# ACTION ADVENTURER

## Everything You Are Dying To Know About Action Adventure Games

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# Foreword

The genres of video games had categorized the game on its own mechanics including other details. Among these video game genres or categories, there are 2 well known genres that are most discussed. These are the Role Playing games and Action/Adventure games. They were around for a long period of time. Each of them has been working on game and plot mechanics, along with one's respective strength.

But this time, people are becoming more indulged with adventure games. There are various aspects surrounding this subject and it is time to have a clear understanding about the reason behind other persons' great fascination and involvement in this genre. Get all the info you need here.



## *Action Adventurer*

Everything You Are Dying to Know About Adventure Games

# Chapter 1:

## Adventure Game Basics

# *Synopsis*

The genres of video games had categorized the game on its own mechanics including other details. Among these video game genres or categories, there are 2 well known genres that are most discussed. These are the Role Playing games and Action/Adventure games.

They were around for a long period of time. Each of them has been working on game and plot mechanics, along with one's respective strength.

But this time, people are becoming more indulged with adventure games. There are various aspects surrounding this subject and it is time to have a clear understanding about the reason behind other persons' great fascination and involvement in this genre.

# Adventure Game Genre

The video game category action/adventure is more about game plays compared to what it does on a story. Though, its plot elements should not be undermined. Other developers crafted an in depth story but retained the action/adventure game elements.

The play's main element exists in adventure games. This is because people grasp each moment they make. It makes even more entertaining since the player gets immersed in the world of video gaming while he plays.

Many games within this genre allowed higher interactivity with their plot and characters. For this reason, this category expanded in mechanics. Players can come up with classical adventure elements and get engaged in combat through a button. Various games under this category got well-developed plots making the game experience more exciting.  Through the combination of plot elements and interactivity, the gaming experience gets more than a button mashing.

## What is an Action-Adventure Game?

Action-adventure games are also called as "arcade adventure games". These are the video game designed with combined adventure game genre elements with several elements of action games. This is considered as the most diverse and broadest gaming genre. It may involve a lot of games that can be categorized under some more specific genres.

Action-adventure has been the hybrid genre. Thus, its definition is too exclusive making it the broadest video game genre. Most of the time, pure

adventure video games are situational problems that player need to solve, using no or little action only.

## Adventure Game Category Salient Features

Action/Adventure games have distinct elements and features that set it apart from other video game categories. However, there are some misconceptions about it. People usually take it literally by thinking that it is all about combat, action and endeavors. The truth is that adventure games involve series of puzzle-solving associated with calm and reclined approach. Find out its features to figure out what it is really all about.

- Setting, Themes and Story

  This video game genre emphasizes a single player experience that is widely story-driven. It is commonly set in the immerse environment, which is usually a world of fantasy. It aims to optimize the settings from one chapter to another for more interest and more novelty experience. Thus, its character development is following literary emotional and personal growth conventions than abilities or powers affecting gameplay.

- Puzzle-solving

  Adventure/action games are comprised of different puzzles like decoding messages, exploring or finding new locations, using and finding items, and opening many locked doors. Puzzle solving unlocks access into new game world areas while it reveals the game story even more.

- Conversation and Dialogue

  These adventure games got strong storylines that are incorporated with essential dialogue. At times, they make use of narration or recorded dialog from some voice actors.

  Players can engage any non-player character through selecting the pre-written dialog line from the menu. This triggers the response coming from a game character. Such conversations will be designed as the tree structure, in which players decide between every dialog branch to pursue.

- Success, Failure and Goal

  The main adventure game goal is to complete the assigned puzzle or quest. Higher score means the player will be given secondary goal. And of course, this is a sign of progress. The main adventure game failure condition which is inherited from the action-oriented games is a player death.

  With no clearly distinguished enemies from some genres, such inclusion in the games remains controversial. Most developers today are already taking extra steps or avoiding it in foreshadowing death.

# Chapter 2:

## Problem Solving

# *Synopsis*

These adventure games put a great emphasis on problem-solving and puzzle-solving, with character interaction and plot secondary are called as "Myst-clones", which are after a surrealistic adventure fantasy that had started this genre.

Most of the time, players are being casted as the fantasy world or now-deserted alien explore who should learn using ancient civilization language and bizarre machines to continue in this game.

# Variety of Problem Solving Adventure Game Experiences

There are specific types of problem-solving adventure games that will provide distinct experiences and learning. They have been developed to make players enhance their resolving problem skills. Some incredible problem solving game experiences include:

1. Graphical adventure games that are composed of game series.

2. An independent series wherein the players have been virtually abandoned in an underground facility. In order to escape, they need to learn about the function of the mysterious machinery within the facility.

