

Why we thought it was a good idea to build a DACH games database

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Hochschule der Künste Bern
Haute école des arts de Berne
Bern University of the Arts



Confoederatio Ludens

Swiss History of Games, Play and Game Design 1968-2000

- 20 Researchers
- 4 Universities
- Runtime 2023 - 2027

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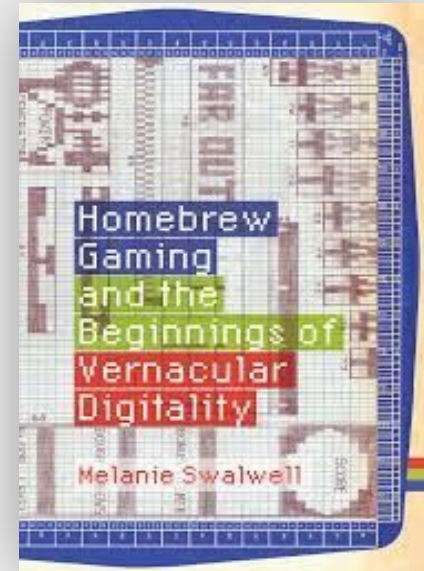
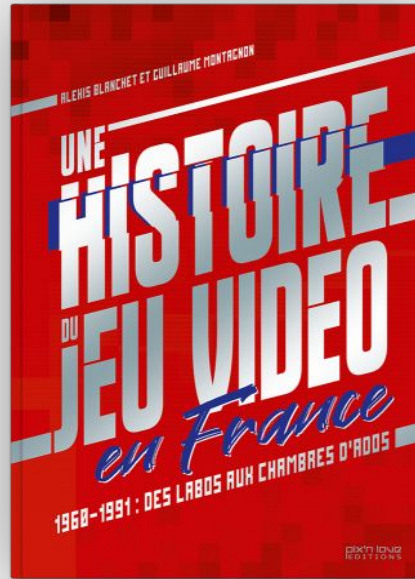
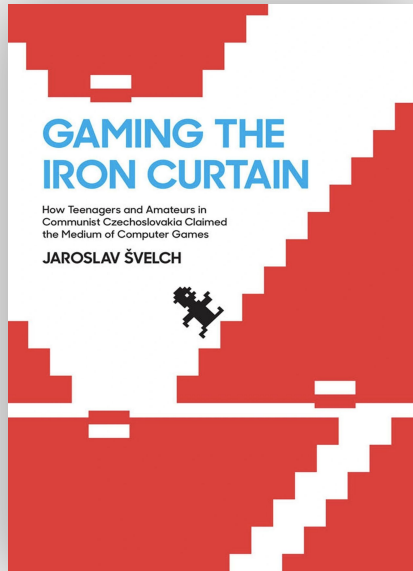
Origins of the database - A Contre Histoire I

- Dominating US-Japanese master narrative
- Focus on mostly male, white geniuses and innovators
(who often implemented their visions against the spirit of the times)

- Marginalizing other video game development histories
- Developer networks had formed in the EU around popular microcomputers
(ZX Spectrum, Amstrad CPC, C64, Amiga and MS-DOS-compatible computers)

Origins of the database - A Contre Histoire II

- Recently, focus shifted towards regional and national digital games histories.



History of video games in the DACH-Region

Several research projects underway

- SNF-Sinergia project “Confoederatio Ludens”
- Weave project with Austrian, German and Swiss participation in planning

No overview of the source situation possible presently

- Creation of DACH database 2022 - 2023 and first draft published in 2023 in open access
- Not introducing a new standard, rather sparing colleagues these work

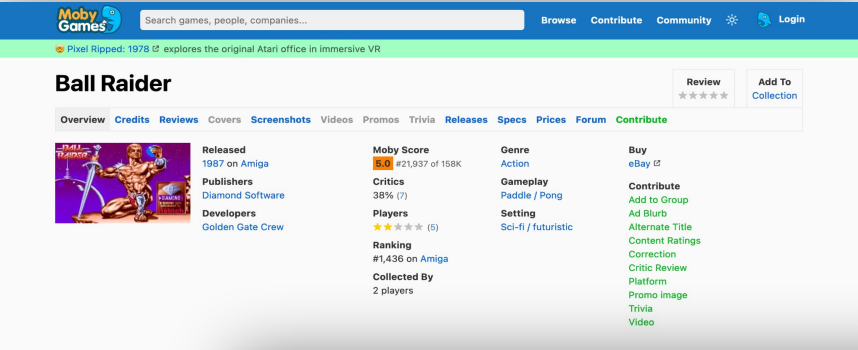
Sourcebase

On the incompleteness of already existing game databases for the German-speaking countries, and the search for and creation of new sources.

