medien wissenschaft
UNIVERSITÄT BAYREUTH

Klassiker der Spielegeschichte

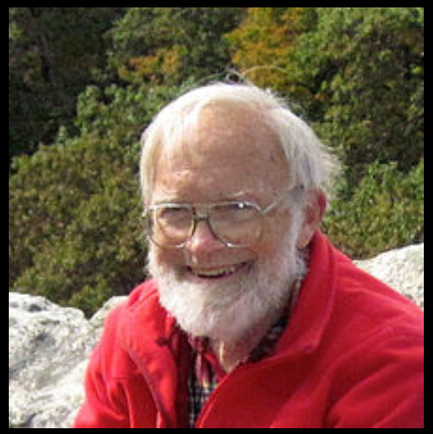
Adventures

12. Mai 2016

Adventure

The Journey from interactive Fiction to interactive Movie

Adventure 1976



- William Crowther
- auch Advent, Colossal Cave
- für DEC PDP-10 in Fortran programmiert
- Mammoth- und Flint Ridge-Tropfsteinhöhlensystems in Kentucky
- 1976 Erweiterung um Spielhandlung

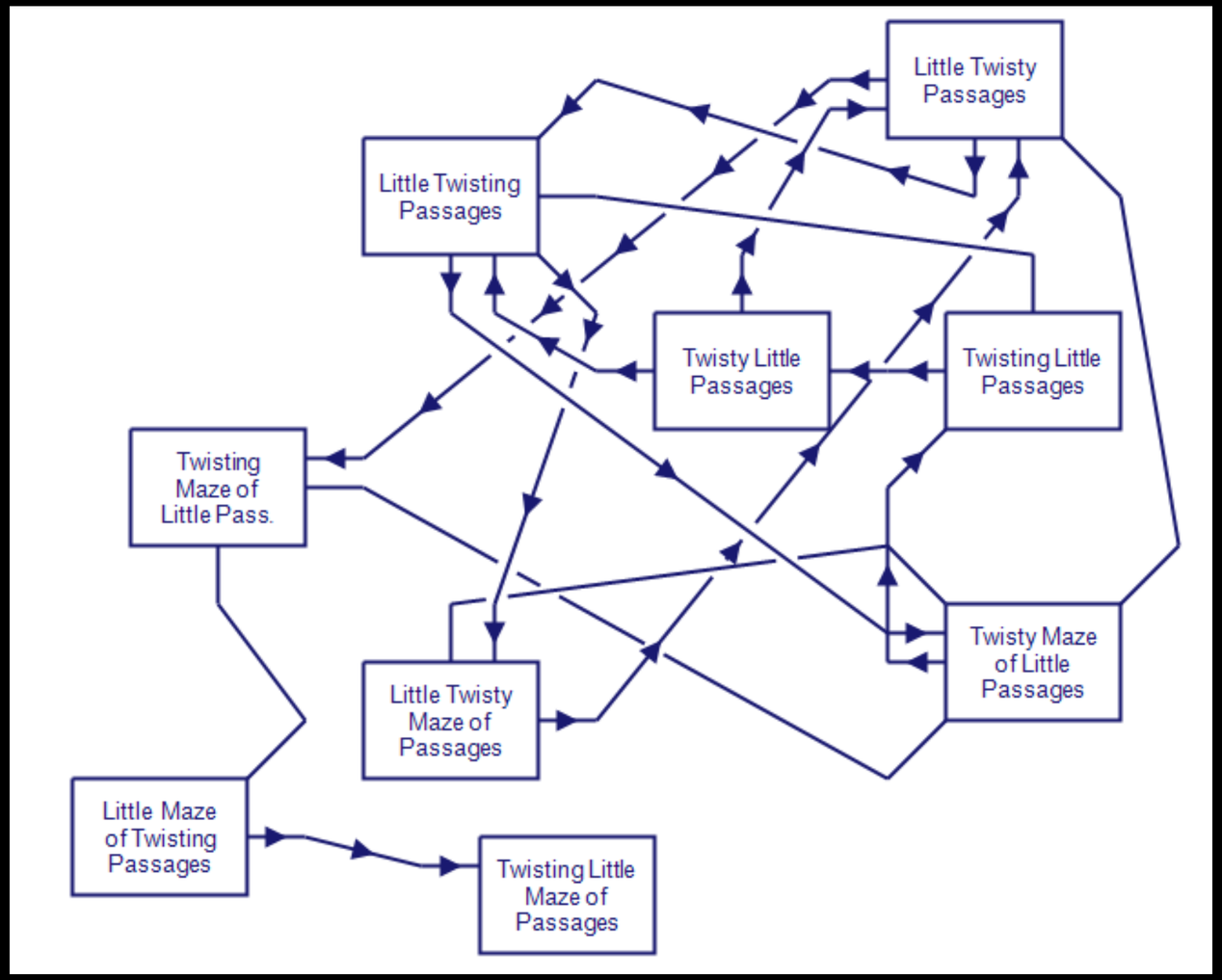
Erweiterungen

- 1977 Don Woods fügt Punktesystem hinzu. Erweitert es um 350 Punkte Version
- Erweiterung um 550 Punkte Version.
- Inspiriert das erste kommerzielle Adventure Spiel

Adventureland (1978)

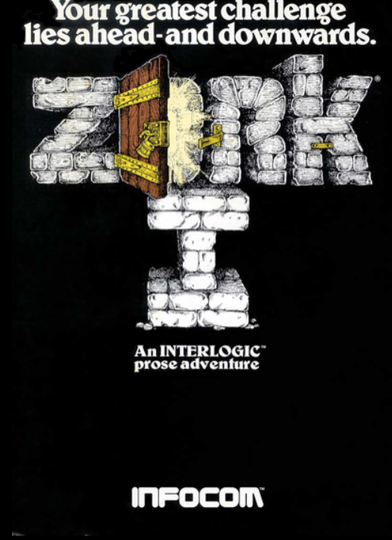
- Scott Adams 1978
- Sehr speicherschonend
- Erstes kommerzielles Spiel
- aufgrund der vereinfachten Grammatik keine Übersetzung möglich
- Verliert bald durch Speichererweiterungen seine Bedeutung

Rooms

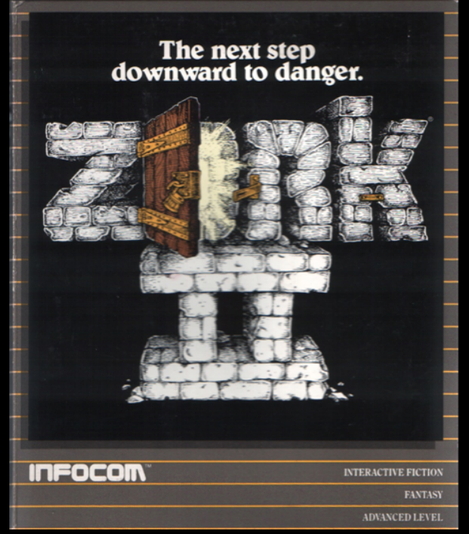

Little Twisty Passages
Little Twisting Passages
Twisty Little Passages
Twisting Little Passages
Twisting Maze of Little Pass.
Twisty Maze of Little Passages
Little Twisty Maze of Passages
Little Maze of Twisting Passages
Twisting Little Maze of Passages

Infocom

- Don Woods entwickelt mit anderen am MIT Adventure zu „Zork“ weiter.
- Gründet mit ihnen 1977 Infocom
- portiert Zork als 3 Teile für den Heimcomputer.

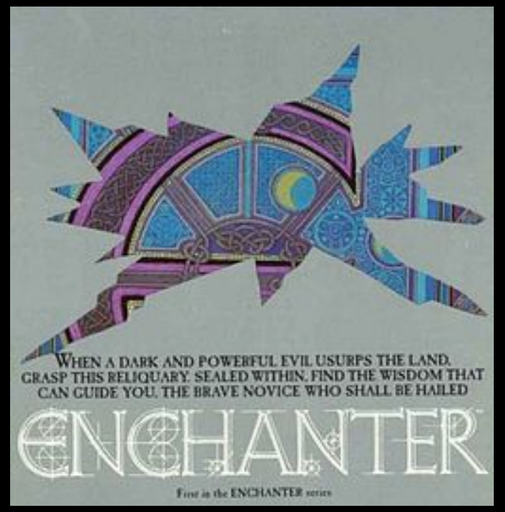


1980

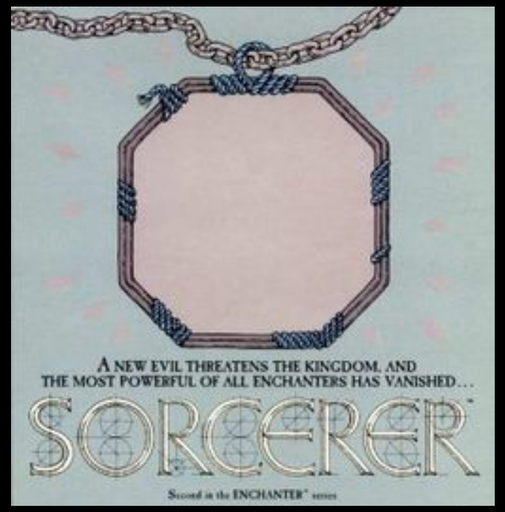


1981

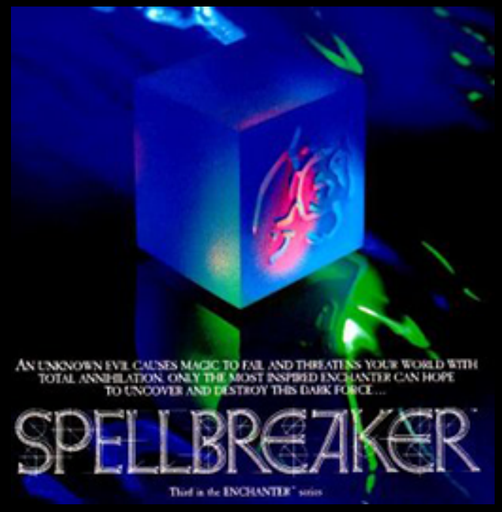
1982



1983



1984

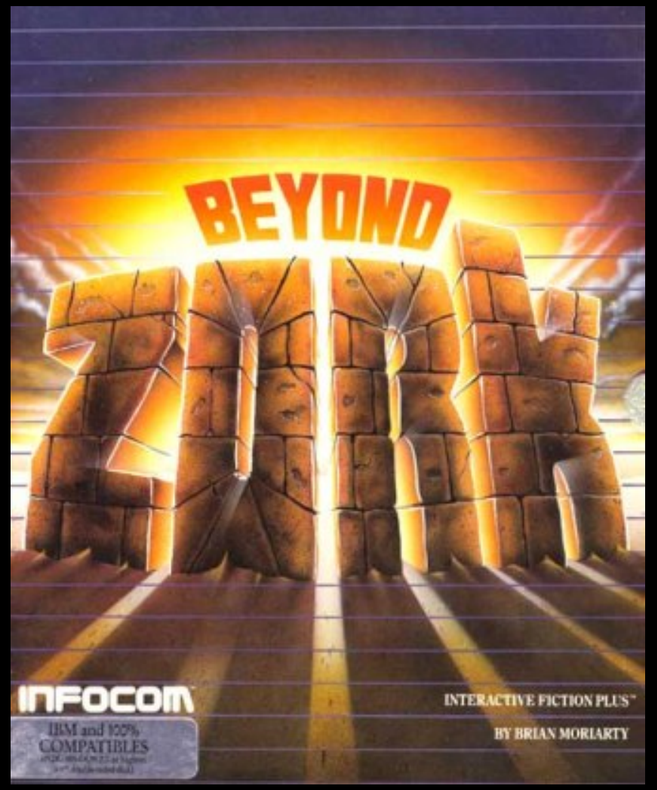


1985

1985 veröffentlicht

Zielgruppe erstmals 9 Jährige

Parser versteht 1000 Worte!

