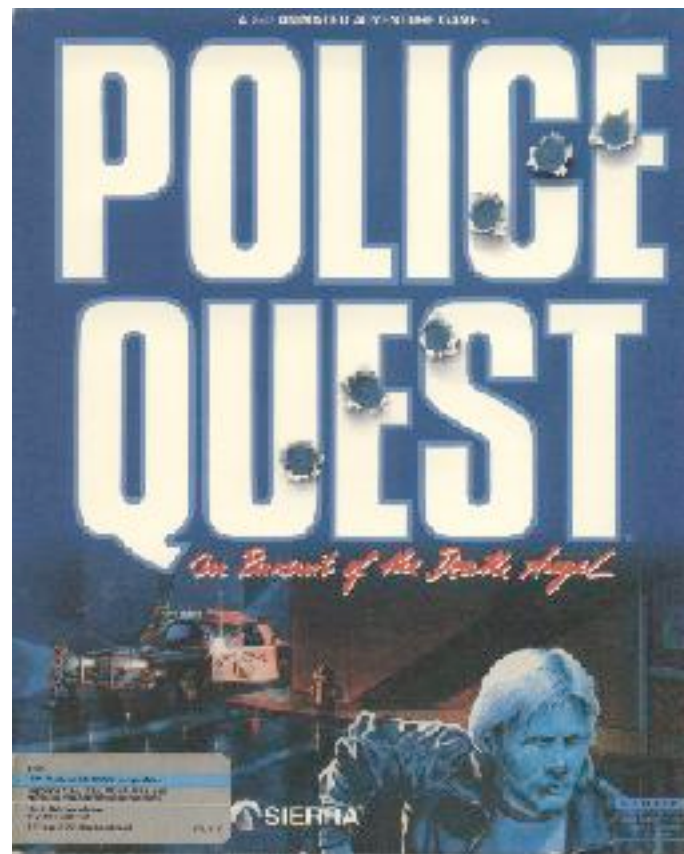
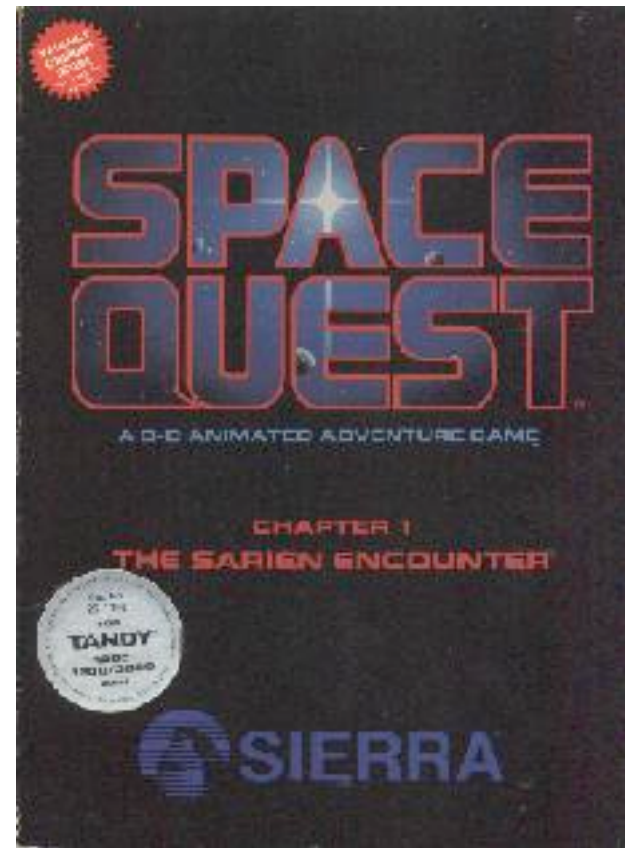
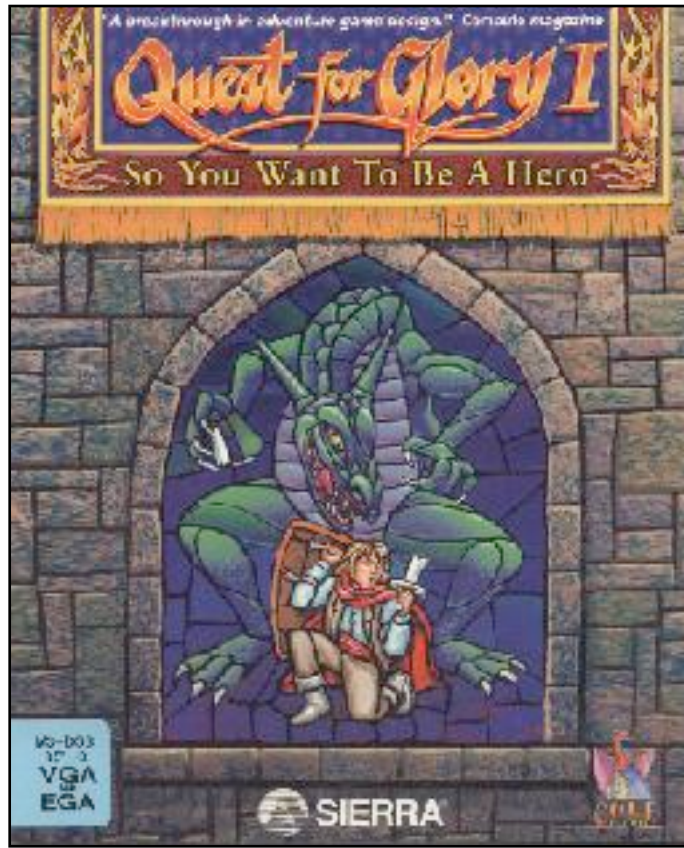
KLASSIKER DER SPIELEGESCHICHTE

