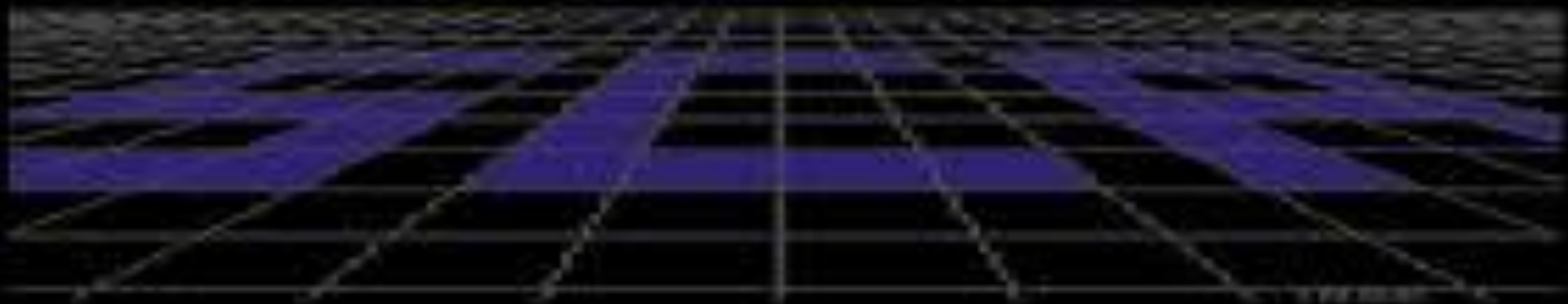


# SWISS CRACKING ASSOCIATION



ICE INVASION — THE MU

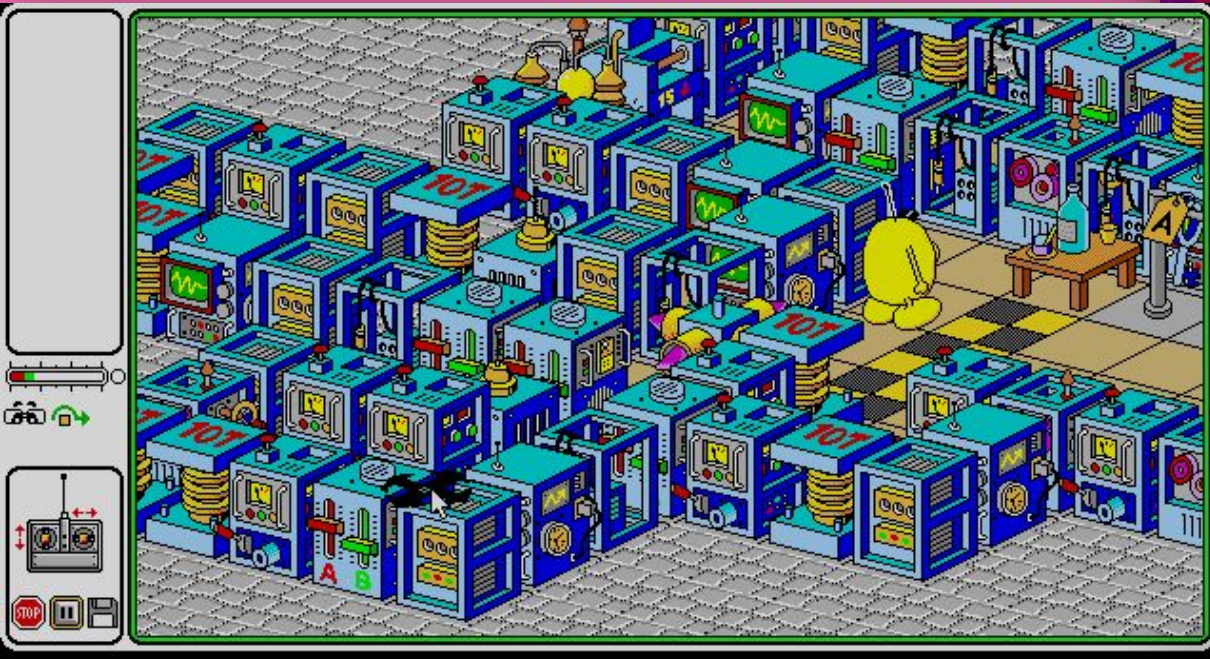
# ***Blinded by the light***

*Tracing the early\* history of  
video game visuality\* in  
programming practices*

