A **graphic adventure game** is a form of **adventure game**. They are distinct from **text adventures**. Whereas a player must actively observe using commands such as "look" in a text-based adventure, graphic adventures revolutionized gameplay by making use of visual human perception. Eventually, the **text parser** interface associated with older **interactive fiction** games was phased out in favor of a **point-and-click interface**, i.e., a game where the player interacts with the game environment and objects using an on-screen cursor. In many of these games, the mouse pointer is **context sensitive** in that it applies different actions to different objects.