

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.

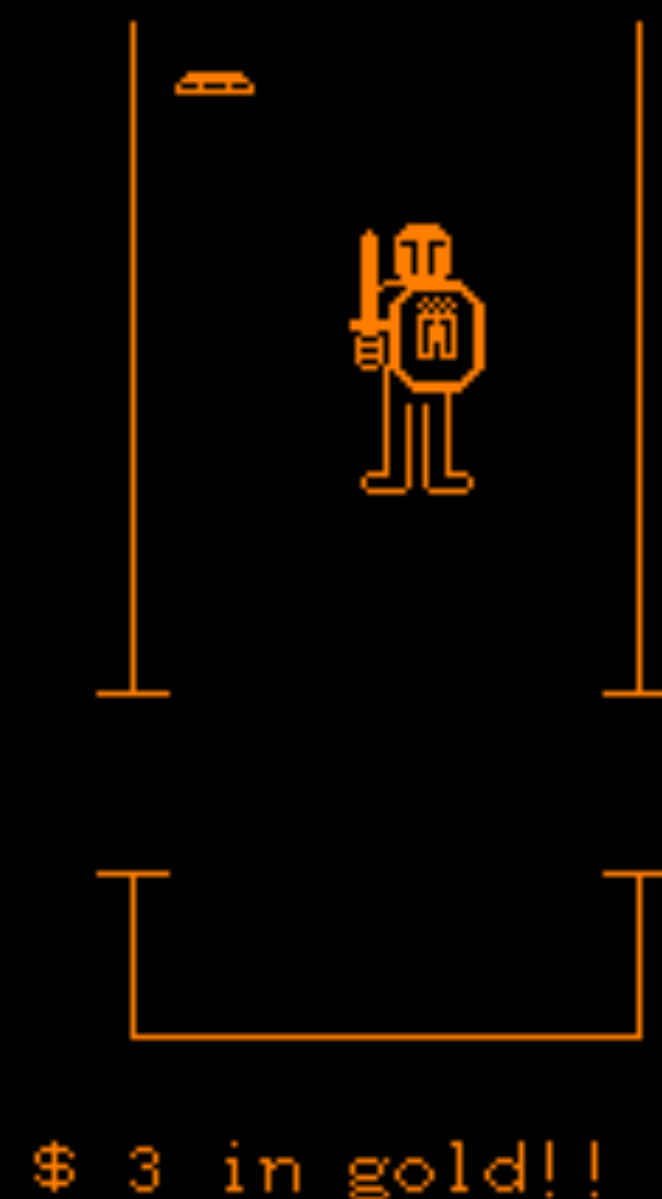






Aura
 The Elf
 STR-- 30 Charmed:
 IQ -- 30 Dragon 323/372
 WIS-- 29
 DEX-- 30
 END-- 30
 LEVEL- 372

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



of Fear
 Warning
 Sorcery
 Healing
 Wizard's
 of Vision
 3 Holy Water
 3 Healing
 3 Vision
 3 Dragon Cnt
 3 Undead Cnt
 Genie
 of Elixir
 Magic Oil
 See Invis.
 Protect+2
 Power+2
 Regener+3
 Luck+2
 Levitation
 Invisible
 X-Ray Vis.

m242

*m242

1st player of 1

Good (Good)

Wanderer (1)



No Companions

1

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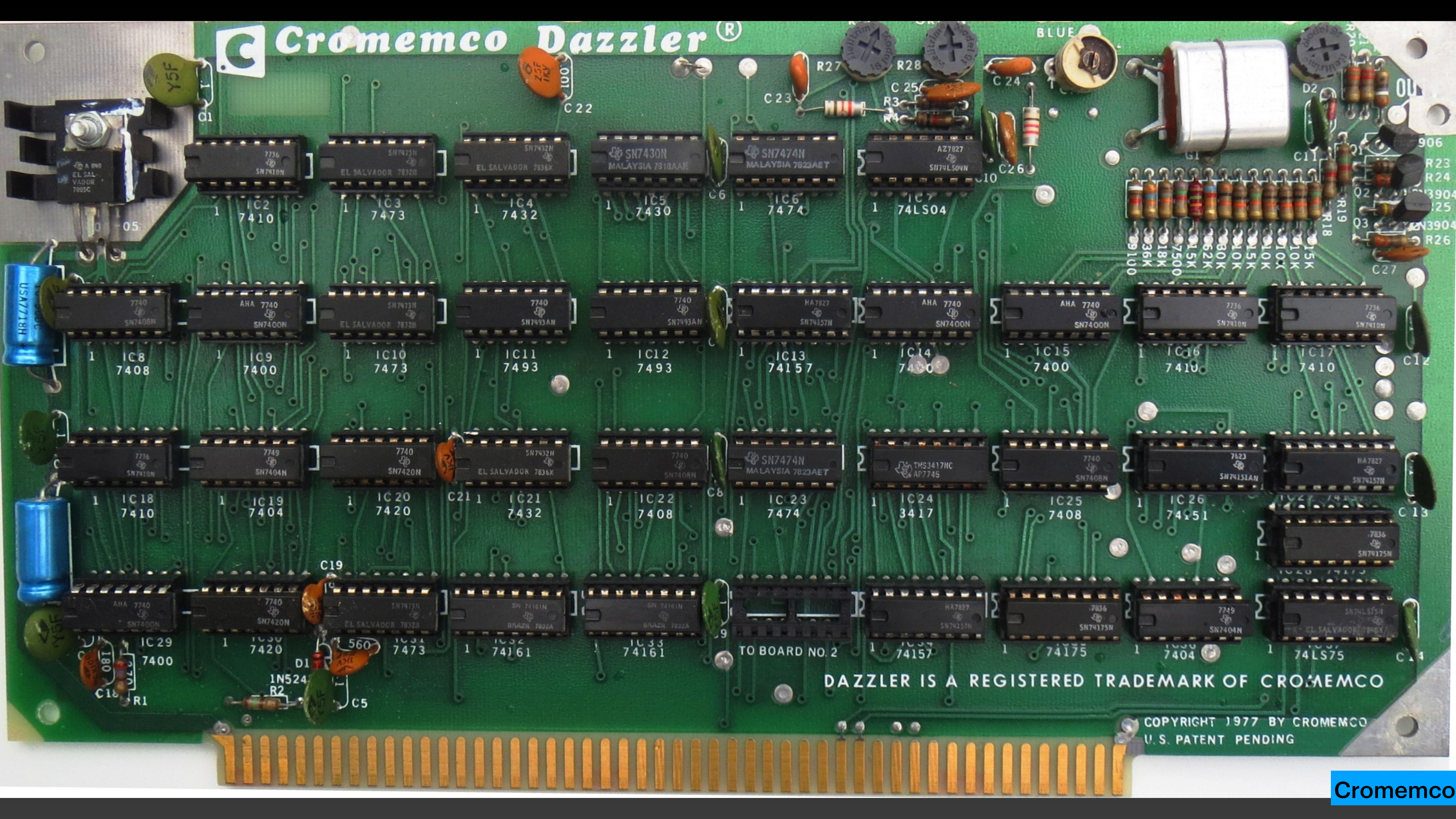
→ 1. 1 Giant Centipede

Hits	10/ 10	See the help lesson for complete list.	
Spells	36	<u>Keys that are active in city and dungeon</u>	
Spell level	1	M,Y	message/yell +,- move in company
Att/Def	1/ 4	p,l	pick up/drop body K leave company
Exp	0	T	track H untrackable
Gold	214	U,P	use items/powers G give gold/ite



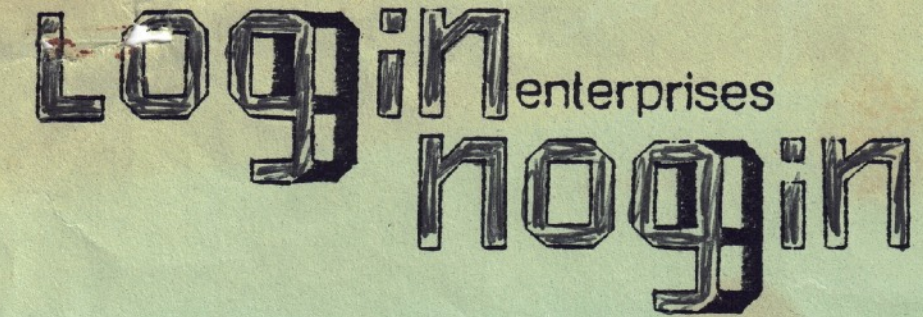


 **Cromemco Dazzler®**



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TAPE MAP.

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.

FOOT	LEVEL I PROGRAM	FOOT	LEVEL II PROGRAM
10	2 player STARTREK	10	BREAKOUT
100	CHASE	100	CHASE (in <u>realtime</u>)
200	DICER	200	OTHELLO **
250	OTHELLO	250	WUMPUS **
300	WUMPUS	325	RACER **
375	RACER	375	MASTERMIND **
425	MASTERMIND	425	GUESSER **
475	REVERSE	460	MARTINI **
525	GUESSER	500	KALEIDOSCOPE **
560	MARTINI	525	MATH (STARS & ARGHS)
600	KALEIDOSCOPE	575	BATTLESHIPS **
625	MATHDRILL	620	LIFE **
675	BATTLESHIPS	650	OTHELLO II
720	LIFE	700	SIMPLE INVENTORY
750	KALEID II	750	PATTERNS

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

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 enemys 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
- 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 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!



