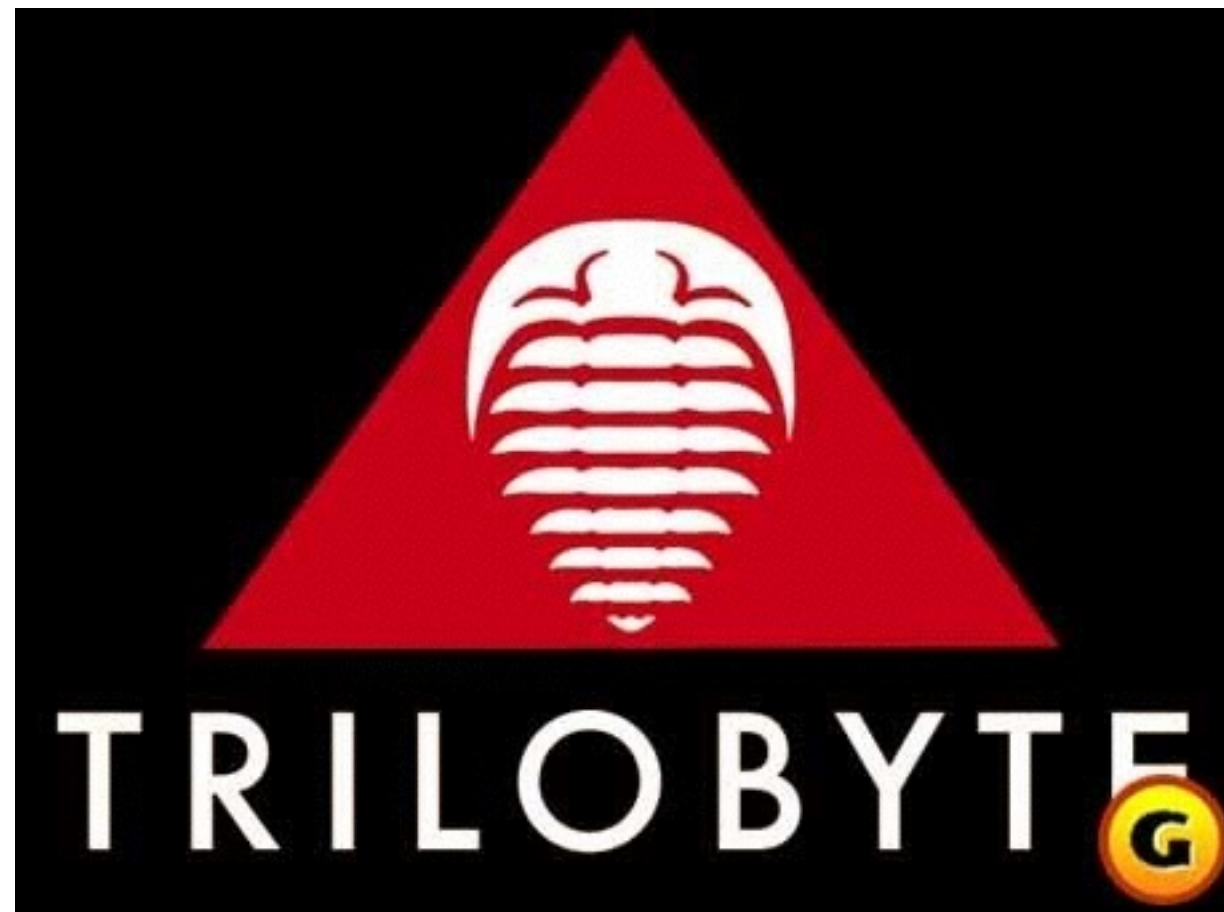


KLASSIKER DER SPIELEGESCHICHTE

FMV-ADVENTURES

27. NOVEMBER 2014





1990-1999

Virgin Games
Trilobyte

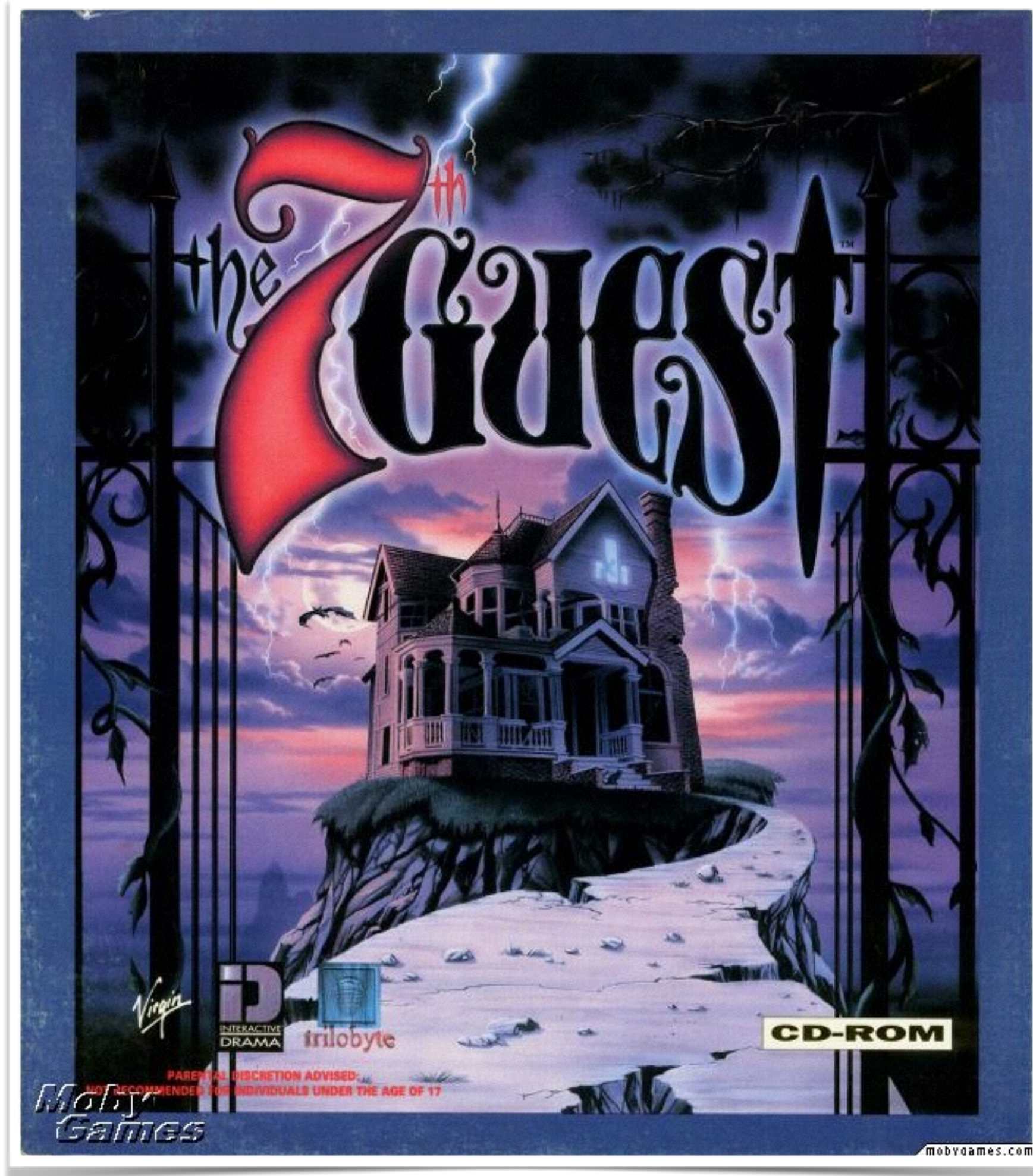


1983-2003



1990 Rob Landeros, Graeme Devine

7th Guest

