Computer Games 2011/2012 Introduction

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Motivation

"Games are a prosthesis for imagination" (Will Wright)

Agenda

- Business of Games
- Age ratings
- Game Taxonomy

Gaming Business

AAA Games

- Considered as premium game projects
- Big budget, broad market, high quality
- Large teams, exhaustively tested, etc.

AAA Games - Examples

- Assassins Creed
  - Ubisoft, Ubisoft Montreal
  - Action adventure
  - http://assassinscreed.us.ubi.com
- Need for Speed: Hot Pursuit
  - EA, Criterion
  - Racing
  - http://hotpursuit.needforspeed.com/

Gaming Business

Indie Games

- Independent video games
- Created without (financial) support of publishers
- Typically relies on digital distribution

Indie Games - Examples

- ## World of Goo (2D Boy)
  - http://www.worldofgoo.com/
  - on site, Steam, Wii Ware, Mac Games Store, …
- ## Braid (Number None)
  - http://www.braid-game.com/
  - Xbox, Steam, …
- ## Flower (thatgamecompany)
  - http://thatgamecompany.com/games/flower/

Gaming Business Models

Gaming-Businessmodelle gestern, heute, morgen

		Kunden	Entwicklungskosten	Kosten Kundenerwerb	Umsatz	Trend
	Konsole	200 Mio.	10+ Mio $	Werbung	100 Mio. $	→
	Facebook	600 Mio.	100.000+ $	1,20 $	100+ Mio. $	↘
	Internet	1,6 Mrd.	100.000+ $	1,40 $	100+ Mio. $	↘
	Mobile	4,5 Mrd.	10.000+ $	< 0,1 $	10 Mio.+ $	↘

Quelle: eigene Darstellung nach Bigpoint Zahlen

src. GamesMarkt 04/11

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Gaming Business

Roles in the Games Development Process

- Game Studio
  - creates the game
- Publisher
  - production & QA
- Distributor
  - digital, on media

Game Studio - Examples

- Harmonix
- Naughty Dog
- Bungie
- EA Sports
- People Can Fly

Publisher - Examples

- Electronic Arts
- Capcom
- Konami
- MTV Games

Distributor - Example

- EA Distribution
- Valve
- Sony
- Microsoft
- GOG

Distribution Media

Digital distribution

- Typically means "online" distribution

Digital media based distribution

- Blue-Ray, DVD, UMD, cartridge, etc.

Hybrid methods

- DVD with online registration

- Codes, cards, etc.

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Distribution - Steam

- Created & maintained by Valve
- Supports indie games to AAA
- Includes community features
- Manages DRM (one online client)

Distribution – Xbox Marketplace

- Focus on indie, arcade and classic games
- Supports on demand downloads
- Based on virtual money (MS Points)
- Includes community features
- Manages DRM (one Xbox)

Distribution - PSN

- Focus on "smaller" games
  - indie, arcade, minis, PSP, etc.
- Supports on demand downloads
- Includes community features
- Manages DRM (one online, 3 installations)
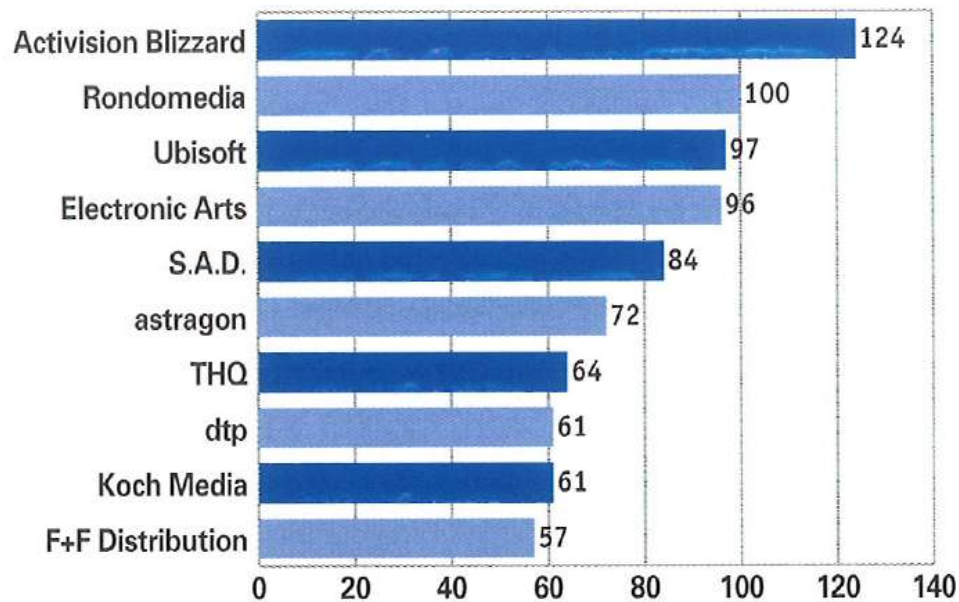
Distribution - GOG

- Provides "old" games
- Working digital copies
- DRM free
- No community features
  - besides rating, collaborative filtering & comments

Game Business: Numbers 2010 (DE)

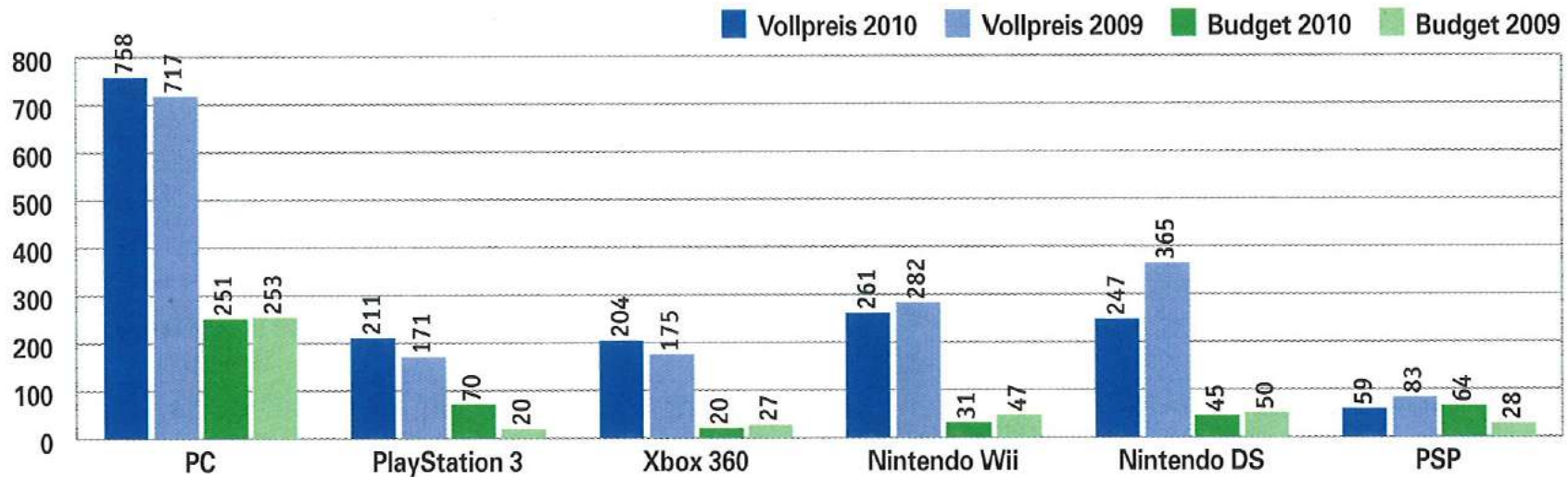## Die aktivsten Publisher (Vollpreistitel 2010)