- *Adrian Demleitner*







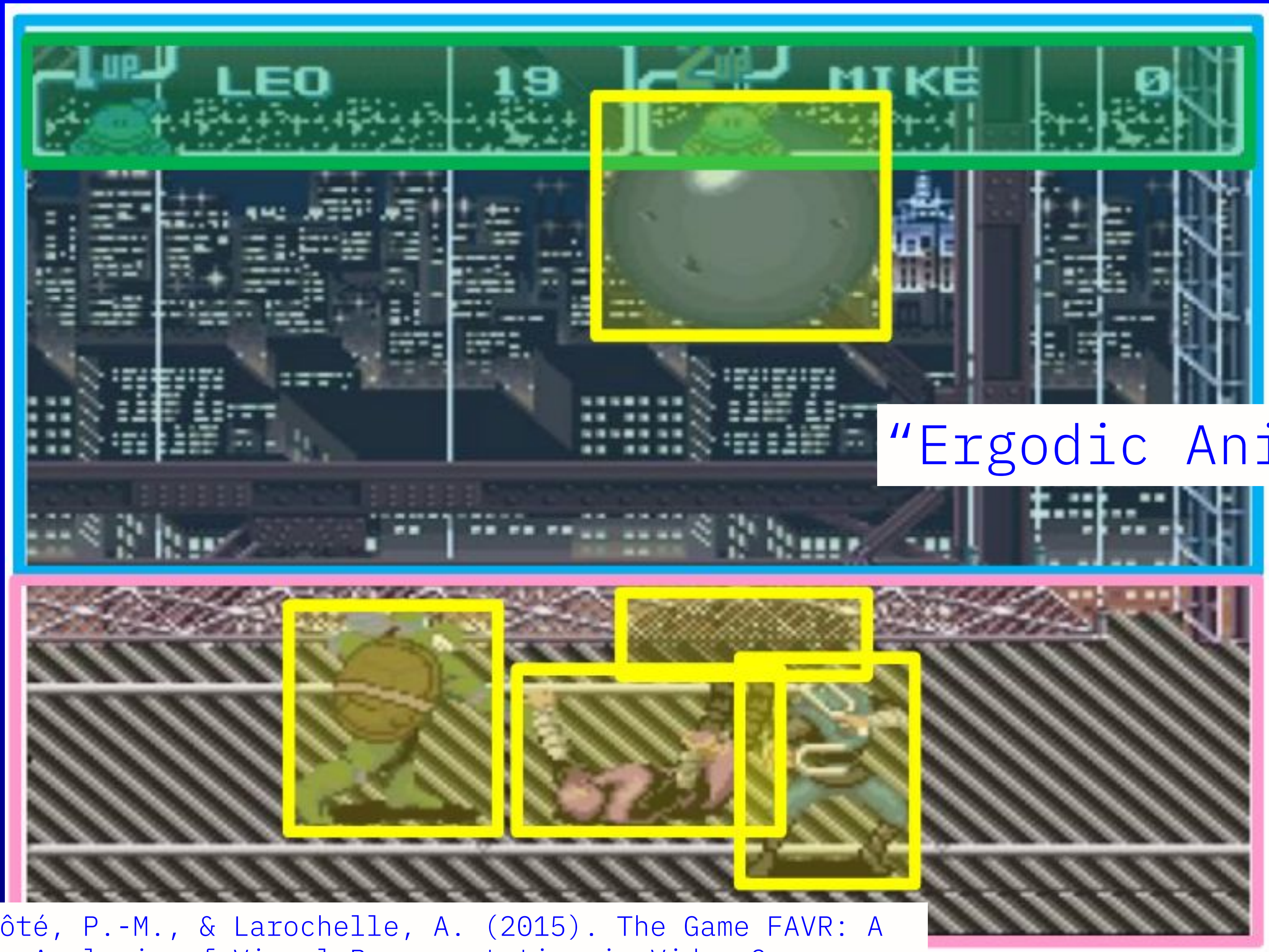


```
READY.  
LIST 50000-50050
```

```
50000 :  
50005 IF UD THEN SYSSB:GOTO50100  
50010 POKE198,0:BE$="":PRINT-PRINTU  
50020 POKE204,0:WAIT198,2  
50035 POKE204,1:XA=ASC(X$  
50040 IF(XA=13ANDL>0)THEN  
090  
50042 IFXA=136THENVE=22:G  
RINT" ":RETURN  
50043 IFXA=135THENVE=24:R  
50045 IFXA=133THENPRINT" [  
=0:GOTO50010  
50046 IFXA=134THENIFER<>2  
RINTCHR$(34):RETURN  
50047 IFXA<>19ANDXA<>147T  
50049 GOSUB53000:GOTO50010  
50050 IFXA=20ANDLTHEN PRI  
LEFT$(BE$,LEN(BE$)-1):GOT  
  
READY.
```

```
> ~: vim — Konsole <2> ✓ ^ ✕  
Disassembler Listing wurde mit Emu64 5.1.0 erzeugt  
-----  
Von: $C000 Bis: $C582 Quelle: C64  
-----  
$C000 $4C $98 $C1 JMP $C198  
-----  
$C003 $4C $21 $C3 JMP $C321  
-----  
$C006 $4C $4C $C3 JMP $C34C  
-----  
$C009 $4C $2A $C4 JMP $C42A  
-----  
$C00C $4C $D3 $C3 JMP $C3D3  
-----  
$C00F $4C $07 $C4 JMP $C407  
-----  
$C012 $4C $1C $C4 JMP $C41C  
-----  
$C015 $4C $21 $C0 JMP $C021  
-----  
$C018 $4C $C5 $C4 JMP $C4C5  
-----  
$C01B $4C $E8 $C4 JMP $C4E8  
-----  
$C01E $4C $2D $C5 JMP $C52D  
-----  
$C021 $A9 $00 LDA #$00  
$C023 $8D $B2 $02 STA $02B2  
$C026 $AD $AE $02 LDA $02AE  
$C029 $D0 $3F BNE $C06A  
$C02B $20 $FD $AE JSR $AEFD  
  
1,1 Top
```





“Ergodic Animage”

Arsenault, D., Côté, P.-M., & Larochelle, A. (2015). The Game FAVR: A Framework for the Analysis of Visual Representation in Video Games.



