

★ Old School ★

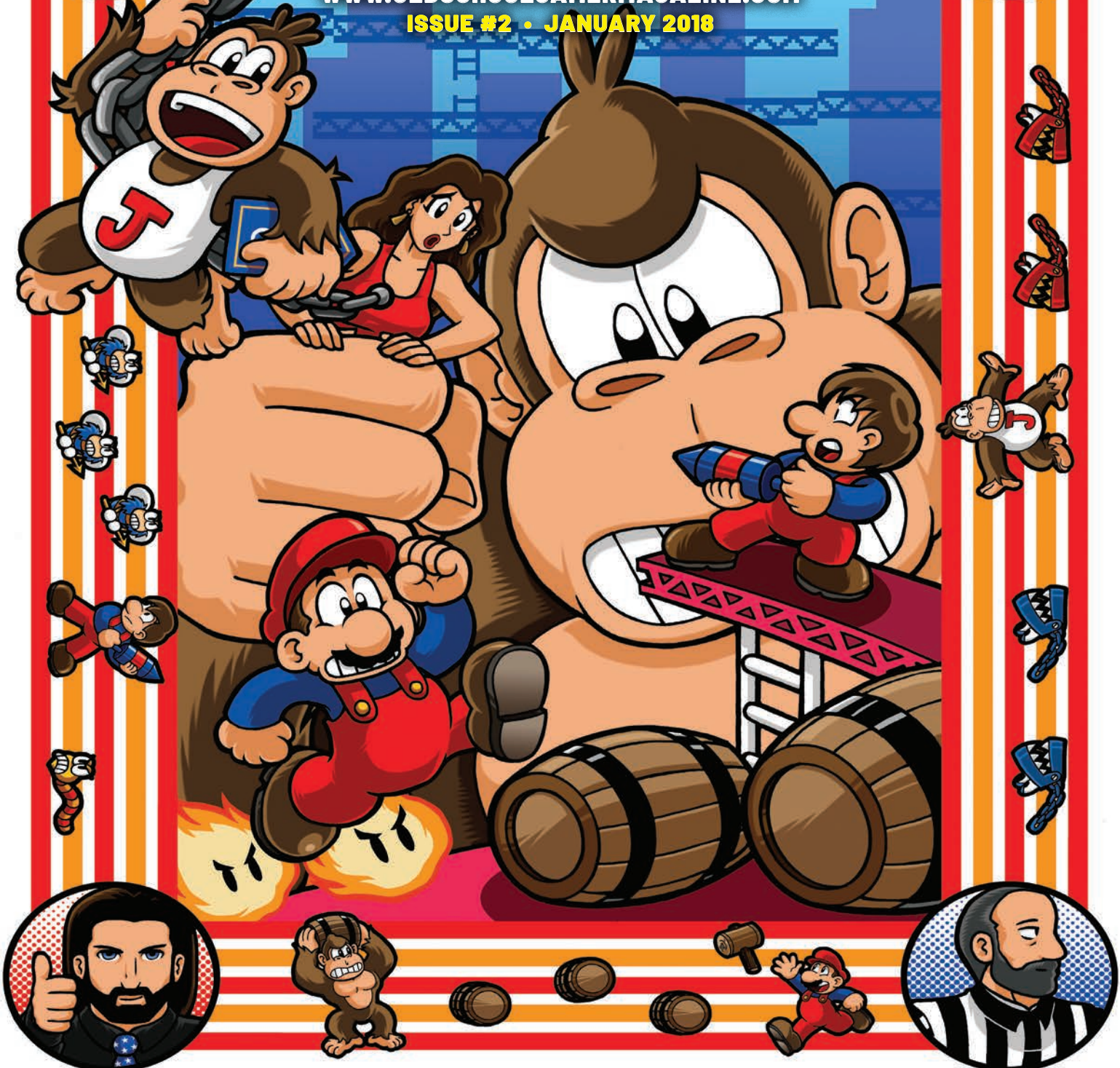
# GAMER

## MAGAZINE



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ISSUE #2 • JANUARY 2018



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For subscriptions, address changes or back issues go to:  
www.oldschoolgammagazine.com  
or contact Old School Gamer by mail at: 222 SE Main St • Grimes IA 50111 - Back issues (if available): \$6 plus shipping

Shipping address: OSG • 222 SE Main St • Grimes IA 50111  
Old School Gamer Magazine (ISSN# 2574-8076  
ONLINE/2574-8068 PRINT) is published by: BC  
Productions, Inc. - 222 SE Main St • Grimes, IA 50111

Postage paid at Grimes, IA and additional mailing locations.

