50* Years of Doing Weird Things with Computers

Robert Woodhead
KansasFest 2022

*For slightly small values of 50.
I don’t have a lot of photos from the early days...

The reason should be obvious.
Aura
The Elf
STR -- 30 Charmed:
IQ -- 30 Dragon 323/372
WIS -- 29
DEX -- 30
END -- 30
LEVEL-- 372

This Trip:
Magic-- 11+
Cleric-- 11
On Level: 1
Hits-2598/3134
Gold- 866

$ 3 in gold!!
1st player of 1
Good (Good)
Wanderer (1)

+ 1. 1 Giant Centipede

---

<table>
<thead>
<tr>
<th>Hits</th>
<th>10/10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spells</td>
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</tr>
<tr>
<td>Spell level</td>
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<tr>
<td>Att/Def</td>
<td>1/4</td>
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<tr>
<td>Exp</td>
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</tr>
<tr>
<td>Gold</td>
<td>214</td>
</tr>
</tbody>
</table>

See the help lesson for complete list.

Keys that are active in city and dungeon

M,Y message/yell +,- move in company
p,l pick up/drop body K leave company
T track
U,P use items/powers G give gold/item

No Companions
This Tape Map is calibrated for the CTR-41 tape recorder that is provided with the LEVEL I TRS-80. It may have to be adjusted for other brands and models of tape recorder.

<table>
<thead>
<tr>
<th>FOOT</th>
<th>LEVEL I PROGRAM</th>
<th>FOOT</th>
<th>LEVEL II PROGRAM</th>
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<tbody>
<tr>
<td>10</td>
<td>2 player STARFIRE</td>
<td>10</td>
<td>BREAKOUT</td>
</tr>
<tr>
<td>100</td>
<td>CHASE</td>
<td>100</td>
<td>CHASE (in realtime)</td>
</tr>
<tr>
<td>200</td>
<td>DIECER</td>
<td>200</td>
<td>OTHELLO</td>
</tr>
<tr>
<td>250</td>
<td>OTHELLO</td>
<td>250</td>
<td>WUMPUS</td>
</tr>
<tr>
<td>300</td>
<td>WUMPUS</td>
<td>325</td>
<td>RACER</td>
</tr>
<tr>
<td>375</td>
<td>RACER</td>
<td>375</td>
<td>MASTERMIND</td>
</tr>
<tr>
<td>425</td>
<td>MASTERMIND</td>
<td>425</td>
<td>GUESSER</td>
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<tr>
<td>475</td>
<td>REVERSE</td>
<td>460</td>
<td>MARTINI</td>
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<tr>
<td>525</td>
<td>GUESSER</td>
<td>525</td>
<td>KALEIDOSCOPE</td>
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<tr>
<td>560</td>
<td>MARTINI</td>
<td>575</td>
<td>BATTLESHEIPS</td>
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<tr>
<td>600</td>
<td>KALEIDOSCOPE</td>
<td>620</td>
<td>LIFE</td>
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<td>625</td>
<td>MATHDRILL</td>
<td>675</td>
<td>BATTLESHEIPS</td>
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<td>BATTLESHEIPS</td>
<td>720</td>
<td>LIFE</td>
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<tr>
<td>720</td>
<td>LIFE</td>
<td>750</td>
<td>KALEID II</td>
</tr>
<tr>
<td>750</td>
<td>KALEID II</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Those LEVEL II Games marked with `<<` are converted copies of the LEVEL I games of the same name. Some of the LEVEL I Games have not been converted in order to make room for the new LEVEL II Games.

The BEST way to load these tapes is to listen to one of your tapes and MATCH up the volumes. As these are machine duplicated tapes a higher than normal volume may be needed.

15 TRS-80 Games for $15
(no charge for typographical errors)
STARTREK is a two player strategy game. Each player runs a team, either the KLINGONS or the FEDERATION, initially with five Ships. Each player makes his moves for each turn, for each ship he has left, and then the game will update the universe. During each player's move, he may select from 4 options for each ship, to determine what that ship will do. Note that when a player is making his moves, the other player does not see the screen.

When a player is making his move, the screen shows what he knows of the universe. This information includes the position of each of his remaining ships, and any enemy ships that are within sensor range.

On each move, for each ship, the player may choose one of these options:

S: Pressing "S" will select weapons mode. That ship will fire its weapons at the closest ship.