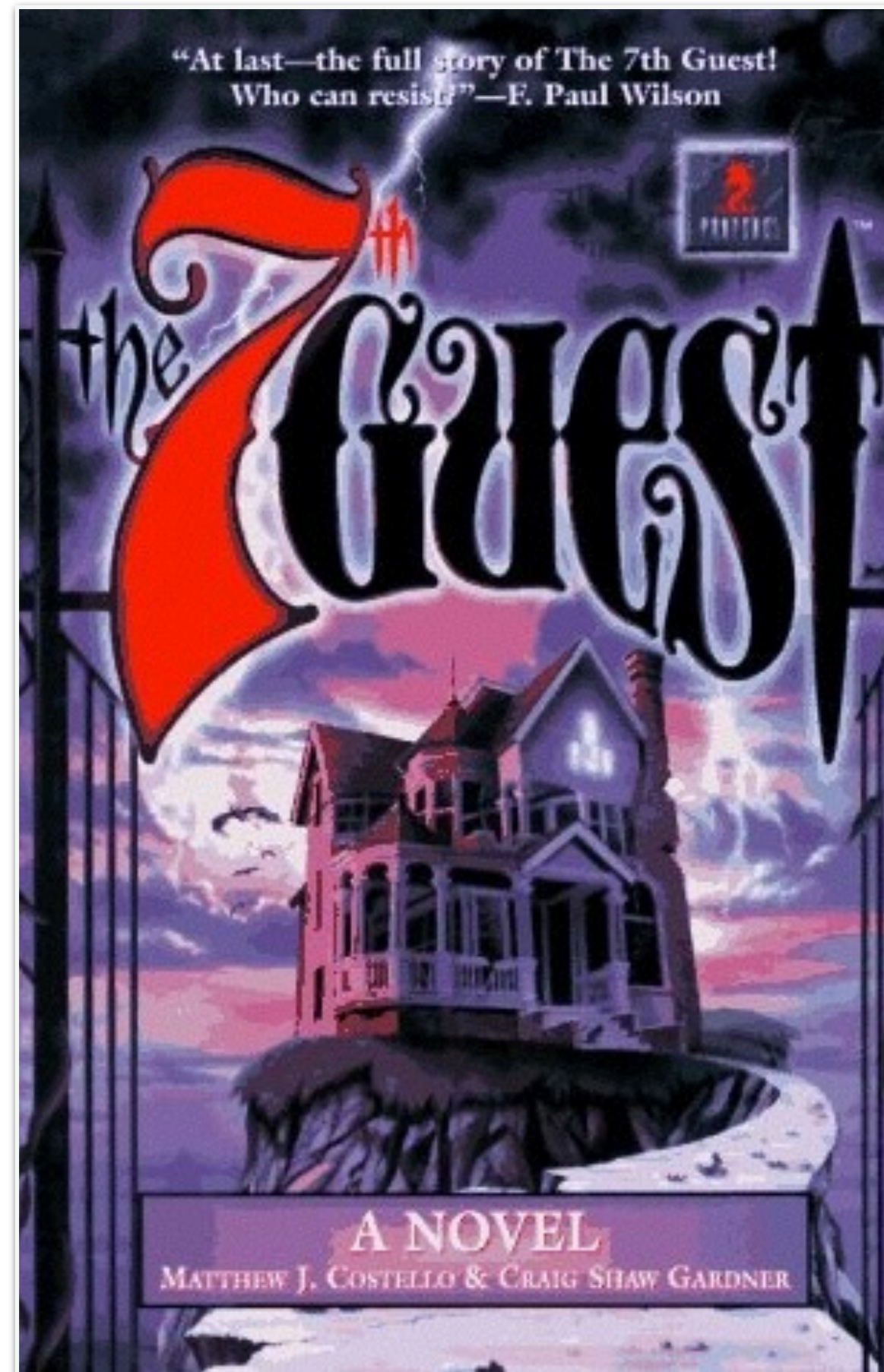


„the new standard in interactive entertainment.“
— Bill Gates

7th Guest, Making of
<http://www.youtube.com/watch?v=X0IX4ajhILA>

1993

Narration: Matthew Costello

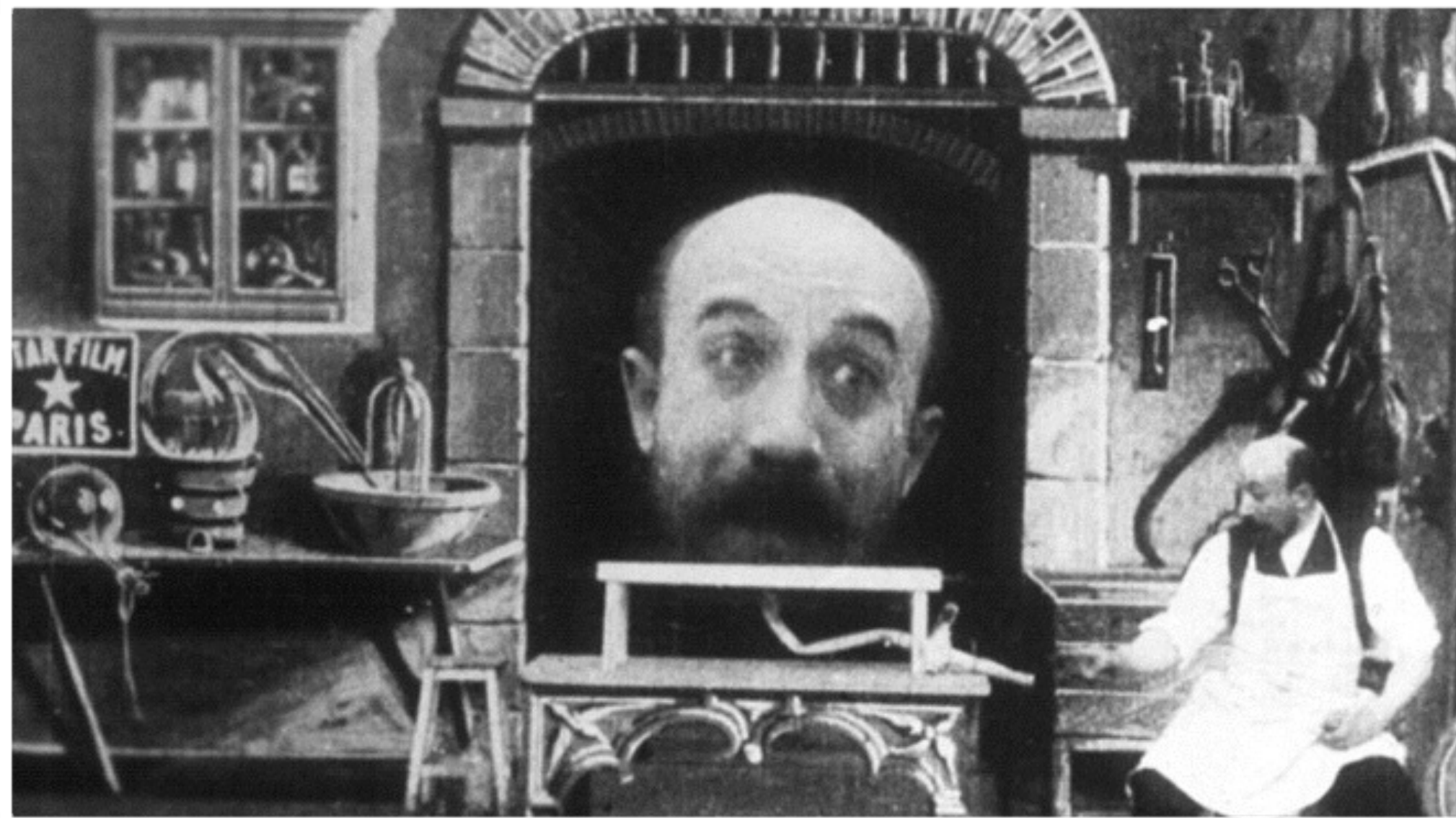


- 1995: The 7th Guest (with Craig Shaw Gardner)
- 2005: King Kong: The Island of the Skull
- 2008: Doom 3: Worlds on Fire
- 2009: Doom 3: Maelstrom
- 2011: RAGE

Matthew J. Costello und Craig Shaw Gardner, 1995

3D-Grafik: Robert Stein





Georges Méliès: L'homme à la tête de caoutchouc (1901)



