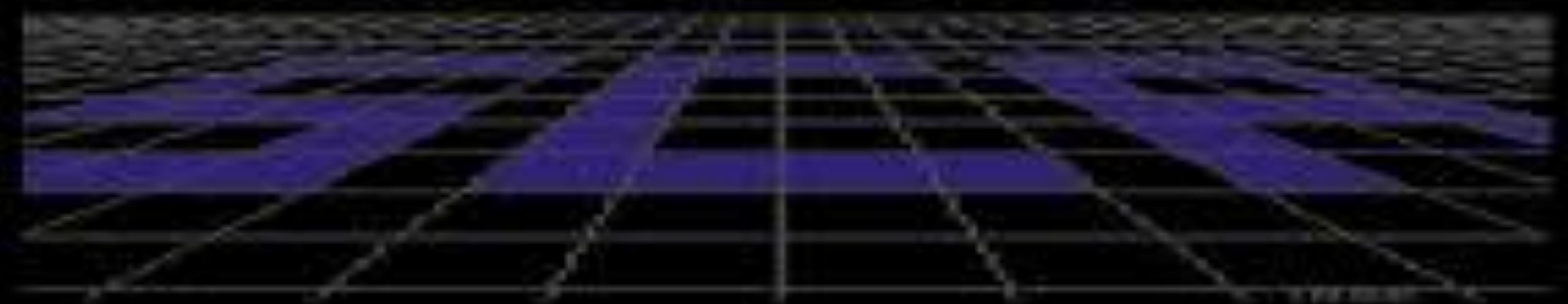


SWISS CRACKING ASSOCIATION

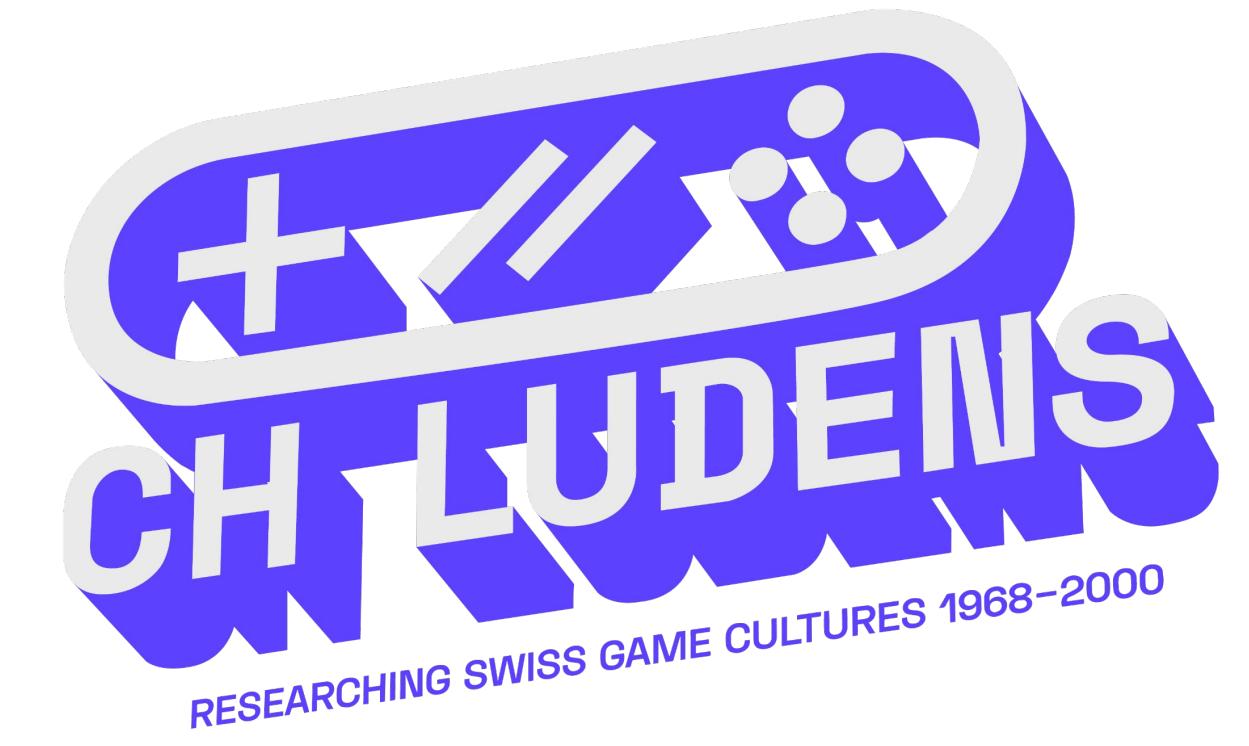


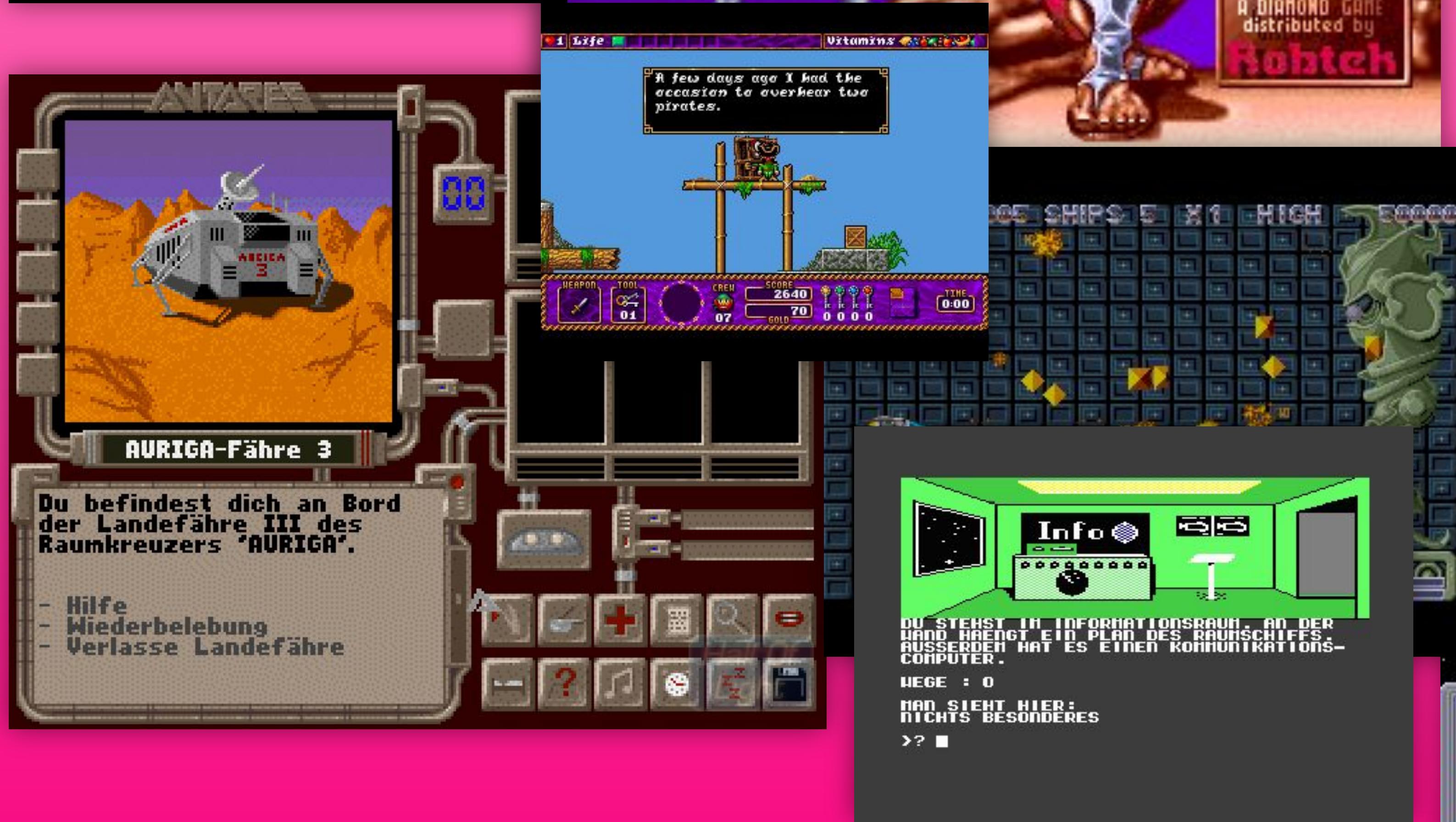
CE INVASION — THE MU

Blinded by the light

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

- Adrian Demleitner





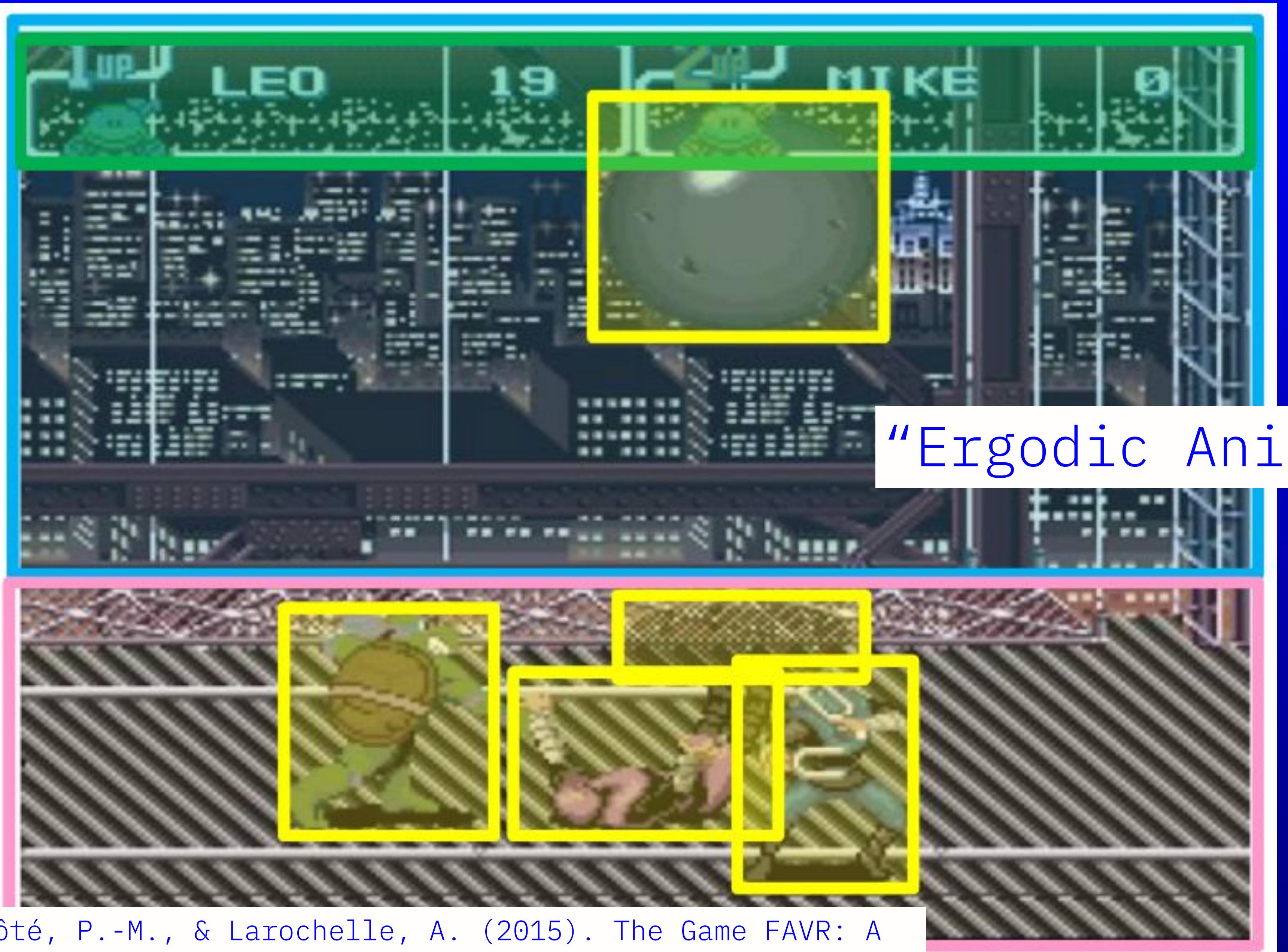
```
READY.  
LIST 50000-50050
```

```
50000 :  
50005 IF UD THEN SYSSB:GOT050100  
50010 POKE198,0:BES="" :PRTITPRINT DLYTPRINT  
50020 POKE204,0:WAIT198,20  
50035 POKE204,1:XA=ASC(XS)  
50040 IF(XA=13ANDL>0)THEN  
898  
50042 IFXA=136THENUE=22:GOT050010  
PRINT" "-RETURN  
50043 IFXA=135THENUE=24:RINTPRINT" "-  
50045 IFXA=133THENPRINT"  
=0:GOT050010  
50046 IFXA=134THENIFER<>25:  
RINTCHR$(34):RETURN  
50047 IFXA<>19ANDXA<>147THEN  
50049 GOSUB53000:GOT050010  
50050 IFXA=20ANDLTHEN PRINPRINT  
LEFT$(BES,LEN(BES)-1):GOT050010  
READY.
```