3. An adventure company wherein there are two characters that should navigate the abandoned alien place with various strange machines. They are going to resolve same puzzle together. However, most puzzles need piecing together alien language fragments to understand the instructions of fragments on how to run different machines in this game.

4. An adventure game where a player serves the castaway on a certain deserted island. Such kind of game has been loosely touched by "The Mysterious Island" novel.

Various claims regarding computer-based action adventure games have been productive environments in terms of general problem-solving ability development. These have been tested to the interactions of forty students with novel computer-based adventure games.

There were forty students who were tested in a particular study with their interactions with the computer-based adventure games. There were 2 sets of aspects that were thought to affect the problem-solving performance. These are the general problem solving strategies and domain-specific knowledge (schema).

Measures of the general strategy and domain-specific knowledge used have been applied and developed in this study. General strategies have been discovered to obtain essential influences on the performance for problem-solving. However, schema has been negatively connected to performance. Such findings' implications for future research design and classroom practice was further discussed.

# Chapter 3:

**Your Items – Gathering and Using**

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# *Synopsis*

Most adventure games are using inventory management screens as a unique gameplay mode. The players can pick up only a few objects within the game. Thus, a player is aware that only the most important objects should get picked.

# Your Items

Since it is really challenging for the player to figure out if he missed a very important item, he would typically scour each scene for objects. A game that makes use of point-and-click device, player may be engaged in the systematic search called as the "pixel hunt". Most games will get rid of this through highlighting an item and through snapping the cursor of the players to an object.

Most puzzles in these adventure games cover gathering and using items coming from the inventory. A player needs to integrate lateral thinking strategies in which they can include real-world extrinsic ideas regarding items in any unexpected way. They might have to carry objects in the inventory for longer duration just before proving useful. For this reason, it is usual for these adventure games to challenge the memory of the players. Here, the assessment can be survived through recalling the information from the previous part of the game. Players will seldom encounter time pressure when it comes to solving the puzzle. It is because they are more focused on the ability of the player to reason than to quick-think.

With these kinds of adventure game, players can experience searching for treasures and encounter randomly-generated challengers all throughout the way. Visuals have been perfect for such game style.

# Chapter 4:

**Puzzle Adventures**

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# *Synopsis*

Adventure games are less known as puzzle adventures as well. Although many people are not aware of their main feature, they are going to know everything about them once they tried one or a few types of this game. They will get amaze that puzzle adventure games can be so exciting when these have been mixed up with arcade actions.

# Definition

Puzzle adventures refer to the type of adventure games that indicate strong emphasis when it comes to logic puzzles, than traditional inventory puzzles. They usually emphasize on puzzle challenges that are self contained to resemble the logic puzzle games or toys of the children.

The game plot could be obscure while it might be conveyed by puzzle interaction. Most puzzle adventures have been played from the 1st person perspective along with a player that moves between pre-rendered 3D images. At times, these are mixed up with short videos or animations.

## A Review on Puzzle Adventures

A puzzle adventure is considered as a misnomer since the game got no adventure elements or real story to speak of. It comes with a menu that has been designed to suggest or push exploration. However, every location turns out to be a jigsaw puzzle that should be resolved.

Anything that Puzzle Adventures does is done very well. You will find many different puzzles you can play through. On the other hand, developers are offering certain surprisingly interesting mechanics. This mechanics spruce up the antiquated game plays experiences.

## Game Bonus Options

When the players play through the jigsaw puzzle, pieces are going to flash along with bonus options. Once you matched a flashing piece with the

corresponding partner just before it stops flashing, you are going to gain the key. This key can be used in unlocking the latter puzzles of the game.

In addition, other pieces flash green which implies that they were infected. In this portion, you should match the piece of puzzle right on time to prevent this from turning white and black. Thus, it gets harder to find the successful match for every piece.

To control the existing puzzle pieces, you can simply click and drag pieces together. When the piece turned into the wrong path, you only have to tap the piece's center until it followed the directed you want it to go.

In its early development, Puzzle Adventures ramped up its difficulty, however, players can buy power-ups to make puzzle solving easier. The common favorite is the power-up allowing all tiles rotate in the proper direction. You can choose among fifteen distinct power ups. This game will let you choose 5 with you in every puzzle. These power ups have been a perfect addition to make a completely fresh feel when solving jigsaw puzzles.

It comes with a timer that constantly ticks away. This makes Puzzle Adventures feels like the best arcade experience compared to other sorts of pastime.

