

Playing History with Games

Electronic Media Group

Steps towards Historical Archives of Computer Gaming

14.VI.04

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Stanford University

Why Preserve Games?

The Nature of the Medium

Curatorial Models

Plans and Projects



Top Ten Industry Facts

- 1/ Fifty percent of all Americans age six and older play computer and video games.
- 2/ The average age of a game player is 29 years old.
- 3/ Thirty-nine percent of game players are women.
- 4/ Computer and video game software sales grew eight percent in 2003 to \$7 billion and are expected to show strong growth over the next few years.
- 5/ In 2003, more than 239 million computer and video games were sold, or almost two games for every household in America.
- 6/ All games are rated by the Entertainment Software Rating Board (ESRB), and sixty-three percent of games are rated “E” for Everyone. (For more information, please see www.esrb.org.)
- 7/ 70% of the top 20 best selling games in 2003 were rated “E” for everyone or “T” for teen.
- 8/ Ninety-two percent of all games are purchased by adults over the age of 18.
- 9/ Ninety-six percent of parents surveyed who have children under the age of 18 said they are paying attention to the content of the computer and video games their children play, and sixty percent of parents say they play interactive games with their kids at least once a month.
- 10/ The vast majority of people who play games do so with friends and family. (Almost sixty percent of frequent game players play with friends, thirty-three percent play with siblings, and about one-quarter play with their spouse and/or parents.)

Entertainment Software Association. URL: <http://www.theesa.com/pressroom.html>



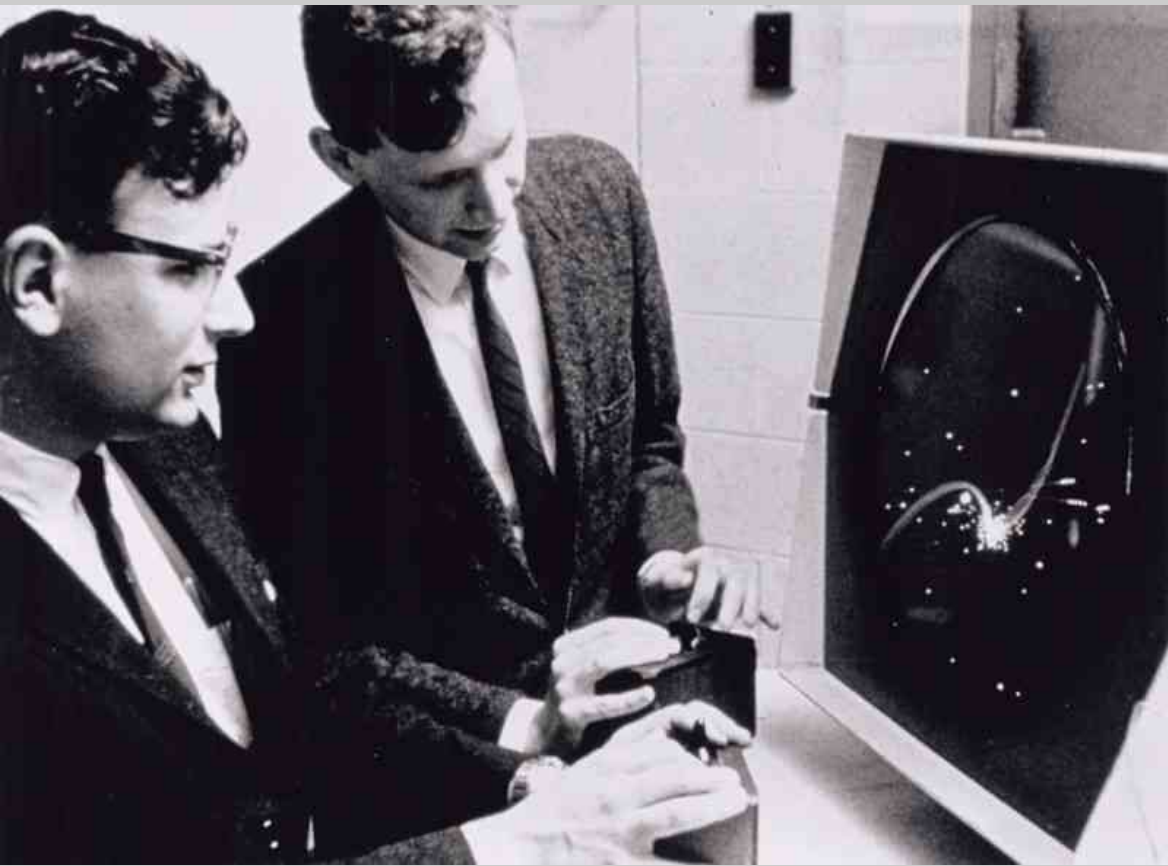
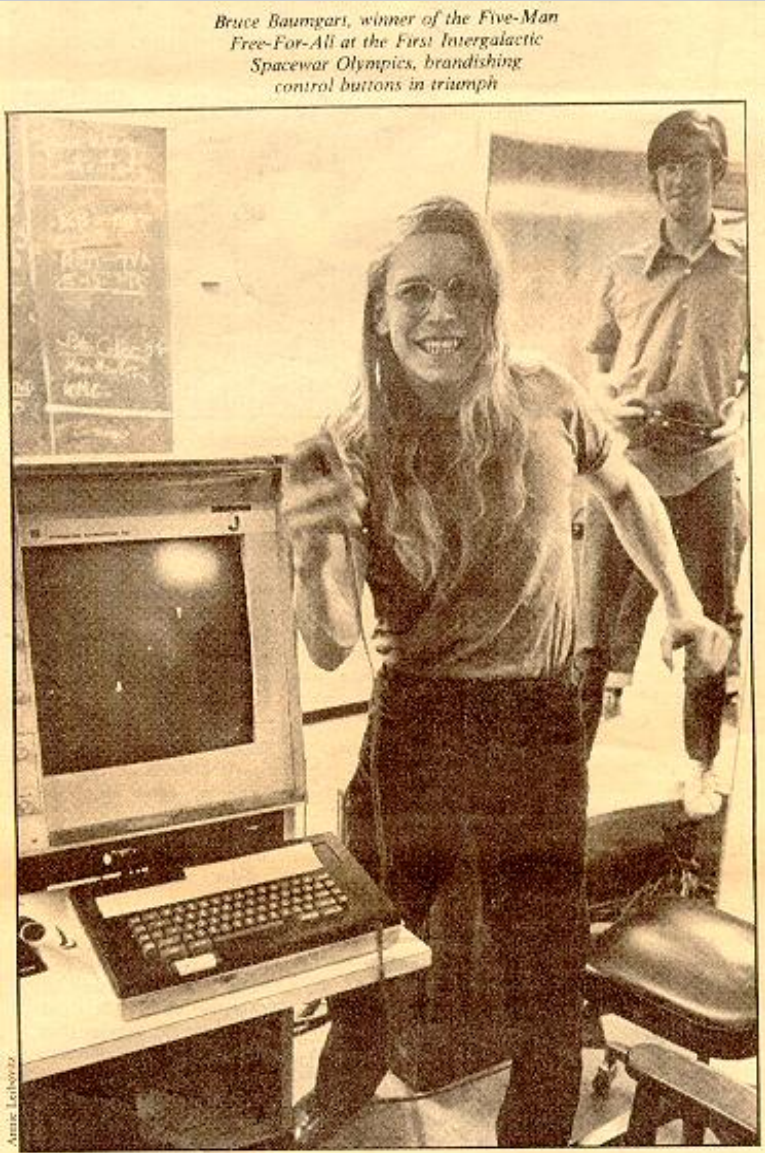


Spacewar! MIT, 1962.



Steve Russell, Alan Kotok, J. M. Graetz, et al.

The idea of playing games on computers is about as old as the computer.

