

KLASSIKER DER SPIELEGESCHICHTE

CD-ROM

13. NOVEMBER 2014



Action Max (1987)



<http://www.youtube.com/watch?v=BswW4SlxUbM>

http://www.youtube.com/watch?v=aJ_YzePCp74

World of Wonder

.38 Ambush Alley (police target range)

Blue Thunder (based on the eponymous 1983 motion picture)

Hydrosub: 2021 (futuristic underwater voyage)

The Rescue of Pops Ghostly (comic haunted-house adventure)

Sonic Fury (aerial combat; bundled with system)

View Master Interactive Vision (1988)



http://www.youtube.com/watch?v=h6_c60YL7us

Hasbro: Control-Vision (NEMO)



Scene of the Crime

https://www.youtube.com/watch?v=u1ZY7_rsAGg

Control-Vision had special patented "InstaSwitch" circuitry designed to maximize the data on VHS tapes. The tapes could contain computer data, as well as multiple tracks of video and audio, which could be seamlessly accessed in any order.

VHS: The Future of Gaming



CD-ROM



CD-ROM (Read Only Memory)

1983 angekündigt,

Nov. 1985 öffentlich vorgestellt

Physisches Format, Spuren, Sektoren definiert durch Philips/Sony Yellow Book
(ECMA-119 Standard, ISO/IEC 10149)

Basisdatenaustauschformat

Geräteunabhängig

ISO 9660 (High Sierra)

Fehlerkorrektur definiert durch Yellow Book

May 28, 1986 Working Paper for Information Processing

Volume and File Structure of Compact Read Only Optical Discs for Information
Interchange



CD-ROM



Kapazität

300 000 Textseiten (mit 30x60 Zeichen)

300 Bücher (zu je 5-600 Seiten)

1 500 gescannte Bildseiten (200x200 Punkt s/w A4)
unkomprimiert

60 Farbfotos (26 cm x 18 cm, 24 Bit Farbe) unkomprimiert

600 Farbfotos 480*640, 24 Bit Farbe

(25 s Video unkomprimiert)

COMPACT
disc



Rainbow Books

Red Book (1982)

Compact Disc - Digital Audio

Green Book (1986)

CD-i Spezifikation

Yellow Book (1988)

CD-ROM & CD-ROM XA

Orange Book (1990)

CD-R, CD-RW & CD-MO

Beige Book (1992)

Photo CD auf CD-ROM XA-Basis

White Book (1993)

Video-CD Spezifikation

Blue Book (1995)

Enhanced Music CD

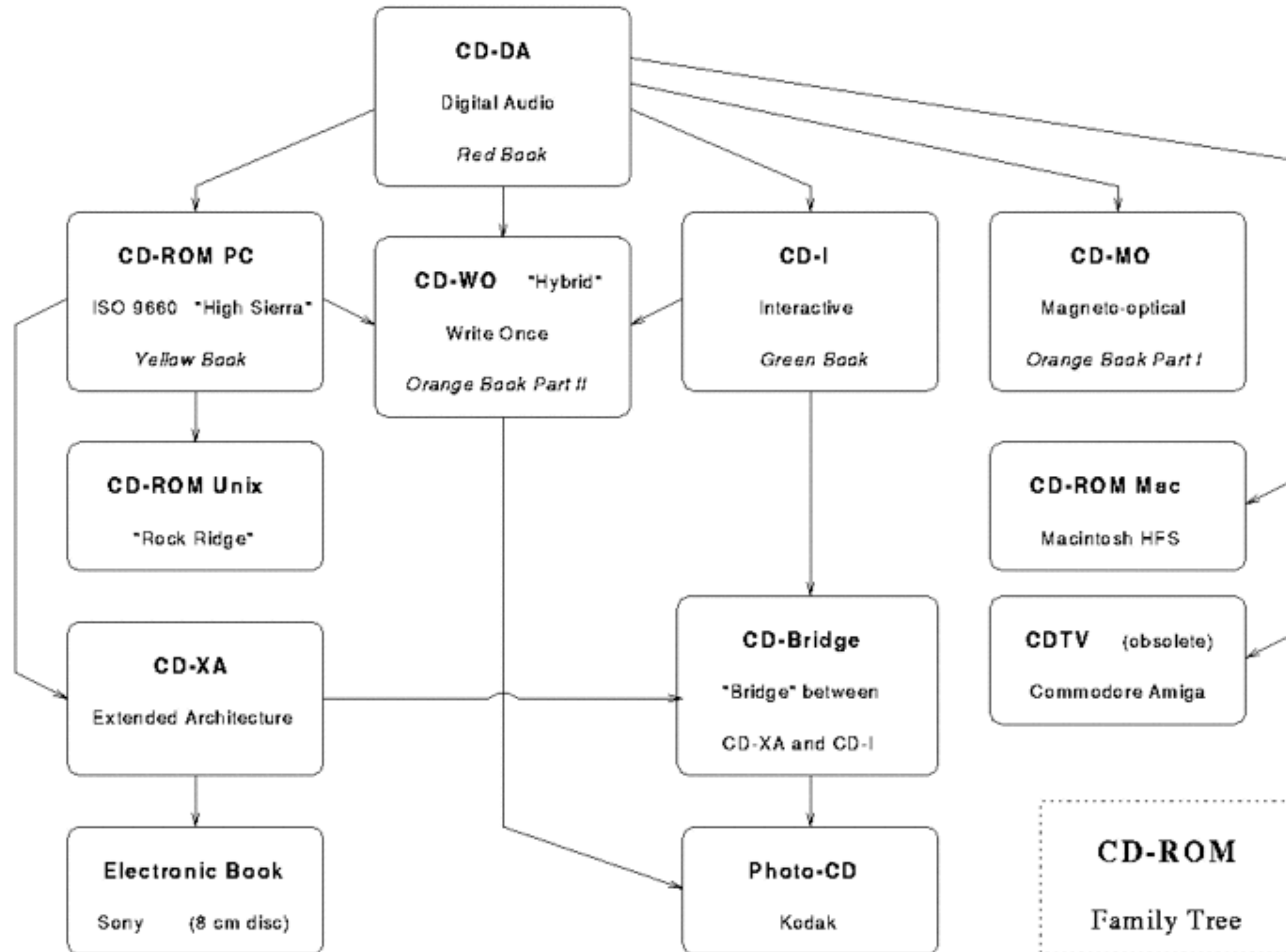
Scarlett Book (1999)