This game comes with a good look. Its visuals have been very playful and well polished while the sound effects and music creates a complete backdrop without getting overbearing or sedate.

## Pros and Cons

Pros: Puzzle Adventures has been the incredible offering for arcade gamers and jigsaw puzzle gamers. Aside from that, it is comprised of exciting and clever game play ideas managing to totally spruce up a dusty pastime. It comes with ample content and excellent presentation.

Cons: When you run out of gold, your ability to buy power ups will be lost. It does not also have a full screen option to make the game experience more visual and more exciting.

Generally, Puzzle Adventures are just one of the most loved types of adventure games. In fact, there are already several puzzle adventure games played by many people since they were introduced to the public.

# Chapter 5:

## Role Playing

# *Synopsis*

Adventure games are always a board-based role playing games. Every player got the character in which he can slowly improve all throughout the play. Role playing games or RPGs are typically confused with several games. There are various game pointers and styles to steer and try. They are present among each of these games.

As stated by One True Way, role-playing games have been played by several people who will sit around the table with a lot of dice, imagination, paper and munchies. Say, there are three to six players with a game master. Game master is responsible for controlling the game, telling the tale and fleshing out its world through request.

Players are going to try steering their characters to the world and tale. Brilliance and success will come from players' involvement in the unconstrained and seemingly real world as well as well-developed story line.

This game usually lasts from three or more hours and split in various sessions.

# Understanding Role-Playing Game Further

Role playing games are the games that require three important elements. The first element is the statistical character setup describing a particular aspect/skill of the character. The second element is the method of strengthening and increasing these statistics through level/experience system. The third one is the menu-driven combat system which makes use of aspects or skills of characters.

Other people are also giving RPGs with distinct definition. Most of the time, they tend to get confused in classifying a particular action/adventure game whether it is a role playing game or the other types of games. By simply identifying the presence of each element, it will be easier for the player to figure out the type of the game they play through.

## Developing Great RPG Adventures

To make a great adventure, one should consider numerous components. Knowing your players will guide you in completing the RPG adventure you wish to design. Identify the type of stories and games that your target audience like. Keep in mind that your idea is usually second priority in designing your game adventure. Many game developers design their games which have been inspired by movies, game settings and books. It is a good idea and it can create an incredible flow of story. However, they may not be the main ingredient in making the best adventure.

By simply identifying the components needed for your game, you will be enlightened about their importance in developing your game.

The Hook

The Hook is considered as the most significant adventure aspect. There are times when you will get a bad plot and implausible characters. However, when you have this component, you can proceed smoothly with the game.

Keep in mind that role playing games have been totally distinct among other media. The hook applied in RP adventures might have not associated with adventure itself.

This component could be the new system or new setting. But it does not necessarily mean that you need to rely on the Hook. Players are jaded immediately and you need to have other Hooks just to get going.

A Hook should not always be available in the game's first moments. Simply make it enough in your game.

Player Chaos (Creative Freedom)

In this component, players require freedom in the adventure. Even though most part of the adventure has been plotted out or static, give the players a room to do what they want. If they cannot, they might get bored or frustrated which eventually leads to destructive behavior.

The good design for adventure game should allow the players come up with a goal or direction. When there is an absence of freedom, there is no point in terms of tabletop roleplaying. Most players have been imaginative and clever. Thus, allow them to utilize it to enjoy your adventure game more. Provide a concrete goal and make them think. Never depend on any path of action or expected results. You can incorporate the Hook in it.

Ironically, a role playing adventure game can be more realistic and more consistent when you provided the players accurate Creative Freedom without putting expectation on the things they are going to work on.

Part Deux

This is more on structuring the adventure and you can do it naturally. There are various methods to structure your story. It is up to you on how you are going to divide your story into parts to make it more exciting and more interesting. After getting your Hook and giving your players with Creative Freedom, Part Deux will start. In this part, your make sudden changes, more different or bigger threats, unexpected or external event happenings and pace increases.

Part Deux can be compared to the twist in a story. However, this should not be your plot twist. In the first place, you might not fully understand what it means. But basically, this serves as the new element introduction. This can be a bad guy, consequence, plot, etc.

Part Deux has been different from the Hook. It is part wherein you may utilize your unique ideas. However, you might end up using only a portion of that idea, most especially when you had given your players enough Creative Freedom.

Group Cohesion/Direction

When designing your PC (player chaos), it would be quite easy and you may have your own adventure designed to accommodate PCs or even vice versa. In this aspect, you have to consider the group of PCs purposes. Identify what really bind them together preventing them for heading off and

fracturing in various directions. These can be allies, sole survivors, family, friends, bound by plot link, trapped, etc. This actually based on the player himself if bonds could be created in-play or needed before play.

