

Genre, as applied to Video Games , customarily describes the style of gameplay rather than that of the story or setting as in other media.

It is also possible to move from one gameplay style to another within the same game, e.g. Mini Games , vehicle sequences with driving.

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Notable games in each genre can be found on the individual pages. Note that many games can and should be in multiple genres.

Also see Pinball , the arcade predecessor to Video Games.

open/close all folders

General game genres

These are the most common classifications applied to video games, usually pertaining to their style of gameplay.

Action-Adventure : A game that combines parts from Action Games and Adventure Games together. This means a balanced focus on both.

Metroidvania : A game that combines parts from Action-Adventure Games and Platform Games together. Features emphasis on exploration.

Stealth-Based Game : A game in which the player character must hide and sneak through the level while avoiding notice from enemies.

Survival Sandbox : A game where the primary objective is to survive for as long as possible in a hostile, often open-ended environment.

Survival Horror : A game that features overwhelmed protagonist(s), oppressive atmosphere based on Horror conventions and a focus on survival.

Action Game : A game that is primarily about physical challenges, such as combat and obstacle crossing. (ex: Asura's Wrath )

Platform Game (Platformer): A game in which jumping is an important action for navigating the environment. Leaping and climbing are also common.

Cinematic Platform Game : A Platform Game that portrays itself more realistically. (ex: Prince of Persia )

Collect-A-Thon Platformer : A Platform Game set in relatively open levels where collecting a certain number of pickups is necessary to progress.

Elimination Platformer : A game that requires players to use the concept of jumping from one platform to another to clear the entire level.

Platform Hell : A Platform Game with intentionally cranked up and unfair difficulty, usually for comedic value. (ex: I Wanna Be the Guy )

Puzzle Platformer : A game that combines parts from Platform Games and Puzzle Games together. (ex: Portal )

Run-and-Gun : A platformer that borrows elements from the Shoot 'em Up genre. (ex: Contra , Metal Slug )

Beat 'em Up : A Sub-genre of Action Game with the player character fighting primarily with punches and kicks against large hordes of enemies.

Hack and Slash : A Beat 'em Up where the player character primarily wields close range melee weaponry, like a sword or axe. (ex: Devil May Cry )

Stylish Action : A game that allows the player to create spectacle through its mechanics, where their performance in fighting enemies is emphasized.

Shooter : A game in which the gameplay revolves around shooting with guns and other ranged weapons.

First-Person Shooter (FPS): A 3D shooter in which the perspective is through the eyes of the player character, and the action re

Third-Person Shooter (TPS): A 3D shooter that has the camera looking behind the player character or over their shoulder, and in

Hero Shooter : A First or Third-Person Shooter in which each character has different abilities and weapons. (ex: Team Fortress )

Light Gun Game : A game in which the player has a pointing device that resembles a gun and points it at the screen to shoot on

Looter Shooter : A First or Third-Person Shooter incorporating RPG Elements , namely, the acquisition of better gear by finding

Rail Shooter : A game in which the computer controls most of your movement and you control the shots. (ex: Star Fox )□

Shoot 'em Up (Shmups): A fixed-scrolling shooter that is not three-dimensional. (ex: Space Invaders )□

Bullet Hell : A shoot'em up that has every single enemy fire hundreds or thousands of projectiles on-screen at once at the player

Cute 'em Up : A shoot'em up that casts the enemies as cute things such as kittens, candy, fairies, and so on. (ex: Fantasy Zone )

Horizontal Scrolling Shooter : A shoot'em up that has a horizontal Auto-Scrolling Level , that is, to the left or right. (ex: Gradius )

Vertical Scrolling Shooter : A shoot'em up that has a vertical Auto Scrolling Level, that is, up or down. (ex: Raiden )□

Tactical Shooter : An FPS or TPS that simulates realistic combat, encouraging use of real-life combat tactics. (ex: Rainbow Six )

Fighting Game : An Action Game that is primarily about one-on-one fights between two (or rarely more) equally skilled opponent

Mascot Fighter : Ultimate Showdown Of Ultimate Destiny is heavily featured. (ex: Super Smash Bros. )□

Platform Fighter : A fighting game combined with platform game elements; has great emphasis on maneuverability on dynamic s

Boss Game : A game composed mostly/entirely of Boss Battles . (ex: Shadow of the Colossus )□

Adventure Game : A game that is about puzzle-solving, exploration, and narrative, and a relative (or total) absence of randomized

Environmental Narrative Game : A story-driven adventure game which emphasizes narrative and exploring a physical location, w

Explorer Horror : Horror games that revolve around exploring grim locations and collecting objects, with minimalist storytelling. (e

Interactive Fiction : An Adventure Game in which the interaction is almost entirely text-based. (ex: Colossal Cave )□