1. *Wikidata metadata corpus; [wiki/User:Thgix](https://www.wikidata.org/wiki/User:Thgix)*
2. *Oral history with developers*
3. *Recovery of source code and paratextual material*
4. *Formal analysis of code and visual material*







JS99'er

https://js99er.net/#/

JS99'er

Rec Start Fast Frame Step Stop Reset Load Cart Load Disk Software... Screenshot Save State Restore State Hide Panel

7

2:02 PM 4/28/24

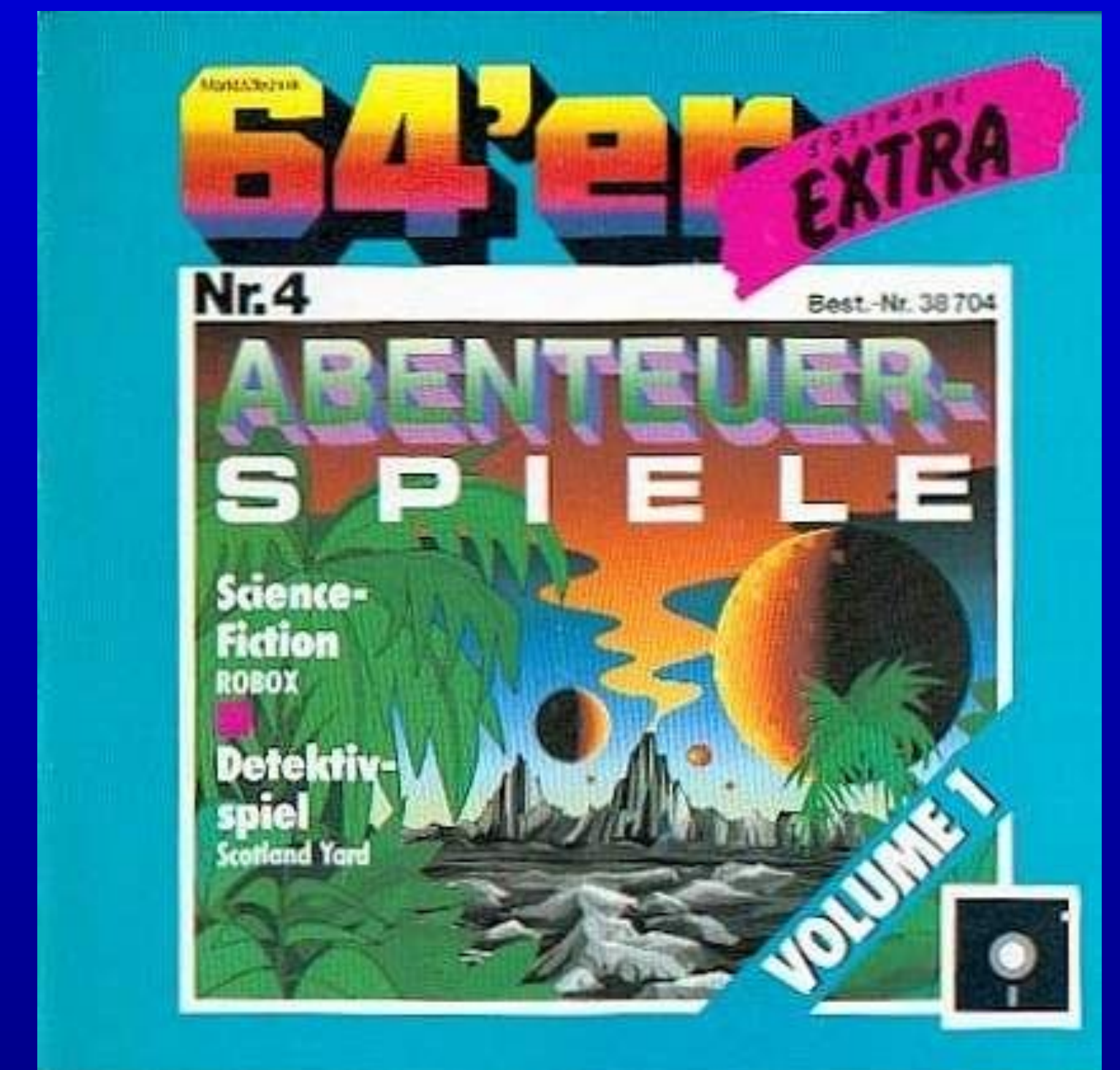
```

~ : vim — Konsole
500 CALL CLEAR
510 ON WARNING NEXT
520 OPTION BASE 1
530 DIM H$ ( 20 ) , N$ ( 9 ) , HS ( 260 ) , TS ( 9 ) , RA ( 9 )
540 S$ = "(" & CHR$ ( 136 ) & CHR$ ( 137 )
550 FOR I = 1 TO 19
560 H$ ( I ) = SEG$ ( "!!!!!!!!!!!!!!!!!!*+ " & CHR$ ( 138 ) & CHR$ ( 139 ) & "!!!!!!!!!!
!!!!!!!!!!" , I , 28 )
570 NEXT I
580 DEF TP ( X ) = INT ( X / 60 )
590 DEF TQ ( X ) = INT ( ( X - TP ( X ) * 60 ) * 100 ) / 100
600 REM DEFINITION
610 CALL CHAR ( 33 , "00000FFFF" , 128 , "0000001824C3" )
620 Z$ = "070707070707040400C0F0C0000000040404040404040"
630 CALL CHAR ( 40 , Z$ , 136 , Z$ , 129 , "00000FFFF" , 64 , "000010107C101" )
640 CALL CHAR ( 96 , "000707070F1F1315191101000000030E000000E0B19ACCC0C0C0EEF8E08" )
650 CALL CHAR ( 100 , "000303071F3727272F37270606060202008080C0F0D8C8C8E8D8C8C0C0C0808" )
660 CALL CHAR ( 104 , "000000078D59330303030303771F07010000E0E0E0F0F8C8A8988880000000C07" )
670 GOSUB 2570
680 CALL SCREEN ( 12 ) :: DISPLAY ERASE ALL AT ( 6 , 2 ) : "ANZAHL SPIELER [1-9]? : 1"
690 ACCEPT AT ( 6 , 24 ) BEEP VALIDATE ( DIGIT ) SIZE ( - 1 ) : SPIELER :: IF SPIELER = 0 OR
SPIELER > 9 THEN 690
700 IF SPIELER = 1 THEN 770
710 DISPLAY AT ( 9 , 1 ) : "NAMENSEINGABE : "
720 FOR G = 1 TO SPIELER
730 DISPLAY AT ( 10 + G , 1 ) : "SPIELER " & STR$ ( G ) & "?: "
740 ACCEPT AT ( 10 + G , 13 ) BEEP VALIDATE ( UALPHA , ".-" ) SIZE ( 8 ) : N$ ( G )
750 IF N$ ( G ) = "" THEN 740
760 NEXT G
770 CALL SCREEN ( 4 ) :: DISPLAY AT ( 9 , 1 ) ERASE ALL : "GEBEN SIE DIE NUMMER DER
AN, AUF DER SIE FAHRENWOLLEN[1-9999]: 1"
<s/case studies/Robox (1986)/digitization-ski/ski.bas" 248L, 11659B 1,1 Top
Frame 20205 running: 58.7 / 60.0 FPS
Frame 20441 running: 58.9 / 60.0 FPS
Frame 20676 running: 58.8 / 60.0 FPS
Frame 20911 running: 58.7 / 60.0 FPS
Frame 21146 running: 58.8 / 60.0 FPS
Frame 21382 running: 58.9 / 60.0 FPS
Frame 21617 running: 58.8 / 60.0 FPS

