

# Before there were any Video Games

1970

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1979



# Before there were any Video Games

1970  
1971  
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1979



ATARI PONG



Magnavox ODYSSEY 100



Magnavox ODYSSEY 200



CHANNEL F



RCA Studio II



ATARI SUPER PONG



COLECO TELSTAR



COLECO TELSTAR CLASSIC



Magnavox ODYSSEY 300



Magnavox ODYSSEY 400



Magnavox ODYSSEY 500



ATARI STUNT CYCLE



ATARI VIDEO COMPUTER SYSTEM



COLECO ARCADE



Nintendo COLOR TV-GAME 6



apple II Home Computer



COLECO TELSTAR RANGER



COLECO TELSTAR alpha



COLECO COMBAT



Magnavox ODYSSEY 2000



Magnavox ODYSSEY 3000



Magnavox ODYSSEY 4000



COLECO TELSTAR GEMINI



ATARI VIDEO PINBALL



MATTEL ELECTRONICS HAND HELD GAMES



MAGNAVOX ODYSSEY 2



Bally PROFESSIONAL Videocade



COLECO TELSTAR COLORTRON



COLECO TELSTAR MARKSMAN



Intellivision



PHILIPS VIDEO PAC 6700



Nintendo COLOR TV-GAME 15



Nintendo COLOR TV-RACING 112



ATARI 400XL HOME COMPUTER



ATARI 800XL HOME COMPUTER



PROGRAMMABLE ELECTRONIC GAME SYSTEM MICROVISION



TI-99/4A TEXAS INSTRUMENTS HOME COMPUTER



Nintendo COLOR TV-BLOCK BUSTERS

1970

1971

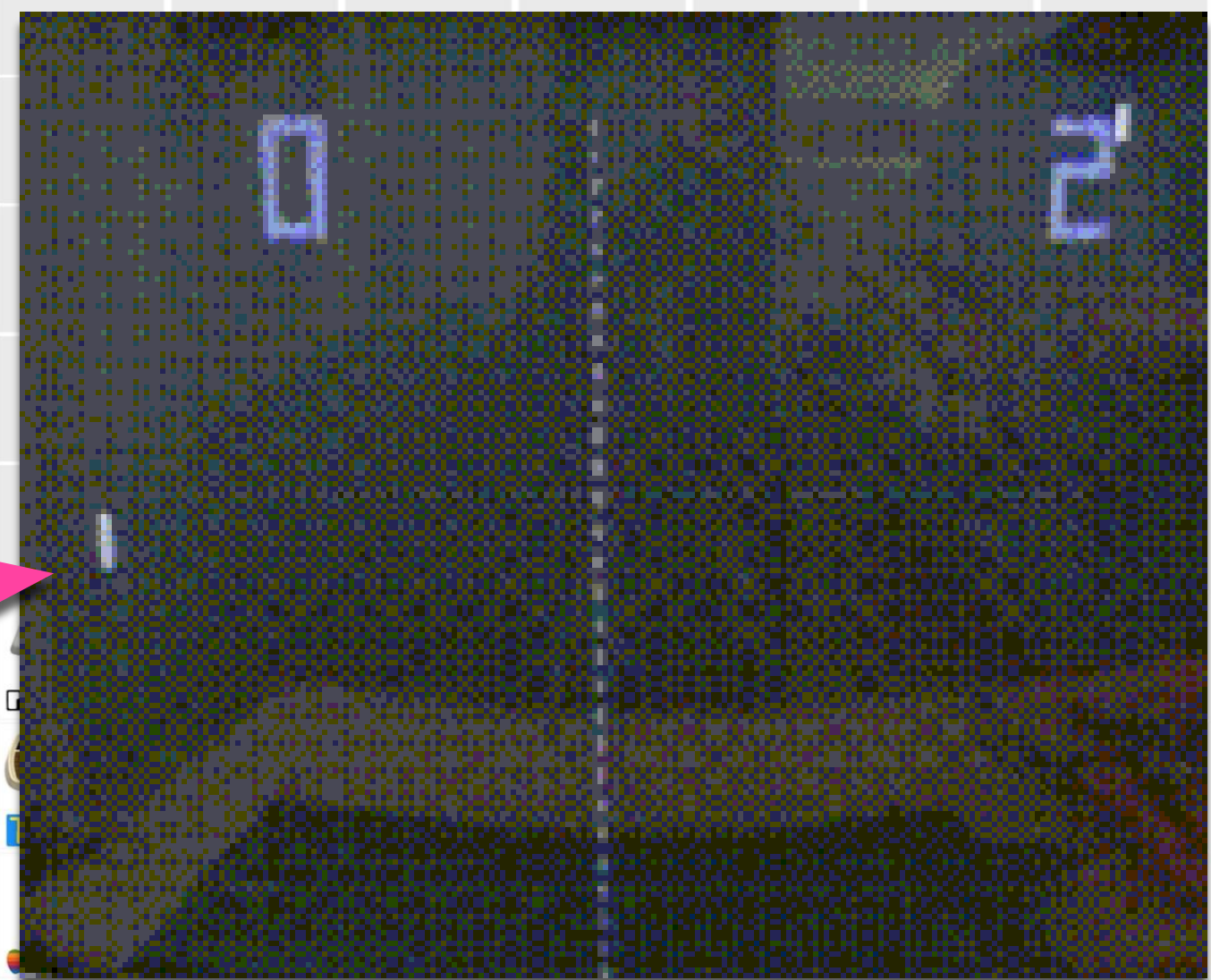
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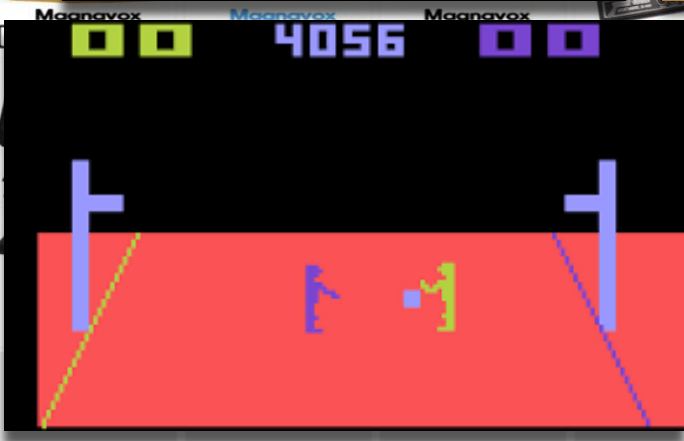
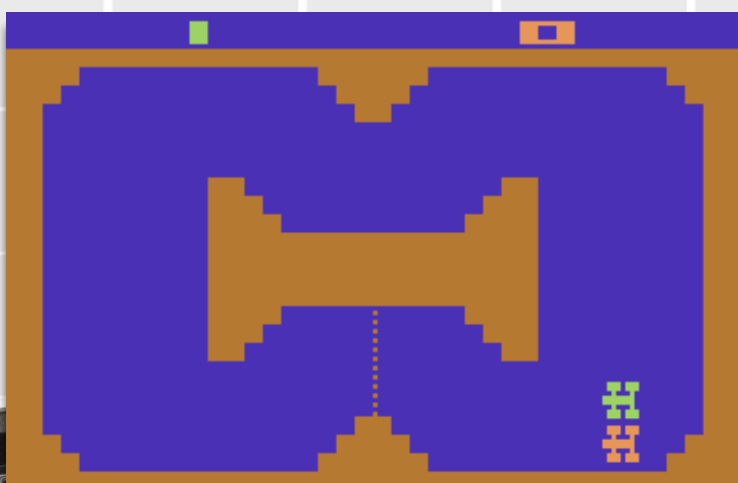
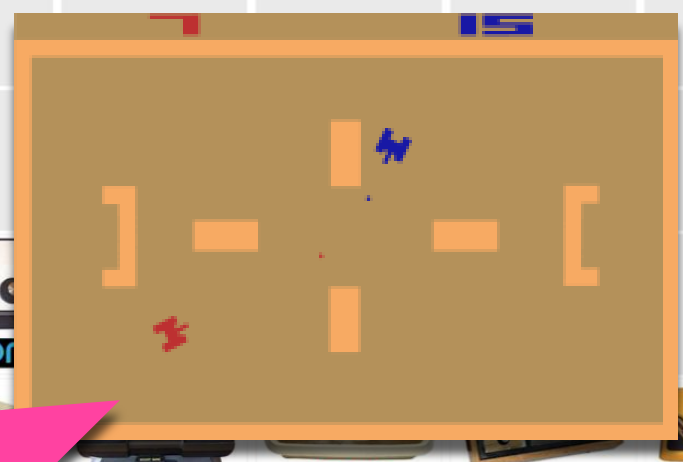
1978



1979



ATARI Video Computer System



TRUCK

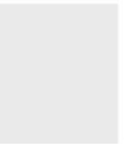
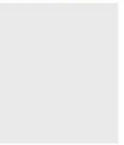
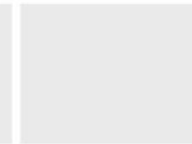
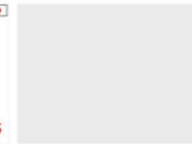
Magnavox ODYSSEY 4000

COLECO TELSTAR GEMINI

ATARI VIDEO PINBALL

MATTEL ELECTRONICS HAND HELD GAMES

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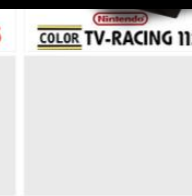
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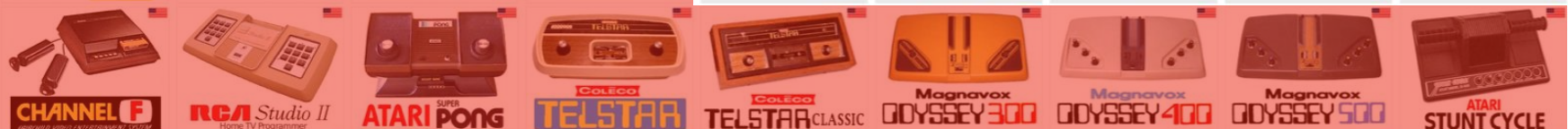
1973

1974

1975



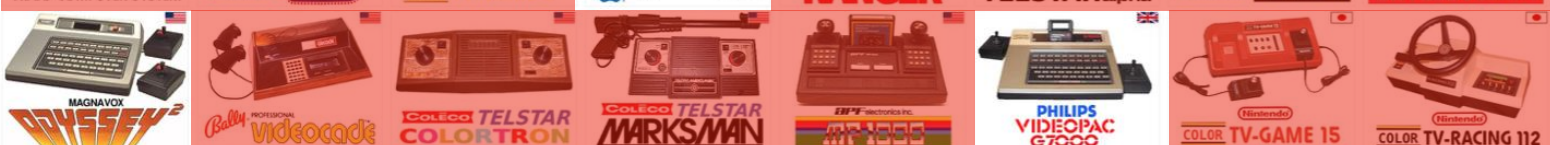
1976



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1979



NON-PROGRAMMABLE



1980



MATTEL ELECTRONICS  
**INTELLIVISION**



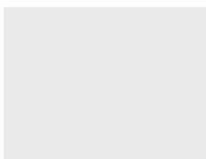
Nintendo  
**Computer TV-GAME**



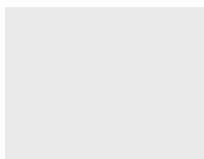
Nintendo  
**GAME & WATCH**



Epoch  
**CASSETTE VISION**



PHILIPS  
**VIDEOPAC G7200**



BBC  
**MICRO**

1981



Commodore  
**VIC-20**



IBM  
**PC.**



sinclair  
**ZX81**



Epoch  
**CASSETTE VISION**



PHILIPS  
**VIDEOPAC G7200**



BBC  
**MICRO**

1982



ATARI  
**Super System**



ATARI  
**Video Computer System**



COLECO  
**COLECOVISION**



COLECO  
**ELECTRONIC TABLETOP GAMES**



COLECO  
**GEMINI VIDEO GAME SYSTEM**



MATTEL ELECTRONICS  
**INTELLIVISION II**



Vektor  
**ARCADE SYSTEM**



Commodore  
**64 Home Computer System**



Emerson  
**ADVENTUREVISION**



ARCADIA-2001  
Emerson



sinclair  
**ZX Spectrum**

1983



COLECO  
**ADAM FAMILY COMPUTER SYSTEM**



MATTEL ELECTRONICS  
**AQUARIUS HOME COMPUTER SYSTEM**



apple  
**II Home Computer**



Nintendo  
**FAMILY COMPUTER**



SEGA  
**SG-1000 Computer Video Game**



ATARI  
**JAPANESE 2600 SYSTEM**



PHILIPS  
**VIDEOPAC G7400**



ORIC-1  
Micro Computer



SONY  
**MSX**



sinclair  
**ZX Spectrum**

1984



Apple  
**Macintosh**



SEGA  
**SG-1000 II Computer Video Game**



Epoch  
**Super Carrette Vision**



ORIC  
**ATMOS**



AMSTRAD  
**CPC 464**



AMSTRAD  
**CPC 664**

1985



Nintendo  
**ENTERTAINMENT SYSTEM**



ATARI  
**ST HOME COMPUTER**



Commodore  
**AMIGA**



MATTEL ELECTRONICS  
**INTV System III**



SEGA  
**MARK III Computer Video Game**



sinclair  
**ZX Spectrum+**



AMSTRAD  
**CPC 6128**

1986



ATARI  
**2600 Junior.**



SEGA  
**Master System**



ATARI  
**7800 ProSystem**



Nintendo  
**FAMILY COMPUTER DISK SYSTEM**



SHARP  
**FAMICOM FAMICOM-DISK SYSTEM COMBO**



sinclair  
**ZX Spectrum+2**

1987



ATARI  
**XE VIDEO GAME SYSTEM**



Commodore  
**AMIGA A500**



sinclair  
**ZX Spectrum+3**



NEC  
**PC Engine**

1988



NEC  
**PC Engine**



SEGA  
**MEGA DRIVE**



sinclair  
**ZX Spectrum+3**



NEC  
**PC Engine**

1989



ATARI  
**LYNX**



SEGA  
**GENESIS**



NEC  
**TURBOGRAFX-16**






























































Nintendo  
**GAME BOY**





















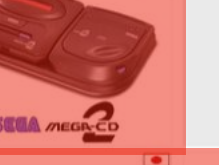






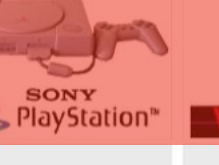


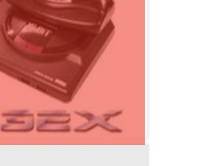



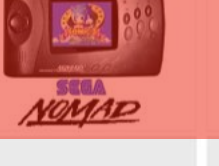












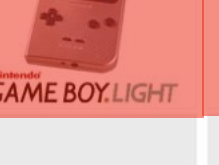

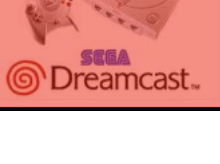
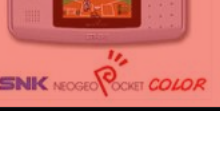
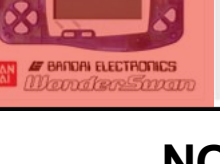
NEC  
**SUPERGRAFX**