Interactive Movie : A game that is based around video clips, and the player must press buttons at the right time, choose the right

Point-and-Click Game : A game in which the player interacts with the environment by moving the mouse cursor over areas of the

Room Escape Game : A simplistic type of Point-and-Click Game consisting solely of puzzles to escape a room or series of room

Visual Novel : An Adventure Game that focuses more on character interactivity than world interactivity, with dialogue choices be

Linear Visual Novel : Visual Novels that feature little to no multiple endings. (ex: Ace Attorney , Danganronpa )□

Kinetic Novel : Visual Novels that feature no player interactivity whatsoever, making them akin to a digital picture book or audio p

Card Battle Game : A game in which players bring their own deck of cards to play.□

Casual Video Game : A game that is easy to learn and relatively simple by design. (ex: Wii Sports )□

Endless Running Game : A game about enduring an endless sequence of obstacles as long as possible. (ex: Temple Run )□

Exergaming : A game that encourages the player to exercise and to get into shape. (ex: Wii Fit )□

Hidden Object Game : A game in which there is a photo realistic cluttered scene and the player must find and click on a series of

Idle Game : A genre of game defined by its game play, the primary feature of which is that the easiest way to win is to leave the

Time Management Game : A game that requires the player to accomplish tasks as fast as possible. (ex: Diner Dash )□

Virtual Paper Doll : A game that is about customizing a character's appearance.□

Digging Game : A game in which the player digs through terrain while avoiding falling objects. (ex: Dig Dug )□

Digital Pinball Tables : Computerized pinball games, whether replicas of Physical Pinball Tables or original boards with features

Driving Game : A game in which the player drives a vehicle of some kind. (ex: Driver )□

Racing Game : A game in which the player drives a vehicle of some kind and races against either other players or time. (ex: Need

Mascot Racer : Colorful characters use colorful weapons in their races. (ex: Mario Kart )□

Vehicular Combat : A game where the player controls a normally armed motor vehicle and must destroy all enemies. (ex: Twisted

Escort Game : A game about escorting someone or something. (ex: Lemmings )□

Game Maker : Software focused on creating whole games from the ground up with preexisting assets. Sometimes, the software

.io Game : An online Player Versus Player game that is quick and easy to pick up and play. Mostly consists of Web Games with

Maze Game : A game that takes place in a maze, and the player must either get from one side of the maze to the other, or clear

Mad Marble Maze : A game in which the player rolls a round object of some kind from the beginning to the end of a level. (ex: S

Medical Game : A game in which the player takes the role of a doctor or medic and has to treat patients. (ex: Trauma Center , T

Minigame Game : A game that has a series of puzzles, challenges and games with very different requirements for defeating the

Party Game : A Minigame Game in which two to four players compete against each other in a board game-like environment. (ex

Mon Game : A game that allows the player to befriend or capture various creatures to fight on their behalf. Also happens to be a

Puzzle Game : A game that requires mental skill as well as, or instead of, dexterity and quick reflexes. (ex: Professor Layton )□

Bizarre Puzzle Game : A Puzzle Game that is so weird and mind-defying that trying to label it with a genre is a puzzle in and of i

Breaking Out : A game in which a paddle at the bottom of the screen bounces a ball to destroy blocks, and missing the ball resu

Match-Three Game : A game in which the player must match three objects of similar color/shape/species to eliminate said objects.

Programming Game : A game in which the player has little to no direct control over the game's events, and must set up the solution.

Teamwork Puzzle Game : A game in which the player controls a group of characters, and progress frequently depends on puzzle solving.

Tilesweeper : A game usually based on Minesweeper involving a tile-based board on which you uncover clues and use them to solve puzzles.

Falling Blocks : A game in which blocks fall from the top of the screen, requiring the player to move and flip them so that they'll be destroyed.

Rhythm Game : A game that will flash commands, and the player has to input the same, synchronized to a beat or melody. (ex: Dance Dance Revolution)

Rising Up The Food Chain Game : A game in which the player must eat creatures smaller than himself and become bigger, which then allows him to eat bigger creatures.

Role-Playing Game (RPG) – see also Tabletop Games (Tabletop RPG): A game in which the player controls a character or party of characters.

Action RPG : A game that combines parts from Role Playing Games and Action Adventure Games together. Either a sub-genre or a hybrid.

Multi-User Dungeon ( MUD ) and MOO: An Interactive Fiction that allows multiple (perhaps thousands) players to play at the same time.

Massively Multiplayer Online Role-Playing Game (MMORPG): A game that has hundreds of players interacting with each other in a virtual world.

MUCK : A Multi-User Text-Oriented Game that emphasizes role playing and player intervention. □

MUSH ( Multi User Shared Hallucination ): A MUD that is just a series of rooms, with players given the bare minimum of interaction.