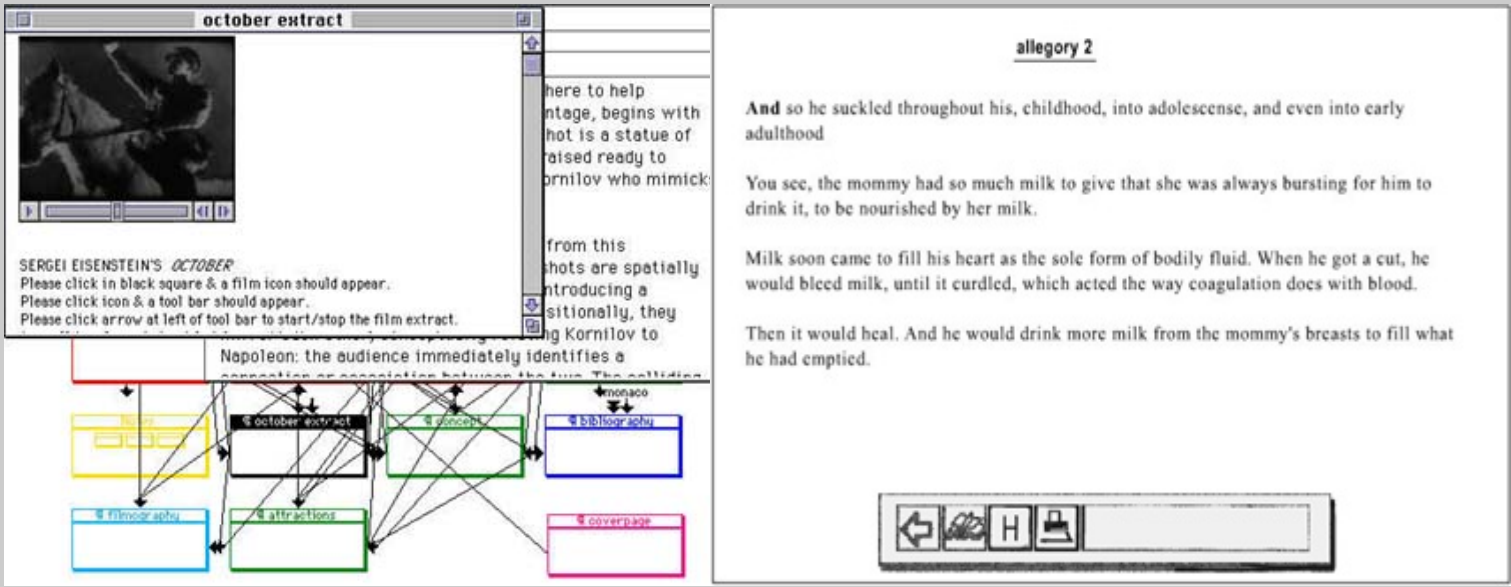


The New Cabinet of Media Curiosities



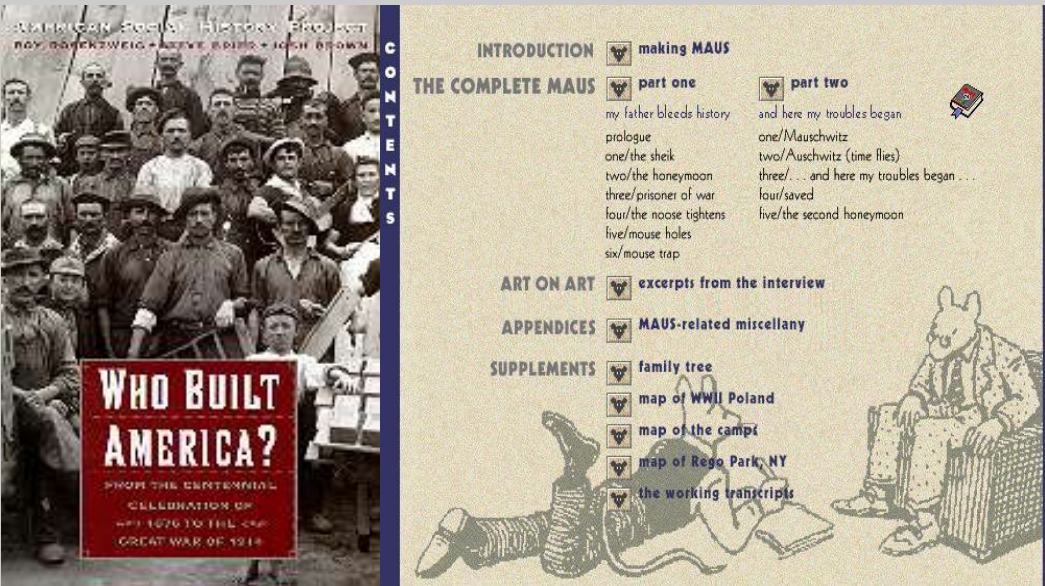
Warner New Media (Stan Cornyn)

R. Crumb Screensaver & Companion (Warner New Media, 1994); Seven Days in August (Warner Interactive, 1993)



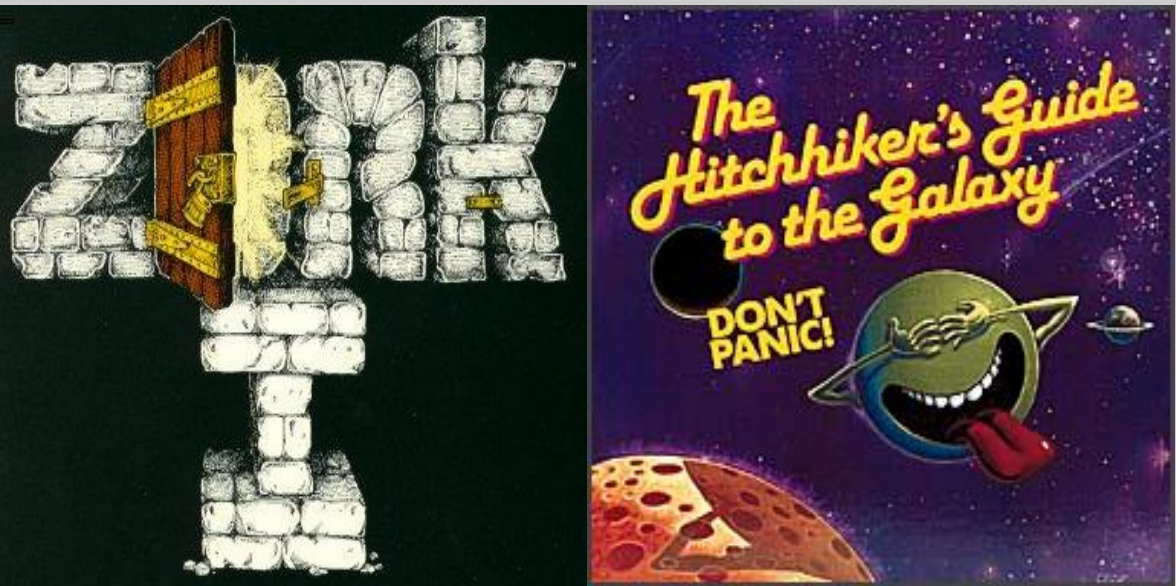
Eastgate Systems (Mark Bernstein)

Storyspace (Eastgate, 1982-); Michael Joyce, Afternoon. A Story (Eastgate, 1987)



Voyager Interactive (Bob Stein)

Who Built America? (Voyager, 1993); The Complete Maus (Voyager, 1994)



Infocom (Mark Blank, Steve Meretzky, et al.)

Zork I (Infocom, 1980); The Hitchhiker's Guide to the Galaxy (Infocom, 1984)

Plans and Projects

Build Emulation Test Beds

Build a Game Performance Archive

Build Archives of Design Documents, Source Code, etc.

Stabilize Artifact Collections in Museums and Archives

Collaborate





John Greenwood, "Sea Captains Carousing in Surinam," 1758.

