**Colossal Cave / Adventure\***

Date: 1975 CE

Developer: Will Crowther

Platform: PDP-10

Region of Origin: USA

Why is Adventure important?

* First game of in the genre where the conventions were established.
* Names the adventure game genre.
* Influenced other key games: Adventure (Atari VCS), Zork.

**Plundered Hearts**

Date: 1987 CE

Developer: Amy Briggs w. Infocom

Platform: Amiga, Apple II, etc.

Region of Origin: USA

Why is Plundered Hearts important?

* Created at the height of Infocom’s popularity, a flourishing of experimentation with the form.
* Complex protagonist with a personality & history.
* The first videos game to explore the romance genre (as opposed to just sex) and play with the tropes of that genre.
* One of the first games created with female player in mind, in an attempt to expand the audience – and written / developed by a woman, “by and for”.
* Multiple “good” endings depending on what the player wants to happen.

**King’s Quest (series)**

Date: 1983 - 1998 CE

Developer: Roberta Williams w. Sierra On-Line

Platform: IBM PC Jr.

Region of Origin: USA

Why is the King’s Quest series important?

* Most popular and longest series developed by Sierra OnLine.
* The different titles exemplify how adventure games tried to optimize their point-and-click interface to make the interaction seamless.
* Made adventure game dying into an art.

**Monkey Island (series)**

Date: 1990 CE - Present

Developer: Ron Gilbert w. LucasArts

Platform: PC

Region of Origin: USA

Why is The Secret of Monkey Island series important?

* Most popular and longest series developed by LucasArts.
* First game that opted to not have “game over” states until the player completed the game, letting the player explore the world.
* A model for contemporary point-and-click adventure games, often imitated and quoted in later works.
* Excellent comedy writing.

**Myst**

Date: 1993 CE

Developer: Rand & Robin Miller, w. Cyan

Platform: PC

Region of Origin: USA

Why is Myst important?

• Became the top-selling game of all time until 1998.

• Best demonstration of how CD-ROM and larger storage could change adventure games.

• Created a new paradigm of adventure games: verbs and menus were substituted by a minimalistic point-and-click interface.

• Introduced 3D graphics into adventure games.

**Angelique (series)**

Date: 1994 CE - present

Developer: Ruby Party w. Koei

Platform: Super Famicom

Region of Origin: Japan

Why is Angelique important?

* Launched the “otome game” market to create more games for Japanese women.
* One of the first dating sims for a wider audience, along with Tokimeki Memorial.
* Hybrid gameplay: blending resource management and empire simulation with relationship choices and extensive conversations, especially as the series continued.

Rockett’s New School

Date: 1997 CE

Developer: Brenda Laurel w. Purple Moon

Platform: PC

Region of Origin: USA

Why is Rockett’s New School important?

* First title from Purple Moon a company founded to create games for girls between the ages of 8 and 14.
* Similar to Japanese “Virtual Novel” gameplay, but focused on choices about values, mood, relationships.
* Target marketing in action: do girls need a different kind of game?
* “Everyday setting” relatively rare in American games at the time.
* Episodic format similar to a TV series.

**The Walking Dead\***

Date: 2012 CE

Developer: Telltale Games

Platform: PC

Region of Origin: USA

Why is the The Walking Dead important?

* Brought adventure games back to the mainstream.
* Shifted the emphasis from puzzle-solving and exploration to making meaningful choices that change the events.
* Proved the importance of good dramatic writing as part of game design.