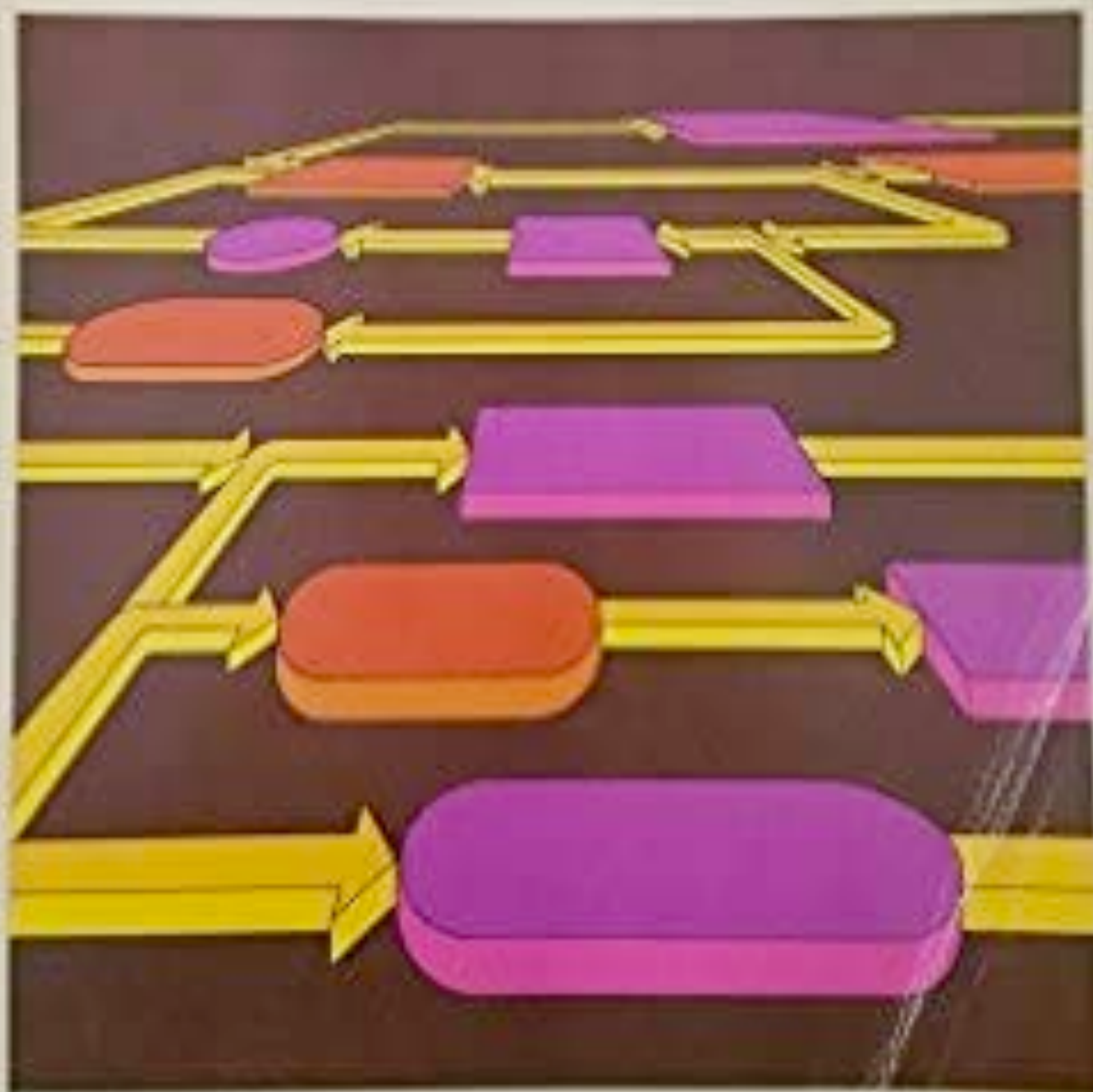


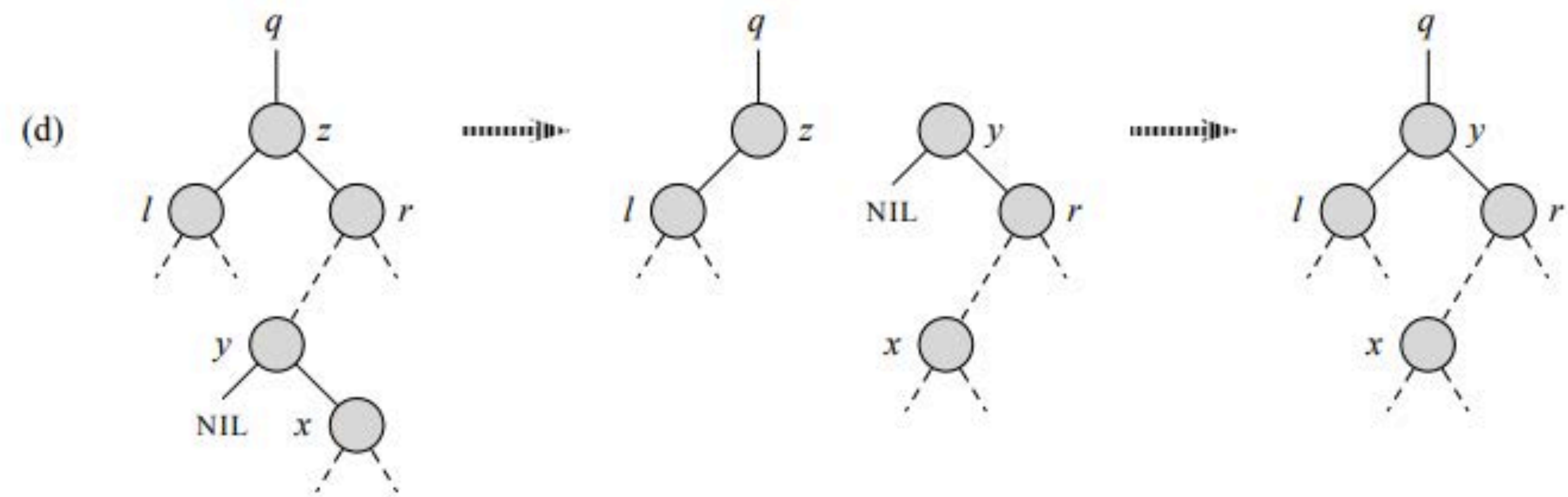
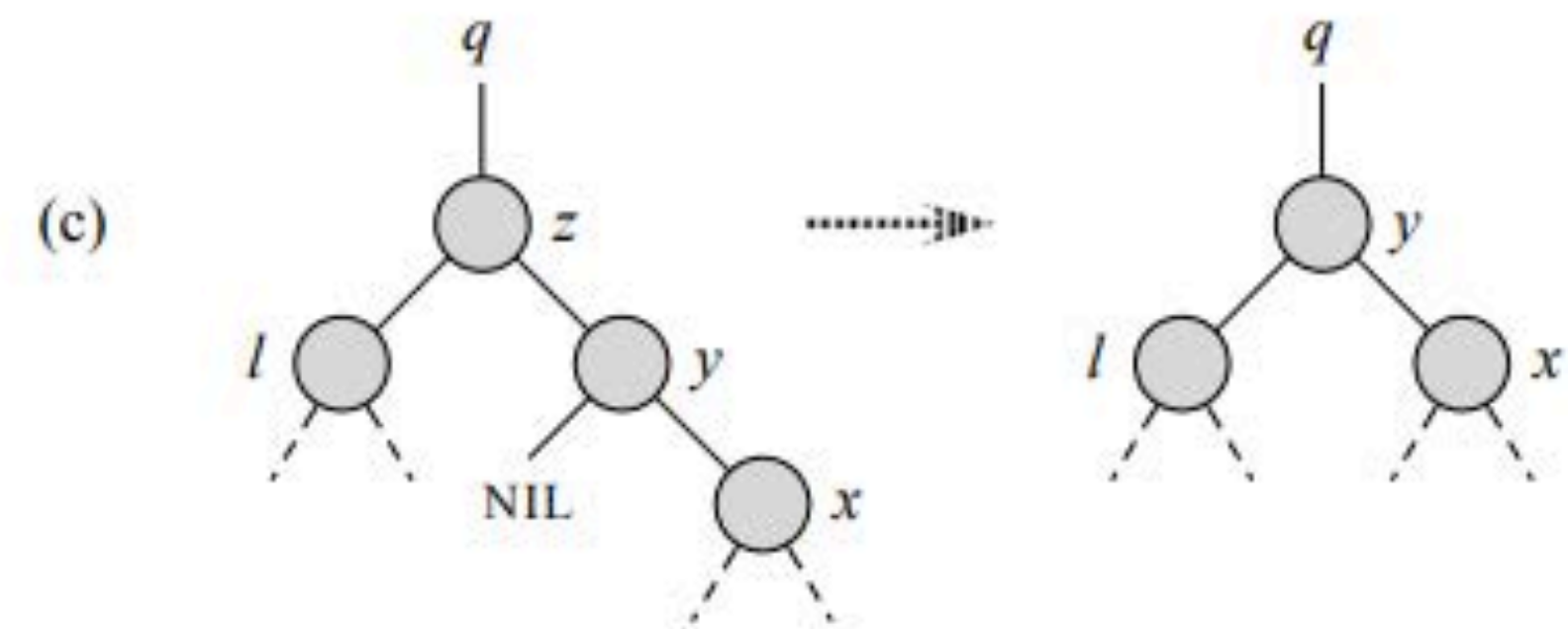
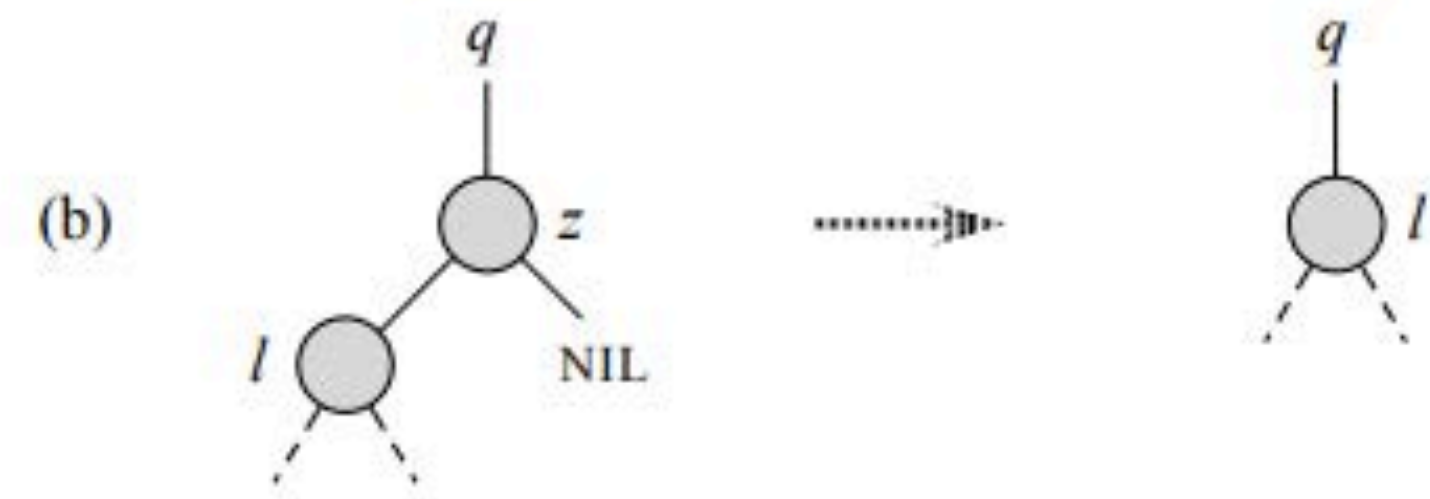
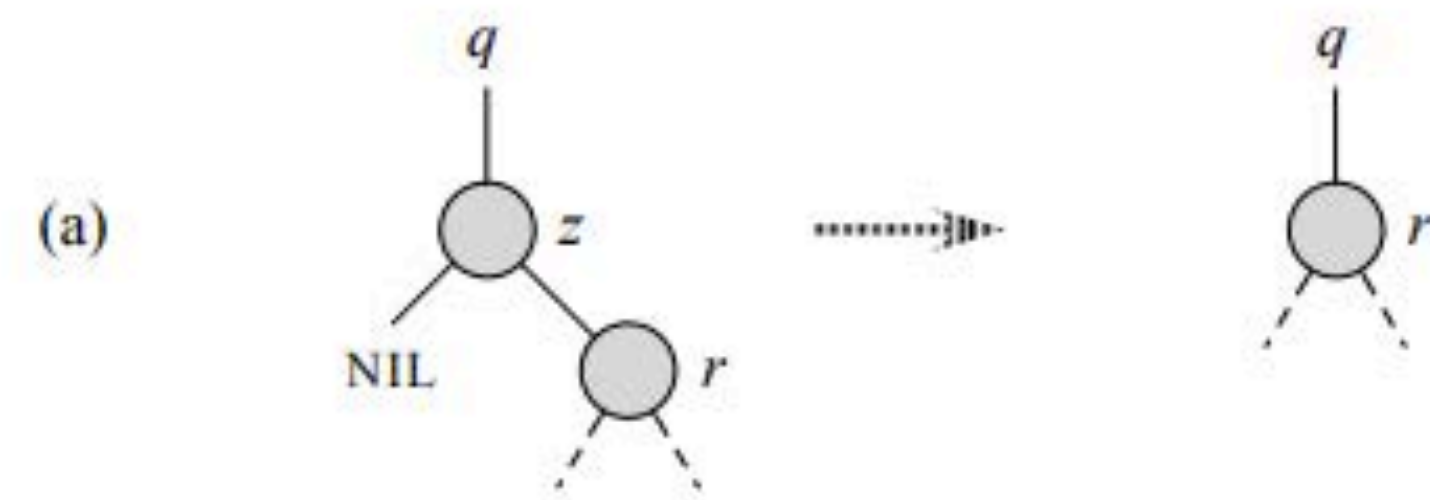
Apple II



Apple Pascal

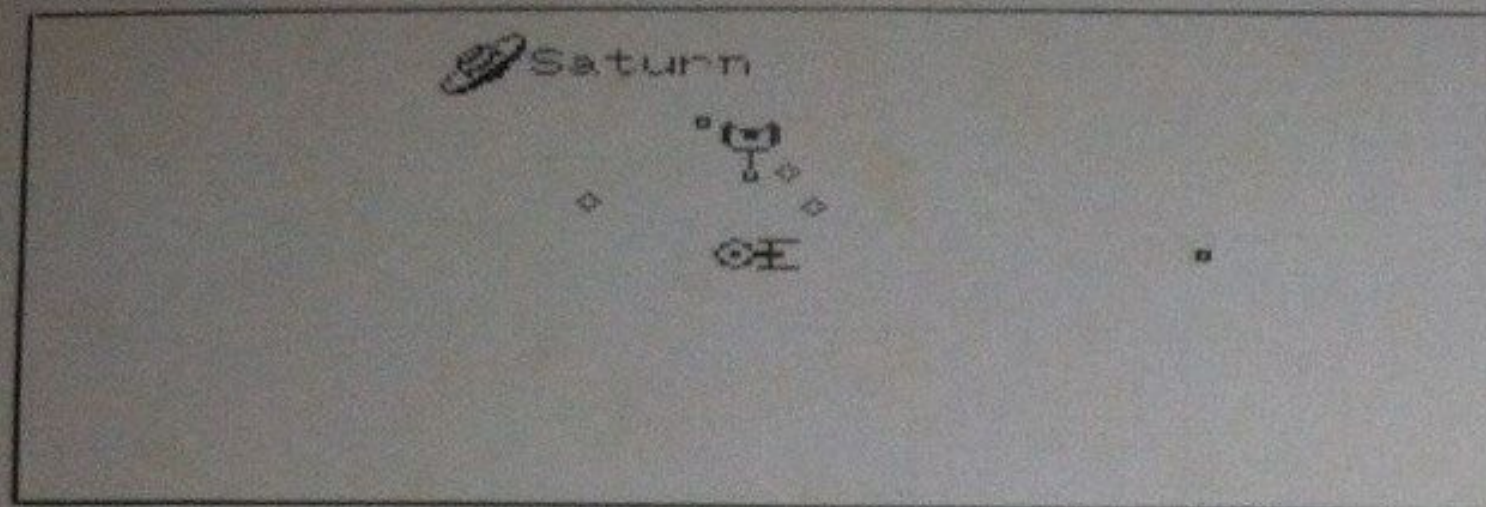
Language Reference Manual





Siro-tech

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



Wp=9 B=188 Fuel=643 Sh= 2% Dam= 47%
Command?>* ◆○○○○○○○○ RED ALERT
TUBES JAMMED!
Armies= 0< 1> Kills= 1

GALACTIC ATTACK

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

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6 Main Street
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RUNS ON ANY APPLE

(DOS 3.3 or PASCAL, 48K and 1 disk required)

Additions and Improvements to Galactic Attack

Siro-tech never rests if we can make improvements to
the game - that's why, even after your manual
has been continued to make improvements. Our
dedicated playtesters came up
with a list of things that had to put in the game.

the title
page,
BY ROBERT J. WOODHEAD
(C) 1980, B1 Siro-Tech Software
6 MAIN ST., OGDENSBURG, NY

into
to start p
CTRL-K when on
demo mode will come
stores who wish to use GAL
for thier APPLE's.

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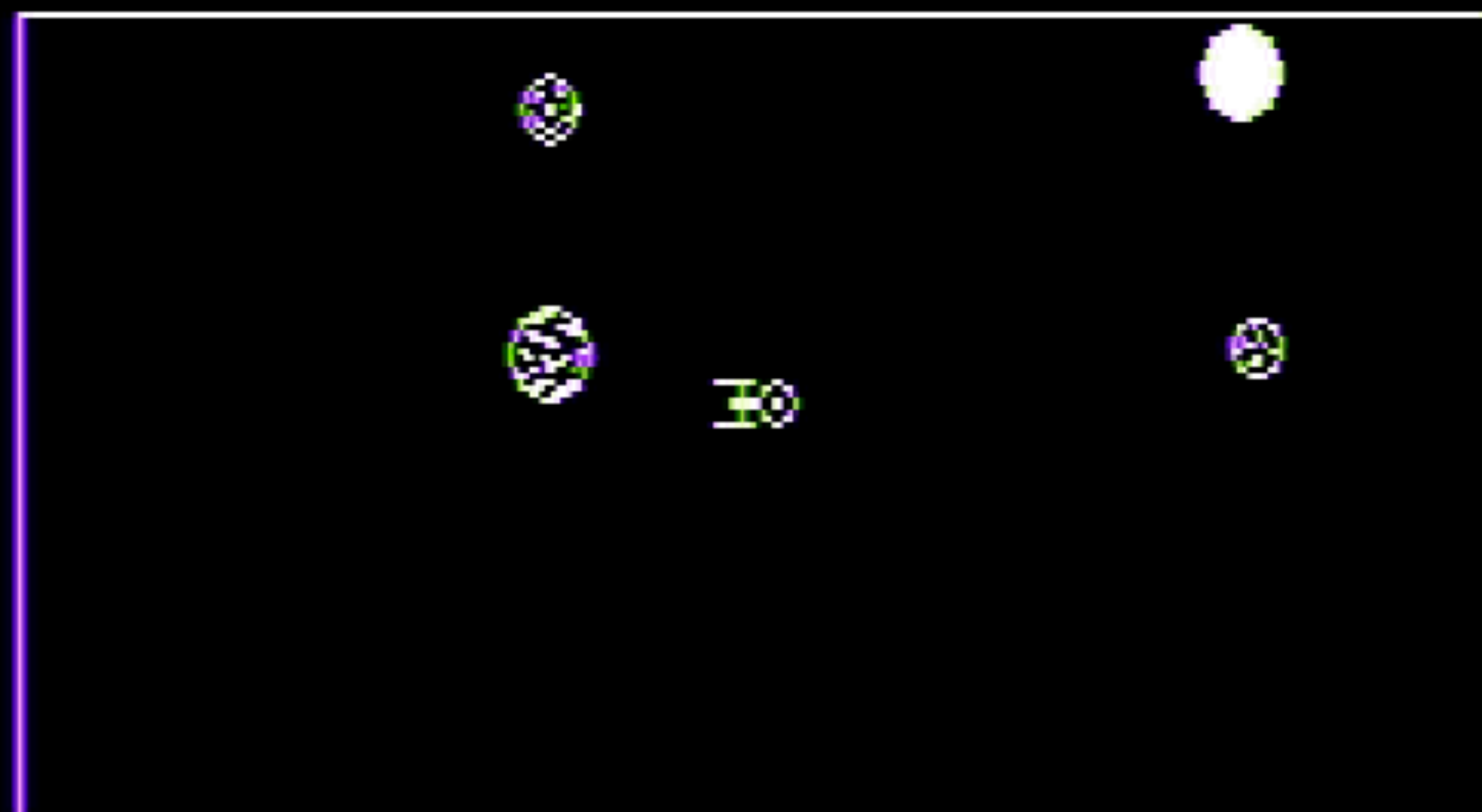
GRANDPRIX RACER



(C) 1988 SIRO-TECH

WRITTEN BY R J WOODHEAD

PRESS ANY KEY TO SET GAME PARAMETERS



Wp=0 B= 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.

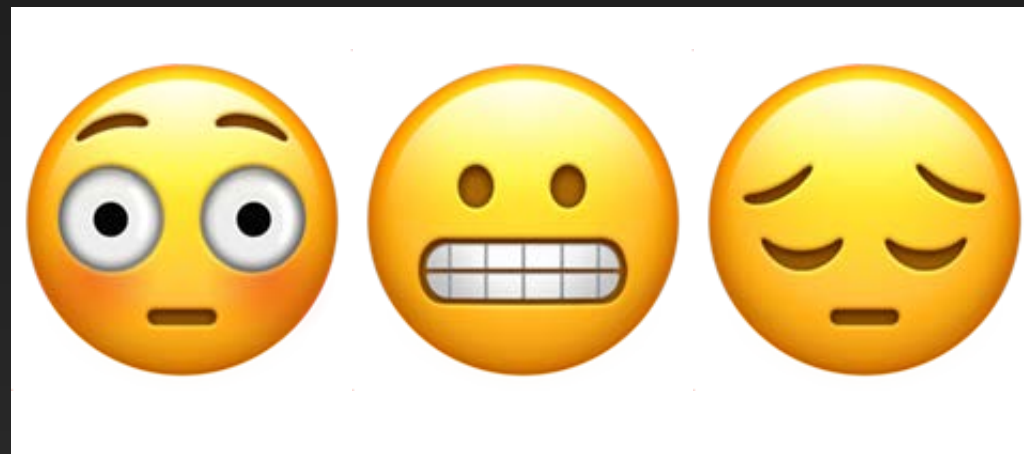
ગિરનારેશ્વરિયી

WarioWare

TM



IF (CH>="1") OR (CH<="8") THEN ...



