KLASSIKER DER SPIELEGESCHICHTE

MACHINARIUM

10.JANUAR 2012

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Adventure

http://www.rickadams.org/adventure/


```
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?


y

 SOMEWHERE 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.
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Will Crowther
Don Woods

1975 / 1976

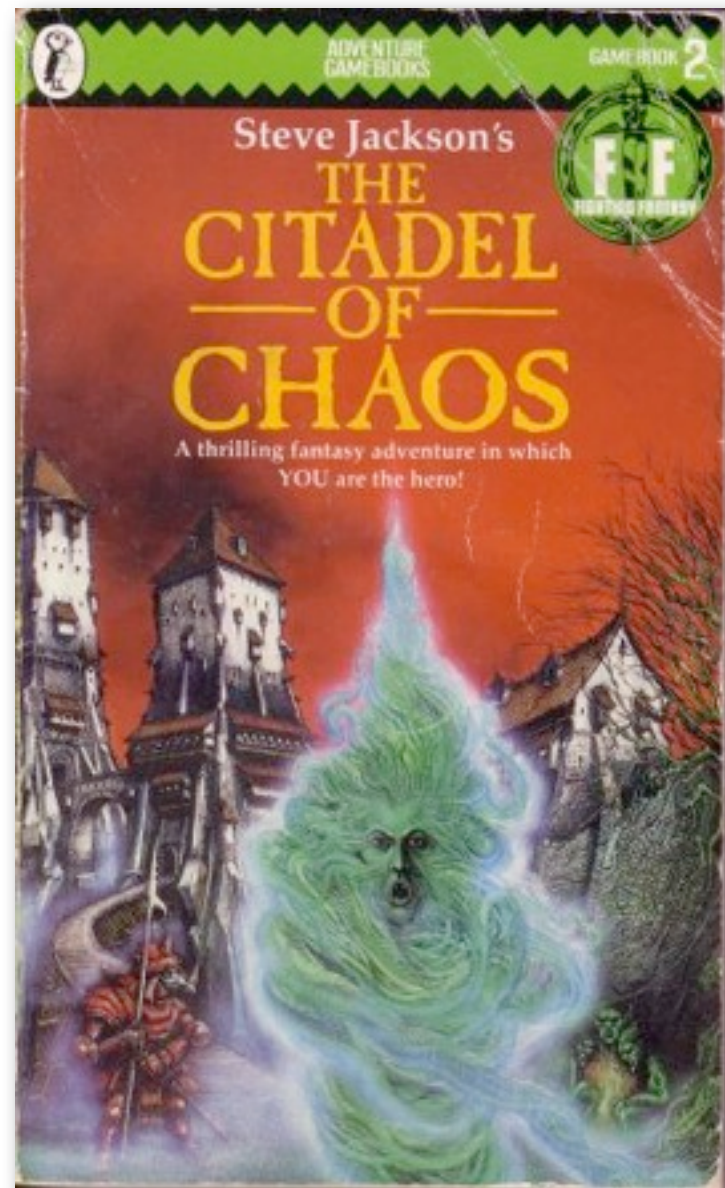Your greatest challenge lies ahead–and downwards.
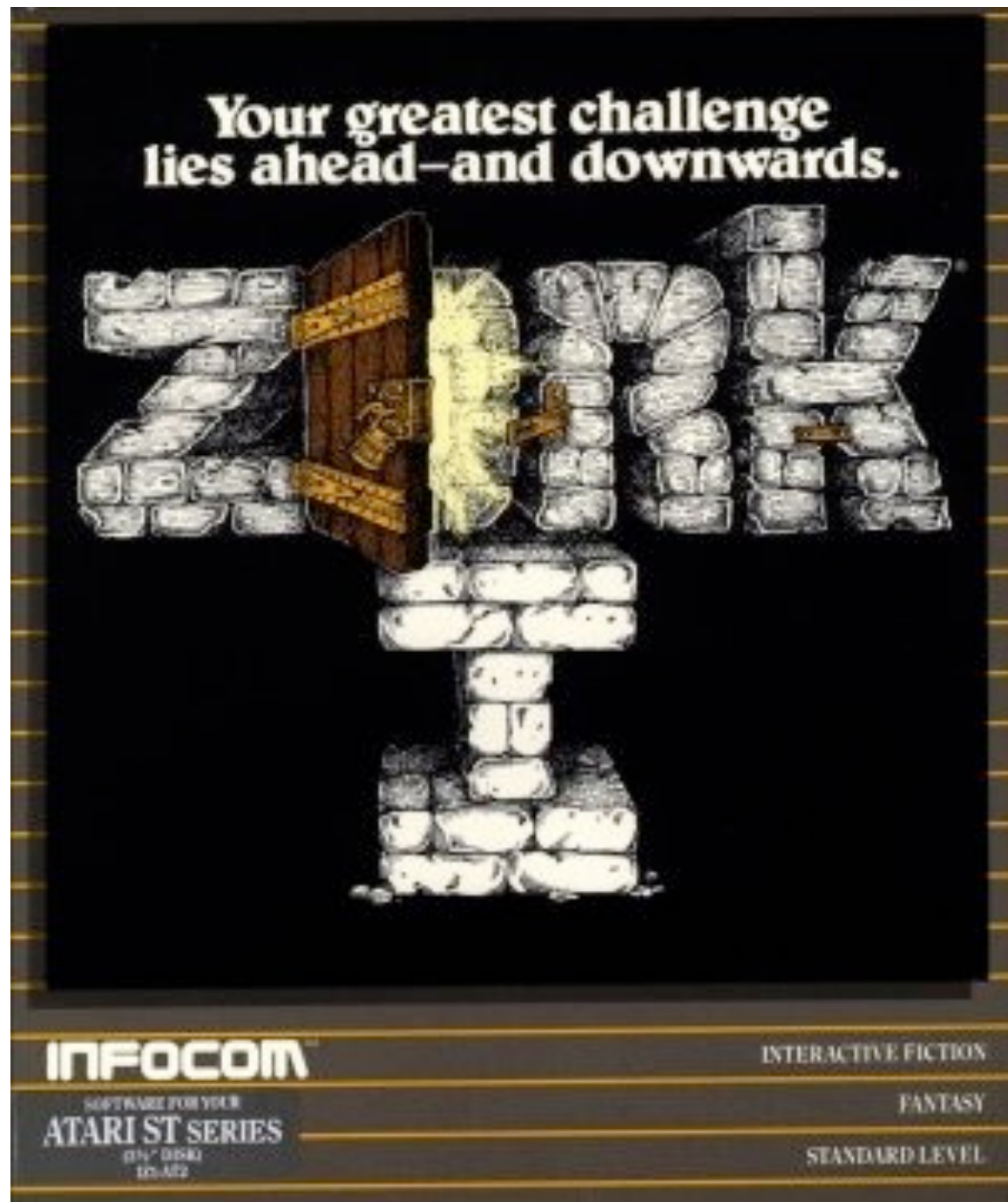
Nachfolger

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

Spielbücher

Fighting Fantasy

Choose your own Adventure
Lonely Wolf

Choice of the Dragon
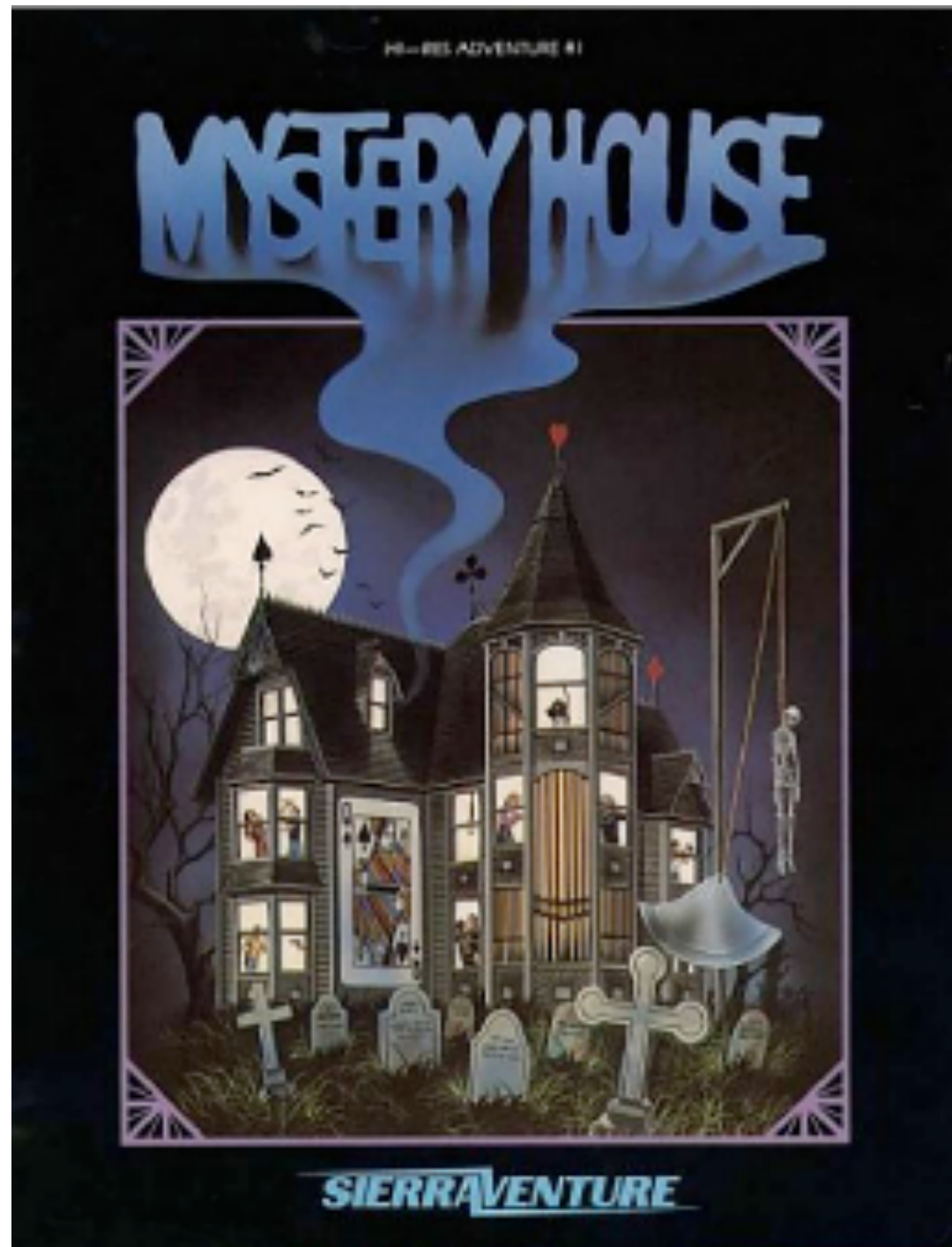
Mystery House

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

http://turbulence.org/Works/mystery/games.php
