

# GAME GENRE GUIDE

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## ACTION ADVENTURE GAMES



- Faster paced than adventure games
- Collecting items for inventory is important
- Conversing with NPC's to get clues
- Controls combine adventure and shooter styles

## ADVENTURE GAMES



- Detailed plot and character stories
- Puzzle solving & following clues in gameplay
- Variety of game missions and objectives
- Can usually switch between camera views

## DANCE/RHYTHM GAMES



- Most physically active of all game genres
- Timing a key part of gameplay
- Often requires a specialised content
- Music more important than in other games

## FIGHTER GAMES



- Complex character movements & controls
- 1v1 battles as part of a tournament
- Enemy difficulty increases with each round
- Can feature violent content

## FIRST PERSON SHOOTER GAMES



- "Behind the eyes" view of character
- Fast paced, reflexive gameplay
- Large selection of weapons and ammo
- Often contain violent, graphic content

## M.M.O.R.P.G.



- Thousands of players online simultaneously
- Game environment is constantly active
- High speed internet required to play
- Paid accounts and in game purchases available

## PLATFORMER GAMES



- Navigating and jumping platforms key
- Avoiding hazards and enemies
- Collecting coins and upgrades along the way
- Character has lives as opposed to health bar

## PUZZLE GAMES



- Objective to solve or survive the puzzle
- Player intelligence primary
- Player skills with controls secondary
- Game usually has a running theme

## REAL TIME STRATEGY GAMES



- Gameplay events occur in real time
- Gathering and managing resources
- Player given territory to defend/expand
- Play against A.I. or real life opponents

## ROLE PLAYING GAMES



- Players play with customisable avatar
- Character evolves as game progresses
- Meeting and conversing with NPC's
- Game objective usually a long quest/mission

## SHOOTER GAMES



- Objective to shoot/kill targets/enemies
- Very little story/plot
- Leaderboards based on top scores
- Often use specialised controllers

## SIMULATION GAMES



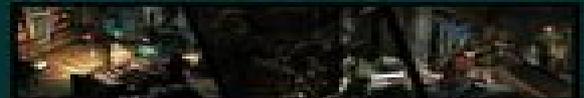
- Replicating a real life experience
- First person view or controlling an avatar
- Photo realistic graphics to mimic real life
- Intelligent A.I. used to help game realism

## SPORTS GAMES



- Replicate a sport but with added features
- Often associated with real life athletes
- Realistic graphics key to player experience
- Complex character movements & controls

## SURVIVAL HORROR GAMES



- Atmospheric level design
- "Jump Scares" an important game feature
- Stealth often preferred over combat
- Dark lighting & eerie sound effects

## TURN BASED STRATEGY GAMES



- Players take turn to make a move
- Logical, strategic and tactical gameplay
- Build alliances or declare war
- Advanced A.I. to allow replayability

# Computer Game Guides

**Robert E. Horn**



## Computer Game Guides:

**The Video Games Guide** Matt Fox,2013-01-17 The Video Games Guide is the world s most comprehensive reference book on computer and video games Presented in an A to Z format this greatly expanded new edition spans fifty years of game design from the very earliest 1962 s Spacewar through the present day releases on the PlayStation 3 Xbox 360 Wii and PC Each game entry includes the year of release the hardware it was released on the name of the developer publisher a one to five star quality rating and a descriptive review which offers fascinating nuggets of trivia historical notes cross referencing with other titles information on each game s sequels and of course the author s views and insights into the game In addition to the main entries and reviews a full color gallery provides a visual timeline of gaming through the decades and several appendices help to place nearly 3 000 games in context Appendices include a chronology of gaming software and hardware a list of game designers showing their main titles results of annual video game awards notes on sourcing video games and a glossary of gaming terms

**The Video Games Guide** Matt Fox,2012-12-01 The Video Games Guide is the world s most comprehensive reference book on computer and video games Presented in an A to Z format this greatly expanded new edition spans fifty years of game design from the very earliest 1962 s Spacewar through the present day releases on the PlayStation 3 Xbox 360 Wii and PC Each game entry includes the year of release the hardware it was released on the name of the developer publisher a one to five star quality rating and a descriptive review which offers fascinating nuggets of trivia historical notes cross referencing with other titles information on each game s sequels and of course the author s views and insights into the game In addition to the main entries and reviews a full color gallery provides a visual timeline of gaming through the decades and several appendices help to place nearly 3 000 games in context Appendices include a chronology of gaming software and hardware a list of game designers showing their main titles results of annual video game awards notes on sourcing video games and a glossary of gaming terms

ColecoVision Games Guide Oscar Toledo Gutierrez,2019-07-06 The ColecoVision Games Guide brings you reviews screenshots and trivia of every game made during the ColecoVision s commercial availability For newcomers it will be a great guide to the available games and for fans it will be excellent to discover a few hidden jewels This is the soft cover edition in Black White