4 QUEST FOR GLORY

11. NOVEMBER 2010



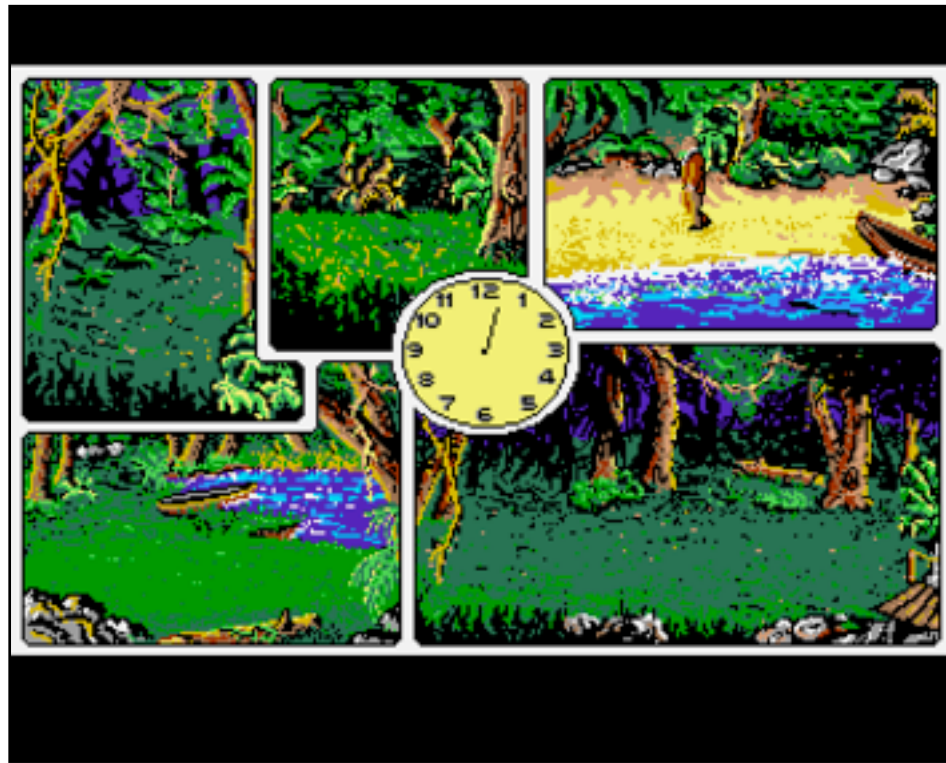
Sierra On-Line



Sierra On-Line Spieleserien

von links nach rechts:

Quest for Glory, King's Quest, Space Quest, Leisure Suit Larry, Police Quest, Gabriel Knight