# Explosion of Programmable Game Computers!

1980																				
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1982																				
1983																				
1984																				
1985																				
1986																				
1987																				
1988																				
1989																				





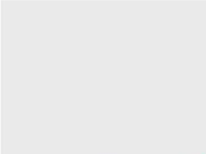
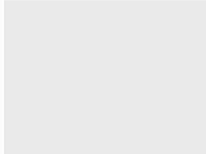

























































NON-PROGRAMMABLE ●

# No More Programmable Game Computers!

1990	 NEC TURBOGRAFX CD	 Nintendo SUPER Famicom	 SNK NEO-GEO ADVANCED ENTERTAINMENT SYSTEM	 SEGA GAME GEAR PORTABLE VIDEO GAME SYSTEM	 NEC TurboExpress	 AMSTRAD GX4000						
1991	 SUPER NINTENDO ENTERTAINMENT SYSTEM	 ATARI LYNX II	 NEC TURBO DUO	 SEGA MEGA-CD								
1992	 SEGA CD	 PHILIPS CD-i										
1993	 ATARI JAGUAR	 Panasonic 3DO INTERACTIVE MULTIPLAYER	 AMIGA CD32	 Nintendo ENTERTAINMENT SYSTEM TOP LOADER SYSTEM	 Nintendo FAMILY COMPUTER AV	 SEGA MEGA DRIVE 2	 SEGA MEGA-CD					
1994	 GoldStar Panasonic 3DO	 SEGA GENESIS II	 SEGA CD2	 SEGA 32X	 SEGA SATURN	 SEGA GENESIS CDX	 SONY PlayStation™	 Nintendo VIRTUAL BOY	 SNK NEO-GEO CD	 SEGA 32X		
1995	 SONY PlayStation™	 SEGA SATURN	 ATARI JAGUAR CD	 SEGA NOMAD	 MARTY	 BAN DAI Playdia						
1996	 NINTENDO 64	 Nintendo GAME BOY pocket	 BAN DAI ATMARK PIP PIN									
1997	 TIGER game.com™	 Nintendo COLOR GAME BOY	 SUPER NINTENDO TOP LOADER	 Nintendo SUPER Famicom TOP LOADER SYSTEM								
1998	 GENESIS 3	 SNK NEOGEO POCKET	 SEGA Dreamcast™	 Nintendo GAME BOY LIGHT	 Nintendo GAME BOY COLOR							
1999	 SEGA Dreamcast™	 SNK NEOGEO POCKET COLOR	 BAN DAI BANDAII ELECTRONICS WonderSwan									






























































NON-PROGRAMMABLE ●

# Explosion of Programmable Game Computers!

1980	 MATEL ELECTRONICS <b>INTELLIVISION</b>	 Nintendo Computer TV-GAME	 Nintendo GAME & WATCH																			
1981	 Commodore <b>VIC-20</b>	 <b>IBM PC.</b>	 sinclair <b>ZX81</b>	 Epoch <b>CASSETTE VISION</b>	 PHILIPS <b>VIDEOPAC G7200</b>																	
1982	 ATARI <b>Super System</b>	 ATARI <b>Video Computer System</b>	 COLECO <b>COLECOVISION</b>	 COLECO <b>ELECTRONIC TABLETOP GAMES</b>	 COLECO <b>GEMINI VIDEO GAME SYSTEM ATARI 2600 VCS</b>	 MATEL ELECTRONICS <b>INTELLIVISION II</b>	 Vektor <b>ARCADE SYSTEM</b>	 Commodore <b>64</b> Home Computer System	 Emerson <b>ADVENTUREVISION</b>	 Emerson <b>ARCADIA-2001</b>	 sinclair <b>ZX Spectrum</b>											
1983	 COLECO <b>ADAM</b> FAMILY COMPUTER SYSTEM	 MATEL ELECTRONICS <b>AQUARIUS</b> HOME COMPUTER SYSTEM	 apple <b>IIe</b> Home Computer	 Nintendo <b>FAMILY COMPUTER</b>	 SEGA <b>SG-1000</b> Computer Video Game	 ATARI <b>JAPANESE 2600 SYSTEM</b>	 PHILIPS <b>VIDEOPAC G7400</b>	 <b>ORIC-1</b> Micro Computer	 SONY <b>MSX</b>													
1984	 Apple <b>Macintosh</b>	 SEGA <b>SG-1000II</b> Computer Video Game	 Epoch <b>Super Cassette Vision</b>	 <b>ORIC</b> ATMOS	 <b>AMSTRAD CPC 464</b>	 <b>AMSTRAD CPC 664</b>																
1985	 Nintendo <b>ENTERTAINMENT SYSTEM</b>	 <b>ATARI ST</b> HOME COMPUTER	 Commodore <b>AMIGA</b>	 MATEL ELECTRONICS <b>INTV System III</b>	 SEGA <b>MARK III</b> Computer Video Game	 sinclair <b>ZX Spectrum+</b>	 <b>AMSTRAD CPC 6128</b>															
1986	 ATARI <b>2600 Junior.</b>	 SEGA <b>Master System</b>	 ATARI <b>7800 ProSystem</b>	 Nintendo <b>FAMILY COMPUTER DISK SYSTEM</b>	 SHARP <b>FAMICOM</b> FAMICOM DISK SYSTEM COMBO	 sinclair <b>ZX Spectrum+2</b>																
1987	 ATARI <b>XE VIDEO GAME SYSTEM</b>	 Commodore <b>AMIGA A500</b>	 sinclair <b>ZX Spectrum+3</b>	 NEC <b>PC Engine</b>																		
1988	 NEC <b>PC Engine</b> CHROMWELL	 SEGA <b>MEGA DRIVE</b>																				
1989	 ATARI <b>LYNX</b>	 SEGA <b>GENESIS</b>	 NEC <b>TURBOGRAFX-16</b>	 Nintendo <b>GAME BOY</b>	 NEC <b>SUPERGRAFX</b>																	

NON-PROGRAMMABLE ●

# Mostly British!

<b>1980</b>																				
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<b>1989</b>																				

NON-PROGRAMMABLE ●

UK ○

# My first computer WOW Moment

1980				
1981				
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1987				
1988				
1989				

**sinclair**  
**ZX80**

WHAT IS YOUR NAME?

“CHRIS”

WHAT YEAR WERE YOU BORN?

“1966”

*HI CHRIS, YOU ARE 14 YEARS OLD,  
HOW ARE YOU DOING?*

NON-PROGRAMMABLE ●

UK ○



1980

1981

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1985

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**TAPE  
RECORDE  
R!**

1980			
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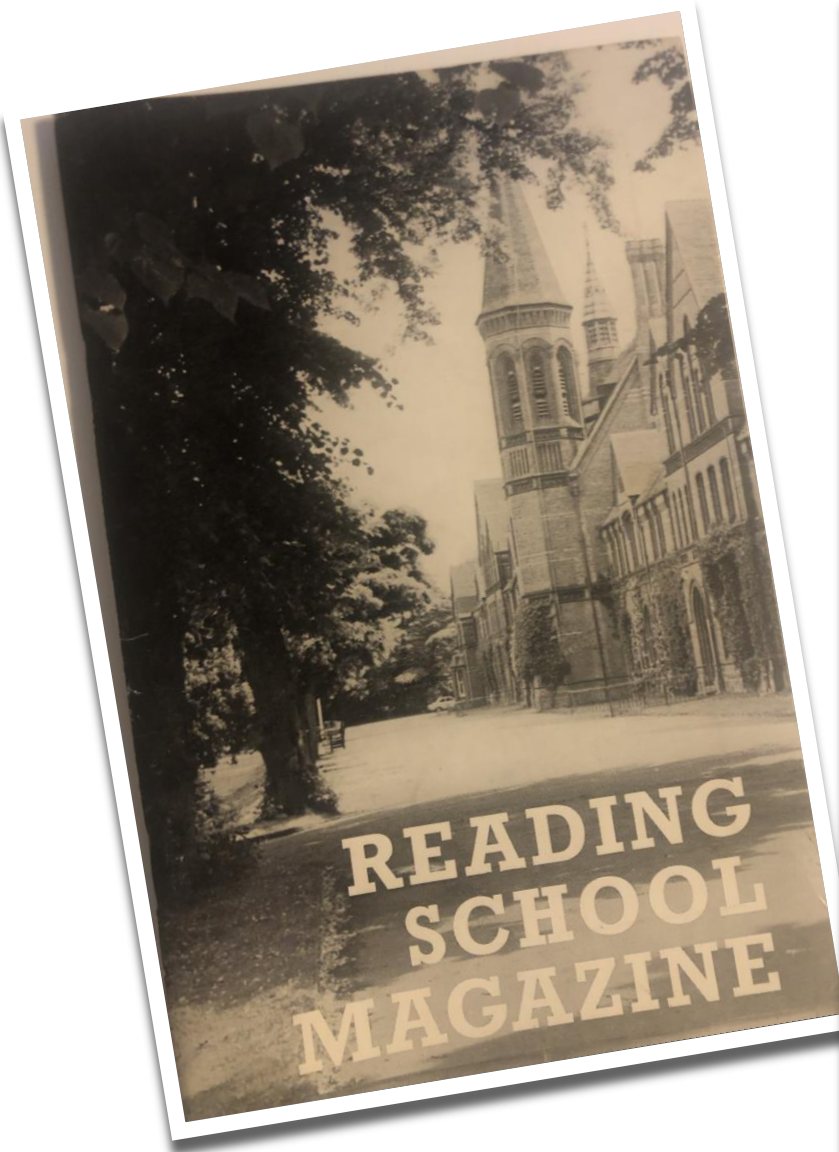
```

100 REM FACTORIAL 0.2
110 PRINT "PLEASE ENTER A NUMBE
R:"
120 PRINT "LESS THAN 16"
130 INPUT I
140 PRINT I;" FACTORIAL ="
150 PRINT "1";
160 LET R=2
170 LET F=1
180 GOSUB 1000
190 PRINT
200 PRINT "= ";F
210 STOP
1000 REM RECURSIVE SUBROUTINE
1010 IF R=(I+1) THEN RETURN
1020 PRINT " X ";R;
1030 LET F=F*R
1040 LET R=R+1
1050 GOSUB 1000
1060 RETURN
0/0

```

NON-PROG

# School Yard Craze



It has been a busy term for all involved—there has been hardly a minute when the machines have not been in use. All computer activities outside normal lessons come under the general aegis of the club. Whilst it is not possible to please all of the people all of the time, N.R.F. has tried to organise things to suit most demands:

Beginners meet on Wednesday lunchtime and after School.

Accomplished programmers (Years 1-5) meet on Monday after School. Senior programmers may book time during Private Study periods and at other times.

All are welcome to join in activities and should ask if uncertain. It is surprising how quickly you can get started.

The new keyboard for the 3K ZX81 is now working well and a similar one has been purchased for the 16K ZX81. The 380Z will have been serviced over Christmas. We have just acquired "Cos" and "Machine Language" manuals which are available on request.

We would like to express our thanks for the money made available to keep this club running and look forward to further expansion during the year.  
A. Schofield, M. N. Rutter, N.R.F.

## CHEMISTRY COMPUTING COMPETITION

Although the number of entries was small, the quality of the programs submitted was high. The winner was A. McKecknie (6 J.B.) for a most original program to determine the nature of an unknown compound from the results of certain experiments asked for by the computer. It was closely related to the "O"-level practical syllabus and designed to run on the 380Z machine. A special prize was awarded to J. A. W. Reid (5 S.H.) for the program reproduced below, which runs on an unexpanded 1K ZX81 machine.

J.M.H.