Full Motion Video (FMV): Debra Mason

Statische Kamera
Halbtotale bis Halbnaher Einstellung



Musik: George Sanger

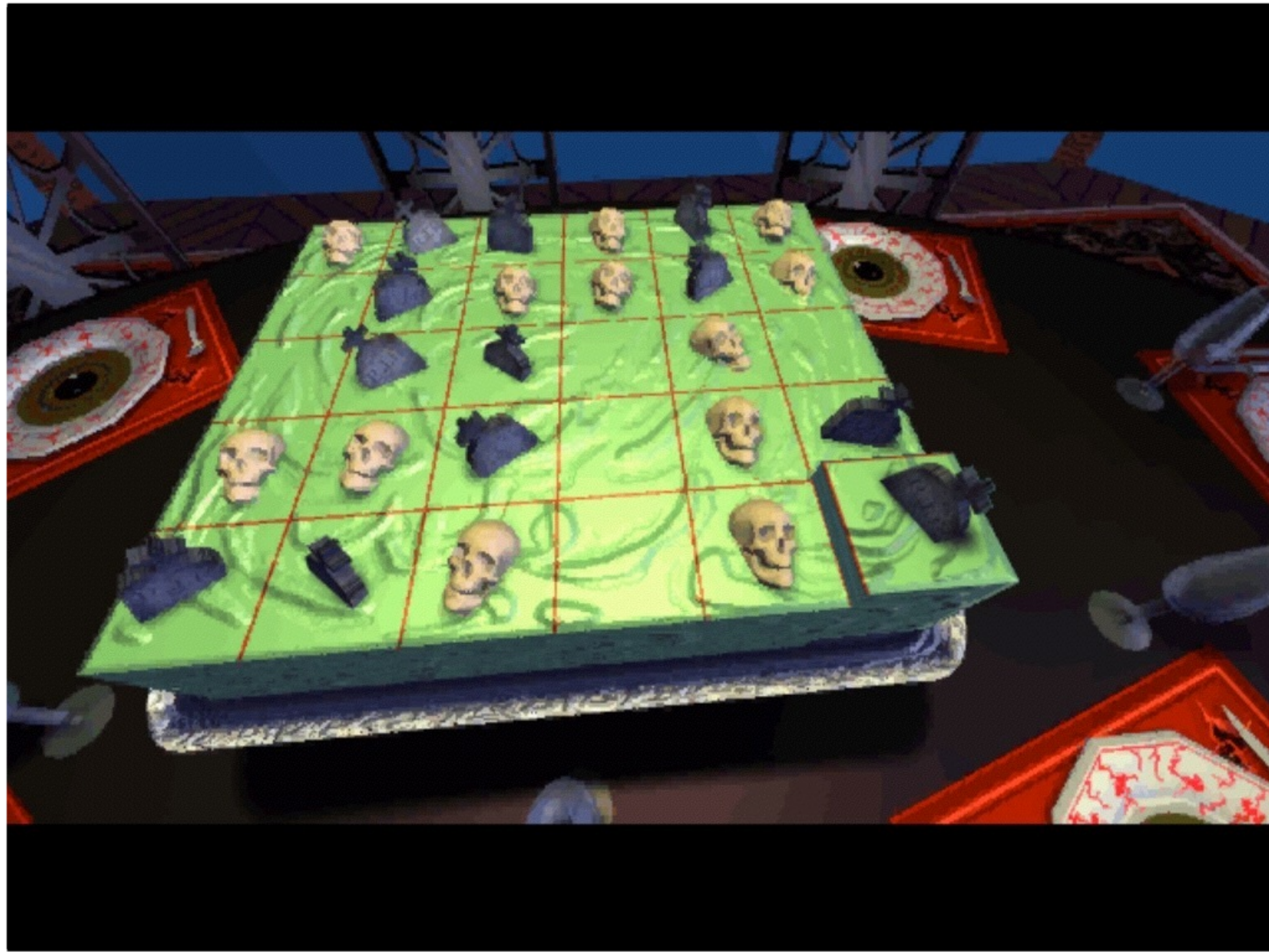


Leitmotiv „The Game“



- Maniac Mansion (NES) 1990
- Wing Commander 1990
- Loom (an adaptation of Tchaikovsky's Swan Lake) 1990
- Fun House (NES) 1991
- Home Alone (NES) 1991
- Might and Magic III: Isles of Terra 1991
- Wing Commander II: Vengeance of the Kilrathi 1991
- RPM Racing 1991
- Planet's Edge 1992
- Ultima Underworld 1992
- Faceball 2000 (SNES) 1992
- Wings 2: Aces High 1992
- The 7th Guest 1992
- Zombies Ate My Neighbors 1993
- IndyCar Racing 1993
- NASCAR Racing 1994
- The 11th Hour 1995
- Scene It? 2000

