

Klassiker der Spielegeschichte

Action / Plattformer
9. Juni 2016



- Sammelbezeichnung für alle Computerspiel-Genres, in denen die Spielmechanik überwiegend die Geschicklichkeit und Reaktionsschnelligkeit des Spielers fordert
- in der Regel mit einer starken Betonung des Echtzeit-Aspekts
- Dominierendes Genre, Einflüsse in Action-Adventure, RPG, Strategie und weiteren

zentrale Konzepte

- einzelner Avatar als Protagonist
- Level als Struktureinheit
- Leben / Energie als Ressource, die es zu erhalten gilt

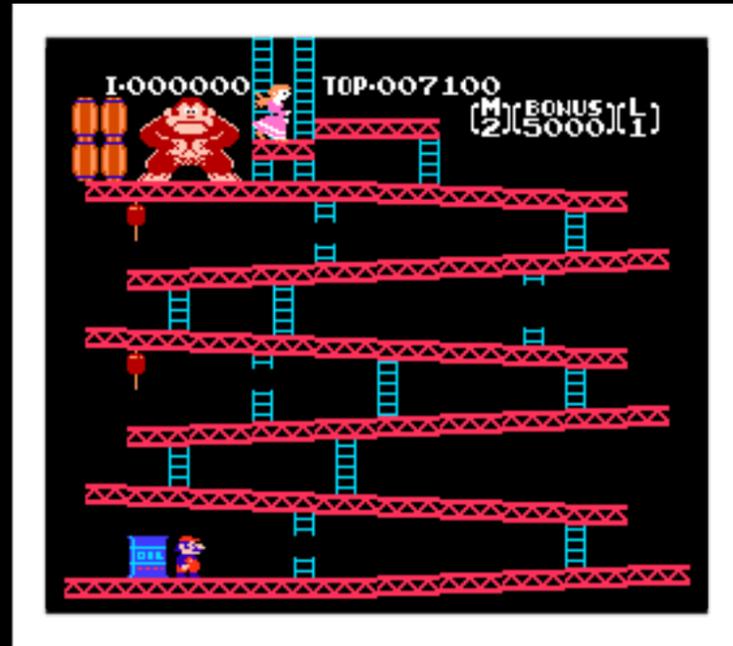
Subgenres

Shooter



Space Invaders (1978)

Platformer
Jump `n` Run



Donkey Kong (1981)

Kampfspiel



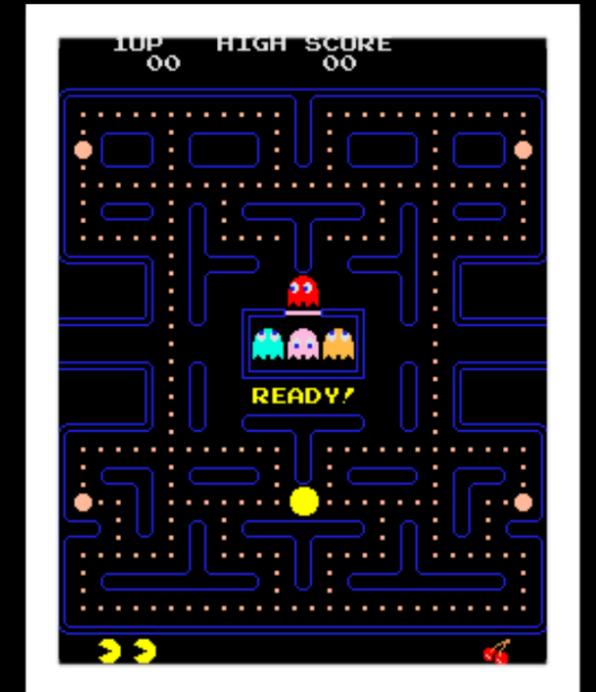
Street Fighter II (1991)

Beat `em Up



Golden Axe (1989)

Labyrinthspiel



Pac-Man (1980)

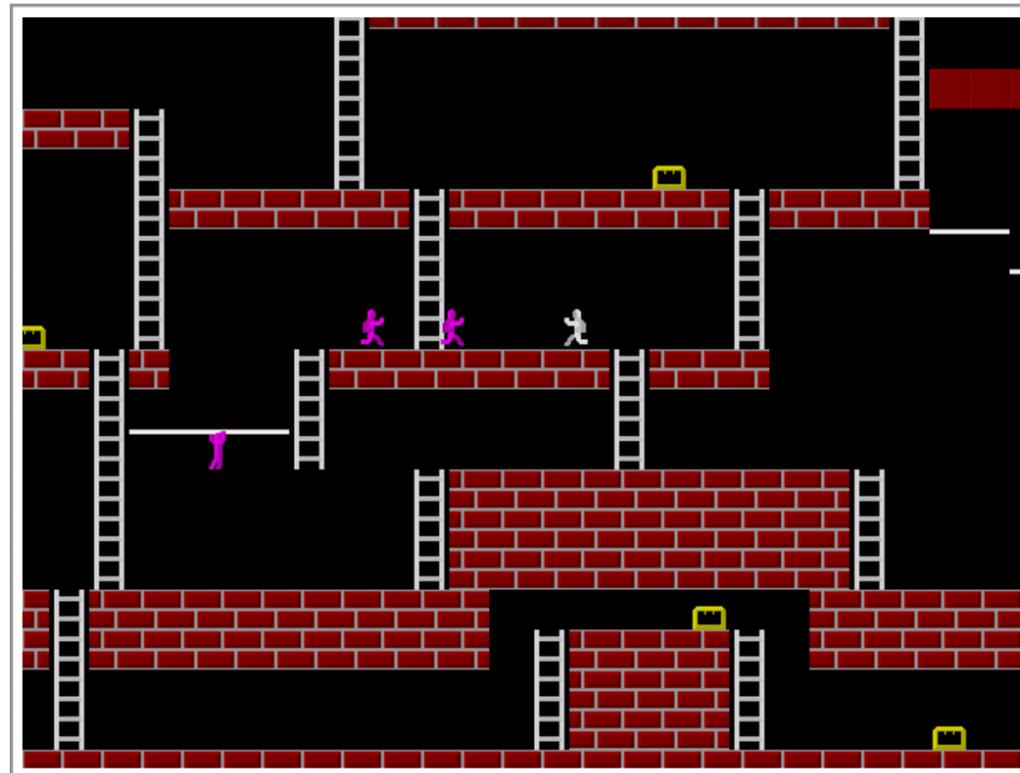
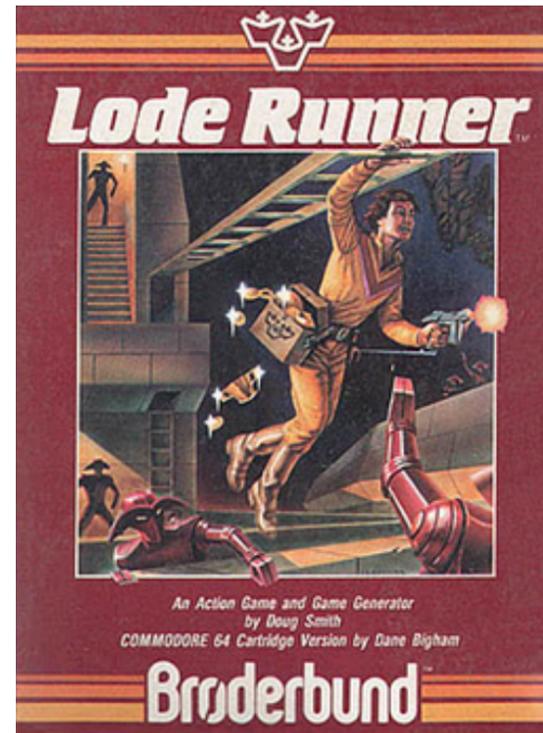
Jump'n'Run Plattformer

- Jump 'n' Run (engl. für springen und laufen)
- präzises Springen und Navigieren wesentlicher Teil der spielerischen Handlung
- Sprünge zwischen verschiedenen Ebenen eines Level, zumeist "Plattformen"
- Plattform-Subgenres
 - **Shooter** (mit mehrheitlich schießenden Figuren)
 - **Fighter** (mit mehrheitlich im Nahkampf agierenden Figuren)
 - **Jump 'n' Run** (weitgehend mit fordernden Geschicklichkeitseinlagen)
 - **Platforms 'n' Ladders** (Höhenunterschied wird zumeist durch Leitern überbrückt)



Space Panic (1980)



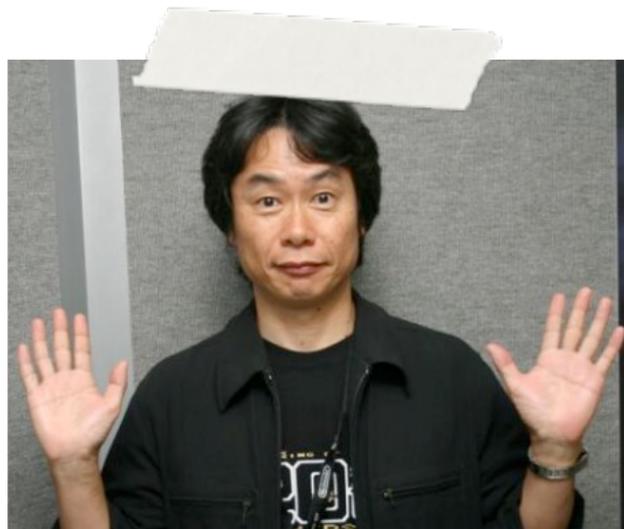


Lode Runner (1983)



Mr. Do's Castle (1983)