```



# Robox (1986)







DU NIMMST DIR EIN TAXI ZUM RAUHHAFEN UND  
KOMMST IN DAS RAUMSCHIFF.  
DU BIRST EINGECHECKT UND DIE REISE  
BEGINNT !!!!

(RUECKEN)



DU BIST IN DEINER KUECHE.  
DU SIEHST SO PRAKTISCHE HAUSHALTGERAETE  
WIE EINEN OFEN UND EINEN SCHRANK.

MEGE : n u

MAN SIEHT HIER:  
NICHTS BESONDERES

>? ■



COMPUTERKOMPLEX.  
SCHROTTHAUFEN LIEGEN HERUM.  
EINE ART KADAL FUEHRT SENKRECHT VON DER  
BODEN.



IHR SEID IN EINER KUPPELHALLE.  
IM ZENTRUM AUF EINEM PODEST IST ROBOX,  
DAS KOERPERLOSE GEHIRN, DER HERRSCHER DES  
UNIVERSUMS UND DER VERNICHTER ALLEN  
LEBENS. UM ES VOR DEM TOD ZU BEWAHREN, IST  
ES AN LEITUNGEN UND DRAECHTE GEBUNDEN: DIE  
LEBENSADERN UND FUEHLER DES GEHIRNS.  
DIE KREISCHENDE STIMME VON ROBOX DROEHT  
"WER WAGT ES MICH ZU STOEREN ?"

>?