Super Audio CD

Purple Book (2000)

Double Density

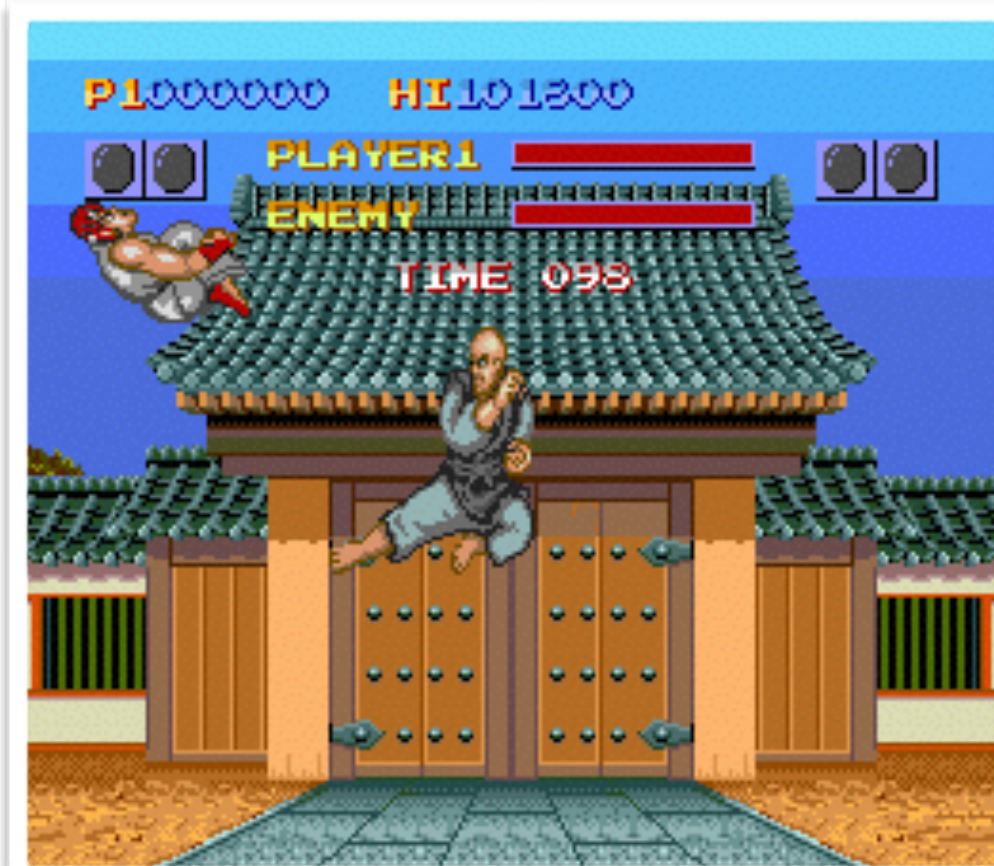
CD-ROM



PC Engine, 1987

aka TurboGrafx-16

CD-ROM², Dezember 1988



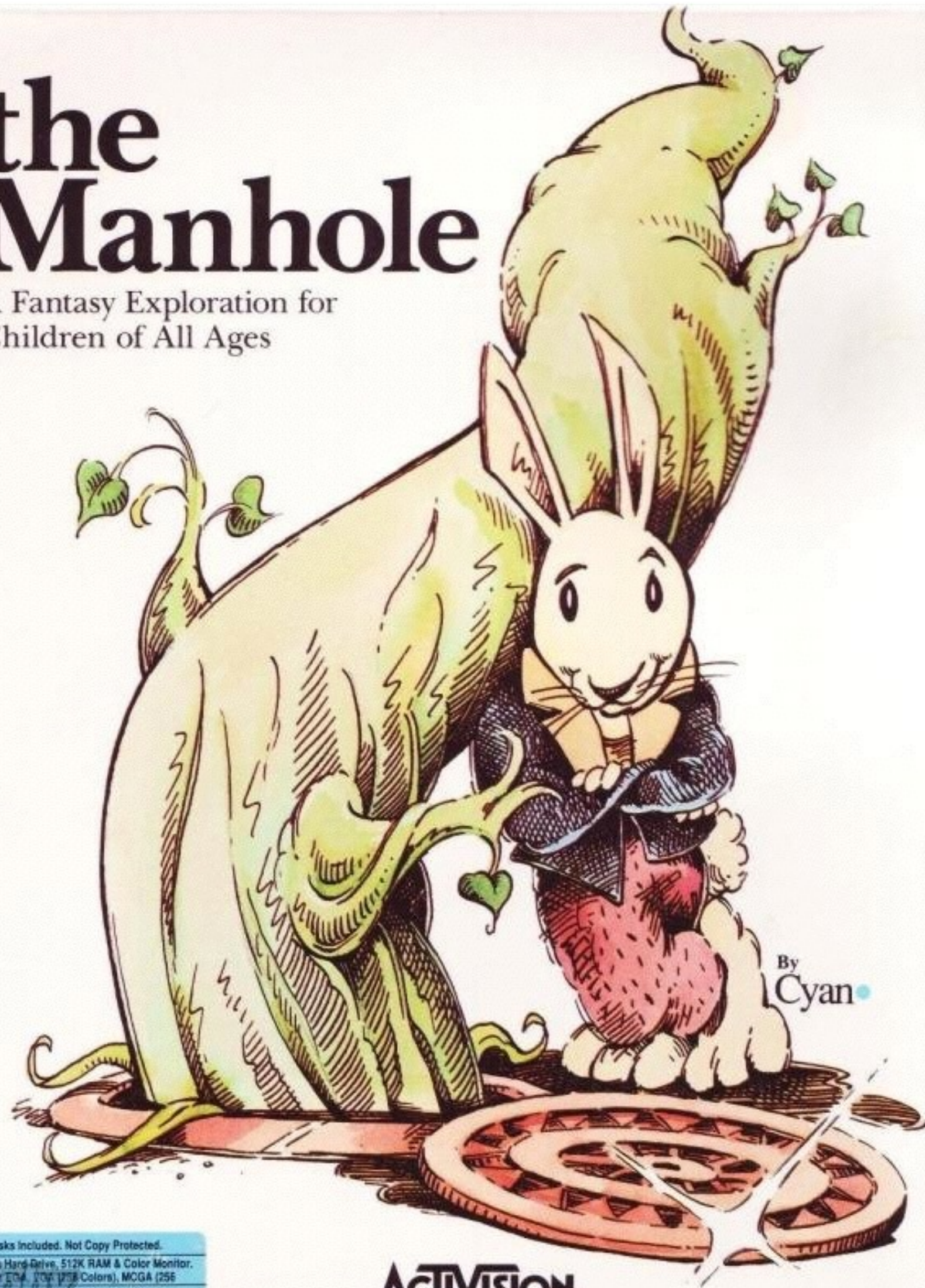
Fighting Street aka Street Fighter

<http://www.pceengine.com.br/fighting/fighting.htm>



the Manhole

A Fantasy Exploration for
Children of All Ages



ACTIVISION

5 1/4" Disks Included. Not Copy Protected.
Requires Hard Drive, 512K RAM & Color Monitor.
Supports EGA, VGA (256 Colors), MCGA (256
Colors), and SVGA. Supports optional
Roland MT-32 or Sound Blaster Music Cards.
Joystick & Mouse optional.

mobygames.com

The Manhole

Cyan, 1988

the Manhole...

Enter a Magical New World

Dedicated to Kinslee and Kerry...the two prettiest little girls.



Sit down at your computer with the child in your home—or the child in your heart—and prepare for an enchanting journey.

As you pass through **the Manhole**,

Because the world of **the Manhole** is as vast as the Milky Way and as dainty as a cup of tea. Where you can climb up a beanstalk to a castle in the sky, or explore a sunken ship far below the ocean waves.

Where virtually everything you see has a story to tell, a song to sing, or a secret to reveal.

Where you'll meet a strange and magical cast of characters, from a rabbit who likes TV to a walrus who likes to nap. Characters who walk, talk, and take you places you've never been before.

Because in **the Manhole**, you just point and click anywhere on the screen—and something wonderful will happen.

the Manhole...more than a game, it's a fantasy adventure that you'll love—and that you'll never forget.



Over 600 interconnected screens of detailed 3D graphics, with unique perspectives and angles on **the Manhole's** many amazing scenes and characters.



Click on the Dragon's TV or stereo and you'll hear real music. But if he offers you a hot biscuit, watch out!



Voyage to the bottom of the sea and visit a walrus, a turtle, and some sea lions. Poke around the sunken roltop desk for many musical surprises.

Developed by Rand Miller and Robert Miller of Cyan. Macintosh version © 1988 Cyan. MS-DOS version © 1989 Activision. All rights reserved. IBM® screen shown; other versions may vary. **the Manhole** is a trademark of Cyan. Macintosh is a registered trademark of Apple Computer. MS-DOS is a registered trademark of Microsoft Corp. IBM is a registered trademark of International Business Machines Corp. Distributed by MGS/AGENCY, P.O. Box 3048, Menlo Park, CA 94025. B0-086-02A.