Subscription rates: US and possessions: \$30 for 1 year  
Postmaster - Send address changes to: OSG • 222 SE Main St • Grimes IA 50111

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CALIFORNIA



# Portland Retro Gaming Expo

KNOWN AS THE TOP EXPO ACROSS THE COUNTRY... AND IT PROBABLY IS!

By Ryan Burger



**When I initially started this magazine this summer and began contacting writers, everyone told me I HAD to get to Portland for PGRE (the Portland Retro Gaming Expo). While I had heard of it before and was excited to go, it blew all of my expectations on the attendees, exhibitors, gaming spaces with arcades/pinballs, and home consoles, out of the water. It was... simply amazing.**

Traveling with my assistant/son, Aaron, we arrived in Portland and took the metro train from the airport straight to the convention center and walked into the convention and our eyes bugged out. The main exhibit floor was massive and hardly anyone had started to set up yet. We quickly set up our booths and waited for the magazines to arrive.

And then there was the big space right next to the main exhibit floor that was all set up for the massive arcade and gaming area. We headed over and introduced ourselves to some people and played some games. Unlike the Midwest Gaming Classic ([www.midwestgamingclassic.com](http://www.midwestgamingclassic.com)), which we are excessively familiar with, the arcade is primarily 4-5 different Portland arcades bringing some of their best stuff. Midwest instead depends on about 200 different people each bringing a couple games.

A couple weeks ago I got some nice time to spend with Chuck Van Pelt - Secretary/Marketing & PR. Who along with Rick Weis - President and Vendor Coordinator, were the people I leaned on at the show to show me the ropes of the event. Chuck told us a little about how he got into gaming and PGRE.

**CHUCK:** This is our 12th event. I keep coming up here, and I've been around since the first one. I've always been a video game fan and I collected video games, but I didn't really engage with other people who were doing it until I saw that there was going to be this event in Portland. That was 12 years ago.

It was at one those smaller motels, and they had a little ballroom you could rent. And this was in Vancouver, Washington, right across the river from Portland! So that was where I first met Rick Weis and Toby Wickwire (VP/Arcade Coordinator), and some of the other people that are still with the organization. And for me, it ended up being this really good time and something I enjoyed. I like having a hobby that was social with other folks.

It wasn't until the fourth year



that we all kind of got together and decided that we needed to be a little more formal with the event and move it in to downtown because we weren't getting still maybe 300 people, 350 people and so we moved to downtown to the Crown Plaza Hotel and we renamed it the Portland Retro Gaming Expo. Up until this point it had been called the Northwest Classic Games Enthusiasts or NWCGE.

So we went a couple years at the Crown Plaza and kind of maxed out the amount of available space they had there. All the time we're getting, we're building momentum, building momentum, getting -- you know, there's something about Portland. Video games are really popular here and there are a huge number of video game stores as a percent of our population. And so I think it's been easier for us to grow the show here.

**OSG:** *How about the latest couple years after the Crown Plaza?*

**CHUCK:** We went to the Doubletree and we increased our floor space to almost 18,000 square feet, which for us was a really big deal. And that year we started bringing in YouTube celebrities. Like people who had channels on YouTube or they were talking about classic video games. We got a big sponsorship that helped us sort of capitalize the show a little bit. And that provided us a little more capital for advertising, things like that.

But I think bringing in those national sort of YouTube celebrity folks and some of the alumni from the industry, those two things really helped attract a more national crowd.