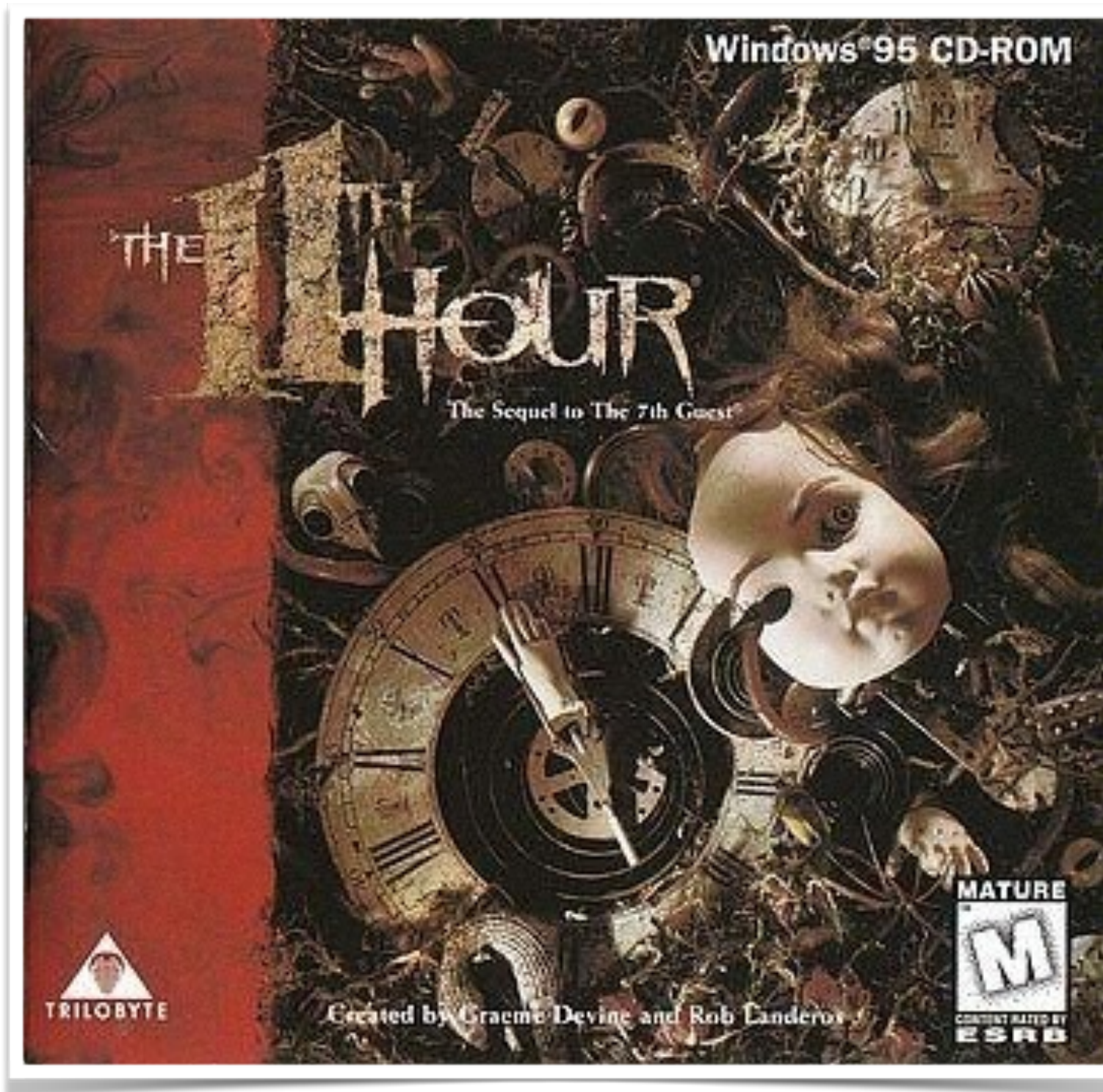
Gameplay



This was the personal computer's answer to Dragon's Lair. The programmer, Graeme Devine, was brilliant with video technology, creating an engine capable of playing video from the slow CD's of the time. The designer, Rob Landeros, had a cinematist's feel for imagery and emotion. Together, they built a smashingly beautiful product with truly haunting, genuinely frightening imagery. Unfortunately, like Dragon's Lair, the gameplay was insufficient to carry the product—it was nothing more than obscure puzzle-solving. Once again, everybody rushed to do video-based CD games. The continuing advances in video technology on personal computers kept the patient technically alive long after brain death had occurred. The sequel, The 11th Hour, sold reasonably well, but that was the end of the series.

