

# Rollenspiele

# Conan den Cimmerier

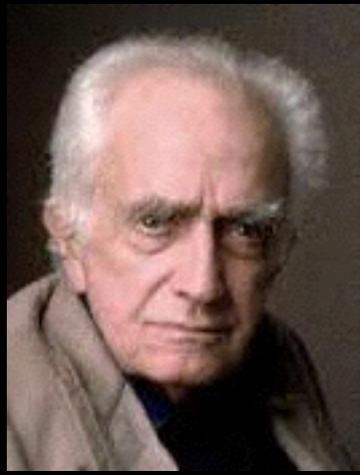
- 1906 Robert E. Howard
- Sword and Scocery



# Cthulhu Mythos

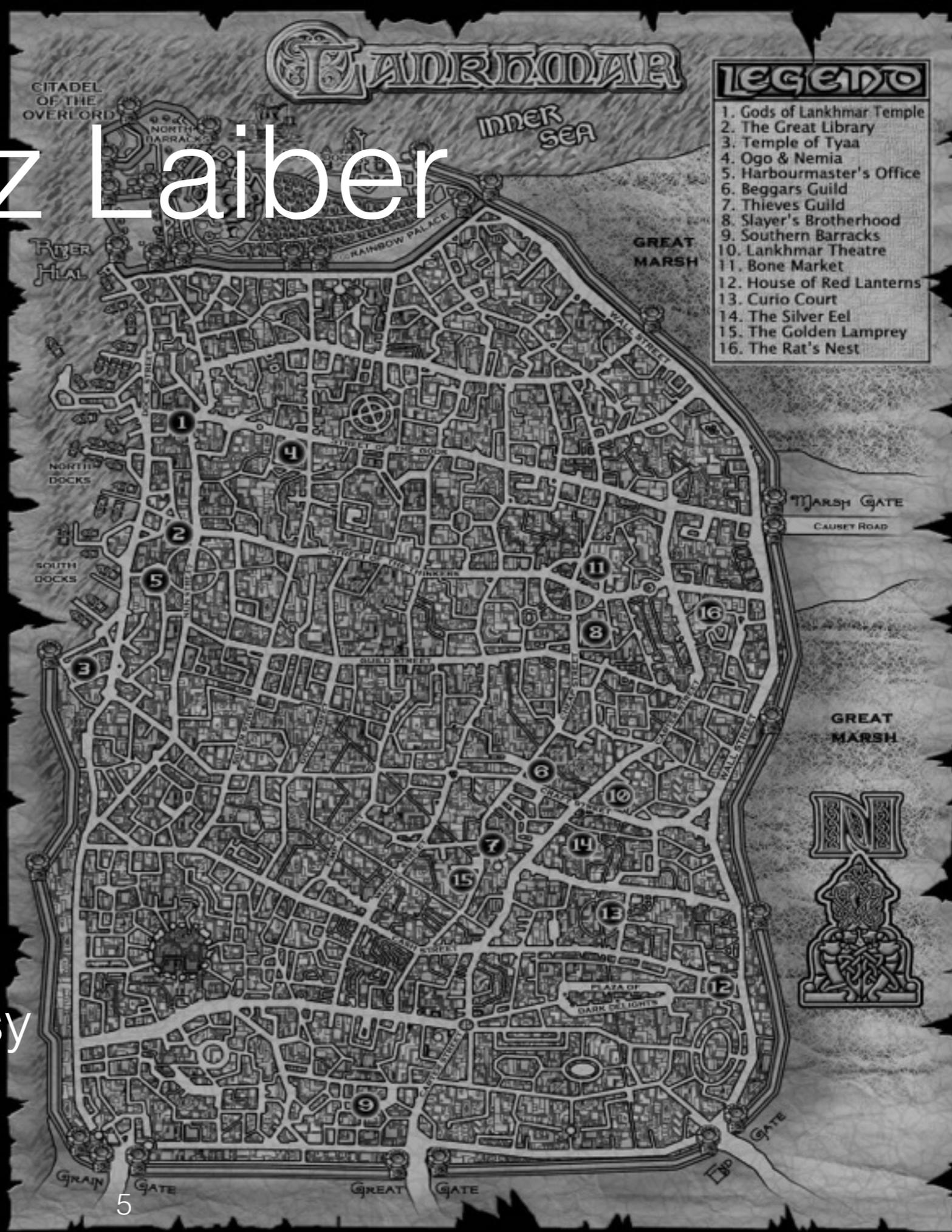


- 1928 Howard Phillips Lovecraft
- Erste Mythologie göttergleicher Wesen „Die Alten“

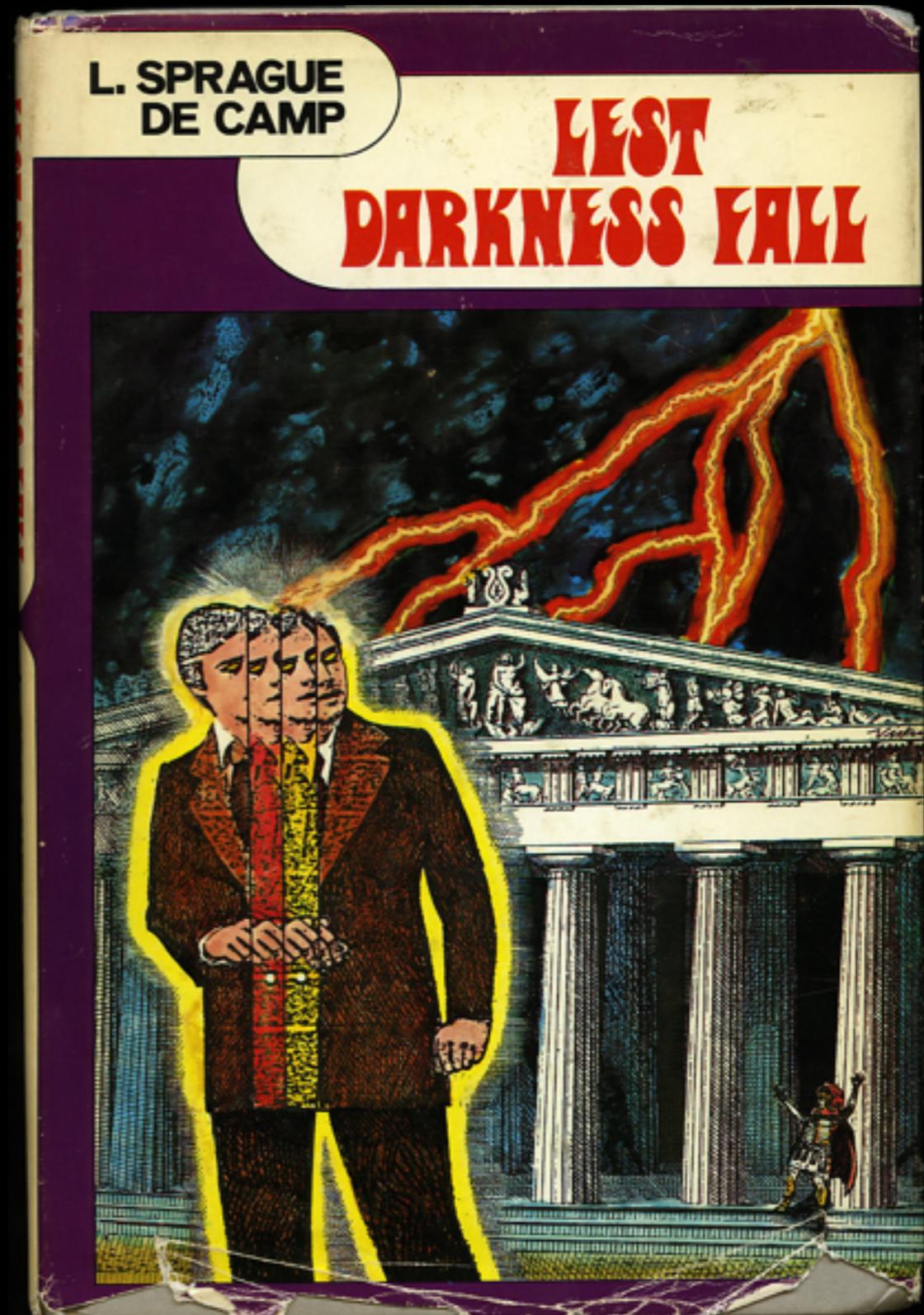


# Fritz Leiber

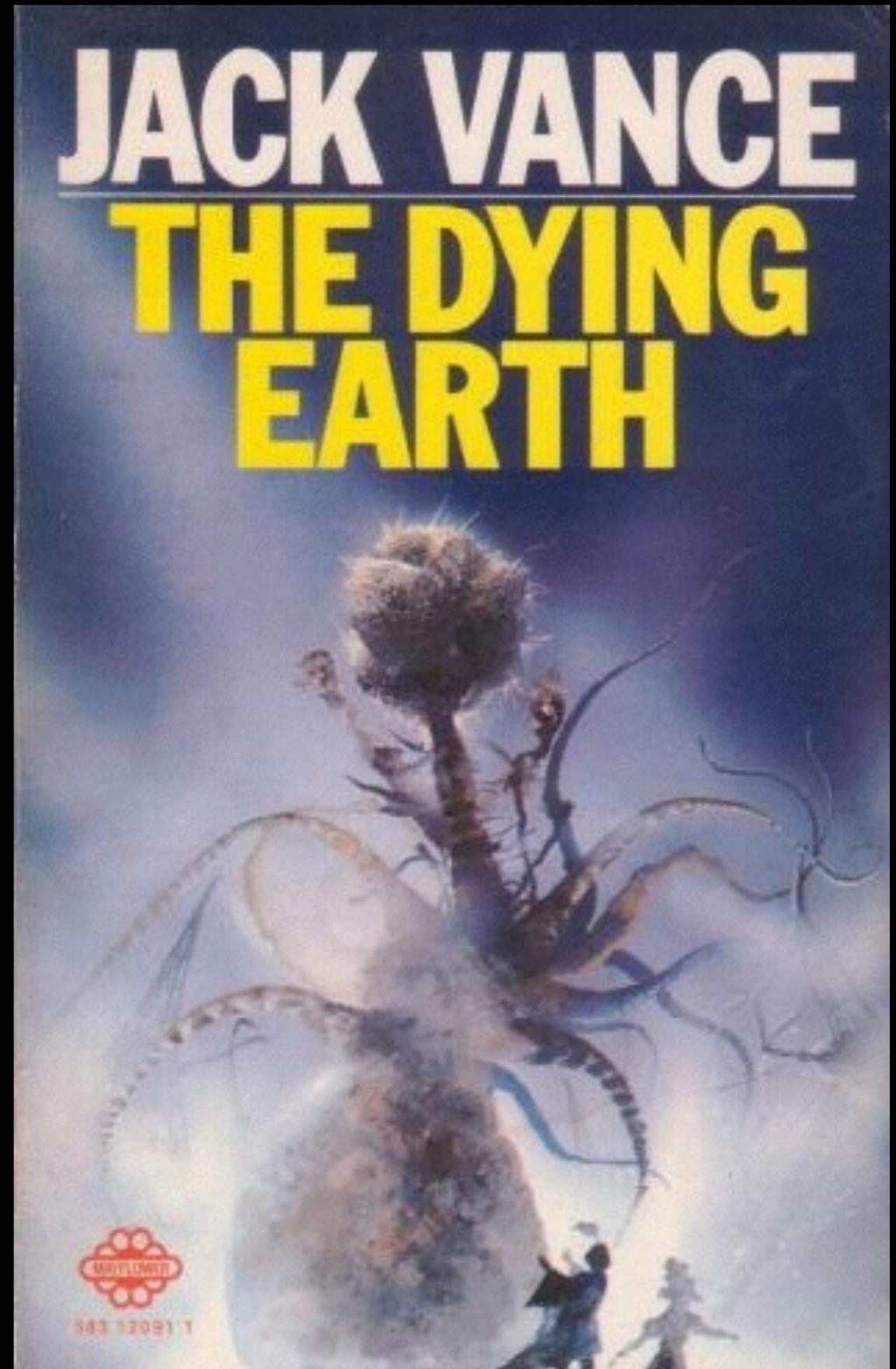
- erste Kurzgeschichte 1939
- Welt entsteht im Briefwechsel
- Erster Weltenbauer
- Lankmahr ist die erste detailliert ausgearbeitete Fantasy Stadt.



- 1941
- Inspiration für Zeit und Dimensionsreisen



- 1950
- Science Fantasy
- Endzeitroman
- Zaubersprüche vergisst man nach Anwendung, und muss sie neu lernen.

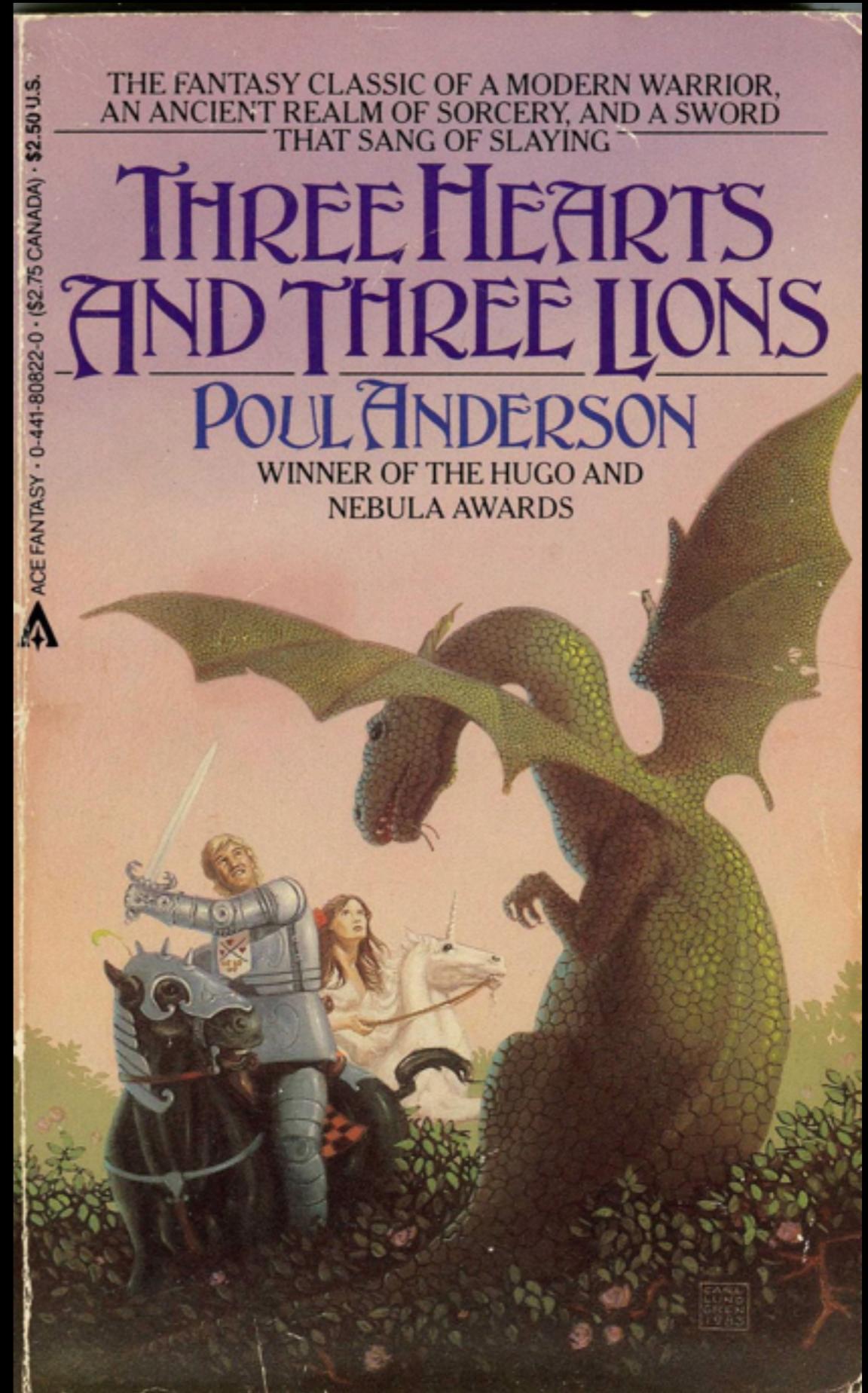


# Mittelerde

- 1954 und 1955  
John Ronald Reuel Tolkien
- High Fantasy
- Hobbits = Diebe
- Elfen, Orks



- 1961
- D&D Gesinnungssystem
- Rechtschaffen vs Chaotisch
- Character Klasse Paladin entlehnt
- Monster wie Troll mit Regeneration 1:1 übernommen