Program to determine the empirical formula of a compound from its percentage composition, for a 1K ZX81, by J. A. W. Reid.

```
5  Let L = 999
10  CLS
20  Print "How many elements"
30  Input E
40  Print "Enter data"
50  Dim R (E)
60  Dim P (E)
70  Dim S $ (E, 2)
80  Print "Element"; Tab 10; "R.A.M."; Tab 18; "Perc. Comp."
90  For Q = 1 to E
100 Input S $ (Q)
110 Input R (Q)
120 Input P (Q)
130 Print S $ (Q); Tab 10; R (Q); Tab 18; P (Q)
```

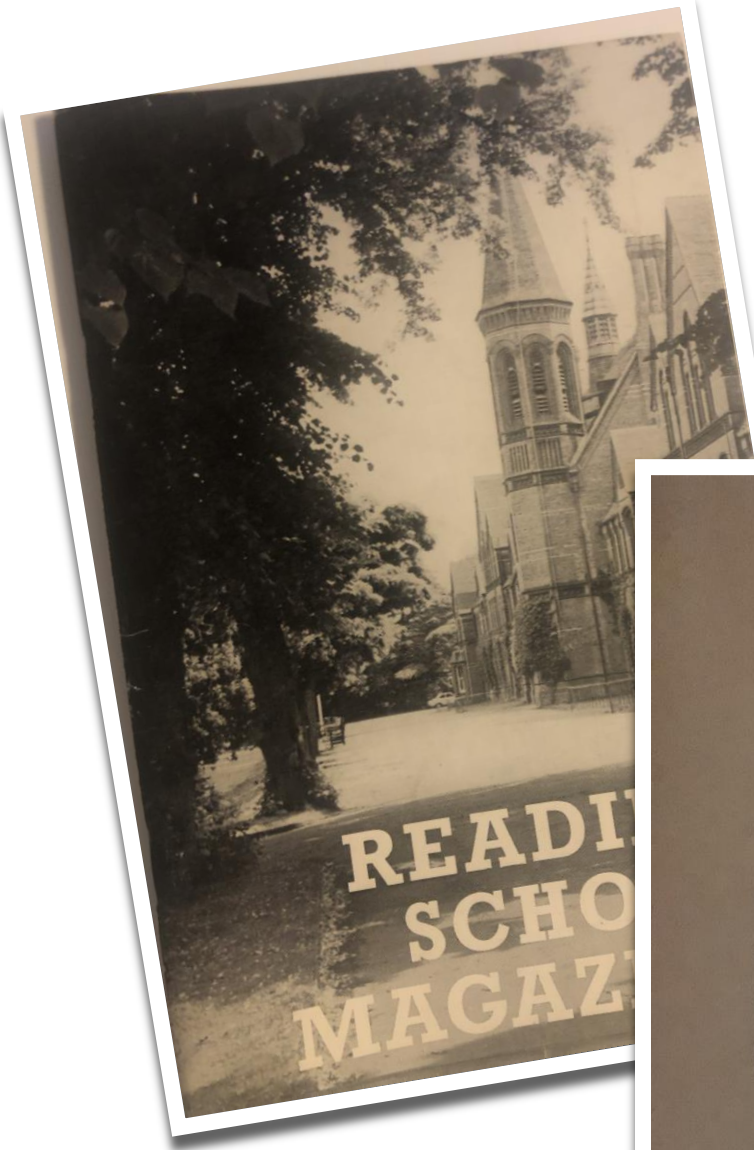
28

```
140 Let P (Q) = P (Q)/R (Q)
150 If P (Q) < L then let L = P (Q)
160 Next Q
170 For F = 1 to E
180 Print S $ (F); "("; Int (P (F)/L x 100)/100; ")"
190 Next F
200 Input E $
210 Go to (5 and E $ = "Y") + (230 and E $ = "N")
220 Copy
```

J.M.H.

COLLECTOR'S CLUB

# School Yard Craze



It has been a busy term for all involved—there has been hardly a minute when the machines have not been in use. All computer activities outside normal lessons come under the general aegis of the club. Whilst it is not possible to please all of the people all of the time, N.R.F. has tried to organise things to suit most demands:

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## SPECTRUM CLUB

The summer term saw membership soaring to over thirty, although meetings were sporadic due to the combined intrusions of examinations and remission. A rota has been established and five people take it in turns to bring in their computers, allowing us to demonstrate programs and games on the lecture room television.

There is still room for increased numbers—all ZX Spectrum owners are invited to attend. We meet in the lecture room, after school on Fridays.

Thanks go to Mr. Toone and Mr. Bacon for their invaluable help.

James Reid, Chris Gibbs

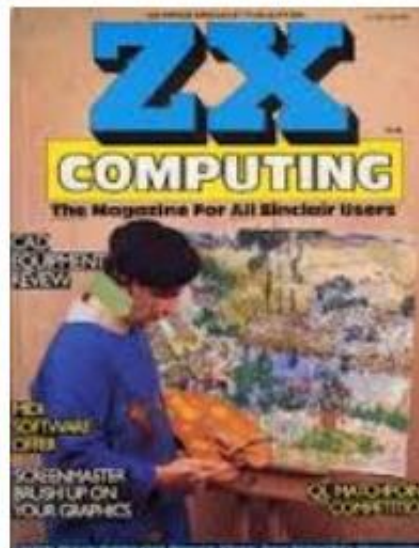
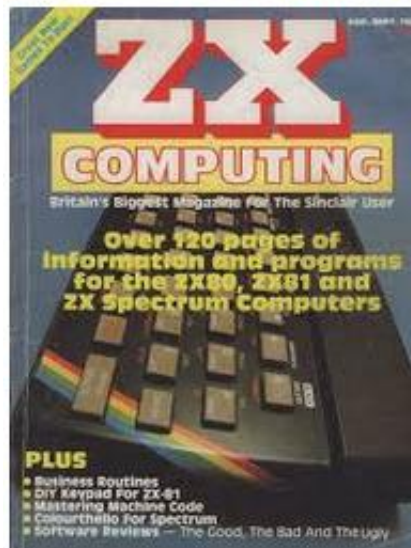
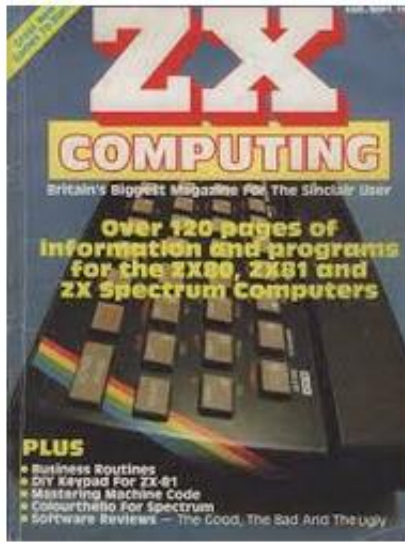
```
120 Input P (Q)
130 Print S $ (Q); Tab 10; R (Q); Tab 18; P (Q)
```

28

```
140 Let P (Q) = P (Q)/R (Q)
150 If P (Q) < L then let L = P (Q)
160 Next Q
170 For F = 1 To E
180 Print S $ (F); "("; Int (P (F)/L x 100)/100; ")"
190 Next F
200 Input E $
210 Go to (5 and E $ = "Y") + (230 and E $ = "N")
220 Copy
```

J.M.H.

COLLECTOR'S CLUB



# First Published Game!

**16K SPECTRUM GAME**

# Log Hop

**Would be Lumberjack Christopher Gibbs sent us this challenging program from Reading Forest.**

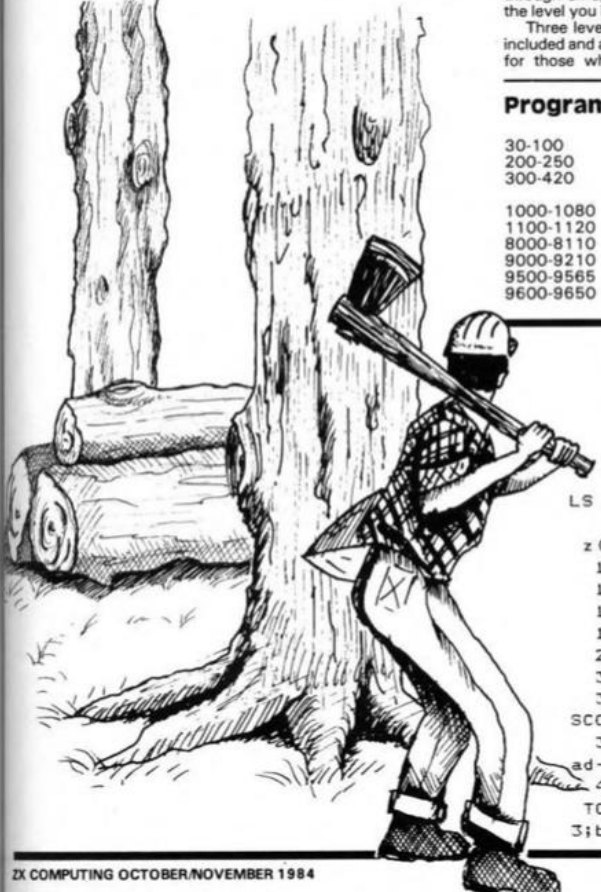
A program which is as addictive as this and yet written in BASIC is a rare thing indeed, Christopher has created a game which is not only fast but fits into 16K with room for titles as well! As can be inferred from the title, the game involves jumping over logs and up through gaps to reach the rings at the top of the screen.

You control a running man with keys 5 and 8 for left and right movement and key 0 to jump. If you jump and miss the hole above you, you will be rendered unconscious for a short period of time and may fall through an approaching gap in the level you have reached.

Three levels of difficulty are included and a hall of fame chart for those who become adept enough to reach a good score. Christopher says his highest score so far is 93%, I admit to not getting any score at all - mind you, I wasn't feeling too well. The score is worked out on the time you take to reach the rings. So for a real test of your ability type in this relatively short program - go on, hop to it!

**Program structure**

30-100	Main loop
200-250	Fall down hole routine
300-420	Death routine, score assessment and hall of fame update
1000-1080	Jump routine
1100-1120	'Reached the rings' routine
8000-8110	Presentation and instructions
9000-9210	Graphics
9500-9565	Random set up of logs
9600-9650	Screen set up at start of game



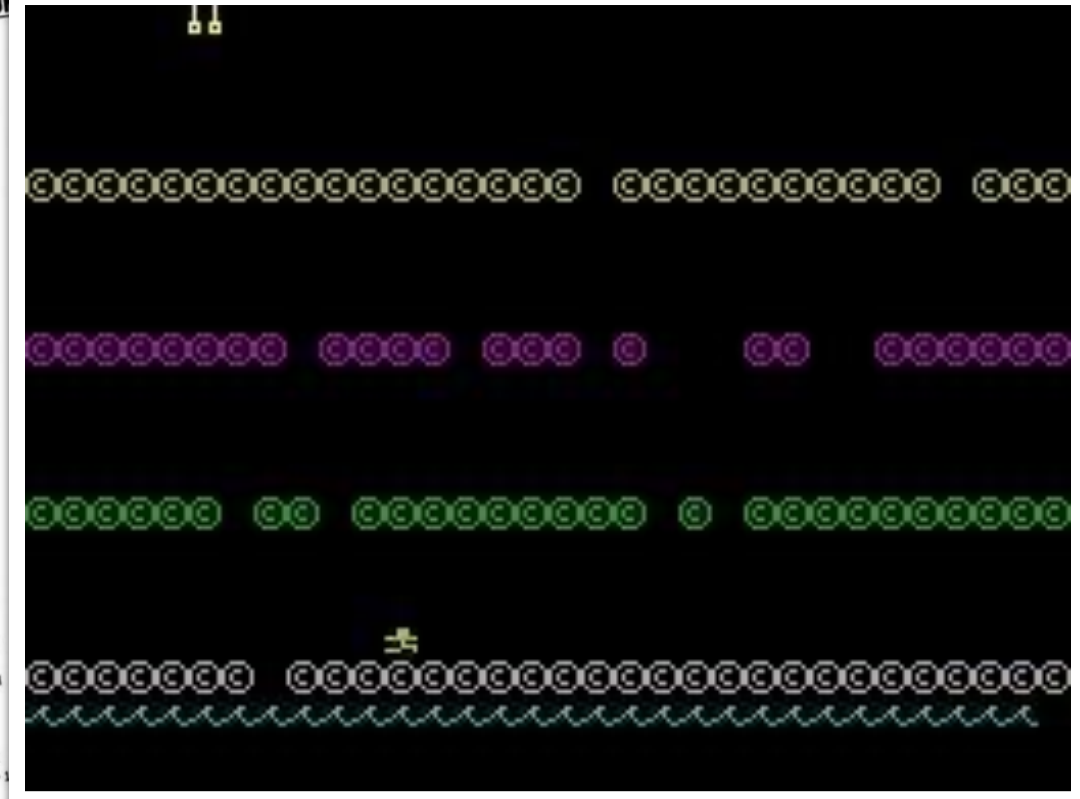
```

1 REM *****
  *Underlined characters*
  *are entered in *
  *GRAPHICS mode. *
  *****
2 POKE 23658,8
3 PAPER 0: INK 7: BORDER 0: CLS
4
5 LET HOLE=0: LET game=0: DIM z(10): DIM f$(10,3)
10 GO SUB 8000
12 LET SCORE=1000: LET dead=0
13 LET game=1
15 LET x=19: LET y=10
20 LET e$="B"
30 FOR m=31 TO 1 STEP -1
31 IF SCORE>1 THEN LET SCORE=SCORE-2
32 IF dead>0 THEN LET dead=dead-1: BEEP 0.05,-10
40 PRINT INK 6:AT 5,0;a$(32-m TO );a$( TO 32-m);AT 10,0; INK 3;b$(m TO );b$( TO m);AT 15,0; I
  
