

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



creative computing[®]

the #1 magazine of computer applications and software

January 1982
vol 8, no 1
\$2.50

Now Including
COMPUTERS
AND PROGRAMMING

Videodiscs

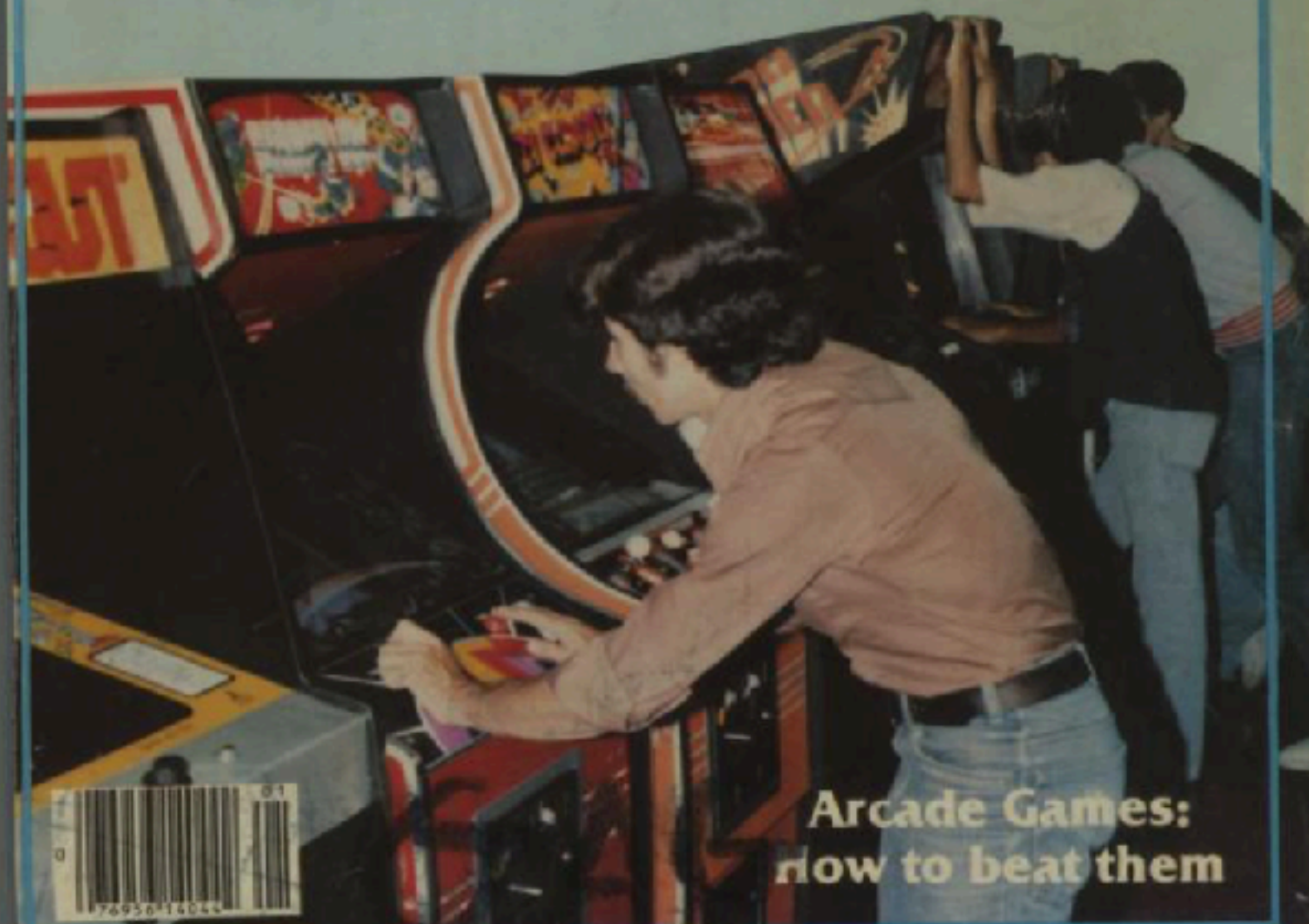
Using them with
small computers

Survival:
Moon Adventure Game

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.

