

# The First Laserdisc Video Game

# Dragon's Lair

1983



# Astron Belt

Amusement & Music  
Operators Association  
Show, 1982



# Quarter Horse

earlier in 1982!



# Tangent 1: Quarter Horse

120 races

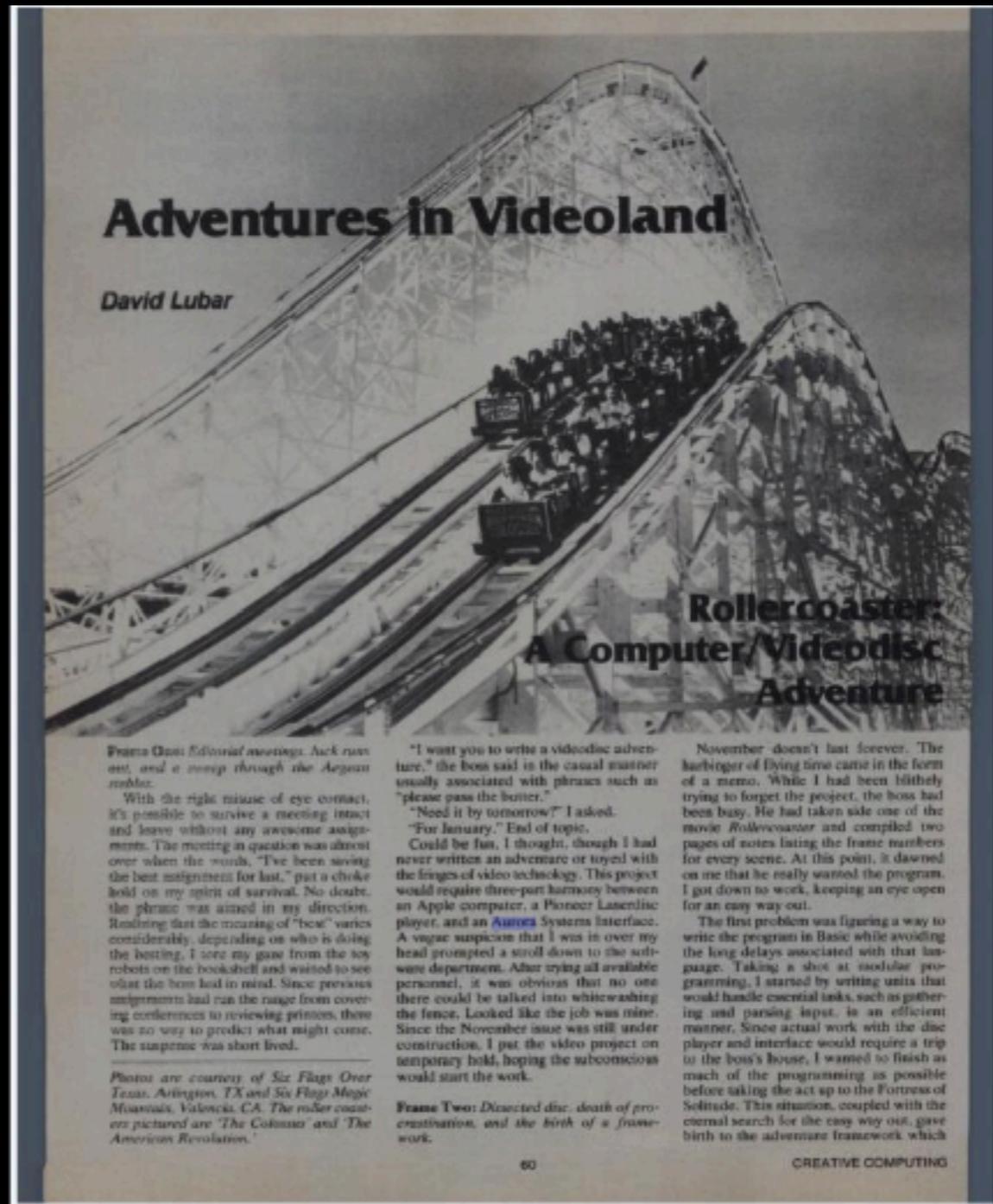
Remained in production for over 30 years.

The last laserdisc for the U.S. market was shipped in January of 2012  
while a solid-state version remains in production in Canada [2012]

Source: <http://allincolorforaquarter.blogspot.com/>

# Adventures in Videoland

## Creative Computing Magazine, January 1982 issue



Frame One: Editorial meetings. Aek runs out, and a copy through the Argon reader.

With the right misuse of eye contact, it's possible to survive a meeting intact and leave without any awesome assignments. The meeting in question was almost over when the words, "I've been saving the best assignment for last," put a choke hold on my spirit of survival. No doubt, the phrase was aimed in my direction. Realizing that the meaning of "best" varies considerably, depending on who is doing the besting, I wore my gaze from the toy robots on the bookshelf and waited to see what the boss had in mind. Since previous assignments had run the range from covering conferences to reviewing prisons, there was no way to predict what might come. The suspense was short lived.

Photos are courtesy of Six Flags Over Texas, Arlington, TX and Six Flags Magic Mountain, Valencia, CA. The roller coasters pictured are 'The Colossus' and 'The American Revolution.'

"I want you to write a videodisc adventure," the boss said in the casual manner usually associated with phrases such as "please pass the butter."

"Need it by tomorrow?" I asked.

"For January." End of topic.

Could be fun, I thought, though I had never written an adventure or toyed with the fringes of video technology. This project would require three-part harmony between an Apple computer, a Pioneer Laserdisc player, and an **Autovox** Systems Interface. A vague suspicion that I was in over my head prompted a stroll down to the software department. After trying all available personnel, it was obvious that no one there could be talked into whitewashing the fence. Looked like the job was mine. Since the November issue was still under construction, I put the video project on temporary hold, hoping the subconscious would start the work.

Frame Two: Distracted disc, death of procrastination, and the birth of a framework.

November doesn't last forever. The harbinger of flying time came in the form of a memo. While I had been blithely trying to forget the project, the boss had been busy. He had taken side one of the movie *Rollercoaster* and compiled two pages of notes listing the frame numbers for every scene. At this point, it dawned on me that he really wanted the program. I got down to work, keeping an eye open for an easy way out.