Computer whiz still feels bite of program pirates

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 29-year-olds.

His graphic fantasy/adventure simulation — featuring gnomes, hobbits, and a Mad Overlord — 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.

"If it weren't for the pirates, 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 where anyone with a computer and a modem can find unprotected programs to copy. During those years, he believes there were typically two copies of any given program pirated for every one that was sold.

"But now you have a more 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 unforeseen 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 PC, which relies on passwords. He considers illegal copying to be still

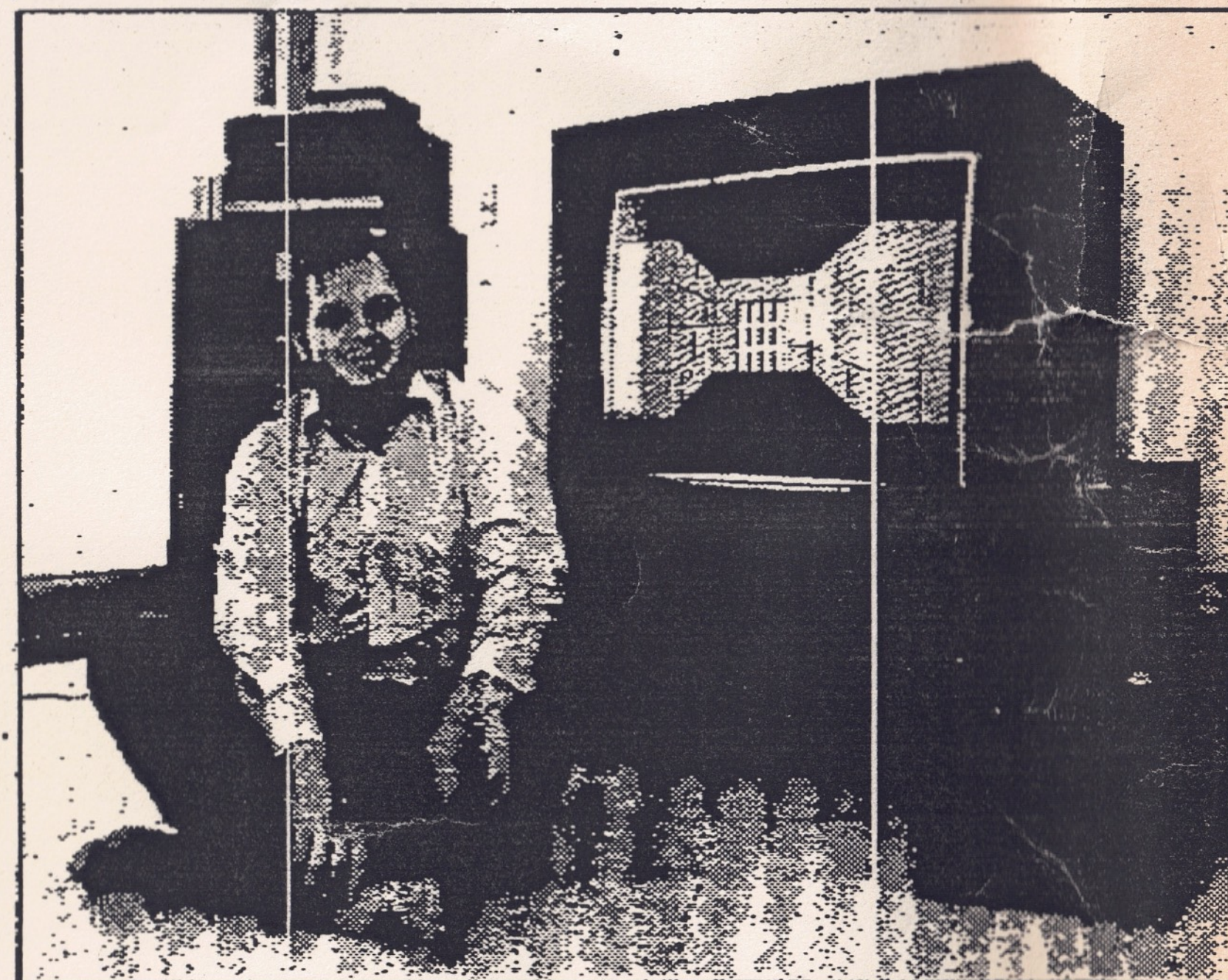
"fairly wholesale" and a significant problem for the industry.

Most home computer games have kept their built-in copy protections but the rest of the software industry gave up such protections one 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 protections than went into the protection," says Cooke. That extended to the appearance of programs specifically created to copy protected programs.

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



Herald-American photo by Peter Moynihan

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.



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Wizardry™



DISK FOR:
APPLE
DOS 3.3
1 DRIVE
48K

Proving Grounds of the Mad Overlord

A Fantasy Role-Playing Simulation

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and Robert Woodhead, Inc.
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SOFTWARE, INC.
8 MAIN STREET, OGDENSBURG, N.Y. 13659
(315) 688-6833

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 (6 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 ex-

plore 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, said he plans to see the game published. See **COMPUTER — Pg. 10B**



—Times Staff Photo By Mark Holberg

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.'







THE SPECIAL AWARD BRENDA ROMERO

Words by Chris Schilling 🌿 Images supplied by the Romeros

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 Garno) 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 ruleset for tabletop RPG *Rolemaster*. 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 Sirotek, then co-owner of Sir-Tech, in a New York bathroom. Romero and

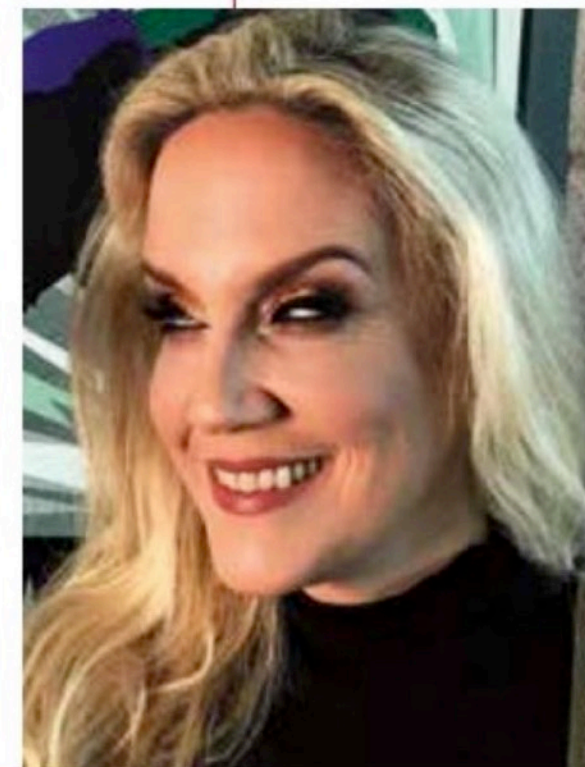


Above and below:
The many faces of Brenda Romero

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

Sirotek (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

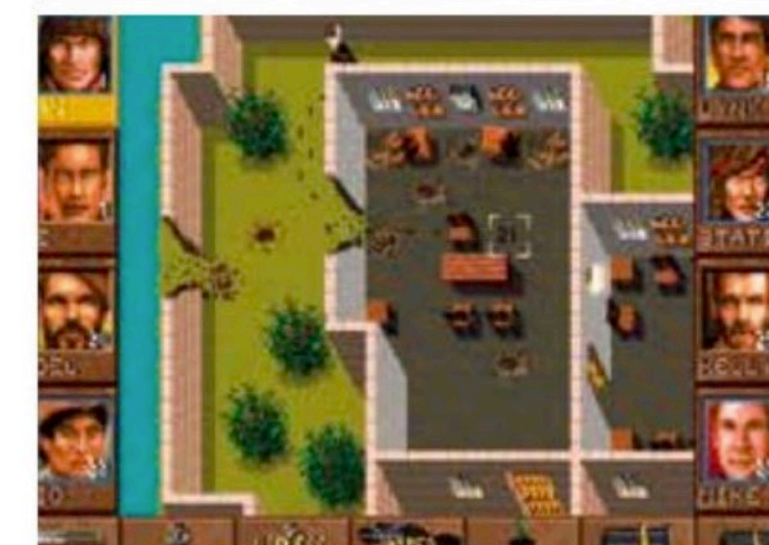


with tips and information about the game. It was a dream job for a role-playing obsessive: Romero was contracted to work five days a week from 4-8pm after school, but she sought ways to extend those hours, starting earlier and finishing later.

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 *Gunman Taco Truck* (Romero Games Ltd)
- 2015 *Dangerous Dave in the Deserted Pirate's Hideout!* (Romero Games Ltd)
- 2014 *Techno Dash* (Hammerwing Studios, Inc)
- 2012 *Pettington Park* (Zynga Game Network Inc)
- 2012 *Tom Clancy's Ghost Recon: Commander* (Ubisoft, Inc)
- 2010 *Ravenwood Fair* (Lolapps)
- 2009 *SuperPoke Pets* (Slide)
- 2007 *Def Jam: Icon* (Electronic Arts)
- 2005 *Playboy: The Mansion* (Cyberlore Studios)
- 2003 *Dungeons & Dragons: Heroes* (Atari, Inc)
- 1999 *Jagged Alliance 2* (TalonSoft)
- 1995 *Druid: Daemons of the Mind* (Sir-Tech Software, Inc)
- 1994 *Jagged Alliance* (Sir-Tech Software, Inc)
- 1991-1994 *Realms of Arkania Volumes 1 and 2* (Fantasy Productions Verlags)
- 1990 *Freakin' Funky Fuzzballs* (Sir-Tech Software, Inc)
- 1984 *Crypt of Medea* (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); *Train* (analogue game); *Jagged Alliance 2* (1999)



Wizardry
ウィザードリィ



LEGACY OF LIVED AMYR

ウィザードリィシナリオ 43

Requires Proving Grounds
and a minimum of 100,000 experience points

Requires Proving Grounds
and a minimum of 100,000 experience points

PC-9801M VM-VL
5-2HD
¥9,800

Wizardry
ウィザードリィ 2



Continues the story
of the original Wizardry



KNIGHT OF DIAMONDS

Requires Proving Grounds
and a minimum of 100,000 experience points

REQUIRES PROVING GROUNDS

SIR-TECH
SIR-TECH INC.

PC-9801M
VM-5-2HD
¥9,800

Wizardry
ウィザードリィ



PROVING GROUNDS OF THE MAD OVERLORD
and a minimum of 100,000 experience points

A dragon with a red sword in its mouth and a red sword in its mouth

Requires Proving Grounds
and a minimum of 100,000 experience points

SIR-TECH
SIR-TECH INC.

PC-9801M
VM-5-2HD
¥9,800





Party



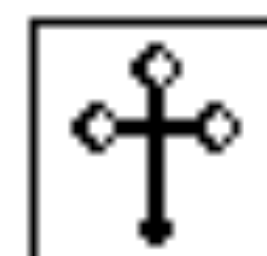
Dranor



Mefisto



Leviathan



Miranda



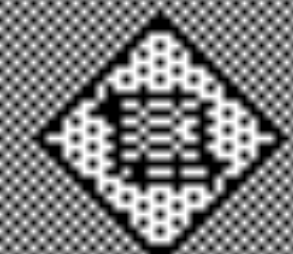
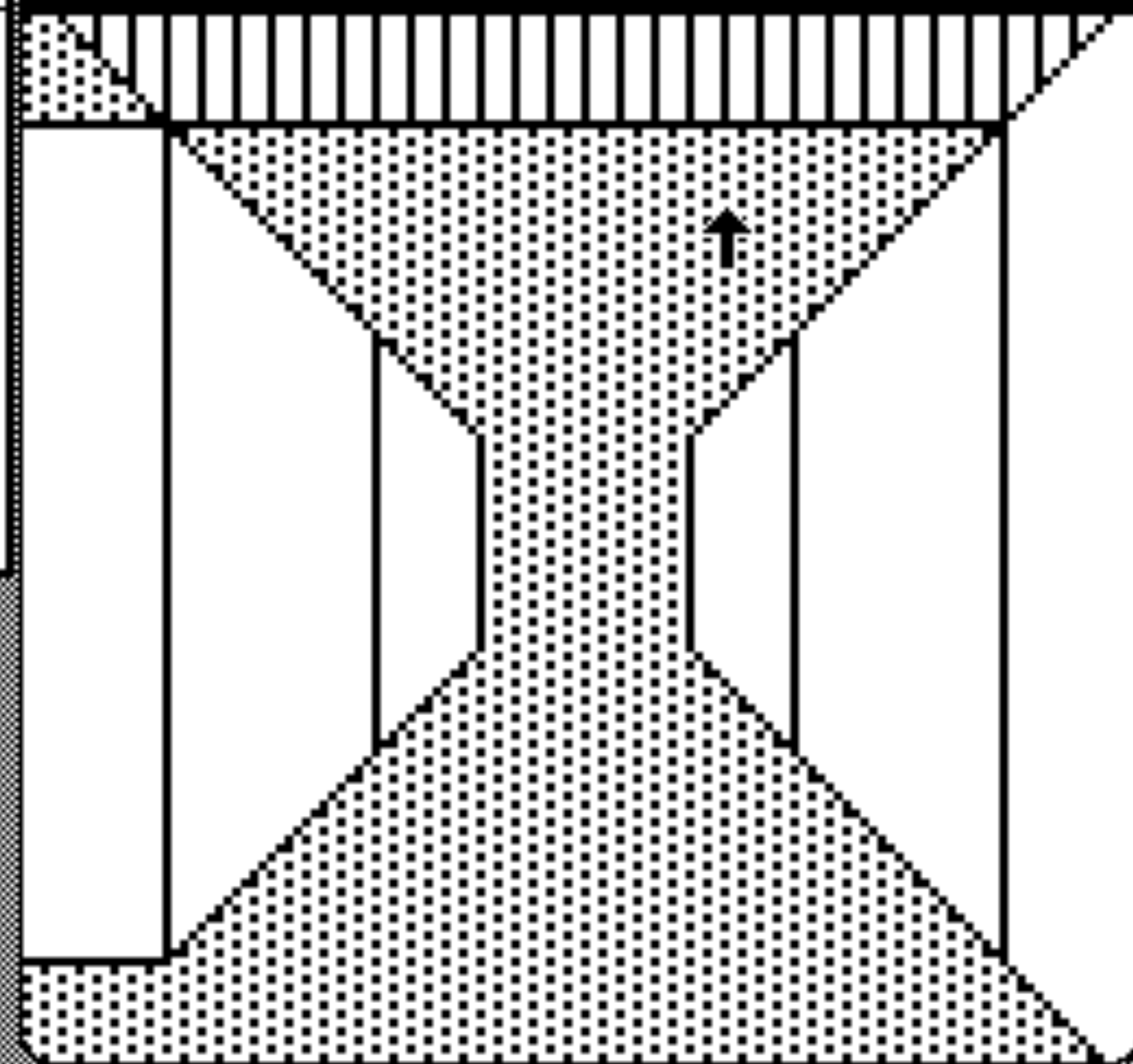
Solomon