— Chris Crawford

11th Hour

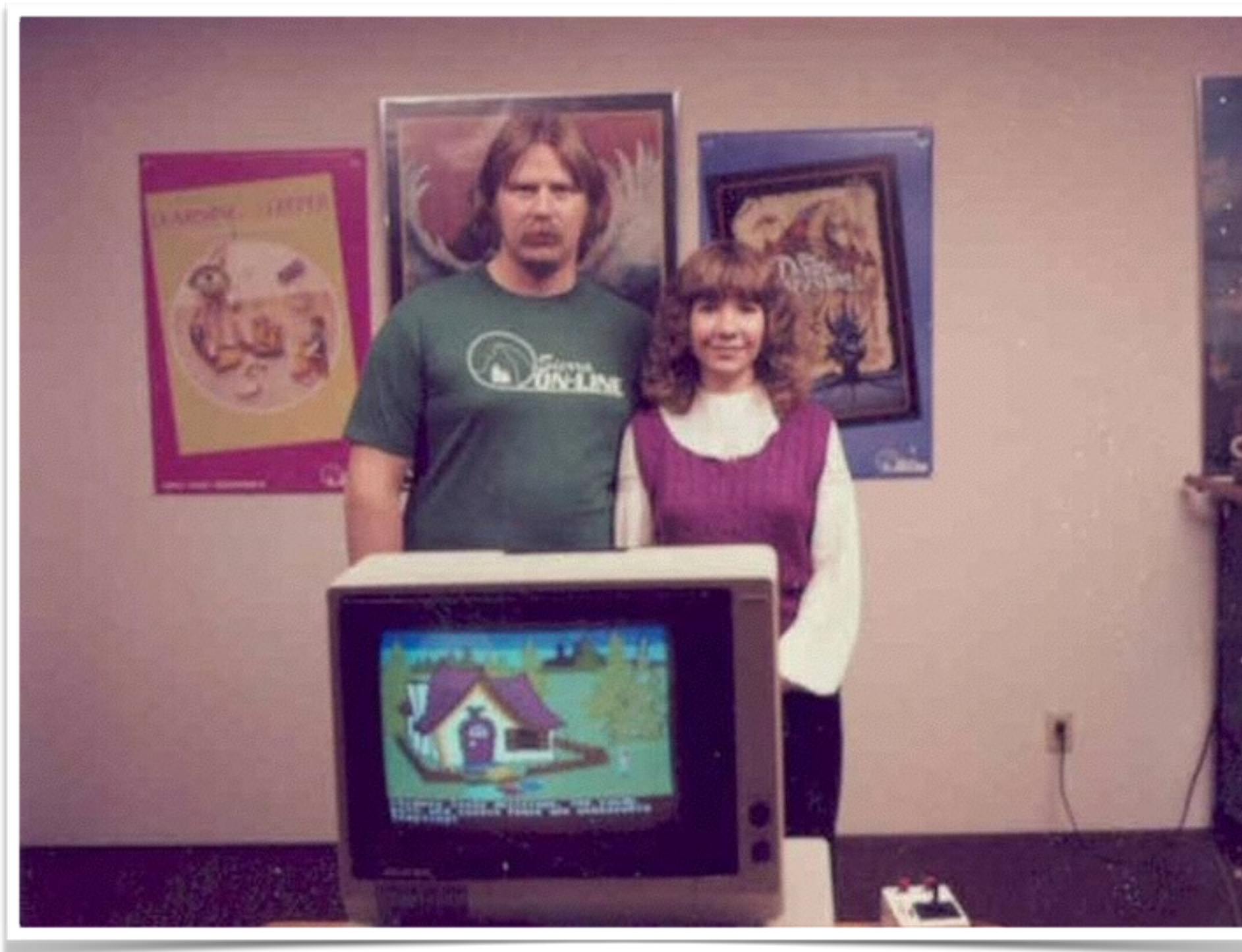


1995



Sierra Entertainment

1979 - 2008



Ken & Roberta Williams

