

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.