# Chapter 6:

**Text Adventure**

## *Synopsis*

Text adventure games have been developed by several companies that brought out their real essence. Today, there were lots of developers and players of text adventure games that continually explore and develop this type of cool game further.

There is a wide array of modern and classic games for text adventure. All you need is to discover and explore more for these immersive storytelling features. Text adventure games are sometimes called as "interactive fiction".

A text adventure game serves as the legacy from the time when power computing was small; when all monochrome graphics has been state-of-the-art; and when a terminal access had been common place. There players are using their imagination, dungeons, futuristic spaceships, old and abandoned cave descriptions.

# What is Text Adventure?

Text adventures are conveying the story of the game through text passages which revealed to players as a response to the typed instructions. Earlier text adventure games utilized simple verb-noun parsers in interpreting such instructions. It allowed the players to have an interaction with objects at basic levels. The modern text adventures can now interpret complex sentences.

## Creating Text Adventure Games

In the past years, writing an interesting text adventure game has been considered as an art. Today, this art in writing one has been lost as more advanced technology began to rise. Most players already became familiar wth VGA cartoony graphics that they thought anything less could be boring.

On the part of the would-be programmer during early 80s, their biggest challenge was writing this kind of game. Computer magazine operated 10 to 15 part articles when writing the best text adventure games, although programming had been fun during those days. Today, they can relive such days. They can write their own text adventured games in a very object-oriented way.

Creating text adventure games is not that easy. However, when you are able to figure out all the connections and logic set up, things will go easy. It would be an advantage if you got at least an experience in programming. There are specific tools available to help you when you find it quite challenging.

There were also various tutorials available to those who want to learn about this game. They have been very specific when it comes to the type of setting they wish to associate text adventure game.

In the present, players can even find a particular website that offers purely text adventure games. Most of them have been smart enough in understanding English language including abbreviations and sentences. By simply clicking on the given links and following the steps, players can get started with their fun and adventurous experiences.

# Chapter 7:

## Accomplishing Goals

# *Synopsis*

Every specific type of game has its own goal to be accomplished. The players may have the right on how they are going to bring success into their own adventure. But in general, adventure games got one main goal which every player might also realize.

Most adventure games have been using an inventory that is accessible along with gathered items that can be utilized within the scenario. At times, there are several objects that may be combined to make another useful item. The players can pick only some items within the game.

# Goals

In the world of action/adventure game, players will realize far more different type of goal to accomplish. This is totally different from the goal of "kill evil dudes" or "saving the princess'. However, these are actually the moment-to-moment and local goals that players are facing all throughout their game experience.

On the other hand, in non-interactive stories, characters behave in a particular way due to the reason that they work for narrative.

In some types of adventure game, they have more specific goal that should be accomplished. For instance, puzzles got distinct set up. The entire idea in this game is to consistently bring up the riddles for players to solve. After that, they can easily create the story out of what they got. What provides these players directions and goals is the requirement of currently unsolved and encountered puzzles.

Combat and puzzles have been regarded as the well-known ways to set p goals. Many platform games simply require the players to walk in a single path. These games do not have great story content but most experimental games got this feature.

The end goal of an adventure game is to be able to reach the end part of its story. Most games are using point systems as a reward. These rewards allow the players to play the game again and check whether they can earn greater points with the use of distinct game path.

The common failure among these adventure games is that players are no longer allowed to proceed in their story. However, the players' death in the

adventure game is not allowed. That is why it is being said that a player could not die in any adventure game.

# Chapter 8:

## Getting in the Player Mindset

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# *Synopsis*

On the part of the adventure game developer, the mindset of the players is highly essential. It is something that they should totally learn during the process of developing the game.

# The Mindset

Adventure games usually contain stories to walk the game play upon. The players can experience thrill every time the story unfolds on the actions. Generally, getting into the players' mindset depends on how the story goes. Keep in mind that players are imaginative and smart, and they would even use the perfect strategy available just to go far beyond the game level.

There are puzzles that are easy and run on general logic, but others can be obscure. In this game, players' mindset is focused on using and finding more items along their way to explore new locations and unlock some hidden puzzle pieces.

But in some aspects, a player may have a unique mindset once they start playing their game. The game developer could be successful in getting into the mindset of the player when he was able to take him into right direction of playing the game.