The first problem was figuring a way to write the program in Basic while avoiding the long delays associated with that language. Taking a shot at modula programming, I started by writing units that would handle essential tasks, such as gathering and parsing input, in an efficient manner. Since actual work with the disc player and interface would require a trip to the boss's house, I wanted to finish as much of the programming as possible before taking the act up to the Fortress of Solitude. This situation, coupled with the eternal search for the easy way out, gave birth to the adventure framework which

# creative computing®

*the #1 magazine of computer applications and software*

January 1982  
vol 8, no 1  
\$2.50

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**COMPUTERS**  
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## **Videodiscs**

Using them with  
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Survival:  
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In-depth Evaluations:

- Castle Wolfenstein
- TRS-80 Invaders
- Eastern Front (Atari)
- Games for the VIC

**Expanding Your TRS-80**



**Arcade Games:  
how to beat them**



# Adventures in Videoland

by David Lubar

**Frame One:** Editorial meetings, luck runs out, and a sweep through the Augean stables.

With the right misuse of eye contact, it's possible to survive a meeting intact and leave without any awesome assignments. The meeting in question was almost over when the words, "I've been saving the best assignment for last," put a choke hold on my spirit of survival. No doubt, the phrase was aimed in my direction. Realizing that the meaning of "best" varies considerably, depending on who is doing the besting, I tore my gaze from the toy robots on the bookshelf and waited to see what the boss had in mind. Since pre-



**Frame Two:** Dissected disc, death of procrastination, and the birth of a framework.

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**ROLLERCOASTER**

MCA  
DISCO VISION

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# Tangent 2: Rollercoaster

1977

on the heels of disaster film craze:

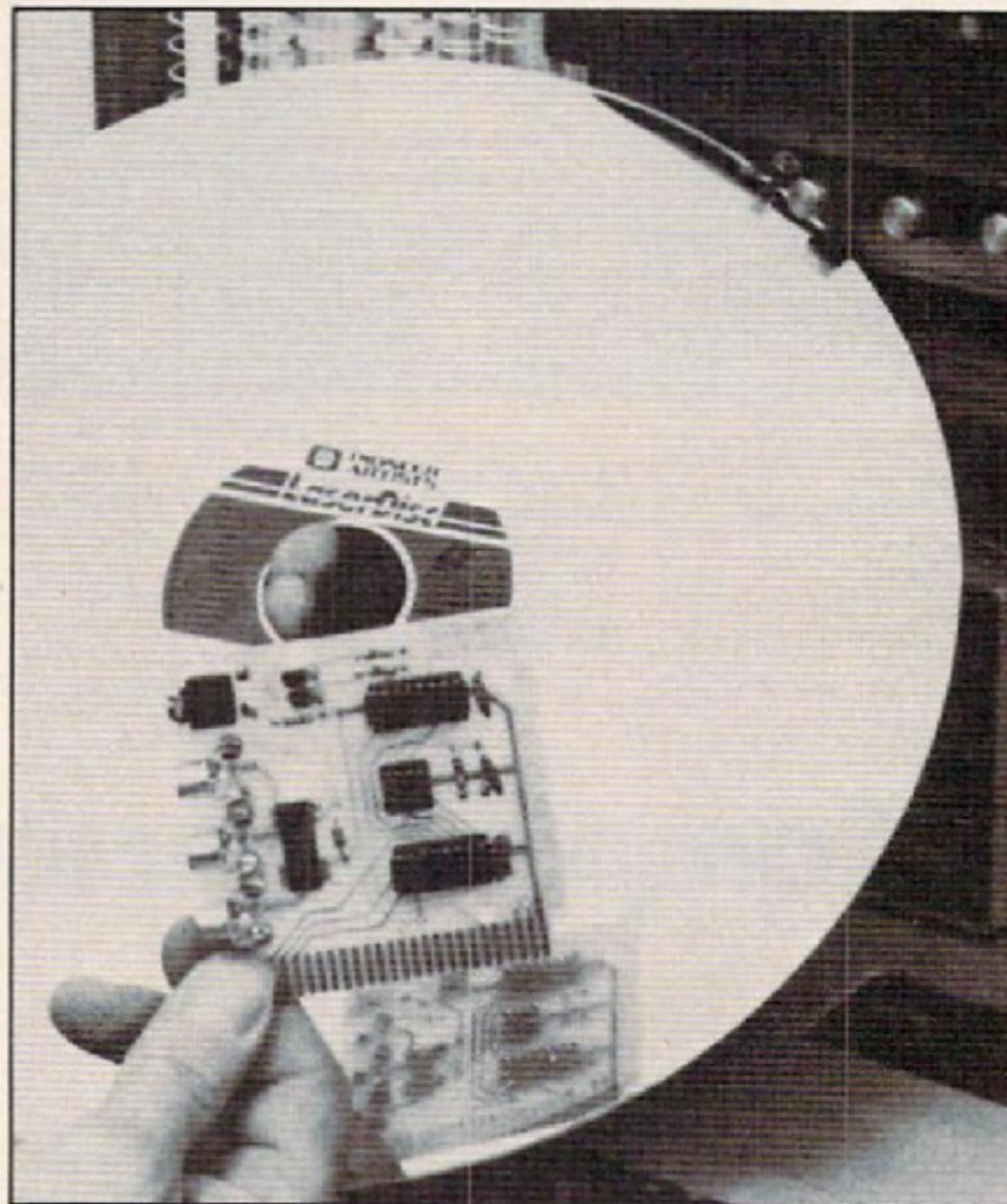
The Hindenburg, Earthquake, Airport, Towering Inferno etc.

Starring George Segal, Timothy Bottoms

Released in Sensurround

Helen Hunt's first movie

Star Wars released a few weeks later



*Anthro-Digital, Inc.'s **Omniscan LaserDisc** interface for use with an Apple computer and appropriate videodisc systems.*

**AURORA SYSTEMS OMNISCAN**

**\$275**

**Worked with Pioneer VP-1000**

# OMNISCAN™



*The interface that provides the most revolutionary means of information retrieval since the printing press by combining these important technologies:*

- 1) the Apple II computer,*
- 2) the Pioneer VP-1000 Laser Video Disc,*
- 3) and the Color Television.*

*The **OMNISCAN** interface is used to control the Pioneer LaserDisc player in an interactive way, with software running on the Apple II computer. The system can display information with color, motion, and stereo or bilingual sound under program control. It can teach, review, test, and grade material while allowing for individual learning rates. The branching capability of the computer gives unlimited flexibility in programming a learning sequence.*