```

107

```

16K SPECTRUM
NK 4;c$(32-m TO );c$( TO 32-m);
INK 7:AT 20,0;d$(m TO );d$( TO m
)
43 IF dead>0 THEN GO TO 55
45 IF m/2=INT (m/2) THEN LET
e$="B"
46 IF m/3=INT (m/3) THEN LET
e$="K"
50 PRINT INK 6:AT x,y;" "ie$;
" "
53 IF m/3=INT (m/3) THEN GO T
O 57
55 IF SCREEN$(x+1,y+1)="" TH
EN GO SUB 200
57 IF dead>0 THEN GO TO 100
60 LET y=y+(INKEY$="B")-(INKEY
$="5")
65 IF y<0 THEN LET y=29: PRIN
T AT x,0;" "
66 IF y>29 THEN LET y=0: PRIN
T AT x,29;" "
90 IF INKEY$="0" THEN GO SUB
1000
95 LET e$="B"
100 INK 7: NEXT m: GO TO 30
200 REM FALL
205 INK 6
210 IF x=19 THEN GO TO 300
220 FOR n=x+1 TO x+5: PRINT AT
n,y+1;"H";AT n-1,y+1;" ": BEEP 0
.05,20-n: NEXT n
230 LET e$="E": LET x=n-1: PRIN
T AT x,y+1;e$: LET dead=D*2:
240 IF SCREEN$(x+1,y+1)="" TH
EN GO TO 210
250 RETURN
290 REM DEATH
300 PRINT AT 19,y+1;"H": PAUSE
2: PRINT AT 20,y+1;"H";AT 19,y+1
" "
305 BEEP 0.1,0
310 PRINT AT 20,y+1;" "
320 FOR n=y+1 TO 30: PRINT INK
5:AT 21,n;"E"; INK 6;"E": BEEP
0.05,30-n: NEXT n: PRINT INK 5:
BRIGHT 1:AT 21,31;"E"
321 FOR n=1 TO 10: NEXT n: LET
SCORE=0: GO TO 330
325 LET SCORE=INT (100*(SCORE/1
000))
330 PRINT AT 2,10;" "
AT 3,10;" "AT 4,10;" "
" "
340 PRINT AT 17,31 FLASH 1;"PRE
SS ENTER TO CONTINUE": IF CODE 1
NKEY$<>13 THEN GO TO 340
345 CLS
350 FOR n=1 TO 10: IF SCORE>
  
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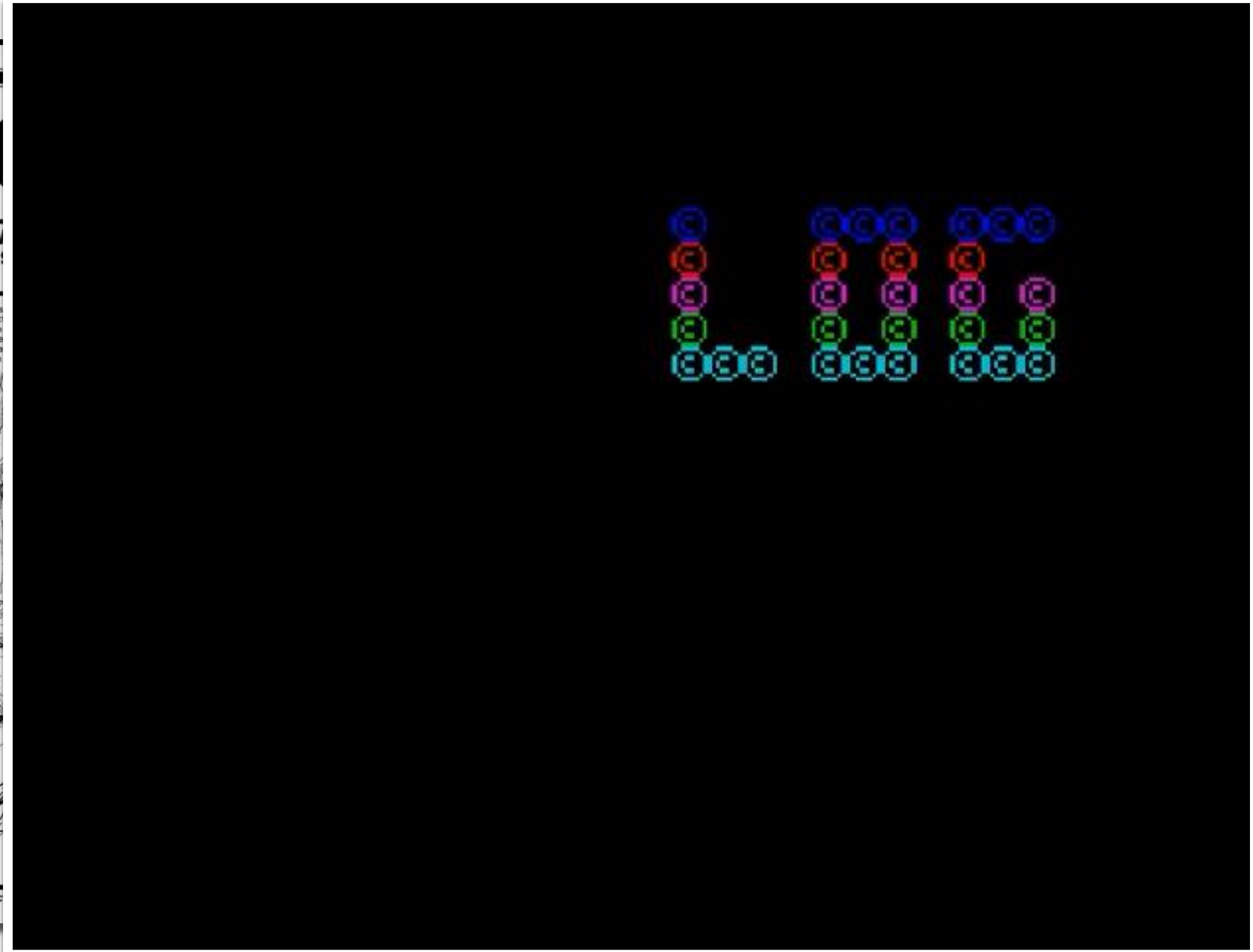
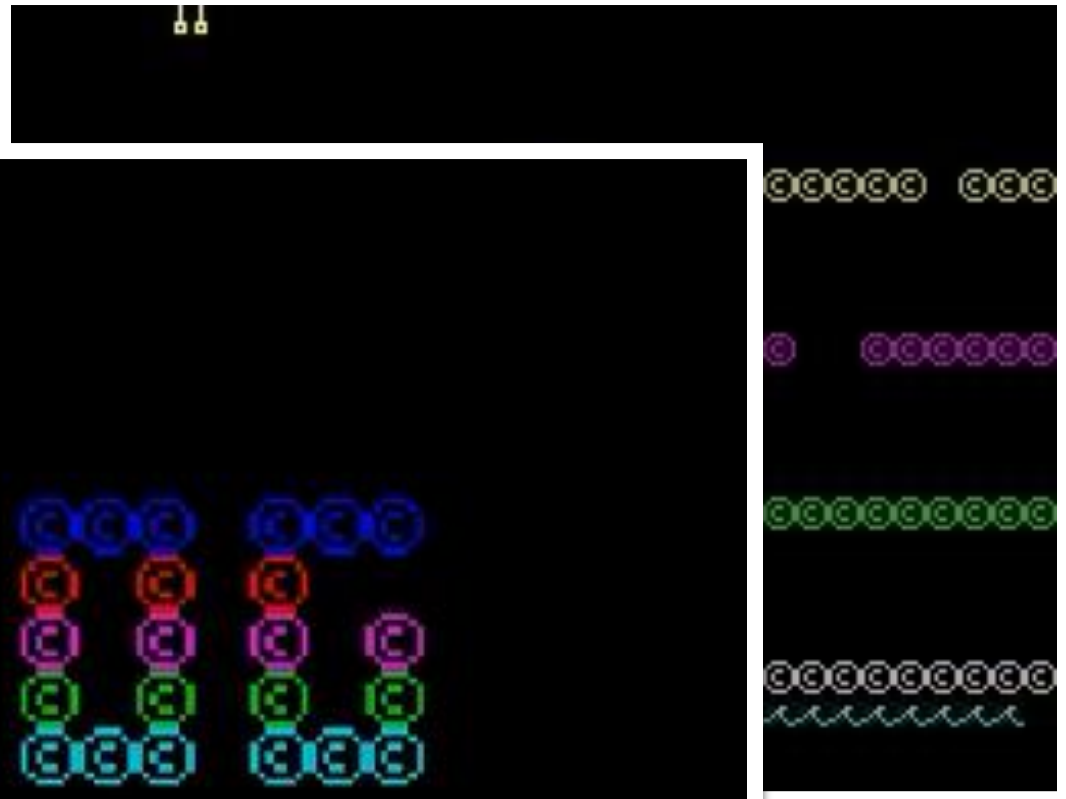


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```

# First Published Game!

```
16K SPECTRUM  
NK 41c*(32-m TO )1c*( TO 32-m))  
INK 71AT 20,01d*(m TO )1d*( TO m  
IF dead>0 THEN GO TO 55  
THEN LET
```



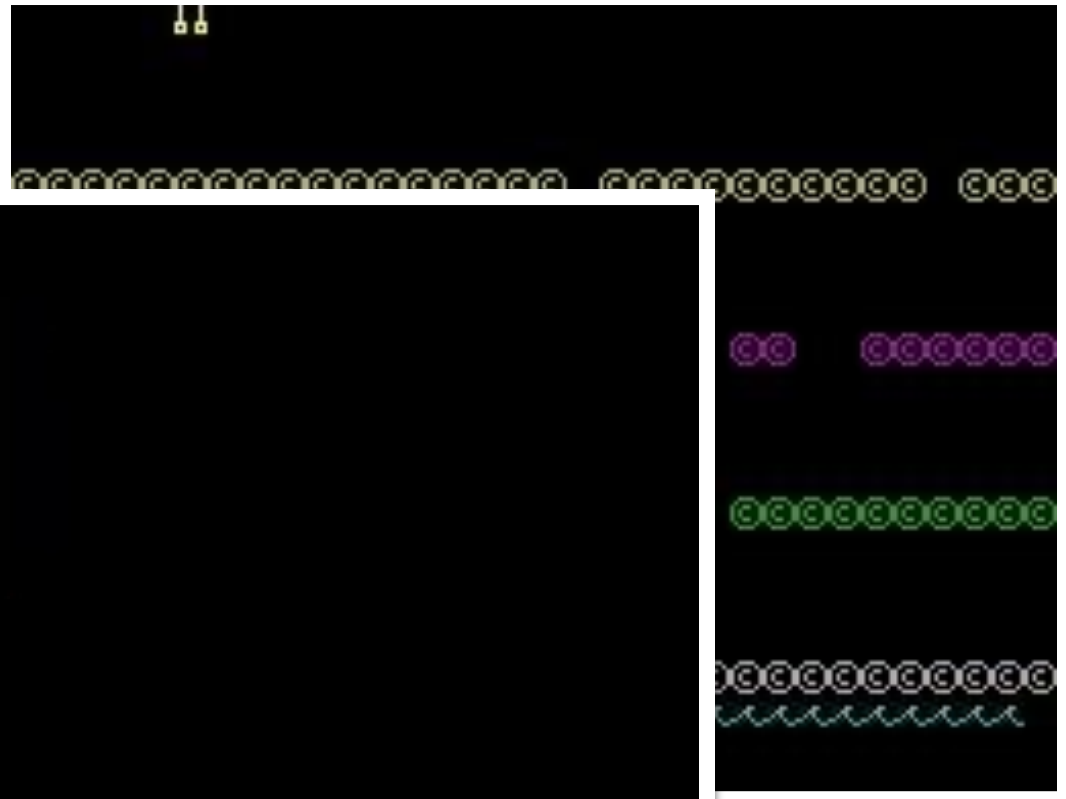
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A program which is  
as this and yet writ  
is a rare thin  
Christopher has cre  
which is not only fa  
to 16K with room  
ZK COMPUTING OC

```
n=8 TO 7: READ a: POKE  
a: NEXT n  
66,66,66,66,231,231,23  
TO 7: READ a: POKE  
NEXT n  
5,186,254,16,56,68,6  
TO 7: READ a: POKE  
NEXT n  
255,8,15,241,8,8  
DIM b$(31): DIM  
LET b=1+INT  
ROLE=1: GO  
(n)="0":  
)="0":  
"0":
```

```
36,24,146,254,16,5  
AD a: POKE  
628 LET AT INK TO )  
9625 NEXT 20=20+"E"  
9638 PRINT M  
T AT LET PO=2+INT (RND*27): PRIN  
9648 INPUT INK 61 BRIGHT 1;"2"  
/2/3) *1D  
9645 IF d<>INT d OR d<1 OR  
HEN GO TO 9648  
9658 GO TO 12
```

# First Published Game!