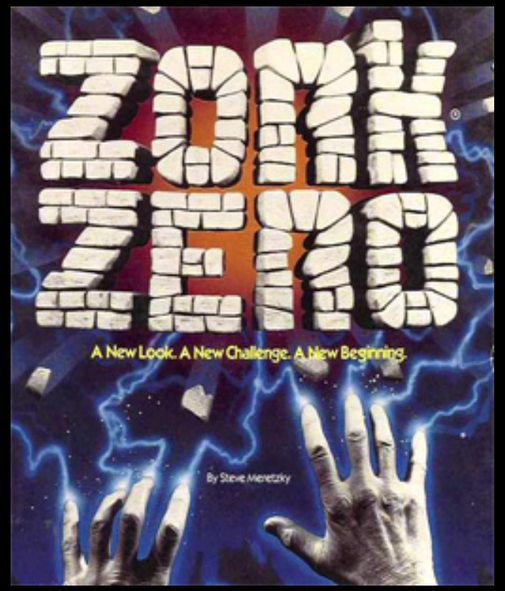


1987

erstmals Rollenspielelemente

Parser versteht 1569 Wörter

Ortswechsel durch Mausklick auf Ascii-Grafik Karte

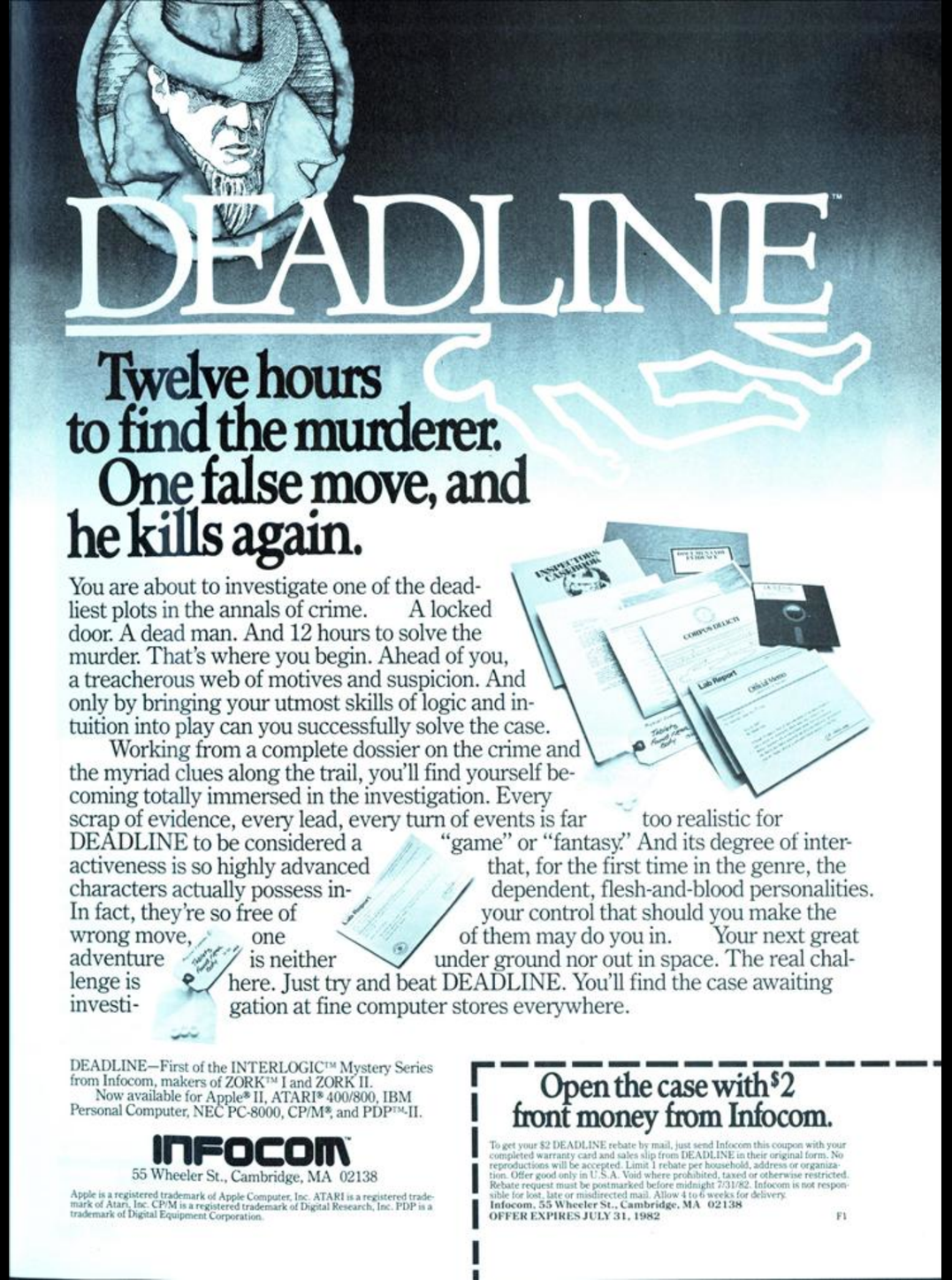


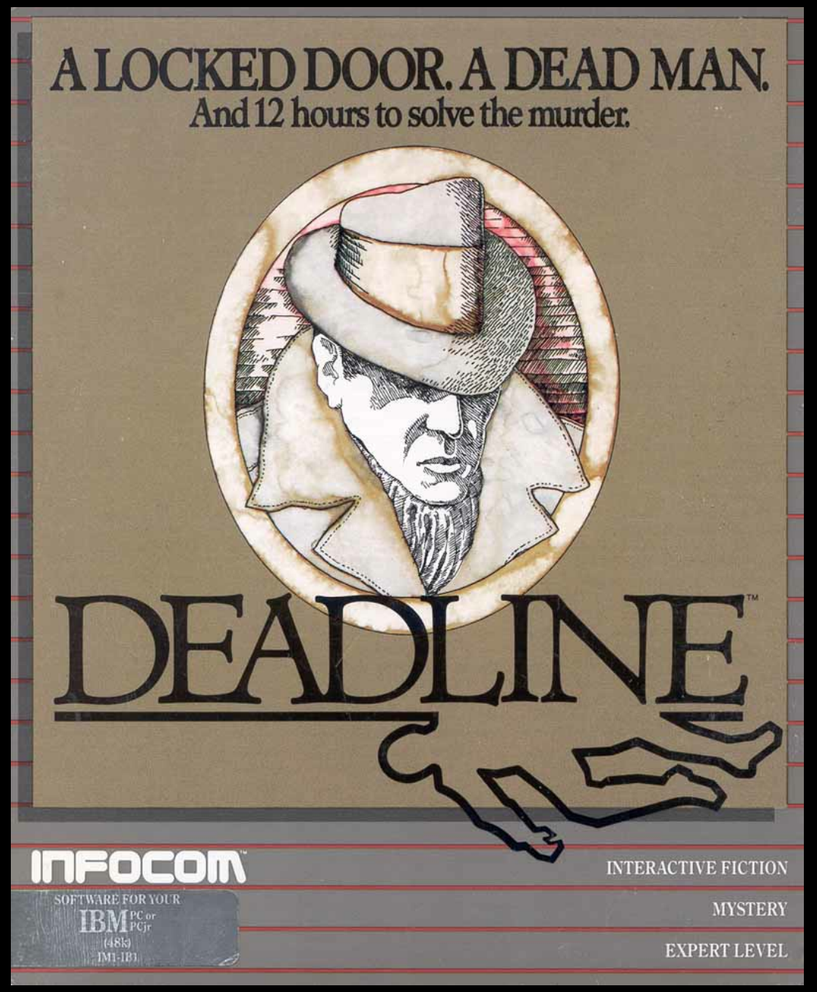
1988

versteht mehr als 1600 Wörter

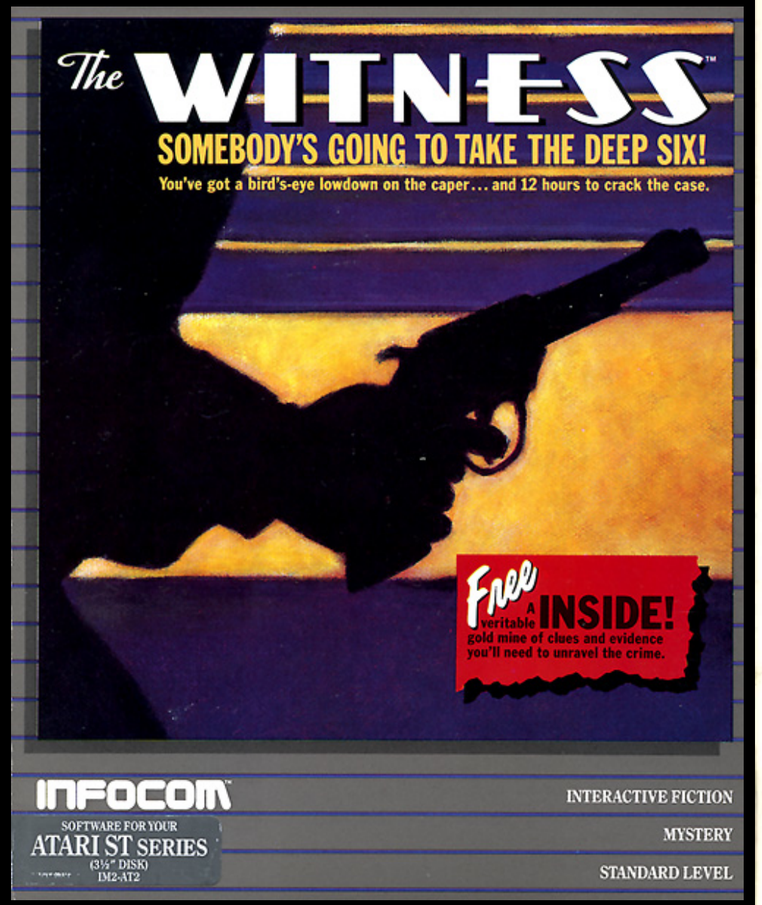
ertmals Menüführung

Krimi


DEADLINE™
Twelve hours to find the murderer. One false move, and he kills again.
You are about to investigate one of the deadliest plots in the annals of crime. A locked door. A dead man. And 12 hours to solve the murder. That's where you begin. Ahead of you, a treacherous web of motives and suspicion. And only by bringing your utmost skills of logic and intuition into play can you successfully solve the case.
Working from a complete dossier on the crime and the myriad clues along the trail, you'll find yourself becoming totally immersed in the investigation. Every scrap of evidence, every lead, every turn of events is far too realistic for DEADLINE to be considered a "game" or "fantasy." And its degree of interactiveness is so highly advanced that, for the first time in the genre, the characters actually possess independent, flesh-and-blood personalities. In fact, they're so free of your control that should you make the wrong move, one of them may do you in. Your next great adventure is neither under ground nor out in space. The real challenge is here. Just try and beat DEADLINE. You'll find the case awaiting investigation at fine computer stores everywhere.
DEADLINE—First of the INTERLOGIC™ Mystery Series from Infocom, makers of ZORK™ I and ZORK II.
Now available for Apple® II, ATARI® 400/800, IBM Personal Computer, NEC PC-8000, CP/M®, and PDP™-II.
INFOCOM
55 Wheeler St., Cambridge, MA 02138
Apple is a registered trademark of Apple Computer, Inc. ATARI is a registered trademark of Atari, Inc. CP/M is a registered trademark of Digital Research, Inc. PDP is a trademark of Digital Equipment Corporation.
Open the case with $2 front money from Infocom.
To get your $2 DEADLINE rebate by mail, just send Infocom this coupon with your completed warranty card and sales slip from DEADLINE in their original form. No reproductions will be accepted. Limit 1 rebate per household, address or organization. Offer good only in U.S.A. Void where prohibited, taxed or otherwise restricted. Rebate request must be postmarked before midnight 7/31/82. Infocom is not responsible for lost, late or misdirected mail. Allow 4 to 6 weeks for delivery.
Infocom, 55 Wheeler St., Cambridge, MA 02138
OFFER EXPIRES JULY 31, 1982
F1


A LOCKED DOOR. A DEAD MAN.
And 12 hours to solve the murder.
DEADLINE™
INFOCOM
INTERACTIVE FICTION
SOFTWARE FOR YOUR IBM PC or PCjr (48k) DM1-1B1
MYSTERY
EXPERT LEVEL

1982



1983

Hermetically sealed since 1938 inside every WITNESS package: your WITNESS disk, a suicide note, telegram, matchbook, an issue of the Santa Ana *Register* and the February 1938 *Nat'l Detective Gazette*.

FEBRUARY 1938, LOS ANGELES. FDR's New Deal is finally rolling. Hitler's rolling, too; this time through Austria. But as Chief Detective for a quiet burgh on the outskirts of L.A., you've got other fish to fry.

One gilt-edged society dame is dead. And now it looks like some two-bit grifter is putting the screws to her multi-millionaire old man. Then you step in, and the shakedown turns ugly. You're left with a stiff and a race against the clock to nail your suspect . . . unless you get nailed first!

Nobody said a sordid family affair like this was going to be a cinch. Everyone from the knock-out heiress to the poker-faced butler may end up in the slammer before it's over. Ahead of you is a Gordian knot of motives and alibis. And the only testimony you can trust is that of your own eyes—because you are The WITNESS.

GET INSIDE A STORY. GET ONE FROM INFOCOM!

It's like waking up inside a story! Load Infocom's interactive fiction into your computer and discover yourself at the center of a world jam-packed with surprising twists, unique characters and original, logical, often hilarious puzzles.

For the first time, you're more than a passive reader. You can talk to the story, typing in full English sentences. And the story talks right back, communicating entirely in vividly descriptive prose. What's more, you can actually shape the story's course of events through your choice of actions. And you have hundreds of alternatives at every step. In fact, there's so much you can see and do, your investigation can last for weeks and even months.

To find the Infocom interactive story that's right for you, just choose any one marked with the level of difficulty listed below that best matches your current level of interactive skill.

Junior: Best introduction to interactive fiction. Written for everyone from age 9 up.

Standard: Good introductory level for adults. This is Infocom's most popular level of interactive fiction.

Advanced: A greater level of challenge. Recommended for those who've already experienced Infocom's interactive fiction.

Expert: For real diehards seeking the ultimate challenge in interactive fiction.

Then find out what it's like to get inside a story. Get one from Infocom. Because with Infocom's interactive fiction, there's room for you on every disk.

INFOCOM

55 Wheeler St., Cambridge, MA 02138

For your: Apple II, Macintosh, Atari, Commodore 64, DECmate, DEC Rainbow, DEC RT-11, HP 150 & 110, IBM PC* & PCjr, KAYPRO II, MS-DOS 2.0*, Osborne, TI Professional, TI 99/4A, Tandy 2000, TRS-80 Color Computer, TRS-80 Models I & III.

*Use the IBM PC version for your Compaq and the MS-DOS 2.0 version for your Wang, Mindset, Data General System 10, GRiD and many others.

Manufactured and Printed in USA
© 1984 Infocom, Inc.
Warranty information enclosed.
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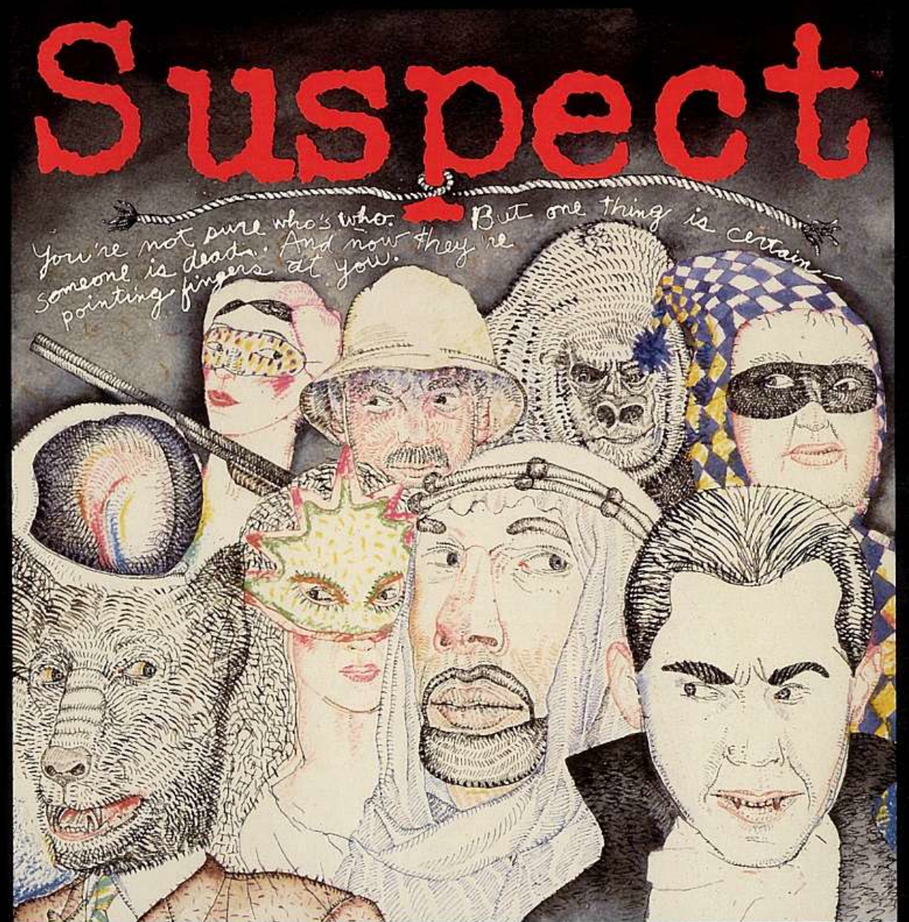
ISBN 0-87321-262-2

0 51051 01262

1984

InvisiClues™ The Hint Booklet for



Introduction

What are InvisiClues?

The essence of all interactive fiction is solving problems. The purpose of InvisiClues hint booklets is to maximize your enjoyment of the story by giving you only the hints that you need to continue and complete the story.

The invisible hints generally progress from a gentle nudge in the right direction to a full answer. The questions, which naturally have to be visible, have been worded to give away as little as possible. You should not use the presence or absence of a question on a certain topic as an indication of importance, and you should not assume that long answers are associated with important questions. This booklet includes dummy questions and answers in order to minimize the problem.

How to use this booklet

If you are stuck at some point in SUSPECT, find the question that most pertains to your problem. Uncap the marker and run it once over the first hint. The writing will appear in a second or two. If you are still stumped, go on to the next hint. (Remember to recap the marker when you are done to prevent it from drying out. And by the way, these books are not immortal. InvisiClues you've developed will start to fade after six months.)

For example:

What does trusty Sgt. Duffy do after he runs after a thief on a hot day?

