

# Key Games List

## Lecture 1 - Roots

### The Royal Game of Ur

Date: ~**3000 BCE**  
Developer: **Unknown**  
Platform: **Board Game**  
Region of Origin: **Mesopotamia**

### Senet

Date: ~**3000 BCE**  
Developer: **Unknown**  
Platform: **Board Game**  
Region of Origin: **Ancient Egypt**

### Backgammon \*

Date: ~**3000 BCE**  
Developer: **Unknown**  
Platform: **Board Game**  
Region of Origin: **Ancient Persia**

### Knucklebones

Date: ~**5000 BCE**  
Developer: **Unknown**  
Platform: **Dice Game**  
Region of Origin: **Unknown**

### Go \*

Date: ~**2000 BCE**  
Developer: **Unknown**  
Platform: **Board Game**  
Region of Origin: **Ancient China**

### Mancala \*

Date: ~**600 CE**  
Developer: **Unknown**  
Platform: **Board Game**  
Region of Origin: **Eastern Africa**

### Chess \*

Date: ~**600 CE**  
Developer: **Unknown**  
Platform: **Board Game**  
Region of Origin: **India**

### Snakes and Ladders

Date: ~**1500 CE**  
Developer: **Unknown**  
Platform: **Board Game**  
Region of Origin: **India**

### Checkers (Draughts)

Date: ~**1500 CE**  
Developer: **Unknown**  
Platform: **Board Game**  
Region of Origin: **France**

*Note: For all entires marked (series) the information given is for the first installment.*

# Lecture 2 - Sports

## The Olympic Games

Date: **776 BCE**  
Developer: **Unknown**  
Platform: **Field Games (various)**  
Region of Origin: **Ancient Greece**

## Association Football (Soccer) \*

Date: **1848 CE**  
Developer: **Unknown**  
Platform: **Ball Game**  
Region of Origin: **England**

## Cricket

Date: **ca. 1700s CE**  
Developer: **Unknown**  
Platform: **Bat and Ball Game**  
Region of Origin: **England**

## Basketball

Date: **1891 CE**  
Developer: **James Naismith**  
Platform: **Ball Game**  
Region of Origin: **USA**

## Tennis

Date: **ca. 1100 CE**  
Developer: **Unknown**  
Platform: **Ball and Racket Game**  
Region of Origin: **France**

## Golf

Date: **ca. 1400 CE**  
Developer: **Unknown**  
Platform: **Ball and Club Game**  
Region of Origin: **Scotland**

## Formula One

Date: **1946 CE**  
Developer: **N/A**  
Platform: **Motor Sport**  
Region of Origin: **England**

## American Football

Date: **1862 CE**  
Developer: **Walter Camp, et al.**  
Platform: **Ball Game**  
Region of Origin: **USA**

## Sasuke

Date: **1997 CE**  
Developer: **Ushio Higuchi, et al.**  
Platform: **Obstacle Course**  
Region of Origin: **Japan**

## Lecture 3 - Adventure

### **Colossal Cave / Adventure\***

Date: **1975 CE**  
Developer: **Will Crowther**  
Platform: **PDP-10**  
Region of Origin: **USA**

### **Rockett's New School**

Date: **1997 CE**  
Developer: **Brenda Laurel w. Purple Moon**  
Platform: **PC**  
Region of Origin: **USA**

### **Plundered Hearts**

Date: **1987 CE**  
Developer: **Amy Briggs w. Infocom**  
Platform: **Amiga, Apple II, etc.**  
Region of Origin: **USA**

### **King's Quest (series)**

Date: **1983 - 1998 CE**  
Developer: **Roberta Williams w. Sierra On-Line**  
Platform: **IBM PC Jr.**  
Region of Origin: **USA**

### **Monkey Island (series)**

Date: **1990 CE - Present**  
Developer: **Ron Gilbert w. LucasArts**  
Platform: **PC**  
Region of Origin: **USA**

### **Myst \***

Date: **1993 CE**  
Developer: **Rand & Robin Miller, w. Cyan**  
Platform: **PC**  
Region of Origin: **USA**