Nintendo®



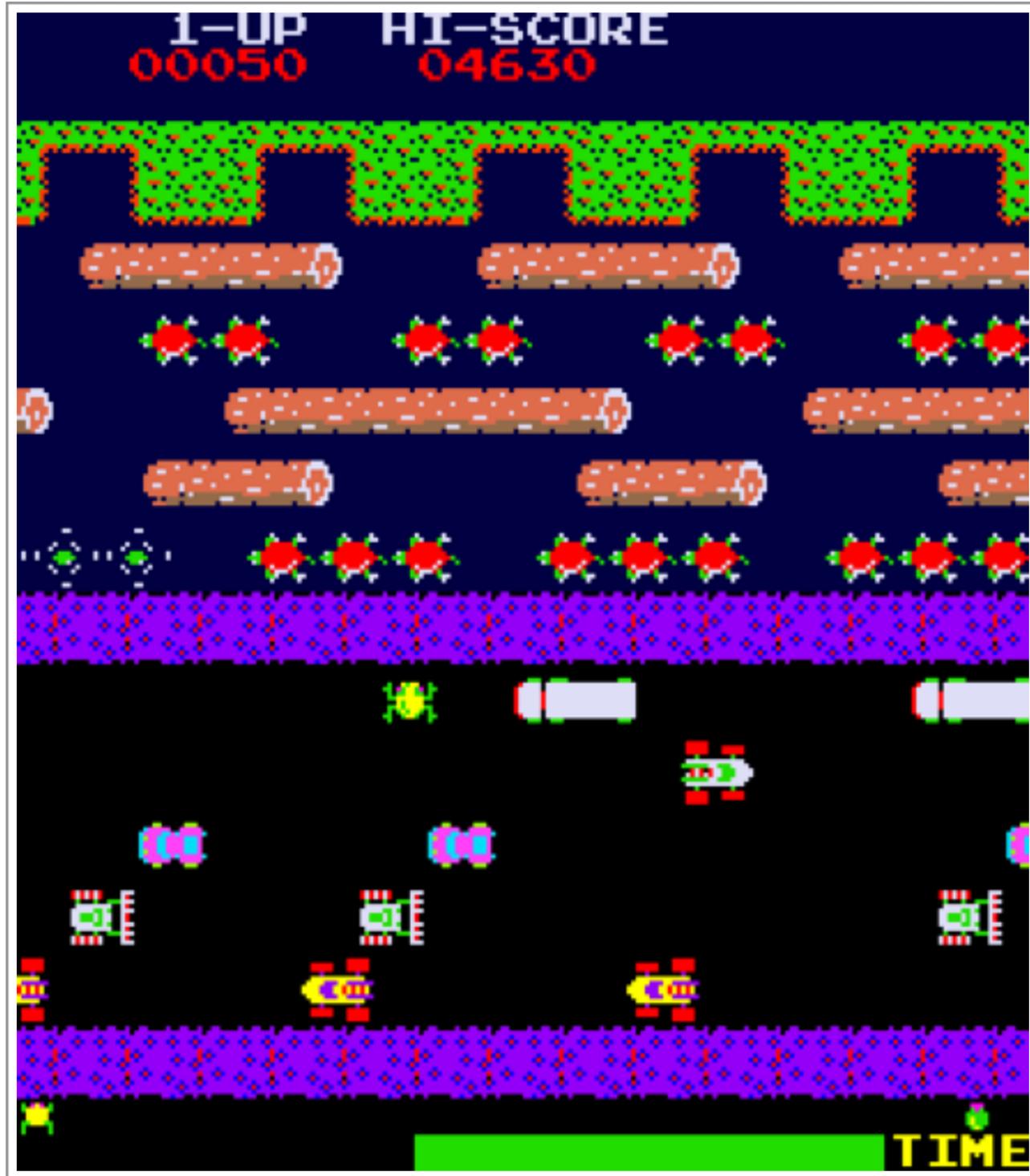
Shigeru Miyamoto



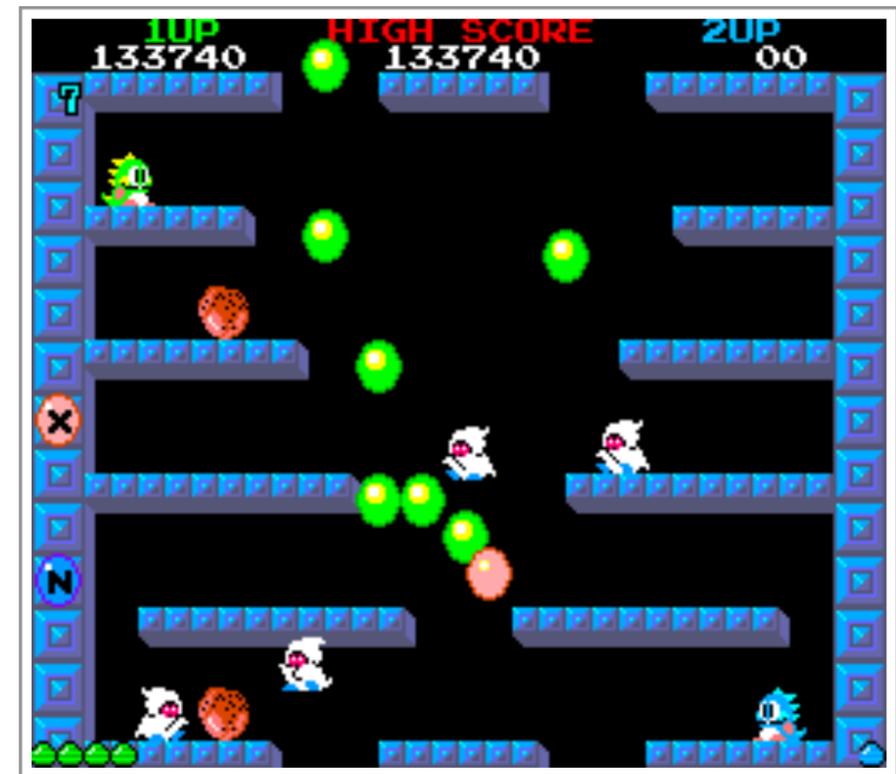
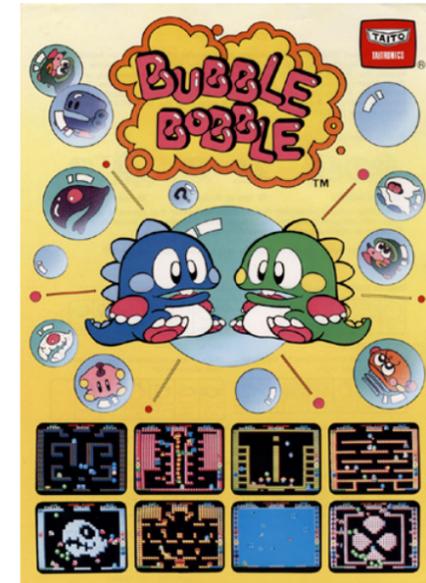


Donkey Kong (1981)

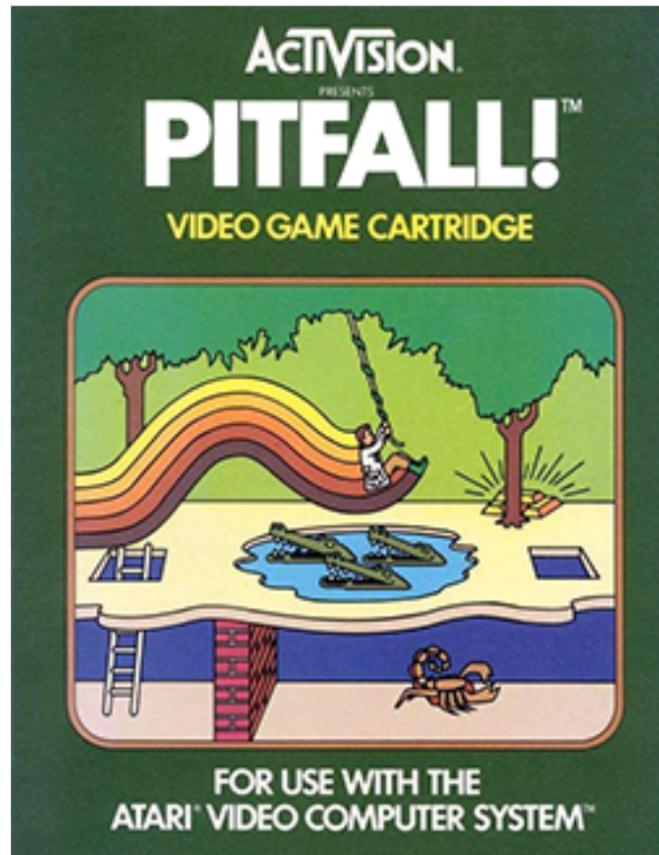




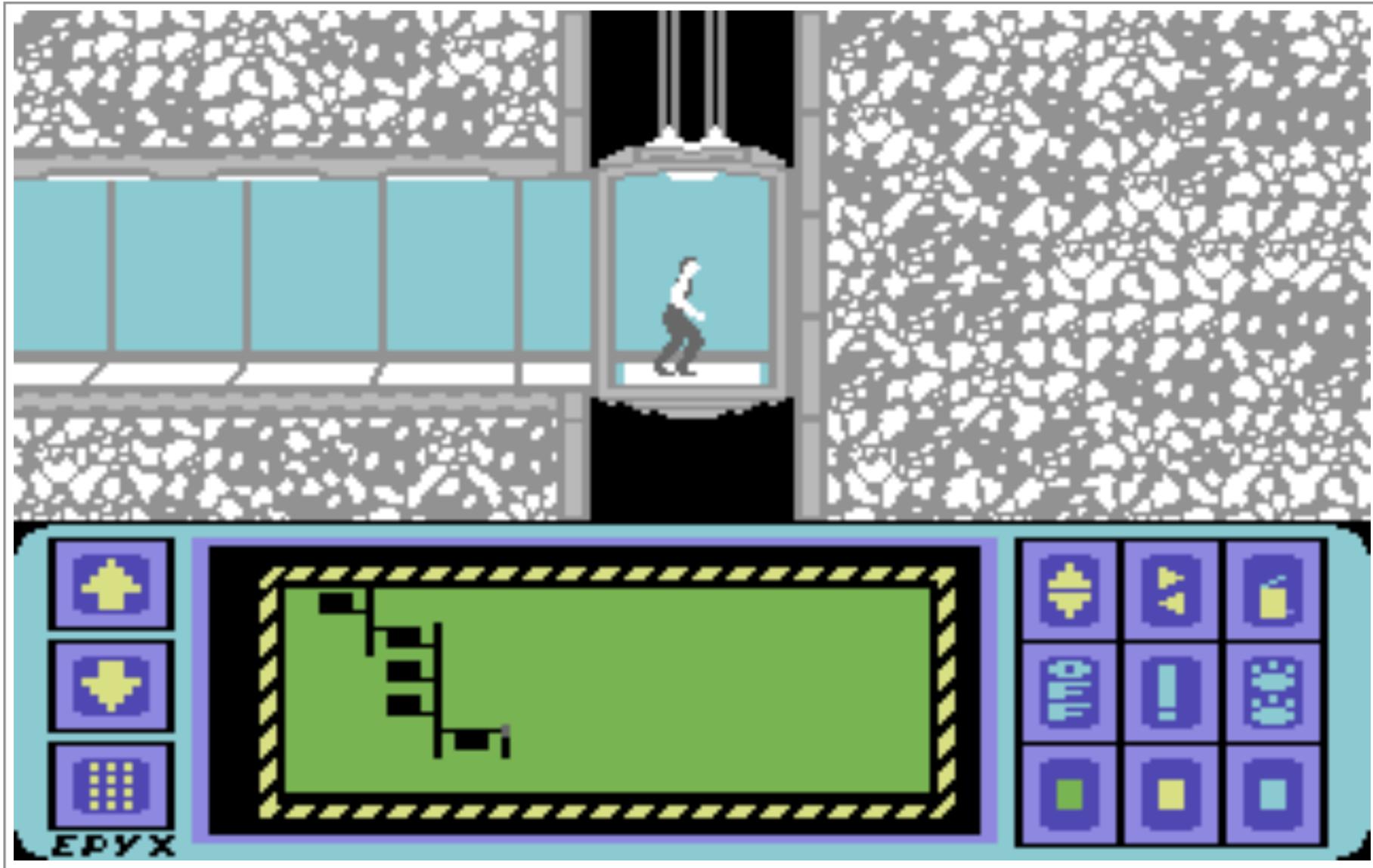
Frogger (1981)



Bubble Bobble (1986)

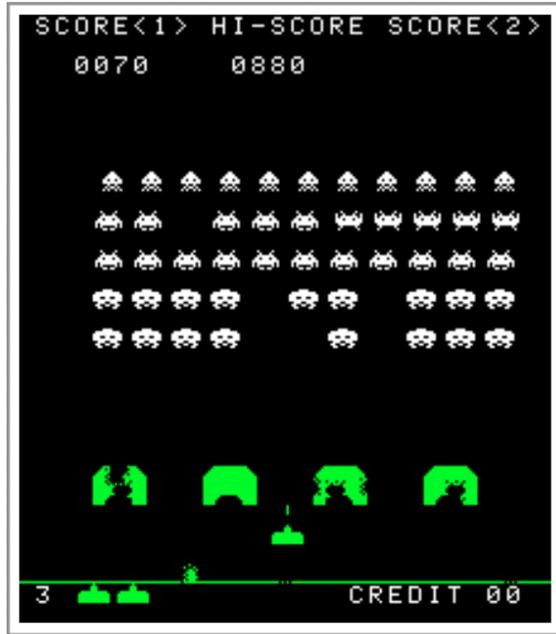


Pitfall! (1982)