**Price: \$ 250**



Interface	AP	AT	CM	IB	SO	TI	SS	OL	Price
Allen—UVC	*	*	*	*	*	*		I	\$1,200
Allen—VMI	*						*	O	575
Allen—MVP	*	*	*				*		150
Anthro—Digital—Omniscan	*						*		250
BCD Associates—VIPc				*			*	O	1,195
Bell & Howell	*						*		600
Destron	*						*	I	650
Digital Controls—Red Card	*						*		500
Digital Controls—Red Max	*	*	*	*	*	*	*		550
IEV—IEV-40				*			*	O	550
Interactive Training Syst				*			*	I	2,995
Jam, Inc.—Jam Card	*				*				395
New Media Graphics DM-1000	*	*	*	*	*	*			90
Online—VDC-100				*			*	O	350
Online—GL-512				*			*	I	1,500
Pioneer—SIA IU-03	*	*	*	*	*	*	*		300
Symtec—DVA Card	*						*		350
Symtec—Sony Card	*						*		350
Video Vision—VAI II	*						*		125
Visage—V:Link 1000				*			*	I	1,150
Visage—V:Link 1500				*			*	I	1,850
Visage—V:Link 1550				*			*	I	2,150
Visual Database Systems				*			*		65
Whitney—PC 500-A				*					990
Whitney—SM 500-A					*				895
Whitney—A3001A	*								695

AP=Apple

AT=Atari

CM=Commodore

IB=IBM-PC

SO=Sony SMC-70

TI=Texas Instruments

SS=Single Screen Overlay

OL=Overlay (I=included; O=optional)

- @DavidLubar (email, June 11 2018)
- “I've seen the game credited as the first laser-disc based video game. While I appreciate that, I'm not really sure I can take much credit for anything other than carrying out a coding task I was handed by my boss.”

- “*Dragon's Lair* feels much more like an actual laser-disc based game. The Rollercoaster project was really more of a proof of concept. I think the term one of the articles you found uses, with first use of laser-disc cut scenes, is closer to what I made. Either way, it is kind of cool to be a tiny part of one branch of gaming history.”

- “(On the other hand, I'm nearly 100% certain I was the first person to put Macaulay Culkin in a video game. Though that doesn't seem quite as boast worthy.)” [Home Alone for the GameBoy]

# A Videodisc Primer

3 formats

**CED — Capacitance Electronic Disc  
RCA's standard**

**special needle and high-density groove system similar to  
phonograph records**

**Videodisc, but not laserdisc because not optical**

**Conductive vinyl platters, spiral groove on both sides**

**Constant angular velocity(450 rpm for NTSC, 375 rpm for PAL)**

**Each rotation contains 8 interlaced fields, or 4 full frames of  
video.**

**No freeze frame, slow-mo, etc.**

**CAV — constant angular velocity**

**“Standard play”**

**Always 1800 RPM, one rotation takes 1/30 sec**

**Single frame per track**

**Each side contains 54,000 tracks, so 54,000 frames**

**Individually numbered addressable tracks**

**4x packing density on center tracks**

**individually numbered addressable tracks**

**Freeze frame, slo-mo**

**and jump to frame number**

**CAV — constant angular velocity**

**“Standard play”**

**Always 1800 RPM, one rotation takes 1/30 sec**

**Single frame per track**

**Each side contains 54,000 tracks, so 54,000 frames**

**Individually numbered addressable tracks**

**4x packing density on center tracks**

**individually numbered addressable tracks**

**Freeze frame and slo-mo**

**CLV — constant linear velocity**

**“Extended play” stores more video frames**

**Inner tracks - 1 frame per track**

**Outer tracks - 4 frames per track**

**Varies speed of disc**

**Pp to 1 hour per side**

**No freeze frame or slo-mo**

# Tangent 3: Let's Make a Videodisc

## Comparison of Mastering Costs Set Up Costs Per Disc Side

Company	CAV	CAV*MDS/	CLV
Pioneer	\$2,100	\$2,400	\$2,400
Sony	\$2,000	\$2,000	\$2,000
Technidisc	\$1,500	\$2,000	\$2,000
3M	\$1,800	\$2,500	\$2,500

Cost Per Disc							
Company	Qty	CAV		CAV*		CLV	
		1sd	2sd	1sd	2sd	1sd	2sd
Pioneer	1000	\$10	\$15	\$14	\$19	\$14	\$19
	1000	\$ 7	\$12	\$10	\$15	\$10	\$15
Sony	249	\$19	\$30	\$19	\$30	\$19	\$30
	499	\$18	\$26	\$18	\$26	\$18	\$26
	999	\$16	\$25	\$16	\$25	\$16	\$25
	1999	\$15	\$24	\$15	\$24	\$15	\$24
	2999**	\$14	\$23	\$14	\$23	\$14	\$23
Technidisc	49	\$19	\$23	\$18	\$23	\$18	\$23
	199	\$16	\$21	\$17.50	\$22.50	\$16	\$21
	499	\$14	\$19	\$17	\$22	\$14	\$19
	999	\$12	\$17	\$16.50	\$21.50	\$12	\$17
	1499	\$11	\$16	\$16	\$21	\$11	\$16
3M	1999	\$10	\$15	\$15	\$20	\$10	\$15
	99	\$18	\$23	\$18	\$23	\$18	\$23
	499	\$14	\$20	\$18	\$23	\$14	\$20
	999	\$12	\$17	\$18	\$23	\$12	\$17
	1499	\$10	\$15	\$15	\$21	\$10	\$15
	1999**	\$10	\$15	\$15	\$21	\$10	\$15
	2499**	\$ 8.50	\$12.50	\$12	\$17	\$ 8.50	\$12.50
4999**	\$ 6.75	\$10.50	\$ 6.75	\$10.50	\$ 6.75	\$10.50	

\* CAV with digital programming  
 \*\* No set up charge for discs without digital programming

# Reviving Adventures in Videoland

- laserdisc player
- DiscoVision (CAV) version of Rollercoaster
- unusual serial cable
- BASIC code in an Apple II