Playing Art with Games

Computer Games in the Museum

Henry Lowood

Stanford University



The Secret of Monkey Island. LucasArts, 1990.

Are Games Art?



Content

Performance

Community

Text, Artifact, Performance?

Performance



The Ill Clan, "Hardly Workin'"

Performance as Play

Performance in Code

Virtual Performance

Machinima

Quake Done Quick

Scourge Done Slick

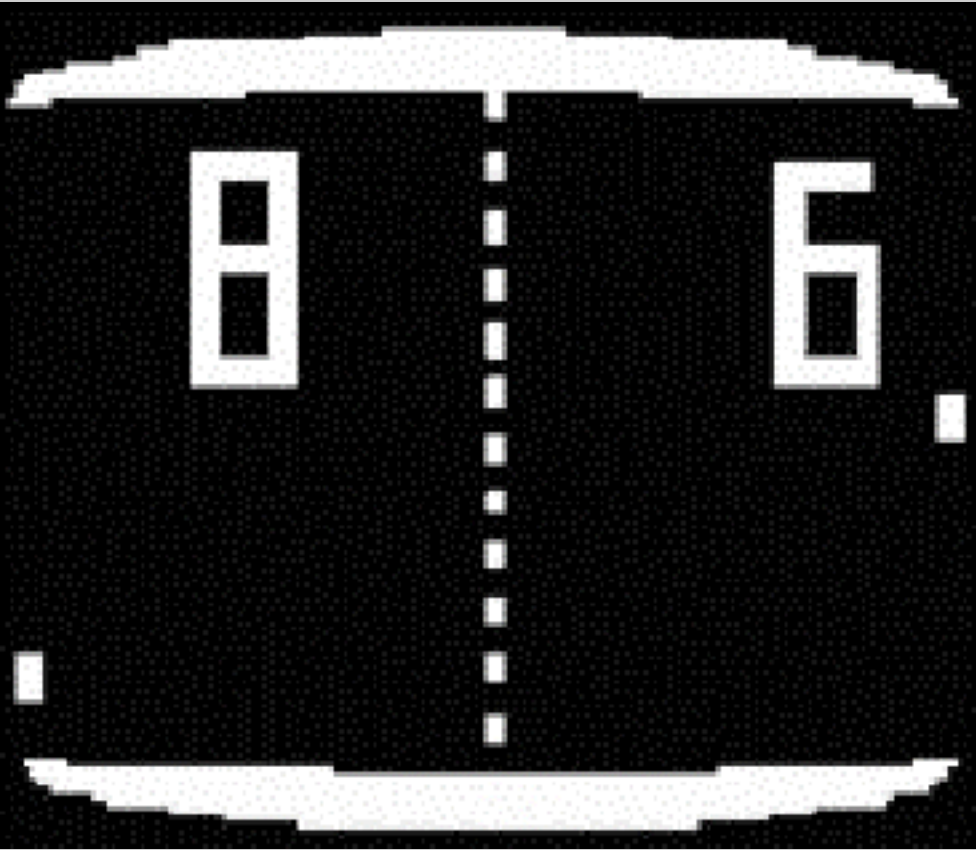
Theater / Cinema

The Ill Clan, "Common Sense Cookin'" (Quake 2)

Joe Falcione, "The Outcome" (Dark Age of Camelot)



The first game consoles were products of television technology.



Nolan Bushnell, "Computer Space," Nutting Associates, 1971

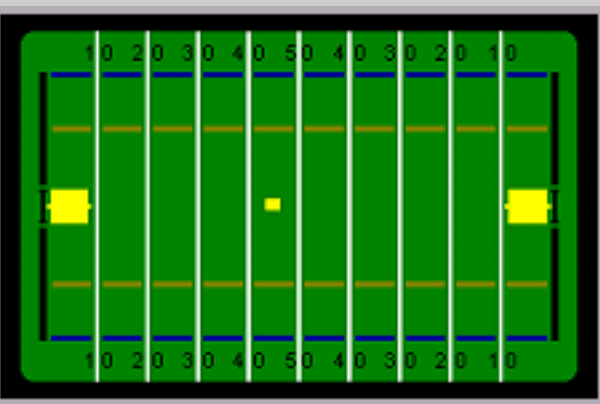
Atari (Al Alcorn and Nolan Bushnell), "Pong," 1972



Ralph Baer, "Brown Box" Sanders Associates, 1966.



Magnavox Odyssey, 1972.





Doom II



Day of Defeat mod for Half-Life
Counterstrike



Operation Flashpoint, "Baghlan Foxes" Mission

Capturing the History of community-generated content will require special attention to the variability and modifiability of software, including provisions for carefully documenting version history.



Max Payne, Kung-Fu Mod



text
artifact
performance

Basket Ball.

The ball to be an ordinary Association foot ball.

1. The ball may be thrown in any direction with one or both hands.

2. The ball may be batted in any direction with one or both hands (never with the fist).

3. A player cannot run with the ball, the player must throw it from the spot on which he catches it, allowance to be made for a man who catches the ball when running at a good speed.

~~4. The ball must be held in or between the hands, the arms or body must not be used for holding it.~~

5. No shouldering, holding, pushing, tripping or ~~striking~~, in any way the person of an opponent shall be allowed. The first infringement of this rule by any person shall count as a foul, the second shall disqualify him until the next goal is made, or if there was evident intent to injure the person, for the whole of the game, no substitute allowed.

6. A foul is striking at the ball with the fist, violation of rules 5 and 4, and such as described in rule 5.

~~7. If either side makes three consecutive fouls it shall~~

count a goal for the opponents (consecutive means without the opponents in the meantime making a foul).

8. A goal shall be made when the ball is thrown or batted from the grounds ^{into the basket} and stays there, providing those defending the goal do not touch or disturb the goal. If the ball rests on the edge and the opponent moves the basket it shall count as a

James Naismith, 13 rules of basketball, 1891



Boston Garden

Elgin Baylor



The Ill Clan, "Hardly Workin'"

High-Performance Play



Quake done Quick (FP view)



Early Machinima:



Operation Bayshield

Sampler: improv theater, movies, television, music videos, experimental video)

The Ill Clan, "Common Sense Cookin'" (Quake 2)

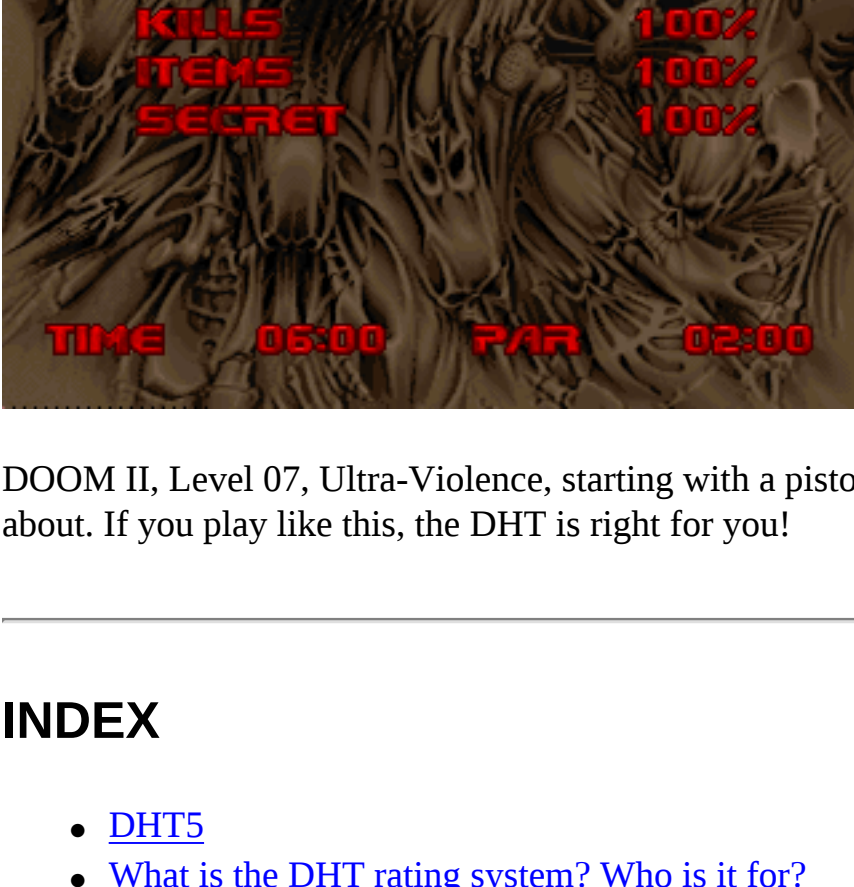
Joe Falcione, "The Outcome" (Dark Age of Camelot)

