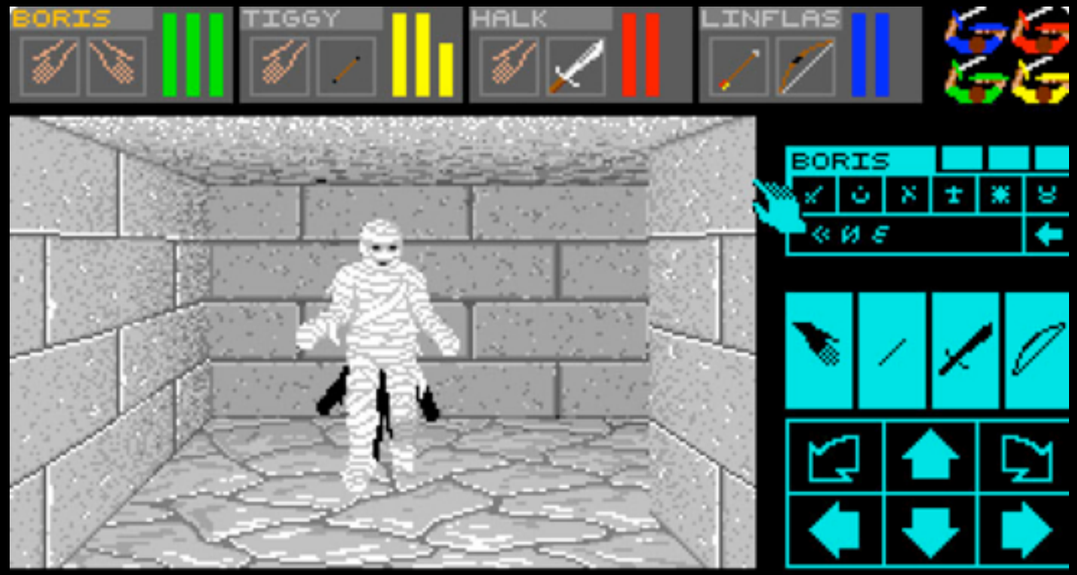
medien wissenschaft
UNIVERSITÄT BAYREUTH

KLASSIKER DER SPIELEGESCHICHTE

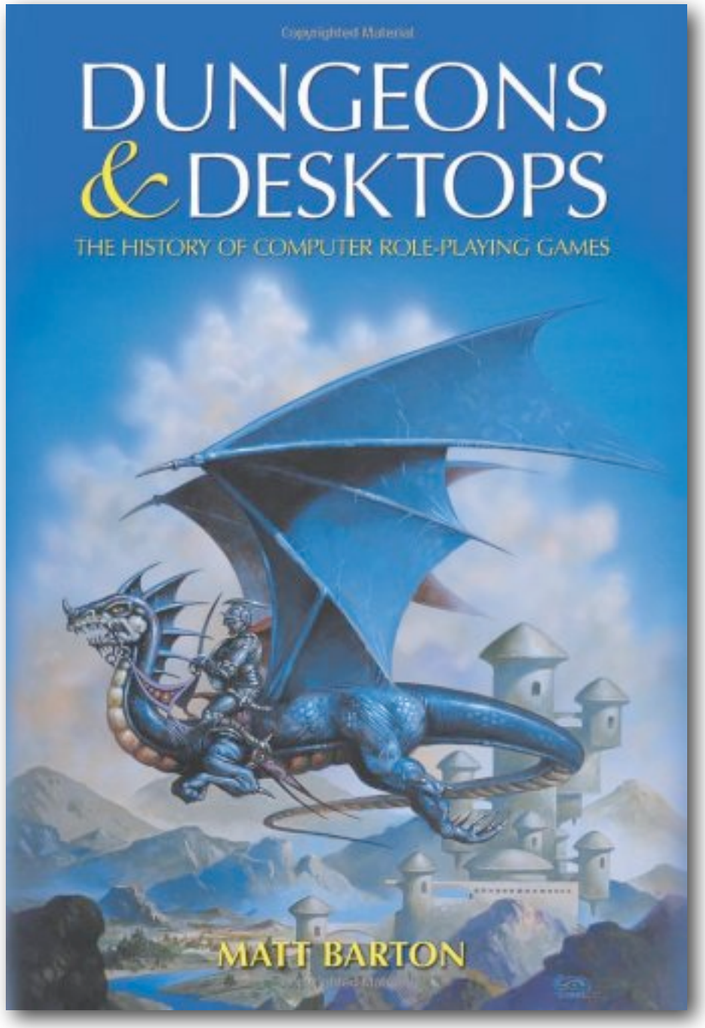


DIE 80ER JAHRE

14. MAI 2014

Prof. Dr. Jochen Koubek | Universität Bayreuth | Digitale Medien | jochen.koubek@uni-bayreuth.de

Literatur



Hillenbrand, Tom (2014); Lischka, Konrad: Drachenväter.

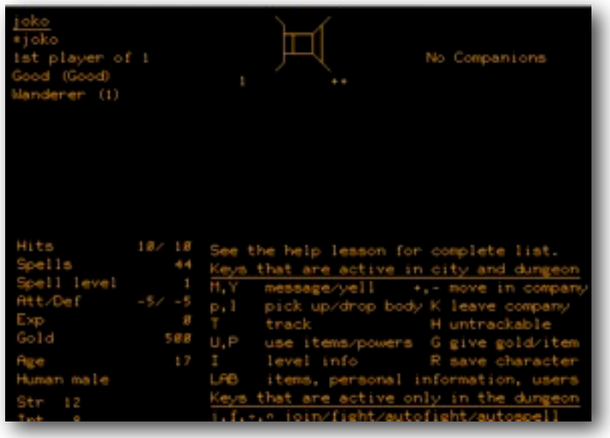
Barton, Matt (2008): Dungeons and Desktops. The History of Computer Role-Playing Games.
http://www.gamasutra.com/features/20070223a/barton_01.shtml

dnd 1974

oubliette 1975

pedit5 1975

orthanc 1978



avatar 1979

The Dark Age

Bronze Age of Computer Role Playing Game (cRPG)