# Adventures in Videoland

```
1 GOSUB 30000: REM INITIALIZE
2 GOSUB 34000: REM INSTRUCTIONS
3 GOSUB 20000: REM DISPLAY 1ST RYR
10 GOSUB 1000: REM INPUT ROUTINE
30 IF NOT SPACE THEN
  OK=0
40 IF AB=" " THEN 10
45 PRINT: PRINT
50 IF ASC(A)-32 AND LEN(V)=1 THEN
  M=RIGHT(V,LEN(V)-1): M=RIGHT(M,LEN(M)-1): GOTO 50
60 IF LEN(A)=LEN(V) THEN
  MFLAG=0: GOTO 90
70 M=RIGHT(M,LEN(M)-LEN(V))
80 IF ASC(M)=32 AND LEN(M)=1 THEN
  M=RIGHT(M,LEN(M)-1): GOTO 50
85 IF M=" " THEN
  MFLAG=0
90 ASC(M)=64
100 IF A(1) OR A(2) THEN 10
110 ON A(3) GOSUB 10100,10200,10300,10400,10500,10600,10700,10800,10900,11000,
11100,11200,11300,11400,11500,11600,11700,11800,11900,12000,12100,12200,
12300,12400,12500,12600
120 IF NOT K THEN
  PRINT "I DON'T KNOW HOW TO DO THAT": KM=1
  GOTO 10
130 IF T=150 THEN
  INVERSE: PRINT "I THINK TIME JUST RAN OUT": NORMAL: T=0: V=0
  GOSUB 40000: GOTO 50000
130 PRINT: GOTO 10
1000 AB=" " : SPACE=0: M=" " : V=" " : MFLAG=1
1010 GET B:
  IF ASC(B)=13 THEN
    RETURN
1020 IF ASC(B)=8 AND SPACE AND RIGHT(M,1)="" THEN
  SPACE=0
1025 IF LEN(A)=1 AND B=" " THEN 1010
1030 IF ASC(B)=8 AND LEN(A)=1 THEN
  M=LEFT(M,LEN(M)-1): PRINT B: " ": GOTO 1010
1040 IF B=" " AND NOT SPACE THEN
  MFLAG=1: SPACE=1: GOTO 1060
1050 IF ASC(B)=65 OR ASC(B)=91 THEN 1010
1060 PRINT B:
1070 M=M+B
1080 GOTO 1010
9999 REM FOLLOWING ROUTINES ACT ON THE INPUT. KM IS KEYWORD FLAG
10100 KM=0: RETURN
10200 IF AB="BREAK BOX" THEN 53000
10210 IF AB="BREAK DOOR" THEN
  PRINT "TOO SOLID TO EVEN TRY": RETURN
10220 KM=0: RETURN
10300 KM=0: RETURN
10400 IF V="DROP" AND MFLAG THEN 26000
10400 KM=0: RETURN
10500 IF AB="E" THEN
  D=2: GOTO 20000
10501 IF V="EXAMINE" AND MFLAG THEN 27000
10500 KM=0: RETURN
10600 IF A="FIND BATTERIES" THEN
  PRINT "TRY THE DEAR": RETURN
10610 IF V="FIND" THEN
  PRINT "I CAN'T HELP YOU": RETURN
10620 KM=0: RETURN
10700 IF V="GO" THEN 13000
10710 IF A="GIVE COINS" AND L=5 THEN 43000
10720 IF A="GIVE TICKET" AND L=10 THEN 45000
10799 KM=0: RETURN
10800 IF V="HELP" THEN
  PRINT
  PRINT "JUST KEEP MOVING AND EXAMINING THINGS, AND AVOID DANGEROUS PLACES.":
  RETURN
10900 KM=0: RETURN
10900 IF AB="I" OR A="INV" OR AB="INVENTORY" THEN 20000
10999 KM=0: RETURN
11000 IF V="JAM" THEN 54000
11000 KM=0: RETURN
11100 IF V="KILL" THEN
  PRINT "THAT IS BEYOND MY POWER.": RETURN
11100 KM=0: RETURN
11200 IF AB="LOOK" THEN 22000
11210 IF V="LOOK" AND MFLAG THEN 27000
11200 KM=0: RETURN
11300 IF AB="MAKE TIMER" THEN 55000
11300 KM=0: RETURN
11400 IF AB="N" THEN
  D=1: GOTO 20000
11400 KM=0: RETURN
11500 IF AB="OPEN BEAR" THEN
  PRINT "TWO BATTERIES JUST FELL.": PRINT "OUT OF THE BACK.": PRINT
  PRINT "THEY'RE ON THE GROUND.": GOTO 11000: RETURN
11500 KM=0: RETURN
```

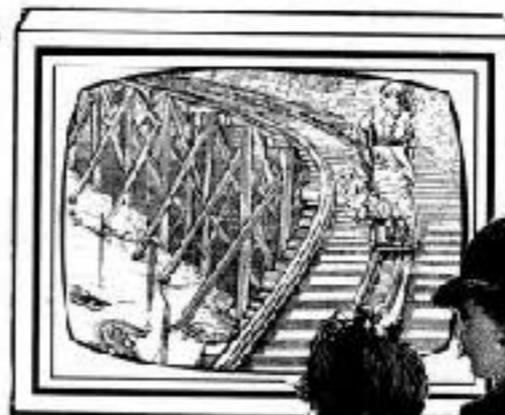


# Adventures in Videoland

```

11600 IF (V6="PUT" OR V6="PLACE") AND HFLAG THEN 28000
11610 IF V6="PLAY" AND L=6 THEN 43000
11620 IF V6="PLAY" AND L=16 THEN 48000
11630 IF (A6="PUSH BUTTON" OR A6="PRESS BUTTON") AND L=2 THEN 53000
11699 KM=0: RETURN
11700 IF A6="QUIT" THEN
    END
11799 KM=0: RETURN
11800 IF (A6="READ BOOK") AND (OB(4)=0 OR OB(4)=L) THEN
    PRINT "YOU NOW KNOW HOW TO MAKE A": PRINT "JAPPER FROM A R0DID": BK=1:
    RETURN
11810 IF A6="READ TICKET" THEN
    A6="LOOK TICKET": GOTO 27000
11899 KM=0: RETURN
11900 IF A6="S" THEN
    D=3: GOTO 28000
11910 IF V6="SHOOT" THEN 43000
11920 IF A6="SHOW TICKET" AND L=16 THEN 49000
11999 KM=0: RETURN
12000 IF V6="TAKE" AND HFLAG THEN 25000
12010 IF (A6="TURN KNOB" OR A6="TURN DIAL") AND L=2 THEN 53000
12099 KM=0: RETURN
12100 IF A6="USE JAPPER" THEN 54000
12199 KM=0: RETURN
12200 IF A6="VISIT DOYDOR" THEN
    PRINT "SHE DOESN'T WANT TO SEE YOU": RETURN
12299 KM=0: RETURN
12300 IF A6="U" THEN
    D=4: GOTO 28000
12310 IF (A6="WEAR UNIFORM") AND (OB(9)=0 OR OB(9)=L) THEN
    VCF="SSSSSS": GOTO 40000
    FOR I=1 TO 1000:
    NEXT I:
    VCF="": GOTO 40000: PRINT "IT FITS WELL AND MAKES A 6000": PRINT
    "DISGUISE": KM=1: RETURN
12399 KM=0: RETURN
12400 KU=0: RETURN
12500 KU=0: RETURN
12600 POP: STOP: REM DEBUGGING AID. INPUT OF 2 STOPS PROGRAM
19000 REM PARSE FOR DIRECTION
19010 D=ASC(NE): D=(D*78)+(D*69)*2+(D*83)*3+(D*82)*4:
    IF NOT D THEN
    PRINT "I NEED A DIRECTION": RETURN
20000 REM NAME ROUTINE=DIRECTION:R=ROOM MOVED INTO:L=PRESENT LOCATION
20060 R=ASC(MID$(R,L),D)-64
20070 IF NOT R THEN
    PRINT "YOU CAN'T GO THAT WAY": RETURN
20080 L=R
22000 IF END(1),6 AND A6="LOOK" THEN
    VCF="SSSSSS":
    FOR I=1 TO LEN(VCF):
    A=USR(ASC(NE),VCF,I,1):
    FOR J=1 TO 400:
    NEXT J:
    NEXT I:
    FOR I=1 TO 4000:
    NEXT I:
    A=USR(ASC("X")):
22001 IF VCF(L)="" THEN
    VCF=A(L): GOTO 40000:
    FOR I=1 TO 4000:
    NEXT I:
    VCF(L)="" : VCF="X": GOSUB 40000
22005 PRINT "YOU ARE IN "
22010 PRINT R$(L): PRINT R$(L): PRINT "THIS LOCATION CONTAINS " : F1=0
22020 FOR I=1 TO NC
22030 IF OB(I)=L THEN
    PRINT OB(I): F1=1
22040 NEXT I:
    IF NOT F1 THEN
    PRINT "NOTHING"
22050 PRINT "VISIBLE EXITS: "
22060 FOR I=1 TO 4
22070 IF MID$(R$(L),I,1)="" THEN
    PRINT DIR$(I): F1=1
22080 NEXT I:
    IF NOT F1 THEN
    PRINT "DON'T EXIST"
22091 PRINT:
    IF L=6 THEN 41000
22082 IF L=8 THEN 47000
22083 IF L=15 THEN 47100
22084 IF L=19 THEN
    PRINT
    "YOU FOLLOW A WINDING PATH: FINALLY
    RETURNING TO FAMILIAR GROUND":
    L=1: GOTO 22000
22095 IF L=9 THEN 49000
22090 RETURN
24000 F1=0: PRINT "YOU ARE CARRYING":
    FOR I=1 TO NC