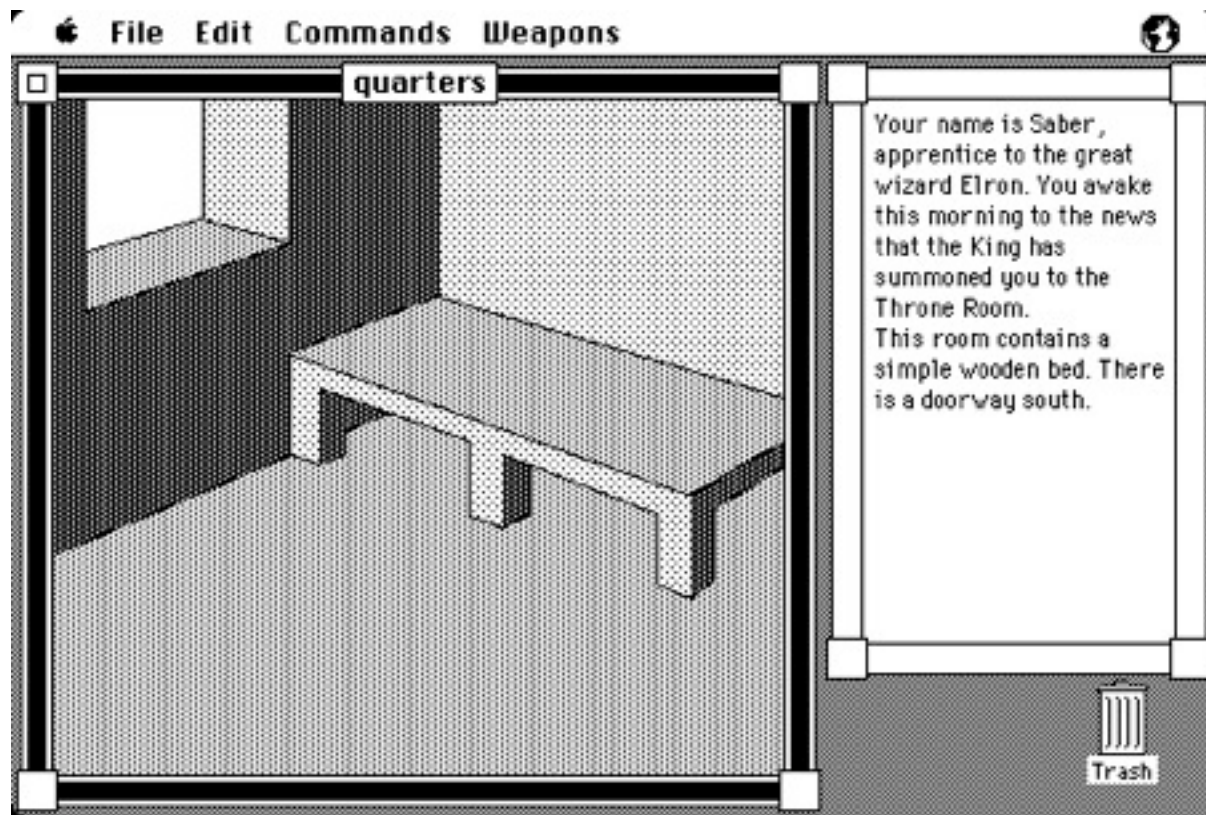http://www.gamefaqs.com/appleii/564081-mystery-house/faqs/51470
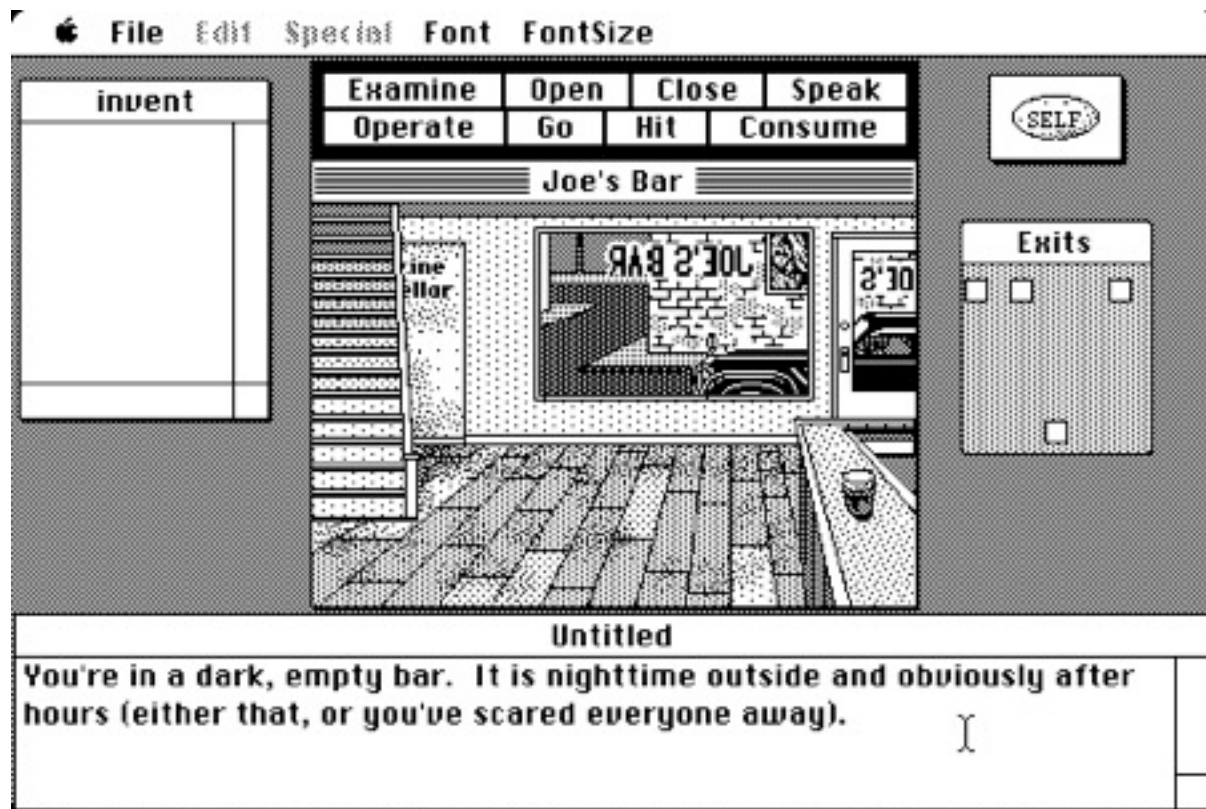
King's Quest
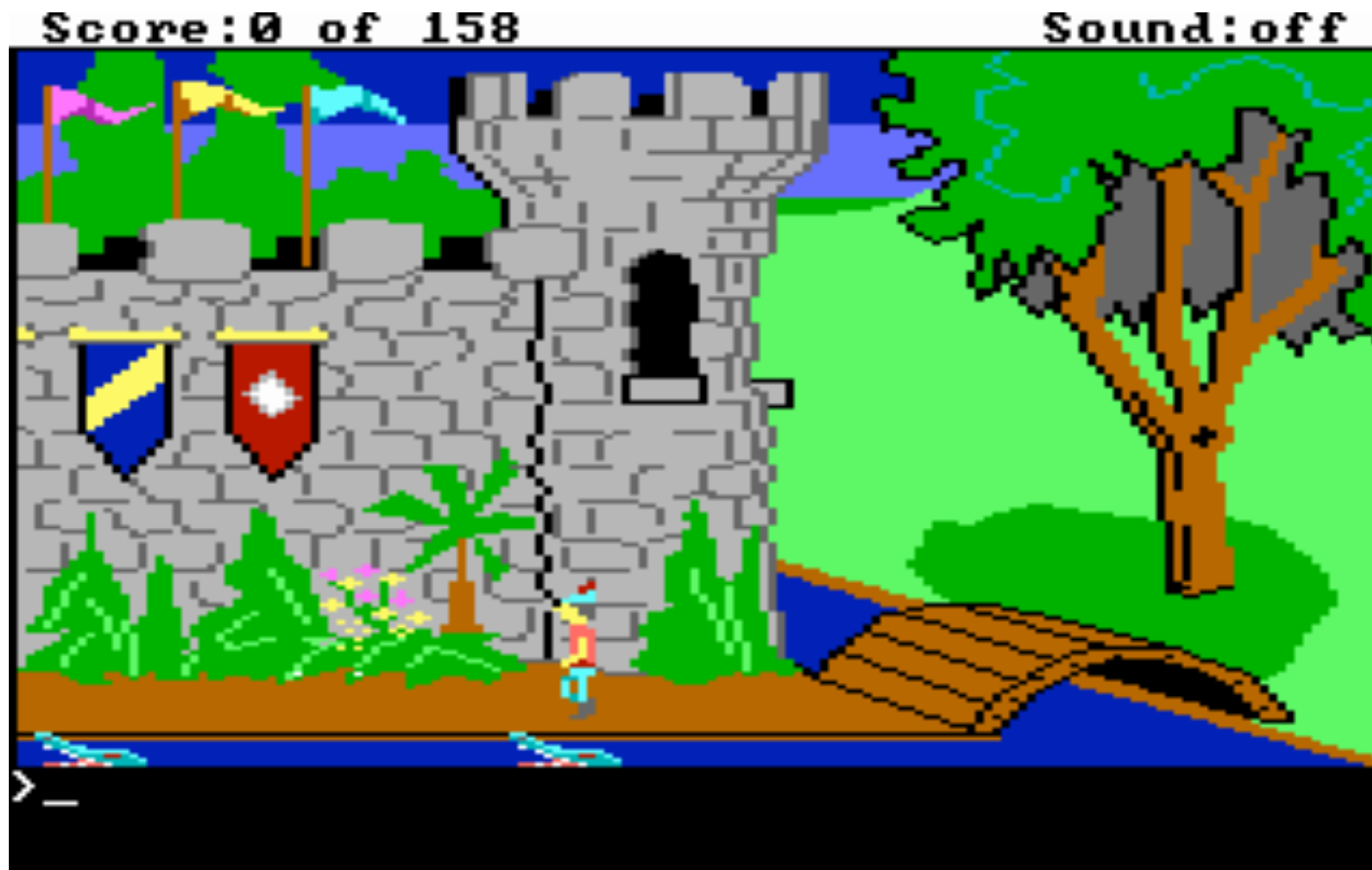
Quest for the Crown (1984/1990),
Romancing the Throne (1985),
To Heir is Human (1986),
The Perils of Rosella (1988)

Point & Click

Enchanted Scepters, 1984

Déjà Vu, 1985

MANIAC MANSION

DISK FOR THE
Commodore 64™/128™
WITH 1541/1571
DISK DRIVES

LUCASFILM GAMES

Öffne lose Platte
Nimm Zieh Gehe zu Person Schliess auf
Gib Drück Was ist Schliess Schalt ein
Lies Öffne Benutz Reparier Schalt aus
Schlüssel

Gehe zu
Nimm Zieh Gehe zu Person Schliess auf
Gib Drück Was ist Schliess Schalt ein
Lies Öffne Benutz Reparier Schalt aus
Schlüssel Paket
Radio leuchtd. Schlüssel
10
20

HHHHHHHHHHHHHHHH!

GEHEIM LABOR
Schliess auf unteres Schloß mit
Nimm Zieh Gehe zu Person Schliess auf
Gib Drück Was ist Schliess Schalt ein