Roguelike : A game that features Dungeon Crawling with randomly generated environments randomly stocked from a huge list of items.

Souls-like RPG : A game that emphasizes dodging attacks during combat, with tough mooks, even harder bosses and very few checkpoints.

Strategy RPG (SRPG): A game that is a Role Playing Game, but it plays like a Turn-Based Strategy or Real-Time Strategy. (ex: Final Fantasy Tactics)

Western RPG : A North American or European game that features a customizable featureless protagonist. (ex: Mass Effect , The Witcher)

Eastern RPG : A usually Japanese game that tends to have a linear plot and a party of predefined characters written into said plot.

Romance Game : A game in which the primary goal is to establish a romantic relationship between the Player Character and one or more NPCs.

Dating Sim : A game in which the player courts at least one potential lover, and the player must keep track of every character's feelings.

Simulation Game (Sim): A game that simulates parts of a reality, fictional or real. (ex: SimCity , Football Manager ) □

Breeding Sim : This type of game focuses on breeding creatures to get specific traits. (ex: Creatures , Flight Rising ) □

Construction and Management Games : This type of game focuses on elements like gathering and management of resources, construction, and trade.

Disaster Relief Game : A game where players have to cooperate in order to prevent, survive or rescue people from a disaster event.

Immersive Sim : A game that simulates a consistent lived-in world, facilitates Emergent Gameplay , and rewards creative problem solving.

Life Simulation Game : A game in which the player plays as, or at least has control over the lives, of living beings and goes through their life cycle.

Farm Life Sim : A sub-genre of life simulations focused on the overall life of a farmer, including not only the farming but also their

Raising Sim : A game in which schedules for a game to process are applied, which in turn affects characters in the game, who then

Virtual Pet : A game where the player interacts with a digital pet, with the goal of caring for it like a real one. (ex: Tamagotchi ) □

Space-Management Game : A game in which the player is the head of some organization or business, and receives a set amount of

Sports Game : A game that simulates playing a traditional physical sport. (ex: FIFA , Madden NFL ) □

Wrestling Game : A game that simulates Professional Wrestling, with grapples, holds and throws. (ex: WWE Video Games ) □

Strategy Game : A game in which the player's strategical and/or tactical thinking is required in order to achieve victory. □

4X (4X): A game that has four simple goals, which are eXplore, eXpand, eXploit and eXterminate. Sub-genre of a Strategy Game

Artillery Game : A game that tasks the player with successfully aiming at an opponent with a ballistics trajectory under various conditions

Multiplayer Online Battle Arena (MOBA): A game that has teams of players competing with each other, typically using the point-and-click

Political Strategy Game : A game that simulates a conflict over influence, policy, and ideology, rather than territory, trade, or production

Real-Time Strategy (RTS): A game that focuses on construction and control of a fighting force in battle that takes place in real-time

Tower Defense : A game in which the player defends a building from monsters using other buildings, sometimes with a unit or tower

Turn-Based Strategy (TBS): A game that is about abstract mechanics of efficiently waging war, exploiting resources and controlling

Turn-Based Tactics : A game in which the player must control individual soldiers or vehicles. (ex: Valkyria Chronicles , X-COM ) □

Toys-To-Life Game : A game involving physical toys interacting with the game. (ex: Skylanders , Disney Infinity ) □

And lastly, Miscellaneous Games : A page that contains games that nobody could identify the genre of. It really should be cleaned up

Â Â Â Â Aesthetic game genresÂ □

Non-gameplay genres that can be found in other mediums, related to the game's story, setting, tone, etc. □

Art Game : A game that has Doing It for the Art as its motto. □

Comedy Video Games : A game with heavy focus on humor, that seldom ever takes itself seriously. □

Parody Video Games : A game that spoofs other games. □

Deconstruction Game : A game that deconstructs a common gameplay element or plot device. □

Edutainment Game : A game that educates players as well as entertains them. (ex: Where in the World is Carmen Sandiego? ) □

Fantasy Video Games : A game that features magic and mythology in a supernatural setting. □

Horror Video Games : A game that exploits the fears of players to cause anxiety, fear, and ultimately thrills. □

Mecha Game : A game that focuses on Humongous Mecha for combat.□

Military and Warfare Video Games : A game that revolves around soldiers or warriors fighting in a military conflict.□

Retraux Games : Games using intentionally outdated graphics for a nostalgic effect.□

Science Fiction Video Games : A game that explores a concept that does not exist at the present time, but it someday might.□

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Â Â Â Â Gameplay modifiersÂ □

There are several modifiers that can be applied to the genre of a game, as a twist on the standard formula.□

Asymmetric Multiplayer : A multiplayer mode in which different players have totally different roles and capabilities.□