Publisher	Value
Activision Blizzard	124
Rondomedia	100
Ubisoft	97
Electronic Arts	96
S.A.D.	84
astragon	72
THQ	64
dtp	61
Koch Media	61
F+F Distribution	57

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Game Business: Numbers 2010 (DE)

Vollpreis- und Budgetreleases im Vorjahresvergleich

Legend: Vollpreis 2010 · Vollpreis 2009 · Budget 2010 · Budget 2009

	PC	PlayStation 3	Xbox 360	Nintendo Wii	Nintendo DS	PSP
Vollpreis 2010	758	211	204	261	247	59
Vollpreis 2009	717	171	175	282	365	83
Budget 2010	251	70	20	31	45	64
Budget 2009	253	20	27	47	50	28

Game Business: Numbers 2010 (DE)

Nach USK-Freigaben

USK 0

USK 6

USK 12

USK 16

USK 18

214
200
392
273
1165
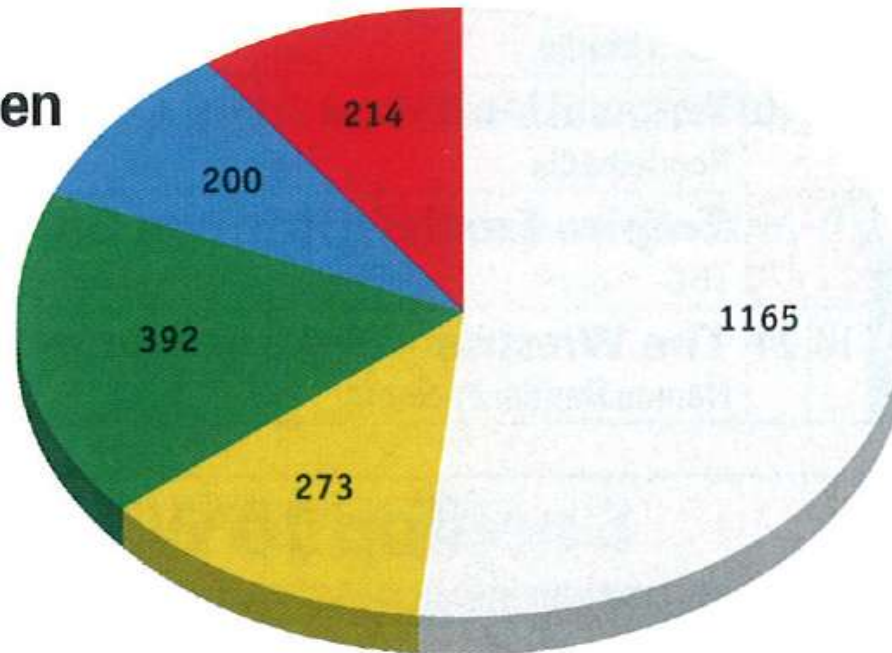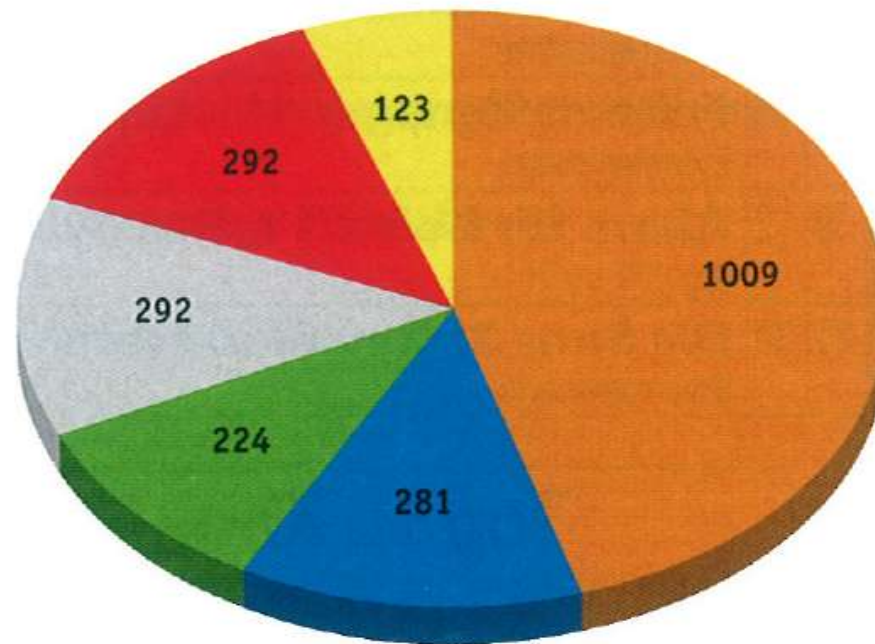
Game Business: Numbers 2010 (DE)