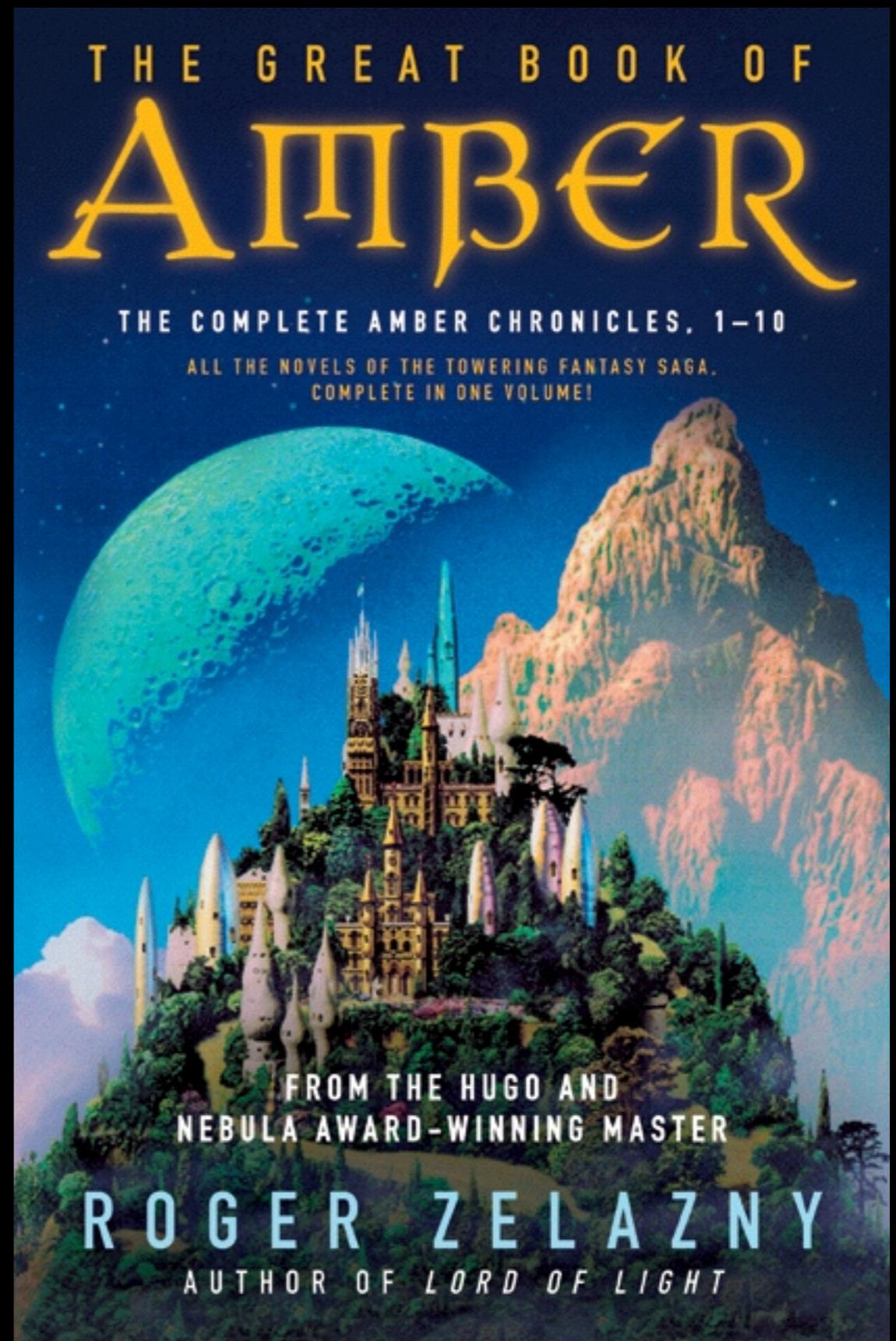
# Michael Moorcock

- 1963
- Chaos vs Ordnung
- Intelligente und verfluchte Magische Gegenstände



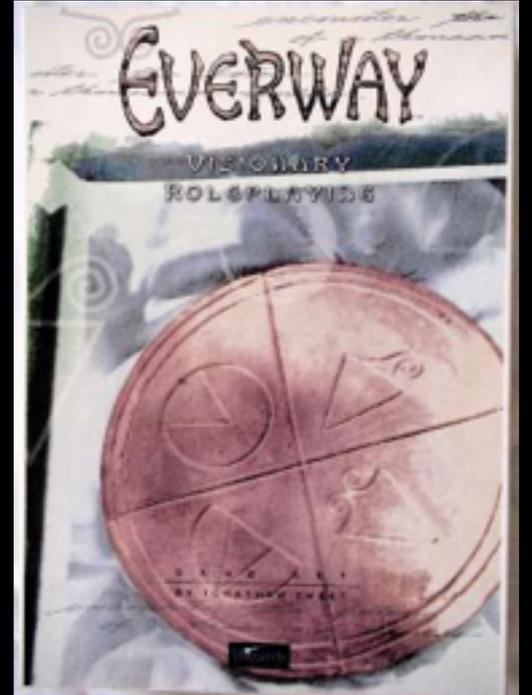
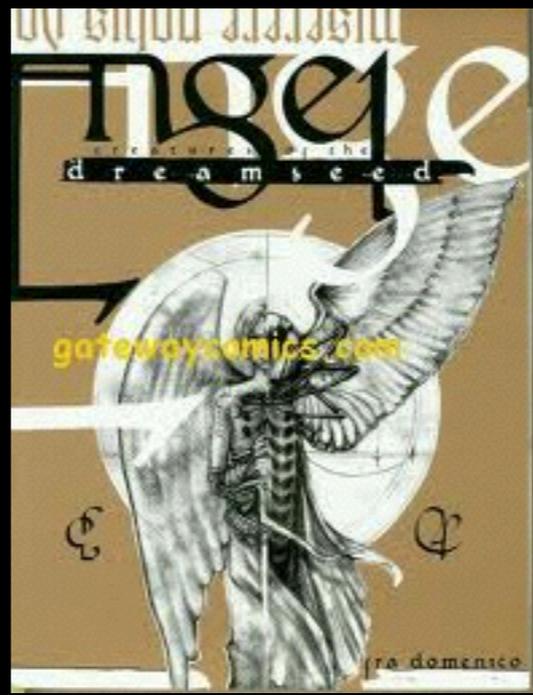
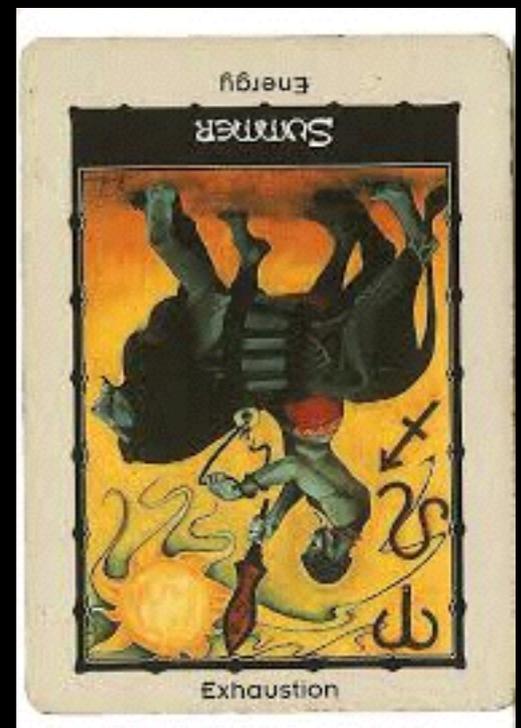
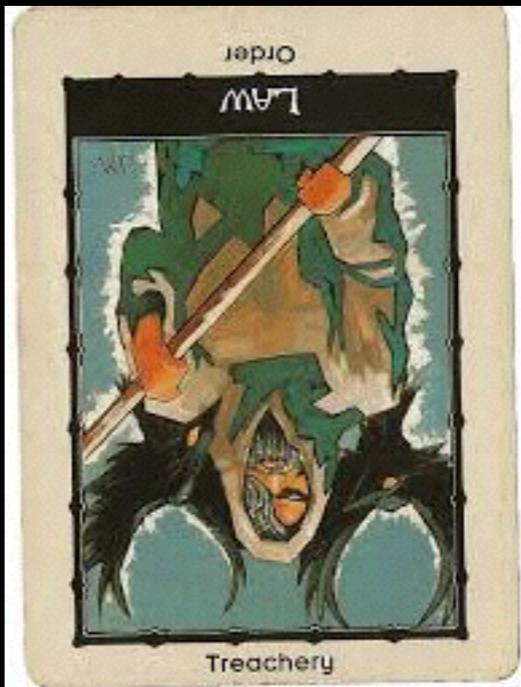
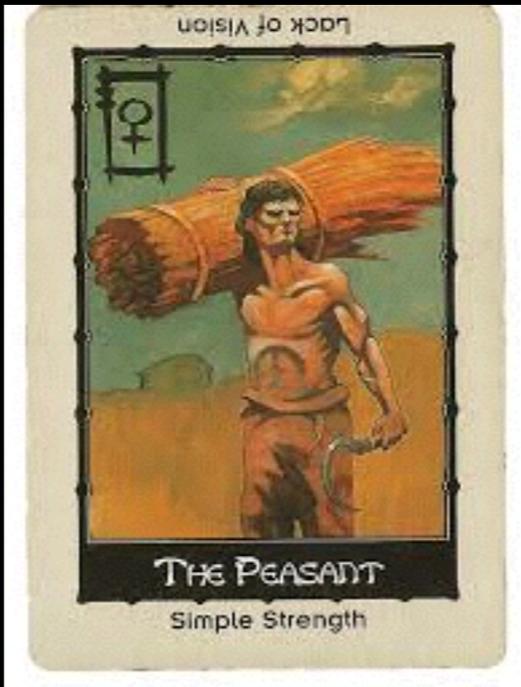
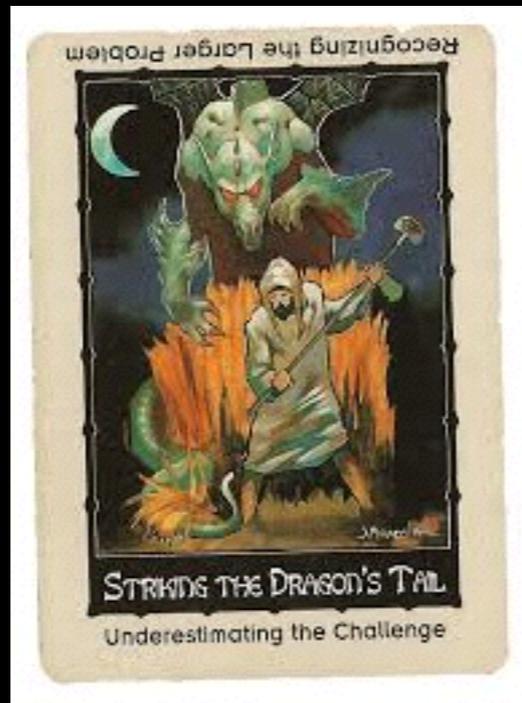
# Amber Chroniken

- 1970
- einer der ersten großen Fantasy Zyklen
- ausgefeilte multidimensionale Welten



# Was Braucht man zum Spielen?





140: Zuckerpfend

Vinlay  
 CHARAKTERNAMEN Barde 16  
 KLASSE UND STUFE Barde 16  
 SPILERS Carsten  
 VOLK Halb GEBIRG  
 GOTTHEIT gott  
 GROSSENKATEGORIE mittel ALTER 17 GESCHLECHT weibl. GRÖSSE 184.5 77 blau HAARFARBE schwarz HAUPTFARBE hell



ATTRIBUTE	ATTRIBUTE WERT	ATTRIBUTE MOD.	TEMP. WERT	TEMP. MOD.	GESAMT	WUNDEN/MOMENTANE TP	WICHTIGER SCHADEN	BEWEGUNGSRATE
ST	12	1			13			
GE	16	3			19			
KO	20	0			20			
IN	14	2			16			
WE	8	-1			7			
CH	20	5	22	6	26			

RETTUNGSWURFE	GESAMT	GRUND-BONUS	ATTRIBUTE-MOD.	MAGIC-MOD.	SONST. MOD.	TEMP. MOD.	WICHTIGER SCHADEN
REFLEX	13	10	3				
WILLEN	9	10	-1				
ZAHIGKEIT	5	5					

GRUND-ANGRIFFSBONUS	12/13	ZAUBER RESISTENZ	
RINGKAMPF	3/7		

ANGRIFF	WICHTIGER SCHADEN	WICHTIGER SCHADEN	WICHTIGER SCHADEN
schw. Armbrust	15/10/15	10/10	19-20/42
36m Reich			
u. "Krumelones Faust"			9FFd

ANGRIFF	WICHTIGER SCHADEN	WICHTIGER SCHADEN	WICHTIGER SCHADEN

ANGRIFF	WICHTIGER SCHADEN	WICHTIGER SCHADEN	WICHTIGER SCHADEN

ANGRIFF	WICHTIGER SCHADEN	WICHTIGER SCHADEN	WICHTIGER SCHADEN

ANGRIFF	WICHTIGER SCHADEN	WICHTIGER SCHADEN	WICHTIGER SCHADEN

FERTIGKEIT	BEZUGS-ATTRIBUTE	FERT. MOD.	ATTR. MOD.	NAMME	SONST. MOD.
AUFTRETEN (Laute)	CH	24	-6	18	
AUFTRETEN (Tanz)	CH	6	-6		
AUFTRETEN (Gesang)	CH	8	-6	2	
BALANCIEREN	GE*	3	-3		
BERUF	WE	-1	-1		
BLUFFEN	CH	6	-6		
DIPLOMATIE	CH	12	-6	6	
EINSCHÜCHTERN	CH	6	-6		
ENTDECKEN	WE	2	-1	6	
ENTFESSELUNGSKUNST	GE*	7	-3	4	
FÄLSCHEN	IN	2	-2		
FINGERFERTIGKEIT	GE*	2	-3	5	
HANDWERK	IN	2	-2		
HANDWERK	IN	2	-2		
HANDWERK	IN	2	-2		
HEILKUNDE	WE	-1	-1		
INFORMATIONEN SAMMELN	CH	0	-6		
KLETTERN	ST*	5	-1	4	
KONZENTRATION	KO	7	-0	7	
LAUSCHEN	WE	8	-1	3	
LEISE BEWEGEN	GE*	11	-3	3	
MACHENDES GEGENSTAND BENUTZEN	CH	3	-0	3	
MCHANISMUS AUSCHALTEN	IN	2	-6	5	
MIT TIEREN UMGEHEN	CH	-1	-1		
MOTIV ERKENNEN	WE	4	-3	2	
REIEN	GE	4	-3	2	
SCHÄTZEN	IN	3	-2	1	
SCHLÖSSER ÖFFNEN	GE	2	-2		
SCHWIMMEN	ST*	3	-1	6	
SEIL BENUTZEN	GE	3	-3		
SPRINGEN	ST*	4	-1	3	
SUCHEN	IN	2	-2		
TURNEN	GE*	5	-3	2	
ÜBERLEBENS-KUNST	WE	0	-1	3	
VERKLEIDEN	CH	11	-6	6	
VERSTECKEN	GE*	3	-3	6	
WISSEN (Gaulische)	IN	2	-2		
WISSEN	IN				
WISSEN	IN				
WISSEN	IN				
WISSEN	IN				
WISSEN	IN				
ZAUBERKUNDE	IN	6	-2	4	
Sprache sprechen		3	-2	1	

Mit einem Blau markierte Fertigkeiten können auch unmarkiert benutzt werden.  
 Markiere diesen Kasten mit einem X, wenn die Fertigkeit für diesen Charakter eine Kernfertigkeit ist.  
 \* Rüstungsbonus, sofern vorhanden, wird angerechnet (das Doppelte bei Schwimmen).

PG: Zuckerpferd

Vinlay  
 CHARAKTERNAME Burde 16  
 KLASSE UND STUFE  
mittel 17 wäuml. 184.5 77 blau schwarz hell  
 GRÖSSENKATEGORIE ALTER GESCHLECHT GRÖSSE GEWICHT AUGENFARBE HAARFARBE HAUTFARBE

Carsten  
 SPIELER Menschen chaotisch-gut  
 VOLK GESINNUNG GOTTHEIT



ATTRIBUTE	ATTRIBUTS-WERT	ATTRIBUTS-MOD.	TEMP. WERT	TEMP. MOD.
ST	12	1		
GE	16	3		
KO	10	0		
IN	14	2		
WE	8	-1		
CH	20	5	22	6

**GESAMT** **WUNDEN/MOMENTANE TP** **NICHTTÖDLICHER SCHADEN** **BEWEGUNGSRATE**

TP **73**

RK **19** = 10 + **6** + **3** + **3** + **3** + **3** + **3** + **3** + **3**

GESAMT RÜSTUNGS-BONUS SCHILD-BONUS GE-MOD. GR-MOD. NATÜRL. RÜSTUNG ABLENKUNGS-BONUS SONST. MOD. SCHADENSREDUZIERUNG

HEILKUNDE **12** **AUS DEM FALTSCHREIBEN** **13**

**INITIATIVE** **7** - **3** + **4**

GESAMT GE-MOD. SONST. MOD.

**FERTIGKEITEN** **1**

FERTIGKEIT	BEZUGS-ATTRIBUT	FERT.-MOD.	ATTR.-MOD.	RANGE	SONST. MOD.
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**RETTUNGSWÜRFE** **GESAMT** **GRUND-BONUS** **ATTRIBUTS-MOD.** **MAGIE-MOD.** **SONST. MOD.** **TEMP. MOD.** **SITUATIONSMOD.**

**REFLEX** **13** - **10** + **3** + **0** + **0** + **0**

**WILLEN** **9** - **10** + **-1** + **0** + **0** + **0**

**ZAHIGKEIT** **5** - **5** + **0** + **0** + **0** + **0**

**GRUND-ANGRIFFSBONUS** **12/7/2** **ZAUBER-RESISTENZ** **0**

**RINGKAMPF** **15/10/5 = GA + Ge → Fern**

**3/1/3** - **0** + **1** + **0** + **0**

GESAMT GRUND-ANGRIFFSBONUS ST-MOD. GR-MOD. SONST. MOD.

**ANGRIFF**

<u>schw. Armbrust</u>	<u>15/10/5</u>	<u>10/10</u>	<u>19-20/42</u>
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<input checked="" type="checkbox"/> AUFTRETEN ( <u>Laute</u> )	CH	<b>24</b>	- <b>6</b>	+ <b>18</b>	+
<input checked="" type="checkbox"/> AUFTRETEN ( <u>Töne</u> )	CH	<b>6</b>	- <b>6</b>	+ <b>0</b>	+
<input checked="" type="checkbox"/> AUFTRETEN ( <u>Gesang</u> )	CH	<b>8</b>	- <b>6</b>	+ <b>2</b>	+
<input checked="" type="checkbox"/> BALANCIEREN ■	GE*	<b>3</b>	- <b>3</b>	+ <b>0</b>	+
<input checked="" type="checkbox"/> BERUF ( )	WE	<b>-1</b>	- <b>-1</b>	+ <b>0</b>	+
<input checked="" type="checkbox"/> BERUF ( )	WE	<b>-1</b>	- <b>-1</b>	+ <b>0</b>	+
<input checked="" type="checkbox"/> BLUFFEN ■	CH	<b>6</b>	- <b>6</b>	+ <b>0</b>	+
<input checked="" type="checkbox"/> DIPLOMATIE ■	CH	<b>12</b>	- <b>6</b>	+ <b>6</b>	+
<input type="checkbox"/> EINSCHÜCHTERN ■	CH	<b>6</b>	- <b>6</b>	+ <b>0</b>	+
<input type="checkbox"/> ENTDECKEN ■	WE	<b>2</b>	- <b>-1</b>	+ <b>6</b>	+
<input checked="" type="checkbox"/> ENTFESSELUNGSKUNST ■	GE*	<b>3</b>	- <b>3</b>	+ <b>4</b>	+
<input type="checkbox"/> FÄLSCHEN ■	IN	<b>2</b>	- <b>2</b>	+ <b>0</b>	+
<input checked="" type="checkbox"/> FINGERFERTIGKEIT	GE*	<b>8</b>	- <b>3</b>	+ <b>5</b>	+
<input checked="" type="checkbox"/> HANDWERK ■ ( )	IN	<b>2</b>	- <b>2</b>	+ <b>0</b>	+
<input checked="" type="checkbox"/> HANDWERK ■ ( )	IN	<b>2</b>	- <b>2</b>	+ <b>0</b>	+
<input checked="" type="checkbox"/> HANDWERK ■ ( )	IN	<b>2</b>	- <b>2</b>	+ <b>0</b>	+
<input type="checkbox"/> HEILKUNDE ■	WE	<b>-1</b>	- <b>-1</b>	+ <b>0</b>	+
<input checked="" type="checkbox"/> INFORMATIONEN SAMMELN ■	CH	<b>0</b>	- <b>6</b>	+ <b>0</b>	+

ANGRIFF			
schw. Armbrust	15/10/15	10/10	19-20/42
ANMERKUNGEN			
36 m	Rhich	"Aumelores Faust"	3 Ffd

MUNITION \_\_\_\_\_

ANGRIFF			
ANMERKUNGEN			

MUNITION \_\_\_\_\_

ANGRIFF			
ANMERKUNGEN			

MUNITION \_\_\_\_\_

ANGRIFF			
ANMERKUNGEN			

MUNITION \_\_\_\_\_

ANGRIFF			
ANMERKUNGEN			

MUNITION \_\_\_\_\_

- HANDWERK ( ) IN
- HANDWERK ( ) IN
- HEILKUNDE WE
- INFORMATIONEN SAMMELN CH
- KLETTERN ST\*
- KONZENTRATION KO
- LAUSCHEN WE
- LEISE BEWEGEN GE\*
- MAGISCHEN GEGENSTAND BENUTZEN CH
- MECHANISMUS AUSSCHALTEN IN
- MIT TIEREN UMGEHEN CH
- MOTIV ERKENNEN WE
- REITEN GE
- SCHÄTZEN IN
- SCHLÖSSER ÖFFNEN GE
- SCHRIFTZEICHEN ENTSCHLÜSSELN IN
- SCHWIMMEN ST\*
- SEIL BENUTZEN GE
- SPRINGEN ST\*
- SUCHEN IN
- TURNEN GE\*
- ÜBERLEBENSKUNST WE
- VERKLEIDEN CH
- VERSTECKEN GE\*
- WISSEN (Gefühlchen) IN
- WISSEN ( ) IN
- ZAUBERKUNDE IN
- Sprache sprechen
- \_\_\_\_\_
- \_\_\_\_\_

1	2	+	+
2	2	+	+
3	-1	+	+
4	6	+	+
5	1	+	4
6	0	+	3
7	-1	+	3
8	3	+	3
9	0	+	3
10	6	+	5
11	-1	+	+
12	3	+	2
13	2	+	1
14	2	+	+
15	1	+	6
16	3	+	+
17	-1	+	3
18	2	+	+
19	3	+	2
20	0	+	2
21	0	+	5
22	3	+	6
23	2	+	+
24	2	+	+
25	2	+	4
26	2	+	1
27	+	+	+
28	+	+	+
29	+	+	+
30	+	+	+