Blackthorn

Swag Bag

Maze



Training



Hotel



Shop



Temple

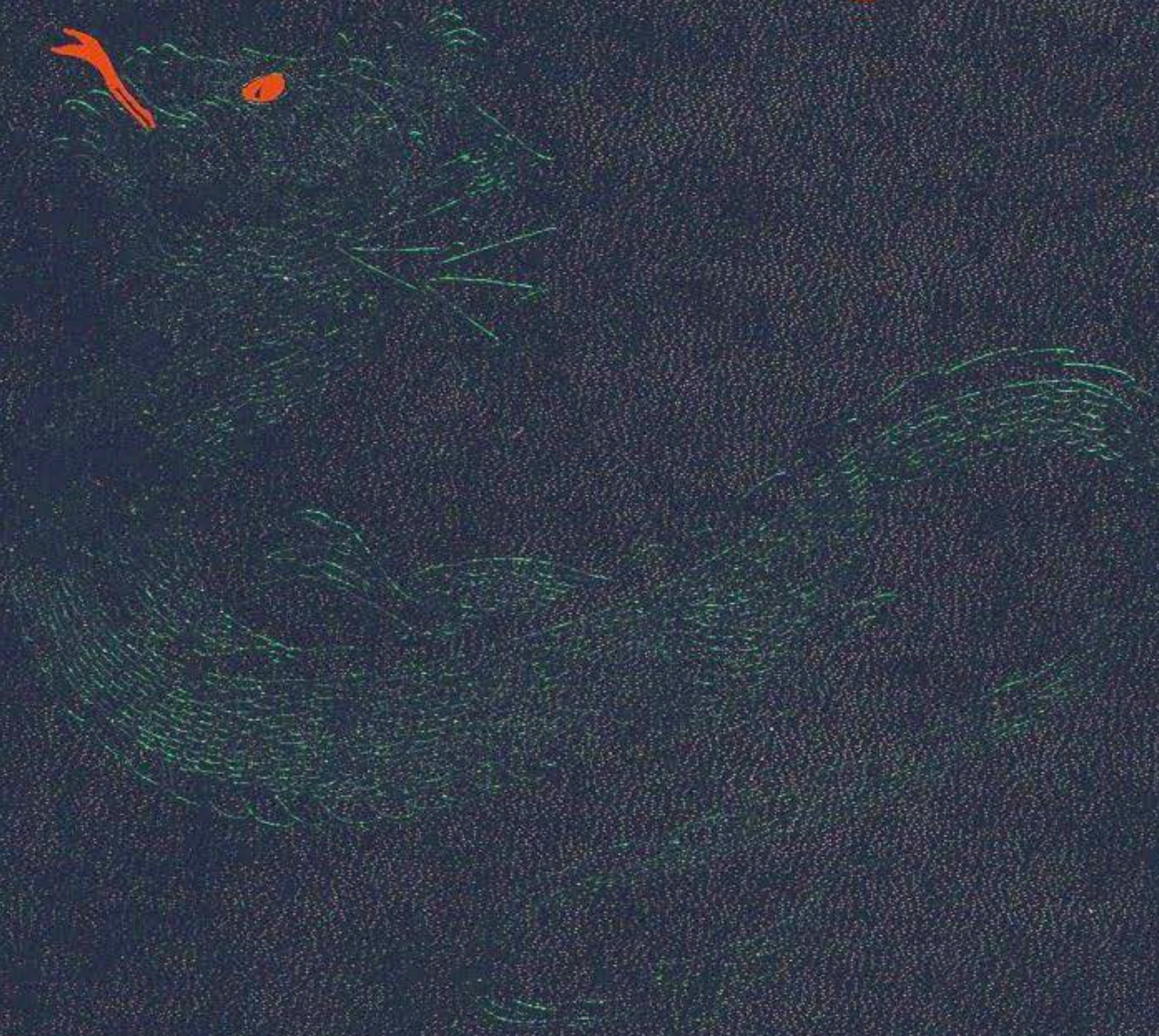


Quit!



Maze

Wizardry[®]



PROVING GROUNDS OF THE MAD OVERLORD

A Fantasy Role-Playing Simulation

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and Robert Woodhead, Inc.
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Commodore 64/128

64 K
One 5 1/4" Disk Drive
(1541 or 1571)

ISBN 0 926846 25 6

PGMO

SIR-TECH







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 awaken 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 Llylgamyn (#3), and The Heart of the Maelstrom (#5).



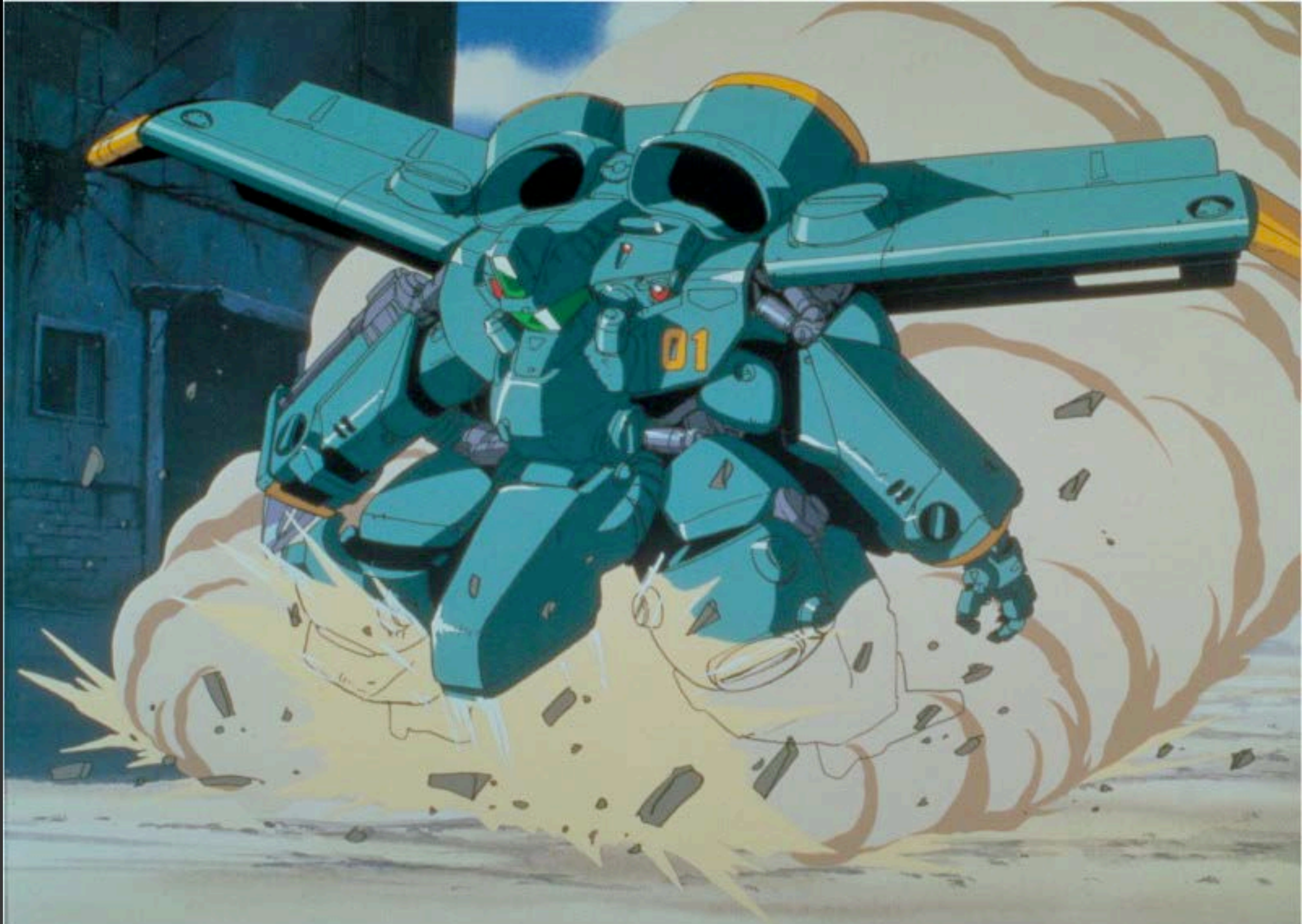
ISBN 0-926846-03-5 R.O.W. APPLE

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SIR-TECH

Sir-Tech Software, Inc.

1000 Main Street, Ogdensburg, NY 13669, 315-393-6633



- 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.

メタルスキンパニック MADOX-01



Ace female test pilot Kusomoto Elle defeats macho tank driver Lt. Kilgore in the first demonstration of the advanced personal battle tank, the MADOX. Kilgore 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 Kilgore to recover the MADOX. Convinced that Kilgore will trash Tokyo in the process, Elle dons a second prototype and goes after Koji. Koji has his own problems. If he doesn't meet his girlfriend Shiori for a date, he will lose her forever!

Story and Direction
Character Design
Mechanical Design
English Translation
English Editing

Aramaki Nobuyuki
Tamura Hideki
Aramaki Nobuyuki & Yamane Kimitoshi
Michael House & Shin Kurokawa
Roe R. Adams, III & Masaki Takai

NOTE : CONTAINS MILD PROFANITY AND VIOLENCE.

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AnimEigo

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メタルスキンパニック MADOX-01

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MADOX-01

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GENie Announcements (FREE)

1. Jan. '93 GENie Billing Complete - to review your bill, type:..*BILL
2. New Game, Free Weekend, New Features in.....HYW
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.....MHBOOKS
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 inMUSIC
14. Win FREE SOFTWARE in.....*FOOD
15. STUDENTS - Homework Help and Tutoring in.....CALC

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人を知
右側
ド氏(33
グ・ゲー
『ウィザ
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ってくれているものはかりだ」という。しかも、今や多くの大学で、日本アニメのクラブができてつつあるし、これまでの二年に市場は倍増してきている。今年の秋からは、ビデオレンタル店にもAnimEgoのテープが置かれるから、「市場はさらに倍になるだろう」。

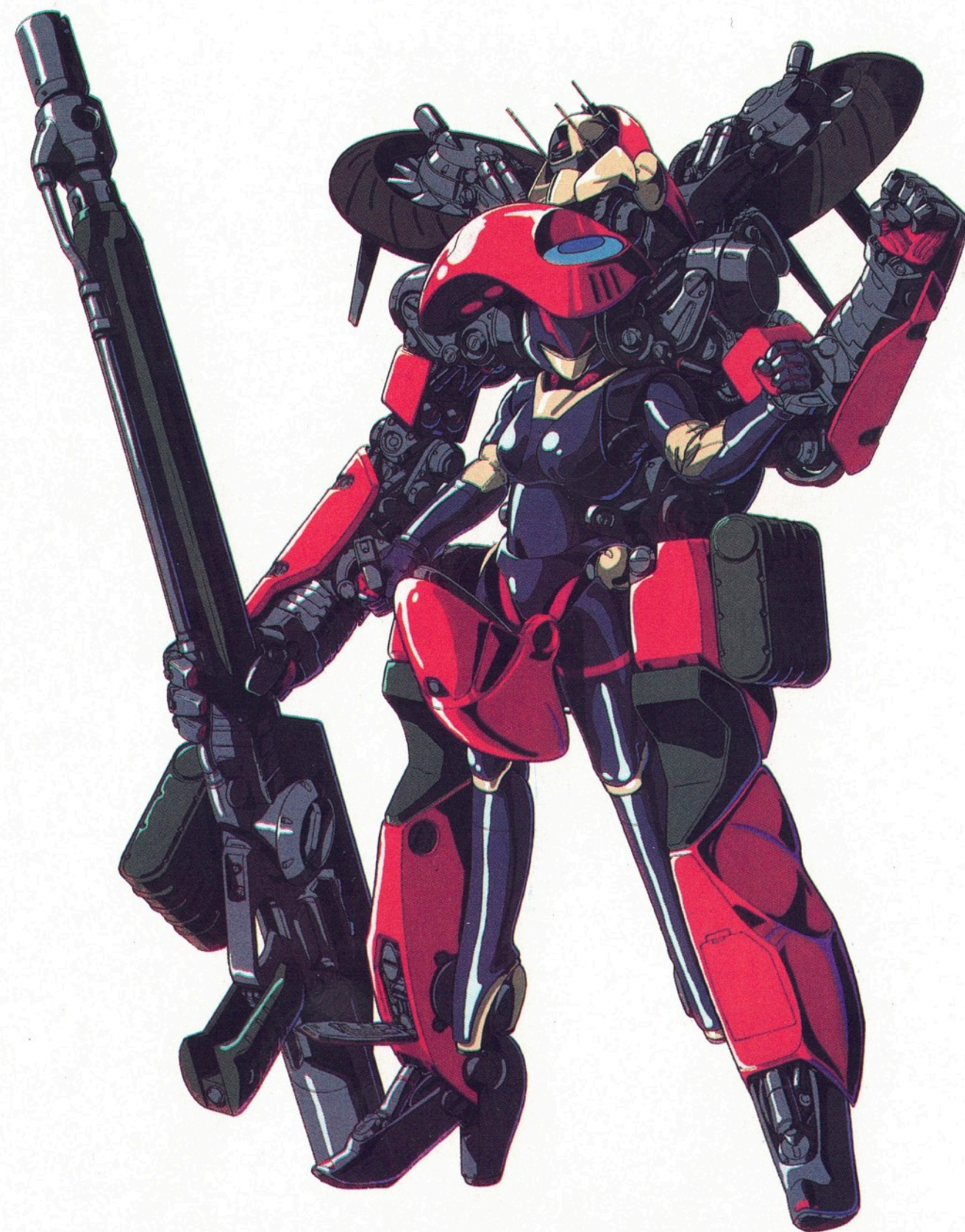
ウッドヘッドがこの会社を始めたのは、大学時代に見た日本製のアニメに、すっかり魅せられてしまったためだ。これをせひ、たくさんの人人に紹介したい。しかし、一人の力では限界がある。そこで、会社を作ったわけだが、面白いことに、AnimEgoでは、社員の多くはお互い、一度も会ったことがないのだそう。仕事の打ち合わせは、電話、ファクス、パソコン通信の電子メールなどで行われる。「二一世紀の会社ってわけさ」とウッドヘッドは笑う。字幕をつけるシステムは、マッキントッシュを使って彼が開発したもので、文字をスクロールさせたり、円形にワイプさせたりといったさまざまな機能をもっている。しかも、エンディングタイトルなど、日本語のキャストが表示されると、それに同期して翻訳字幕が出てくる凝りようだ。翻訳の仕事も丁寧で、日本人ですら読み間違えそうなスタッフの名前も、すべて正確に翻訳している彼の日本アニメへの入れ込みようがうかがえるというものだ。

現在彼は、月曜から金曜までをソフトウェア製作にあて、土曜と日曜をアニメにあてている。日本人も顔負けのワーカホリックぶりだが、しかし彼にとっては、これが楽しくてしかたがないに違いない。

日本のアニメをアメリカに伝道 不朽の名作ゲーム『ウィザードリィ』作者の 意外な近況

Robert J. Woodhead 1958年、イギリス・タンブリッチウェルズに生まれる。7歳にカナダ、14歳にアメリカに移住。コーネル大学で心理学を専攻した。大学4年の時にコンピュータにのめり込み、成績が下がって、学校側から1年間の休学を言い渡される。しかし、その間、81年にサーテック社を設立、「ウィザードリィ」を発表。

ウィザードリィにはI～IVまでにかかわったが、今は引退して、フリーのゲームデザイナーと、AnimEgoのCEOという二足のわらじを履く。10歳のころは「ウルトラマン」と、「サンダーバード」に夢中になった。最初に見た日本アニメは、大学時代の「マッハGOGOGO」。現在は、「となりのトトロ」がいちばんのお気に入りだという。



It is the year 2032 A.D. Like a Phoenix, the city of MegaTokyo is rising from the ashes of a devastating earthquake. In the twisted canyons of the megalopolis, the Knight Sabers, a small band of high-tech mercenaries, fight a lonely battle against the evil GENOM Corporation and it's sinister android "Boomers."

A hard-rock soundtrack and gritty "cyberpunk" style propel this intense action film into an all too probable future, where technology has run amuck, and emotion is all that separates man from machine.

Planning & Original Story	Suzuki Toshimichi	Producer (English Version)	Robert J Woodhead
Director	Akiyama Katsuhito	English Translation	Michael House
Character Design	Sonoda Kenichi		Shin Kurokawa
Art Director	Arai Kazuhiro	English Editing	Roe R Adams, III

NOTE : CONTAINS VIOLENCE & STRONG LANGUAGE.