### **Angelique (series)**

Date: **1994 CE - present**  
Developer: **Ruby Party w. Koei**  
Platform: **Super Famicom**  
Region of Origin: **Japan**

### **The Walking Dead\***

Date: **2012 CE**  
Developer: **Telltale Games**  
Platform: **PC**  
Region of Origin: **USA**

## Lecture 4 - Action

### **Spacewar!**

Date: **1962 CE**  
Developer: **Steve Russell & Martin Gaertz**  
Platform: **PDP-1**  
Region of Origin: **USA**

### **Mega Man (series) \***

Date: **1987 - 2010 CE**  
Developer: **Keiji Inafune w. Capcom**  
Platform: **NES**  
Region of Origin: **Japan**

### **Pong**

Date: **1972 CE**  
Developer: **Al Alcorn w. Atari**  
Platform: **Arcade**  
Region of Origin: **USA**

### **Godhand**

Date: **2006 CE**  
Developer: **Shinji Mikami w. Capcom**  
Platform: **Playstation 2**  
Region of Origin: **Japan**

### **Space Invaders \***

Date: **1978 CE**  
Developer: **Tomohiro Nishikado w. Taito**  
Platform: **Arcade**  
Region of Origin: **Japan**

### **Super Hexagon**

Date: **2012 CE**  
Developer: **Terry Cavanaugh**  
Platform: **iOS**  
Region of Origin: **England**

### **Pac-Man**

Date: **1980 CE**  
Developer: **Toru Iwatani w. Namco**  
Platform: **Arcade**  
Region of Origin: **Japan**

### **Centipede**

Date: **1980 CE**  
Developer: **Dona Bailey & Ed Logg**  
Platform: **Arcade**  
Region of Origin: **USA**

### **Raiden**

Date: **1990 CE**  
Developer: **Seibu Kaihatsu**  
Platform: **Arcade**  
Region of Origin: **Japan**

### **Super Mario (series) \***

Date: **1985 CE - Present**  
Developer: **Shigeru Miyamoto w. Nintendo**  
Platform: **NES**  
Region of Origin: **Japan**

# Lecture 5 - First Person Shooters

## **Maze War**

Date: **1974 CE**  
Developer: **Steve Colley, Greg Thompson**  
Platform: **Imlac PDS-1**  
Region of Origin: **USA**

## **Portal**

Date: **2007 CE**  
Developer: **Valve**  
Platform: **PC, Xbox 360, PS3**  
Region of Origin: **USA**

## **Doom \***

Date: **1993 CE**  
Developer: **id Software**  
Platform: **PC**  
Region of Origin: **USA**

## **GoldenEye 007**

Date: **1997 CE**  
Developer: **Rare**  
Platform: **Nintendo 64**  
Region of Origin: **United Kingdom**

## **Half-Life (series) \***

Date: **1998 CE - Present**  
Developer: **Valve**  
Platform: **PC**  
Region of Origin: **USA**

## **Counter-Strike**

Date: **1999 CE**  
Developer: **Minh 'Gooseman' Le & Jess Cliffe**  
Platform: **PC**  
Region of Origin: **Canada**

## **Halo (series)**

Date: **2001 CE**  
Developer: **Bungie, et al.**  
Platform: **XBox**  
Region of Origin: **USA**

## **Call of Duty: Modern Warfare \***

Date: **2007 CE**  
Developer: **Infinity Ward, et al.**  
Platform: **Xbox 360, PS3**  
Region of Origin: **USA**

## Lecture 6 - Strategy

### **Kriegspiel**

Date: **1812 CE**  
Developer: **George Leopold von Reiswitz**  
Platform: **Board Game**  
Region of Origin: **Prussia**

### **StarCraft (series) \***

Date: **1998 CE - Present**  
Developer: **Blizzard**  
Platform: **PC**  
Region of Origin: **USA**

### **M.U.L.E.**

Date: **1983 CE**  
Developer: **Danielle Bunten Berry**  
Platform: **Atari 400/800, Commodore 64**  
Region of Origin: **USA**