A. _____

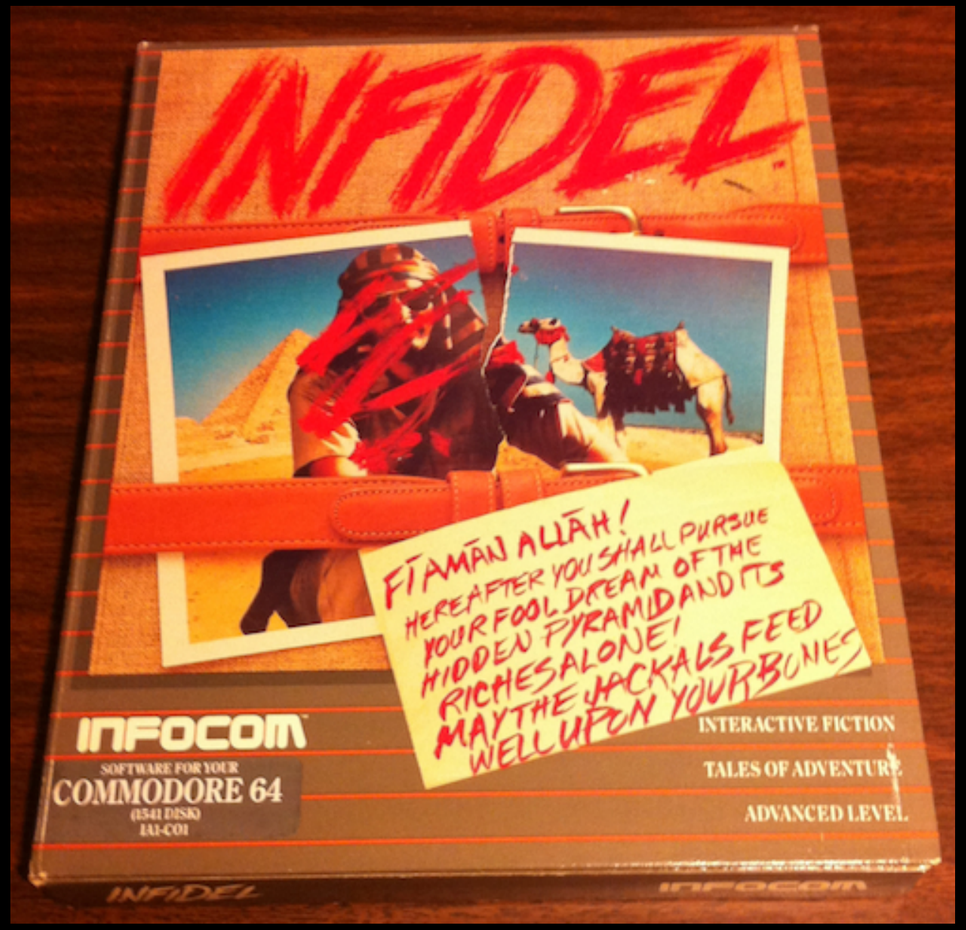
B. _____

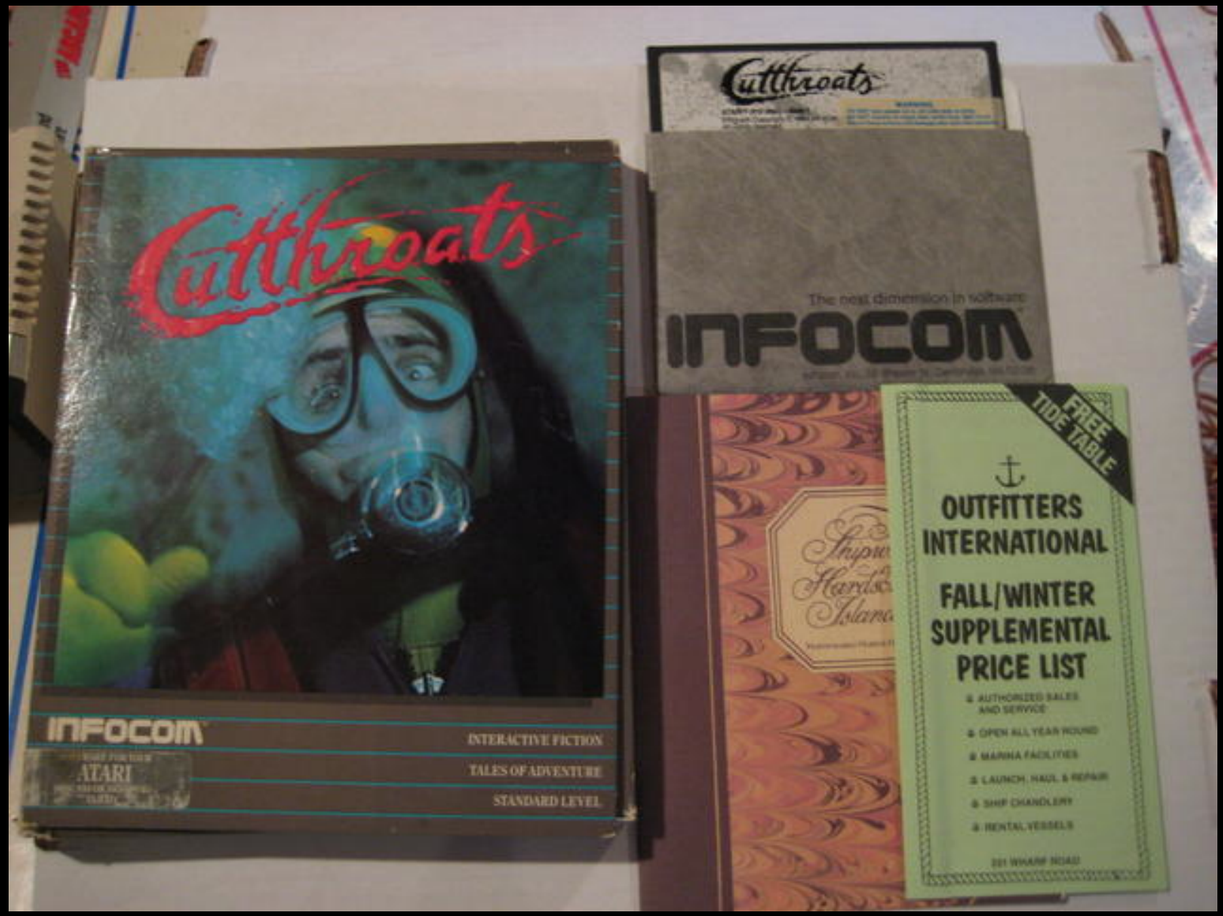
C. _____

Your marker contains more than enough fluid to develop the entire booklet. However, if your marker gets lost or dries out, you can order a replacement marker for a nominal fee.

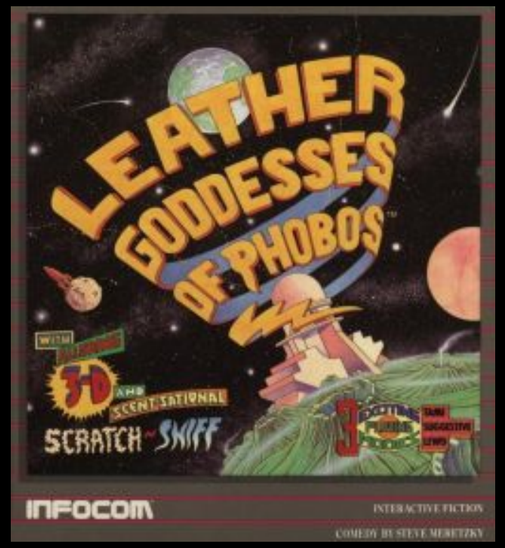
Once you have finished SUSPECT, try the things in the "For Your Amusement" section. Don't look at them before you've finished, though—they may reveal the answers to certain problems.

Abenteuer

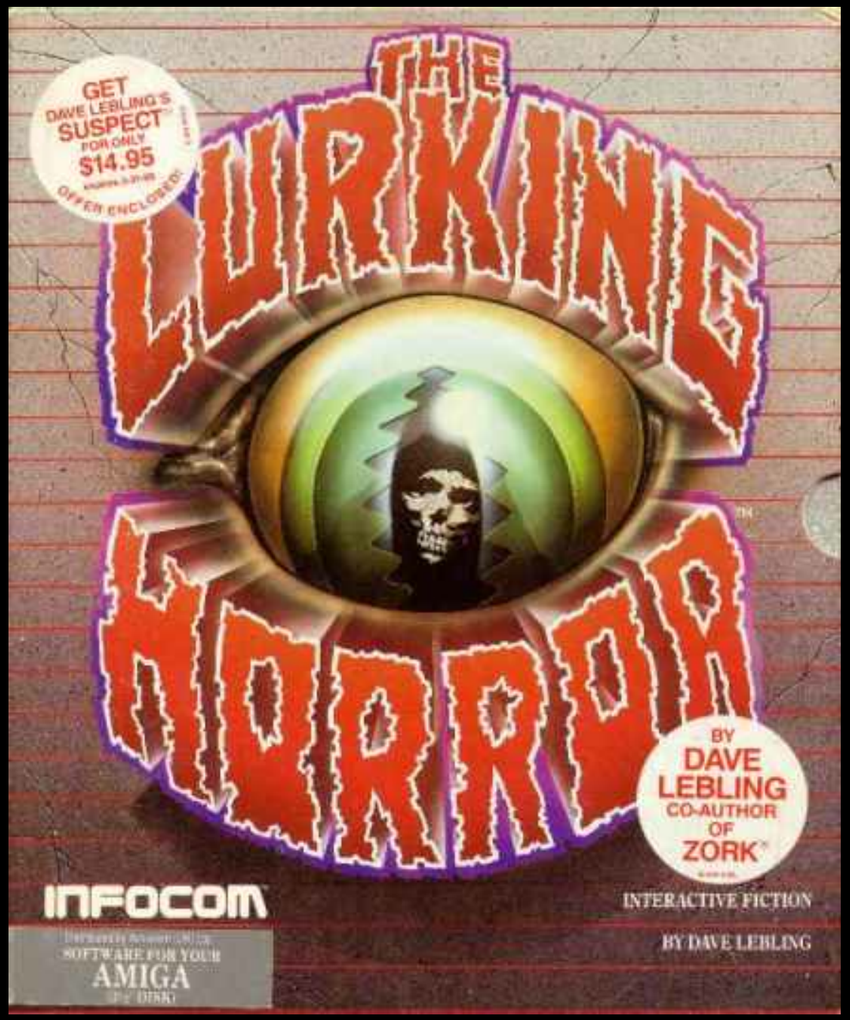

INFIDEL
FI AMAN ALLAH!
HEREAFTER YOU SHALL PURSUE
YOUR FOOL DREAM OF THE
HIDDEN PYRAMID AND ITS
RICHES ALONE!
MAY THE JACKALS FEED
WELL UPON YOUR BONES
INFOCOM
SOFTWARE FOR YOUR
COMMODORE 64
(1541 DISK)
IA1-C01
INTERACTIVE FICTION
TALES OF ADVENTURE
ADVANCED LEVEL
INFIDEL
INFOCOM


Cutthroats
INFOCOM
INTERACTIVE FICTION
TALES OF ADVENTURE
STANDARD LEVEL
ATARI
Cutthroats
The next dimension in software
INFOCOM
FREE TIDE TABLE
OUTFITTERS INTERNATIONAL
FALL/WINTER SUPPLEMENTAL PRICE LIST
AUTHORIZED SALES AND SERVICE
OPEN ALL YEAR ROUND
MARINA FACILITIES
LAUNCH, HAUL & REPAIR
SHIP CHANDLERY
RENTAL VESSELS
221 WHARF ROAD

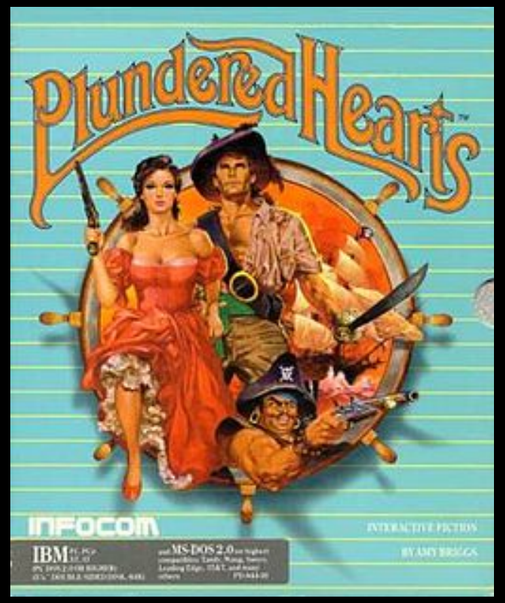
Erotic


LEATHER GODDESSES OF PHOBOS
SCRATCH ~ SNIFF
INFOCOM
INTERACTIVE FICTION

Horror


GET
DAVE LEBLING'S
SUSPECT
FOR ONLY
$14.95
OFFER ENCLOSED!
THE
LURKING
HORROR
BY
DAVE
LEBLING
CO-AUTHOR
OF
ZORK
INFOCOM
INTERACTIVE FICTION
BY DAVE LEBLING
SOFTWARE FOR YOUR
AMIGA

Liebesgeschichte



von Amy Briggs

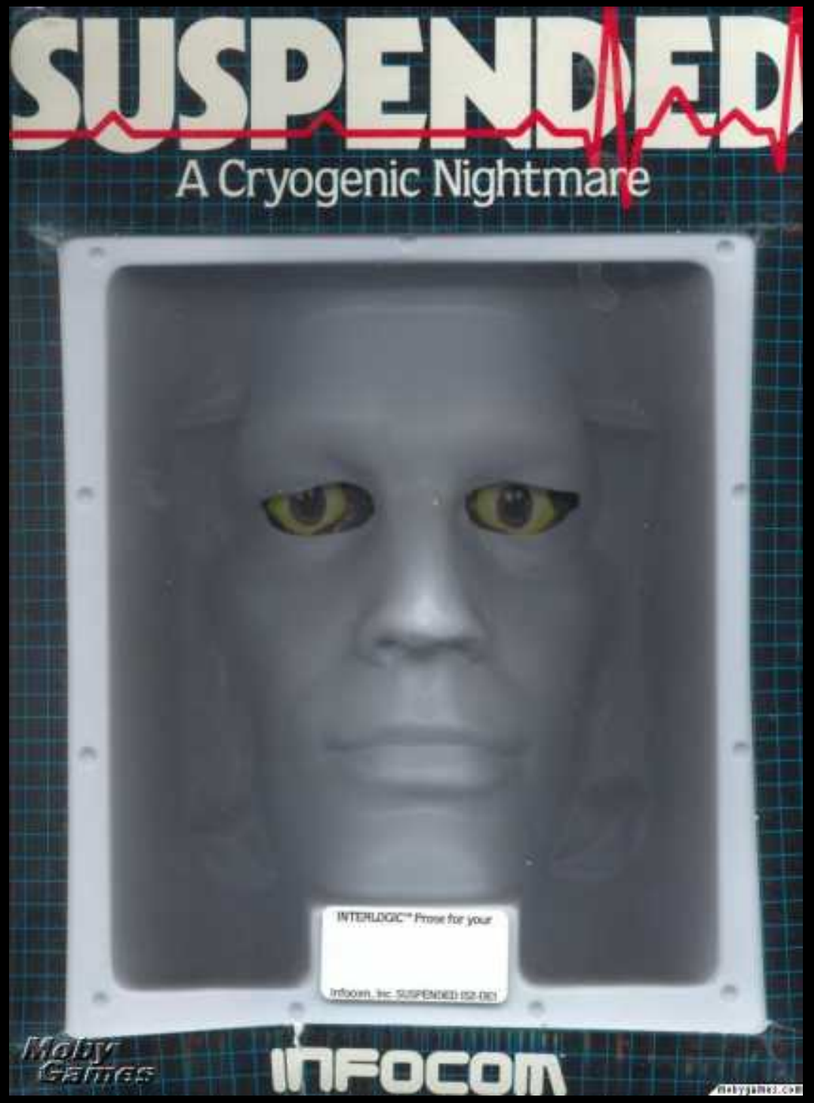
erstmals von einer Frau für Frauen bei der man eine Frau spielt

Sci Fi

The challenge
was issued eons ago
from light-years away.
And only you can meet it.
STARCROSS
INFOCOM

1982

STARCROSS
Our worlds, and welcome to them
ATARI 400/800
BUSINESS REPLY CARD
INFOCOM

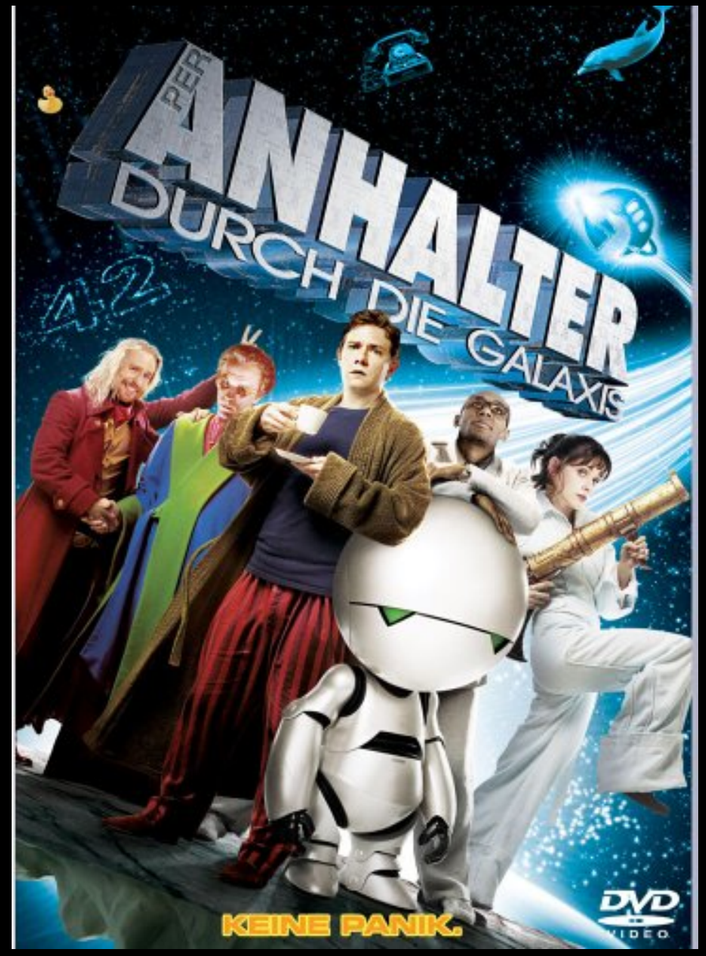

SUSPENDED
A Cryogenic Nightmare
INFOCOM

1983

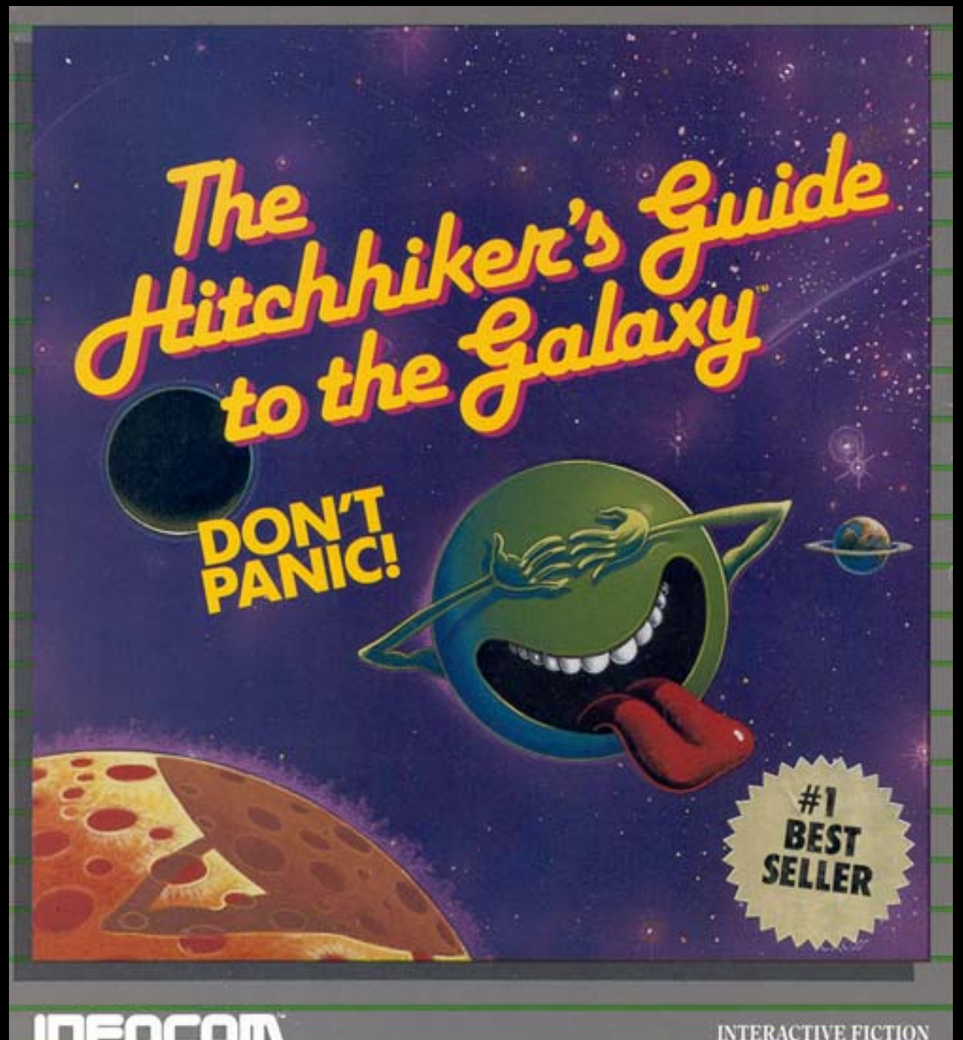
STELLAR PATROL: SPECIAL ASSIGNMENT FORCE
But even your expert technical training won't save you now.
PLANETFALL
ATARI ST
INFOCOM