Lies Öffne Benutz Reparier Schalt aus
Demo-Kassette rostiger Schlüssel

Benutz Pepsi-Dose mit Fleischfressende P
Nimm Zieh Gehe zu Person Schliess auf
Gib Drück Was ist Schliess Schalt ein
Lies Öffne Benutz Reparier Schalt aus
Silber-Schlüssel Radioröhre
Pepsi-Dose zehn Cents

Gehe zu Weird Edsel
Nimm Zieh Gehe zu Person Schliess auf
Gib Drück Was ist Schliess Schalt ein
Lies Öffne Benutz Reparier Schalt aus
Silber-Schlüssel Radioröhre
Salat zehn Cents
EDSEL
IVECO

Lucas Arts Adventures

Monkey Island 3, 1997

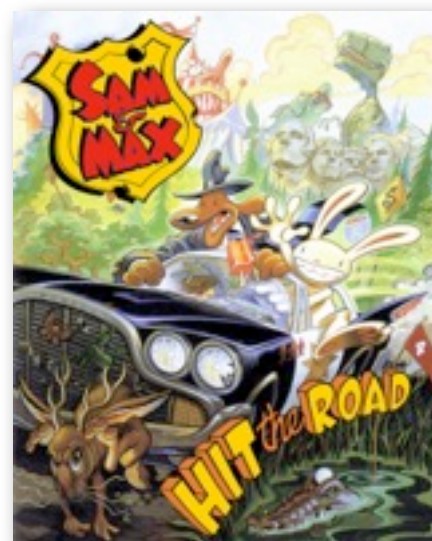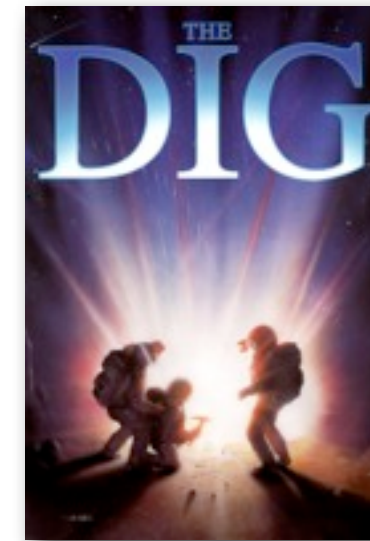Grim Fandango, 1998

Monkey Island 4, 2000

Loom, 1991

Indiana Jones and the Fate of Atlantis, 1992
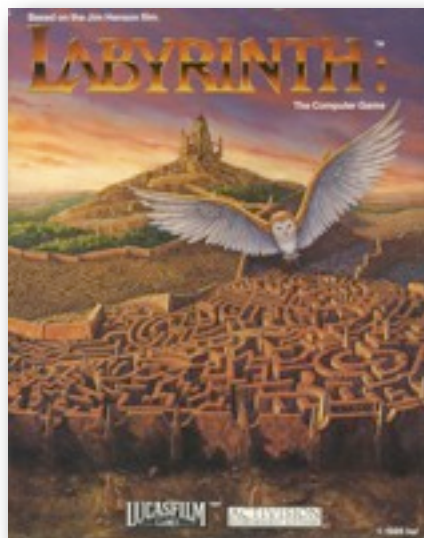
Day of the Tentacle, 1993

Sam & Max, 1993

The Dig, 1995
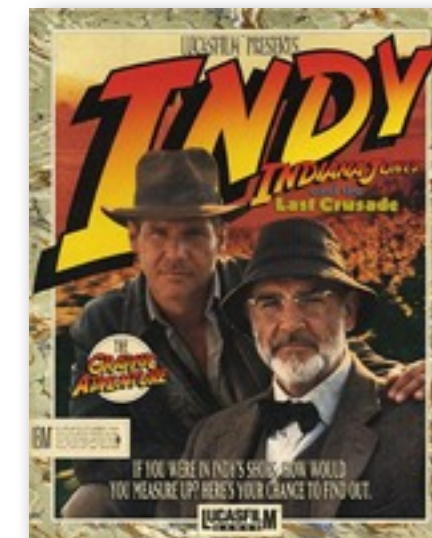
Full Throttle, 1995