I: Pressing "I" will allow you to change your sensor power. Sensors are expensive, but they allow you to detect enemy ships at a distance, and thus learn more about your enemy's plans.

K: Pressing "K" activates the cloaking device, which renders that ship invisible to the enemy. However, use of the cloaking device is very wasteful of fuel. Pressing K on another turn will deactivate it.

DIR KEYS: The keys surrounding the "S" key represent the 8 possible directions of travel on the screen. For example, W is up, and C is down&right. Pressing one of these keys activates the warp drive engines on the ship on the next turn.

When you have decided and typed in the move for a ship, press ENTER to tell the computer you have decided.

When BOTH players have made their moves, the computer will process the moves of the players at the same time. Firing will be done first, and other functions later. The fuel cost for whatever the ships did on the last turn is then updated. It is possible for a ship to withstand the enemy attack and then run out of fuel as its energy stores are depleted.

When one team has been obliterated, the game is over!
Additions and Improvements to Galactic Attack

Siro-tech never rests if we can make improvements to your games - that's why, even after your manual went to press, we continued to make improvements. Our dedicated playtesters came up with ideas we had to put in the game. As a result, we changed the title on page 2 of the manual. In this regard, please note that the addition of this title change is not on the page, but the next page, where the game is described in more detail.

GALACTIC ATTACK

A real-time space war simulation written in USCD PASCAL for your APPLE II

Sirotech

6 Main Street
Ogdensburg, New York 13669
Phone: (315) 393-2640
A Division of Commemorative Gifts Ltd.

RUNS ON ANY APPLE
(DOS 3.3 or PASCAL, 48K and 1 disk required)
GALACTIC ATTACK

(C) 1988 SIRO-TECH

WRITTEN BY R. J. WOODHEAD

PRESS ANY KEY TO SET GAME PARAMETERS
Wp=0 8=12 Fuel=999 Sh=100% Dam=0%

Command? [ ] ------*----- RED ALERT

NOT ORBITING

Armies= 0 (1) Kills= 0
Two promising alumni of Cornell University, Andrew Greenberg (left) and Robert Woodhead.
Stairs going up.
Take them (Y/N)?
IF (CH\>="1") OR (CH\<="8") THEN ...
By Lillie Wilson
Staff Writer

ITHACA — As one of the two wizards who created the popular computer game, “Wizardry,” Robert Woodhead has seen more success than most 20-year-olds.

His graphic fantasy/adventure simulation — featuring gnomes, hobbits, and a Mad Gardner — became a cult item in the U.S. by the mid-1980s.

Today, translated into four languages, it’s most recently become a craze in Japan, where there are Wizardry jackets, Wizardry hint books, and a sound-track album.

Still to come are an array of other souvenirs, such as key chains, baseball caps and engraved silverware.

But all that success has felt the bite of the commercial software industry’s most vexing problem: Piracy, as program theft through illicit copying commonly is called.

“I’d be driving a Lamborghini instead of a Corvette,” says the British-born Ithacan.

Admitting that guesswork on the subject is tricky, Woodhead nevertheless estimates that his company, Sir-Tech, Inc., has lost about a fourth of its deserved revenue to pirates since it started up in 1981 — or a loss, on average, of about $1 million a year.

But an Italian sports car may not be far away. Woodhead says the scourge of software piracy is waning. In fact, he thinks the problem in regard to home computer games has diminished considerably in the last couple of years.

“The market has evolved. (In the early 1980s) you used to have lots of computer fanatics playing the games, (people) who would get them off pirate bulletin boards,” he says, referring to the special phone-connected terminals anyone with a computer and modem can find unprotected programs to copy. During those years, they believed there were typically two copies of any given program pirated for every one that was sold.

“But now you have a mainstream type of customer who would just as soon go into a store and buy it,” he says.

The new user community is also, on average, not as technically sophisticated as that of several years ago, again because of the falling ratio of computer fanatics, says Woodhead. That means there’s a lower ratio of users interested in cracking software copy-protection codes just for the fun and challenge of it, and consequently a smaller proportion of pirated copies around.

Woodhead and his Sir-Tech partners are now thinking of removing the copy protection devices on their game disks entirely, “and relying on our customers’ good will.” That’s partly due to his belief that piracy is decreasing and partly because the company wants to avoid the complications that protection devices can entail, such as maintaining different protections in the face of uniformed hardware changes.