```



# Adventures in Videoland

```
24810 IF OB(1)=0 THEN
  PRINT OB(1): F1=1
24820 NEXT I:
  IF NOT F1 THEN
    PRINT "NOTHING"
24830 RETURN
25000 F1=0: F2=0:
  FOR I=1 TO NO
25005 IF NB(OR(I): AND OB(I)=0 THEN
    PRINT "YOU ALREADY HAVE THE "INS: RETURN
25010 IF (N=OB(I) OR N="ALL" OR N="EVERYTHING") AND (OB(I)=<L>) THEN
  OR(I)=0: PRINT OB(I): "TAKEN": F1=1
25020 IF N=OB(I): THEN
  F2=1
25025 NEXT I
25030 IF F1=0 AND F2=0 AND N=<"ALL" AND N=<"EVERYTHING" THEN
  PRINT "I CAN'T TAKE THE "INS: RETURN
25035 IF F1=0 AND F2=0 THEN
  PRINT "THERE IS NOTHING HERE I CAN TAKE."
25040 IF F1=0 AND F2=1 THEN
  PRINT "I DON'T SEE IT HERE."
25050 RETURN
25000 F1=0:
  FOR I=1 TO NO
25010 IF (OB(I)=N OR N="ALL" OR N="EVERYTHING") AND (OB(I)=<B>)
  THEN OB(I)=L: F1=1
25020 NEXT I
25030 IF NOT F1 THEN
  PRINT "YOU CAN'T DROP WHAT YOU AREN'T CARRYING": RETURN
25040 PRINT "OK": RETURN
27000 F1=0:
  FOR I=1 TO NO
27010 IF (OB(I)=0 OR OB(I)=L) AND (OB(I)=N) THEN
  F1=1: PRINT OB(I):
  IF OB(I)=L THEN
    PRINT "I SEE NOTHING IMPORTANT.": RETURN
27020 IF (PL(I)=0) OR (FL(I)=0) AND (FR(I)=0) THEN
  F1=1: PRINT FD(I):
  IF FD(I)=L THEN
    PRINT "NOTHING EXTRAORDINARY HERE": RETURN
27030 IF F1 THEN
  RETURN
27040 NEXT I
27050 PRINT "I CAN'T DESCRIBE THAT"
27060 RETURN
28000 FOR I=1 TO NO
28010 IF NB(COIN(I) OR (B(I)=0) THEN
  NEXT I:
  PRINT "YOU AREN'T CARRYING THE "INS: RETURN
28020 PRINT "WHERE?"
28030 T=H
28100 GOSUB 1000
28102 NEXT
28105 PRINT
28106 IF A=" DOWN" THEN 20000
28110 IF UR(" IN" AND UR(" ON" THEN
  PRINT "I CAN'T DO THAT": RETURN
28115 T=RIGHT(T,LEN(R)-LEN(U))
28116 IF LEFT(T,1)=" " AND (R(1)=0) THEN
  T=RIGHT(T,LEN(T)-1)
28117 IF T="FLOOR" OR T="TABLE" THEN 20000
28120 FOR I=1 TO NO
28130 IF (OB(I)=L) OR (OB(I)=L AND OB(I)=0) THEN
  NEXT I:
  PRINT "THE "INS" ISN'T HERE": RETURN
28140 PRINT "OK":
  IF (T="RADIO" OR T="JAMMER") AND N="BATTERIES" THEN
    N=1
28200 RETURN
30000 DIM OB(12), OB(12), RM(10), RD(10), RK(10), CD(12), FR(12), FL(12), FD(12),
  VS(18)
30001 RM(1)="THE MIDWAY": RM(2)="THE FIRST AID STATION": RM(3)="THE MIDWAY":
  RM(4)="THE MIDWAY": RM(5)="A RESTAURANT": RM(6)="A SHOOTING GALLERY"
30002 RM(7)="A MAINTENANCE ROOM": RM(8)="THE BELLY DANCER'S TENT": RM(9)="
  THE TOP OF THE KULLEN CLUSTER": RM(10)="A CLOSET"
30003 RM(11)="AN ALLEY": RM(12)="THE OBSERVATION TOWER": RM(13)="
  A CRANLUWAY": RM(14)="A STORAGE ROOM": RM(15)="A SMALL SHACK": RM(16)="
  A GAME BOOTH": RM(17)="A NARROW TUNNEL": RM(18)="
  A DARK, TWISTING PATH"
30010 R(1)="EDK": R(2)="QJOP": R(3)="DAG": R(4)="GPH": R(5)="SWS":
  R(6)="CBA": R(7)="MCO": R(8)="DGD": R(9)="SOM"
30011 R(10)="QOB": R(11)="RNV": R(12)="UDD": R(13)="TGG": R(14)="
  QOR": R(15)="KGD": R(16)="QSD": R(17)="DGL": R(18)="SWS"
30020 L(1)=NO=12
30030 OB(1)="COIN": OB(2)="TICKET": OB(3)="TICKET": OB(4)="BOOK": OB(5)="
  LAMP": OB(6)="TOWEL": OB(7)="POSTER": OB(8)="BEAR"
30031 OB(9)="UNIFORM": OB(10)="RADIO": OB(11)="BATTERIES": OB(12)="JAMMER"
30040 OB(1)=4: OB(2)=7: OB(3)=14: OB(4)=15: OB(5)=1: OB(6)=1: OB(7)=1:
  OB(8)=1:
30045 OB(9)=10: OB(10)=1: OB(11)=1: OB(12)=1
```