# Robox: Parser

```
PARSER-PROGRAMMIERTECHNIK

10 OPEN 1,8,3,"WORTSCHATZ":OPEN 15,8,15:RE
M WORTSCHATZ-DATEI OEFFNEN <12
20 DATA 1,3,0,28,31,47,51,60,68,0,70,76,0,
82,90,93,100,101,116,149,155,158 <16
30 DATA 178,0,0,189 <19
35 DATA 198 :REM BUCHSTABE NACH Z !?! <23
40 DIM IN(26):FOR I=0 TO 26:READ IN(I):NEX
T I <19
50 GOSUB 50000 <06
60 PRINT"SN="SN:PRINT"VE="VE:PRINT"O1="O1:
PRINT"O2="O2:PRINT"UD="UD:PRINT"RI="RI <01
70 PRINT"AD="AD:PRINT:GOTO 50 <11
50000 REM ***** <22
50001 REM * <00
50002 REM * WORT-PARSER 4.0 * <16
50003 REM * <01
50004 REM * <C> 1986 BEI * <08
50005 REM * <01
50006 REM * MICHAEL NICKLES * <08
50007 REM * <01
50008 REM ***** <23
50010 REM BEFEHLSSATZEINGABE -----
----- <06
50011 : <20
50012 IF UD>0 THEN 50500:REM UND <17
50015 SL=80: REM BEFEHLSATZLAENGE <14
50020 PRINT"(DOWN)":BE$="":POKE 198,0:POKE
211,0:POKE 214,22:SYS 58732:PRINT"(
YELLOW)"; <15
50030 GET X$:IF PEEK(203)=1 THEN 50120 <22
50040 IF X$=""THEN 50030 <17
50050 IF LEN(BE$)=0 AND ASC(X$)=20 THEN 50
030 <14
50060 I=ASC(X$):IF I<32 OR I>133 AND I<159
THEN IF I<>20 THEN 50030 <131>
50070 IF LEN(BE$)=SL AND I<>20 THEN 50030 <128>
50080 BE$=BE$+X$ <031>
50090 PRINT CHR$(20);X$;" "; <108>
```

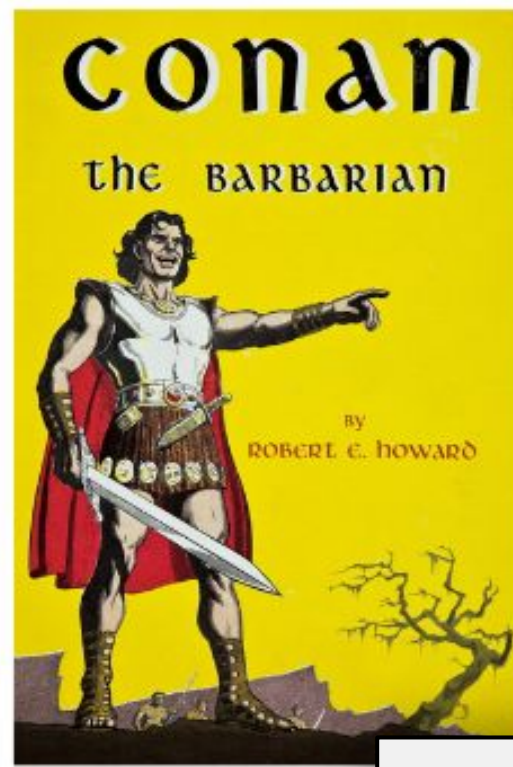
```
READY.
LIST 50000-50050
50000 :
50005 IF UD THEN SYSSB:GOTO50100
50010 POKE198,0:BE$="":PRINT:PRINT">";
50020 POKE204,0:WAIT198,255:GETX$
50035 POKE204,1:XA=ASC(X$):L=LEN(BE$)
50040 IF(XA=13ANDL>0)THENPRINT" ":GOTO50
090
50042 IFXA=136THENVUE=22:G1=0:OB=0:PE=0:P
RINT" ":RETURN
50043 IFXA=135THENVUE=24:RETURN
50045 IFXA=133THENPRINT" □":GOSUB54000:F
=0:GOTO50010
50046 IFXA=134THENIFER<>255ANDVUE<>0THENP
RINTCHR$(34):RETURN
50047 IFXA<>19ANDXA<>147THEN50050
50049 GOSUB53000:GOTO50010
50050 IFXA=20ANDLTHEN PRINT"|| |";:BE$=
LEFT$(BE$,LEN(BE$)-1):GOTO50020
READY.
```

```
Disassembler Listing wurde mit Emu64
Von: $C000 Bis: $C582 Quelle: C64
$C000 $4C $98 $C1 JMP $C198
$C003 $4C $21 $C3 JMP $C321
$C006 $4C $4C $C3 JMP $C34C
$C009 $4C $2A $C4 JMP $C42A
$C00C $4C $D3 $C3 JMP $C3D3
$C00F $4C $07 $C4 JMP $C407
$C012 $4C $1C $C4 JMP $C41C
$C015 $4C $21 $C0 JMP $C021
$C018 $4C $C5 $C4 JMP $C4C5
$C01B $4C $E8 $C4 JMP $C4E8
$C01E $4C $2D $C5 JMP $C52D
$C021 $A9 $00 LDA #$00
$C023 $8D $B2 $02 STA $02B2
$C026 $AD $AE $02 LDA $02AE
$C029 $D0 $3F BNE $C06A
$C02B $20 $FD $AE JSR $AEFD
```