Coktel Vision Spieleserien

links oben:
20000 Leagues under the Sea

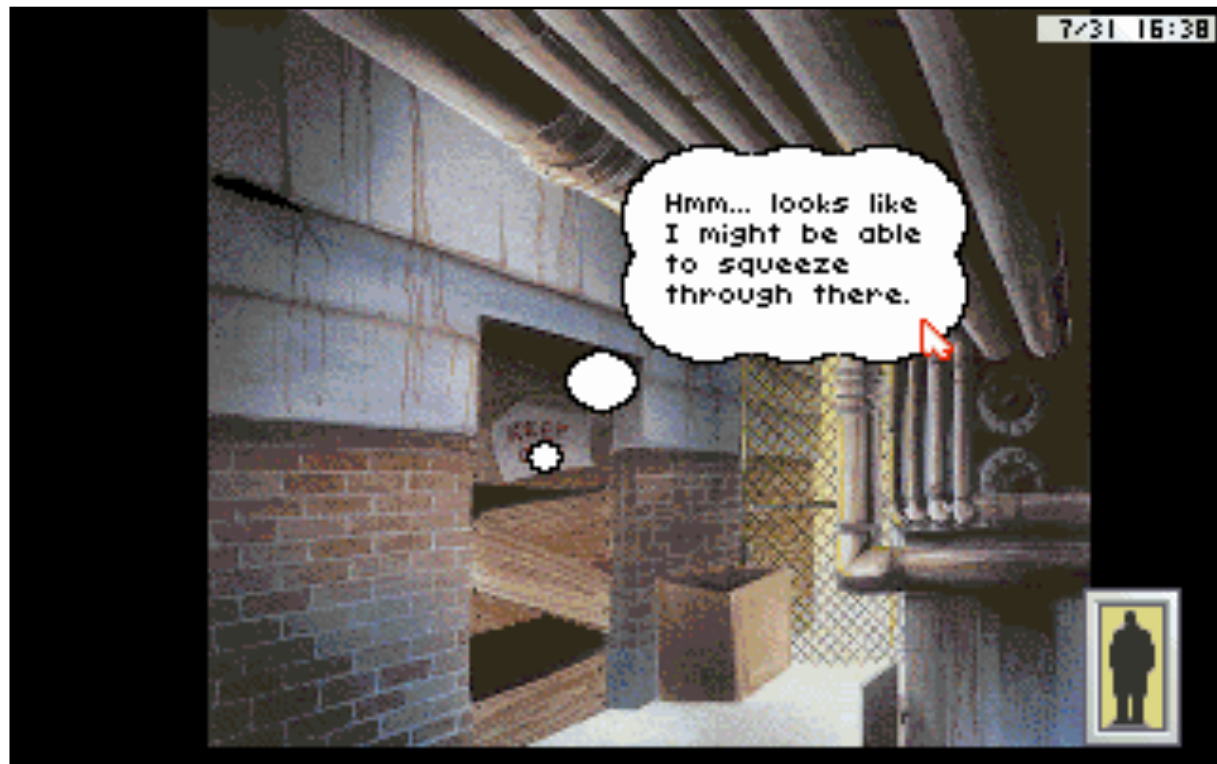
rechts oben:
Gobliins