Disassembler Listing wurde mit Emu64 5.1.0 erzeugt

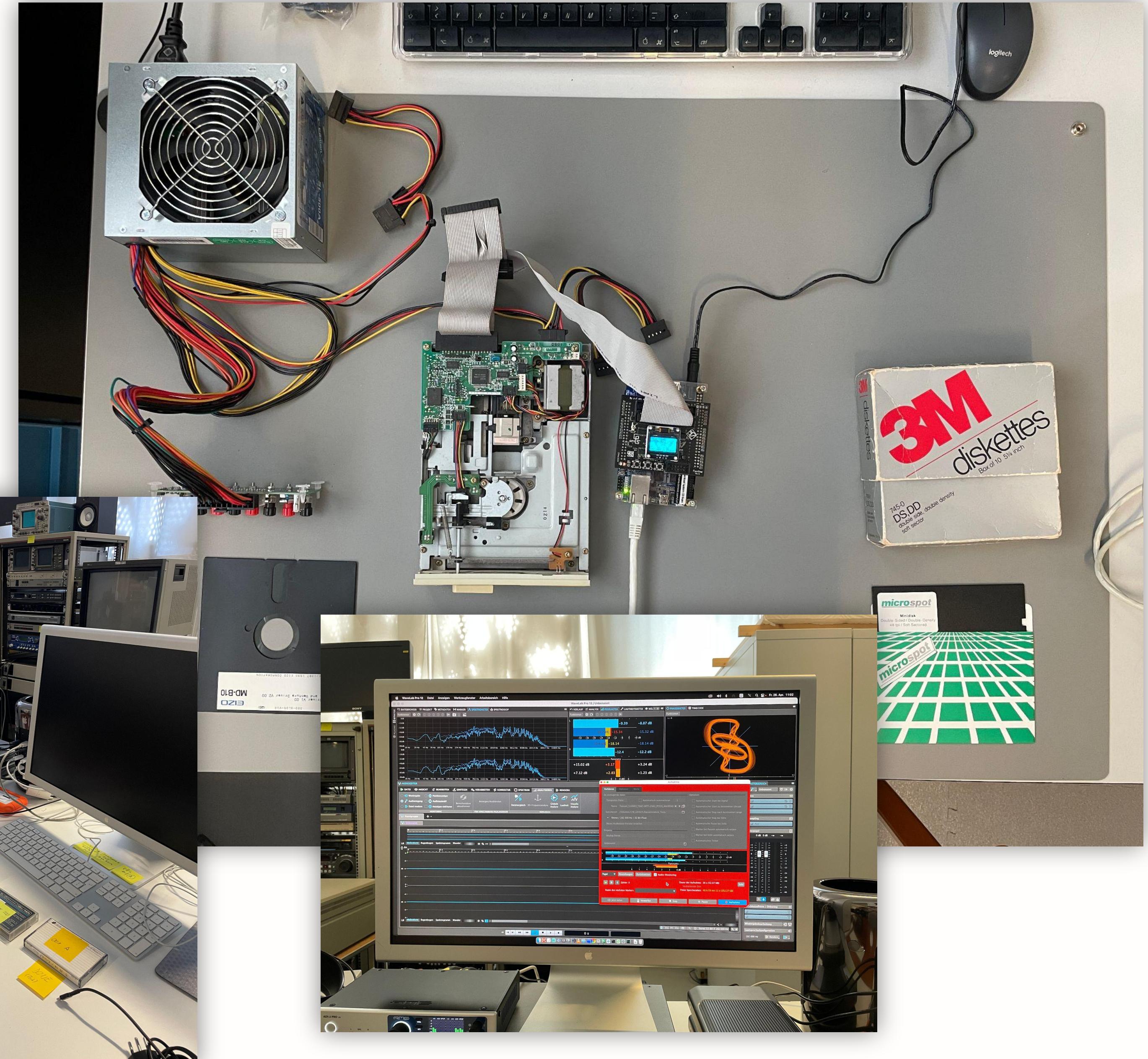
Von: \$C000 Bis: \$C582 Quelle: C64

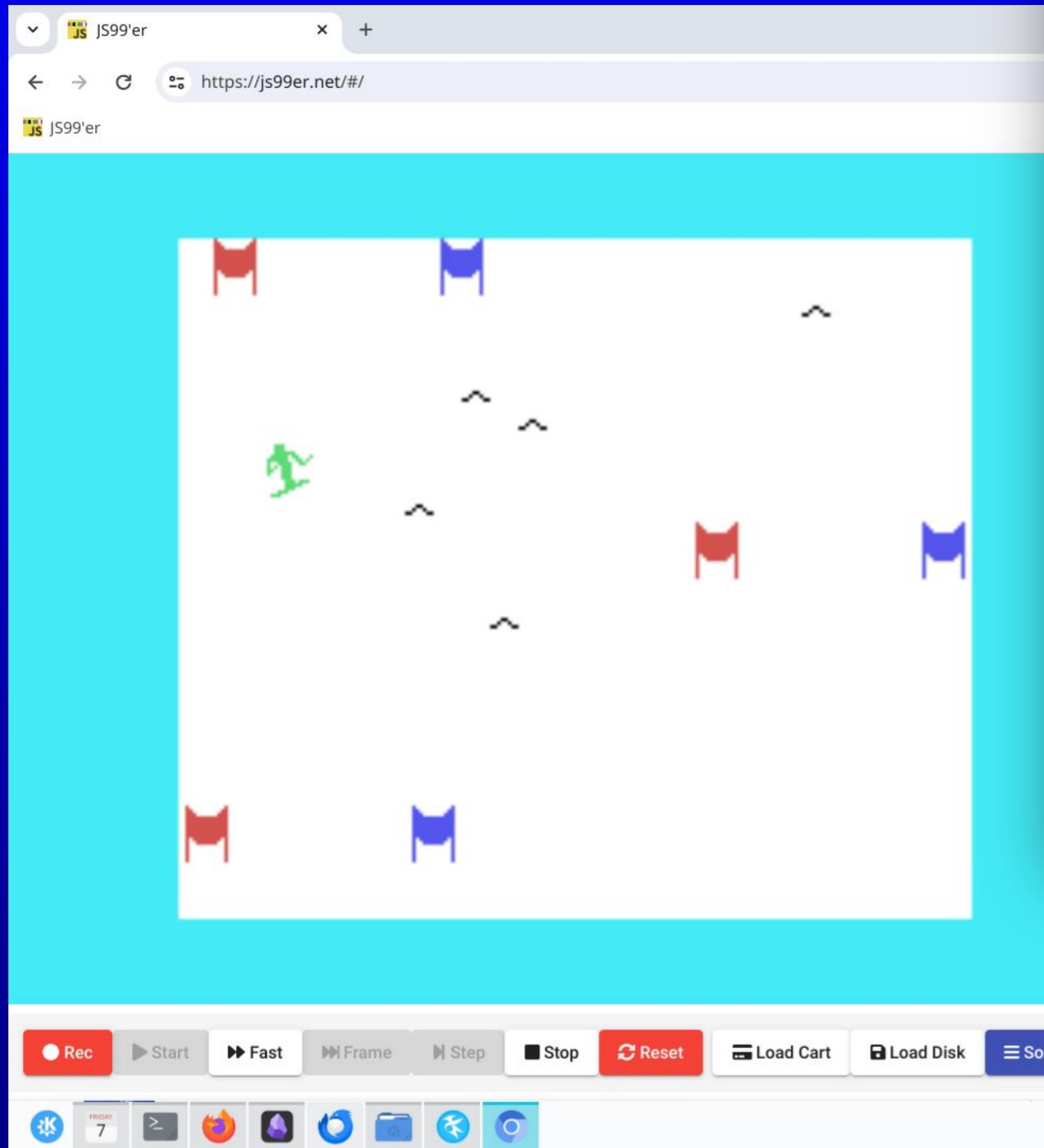
\$C000	\$4C	\$98	\$C1	JMP	\$C198
\$C003	\$4C	\$21	\$C3	JMP	\$C321
\$C006	\$4C	\$4C	\$C3	JMP	\$C34C
\$C009	\$4C	\$2A	\$C4	JMP	\$C42A
\$C00C	\$4C	\$D3	\$C3	JMP	\$C3D3
\$C00F	\$4C	\$07	\$C4	JMP	\$C407
\$C012	\$4C	\$1C	\$C4	JMP	\$C41C
\$C015	\$4C	\$21	\$C0	JMP	\$C021
\$C018	\$4C	\$C5	\$C4	JMP	\$C4C5
\$C01B	\$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



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:Thgjex](#)*
2. *Oral history with developers*
3. *Recovery of source code and paratextual material*
4. *Formal analysis of code and visual material*