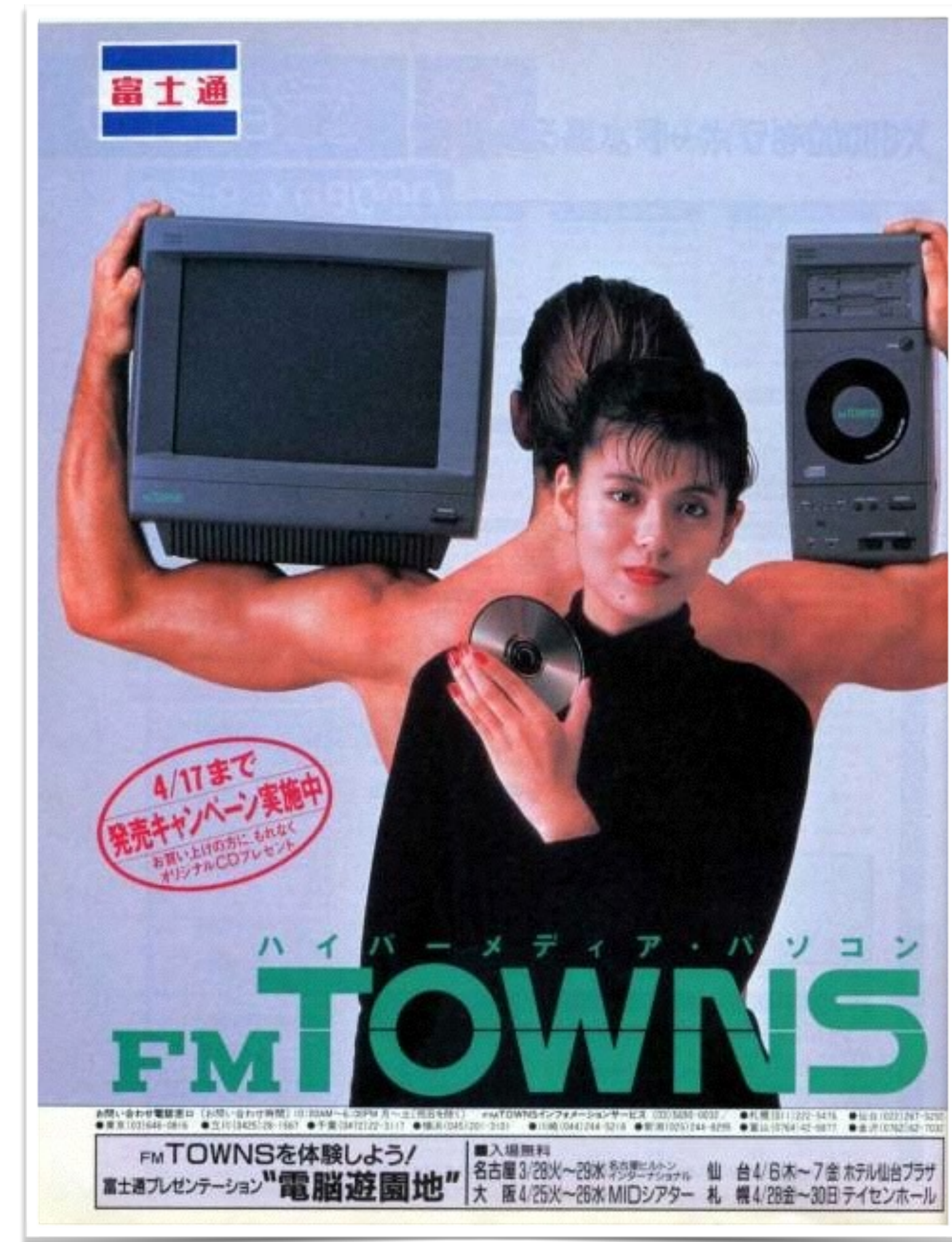
Moby Games

mobygames.com

Fujitsu FM Towns



Februar 1989



Commodore CDTV, 1991



The Case of the Cautious Condor
Cubulus & Magic Serpent
Defender of the Crown
Devon Aire in the Hidden Diamond Caper
E.S.S Mega
Falcon
Holiday Maker
Murder Makes Strange Deadfellows
Prehistorik
Sherlock Holmes: Consulting Detective
Shiftrix & Lettrix
SimCity
Snoopy: The Cool Computer Game
Spirit of Excalibur
Tie Break
Trivial Pursuit
Turrican
Turrican II: The Final Fight
Wrath of the Demon
Xenon 2: Megablast

Sega Mega-CD, 1991



12. Dezember, 1991 (Japan)
25. Oktober 1992 (USA)
1993 (Europa)

Philips CD-i, 1991



CD-i,
Audio CD
CD+G
Karaoke CD
VCD

Pioneer LaserActive (1993)

LaserActive 3-D Goggles and 3-D Goggles Adaptor

Some *LaserActive* discs have source material with three dimensional images. When these are viewed with the 3-D goggles, the effect is heightened and the realistic images appear to jump right out of the screen. The 3-D goggles connect with the CLD-A100 player through Pioneer's ADP-1 adaptor (sold separately). The ADP-1 adaptor can accommodate two sets of goggles.



3-D GOGGLE

* The adaptor is capable of supporting two GOL-1 3D viewing goggle sets simultaneously.