Douglas Adams

1952-2001



Hitch Hikers Guide to the Galaxy

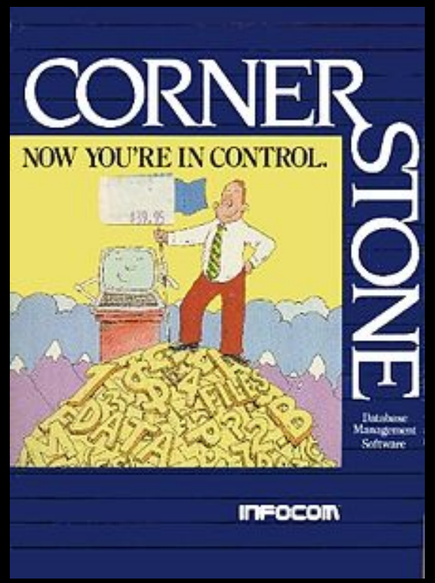


Feelies: seit 1982

Z-Machine

- Virtuelle Maschine: Z steht für Zork
- konnte leicht auf viele verschiedene Plattformen portiert werden
- 8 Versionen Z1 bis Z6 von Infocom Z7 und Z8 von Graham Nelson
- Z3 kann 128 KB Große Dateien verarbeiten
- Z5 256 KB und Z8 512.
- Heute das Populärste Format für Interaktiv Fiction , wegen Inform.

1986


CORNER
STONE
NOW YOU'RE IN CONTROL.
Database
Management
Software
INFOCOM

Interactive Fiction

- Heute noch eine kleine aber aktive Fangemeinde von Interaktiv Fiction.
- ständig neue Spiele.
- viele schätzen Textadventure mehr als Grafik Adventures aus dem selben Grund warum man Bücher Filmen gegenüber bevorzugt.
- Es gibt Z-Interpreter für fast alle Plattformen.

Inform 7

- von Graham Nelson
- Sehr Beliebte Text Adventure Engine
- Quellcode liest sich wie eine natürliche Englische Sprache

Structur

- Prologue
- Middle Game
- End Game

Prologe

- Atmosphäre Schaffen
- Foreshadowing
- Hintergrund Informationen (Wie komme ich in die Situation?)
- Tutorial für Besonderheiten
- Geringe Aufmerksamkeitsspanne beim Spieler
- Kein Kartenzeichnen
- Übergang von Mondänen zum Fantastischen

Mittel Teil

- Ist der längste unzusammenhängendste Teil
- Benötigt geringste Vorbereitung
- Benötigt am meisten Unterteilung in Segmente
- Ist am ehesten ein Sammelsurium unabhängiger Rätsel
- Übergang: Teile eines Artefakts zusammensetzen, die man im Mittelteil zusammengesucht hat.

End Game

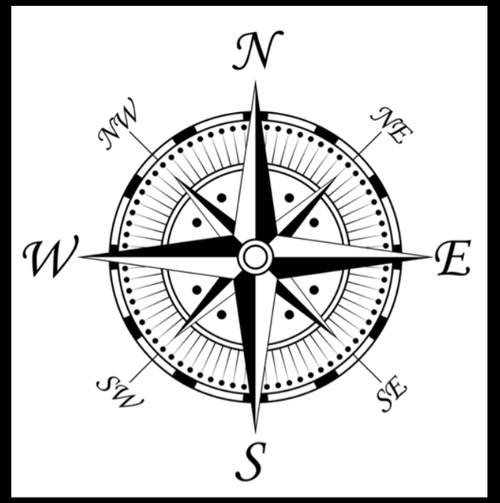
- Geben das Gefühl nahe zum Erfolg zu sein
- Alle Handlungsstränge Kulminieren im Endgame
- Alle offenen Fragen werden beantwortet
- Es kann mehrere Enden geben.

Verben

Walk to
Push Open Walk to Unlock Turn on
Pull Close Pick up New kid Turn off
Give Read What is Use Fix
old record paint remover
paint brush bowl of wax fruit

Directions

- up, down
- n, ne, e, se, s, sw, w, nw
- in, out



Inventory

Walk to
Push Open Walk to Unlock Turn on
Pull Close Pick up New kid Turn off
Give Read What is Use Fix
old record paint remover
paint brush bowl of wax fruit

Items

Walk to
Push Open Walk to Unlock Turn on
Pull Close Pick up New kid Turn off
Give Read What is Use Fix
old record paint remover
paint brush bowl of wax fruit

Crafting

What is chainsaw
Push Open Walk to Unlock Turn on
Pull Close Pick up New kid Turn off
Give Read What is Use Fix
key

Walk to
Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn off
Give Read What is Use Switch
helmet Tokens
CashCard broom alien

Rooms

SECKRIT
LAB
Walk to
Push Open
Pull Close
Give Read
old record
paint brush
Walk to Unlock Turn on
Pick up New kid Turn off
What is Use Fix
paint remover
bowl of wax fruit

Objects

SECKRIT
LAB
Walk to
Push Open
Pull Close
Give Read
old record
paint brush
Walk to Unlock Turn on
Pick up New kid Turn off
What is Use Fix
paint remover
bowl of wax fruit

Agents

Want some food? Come here dearie!
Walk to
Push Open Walk to Unlock Turn on
Pull Close Pick up New kid Turn off
Give Read What is Use Fix
key

Progresive Struktur

Emergentes Gameplay

- End objective needs to be clear
- Sub-goals need to be obvious
- Live and learn
- Backwards Puzzles
- I forgot to pick it up

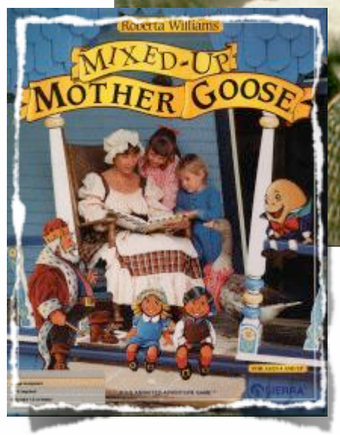
- Puzzles should advance the story
- Real time is bad drama
- Incremental reward
- Arbitrary puzzles
- Reward Intent

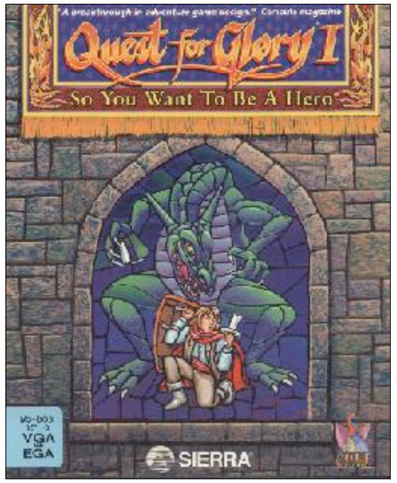
- Unconnected events
- Give the player options
- Conclusion

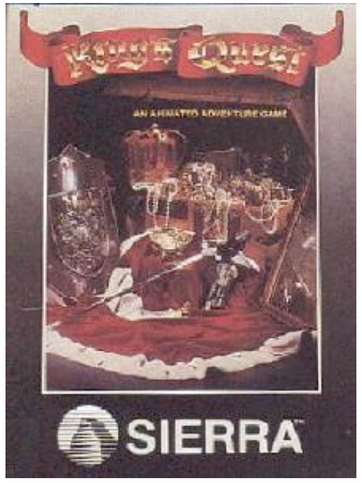
Sierra On-Line

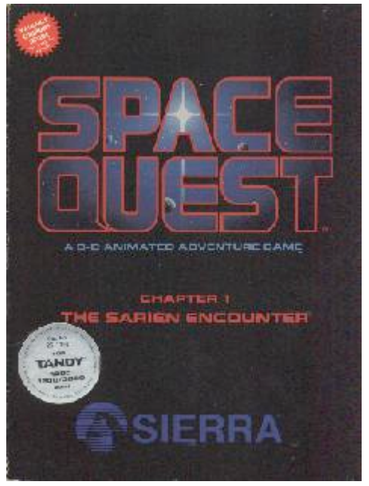
Roberta Williams Game-o-grafie

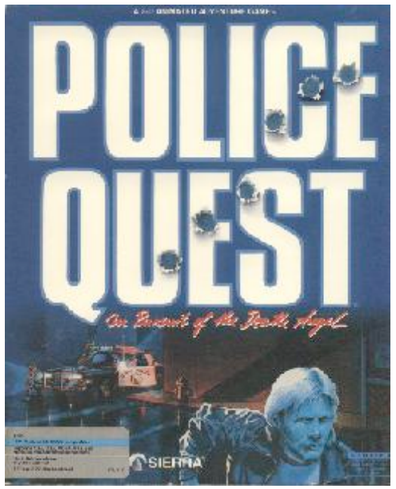
Mystery House (1980)
Wizard and the Princess (1980)
Mission Asteroid (1981)
The Dark Crystal (1982)
Time Zone (1982)
King's Quest I: Quest for the Crown (1984)
Mickey's Space Adventure (1984)
King's Quest II: Romancing the Throne (1985)
King's Quest III: To Heir Is Human (1986)
King's Quest IV: The Perils of Rosella (1988)
Mixed-Up Mother Goose (1987)
Laura Bow: The Colonel's Bequest (1989)
King's Quest V: Absence Makes the Heart Go Yonder! (1990)
King's Quest 1: Quest for the Crown (Remake) (1990)
Mixed-Up Mother Goose Multimedia (1990)
Laura Bow in The Dagger of Amon Ra (1992)
King's Quest VI: Heir Today, Gone Tomorrow (1992)
King's Quest VII: The Princeless Bride (1994)
Mixed-Up Mother Goose Deluxe (1994)
Phantasmagoria (1995)
Shivers (1995)
King's Quest: Mask of Eternity (1998)

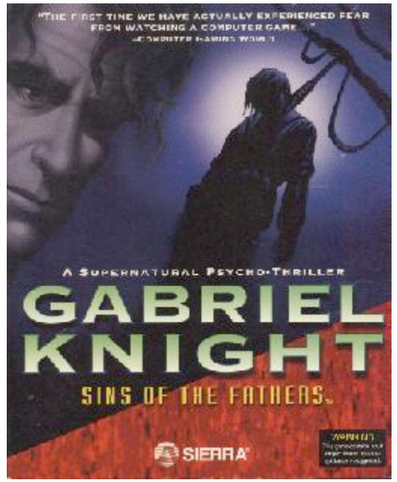










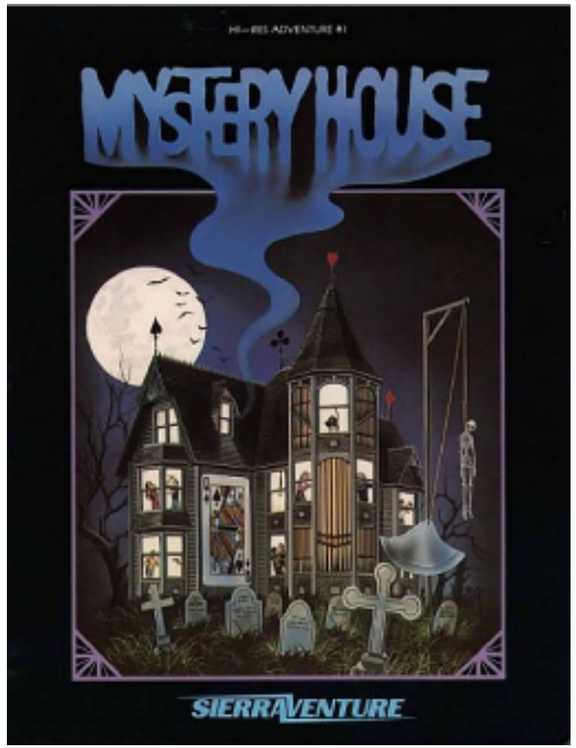


Sierra On-Line Spieleserien

von links nach rechts:

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

Mystery House



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

Wizard and the Princess

Scripting Engines

Durch Scripting Engines wird die Portierung auf andere Plattformen und die Entwicklung neuer Spiele vereinfacht.
Sie bieten Möglichkeiten der Ereignissteuerung, der Einbindung von Assets, Animationen und Dialogsteuerung.
Frühe Formen entstehen mit den Textadventures.

Bekannte Vertreter bei Point&Click-Spielen:

Sierra
- Adventure Game Interpreter (AGI)
- Sierra Creative Interpreter (SCI)

Lucasfilm
- Script Creation Utility for Maniac Mansion (SCUMM)

Weitere
- Cocktail Vision (Gob Engine), Adventuresoft/Horrorsoft Engine

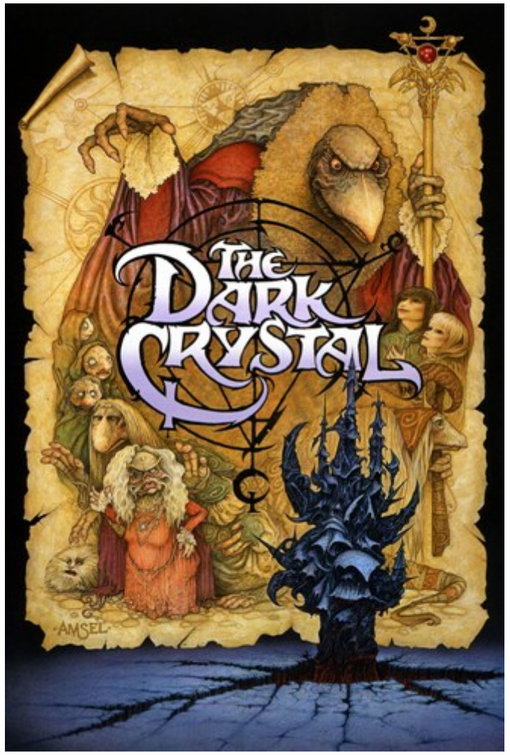
AGI (Adventure Game Intepreter)

Game	PC	Apple II	Atari ST	Amiga	Apple IIGS	Mac	TRS-80 CoCo
King's Quest	1984	1984	1986	1987	1987	1987	No
King's Quest II: Romancing the Throne	1985	1985	1985	1987	1987	No	No
The Black Cauldron	1986	1986	1986	1987	1987	No	No
Donald Duck's Playground	1986	1986	1986	1986	No	No	No
King's Quest III: To Heir Is Human	1986	1988	1986	1986	1988	No	1988
Space Quest: The Sarien Encounter	1986	1986	1986	1987	1987	1987	1986
Leisure Suit Larry in the Land of the Lounge Lizards	1987	1987	1987	1987	1987	1988	1988
Mixed-Up Mother Goose	1987	1990	1987	1988	1988	No	No
Police Quest: In Pursuit of the Death Angel	1987	1987	1987	1987	1987	1987	No
Space Quest II: Vohaul's Revenge	1987	1987	1987	1988	1988	1988	No
Gold Rush!	1988	1988	1989	1989	1989	1989	No
Manhunter: New York	1988	1988	1988	1988	1988	No	No
King's Quest IV: The Perils of Rosella	1988	1990	1990	1990	1989	No	No
Manhunter 2: San Francisco	1989	No	1990	1990	No	1989	No

Entwicklungstool, das von Sierra-Online benutzt wurde, um deren frühe Adventures zu programmieren. Zuerst für King's Quest benutzt.