But others dispute Woodhead’s view that software piracy is on the wane. J. Robert Cooke is a Cornell engineering professor who recently developed a new protection program, called DiskManager, which relies on passwords. He considers illegal copying to be still “fairly widespread” and a significant problem for the industry.

Most home computer games have kept their built-in copy protections, but the rest of the software industry gave up such protections on or two years ago, he says. The built-in devices created trouble because they prevented legitimate owners from making back-up copies of their own data, an advisable precaution to guard against losses from possible disk damage.

But perhaps more compelling to the industry, the protection devices never really worked — at least not among the computer whizzes who would break a code and become responsible for the first generation of an unprotected program.

“Sometimes there was more creativity going into the breaking of protection than went into the protection,” says Cooke. That extends to the appearance of programs specifically created to copy protection programs.

Both Woodhead and Cooke agree that the past several years have revealed an ethical blind spot in a large segment of the population.

Robert Woodhead sits in front of his television set displaying the video game he helped invent, “Wizardry.”

“You’d never see a report in the police record of software being stolen, the way you see a record of other stolen property. But that’s just because it’s so common,” Cooke says.
North Man Cited for Computer ‘Wizardry’

By James R. Donnelly
Times Staff Writer

OGDENSBURG — A 22-year-old computer wizard from this city has received national recognition for a new, soon-to-be-released computer game.

Robert Woodhead, a senior at Cornell University, has been cited in Popular Mechanics magazine for developing the game “Wizardry,” which “pushes the Apple II computer to its limits.”

“It’s been a long time since I’ve been amazed at what a computer can be programmed to do,” Neil Shapiro, the magazine’s electronics editor, writes in the April issue, “but a new program from Sir-Tech (2 Main St., Ogdensburg) does amaze me.”

Mr. Woodhead, whose father, the late James Woodhead, founded Ogdensburg Silica, said Friday he collaborated on development of the $40 game program with fellow Cornell student Andrew Greenberg.

“Wizardry,” he explained, “is a computer based implementation of a fantasy role playing game.”

Like the well known “Dungeons and Dragons” fantasy game, Wizardry allows up to six players to explore a dangerous fantasy land.

The game, Mr. Woodhead added, is data based, adding to the bewildering number of challenges the players must face.

“It’s been in the works for some time,” Mr. Woodhead said. In fact, he said, “it’s been in development since last June.”

Technically, he added, the game is not for sale yet because Apple has yet to release the software conversion package needed to convert the Pascal language it is written in into a language the Apple II computer can use.

Normally minicomputers like the Apple II are programmed in what is called Basic language. The Pascal language is a more advanced and structured language.

Although Mr. Woodhead is deeply involved with computers and hopes to make them his life’s work, he is a psychology major at Cornell.

“I would have like to take computer science,” he explained, “but unfortunately there wasn’t any computer major at that time.”

Now, Mr. Woodhead, who carries his own computer with him everywhere he goes, is looking forward to making the computer a major at Cornell.

Robert Woodhead, Ogdensburg, a senior at Cornell University, received national recognition recently for his work on a new computer game called ‘Wizardry.’ It is like a computer-based version of the popular fantasy game ‘Dungeons and Dragons.’

See COMPUTER — Pg. 10B
THE SPECIAL AWARD
BRENDA ROMERO

Words by Chris Shilling  •  Images supplied by the Romero

A

BAFTA Special Award for Brenda Romero
not only celebrates a rich and varied career, but also a lifelong devotion and fascination towards games and all their facets. Games have played such a vital role in her life from a very early age that she can’t recall what first sparked her passion for the medium. “I genuinely have no idea,” she laughs, “because I don’t remember ever not having it.”

During her formative years, she developed a love of storytelling through games. At garage sales, Romero (née Garus) would knowingly buy incomplete board games, using the parts that remained to make up her own. At 11, she bought the original edition of Dungeons & Dragons, before going on to develop her own role for tabletop RPG roleplay. And by 15, she had her first job in the games industry at Sir-Tech Software, publisher of the popular Wizardry series. It was an unorthodox start by most standards. The job offer came as a result of a chance encounter with fellow 15-year-old Linda Siolek, then co-owner of Sir-Tech, in a New York bathroom. Romero and

“I have done pretty much every job in the industry – from playing to making to teaching.”