\$ 970

Laserdiscs
Compact Discs
LD-G Karaoke
Konsolenspiele

kompatibel mit
PC Engine
Sega-Mega-CD

Panasonic 3DO, 1993



Sherlock Holmes: Consulting Detectives



ICOM Simulations

1990

FM Towns

1991

Sega Mega-CD

PC Engine-CD

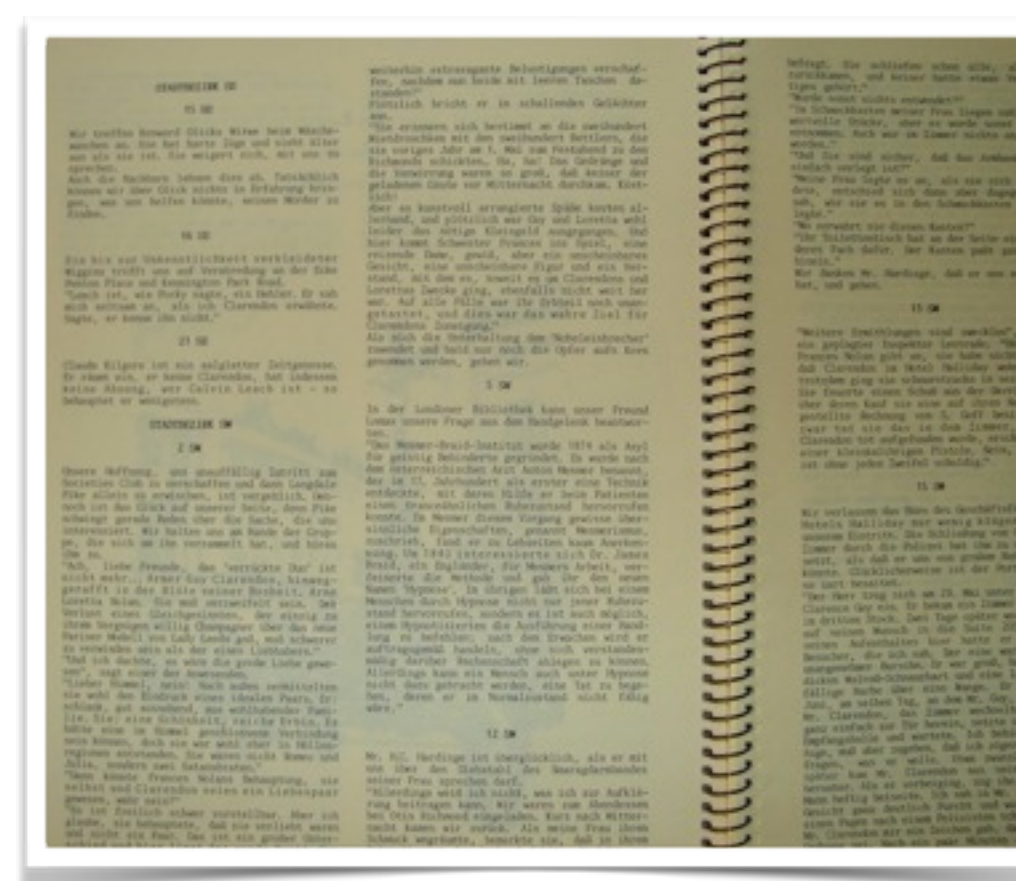
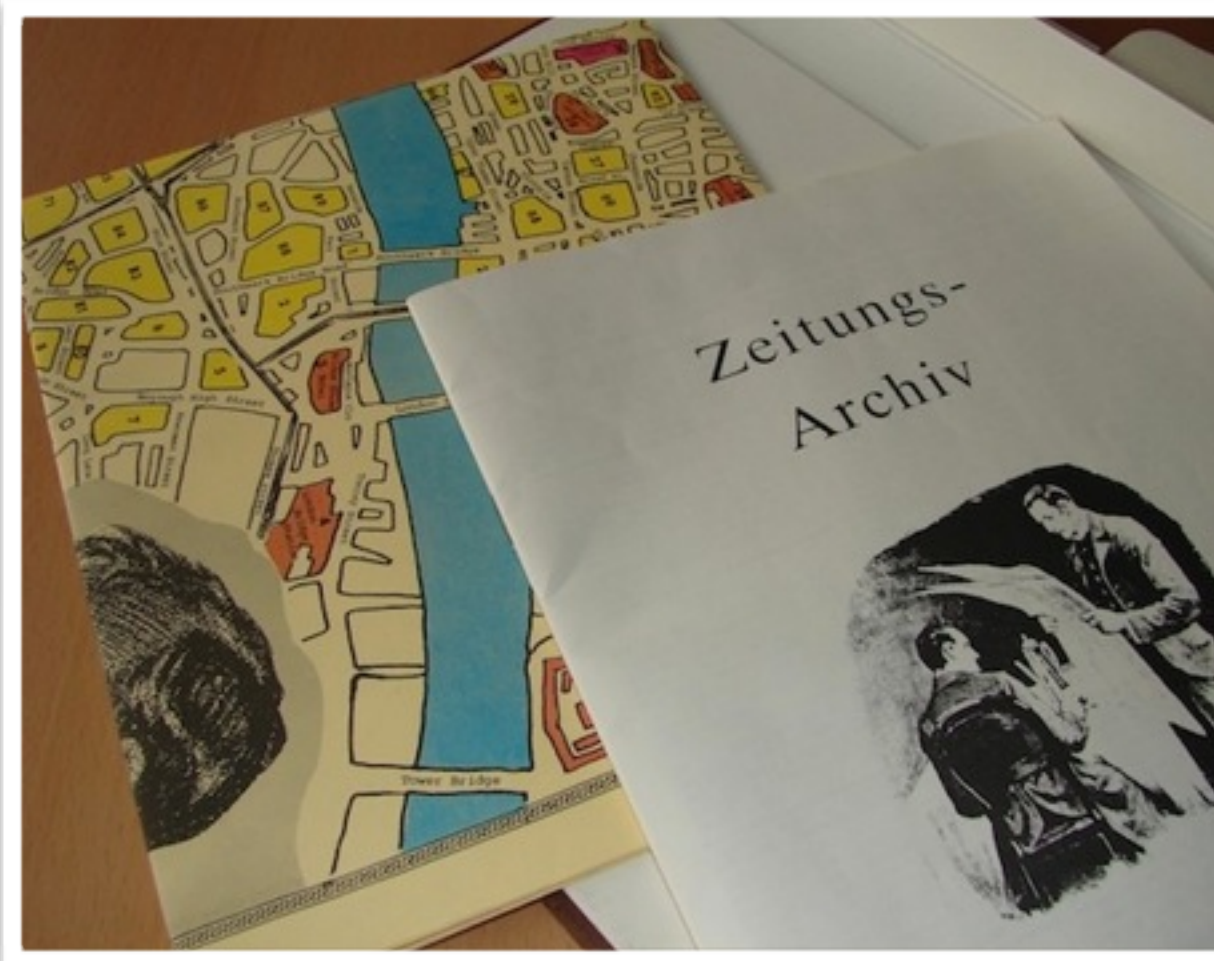
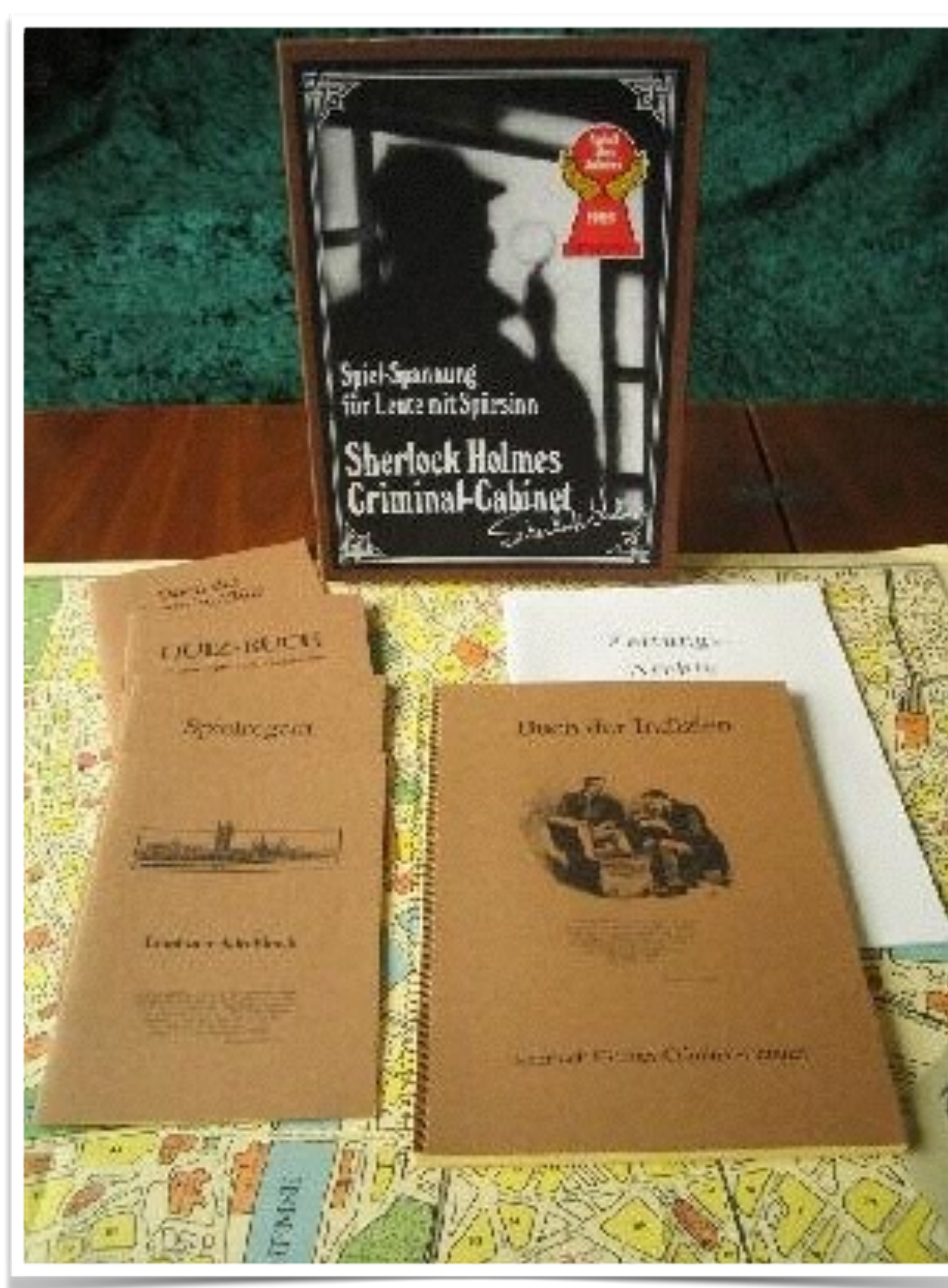
Commodore CDTV