**OSG:** *Is that when the convention center came calling?*

**CHUCK:** They said you know we do this with other shows, we really want to help you guys grow so we can cut you some slack your first couple of years. And it was a time when Portland was experiencing a drought of conventions so they had a lot of extra capacity to fill there. So we gave it a shot and we moved the show to the convention center and the first year, 60,000 square feet, and man, it took off.

**OSG:** *So why is this event so successful?*



**CHUCK:** We have a really solid board of people and we've all been together through this. For years we've all stayed together as a group and we've been really successful by staying consistent. So we have the show every year. We don't skip a year; decide not to do it or whatever.

Also we listen to our attendees. So we have surveys and we ask a lot of questions and we act on the things that people want us to do. You know they say we want more of this, we do more of that. If they want less of something else, we do less of that.

Back to my experience in the PGRE behemoth that is 90,000 square feet large with 10-15,000 attendees including thousands that travelled from outside the immediate area. Once things got going on Friday night, 1/3rd of the space was open...the arcade and open gaming area with a couple vendors. DJ Switch was spinning and keeping us all in the retro groove with cool gaming soundtrack music, 80s and 90s music including lots of Weird Al Yankovic for some reason (that I didn't mind). A fantastic night that we were able to talk to dozens of arcade and console aficionados that had come in for the show. But the next morning is when it blew me away.

Saturday morning started out with everyone rushing to set up. At 9am the doors would open to a line that wrapped around the building. By my estimations five thousand people were waiting in line and ready to come in. The line just kept streaming for the next half hour and the floor started to fill up. And within minutes people had found their way to our booth and hundreds of copies of Old School Gamer Magazine Issue #1 were going out. The day continued and continued with it being crazy busy until around 3pm when it finally started letting up.


On off hours when the floor was closed or when it was quieter for a few moments at our booth, I was able to spend a lot of time on the floor visiting with industry veterans, new writers and more. The interest in the magazine was very strong and overall very supportive.

More to come from this show as things start happening, but needless to say, Retro USB, Intellivision Revolution, AtariAge, Seedi, Arduboy, Atomic Plush, Good Deal Games and many other industry members will be referenced in this issue in other places or coming up soon! Great retail stores are going to be starting to carry the magazine! And look for a list of such soon in the magazine.

Podcasters and Youtubers a-plenty we were able to talk to a lot of them and the word has been getting out about the magazine to some of you, and some of you will be seeing this issue in your mailbox thanks to hooking up with OSG at the show. If we haven't talked yet, please contact me directly at [rb@oldschoolgamer magazine.com](mailto:rb@oldschoolgamer magazine.com) asap.



Rick Weis told us there was just short of 10,000 attendees, with 9966, this year was the smoothest running show ever for PRGE! But the quote I like best from him is "this is the very first year I didn't have a booth at our show, I was able to enjoy the show like an attendee would."

Plus thanks to my current writers that were at the event Leonard Herman, Brett Weiss, and Michael Thomasson introducing me to their friends and spending quality time with me talking about the industry and about how we can better serve it with our publication. The future is so bright we have to wear shades.... even in the arcade and our basements! 

[RetroGamingExpo.Com](http://RetroGamingExpo.Com)

# Old School Pinball and Arcade in Grimes, IA

RIGHT ACROSS THE STREET FROM OUR MAGAZINE OFFICES

By Ryan Burger



**Three years ago the city of Grimes Iowa was blessed with the Old School Pinball and Arcade. Grimes is just outside the immediate metro of Des Moines, Iowa and is a town of 12k people. This arcade is the brainchild of Jason Shiffer, who has lived in Grimes his entire life. He remembers playing arcade games on Main street back in the 1980s and he wanted to bring it back thirty years later. For years he's had a personal collection rivaled by next to no one in Iowa that he has used to hold private parties for friends in his basement.**

The reason I know so much about this arcade is not because of an interview or anything else, it's because Grimes is also the home of this magazine. I can step out my office front door and cross the street, walk down the block a bit and play some games. I can take on the cars and try to cross the road as frogger, battle Raiden as Johnny Cage within minutes of deciding I needed to get away from my office work. I served as a consultant and a worker on the arcade when it started up and still to this day. For awhile I had a couple games in the arcade that I owned. And without Old School Pinball and Arcade here in Grimes, chances are there wouldn't be this magazine.

