1. Super Mario 2

1a) Platformer Game. Focus on moving, and jumping. Exploration is key motivating factor.

1b) No. It does not cross over into other genres of action games, because it is not a shooter/fighting game/fast puzzle/action adventure/dance and rhythm game.

1c) It has many similarities to others in its genre, but there are a few differences. They were likely put in to keep up with the evolving market, and enhance gameplay.

1. Civilization

2a) Turn based strategy. No timing or reflex challenges present. Depth in options.

2b)