

Video Game History: Obscure Facts and Milestones

Video Game History · Practice Test · 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