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 asso-

ROLLERCOASTER

MCA
DISCO VISION

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Tangent 2: Rollercoaster

1977

on the heels of disaster film craze:

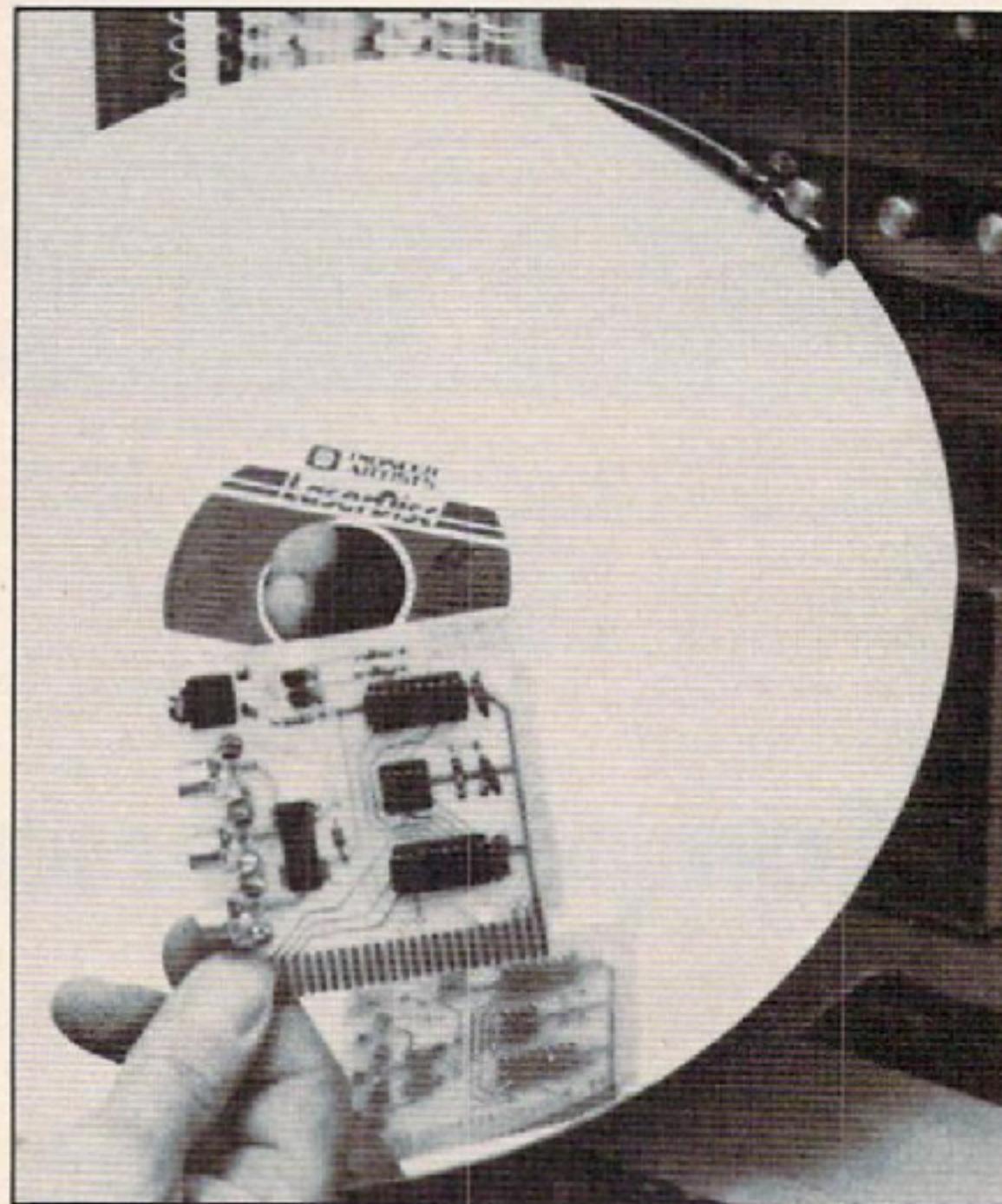
The Hindenburg, Earthquake, Airport, Towering Inferno etc.