### **League of Legends**

Date: **2009 CE**  
Developer: **Riot**  
Platform: **PC**  
Region of Origin: **USA**

### **Populous**

Date: **1989 CE**  
Developer: **Peter Molyneux w. Bullfrog**  
Platform: **Amiga, PC**  
Region of Origin: **England**

### **Civilization (series) \***

Date: **1991 CE - Present**  
Developer: **Sid Meier w. Microprose, et al.**  
Platform: **PC**  
Region of Origin: **USA**

### **X-Com: UFO Defense (series)**

Date: **1993 CE**  
Developer: **Julian Gollop w. Microprose**  
Platform: **PC**  
Region of Origin: **England**

### **Fire Emblem (series)**

Date: **1990 CE**  
Developer: **Intelligent Systems**  
Platform: **Famicom (NES)**  
Region of Origin: **Japan**

# Lecture 7 - Modern Board and Card

## **Poker**

Date: **ca. mid-1800s CE**  
Developer: **Unknown**  
Platform: **Card Game**  
Region of Origin: **USA**

## **Settlers of Catan \***

Date: **1995 CE**  
Developer: **Klaus Teuber**  
Platform: **Board Game**  
Region of Origin: **Germany**

## **Contract Bridge**

Date: **1925 CE**  
Developer: **Harold Vanderbilt**  
Platform: **Card Game**  
Region of Origin: **International Waters**

## **Dominion\***

Date: **2008 CE**  
Developer: **Donald X. Vaccarino**  
Platform: **Card Game**  
Region of Origin: **USA**

## **Monopoly**

Date: **ca. 1905 - 1910 CE**  
Developer: **Elizabeth 'Lizzie' Magie**  
Platform: **Board Game**  
Region of Origin: **USA**

## **Hearthstone**

Date: **2014 CE**  
Developer: **Blizzard Entertainment**  
Platform: **Card Game**  
Region of Origin: **USA**

## **Set**

Date: **1974 CE**  
Developer: **Marsha Falco**  
Platform: **Card Game**  
Region of Origin: **USA**

## **Jenga**

Date: **1970s CE**  
Developer: **Leslie Scott**  
Platform: **Tower Game**  
Region of Origin: **Ghana**

## **Diplomacy**

Date: **1958 CE**  
Developer: **Allan B. Calhamer**  
Platform: **Board Game**  
Region of Origin: **USA**

## **Magic: The Gathering**

Date: **1993 CE**  
Developer: **Richard Garfield**  
Platform: **Trading Card Game**  
Region of Origin: **USA**

## Lecture 8 - Role-Playing

### **Dungeons & Dragons \***

Date: **1974 CE**  
Developer: **Gary Gygax & Dave Arneson**  
Platform: **Tabletop Game**  
Region of Origin: **USA**

### **Pokemon (series)**

Date: **1996 CE - Present**  
Developer: **Satoshi Tajiri**  
Platform: **GameBoy**  
Region of Origin: **Japan**

### **Wizardry**

Date: **1981 CE**  
Developer: **Sirtech Software**  
Platform: **Apple II**  
Region of Origin: **USA**

### **World of Warcraft**

Date: **2004 CE**  
Developer: **Blizzard**  
Platform: **PC**  
Region of Origin: **USA**

### **Final Fantasy (series)**

Date: **1987 CE**  
Developer: **Hironobu Sakaguchi w. Squaresoft**  
Platform: **NES**  
Region of Origin: **Japan**

### **NetHack**

Date: **1987 CE**  
Developer: **Mike Stephenson**  
Platform: **PC**  
Region of Origin: **USA**

### **Ultima (series)**

Date: **1980 - 1999 CE**  
Developer: **Richard Garriott w. Origin Systems**  
Platform: **Apple II**  
Region of Origin: **USA**

### **Diablo (series)**

Date: **1996 CE**  
Developer: **Blizzard**  
Platform: **PC**  
Region of Origin: **USA**