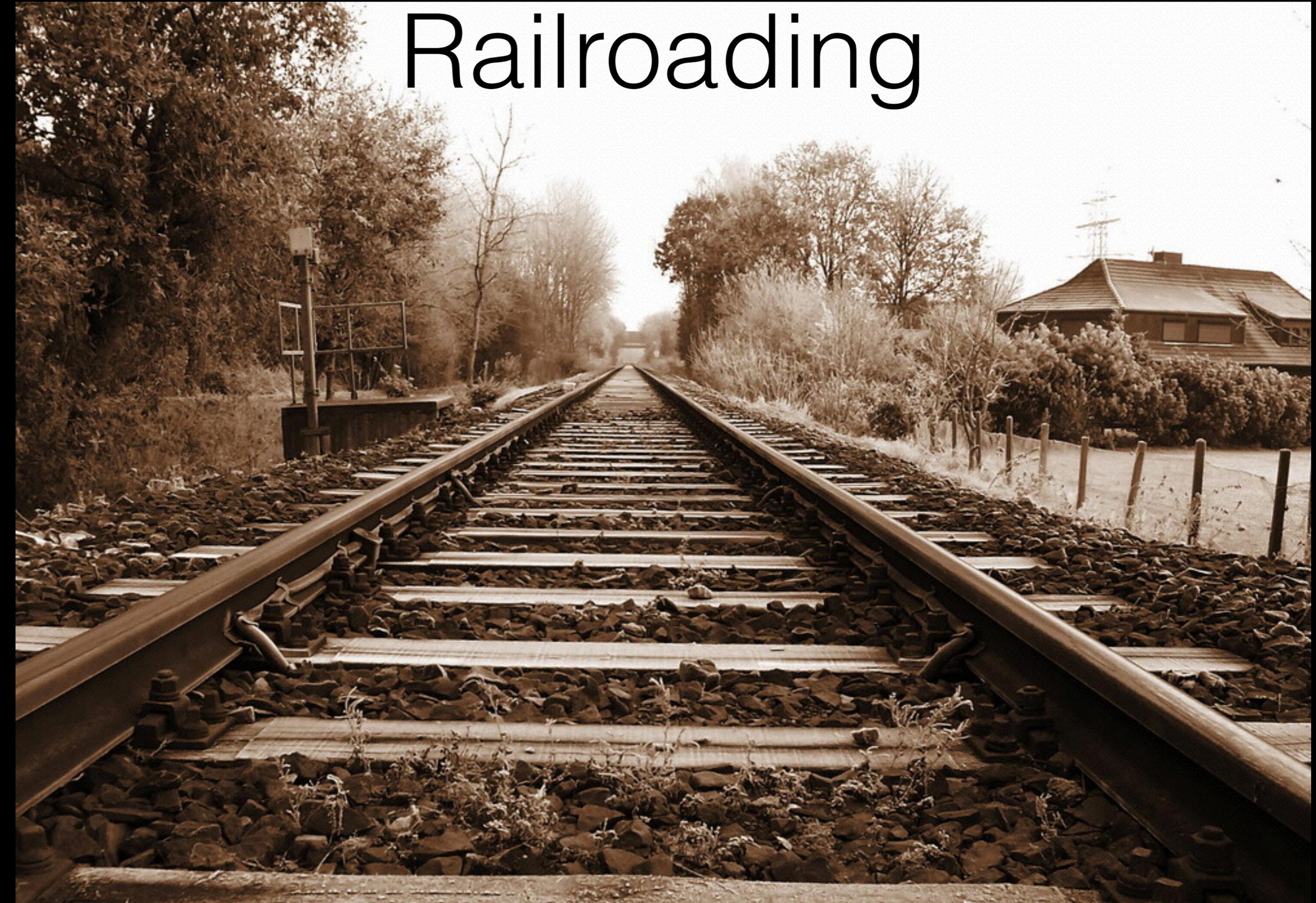
■ Mit einem Block markierte Fertigkeiten können auch untrainiert benutzt werden.  
 Markiere diesen Kasten mit einem X, wenn die Fertigkeit für diesen Charakter eine Klassenfertigkeit ist.  
 \* Rüstungsmalus, sofern vorhanden, wird angerechnet (das Doppelte bei Schwimmen).



# GAMEMASTER

Even the Matrix needed one.

# Railroading



# Illusionism



# Improvising



# Simulating



# Player Empowerment

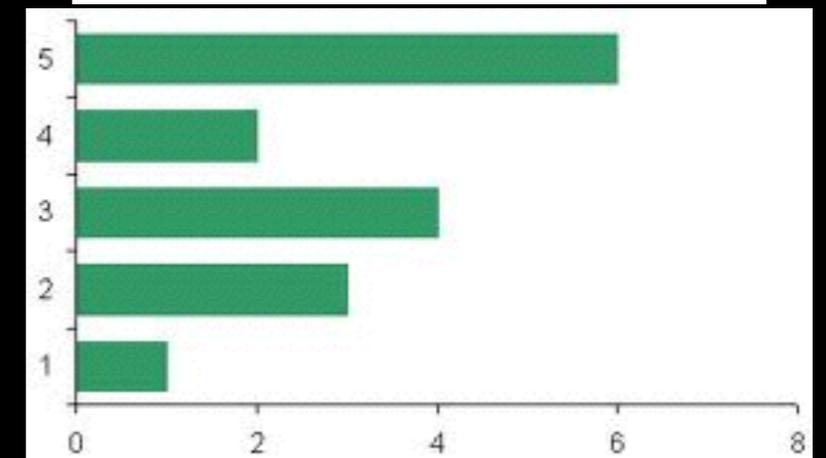
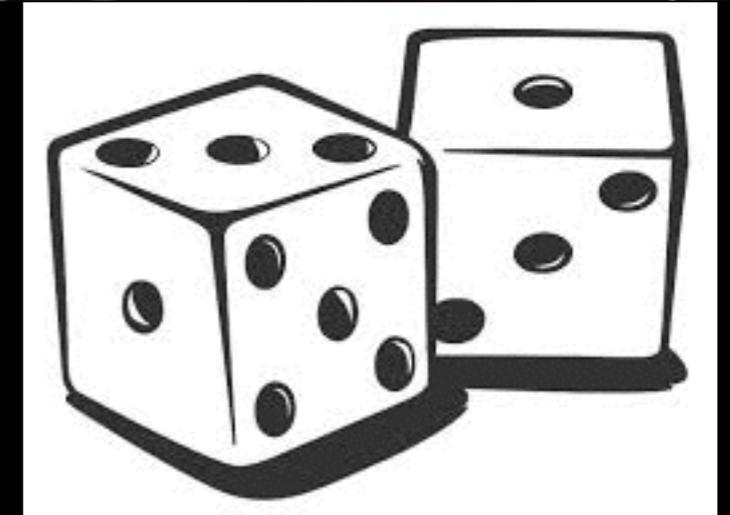


# Action

- Intent,
- Initiation,
- Completion,
- or Effect? (IICE)

# Drama, Fortune, Karma (DFK)

- Drama: der Spielleiter entscheidet das Ergebnis
- Fortune(Glück): der Zufall entscheidet über das Ergebnis (insbesondere durch Benutzung von Würfeln)
- Karma: ein fester Wert entscheidet über das Ergebnis (insbesondere durch Vergleich von Werten)



# In Character / Out of Character

- **IC** = In Character
- **OoC** = Out of Character



# Charaktererschaffung

- Startwerte auswürfeln
- Baukastensystem

# PC vs NPC

- PC = Player Character
- NPC = Non Player Character
  - Cutscene
  - Statemachine
  - Eigene Motive Ziele



- Attribute
- Fertigkeiten
  - Wertebasiert
  - Skilltree
- Vorteile und Nachteile
  - Besondere Fähigkeiten (Powers)
  - Magie und Wunder

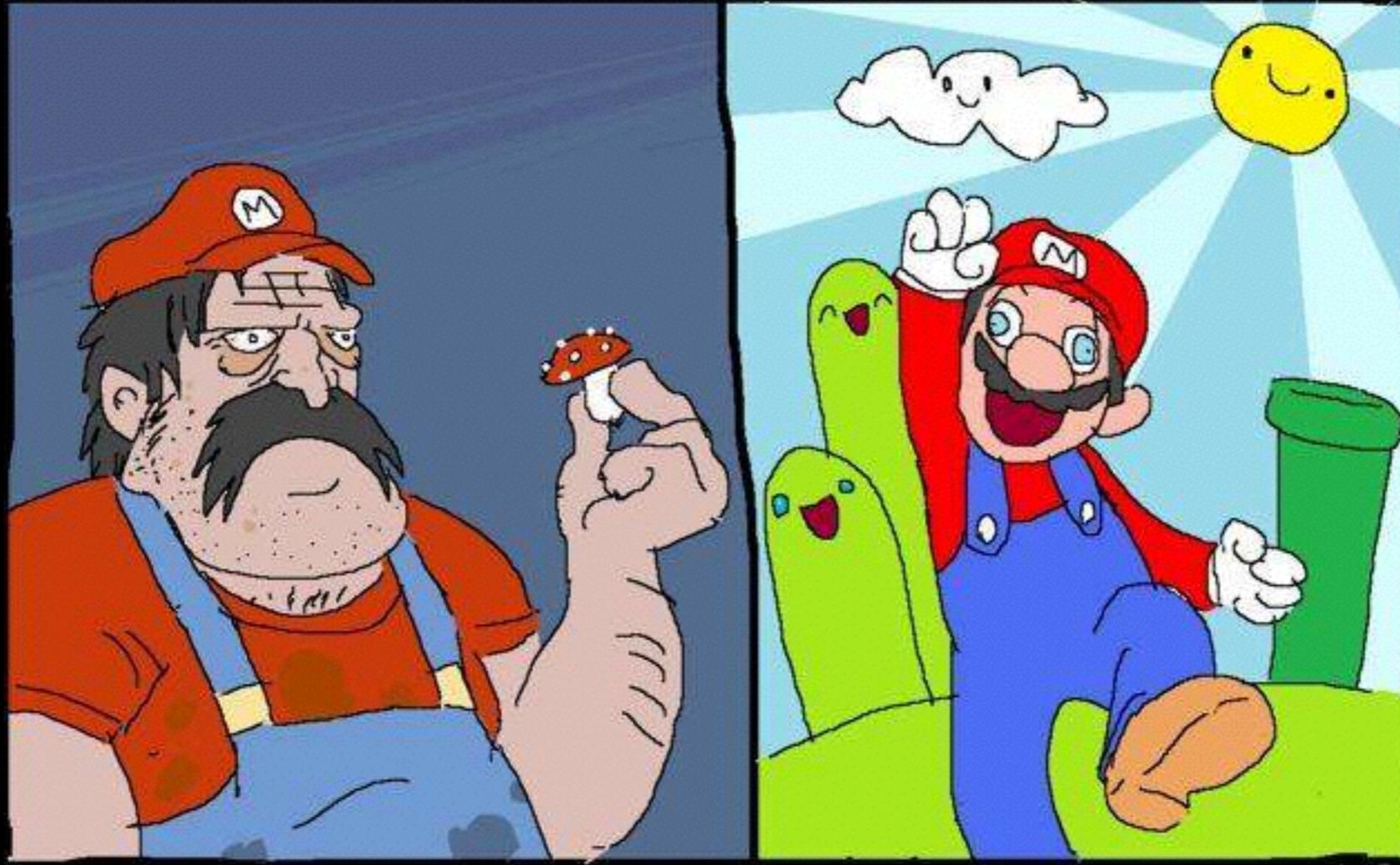
# Probe

- einfache Tests
- Vergleichende Probe
- Wiederholbare Probe

# Würfelsysteme

- Prozentwürfe
- Poolsystem
- Unterwürfeln
- Überwürfeln

# Steigerung



- Sammeln von XP für nächste Stufe
- Steigerungsversuche bei Misserfolg oder Kritischem Erfolg einer Fertigkeit

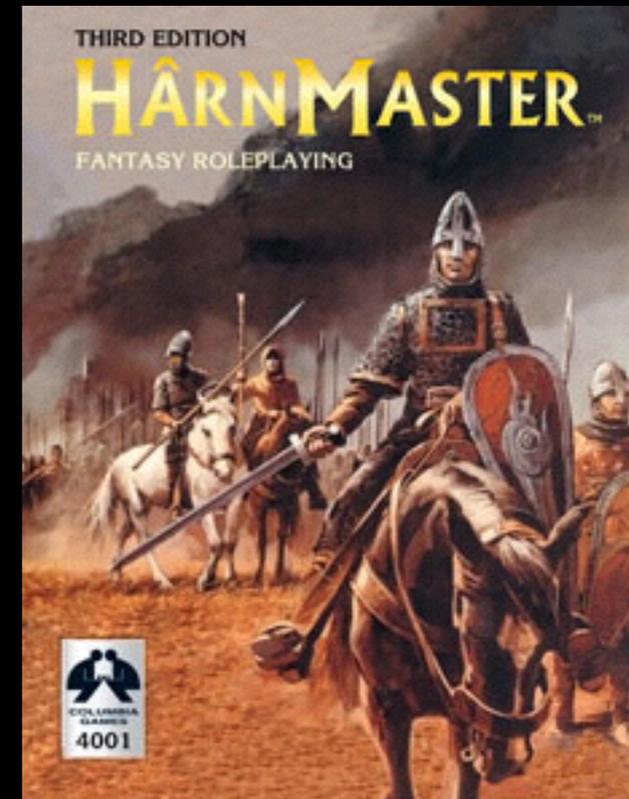
# Kampfsystem

- Lebenspunkte
- Schadensmonitor
- Trefferzonentabelle
- Nachteile

# Settings

# Fantasy

- Low Fantasy
- Sword and Scocery
- High Fantasy



# CYBERPUNK

0:38



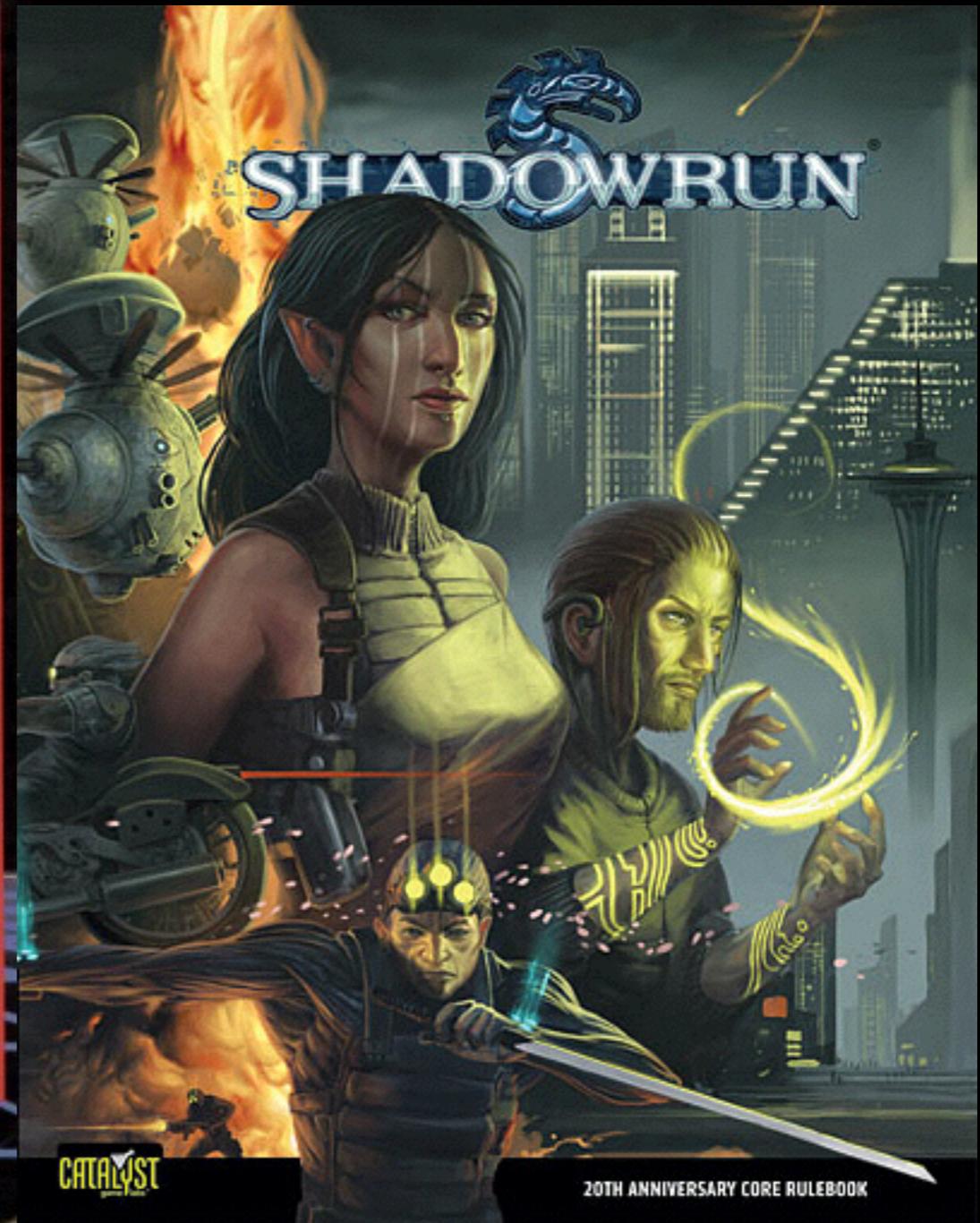
310 67  
458092  
7 940  
531 46  
8722 3  
39 50