Nintendo 64 Games Guide Ronald Wartow,Christine Cain,J. Rich,BradyGames,1997-04 Updated from the first volume this collection covers secrets statistics and strategies for a series of Nintendo titles including Tukok Dinosaur Hunter Mario Kart 64 Blast Corps Starfox 64 Body Harvest and Mission Impossible

**X III - The Official Game Guide** Thom Denick,BradyGames (Firm),2006 Can three mutant heroes stand up against the might of Hydra and The Brotherhood This guide reveals the answers BradyGames X Men 3 The OfficialGame Guide includes the following Master All 28 Missions Proven tactics and tips to successfully guide you through every mission Full of boss strategies enemy breakdowns and every hidden Sentinel Tech piece in the game Area Maps Safely navigate through enemy invested streets Discover the location of every important item in the area including the

bonus items Unlockables Bonus Costumes Open all three Danger Rooms and learn how to unlock bonus costumes for all three main characters Every Mutant Ability Adrenaline Attack Unleash the fury of Wolverine Nightcrawler and Iceman s abilities Platform PlayStation 2 Microsoft Xbox Xbox 360 Nintendo GameCube and PC CD ROM Genre Action Adventure This product is available for sale worldwide *Models' Game Guides: Acorn Electron* David Edwards,2019-06-14 The Acorn Electron was and is an amazing British games computer boasting thousands of games In this guide David Edwards selects one hundred of them at random and describes the game itself how to play it and whether it still commands the attention of a modern gamer The Models Games Guides are a selection of books that aim to quickly familiarise the reader with the machines featured through the universal language of gaming Far more than just a collection of reviews they feature high quality screenshots original cover art illustrations and are complemented by photographs of the machines themselves in the capable hands of our professional models Part art book part nostalgica trip and all historical snapshot these books will equip the game collector with an appreciation of the price he can expect to pay for the featured games Whilst for the gamer who prefers emulating the machines rather than buying them these books also point the way to where they can be played again with the minimum of fuss **Totally Unauthorized PlayStation Games Guide** Ronald Wartow,Brady Games,BradyGames,1996-06 The second wave of best selling games such as Twisted Metal Street Fighter Alpha and Mortal Kombat II are examined in this guide The book will arm players with what they need to conquer all of the latest and greatest games for the Sony PlayStation There is no overlap of game coverage with the first volume of this guide **The Software Encyclopedia** ,1988 **Computer Gaming World** ,2002 *PlayStation Ultimate Strategy Guide* Dean Cavanaugh,Tyler Christian,Mark Cohen,1999 With PlayStation dropping to 99 this season this system will be in more homes than ever Learn about the most popular games complete with walkthroughs tips moves and much more for titles such as Ape Escape NHL 2000 Ridge Racer 4 South Park NBA Live 2000 and others **The Guide to Simulations/Games for Education and Training** Robert E. Horn,Anne Cleaves,1980-03 This is the fullest guide to available games and simulations for use in business and education There are over 1 400 separate entries about half of them new to this edition giving each game s name copyright manufacturer price age and number of players together with a full description Twenty four essays evaluate and contrast games for specific settings making this a consumer report for game users *A Parent's Guide to PlayStation Games* Mark H. Walker,2001 Featuring new reviews of the latest games this book explains everything a parent needs to know about America s most popular video game consoles the PlayStation 2 and the revamped PlayStation One This exhaustive guide offers parents different ways to cut through the hype with which games are marketed and clarifies the often confusing video game ratings system *Mech Warrior 2* Joe Grant Bell,1995 First it was BattleTech Then it was MechWarrior Now MechWarrior 2 the ultimate Mech game has escaped from the tabletop dimensions of its forebears into cyberspace MechWarrior 2 The Official Strategy Guide is the key to victory **A Guide to Computer Use in Leisure Services** Victor

S. Cheng, Ontario. Ministry of Tourism and Recreation, Ontario Recreation Society, 1985      Windows 95 Game Developer's Guide Using the Game SDK Michael Morrison, Randy Weems, 1996 Written by professional Windows game developers this book offers comprehensive coverage of how to create distributable Windows 95 games It explains all of the components of Microsoft's Windows 95 Game SDK extensively The CD includes all the source code from the book as well as sample applications and demo software from the leading game development tools manufacturing companies      **Readers' Guide to Periodical Literature** Bertha Tannehill, Anna Lorraine Guthrie, Neltje Marie Tannehill Shimer, 1904 An author subject index to selected general interest periodicals of reference value in libraries      *F & S Index United States Annual* ,1995  
**Predicasts F & S Index United States** ,1996 A comprehensive index to company and industry information in business journals      **Publishers Weekly** ,1990      **Guide to Special Issues and Indexes of Periodicals** Miriam Uhlan, Doris B. Katz, 1994 Cited in BCL3 Sheehy and Walford The fourth edition of the Guide details 1 748 US and Canadian business trade technical professional association and consumer publications which publish recurring special issues An annotation for each Special Issue is given when the title is not sufficiently descriptive Other information includes advertiser index editorial index publisher subscription and online information The coverage of regional publications has been significantly expanded Member price 45 Annotation copyright by Book News Inc Portland OR

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