Sources & Platforms

- General knowledge databases
- General games databases
- Games databases with specific focus

Entries of the game **Ball Raider (1987)** on the platforms MobyGames, Hall of Light as well as Lemon Amiga.



MobyGames Search games, people, companies... Browse Contribute Community Login

Pixel Ripped: 1978 explores the original Atari office in immersive VR

Ball Raider

Review ★★★★★ Add To Collection

Overview Credits Reviews Covers Screenshots Videos Promos Trivia Releases Specs Prices Forum Contribute

Released
1987 on Amiga

Publishers
Diamond Software

Developers
Golden Gate Crew

Moby Score
5.0 #2,1937 of 158K

Critics
38% (7)

Players
★★★★★ (5)

Ranking
#1,436 on Amiga

Collected By
2 players

Genre
Action

Gameplay
Paddle / Pong

Setting
Sci-fi / futuristic

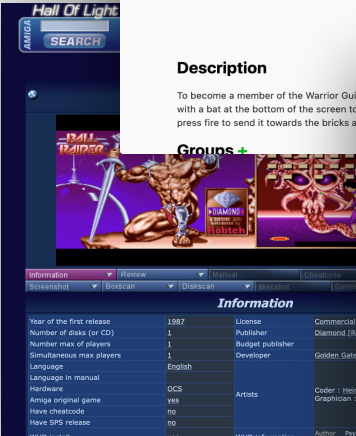
Buy
eBay

Contribute
Add to Group
Add Blurb
Alternate Title
Content Ratings
Correction
Critic Review
Platform
Promo image
Trivia
Video

Description

To become a member of the Warrior Guild with a bat at the bottom of the screen to press fire to send it towards the bricks a

Groups



Hall of Light AMIGA SEARCH

Information

Information	Review	Download	Emulation
Screenshot	Discscan	Discscan	Discscan

Information

Year of the first release	1987	License	Commercial
Number of disks (or CD)	1	Publisher	Diamond (R)
Number max of players	1	Budget publisher	
Simultaneous max players	1	Developer	Golden Gate
Language	English		
Language in manual			
Retrogame	yes	Artists	Code: Inter-Graphic
Amiga original game	yes		
Have cheatcode	no		
Have SPS release	no		

LEMON

AMIGA FOREVER - POWER & BEAUTY

Get Amiga Forever and enjoy licensed Kickstart ROMs, pre-installed Workbench, games and demoscene productions. A true one-click emulation experience!

SEARCH GAMES

SEARCH: 4400+ games... GO!

Go to Advanced Search

RATING

SCORE: 4.5

from a total of 12 votes.

You must be logged in to vote.

Expand vote statistics

REVIEWS

No reviews yet! Be the first one to review it.

Review this game now

COMMENTS

ky2049 2025-05-03
★★★★★ (1/1)

If you want to see a Breakout clone with lame screen design and vomit inducing bad taste art, your wish has come true!

View all comments (14)

Sakura_Start 2006-10-13
★★★★★ (8/10)

Good music...and sounds 1987 times were good

LEMON RECOMMENDS

Get Amiga Forever for a great Amiga emulation experience and licensed Kickstart ROMs.

POSSIBLE DOWNLOAD SITES

- Internet Archive Various files
- Planet Emulation ADF files
- WDownload Pre-installed packs

EXTERNAL LINKS

- WHDLoad Install by Paygore, 2012-07-28
- Hall of Light
- OpenRetro
- UVL

Ball Raider

Credits

Published:	1987, Diamond Software
Developer:	Golden Gate Crew (Logo)
Copyright:	Robtek
Coder:	Heinz Luem

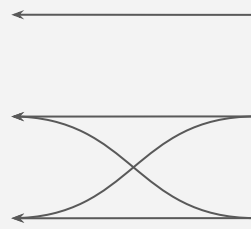
Frictions

Three categories of sources...

- General knowledge databases
- General game databases
- Game databases with focus

...three types of issues.

1. Content
2. Access
3. Scientificity



Another riff on databases...