SCA 1.6

DASNER 80

TARGETING

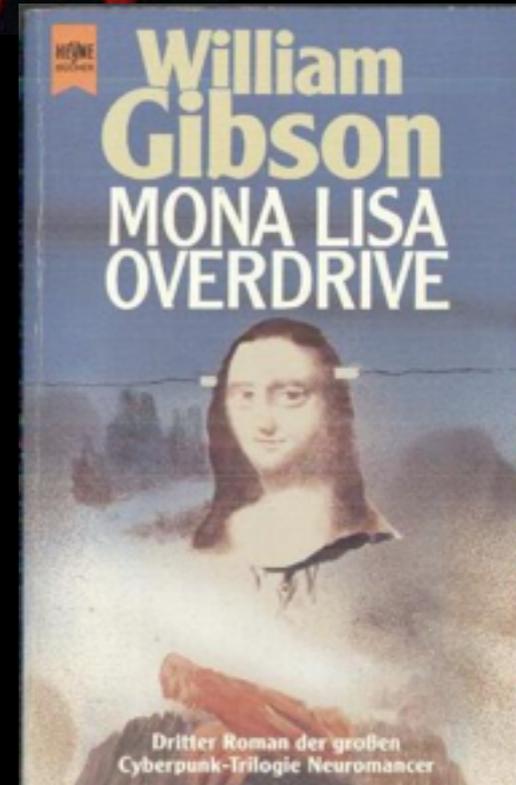
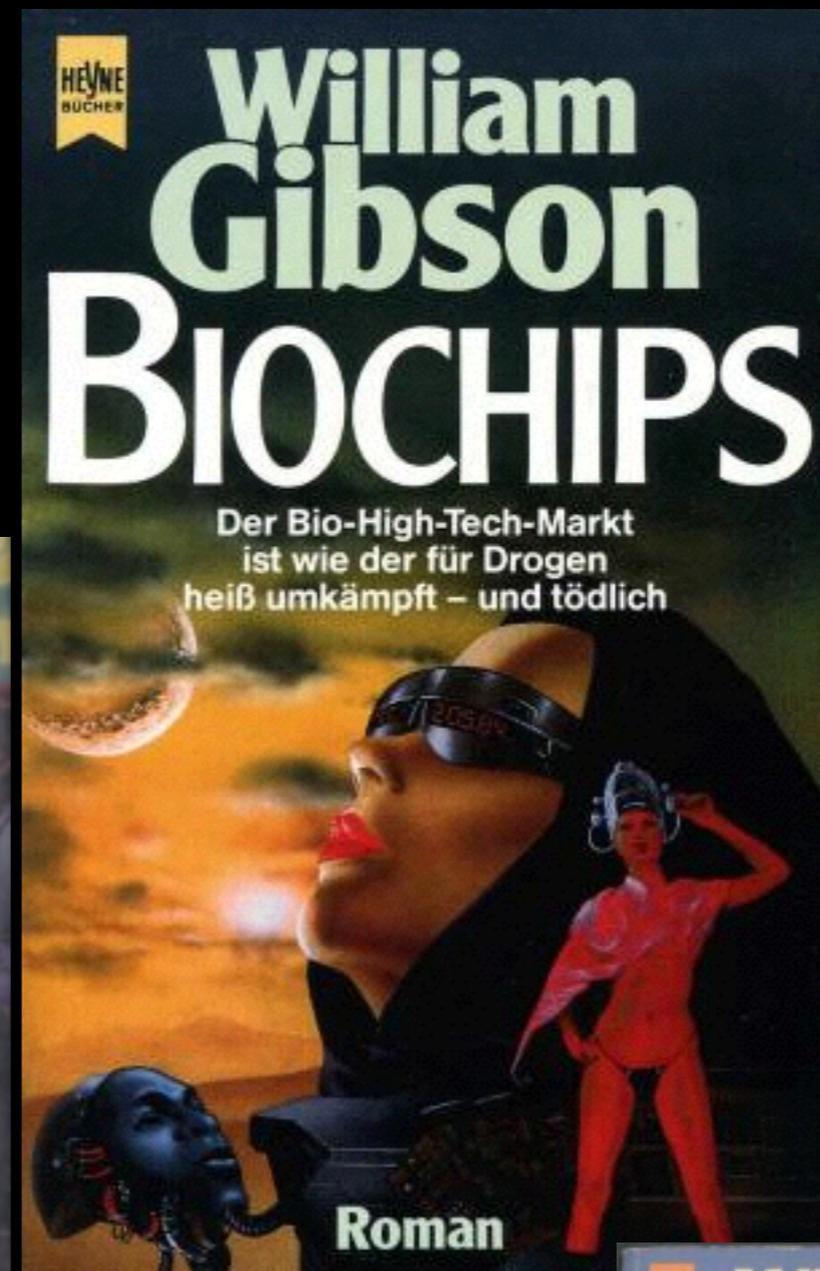
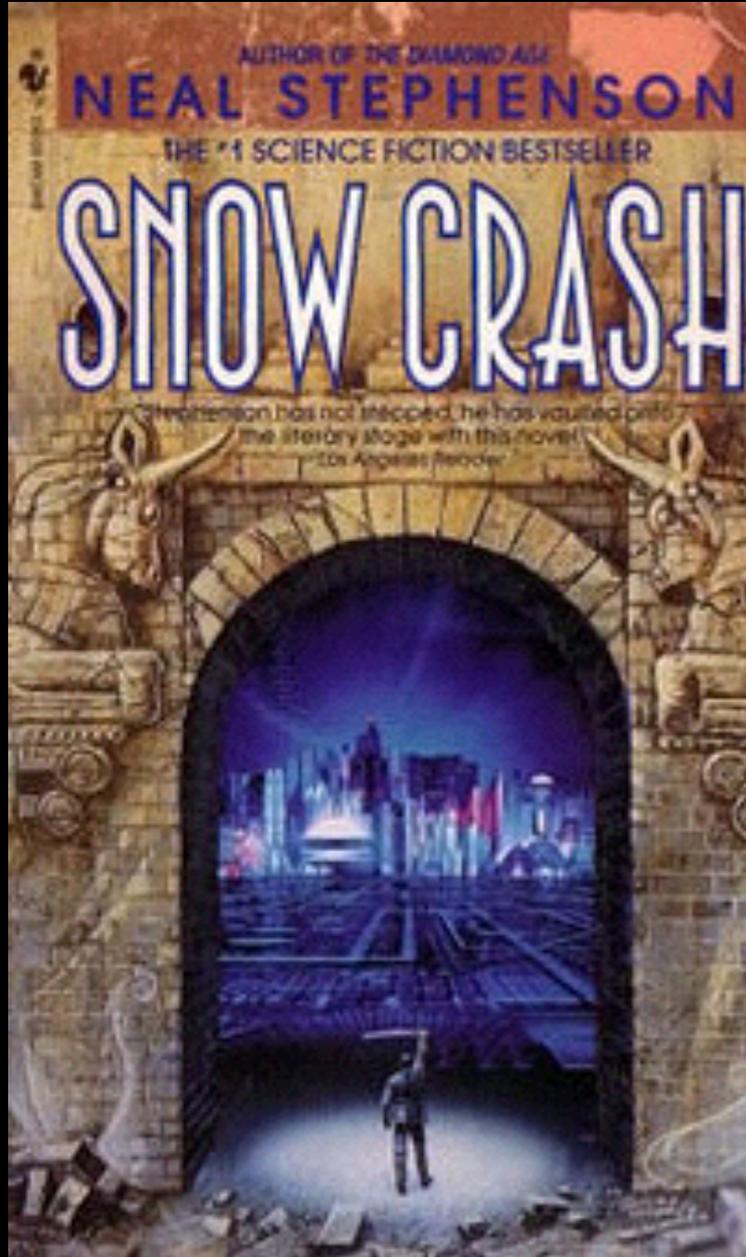
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LES ANNEES NOIRES



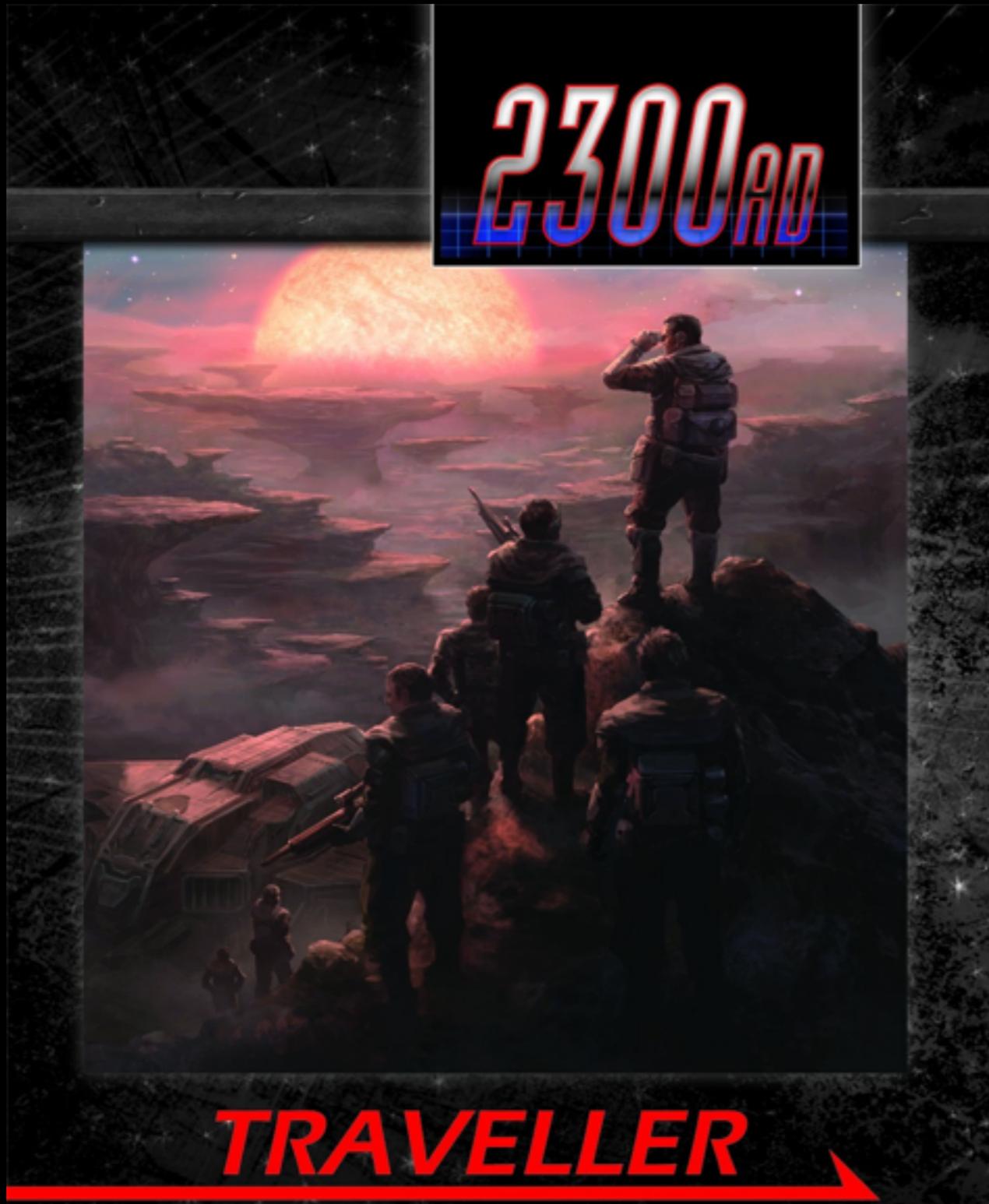
## SHADOWRUN

CATALYST

20TH ANNIVERSARY CORE RULEBOOK



# Science Fiction



# PARANOIA™ TROUBLESHOOTERS

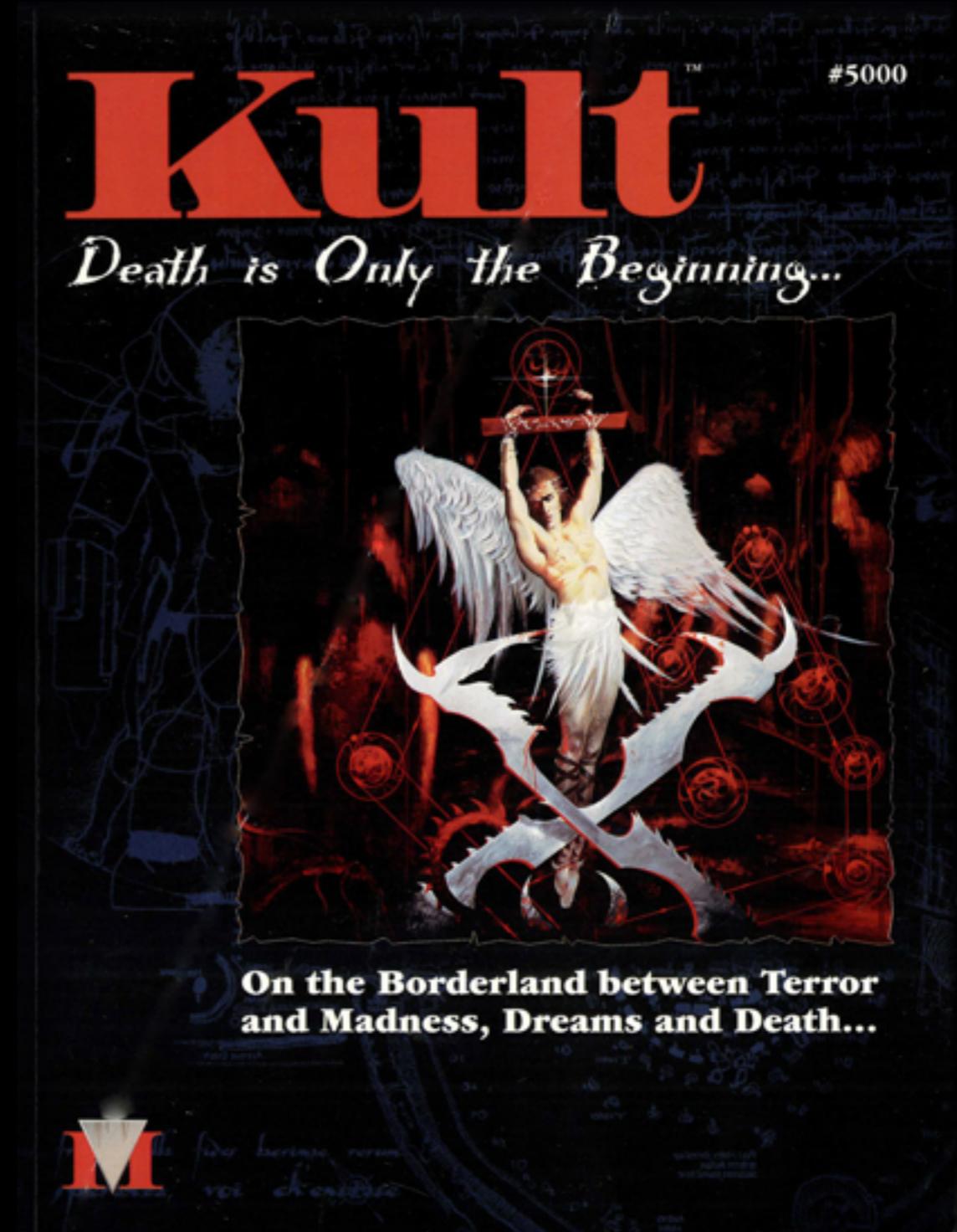
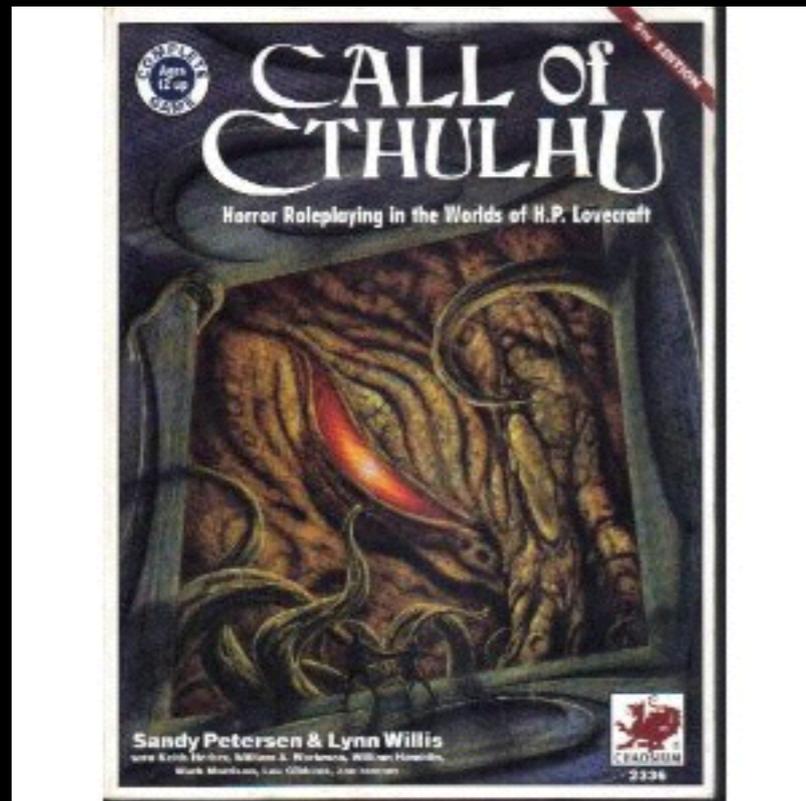


Oma Binkel präsentiert

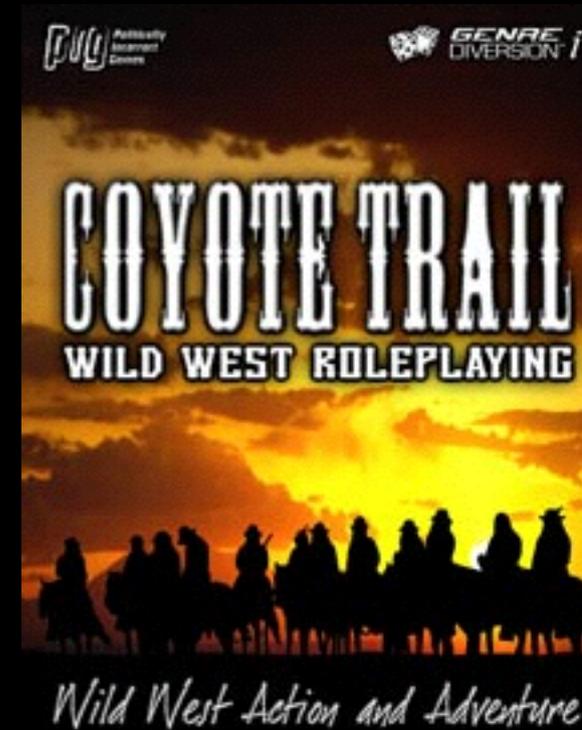
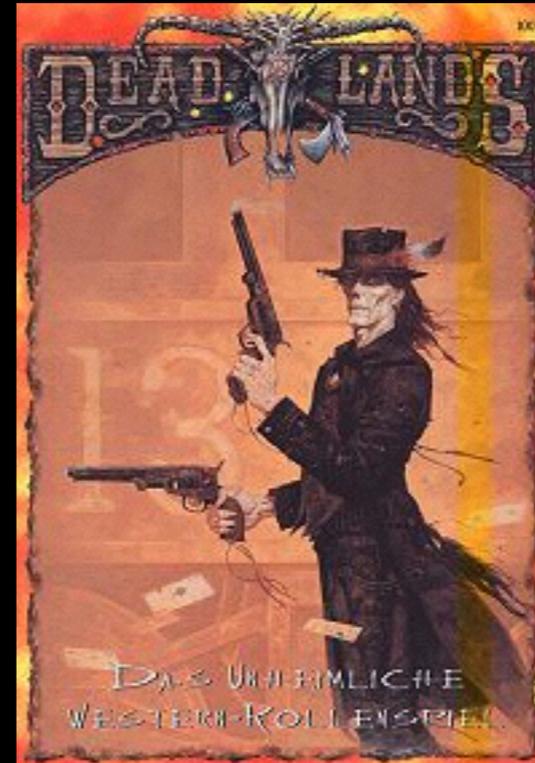
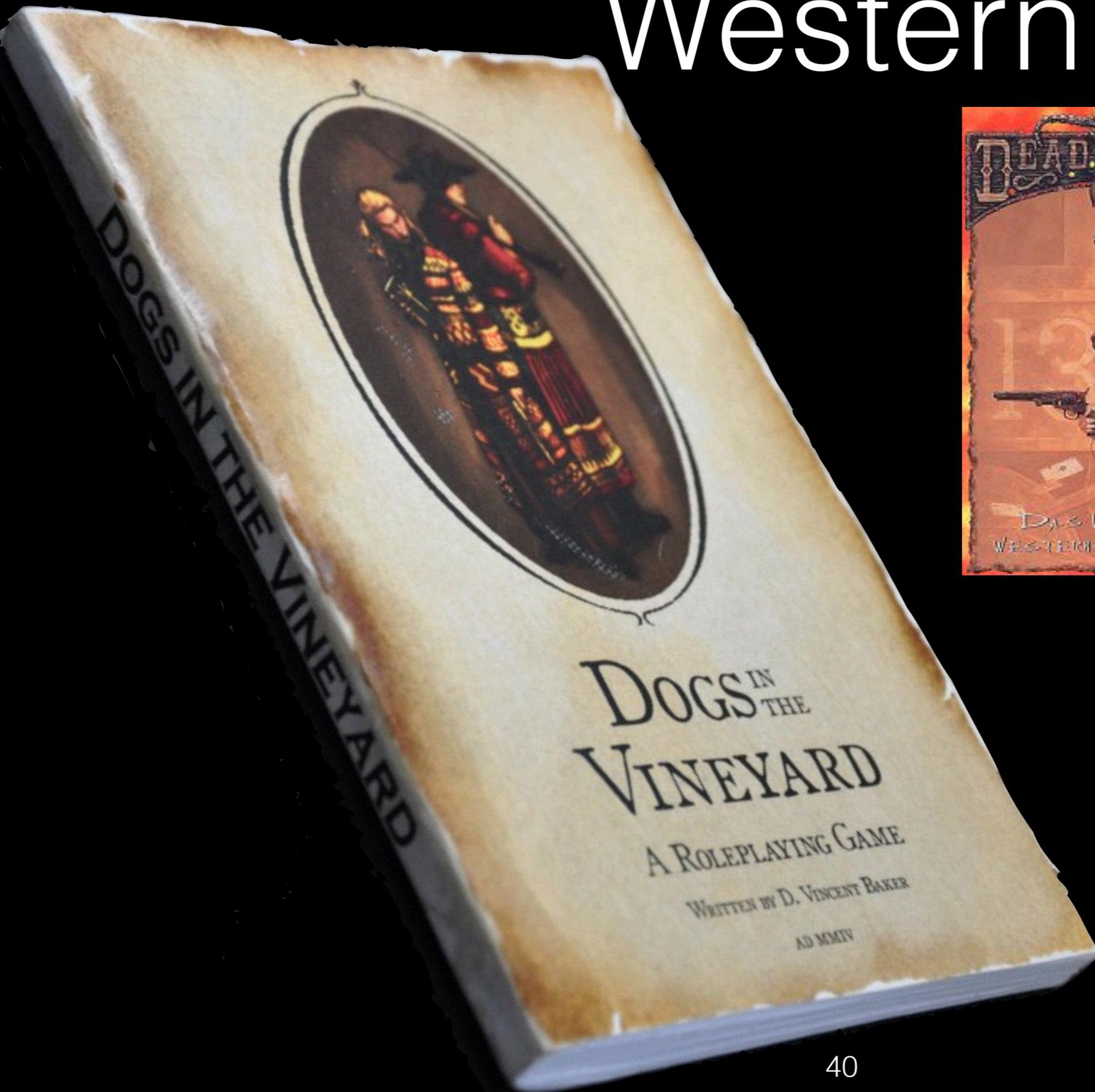
# Space Pirates