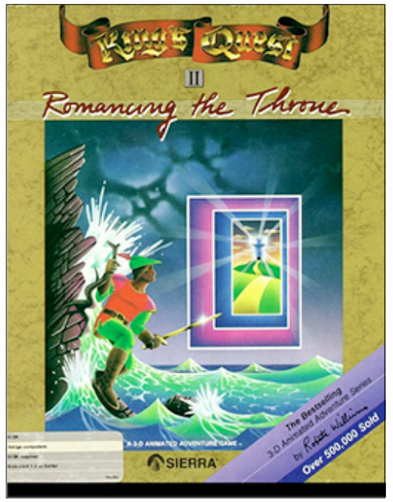
http://en.wikipedia.org/w/index.php?title=Special:CiteThisPage&page=Adventure_Game_Interpreter&id=651208874

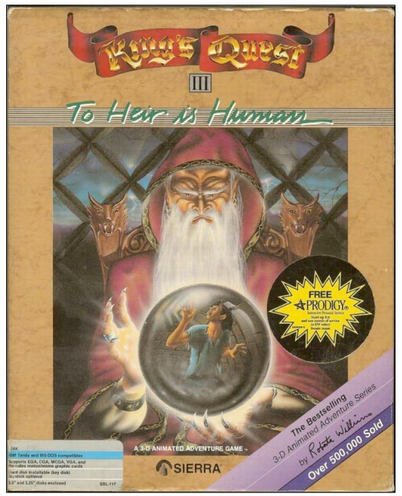
The Dark Crystal



King's Quest

King’s Quest als Marketingvehikel für den IBM PCjr

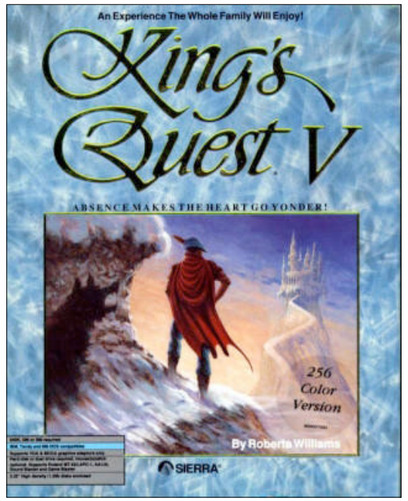


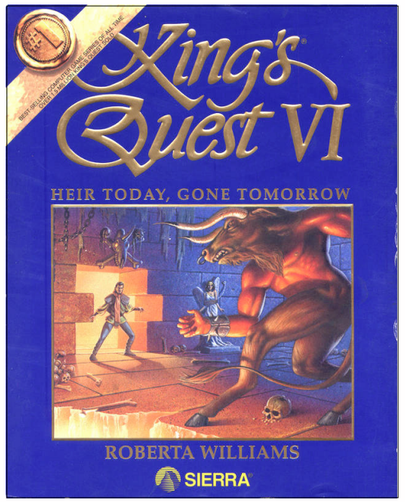


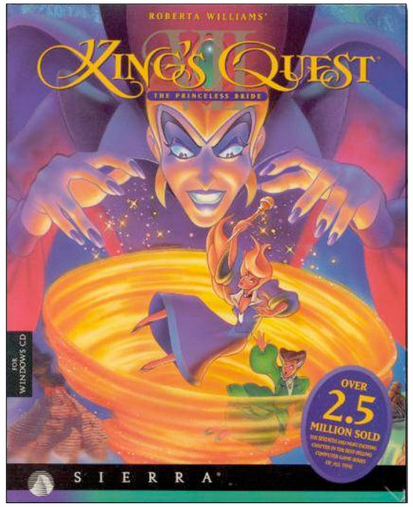
Die King's Quest-Reihe I:

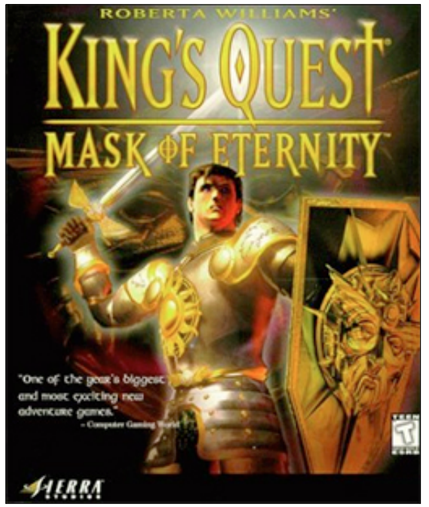
von links nach rechts:

Quest for the Crown (1984/1990),
Romancing the Throne (1985),
To Heir is Human (1986),
The Perils of Rosella (1988)









Die King's Quest-Reihe II:

von links nach rechts:

Absence Makes the Heart Go Yonder (1990),
Heir Today, Gone Tomorrow (1992),
The Princeless Bride (1994),
The Mask of Eternity (1998)

Von AGI zu SCI

Labyrinth

Maniac Mansion

Zusammenfassung

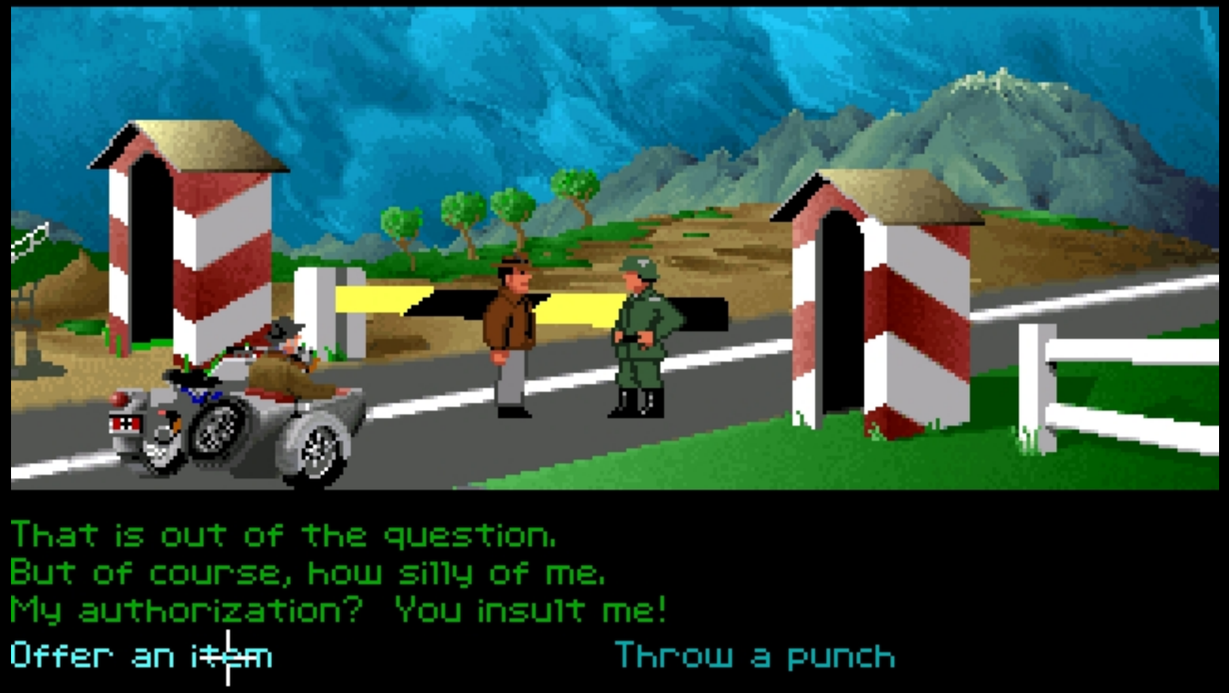
- SCUMM
- Cut Scenes
- Scrollen

Zac Mc Kracken

- Vollkommen generisches Interface

Indiana Jones
The Last Crusade

- Dialogsystem



Minigames

Indiana Jones' Health
Punch power
Nazi Guard's Health
Punch power

Monkey Island

- Vergrößerung und Verkleinerung der Spielfigur, um perspektivische Tiefe darzustellen.

Monkey Island 2

- Inventargegenstände als Grafik nicht mehr als Text.
- Durchgängige Musik und iMuse

Indiana Jones
Fate of Atlantis

- Erstmaliger Einsatz von Rotoscoping für die Spielfigur

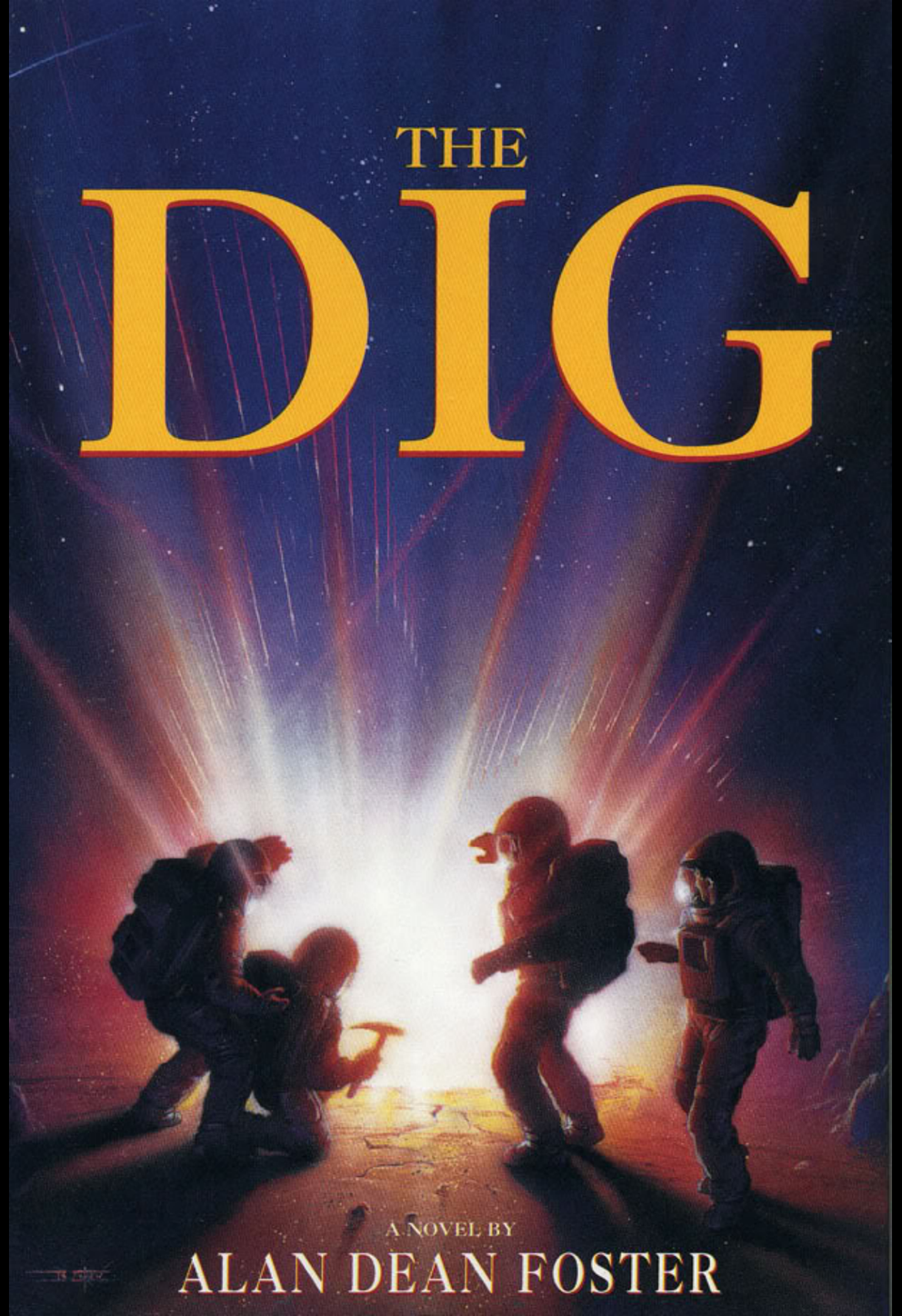
Day of the Tentacle

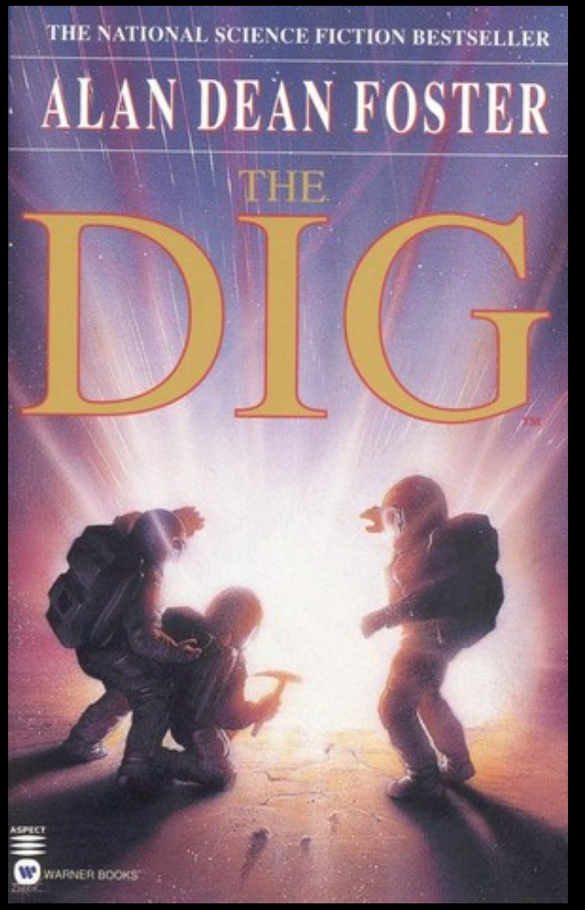
Sam and Max

- Unterschiedliche Mauszeiger statt Verben.
- Dialogsystem zeigt nur Icons statt ganzer Sätze an.
- Inventar auf Extra Screen

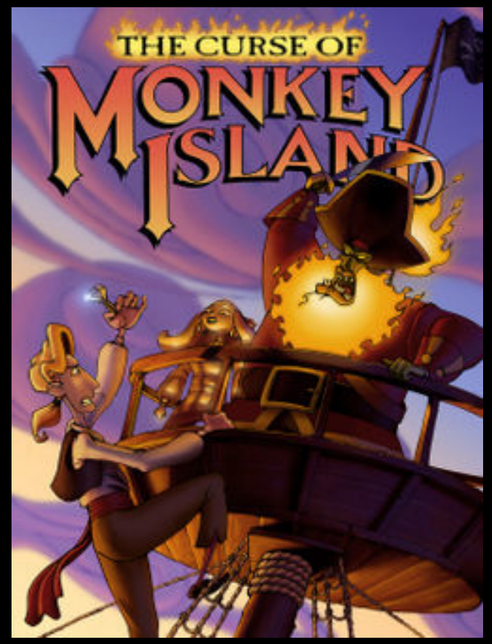
CONE
OF
TRAGEDY
WAK
A
RAT
WIN

Full Throttle


THE
DIG
A NOVEL BY
ALAN DEAN FOSTER


THE NATIONAL SCIENCE FICTION BESTSELLER
ALAN DEAN FOSTER
THE
DIG
ASPECT
WARNER BOOKS

The Curse of Monkey Island

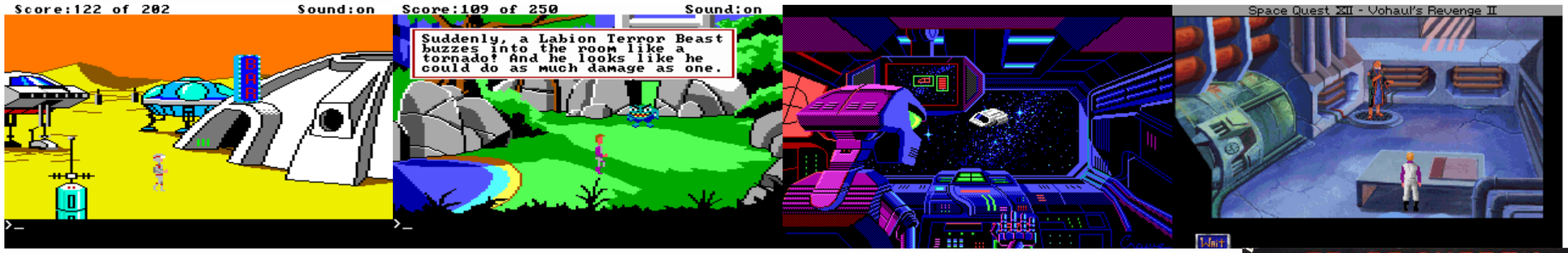


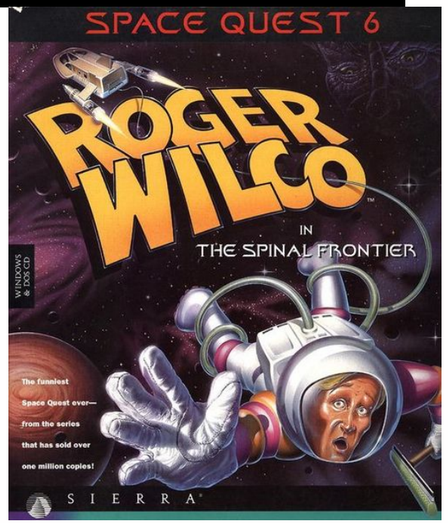
Sackgassen

Oh, no! You've really screwed up this time! Guess you'll have to start over! Hope you saved the game!
Restore
Restart
Quit