~ : 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 ) & "!!!!!!!" )
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 , "000000FFFF" , 128 , "0000001824C3" )
620 Z$ = "070707070707040400C0F0F0C000000004040404040404040"
630 CALL CHAR ( 40 , Z$ , 136 , Z$ , 129 , "000000FFFF" , 64 , "000010107C101" )
640 CALL CHAR ( 96 , "000707070F1F1315191101000000030E0000000E0B19ACCC0C0C0C0EEF8E08" )
650 CALL CHAR ( 100 , "000303071F3727272F37270606060202008080C0F0D8C8C8E8D8C8C0C0C0808" )
660 CALL CHAR ( 104 , "000000078D593303030303771F07010000E0E0E0F0F8C8A89888800000000C07" )
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 PISTE
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
```

2:02 PM
4/28/24

Robox (1986)



Image via piu.ch, accessed May 2024



Robox: Parser

PARSER-PROGRAMMIERTECHNIK

```

10 OPEN 1,8,3,"WORTSCHATZ":OPEN 15,8,15:RE
M WORTSCHATZ-DATEI OEFFNEN
20 DATA 1,3,0,28,31,47,51,60,68,0,70,76,0,
82,90,93,100,101,116,149,155,158
30 DATA 178,0,0,189
35 DATA 198 :REM BUCHSTABE NACH Z !?!
40 DIM IN(26):FOR I=0 TO 26:READ IN(I):NEXT
T I
50 GOSUB 50000
60 PRINT"SN="SN:PRINT"VE="VE:PRINT"01="01:
PRINT"02="02:PRINT"UD="UD:PRINT"RI="RI
70 PRINT"AD="AD:PRINT:GOTO 50
50000 REM ****
50001 REM *
50002 REM *      WORT-PARSER 4.0
50003 REM *
50004 REM *      <C> 1986 BEI
50005 REM *
50006 REM *      MICHAEL NICKLES
50007 REM *
50008 REM ****
50010 REM BEFEHLSATZ EINGABE
      --
50011 :
50012 IF UD>0 THEN 50500:REM UND
50015 SL=80: REM BEFEHLSATZLAENGE
50020 PRINT"<DOWN>":BE$=""":POKE 198,0:POKE
211,0:POKE 214,22:SYS 58732:PRINT"(
YELLOW)@";
50030 GET X$ :IF PEEK(203)=1 THEN 50120
50040 IF X$="" THEN 50030
50050 IF LEN(BE$)=0 AND ASC(X$)=20 THEN 50
030
50060 I=ASC(X$):IF I<32 OR I>133 AND I<159
THEN IF I>20 THEN 50030
50070 IF LEN(BE$)=SL AND I>20 THEN 50030
50080 BE$=BE$+X$
50090 PRINT CHR$(20);X$;"@"
      