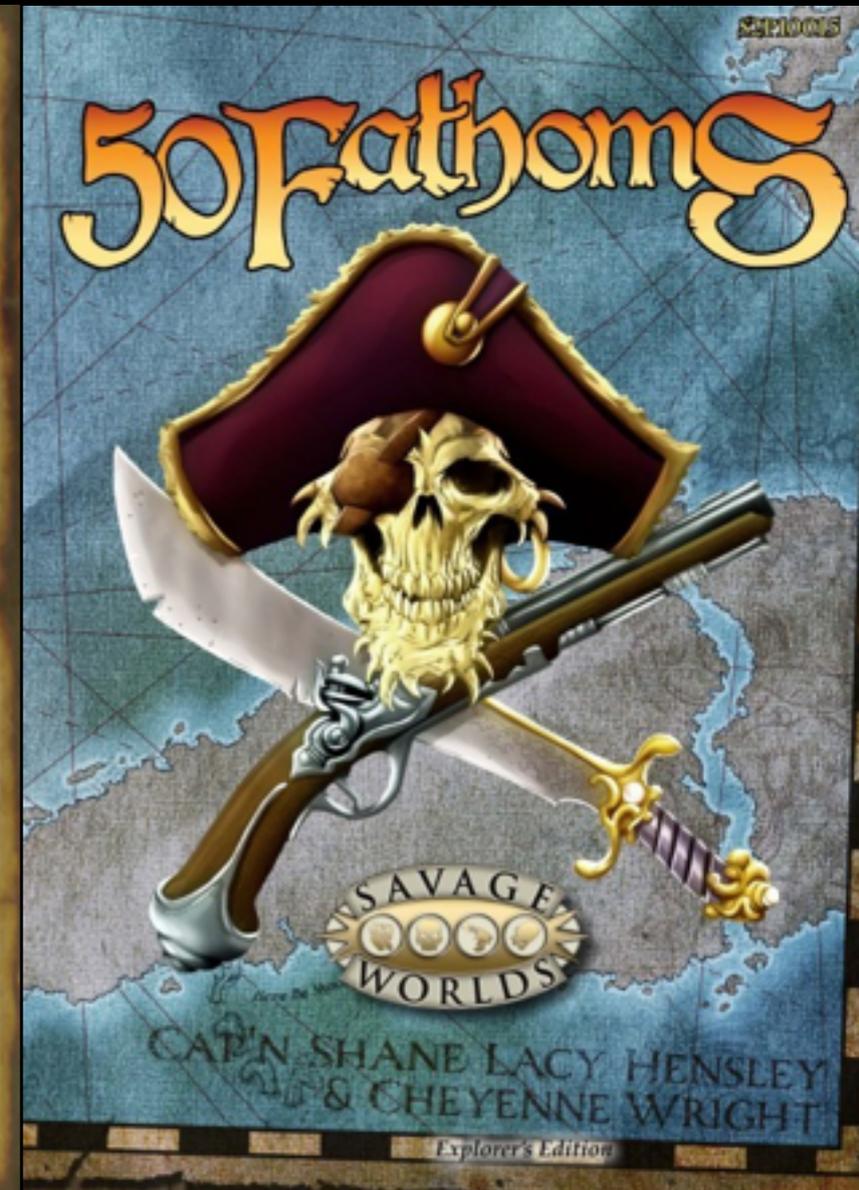
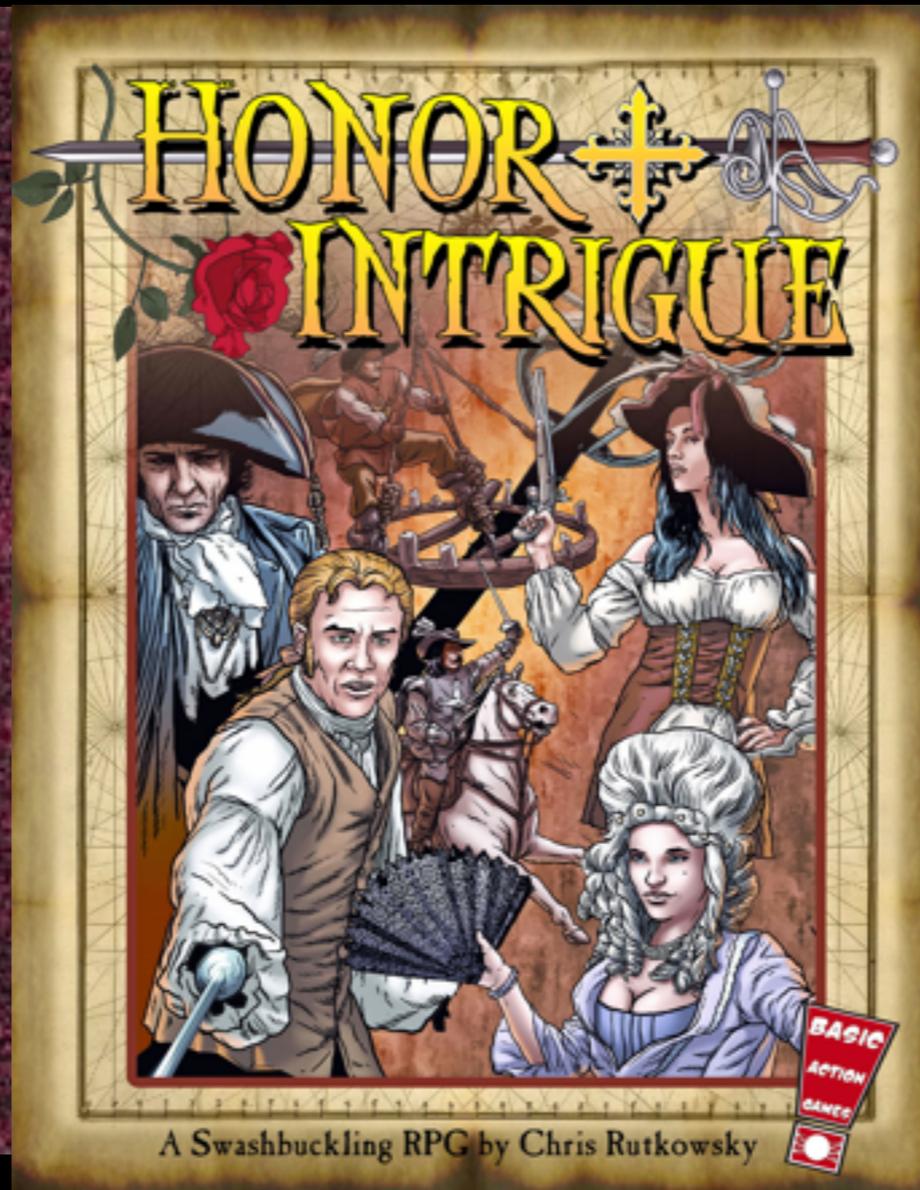
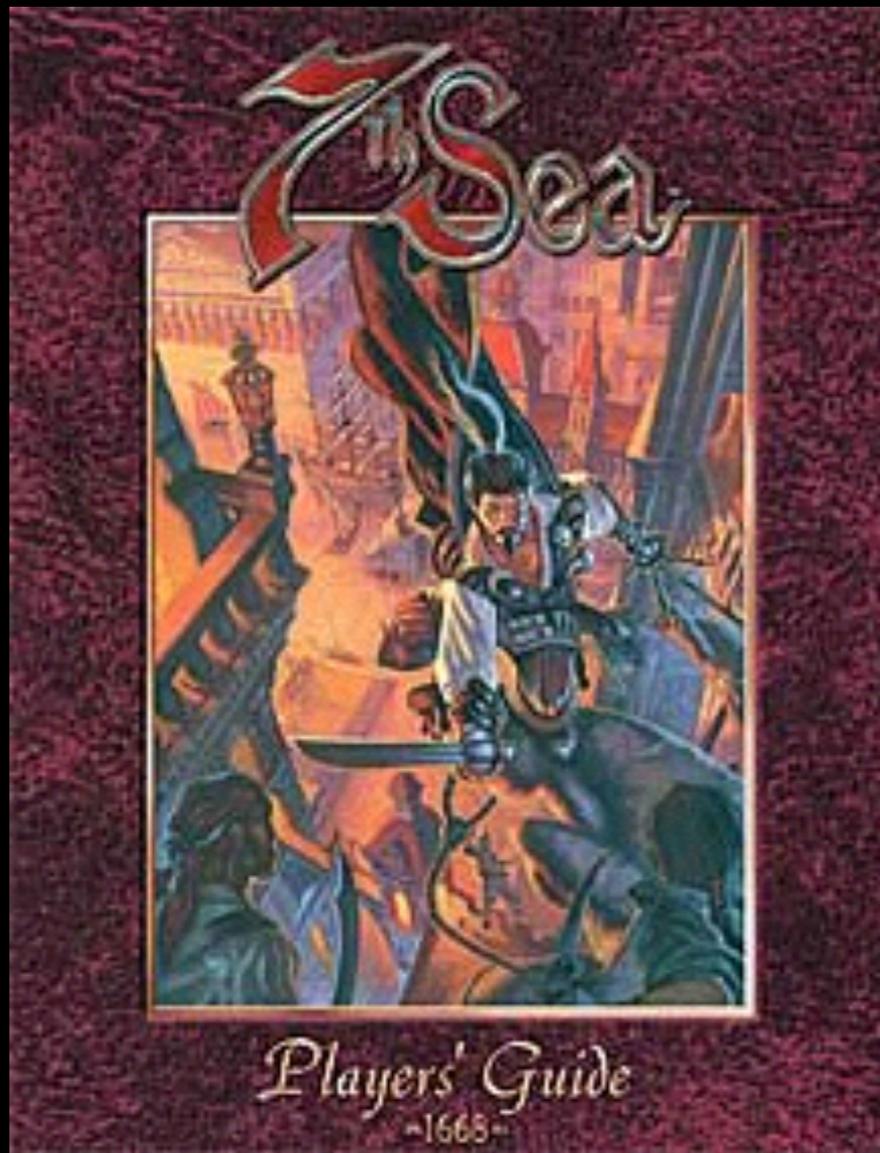
# Horror



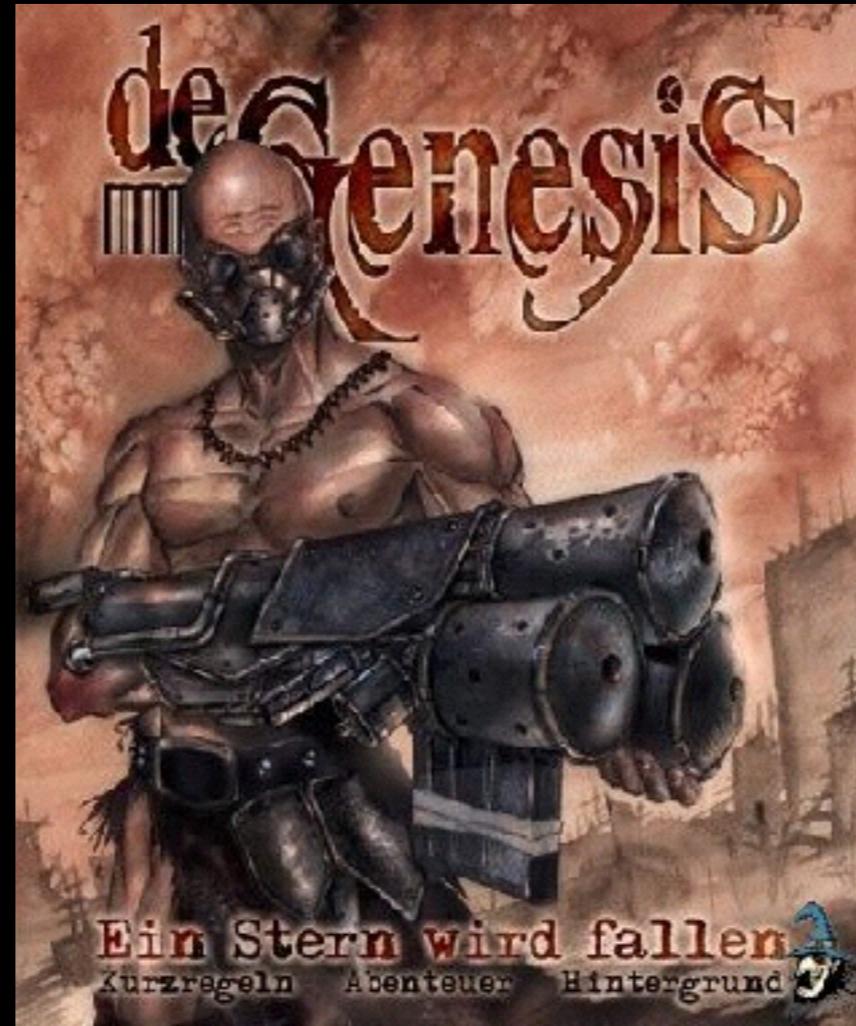
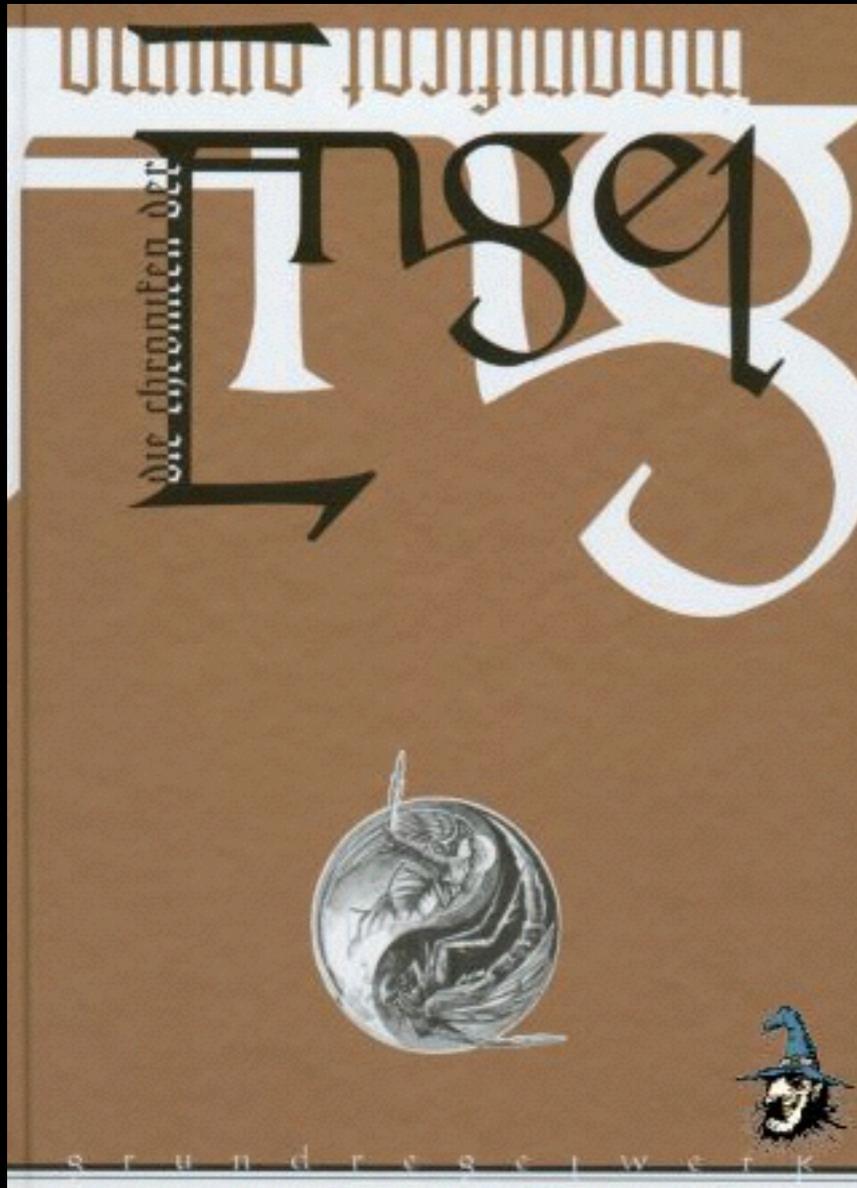
# Western



