

Cobot™

Basic Programming

SCREEN 1
ENTER INSTRUCTIONS:

SCREEN SETTINGS :
LINEAR / ANGLE HORIZONTAL

◀ LANGUAGE

◀ GRAPHICS

ENTER CODE

2023	2022	2021	2020
2019	2018	2017	RETURN

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thenorthernblock
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**THE
NORTHERN
BLOCK™**

Cobol Bold

2010

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COBOL.HTM

60 PTS CHARACTER SET

AaBbCcDdEeFfGg
HhIiJjKkLlMmNnOo
PpQqRrSsTtUuVv
WwXxYyZz

0123456789

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COBOL™

240 CHARACTERS
MANUALLY EDITED KERNING
MAC/WINDOWS/OPENTYPE

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A HISTORY OF VIDEO- GAME CONSOLES

1972

MAGNAVOX ODYSSEY

The Magnavox Odyssey is the first home video game console, predating the Atari PONG home consoles by three years. The Odyssey was designed by Ralph Baer, who had a working prototype finished by 1968. This prototype is affectionately known as the "Brown Box" to classic video game hobbyists. Unlike most video game consoles, the Odyssey is analog rather than digital, which makes its invention all the more amazing in spite of its rather crude graphics and controller responsiveness. Also, unlike any conventional console today, this system was powered by batteries. The Odyssey and its variants also lack sound capability (hence a silent console), which was not uncommon in early PONG systems of that era.

1975

ATARI PONG

In 1973, after the success of the original PONG coin-op, an Atari engineer by the name of Harold Lee came up with the idea of a home PONG unit. Since the PONG coin-op that Alan Alcorn designed was nothing more than the game board connected to an actual television set, he thought it would be possible to scale it down a bit and modify it for use at home. This would be a new direction for the fledgling Atari consumer electronics. If they could pull it off, they would be one of the pioneers of using high tech custom integrated circuits in the consumer industry.

In 1975 it was decided Sears would sell PONG under its own specially created Tele-Games label, and production was initially projected at 50,000 units. This was soon raised to 150,000 for the 1975 Christmas season. Atari agreed to give Sears exclusive rights for the following year, and would continue to make custom Tele-Games versions for any future consoles. This was the beginning of a long relationship between Atari and Sears, which would continue even after Nolan Bushnell sold Atari to Warner.

A BRIEF TIMELINE OF VIDEO- GAME SYSTEMS

1970 - 1980

- 1970
 - ▶ Nutting Associates releases the first commercial coin-operated arcade video game, Computer Space. Nolan Bushnell adapted the game from the earlier Spacewar game on the PDP-1 computer.
- 1972
 - ▶ Magnavox introduces the Odyssey 100 video game system, which attaches to a standard television to display simple moving white blocks. Rotating game dials control game-play. The system was invented by Ralph Baer, and developed since 1966 at Sanders Associates. About 100,000 units are sold for US \$100 each.
 - ▶ Atari releases the Pong coin-operated arcade video game system. Nolan Bushnell and Al Alcorn developed the game at Atari, partly based on the Magnavox Odyssey system.
- 1976
 - ▶ Atari introduces the Breakout arcade video game. 15,000 machines are sold worldwide.
 - ▶ Fairchild Camera and Instrument of California introduces the Channel F home video game system, the first system using plug-in cartridges for games. The system features color and sound through a television connection. Price is US\$149.95 for the system unit, plus US\$19.95 for plug-in cartridges.
- 1977
 - ▶ Atari introduces the Atari Video Computer System (VCS), later renamed the Atari 2600. The system uses plug-in cartridges, delivers color graphics and sound through a television connection, and uses joysticks or paddles. Price is US\$190.
- 1978
 - ▶ Taito introduces the Space Invaders arcade video game, in Japan. The original name was Space Monsters, created by Toshihiro Nishikado. Over 350,000 machines are sold world-wide.
- 1979
 - ▶ Atari releases the Asteroids arcade video game system.
- 1980
 - ▶ Mattel Electronics releases the Intellivision home video game system. Price is US\$300.
 - ▶ Midway Manufacturing introduces the Pac-Man arcade video game. Within a year, 100,000 machines are sold for US\$200 million in revenue, with the machines taking in US\$1 billion in quarters.

ATARI

2600

Video
Computer
System

Released in

1977