Nach Plattformen

- PC
- PlayStation 3
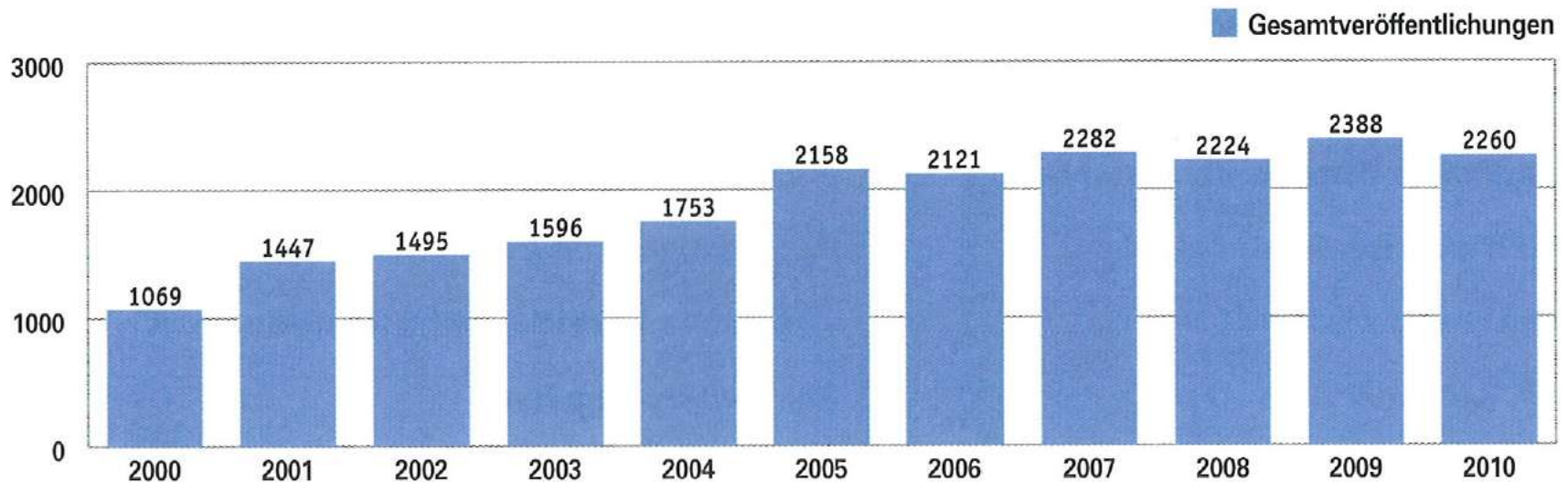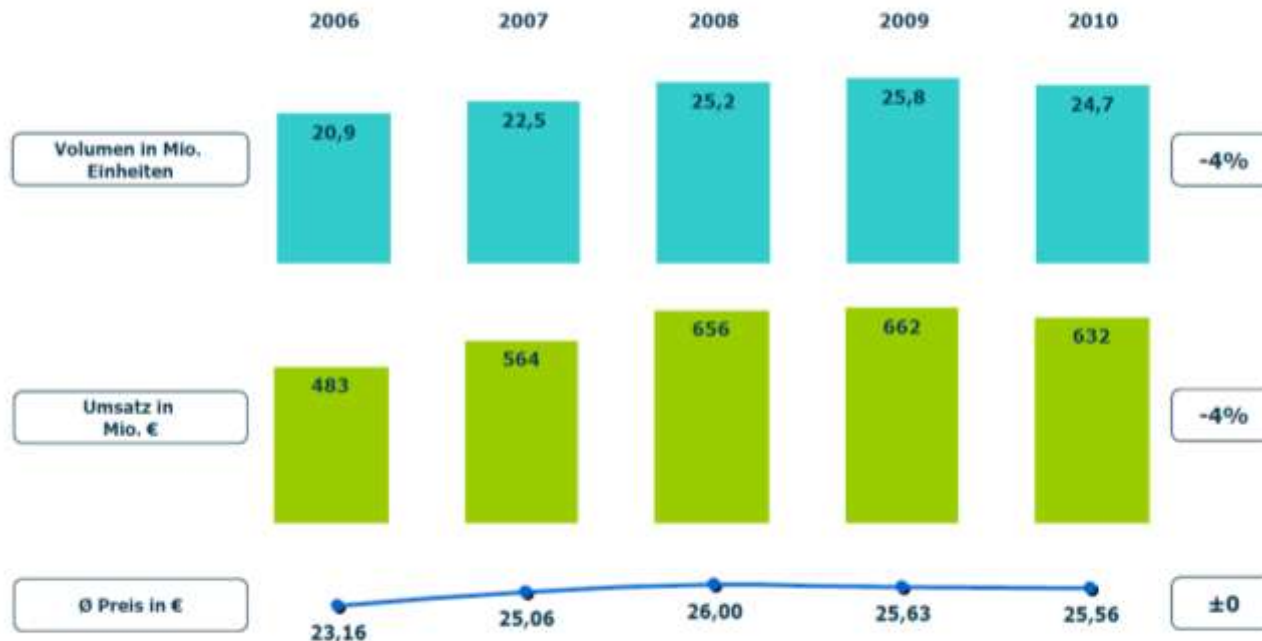- Xbox 360
- Nintendo Wii
- Nintendo DS
- PSP

PC: 1009
PlayStation 3: 281
Xbox 360: 224
Nintendo Wii: 292
Nintendo DS: 292
PSP: 123

Game Business: Numbers 2010 (DE)

Gesamtzahl Releases 2000–2010

Gesamtveröffentlichungen

Year	Releases
2000	1069
2001	1447
2002	1495
2003	1596
2004	1753
2005	2158
2006	2121
2007	2282
2008	2224
2009	2388
2010	2260

src. GamesMarkt 01/11

Game Business: Numbers 2010 (DE)

BIU Spielesoftware: Marktentwicklung

	2006	2007	2008	2009	2010	
Volumen in Mio. Einheiten	20,9	22,5	25,2	25,8	24,7	-4%
Umsatz in Mio. €	483	564	656	662	632	-4%
Ø Preis in €	23,16	25,06	26,00	25,63	25,56	±0

PC Games + Videogames + Download Games
Januar-Juni 2010

© 2010 BIU e.V. www.biu-online.de

Quelle: GfK Panel Services Deutschland

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Game Business: Numbers 2010 (DE)

BIU — Marktentwicklung nach Plattformen

		2009	2010	10 vs 09
GAMES TOTAL	Volumen in Mio. Einheiten	25,8	24,7	-4%
	Umsatz in Mio. €	662	632	-4%
	Ø Preis in €	25,63	25,56	0%
PC	Volumen in Mio. Einheiten	12,2	11,5	-6%
	Umsatz in Mio. €	202	197	-2%
	Ø Preis in €	16,60	17,20	4%
Konsole	Volumen in Mio. Einheiten	8,6	9,2	7%
	Umsatz in Mio. €	323	334	3%
	Ø Preis in €	37,66	36,39	-3%
Handheld	Volumen in Mio. Einheiten	5,1	4,1	-19%
	Umsatz in Mio. €	136	102	-25%
	Ø Preis in €	26,92	24,71	-8%