```

READY.
LIST 50000-50050

50000 :
50005 IF UD THEN SYSSB:GOT050100
50010 POKE198,0:BE\$="":PRINT:PRINT">";
50020 POKE204,0:WAIT198,255:GETXS
50035 POKE204,1:XA=ASC(X\$):L=LEN(BE\$)
50040 IF (XA=13 AND L>0) THEN PRINT" " :GOT050
50042 IF XA=136 THEN U=22:G1=0:OB=0:PE=0:P
50043 INTN":RETURN
50044 IF XA=135 THEN U=24:RETURN
50045 IF XA=133 THEN PRINT" □":GOSUB54000:F
50046 IF XA=134 THEN IF ER>255 AND U<>0 THEN PR
INTCHR\$(34):RETURN
50047 IF XA<>19 AND XA<>147 THEN 50050
50049 GOSUB53000:GOT050010
50050 IF XA=20 AND L THEN PRINT"U_!!";:BE\$=LEFT\$(BE\$,LEN(BE\$)-1):GOT050020

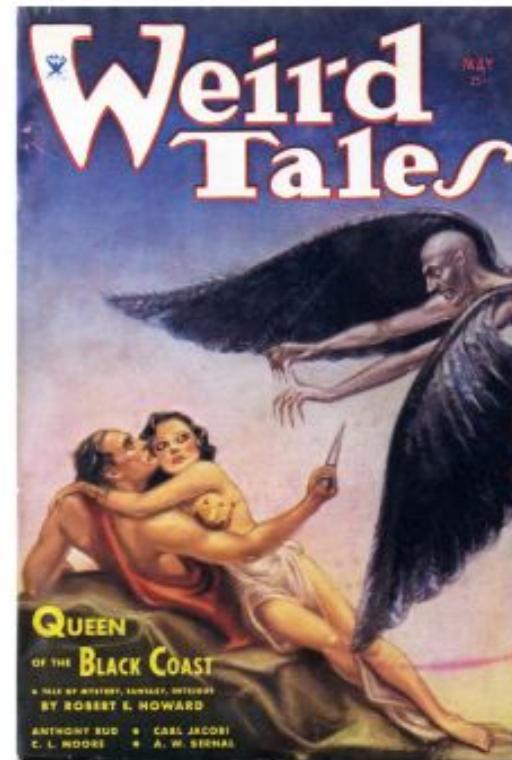
READY.

51110 : IF WA	S000
<131>	THEN R