1979 Wizard's Castle

1979 Temple of Apshai

1979 Wizard's Castle

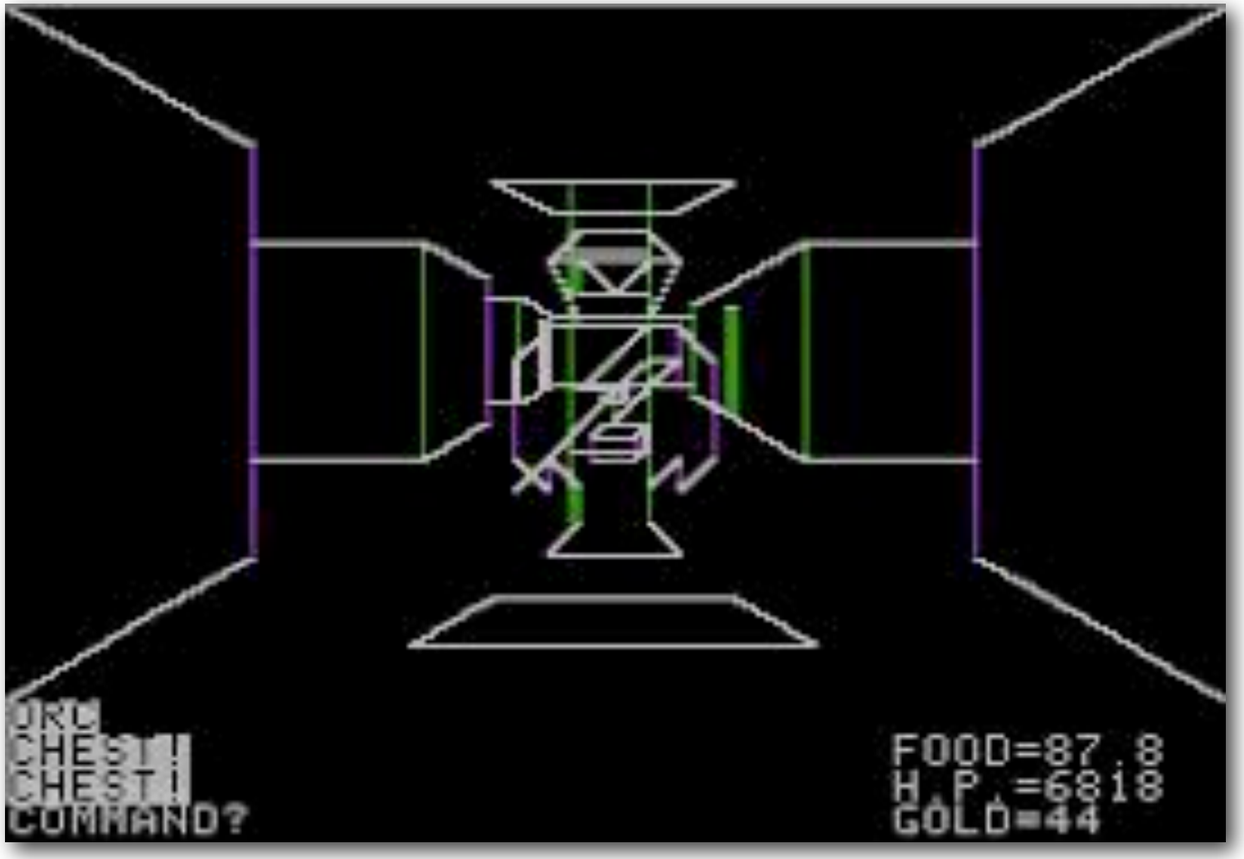
1979 Temple of Apshai

1980 Rogue

1980 The Tarturian

1980 Akalabeth (Ultima 0)

Akalabeth. World of Doom (Ultima 0)



Richard Garriot
Apple II, 1980

1981 Wizardry

1981 Ultima I

1983
AD&D: Treasures of Tarmin

Silver Age

1981 Wizardry

1981 Ultima 1

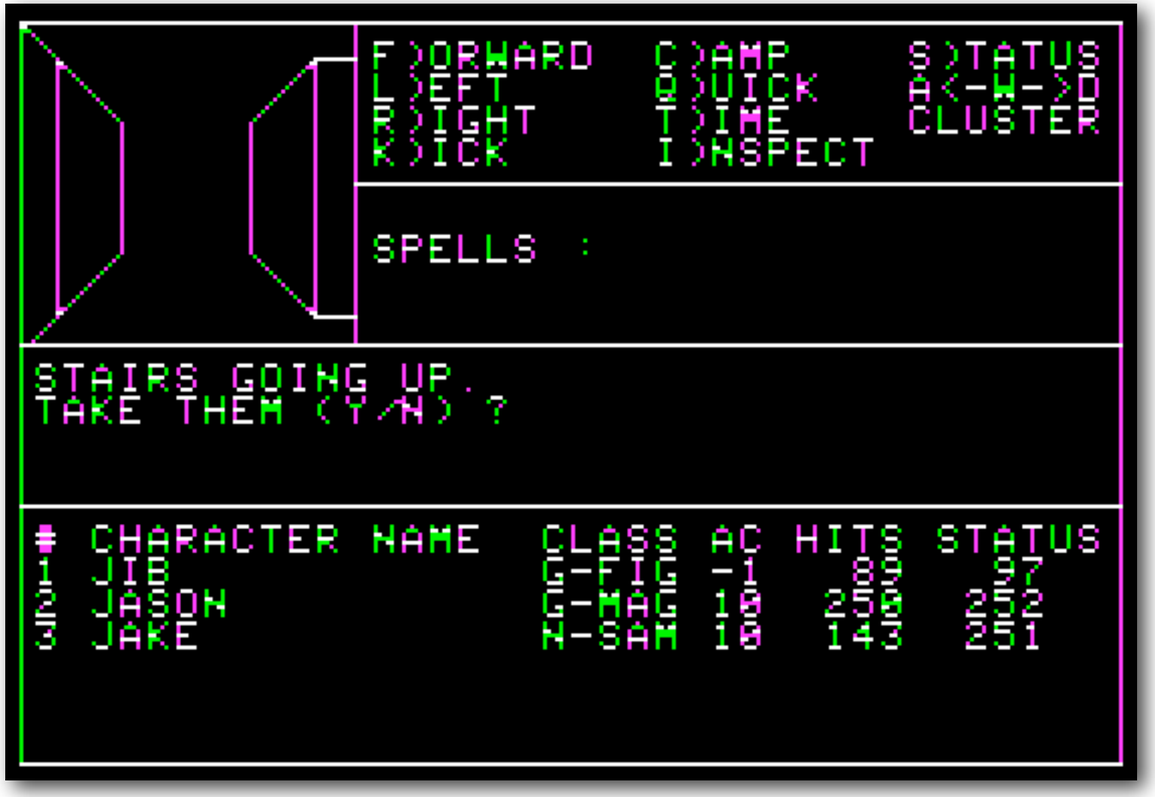
1982 Dragonstomper (Atari 2600)

1982 Tunnels of Doom (TI 99/4A)

1983 AD&D: Treasures of Tarmin

1983 Return of Heracles

Wizardry: Proving Grounds of the Mad Overlord (1981)



»Playing *Wizardry* for the first time is like kissing for the first time – you want to do it right, and you're not quite sure exactly what you are supposed to do.«

6er-Gruppen aus 5 Völkern, 4 Klassen, 4 Prestigeklassen

Farbige Monstergrafiken

Feste Dungeons

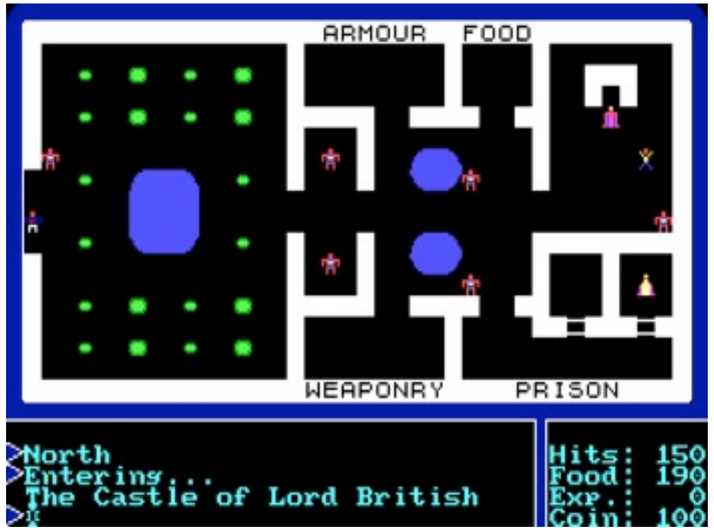
Inspiriert durch Oubliette (PLATO)

Import der Charaktere in Teil 2 und 3.