PC Games + Videogames + Download Games
Januar-Juni 2010

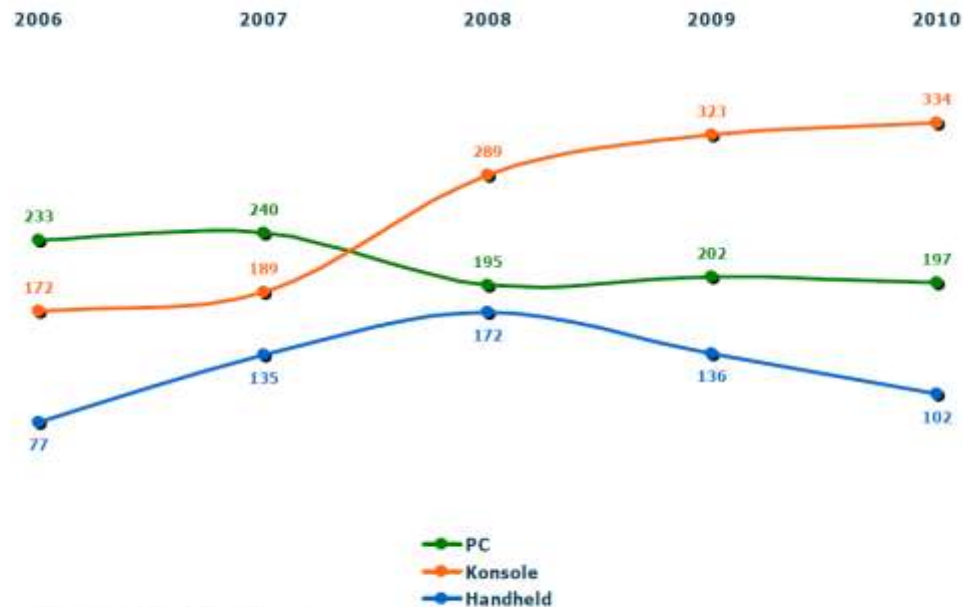© 2010 BIU e.V. www.biu-online.de

Quelle: GfK Panel Services Deutschland

Game Business: Numbers 2010 (DE)

BIU Marktentwicklung im Jahresvergleich

PC Games + Videogames + Download Games, in Mio €
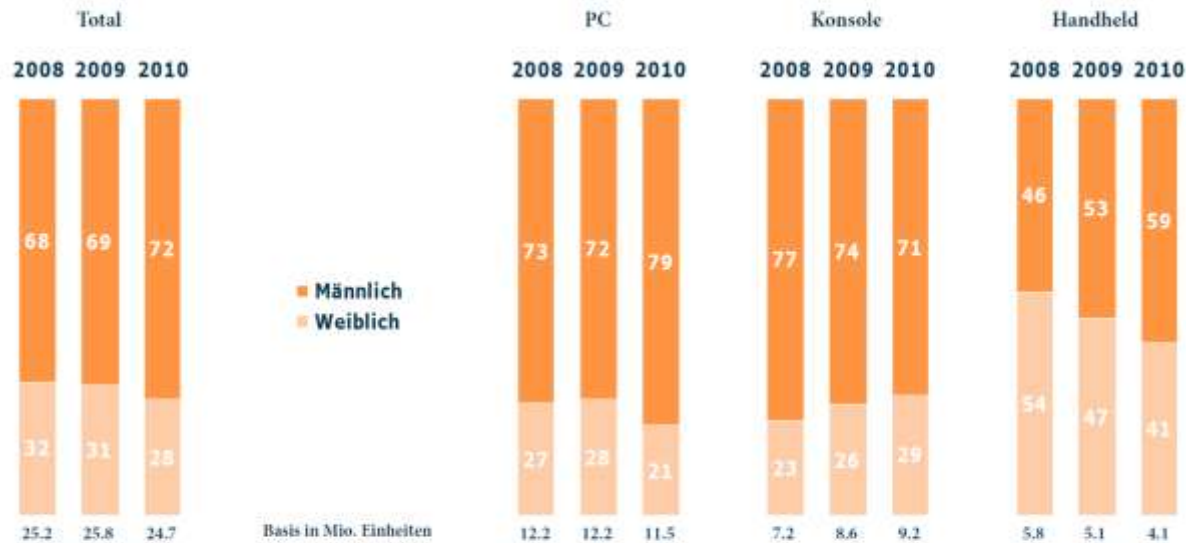Januar-Juni 2010

© 2010 BIU e.V. www.biu-online.de

Quelle: GfK Panel Services Deutschland

Game Business: Numbers 2010 (DE)