```
16K SPECTRUM  
NK 41c*(32-m TO )1c*( TO 32-m)  
INK 71AT 20,01d*(m TO )1d*( TO m  
)  
43 IF dead>0 THEN GO TO 55  
45 IF m/2=INT (m/2) THEN LET  
e$="E" ...YNT (m/3) THEN LET
```



**Lo**

**Wou  
sent**

A program which is as addict  
as this and yet written in BAS  
is a rare thing indeed  
Christopher has created a ga  
which is not only fast but fits  
to 16K with room for titles

ZX COMPUTING OCTOBER/NOVEMBER 1984

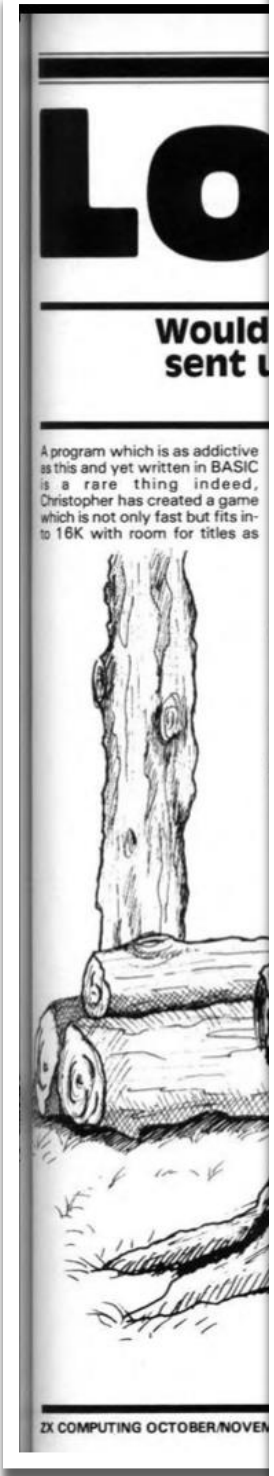
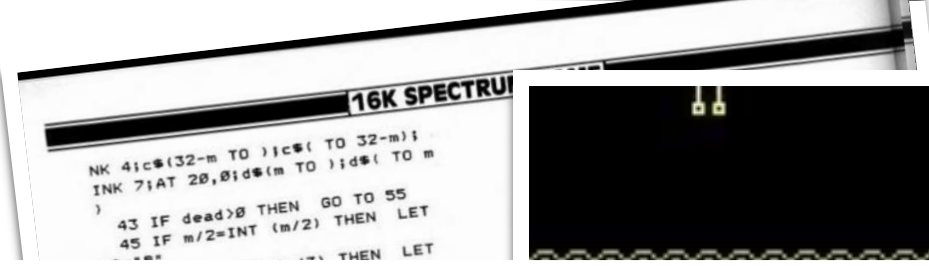


```
GAME  
0 FOR n=0 TO 7: READ a: POKE  
*1+n,a: NEXT n  
DATA 66,66,66,66,231,231,23  
OR n=0 TO 7: READ a: POKE  
*n,a: NEXT n  
DATA 186,186,254,16,56,60,6  
n=0 TO 7: READ a: POKE  
*n,a: NEXT n  
DATA 28,28,255,8,15,241,0,0  
RINGS  
31): DIM b$(31): DIM  
7 9520 LET b=1+INT  
3  
31  
ND*6)  
LET HOLE=1: GO  
ET a$(n)="0":  
b$(n)="0":  
c$(n)="0":  
(n)=" "  
(n)=" "  
(n)=" "  
(1)=" "  
" "  
TO
```

```
POKE  
... TO 1 S  
INK 41c*( TO 32-m)  
INK 31b*(m TO )1A  
INK 71AT 21,01Z*  
9615 PRINT INK 5,M1a$( TO  
9616 PRINT INK 31b*(m TO )1A  
9620 LET Z=2*E"  
9625 NEXT N  
9638 PRINT AT 19,11;"D"  
T AT 0,PO1 INK (RND*27): PRIN  
9640 INPUT INK 61 BRIGHT 1;"Q"  
/2/3) *1D  
9645 IF d<>INT d OR d<1 OR  
HEN GO TO 9640  
9650 GO TO 12
```



# First Published Game!



# WoWROMs

Home > All ROMs > ZX Spectrum > LOG HOP

**Top Download**

- Super Mario World [USA] SUPER NINTENDO
- Super Mario 64 [USA] NINTENDO 64
- Pokémon : Edición Rojo Fuego [Spain] NINTENDO GAMEBOY ADVANCE
- Pokémon : Edición Esmeralda [Spain] NINTENDO GAMEBOY ADVANCE
- GOD OF WAR 2 PLAYSTATION 2
- Mario Kart 64 [USA] NINTENDO 64

**Top Rated**

SII FNT III I 3

## LOG HOP

ZX Spectrum (TAP)  
( Download Emulator )

File Name  
LogHop.tap.zip

File Size : 2,8 kb

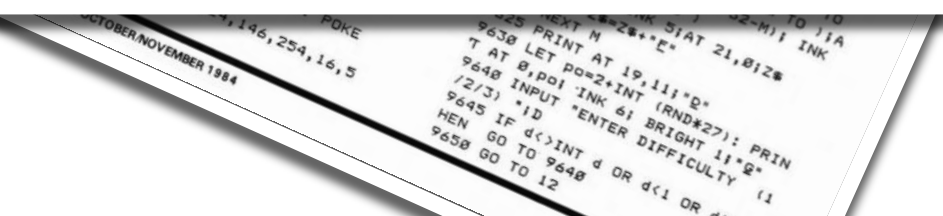
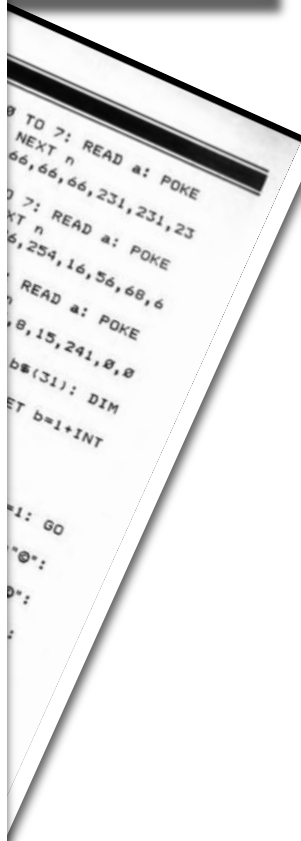
Similar Games Year : 1984

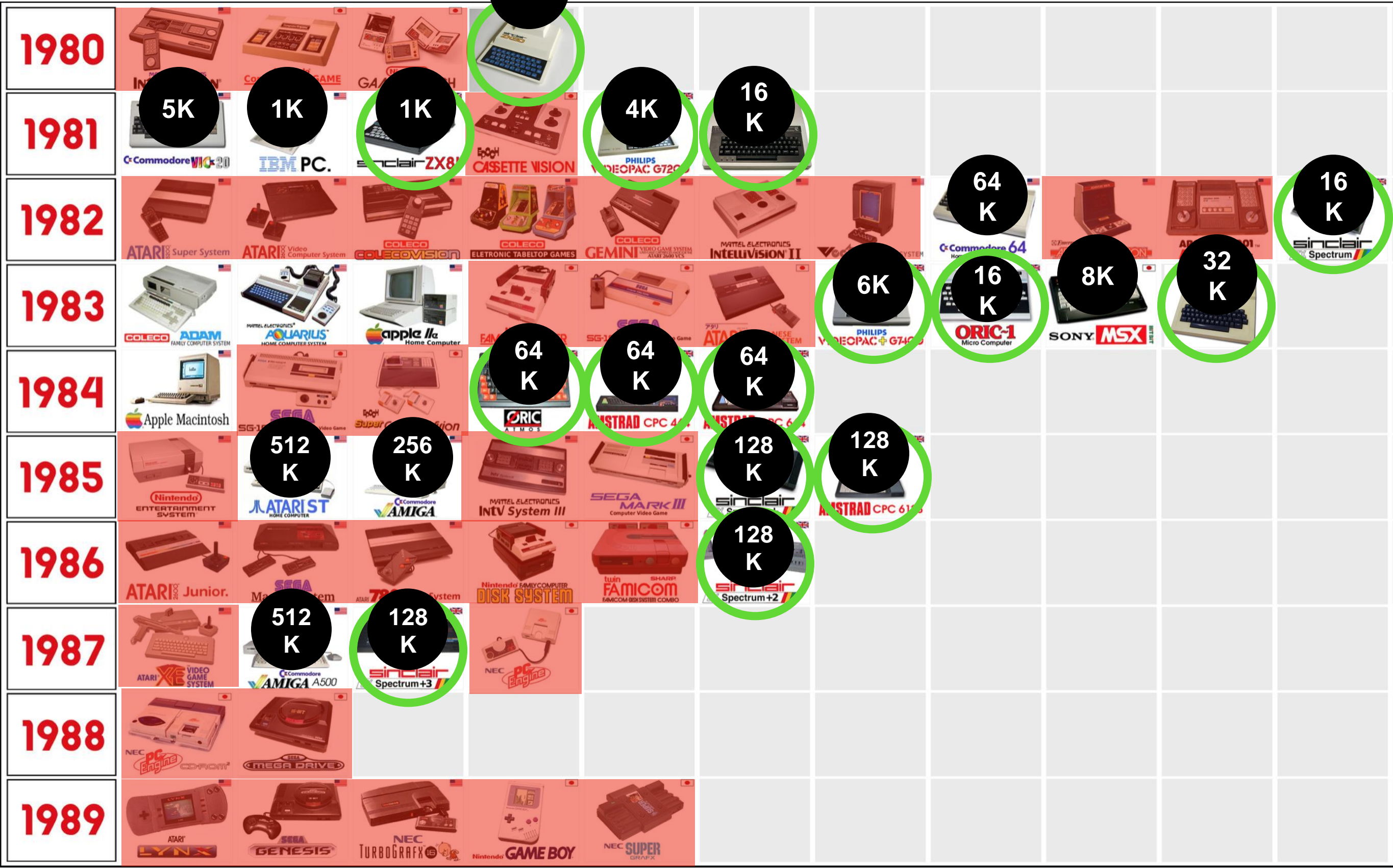
Region : Unknown

Genre :

Download : 20

**DOWNLOAD ROM**





NON-PROGRAMMABLE ●

UK ○

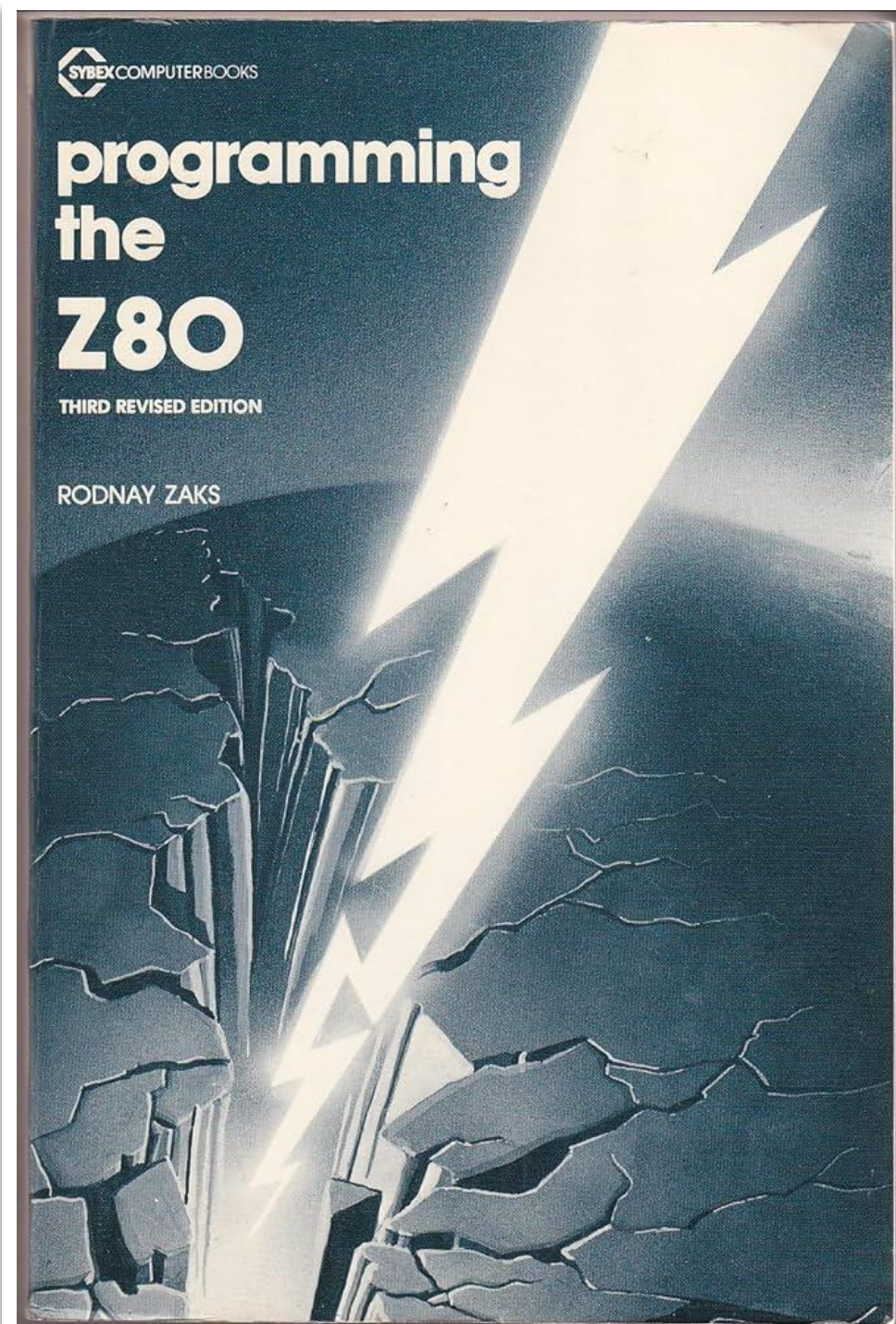
RAM

# Pixel Movement ???



[youtube.com/rzxarchive](https://www.youtube.com/rzxarchive)

# Z80 Machine Code