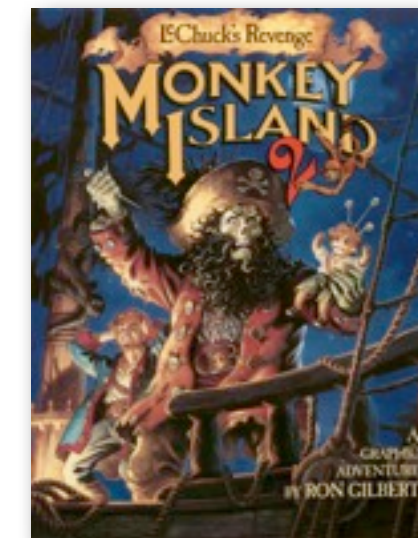Labyrinth, 1986

Maniac Mansion, 1986

Zak McKracken, 1988

Indiana Jones and the Last Crusade, 1989

Monkey Island 1, 1990

Monkey Island 2, 1991

Myst

But now there is Myst. The publicity at its launch was nothing special; the real selling tool was word of mouth, mostly on the Net. It won three major awards at the Software Publishers Association symposium in March (best user interface, best fantasy/role playing adventure program, critic's-choice award for best consumer program), and its reputation increased. Jon Katz gave it a rave in his Rolling Stone column; Myst games began growing legs and walking off the shelf. Hit! Major hit! Within four months of its release, Myst became the largest selling bit of software in the Broderbund line -- 200,000 units sold by late April 1994, and the curve is still rising steeply.