MS-DOS (PC)

Apple Macintosh

Sherlock Holmes: Consulting Detectives (1981)

Sherlock Holmes Criminal-Cabinet (1984)



<http://padlive.de/2011/08/sherlock-holmes-criminal-cabinet-ein-interaktives-buch-aus-dem-jahr-1985/>

<http://boardgamegeek.com/images/boardgame/2511/sherlock-holmes-consulting-detective>

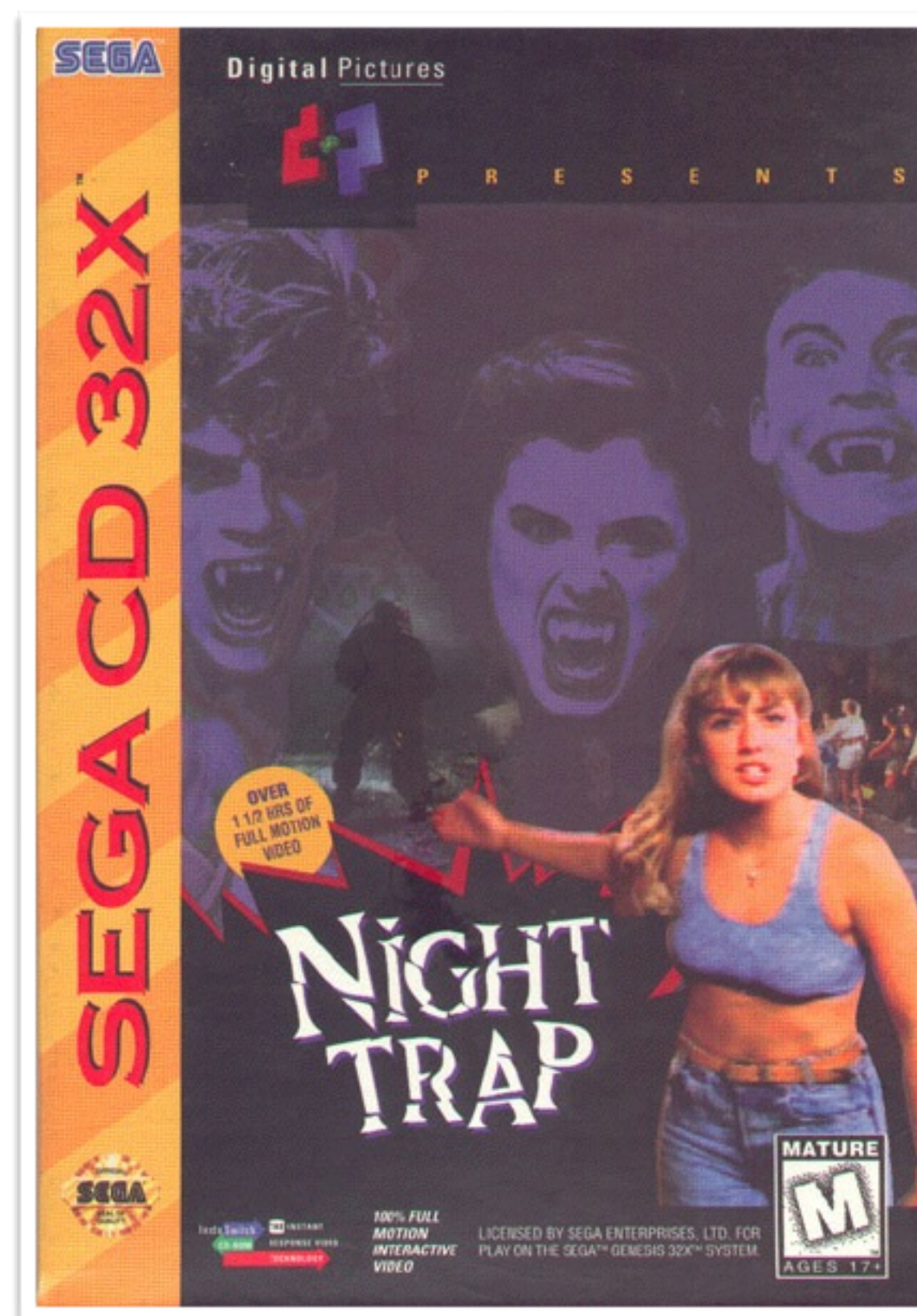


Night Trap (1986-1992)