```
ORG 0000H
LD A, 55H
LD IX, 2000H
LD BC, 01FFH

ORG 0009H
LD (IX+00), A
INC IX
DEC BC
EX AF, AF'
LD A, 00H
CP B
JP NZ, 0026H

CP C
JP NZ, 0026H
LD HL, 2000H
LD DE, 3000H
LD BC, 01FFh
LDIR
HALT

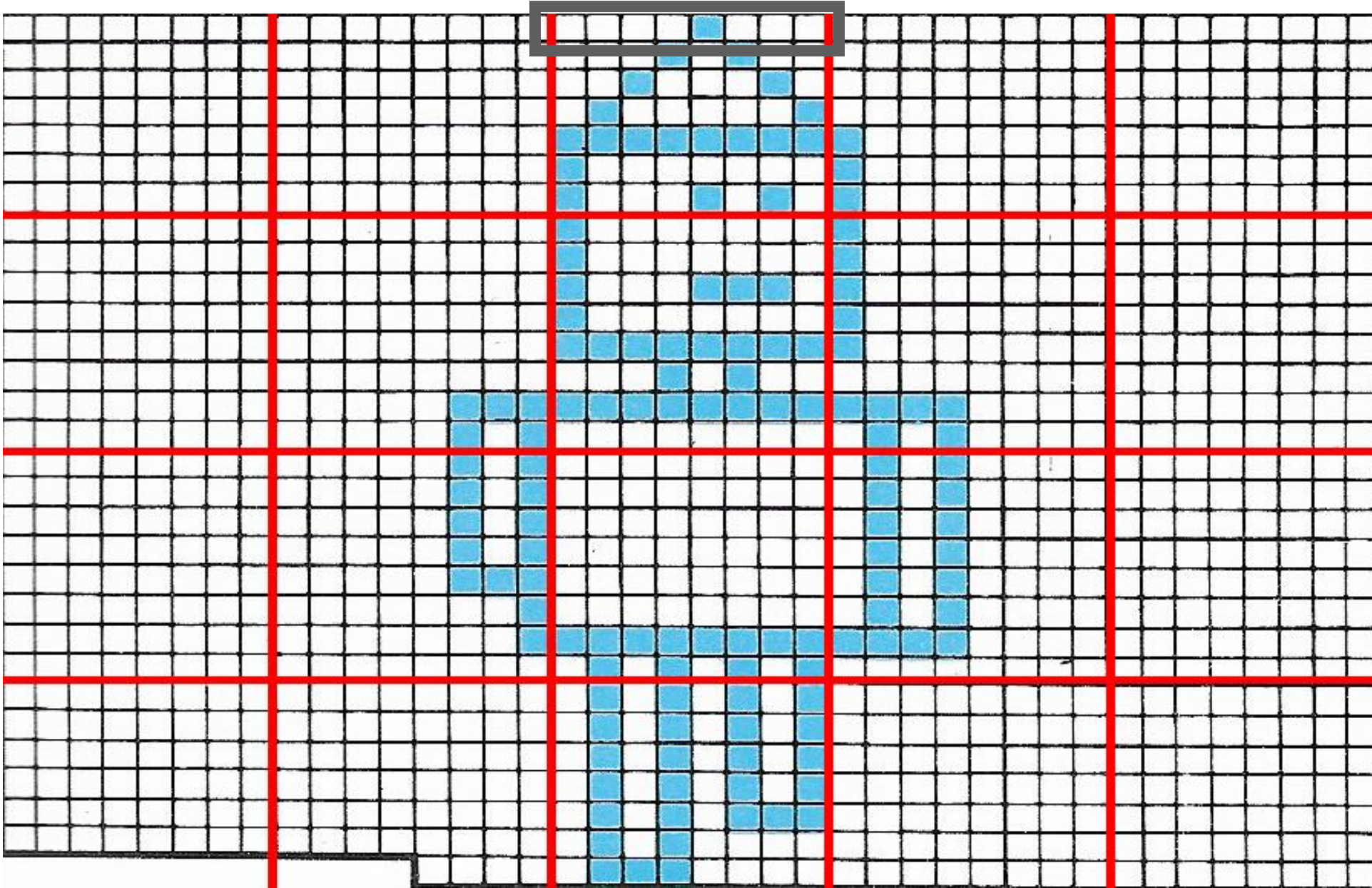
ORG 0026H
EX AF, AF'
JP 0009H
END
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**SCREEN MEMORY ADDRESSES**

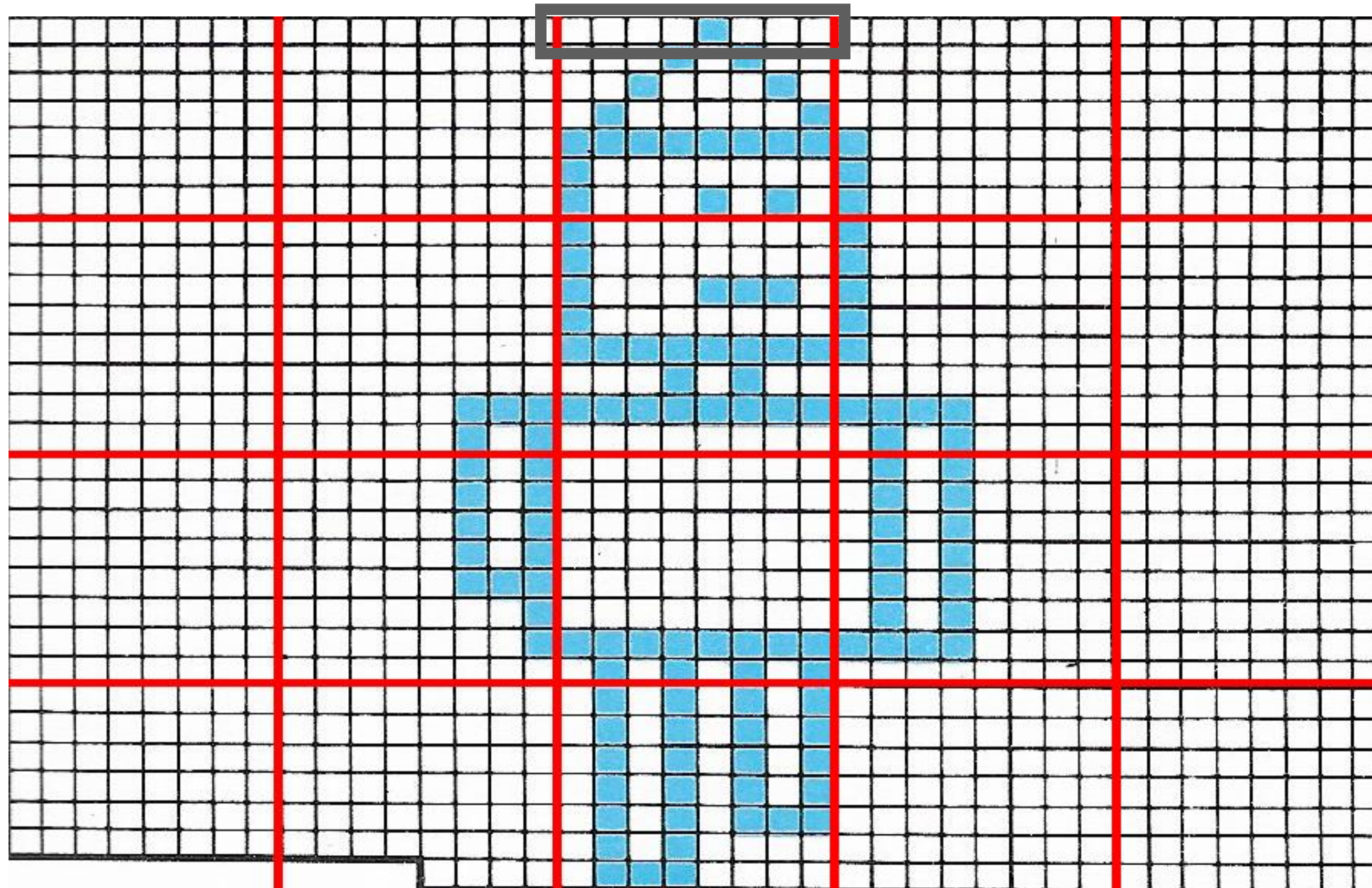
16,384 (top left byte on screen)