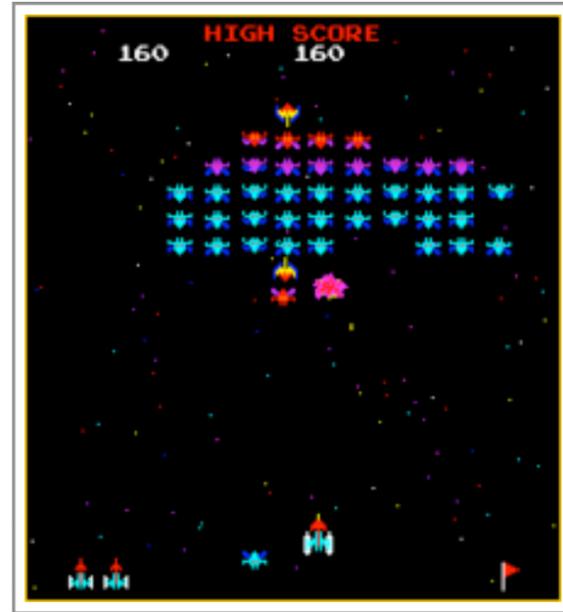


Impossible Mission
(Epyx, 1984)

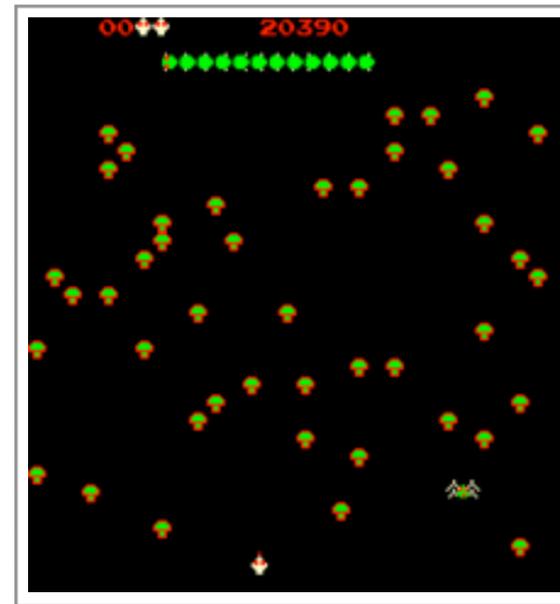
DAS „GOLDENE“ ZEITALTER



Space Invaders



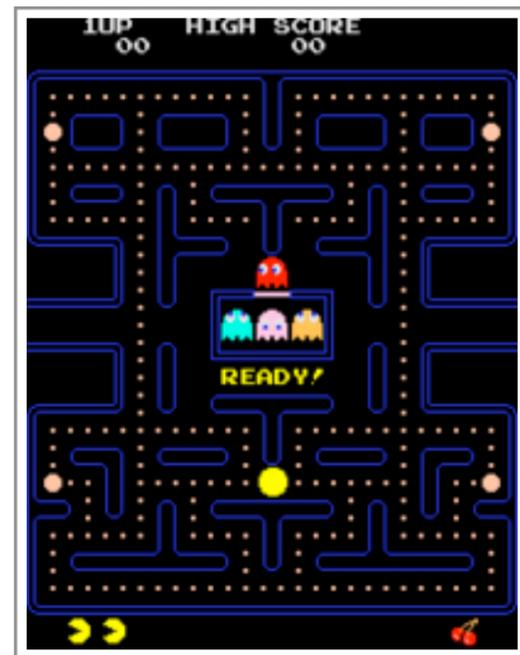
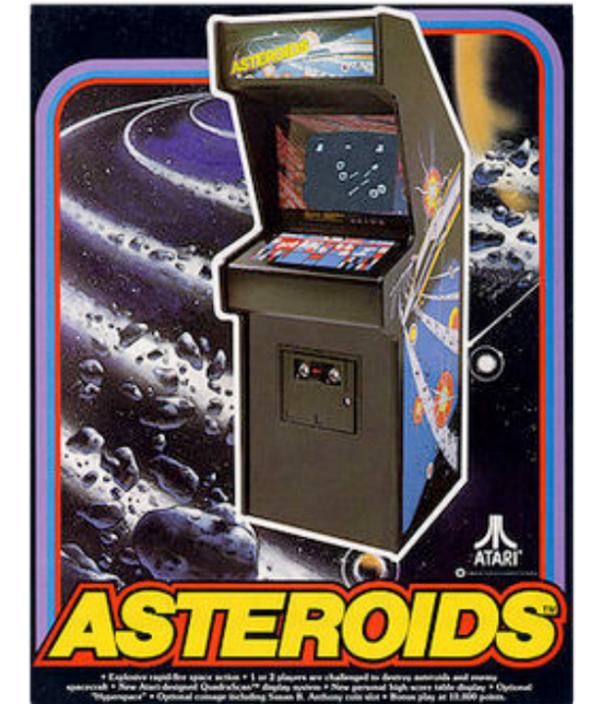
Galaxian