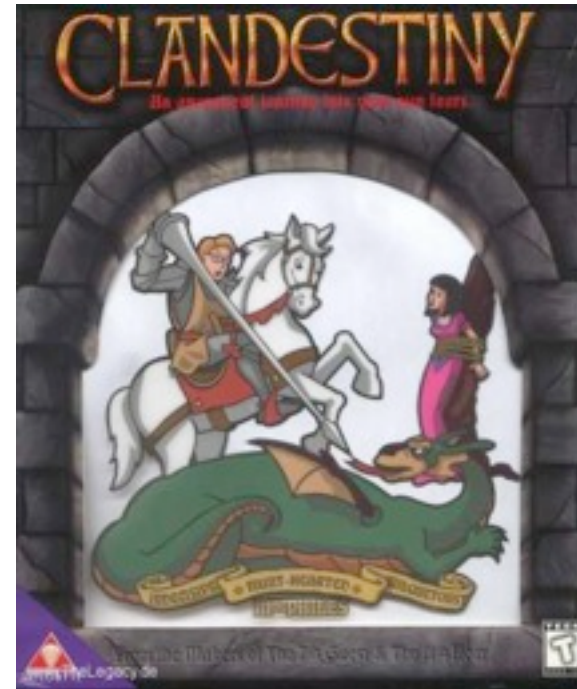
John Carroll, Guerillas in the Myst, 1994
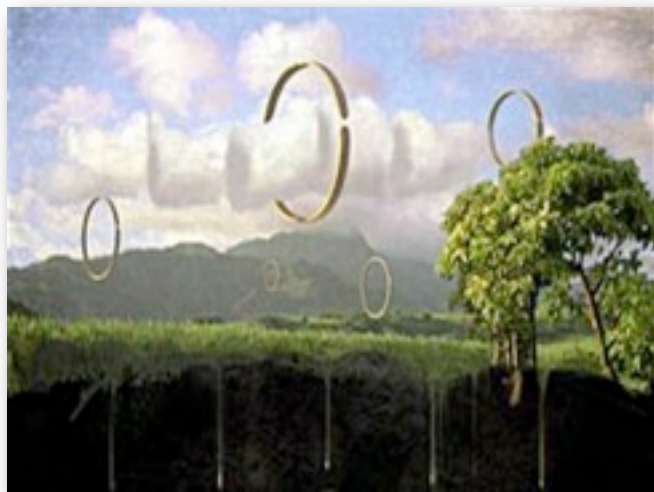
Cyan 1993

Myst-Klone
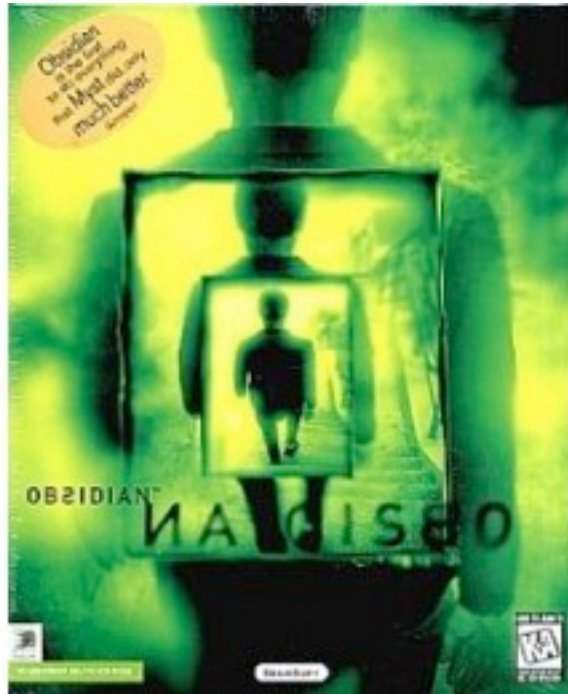
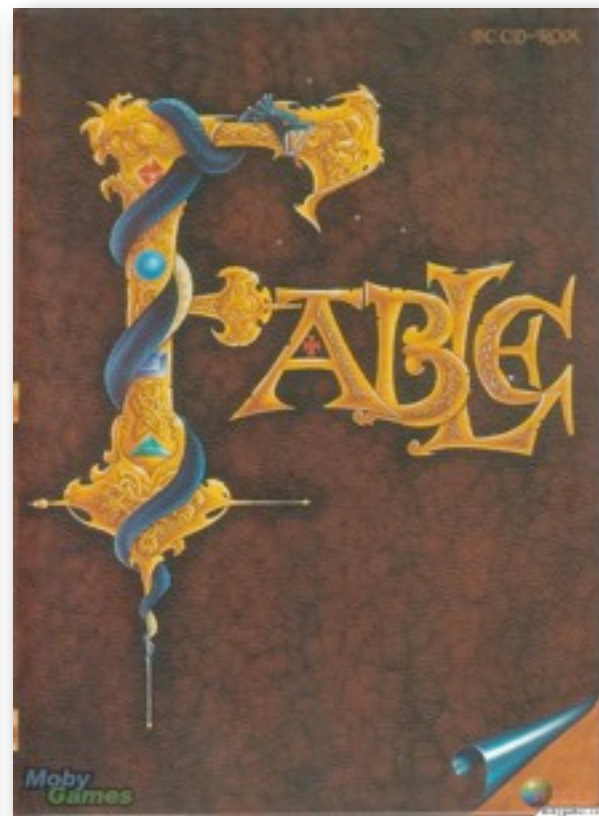Obsidian, 1996

Clandestiny, 1996

Aura, 2004

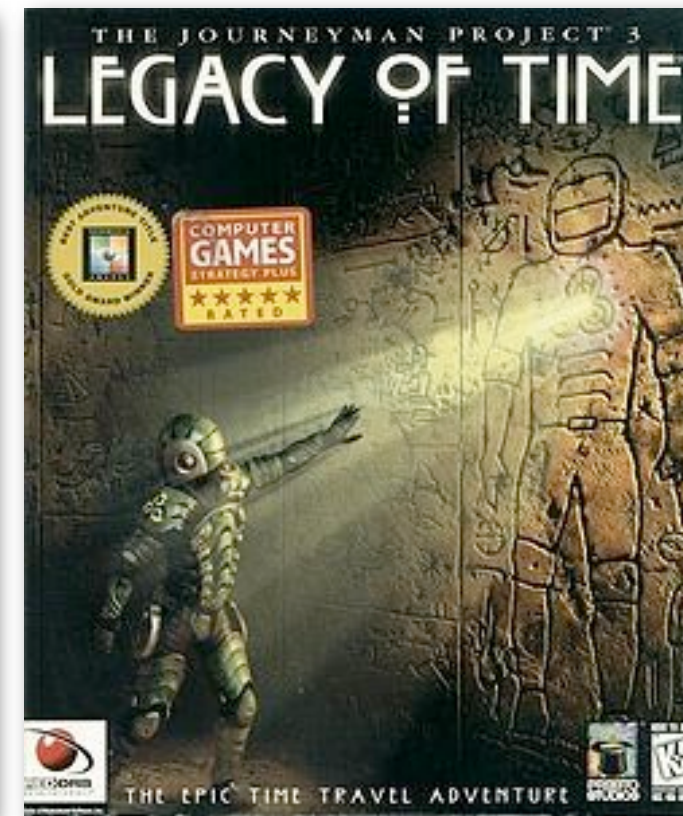Alida, 2006

Graphical Adventures

Sierra, 1995

Simbiosis, 1996

Westwood, 1997

Presto Studios, 1998
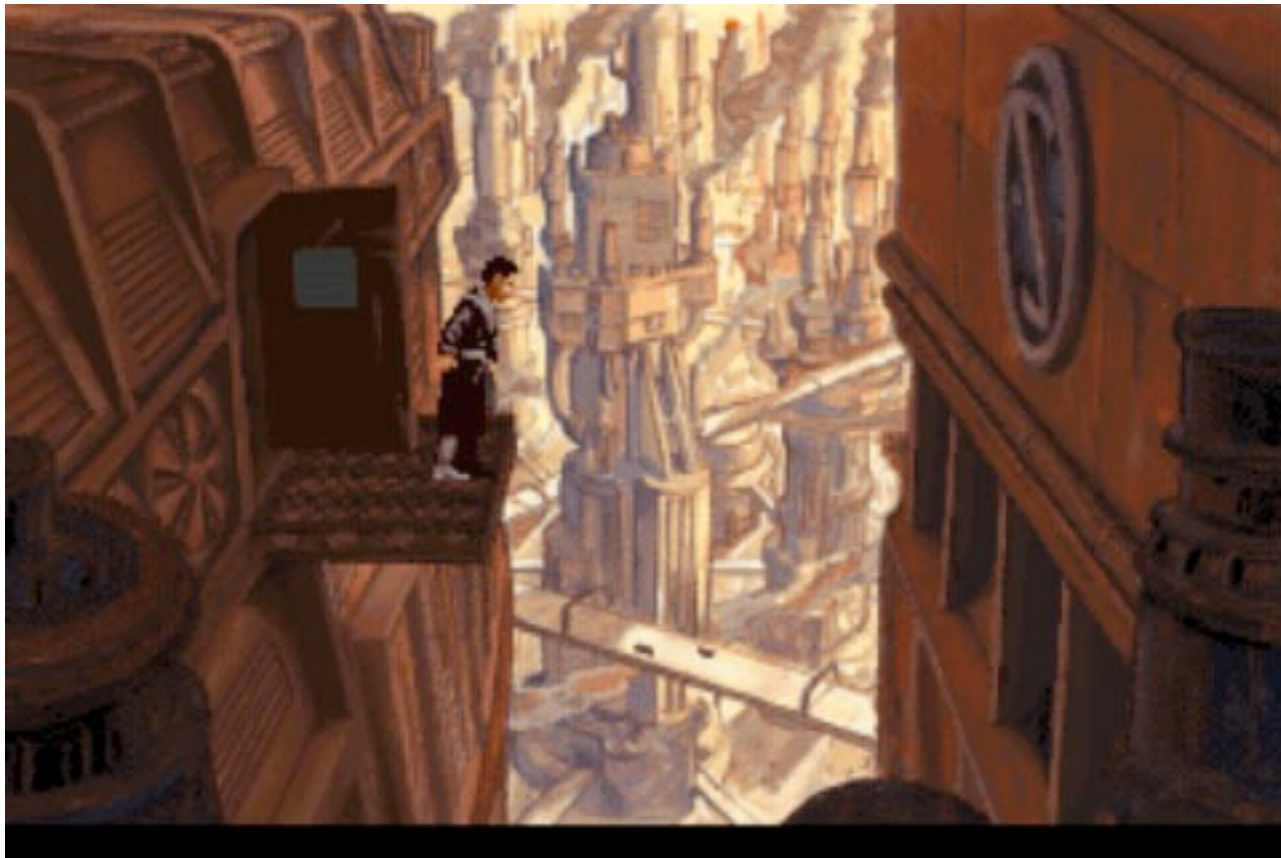
Jaleco, 1999

Interactive Movie

Quantic Dream: Fahrenheit (Indigo Prophecy), 2005

Quantic Dream: Heavy Rain, 2010

TouchScreen Adventures
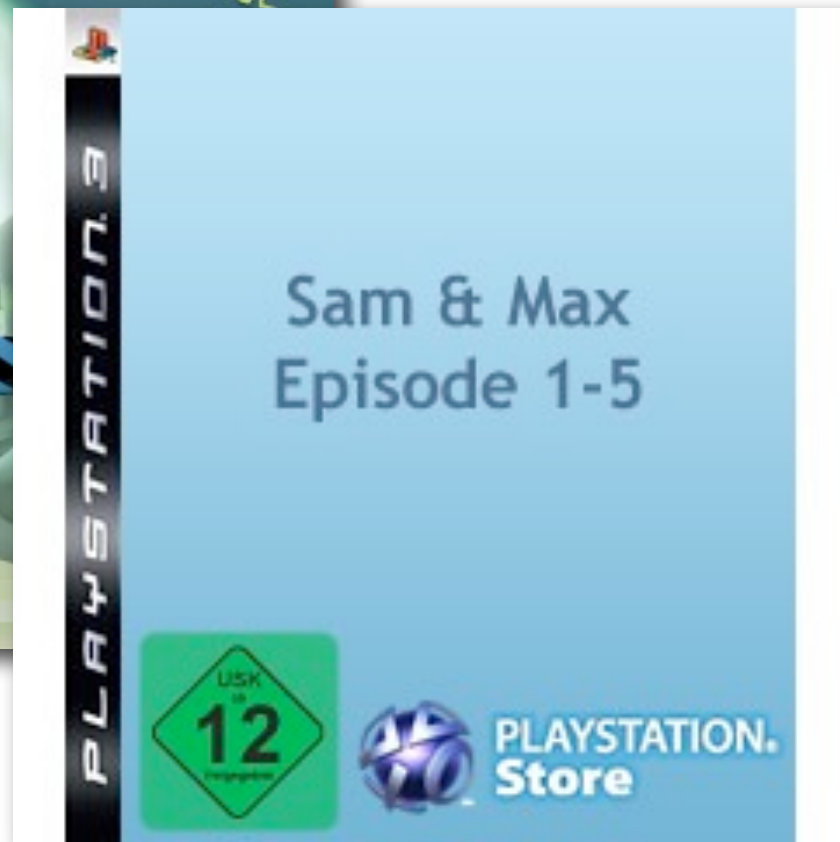

Revolution Software: Beneath a Steel Sky – Remastered, 2009

Monkey Island I, 2009

Monkey Island II,2010

Episoden-Adventure

Sam & Max, 2006

Bone, 2006

Wallace & Grommit, 2009

The Dream Machine

http://www.thedreammachine.se/

Interactive Fiction