Housed in a remodeled post office,

this 2,000 square foot building houses about 60-70 machines, both pinball and arcade. Similar to Galloping Ghost covered in last issue's column, you purchase a wristband and play all you want (\$10-15). The greater metro of Des Moines has 4-5 arcades that are all based on alcohol and the games being the attraction, but Old School is different than all of them and is for all ages!

Some of my favorites in the collection are of course the standards like Galaga, Donkey Kong, Mario Brothers, Carnival and Mortal Kombat. PlayChoice 10, Jungle King, Spy Hunter, Rally X, Dig Dug, Operation Wolf, Star Wars, Rampage, join newer games like Guitar Hero. Others are rotated in and out among his personal collection and the other venues where he has games. Constantly on the hunt for new games he travels regularly across the midwest.

Old School attracts it's gamers from mostly the Central Iowa area, but have had people travel from neighboring states to play the games. This is mostly because of some of the amazing collectors level of pinball machines, both classic and some of the newest most high tech pinballs. On an average visit there will be 1/2 the people under the age of 18 and 1/2 of them older, being their parents, or just a group of gamers who came out to relive their childhood. Kids of all ages are able to have a blast together.

Available at The Old School Pinball and Arcade is their own ice cream, shakes

and more plus food from other area restaurants. The service is fantastic, and the family atmosphere is strong.

Jason's team including his wife and family is added on to by a fantastic restoration specialist. Tim Schiller who has over the last year learned how to take some of the machines that Jason and others find and bring them back to their original glory. Personally seeing Tim's extensive wood-working skills, graphical redos and fixing buttons, joysticks and screens.

Birthday parties fill up their small space for such events 6-8 times a day on weekends. Plus private parties and private openings during the week make the schedule of this place a bit crazy. While their hours vary summer to winter you can always check their hours via their website or facebook presence. And if you are travelling from a distance make sure to check in with them as Jason loves to show people around and it's an educational experience for all.

The Old School has also experienced a bit of expansion in the last year with its involvement in the Ottumwa Old School Twin Galaxies Arcade with Walter Day and others and a new arcade up in Eau Claire Wisconsin as part of its District area.

When travelling through the midwest on I-35 or I-80, you can catch Old School right at it's crossroads near Grimes, and enjoy Jason's collection.

[TheOldSchoolArcade.Com](http://TheOldSchoolArcade.Com) 





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# When President Ronald Reagan Almost Came to Twin Galaxies

By Walter Day

**I t never happened -- but we got really close to having the President of the United States come to Ottumwa to meet with Iowa Governor Terry Branstad in Twin Galaxies and make a statement on video games.**

Most serious gamers already know that Iowa Governor Terry Branstad came to Twin Galaxies on Saturday, March 19, 1983, and honored the city of Ottumwa as being the "Video Game Capital of the World." His visit was, essentially, a stamp of approval issued in recognition of the city's earlier claim as the "video game capital." (SEE CARD #55).

Branstad didn't come alone, either. Also in attendance were Don Osborne, the President of Atari, Glenn Braswell, the Executive Director of the Washington-D.C.-based Amusement Games Manufacturers Association (AGMA), Eddie Adlum, the founding publisher/editor of RePlay Magazine, Sue Adamo, features editor of New York-based Video Games magazine, Jim Riley, the creator of the Electronic Circus, and tons of excited video game competitors. (SEE CARD #82).