Red vs. Blue (Halo) episode

In the Waiting Line (Q3 plus Fountainhead tools, dir: Tommy Pallotta.) view

Fake Science (Half-Life. Dead on Que). View

Welcome to the DOOM Honoric Titles!



DOOM II, Level 07, Ultra-Violence, starting with a pistol, ending with 100% everything, 200% health and 200% armour. This is the sort of thing that the DHT is about. If you play like this, the DHT is right for you!

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DHT5

DHT5 is the latest revision of the rules. After going to press (well, I suppose you can call ZIP a press in some loose sense...) it has been integrated with a few very minor amendments, which you can find [here](#).

You may:

- [Download a ZIP archive with the neat Postscript version \(~130K\)](#)
- [Download a ZIP archive with the Ascii version \(~40K\)](#)
- [View the ascii version online](#)

Ignoring all the details, there are basically two things that will affect you:

- From now on, you must upload to lmps/incoming instead of plain incoming, or your exam may be lost.
- If you compete for an advanced title, you won't experience "race conditions" with the base, because now the latest base is held on the repository itself (file BASES.TXT - this will soon be a link) and will be always in sync with the latest uploads. This file, and not the latest log, now defines the currently valid base for the advanced titles.

What is the DHT rating system? Who is it for?

When you think your DOOM skills are solid and that no monster in hell can be a match for your shotgun, you have two basic ways of getting street credit. One is to win lots of DeathMatches against well-known players, and the other is to get one or more "DOOM Honoric Titles".

The DHT is a rating system that awards top players with standardised and universally recognised titles. If you feel proud and/or silly enough, you can include the relevant letters after your name in your .sig and impress your fellow DOOM players.

From the introduction to the rules:

DOOM is definitely one of the best computer games of all times, one of the few that will be remembered and quoted ten or twenty years from now. For so many nights, all over the planet, it has glued millions of people to their networked computers. As well as being tremendously addictive and technically excellent, it has an open architecture which has spawned innumerable add-ons, most notably the level editors with which other gifted designers have produced hundreds of excellent WADs. An exciting feature of the game is the ability to record the player's input in a form that can be replayed later, like a movie. The file containing the recording, known as a LMP, can then be sent to other people for viewing.

The DOOM Honoric Titles, based on LMP recording with an authentication mechanism, are the means by which good players can objectively prove to the world that they are as good as they claim. The DHT system also has the beneficial side effect of promoting the production of amazing LMPs - if you want to see some superior DOOM action, turn to the ever-growing repository of DHT exam files.

Ok, so you think you're good; how do you like the idea of calling yourself, say, a DOOM 2 Grand Master? You'll have to fight legions of monsters and record your performance for posterity. If you're up to the challenge, you earn your Title. To prove that the recording was not a fake, there is a PGP-based authentication mechanism which marks the LMP as yours and allows public verification of the title without having to trust a central examining authority. With the DHT scheme, there is no need for a judging commission: as soon as you complete the requested levels, you get your title automatically. Anybody who likes can watch the LMPs and verify that you really deserve your title.

What titles are defined?

All titles, except some of the Techno ones, are available for both DOOM (D1*) and DOOM II (D2*). The title of Master is also available for Heretic. Note that the following descriptions are for purposes of illustration only: the formal requirements for each title are stated in the "Official Reference" section.

Basic titles

Master (D1M, D2M, HM): Can do any level from scratch on UltraViolence (or Black Plague) with 100% kills.

Speedy Gonzales (D1SG, D2SG): Can do any level from scratch on Hurt Me Plenty under par. No lower threshold on kills.

Advanced titles

Tyson: (D1T, D2T): Like Master, but only using these weapons: fist, berserk, chainsaw, pistol.

Incubus: (D1I, D2I): Can do any level from scratch on Nightmare. The only constraint is to get to the exit alive: 100% kills or similar stuff is not required.

Grand Master (D1GM, D2GM): Like Master, but with the "-FAST" command line option which makes monsters as fast as in Nightmare.

Epic titles

Lightning (D1L, D2L): Can do 9 consecutive levels on UltraViolence, all under par.

Schwarzenegger (D1S, D2S): Can do the whole game consecutively on Nightmare, one big LMP for the lot.

Techno titles

LMP Doctor (D1LD, D2LD): Although using artificial expedients (a.k.a. cheats), has the technical ability to produce a LMP of any (and I mean any) level on Nightmare with 100% kills.

Hacker (DH): Can write a program that writes out a LMP of itself getting to the end of a particular level on Ultra-Violence with 100% kills. Trivial solutions, like prerecording the LMP, are obviously excluded.

Master Hacker (DMH): Can write a program that can impersonate a player in a cooperative two player setup and that, if the other player is left untouched, can finish any level on Ultra-Violence with 100% kills without ever missing a shot.

How does it work?

The titles are awarded by passing an examination. As with most examinations, this will only be a random sampling of your capacity. You won't be required to complete all the levels in the game to prove that you can do it.

You will be your own judge for the results. You will receive the text of the examination, which tells you what to do to be awarded the title you think you deserve; from then on you just have to produce the corresponding LMPs and upload them to a specific public place in a specific format to be able to add the appropriate title after your name. There is no time limit. The LMPs must be produced especially for the examination - you can't just send in your old ones. This is because there is an authentication mechanism, based on PGP, which prevents people from recycling other people's LMPs.

What do I do to play?

Get a copy of the rules ([see above](#)), read the "quick start" bit and then mail me a request for a challenge: you'll find a form for this in the ZIP containing the rules.

Latest information

NEWEST! Yeah, the registered Quake has finally made its way to the UK. I got my copy today (1996 08 23) and you can see the shrink

wrap at the bottom if you look carefully (the sealed box didn't stay on the scanner glass for long, I can tell you that!). Expect Quake Titles (and a completely new everything!) some time in the future. But not too soon, because I'll be busy playing the game myself for the foreseeable future! :-)) After all, you can look at the DHT as a way to keep your favourite game going even AFTER you'd normally lose interest in it. And, right now, you're probably STILL interested in Quake in its own right, since you just bought it...

NO LONGER NEW: You might seriously risk a CRAP if you don't follow the rules carefully. Please [read these horror stories](#) and meditate.

Here are some follow-ups to these: a letter I wrote to [Daniel Lindgren](#) and another one to [Oliver Meritlich](#).

Will there be any DHT stuff for hexen? strife? duke nukem? QUAKE? The answer is: very probably YES for Quake, but not for the others. However this will only come when I get round to doing a major overhaul of the practical implementation of the DHT (this was planned a VERY long time ago but never done), whereby you'll ask for a challenge by filling in a web form and you'll receive it immediately on the spot, without having to wait for me to process it manually. The rules will require adjustments so that things that I normally now check by hand won't have to be checked any more. I'll take this opportunity to do some extra cleanup like dealing with the advanced and epic titles that are now more or less full, as well as adding in something for the Ultimate Doom levels.