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*MDSD/	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 1sd	CAV 2sd	CAV* 1sd	CAV* 2sd	CLV 1sd	CLV 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 INITIATE
2 GOSUB 34000: REM INSTRUCTIONS
3 GOSUB 22000: REM DISPLAY 1ST ROW
10 GOSUB 1000: REM INPUT ROUTINE
30 IF NOT SPACE THEN
  OK=0
40 IF A$="" THEN 10
45 PRINT: PRINT
50 IF ASC(A$)=32 AND LEN(A$)=1 THEN
  A$=RIGHT$(A$,LEN(A$)-1): A$=RIGHT$(A$,LEN(A$)-1): GOTO 50
60 IF LEN(A$)=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 50
90 IF N$="" THEN
  NFLAG=0
40 A$=ASC(A$)+64
100 IF A$1 OR A$26 THEN 10
110 ON A$ 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 IF NOT K$ THEN
  PRINT "I DON'T KNOW HOW TO DO THAT": KU=1
  GOTO 10
125 T=1:50 THEN
  INVERSE: PRINT "I THINK TIME JUST RAN OUT": NORMAL: T=0: VCF=
  "S160000NF": GOSUB 40000: GOTO 50000
130 PRINT: GOTO 10
1000 A$="" : SPACE=0: N$="" : V$="" : NFLAG=0
1010 GET B$:
  IF ASC(B$)=13 THEN
    RETURN
1020 IF ASC(B$)=88 AND SPACE AND RIGHT$(A$,1)="" THEN
  SPACE=0
1025 IF LEN(A$)=1 AND B$="" THEN 1010
1030 IF ASC(B$)=88 AND LEN(A$)=1 THEN
  A$=LEFT$(A$,LEN(A$)-1): PRINT B$: "": GOTO 1010
1040 IF B$="" AND NOT SPACE THEN
  V$=V$+B$: SPACE=1: GOTO 1060
1050 IF ASC(B$)=65 OR ASC(B$)=91 THEN 1010
1060 PRINT B$:
1070 A$=A$+B$
1080 GOTO 1010
9999 REM FOLLOWING ROUTINES ACT ON THE INPUT. KW IS KEYWORD FLAG
10100 KW=0: RETURN
10200 IF A$="BREAK BOX" THEN 53000
10210 IF A$="BREAK DOOR" THEN
  PRINT "TOO SOLID TO EVEN TRY": RETURN
10220 KW=0: RETURN
10300 KW=0: RETURN
10400 IF V$="DROP" AND NFLAG THEN 26000
10400 KW=0: RETURN
10500 IF A$="E" THEN
  D=2: GOTO 20000
10501 IF V$="EXAMINE" AND NFLAG THEN 27000
10599 KW=0: RETURN
10600 IF A$="FIND BATTERIES" THEN
  PRINT "TRY THE DEAR": RETURN
10610 IF V$="FIND" THEN
  PRINT "I CAN'T HELP YOU": RETURN
10699 KW=0: RETURN
10700 IF V$="GO" THEN 19000
10710 IF A$="GIVE COINS" AND L=5 THEN 43000
10720 IF A$="GIVE TICKET" AND L=10 THEN 45000
10799 KW=0: RETURN
10800 IF V$="HELP" THEN
  PRINT
  "JUST KEEP MOVING AND EXAMINING THINGS, AND AVOID DANGEROUS PLACES.":
  RETURN
10999 KW=0: RETURN
10900 IF A$="I" OR A$="INV" OR A$="INVENTORY" THEN 20000
10999 KW=0: RETURN
11000 IF V$="JAM" THEN 54000
11099 KW=0: RETURN
11100 IF V$="KILL" THEN
  PRINT "THAT IS BEYOND MY POWER.": RETURN
11199 KW=0: RETURN
11200 IF A$="LOOK" THEN 22000
11210 IF V$="LOOK" AND NFLAG THEN 27000
11299 KW=0: RETURN
11300 IF A$="MAKE TIMER" THEN 55000
11399 KW=0: RETURN
11400 IF A$="N" THEN
  D=1: GOTO 20000
11499 KW=0: RETURN
11500 IF A$="OPEN DEAR" THEN
  PRINT "TWO BATTERIES JUST FELL.": PRINT "OUT OF THE BACK.": PRINT
  "THEY'RE ON THE GROUND": 08(1)=L: RETURN
11599 KW=0: RETURN