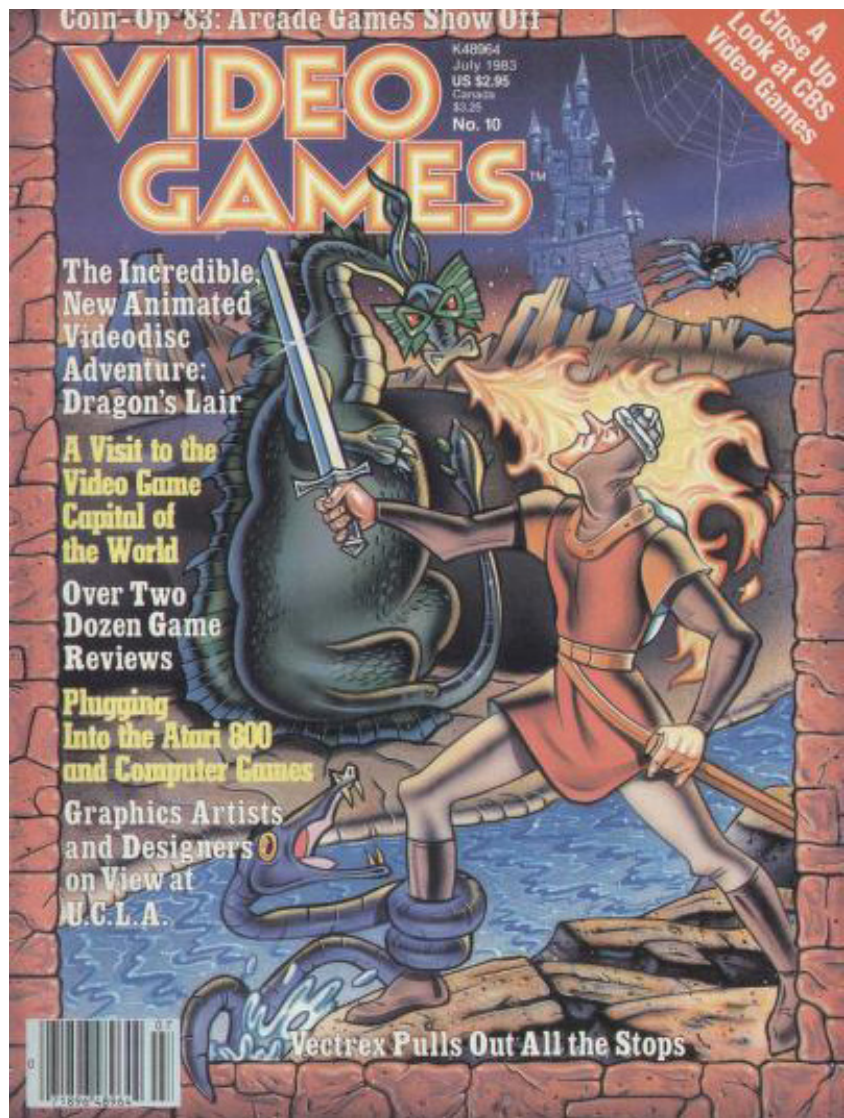
The Governor's visit was a world-class news story which was carried by most news wires. Not only was the Governor in the media spot light, but other side stories got their fair share of attention, too: like the Pac-Man showdown between Governor Branstad and Ottumwa Mayor Jerry Parker (Parker won 13,850 points to 7,180 points). Plus, since there was already a major St. Patrick's Day parade scheduled for that day, the visiting video game superstars had the opportunity to march in the parade, holding up signs that proudly publicized the names of the arcades that had sponsored their visit to Ottumwa. I would imagine that this was history's

first instance of video game players marching in a parade while carrying signs supplied by their sponsoring arcades.

The event became a cover story in the April, 1983 edition of RePlay Magazine and one of the featured stories in the July, 1983 edition of Video Games magazine.

But, what about President Ronald Reagan?

Two nights prior to the event, Glenn Braswell, of the AGMA, notified Atari President Don Osborne and myself in strict confidence that he was closely connected to the Presidential Scheduling Office and he had inquired about the availability of the President.