links unten:
Geisha

rechts unten:
Inca





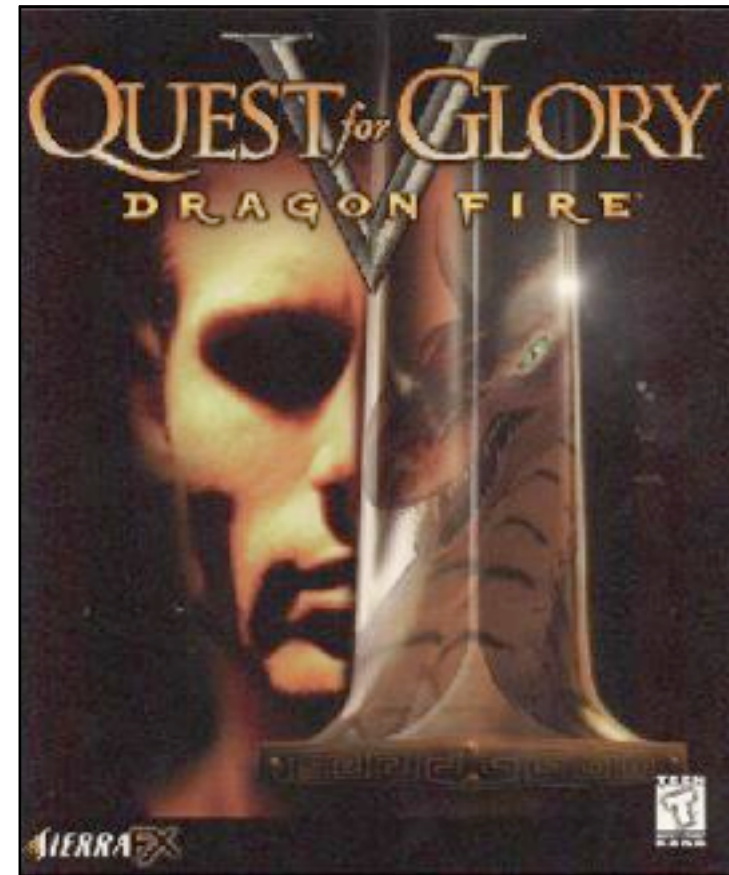
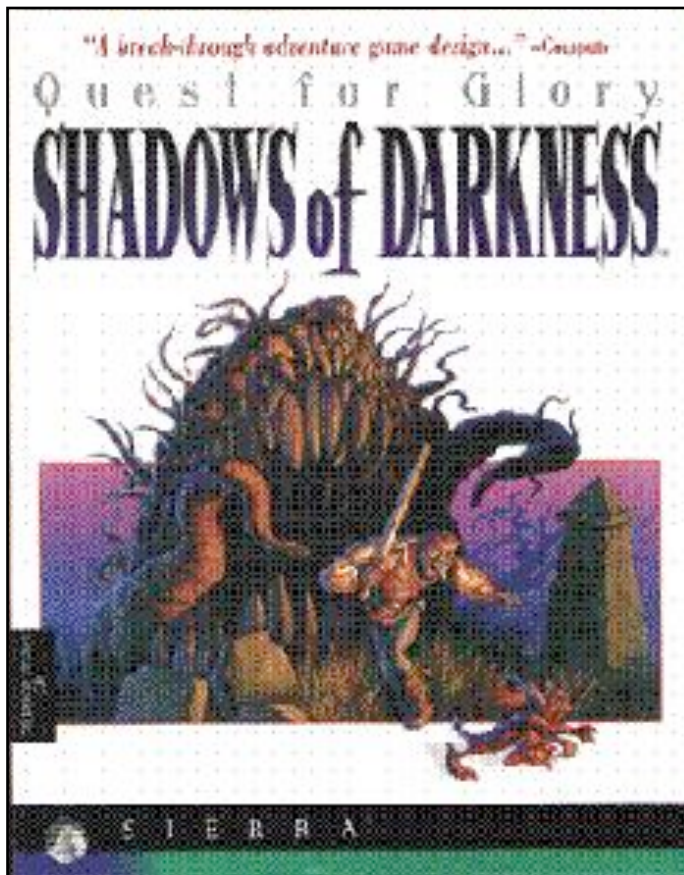
