

Video Game History Mastery

Video Game History · Practice Test · 25 Questions

1. Which 1972 arcade game, developed by Atari, is widely cited as the first commercially successful video game?

- A) Pong
- B) Computer Space
- C) Space Invaders
- D) Asteroids

2. What was the first home console to utilize interchangeable ROM cartridges, launched in 1976 as the Video Computer System?

- A) Magnavox Odyssey
- B) Fairchild Channel F
- C) Atari 2600
- D) Intellivision

3. Which game is credited with ending the 'video game crash of 1983' in North America following its widespread success on the NES?

- A) Super Mario Bros.
- B) The Legend of Zelda
- C) Donkey Kong
- D) Pac-Man

4. Before creating Mario, Shigeru Miyamoto designed which 1981 arcade hit that introduced the character 'Jumpman'?

- A) Popeye
- B) Donkey Kong
- C) Galaga
- D) Dig Dug

5. Which company released the Game Boy in 1989, featuring a battery-efficient monochromatic display?

- A) Sega
- B) Atari
- C) Nintendo
- D) NEC

6. In 1994, Sony entered the console market with the release of the PlayStation, which primarily used what storage format?

- A) Magnetic Tape
- B) Floppy Disk
- C) CD-ROM
- D) LaserDisc

7. Which 1993 game is widely regarded as the title that popularized the First-Person Shooter (FPS) genre on PC?

- A) Wolfenstein 3D
- B) Doom
- C) Quake
- D) Duke Nukem 3D

8. What was the first console to feature built-in online connectivity for multiplayer gaming, released in 1999?

- A) Nintendo 64
- B) PlayStation 2
- C) Sega Dreamcast
- D) Xbox

9. Which iconic franchise was the first to feature a 3D open-world environment that utilized a Z-targeting system in 1998?

- A) Super Mario 64
- B) The Legend of Zelda: Ocarina of Time
- C) Tomb Raider
- D) Metal Gear Solid

10. The 'North American video game crash of 1983' was primarily triggered by the market flooding of low-quality titles for which console?

- A) Atari 2600
- B) ColecoVision
- C) Intellivision
- D) Atari 5200

11. Which company developed the influential 'Unreal Engine', which first debuted in the 1998 game 'Unreal'?

- A) id Software
- B) Epic Games
- C) Valve
- D) Crytek

12. What is the name of the first graphical adventure game, released in 1980 by Sierra On-Line?

- A) Zork
- B) Mystery House
- C) King's Quest
- D) Adventure

13. The term 'Nintendo Hard' refers to a specific difficulty level associated with which gaming era?

- A) 16-bit era
- B) 8-bit era
- C) PlayStation 2 era
- D) Modern era

14. Which console holds the record for the best-selling home video game console of all time, reaching over 155 million units sold?

- A) Nintendo Wii
- B) PlayStation 2
- C) Xbox 360
- D) PlayStation 4

15. Which classic 1980 arcade game introduced the concept of power-ups and cutscenes?

- A) Pac-Man
- B) Centipede
- C) Defender
- D) Galaxian

16. What was the first handheld console to feature a backlit color screen, released in 2003?

- A) Game Boy Advance SP
- B) Nintendo DS
- C) PlayStation Portable
- D) Game Gear

17. Which game developer is responsible for the creation of the 'Metroidvania' genre, blending exploration-based gameplay?

- A) Konami and Nintendo
- B) Capcom and Sega
- C) Square Enix
- D) Activision

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

- A) Contra
- B) Gadius
- C) Castlevania
- D) Life Force

19. Which 1997 game is often credited with proving that RPGs could achieve massive mainstream commercial success in the West?

- A) Final Fantasy VII
- B) Chrono Trigger
- C) Suikoden
- D) Lunar: Silver Star Story

20. Which console was the first to utilize a DVD drive for both games and movies, significantly impacting the industry in 2000?

- A) Xbox
- B) GameCube
- C) PlayStation 2
- D) Dreamcast

21. What was the first commercial home video game console, released in 1972 by Magnavox?

- A) Odyssey
- B) Atari PONG
- C) Telstar
- D) Home TV Game

22. Which 1991 game introduced the concept of high-speed platforming as a direct competitor to Super Mario?

- A) Sonic the Hedgehog
- B) Mega Man
- C) Rayman
- D) Crash Bandicoot

23. The Sega Saturn was famously difficult to program for due to its utilization of what specific hardware architecture?

- A) Single-core CPU
- B) Dual-CPU architecture
- C) RISC architecture
- D) VRAM-heavy design

24. Which game, released in 2004, is considered the primary catalyst for the widespread popularity of MMORPGs?

- A) EverQuest
- B) Ultima Online
- C) World of Warcraft
- D) Runescape

25. Before the Xbox, what was Microsoft's first major foray into the gaming industry, released for Windows in 1992?

- A) Age of Empires
- B) Microsoft Flight Simulator
- C) Solitaire
- D) Doom