Cover of July 1983 edition of Video Games magazine

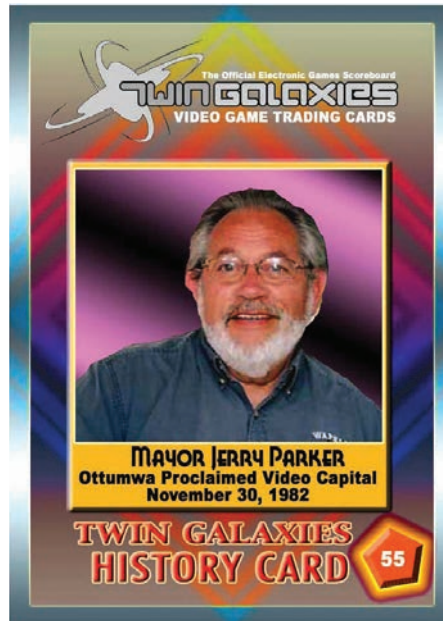
Just by chance, the scheduling office was at that time trying to strategize a Presidential visit to Iowa for President Reagan to meet the new Republican Governor, Terry Branstad.

The scheduling office loved our event and believed this opportunity could be an unexpected windfall. It was the chance for the President to show that he was aligned with the interests of the youth and that he was supportive of video games as an entry into computer literacy as well as a mode of training for tomorrow's computerized US Air Force.

As reported in the news on March 8, 1983, during a visit to Orlando's Walt Disney World's EPCOT Center, Reagan said: "I want you to have the training and the skills to meet the future. Even without knowing it, you're being prepared for a new age. Many of you already understand better than my generation ever will the possibilities of computers. In some of your homes, the computer is as available as the television set. And I recently learned something quite interesting about video games. Many young people have developed incredible hand, eye, and brain coordination in playing these games. The Air Force believes these kids will be outstanding pilots should they fly our jets. The computerized radar screen in the cockpit is not unlike the computerized video screen. Watch a 12-year-old take evasive action and score multiple hits while playing "Space Invaders," and you will appreciate the skills of tomorrow's pilot."

The schedulers got to work on it immediately, working hard to clear all security obstacles and win the approval of the Secret Service. It was at this point in the process that I learned of this looming possibility. However, by the following morning, we learned that the Secret Service was unable to conduct an adequate security check on the city and would not allow the President to come to Ottumwa.

Braswell essentially said (and, I am paraphrasing): "The schedulers were very disappointed because it was a very rare opportunity to have the President make an appearance that connected him to the interests of the youth of the day. If they had learned of this opportunity a mere few days earlier, the President may well have been able to come to Ottumwa." 



**Walter Day** - As the founder of Twin Galaxies, the oldest video game scorekeeping and adjudication service in history, Walter Day is known as the creator of e-sports and has often been called The Patron Saint of Video Games. His remarkable efforts to find, verify and catalog video game world records has led to a decades-long partnership with The Guinness Book of World Records.

## Twin Galaxies' Superstars of 2011 VIDEO GAME TRADING CARD SET

### MAYOR JERRY PARKER

On November 30, 1982, Ottumwa Mayor Jerry Parker proclaimed Ottumwa the "Video Game Capital of the World." While most city fathers were legislating against video games, Mayor Parker gained national prominence by bucking the trend and embracing video games. This was a bold move and it earned headlines for Ottumwa around the world. Mayor Parker would go on to issue Mayoral Proclamations that challenged Japan and Italy to video game championships - in Ottumwa. Jerry Parker was honored as the founding father of the video game capital in a ceremony held on August 9, 2009, as the Citizens of Ottumwa launched a campaign to create the "official" International Video Game Hall of Fame in Ottumwa, Iowa.



Twin Galaxies is the official scorekeeper for the world of video game playing, responsible for creating and enforcing the rules, adjudicating the contests and crowning the champions of the video game world.

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## Twin Galaxies' Superstars of 2011 VIDEO GAME TRADING CARD SET

### THE STARS OF 1983

On March 19, 1983, Iowa Governor Terry Branstad visited Twin Galaxies to proclaim Ottumwa the "Video Game Capital of the World." As part of the celebration, many top gamers attended the ceremonies and engaged in non-stop world-record attempts. This photograph, taken by Darlene Engleman, of Fairfield, IA, captured many famous gamers of that time, including, Steve Sanders (2nd row, right center), Billy Mitchell (2nd row, center), "That's Incredible" Champ Ben Gold (front, red shirt), and EGM founder Steve Harris (front, right side in dark coat). This same gathering of gamers was featured in a 7-page story in the April, 1983 issue of Video Games Magazine.