NEW: The level sets for DOOM 2 Speedy Gonzales have been changed to a much more accurately calibrated set, thanks to the joint efforts of the three DOOM experts Yonatan Donner, Mike Pratt and George Bell. (Anyone objecting to my use of "experts"? Just check for myself where they are in the [DHT Hall of Fame](#).) Without question, this is the most thoroughly researched and most accurately presented contribution that I ever received for the DHT since I started it in 1994.

I was already shocked by the amount of work that had gone into Mike's "scientific dissertation", as I called it at the time; to merge it with the other contributions, I asked him to coordinate the three of them as a working group with the task of coming up with the definitive set for D2SG. They all did a splendid job. But I would have never guessed that the best was yet to come: Mike then sent me the complete documentation of all their work, neatly formatted in HTML. So here it is - [an outstanding PhD study in DHTism](#). It makes all the other level set decisions (which were mostly my own) look amateurish in comparison.

NEW: The Speedy Gonzales titles will evolve to using UV instead of HMP, but until DHT6 comes out this will be optional. Read the official [amendment](#) to find out more.

NEW: As highlighted in the excellent [document](#) prepared by Uwe Girlich, Quake's LMP format (called DEM) is much more easily editable than DOOM's. As such, it will not be possible to issue Honoric Titles for Quake based on exactly the same principles as I did for DOOM since 1994: it would be pointless to go through pgp authentication of the challenge when the exam file itself could be made up from scratch!

I thought a lot about this, envisaging many possible scenarios (one of them being: no QHT at all) and the solution I am happiest with is to base the Quake titles entirely on the honour system. They will NOT have a dance, to make it clear that they don't have the same level of authenticity and certification as the DOOM ones. But apart from that there will be challenges, free interps and all the rest of it.

Amendments to the rules

There have been a few minor amendments to the rules after I issued DHT5. They weren't worth the hassle of me producing yet another (DHT6?) version and of you printing another 20 pages worth of stuff, so for now they are only accessible through here.

- [This](#) amendment tells you whether a free interpretation can add into the base or not. (The short answer is "yes but".)
- [This](#) amendment tells you that for DOOM 2 Schwarzenegger you're now allowed to split your mega-lmp in three pieces.
- [This](#) amendment tells you that you can use "Thy Flesh Consumed" in your D1* free interpretations.
- [This](#) amendment explains that you can and should use The Ultimate DOOM, which has a slightly different WAD at least in E1M1, for all your D1* titles.
- [This](#) amendment (960515) tells you that you can use "Thy Flesh Consumed" to expand the base of your D1* advanced title.
- [This](#) amendment (960723) tells you that D*SG titles can now optionally use UV instead of HMP. This will become mandatory in DHT6, but is optional now.

Log

- The [DHT3 log file](#), listing all the challenges issued before version 4 came out, can still be viewed from here.
- The [DHT5 log file](#), for challenges from version 4 onwards, is available here.

The date found on the last line of the log is the last time I issued any challenges. If you requested one after that date, you won't be in the log. If such is the case, don't panic: I generally issue a new batch every fortnight.

Hall of fame

"Can I see somebody else's exams?" I hear you say? Of course! Just go to the repository or one of its many mirrors:

(Note that this list has been generated from a r.g.c.d.announcement posting that is supposed to list all the current mirrors, but some of them may be down at the time of your visit. Also, only those with the star work as web servers too, the others are just ftp.)

- California: <http://ftp.cdrom.com/pub/ldgames/lmps/dht-exams/hall-of-fame-no-tables.html>
- Oregon: <http://ftp.orst.edu/pub/doom/lmps/dht-exams/hall-of-fame-no-tables.html>
- Utah: <http://ftp.utah.com/pub/games/doom/lmps/dht-exams/hall-of-fame-no-tables.html>
- Arizona: <http://ftp.infomagic.com/pub/ldgames/lmps/dht-exams/hall-of-fame-no-tables.html>
- Wisconsin: <http://ftp.uwv.edu/pub/games/id/home-brew/doom/lmps/dht-exams/hall-of-fame-no-tables.html>
- Virginia: mirrors.aol.com/pub/pc_games/doom/
- New York: doomgate.cs.buffalo.edu/pub/ldgames/
- England: <http://ftp.dungeon.com/pub/msdos/games/ldgames/lmps/dht-exams/hall-of-fame-no-tables.html>
- France: <http://ftp.calvacom.fr/pub/pc/doom/lmps/dht-exams/hall-of-fame-no-tables.html>
- France: <http://ftp.jussieu.fr/pub/ldgames/lmps/dht-exams/hall-of-fame-no-tables.html>
- Germany: <http://ftp.fu-berlin.de/pc/msdos/games/doom/lmps/dht-exams/hall-of-fame-no-tables.html>
- Austria: linux.tu-graz.ac.at/pub/ldsoftware/
- Sweden: <http://ftp.luth.se/pub/games/doom/lmps/dht-exams/hall-of-fame-no-tables.html>
- Sweden: <http://ftp.sunet.se/pub/pc/games/ldgames/lmps/dht-exams/hall-of-fame-no-tables.html>
- South Africa: <http://ftp.sun.ac.za/pub/msdos/ldgames/lmps/dht-exams/hall-of-fame-no-tables.html>
- Taiwan: ncucca.edu.tw/PC/games/DOOM/
- Australia: <http://ftp.dstc.edu.au/pub/pc/games/ldgames/lmps/dht-exams/hall-of-fame-no-tables.html>

These links send you to the all-new "DHT Hall of Fame" page, which indexes all the exams marked as DONE in the latest log. The exams are sorted according to various criteria (by title, by author, by date, by who's got the most titles...) and for every exam you get two links: one to read that exam's description online and one to download the exam. The good news is that these links are all relative, so they work right on the mirror that you choose to use.

If you have 5 or more titles marked as DONE in the log, you have the right to put your picture and/or a link to your web page in the DHT Hall of Fame! Mail me for more info if you qualify and I'll tell you what to do.

Are there any more LMP competitions around?

For history, the first organised attempt I can recall is that of Chris 'Strunoph' Norman (cbnorman@undergrad.math.uwaterloo.ca, [Christina Norman](#) in real life - she went by Chris at the time only as an experiment to see if people would treat her differently on the net), who in January 1994 started the LMP Hall of Fame. The completed collection can be found on the main DOOM ftp site. I don't think she accepts any more LMPs.

I think that my own DHT, started in May 1994, qualifies as the next significant initiative. The LMP Hall of Fame was inspirational to me, but I felt it missed something in that you could never be sure that the LMPs belonged to those who had sent them. Pondering on this I eventually came up with the idea of the authentication dance and of the PGP-signed challenges, which are the conceptual bases of the DHT.

Another initiative is that of maltos@swilake.crl.ac.uk, who in December 1994 opened an ftp site (<http://brains.cc.rl.ac.uk/ftp/pub/DoomLMPs>) dedicated especially to LMPs. This was originally prompted by the fact that, at some point, the main DOOM ftp site (then infant2.sphs.indiana.edu) closed its doors to LMPs because they were short on disk space. Simon proposed a few challenges to be met and invited people to submit their LMPs. This competition is still open at the time of writing, but its home has now moved to the main repository, <http://ftp.cdrom.com/pub/doom/lmps/COMPET-3V>. There are several categories of LMPs, some rather similar to those of the DHT and some original. There are also categories based on improving a minimum time to complete the level, so that unlike what happens in DHT you can definitely say that you're (so far) the best of all those who entered. The system is quite open and you may even suggest new categories if you have a good idea. For more info, pick up the rules from the site itself, or [mail Simon](#).

