

Science Adventure

Science Adventure is a genre term for fiction I am coining for my own personal use. It is directly inspired by the game franchise of Nitroplus, as described here: [Science Adventure Franchise](#). I first encountered the concept in an anime called Steins;Gate which is based on the game of the same name from Nitroplus. Steins;Gate is described by its creators as a “hypothetical science adventure game” which I feel is pretty accurate, but falls quite short on what Science Adventure implies as I see it. I was puzzled at first on how to define what I mean by the term, but then a show called [Farscape](#) rescued me.

Definition

I can clearly define Science Adventure in fiction by defining what it is not (definition by contrast). It lacks the romance of [Space Opera](#), it lacks the grit and focus of [Hard science fiction](#), and it lacks the weapons and battle focus of [Military science fiction](#). It lacks the trappings, though often shares concepts with [Cyberpunk](#), it is not centered on a [post-apocalyptic](#) or dystopian world, and is not a simple skin on top of the [old west in space](#). It is not derivative of social centered [Soft science fiction](#), and while it can and often explores concepts like Time Travel and Superhuman (common Science fiction [subgenres](#)) it is not specifically about them.

Concepts

Implications

Usage

Science Adventure is the basis of the [Centaurus Gate](#) roleplaying game.

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