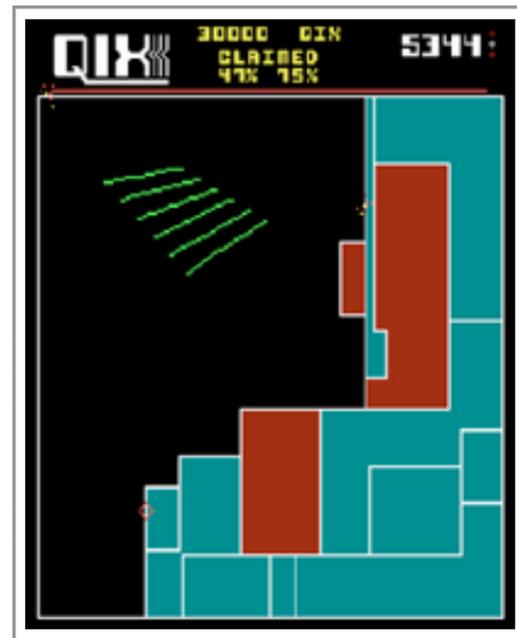
Centipede



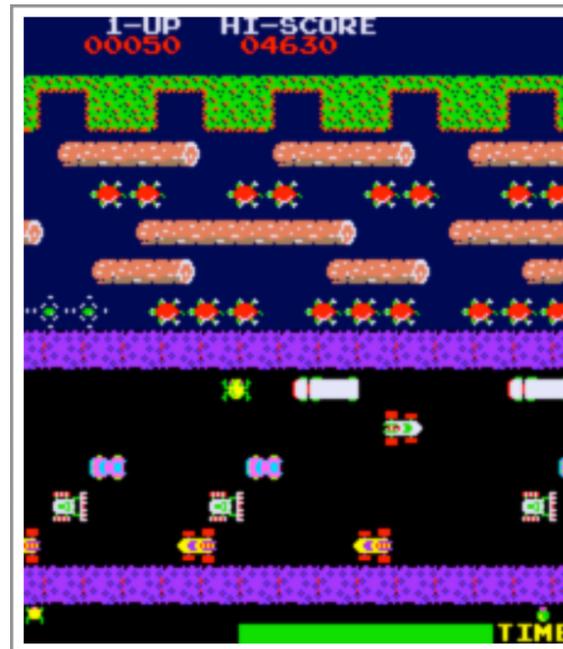
Missile Command



Pac-Man



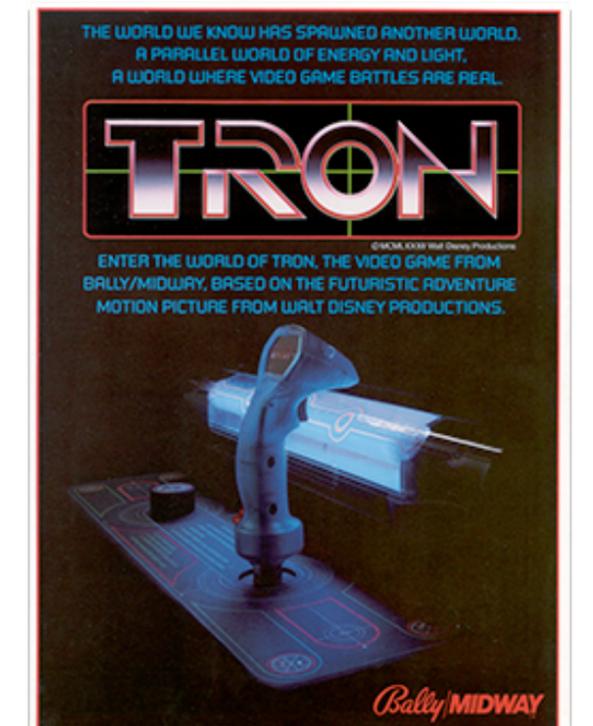
Qix

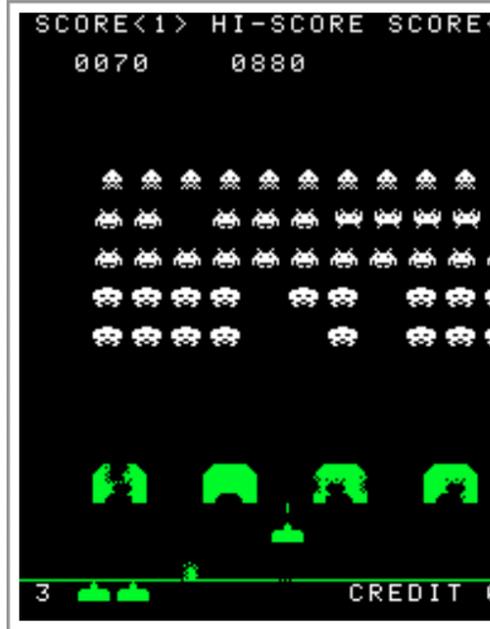


Frogger

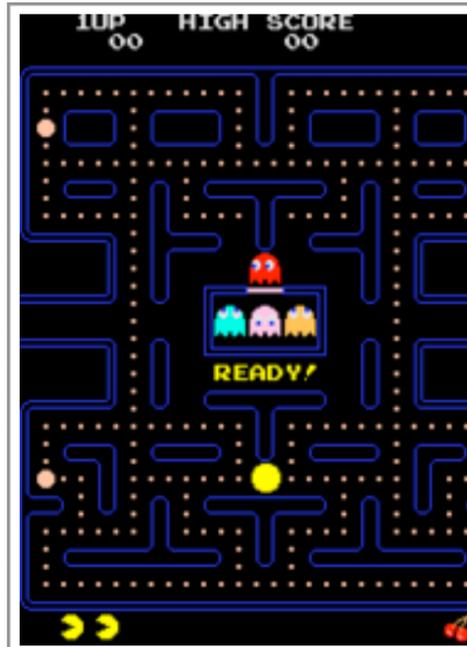


Pole Position





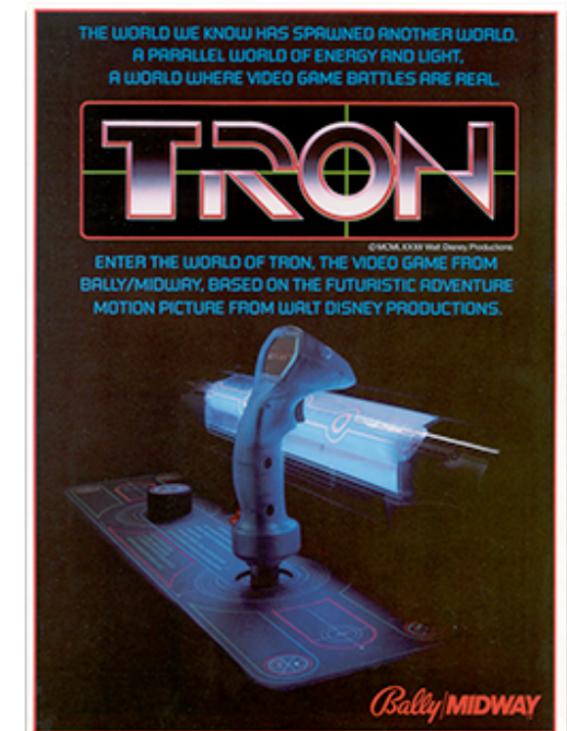
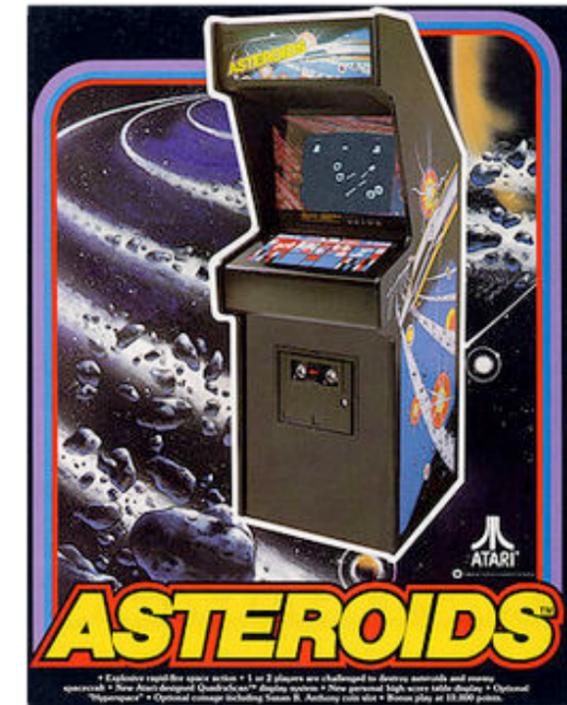
Space Invaders



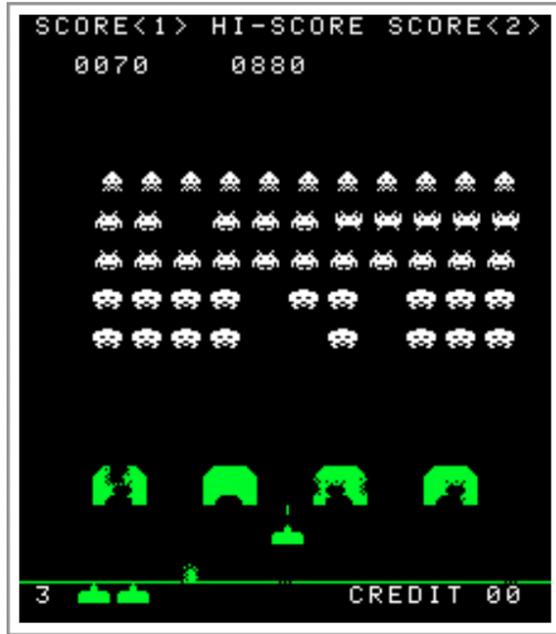
Pac-Man



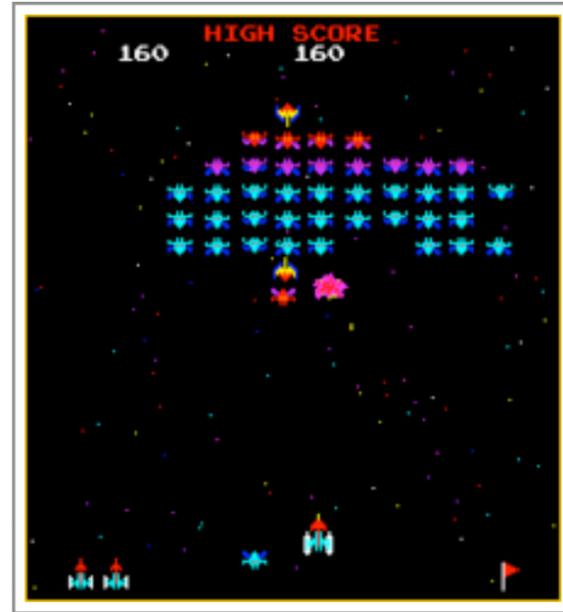
ER



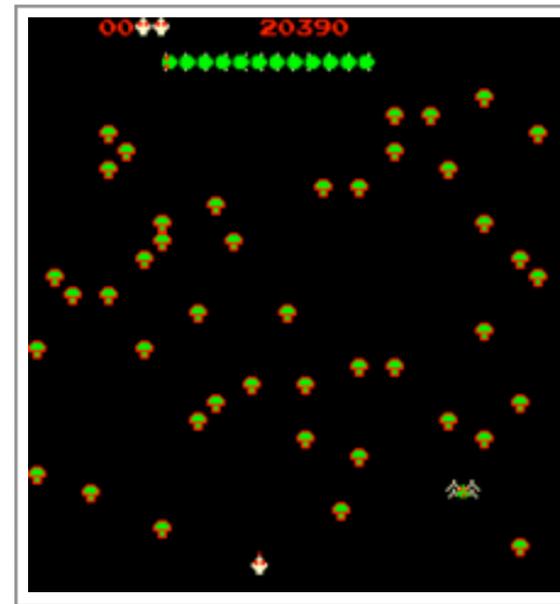
DAS „GOLDENE“ ZEITALTER



Space Invaders



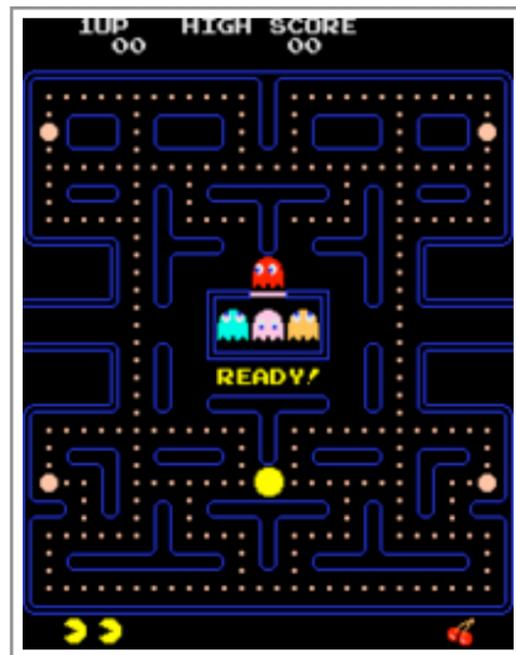
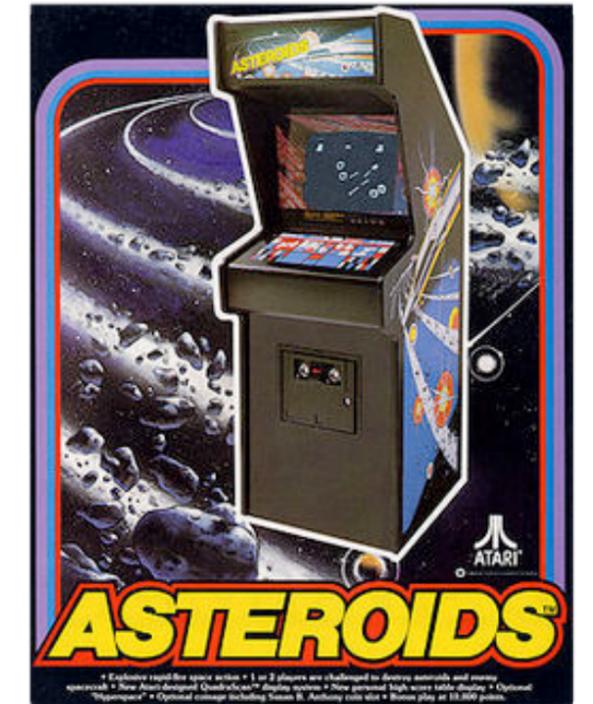
Galaxian



