

Video Game History: Obscure Facts and Milestones

Video Game History · Answer Key · 18 Questions

1. What was the first commercially successful video game to feature a persistent, player-modifiable world?

- A) Ultima IV: Quest of the Avatar
- B) Elite**
- C) The Legend of Zelda
- D) Dungeons of Daggorath

2. Which early home computer system was the first to feature color graphics and a joystick port as standard, significantly impacting the early home computer gaming scene?

- A) Apple II**
- B) Commodore PET
- C) Atari 400
- D) TRS-80

3. The concept of the 'power-up' in video games is often attributed to the item collection mechanic in which early arcade title?

- A) Space Invaders
- B) Pac-Man**
- C) Donkey Kong
- D) Galaxian

4. Which pioneering arcade game, released in 1975, is credited with popularizing the idea of a 'boss battle' at the end of a level or stage?

- A) Tank**
- B) Gun Fight
- C) Blockade
- D) Breakout

5. What was the name of the first officially licensed Atari 2600 game developed by an external, third-party company, marking a significant shift in console game development?

- A) Adventure**
- B) Combat
- C) Star Raiders
- D) Pac-Man

6. The 'Easter egg' in video games, a hidden message or feature, is widely believed to have originated in which Atari 2600 game?

- A) Yars' Revenge
- B) Raiders of the Lost Ark
- C) Adventure**
- D) Pitfall!

7. Which Japanese company was the first to release a console with CD-ROM technology as standard, predating the Sony PlayStation and Sega Saturn?

- A) Nintendo
- B) NEC**
- C) Sharp
- D) Panasonic

8. The first game to implement a save system that allowed players to resume progress from multiple points was:

- A) Metroid
- B) The Legend of Zelda
- C) Dragon Quest**
- D) Final Fantasy

9. What was the working title for the Super Nintendo Entertainment System during its development?

- A) Super Famicom
- B) Project Reality
- C) Super System
- D) Nintendo Entertainment System 2**

10. Which early PC game, released in 1986, is considered one of the earliest examples of a real-time strategy (RTS) game, featuring base building and unit control?

- A) Dune II
- B) Herzog Zwei**
- C) M.U.L.E.
- D) Warlords

11. The first handheld console to feature interchangeable cartridges, allowing for a wider variety of games, was the:

- A) Game & Watch
- B) Game Boy
- C) Microvision**
- D) Coleco Electronic Quarterback

12. What was the name of the graphical user interface (GUI) that preceded Windows on IBM PC compatibles and was heavily used for early PC gaming?

A) GEM

B) Xerox PARC GUI

C) Mac OS

D) OS/2

13. Which company developed the first widely successful 3D graphics accelerator card for personal computers, revolutionizing PC gaming visuals?

A) ATI

B) 3dfx Interactive

C) NVIDIA

D) Matrox

14. The groundbreaking physics engine in the game 'Grand Theft Auto III' was largely influenced by an earlier, less well-known game called:

A) Driver

B) Baldur's Gate

C) Deus Ex

D) Lemmings

15. What was the name of the first commercial video game to feature a fully voice-acted protagonist and a dynamic branching narrative?

A) Wing Commander III: Heart of the Tiger

B) Phantasmagoria

C) Myst

D) Gabriel Knight 2: The Beast Within

16. The concept of online multiplayer gaming on consoles was significantly advanced by the release of which add-on for the Sega Dreamcast?

A) Network Adapter

B) Broadband Adapter

C) Modem Adapter

D) Link Cable

17. Which arcade game, released in 1980, is often cited as the first to feature a dedicated scrolling background, a significant graphical innovation at the time?

A) Defender

B) Scramble

C) Tempest

D) Asteroids

18. The 'Konami Code' (Up, Up, Down, Down, Left, Right, Left, Right, B, A) famously first appeared in which game?

A) Gradius

B) Contra

C) Castlevania

D) Metal Gear