### **Fallout (series)**

Date: **1997 CE**  
Developer: **Tim Cain w. Interplay**  
Platform: **PC**  
Region of Origin: **USA**



## Lecture 9 - Simulation

### **Lemonade Stand**

Date: **1973 CE**  
Developer: **Bob Jamison W. MECC**  
Platform: **UNIVAC 1100**  
Region of Origin: **USA**

### **Oregon Trail**

Date: **1971 CE**  
Developer: **Don Rawitsch w. MECC**  
Platform: **UNIVAC 1100**  
Region of Origin: **USA**

### **Microsoft Flight Simulator**

Date: **1980 CE**  
Developer: **subLOGIC**  
Platform: **Apple II, TRS-80**  
Region of Origin: **USA**

### **Elite**

Date: **1984 CE**  
Developer: **David Braben & Ian Bell**  
Platform: **BBC Micro**  
Region of Origin: **United Kingdom**

### **Rock Band**

Date: **2007 CE**  
Developer: **Harmonix**  
Platform: **XBox 360, PS3**  
Region of Origin: **USA**

### **SimCity \***

Date: **1989 CE**  
Developer: **Will Wright w. Maxis**  
Platform: **PC**  
Region of Origin: **USA**

### **FIFA (series)\***

Date: **1993 CE**  
Developer: **EA Sports**  
Platform: **Sega Genesis**  
Region of Origin: **Canada**

### **The Sims\***

Date: **2000 CE**  
Developer: **Will Wright w. Maxis**  
Platform: **PC**  
Region of Origin: **USA**

### **Gran Turismo (series)**

Date: **1997 CE - Present**  
Developer: **Polyphony Digital**  
Platform: **Playstation 2**  
Region of Origin: **Japan**

# Lecture 10 - Action-Adventure

## **Adventure (2600) \***

Date: **1979 CE**  
Developer: **Warren Robinett w. Atari**  
Platform: **Atari 2600**  
Region of Origin: **USA**

## **Castlevania: Symphony of the Night**

Date: **1997 CE**  
Developer: **Koji Igarashi w. Konami**  
Platform: **Playstation**  
Region of Origin: **Japan**

## **The Legend of Zelda (series) \***

Date: **1986 CE - Present**  
Developer: **Shigeru Miyamoto w. Nintendo**  
Platform: **Famicom Disk System**  
Region of Origin: **Japan**

## **Metal Gear (series)**

Date: **1987 CE - present**  
Developer: **Hideo Kojima w. Konami**  
Platform: **MSX 2**  
Region of Origin: **Japan**

## **Another World \***

Date: **1991 CE**  
Developer: **Eric Chahi**  
Platform: **Amiga**  
Region of Origin: **France**

## **Dark Souls**

Date: **2011 CE**  
Developer: **Hidetaka Miyazaki w. FromSoftware**  
Platform: **XBox360, PS3**  
Region of Origin: **Japan**

## **Tomb Raider (series)**

Date: **1996 CE - Present**  
Developer: **Core Design**  
Platform: **Sega Saturn**  
Region of Origin: **England**

## **Grand Theft Auto (series) \***

Date: **1997 CE - Present**  
Developer: **Rockstar Games**  
Platform: **Playstation**  
Region of Origin: **USA & Scotland**

# Lecture 11 - Fighting

## **Boxing**

Date: **1743 CE**  
Developer: **Jack Broughton**  
Platform: **Combat Sport**  
Region of Origin: **England**

## **Fencing**

Date: **1763 CE**  
Developer: **Domenico Angelo**  
Platform: **Combat Sport**  
Region of Origin: **England**

## **Kyokushin Karate**

Date: **ca. 1950 CE**  
Developer: **Masutatsu 'Mas' Oyama**  
Platform: **Combat Sport**  
Region of Origin: **Japan**

## **Street Fighter (series) \***

Date: **1987 CE - Present**  
Developer: **Capcom**  
Platform: **Arcade**  
Region of Origin: **Japan**

## **Tekken (series) \***

Date: **1994 CE - Present**  
Developer: **Namco**  
Platform: **Arcade**  
Region of Origin: **Japan**