# Adventures in Videoland

```

30050 DIR#(1)="NORTH": DIR#(3)="SOUTH": DIR#(2)="EAST": DIR#(4)="WEST"
30051 DIR#(1)=
30052 DIR#(2)="WHICH STRETCHES TO THE EAST AND WEST. A RESTAURANT IS TO THE NORTH"
30053 DIR#(3)="CONTAINING STRANGE EQUIPMENT. LIGHTS FLASH FROM AN ELECTRONIC BOX"
30054 DIR#(4)="A MID STATION IS TO THE NORTH. THE SOUND OF GUNFIRE COMES FROM A SHOOTING GALLERY TO THE SOUTH"
30055 DIR#(5)="FROM A TENT TO THE SOUTH YOU HEAR EXOTIC MUSIC"
30056 DIR#(6)="THE ROOM IS CROWDED BUT YOU SEE AN EMPTY TABLE IN THE CORNER"
30057 DIR#(7)="A SIGN READS '3 SHOTS FOR 25 CENTS'"
30058 DIR#(8)=
30059 DIR#(9)="THERE ARE DOORS TO THE NORTH AND SOUTH. THE NORTHERN DOOR IS OPEN. YOU CAN HEAR THE ROLLER COASTER."
30060 DIR#(10)="SHE SLIPS AND LOOKS AT YOU"
30061 DIR#(11)="A DANGEROUS PLACE TO BE."
30062 DIR#(12)="": DIR#(13)=
30063 DIR#(14)="THERE IS A DOOR LEADING TO A SMALL ROOM TO THE SOUTH"
30064 DIR#(15)=
30065 DIR#(16)="BELOW, YOU CAN SEE THE WHOLE CARNIVAL. THE TOP OF THE ROLLER COASTER IS IN SIGHT."
30066 DIR#(17)=
30067 DIR#(18)="THE PASSAGE LEADS NORTH TO THE TOP OF THE ROLLER COASTER. THE NOISE IS QUITE LOUD"
30068 DIR#(19)=
30069 DIR#(20)="THE DOOR IS LOCKED BEHIND YOU, BUT THERE IS A WINDOW TO THE WEST"
30070 DIR#(21)=
30071 DIR#(22)="THE ROOM IS LITTERED WITH FRAGMENTS OF ELECTRONIC PARTS. BUT NONE OF IT IS SALVAGEABLE. A GUARD BLOCKS YOUR PATH"
30072 DIR#(23)="A SIGN SAYS, '50 CENTS A BALL. WINNER'S CHOICE.'"
30073 DIR#(24)="THE PASSAGE LEADS SOUTH TO THE TOP OF THE OBSERVATION TOWER"
30074 DIR#(25)="TWO DINES AND A NICKEL'S LEAD"
30075 DIR#(26)=
30076 DIR#(27)="IT CONTAINS EVERYTHING NEEDED FOR SMALL ELECTRONIC REPAIRS"
30077 DIR#(28)="THE TITLE IS 'RADIO FREQUENCY JAMMING TECHNIQUES': DIR#(29)=
30078 DIR#(30)="IT IS VERY GAUDY": DIR#(31)="NICE AND FLUFFY": DIR#(32)=
30079 DIR#(33)="WHOOPE--IT'S THE DALLAS CHEERLEADERS": DIR#(34)=
30080 DIR#(35)="WHEN YOU PUSH THE BUTTON ON ITS BACK, IT SAYS 'I WIN YOU'"
30081 DIR#(36)=
30082 DIR#(37)="IT SAYS, '1000 FOR A FREE GAME AT THE BALL TOSS. COURTESY OF CREATIVE COMPUTING, THE #1 MAGAZINE OF SOFTWARE AND APPLICATIONS.'"
30083 DIR#(38)="BOX": DIR#(39)=
30084 DIR#(40)="IT IS FIRMLY ATTACHED TO THE TABLE. THERE ARE KNIFE AND A BUTTON ON IT"
30085 DIR#(41)=
30086 DIR#(42)="RIFLE": DIR#(43)=6: DIR#(44)="IT IS CHAINED TO THE COUNTER"
30087 DIR#(45)="GUN": DIR#(46)=6: DIR#(47)="IT IS CHAINED TO THE COUNTER"
30088 DIR#(48)="039700PK": DIR#(49)="021100PK": DIR#(50)="045000PK": DIR#(51)="047500PK"
30089 DIR#(52)="021100PK": DIR#(53)="011000PK": DIR#(54)="014000PK": DIR#(55)=
30090 DIR#(56)="011000PK": DIR#(57)="015000PK"
30091 DIR#(58)="": DIR#(59)="005000PK": DIR#(60)="0147100PK": DIR#(61)="015000PK"
30092 DIR#(62)="027000PK": DIR#(63)="025000PK"
30093 DIR#(64)="": DIR#(65)=
30094 DIR#(66)=
30095 DIR#(67)=
30096 DIR#(68)=
30097 DIR#(69)=
30098 DIR#(70)=
30099 DIR#(71)=
30100 IF PEEK(34256)<>32 THEN
PRINT "O'BLADO VIDEO, COOE": POKE 10,70: POKE 11,0: POKE 12,3
30101 RETURN
30102 VCR="063675": GOSUB 40000: TEXT: HOME: REM GO TO FIRST VIDEO FRAME AHEAD
IF TIME, PLAYER SHOULD BE ON BEFORE RUNNING PROGRAM
30103 PRINT "WHAT IS YOUR FIRST NAME?": GOSUB 1000: NAME#
30104 PRINT: PRINT "YOU HAVE JUST RECEIVED AN ANONYMOUS": PRINT
PRINT "TIP THAT A BOMB HAS BEEN PLANTED": PRINT "ON A ROLLER COASTER."
FOR I=1 TO 1000:
NEXT I
30105 VCR="063675": HOME: 40000
FOR I=1 TO 2000:
NEXT I
VCR="PX": GOSUB 40000:
FOR I=1 TO 15000:
NEXT I
30106 VCR="X2": HOME: 40000
30107 PRINT: PRINT "YOU ARE CALLED TO INVESTIGATE AND FLY": PRINT
"OFF TO STOP THE SABOTEUR.":
FOR I=1 TO 10000:
NEXT I
30108 VCR="0300300": GOSUB 40000:
FOR I=1 TO 6000:
NEXT I
VCR="PX": GOSUB 40000:
FOR I=1 TO 9000:
NEXT I
30109 VCR="X2": GOSUB 40000
30110 PRINT
30111 PRINT "ON HIS SIDE, HE HAS THE BRILLIANCE OF": PRINT
"AN INSANE MIND, AND THE AID OF ALLIES": PRINT
"WHO ARE DETERMINED TO SEE THAT YOU FAIL"
30112 PRINT: PRINT "ON YOUR SIDE, YOU HAVE CUNNING,": PRINT
"TRAINING, AND DEDICATION"
30113 PRINT: PRINT "YOU HAVE INFILTRATED THE PARK WITH": PRINT
"THE KNOWLEDGE THAT THE SABOTEUR": PRINT "WILL STRIKE SOMETIME TONIGHT":
PRINT: PRINT "ALL YOU NEED DO IS STAY HIL"
30114 PRINT: INVERSE: PRINT "PRESS ANY KEY TO CONTINUE": GET A: NORMAL: HOME