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Adventures in Videoland

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11600 IF (V8="PUT" OR V8="PLACE") AND HFLAG THEN 28000
11610 IF V8="PLAY" AND L=6 THEN 43000
11620 IF V8="PLAY" AND L=16 THEN 48000
11630 IF (A8="PUSH BUTTON" OR A8="PRESS BUTTON") AND L=2 THEN 53000
11699 KW=0: RETURN
11700 IF A8="QUIT" THEN
    END
11799 KW=0: RETURN
11800 IF (A8="REND BOOK") AND (OB(4)=0 OR OB(4)=L) THEN
    PRINT "YOU NOW KNOW HOW TO MAKE A": PRINT "JAMMER FROM A RADIO": BK=1:
    RETURN
11810 IF A8="READ TICKET" THEN
    A8="LOOK TICKET": GOTO 27000
11899 KW=0: RETURN
11900 IF A8="S" THEN
    D=3: GOTO 28000
11910 IF V8="SHOOT" THEN 43000
11920 IF A8="SHOW TICKET" AND L=16 THEN 49000
11999 KW=0: RETURN
12000 IF V8="TAKE" AND HFLAG THEN 25000
12010 IF (A8="TURN KNOB" OR A8="TURN DIAL") AND L=2 THEN 53000
12099 KW=0: RETURN
12100 IF A8="USE JAMMER" THEN 54000
12199 KW=0: RETURN
12200 IF A8="VISIT DANCER" THEN
    PRINT "SHE DOESN'T WANT TO SEE YOU": RETURN
12299 KW=0: RETURN
12300 IF A8="U" THEN
    D=4: GOTO 28000
12310 IF (A8="WEAR UNIFORM") AND (OB(9)=0 OR OB(9)=L) THEN
    VC="SSSSSSSS": GOSUB 40000
    FOR I=1 TO 1000:
    NEXT I:
    VC="": GOSUB 40000: PRINT "IT FITS WELL AND MAKES A GOOD": PRINT
    "DISGUISE": KW=1: RETURN
12399 KW=0: RETURN
12400 KW=0: RETURN
12500 KW=0: RETURN
12600 POP: STOP: REM DEBUGGING AID. INPUT OF 2 STOPS PROGRAM.
14000 REM: PARSE FOR DIRECTION
19010 D=ASC(M): D=(D*78)+(D*69)*2+(D*83)*3+(D*82)*4:
    IF NOT D THEN
    PRINT "I NEED A DIRECTION": RETURN
20000 REM: MOVE ROUTINE: D=DIRECTION: R=ROOM MOVED INTO L-PRESENT LOCATION
20060 R=ASC(MID$(R,L)-D,1)-64
20070 IF NOT R THEN
    PRINT "YOU CAN'T GO THAT WAY": RETURN
20080 L=R
22000 IF AND(1,2,6) AND A8="LOOK" THEN
    VC="SSSSSSSS"
    FOR I=1 TO LEN(VC):
    A=USRASC(VC,I,1):
    FOR J=1 TO 400:
    NEXT J:
    NEXT I:
    FOR I=1 TO 4000:
    NEXT I:
    A=USRASC("X"):
22001 IF VC(L)="" THEN
    VC=A(L): RESUR 40000:
    FOR I=1 TO 4000:
    NEXT I:
    VC(L)="": VC="X": GOSUB 43000
22005 PRINT "YOU ARE IN "
22010 PRINT MID$(L): PRINT MID$(L): PRINT "THIS LOCATION CONTAINS " F1=0
22020 FOR I=1 TO NC
22030 IF OB(I)=L THEN
    PRINT MID$(L): F1=1
22040 NEXT I:
    IF NOT F1 THEN
    PRINT "NOTHING"
22050 PRINT "VISIBLE EXITS: "
22060 FOR I=1 TO 4
22070 IF MID$(R*(L)+I,1)="" THEN
    PRINT MID$(L): F1=1
22080 NEXT I:
    IF NOT F1 THEN
    PRINT "DON'T EXIST"
22090 PRINT:
    IF L=5 THEN 41000
22092 IF L=8 THEN 47000
22093 IF L=15 THEN 47100
22094 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
22099 RETURN
24000 F1=0: PRINT "YOU ARE CARRYING":
    FOR I=1 TO NC