Twin Galaxies is the official scorekeeper for the world of video game playing, responsible for creating and enforcing the rules, adjudicating the contests and crowning the champions of the video game world.

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# 2018 OLD SCHOOL GAMER EVENTS CALENDAR

OLD SCHOOL GAMER IS GOING TO BE EVERYWHERE OVER THE NEXT YEAR.  
WILL WE BE COMING TO YOUR TOWN?

WINTER+SPRING

## January 9-12 - Las Vegas, NV - Consumer Electronics Show

Look for news coverage afterwards of this event in the magazine and online.

## January 20-21 - Pomona, CA - RetroCityFestival.Com

This event has us excited after speaking with the Organizers in Portland this is going to be an amazing show in Southern California. Ryan Burger, Publisher and Billy Mitchell, Industry Icon and OSG Magazine Advisory Board member will be there, and so will this issue of the magazine.

## February 17-18 - Raleigh, NC - Play Through - Playthrough6C.com

## March 2-4 - Louisville, KY - Louisville Arcade Expo - EPinball.Com

## March 16-18 - Frisco, TX - Texas Pinball Festival - TexasPinball.Com

OSG will be there, expanding our reach and serving the Pinball fans!

## March 16-18 - Banning, CA - Arcade Expo - ArcadeExpo.Com

OSG will be here too!

## March 24-25 - Mohegan Sun, CT - CTGamerCon

Only on their second show but these guys have major experience in the "ComicCon" world - Old School Gamer will be there!



SUMMER

## April 13-15 - Milwaukee, WI - Midwest Gaming Classic

This is where it all began for a lot of the staff of Old School Gamer Magazine. Dan Loosen and Gary Heil produce this fantastic show that celebrates gaming in many ways including most importantly to us, video gaming, both at the arcade and at home. Many staff from OSG will be there. Check out more information coming soon.

## May 4-6 - Las Vegas, NV - Lvl Up Expo - lvlupexpo.com

## June 8-10 - Atlanta, GA - Southern Fried Gaming Expo

southernfriedgamerroomexpo.com

## June 8-10 - Seattle, WA - NW Pinball and Arcade Show - NWPinballShow.Com

## June 12-14 - Los Angeles, CA - E3

Look for news coverage of this event in the magazine and online.