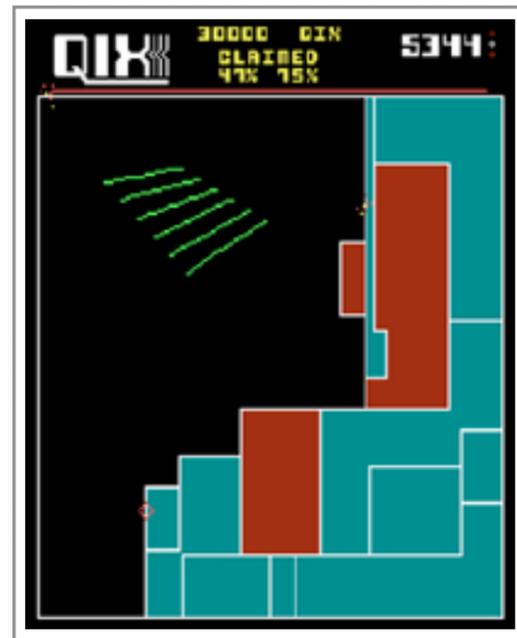
Centipede



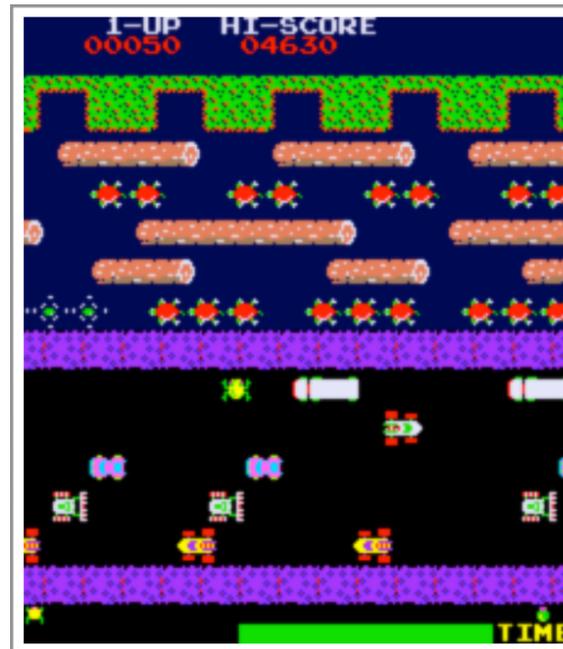
Missile Command



Pac-Man



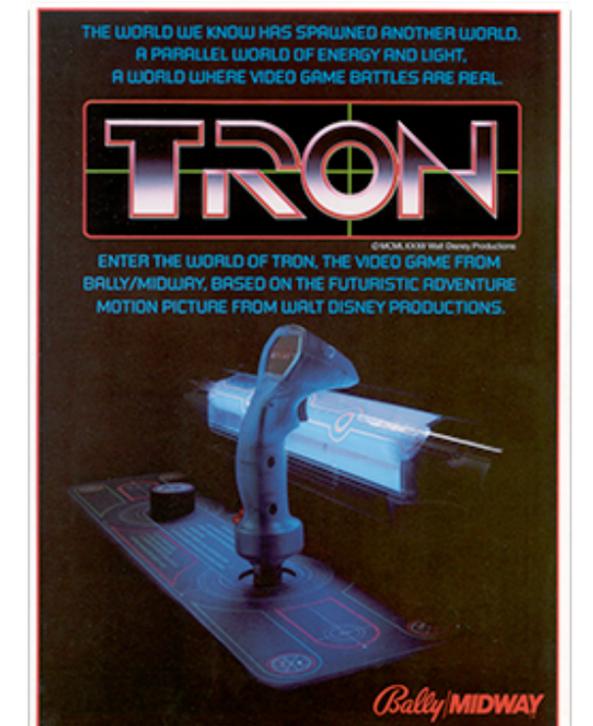
Qix



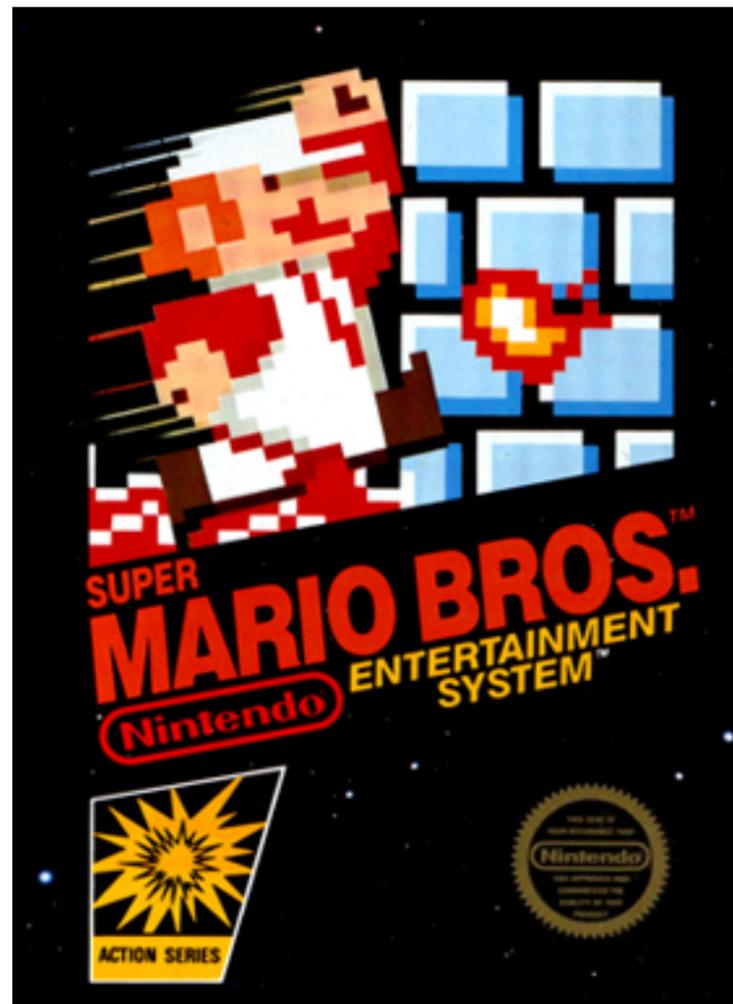
Frogger



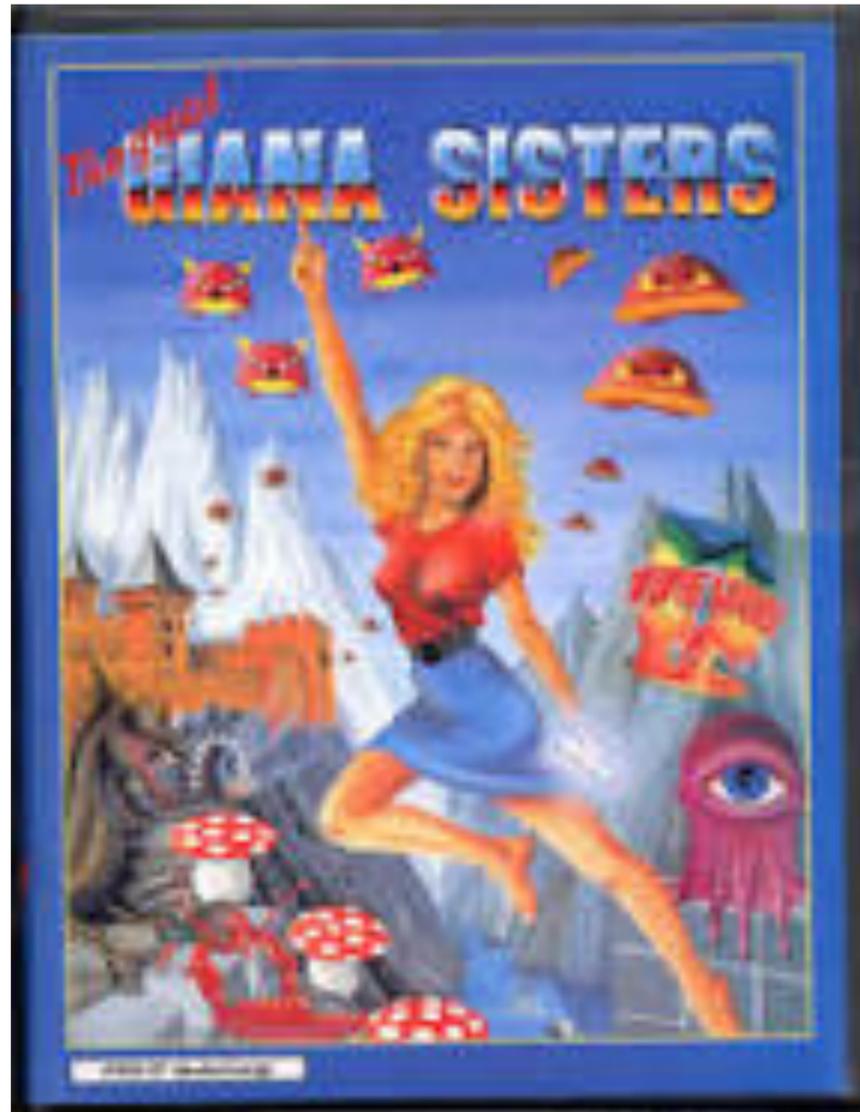
Pole Position



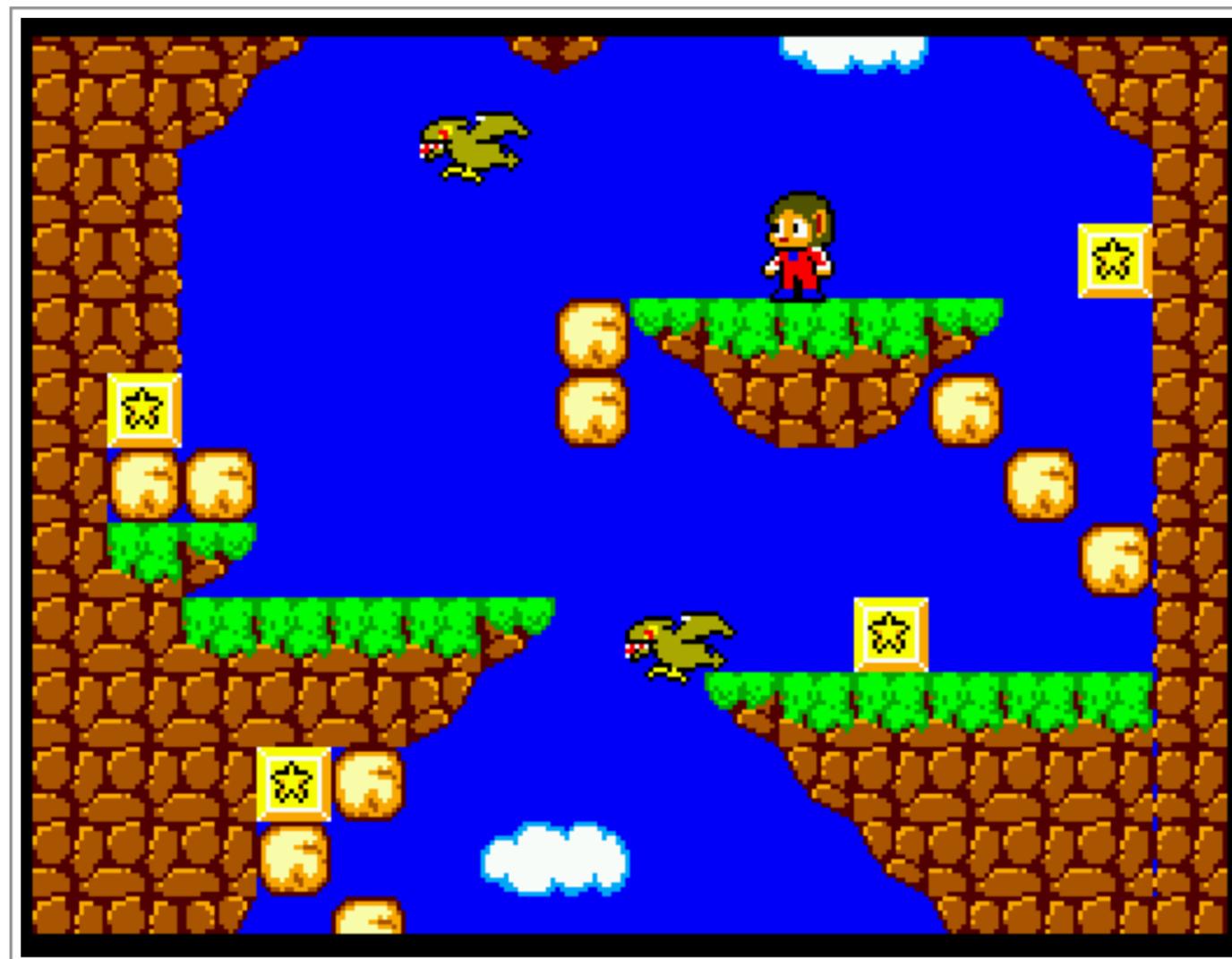
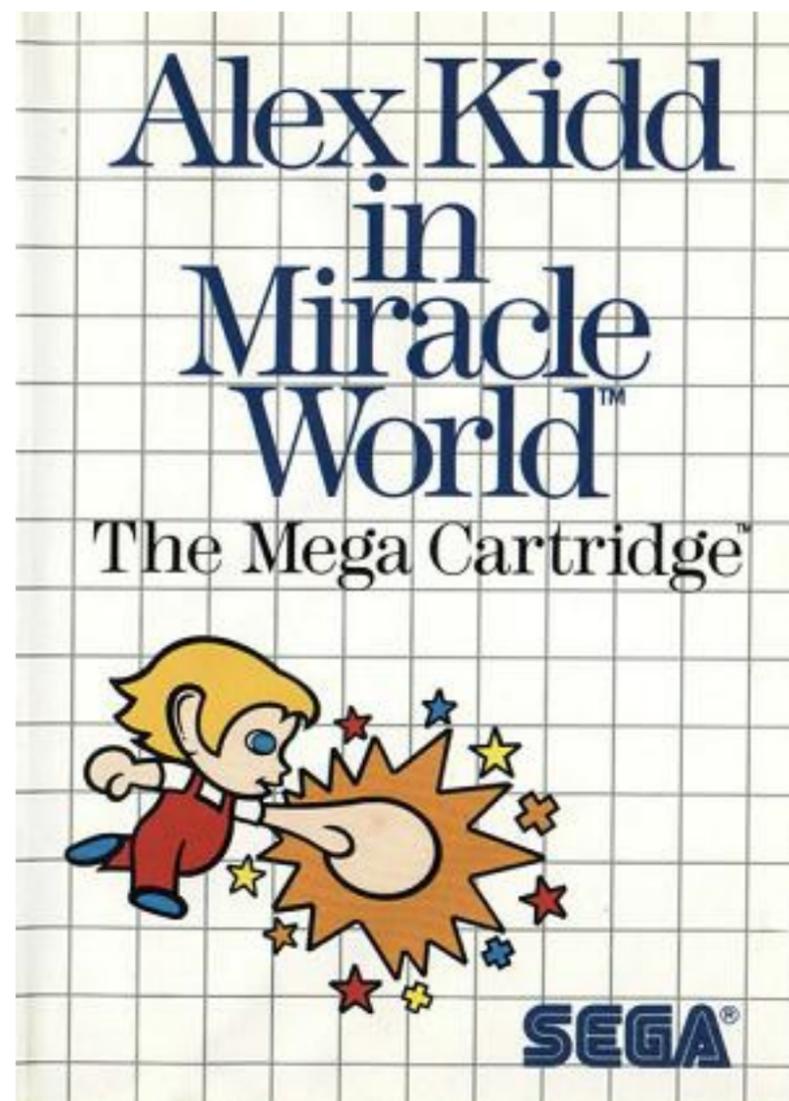
Super Mario Bros. (1985)