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BUBBLEGUM CRISIS

The Japanese Animated Cyberpunk Classic
Episode 1 of 8 • Subtitled in English



AnimEigo Japanese Language
with English Subtitles

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AT091 - 001

BUBBLEGUM CRISIS
The Japanese Animated Cyberpunk Classic
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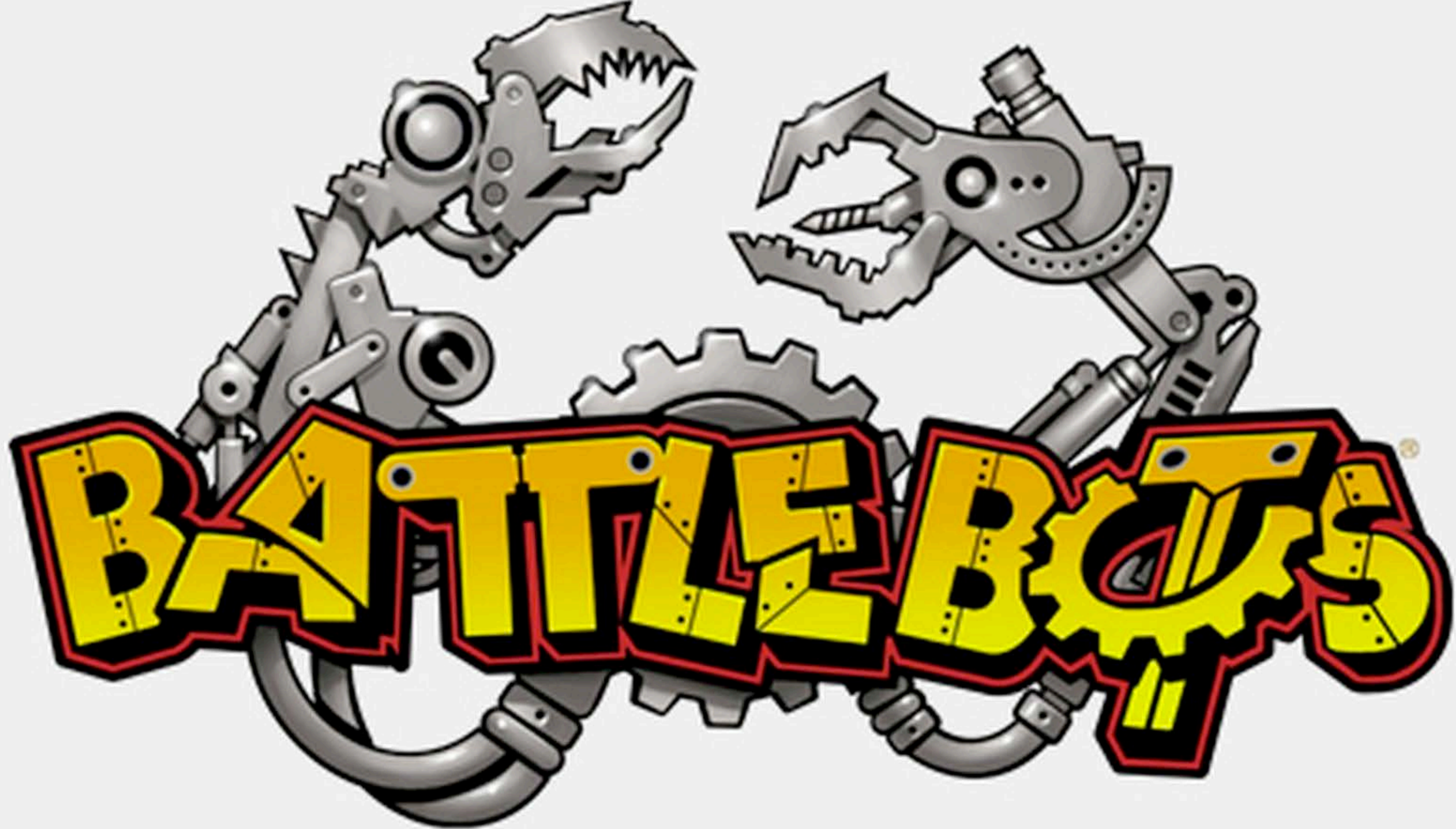


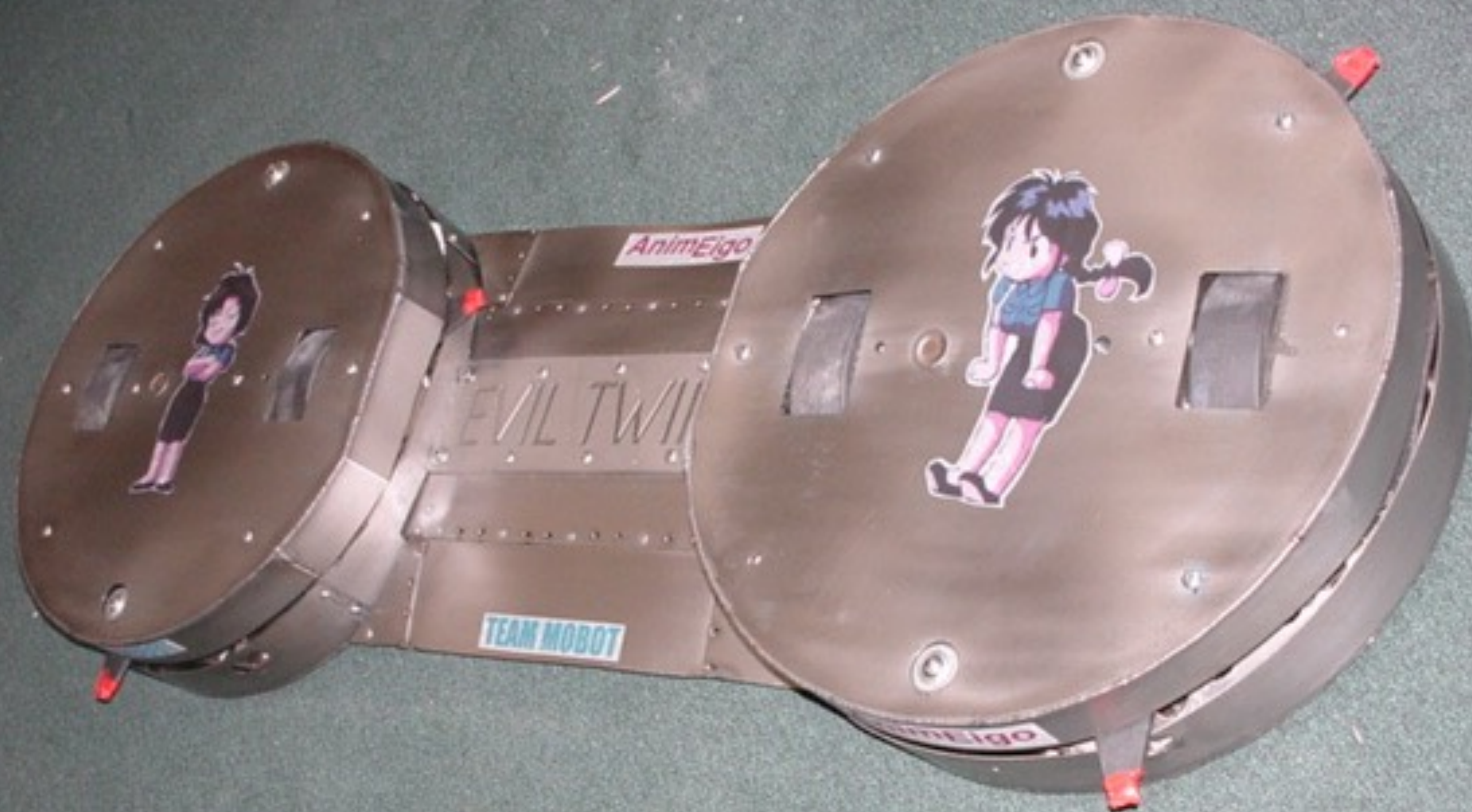
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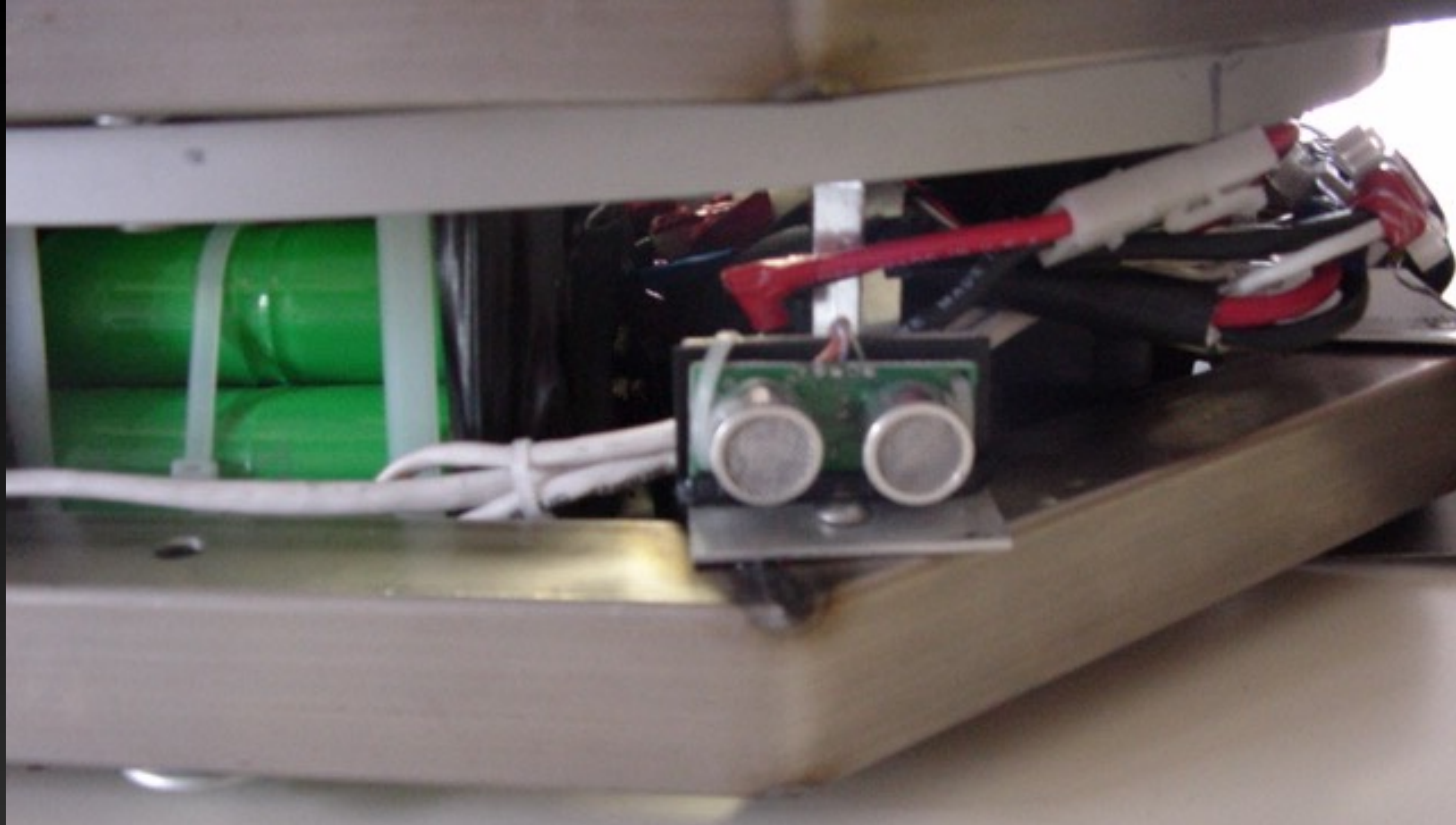






