Puzzle vs Obstacles: Why adventure games aren’t puzzle games

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One of the corner stones of adventure games are puzzles. Players encounter certain challenges they have to solve to continue onward in their adventure. Ranging from encountering a locked door and having to find the key too having to solve a multi-dimensional light puzzle. Social encounters can also be seen as a puzzle, “How do I convince the guard to let me go?”. But even do adventure games are filled with puzzles, people do not classify them as puzzle games. Why is that?

First what is a puzzle? Kim Scott said “A puzzle is fun, and has a right answer.” So it needs to bee fun, but fun is subjective. So to say something is a puzzle is also subjective.

A right answer, a solution so to say I required for the puzzle. But not necessarily one answer.

Clear goal of the puzzle

Why do people play puzzle/adventure games?

Someone plays a puzzle(game) for the fun they have solving the puzzle and that final eureka moment when it is solved. The goal is to figure out the puzzle. And the experience had stays with the puzzle. It is isolated.

Solving puzzles in adventure games has a different goal. Puzzles are an obstacle presented to the player as a challenge to beat. Which if beaten they can continue on with the game, or unlock a new item, a special ending, etc. The purpose is different.