```
Watling Street

The Meteor, the Stone and a Long Glass of Sherbet
The Interactive Memoirs of a Diplomat
Copyright (c) 1996 by Angela M. Horns
Winning entry in the 1996 Interactive Fiction Competition
(Please type "help" if you would like instructions.)
Release 2 / Serial number 961216 / Inform v6.10 Library 6/3
Standard interpreter 1.0

Watling Street (in the cushioned basket)
The ancient paved road stretches for miles to the south, turning very
slowly to the northeast along a mossy stone wall. From up here on your
elephant's wickerwork basket, you're just level with the branches of the
old Imperial hunting woods inside the wall.

Having been stuck in this cushioned basket with the Lady Amilia every
day for a fortnight, you're just desperate to get away.

The procession of elephants shuffles on, their enormous soles slapping
onto the flagstones with a dull, regular boom.

>|
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The Meteor, the Stone and a Long Glass of Sherbet, 1996

Interactive Fiction Archive
http://www.ifarchive.org/

Baf's Guide to the IF Archive
http://www.wurb.com/if/index

Z-Machine

Joel Berez; Marc Blank, 1979

Your greatest challenge
lies ahead—and downwards.

ZORK I

INFOCOM

SOFTWARE FOR YOUR
ATARI ST SERIES
(3½" DISK)
101-AT2

INTERACTIVE FICTION

FANTASY

STANDARD LEVEL

Inform 7 (2007) / Deform

http://inform7.com/
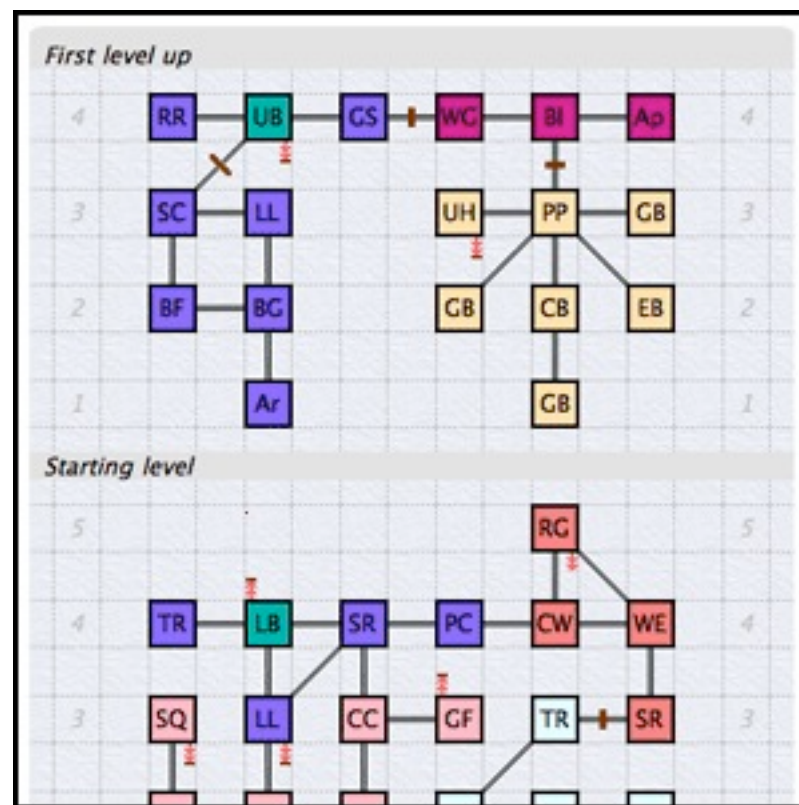
Graham Nelson

Seit 1993

Deutschsprachige Textadventures

http://ifiction.pageturner.de/index.html

http://ifiction.pageturner.de/inform7/

Web-Adventures

Johnny Rocketfingers

The Several Journeys of Reemus

Submachine

Escape the Room

http://jayisgames.com/tag/escape

Crimson Room

Mystery of Time and Space (MOTAS)
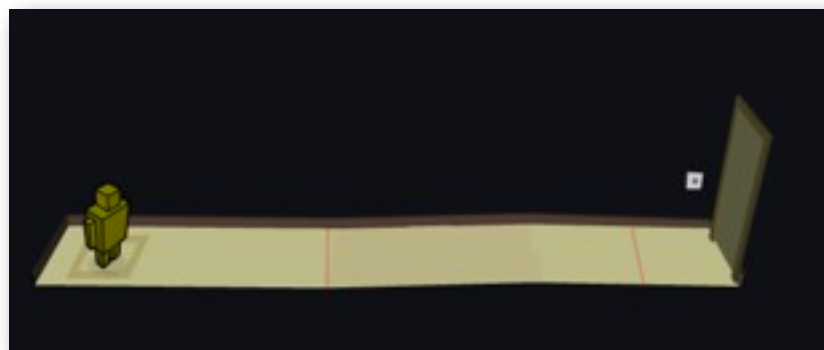
Gateway

