

## An excerpt from "Too Hot For TV"

During another visit to Braunle's house, he fished an unlabeled floppy disk out of his stack of Commodore disks and smirked. "Check this out," he said as he typed in the commands to load the game. What greeted me when the game was done loading was a title screen that proclaimed *SEX GAMES*, in very large letters. My eyes grew wide.

"What the hell..." I trailed off as Braunle began to play the game. Then I started laughing. On the screen in front of me were five boxes of various sizes. The first had a very crudely drawn, naked couple in a very compromising position. The others had question marks in them. There were also two meters, one marked "lust" and one marked "potency." Braunle began to rapidly move the joystick left and right, until a bell appeared over them and the next box opened up. In it was another couple in yet another very compromising position. At that, Braunle began moving the joystick up and down. I was practical doubled over from laughing so hard.

This went on until he'd finished the last box, which contained our frolicking fornicators, all... er, working together. I could not believe what I was seeing. There was no way in hell that this was an official game.

As it turned out, it wasn't. It was **very** unofficial, made by some "company" called Landisoft in the mid '80s. Having never owned a computer at that point, I had no idea that it was pretty much the wild West in terms of games. I later discovered other unofficial games that fit the same mold. I still don't know where Braunle managed to get *Sex Games* from at the time, but it was one of the funniest things I'd ever seen.



*Sex Games (Commodore 64, 1985)*

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