Design of these platforms is not in relation to scientific or journalistic work, their content varying enormously in quality, standardization and scope. Rather, they can be read as communal spaces of ritual, attempting to keep game history alive, as a cultural heritage through shared practice.

The screenshot shows the homepage of the 'Hall Of Light' database. At the top, it says 'the database of amiga games'. Below this is a navigation bar with 'SEARCH' and 'Options - Download - Contact - Team - Update - Stats - F.A.Q. - Links'. A search bar is present with a dropdown menu for 'Genre' and a list of letters 'A-Z' for filtering. On the left, there are 'Search options' including 'Developer is', 'Publisher is', 'Budget publisher is', 'Artist is', 'Classic completion is', 'Genre: Category is', 'Genre: Subcategory is', 'Genre: Theme is', 'Genre: Origin is', 'Genre: Scripttype is', 'Genre: Dimension is', 'Genre: Quotematch is', 'Genre: Viewpoint is', 'Hardware is', 'Language is', 'No. of disks (or CD) is', and 'Simultaneous players is'. The main content area features a paragraph about the site's purpose: 'They who make researches into Antiquity, may be said to pass often through many dark lobbies and dusty places, before they come to the Awa Locus, the great Hall Of Light. They must repair to old archives, and peruse many moulded and smelt-waxen records, and so in light as it were out of darkness, to adorn the present world what the former did, and make us see truth through our ancestor's eyes.' Below this is a 'Statistics' table with columns for 'wwwet: Game pages', 'wwwet: Search listings', 'wwwet: Developer pages', 'wwwet: Publisher pages', 'wwwet: Artist pages', 'Double Barrel Screenshots', 'Extra Screenshots', 'Conversion Screenshots', and 'Cheatside'. The 'Games with web links' table lists 'Amiga Magazine Rack', 'Lemmings', 'SPS', and 'WHDLoad'. At the bottom, it says 'Created by RICK of abstrakt - Content © 1998-2023 HOL TEAM - Online amiga database © 2002-2023 HOL TEAM - Gen. in 0.15s'.

The screenshot shows the entry for the game 'Leonardo' on the 'Hall Of Light' database. The title 'Leonardo' is at the top, followed by 'OCs'. Below the title is a small image of the game's title screen. The 'Information' tab is selected, showing a table with columns for 'Year of the first release', 'Number of disks (or CD)', 'Number max. of players', 'Simultaneous max. players', 'Language', 'Language in manual', 'Hardware', 'Amiga original game', 'Have cheatside', 'Have SPS release', 'WHD install', and 'HD install'. The table contains the following data: Year of the first release: 1989; Number of disks (or CD): 1; Number max. of players: 1; Simultaneous max. players: 1; Language: English; Language in manual: English; Hardware: OCS; Amiga original game: unknown; Have cheatside: yes; Have SPS release: yes; WHD install: yes; HD install: unknown. To the right of the table, there is a 'Comments' section with the following text: 'Stardome - Worldwide; Monkey Business (Electronic Zoo) - Worldwide; The Shiner/rodents (Gothard) - Europe; Golden Gate Crew (GGC) (H-Informatics); Cover: Christian A. Weber (Stardome The Invincible, ST/USA); Color: Christian Haller; Cover: René Strub; Graphician: Orlando Petermann; Musician: Raimund Werner (King Roman); Mix: Reto Straub'. Below the table, there is a 'Genre' section with 'Category: Maze Game' and 'Subcategory: Maze Game - Uncategorised'. At the bottom, it says 'Conversion hardware: Atari ST/E; Conversion notes: Commodore C64/128; Classic completion:'. At the bottom of the page, it says 'Created by RICK of abstrakt - Content © 1998-2023 HOL TEAM - Online amiga database © 2002-2023 HOL TEAM - Gen. in 0.15s'.



On the setup of an alpha version

1. Set up a research project for the database, with metastandards and a controlled vocabulary, in advance. Well-organized search for sources.

Disadvantage: Funding hard to secure, usable results come in late, possibly never.

On the setup of an alpha version

1. Set up a research project for the database, with metastandards and a controlled vocabulary, in advance. Well-organized search for sources.

Disadvantage: First results are available - ideally - after four years, possibly never.

2. “Quick and Dirty”: Quickly collect as much data as possible to get a first overview and clean up afterwards.