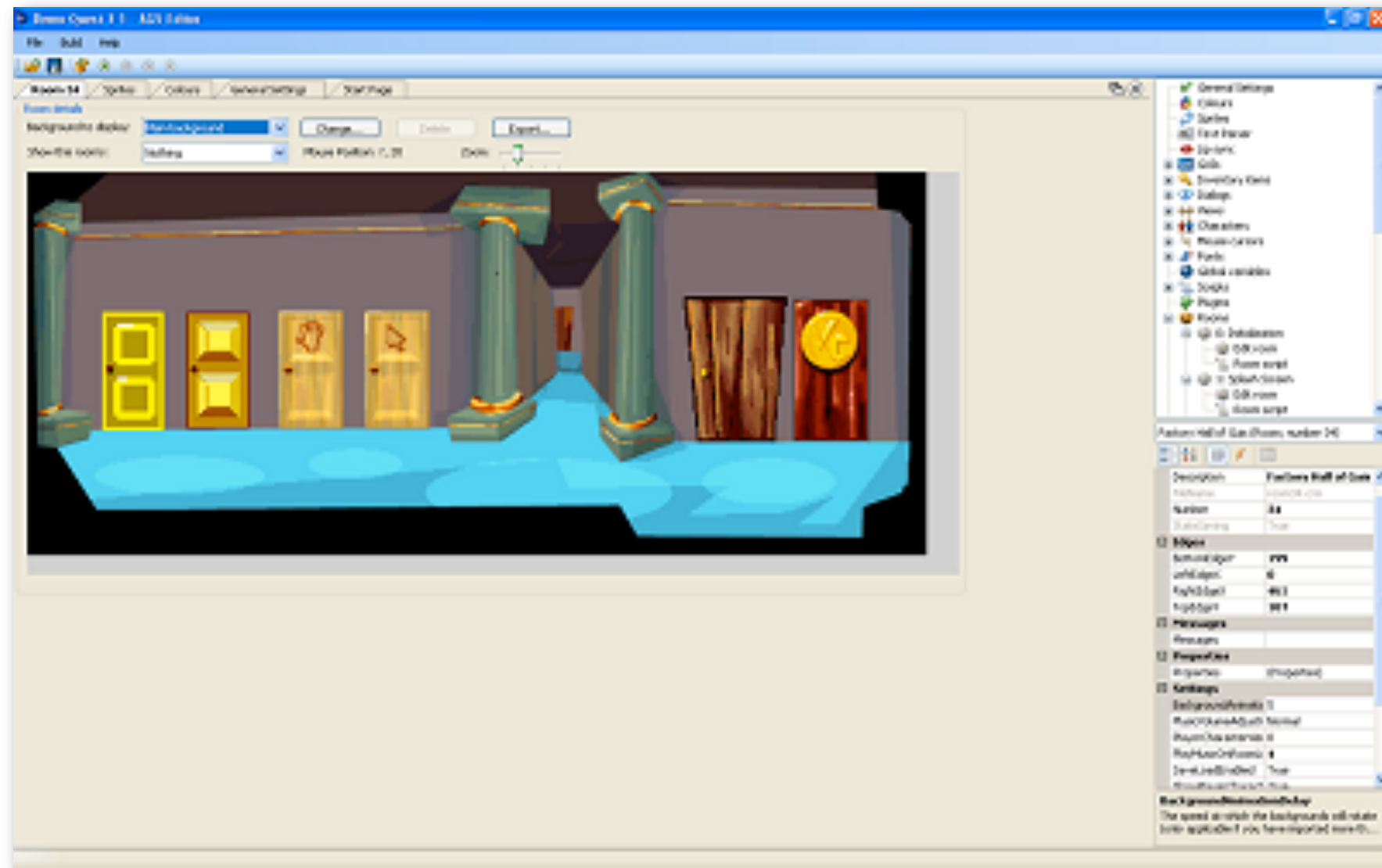# Adventure Game Studio

http://www.adventuregamestudio.co.uk/
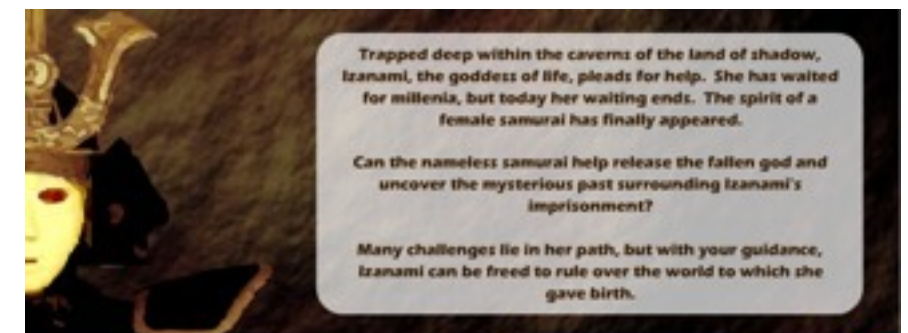

Monthly AGS Competition (MAGS)

AGS Team Challenge (ATC)
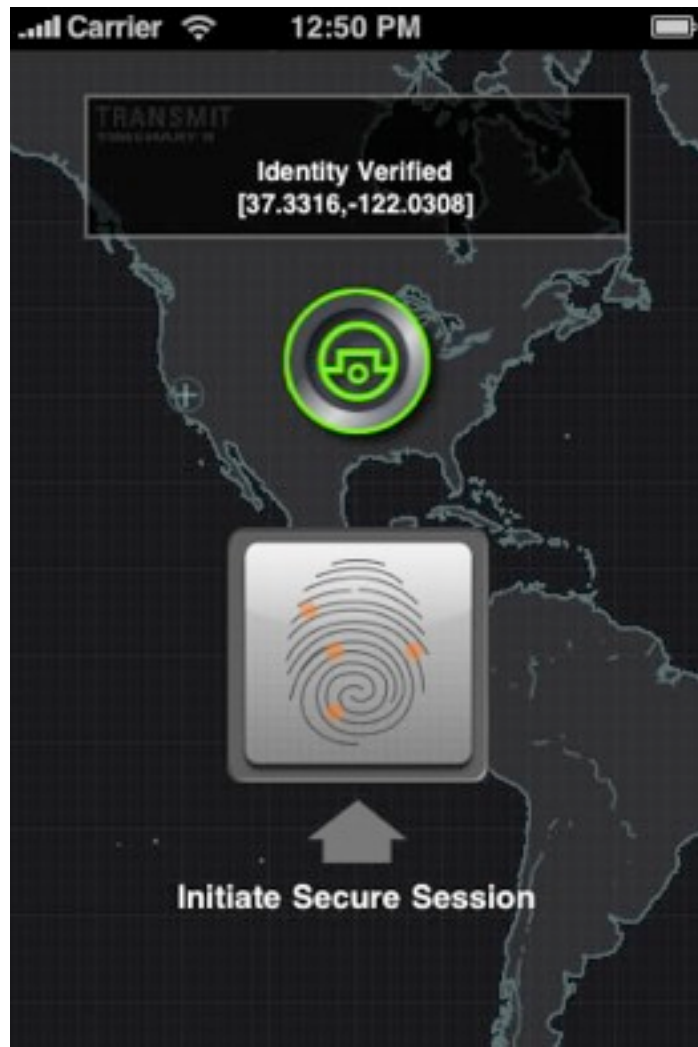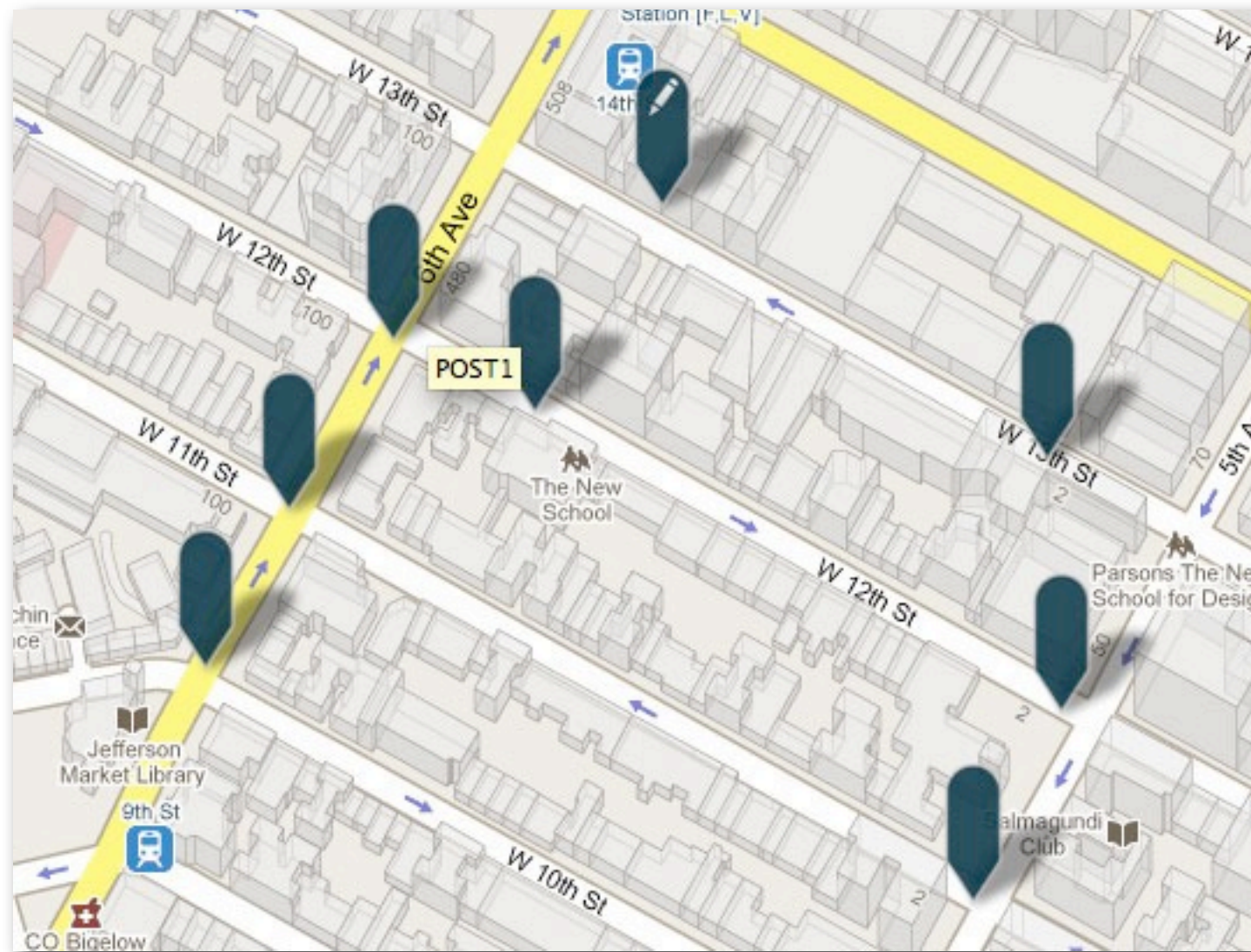