Siolek (now Currie) just began talking, “She asked me four questions,” Romero recalls. “Did I have a job? No! Had I ever heard of Sir-Tech? No! Had I ever heard of Wizardry? Also ‘no!’ Had I ever played Dungeons & Dragons? That answer was yes. And with that I had my interview.”

The role involved answering questions on the Wizardry hotline, assisting players

with tips and information about the game. It was a dream job for a role-playing obsessive. Romero was contracted to work five days a week from 4-8pm after school, but she sought ways to extend those hours, starting earlier and finishing later.

If fortune played a part in her recruitment, her sheer drive and desire to learn was what led to her rapid rise through the ranks. Soon, she was writing manuals, hint guides and press releases, before moving onto development management and production roles. “Basically, if there was an opening and I thought I could do it, and it was higher than where I was at the time, I would ask to try it,” she says. The culmination of her efforts was a lead design role on the multi-award-winning eighth Wizardry game. Romero’s post-Sir-Tech career has been similarly unconventional. At one

BRENDA ROMERO
GAMES HISTORY (SELECT)

- 2017
  - Gaemna Tsoi Thwok (Romero Games Ltd)
- 2015
  - Dangerous Dave in the Doomd Een’s Hideout! (Romero Games Ltd)
- 2014
  - Tribes Daith (Hammersmith Studios, Inc)
- 2012
  - Pettington Park (Zynga Game Network Inc)
- 2012
  - Tim Clancy’s Ghost Recon: Commander (Ubisoft, Inc)
- 2010
  - Risenwood Fair (Locappa)
- 2009
  - Supercell Pix (Supercell)
- 2007
  - Def Jam: Icon (Electronic Arts)
- 2005
  - Playboy: The Mansion (Cygnet Studios)
- 2003
  - Dungeons & Dragons: Heroes (Muti, Inc)
- 1999
  - Jagged Alliance 2 (TalentSoft)
- 1995
  - Decks: Elements of the Mind (Sir-Tech Software, Inc)
- 1994
  - Jagged Alliance (Sir-Tech Software, Inc)
  - Realms of Arkania Volume 1 and 2 (Fantasy Productions Verlag)
- 1990
  - Freakin’ Funky Fuzzballs (Sir-Tech Software, Inc)
- 1984
  - Crypt of Mekia (Sir-Tech Software, Inc)
- 1981-2001
  - The Wizardry series (Sir-Tech Software, Inc)

Above (top to bottom): Dungeons & Dragons: Heroes 2003; Def Jam: Icon 2007; Trains (3D rail game); Jagged Alliance 2 1999

Above and below: The many facets of Brenda Romero
<table>
<thead>
<tr>
<th>#</th>
<th>CHARACTER NAME</th>
<th>CLASS</th>
<th>AC</th>
<th>HITS</th>
<th>STATUS</th>
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<tr>
<td>1</td>
<td>ZOT</td>
<td>E-THI</td>
<td>10</td>
<td>88</td>
<td>DEAD</td>
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<tr>
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<td>N-MAG</td>
<td>10</td>
<td>88</td>
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<td>3</td>
<td>THRAX</td>
<td>N-FIG</td>
<td>10</td>
<td>88</td>
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<td>6</td>
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STAIRS UP
TAKE THEM (Y/N) ?
46億年物語
THE RETURN OF WERDNA
THE FOURTH WIZARDRY SCENARIO
Designed by Roe R. Adams, III

Features:
- At least 10 levels of increasingly challenging Mazes, each with its own theme
- DOES NOT require characters from any other Wizardry Scenario
- The First Expert Level Scenario
- Unique Role-Reversal Plot
- Hair-raising Combat Sequences
- Allies you can’t trust
- More graphics, more plot and more adventure than any previous Wizardry Scenario
- For ages 7 to adult

The World of Wizardry - Chapter Four
You are Werdna, the evil wizard who once decided to conquer the entire world.
You were busy trying to unlock the secrets of the magical amulet you ‘acquired’ from your nemesis Trebor when an unruly mob of adventurers burst into your inner sanctum and defeated you.
At first they thought you were dead. Foolish mortals. It is most difficult to kill a master of the arcane arts! When the authorities realized that your indestructible body lay in a deep trance, they adapted an ancient subterranean ruin into an escape-proof prison. They surrounded your bier with patrols, traps, and guardians.