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Adventures in Videoland

[illegible]

Adventures in Videoland

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30050 DIR$(1)="NORTH": DIR$(3)="SOUTH": DIR$(2)="EAST": DIR$(4)="WEST"
30060 RD$(1)=
"WHICH STRETCHES TO THE EAST AND WEST. A RESTAURANT IS TO THE NORTH"
30061 RD$(2)=
"CONTAINING STRANGE EQUIPMENT. LIGHTS FLASH FROM AN ELECTRONIC BOX"
30062 RD$(3)=
"AN AID STATION IS TO THE NORTH. THE SOUND OF GUNFIRE COMES FROM A SHOOTING GALLERY TO THE SOUTH"
30063 RD$(4)="FROM A TENT TO THE SOUTH YOU HEAR EXOTIC MUSIC"
30064 RD$(5)="THE ROOM IS CROWDED BUT YOU SEE AN EMPTY TABLE IN THE CORNER"
30065 RD$(6)="A SIGN READS '3 SHOTS FOR 25 CENTS'"
30066 RD$(7)=
"THERE ARE DOORS TO THE NORTH AND SOUTH. THE NORTHERN DOOR IS OPEN. YOU CAN HEAR THE ROLLER COASTER."
30067 RD$(8)="SHE SLIPS AND LOOKS AT YOU"
30068 RD$(9)="A DANGEROUS PLACE TO BE."
30069 RD$(10)="": RD$(11)=
"THERE IS A DOOR LEADING TO A SMALL ROOM TO THE SOUTH"
30070 RD$(12)=
"BELOW. YOU CAN SEE THE WHOLE CARNIVAL. THE TOP OF THE ROLLER COASTER IS IN SIGHT."
30071 RD$(13)=
"THE PASSAGE LEADS NORTH TO THE TOP OF THE ROLLER COASTER. THE NOISE IS QUITE LOUD"
30072 RD$(14)=
"THE DOOR IS LOCKED BEHIND YOU, BUT THERE IS A WINDOW TO THE WEST"
30073 RD$(15)=
"THE ROOM IS LITTERED WITH FRAGMENTS OF ELECTRONIC PARTS. BUT NONE OF IT IS SALVAGEABLE. A GUARD BLOCKS YOUR PATH"
30074 RD$(16)="A SIGN SAYS, '50 CENTS A BALL. WINNER'S CHOICE.'"
30075 RD$(17)="THE PASSAGE LEADS SOUTH TO THE TOP OF THE OBSERVATION TOWER"
30100 CD$(1)="TWO Dimes AND A NICKEL": CD$(2)=
"IT CONTAINS EVERYTHING NEEDED FOR SMALL ELECTRONIC REPAIRS"
30101 CD$(4)="THE TITLE IS 'RADIO FREQUENCY JAMMING TECHNIQUES': CD$(5)=
"IT IS VERY GAUDY": CD$(6)="NICE AND FLUFFY": CD$(7)=
"WHOOPIE--IT'S THE DALLAS CHEERLEADERS": CD$(8)=
"WHEN YOU PUSH THE BUTTON ON ITS BACK, IT SAYS 'I LOVE YOU'"