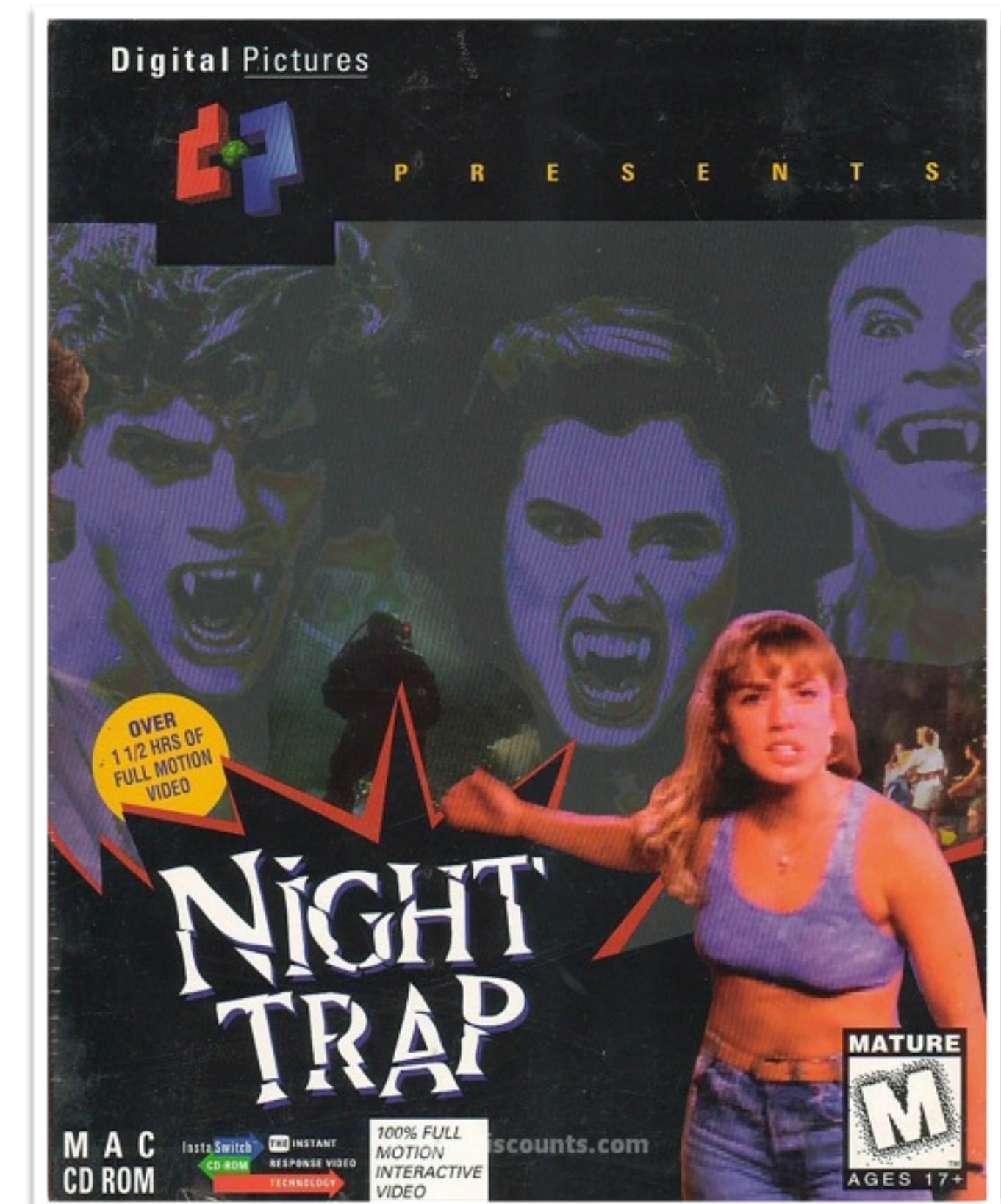
Producer: Tom Zito, Regisseur: James Riley