Sac

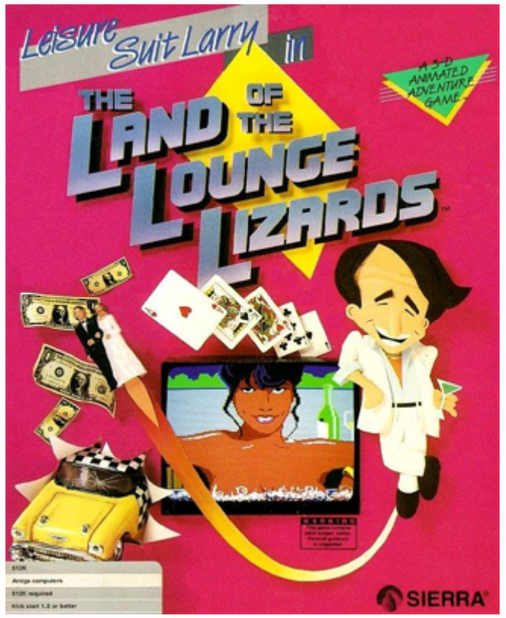
Space Quest

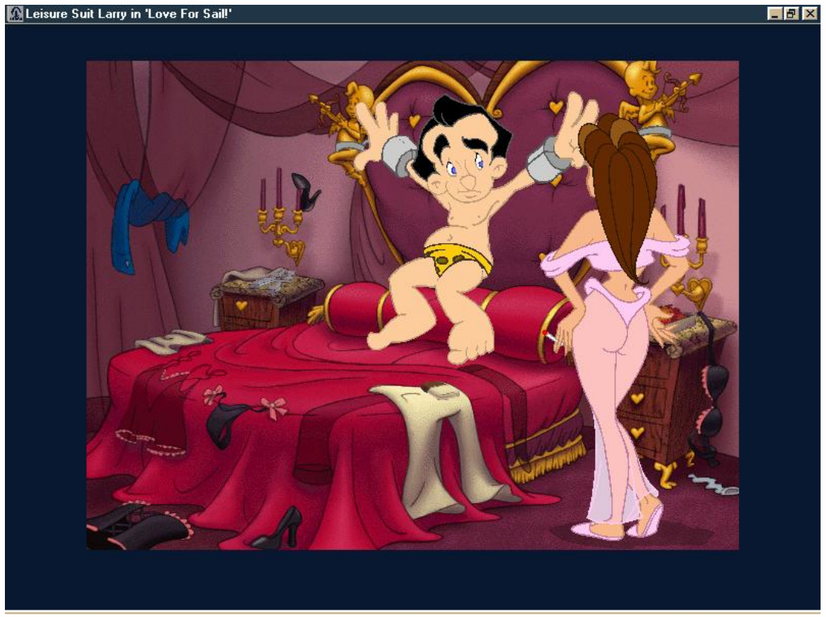




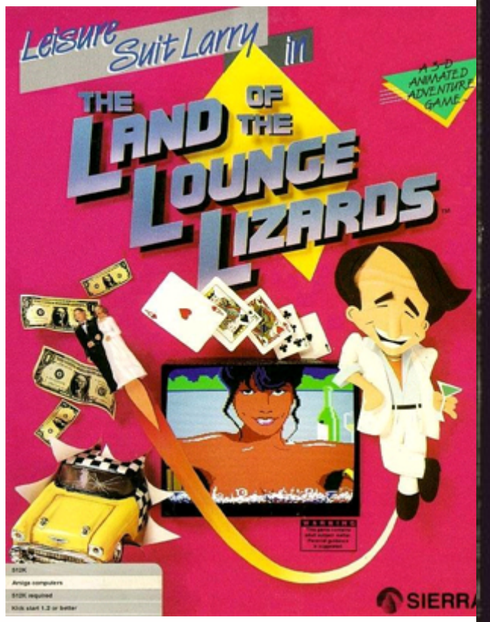
Point&Click

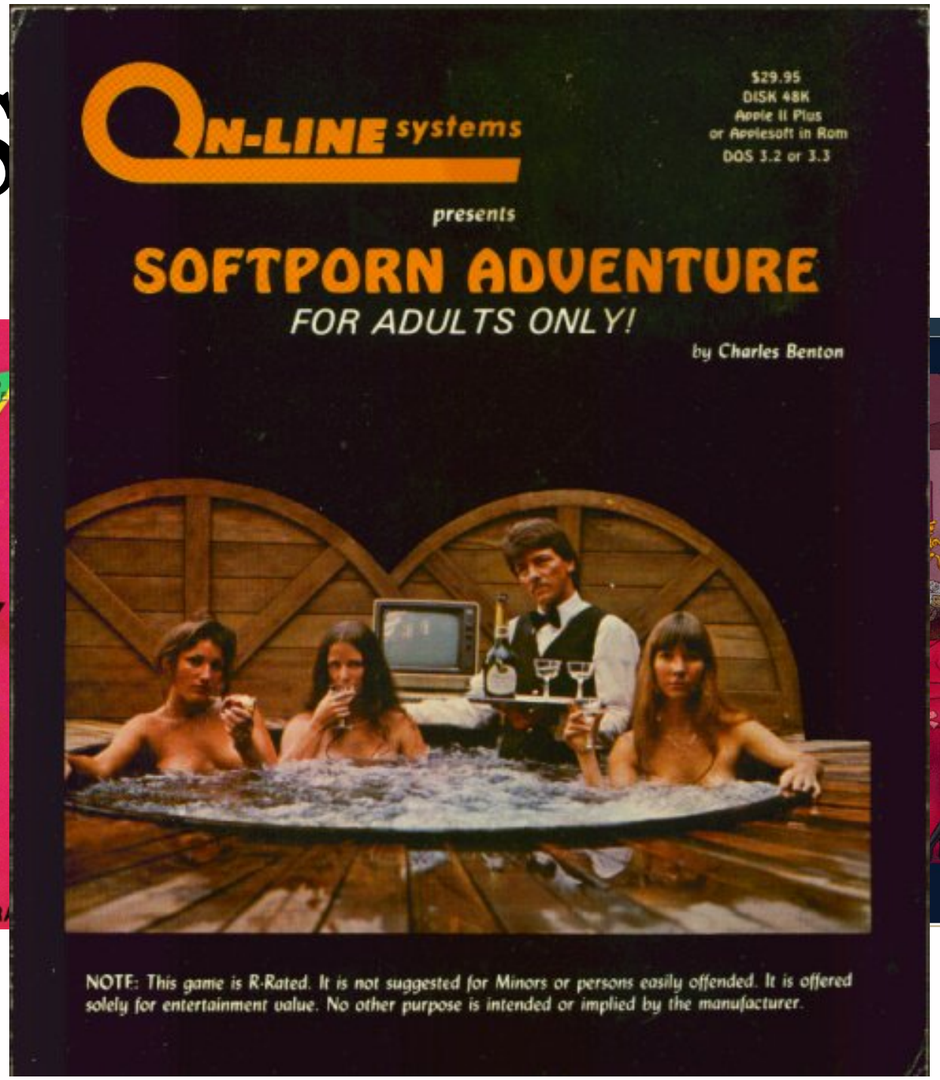
Leisure Suit Larry





Leisure S


Leisure Suit Larry in
THE LAND OF THE LOUNGE LIZARDS
SIERRA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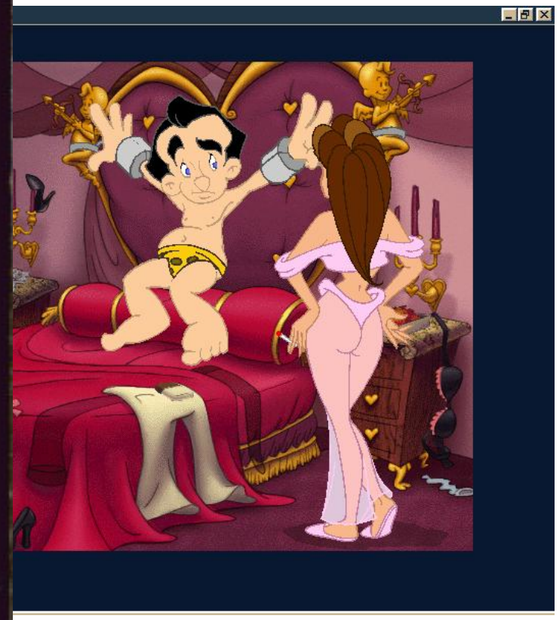
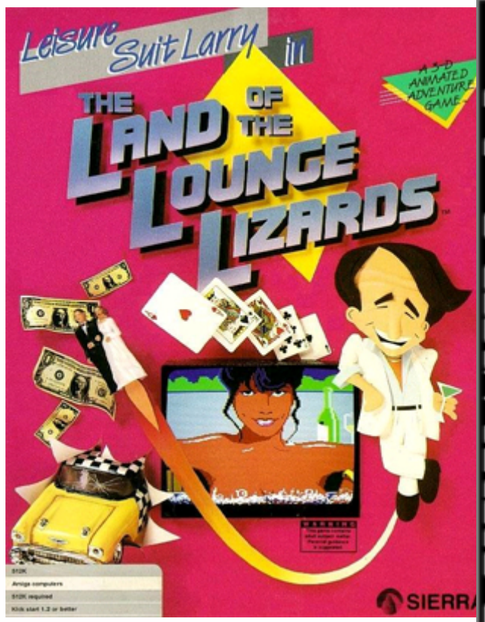
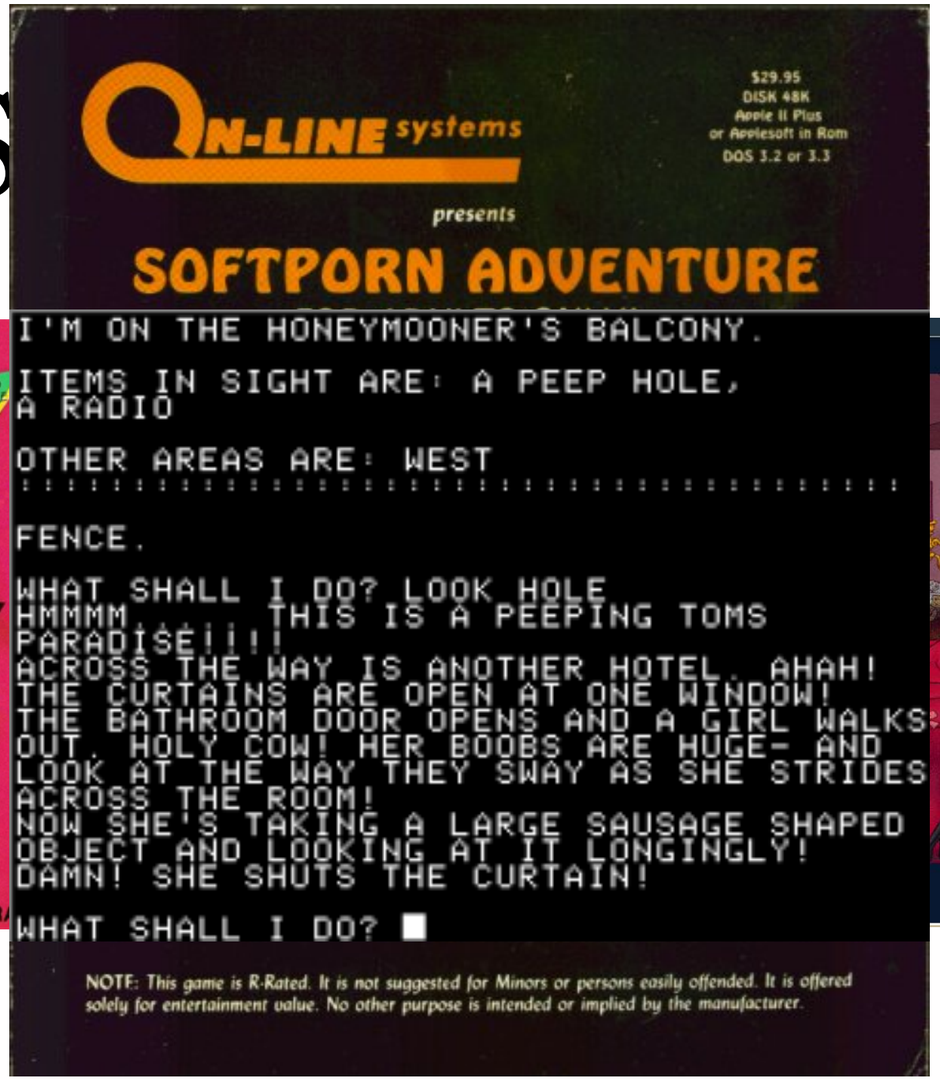
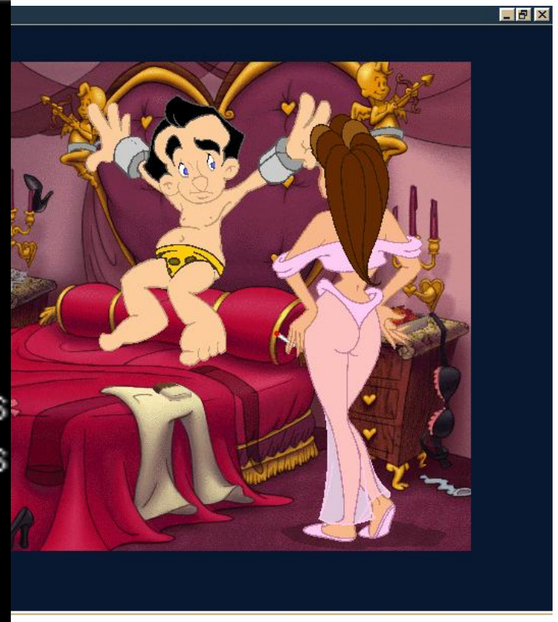
or Applesoft in Rom
DOS 3.2 or 3.3
presents
SOFTPORN ADVENTURE
FOR ADULTS ONLY!
by Charles Benton
NOTE: This game is R-Rated. It is not suggested for Minors or persons easily offended. It is offered solely for entertainment value. No other purpose is intended or implied by the manufacturer.



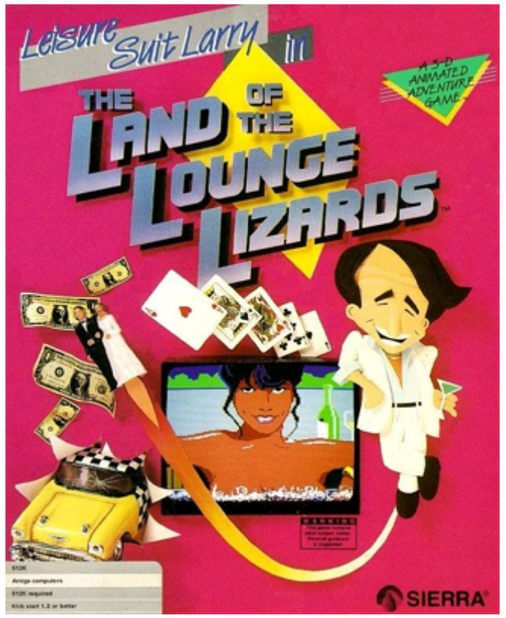
Leisure S

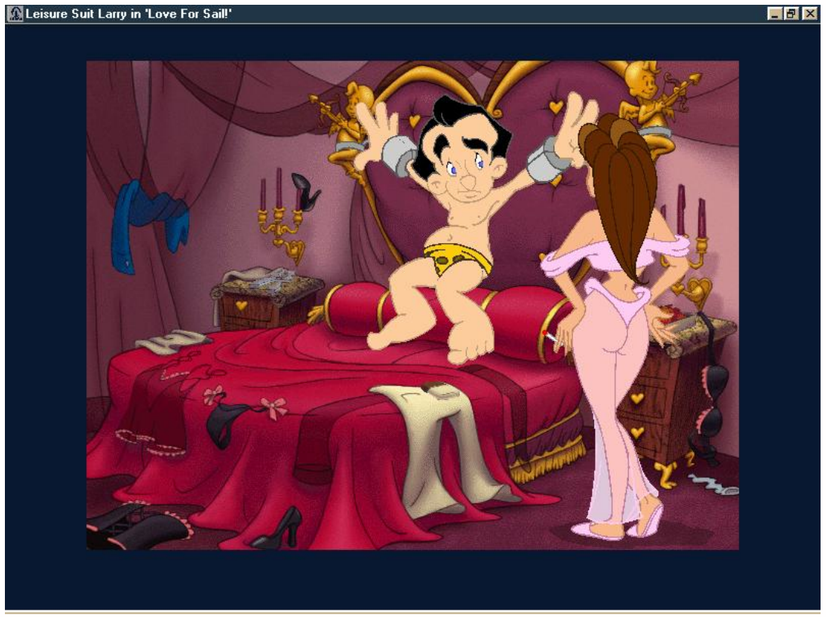

Leisure Suit Larry in
THE LAND OF THE LOUNGE LIZARDS
SIERRA


ON-LINE systems
$29.95
DISK 48K
Apple II Plus
or Applesoft in Rom
DOS 3.2 or 3.3
presents
SOFTPORN ADVENTURE
I'M ON THE HONEYMOONER'S BALCONY.
ITEMS IN SIGHT ARE: A PEEP HOLE,
A RADIO
OTHER AREAS ARE: WEST
FENCE.
WHAT SHALL I DO? LOOK HOLE
HMMMM..... THIS IS A PEEPING TOMS
PARADISE!!!!
ACROSS THE WAY IS ANOTHER HOTEL. AHAH!
THE CURTAINS ARE OPEN AT ONE WINDOW!
THE BATHROOM DOOR OPENS AND A GIRL WALKS
OUT. HOLY COW! HER BOOBS ARE HUGE- AND
LOOK AT THE WAY THEY SWAY AS SHE STRIDES
ACROSS THE ROOM!
NOW SHE'S TAKING A LARGE SAUSAGE SHAPED
OBJECT AND LOOKING AT IT LONGINGLY!
DAMN! SHE SHUTS THE CURTAIN!
WHAT SHALL I DO?
NOTE: This game is R-Rated. It is not suggested for Minors or persons easily offended. It is offered solely for entertainment value. No other purpose is intended or implied by the manufacturer.