30102 CD$(3)=
"IT SAYS, '0000 FOR A FREE GAME AT THE BALL TOSS. COURTESY OF CREATIVE COMPUTING, THE #1 MAGAZINE OF SOFTWARE AND APPLICATIONS.'"
30200 FR$(1)="BOX": FR$(2)=
"IT IS FIRMLY ATTACHED TO THE TABLE. THERE ARE KNIVES AND A BUTTON ON IT"
FR$(3)=(2)
30201 FR$(2)="RIFLE": FL(2)=6: FR$(2)="IT IS CHAINED TO THE COUNTER"
30202 FR$(3)="GUN": FL(3)=6: FR$(3)="IT IS CHAINED TO THE COUNTER"
30300 VK(1)="03970SPK": VK(2)="02110SPK": VK(3)="04500SPK": VK(4)="04750SPK"
30310 VK(5)="02110SPK": VK(6)="01100SPK": VK(7)="01400SPK": VK(8)=
"01170SPK": VK(9)="01530SPK"
30320 VK(10)="": VK(12)="03000SPK": VK(13)="014710SPK": VK(14)="03300SPK"
VK(15)="02700SPK": VK(16)="02700SPK"
30330 VK(17)="": VK(18)="":
30400 K=1
31000 IF PEEK(3*256)<>32 THEN
PRINT "O-BLOND VIDEO CODE": POKE 10,70: POKE 11,9: POKE 12,3
32000 RETURN
34000 VCR="063675": GOSUB 40000: TEXT: HOME: REM GET TO FIRST VIDEO FRAME AHEAD OF TIME. PLAYER SHOULD BE ON BEFORE RUNNING PROGRAM
34001 PRINT "WHAT IS YOUR FIRST NAME?": GOSUB 1000: NAME=
34010 PRINT: PRINT "YOU HAVE JUST RECEIVED AN ANONYMOUS": PRINT
"LETTER THAT A ROOM HAS BEEN PLANTED": PRINT "ON A ROLLER COASTER."
FOR I=1 TO 1000:
NEXT I
34011 VCR="063675": GOSUB 40000:
FOR I=1 TO 2000:
NEXT I
VCR="PX": GOSUB 40000:
FOR I=1 TO 15000:
NEXT I
34012 VCR="XZ": GOSUB 40000
34015 PRINT: PRINT "YOU ARE CALLED TO INVESTIGATE AND FLY": PRINT
"OFF TO STOP THE SABOTEUR.":
FOR I=1 TO 1000:
NEXT I
34016 VCR="0300305": GOSUB 40000:
FOR I=1 TO 6000:
NEXT I
VCR="PX": GOSUB 40000:
FOR I=1 TO 9000:
NEXT I
34017 VCR="XZ": GOSUB 40000
34019 PRINT
34020 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"
34030 PRINT: PRINT "ON YOUR SIDE, YOU HAVE CUNNING,": PRINT
"TRAINING, AND DEDICATION"
34055 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 STOP HIM"
34055 PRINT: INVERSE: PRINT "PRESS ANY KEY TO CONTINUE": GET A$: NORMAL: HOME