Super Mario Bros. (1985)



Great Giana Sisters (1987)



Alex Kidd in Miracle World (1986)

Cinematic Plattformer

Jordan Mechner

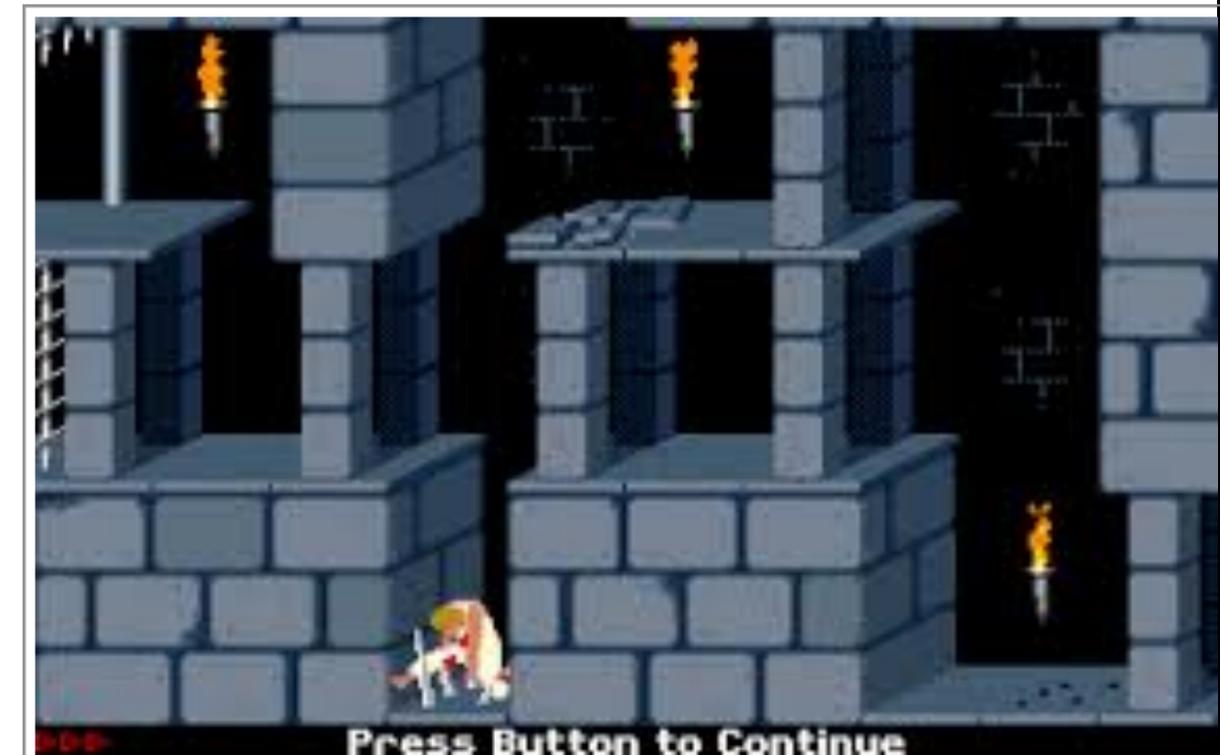


Spiele

- ▶ Karateka (1984)
- ▶ Prince of Persia (1989)
- ▶ Prince of Persia 2: The Shadow and the Flame (1993)
- ▶ The Last Express (1997)
- ▶ Prince of Persia: The Sands of Time (2003)

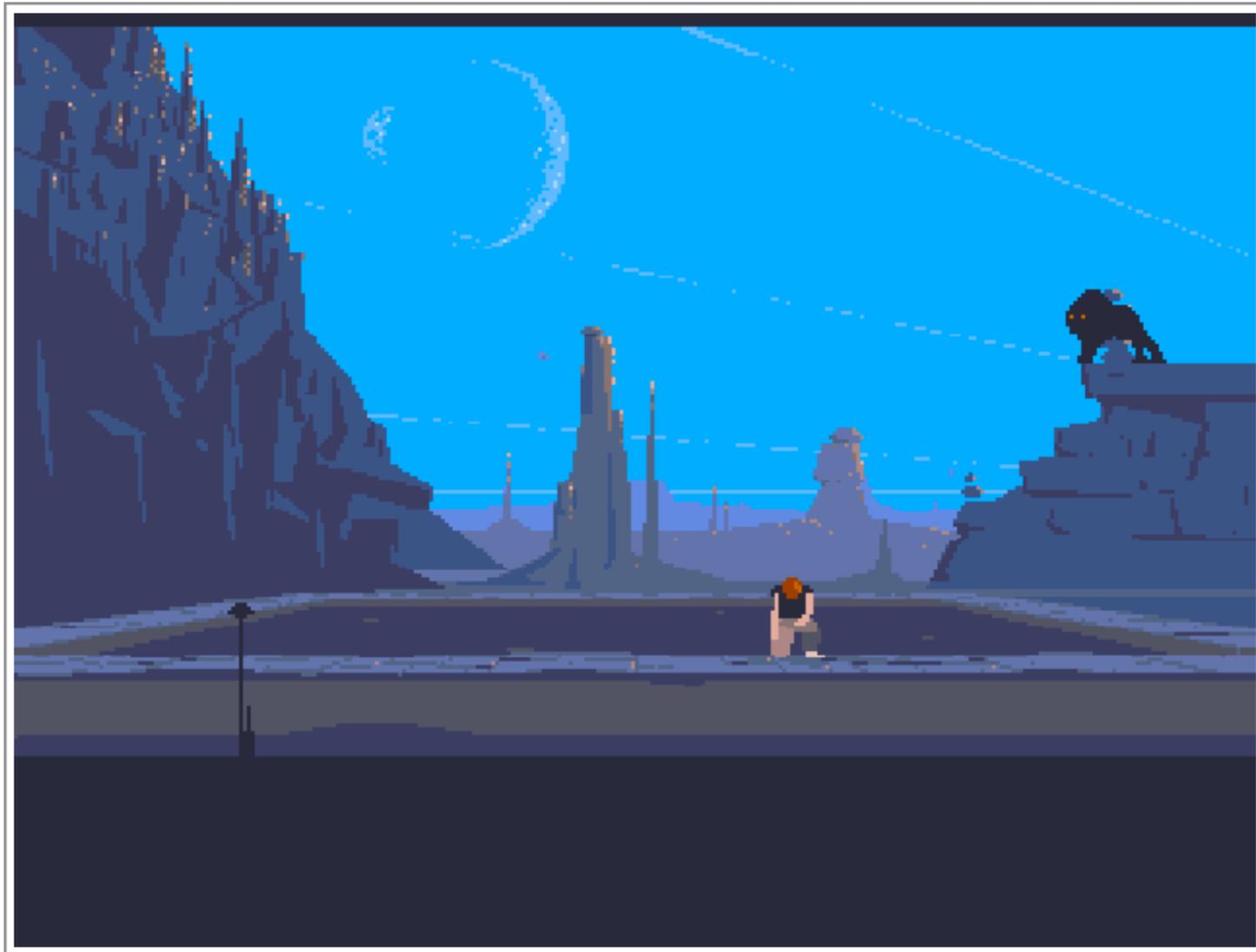
Filme

- ▶ Waiting for Dark (1993)
- ▶ Chavez Ravine: A Los Angeles Story (2003)
- ▶ Prince of Persia: The Sands of Time (2010) (screenwriter)



Year	Title	Developer(s)	Platform(s)				
			Sony	Microsoft	Nintendo	Apple	Other
1989	<i>Prince of Persia</i>	Brøderbund	-	-	-	Apple II	-
1990			-	MS-DOS	-	-	Amiga, Atari ST, Amstrad CPC
1991			-	-	-	-	PC Engine, TurboGrafx-CD
1992			PS2 ⁶ (2003)	Xbox ⁶ (2003)	Game Boy, NES, SNES ⁷ , GBC (1999), GCN ¹ (2003), Wii ⁴ (2010)	Mac OS	Master System, Mega-CD, Game Gear, SAM Coupé
1993			-	-	-	-	Mega Drive
1994	<i>Prince of Persia 2 The Shadow and the Flame</i>	Brøderbund	-	MS-DOS	-	-	-
1994			PS2 ⁶ (2003)	Xbox ⁶ (2003)	-	Mac OS	-
1995			-	-	SNES	-	-
1999	<i>Prince of Persia 3D</i>	Red Orb Entertainment	-	Windows	-	-	-
2000	<i>Arabian Nights</i>	Avalanche Software	-	-	-	-	Dreamcast
2003	<i>The Sands of Time</i>	Ubisoft Montreal	PS2, PS3 ^B (2010)	Xbox, Windows	GCN, GBA	-	-
2004	<i>Warrior Within</i>	Ubisoft Montreal	PS2, PS3 ^B (2010)	Xbox, Windows	GCN	-	-
2005	<i>The Two Thrones</i>	Ubisoft Montreal	PS2, PS3 ^B (2010)	Xbox, Windows	GCN	OS X	-
	<i>Revelations</i> ²	Pipeworks Software	PSP	-	-	-	-
	<i>Battles of Prince of Persia</i>	Ubisoft Montreal	-	-	DS	-	-
2007	<i>Rival Swords</i> ⁵	Pipeworks Software	PSP	-	Wii	-	-
	<i>Prince of Persia Classic</i> ³	Gameloft	-	XBLA	-	-	-
		Ubisoft Sofia	PSN	-	-	-	-
2008	<i>Prince of Persia</i>	Ubisoft Montreal	PS3	Xbox 360, Windows	-	OS X	-
	<i>The Fallen King</i>	Ubisoft Casablanca	-	-	DS	-	-
2009	<i>Epilogue (DLC)</i>	Ubisoft Montreal	PSN	XBLA	-	-	-
2010	<i>The Forgotten Sands (HD)</i>	Ubisoft Montreal	PS3	Xbox 360, Windows	-	-	-
	<i>The Forgotten Sands (Motion)</i>	Ubisoft Quebec	-	-	Wii	-	-
	<i>The Forgotten Sands (2.5D)</i>	Ubisoft Quebec	PSP	-	-	-	-
	<i>The Forgotten Sands (Touch)</i>	Ubisoft Casablanca	-	-	DS	-	-

Übersicht über die Spiele der Franchise



Another World (Out of this World)
(Delphine Software Int., 1991)



Flashback

Delphine Software Int., 1993)