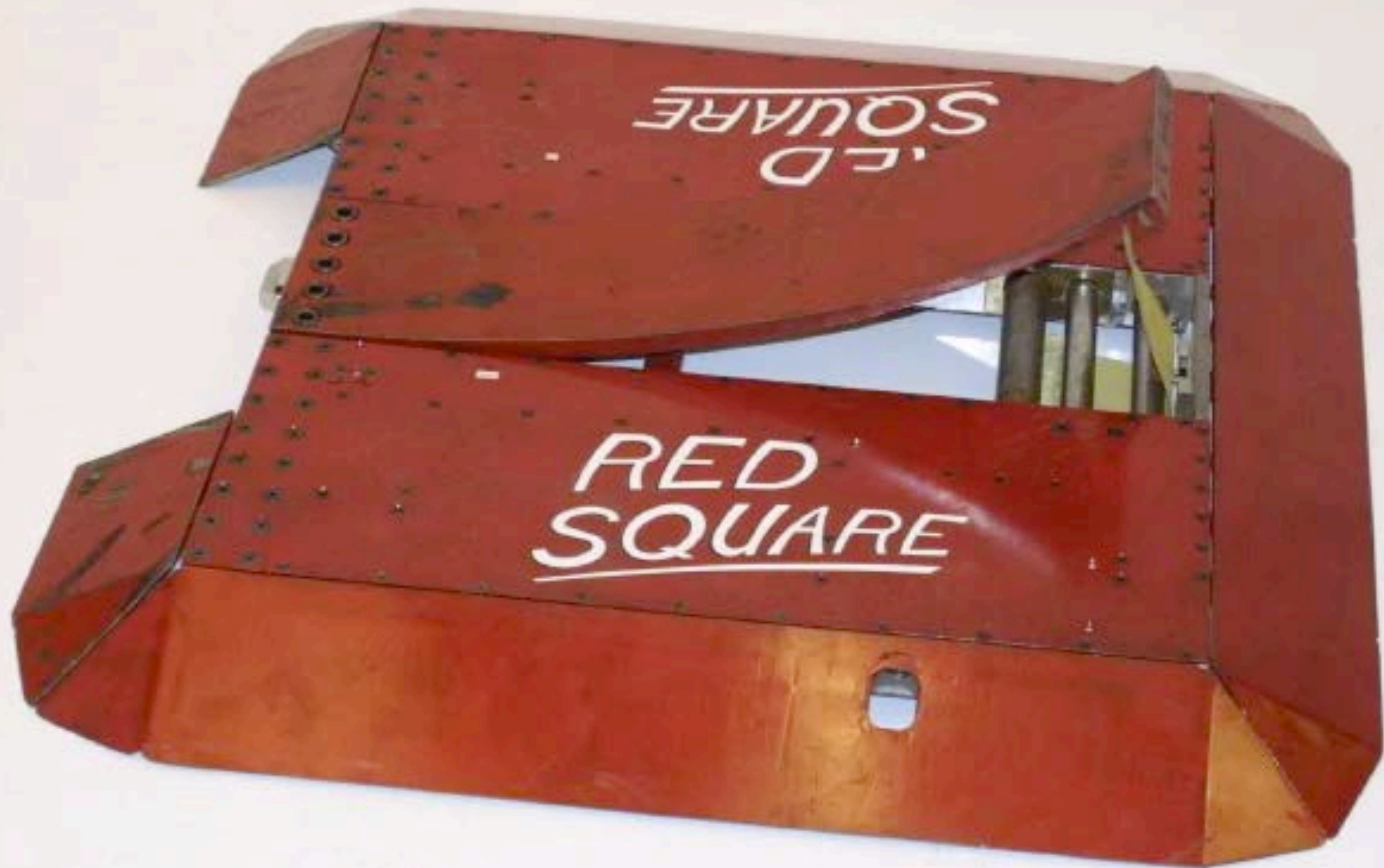


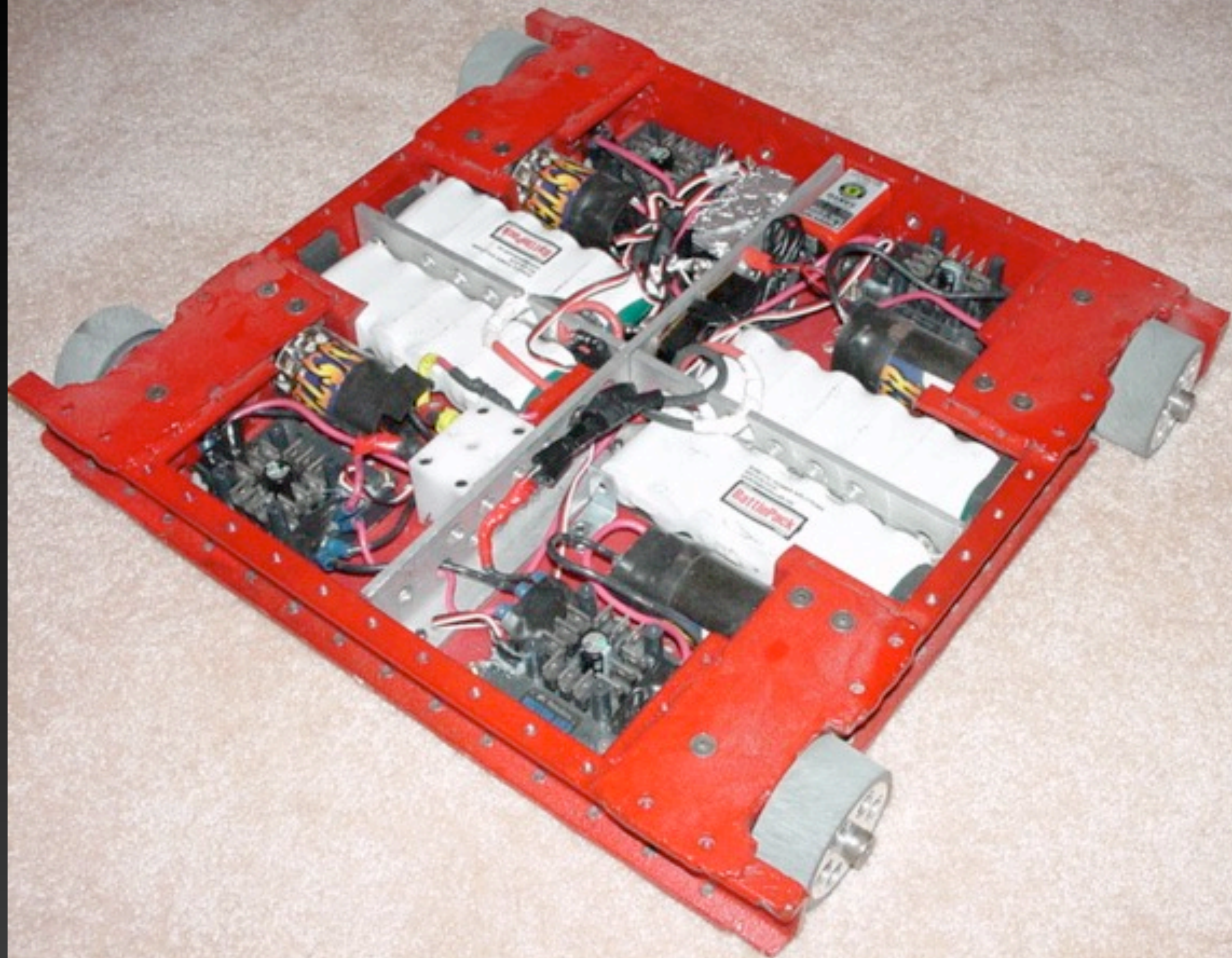




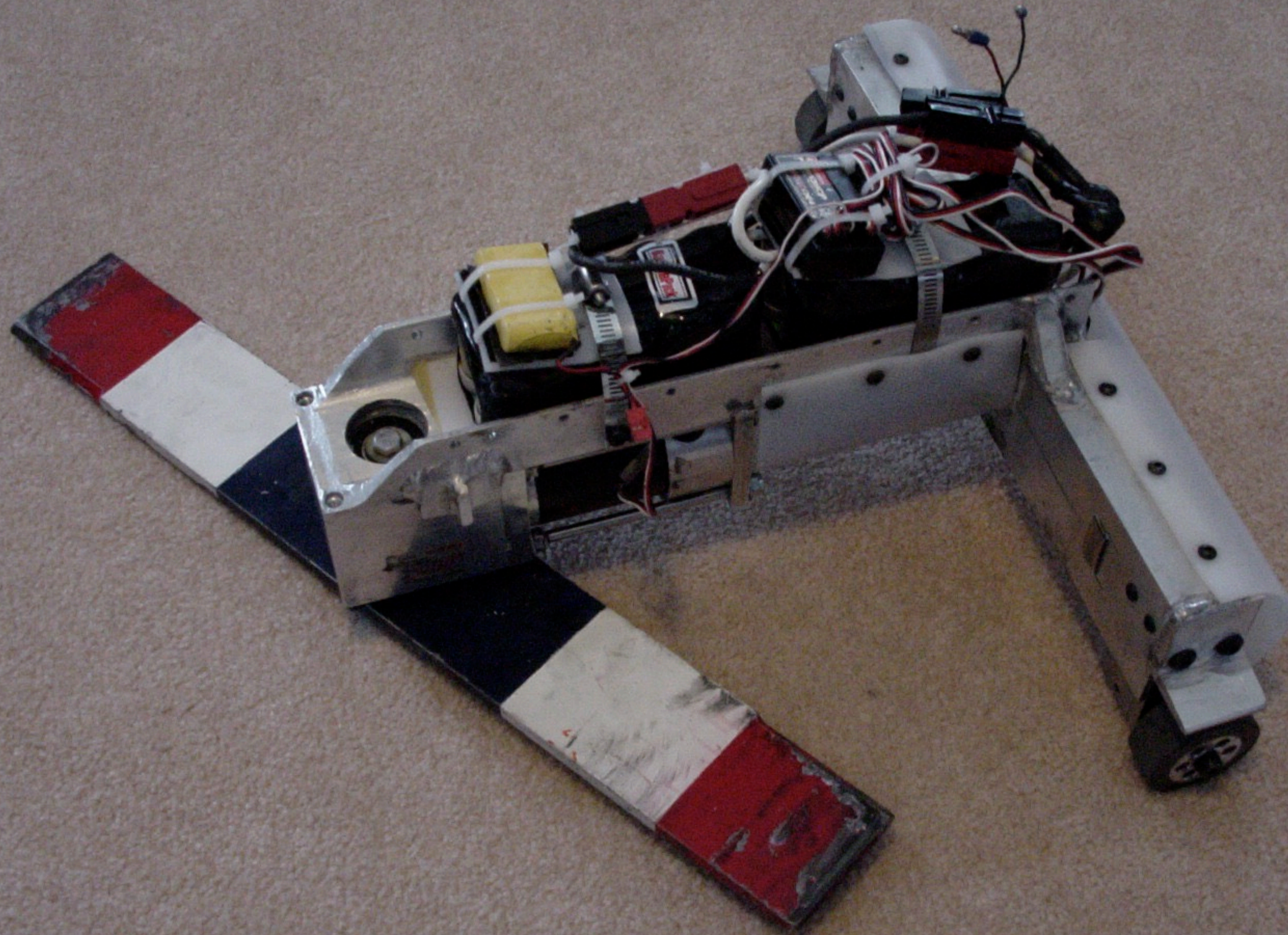


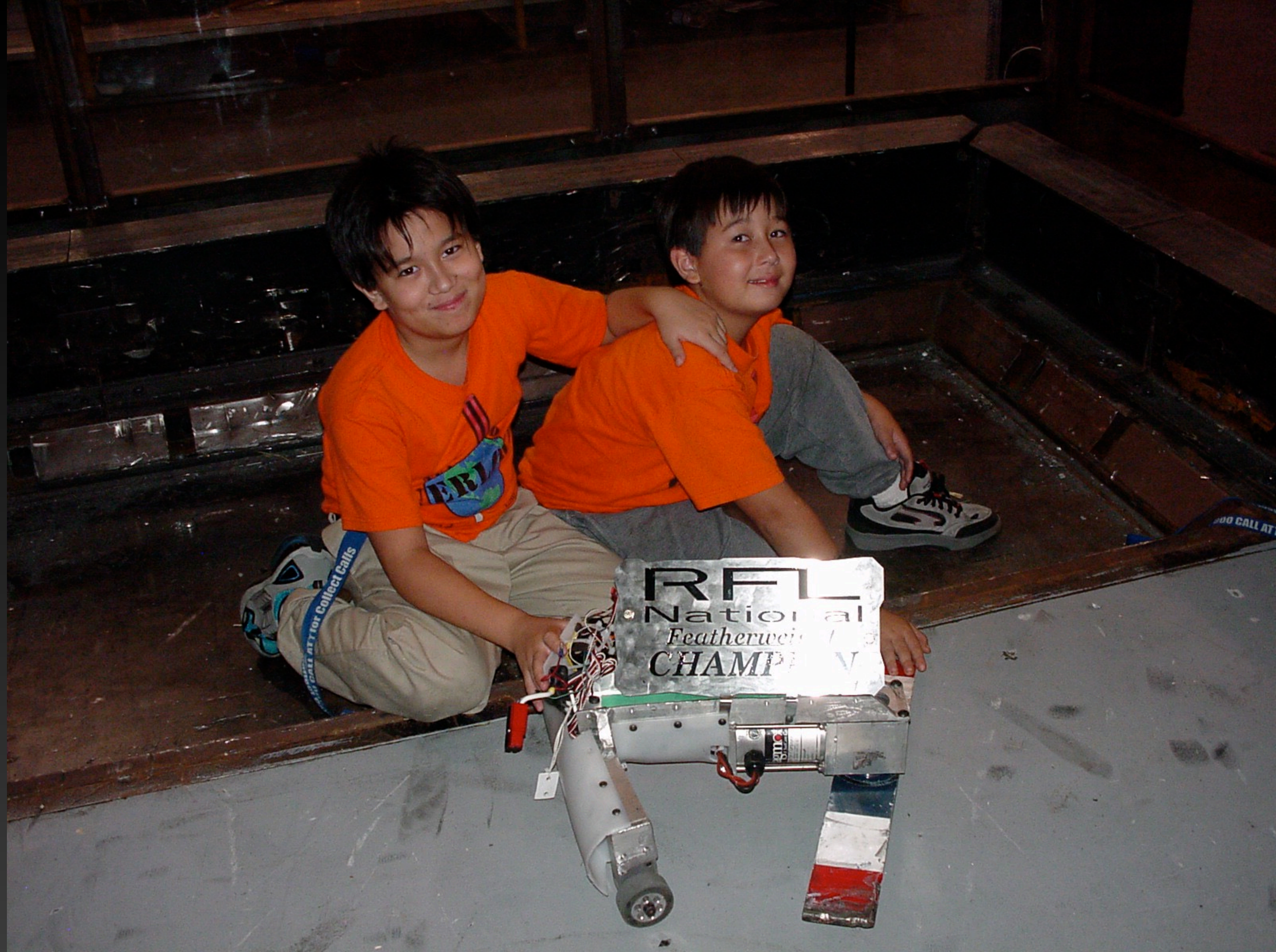


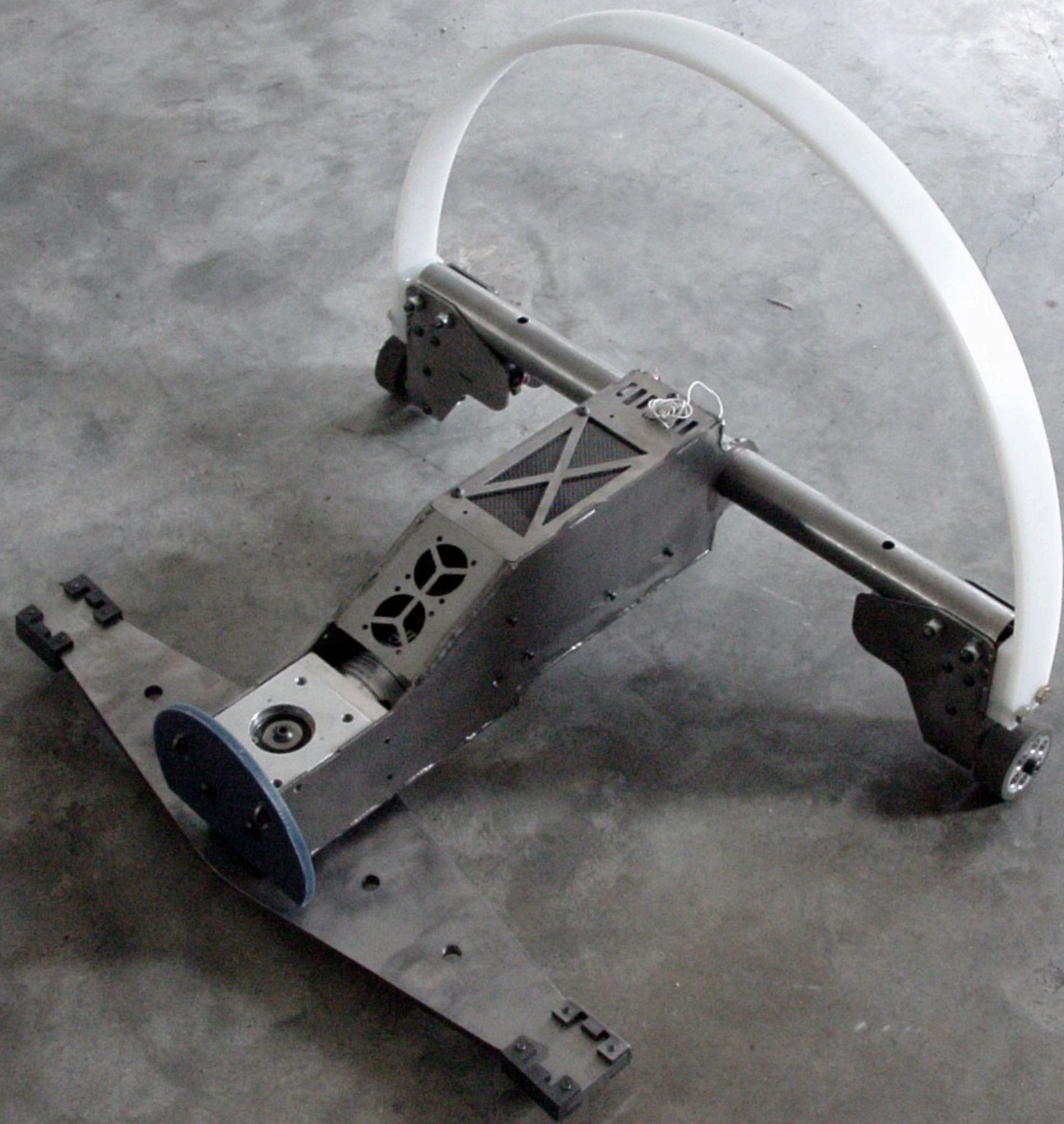