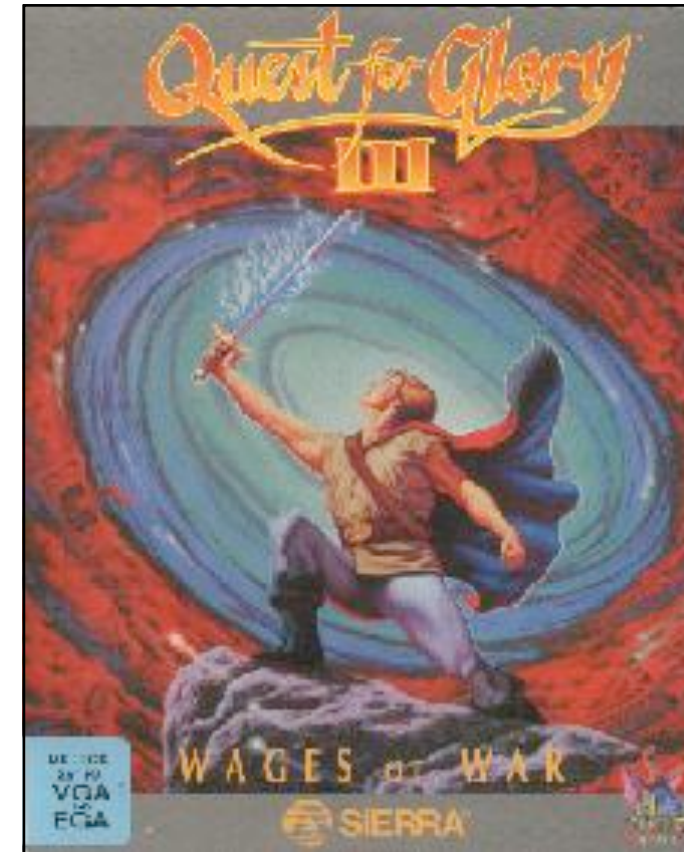
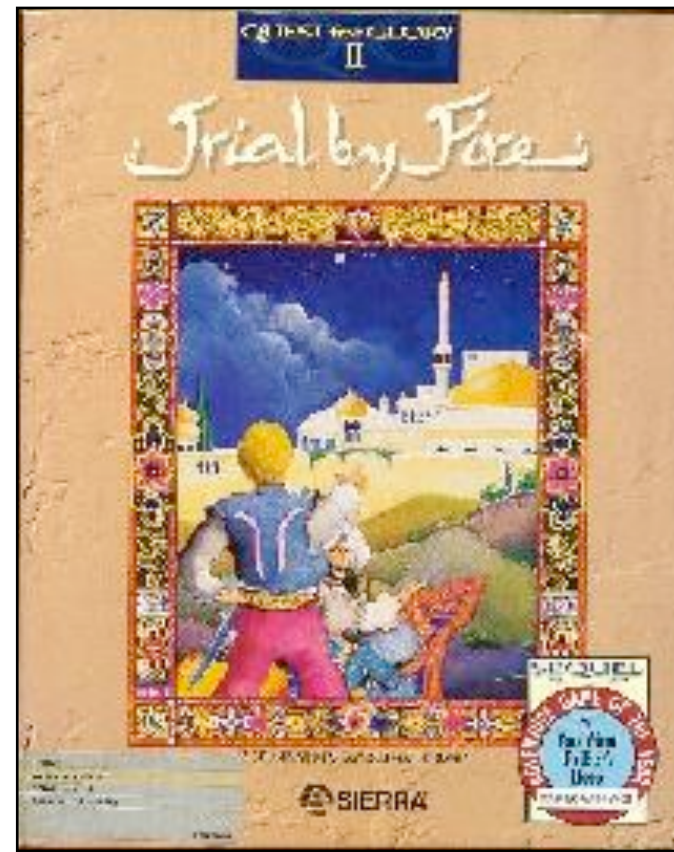
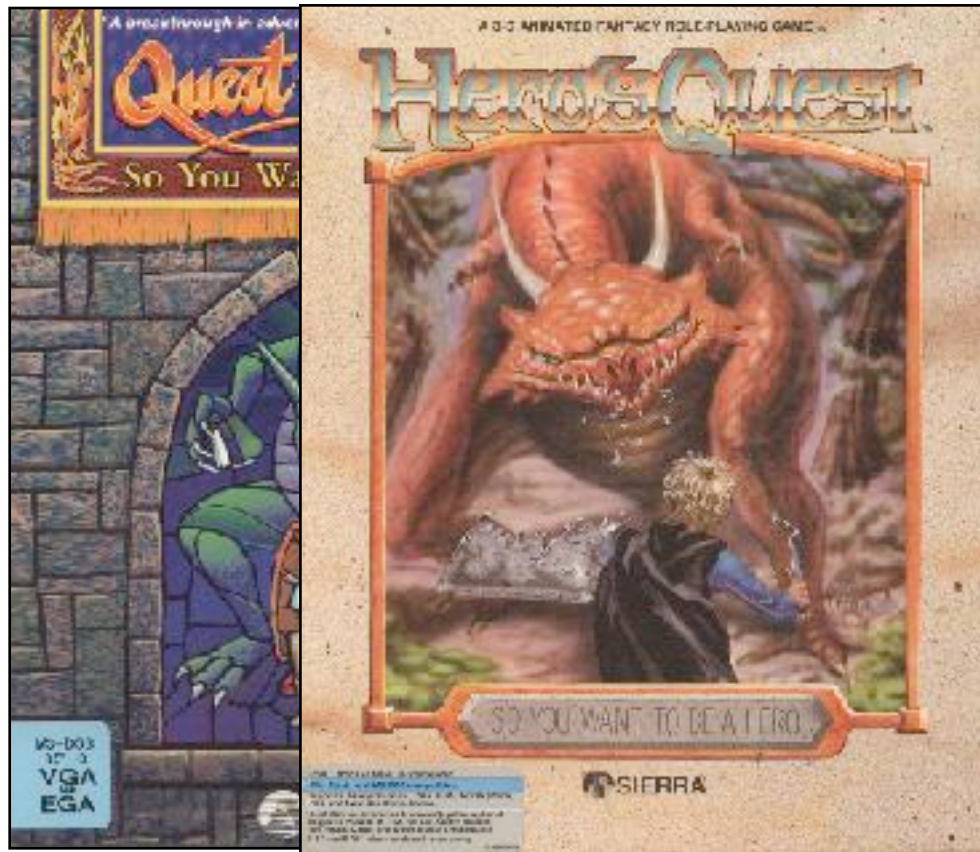
Dynamix Spiele