»mapping is indeed one of the most important skills that successful Wizardry players possess.«

Ultima 1: The First Age of Darkness (1981)

Overworld

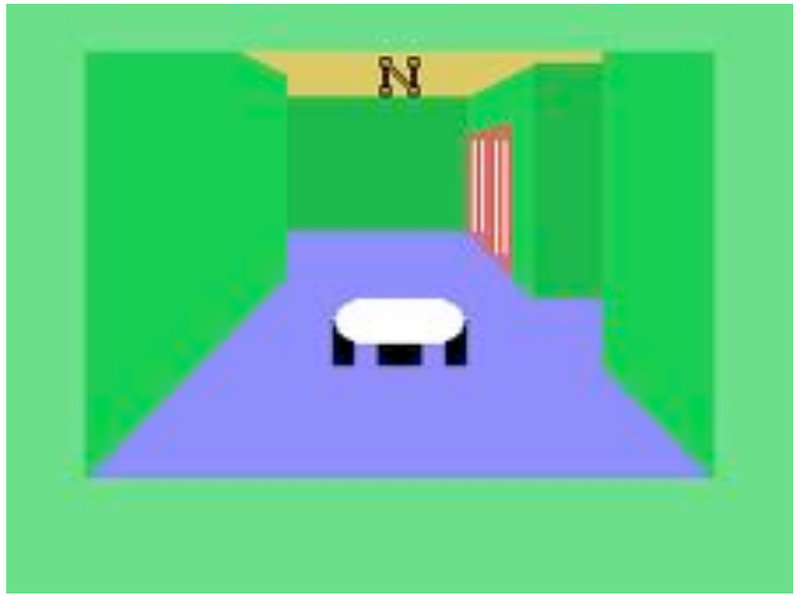


Top-Down-View

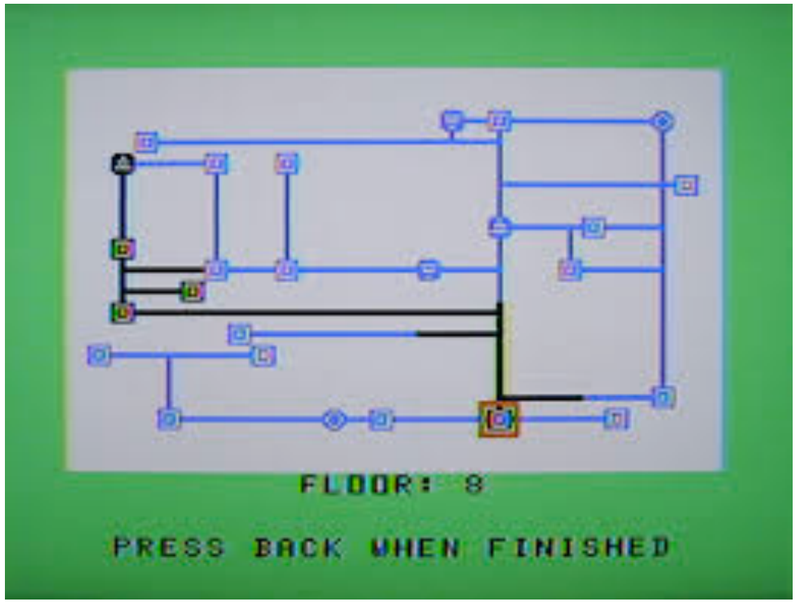
3D-Dungeon

Space Battle

Tunnels of Doom (1982)



Vollfarbige 3D-Dungeons



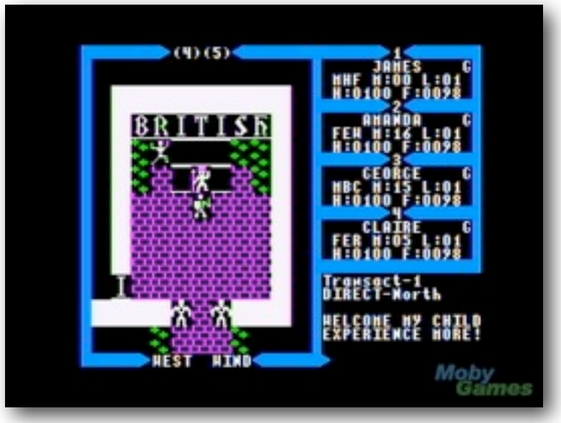
Auto Mapping

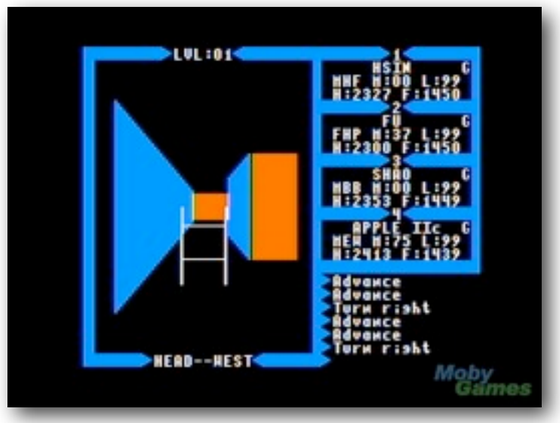
Taktischer Kampf-Bildschirm

Weitere Scenarios können erworben werden (entspricht Downloadable Content)

http://www.youtube.com/watch?v=1LlUCZs1KZA

Ultima III (1983)





Animierte Charaktere

Vorgefertigte Dungeons mit Vollfarbgrafik

4er-Gruppe aus 11 Klassen (Variationen von Kämpfer, Kleriker, Zauberer, Dieb) und 5 Völkern (Inspiriert von Wizardry)

Individuelle XPs (Kill Streak)

Feindesgruppen in seperatem Bildschirm, rundenbasiertes Kampfsystem

Dialoge mit NPCs

Dynamische Musik

Lateinische Zauber

Prägt JRPG

Dragonstomper (1982)

VCS 2600

Fantasy-Rollenspiel

Red Box, 1983

1984

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

MORGAN IRONWOLF — Character's Name

LAWFUL — Alignment

FIGHTER — Class

1ST — Level

3 — Armor Class

6 — Hit Points

Character Sketch or Symbol

ABILITIES:

16	STRENGTH	15 16	+2 adjustment
7	INTELLIGENCE	7	— adjustment
9	WISDOM	9	— adjustment
13	DEXTERITY	13	-1 AC; +1 MISSILE & INITIATIVE adjustment
14	CONSTITUTION	14	+1/HD adjustment
8	CHARISMA	8	-1 REACTION adjustment

SAVING THROWS:

12	POISON or DEATH RAY
13	MAGIC WAND
14	TURN TO STONE or PARALYSIS
15	DRAGON BREATH
16	SPELLS or MAGIC STAFF

SPECIAL ABILITIES NONE

SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.

"TO HIT" ROLL NEEDED

AC:	9	8	7	6	5	4	3	2	1	0
	10	11	12	13	14	15	16	17		

© 1988 TSR Games

EQUIPMENT CARRIED

MAGIC ITEMS	NORMAL ITEMS
	CHAIN MAIL ARMOR SHIELD SWORD SHORT BOW QUIVER OF 20 ARROWS 1 SILVER ARROW 50' ROPE 10' POLE 12 IRON SPIKES 6 TORCHES 1 WEEKS STANDARD RATIONS LARGE SACK 1 QUART OF WINE WINE SKIN

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

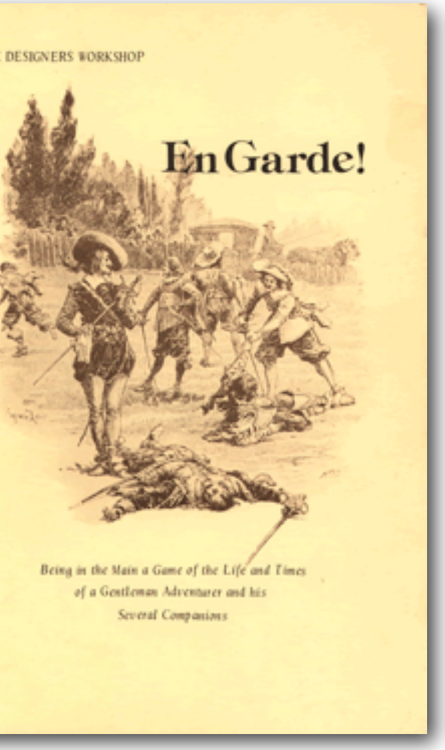
2 G.P.

