VIDEOGAMES ARE A MESS
Ian Bogost
WHAT IS A GAME?
Is a game a system of rules, or is a game a kind of narrative?
LUDOLOGY vs. NARRATOLOGY
Ludology Narratology

Fri. Nov. 8, 2001
9 PM EST
8 PM PST
Live on Pay-Per-View

Caesars Palace
Is a game a system of rules, or is a game a kind of narrative?
Is a game a system of rules, like a story is a system of narration?
(Yes.)
MOVE 1: An ontology of form
NARRATIVISM
“...video games are two rather different things at the same time: video games are real in that they are made of real rules that players actually interact with; that winning or losing a game is a real event. However, when winning a game by slaying a dragon, the dragon is not a real dragon, but a fictional one. To play a video game is therefore to interact with real rules while imagining a fictional world and a video game is a set of rules as well a fictional world.”
Whatever a game is, some part of it is more real than another.
IDEALISM vs. REALISM
Mechanics
Dynamics
Aesthetics
Operational Logics
(Mateas & Wardrip-Fruin)
MOVE 2: Games exist on multiple levels, but some are more real than others
SEGREGATIONIST

VS.

INTEGRATIONIST
MOVE 3: Players enact rules in contexts to create games.
PLATFORM STUDIES
MOVE 4: ?
Being is for Subjects
Quentin Meillassoux

APRÈS LA FINITUDE

Essai sur la nécessité de la contingence

L'ORDRE PHILOSOPHIQUE

SEUIL

With a preface by

ALAIN BADIOU

After Finitude

An Essay on the Necessity of Contingency

QUENTIN MEILLASSOUX
“No—he will simply add—perhaps only to himself, but add it he will—something like a simple codicil, always the same one, which he will discreetly append to the end of the phrase: event Y occurred X number of years before the emergence of humans—for humans (or even, for the human scientist).”
Speculative Realism
“The human/world relation is just a special case of the relation between any two entities whatsoever.”
FLAT ONTOLOGY
;==============================================================================
; ROM CODE (BANK 0)
;==============================================================================

SEG Bank0
.org BANK0TOP
.rorg BANK0_REORG

lda BANK0STROBE
jmp Start

HorizPositionObjects
ldx #<RESP0 - RESP0
.moveObjectLoop
sta WSYNC
lda currentObjectHorizPos,x
tay
lda HM0VETable,y
sta HMOVE,x
and #$0F
tay
mov coarse move value to y

.coarseMoveObject
dey
bpl .coarseMoveObject
sta RESP0,x
dex
bpl .moveObjectLoop
sta WSYNC
sta HMOVE
pla
sta etHorizPos
tax
lda HM0VETable,x
sta etHMOVEValue
jmp JumpToDisplayKernel

SetScreenIdFromStartingScreen
lda startingScreenId
bpl .skipScreenIdSet
and #$<~SET_STARTING_SCREEN>
sta currentScreenId
jsr SetCurrentScreenState
lsr startingScreenId

Ouch! E.T. is lost on Earth and wants to get home. Help him build an interplanetary telephone to call for assistance before his energy runs out. But beware of government agents and curious scientists who will zap E.T.'s precious energy before he reaches his goal.

For use with North America and other NTSC television sets only.

3 VIDEO GAME VARIATIONS

ONE PLAYER

2600 VIDEO COMPUTER SYSTEM™

This cartridge can only be used with the Atari 2000 series systems.

Use your Joystick Controller with this Game Program™.

ATARI INC., Consumer Division
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E.T. and the E.T. character are trademarks of and licensed by Universal City Studios, Inc.
**TIPS ON GETTING E.T. HOME FAST!**

Help E.T. find three hidden pieces of his interplanetary telephone. The phone pieces are concealed inside deep wells — use E.T.'s special powers to find the right wells. A question mark will appear when E.T. is in the right power zone to find a phone piece. Once E.T. has collected all three pieces, he must make his long-distance call and arrive safely at the landing zone, where a rescue ship will come to pick him up.

**START WITH GAME 3**

Learn to play E.T. by playing Game 3 — the easiest game variation first. Set both DIFFICULTY switches to the B position. After you've mastered Game 3, move on to the more difficult game variations. Check your game manual for more information about game variations.

Press GAME SELECT until a 3 appears at the top of your screen. Then press GAME RESET to start the game. You're ready to go!

**LEVITATING OUT OF WELLS**

Even experienced extraterrestrials sometimes have difficulty levitating out of wells. Start to levitate E.T. by first pressing the controller button and then pushing your Joystick forward. E.T.'s neck will stretch as he rises to the top of the well (see E.T. levitating in Figure 1). Just when he reaches the top of the well and the scene changes to the planet surface (see Figure 2), STOP! Do not try to keep moving up. Instead, move your Joystick right, left, or to the bottom. Do not try to move up, or E.T. might fall back into the well.

**CALLING THE SHIP**

After you've assembled the telephone, you must call E.T.'s spaceship. Find the "call ship" zone (it can be anywhere on the planet surface) and press the controller button. A countdown clock will appear at the upper right corner of your screen (see Figure 3). Now hurry! E.T. must find his landing zone on the forest screen and be waiting there when the countdown ends. You did it! You've won — E.T. has finally reached home!
RARE SEALED ATARI GAME ET: THE EXTRA-TERRESTRIAL

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Item location: charlemont, MA, United States
Ships to: N. and S. America, Europe, Australia
Payments: PayPal  See details

Description
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What Pac-Man really looks like

Stumbled on a disassembly of the Pac-Man program, with some comments.

Is this what Pac-Man really looks like? What Pac-Man really is? Please discuss.

This is probably the most accessible part of the code:

```plaintext
;; SCORING TABLE
2b17  0100 ; dot
2b19  0500 ; pellet
2b1b  2000 ; ghost 1
2b1d  4000 ; ghost 2
2b1f  8000 ; ghost 3
2b21  6001 ; ghost 4
2b23  1000 ; fruit
2b25  3000 ; fruit
2b27  5000 ; fruit
2b29  7000 ; fruit
2b2b  0001 ; fruit
2b2d  0002 ; fruit
2b2f  0003 ; fruit
2b31  0005 ; fruit
```
IMBROGLIO
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