BIU — Anteil männlicher Spieler nimmt zu

Total

2008 2009 2010

68 69 72

Männlich
Weiblich

32 31 28

25.2 25.8 24.7

Basis in Mio. Einheiten

PC

2008 2009 2010

73 72 79

27 28 21

12.2 12.2 11.5

Konsole

2008 2009 2010

77 74 71

23 26 29

7.2 8.6 9.2

Handheld

2008 2009 2010

46 53 59

54 47 41

5.8 5.1 4.1

PC Games + Videogames + Download Games, Angaben in %
Januar bis Juni
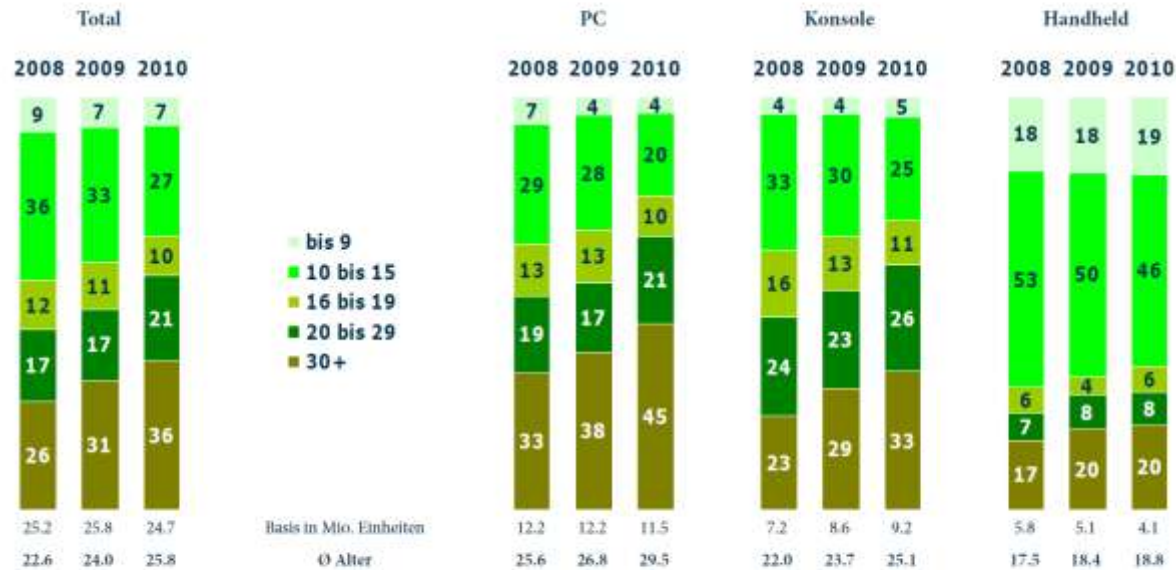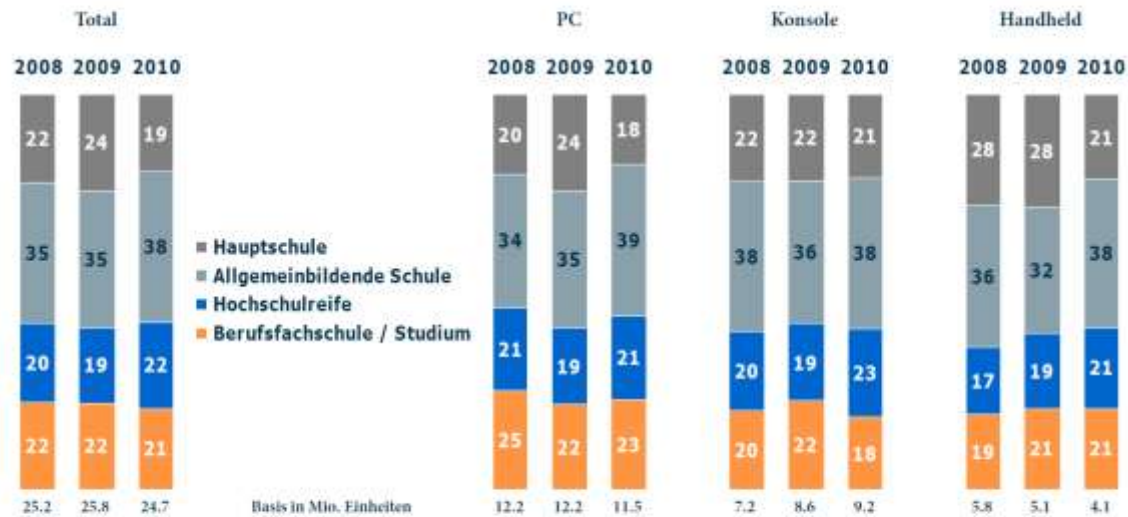
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Quelle: GfK Panel Services Deutschland

Game Business: Numbers 2010 (DE)

BIU🌐 Altersdurchschnitt steigt auf 25,8 Jahre

Total | PC | Konsole | Handheld

bis 9
10 bis 15
16 bis 19
20 bis 29
30+

Basis in Mio. Einheiten
Ø Alter

PC Games + Videogames + Download Games, Angaben in %
Januar bis Juni

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Quelle: GfK Panel Services Deutschland

Game Business: Numbers 2010 (DE)

BIU — Bildungsniveau bleibt konstant hoch

Total — 2008 2009 2010

	2008	2009	2010
Hauptschule	22	24	19
Allgemeinbildende Schule	35	35	38
Hochschulreife	20	19	22
Berufsfachschule / Studium	22	22	21
	25.2	25.8	24.7

PC — 2008 2009 2010

	2008	2009	2010
Hauptschule	20	24	18
Allgemeinbildende Schule	34	35	39
Hochschulreife	21	19	21
Berufsfachschule / Studium	25	22	23
	12.2	12.2	11.5

Konsole — 2008 2009 2010

	2008	2009	2010
Hauptschule	22	22	21
Allgemeinbildende Schule	38	36	38
Hochschulreife	20	19	23
Berufsfachschule / Studium	20	22	18
	7.2	8.6	9.2

Handheld — 2008 2009 2010

	2008	2009	2010
Hauptschule	28	28	21
Allgemeinbildende Schule	36	32	38
Hochschulreife	17	19	21
Berufsfachschule / Studium	19	21	21
	5.8	5.1	4.1

Basis in Mio. Einheiten

PC Games + Videogames + Download Games, Angaben in %
Januar bis Juni

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Quelle: GfK Panel Services Deutschland

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Game Business: U.S. & Canada

The Gamer

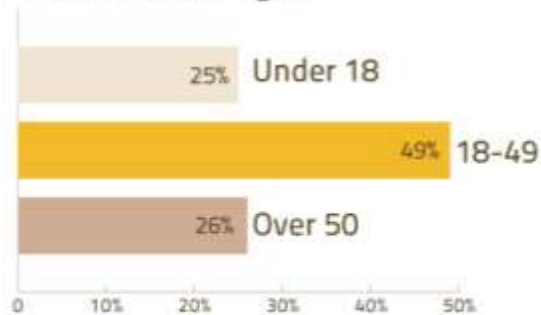**34YRS**
The average age of a gamer[1]

39YRS
The average age of most frequent game purchaser[2]

12YRS
Average number of years adult gamers have been playing computer/video games[3]

2010 Gamer Ages[4]

Age	Percentage
Under 18	25%
18-49	49%
Over 50	26%

67% of US households[5] play video games

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Game Business:
U.S. & Canada

The 2010 average gamer spends 8 hours a week playing video games[4]

168 Hours/Week

2010 Primary Console **Female** Players[5]

11%	XBOX360
80%	Wii
9%	PS3

0 10% 20% 30% 40% 50% 60% 70% 80%
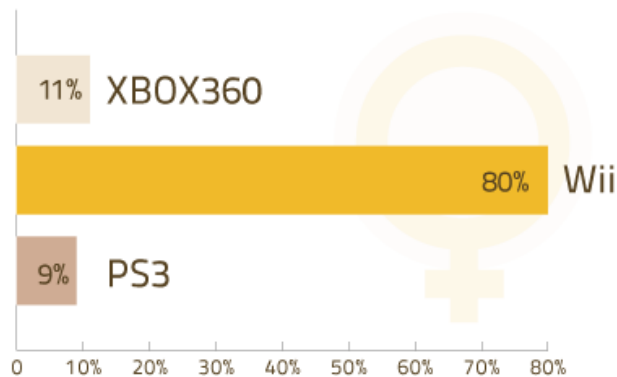
2008 Primary Console **Male** Players[6]

38%	XBOX360
41%	Wii
21%	PS3

0 10% 20% 30% 40% 50%

src. ESRB: http://www.esrb.org/about/video-game-industry-statistics.jsp
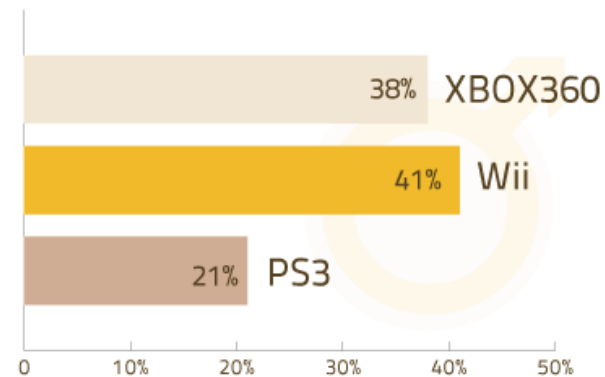
Game Business:
U.S. & Canada