## **Bushido Blade**

Date: **1997 CE**  
Developer: **Light Weight**  
Platform: **Playstation**  
Region of Origin: **Japan**

## **Super Smash Bros. (series) \***

Date: **1999 CE - Present**  
Developer: **Masahiro Sakurai w. Nintendo**  
Platform: **Nintendo 64**  
Region of Origin: **Japan**

## **Mixed Martial Arts**

Date: **ca. 1920s CE**  
Developer: **Carlos & Helio Gracie, et al.**  
Platform: **Combat Sport**  
Region of Origin: **Brazil**

# Lecture 12 - Puzzle

## Crosswords

Date: **ca. 1800s CE**

Developer: **Unknown**

Platform: **Pen & Paper**

Region of Origin: **England**

## Tetris

Date: **1984 CE**

Developer: **Alexey Pajitnov**

Platform: **Electronika 60**

Region of Origin: **Soviet Union**

## Microsoft Solitaire

Date: **1990 CE**

Developer: **Wes Cherry & Susan Kare**

Platform: **PC**

Region of Origin: **USA**

## Lemmings

Date: **1991 CE**

Developer: **Dave Jones w. DMA Design**

Platform: **Amiga**

Region of Origin: **Scotland**

## The Witness

Date: **2016 CE**

Developer: **Jonathan Blow w. Thekla Inc.**

Platform: **PS4**

Region of Origin: **USA**

## Puzzle Bobble

Date: **1994 CE**

Developer: **Seiichi Nakakuki w. Taito**

Platform: **Arcade**

Region of Origin: **Japan**

## Bejeweled (series)

Date: **2001 CE - Present**

Developer: **PopCap Games**

Platform: **PC**

Region of Origin: **USA**

# Lecture 13 - Contemporary

## **Cave Story**

Date: **2004 CE**  
Developer: **Daisuke 'Pixel' Amaya**  
Platform: **PC**  
Region of Origin: **USA**

## **The Graveyard**

Date: **2008 CE**  
Developer: **Tale of Tales**  
Platform: **PC**  
Region of Origin: **Belgium**

## **Alien Hominid**

Date: **2004 CE**  
Developer: **Dan Paladin w. The Behemoth**  
Platform: **PS2, GameCube**  
Region of Origin: **USA**

## **Analog: A Hate Story**

Date: **2012 CE**  
Developer: **Christine Love**  
Platform: **PC, Mac, Linux**  
Region of Origin: **USA**

## **Spelunky**

Date: **2008 CE**  
Developer: **Derek Yu w. Mossmouth**  
Platform: **PC**  
Region of Origin: **USA**

## **Farmville**

Date: **2009 CE**  
Developer: **Zynga**  
Platform: **Facebook**  
Region of Origin: **USA**

## **Minecraft**

Date: **2009 CE**  
Developer: **Markus 'Notch' Persson w. Mojang**  
Platform: **PC**  
Region of Origin: **Sweden**

## **JS Joust**

Date: **2011 CE**  
Developer: **Copenhagen Game Collective**  
Platform: **Physical Game w. Move controllers**  
Region of Origin: **Denmark**

## **Journey**

Date: **2012 CE**  
Developer: **thatgamecompany**  
Platform: **PS3**  
Region of Origin: **USA**

## **Howling Dogs**

Date: **2012 CE**  
Developer: **Porpentine**  
Platform: **Twine**  
Region of Origin: **USA**

## **Gone Home**

Date: **2013 CE**  
Developer: **Fullbright**  
Platform: **PC**  
Region of Origin: **USA**

## **Flappy Bird**

Date: **2013 CE**  
Developer: **Dong Nguyen**  
Platform: **iOS**  
Region of Origin: **Vietnam**

## **Train**

Date: **2013 CE**  
Developer: **Brenda Romero**  
Platform: **Board Game**  
Region of Origin: **USA**

## **Cibele**

Date: **2015 CE**  
Developer: **Nina Freeman**  
Platform: **PC**  
Region of Origin: **USA**