**VALUE STORED AT THAT ADDRESS**

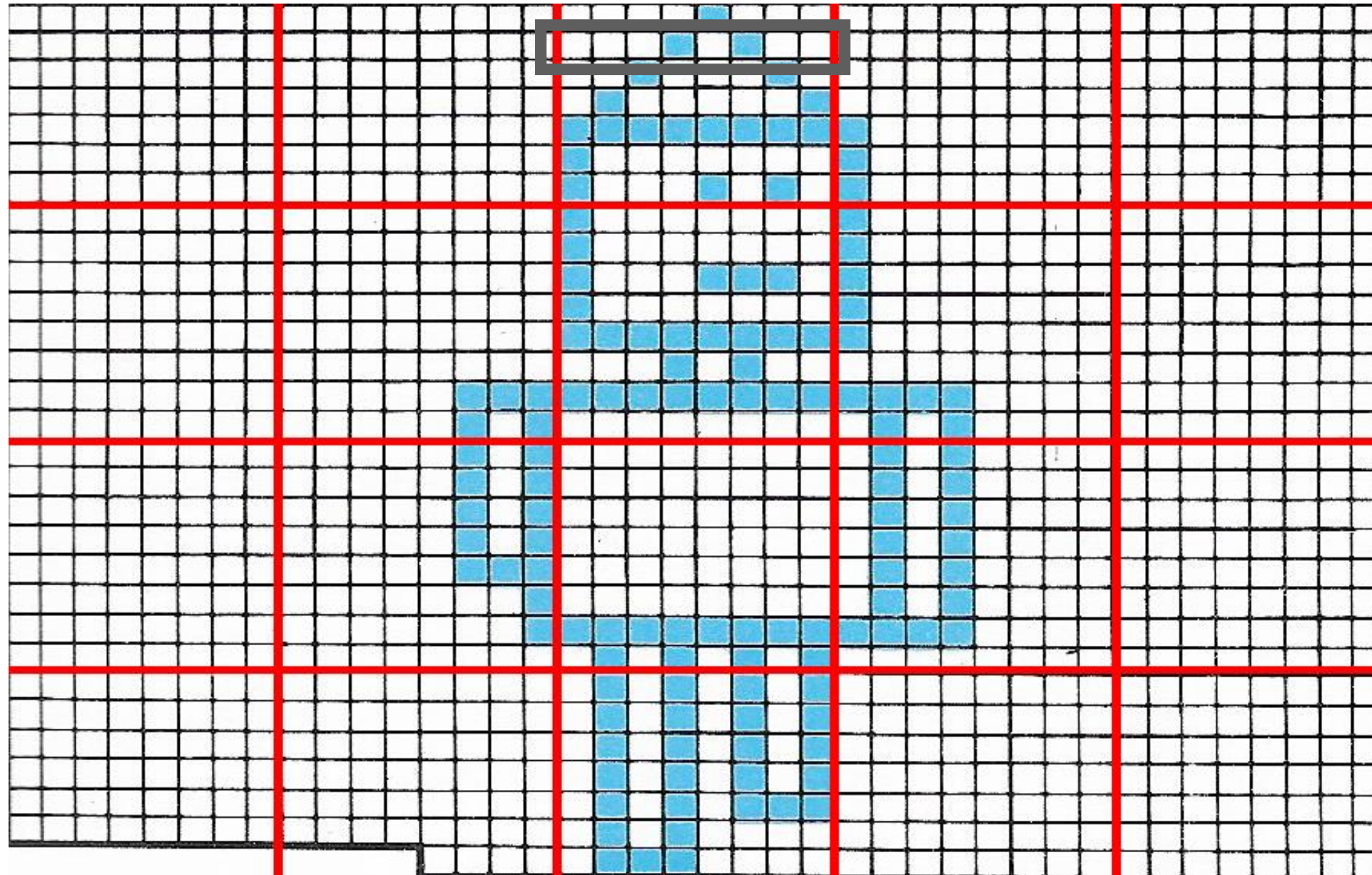
00001000 = 8



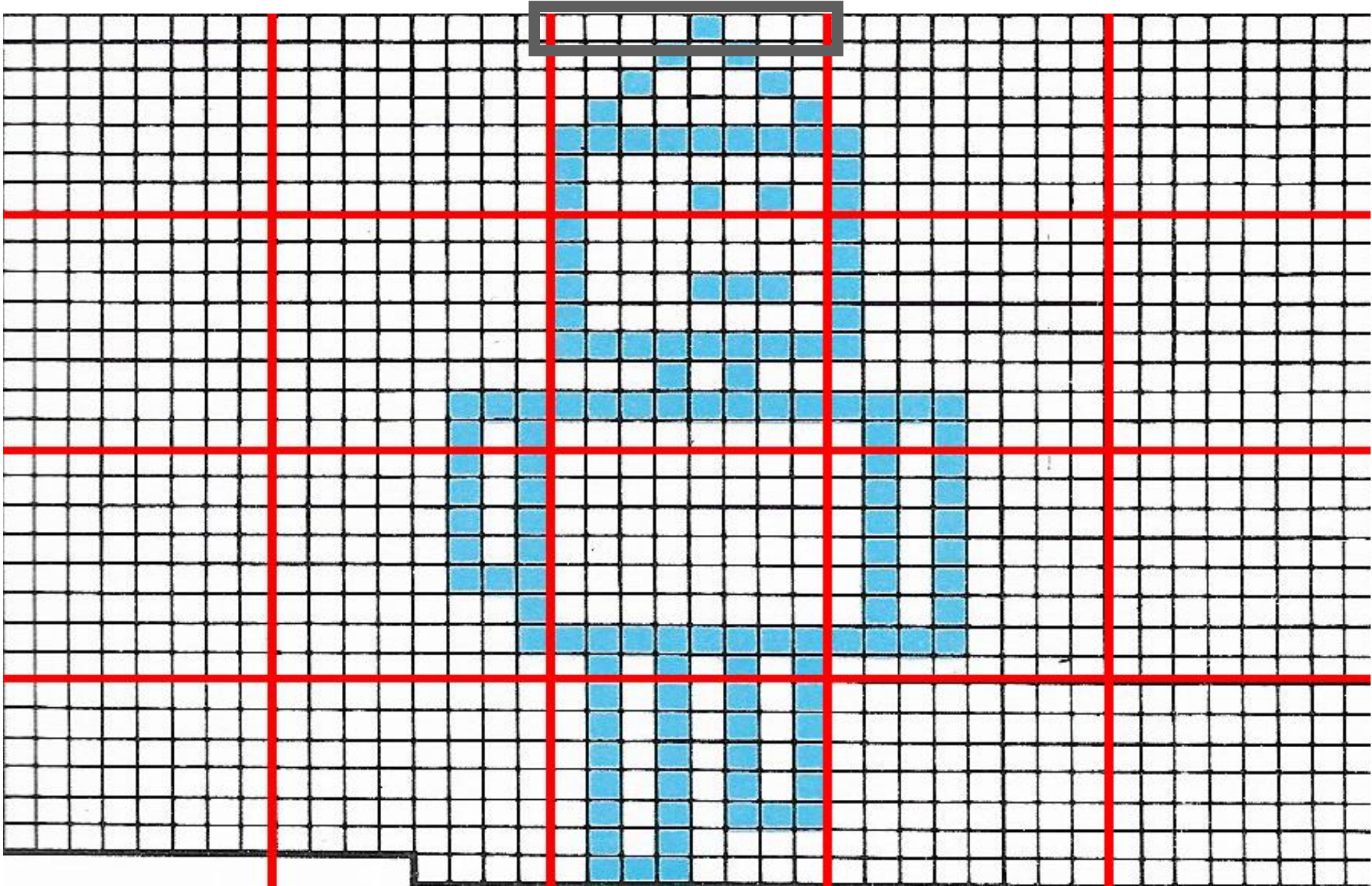
SCROLLING UP/DOWN = COPYING BYTES TO ADDRESSES ABOVE/BELOW



SCROLLING UP/DOWN = COPYING BYTES TO ADDRESSES ABOVE/BELOW



SCROLLING LEFT/RIGHT = ROTATING BITS & CARRYING OVER







Instruction	Timing Z80
ADC A,(HL)	7
ADC A,(IX+o)	19
ADC A,(IY+o)	19
ADC A,n	7
ADC A,r	4
ADC A,IXp	8
ADC A,IYq	8
ADC HL,BC	15
ADC HL,DE	15
ADC HL,HL	15
ADC HL,SP	15
ADD A,(HL)	7
ADD A,(IX+o)	19
ADD A,(IY+o)	19
ADD A,n	7
ADD A,r	4
ADD A,IXp	8
ADD A,IYq	8
ADD HL,BC	11
ADD HL,DE	11
ADD HL,HL	11
ADD HL,SP	11
ADD IX,BC	15
ADD IX,DE	15
ADD IX,IX	15
ADD IX,SP	15
ADD IY,BC	15
ADD IY,DE	15
ADD IY,IY	15
ADD IY,SP	15
AND (HL)	7
AND (IX+o)	19
AND (IY+o)	19
AND n	7
AND r	4
AND IXp	8
AND IYq	8
BIT b,(HL)	12
BIT b,(IX+o)	20
BIT b,(IY+o)	20
BIT b,r	8
CALL nn	17
CALL C,nn	17/10
CALL M,nn	17/10
CALL NC,nn	17/10
CALL NZ,nn	17/10
CALL P,nn	17/10
CALL PE,nn	17/10
CALL PO,nn	17/10
CALL Z,nn	17/10
CCF	4
CP (HL)	7
CP (IX+o)	19
CP (IY+o)	19
CP n	7
CP r	4
CP IXp	8
CP IYq	8
CPD	16
CPDR	21/16

Instruction	Timing Z80
LD (nn),A	13
LD (nn),BC	20
LD (nn),DE	20
LD (nn),HL	16
LD (nn),IX	20
LD (nn),IY	20
LD (nn),SP	20
LD A,(BC)	7
LD A,(DE)	7
LD A,(HL)	7
LD A,(IX+o)	19
LD A,(IY+o)	19
LD A,(nn)	13
LD A,n	7
LD A,r	4
LD A,IXp	8
LD A,IYq	8
LD A,I	9
LD A,R	9
LD B,(HL)	7
LD B,(IX+o)	19
LD B,(IY+o)	19
LD B,n	7
LD B,r	4
LD B,IXp	8
LD B,IYq	8
LD BC,(nn)	20
LD BC,nn	10
LD C,(HL)	7
LD C,(IX+o)	19
LD C,(IY+o)	19
LD C,n	7
LD C,r	4
LD C,IXp	8
LD C,IYq	8
LD D,(HL)	7
LD D,(IX+o)	19
LD D,(IY+o)	19
LD D,n	7
LD D,r	4
LD D,IXp	8
LD D,IYq	8
LD DE,(nn)	20
LD DE,nn	10
LD E,(HL)	7
LD E,(IX+o)	19
LD E,(IY+o)	19
LD E,n	7
LD E,r	4
LD E,IXp	8
LD E,IYq	8
LD H,(HL)	7
LD H,(IX+o)	19
LD H,(IY+o)	19
LD H,n	7
LD H,r	4
LD HL,(nn)	16
LD HL,nn	10
LD I,A	9



Instruction	Timing Z80
DEC D	4
DEC DE	6
DEC E	4
DEC H	4
DEC HL	6
DEC IX	10
DEC IY	10
DEC IXp	8
DEC IYq	8
DEC L	4
DEC SP	6
DI	4
DJNZ o	13/8
EI	4
EX (SP),HL	19
EX (SP),IX	23
EX (SP),IY	23
EX AF,AF'	4
EX DE,HL	4
EXX	4
HALT	4
IM 0	8
IM 1	8
IM 2	8
IN A,(C)	12
IN A,(n)	11
IN B,(C)	12
IN C,(C)	12
IN D,(C)	12
IN E,(C)	12
IN H,(C)	12
IN L,(C)	12
IN F,(C)	12
INC (HL)	11
INC (IX+o)	23
INC (IY+o)	23
INC A	4
INC B	4
INC BC	6
INC C	4
INC D	4
INC DE	6
INC E	4
INC H	4
INC HL	6
INC IX	10
INC IY	10
INC IXp	8
INC IYq	8
INC L	4
INC SP	6
IND	16
INDR	21/16
INI	16
INIR	21/16
JP nn	10
JP (HL)	4
JP (IX)	8
JP (IY)	8

**T-States = Speed!**

# First Paid Game!

1980	 MATEL ELECTRONICS <b>INTELLIVISION</b>	 <b>Nintendo</b> Computer TV-GAME	 <b>Nintendo</b> GAME & WATCH
1981	 Commodore <b>VIC-20</b>	 <b>IBM PC.</b>	 sinclair <b>ZX8</b>
1982	 <b>ATARI</b> Super System	 <b>ATARI</b> Video Computer System	 <b>COLECO</b> COLECOVISION
1983	 <b>COLECO</b> ADAM FAMILY COMPUTER SYSTEM	 MATEL ELECTRONICS <b>AQUARIUS</b> HOME COMPUTER SYSTEM	 <b>apple IIe</b> Home Comput
1984	 Apple Macintosh	 <b>SEGA</b> S-1000II Computer Video	 Epoch Super Carrette Virio
1985	 <b>Nintendo</b> ENTERTAINMENT SYSTEM	 <b>ATARI ST</b> HOME COMPUTER	 Commodore <b>64</b>
1986	 <b>ATARI</b> Junior	 <b>SEGA</b> Master System	 <b>ATARI</b> 7800 ProSystem
1987	 <b>ATARI XE</b> VIDEO GAME SYSTEM	 Commodore <b>AMIGA A500</b>	 sinclair <b>ZX Spectrum+3</b>
1988	 <b>NEC</b> PC Engine	 <b>SEGA</b> MEGA DRIVE	
1989	 <b>ATARI</b> LYNX	 <b>SEGA</b> GENESIS	 <b>NEC</b> TURBOGRAFX-16



 <b>64</b>	 Emerson <b>ADVENTUREVISION</b>	 <b>ARCADIA-2001</b> Emerson	 sinclair <b>Spectrum</b>
 <b>SONY MSX</b>	 <b>IBM PC.</b>	 <b>ATARI</b>	



1980



1981



1982



1983



1984



1985



1986



1987



1988



1989



512 K



Race Tracks from Super Sprint  
Ripped by me, Magma MK-II  
Copyright Atari  
Credits not necessary



1980



1981



1982



1983



1984



1985



1986



1987



1988



1989



# SUPER SPRINT LAP RECORDS

ALL TIME BESTS



TRACK 1    5.7 SECS  
 TRACK 2    7.8 SECS  
 TRACK 3    8.9 SECS  
 TRACK 4    9.9 SECS

TRACK 5    6.4 SECS  
 TRACK 6    10.7 SECS  
 TRACK 7    9.0 SECS  
 TRACK 8    13.8 SECS

PRESS F1 FOR OPTIONS

# Attention To Detail is founded

1980	 MATTTEL ELECTRONICS <b>INTELLIVISION</b>
1981	 Commodore <b>VIC-20</b>
1982	 <b>ATARI Super System</b>
1983	 COLECO <b>ADAM</b> FAMILY COMPUTER SYSTEM
1984	 Apple <b>Macintosh</b>
1985	 <b>Nintendo</b> ENTERTAINMENT SYSTEM
1986	 <b>ATARI 2600 Junior.</b>
1987	 <b>ATARI XE VIDEO</b>
1988	 NEC <b>PC Engine</b> CORONA
1989	 <b>ATARI LYNX</b>



# Rise of US / JAPAN

# Decline of UK

1990																				
1991																				
1992																				
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US 

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JAPAN 

1990	 NEC TURBOGRAFX CD	 Nintendo SUPER Famicom	 SNK NEO-GEO ADVANCED ENTERTAINMENT SYSTEM	 SEGA GAME GEAR PORTABLE VIDEO GAME SYSTEM	 NEC TurboExpress	 AMSTRAD GX4000				
1991	 SUPER NINTENDO	 ATARI LYNX II	 NEC TURBO DUO	 SEGA MEGA-CD						
1992	 SEGA CD	 PHILIPS CD-i								
1993	 ATARI JAGUAR	 Panasonic 3DO INTERACTIVE MULTIPLAYER	 AMIGA CD32	 Nintendo ENTERTAINMENT SYSTEM TOP LOADER SYSTEM	 Nintendo FAMILY COMPUTER AV	 SEGA MEGA DRIVE	 SEGA MEGA-CD			
1994	 GoldStar Panasonic 3DO	 SEGA GENESIS II	 SEGA 32X	 SEGA SATURN	 SEGA SATURN	 GENESIS CDX	 SONY PlayStation	 Nintendo VIRTUAL BOY	 SNK NEO-GEO CD	 SEGA 32X
1995	 SONY PlayStation	 SEGA SATURN	 ATARI JAGUAR CD	 SEGA NOMAD	 THE YOUNG MARTY	 BAN DAI Playdia				
1996	 NINTENDO 64	 Nintendo GAME BOY pocket	 BAN DAI ATMARK PIP PIN							
1997	 TIGER game.com	 Nintendo COLOR GAME BOY	 SUPER NINTENDO TOP LOADER	 Nintendo SUPER Famicom TOP LOADER SYSTEM						
1998	 GENESIS 3	 SNK NEO-GEO POCKET	 SEGA Dreamcast	 Nintendo GAME BOY LIGHT	 Nintendo GAME BOY COLOR					
1999	 SEGA Dreamcast	 SNK NEO-GEO POCKET COLOR	 BAN DAI BANDA ELECTRONICS WonderSwan							



1989



KONIX MULTI-SYSTEM  
EXPERIENCE THE REALITY



1990



1991



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1993



1994



1995



1996



1997



1998



1999



1989



**KONIX**  
MULTI-SYSTEM  
EXPERIENCE THE REALITY



**NEWS**

# KONIX HERE AT LAST

The long-awaited addition to the swelling consoles market has just about arrived. From October, the Konix Multisystem, which could possibly be the best home games machine yet, will be in stores across the nation priced at just over £200. Paul had a Glancey at the machine...

### INCREDIBLE SPEC

On paper at least, the Konix wipes the floor with every other console, and some of its features even put the wind up powerful 16 bit home computers such as the Amiga and ST. Check out the specifications box below and you'll see that for the price, it's technical specification is outstanding.

State of the art custom circuitry put the Multisystem's graphics and sound capabilities beyond even the Amiga. Like the Amiga, the Konix has a Blitter chip which can shift large graphics around the screen at speed, but unlike the Amiga, the Konix hardware can mix sprites and vector graphics with equal ease making it even more flexible from the programmers' point of view.

The machine is equally well catered for sonically. The audio hardware provides high quality 25 channel stereo sonics on a par with Yamaha's DX-7 synth! Of course you can listen to the Konix through the TV, or, even better, you can plug headphones or a stereo amplifier straight into the jack socket on the back of the machine.

### SHAKE, RATTLE AND ROLL

What puts the Konix Multisystem even further ahead of the field are its vast range of control options. A micro-switched Konix Navigator joystick comes with the package, but even more exciting is the innovative analogue steering controller which can adapt itself to suit three different game types.

For burnin' up the highway on a mo-

ing it the ability to shake in your hands should you drive over rough ground or nose-dive into a runway.

However you configure the controller, two independent fire buttons always fall easily under your thumbs and on the right of the console, there's an analogue lever which can double up as a throttle or a gear shift, or indeed anything else Konix programmers can dream up.

### NOT THE COMFY CHAIR

Other hardware add-ons on the horizon include a light gun with recoil action and rapid fire machine gun mode, which will sell for around £40, and the much heralded Space Harrier-style hydraulic chair.

This luxury item will cost just over £200, but should be the most fun piece of hardware ever devised for a home system. There are even plans for a plug-in exercise bike for fitness-conscious gamers to ride into the sun-set. Who says computer games are bad for your health?



such as at least 20 titles alongside the machine when it is released. Here we have pictures of Last Ninja II from System 3 and Star Ray from Logotron - two conversions, both of which easily match their home computer counterparts in quality.

At the moment there's no news of any arcade conversions for the machine - strange really, considering its specifications it sounds an ideal machine to convert coin-ops to.

Konix software will come on pirate-proof 3.5" 800K disks which just slot



into the built-in drive, as well as cartridge, and will cost between £15 and £20. If the Multisystem gets the soft-



▲ Hammerfit by Visual Images

▼ The Multisystem unit in steer 'n' go mode.