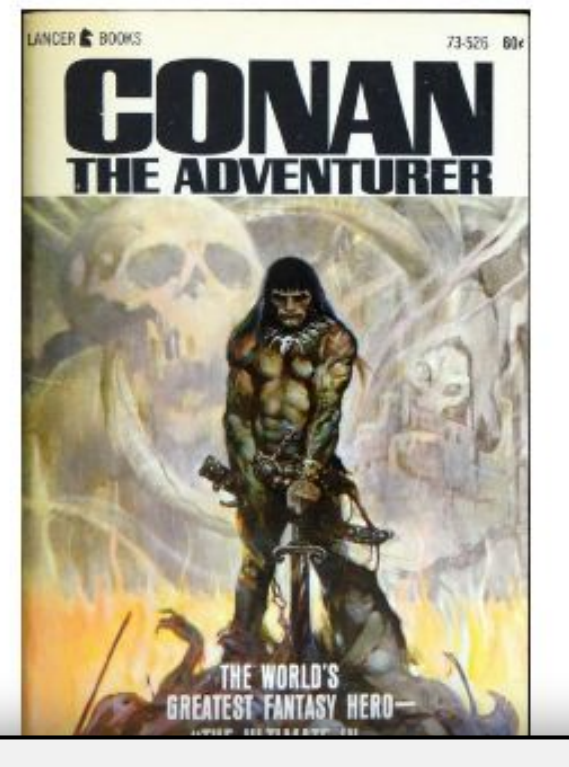




Weird Tales (May 1934)



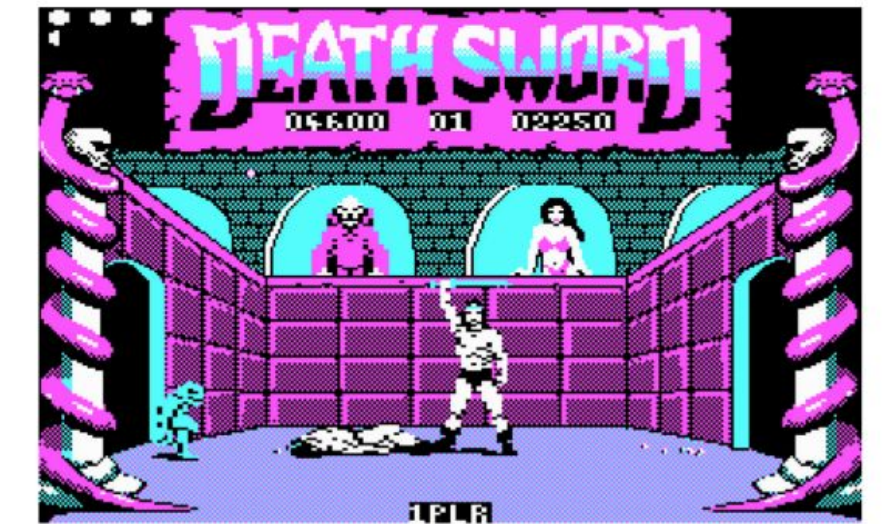
Conan the Barbarian (1955)



Conan the Barbarian #1 (1970)



Theatrical poster for Conan the Barbarian (1982)



