ntroduction to Jame evelopment Lecture 7







Commodore 64

- August 1982
- \$595
- A lot of memory
- Strong graphics capabilities
- Advanced sound chip
- Ideal for playing games
- Anyone could create code



Casualties

- Quaker Oats
- Mattel
- Magnavox
- Nutting Associates
- Colecovision (to concentrate on Cabbage Patch Dolls!!)
- Atari (only the name survived)

The Rest of the World

- UK
- Spain
- Australia
- France
- West Germany
- Italy
- Holland
- Finland

- "Uncle Clive" Sinclair
- ZX80
 - Much cheaper than Commodore Pet or Apple II
- ZX81
 - More powerful
 - Cheaper!!
- Most buyers wanted to create games

- Football Manager
 - **1981!!!!**
 - Kevin Toms
 - Bournemouth
 - Board game "Soccerama" (1968)
 - Copied to tapes and sold by mail order
 - -2,000,000 copies sold
 - Genre still thriving

- Can Of Worms
 - Mel Croucher
 - Portsmouth
 - Players
 - Use whoopi cushions to give a wheelchair-bound Hitler a heart attack
 - Perform vasectomies
 - Guess the amount of water required to unblock the king's toilet

- ZX Spectrum
 - April 1982
 - -£125 -£175 (depending on memory)
 - Compete with BBC Micro
- Briefly become the top selling computer in the world!
- British PM shows off Spectrum to visiting Japanese Premier!

- ZX Spectrum
 - -1982
 - number of UK made Spectrum games: 226
 - number of UK companies: 95
 - -1983
 - number of UK made Spectrum games: 1188
 - Number of UK companies: 458
 - Microdeal (St Austell in Cornwall)
 - Bamby Software (Isle of Harris)

Spain

- ZX Spectrum
 - Inspired by UK games
 - Not as surreal as UK games
 - Visuals/graphics more important
 - La Abadia del Crimen by Opera Soft
 - The Abbey of Crime
 - Inspired by Umberto Eco's II Nome Della Rosa (The Name Of The Rose)
 - Not arcade, game of skill and intelligence

Australia

- ZX Spectrum
 - Inspired by UK games
 - Beam Software
 - Fred Milgrom & Naomi Besen (husband & wife)
 - The Hobbit
 - 1,000,000+ sold
 - Text based adventure, puzzle-based
 - Doubled number of staff every year for 8 years
 - Moved to new premises every 3 years

France

- Apple II and Amstrad CPC
 - Froggy Software
 - Marion, Le Breton & Cazenave
 - Idealistic, political
 - 'Adventure, humour, leftfield and a willingness to making fun of anything'
 - Le Vampire Fou
 - First French text adventure game

France

- Froggy software
 - Le Crime du Parking
 - Rape, drug addiction, homosexuality
 - Paranoiak
 - Mental illness
- Coktel Vision
 - Mewilo
 - Voodoo
 - Slavery

West Germany

- Violence or military conflict games illegal
- Many games banned incl Atari's Battlezone
- Board games big in West Germany
 - Trading games
 - Strategy games
 - Manager games
- Video games reflected these interests

Italy

- Europe's most successful and prolific producer of video games in the 1970s
- Zaccaria
 - Bologna in 1980
 - Quasar
 - Very successful
 - Couldn't follow it up
 - Closed in 1984

Holland

- Cracking
 - 1001 Crew in Alkmaar
 - Hacking into commercial games
 - Disabling copyright protection
 - Distributing free copies
 - Compete to be first to crack a new game
 - "tagged" cracked game by adding an intro
 "Cracked in 1983 by 1001 Crew"

Finland

- Cracking
 - Future Crew
 - Some members left
 - Joined Remedy Entertainment
 - Later involved in making Max Payne

Piracy

- Cracking made copying games easier
- Imagine
 - Liverpool
 - Arcadia: best selling Spectrum game of 1982
 - One of the wealthiest companies in Europe
 - Imagine went bust in July 1984
 - Due, in large part, to piracy

Piracy

UK companies making Spectrum games

-1984:474

- 1985: 281

-1988: 101

- By 1987 60% of games were "budget"
 - At £1.99, it not worth copying
- To survive, big companies bought smaller companies, and got bigger and bigger.