<http://www.sierragamers.com/>

Unter anderem:

Mystery House (1979)

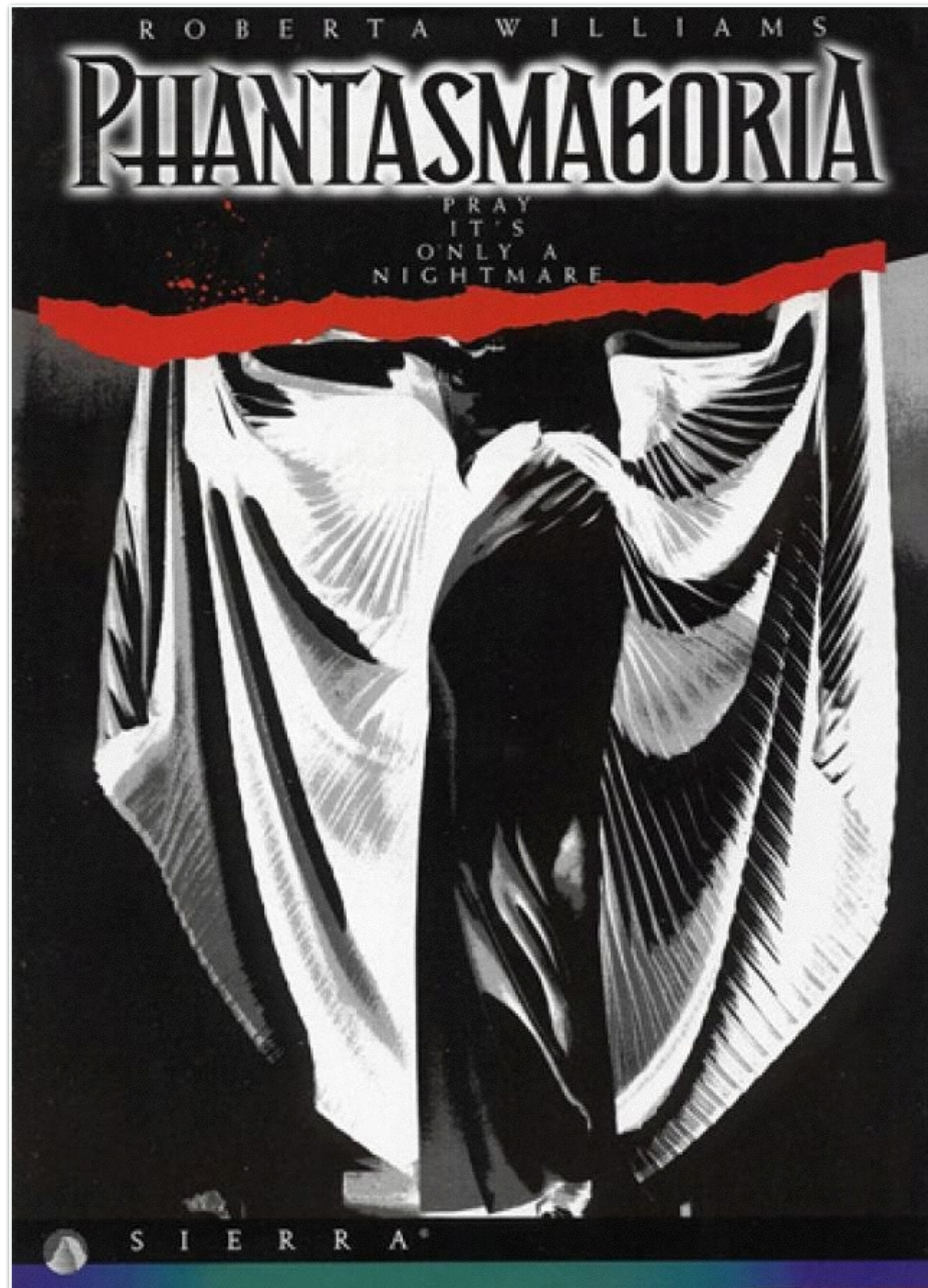
King's Quest (1984-1998)