40% of all gamers
are female[1]

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Game Business: U.S. & Canada

The Industry

According to data compiled by the NPD Group, a global market research company, and released by the Entertainment Software Association, the computer and video game industry sold 273 million units in 2009 leading to an astounding[3]
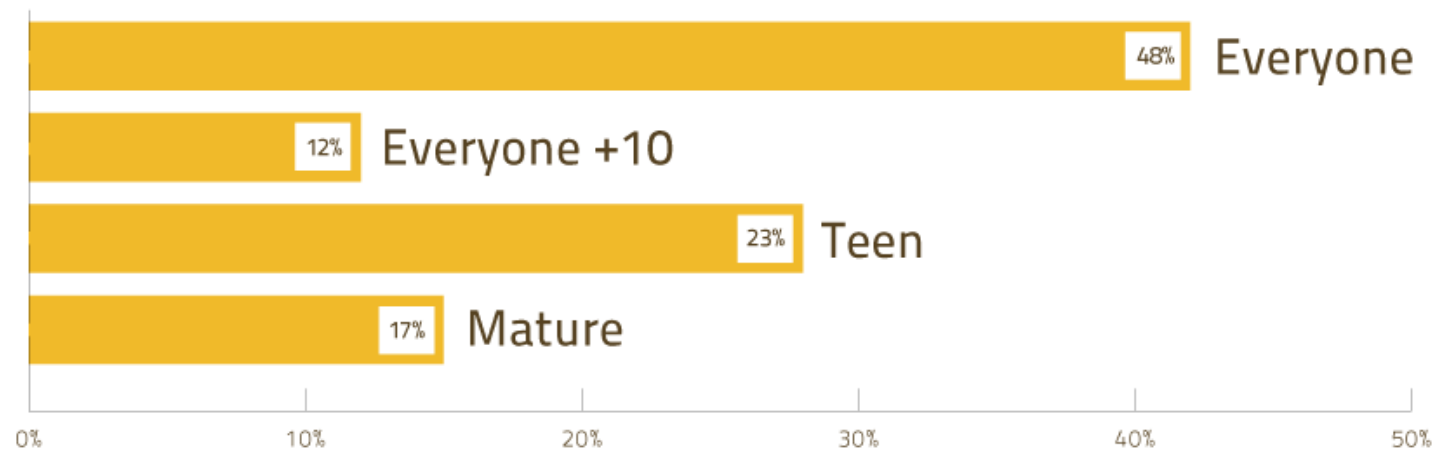
$10.5 billion in revenue

src. ESRB: http://www.esrb.org/about/video-game-industry-statistics.jsp
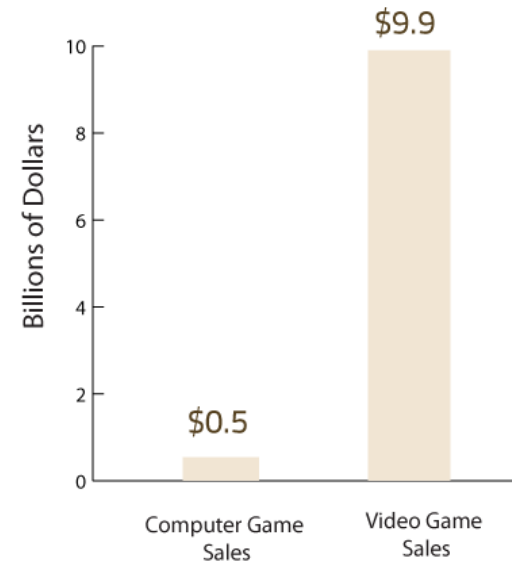
Game Business: U.S. & Canada

2009 Computer and Video Game Sales By ESRB Rating[3]

- Everyone: 48%
- Everyone +10: 12%
- Teen: 23%
- Mature: 17%

src. ESRB: http://www.esrb.org/about/video-game-industry-statistics.jsp

Game Business:
U.S. & Canada

FTC Mystery Shops

The FTC also periodically conducts nationwide undercover shops of movie theaters and movie, music, and video game retailers. Their most recent survey found that 80% of individuals under the age of 17 were turned away when trying to purchase or rent M-rated games.

FTC Mystery Shopper Audits: 2000 - 2009

Business Model: Bigpoint

- ## Online Browser Games
  - Bigpoint.com biggest German gaming portal
  - In the top 3 gaming portals world wide
- ## Publisher
  - Development (bigpoint.com & selbst), licensing
- ## Content Provider
  - e.g. Sevengames
- ## Developer
  - own game studio

Business Model: Bigpoint

- More than 65 browser games
- More than 160 million gamers
- Selling virtual goods
  - Micropayment

Business Model: Bigpoint

Business Model: Bigpoint

Business Model: Bigpoint

Business Model: Bigpoint

4,99 € per month

Premium-Vorteile

FARMERAMA bietet Dir ein Vorteilspaket an, das „Premium-Paket". Alle Premium-Pakete können monatlich abgeschlossen werden. Jeder Spieler kann die Dauer seines Premium-Pakets wählen:

- 6 Monate
- 12 Monate

Premium-Paket

- Gute Kunden – Du bekommst jeden Tag doppelt so viele Aufträge!
- Dickes Auftragsbuch – Speichere statt 10 bis zu 20 Aufträge im Bauernhaus!
- Großer Misthaufen – Dein Misthaufen hat das doppelte Fassungsvermögen!
- Unendlicher Wassertank – Dein Vorrat an Wasser wird nie ausgehen!
- Mehr Ressourcen – Beim Ernten profitierst Du von einer 5% höheren Chance, tolle Ressourcen zu bekommen.
- Große Nachbarschaft – Du kannst nun bis zu 24 Freunde zu Deinen Nachbarn machen.
- Wilde Wiese & Ziergarten – Der Zugang zu beiden Flächen wird Dir freigeschaltet.
- Wachturm – Mit dem Zugang zum Wachturm kannst Du aktivieren, dass das Unkraut auf Deiner Farm sofort gejätet wird und Deine Bäume automatisch abgeerntet werden.