links oben:
Rise of the Dragon

rechts oben:
The Adventures of Willy Beamish

links unten:
Heart of China

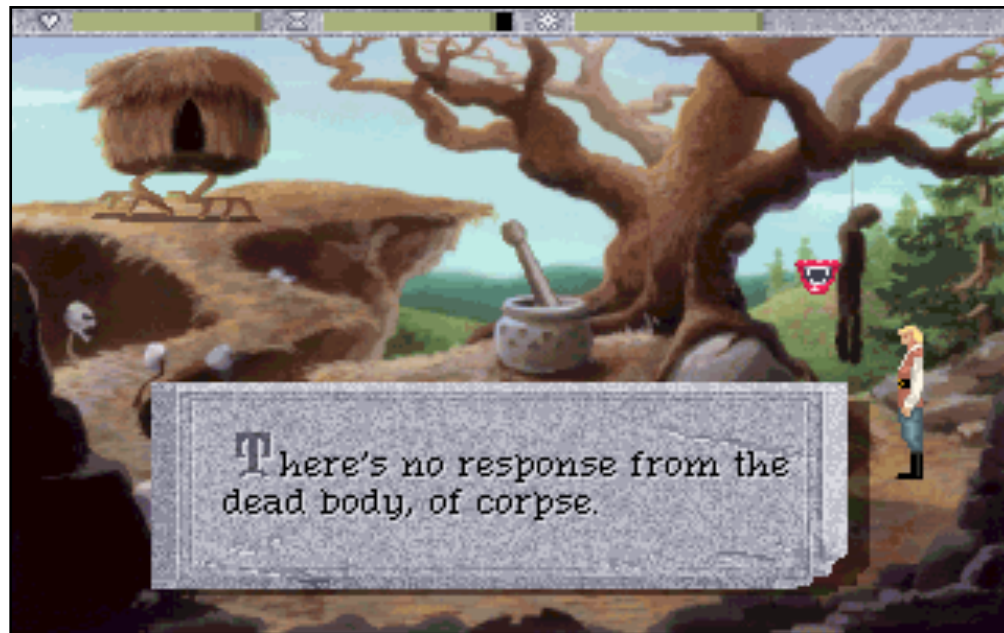
Quest for Glory



Die Quest for Glory-Serie

von links nach rechts:

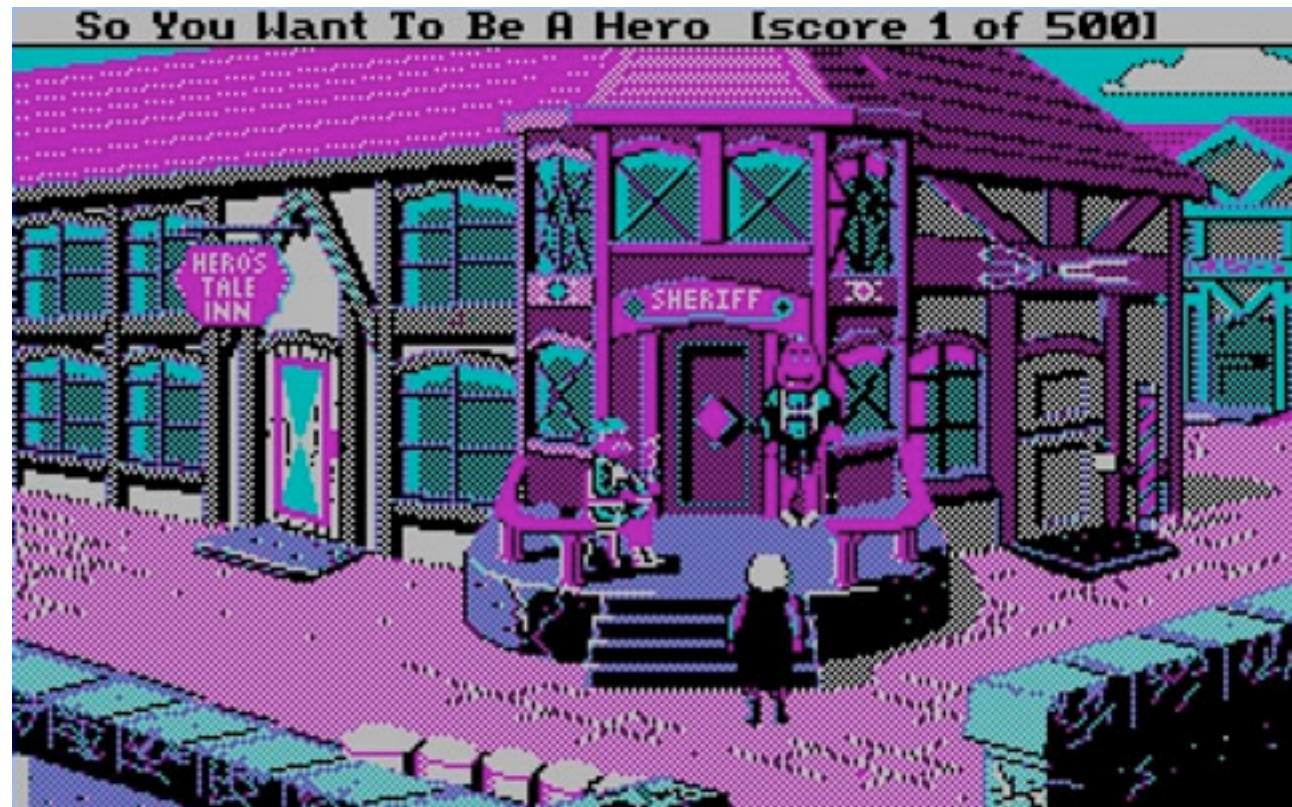
- So You Want to be a Hero,
- Trial by Fire
- Wages of War
- Shadows of Darkness
- Dragon Fire



Einflüsse

von links nach rechts:

Westeuropa,
Nahe Osten,
Ägypten/Nordafrika,
Osteuropa,
Mittelmeerraum



Von EGA zu VGA:

oben links:

CGA-Version (4 Farben)

oben rechts:








EGA-Version (16 Farben)


unten links:

VGA-Version (256 Farben)

RPG-Adventure-Hybride

Belboz **Level 8 Male Peasant**

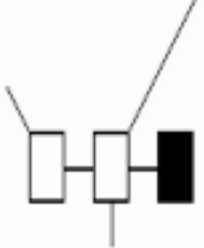
Endurance		18%
Strength		28%
Dexterity		18%
Intelligence		4%
Compassion		1%
Luck		5%
Armor Class		8%



```
>stat
[Displaying status.]
>|
```

Wharf

You're carrying Basher the shillelagh.
 You're wearing a pack.
 You have 1 zorkmid.



```
>inventory
You take stock of your possessions.
A financial nymph appears on your keyboard. "By the way, you can check the
amount of cash you're holding at any time with the CASH command. Or, just type
a $ followed by [RETURN]. Bye!"
She disappears with a wink.

>name the shillelagh "Basher"
You invoke the Spell of Naming, and the shillelagh basks in the glow of a new-
forged synonym. Henceforth, you may refer to it as "Basher."

>|
```