Another initiative was an International DOOM LMP competition, started by <mailto:Mag8@aol.com> of H2H BBS and others in May 1995. It was supposed to be a real competition, with real prizes offered by sponsor companies. It looked very good indeed and was well organized. It went on for three months, during which the organizers kept everybody informed of what was going on by issuing frequently updated logs. Maybe you can still find something at <http://ftp.cdrom.com/pub/doom/lmps/H2HMud/info/H2H-pack.zip> and on the [official H2H web page](#). However H2H turned out to be a rip-off: I, for one, won some prizes (2 CDs and other stuff I've now forgotten about) and got e-mail telling me so; however, notwithstanding repeated reminders from me to them and repeated assurances and apologies from them to me, I never actually *received* anything. Almost a year later, completely fed up by this attitude, I posted a query to the doom .announce newsgroup to poll other players, asking anybody who had received anything from H2H to please let me know. But no one ever sent me an affirmative reply. So there.

Want to see some real action?

This section has been made obsolete by the introduction of the "Best of the Best" section in the [Hall Of Fame](#). If you want to look at absolutely exceptional stuff (including, at the time of writing, three out of four Epic titles), go there. But I thought I'd keep the old text of this section around, just for history.

E1M3 on nightmare. They said it couldn't be done. Well, someone did it. I think he's the greatest nightmare player in the world-- Steffen Winterfeldt. [Here is his LMP](#). You'll need DOOM 1.2 to play it back. It's not a DHT thing, he just sent it to me privately. And [here is the description](#) he sent me.

I wrote on this page that Steffen had also sent me a nifty MAP07-NM under par, which I couldn't find any more. Tom Mustaine took up the challenge and produced one: look at the free interpretation of his D2SG-TWM exam.

Other virtuoso performances I'd like to recommend are part of the DHT exams: DM-TJV (the first "tyson-style" performance), DT-PK (the first and only Tyson title conquered under the old, tougher rules) and D2GM-JRM (the first "Grand Master" ever awarded, and in fact the first advanced title that was conquered under the new rules).

But I particularly want to mention the outstanding work of Jonathan Hood: he was the first DooMer in the world to conquer an Epic title (you know, the ones that are once-only). Check out D1L-JRH, and you'll find that he wildly exceeded the required specifications: he did *all three episodes* as Lightning! As if this wasn't enough, he also graduated to D2L-JRH and now owns no less than twelve DHT5 titles.

Coming close behind him is Phidias Bourlas with nine DHT5 titles plus a DM from DHT3. And all this with keyboard only and a 386! His brilliant recordings really put us mousers to shame.

And I still haven't seen all those that sound worth checking from their description! But, at last, I've written a filter that looks at the DONE entries in the log and compiles a [Hall Of Fame](#). Check it out, it's well worth it!

The DOOM Zoo

Putting Java to work, you can cage DOOM monsters inside web pages in such a way that you can rotate them with your mouse to have a good look at them from every angle.

This was my first applet, written in September 1995, when the only browser that would display it was the crappy and crash-prone HotJava. But it was such great fun to be there with the pioneers! Then the Java toolkit changed, and the applet stopped working.

It took ages, but I finally sat down and converted it. [Have a look](#) if you like.

New DOOM Honoric Titles for the masses! :-)

Note for the humour impaired: *please DON'T send me requests for such titles!* You'd think that such a warning would be superfluous, but then you haven't been managing the DHT mail for more than a year...

The creative self-irony of George Bell (bell@advtech.uswest.com) generated the following, which I found amusing, so I decided to put it here. He emailed me saying:

Hi Frank,

I have been honing my DOOM skills to try out for a DHT, and I think you might want to add some new titles for those of us who aren't (yet) DOOM Gods ... ;')
What do you think?

Moron: *Can do any level from scratch on "I'm Too Young To Die", finishing in over an hour with no ammo, <50% Kills, 0% Secrets, <10% Health and 0% Armor.*

Grand Moron: *Like moron, only with the -nomonsters option.*

TightWAD: *Can do any level in the shareware version from scratch in Ultra Violence but has never paid for or played the real game.*

Slasher: *Can fire the BFG in a room full of monsters at least 6 times in a row aiming at them but without killing a single one.*

Triger Happy: *Dispatches 4 lmps in a row at point blank range using rockets without dying (yes, you can start at 200%, 200%).*

Wimp: *Can start any level from scratch on "I'm Too Young To Die" and die in under 10 seconds.*

Gumby: *Can do any level from scratch on Ultra Violence without using the strafe buttons.*

Grand Gumby: *Like gumby but without the speed button as well.*

Supreme Idiot: *Has managed to die at least twice in god mode.*

Cheers,

-George Bell

- Back to [the DOOM zoo page](#)
- Back to [the DOOM Honoric Titles page](#)
- Back to [Frank's DOOM page](#)
- Back to [Frank's home page](#)

Last time I checked (1996 07 14), this page had been accessed more than 31000 times from outside the cam-orl.co.uk domain. Keep those accesses coming! This list is by far the most visited of the "private" pages on the whole www.cam-orl.co.uk server and I'm proud of it. (For the latest count, search for "-fms/dht.html" in the [statistics](#) for this server.)

Originally written with tkHTML 2.1 on 1994 12 07. Last updated 1996 08 23.

NoSkill Memorial Site

April 22, 1978 - Dec. 26, 2001



[chunkk] ladies and gentlemen..its as simple as this...
noskill is doomgod..and im right after him



Chris "NoSkill" Crosby and his son, Jacob *

Who was NoSkill?

NoSkill was one of the earliest, high-skilled Doom2 Deathmatch players. He was known as the original "Doomgod" and was active around 1994-1996 (demos I have span May, 1995 through April, 1996). At the time he was best known for his Doom2 Map11, Map7 and Map1 games, and reportedly liked Map3. He played modem-to-modem doom, primarily.

Why is this a "memorial" site?

Noskill died in an unfortunate 1-car accident that occurred on December 25, 2001. He was a passenger in a car on a ramp leading from northbound I-65 to northbound I-465 around 4:50PM, in North West Indianapolis, and the car ran off the ramp. Local troopers believe that the car was going too fast for the ramp. NoSkill's name in real life was Christopher Crosby, and he was 23 at the time of his death. He was married to Nicole Crosby and had a son named Jacob.

Update: 4/23/02 : Mynx emailed with some additional information that we did not have before. It turns out that Chris was actually wearing his seatbelt at the time of the accident (we were told before that he was not). However, the driver of the car, his friend David, was not. The new information as it was emailed yesterday by his wife, Nicole Crosby, reads as follows:

>>Chris was wearing his seatbelt. David was not. David was partially ejected
>>and landed with his rear end on Chris's head/side, his head and chest out
>>the back of the 2 door car.
>>
>>Chris died on impact basically from being shook so hard his brain couldn't
>>handle it. David survived and didn't get completely ejected because he
>>landed on Chris.

How do you know it was him, for sure?

The accident was described on the website of a local newspaper, [The Indianapolis Star](#) , and a long-time acquaintance of NoSkill named [Mynx](#) has verified both his name and the description of his family as it appears in the obituary. The newspaper's sites referring to the accident and the obituary are no longer available on the website due to their age, but screenshots of the websites have been preserved locally, and can be viewed here: [accident.gif](#) and [obituary.gif](#) .

Why was NoSkill special to Doom2?

He was among the first players to develop a sophisticated Map1 game.

He was among the group of players that first developed a highly-skilled Map11 game.

He was, to our knowledge, the first player to be referred to as "Doomgod". This was originally a singular term, referring to the one highest-skilled active player. The term has changed over the years to permit multiple Doomgods.

Thorough analysis of his Doom2 recordings shows that he used an extremely uncommon keyboard and mouse configuration known as "Mouse+Keys Assist". It had no official differentiation from normal "Mouse +Keys" until recently. The difference can be summarized this way: He used the mouse primarily for movement, and the keyboard as a comparatively minor aid. This config requires extremely high mouse sensitivity to be used skillfully. Detailed technical information about Mouse+Keys Assist configurations will probably be written about soon.