EXPERIENCE 0

(+10% EARNED EXPERIENCE)

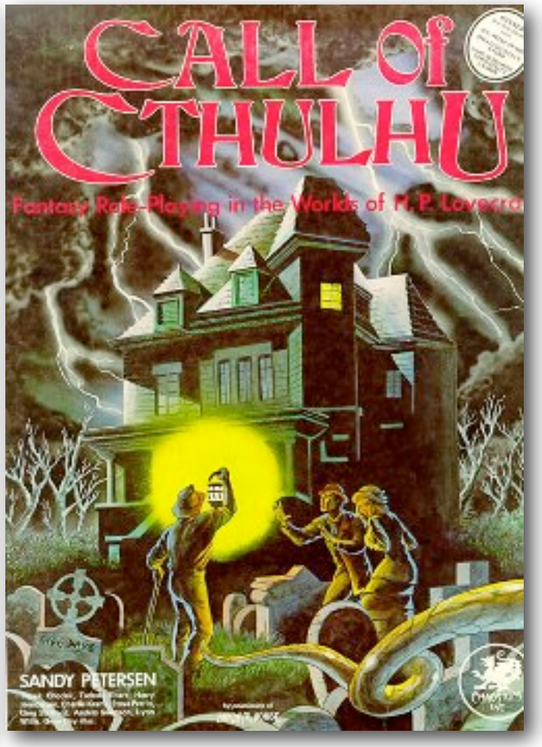
Needed for next level: 2000

Tabeltop RPG
Thematische Erweiterungen

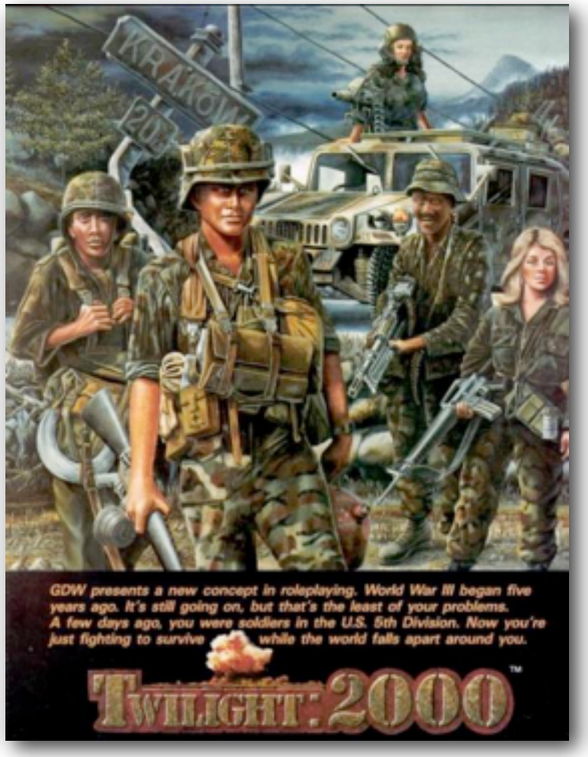


17. Jh., 1975

Science Fiction, 1977



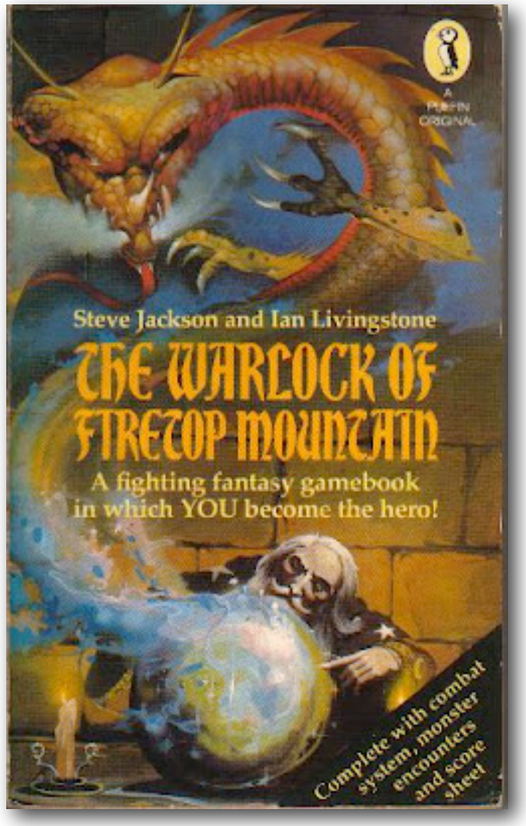
Horror, 1981



Postapokalypse, 1984

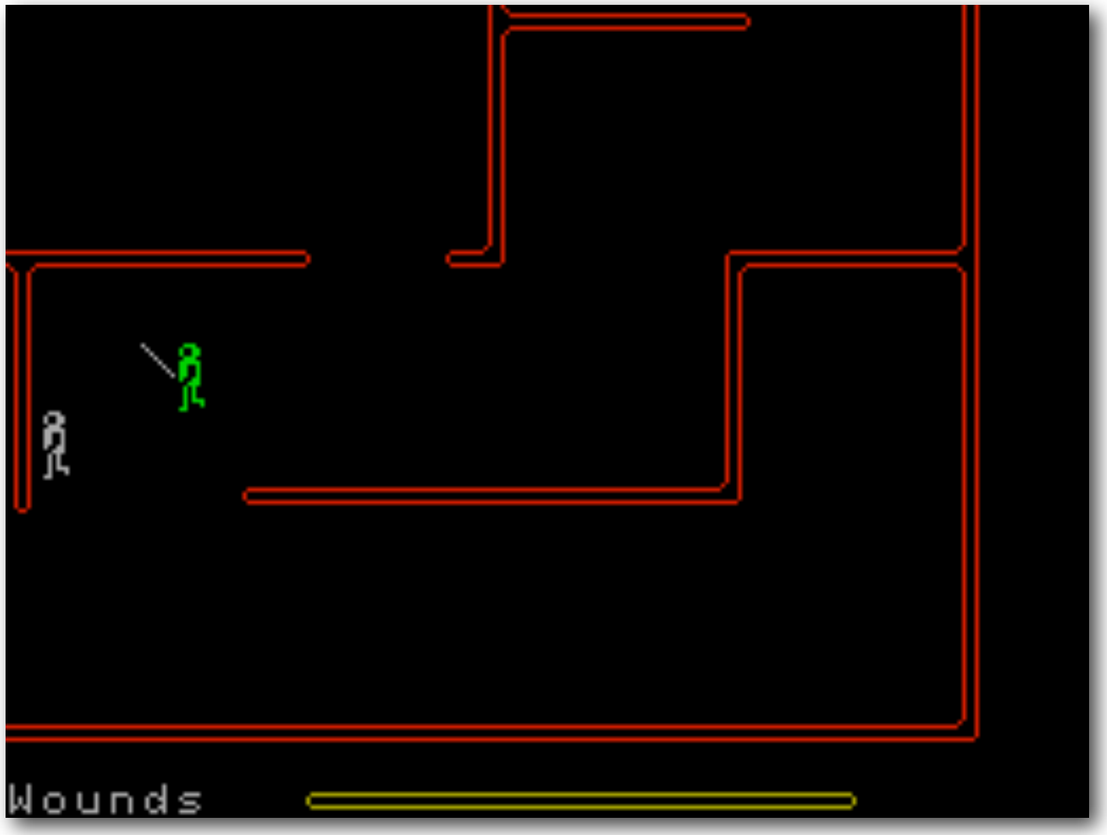
Cyberpunk, 1989

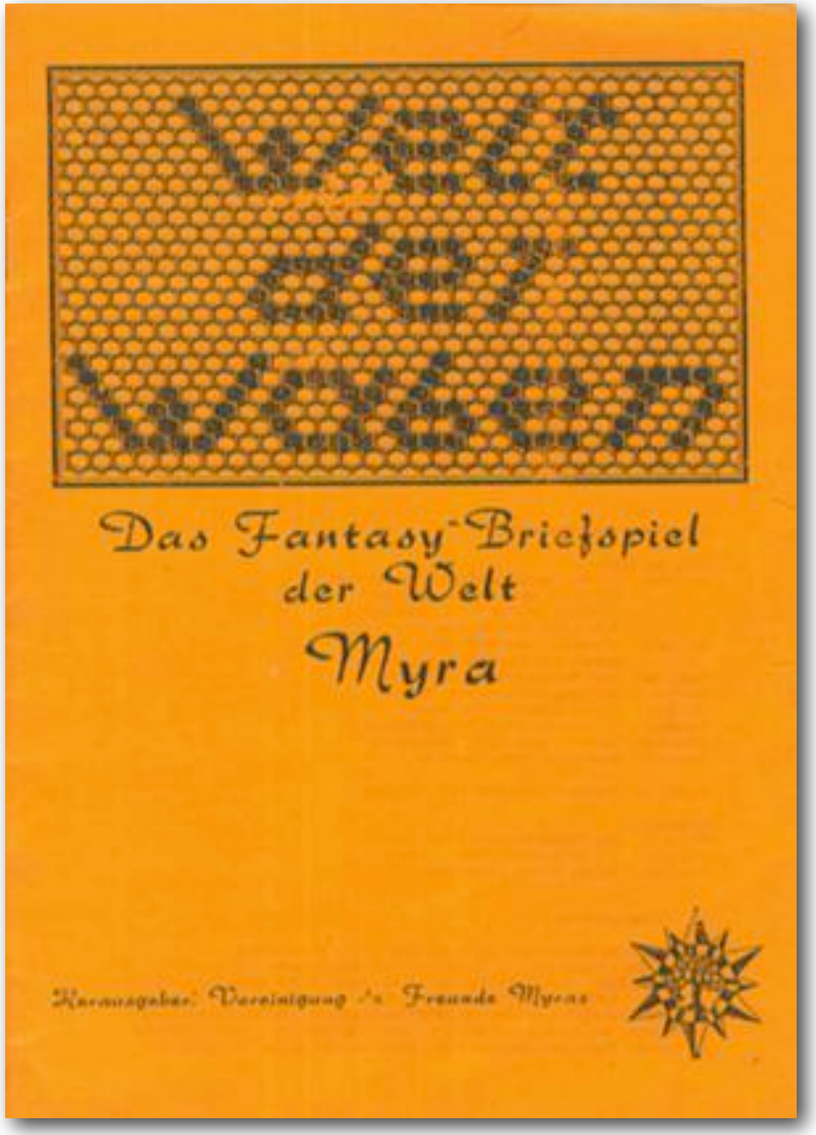
Fighting Fantasy, ab 1982



Buchadaptionen

http://fightingfantasy.wikia.com/wiki/Fighting_Fantasy_Computer_Games





ab 1982

Shared World – Myra

http://myra.wikia.com/wiki/Hauptseite

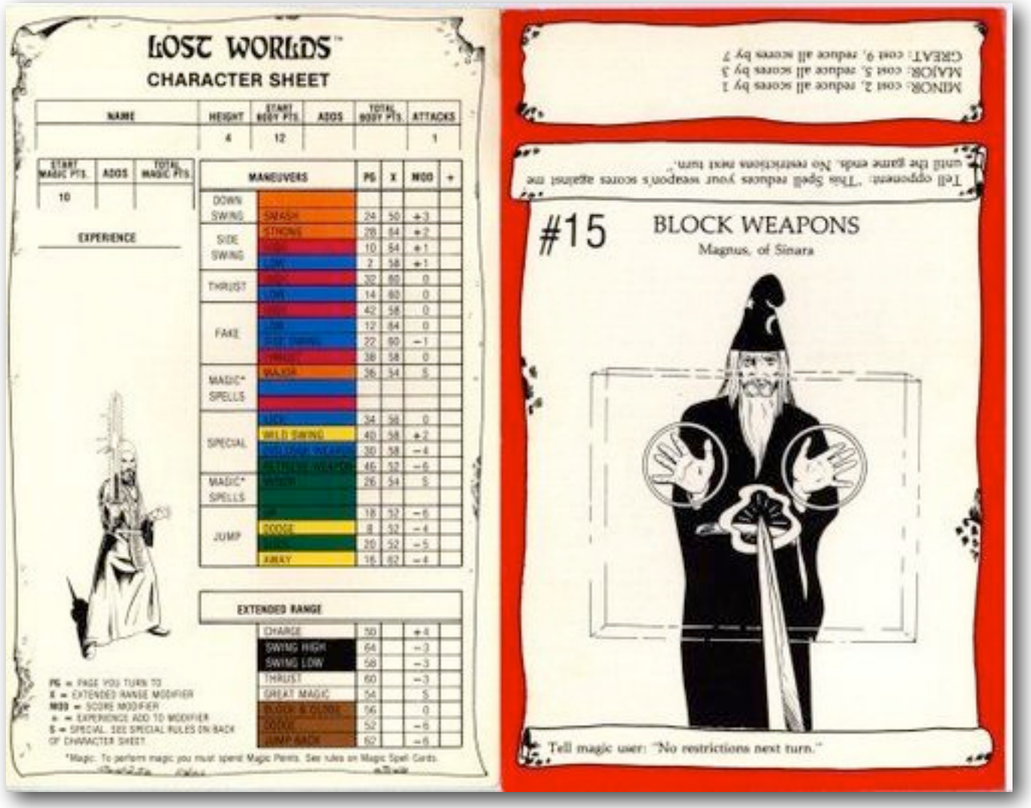
»Das Projekt MYRA hat zum Ziel, eine eigene Welt der Fantasy namens Myra mit beliebig vielen Menschen über beliebig viele Jahre hinweg in allen Aspekten zu entwickeln, zu simulieren und zu beschreiben. Rollenspielabenteuer in Myra gehören ebenso dazu wie gesellige Treffen in Gewandung, das Brettspiel "Wabenwelt" oder Geschichtenprojekte. Ein Teil dieses Projektes ist die Simulation der Zeitgeschichte im Rahmen des Spiels "Welt der Waben". Zur Förderung dieses Projektes gibt es den gemeinnützigen Verein der Freunde Myras VFM eV.«
— (Aus: Wolfgang G. Wettach (Hrsg.): Welt der Waben-Spielregel, Kapitel 0. "Das Projekt und das Spiel", September 1995)