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Adventures in Videoland

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34060 PRINT "BY GIVING THE RIGHT COMMAND, YOU CAN ": PRINT
      "MOVE, 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: SET AS: NORMAL: PRINT: RETURN
40000 FOR I=1 TO LEN(VC):
      A=ASC(MID(VC,I,1)):
40010 IF MID(VC,I,1)*S AND 121 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$(1) = "NO" AND A$(2) = "YES" THEN
      PRINT "PLEASE ANSWER YES OR NO": GOTO 41010
41025 PRINT
41030 IF A$(1) = "NO" THEN
      PRINT "THE WAITER CALLED YOU A STIFF": PRINT "AND THREW YOU OUT": L=3:
      GOTO 22000
41040 PRINT: PRINT "YOU ARE SERVED A DELICIOUS MEAL": PRINT
      "UNFORTUNATELY, THE SERVICE IS": PRINT "RATHER SLOW": VC="S1946SSPX":
      GOSUB 40000:
      FOR I=1 TO 12000:
      NEXT I:
      VC="X2": GOSUB 40000
41045 PRINT
41050 PRINT "THE BOMB WENT OFF AND THE BOMBER ESCAPED":
      FOR I=1 TO 3000:
      NEXT I:
      GOTO 50000
43000 IF CB(1)<>0 THEN
      PRINT "THE MAN BEHIND THE COUNTER TELLS": PRINT
      "YOU, 'IF YOU WANNA PLAY YOU GOTTA PAY.'": RETURN
43010 PRINT "YOU HAND OVER THE COINS AND PICK": PRINT "UP THE GUN": CB(1)=1
43020 VC="S11024SNP": GOSUB 40000:
      FOR I=1 TO 3000:
      NEXT I:
      VC="X2": GOSUB 40000
43030 PRINT "GOOD SHOOTING": PRINT "HE HANDS YOU A TEDDY BEAR": CB(2)=0
43035 PRINT "A PASSENGER LOOKS AT THE BEAR AND": PRINT
      "SAYS, 'MODERN NONSENSE! WHAT EVER": PRINT "HAPPENED TO SIMPLE STUFFED ANIMA
      LS?": PRINT "HE SHAKES HIS HEAD AND LEAVES."
43040 RETURN
47000 PRINT:
      IF CB(2)<>0 THEN
      PRINT "SHE SAYS YOU CAN'T COME IN UNLESS YOU HAVE A PRESENT FOR HER":
      PRINT "SHE PUSHES YOU OUT." : L=4: GOTO 22000
47005 IF CB(2)=2 THEN
      PRINT
      "SHE SAYS, 'YOU THINK ONE PRESENT ENTITLES YOU TO COME IN HERE ANY TIME
      YOU WANT?": PRINT "SHE TURNS HER BACK AND IGNORES YOU." : RETURN
47010 PRINT "SHE LETS YOU IN AND EYES THE BEAR": PRINT
      "DO YOU WANT TO GIVE IT TO HER? ": GOSUB 1000
47020 PRINT:
      IF A$(1) = "Y" AND A$(2) = "YES" THEN
      PRINT "SHE THROWS YOU OUT": L=4: GOTO 22000
47030 CB(2)=2: PRINT "SHE UNLOCKS THE DOOR TO THE SOUTH"
47040 RETURN
47100 IF CB(2)<>0 THEN
      PRINT "HE SAYS, 'EMPLOYEES ONLY' AND THROWS YOU OUT": L=11: GOTO 22000
47110 PRINT "HE SEES YOUR UNIFORM AND LETS YOU IN"
47120 RETURN
48000 IF CB(3)<>0 THEN
      PRINT "YOU CAN'T AFFORD THE GAME": RETURN
48010 PRINT "YOU HAND OVER THE TICKET AND THROW THE BALL." : PRINT "G'G'G'G'G'
      PRINT "IT'S A WINNER." : PRINT "YOU HAVE A CHOICE OF FOUR PRIZES:"
48020 PRINT "A LAMP, TOWELS, RADIO, OR POSTER."
48030 PRINT "WHICH DO YOU WANT?": GOSUB 1000
48040 A$(1)=ASC(LEN(A$)-1):
      FOR I=5 TO 10
48050 IF CB(1)=A$ THEN
      CB(1)=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="G1G0000CHAWZ"
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 30001: GOTO 22000
50030 IF A$<"H" AND A$>"N" THEN
      PRINT "YES OR NO?": GOSUB 1000: PRINT: GOTO 50020
50040 END
53000 PRINT "OK CH, I THINK THAT WAS A MISTAKE": VJE="S1R7Z7525AP4444Z": 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 O$<12 THEN
      PRINT "YOU DON'T HAVE A JAMMER": RETURN
54020 IF NOT R THEN
      PRINT "IT DOESN'T WORK. MAYBE IT NEEDS BATTERIES": RETURN
54030 VCF="S12190SP": GOSUB 40000:
      FOR I=1 TO 6000:
        NEXT I:
        VCF="N2": GOSUB 40000
54040 HOME: VTHE 10: HTAB 12: INVERSE: SPEED=100: PRINT "CONGRATULATIONS:"
      NORMAL: PRINT: HTAB 6: PRINT "YOU SAVED THE ROLLER COASTER": SPEED=255:
      END
55000 IF NOT OK THEN
      PRINT "YOU DON'T KNOW HOW": RETURN
55010 IF O$<10<>0 THEN
      PRINT "SOMETHING VITAL IS MISSING": RETURN
55020 IF O$<2<>0 THEN
      PRINT "YOU DON'T HAVE THE REQUIRED TOOLS": RETURN
55030 PRINT "CONGRATULATIONS, YOU NOW HAVE A ": PRINT "JAMMER": O$<10>=-1:
      O$<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 HTAB 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$) THEN
      N$=A$: GOTO 90
70 N$=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$=" " THEN
      N$=""
90 A$=A$+N$
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$=" ": N$FLAG=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$=" " AND NOT SPACE THEN
      V$=A$: SPACE=1: GOTO 1040
1050 IF ASC(B$)<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

```









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>