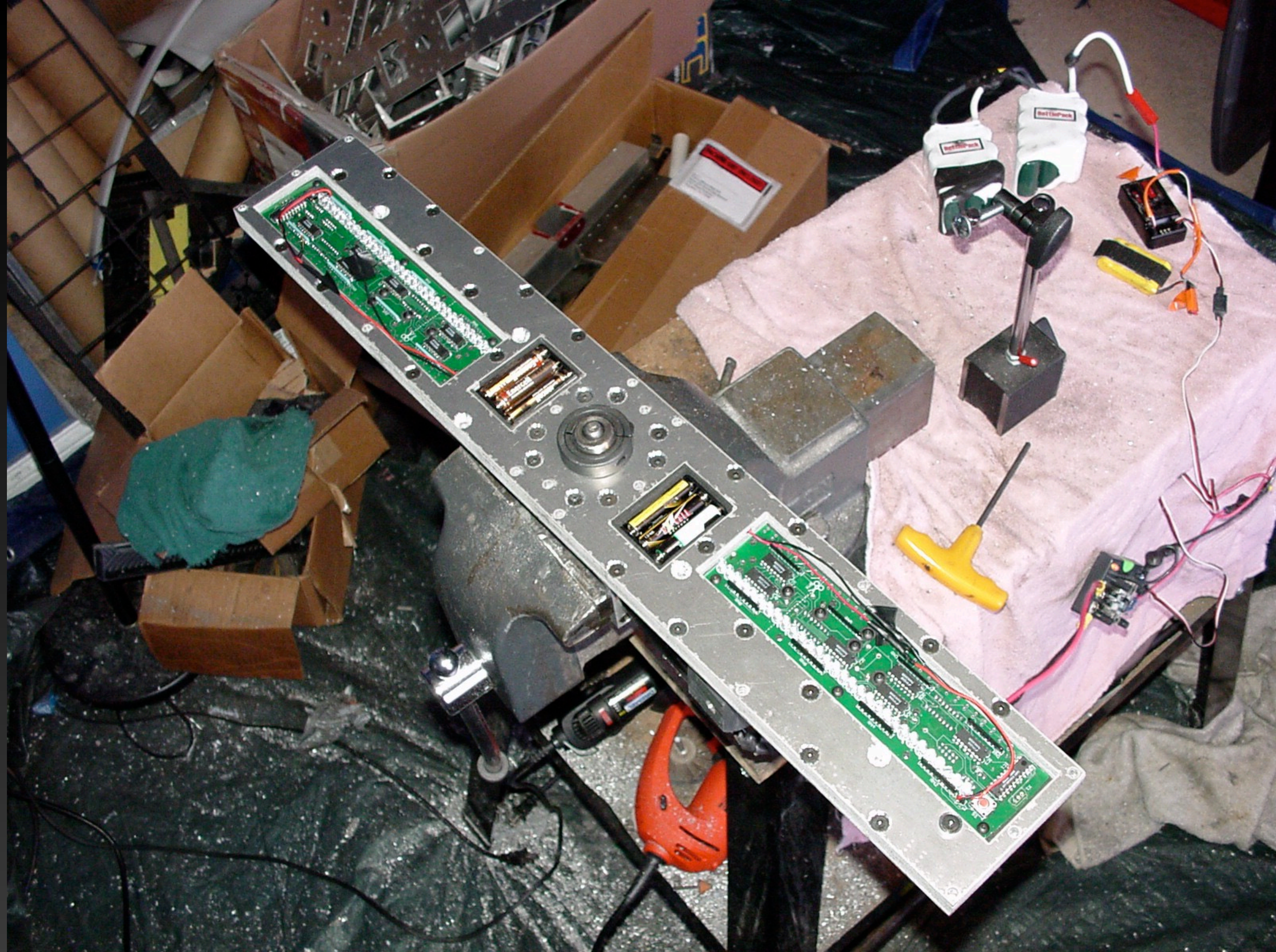






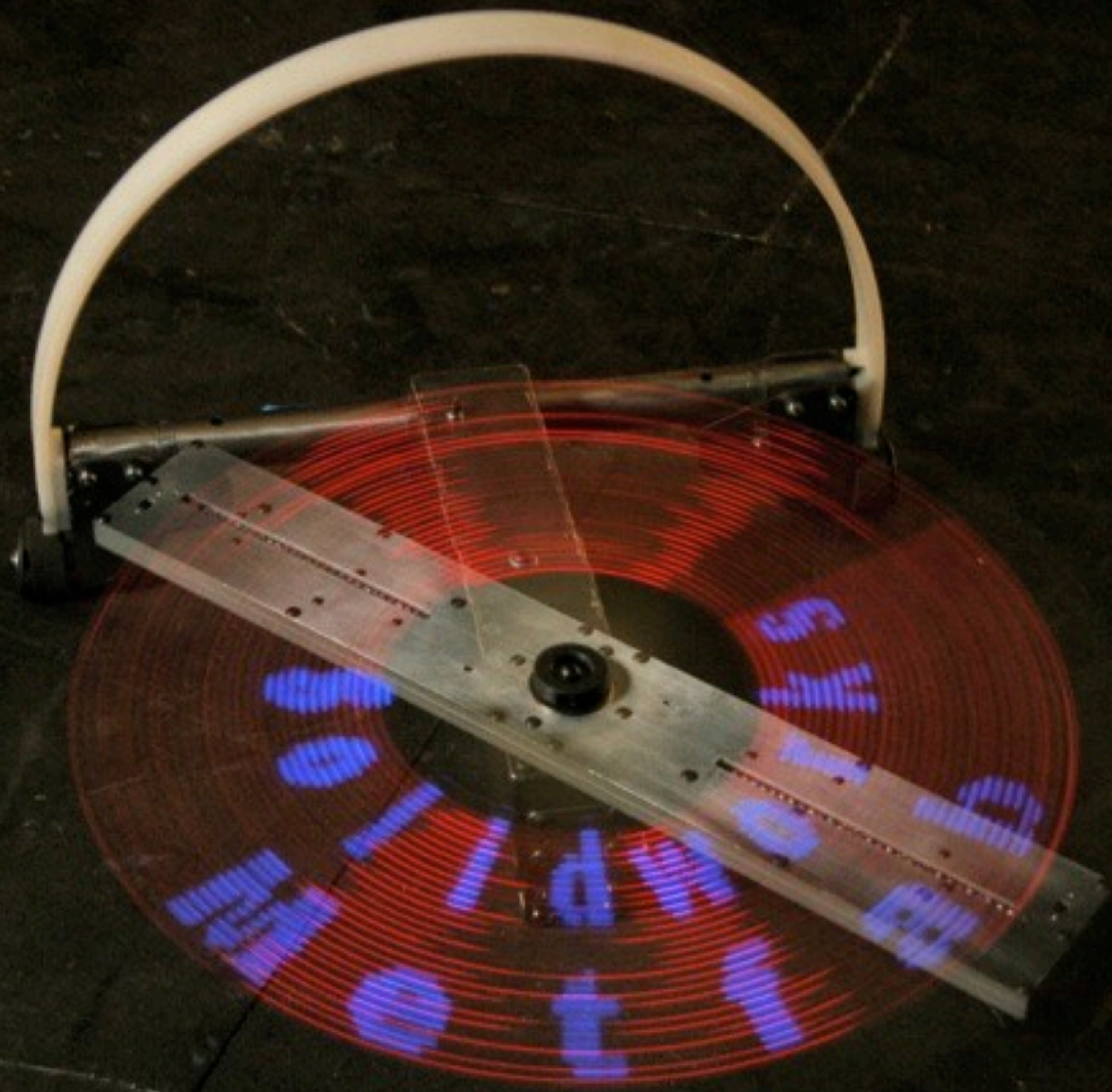


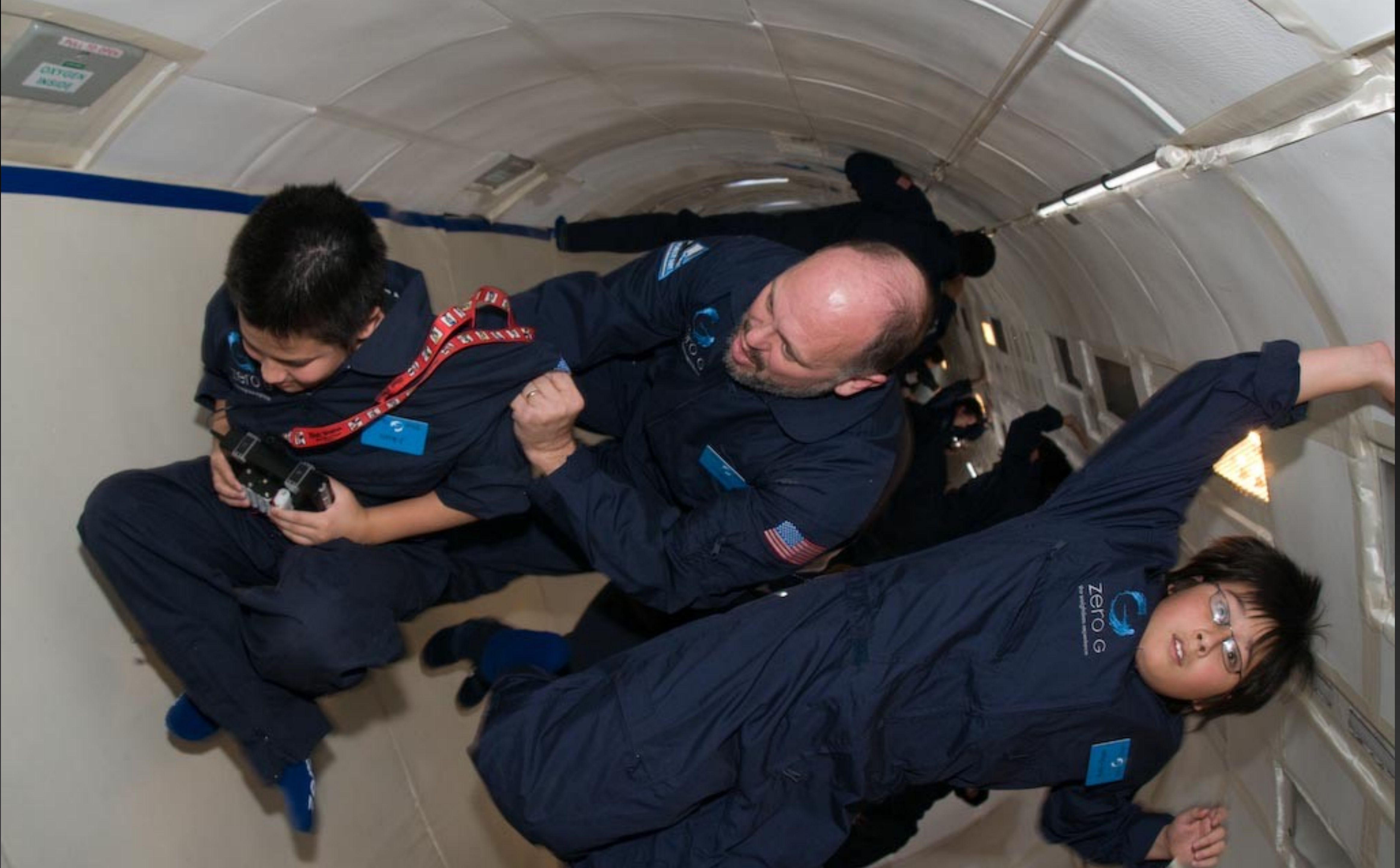


















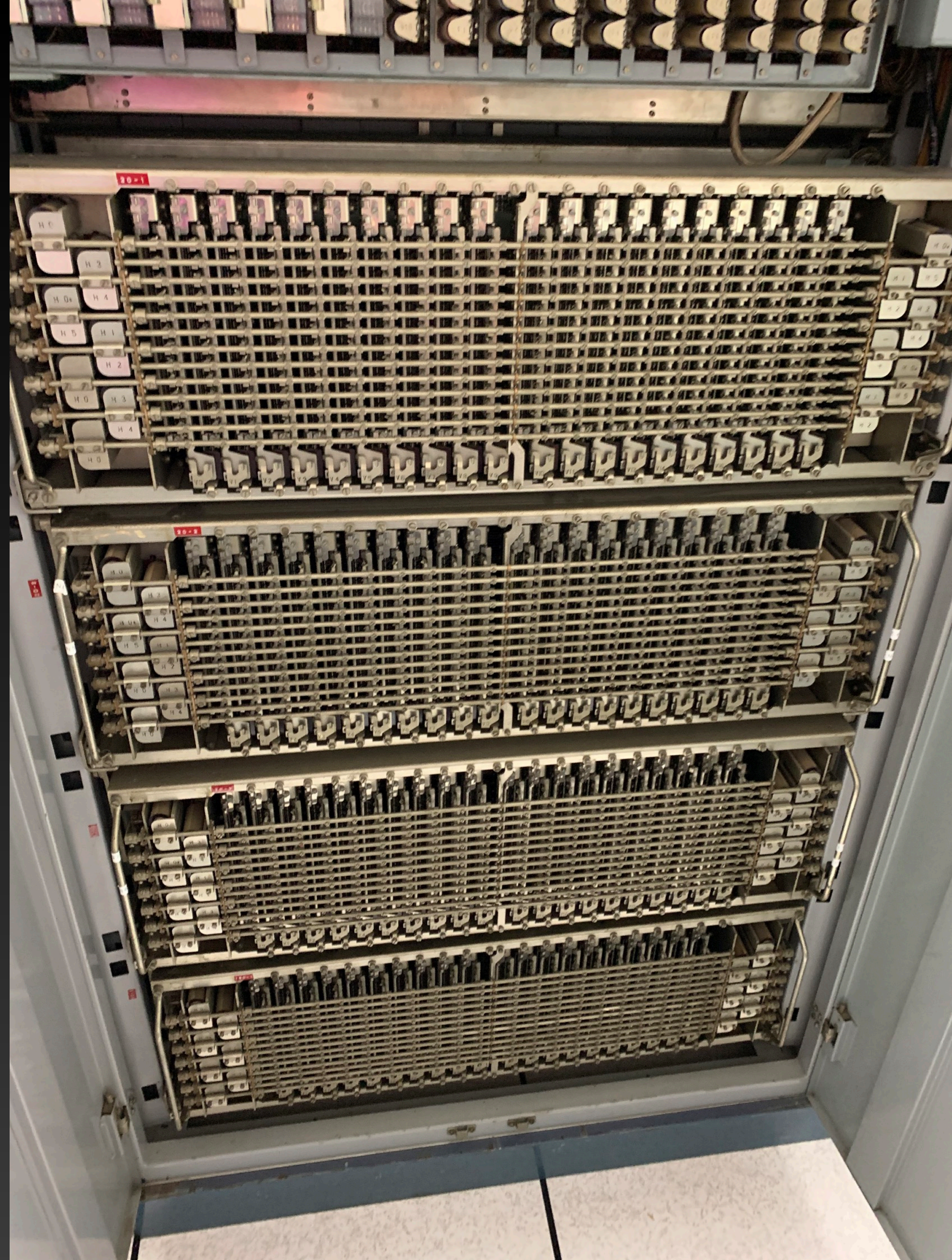
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ONLINE