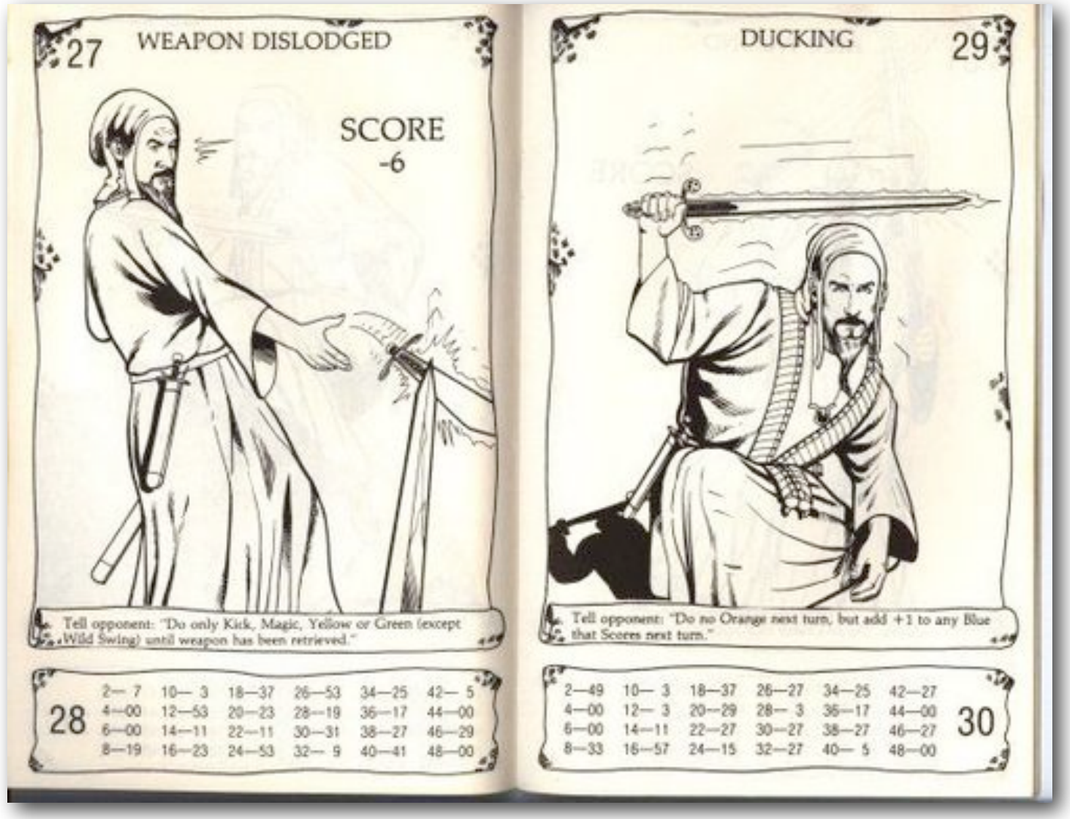
Flying Buffalo

Nuclear Destruction (Play by Mail, 1970)

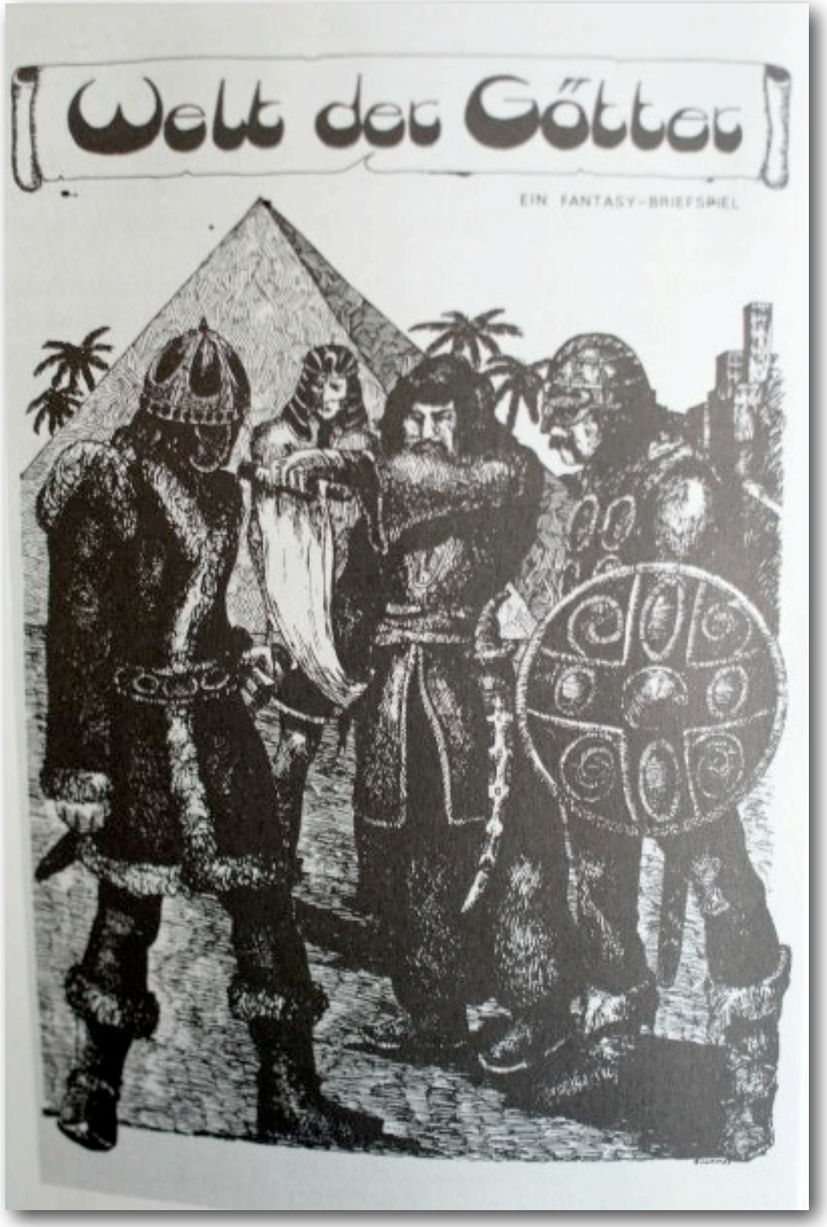
Tunnels & Trolls (1972) > Crusaders of Khazan (1990)

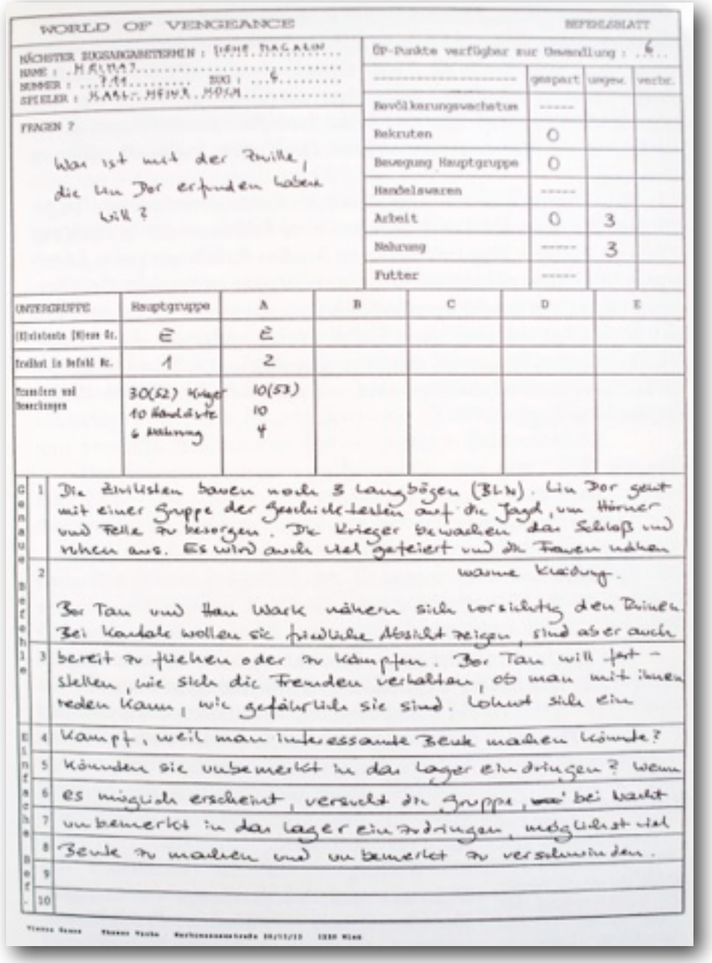
Ace of Aces (1980) > Lost Worlds (1983) > Queen's Blade (2005)