51115 : IF WA	
<128>	
<031>	THEN A
<108>	51120 : IF WA

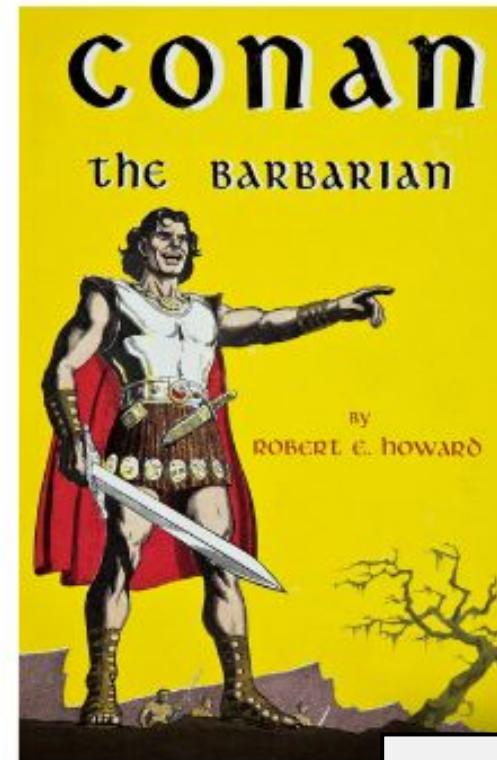
>
Disassembler Listing wurde mit Emu64

Von: \$C000 Bis: \$C582 Quelle: C64

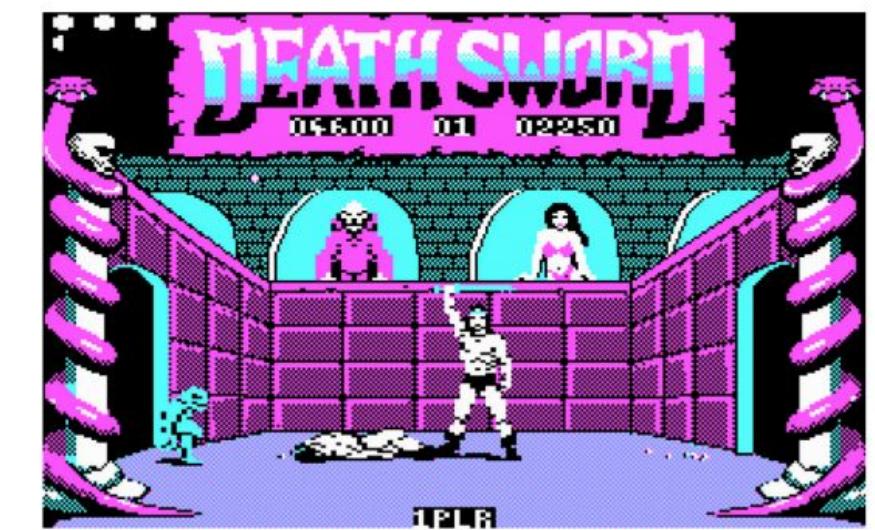
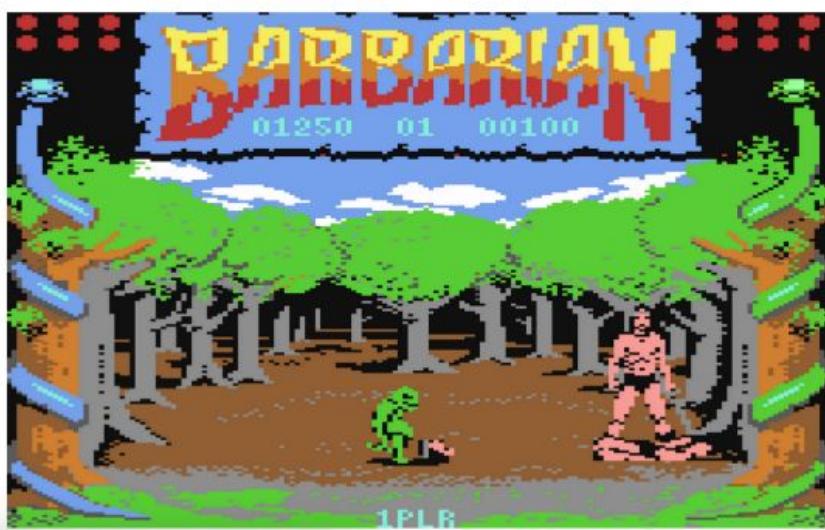
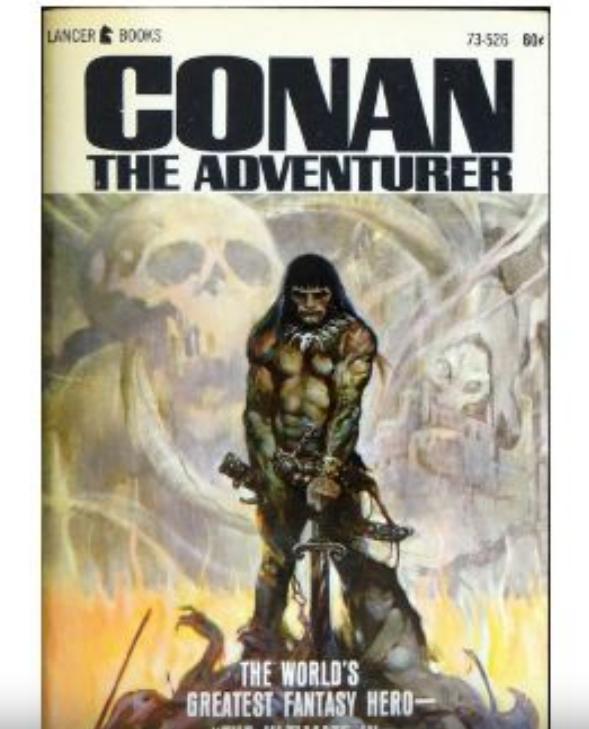
\$C000 \$4C \$98 \$C1 JMP \$C198
\$C003 \$4C \$21 \$C3 JMP \$C321
\$C006 \$4C \$4C \$C3 JMP \$C34C
\$C009 \$4C \$2A \$C4 JMP \$C42A
\$C00C \$4C \$D3 \$C3 JMP \$C3D3
\$C00F \$4C \$07 \$C4 JMP \$C407
\$C012 \$4C \$1C \$C4 JMP \$C41C
\$C015 \$4C \$21 \$C0 JMP \$C021
\$C018 \$4C \$C5 \$C4 JMP \$C4C5
\$C01B \$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)