相次ぐ
のために 大坂本社編集委員 橋本 誠司

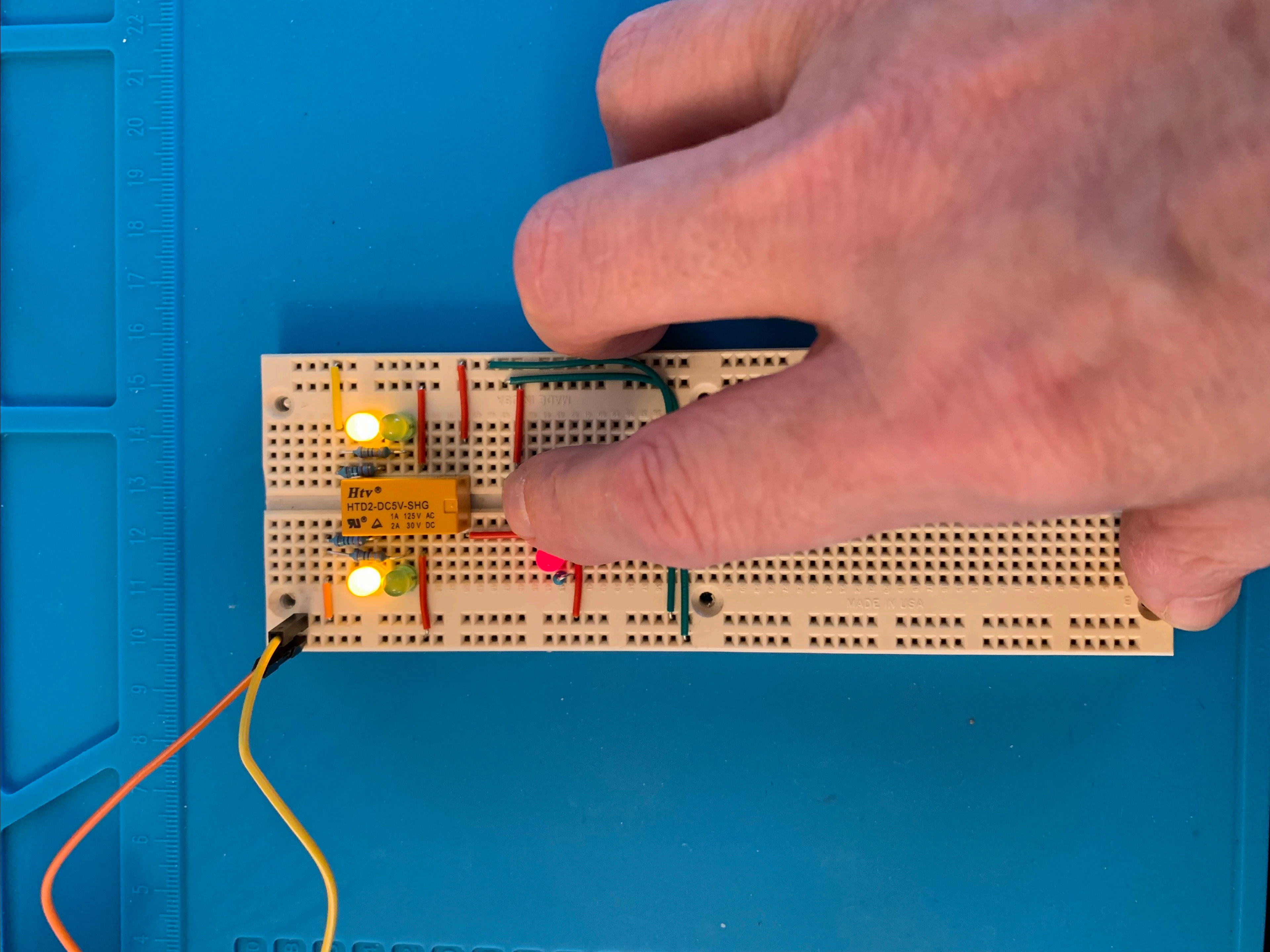
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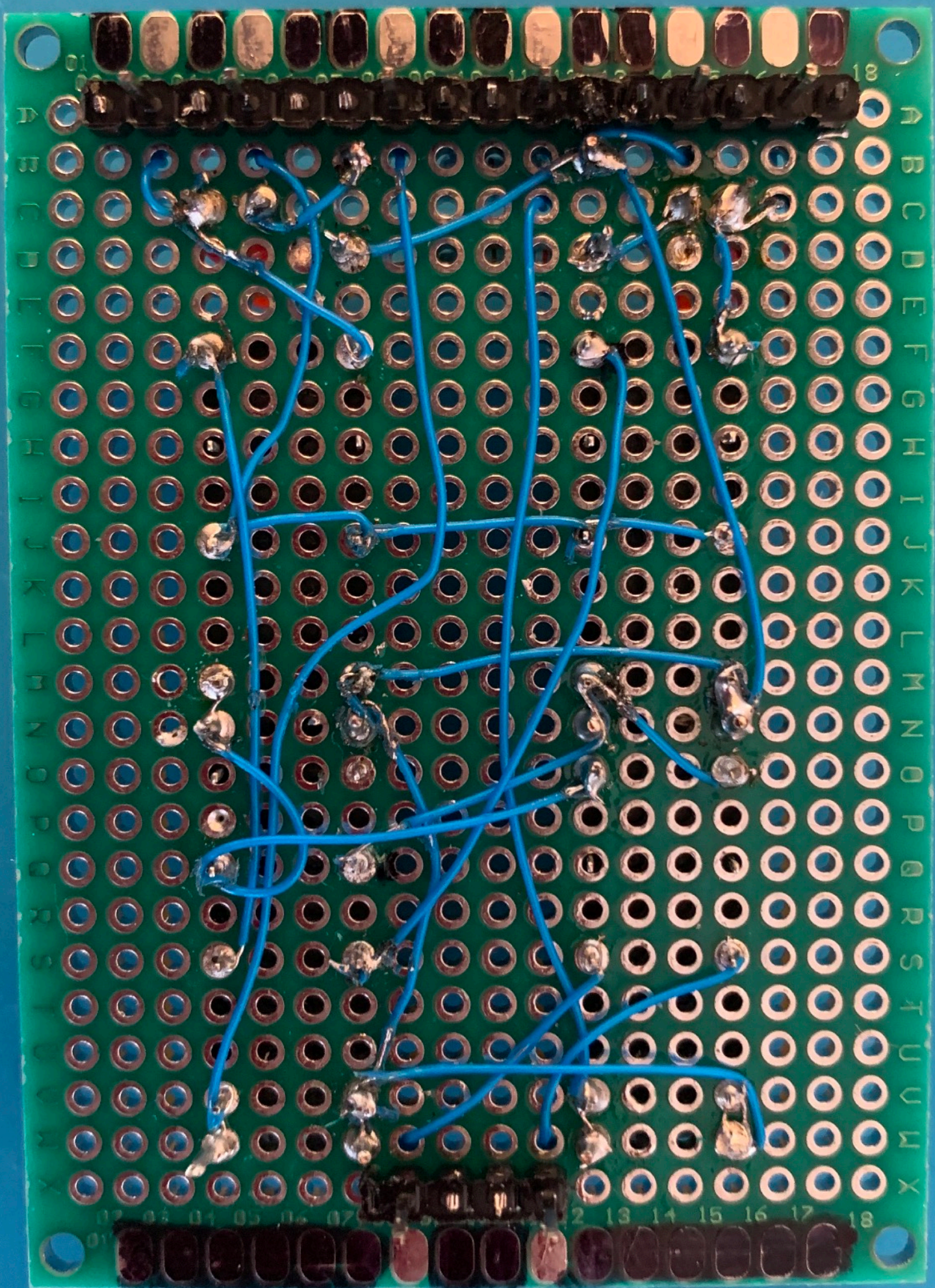
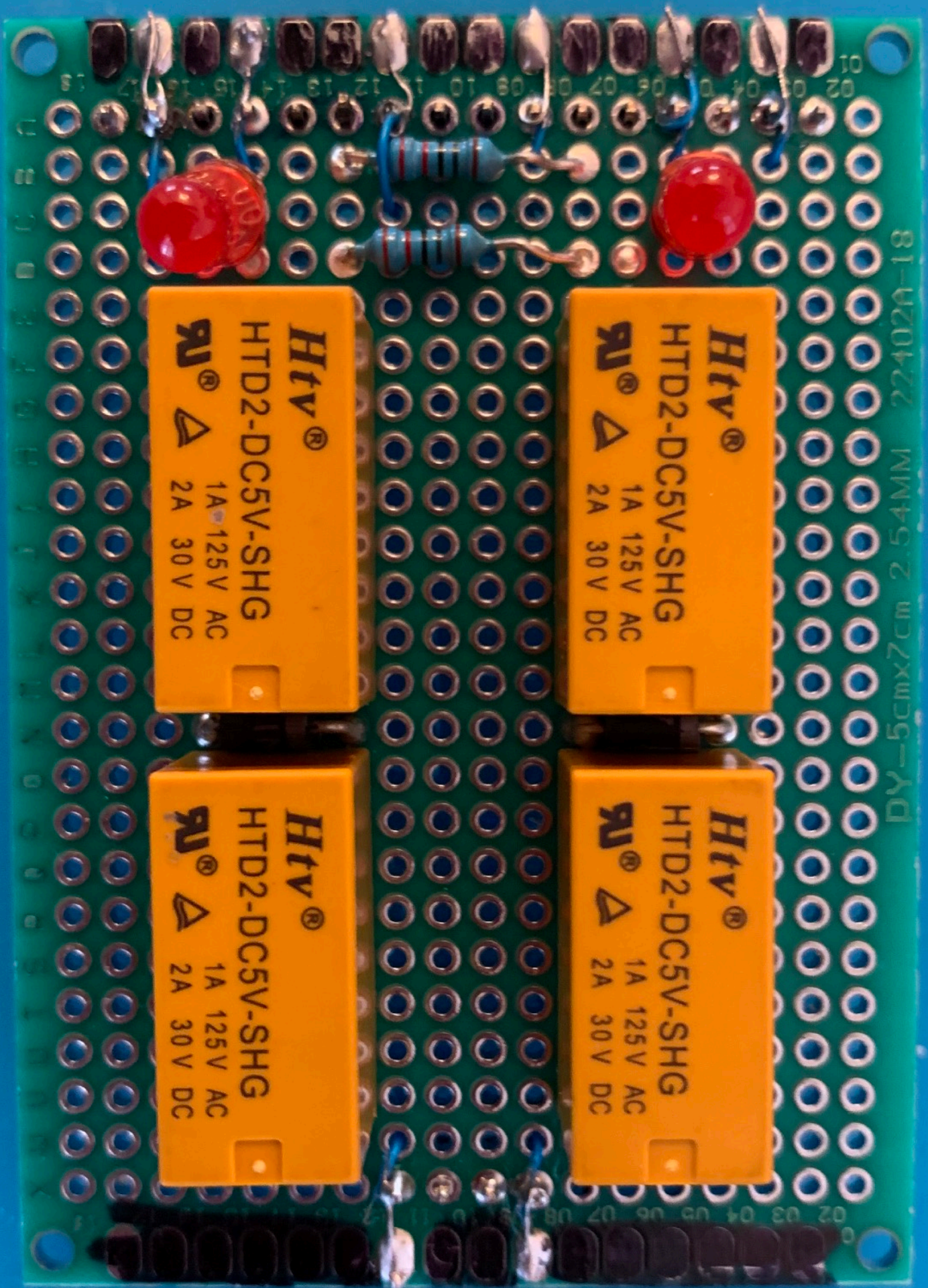


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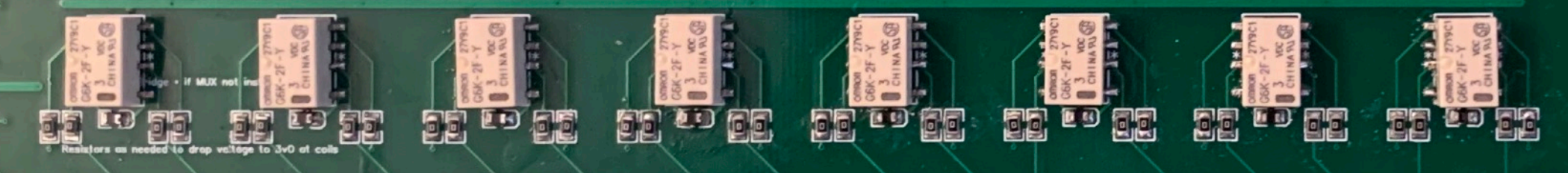
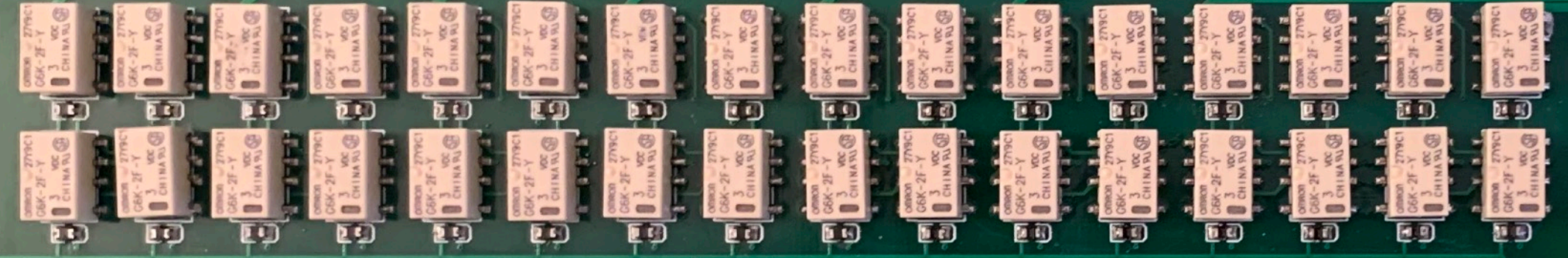






EMSC

OUTPUT



Populate 1 (2A) or both (4A)

Populate if MUX isolated

Populate if MUX isolated

2856645A-T2-200318

Bridge pads if diodes not being used for isolation

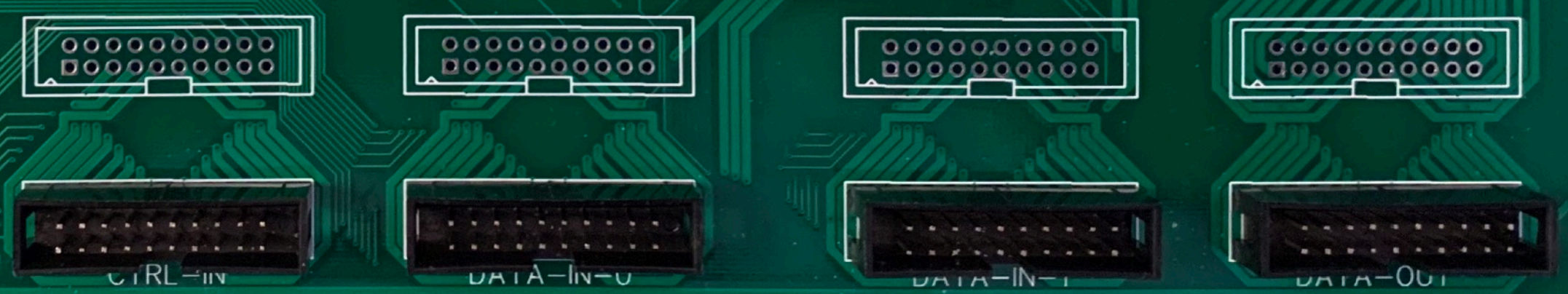
3V3 Bridge 3V3 or 5V0 to set output signal voltage

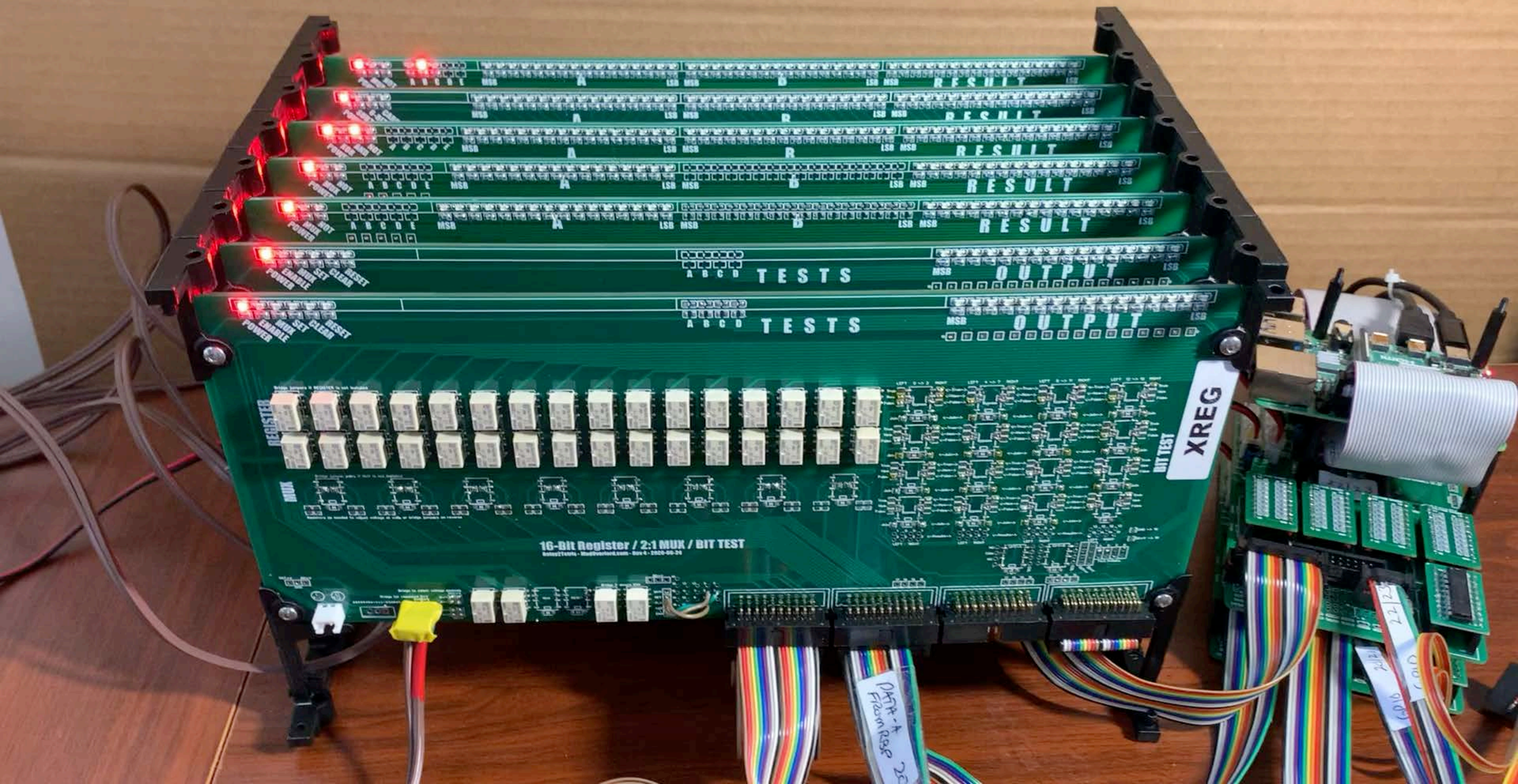
5V0

Relay2Tetris
16-Bit Register + 2:1 MUX
MadOverlord.com
Rev 2 - 2020-03-17

Bridge pads to connect extra DATA-IN lines to DATA-OUT
Left = DATA-IN-0, Right = DATA-IN-1

Bridge pads if diodes not being used for isolation





github.com/RJWoodhead/Relay2Tetris

MadOverlord.com





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