Are there any NoSkill recordings around?

These are all of the recordings available on Doom2.net to date.

Players and download	Dates	Map
NoSkill vs. "Meg"	May 21, 1995	Doom2 Map11
NoSkill vs. Avatar	May 27, 1995	Doom2 Map 1
NoSkill vs. Stoney	June 3, 1995	Doom2 Map 7
NoSkill vs. EvilGenius	August 10, 1995	Doom2 Map 1
NoSkill vs. "Sil"	September 16, 1995	Doom2 Map 3
NoSkill vs. Smight	October 15, 1995	Doom2 Map 1
NoSkill vs. TrueChamp	December 29, 1995	Doom2 Map 1
NoSkill vs. Arcademan #2	March 31, 1996	Doom2 Map 1
NoSkill vs. Arcademan #3	April 3, 1996	Doom2 Map 3
NoSkill vs. Hawk	around April 4, 1996	Doom2 Map 1

A zipfile containing all of the above demos can be [downloaded here](#).

If you have material you would like to submit for use (pictures, unpublished demos, information, whatever), you are welcome to send it to bahdko@erols.com .

Links to other sites

[Nicole Crosby's Memorial Site](#)

[Mynxisms December archive](#)

Additional credits:

Thanks to John Castelli for providing the Nos. vs. Hawk demo

* Many thanks to Nicole Crosby, NoSkill's wife, for making this title picture of NoSkill available.

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Welcome to Machinima58 movie files

The Machinima Archive is dedicated to the academic investigation and historical preservation of the emerging art form known as machinima. Machinima is filmmaking within real-time, 3D virtual environments, often appropriated from existing video game engines. High-quality new machinima of all kinds are regularly added to the archive for your perusal.

The Machinima Archive is a collaborative effort between the Internet Archive, the [How They Got Game](#) research project at Stanford University, the [Machinima Academy of Arts and Sciences](#), and [Machinima.com](#).

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Movie Spotlight

This spotlight movie highlights an interesting topic chosen by our staff.



[Anachronox - Part 01 of 13](#)
After a nasty run-in with a former business associate, Detective Sly Boots sneaks off in search of work.

Picture coming soon

Produced: 2001

Sponsor:

Producer:

Keywords: [machinima](#); [anachronox](#); [jake hughes](#)

Run Time: 8:17

Downloads: 40

Reviews

Average Review: no reviews

[Write or revise a review...](#)

Top Batting Averages?

1. [The Matrix \(Halo Remix\)](#)
Batting Average: 43.2%

2. [Red vs. Blue - Episode 02 - Red Gets a Delivery](#)
Batting Average: 41.9%

3. [Red vs. Blue - Episode 01 - Why Are We Here?](#)
Batting Average: 41.6%

4. [Red vs. Blue - Episode 03 - The Rookies](#)
Batting Average: 40.1%

5. [Red Vs. Blue - Episode 13](#)
Batting Average: 39.9%

[More...](#)

Most Viewed Films

1. [Red vs. Blue - Episode 0 - Introduction](#)
558 downloads

2. [Red vs. Blue - Episode 01 - Why Are We Here?](#)
276 downloads

3. [Red vs. Blue - Episode 03 - The Rookies](#)
214 downloads

4. [Red vs. Blue - Episode 02 - Red Gets a Delivery](#)
212 downloads

5. [The Matrix \(Halo Remix\)](#)
135 downloads

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3. [rvb](#)

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1. [Lenny and Larry Campaign](#)

2. [Anachronox - Part 01 of 13](#)

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Subject	Poster	Replies	Views	Date



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Run Time: 8:17

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Anachronox - Part 01 of 13

2001

After a nasty run-in with a former business associate, Detective Sly Boots sneaks off in search of work.

Production Company: Jake Hughes
Audio/Visual: sound, color
Keywords: [machinima](#); [anachronox](#); [jake hughes](#)

Average User Rating: no ratings Viewed **40** times

Reviews

[Be the first to write a review](#)

Credits

TITLE: Anachronox - Part 01 of 13
CREATOR: Jake Hughes
GAME: Anachronox
GAME DEVELOPER: Ion Storm
GAME PUBLISHER: Eidos Interactive
GAME ENGINE/MACHINIMA TOOL:
RUNNING TIME: 8:17
DATE: July 2001
PERFORMERS:
COUNTRY: USA
LANGUAGE: English
NOTES:



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Contributors

Simon Carless

[Top Level Contributors](#)

Rights

The classic software titles CLASP is privately preserving retain the copyright placed on them by the rights holders. We are not making any disc images available here unless we have specific permission from these rights holders.

In a limited number of cases, we are contacting the rights holders and are hoping to obtain specific permission to host freely distributable disc images of their software.

If you are a rights holder who is in a position to make any of these obsolete titles available, please [contact us](#).

Welcome to the CLASP Software Preservation Project Homepage

Beta test version

The Classic Software Preservation Project, or CLASP Project for short, was founded by the non-profit [Internet Archive](#) in January 2004 to help permanently archive classic, obsolete retail software from the late 1970s through the early 1990s.

There are tens of thousands of videogames, utilities, and other programs which are in danger of being lost forever, because they're stored on fragile magnetic media, which has a life of anywhere [between 10 and 30 years](#). Therefore, the Archive is working to acquire copies of original consumer software of that era, then, with the help of our technical partners, making perfect digital copies of these rapidly decaying floppy discs. We will then lock the data away in our vaults for safekeeping, until either the copyright expires on the titles in question, or the companies who own the rights to the software make the titles freely available.

In order to allow us to do this important work, the Internet Archive [successfully lobbied the Copyright Office](#) in October 2003 to allow an exemption to the Digital Millenium Copyright Act, allowing access circumvention for the specific purpose of archiving obsolete software.

Please note that we are not making any of this software available unless the rights holder has specifically allowed us to do so. Obsolete software still has rigorous copyright standards applied to it. But by the time copyright does expire, these important digital artefacts won't exist anywhere in their original form, which is why we're privately archiving now and making public where possible.

However, we have constructed a public database (including basic information, box and disc scans) of each piece of successfully archived software, so progress/metadata can be well-documented.

Technical Aspects Of The CLASP Software Preservation Project

The Internet Archive's technical partners on the CLASP Software Preservation effort are the [Classic Amiga Preservation Society](#), an amazing technical collective who have started off by making an effort to archive the Commodore Amiga's classic software collection, and are now moving on to look at other formats. The Internet Archive is working closely with this independent body in order to institute universal standards for software archiving, both with regard to XML metadata and actual disc image formats.

The Classic Amiga technical developers are creating tools that can read a disk at a very "low level". In fact, they can literally pick the bits off the disk surface. This is not usually possible, because what you read through the floppy disc controller is not what is actually stored on the disk surface. This IPF technology technology took over two years to develop, and is adaptable over multiple formats and media.

We've will shortly be posting a technical introduction CLASP's Software Preservation, for those interested in learning more about the complex details of preserving software properly.

Physical Donations?

The Internet Archive needs physical donations of classic retail software, so we can collect data and archive physical media next to digital archival copies. We're especially looking for original, boxed software collections in PC, Atari ST, and Commodore Amiga formats, but are also very interested in acquiring significant (20 to 1000+ titles) floppy disc-based collections of classic boxed retail software for all major obsolete formats, including Apple II, TRS-80, Commodore 64, and so on. Please

[contact us](#)

if you have a collection you're willing to donate for this good cause.

Initial Beta Entries In Database Of Privately Archived Software

[Block Out](#) (Amiga)

[Blood Money](#) (Amiga)

[Dungeon Master](#) (Amiga)

[Gauntlet II](#) (Amiga)

[Hacker II](#) (Amiga)

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Internet Archive Gets DMCA Exemption To Help Archive Vintage Software



Internet Archive Gets DMCA Exemption To Help Archive Vintage Software

In 2003 the Internet Archive, as part of research into vintage software archiving, discovered possible archiving issues involving the Digital Millenium Copyright Act. This could make it impossible to legally archive early computer software and games, even for accredited institutions wishing to store limited amounts of non-distributable, archival images.