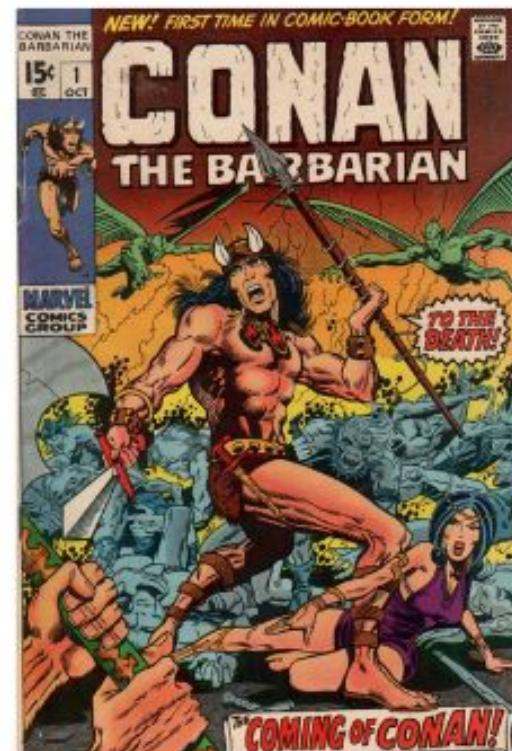


Conan the Barb.
(1955)

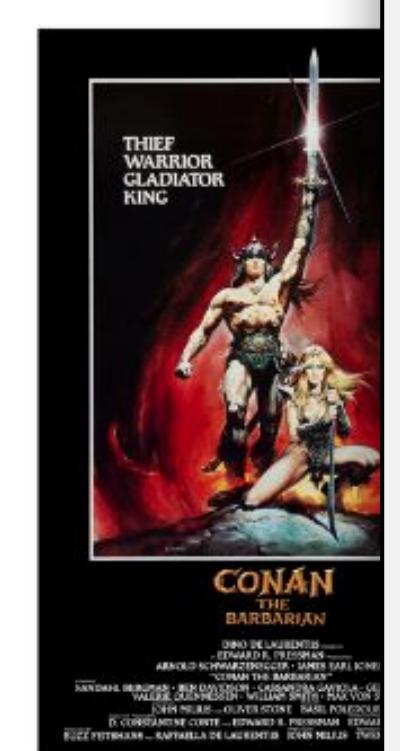


shot from
ian for the
odore 64

Screenshot from
Barbarian for DOS



Conan the Barbarian #1
(1970)



Theatrical poste
Conan the Barb.



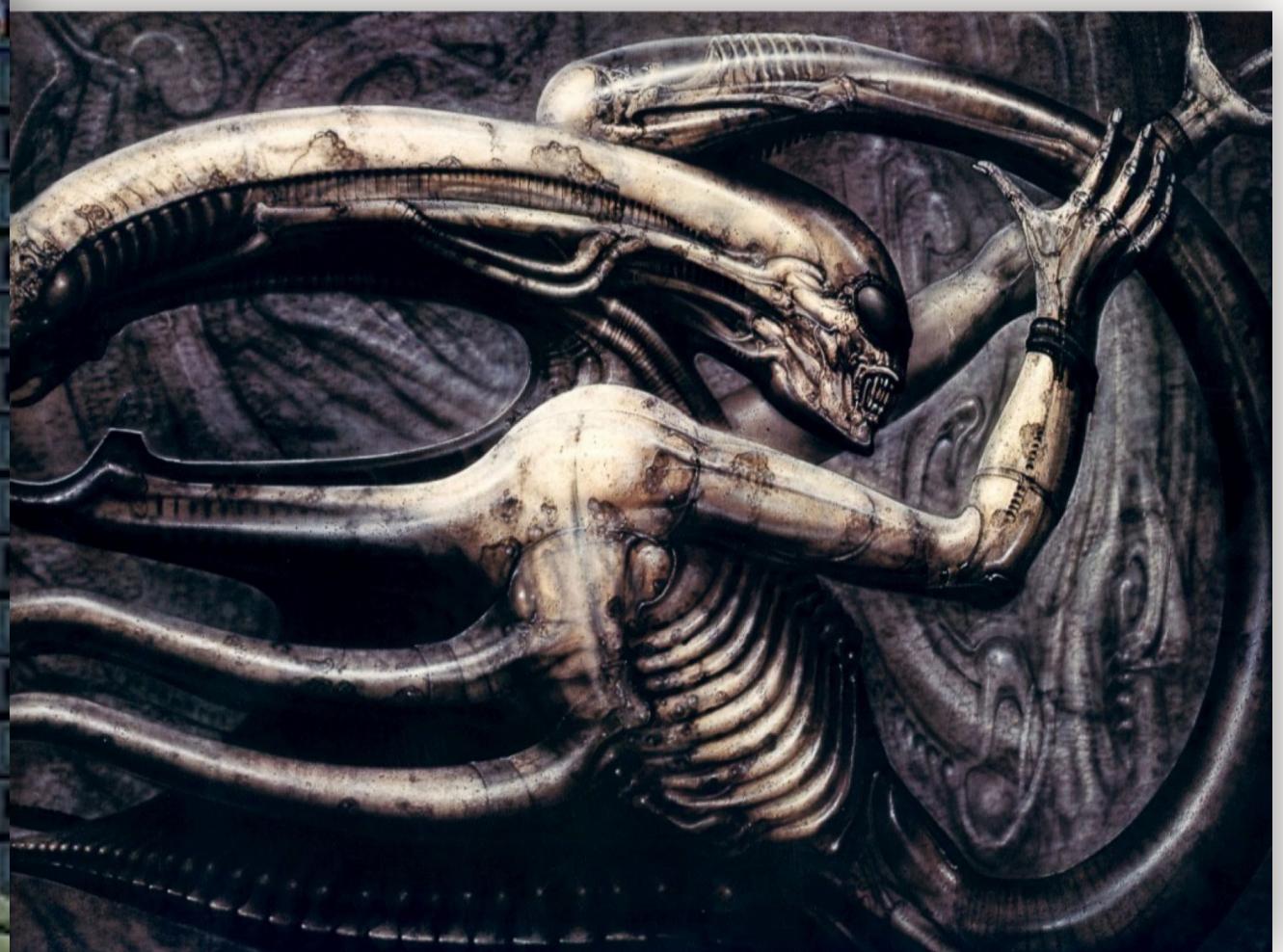
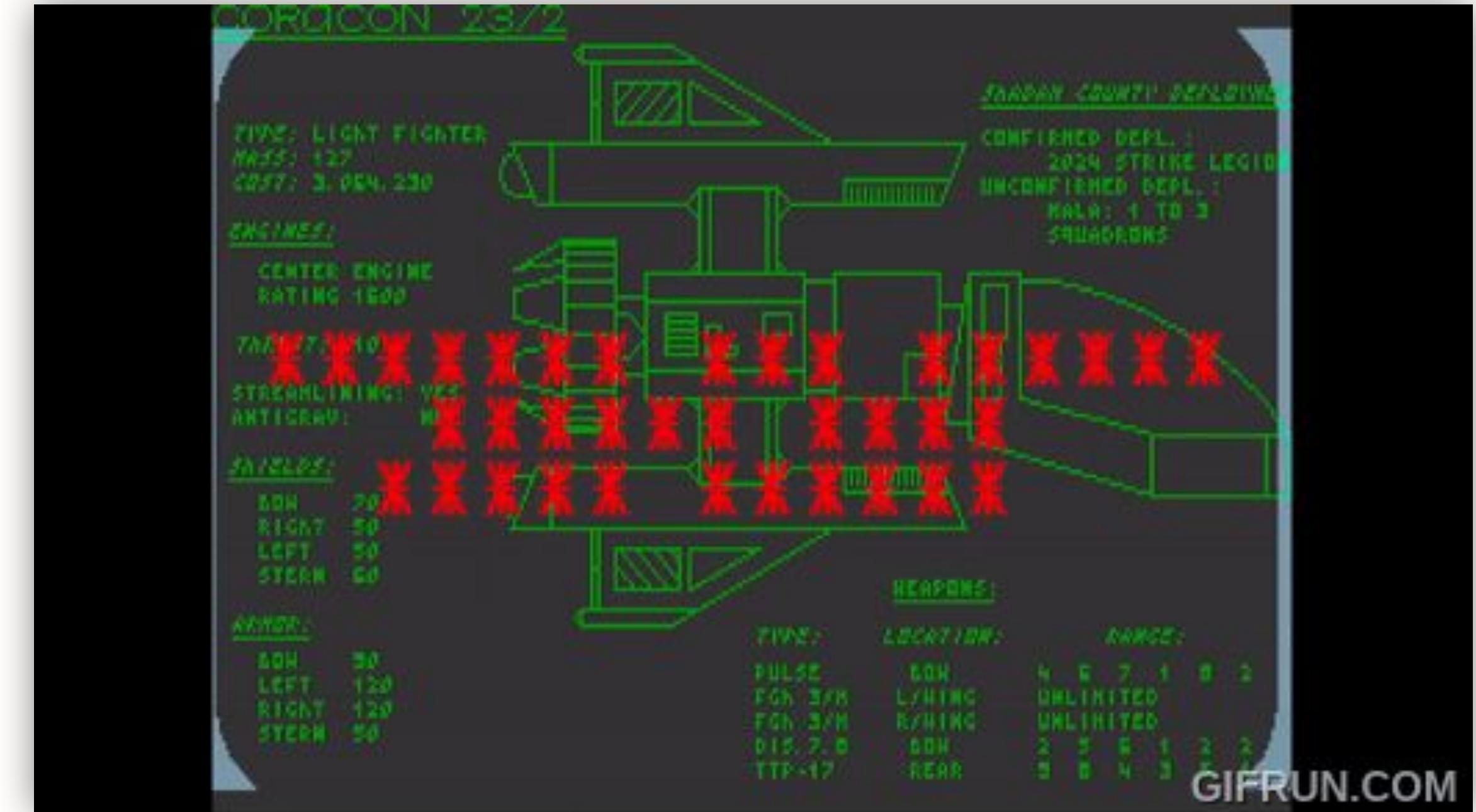
Of Bare Chested Men and Violence: Barbarians and War in 1980s games and press coverage

by Aurelia Brandenburg and Adriana

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



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



Thanks!



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



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