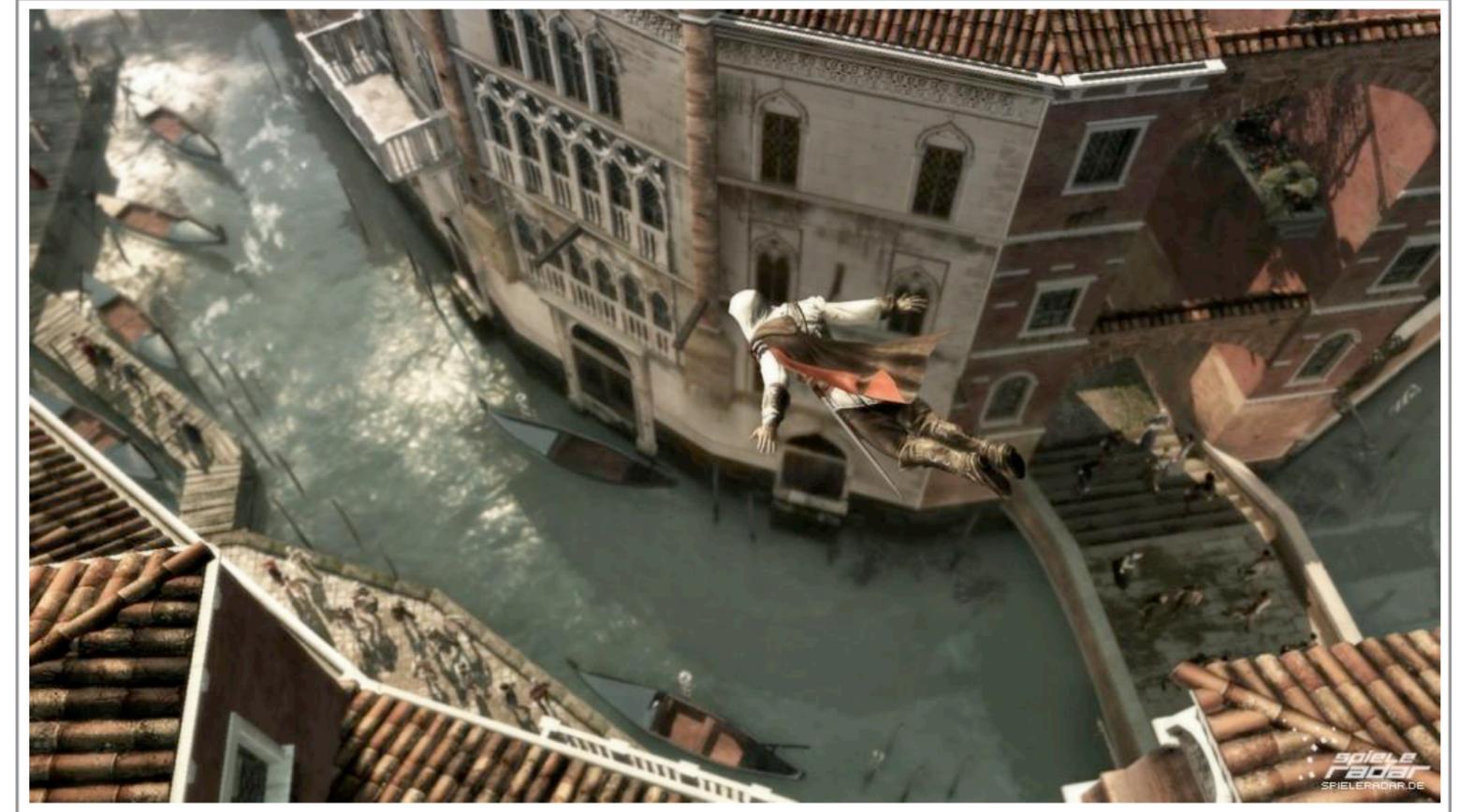
Blackthorne (Blackhawk)
(Blizzard Inc., 1994)

Shadow of the Beast



Shadow of the Beast II (1990)





Assassin's Creed (Serie)
(Ubisoft, 2007-)

Scrolling Plattformer



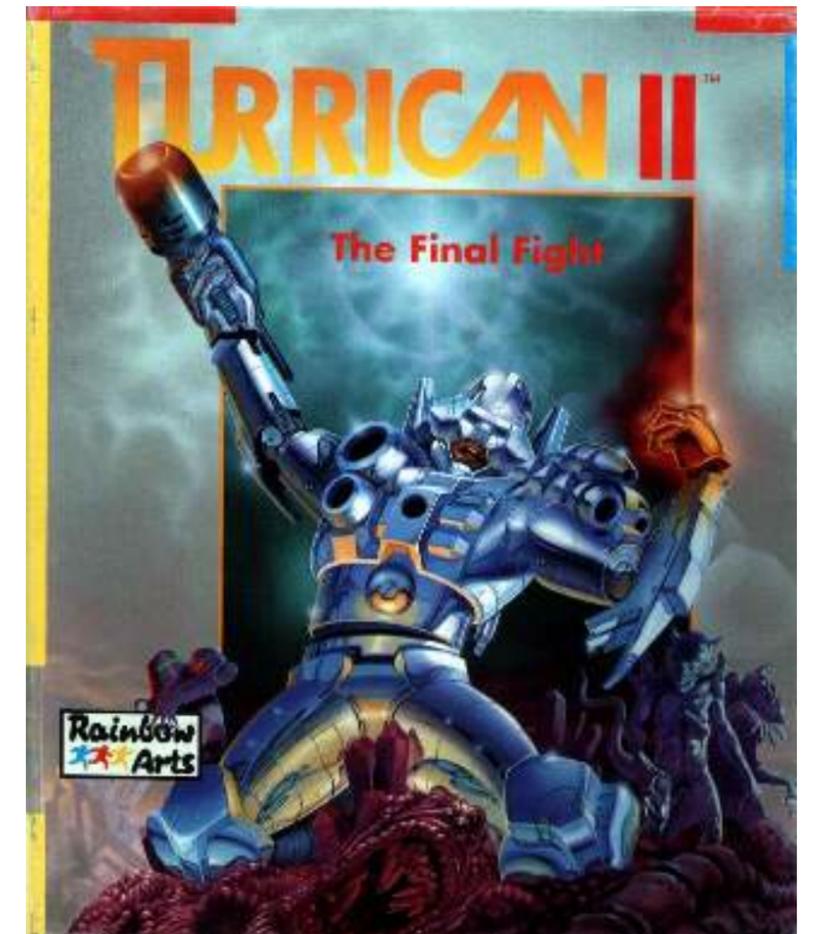
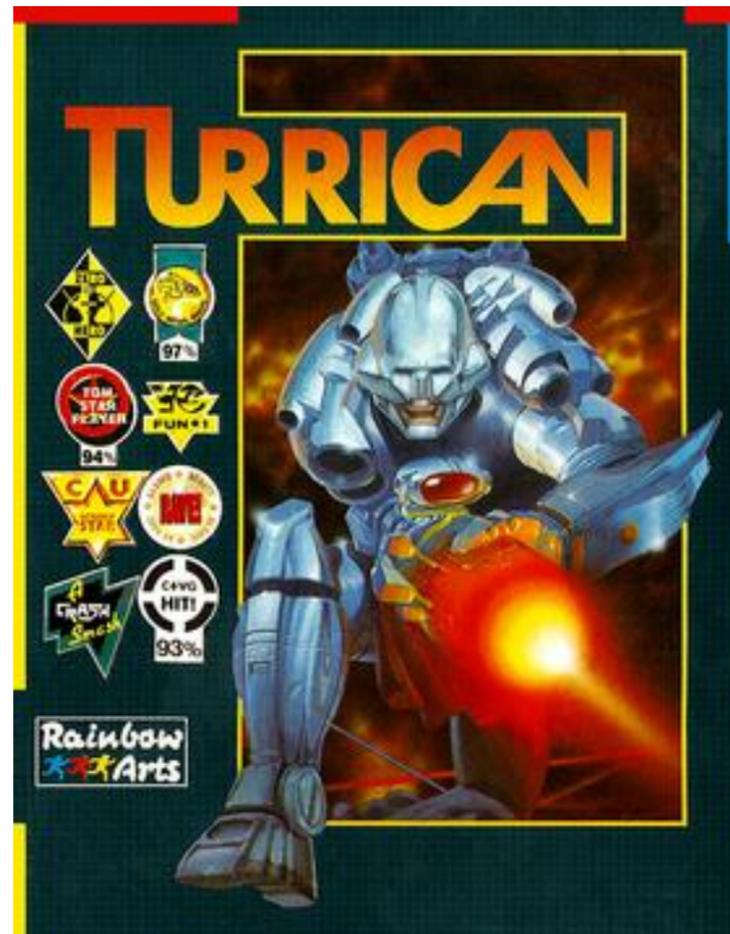
Sonic The Hedgehog
(Sega, 1991)



Turrican



Turrican II
(Factor 5, 1991)



Commander Keen



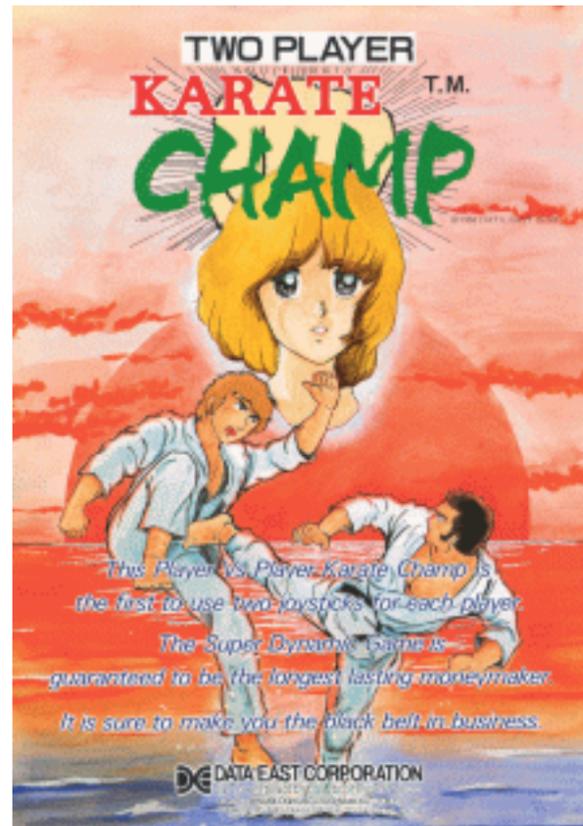
Teil 6: Commander Keen in Aliens Ate My Baby Sitter! (1991)

Terminator 2 (1991)



Kampfspiele

- Kompetitive 1:1 Kampfspiele, meist auf einen Bildschirm oder Bereich beschränkt
- Avatar muss im Nahkampf durch geschickte Techniken den Gegner besiegen
- Meist rundenbasiert
- **Konzepte**
 - Martial Arts oder ähnliche Techniken
 - Nahkampf dominierend, in der Regel keine Fernwaffen
 - Special attacks, Runden und Matches
 - Auswahl des Avatars
 - verschiedene Multiplayer-Modi



Karate Champ (1984)