Sega CD



Sega 32X



MAC

Night Trap



CONTROLS

D-Pad move marker

Start display floorplan

A Button switch display to highlighted camera

B Button trigger a trap

C Button change the color of the access code

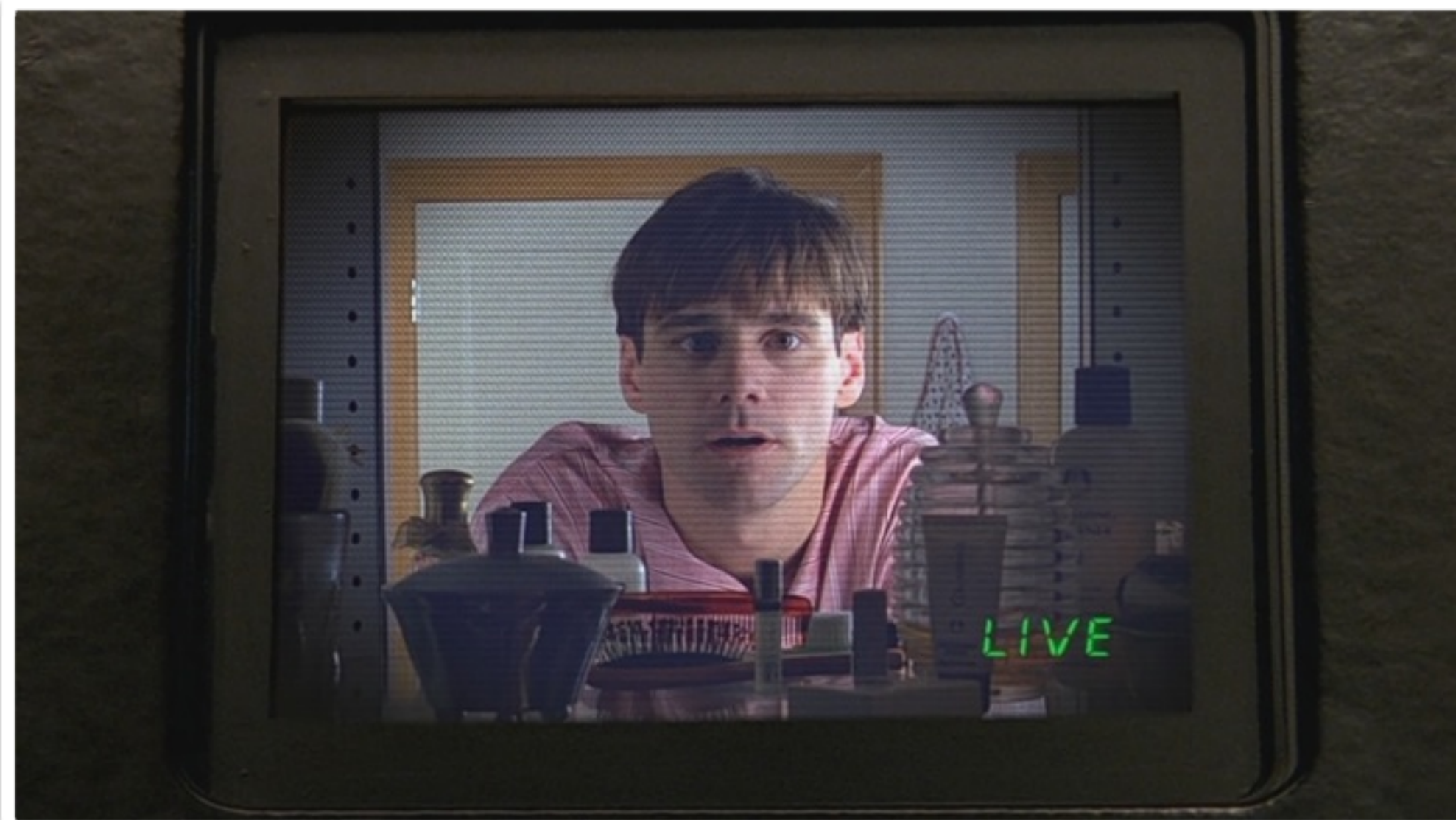
Das Leben der Anderen



Sliver 1993

“... I'd always had a desire to sneak into a girl's apartment and watch her through the night. I had the idea that while I was doing this I'd see something which I'd later realize was the clue to a mystery. I think people are fascinated by that, by being able to see into a world they couldn't visit. That's the fantastic thing about cinema, everybody can be a voyeur. Voyeurism is a bit like watching television – go one step further and you want to start looking in on things that are really happening.”

- David Lynch



Truman Show 1998



Jennicam, 1996

Joe Lieberman vs. Video Games

It was widely believed that the aim of the game was to kill women, when in fact players protected them...



"How would you like to have a teen-age daughter go out on a date with someone who just played that game for three hours?" said Marilyn Droz, the vice president of the National Coalition on Television Violence.

"You're going to have to go a long way to convince me that that game has any moral value,"

<http://www.youtube.com/watch?v=eJVnL484jbk>

Toys 'R' Us Stops Selling a Violent Video Game

By TOM REDBURN

Published: December 17, 1993

EMAIL

PRINT

Amid growing public complaints about the display of blood and guts in video games, Toys 'R' Us, the nation's largest seller of toys and games, said yesterday that it had stopped selling the Sega Genesis home video game Night Trap because it is too violent for children.

But the company, which has 581 retail stores across the country, will continue to sell Mortal Kombat, a much more widely available game that has also generated protests by parents over its violence and sexual content.

The move comes as an outcry over the level of violence on television and in video entertainment has led to calls for some form of regulation of the video game industry.

Sega taking video game Night Trap off the shelves

By KAREN J. COHEN
States News Service

Washington, D.C. — In the face of criticism over its sexually violent images, Sega of America

Inc. Monday announced that it would withdraw the video game Night Trap from the market and reintroduce a revised version of the game.

The game shows scantily clad young women threatened by masked men shrouded in black. At one point, the men surround a woman, clasp a device around her neck and kill her by sucking all the blood out of her body. Night Trap, like many other videos released in the last few years, uses sophisticated computer technology to create images of near movie-like quality.

Sega's move comes less than a month after U.S. Senate hearings on the graphic mayhem featured in a number of video games aimed, some experts insist, at the children's market.

Wisconsin Democratic Sen. Herbert H. Kohl, who along with Connecticut Democratic Sen. Joseph I. Lieberman conducted the video hearings, said Sega's decision shows that public opinion has turned against violence as entertainment.

"This should be a wake-up call to those in the industry who think that depictions of violence

against women are appropriate for children's amusement," said Kohl, chairman of the Senate's Juvenile Justice Subcommittee.

Senators and others are calling for a government-created rating system that would alert parents to violent or graphic game content. Further Senate hearings on video violence are scheduled for March.

"This was a recognition on Sega's part this thing had become an incredible source of controversy," said Norman Sandler, of Powell Tate, the Washington-based public relations firm that

represents Sega.

"Night Trap has become a lightning rod, and as long as that controversy continues, there was a feeling on the part of Sega it would become more difficult to pursue an industrywide rating system," Sandler said. Sega won't market the new version until such a system is in place.

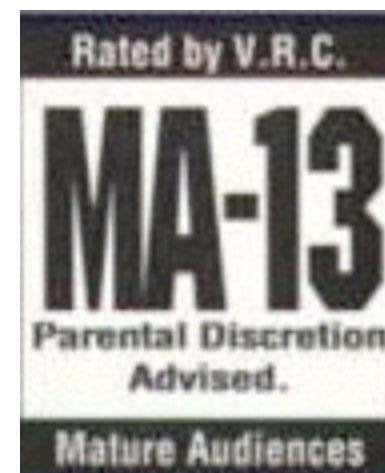
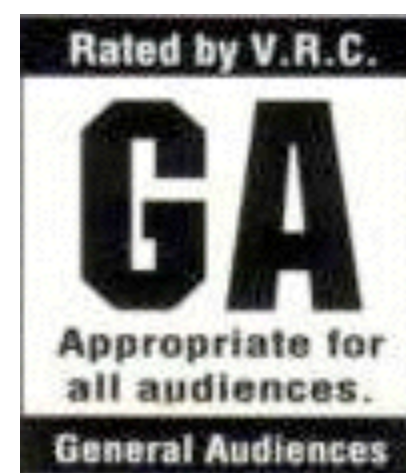
Sega and other video game makers are scrambling to create their own ratings format in the hope of convincing the government that no federal oversight is needed. Sega's announcement came last weekend in Las Vegas,

where industry representatives were meeting to collaborate on a ratings plan.

Sega did not say what changes would be made in the video, one of the company's best-sellers. But Sandler said the recall did not signal that Sega had decided the contents of the game were objectionable.

Shortly after the December Senate hearings, Tom Zito, CEO of Digital Pictures, the creator of Night Trap, wrote a column in the Washington Post defending the game as "low-budget parody of vampire films."

Video Game Rating



Sega: Videgame Rating Council, 1993-1994



Entertainment Software Rating Board, ab 1994

Behind the Scenes



<http://www.youtube.com/watch?v=QIUliuDygHk>