Ackerbau
- Viehzucht
- Stadt
- Farmerweiterungen
- Premium-Vorteile
- Forum
- Spielregeln
- Support
- Zurück

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Demo: Die Siedler Online

Business Model: Gameloft

- Publisher and developer
  - mobile games
  - console games
- Develops for
  - Java, Brew, Symbian
  - WiiWare and DS
  - Microsoft's Xbox LIVE Arcade and PC
  - Apple's iPod, iTouch and iPhones

Business Model: Gameloft

- 6 major studios
  - US, Canada, Romania, France, China and Japan
- 2,400 in-house developers
- 900 models of cell phones are supported
  - 4 billion game enabled handsets expected in 2012
- 122 million € sales in 2009
- Sales offices and partner in 80+ countries

Business Model: CryTek

"From AAA Retail to AAA Online"

- Product: Box vs. Service

- Gamers: Who will pay?

- Process: Gold Master vs. Open Beta+

AAA Online: Product Characteristics

- Communiction is key issue
  - The community is always right
  - responsiveness
- Iterate forever (almost)
- Path to fun is critical
  - Instant fun vs. learning curve
- Virtual goods vs. boxed game

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AAA Online: Gamers

- SHEEP (90-95 of 100)
  - Love shiny content, enjoy game horizontally
  - Do not dig deep into levels, features or difficulty
  - Make up the community - both in demographic and size
- WOLVES (4-9 of 100)
  - Fans, dig vertically into game & appreciate depth
  - Enjoy online games in the same way as box buyers
  - Spend money to save time, not to dress up
- WHALE (0-1 of 100)
  - Wealthy, spends $$$ per month to show off
  - Wants to get everything quick, spends also to speed up
  - Buys everything contributes most to *avg. revenue / user* (ARPU)

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AAA Online:
The Process

- Stricter time budgets vs. "It is never good enough"
  - Put features online

- Keep people entertained and maintain community
  - Frequent updates are expected (cp. TF2, Siedler Online)

- Iterate forever
  - create dev-test-deploy cycle on a monthly rhythm

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Why should AAA Developers move to F2P?

According to C. Yerli: "Future of AAA on PC = AAA F2P on PC"

- Quality & quantity are crucial for long-life cycle success for AAA online gaming

- Apply experienced AAA team to achieve AAA quality content

- Invest in AAA 100% real-time technology with easy-to-use tools, quickly push out high quantity & AAA quality content

src. Keynote of Cevat Yerli (CryTek) at GDC Europe 2011 "An Old Horse Learning New Tricks"

Where to go?

According to C. Yerli:

- Almost every AAA retail game can be transformed into a F2P game, in-game economics

- If not from scratch F2P, establish hybrid solutions now

- The minimum: Prepare your retail release for a follow up F2P release

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CryTek's Commitment

- Warface (see video)

Agenda

- Business of Games
- Age ratings
- Game Taxonomies

Entertainment Software Rating Board (ESRB)

- For interactive entertainment industry
  - North America
  - Non-profit, self-regulatory
- Goals
  - Assignment of ratings
  - Enforcement of adverting guidelines
  - Help in ensuring online privacy practices

ESRB Ratings Process (1)

- Ratings Process
  - in final stages of development
  - prior to a game being released
- Publishers submit
  - responses to ESRB questionnaire
  - supplementing with lyric sheets, scripts, etc.

ESRB Ratings Process (2)

- Submission is checked for completeness
  - involves ESRB staff members playing a beta or alpha version of the game
- Video footage is reviewed
  - by at least three specially trained game raters
  - full time job, adults, experience with children
- Each rater recommends
  - appropriate rating category
  - content descriptors

ESRB Ratings Process (3)

- Raters deliberate about rating
  - review of prior ratings of similar games
  - consensus on final rating
- ESRB staff members
  - check parity & consistency between ratings
  - issue certificate & rating report for publisher

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ESRB Ratings Process (4)

- Publishers may appeal an ESRB rating
  - to an Appeals Board of publishers, retailers and other professionals
- Otherwise complete rating information is posted on the ESRB website
  - rating category, content descriptors, & rating summary
  - 30 days following the assignment of the rating

ESRB Ratings Process (5)

- Prior to release game is sent to ESRB
  - game packaging is reviewed to make sure the rating information is displayed accurately and in accordance with ESRB requirements.
  - play-test are conducted on the final version of a variety of games to verify that materials provided during the rating process were accurate and complete.

ESRB Ratings Process - Result

ESRB Game Ratings

Search Results

ESRB RATING SEARCH APP
FOR iPHONE AND ANDROID ▶

Your search by title 'world of goo' returned 2 Game Ratings.

Title	Publisher	Rating	Content	Platforms
World of Goo	Microsoft	Everyone	Comic Mischief	Windows PC
World of Goo is point-and-click puzzle game in which players guide goo-like creatures toward level goals. Players can create support structures and bridges from the goo creatures to help navigate hazards. Some levels require setting the [More...]				
World of Goo	2D Boy	Everyone	Comic Mischief	Macintosh, Windows PC, Wii

1 - 2 of 2

ESRB Ratings Process - Criteria

Consideration of

- the most extreme content of the game
  - in terms of relevant rating criteria such as violence, language, sexuality, gambling, and alcohol, tobacco and drug reference or use

- the final product as a whole
  - demonstrating the game's context (such as setting, storyline and objectives) and relative frequency of extreme content.

ESRB Ratings Process - Ratings

- eC (= early Childhood)
- E (= Everyone)
- E10+ (= Everyone 10+)
- T (= Teen; 13+)
- M (= Mature; 17+)
- AO (= Adults Only; 18+)
- RP (= Rating Pending)

src. Image: Wikipedia

ESRB Content Descriptors

- **Alcohol Reference** - Reference to and/or images of alcoholic beverages
- **Animated Blood** - Discolored and/or unrealistic depictions of blood
- **Blood** - Depictions of blood
- **Blood and Gore** - Depictions of blood or the mutilation of body parts
- **Cartoon Violence** - Violent actions involving cartoon-like situations and characters.
- **Comic Mischief** - Depictions or dialogue involving slapstick or suggestive humor
- **Crude Humor** - Depictions or dialogue involving vulgar antics, including "bathroom" humor
- **Drug Reference** - Reference to and/or images of illegal drugs
- **Fantasy Violence** - Violent actions of a fantasy nature, involving human or non-human characters in situations easily distinguishable from real life
- **Intense Violence** - Graphic and realistic-looking depictions of physical conflict. May involve extreme and/or realistic blood, gore, weapons and depictions of human injury and death
- **Language** - Mild to moderate use of profanity
- **Lyrics** - Mild references to profanity, sexuality, violence, alcohol or drug use in music
- **Mature Humor** - Depictions or dialogue involving "adult" humor, including sexual references
- **Nudity** - Graphic or prolonged depictions of nudity
- **Partial Nudity** - Brief and/or mild depictions of nudity