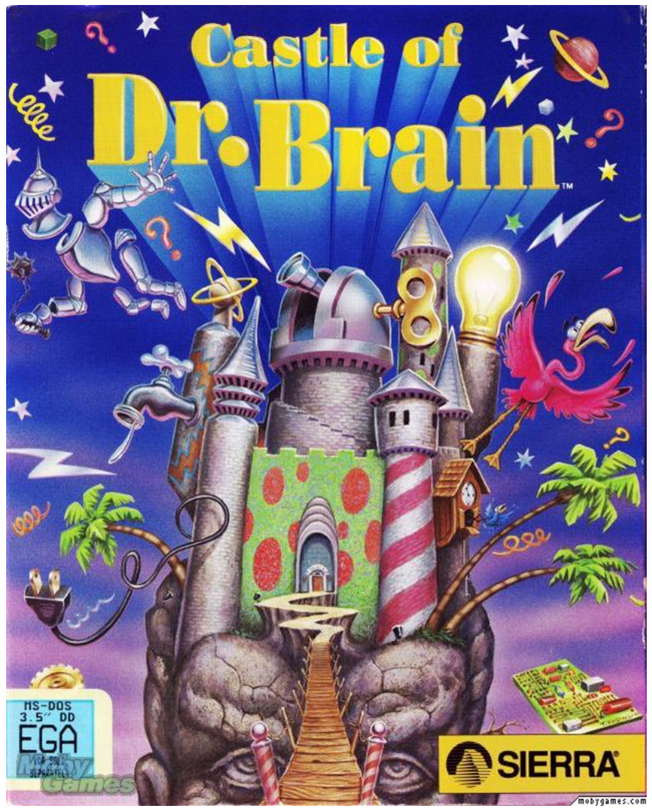


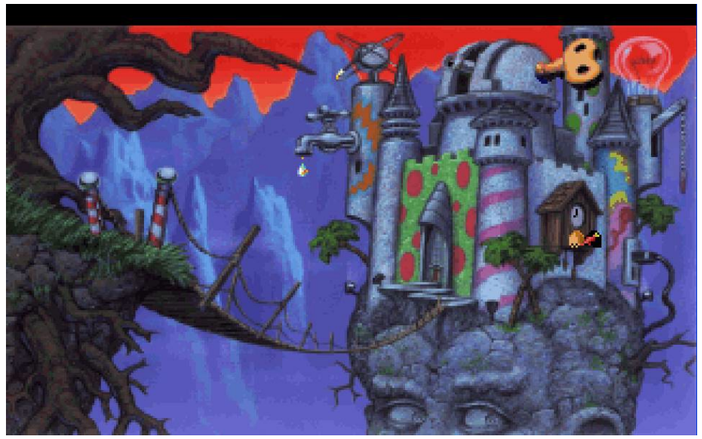
Leisure Suit Larry



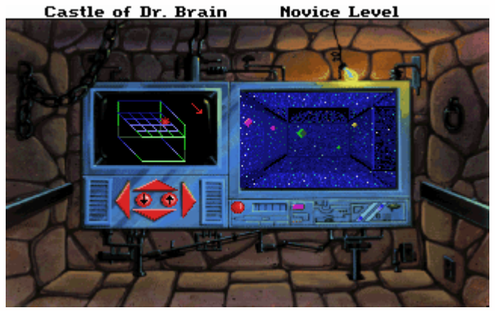


Dr. Brain


Castle of
Dr. Brain
MS-DOS
3.5" DD
EGA
SIERRA
mobygames.com



Castle of Dr. Brain
Novice Level


Castle of Dr. Brain
Novice Level

Grime Engine

- Statt eigener Scriptsprache wird Lua verwendet
- Echte 3D Engine
- Bewegung über Tastatur

Grim Fandango

Escape from Monkey Island

Tales of Monkey Island

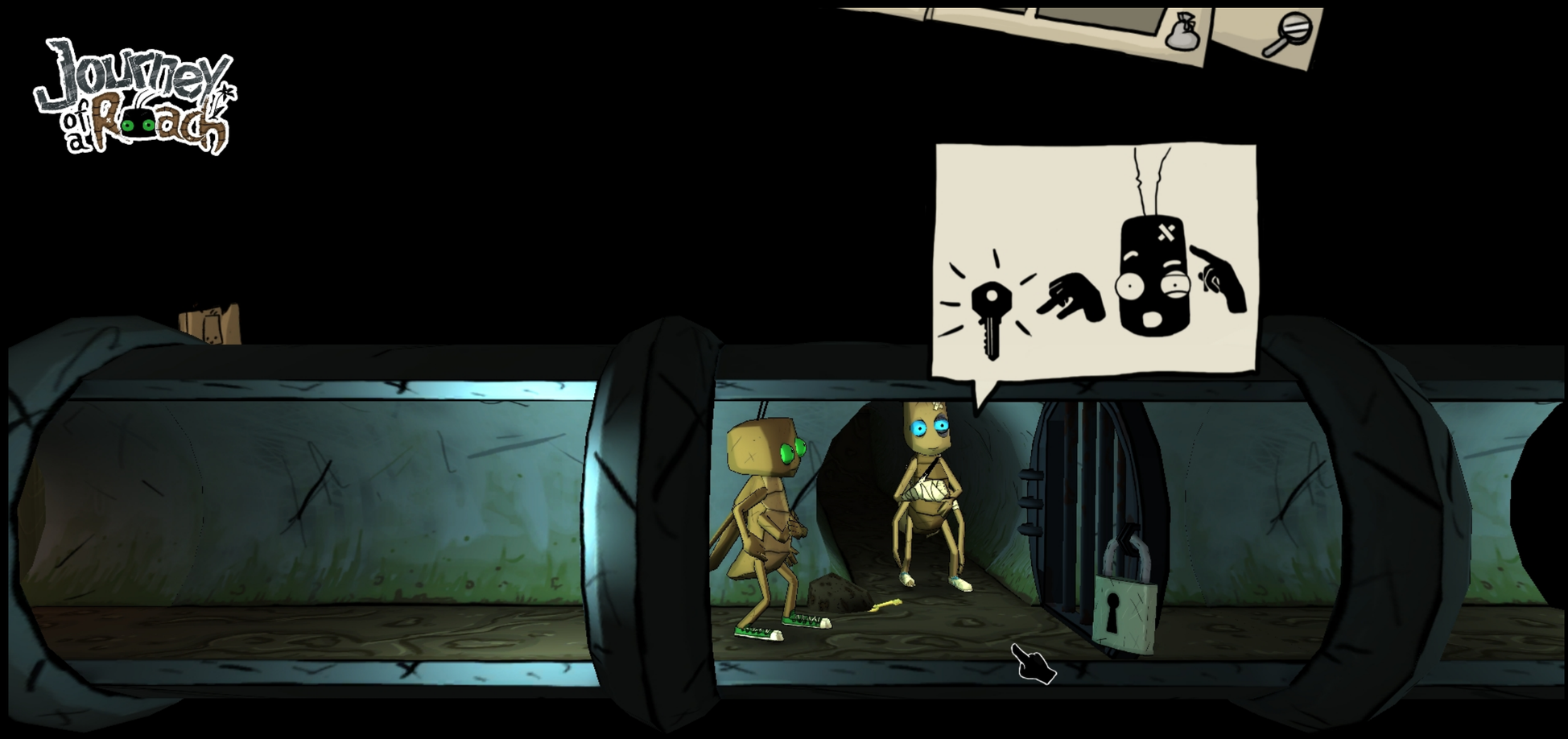
- Zusammenarbeit mit Tell Tale Games

Tell Tale Games

Machinarium

Kein Text im ganzen Spiel!

Journey of a Roach

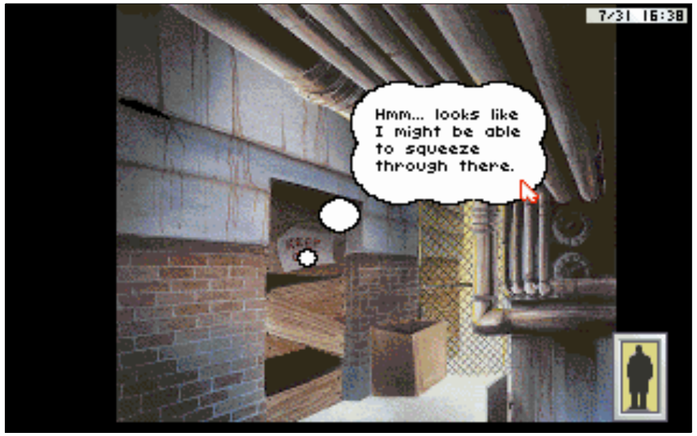


3D sinnvoll genutzt weil man an Wänden und Decken entlanglaufen kann.

Wimmelbild Spiel

Tex Murphy Reihe

Interactive Fiction



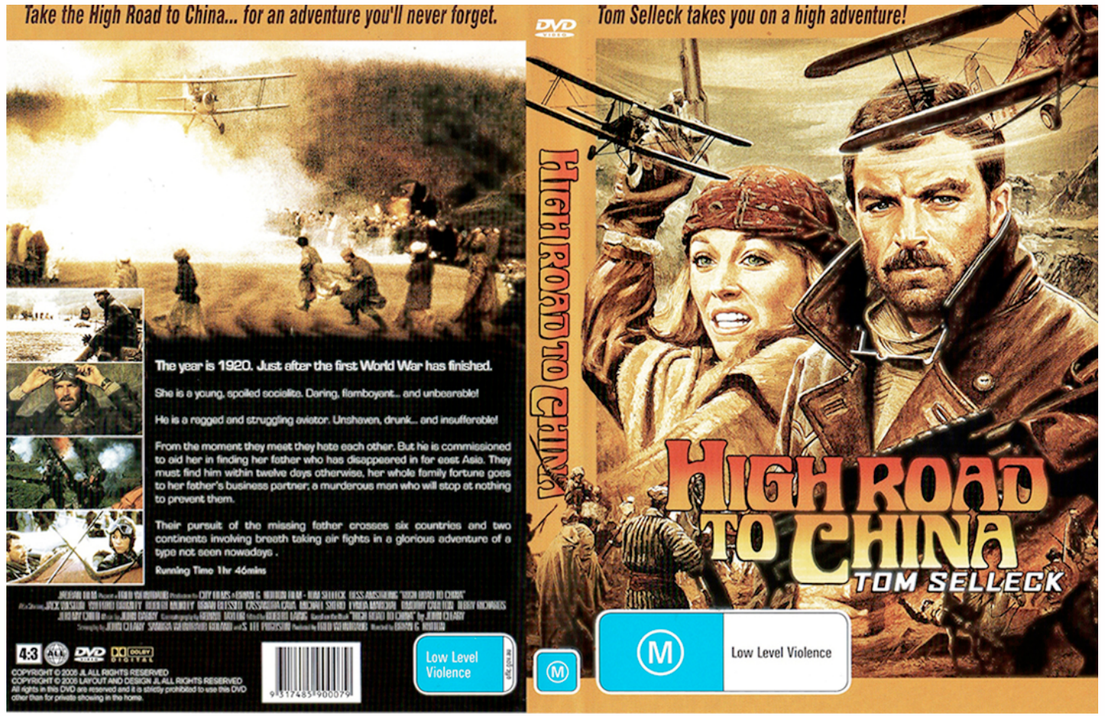
Dynamix Spiele

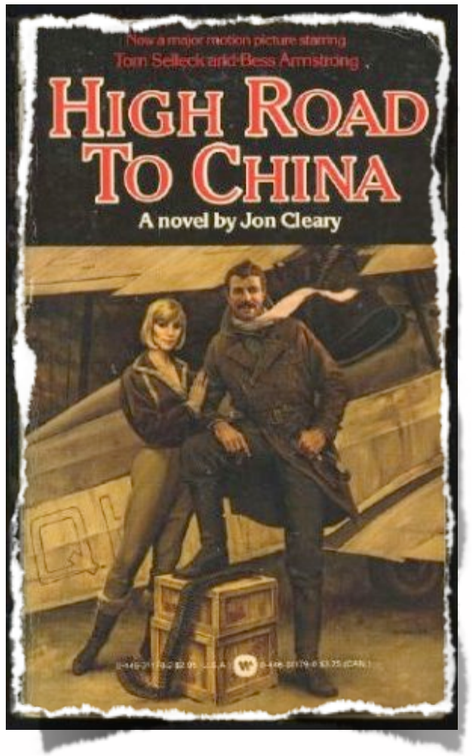
links oben:
Rise of the Dragon

rechts oben:
The Adventures of Willy Beamish

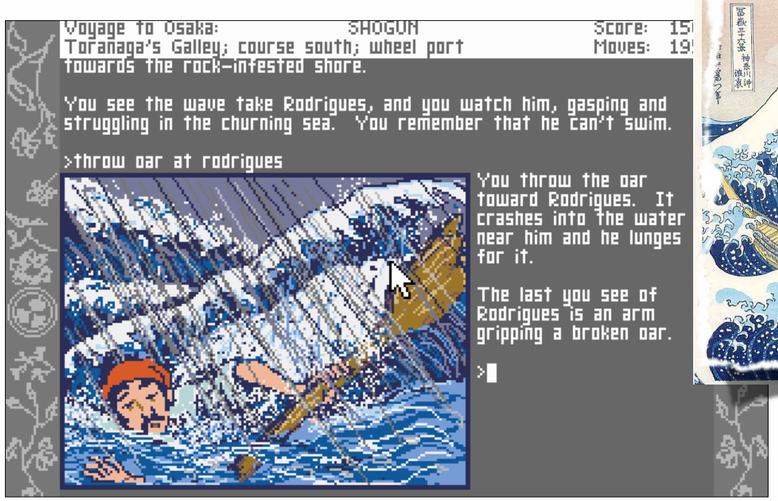
links unten:
Heart of China

Rise of the Dragon
(Dynamix, 1990)





Inspiration: High Road to China (1983)

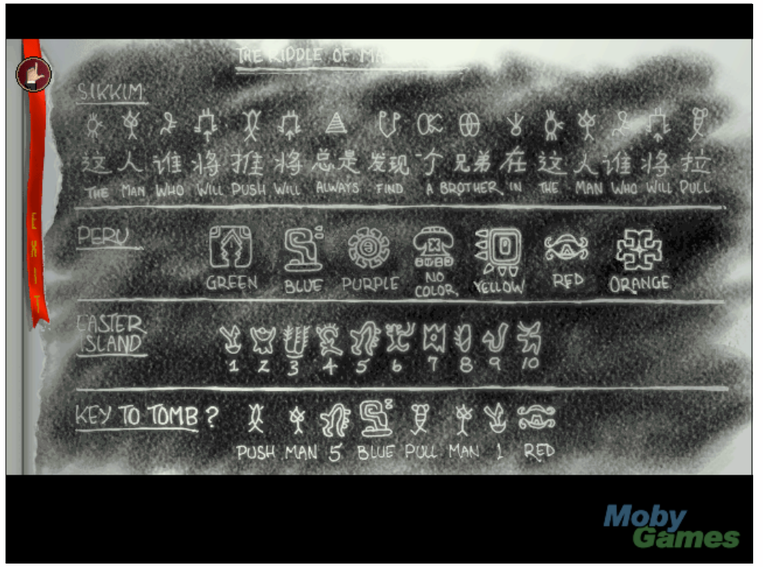


James Clavell's Shogun

Hokusai, The Great Wave at Kanagawa

Rakshasa
(Indische Mythologie bzw.
Dungeons & Dragons

Quest for Glory II: Trial by Fire



Ripley's Believe It or Not!: The Riddle of Master Lu (Sanctuary Woods, 1995)