Disadvantage: Standardization and taxonomy in retrospect can be difficult

“Looking for traces of early game developers in the German-speaking region”

Constantin Bintz, Marlon Duncan Bonsch, Lars Brandes, Lisa Bresgott, Rika Bunse, Noah Dix, Victoria Hou, Daniel Kaspereit, Petros Kiorpes-Betchawas, Simon Körner, Rabea Kuschel, Christian Mischke, Sebastian Müller, Tanja Pabst, Ann-Kristin Potthast, Deniz Sargin, Clarissa Schiffer, Jan Stockschläger and Ebru Yaylali...

Second Round: Controlling, cleaning and expanding

...Ann-Kristin Potthast with help from Marlon Duncan Bonsch, Lisa Bresgott, Rika Bunse, Clarissa Schiffer, Jan Stockschläger as well as Eugen Pfister and Lukas Daniel Klausner

Spreadsheets & Databases

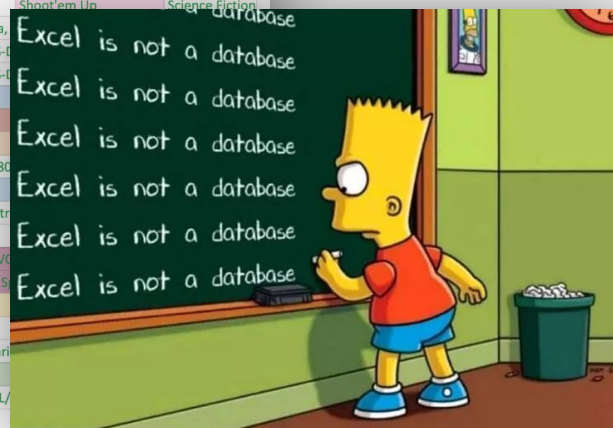
D-A-CH-Spieledatenbank (Delta)

Datei Bearbeiten Ansicht Einfügen Format Daten Tools Erweiterungen Hilfe

100% 123 Calibri 11 B I A

	A	B	C	D	E	F	G	H	I	J
1	le	Spielname	Land	Jahr	Entwicklerstudio	Publisher	Entwickler*innen (Programm,	Plattform	Genre	Setting
139	138	Black Moore Castle	D?	1984	Jürgen Pilot	Computronic	Jürgen Pilot	C64	Arcade	Ort: Schloss na
140	139	BLIZZARD (Crack: Unilyte)	D	1988	?	Crysis-Software	Ottfried Schmidt (Melsungen), Ulr	Amiga	Shoot'em Up	Science Fiction
141	140	Blown Eye	CH	1997	la1n	la1n	René Bauer	MacOS	Shoot'em Up	Science Fiction
142	141	Blue Angel 69	D?	1989	Micro-Partner	Magic Bytes, Ariolasoft, Softg	Stefan Harms	C64, Amiga,		
143	142	Blupi explorateur (Blupi im Schloss, Blupi Exp	CH	1993	Epsitec SA (CH-1092 Belm	Epsitec SA (CH-1092 Belmon)	Daniel Roux	Smaky, MS-D		
144	143	Blupimania	CH	1996	Epsitec SA (CH-1092 Belm	Epsitec SA (CH-1092 Belmon)	Daniel Roux	Smaky, MS-D		
145	144	Blutrausch	D	1990	Cyberstyle	Double Density / Amiga Fun r	Rudolf Stember	Amiga		
146	145	Boingmaster	CH	1991	Matthias Hillebrand	64'er 1991/07	Matthias Hillebrand	C64		
147	146	Bolo	D	1987	Meinolf Schneider (heute	Application Systems Heidelbe	Meinolf Schneider	Atari ST		
148	147	Bomberjack	D	1991	KE-Soft (Kemal Ezcan/Mainta	KE-Soft (Kemal Ezcan/Mainta	Kemal Ezcan/Maintal	Atari 400/80		
149	148	Bombmania	D	1995	Megarts	M-Soft Software Design	Christoph Stahl, Carsten Deiter,	Amiga		
150	149	Bone Cruncher	D	1987	Andreas Kemnitz	Superior Software	Andreas Kemnitz, Andreas Staerke	Acorn Electr		
151	150	Bong	CH	1987	Epsitec SA (CH-1092 Belm	Epsitec SA (CH-1092 Belmon)	Daniel Roux	Smaky		
152	151	Bongo	D	1984	Kingsoft (Roetgen)	Kingsoft, Anirog Software, TS	Udo Gertz, Birgitte Gertz, Udo Ger	C64, C16, VC		
153	152	Bongo Beecatcher	D	1984	Stephan Schulz (Vlotho)	Computronic	Stephan Schulz	Sinclair ZX S		
154	153	Bonn Ouvert	D	1998	Ikarion Software GmbH	Ikarion Software GmbH	?	Windows		
155	154	BonYx	CH	1997	La1n	La1n	René Bauer	MacOS		
156	155	Börsenfieber (WallStreet)	D	1988	Micro-Partner Software G	Falken Verlag, Maguc Bytes	Mario Knezović, Holger Krause, Pe	Amiga, Atari		
157	156	Bot Soccer	D	1997	CAPS Softwaredesign ULV	Expert Software Inc.	?	MS-DOS		
158	157	Boulder Dash	D	1986	Oliver Cyranka (Tübingen)	Computronic	Oliver Cyranka	Atari 800XL/		
159	158	Bowling	D?	1985	Hans-Peter Vogt	Computronic	Hans-Peter Vogt	Apple		