```

# Adventures in Videoland

```
34060 PRINT "BY GIVING THE RIGHT COMMAND, YOU CAN ": PRINT
      "HOME, EXAMINE OBJECTS, AND PERFORM ": PRINT "OTHER ACTIONS"
34070 PRINT "I UNDERSTAND TWO-WORD COMMANDS SUCH AS": PRINT
      "'DROP BOOK' OR 'TAKE KNIFE.'": PRINT
      "TO MOVE, YOU CAN SIMPLY ENTER 'A' FOR": PRINT "NORTH, ETC."
34080 PRINT: PRINT "AT TIMES, I WILL AWAIT YOUR COMMAND": PRINT
      "IN OTHER SITUATIONS, I WILL PRESENT YOU": PRINT
      "WITH A CHOICE OF ACTIONS": PRINT "BUT SUCCESS OR FAILURE IS UP TO YOU"
34090 PRINT: INVERSE: PRINT "PRESS ANY KEY TO BEGIN. MAY LUCK BE": PRINT
      "WITH YOU.": INVERSE: GET AS: NORMAL: PRINT: RETURN
40000 FOR I=1 TO LEN(VC):
      @=RASC(MID(VC,I,1))
40010 IF MID(VC,I,1)="" AND I=1 THEN
      FOR J=1 TO 6500:
      NEXT J
40020 FOR J=1 TO 400:
      NEXT J:
      NEXT I:
      RETURN
41000 PRINT: PRINT "A WAITER APPROACHES AND ASKS IF YOU": PRINT
      "WOULD LIKE A SEAT": PRINT: PRINT "SINCE YOU MISSED LUNCH TODAY, YOU":
      PRINT "ARE HUNGRY"
41010 PRINT: PRINT "DO YOU WANT TO EAT?": GOSUB 1000
41020 IF A$(1)="" AND A$(2)="" THEN
      PRINT "PLEASE ANSWER YES OR NO": GOTO 41010
41025 PRINT
41030 IF A$(1)="" THEN
      PRINT "THE WAITER CALLED YOU A STIFF": PRINT "AND THREW YOU OUT": L=3:
      GOTO 22000
41040 PRINT: PRINT "YOU ARE SERVED A DELICIOUS MEAL": PRINT
      "UNFORTUNATELY, THE SERVICE IS": PRINT "RATHER SLOW": VC="S194KSSPX":
      @=RASC:
      FOR I=1 TO 12000:
      NEXT I:
      VC="X2": GOSUB 40000
41045 PRINT
41050 PRINT "THE BOMB WENT OFF AND THE BOMBER ESCAPED":
      FOR I=1 TO 3000:
      NEXT I:
      GOTO 50000
43000 IF OB(1)<>0 THEN
      PRINT "THE MAN BEHIND THE COUNTER TELLS": PRINT
      "YOU, 'IF YOU WANNA PLAY YOU GOTTA PAY.'": RETURN
43010 PRINT "YOU HAND OVER THE COINS AND PICK": PRINT "UP THE GUN": OB(1)=-1
43020 VC="S11024SNP": GOSUB 40000:
      FOR I=1 TO 3000:
      NEXT I:
      VC="X2": GOSUB 40000
43030 PRINT "BOOM SHOOTING": PRINT "HE HANDS YOU A TEDDY BEAR": OB(0)=0
43035 PRINT "A PASSERBY LOOKS AT THE BEAR AND": PRINT
      "SAYS, 'MODERN NONSENSE, WHAT EVER": PRINT "HAPPENED TO SIMPLE STUFFED ANIMA
      LS?": PRINT "HE SHAKES HIS HEAD AND LEAVES."
43040 RETURN
47000 PRINT:
      IF OB(0)<>0 THEN
      PRINT "SHE SAYS YOU CAN'T COME IN UNLESS YOU HAVE A PRESENT FOR HER":
      PRINT "SHE PUSHES YOU OUT.": L=4: GOTO 22000
47005 IF OB(0)=-2 THEN
      PRINT
      "SHE SAYS, 'YOU THINK ONE PRESENT ENTITLES YOU TO COME IN HERE ANY TIME
      YOU WANT?": PRINT "SHE TURNS HER BACK AND IGNORES YOU.": RETURN
47010 PRINT "SHE LETS YOU IN AND EYES THE BEAR.": PRINT
      "DO YOU WANT TO GIVE IT TO HER?": GOSUB 1000
47020 PRINT:
      IF A$(1)="" AND A$(2)="" THEN
      PRINT "SHE THROWS YOU OUT": L=4: GOTO 22000
47030 OB(0)=-2: PRINT "SHE UNLOCKS THE DOOR TO THE SOUTH"
47040 RETURN
47100 IF OB(0)<>0 THEN
      PRINT "HE SAYS, 'EMPLOYEES ONLY' AND THROWS YOU OUT": L=11: GOTO 22000
47110 PRINT "HE SEES YOUR UNIFORM AND LETS YOU IN"
47120 RETURN
48000 IF OB(0)<>0 THEN
      PRINT "YOU CAN'T AFFORD THE GAME": RETURN
48010 PRINT "YOU HAND OVER THE TICKET AND THROW THE BALL.": PRINT "G'G'G'G'G'
      PRINT "IT'S A WINNER.": PRINT "YOU HAVE A CHOICE OF FOUR PRIZES:"
48020 PRINT "A LAMP, TOWELS, RADIO, OR POSTER."
48030 PRINT "WHICH DO YOU WANT?": GOSUB 1000
48040 @=RASC(AS:LEN(AS)-1):
      FOR I=5 TO 10
48050 IF OB(I)="" THEN
      OB(I)=0: PRINT: PRINT "IT'S YOURS":
      IF A$="RADIO" THEN
      VC="S1234SX": GOSUB 40000:
      FOR I=1 TO 1000:
      NEXT I:
      VC="X2": GOSUB 40000: RETURN
48060 NEXT I:
      PRINT: PRINT "PLEASE ANSWER WITH LAMP, RADIO OR TOWEL.": GOTO 48030
```