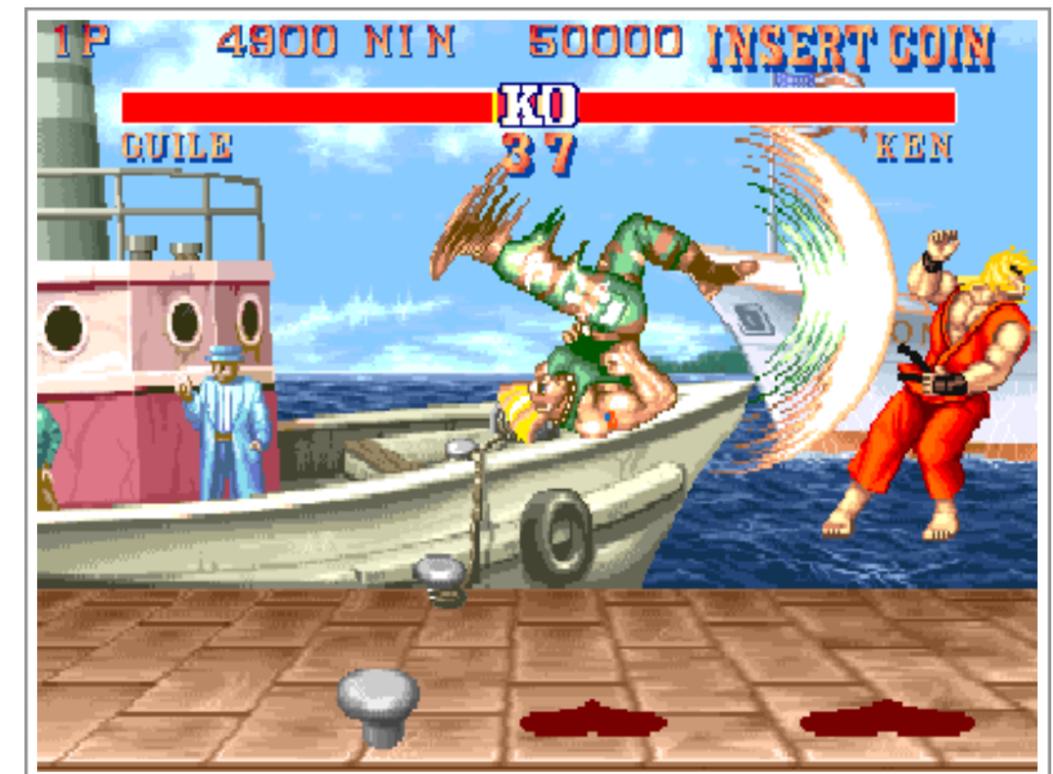
Street Fighter



Street Fighter II (1991)



Street Fighter (1987)





Mortal Kombat (1992)



Tekken (1994)



Super Smash Bros. (1999 –)



Beat'em'Up

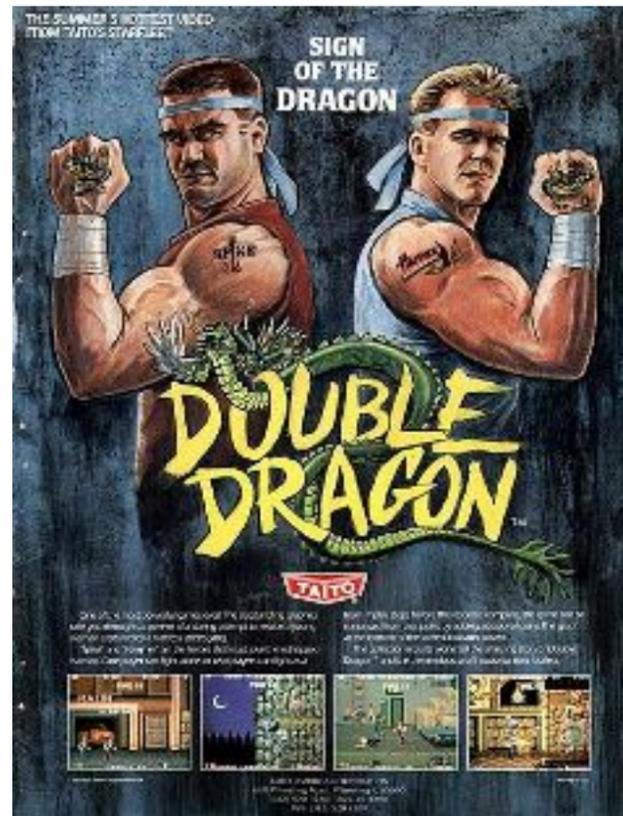
- eng verwandt mit Kampfspielen
- Prügelspiel, bei dem in scrollenden Leveln mittels direkter körperlicher Gewalt möglichst viele Gegner besiegt werden müssen
- Spielgeschehen ist dabei in der Regel nicht realistisch und die Kämpfer verfügen meist über fantastische Fähigkeiten.
- Endgegner möglich

Kung-Fu Master (1984)



Jahr	wie Irem	Plattform	Name	Original-Name	Entwickler	Publisher	Farbpalette	Datenträger	Besonderheiten	Quelle
1983		MSX (Spectravideo)	Kung Fu Master	クンフーマスター	ASCII	Mass Tael Ltd.	16	Cassette	vertikal scrollend	[2]
1984	x	Arcade	Spartan X/Kung-Fu Master	スバルタンX	Irem	Irem, Data East	512	ROMs	Original-Arcade-Version	
1984		ZX Spectrum	Kung Fu	Kung Fu	Bug-Byte	Bug-Byte	8	Cassette	Zweikampf	[3]
1984	x	Atari 2600/VCS	Kung-Fu Master	Kung-Fu Master	Activision	Activision, HES	128	Cartridge	4 Veröffentlichungen, eine 1987	[4]
1985		MSX	Spartan X	スバルタンX	Pony Canyon	Pony Canyon	16	Cassette	Multigenre, basiert auf Powerman-Film	[5]
1985	x	Arcade/PlayChoice-10	Kung Fu	カンフー	Irem	Nintendo	52	ROMs	カンゲ・フー (KLOV), Zweitmonitor	
1985	x	NES	Kung Fu	カンフー	Nintendo	Nintendo	52	Cartridge	wie PlayChoice, ohne Zweitmonitor	
1985	x	MSX	Kung-fu acho/Seiken acho/Irem Karate	聖拳アチヨー	Irem, ASCII	Irem/ASCII, Clover (Korea, 1987)	16	Cartridge		[6]
1985	x	C64	Kung-Fu Master	Kung-Fu Master	Berkeley Softworks	U.S. Gold, HES	16	Cassette, Diskette		
1985	x	Apple II e	Kung-Fu Master	Kung-Fu Master	Berkeley Softworks	Data East	8	Diskette	Rückseite der C64-Disk	
1985	x	SG-1000	Dragon Wang	ドラゴンワン	Sega	Sega	16	Cartridge	Löcher in Decken statt Treppe	[7]
1985		Epoch Super Cassette Vision	(Nekketsu) Kung-Fu Road	熱血カンフーロード	Epoch	Yeno/Epoch	16	Cartridge	teils ähnlich, innen und außen	[8]
1986	x	ZX Spectrum 48K	Kung-Fu Master	Kung-Fu Master	U.S. Gold	U.S. Gold	8	Cassette		[9]
1986	x	Amstrad CPC	Kung-Fu Master	Kung-Fu Master	Choice Software	U.S. Gold	16	Cassette	Aufzug statt Treppe	
1986		Sega Master System	Black Belt/Hokuto no Ken	北斗の拳	Sega	Sega	64	Cartridge	teils ähnlich, indiziert	
1989	x	Atari 7800	Kung-Fu Master	Kung-Fu Master	Absolute Entertainment	HES	128	Cartridge		
1990		Game Boy	Kung-Fu Master	Spartan X	Irem	Nintendo	4	Cartridge	4 Graustufen auf Original GB	
1990		NES	Jackie Chan's Action Kung Fu	ジャッキーチェン	Now Productions	Hudson Soft	52	Cartridge		[10]
1991		NES	Spartan X 2	スバルタンX 2	Irem	Irem	52	Cartridge		
1995		Arcade	The Kung-Fu Master Jackie Chan/Fists of Fire	ジャッキー・チェン、ジャッキー・チェン	Kaneko	Kaneko	32768	ROMs	digitalisierte Charaktere	[11]
1996	x	Sega Saturn	Spartan X (auf Irem Arcade Classics)	スバルタンX	Irem	I'Max	512	CD-ROM		[12]
1996	x	PlayStation	Spartan X (auf Irem Arcade Classics)	スバルタンX	Irem	I'Max	512	CD-ROM		[13]
2001		GBA	Jackie Chan Adventures: Legends of the Dark Hand	ジャッキー・チェン アドベンチャーズ	Torus Games	Activision	32768	Cartridge	basiert auf Zeichentrickserie, auch auf PS2 (anderes Gameplay)	[14]
2009	x	Windows	Kung Fu II	Kung Fu II	The Games Page	The Games Page	52	Download	Fanprojekt	[15]
2010	x	Windows, Mac	Kung-Fu Master (auf Irem Arcade Hits)		Irem	DotEmu	512	DVD-ROM	Original-Arcade Version	
2011	x	Android	Kung Pow	Kung Pow	PhunDroid	div.	512	Download	Touchscreen, andere Musik	[16]
2013	x	Android, iOS	KungFu Quest: The Jade Tower		IPlayAllDay	App Store		Download	37 Lvl, 8 Bosse, Upgrades zB Kleidung	[17]

Double Dragon (1987)

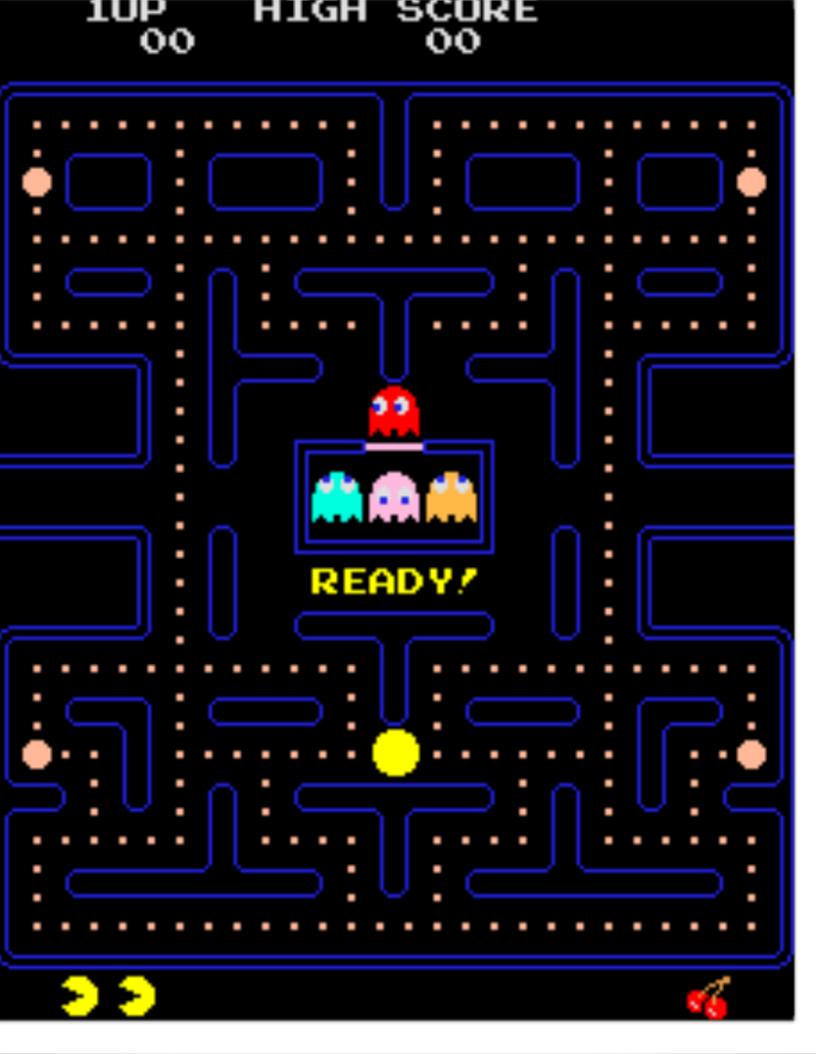


Golden Axe (1989)



Dynasty Warriors (1997 -)





Labyrinthspiele



