**A Key to the Games in**

**“Occult Game Design: An Initiation into Secrets and Mysteries” (Handout for GDC Online Presentation, October 10, 2012)**

*The Binding of Isaac* (2011): a dark, religiously themed roguelike shooter

*The Legend of Grimrock* (2011): an indie first-person RPG, which deliberately echoes the design of early first-person computer role-playing games like *Wizardry*, *Ultima*, and *Eye of the Beholder*

*Gears of War 3* (2011): a popular first person shooter from Epic games

*Doom II* (1994): the first sequel to *Doom*, one of the earliest first person shooters, designed by John Romero and John Carmack at Id Studios

*Diablo II* (2000): the first sequel to *Diablo*, a popular isometric role-playing game with randomized dungeon layout and fast-paced combat

*Grand Theft Auto: San Andreas* (2004): an open-world, sandbox style action game from Rockstar Games

*The Legend of Zelda* (1986): a classic console action-adventure for the NES, which featured a hidden “second quest” with an altered world map and dungeons that could be unlocked by inputting the name “LINK” after completing the first playthrough

*Castlevania: Symphony of the Night* (1997): a critically celebrated installment of the *Castlevania* series of action platformers. Players can unlock the inverted castle (an upside down version of the castle from the first, normal playthrough) by seeking out two secret rings that in turn allow access to a secret room with holy glasses. By wearing these glasses during a boss fight, an orb is revealed that can be attacked to unlock an alternate ending and a teleporter to the inverted castle.

*Shin Megami Tensei: Nocturne* (2003): the third installment in the *Shin Megami Tensei* role-playing game franchise, of which the *Persona* series is an offshoot. *Shin Megami Tensei* translates literally as ‘New Goddess Reincarnation.’

*Ready Player One* (2011): a *New York Times* best-selling novel by Ernest Cline, which describes a vast virtual scavenger hunt, themed around popular culture from the 1980’s, especially videogame Easter Eggs

*Adventure (Atari 2600*) (1980): one of the earliest action-adventure games, published by Atari and developed by Warren Robinett, initially as a graphical port of the text adventure *Adventure*

*A Christmas Story* (1983): a classic holiday movie about the Christmas misadventures of a boy named Ralphie, narrated in hindsight by his wry adult self

*Demon’s Souls* (2009): a dark action-RPG developed by From Software, makers of the *King’s Field* series

*Eternal Darkness: Sanity’s Requiem* (2002): a Lovecraftian survival horror game with a unique rune-based magic system and creative sanity effects

*Dark Souls* (2011): the spiritual successor to *Demon’s Souls*

*The Secret World* (2012): an MMO of myth, occultism, and conspiracy theory in the modern world

*Killer7* (2005): an experimental, cult classic rail shooter by indie developer Suda51

*Adventure* (1976): the first text adventure, by Will Crowther and (later) Don Woods, also known as *Colossal Cave Adventure*

*Zork* (1980): one of the earliest text adventure series, developed by Infocom

*Wizardry IV: The Return of Werdna* (1987): the fourth installment of the *Wizardry* series of computer roleplaying games

*Castlevania 64* (1999): the first 3d installment of the *Castlevania* series, an action game with horror elements about a whip-swinging vampire hunter

*Twin Peaks* (1990-91): a cult classic television show by David Lynch, about the investigation of a prom queen in a small town and associated metaphysical mysteries

*Twin Peaks: Fire Walk with Me* (1992): the criminally underrated cinematic prequel and sequel to *Twin Peaks*

*Deadly Premonition* (2010) (a.k.a. *Red Seeds Profile*): an indie horror game by experimental game designer Swery

*Silent Hill* (1999): a classic survival horror game, in which the player character, Harry Mason, explores a small town in search of his lost daughter

*Silent Hill 2* (2001): the sequel to *Silent Hill*, in which the player character, James Sunderland, explores a small town in order to put the memory of his deceased wife to rest. The narrative arc of this game is unrelated to the first *Silent Hill* except through the setting of the town.

*Silent Hill 3* (2003): The second sequel to *Silent Hill*, which resumes the plot of the first game by allowing the player to take the role of Harry Mason’s daughter, Heather Mason, as she explores the town of Silent Hill to uncover the mysteries of her past.

*The Fool’s Errand* (1987): A tarot-themed puzzle adventure game by Cliff Johnson in which the player pieces together a narrative about the initiatory journey of the Fool from the tarot

*Catherine* (2011): A genre-bending cross between an arcade puzzle game and a visual novel, in which the player character, Vincent, struggles with a dilemma involving relationships with two women by day and navigates nightmarish block puzzles by night. The day and night sequences are thematically interrelated, since Vincent’s climbing and manipulation of the blocks resonates with the complexities of his romantic and career activities.

*Solomon’s Key* (1987): a puzzle arcade platformer later ported to the NES, in which the player collects keys and destroys blocks while battling enemies to traverse astrologically themed levels

*The Lesser Key of Solomon*: a medieval sorcerer’s manual or grimoire, which describes rituals for summoning seventy-two demons

*Nanashi no Game (The Nameless Game)* (2008) : a Japanese Nintendo DS game with two interrelated modes: a first-person, 3d survival horror portion in which the player attempts to solve mysterious deaths linked to a curse portable videogame; and a top-down, 2d portion in which the player plays a retro-themed, Final Fantasy style RPG which gradually reveals sinister clues that can be used to navigate the 3d portion

*The Da Vinci Code* (2003): Dan Brown’s best-selling popular novel about an academic ‘symbologist’ investigating a code relating to the Holy Grail and the ancestors of Jesus Christ

The *Illuminatus!* Trilogy (1975): a series of sprawling countercultural novels by Robert Anton Wilson and Robert Shea, describing conspiracies and supernatural, occult events