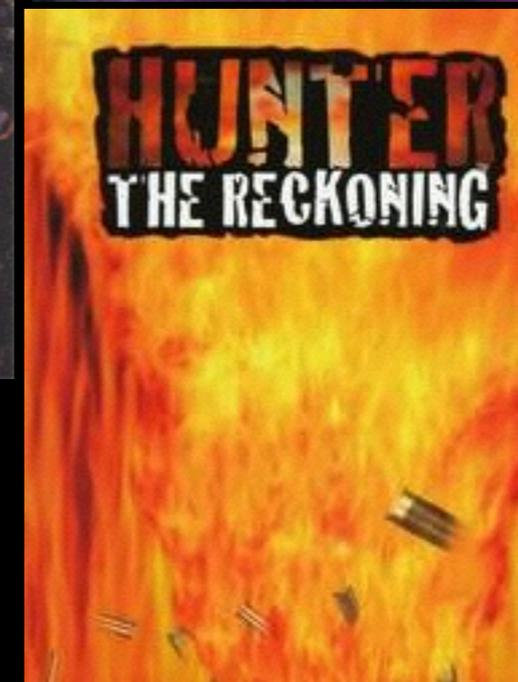
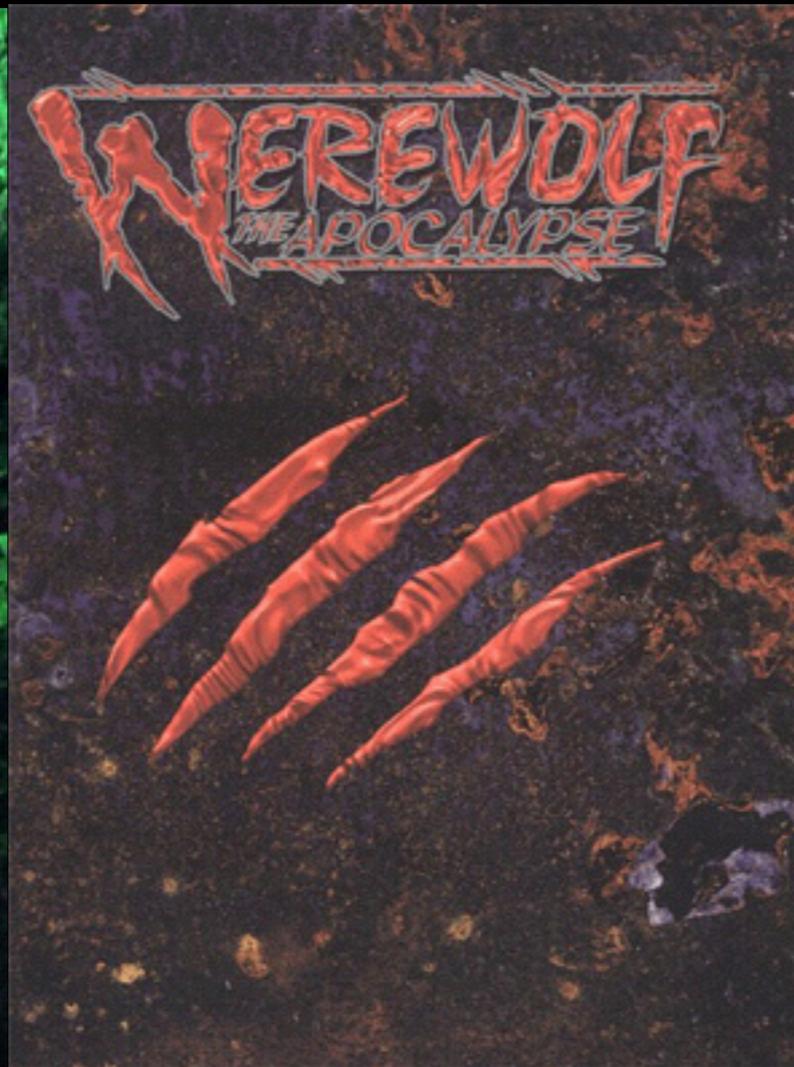
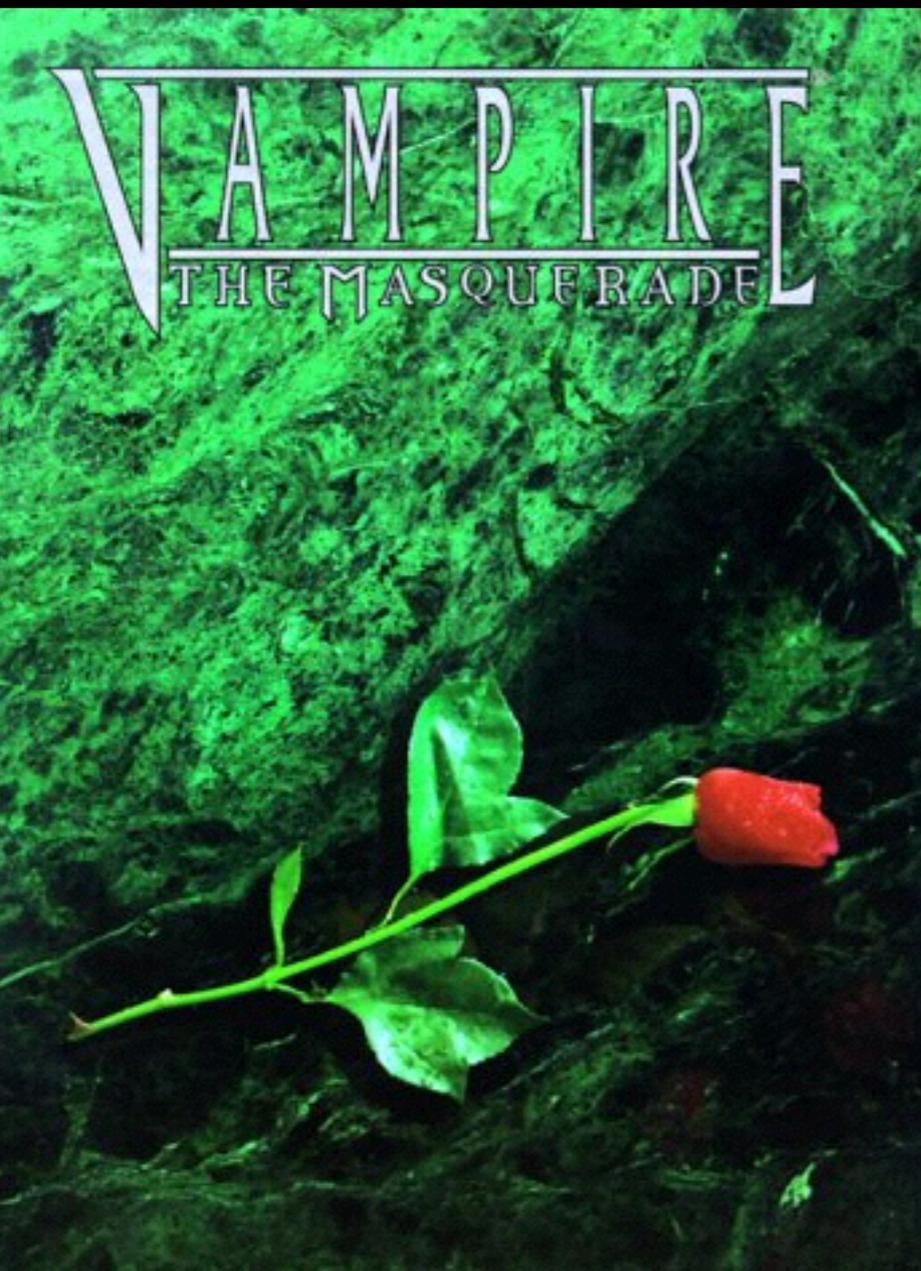
# Pirates



# Apocalypse



# World of Darkness



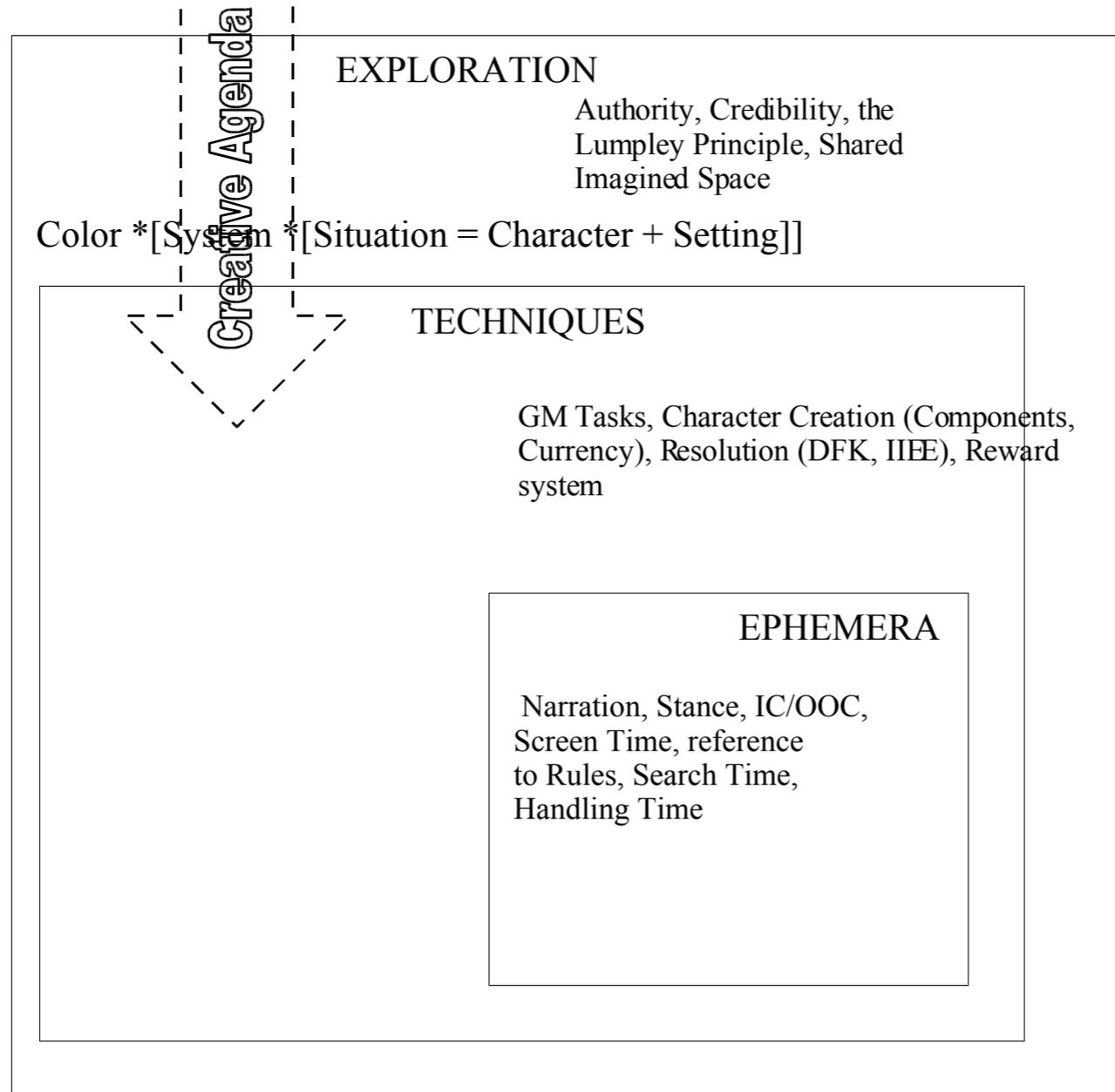
# Creative Agenda

- **GNS** Theorie= **G**amist **N**arrativist **S**imulationist
- Damit werden Spielstile einer Gruppe charakterisiert.
- **Coherence** ist der Grad mit der eine Creative Agenda, oder eine Kombination aus mehreren verfolgt wird.

# SOCIAL CONTRACT

Courtesy, Food, Transportation,  
Communication, Friendship,  
Hosting, Romance, and more

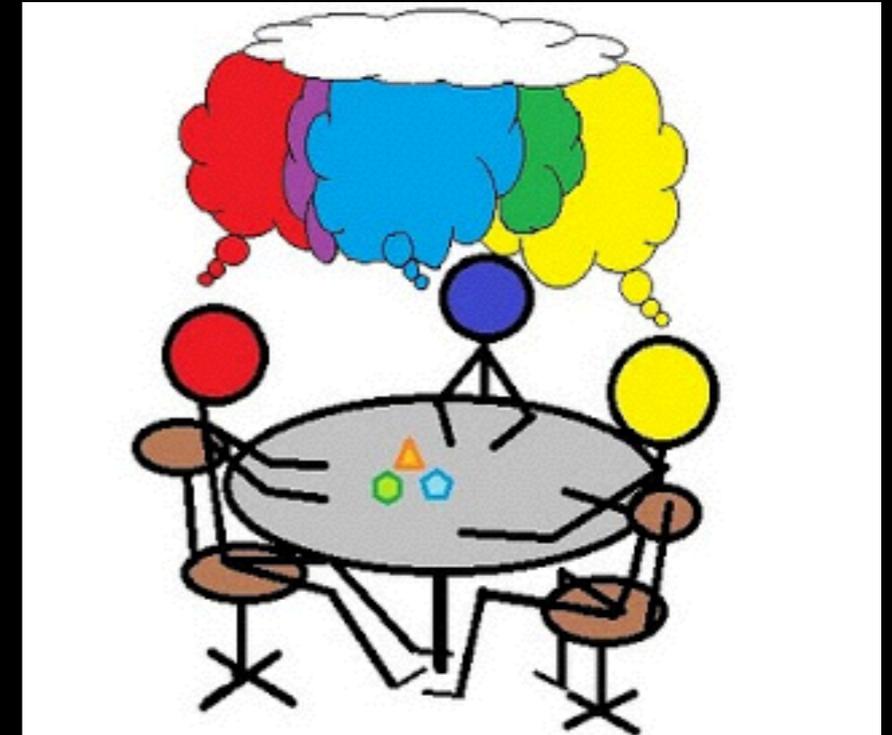
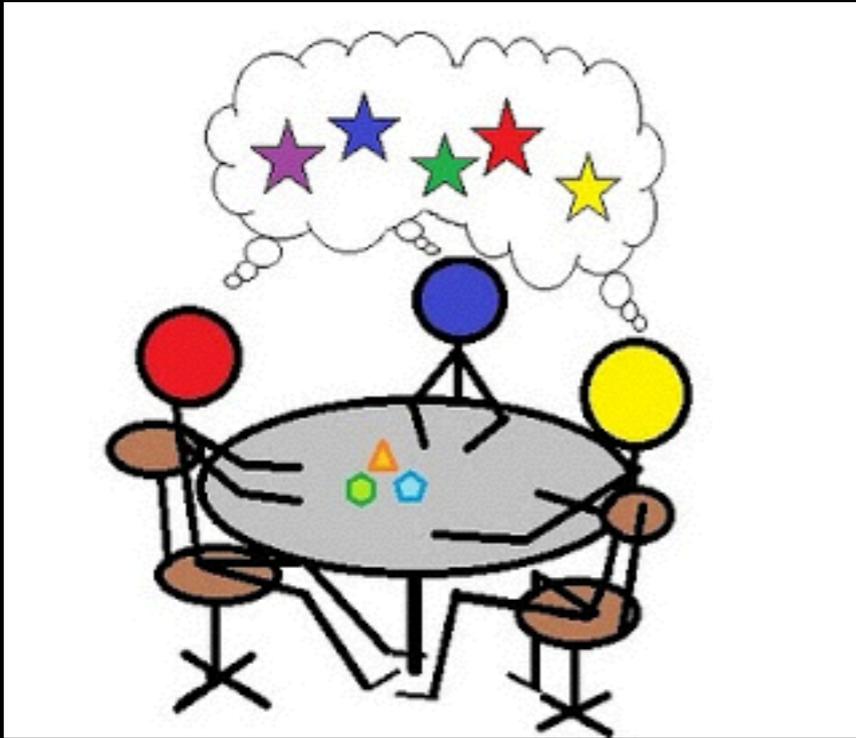
Let's play!



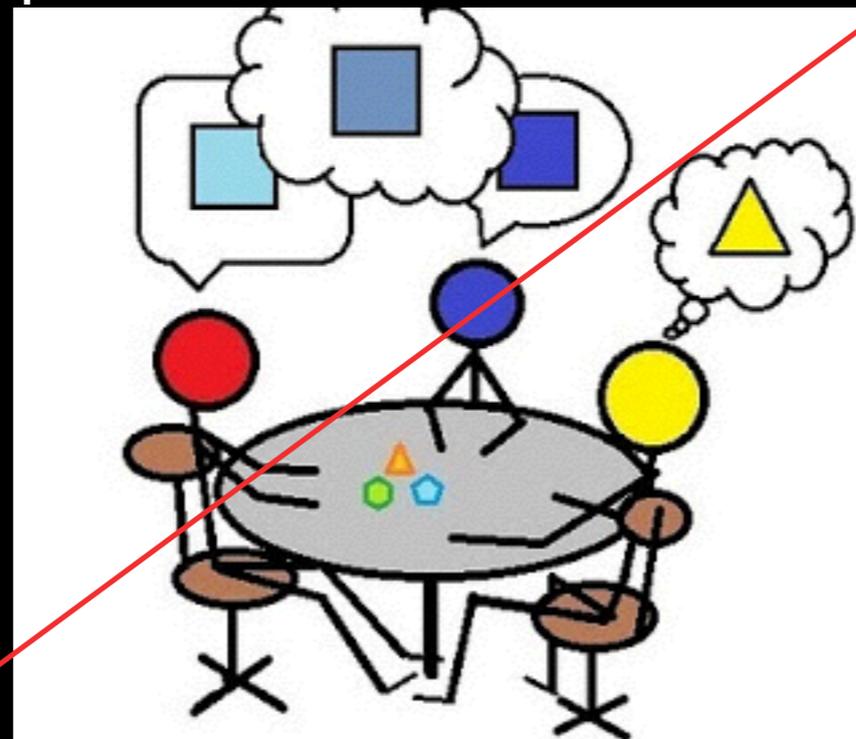
## The Big Model.

Contents within each box are considered to be expressions or specialized versions of the outer boxes which contain them.

# Shared Imagined Space



Lumpley Principle:



# Components of Exploration

- Charakter: eine fiktive Person
- „Color“: legt die grundlegende Atmosphäre fest
- „Setting“: die Lokalität (in Raum und Zeit)
- Situation: das Dilemma
- System: bestimmt, wie Ereignisse im Spiel abgewickelt werden

# Standpunkte (Stances)

- **Schauspieler:** entscheidet auf der Basis dessen, was sein Charakter weiß
- **Autor:** entscheidet auf der Basis dessen, was er als Spieler für seinen Charakter will, und erklärt dann retroaktiv, warum sein Charakter diese Entscheidung getroffen hat
- **Regisseur:** trifft Entscheidungen, die mehr die Umwelt als den Charakter beeinflussen (im Spiel üblicherweise durch einen Spielleiter repräsentiert)
- **„Pawn“ (Bauer):** entscheidet auf der Basis dessen, was er als Spieler für seinen Charakter will, ohne eine Erklärung dafür abzugeben, warum sein Charakter diese Entscheidung treffen würde

# Spielertypen nach Robin Laws

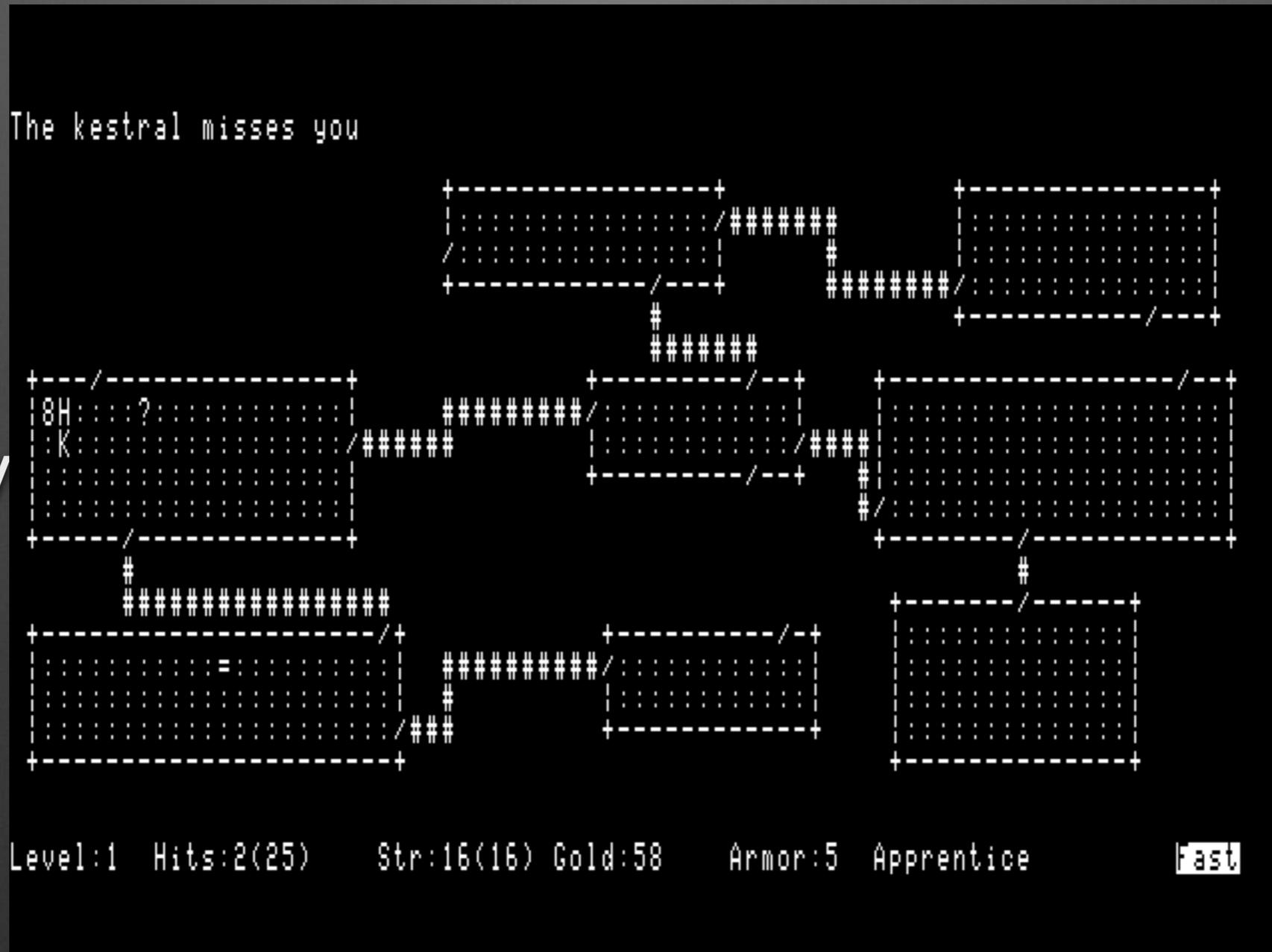
- Powergamer (optimiert seinen Charakter, indem er die spielrelevanten Werte erhöht, die dessen Fähigkeiten und Eigenschaften beschreiben),
- Butt-Kicker (kämpft gerne),
- Tactician (plant gerne),
- Specialist (spielt gerne einen bestimmten Charaktertypen),
- Method Actor (spielt seine Charaktere gerne aus),
- Storyteller (möchte, dass eine gute Geschichte entsteht) und
- Casual Gamer (Rollenspiel ist ihm eigentlich egal, Hauptsache, er ist mit den anderen Spielern zusammen. Sprich auch der Gelegenheitsspieler).