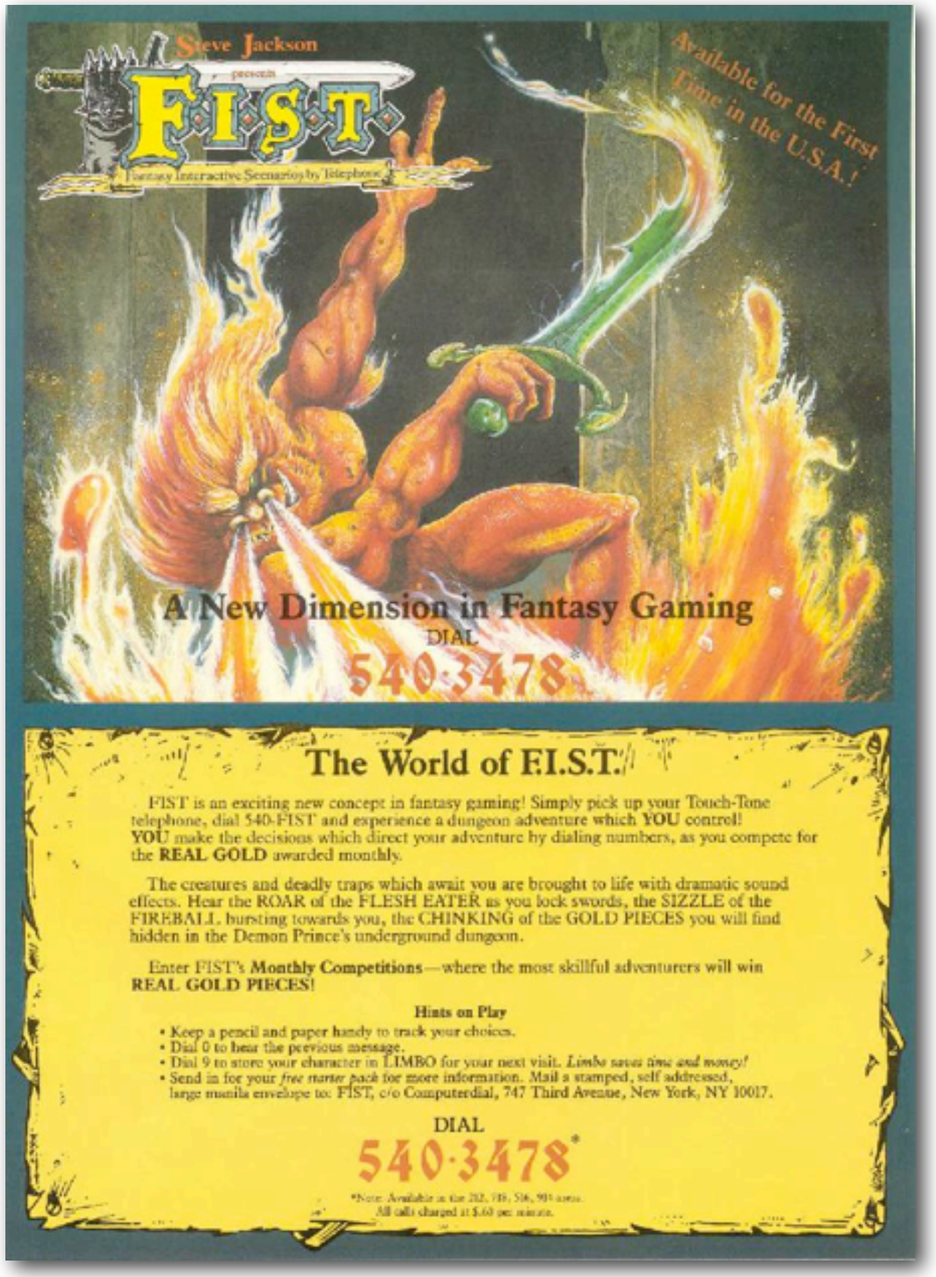
Play by Mail





Welt der Götter 1985

http://www.spiegel.de/netzwelt/games/fantasy-spiele-per-post-als-der-brieftraeger-die-monster-brachte-a-673830.html