Screenshot from Barbarian for the Commodore 64

Screenshot from Barbarian for DOS

# Of Bare Chested Men and Violence: Barbarians and Warriors in 1980s games and press covers

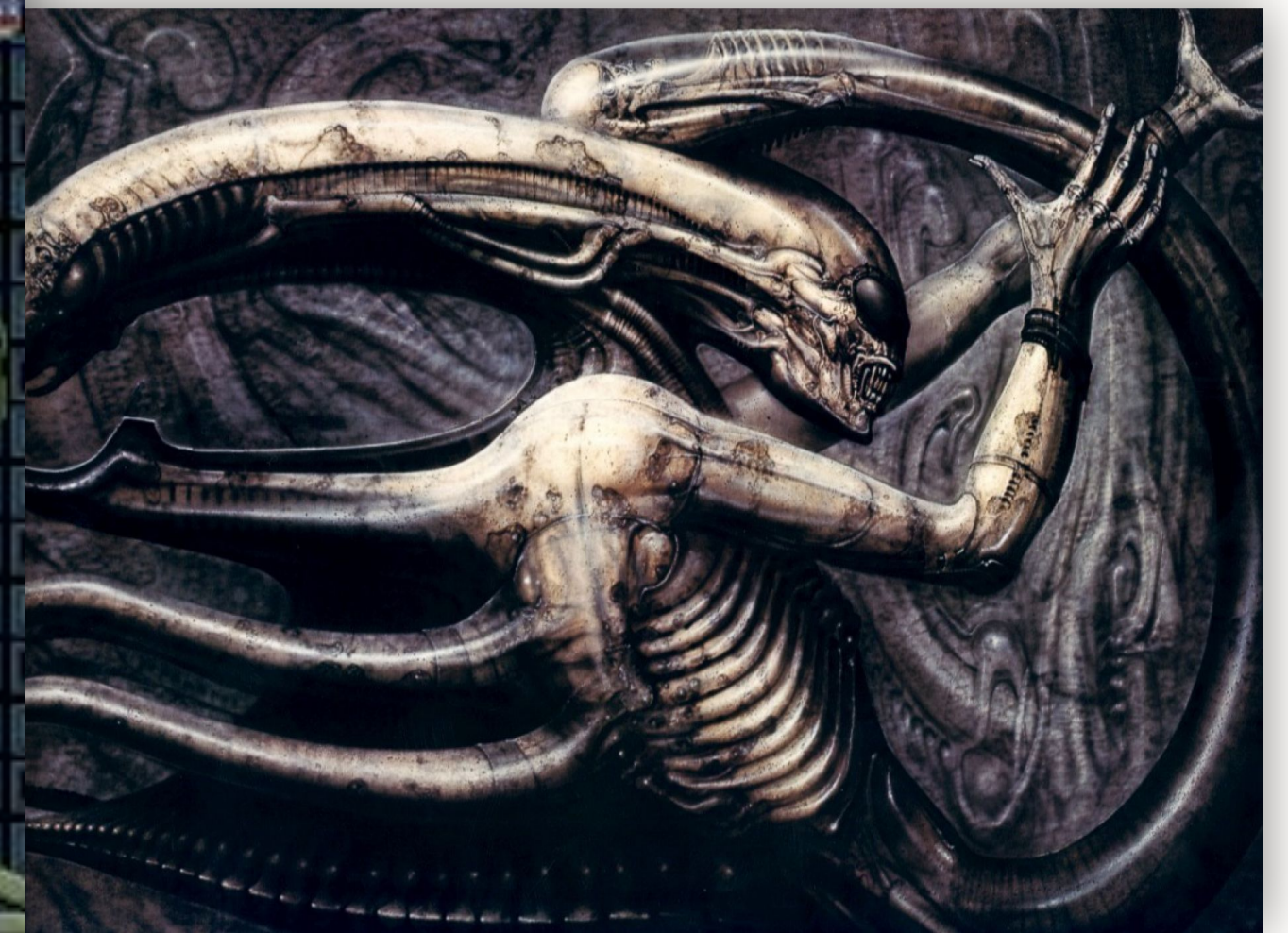
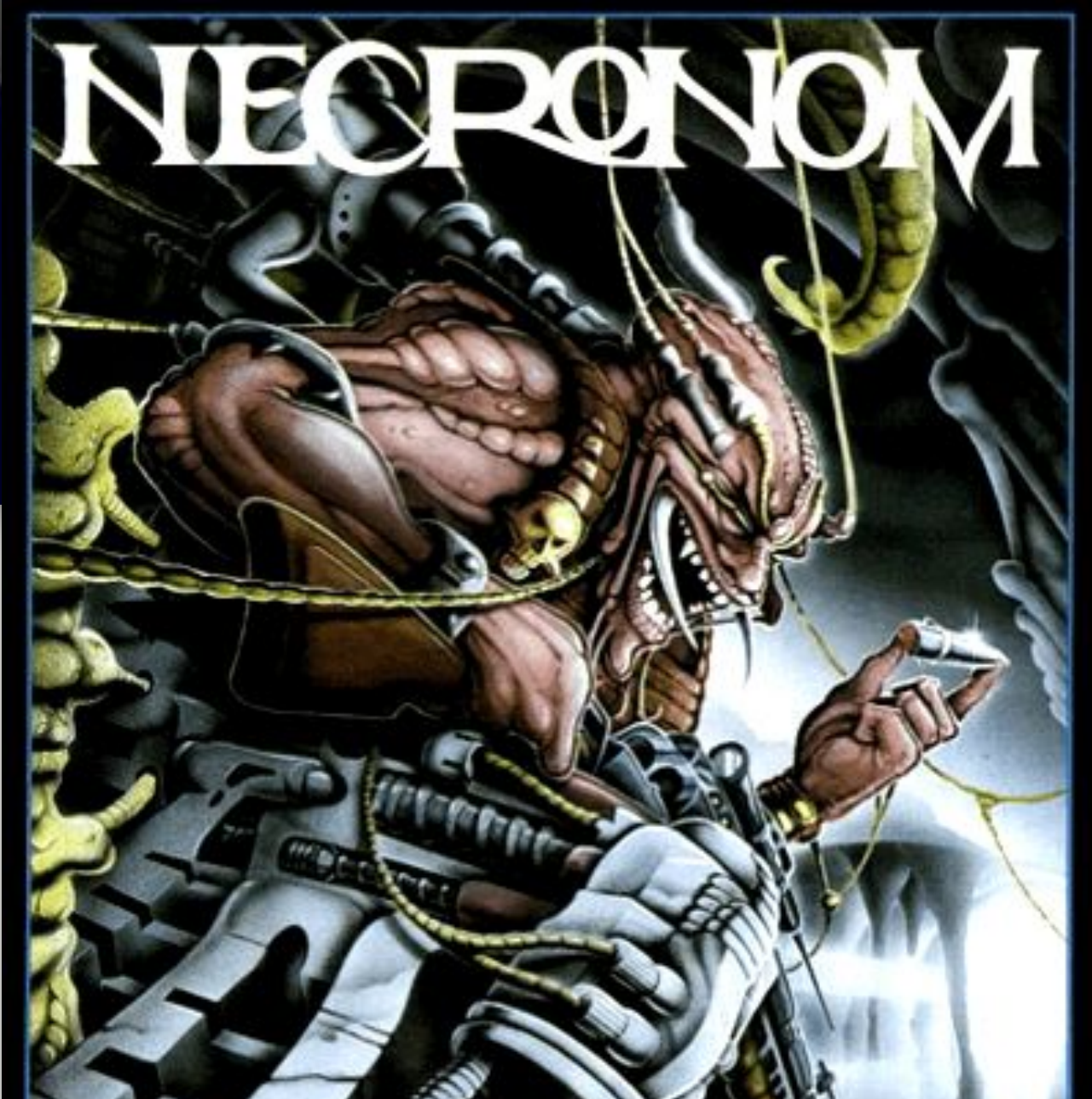
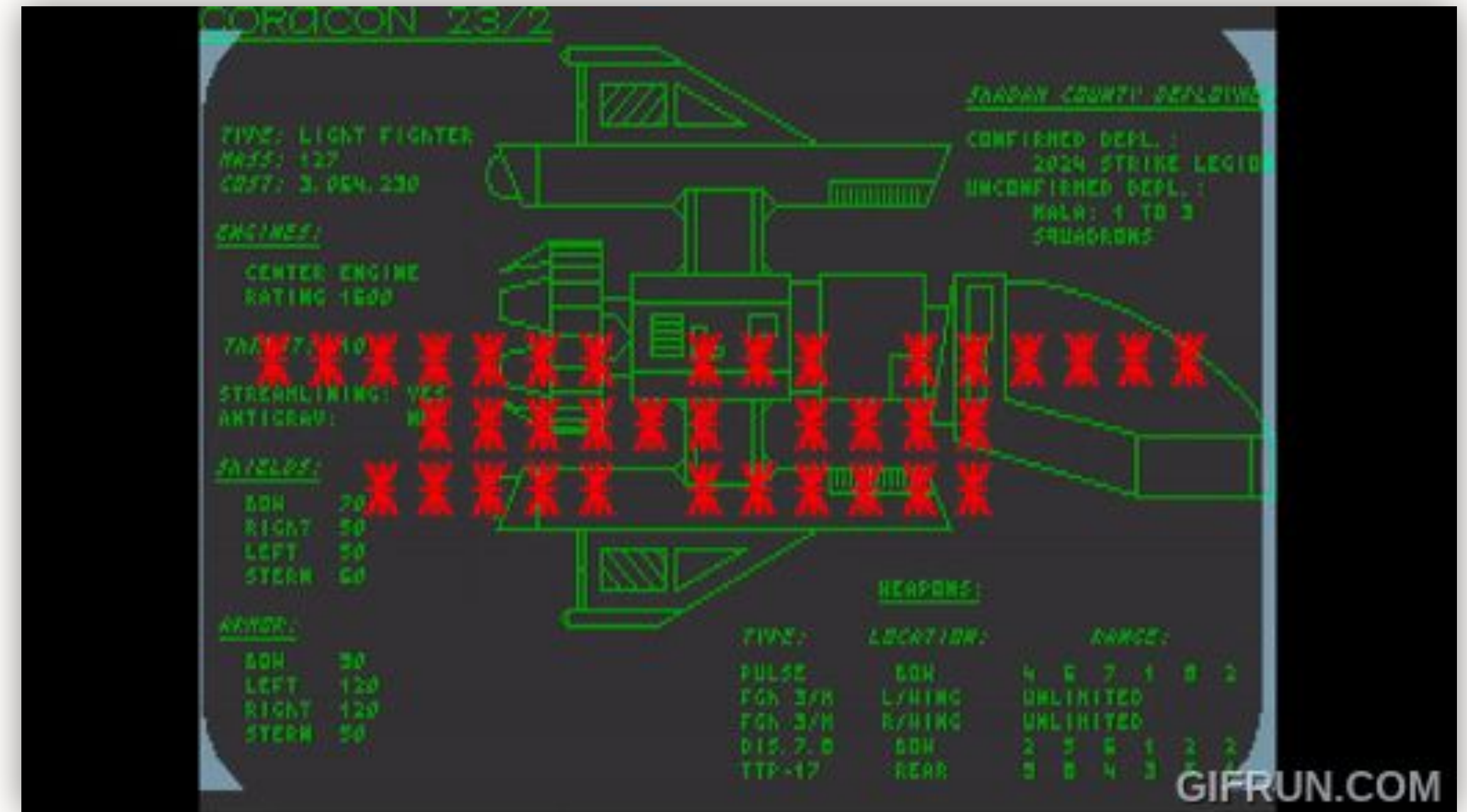
by Aurelia Brandenburg and Adria

<https://ch1udens.hypotheses.org/1441>



Dolph Lundgren in Master of the Universe 1986, [Grayskull Fandom](#), Screenshots Intro-Screen Ball Raider, [Amiga Graphics Archive](#)





<https://ch1udens.hypotheses.org/2281>



# Thanks!

 <https://jache.re/notes/dissertation.html>

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