Battle Royale Game : A multiplayer mode in which players (often a very large number of them) eliminate each other until only one remains.□

Competitive Multiplayer : A multiplayer mode in which players compete against each other as players or teams.□

Co-Op Multiplayer : A multiplayer mode in the main game in which every player is on the same team and playing against the computer.□

Gameplay Roulette : A scenario in which games within a franchise switch from one Video Game Genre to another in an attempt to keep the player interested.□

Isometric Projection : A graphical projection that squishes the vertical axes, thus forcing perpendicular angles to look wider and more distant.□

Massive Multiplayer Crossover : A Crossover with at least three different continuities.□

Meta Multiplayer : A multiplayer mode in which players are playing their own game at a time, but other players are doing this as well.□

Minigame : A separate game present inside the main game. May or may not be relevant to progressing through the main game.□

Museum Game : A game that is primarily about paying tribute to or heavily referencing a franchise or company's past.□

Music Player Game : A game in which the levels are procedurally generated from the music you feed it, typically the more intense the music, the more difficult the level.□

Pop Up Video Games : A game in which clicking on background items results in cute animations.□

Physics Based : A game that is primarily about the developers showing off applications of physics.□

Real Time : When one minute of game play equals one minute in game time.□

RPG Elements : A game that isn't exactly a Role-Playing Game , but the player character is gaining experience points and leveling up.□

Side View : A perspective that views all objects from the side and nowhere else.□

Three Quarters View : A perspective that is a tilted bird's eye view perspective in which both the top and front of an object is seen.□

Top-Down View : A perspective that views all objects straight and nowhere else.□

Turn-Based: When the player and the computer take turns in making moves.□

Turn-Based Combat : A game that isn't an all-out turn-based strategy/tactics but switches to turns whenever combat starts.□

Turn-Based Strategy, Real Time Combat : A TBS game where the combat sections take place in Real Time , meaning no Turn-based combat.□

Unexpected Gameplay Change : When the genre in a game suddenly changes to a different genre with little warning.□

3D : When a video game series goes from having two-dimensional sprites to having three-dimensional polygons.□

Wide-Open Sandbox : When the massive open world and optional material outweigh the actual, goal-oriented game play.□

◊ ◊ ◊ ◊ Other categories◊ □

There are also a number of particularly distinctive ways a game can be marketed or categorized.□

30-Day Free Trial : Software which you're allowed to use for a fixed, limited amount of time without paying for it. Once that time elapses, you must pay to continue using the software.□

Advertisement Game : A video game created to advertise a product such as a food or store. They're often stealth ads.□

Allegedly Free Game : A game that you can play for free, but you will have to pay money to access other game areas or get particular items.□

Beta Test : A development version of the game, built to test how the various components of the program interact with one another.□

Downloadable Content : Additional, optional content provided by the developer via digital distribution and purchased separately.□

Episodic Game : A game that is divided into separate episodes, and allows for cheaper prices, shorter wait times, and shorter development cycles.□

Expansion Pack : Additional content released after the original game that is purchased separately and (usually) requires the original game to be installed.□

Freemium : A game that you can play for free, but if you pay premium then you'll get full access to features that you couldn't get for free.□

Freeware Games : A game that can be downloaded and distributed legally for free.□

Game Mod : Third-party modifications applied to an existing game. Can range from cosmetic improvements to additional fan-created content.□

Game Mod Index : This is where you'll find Game Mods listed in one place.□

H-Game : A game that features sex or heavy fan service.□

Indie Game : A game that is developed without the backing of a publishing company, thus making it independently developed.□

Licensed Game : A game based on an existing property, usually a movie, TV series or comic book.□

License-Added Game : A specific type of Licensed Game in which the license is added to a new version of an existing video game.□

Microtransactions : A game that has individual, one-off payments for accessing additional content in a game.□

Mission-Pack Sequel : A sequel with so few changes from its predecessor that it feels more like an Expansion Pack than a "true sequel".□

Obvious Beta : An unfinished game (often egregiously so) marketed as a finished one, for whatever reason.□

Online Games : Video games that require an Internet connection for some, most, or all of its features. While many games nowadays are online games, some are not.□

Web Games : An online game is that is played on a website via your web browser.□

Perpetual Beta : A game which undergoes a long process of bug fixes, tweaks, and re-balancing even after its official release. S

Shareware : A game that can be played to a certain extent without purchasing it. Buying the game will allow the player to play it

Shovelware : Software that is normally sold in bundles of several products, but it can refer to lowest-common-denominator softw

Unlicensed Game : A playable Shoddy Knockoff Product .□

Video Game Long Runners : A franchise that has at least six games in its main series and spans ten years.□

Virtual Reality : A game that makes use of a headset display to make the player feel as though they are physically present in the

Alternative Title(s): Video Game Genre□

Previous□