



# Computers and videogames in 1980s GDR

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Robert Glashüttner



**BSS 01 (1979-1981)**



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- By VEB Halbleiterwerk Frankfurt an der Oder**
- Chips imported from Texas Instruments from „Nichtsozialistisches Wirtschaftsgebiet“ (non-socialist area of commerce)**
- First showings of the GDR's plan to showcase their capabilities in terms of modern technology and IT.**
- Expensive for individuals and families, so mostly used in youth centers and educational institutions.**



**Robotron A 5120 (1982)**

# VEB Kombinat Robotron (Dresden, 1990)



robotron  
KC 85/1



**Robotron KC 85/1 (1985-1987)**

# VEB Mikroelektronik Mühlhausen KC 85/2 (1985-1986)







**Robotron Z 1013 (1985-1990)**





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- Only Multi-game arcade cabinet of the GDR
- Outdated technology, some clones (Pac-Man -> Hase und Igel, Carnival -> Schießbude)



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René Meyer

# VON ROBOTRON BIS POLY-PLAY



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## THE GAME

**Aufgeblähte Drossel** (*/ˈaʊfgəˌblɛ:tə ˈdʁɔsəl/*) is a retro-styled arcady action game in which you control a bird that delivers East-German consumer goods to the citizens. But balloons, donkeys, and other obstacles are in the way that inflate the bird upon contact. When it pops for good, you lose a life.

## WHY GERMAN?

The game is intended to look and feel like it was made in the late East Germany (DDR) on an East German [KC 85/4](#) computer. That's why the entire game is in German. But don't worry, it's rather self-explanatory.



Thank you!