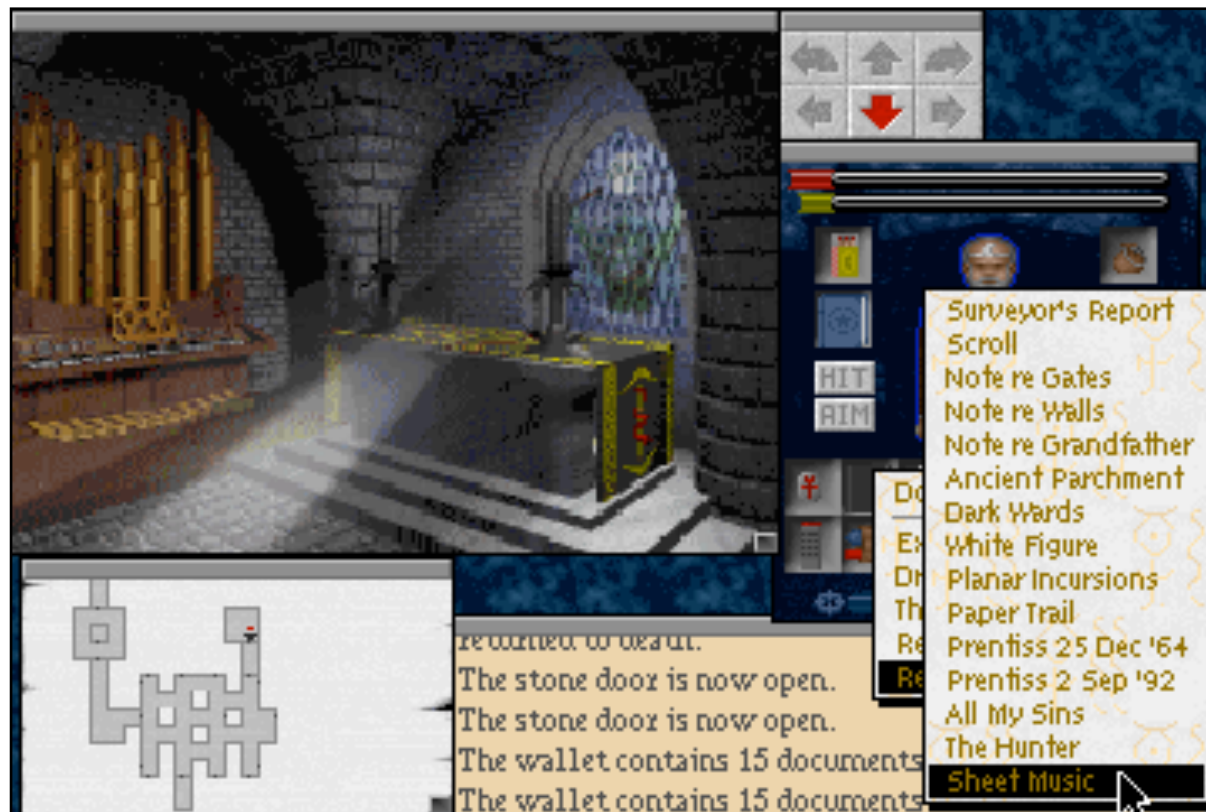
Beyond Zork: The Coconut of Quendor (Infocom, 1987)

Figurenübersicht, Automap, Inventar



Journey: The Quest Begins (Infocom, 1988)

Letztes Spiel von Infocom, Alternative zu rasterbasierten RPGs, Gruppe



The Legacy: Realms of Terror (Magnetic Scrolls, 1992)

3D-Umgebung, graphisches Inventar, Ausrüstungs-Slots



B.A.T. (Ubisoft, 1989)

Comic-Splitscreen-Ästhetik, Genremix



Elvira: Mistress of the Dark (Horror Soft, 1990)

Eigenes GUI-Format, Echtzeitkampfsystem



Veil of Darkness (Strategic Simulations Inc., 1993)

isometrische Perspektive, kontextsensitive Aktionen, GUI aus SSI-RPGs