ESRB Content Descriptors

- **Real Gambling** - Player can gamble, including betting or wagering real cash or currency
- **Sexual Content** - Non-explicit depictions of sexual behavior, possibly including partial nudity
- **Sexual Themes** - References to sex or sexuality
- **Sexual Violence** - Depictions of rape or other violent sexual acts
- **Simulated Gambling** - Player can gamble without betting or wagering real cash or currency
- **Strong Language** - Explicit and/or frequent use of profanity
- **Strong Lyrics** - Explicit and/or frequent references to profanity, sex, violence, alcohol or drug use in music
- **Strong Sexual Content** - Explicit and/or frequent depictions of sexual behavior, possibly including nudity
- **Suggestive Themes** - Mild provocative references or materials
- **Tobacco Reference** - Reference to and/or images of tobacco products
- **Use of Drugs** - The consumption or use of illegal drugs
- **Use of Alcohol** - The consumption of alcoholic beverages
- **Use of Tobacco** - The consumption of tobacco products
- **Violence** - Scenes involving aggressive conflict. May contain bloodless dismemberment
- **Violent References** - References to violent acts

Pan European Game Information (PEGI)

- European "ESRB"
- Fully supported by the European Union
- Focus on protection of minors
  - Does not rate challenge or educational value

PEGI Ratings

Unterhaltungssoftware Selbstkontrolle (USK)

- German institution
  - based on the law on protection of minors
  - very strict in Germany (e.g. mail order)
- Games w. USK rating are sold in AT & CH
  - Although PEGI is used there
  - Just one version with German translation

USK & BPjM

- Games considered "jugendgefährdend"
  - Are not rated by the USK but by the "Bundesprüfstelle für jugendgefährdende Medien"
  - Get on a list of media harmful for minors
  - Cannot be advertised in stores and media or sold to minors
- Criteria

  "… vor allem unsittliche, verrohend wirkende, zu Gewalttätigkeit, Verbrechen oder Rassenhass anreizende Medien sowie Medien, in denen (1) Gewalthandlungen, insbesondere Mord- und Metzelszenen selbstzweckhaft und detailliert dargestellt werden oder (2) Selbstjustiz als einzig bewährtes Mittel zur Durchsetzung der vermeintlichen Gerechtigkeit nahe gelegt wird."

USK & BPjM: Examples

- Return to Castle Wolfenstein
  - was on the "Index"
  - censored version for Germany
  - also because of the "Verbotsgesetz 1947"
- Gears of War
  - was not published in Germany
- Quake, Doom, etc.

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Agenda

- Business of Games
- Age ratings
- Game Taxonomies

Game Taxonomies: Scientific Discussion

Classification of games on 4 levels

- ## Platform
  - – hardware: PC, Wii, PS3, etc.

- ## Milieu
  - – visual genre: fantasy, scifi, horror, etc.

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Game Taxonomies: Scientific Discussion

- Mode
  - "How the game world is experienced …"
  - single-player, multi-player, MMO
  - rails, tunnel, or open world
  - competitive or coop
- Genre
  - Problems with definition and classification
  - Understanding as "category"?

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Game Taxonomies: Genre

Simulation

- sports, flying, driving, dynamics of cities, communities, etc.
- "laws of physics" vs. "laws of play"
  - cp. Gran Turismo & Super Mario Cart

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Game Taxonomies: Genre

Strategy

- Real time vs. turn based

- Integrity is complicated

  – Many games require strategic play (Sim City, Battlefield, Blur, etc.)

Game Taxonomies: Genre

Action

- First Person vs. Third Person
  - From camera perspective (film)
- Player performs a desired action by selecting the correct inputs
  - In contrast to selecting desired actions and the computer will determine the performance

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Game Taxonomies: Genre

Role-playing

- Playing a role in a predefined world
- Transforming the role of a character within the game

src. T. Apperley, Genre and game studies: Toward a critical approach to video game genres, SIMULATION & GAMING, Vol. 37 No. 1, March 2006 6-23

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Conclusion on Apperley (2006)

- Game genres are not very well defined
- They are not mutually exclusive
- People do not agree on a taxonomy

A Game Taxonomy
(Crawford, 1982)

Skill-and-Action Games

- Combat Games
- Maze Games
- Sports Games
- Paddle Games
- Race Games
- Misc. Games

Strategy Games

- Adventures
- D&D Games
- Wargames
- Games of Chance
- Educational Games
- Interpersonal Games

Conclusion on Crawford (1982)

- Crawford considers Donkey Kong
  - Classified as "misc. game"
  - Like a race game with intelligent obstacles
- Paddle games are a dedicated class
  - Nowadays we'd add this to "arcade games"
- Many current categories are missing
  - First person shooters, online games, arcade, casual games, AAA games, etc.

Wisdom of the crowds?

- 84 genres
- Wikipedia
- merged de+en

AAA game
Action game
Action role-playing game
Action-adventure game
Adventure game
Arcade game
Art game
Artillery game
Beat 'em up
Belt scroll
Bishojo game
Browser game
Business simulation game
Casual game
Cinematic platformer
City-building game
Collectible card game
Combat flight simulator
Console game
Construction and management simulation
Core game
Danmaku
Dating sim
Dota (genre)
Dungeon crawl
Escape the room
Fighting game

First-person shooter
God game
Government simulation game
Grand Theft Auto clone
Graphic adventure game
Interactive movie
Japanese adventure
Jump and run
Life simulation game
Light gun shooter
Massively multiplayer online game
Massively multiplayer online role-playing game
Maze
Minigame
Mobile game
MUD
Music video game
Non-game
Nonviolent video game
Otome game
Platform game
Programming game
Puzzle video game
Racing video game
Rail shooter

Railroad game
Real-time strategy
Real-time tactics
Retro game
Rhythm game
Roguelike
Role-playing video game
Shoot 'em up
Shooter game
Sim racing
Simulation video game
Social simulation game
Space flight simulator game
Sports game
Stealth game
Strategy video game
Survival horror
Tactical role-playing game
Tactical shooter
Text Tiles
Third-person shooter
Tower defense
Traditional game
Turn-based strategy
Turn-based tactics
Vehicle simulation game
Vehicular combat game
Wargame

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Meta Sites

Metacritics
- Action
- Action Adventure
- Adventure
- Driving, Racing
- Music
- Puzzle
- RPG
- Shooter
- Sports
- Strategy

Gamerankings
- Action
- Action Adventure
- Adventure
- Driving
- Misc.
- Role-playing
- Simulations
- Sports
- Strategy