You awoken in a small room at the bottom of this prison maze, a room with no doors. You are as weak as a newborn babe, your magical powers drained from you.
Getting out of this room won’t be easy; escaping from the rest of prison may prove near impossible. But you are undaunted. You want revenge and the amulet back!

Over 400 adventurers developed by Wizardry players form the cadre of Werdna’s jailers. Your favorite character may have been selected for this honor. If you meet him, show no mercy... he surely won’t!

WARNING: EXPERT LEVEL SCENARIO!
The Return of Werdna is an EXPERT level scenario for experienced Wizardry players ONLY. Novices will rapidly become totally frustrated - this game is VERY difficult! First-time Wizardry players should play the first scenario, Proving Grounds of the Mad Overlord, before playing any other Wizardry game.

Note: Although not required to play the game, the manual included with Proving Grounds of the Mad Overlord will be very useful to have around while playing The Return of Werdna.

Winner of 10 International Awards
Play the Wizardry Gaming System: Proving Grounds of the Mad Overlord (#1), Knight of Diamonds (#2), Legacy of Lìlygymn (#3), and The Heart of the Maelstrom (#5).

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SIR-TECH
40235993105006
ISBN 0-87684-031-x R.O.W. APPLE

Ir-Tech Software, Inc.
Mobygames
Zorch
Roe: Could you use this to subtitle videos?
Me: Sure, don’t see why not.
Roe: Great! We could subtitle some anime for the club.
Me: Yeah, but I have a better idea. I’m going to Japan all the time. We could get some licenses, subtitle them, and sell them here in the USA.
<<Pause, followed by painful, hard-to-breathe laughter>>
Roe: That’s the dumbest idea I’ve ever heard. It’ll never make money. Nobody would ever buy subtitled anime.
Me: So we should do it, right?
Roe: Absolutely.
Ace female test pilot Kusamoto Elle defeats macho tank driver Lt. Kliger in the first demonstration of the advanced personal battle tank, the MADOX. Kliger vows revenge, and gets his chance when the army carelessly loses the prototype in Tokyo. Meanwhile, the MADOX is found by Sujimoto Koji, who presses buttons before he has completely read the manual and ends up zooming around trapped in a machine he doesn't quite know how to operate. The army sends Kliger to recover the MADOX. Convinced that Kliger will trash Tokyo in the process, Elle does a second prototype and goes after Koji. Koji has his own problems. If he doesn't meet his girlfriend Shiho for a date, he will lose her forever!

NOTE: CONTAINS MILD PROFANITY AND VIOLENCE.
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2. New Game, Free Weekend, New Features in.................................HYM
3. An automated Macintosh graphic interface for GENie is in................MACPRO
4. It's back - Invest to Win Portfolio Contest................................*INVEST
5. AMA President Ed Youngblood Talks About Riding Issues..................MOTO
6. HURRY - Join up, grab these games before it's too late..................SOFTCLUB
7. FREE GLOSSBRENNER'S GUIDE w/$40 order. At BRAND NEW.............MABOOKS
8. CRAZY SALE PRICES on Video Laser Discs -- ONLY at...................LASERCRAZE
9. II Legit II Quit - 20,000 files can't be wrong..............................A2
10. How to Avoid Costly Sexual Harassment Law Suits.........................HOSB
11. It's HOT, it's Out, it's _FREE_ and it's in.................................GENIELAMP
12. Stocks Soar To Records Highs...Get The Latest Picks.....................SOS
13. New instrument information now turning up in............................MUSIC
14. Win FREE SOFTWARE in......................................................*FOOD
15. STUDENTS - Homework Help and Tutoring in...............................CALC

Enter #, <H>elp, or <CR> to continue?
日本のアニメをアメリカに伝播する
不朽の名作ゲームウィザードリ作者の
意外な近況

Robert J. Woodhead 1989

この記事では、アニメ産業を支えているアメリカのアニメロケーターのRobert J. Woodheadについて、彼が日本のアニメを世界に広めた経験を紹介しています。彼は、1970年代に日本アニメの輸出を開始し、多くのアニメがアメリカに紹介されました。彼の努力は、今天的に至るまでその影響を残しています。
命令テープ読取装置
Concluding Thoughts
Questions?
15 TRS-80 Games for $15