+ Liste (Gamma) Completed (automatic) CH (automatic) A (automatic) Backlog Austria Magazine < > Erkunden

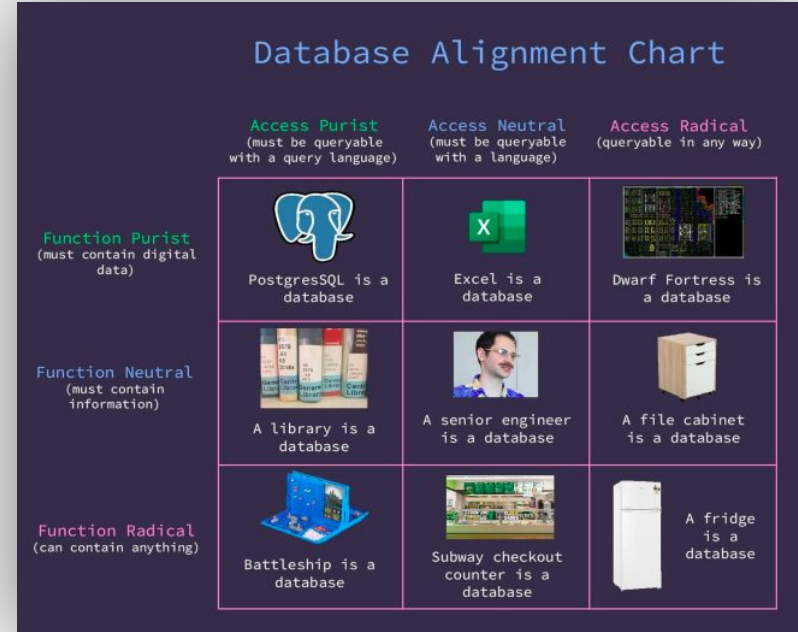


The DACH list and a meme inspired by the intro of **The Simpsons**

From the beta to the gamma version

- Embrace the imperfection of an Excel spreadsheet
- Through SNF-Sinergia project, Adrian Demleitner, Addrich Mauch and Aurelia Brandenburg joined
- Meanwhile, the list grew to 1200 entries

- **Genre problem became acute**
- **Research questions define database**
- **The question of national identity arose (not fuel nationalism, but deconstruct collective identities)**