# Adventures in Videoland

```
49000 INVERSE: SPEED=200: PRINT "IF YOU LOOK BACK, YOU'LL NOTICE:" PRINT
      "A CAR SPEEDING TOWARD YOU": VCF="G1G0000HTAAZ"
49010 NORMAL: SPEED=255: GOSUB 40000: GOTO 50000
50000 HOME: VTHE 10: PRINT "IT IS ONE YEAR LATER:" PRINT
      "THE ROLLER COASTER HAS BEEN REBUILT:" PRINT
      "THE SABOTEUR PLANS TO DESTROY IT AGAIN:" PRINT
      "WOULD YOU LIKE TO TRY TO SAVE IT?"
50010 GOSUB 1000: PRINT
50020 IF A#="YES" OR A#="Y" THEN
      GOSUB 3000: GOTO 22000
50030 IF A#<"H" AND A#>"N" THEN
      PRINT "YES OR NO?": GOSUB 1000: PRINT: GOTO 50020
50040 END
53000 PRINT "UH CH, I THINK THAT WAS A MISTAKE": VLF="51R7275253P4444Z": GOSUB
      40000: PRINT "YOU SET OFF THE BOMB":
      FOR I=1 TO 2000:
      NEXT I:
      GOTO 50000
54000 IF L<>12 THEN
      PRINT "YOU AREN'T IN LINE OF SIGHT WITH:" PRINT "THE ROLLER COASTER:"
      RETURN
54010 IF DE<12 THEN
      PRINT "YOU DON'T HAVE A JAMMER": RETURN
54020 IF NOT R THEN
      PRINT "IT DOESN'T WORK, MAYBE IT NEEDS BATTERIES": RETURN
54030 VCF="S12190SP": GOSUB 40000:
      FOR I=1 TO 6000:
      NEXT I:
      VCF="N": GOSUB 40000
54040 HOME: VTHE 10: HTAR 0: INVERSE: SPEED=100: PRINT "CONGRATULATIONS:"
      NORMAL: PRINT: HTAR 0: PRINT "YOU SAVED THE ROLLER COASTER": SPEED=255:
      END
55000 IF NOT DK THEN
      PRINT "YOU DON'T KNOW HOW": RETURN
55010 IF DE<10<<0 THEN
      PRINT "SOMETHING VITAL IS MISSING": RETURN
55020 IF DE<2<<0 THEN
      PRINT "YOU DON'T HAVE THE REQUIRED TOOLS": RETURN
55030 PRINT "CONGRATULATIONS, YOU NOW HAVE A ": PRINT "JAMMER": DE<10>=-1:
      DE<12>=0: RETURN
```

## Adventure Framework

*This is not a playable game as is. It is a framework  
handling common Adventure features.*

```
1 GOSUB 30000: REM INITIALIZE
2 TEXT: HOME
3 GOSUB 22000
4 HTAR 1
10 GOSUB 1000
30 IF NOT SPACE THEN
      VERR#
40 IF A#=" " THEN 10
45 PRINT: PRINT
50 IF ASC(V#)=32 AND LEN(V#)>>1 THEN
      V#-RIGHT(V#,LEN(V#)-1): A#-RIGHT(A#,LEN(A#)-1): GOTO 50
60 IF LEN(V#)=LEN(A#) THEN
      NFLAG#0: GOTO 90
70 N#-RIGHT(A#,LEN(A#)-LEN(V#))
80 IF ASC(N#)=32 AND LEN(N#)>>1 THEN
      N#-RIGHT(N#,LEN(N#)-1): GOTO 80
85 IF N#=" " THEN
      NFLAG#0
90 A#ASC(V#)-64
100 IF A#1 OR A#25 THEN 10
110 ON A GOSUB 10100,10200,10300,10400,10500,10600,10700,10800,10900,11000,
      11100,11200,11300,11400,11500,11600,11700,11800,11900,12000,12100,12200,
      12300,12400,12500,12600
120 PRINT
130 PRINT: GOTO 10
1000 A#=" ": SPACE#0: N#=" ": V#=" ": NFLAG#1
1010 GET B#
      IF ASC(B#)=13 THEN
      RETURN
1020 IF ASC(B#)=8 AND SPACE AND RIGHT(A#,1)="" THEN
      SPACE#0
1025 IF LEN(A#)=1 AND B#=" " THEN 1010
1030 IF ASC(B#)=8 AND LEN(A#)>>1 THEN
      A#-LEFT(A#,LEN(A#)-1): PRINT B#: GOTO 1010
1040 IF B#=" " AND NOT SPACE THEN
      VERR# SPACE#1: GOTO 1000
1050 IF ASC(B#)<65 OR ASC(B#)>>91 THEN 1010
1060 PRINT B#
1070 A#A#B#
1080 GOTO 1010
1090 RETURN
1100 RETURN
1200 RETURN
1300 RETURN
```









FCC ID: AJD77JLD-V2200  
PIONEER ELECTRONIC CORP.  
MADE IN JAPAN

THIS DEVICE COMPLIES WITH FCC RULES PART 15. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE THAT MAY BE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESired OPERATION.

  
**CAUTION**  
RISK OF ELECTRIC SHOCK  
DO NOT OPEN  
**ATTENTION**  
DANGER D'ÉLECTROCUTION  
NE PAS OUVRIRE

**CERTIFICATION**  
THIS PRODUCT COMPLIES WITH DHSI RULES 21 CFR, SUBCHAPTER J, PART 1040 AT DATE OF MANUFACTURE.

CH3  
CH4  
CHANNEL SELECTOR

ANTENNA

AUDIO OUT

VHF OUT

L

R

VIDEO OUT

INTERFACE CONNECTOR

FUNCTION SWITCH

OFF 2 1

ON

FOR  
CALL  
ALL

Serial No.

**Pioneer LV-V8000**  
**CLD-V2400**  
**CLD-V2600**  
**LD-V2200**  
**LD-V4200**  
**LC-V330 autochanger**  
**LD-V4100 (PAL)**  
**LD-V4300 (dual standard)**

<https://github.com/savetz/AdventuresInVideoland>