It's vital to make proper archival copies of these artefacts, because the life of magnetic media such as floppy discs has been estimated at 10 to 30 years. Time is running out to properly archive much of this large body of work for safekeeping, to ensure it lives out its term of copyright and is available (in the short-term, under suitable copyright-constrained means) for posterity.

The Copyright Office holds a [rulemaking proceeding](#) every 3 years to:

"determine whether there are particular classes of works as to which users are, or are likely to be, adversely affected in their ability to make noninfringing uses due to the prohibition on circumvention of access controls."

As part of this rulemaking process, the Internet Archive submitted an [initial comment](#) in early 2003, and followed this up with a [reply comment](#) giving further examples of classic software that might be lost if access controls could not be circumvented.

Following deliberation, the Copyright Office ruled in late October 2003 that [four exemptions should be added](#) to the anti-circumvention clause of the DMCA, to be valid until the next Copyright Office rulemaking in 2006, including two that are related to the Internet Archive's original comments:

- *Computer programs protected by dongles that prevent access due to malfunction or damage and which are obsolete.*
- *Computer programs and video games distributed in formats that have become obsolete and which require the original media or hardware as a condition of access.*

With the aid of these exemptions, the Internet Archive is continuing its work with institutional and technical partners to research and archive this [at-risk software](#), and would like to thank all those who worked hard to help us achieve our goal.

The Games
(in alphabetical order,
according to game title)

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The Stephen M. Cabrinety Collection in the History of Microcomputing at Stanford University consists of several thousands of pieces of computer hardware and software. Dating primarily from the 1980s and 1990s, the collection chronicles the formative era of personal computing, specifically computer gaming.

This site describes the videogame portion of the collection, which documents the rise of computer games, with a focus on games for Atari, Commodore, Amiga, Sega, Nintendo, and Apple systems. The site includes a full listing (left) of the computer games in the collection, some of which are linked to [scans](#) (available shortly) of their entire original documentation (box, manual, etc.).

The collection is held by the [Department of Special Collections](#) of the Stanford University Libraries.

[Scope & Content](#)

[About Stephen M. Cabrinety](#) - A brief biography of the donor.

Links to videogame-related resources at Stanford University:

- [How They Got Game: History & Culture of Interactive Simulations and Video Games](#)
- Winter 2000 course offering: [History of Computer Game Design: Technology, Culture, and Business](#) (STS 145/HPS 163).

Other related resources at Stanford:

- [The Microcomputer Revolution](#)
- [Stanford and Silicon Valley Archives Project](#)
[Access to Silicon Valley Archives](#)
[Stanford and the Silicon Valley Oral History Series](#)
[Microelectronics in Silicon Valley](#)
- [Engelbart's Unfinished Revolution](#) - A day-long, public symposium held on December 9th, 1998 to commemorate and reflect upon Doug Engelbart's vision of computing as put forth in 1968. Videos can be viewed [here](#).
- [MouseSite](#) - A resource for exploring the history of human computer interaction beginning with the pioneering work of Douglas Engelbart and his colleagues at Stanford Research Institute in the 1960s.

A few external links to history of gaming related pages:

- ["History of Computer Graphics \(CG\)"](#), a timeline by Terrence Masson for the Visual Effects Resource Center.
- [videogames.coms History of Video Games](#) Article by Videogames.com offers a history of video games from 1971 to the present. Includes prehistory and related links.
- [Review Palace's Gaming History Article](#) written in 1998 profiles classic gaming consoles such as the Atari and Intellivision and offers details on game emulators
- [I.C. When](#) Donald A. Thomas, Jr provides an extensive resource for classic video and computer games history including articles and a timeline.
- [History of Home Video Games Homepage](#) Web directory to sites for games consoles past and present. View by year from 1972, or by console name.
- [VIDEOTOPIA](#) Official site for this traveling museum exhibit chronicling the history of mankind's first interactive media - the video game.

You will need Adobe Acrobat Reader
(at least version 3.01) to view these pages.
The Acrobat Reader is available from the
[Free Adobe Acrobat Reader Software](#) page.

Site created and maintained by [Colyn Wohlmuth](#), Stanford University.



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- [Miscellaneous software](#)
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- [Hardware](#)
- [Peripherals and Realia](#)
- [Documentation](#)

Descriptive Summary

Title:

Stephen M. Cabrinety Collection in the History of Microcomputing, ca. 1975-1995

Collection number:

Special Collections M0997

Creator:

Cabrinety, Stephen M.

Extent:

815.5 linear ft.

Repository:

[Stanford University. Libraries. Dept. of Special Collections and University Archives.](#)

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NEWS

DiGA cooperates with "Wizards of Os" Conference

Sab, Wednesday, May 26, 2004, 11:09

The WOS Conference is one of the biggest events about "The Future of the Digital Commons" in Germany. We are very happy to be responsible for two panels about the preservation of complex digital artifacts exemplified by computer games. We invited highly regarded specialists from the library sector up to the emulator community.

Henry Lowood (Curator for History of Science & Technology, Stanford University Libraries, USA), **István Fábián** (Classic Amiga Preservation Society C.A.P.S., Hungary), **Jürgen Buchmüller** (Multiple Arcade Machine Emulator (MAME), Germany), **Simon Carless** (Software Curator at the Internet Archive, USA), **Karsten Huth** (Librarian, Humboldt University, Germany).

The event will take place in Berlin on the 10th and 11th of June 2004. The panel will be held in English, and it is planned to stream all sessions via the 'Net (at least in audio).

Major Work about Preservation of Video Games

al, Tuesday, April 20, 2004, 11:58

Recently one of the first major works on the preservation of computer games from inside the librarian sector was finished. In his thesis, the Berlin-based librarian Karsten Huth develops a strategy (including a complete metadata scheme) of how this task could be handled. You can download the (German) work "Problems and solutions of software preservation using video games for the Atari 2600 and the C64 as an example" from our site (2.3 MB, 144 pages). In addition, we are very happy to welcome Karsten Huth as the latest Diga member.

DiGA on the air

Sab, Wednesday, April 14, 2004, 14:15

DiGA will be featured in the radio show "Games Talk" on the Berlin-based radio station reboot.fm on Sunday, April 18, at 3 pm (CEST). Studio guests will be Andreas Lange and the librarian Karsten Huth, who lately finished his thesis about the preservation of computer games. The 90 min. lasting programme is in German language and will be broadcast in Berlin via 104.1. There is also a live stream on the net at http://reboot.fm
The show can be downloaded in an .ogg format (e.g. Winamp) here.

New Permanent Game Exhibition in Germany

al, Friday, February 13, 2004, 15:15

According to the German Association of Leisure Software Publishers (VUD) its members opted for a new "Concept of Communication" at the last general meeting in January. One of the key elements will be a permanent exhibition about the history of digital entertainment culture. The Berlin Computer Game Museum was appointed to design and manage the show which is planned to open this year.

"In our archive all titles can be downloaded legally. Please observe, however, the particular forms of restriction for the individual releases. In the past all games were used solely on a commercial basis. Some are still on sale.

The contribution of the licencees with regard to the preservation makes these games available provided the license restrictions which can differ from case to case are being taken into account.

The preservation of games would have been impossible without the impressive achievements in the Emulating Community. So now we have a situation where emulators for all historic game- and homecomputer platforms are available. The handling of these games on contemporary computers is only possible if they are run with the aid of adequate emulators. We will provide information about where to find the suitable emulator for downloading."





Playing History with Games

EMG, 14.VI.04

Henry Lowood <lowood@stanford.edu> <650-723-4602>

Stanford University Libraries