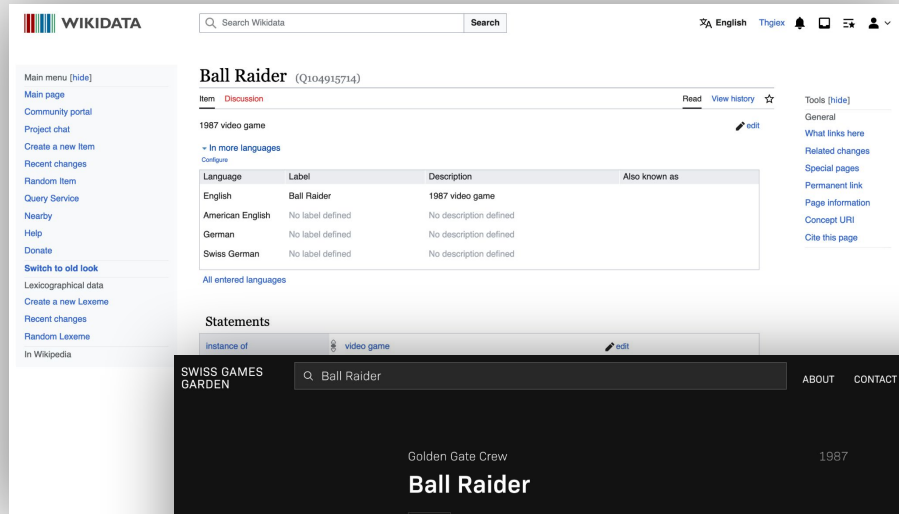
Outlook I

- Creation of an incomplete database, in need of expansion and clarification, hardly representative of all possible data
- Stimulating feedback through reactions, comments, additions and criticism for the Gamma version

Outlook II

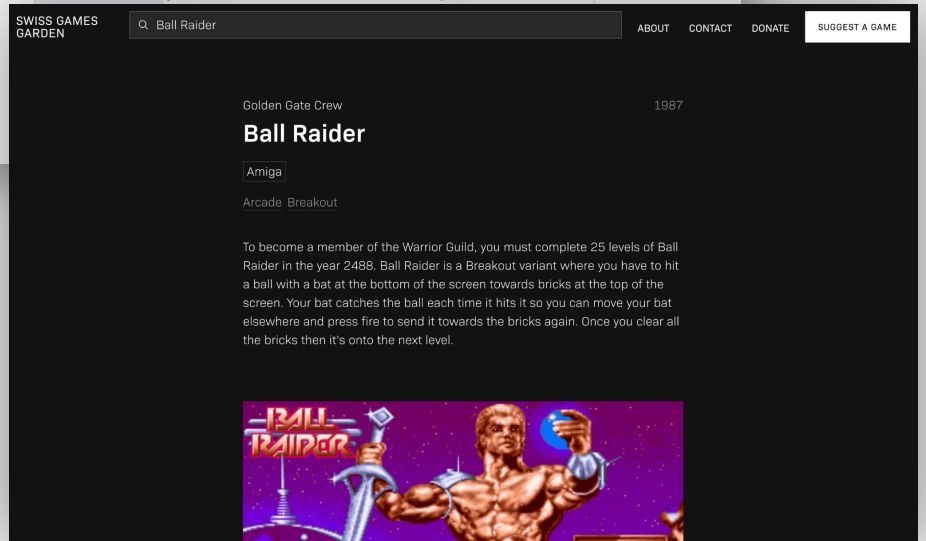
- Needing to deal with frustrating inaccuracy because we decided for *quick and dirty* over *funding*
- Making data available as soon as possible – not only for our own research, but for everyone who is interested.

New Beginnings



The screenshot shows the Wikidata page for 'Ball Raider' (Q104915714). The page includes a search bar, a navigation menu on the left, and a table of language labels. The table lists labels in English, American English, German, and Swiss German, all with 'No label defined' and 'No description defined'. Below the table is a 'Statements' section showing 'Ball Raider' as an instance of 'video game'.

Language	Label	Description	Also known as
English	Ball Raider	1987 video game	
American English	No label defined	No description defined	
German	No label defined	No description defined	
Swiss German	No label defined	No description defined	



The screenshot shows the Swiss Games Garden page for 'Ball Raider'. The page features a dark theme with a search bar at the top. The main content includes the title 'Ball Raider', the developer 'Golden Gate Crew', the year '1987', and the platform 'Amiga'. A paragraph describes the game as a Breakout variant where the player hits a ball with a bat to clear levels. At the bottom, there is an image of the game's character, a muscular man holding a bat and a ball.


Ball Raider

Golden Gate Crew 1987

Amiga

Arcade Breakout

To become a member of the Warrior Guild, you must complete 25 levels of Ball Raider in the year 2488. Ball Raider is a Breakout variant where you have to hit a ball with a bat at the bottom of the screen towards bricks at the top of the screen. Your bat catches the ball each time it hits it so you can move your bat elsewhere and press fire to send it towards the bricks again. Once you clear all the bricks then it's onto the next level.



Screenshots of Wikidata
and Swiss Games Garden.

Thank you for your attention

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Why we did it...

and still think it was a good idea to build
a historical DACH games database?

Because no one else did...