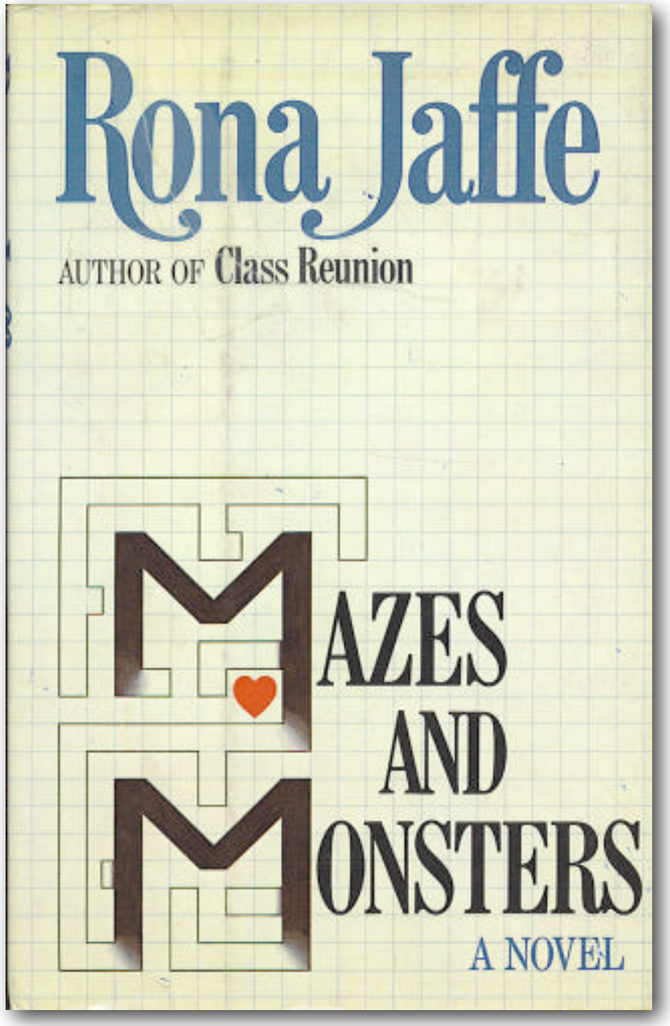


http://en.wikipedia.org/wiki/Fantasy_Interactive_Scenarios_by_Telephone

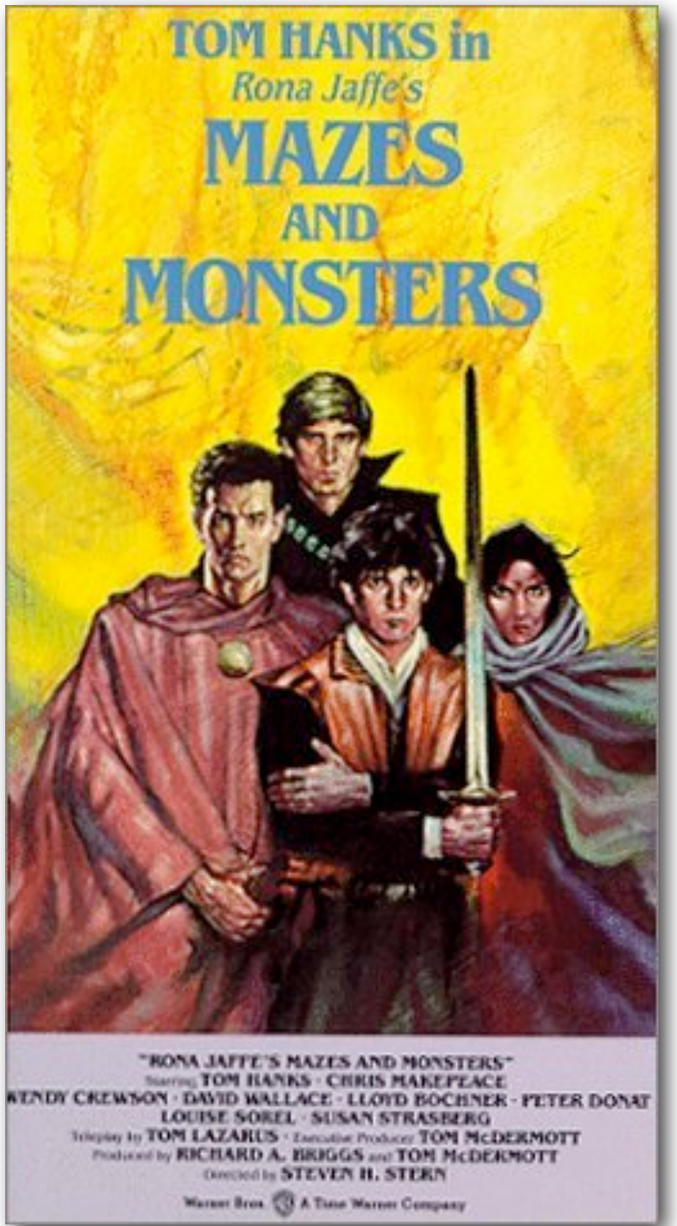
Play by Telephone

Fantasy Interactive Scenarios by Telephone, 1988

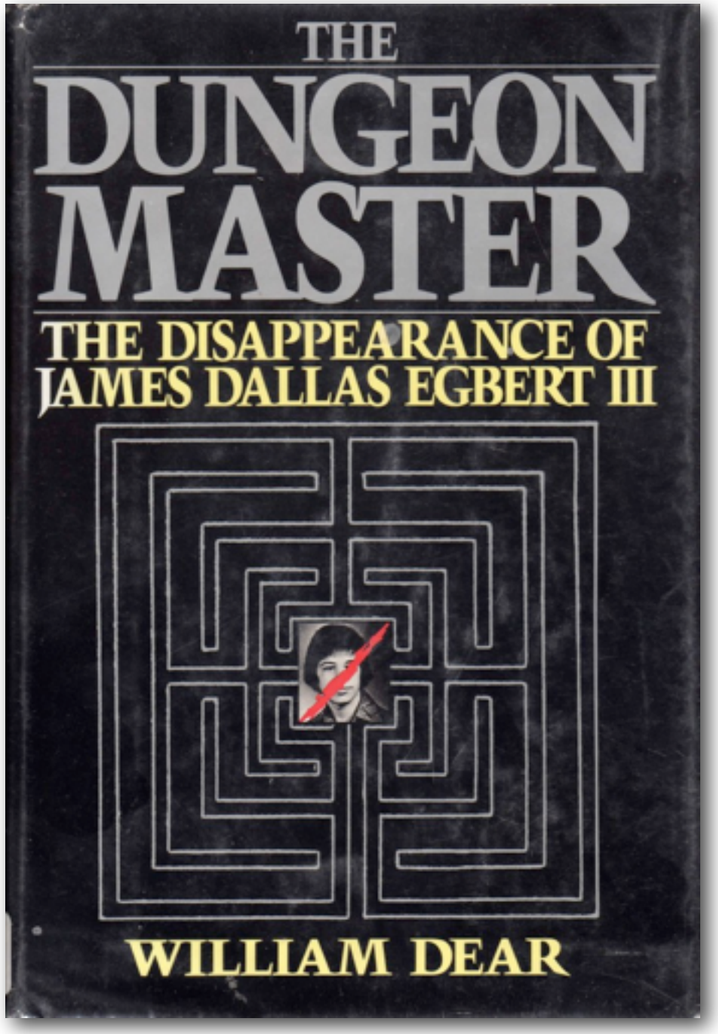
Kulturkampf



1981



1982



1984

Dark Dungeons (1984)

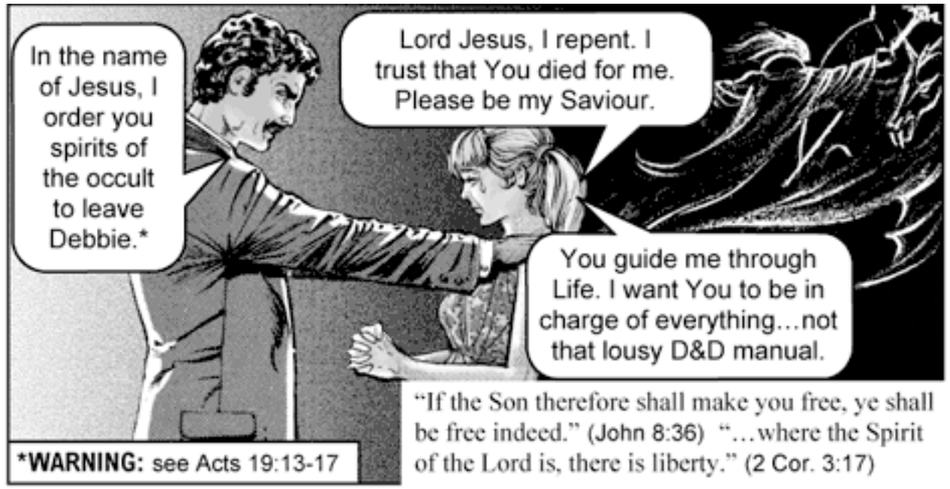
http://www.chick.com/reading/tracts/0046/0046_01.ASP

Playing RPGs can make you gain real life magic abilities

If you gain a high enough level you will be invited to join a secret cult

Gamers whose characters die are in danger of committing suicide.

That DM's are vile temptresses that are out to corrupt their players to the forces of evil.



https://www.kickstarter.com/projects/jrralls/rpgs-are-evil-dark-dungeons-the-movie

1985 The Bard's Tale

1986 Might and Magic

Golden Age

1984 Questron (SSI)

1985 The Bard's Tale (Interplay)

1985 Phantasie (SSI)

1985 Ultima IV: Quest of the Avatar (Origin)

1985 Wizard's Crown (SSI)

1986 Realms of Darkness (SSI)

1986 Might and Magic

1987 Dungeon Master

1988 Pool of Radiance (SSI)

1989 Quest for Glory: So You Want to Be a Hero

1990 Drakkhen

http://extralives.wordpress.com/2012/03/26/from-the-pages-of-the-past-ads-of-yesteryear-the-bards-tale/

Ultima IV

Tugenden
Alchemie
Dialoge

1985

Dungeon Master

Echtzeit-RPG

1987

Pool of Radiance (1988)

Strategic Simulations Inc. (SSI), C-64

AD&D Regelwerk, Gold Box Engine, individualisierbare Spielerbilder

Quest for Glory: So You Wanna Be A Hero

Sierra 1989