# Warum Rogue-like?



Michael Toy, Ken Arnold and Glenn Wichman  
at U.C. Santa Cruz

# Ascii Grafik



• <http://>

gif

### Beispielhafte Darstellung

```

-----
|. . . .| #####
|. . . .| # #
|. $ . + ##### #
|. . . .| # ---+---
----- # |. . . .|
# |. ! . . .|
# |. . . .|
# |. @ . . .|
# |. . . .|
---- # |. . . .|
|. . | #####+ .. D ..
|< . +### # |. . . .|
---- # # |. ? . . .|
#####

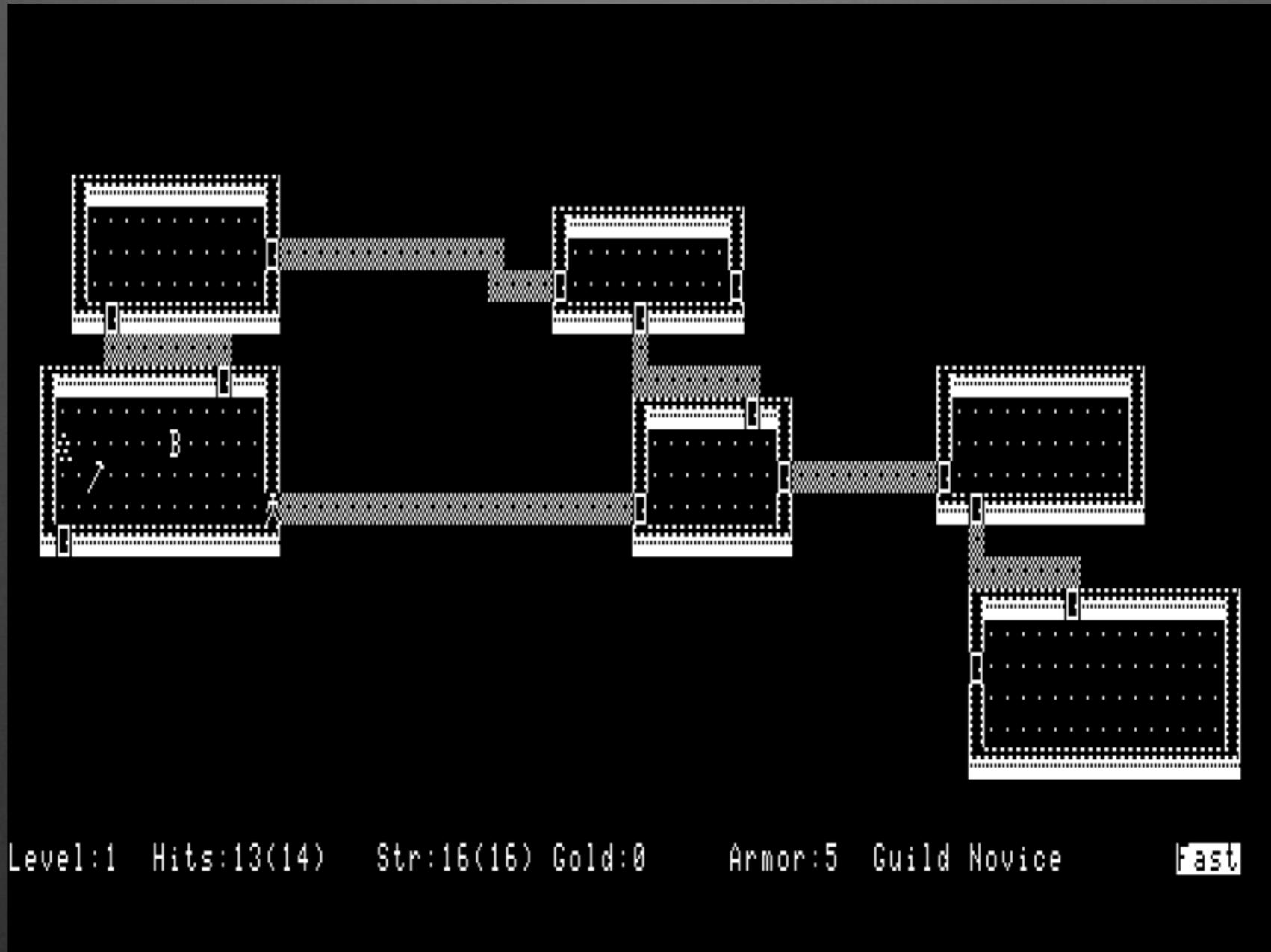
```

-	Wand
#	Dunkler Gang
.	Beleuchteter Bereich
\$	Goldmünzen
+	Eine Tür
	Wand
!	Ein Zaubertrank
@	Der Abenteurer
D	Ein Drache
<	Treppe nach oben
?	Schriftrolle, oft magisch



- Basiert meist auf Dungeons and Dragons
- Es wird aber sehr viel experimentiert

# Prozeduraler Levelaufbau





# Turnbased



# Dungeon Crawler



# Sehr hoher Schwierigkeitsgrad



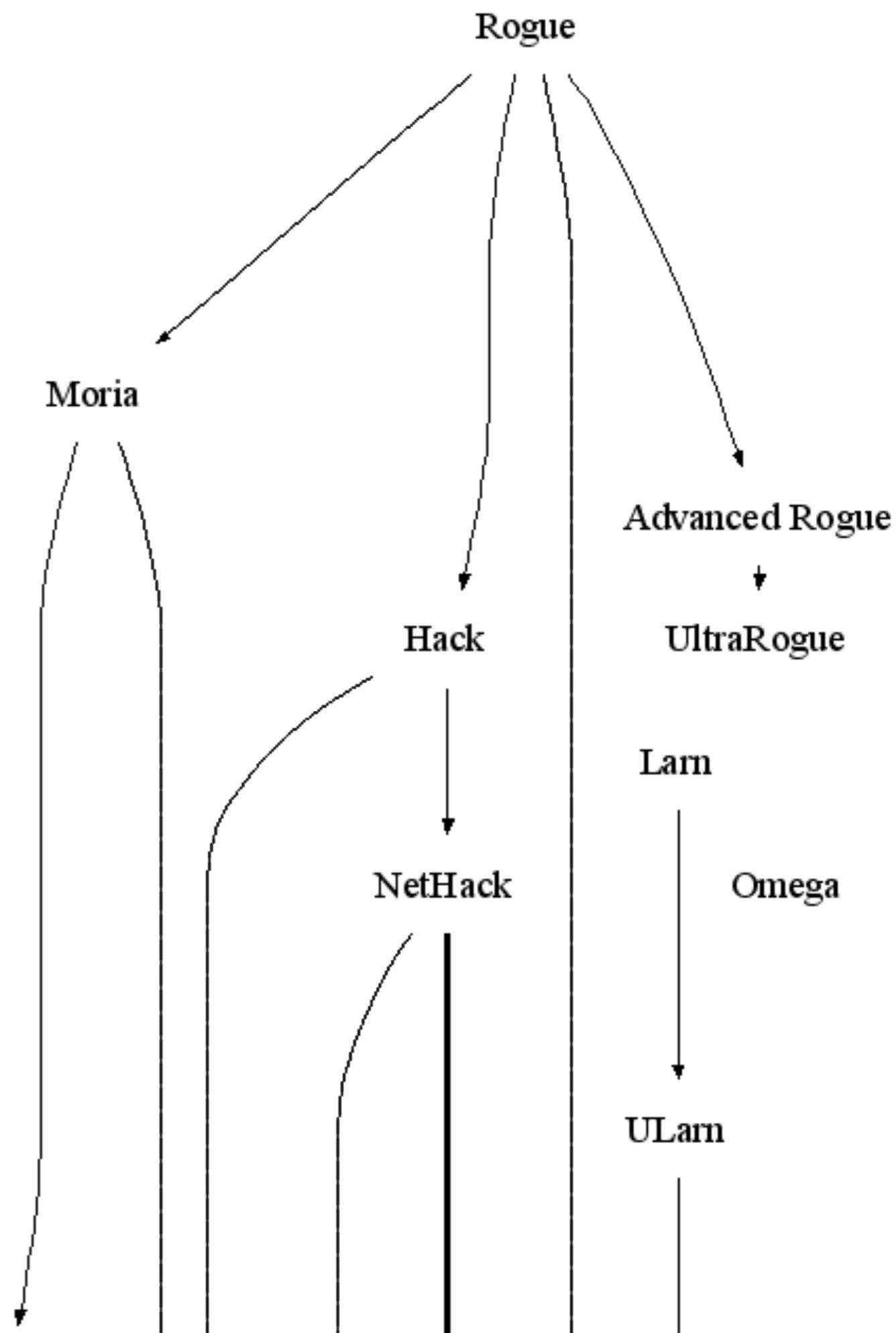
# Unintuitive Steuerung

- Viele Profi-Funktionen
- Oft kann man Scripte schreiben, um vieles zu automatisieren

# Voraussetzungen



1980  
1981  
1982  
1983  
1984  
1985  
1986  
1987  
1988  
1989  
1990



# \*band

- **Set Your Own Pace:** There isn't a hunger clock forcing you forward (or there is a shop to restock at).
- **No Level Memory:** Levels are not preserved when you go up and down, so you can keep getting new monsters at any given difficulty level.
- **Lots of Items:** There are a lot of items, ranging from broken sticks to super amazing swords. Equipment upgrade paths are long, rather than being very short.
- **Steep Power Curve:** The PC is god-like powerful by the end of the game.

<http://www.roguebasin.com/index.php?title=Band>

# Hack-likes

- Persistent levels
- Complex interactions of properties
- Small levels (80x20 Squares)
- Inventory size
- Short Equipment Upgrade Path

- Identification by Use
- Shallower Power Curve
- No Default Basecamp on Toplevel
- Spells are Memorized, once Read

<http://www.roguebasin.com/index.php?title=Hacklike>

# Faster Than Light



# Don't Starve



# Rogue-like Dungeons Mod for Minecraft 1.6.4 and 1.7.4



# Rogue Legacy



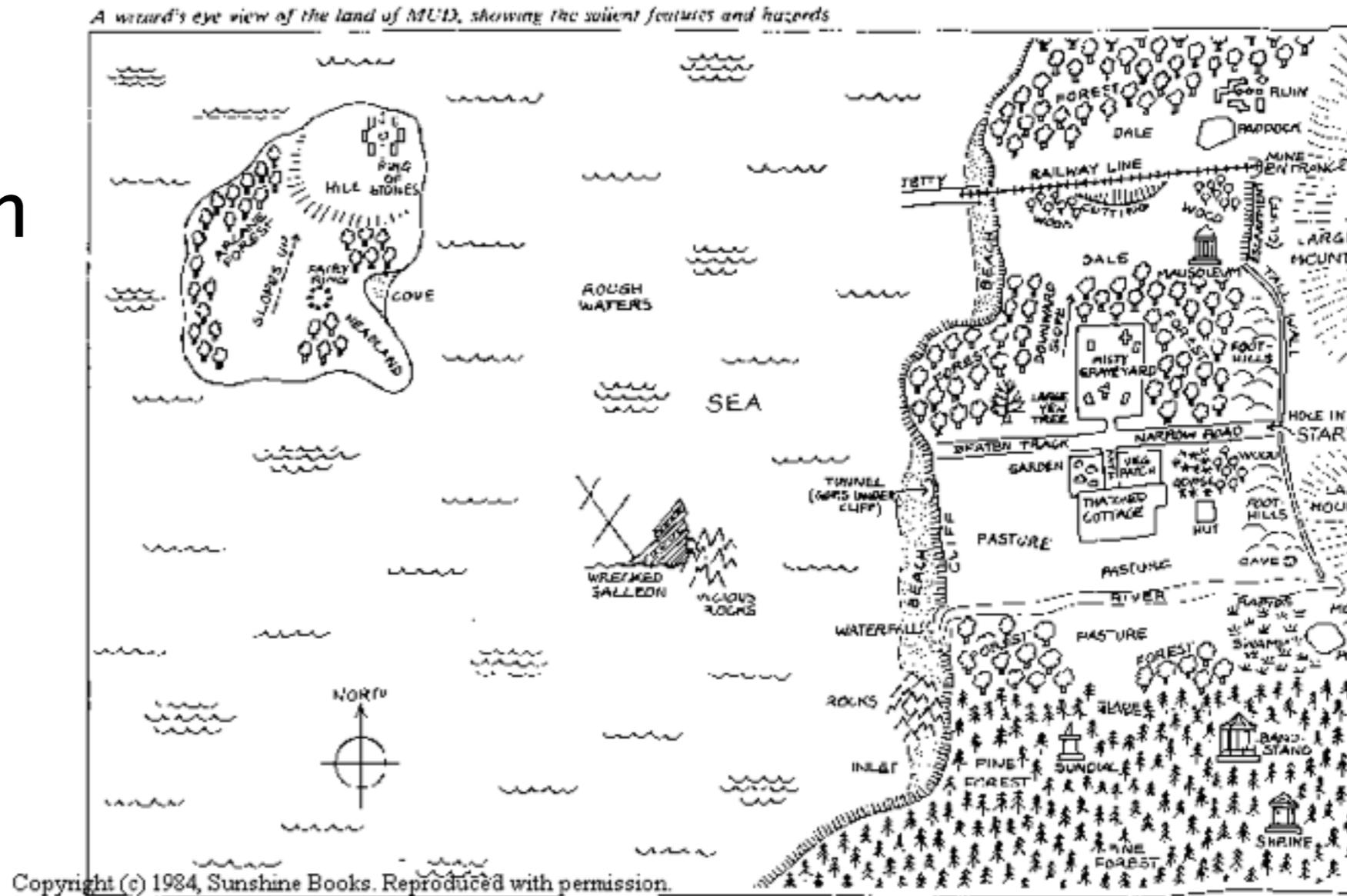


# MUD1

## Multi User Dungeon

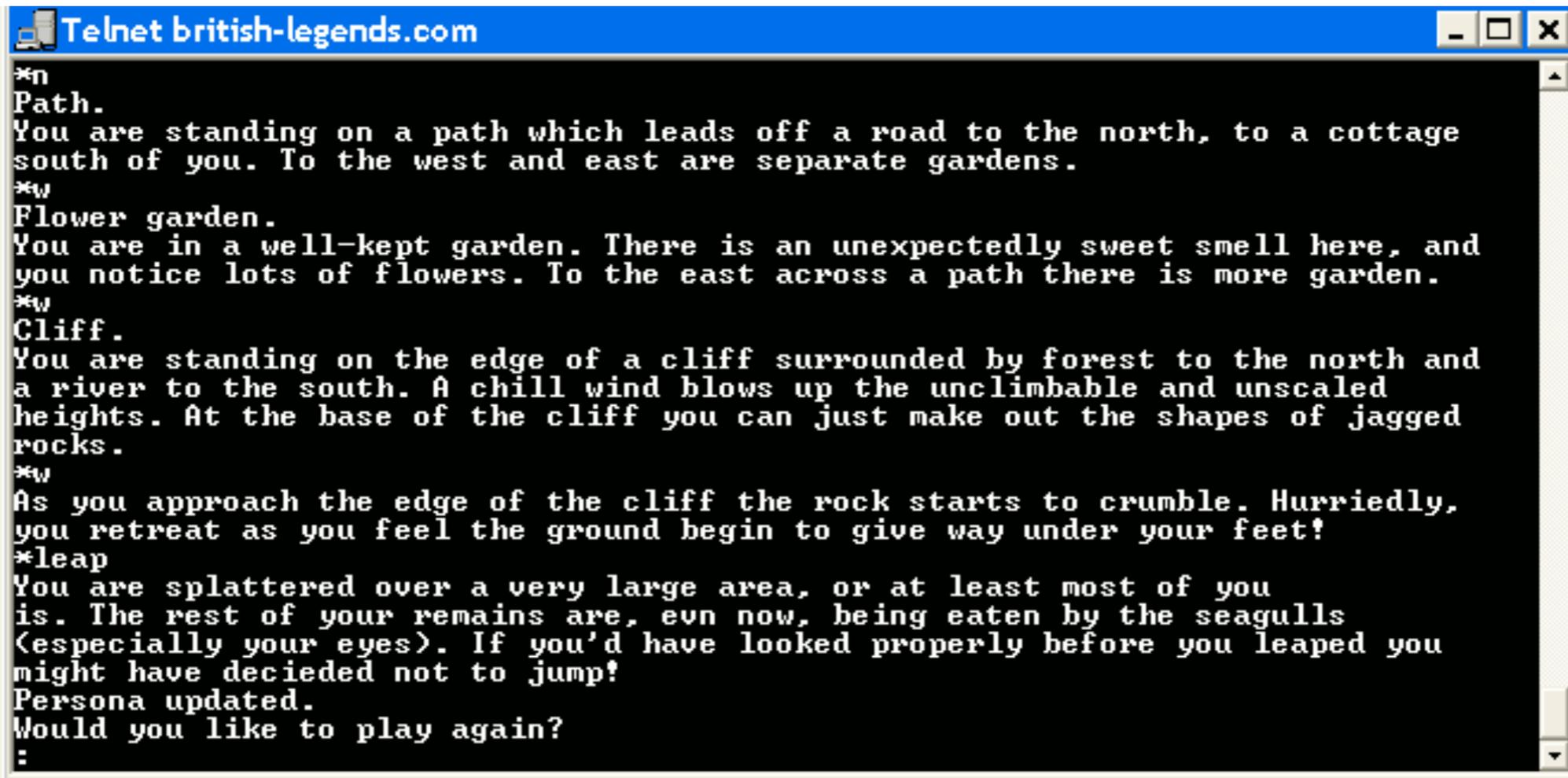
1978

Roy Trubshaw  
Richard Bartle



telnet://british-legends.com:27750

# MUD

A screenshot of a Telnet window titled "Telnet british-legends.com". The window has a blue title bar and standard window controls (minimize, maximize, close) on the right. The main area is black with white text. The text is a sequence of commands and responses in a MUD game. The commands are marked with asterisks: \*n, \*w, \*w, \*w, \*leap. The responses are descriptive paragraphs of the game world. The game ends with "Persona updated." and "Would you like to play again?".

```
Telnet british-legends.com
*n
Path.
You are standing on a path which leads off a road to the north, to a cottage
south of you. To the west and east are separate gardens.
*w
Flower garden.
You are in a well-kept garden. There is an unexpectedly sweet smell here, and
you notice lots of flowers. To the east across a path there is more garden.
*w
Cliff.
You are standing on the edge of a cliff surrounded by forest to the north and
a river to the south. A chill wind blows up the unclimbable and unscaled
heights. At the base of the cliff you can just make out the shapes of jagged
rocks.
*w
As you approach the edge of the cliff the rock starts to crumble. Hurriedly,
you retreat as you feel the ground begin to give way under your feet!
*leap
You are splattered over a very large area, or at least most of you
is. The rest of your remains are, evn now, being eaten by the seagulls
(especially your eyes). If you'd have looked properly before you leaped you
might have decieded not to jump!
Persona updated.
Would you like to play again?
:
```