**MULTISYSTEM SPECIFICATIONS**  
ON-BOARD MEMORY 256K  
GRAPHICS RESOLUTION OF 512X200 PIXELS  
COLOUR PALETTE 4,096 COLOURS  
SOUND 25-CHANNEL STEREO CD QUALITY SOUND  
DISPLAY OUTPUT STANDARD TV OR RGB COMPOSITE VIDEO  
SOUND OUTPUT VIA TV OR THROUGH STEREO HEADPHONE SOCKET  
SOFTWARE FORMAT CD  
EXPANSION CARTRIDGE



1989



**Konix**  
MULTI-SYSTEM  
EXPERIENCE THE REALITY



NEWS

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1989



**KONIX**  
MULTI-SYSTEM  
EXPERIENCE THE REALITY



**NEWS**

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new software

new software

new software

new software

new software

new software

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new software

**BANKRUPT**

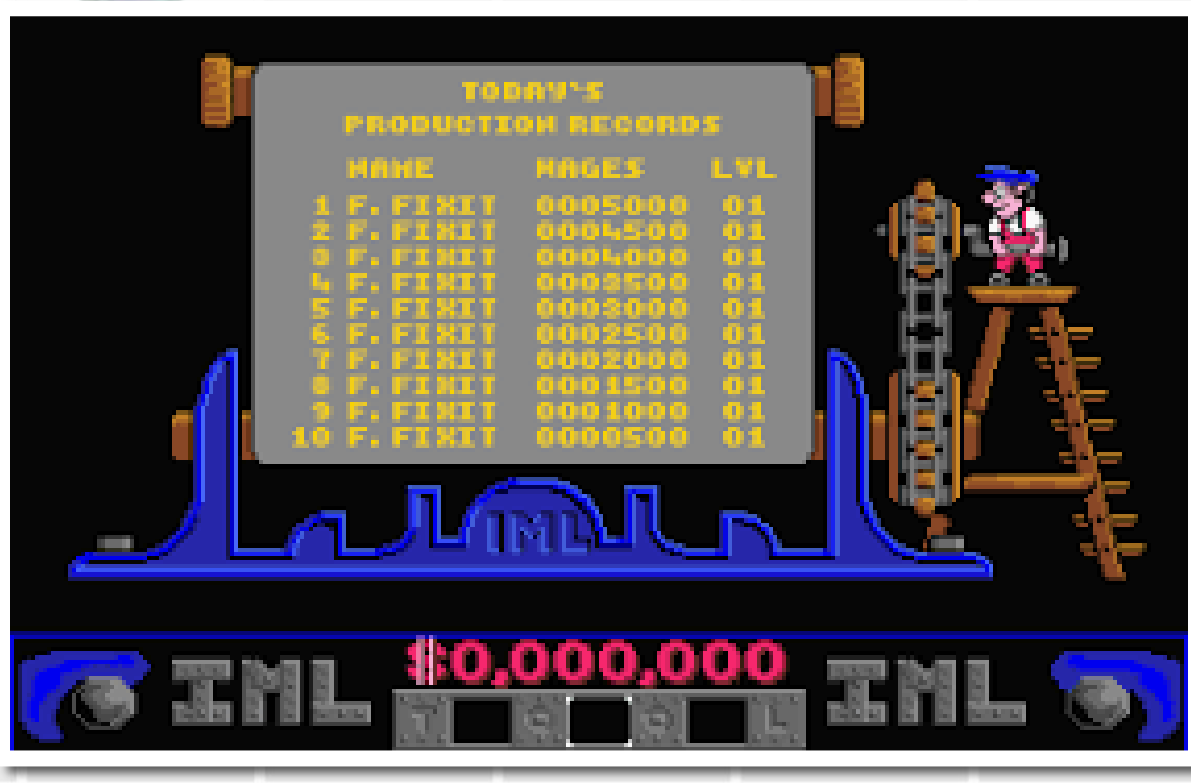
### MULTISYSTEM SPECIFICATIONS

- ON-BOARD MEMORY 256K
- GRAPHICS RESOLUTION OF 512X200 PIXELS
- COLOUR PALETTE 4,096 COLOURS
- SOUND 25-CHANNEL STEREO CD QUALITY SOUND
- DISPLAY OUTPUT STANDARD TV OR RGB COMPOSITE VIDEO
- SOUND OUTPUT VIA TV OR THROUGH STEREO HEADPHONE SOCKET
- SOFTWARE FORMAT CD
- EXPANSION CARTRIDGE



# ATD's first published game!

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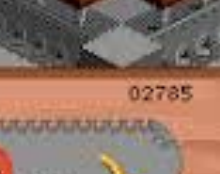
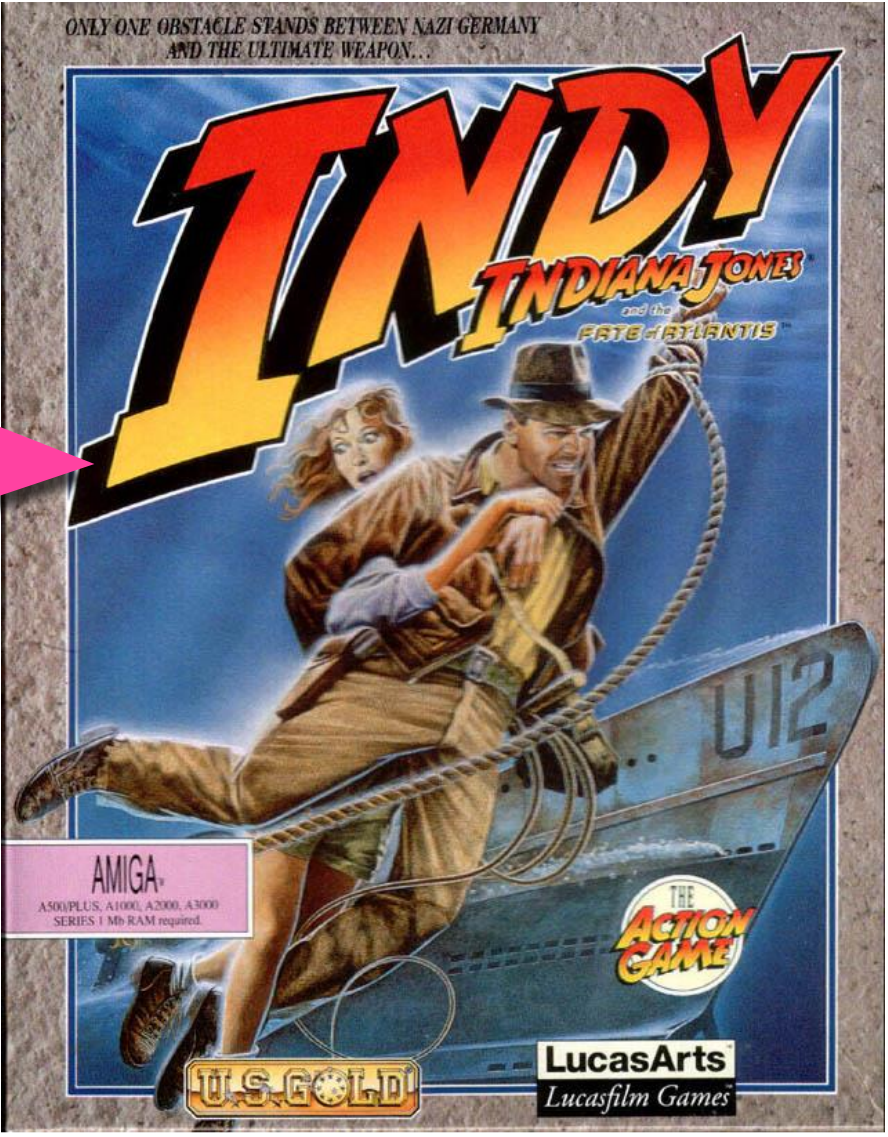
1994



1995



1996



1990	 NEC TURBOGRAFX CD	 Nintendo SUPER Famicom	 SNK NEO-GEO ADVANCED ENTERTAINMENT SYSTEM	 SEGA GAME GEAR PORTABLE VIDEO GAME SYSTEM	 NEC TurboExpress	 AMSTRAD GX4000				
1991	 SUPER NINTENDO	 ATARI LYNX II	 NEC TURBO DUO	 SEGA MEGA-CD						
1992	 SEGA CD	 PHILIPS CD-i								
1993	 ATARI JAGUAR	 Panasonic 3DO INTERACTIVE MULTIPLAYER	 AMIGA CD32	 Nintendo ENTERTAINMENT SYSTEM TOP LOADER SYSTEM	 Nintendo FAMILY COMPUTER AV	 SEGA MEGA DRIVE	 SEGA MEGA-CD			
1994	 GoldStar Panasonic 3DO	 SEGA GENESIS II	 SEGA 32X	 SEGA SATURN	 SEGA SATURN	 GENESIS CDX	 SONY PlayStation	 Nintendo VIRTUAL BOY	 SNK NEO-GEO CD	 SEGA 32X
1995	 SONY PlayStation	 SEGA SATURN	 ATARI JAGUAR CD	 SEGA NOMAD	 THE YOUNG MARTY	 BAN DAI Playdia				
1996	 NINTENDO 64	 Nintendo GAME BOY pocket	 BAN DAI PIP-PIN ATMARK							
1997	 TIGER game.com	 Nintendo COLOR GAME BOY	 SUPER NINTENDO TOP LOADER	 Nintendo SUPER Famicom TOP LOADER SYSTEM						
1998	 GENESIS 3	 SNK NEOGEO POCKET	 SEGA Dreamcast	 Nintendo GAME BOY LIGHT	 Nintendo GAME BOY COLOR					
1999	 SEGA Dreamcast	 SNK NEOGEO POCKET COLOR	 BAN DAI BANDAI ELECTRONICS WonderSwan							



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FRED GILL, BRIAN POLLOCK

GRAPHICS BY  
CHRIS GIBBS, IAN HARLING, BJ WEST

SOUND BY  
ANDREW HOLTOM, DAVE LOWE  
TED TAHQUECHI

LEVELS AND TESTING BY  
SHIMMY BRANDES, TOM GILLEN  
HANS JACOBSEN, ANDREW KEIM  
SEAN PATTEN, JOE SOUSA

TED TAHQUECHI, FARAN THOMASON

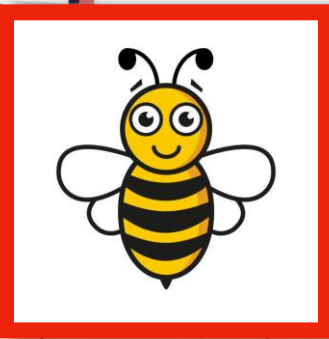
Source: SCART

Input: NTSC

Output: 1920x1080@60Hz

PRODUCED BY  
JOHN SKRUCH, SEAN PATTEN

1990	NEC TURBOGRAFX CD	Nintendo SUPER Famicom	SNK NEO-GEO ADVANCED ENTERTAINMENT SYSTEM	SEGA GAME GEAR PORTABLE VIDEO GAME SYSTEM	NEC TurboExpress	AMSTRAD GX4000								
1991	SUPER NINTENDO	ATARI LYNX II	NEC TURBO DUAL	SEGA MEGA-CD										
1992	SEGA CD	PHILIPS CD-i												
1993	ATARI TURBO DUAL	ATARI TURBO DUAL	AMIGA CD32	Nintendo ENTERTAINMENT SYSTEM TOP LOADER SYSTEM	Nintendo FAMILY COMPUTER (AV)	SEGA MEGA DRIVE 2	SEGA MEGA 2							
1994	ATARI JAGUAR CD	ATARI JAGUAR CD	ATARI JAGUAR CD	ATARI JAGUAR CD	RIDDLE OF THE RUNES THE WORLDS OF TSR SCREENSAVER	SEGA MEGA DRIVE 2	SEGA MEGA 2	SONY PlayStation	Nintendo VIRTUAL BOY	SNK NEO-GEO CD	SEGA 32X			
1995	ATARI JAGUAR CD	ATARI JAGUAR CD	ATARI JAGUAR CD	ATARI JAGUAR CD	RIDDLE OF THE RUNES THE WORLDS OF TSR SCREENSAVER	SEGA MEGA DRIVE 2	SEGA MEGA 2	SONY PlayStation	Nintendo VIRTUAL BOY	SNK NEO-GEO CD	SEGA 32X			
1996	NINTENDO 64	Nintendo GAME BOY pocket	BANDAI ATMARK PIPIN	ATARI JAGUAR CD	RIDDLE OF THE RUNES THE WORLDS OF TSR SCREENSAVER	SEGA MEGA DRIVE 2	SEGA MEGA 2	SONY PlayStation	Nintendo VIRTUAL BOY	SNK NEO-GEO CD	SEGA 32X			
1997	TIGER game.com	ATARI JAGUAR CD	ATARI JAGUAR CD	Nintendo SUPER Famicom TOP LOADER SYSTEM	RIDDLE OF THE RUNES THE WORLDS OF TSR SCREENSAVER	SEGA MEGA DRIVE 2	SEGA MEGA 2	SONY PlayStation	Nintendo VIRTUAL BOY	SNK NEO-GEO CD	SEGA 32X			
1998	GENESYS	ATARI JAGUAR CD	ATARI JAGUAR CD	SEGA Dreamcast	Nintendo GAME BOY LIGHT	Nintendo GAME BOY COLOR								
1999	SEGA Dreamcast	Nintendo GAME BOY COLOR	BANDAI ELECTRONICS WonderSwan											



1990



1991



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1994



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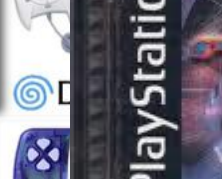
1996



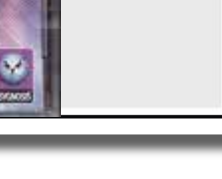
1997



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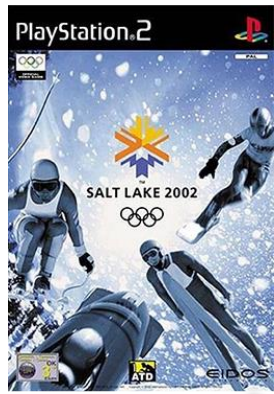
2006



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NOKIA N-GAGE

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