Professor Neely And The Death Ray Of Doom

A Tale of Two Kingdoms

What Linus Bruckman Sees When His Eyes Are Closed

Mixed Reality Adventures

http://urban-interactive.com/

Mobile Storytelling

http://7scenes.com/

Amanita Design

All games by *Amanita Design* by edition

Title	Year	Full-length Game	Offline Version[f]	Released Physically	Collector's Edition	Description
Samorost	2003	✗	✗	✗	✗	first point and click game
Rocketman	2004	✗	✗	✗	✗	short game for Nike
Samorost 2	2005	✗	✓	✓	✓RU	point and click game
The Quest For The Rest	2007	✗	✗	✗	✗	short game for band Polyphonic spree
Questionaut	2008	✗	✗	✗	✗	point and click game for BBC
Machinarium	2009	✓	✓	✓	✓UK	first full-length game
Osada	2011	✗	✓	✗	✗	interactive music video
Botanicula	2012	✓	✓	✓	✓	second full-length game
Samorost 3[3]	TBD	✓	?	?	?	upcoming game third full-length game

Jakub Dvorský
Game Designer, Graphic Artist

Václav Blín
Animator, Graphic Artist

Jaromír Plachý
Animator, Graphic Artist
www.jaromirplachy.net

Tomáš (Floex) Dvořák
Music Composer
www.floex.cz

Adolf Lachman
Graphic Artist, Painter, Sculptor
www.adolflachman.cz

David Oliva
Programmer

Tomáš (Pif) Dvořák
Sound Maker
Production Assistant

Jan Werner
Programmer

Peter Stehlík
Programmer

Tschechischer Trickfilm

Skupa: Spejbl und Hurvínek

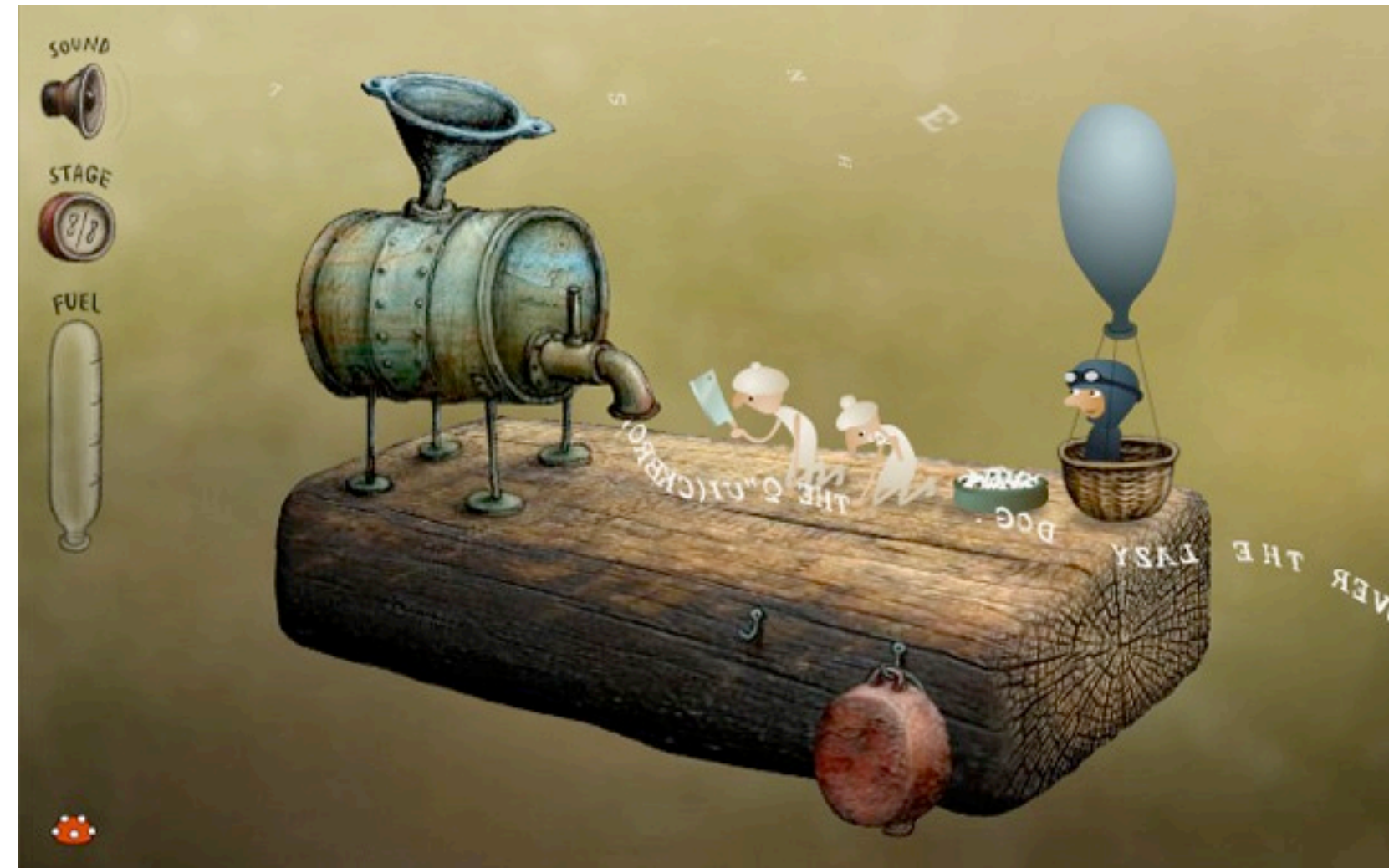Jiří Trnka: Sommernachtstraum, 1959

Puppentheater Prag

KOOKY · GORDAMN · POOMASTER · POOKA · COCOON BOY · BAG FORKIE · NUSCHKA · BAG LIGHTER

BUBBLES · OAKIE · STICKMAN · WATERMAN · WASPNESTER · PUDBALL · BALLFLIES · ODDMAN

CHICKIE · MOSSOONT · HEDGEHOG RIDER · OAKUM BOY · CREAPER · STINKHORN

SHROOMS · KUZMA · DANGLEWORM · SLEEPER · HORNMAN · DAEMON · MOULDY BREAD GANG · ROLLERHOG

Samorost

http://amanita-design.net/samorost-1/

http://amanita-design.net/samorost-2/

Questionaut

http://www.bbc.co.uk/bitesize/ks2/games/questionaut/popup.shtml

Machinarium

Osada

Botanicula