# Chapter 9:

## The Best Action/Adventure Games

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# *Synopsis*

Action adventure games usually do not have non-stop "shoot them up" actions but they are comprised of in-depth game play and storylines. These also include mixture of problem solving, adventure and combat.

Since they mixed different elements, this video genre has been perceived as the broadest and most diverse genre in the game world.

As these action/adventure games have been developed, there are already many different kinds of game that emerged popularly across the globe. Learn some of them and try one to feel the same thrill experienced by the previous players.

# The Games

1.  God of War

    God of War is an action/adventure game that is considered as a masterpiece. It compelling storyline made it the best action/adventure game. When you tried playing it on PlayStation 2, you are going to realize that environments and characters have been revealed in detailed manner.

2.  Batman: Arkham Asylum

    As its name suggests, this game has been in a popular prison for those criminally insane in the world of DC Comic. A player will take the part of Batman as he tried escaping this prison.

3.  Devil May Cry

    Once this amusing action game play has been invented, no other action/adventure could be more impressive than this. It is packed with a great storyline with an incredible combat system. Its plot in this event is not different; however, boss battles included in this game have been exciting and memorable.

4.  Devil May Cry 3

    It is considered as a very famous action adventure game. It is because it has been composed of various action games that were combined to make a unique gaming experience. Its story has been well inscribed and the game explained different things regarding the previous life of Dante as well as his brothers.

5. Prince of Persia

   The latest Prince of Persia version picked up the series along with new Prince who encountered Ahriman, the evil god of darkness while on his way home. The players will assume the part of this prince as he is trying to get rid of Ahriman's world. The characters have been totally new in this new version, this game play has been almost the same with other recent titles.

6. Trine

   Trine ref3rs to the action/adventure side scrolling game wherein players can control 1 of 3 characters while they complete various levels. These three characters are the thief, the wizard, and the knight. Here, players may switch from one character to another while playing the game. It is also featuring the multiplayer cooperative mode.

7. Prototype

   In this adventure game, there was a mysterious horrific virus outbreak in New York City, specifically in Manhattan. The place was in chaos and military officers were called in to restoring order. However, the virus turned people to savage mutants just before the eyes.

8. Resident Evil 5

   The series of Resident Evil returned in Resident Evil 5. The players will take on the characters of either Sheva Alomar or Chris Redfield as they are traveling to Africa in order to arrest a particular arms dealer.

Things did not go as was planned so players will encounter another Resident Evil foe which is called as the Majini.

9. Assassin's Creed

   In this action/adventure game, the players will take on the character of a man in the 21st century who was kidnapped and has been reliving his ancestors' memories. This is the 3rd person stealth action adventure game.

10. Grand Auto IV

    This has been the 6th title in a game series Grand Theft Auto. Here, the players will play on the character of Nikolai "Niko" Bellic, who arrived at Liberty City in order to get started with his new life. After his arrival, Niko had himself fended and return to the criminal life.

These are only some of the action/adventure games that caught the attention and interest of many online gamers. There are still more types of adventure games that have distinct feature and storyline. The choice of the players for these games depends on their personal preferences and expectations towards each. The internet is a broad source for more available games that cater to the needs and expectations of the people, most especially the gamers.

Today, these kinds of games are being developed and polished to have more benefits and special features for the players. In fact, many of them have been installed in various technological devices to access them easier, faster and more convenient. People can simply find the best adventure game for them to experience a unique game adventure in their life.

# Chapter 10:

## Learning to Separate These Games from Reality

In the present days, playing video games gets more popular each day. The existence of game consoles and handheld game consoles made playing one more exciting since they can play with these anytime, anywhere. Each year, there are several game devices that will give an incredible access into the players' favorite adventure games.

But in some circumstances, these action adventure games have been misinterpreted and misused. As the player continually plays and experiences a feeling of belonging in the game, the tendency is that he forgets about limitations.

In the past years, there were already incidents that players acted like the characters they play on the adventure game. They were carried away by their incredible experience in that game and they simply express it even in their real and physical world.

Learning how to separate reality from these genres of video games may be quite challenging in a sense that the players themselves have to control their minds and actions. What they had seen or experience from the games they played through should be left in the game. After that, they need to go back and focus on the real world where they live. In this way, they will remain in control of their mind and actions.

On the other hand, these players are usually guided by the concerned people around them. If they are at home, players need to know when the right time for them to play through. Keep in mind that there are more important things to prioritize before focusing on these video games. In this way, they can play without obstacles or interruptions all throughout the game. Adventure games have been developed as a sort of entertainment and enhancement of some skills that users may use. When they are used accordingly, this video game genre will be useful and beneficial as it has been designed.