

Series Foreword	xi
Preface	xiii
Acknowledgments	xvii
A Note on Translations and Pronunciation	xix
Introduction	xxi

## **1 Micros in the Margins: Computer Technology in the State Socialist Society 1**

Toward Normalization	3
Beyond the Quiet Life	5
A Revolution That Was Normalized	9
The State of the Computer Industry	12
Electronization Programs of the 1980s	15
Men, Women, and Machines	18
Side Roads to Micros	21
Who Needs a Home Computer?	27
Farm Computers and the Courageous Clone	31

## **2 Hunting Down the Machine: Trajectories of Microcomputer Domestication 35**

A Machine That Obeys	39
Wandering Programmers	42
Spectacle from the West	45
Importing the Standard	47
The Shiny Side of Retail	50
A Room of Its Own	53

- 3 Our Amateur Can Work Miracles: Infrastructures of Hobby Computing** 63
- Cybernetics for Youth 66
  - Repurposing the Paramilitary 71
  - Activist Meshworks 74
  - Tolerating the Man's World 77
  - Build Your Own Peripherals 81
  - Amateur Entrepreneurs 85
  - Starting a Computer Fanzine 87
  - Samizdat Research Institute 90
- 4 Who's Afraid of Gameplay? Czechoslovak Discourses on Computer Games** 99
- Playing with Computers 102
  - Forbidden Pleasures 104
  - Bringing Games under Control 109
  - Computer Game Advocates 112
  - The Appreciation of *Tomahawk* 116
- 5 Lighting Up the Shadows: Informal Distribution of Game Software** 123
- From Yugoslavia with Cracks 126
  - The Unregulated (Non)medium 133
  - Lightning-Fast Sneakernet 135
  - Homemade Tape Culture 139
  - (Mis)understanding Games 143
  - A Cottage Arcade Industry 147
- 6 Bastard Children of the West: Establishing a Domestic Coding Culture** 153
- Czechoslovak Homebrew Scene 157
  - Ports and Conversions 164
  - What Became of Flappy 167
  - Forging the Shooter 171
  - Second Lives of Indiana Jones 174
  - Hacking Games 178
- 7 Empowered by Games: Games as a Means of Self-Expression and Activism** 185
- Hello World! 190
  - Adventure in Your Home 192
  - Spreading Unofficial Culture 196

Small Subversions	199
A Protest of Sorts	204
Taking to the Streets	206

## **Conclusion** 215

Bricoleurs and Tacticians	218
We Have Always Been Indie	219
Toward Comparative Histories	221
Preserving the Peripheral	223

## **Epilogue: After the Curtain Fell** 227

Computers and Games in Transition	229
A Belated Cottage Industry	232
Homebrew Lives On	234
The Game Industry Today: Adventures, Army, and Automation	235
Where Are They Now?	238

## **Appendix: Important Dates** 241

### Glossary 243

### Notes 247

### Bibliography 315

### Index 345