# MU\*

MUD – Multi User Domain / Dimension / Dungeon

MOO – Multi User Dungeon, Object Oriented

MUCK – Multi–User Chat/Created/Computer/Character/Carnal Kingdom | Multi–User Construction Kit

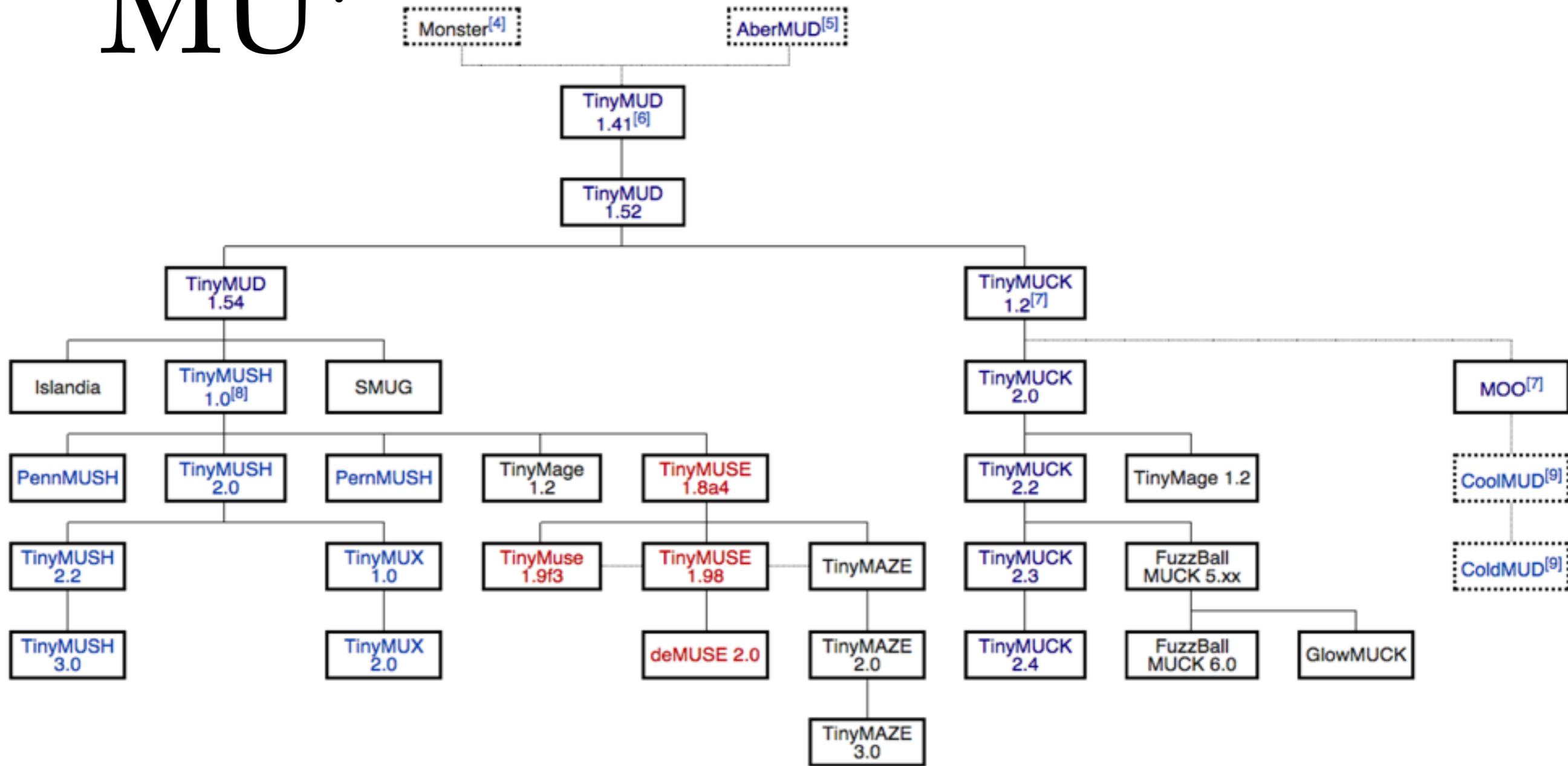
MUSE – Multi User Shared Environment

MUSH – Multi User Shared Hallucination

MUX – Multi User eXperience

[http://www.livinginternet.com/d/da\\_own.htm](http://www.livinginternet.com/d/da_own.htm)

# MU\*



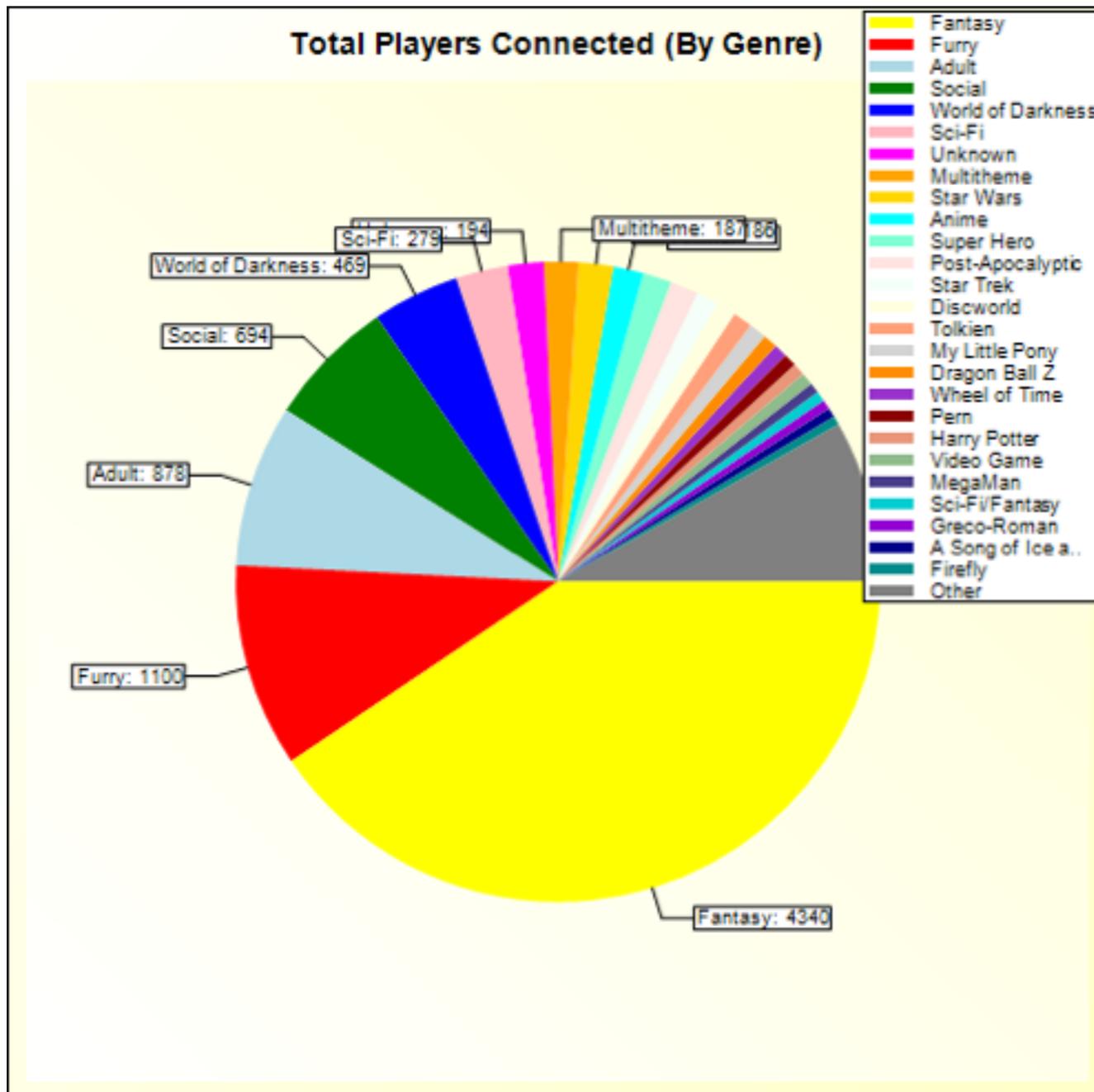
# Themen

[http://www.mudconnect.com/mud\\_category.html](http://www.mudconnect.com/mud_category.html)

Adult-Oriented Muds – Contains content not suitable for minors  
Amber – Based on Roger Zelazny's Amber novels  
Anime – Based on Japanese animation  
Babylon 5 – Based on the popular television show  
Christian-Based Muds – Themes based on Christianity  
Comic Books – Based on comic book themes  
Cyberpunk – Based on William Gibson's Cyberpunk Genre  
Dark Fantasy/Horror – Muds with a dark fantasy and/or horror theme/genre  
Default Telnet Port – Muds running on the default telnet port (port # 23)  
Default WWW Port – Muds running on the default web port (port # 80)  
Diablo – Based on Diablo  
Dragonball – Based on Dragonball  
DragonLance – Based on DragonLance  
Dungeons and Dragons – Based on TSR's Dungeons and Dragons ®  
Eddings – Based on the works of David Eddings  
Educational – Muds used for educational purposes  
Final Fantasy – Muds which are based on Final Fantasy  
Forgotten Realms – Based on TSR's Forgotten Realms  
Free Muds (Broad Category) – Muds which are free to play  
Furry Muds – Muds based on anthropomorphics  
Futuristic Muds – Muds which are set in the future  
Gothic – Based on a Gothic genre  
Harry Potter – Based on Harry Potter  
Historical – Based on actual or fictional history  
Level-based muds – Muds whose training and equipment systems are level-based  
Levelless and Classless muds – Muds which are based around levelless and classless training systems  
Medieval Fantasy – Based on a medieval fantasy environment  
Magic: The Gathering – Muds based on Magic: The Gathering  
Modern Day – Muds set in modern times  
Newbie Friendly – Muds that are extra friendly for newbie players  
Non-Player Killing Muds – Muds not allowing any form of player killing  
Original World – Muds which claim to have a completely original world

Palladium – Muds based on Palladium's books (RIFTs, Robotech, Heroes Unlimited, etc)  
Pay to play Muds – Muds requiring registration or other fees to play  
Pern – Based on Anne McCaffrey's Pern Series  
Player Killing Muds – Muds allowing unrestricted player killing  
Pokemon – Muds based on Pokemon  
Post Apocalyptic – Based on a post apocalypse scenario  
Pure Player Killing Muds – Muds based strictly on player killing  
Research Oriented – Muds used for research  
Restricted Player Killing Muds – Muds allowing restricted player killing  
Roleplaying Muds – Roleplaying is accepted within the game. (Also try these categories roleplay-encouraged and roleplay-enforced)  
Science Fiction – Muds that deal with science fiction  
Sexually-Oriented – (ADULT ONLY) Muds containing sexually oriented material (ADULT ONLY)  
Shadowrun – Muds based on Shadowrunner  
Skill-based muds – Muds whose training and equipment systems are skill-based  
Social muds – Muds which primarily provide an outlet for social interaction  
Star Trek Muds – Based on the Star Trek TV series or movies  
Star Wars Muds – Based on the Star Wars movies  
SuperHeroes – Based on superheros  
Sword of Truth – Based on the Sword of Truth book series by Terry Goodkind  
Talkers – List talkers and talker-style muds  
Tolkien – Based on the works of J.R.R. Tolkien  
Transformers – Based on the 'Transformers' theme  
Ultima – Based on the world of Ultima  
Vampire: The Masquerade – Muds based on 'Vampire: The Masquerade'  
Warhammer – Muds based on Warhammer  
Wheel of Time – Based on Robert Jordan's "Wheel of Time" series  
World of Darkness – Based on White Wolf Studio's "World of Darkness"  
X-Files – Based on the X-Files TV show and motion picture

# MUD Genres



<http://mud.co.uk/muse/escape.htm>

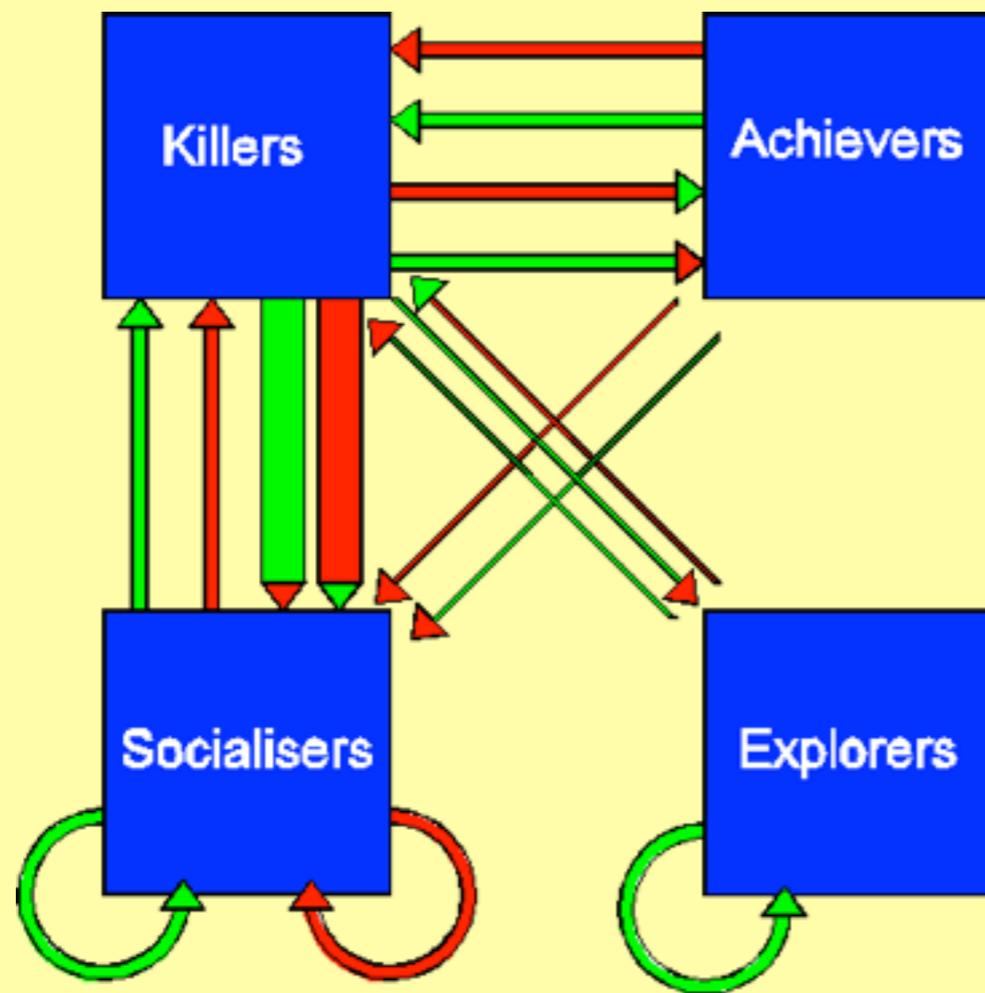
<http://www.mudconnect.com/>

<http://mudder.info/index.php?n=Main.Muds>

<http://nordmud.de/dml/>

<http://mudstats.com/>

# Player Types (1990, 1996)



## i) Achievement within the game context.

Players give themselves game-related goals, and vigorously set out to achieve them. This usually means accumulating and disposing of large quantities of high-value treasure, or cutting a swathe through hordes of mobiles (ie. monsters built in to the virtual world).

## ii) Exploration of the game.

Players try to find out as much as they can about the virtual world. Although initially this means mapping its topology (ie. exploring the MUD's breadth), later it advances to experimentation with its physics (ie. exploring the MUD's depth).

## iii) Socialising with others.

Players use the game's communicative facilities, and apply the role-playing that these engender, as a context in which to converse (and otherwise interact) with their fellow players.

## iv) Imposition upon others.

Players use the tools provided by the game to cause distress to (or, in rare circumstances, to help) other players. Where permitted, this usually involves acquiring some weapon and applying it enthusiastically to the persona of another player in the game world.

Richard Bartle: HEARTS, CLUBS, DIAMONDS, SPADES: PLAYERS WHO SUIT MUDS

<http://mud.co.uk/richard/hcds.htm>

# Neverwinter Nights (1991)

s. E07



AOL



1997

# Everquest (1999)



# World of Warcraft

## 2004



# Ultima III (1983)

Animierte Charaktere

Vorgefertigte Dungeons mit Vollfarbgrafik

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

Individuelle XPs (Kill Streak)

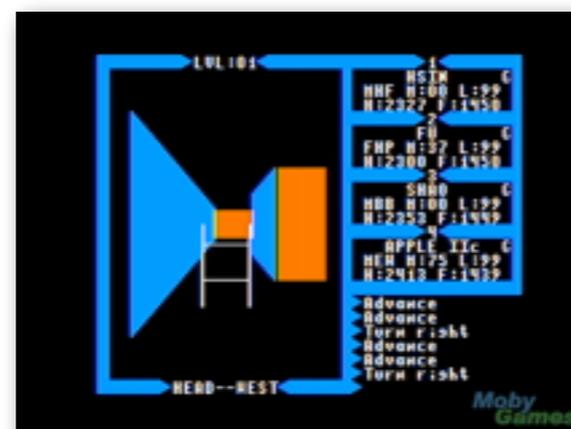
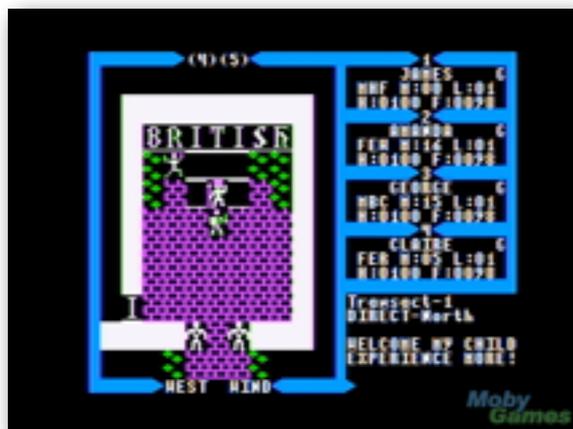
Feindesgruppen in seperatem Bildschirm, rundenbasiertes Kampfsystem

Dialoge mit NPCs

Dynamische Musik

Lateinische Zauber

Prägt JRPG



# Pool of Radiance (1988)



Strategic Simulations Inc. (SSI), C-64

AD&D Regelwerk, Gold Box Engine, individualisierbare Spielerbilder

C) amp S) tatus I) nspect P) ick U) se O) ff

#	Character Name	Class	AC	Hits	Status
1	SERVO	G-FIG	18	8	8
2	CROW	M-THI	18	7	7
3	GYPSY	G-MAG	18	4	4

2 Higardi Bandits (2/0/2)

Resil (Fighter) HP: 20/4  
Trickster (Wizard) HP: 20  
Nekta (Priest) HP: 20  
Dalsa (Warrior) HP: 38  
Kallakka (Wizard) HP: 26  
Taya (Magician) HP: 2

Missed!  
End of round 2...  
Dalsa is at full Stamina  
Taya recovered 3 Stamina

Round 3  
Taya casts Energy Blast at Higardi Bandit

RESIL - FIGHTER  
ATTACK - LONG SWORD



Aono

疾風怒濤戦術		
セイシュ	HP 687	SP 158
シードル	HP 778	SP 217
スピリタス	HP 803	SP 234
エタノール	HP 776	SP 285



Edwin- They continue under the delusion that I care at all.





THE  
WITCHER  
WILD HUNT

# Firstperson RPG