Visual Novels

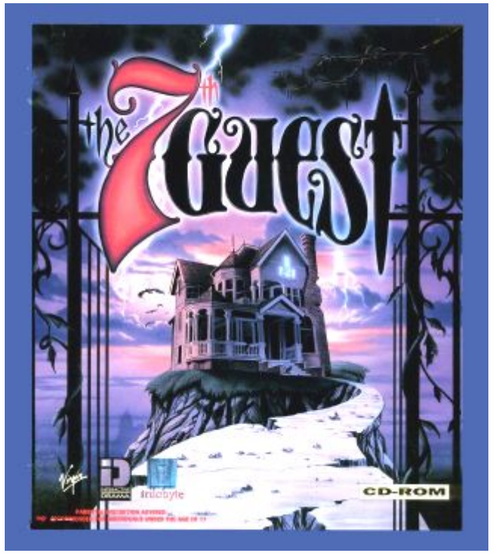
Nine Hours, Nine Persons, Nine Doors

Interactive Movie

LaserDisc™

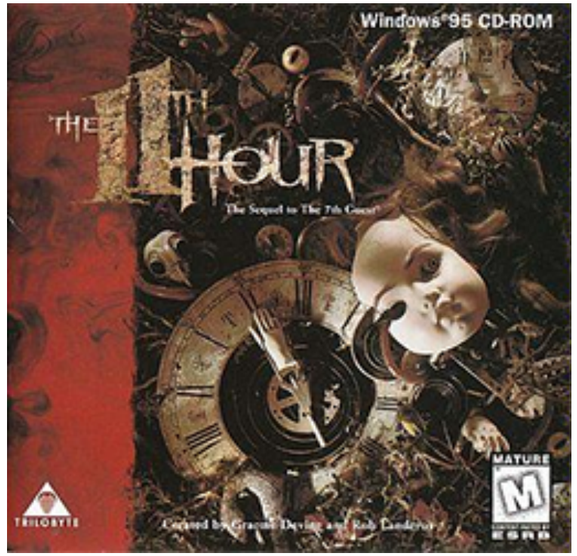
Myst 1993

The 7th Guest



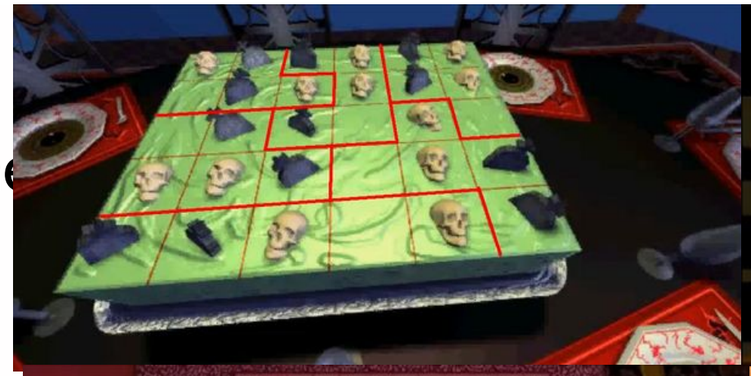
Virgin Interactive, 1993

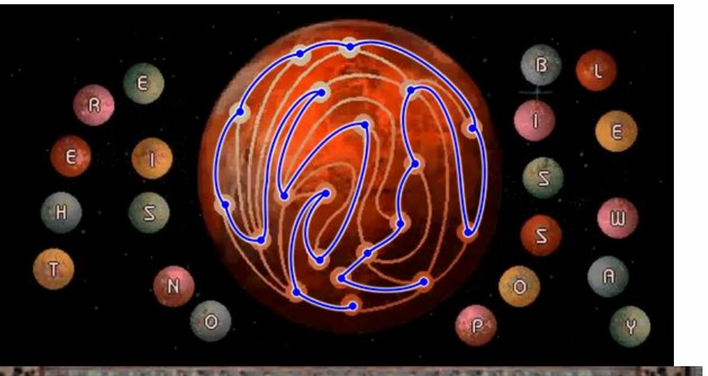
The 11th Hour

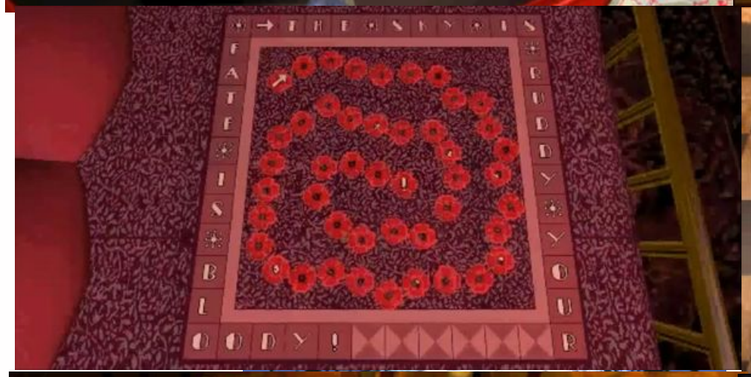


Virgin Interactive, 1995

The





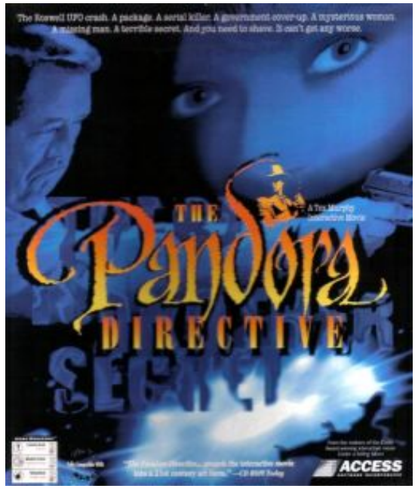


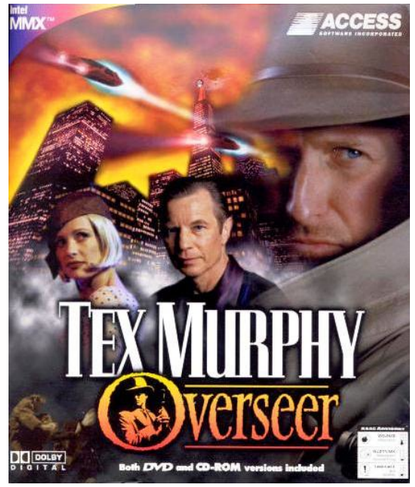
V

D

Acclaim, 1995

https://www.youtube.com/watch?v=K7G1NuWciEE



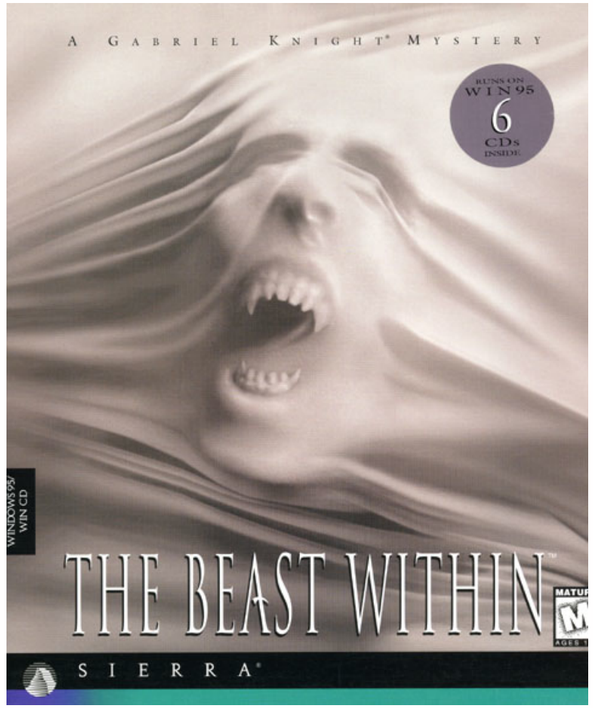


„Tex Murphy“-Reihe

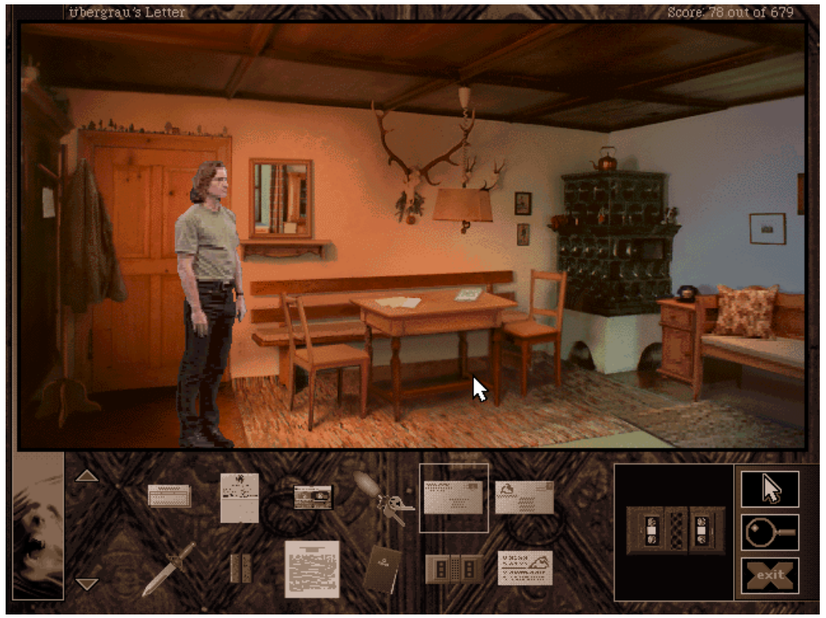
Mean Streets (1989)
Martian Memorandum (1991)

Under a Killing Moon (1994)
The Pandora Directive (1996)
Tex Murphy: Overseer (1998)
Tesla Effect: A Tex Murphy Adventure (2014)

The Beast Within: A Gabriel Knight Mystery

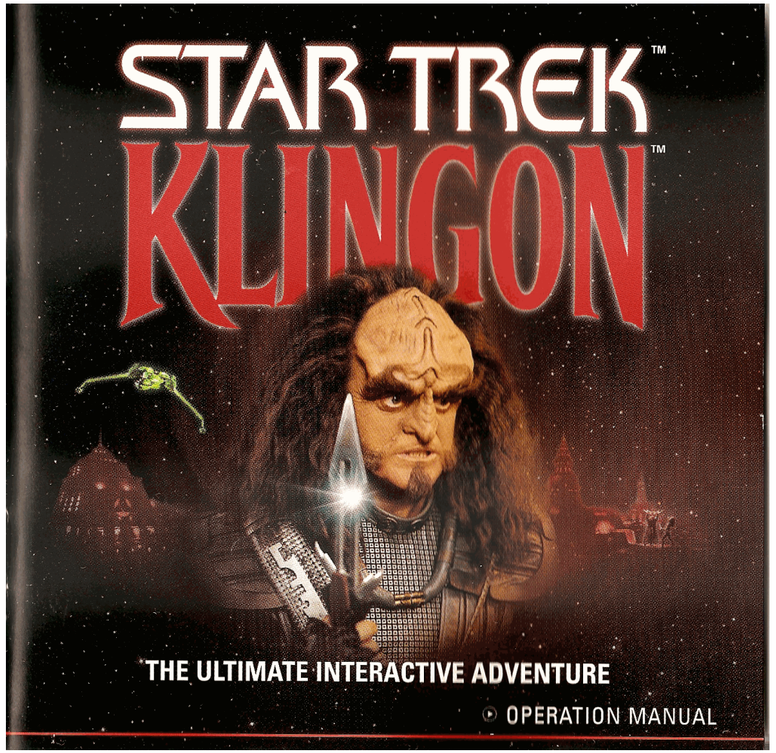


Sierra On-Line, 1995



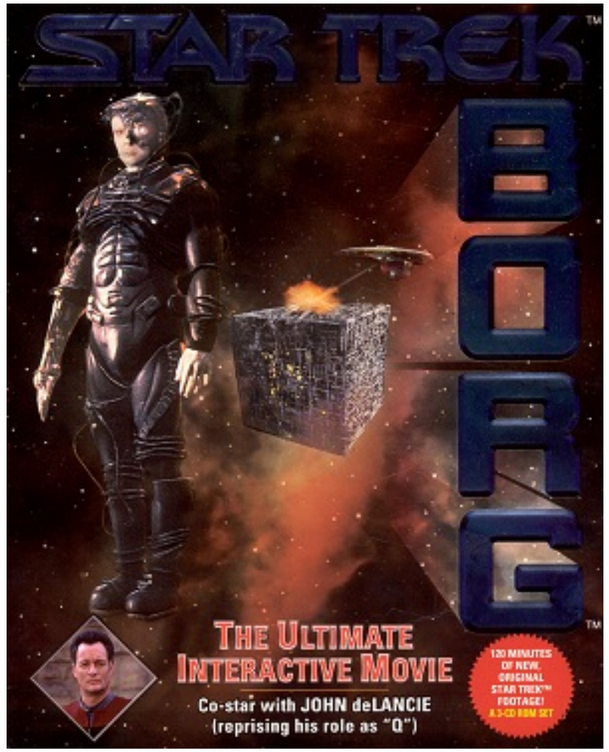
https://www.youtube.com/watch?v=xhgf3R_h47E#t=1m58s

Star Trek: Klingon



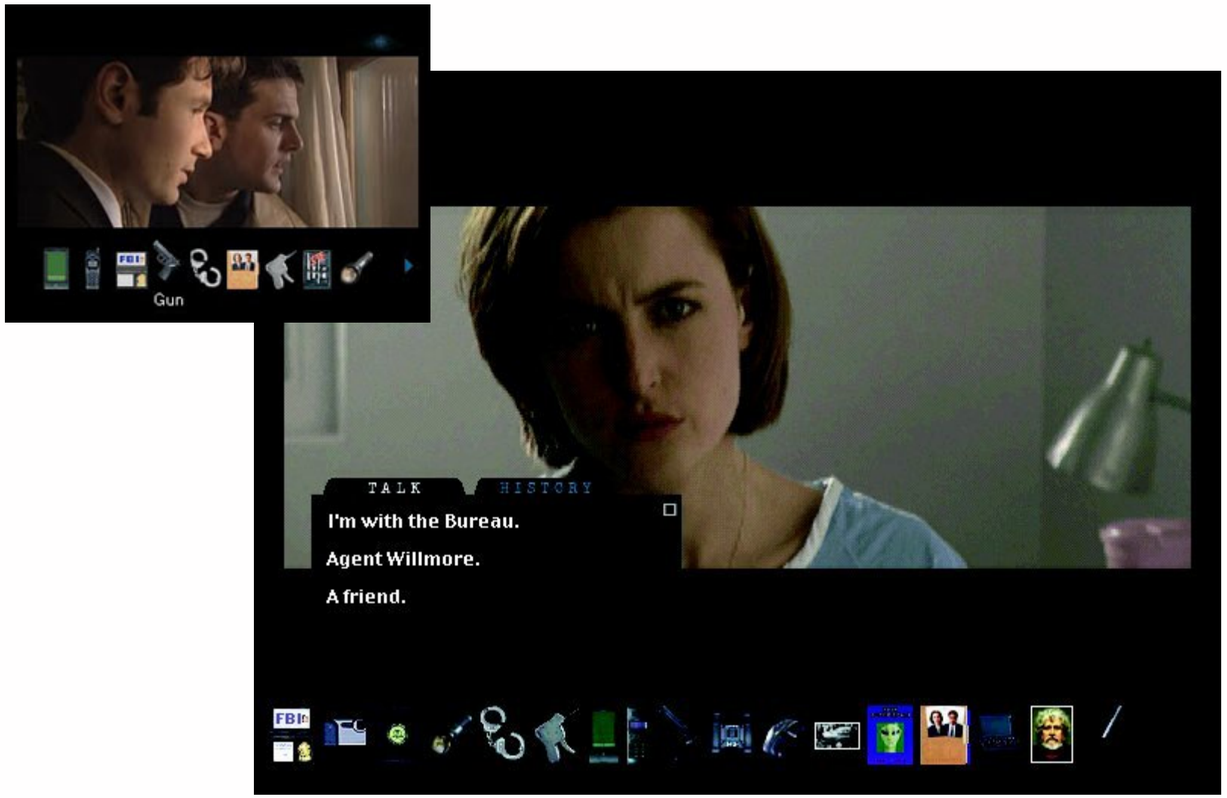
Simon & Schuster, 1996

Star Trek: Borg



Simon & Schuster, 1996

The X-Files Game



Fox Interactive / EA, 1998

Sidequest

Fan Projekte

http://www.adventuregamers.com/underground.php
http://www.adventuregamesite.de/fan-adv.htm

King‘s Quest: The Silver Lining
http://www.tsl-game.com/