Space Quest (1986-1995)

Police Quest (1987-1993)

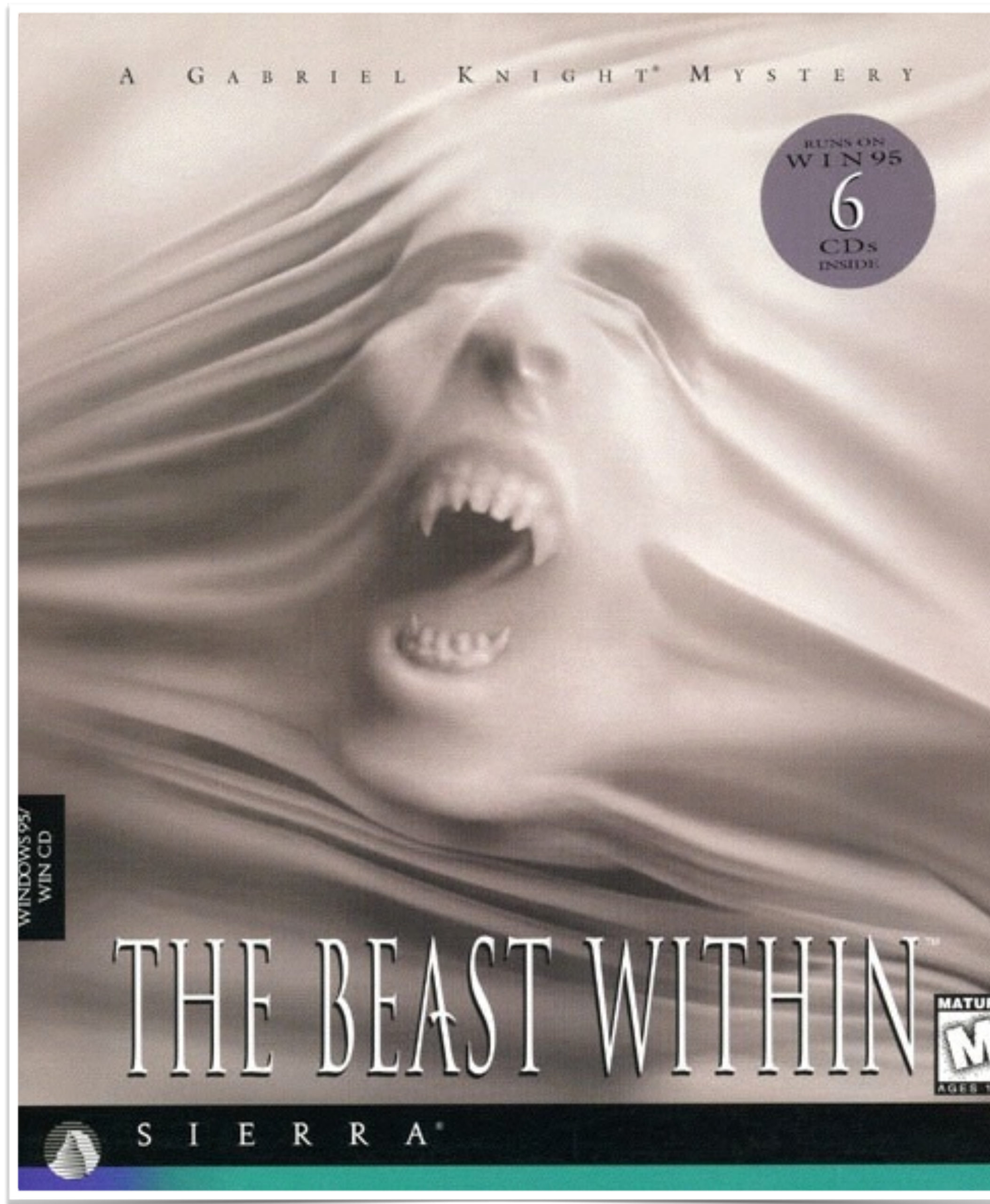
Heroe's Quest (1989-1998)

Leisure Suit Larry (1981-2004)



Phantasmagoria

Sierra, 1995



Gabriel Knight: The Beast Within

Sierra, 1995