## June 22-24 - Philadelphia, PA - Too Many Games - TooManyGames.Com

## July 14 - Villa Park, IL (Chicago Area) - Video Game Summit - angelfire.com/ia/AtariVideoClub

## July 21-22 - Cleveland, OH - Classic Console and Arcade Gaming Show - Ccagshow.com

## July 26-29 - Pittsburgh, PA - ReplayFX - Replayfx.org

## July 28-29 - Austin, TX - Classic Game Fest - ClassicGameFest.Com

## August 3-5 - Bloomington, MN - 2D Con - 2DCon.net

## August - Irving, TX - Lets Play Gaming Expo - Letsplaygamingexpo.com

## August 10-12 - Phoenix, AZ - Game On - Gameonexpoaz.com

## August 11-12 - Garden City, NY - Long Island Retro - Expo.liretro.com

## September - Parsippany, NJ - A Video Game Con - Avideogamecon.com

## September 29-30 - Arlington, TX - RetroPaloosa - Retropaloosa.com

## October 19-21 - Portland, OR - Portland Retro Gaming Expo - Retrogamingexpo.com

## October - Hartford, CT - RetroWorldExpo - Retroworldexpo.com



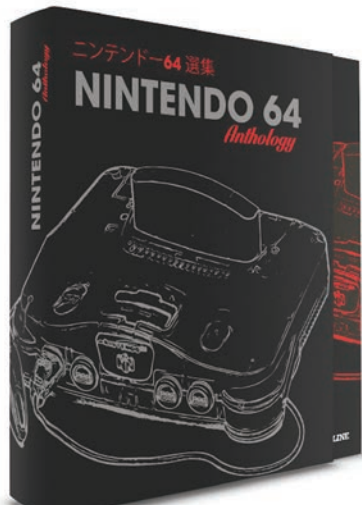
FALL



# Nintendo 64 Anthology


BOOK REVIEW

by Kelton Shiffer

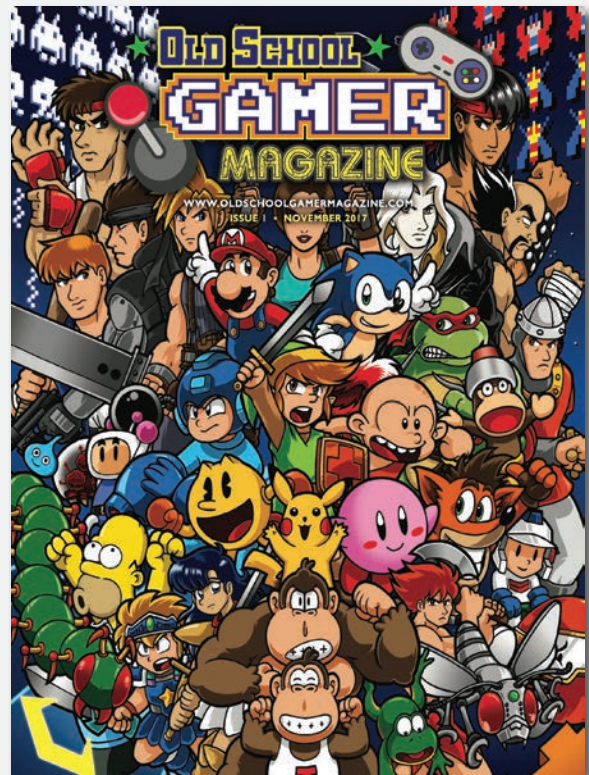


When it comes to nostalgia, everyone has their own idea and feel for it. Some people's fondest and warm childhood memories take them back to bike rides with their friends or having a strong bond with their classic cartoon characters, but for me, it was early Saturday mornings playing my N64. I've been wanting to get my hands on the Nintendo 64 Anthology book for some time now, and when I finally did, I can't begin to say how amazed I was. So, the next day I cleared my morning schedule of everything and dove straight into the book.

Opening this book for me was like opening a long lost time capsule, I was completely carried away by the forward and opening few pages. The pages that follow will take you through hundreds of games and accessories. I remember playing lots of them from my days of innocence and immaturity. There were so many games that I had just simply forgotten about, but they were all in there. Every possible game or accessory is in this book, with each section throwing facts and thought out descriptions at you with every page that you turn. Every page is stocked full of color, and there is almost an endless amount of pictures, charts and graphs to look at and study.

Normally I would only recommend something like this to only fans of the N64, but I believe that all fans of the retro gaming community should at least flip through this book at least once. You could spend weeks on end reading on N64 Developers, games, accessories, advertising, and even cancelled games. The cancelled games section for me was the most interesting. I spent an hour looking at and reading about games that were set to release but simply did not due to complications, each one comes with pictures too. Whether you were a fan or not of the N64, there is no doubt that it was one of the most generation-defining consoles in our lifetime, and this book helps to only further its legacy. 

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# A Gamer's Paradise in Las Vegas

By Old School Gamer Staff



**W**hen I go to Las Vegas, which is 3-4 times a year I have two places I have to go, A Gamers Paradise and the Pinball Hall of Fame, both of them are out on Tropicana Avenue about a mile or two from the Strip. A Gamers Paradise is a retro video game store owned by Sean Lebreque that has been located next to the Pinball HOF for the last 10 years or so.

Sean is a gamer from the Atari 2600 era and that's when the passion for video games began. And then around 2000 he heard of a video game store that was for sale and he went after it.

**SEAN:** That's what really you have to do is you have to buy just whatever you can get your hands on and that's what I did. I just kept on buying just about everything and trading. It was more trading than buying than anything else, because people were just looking. Aall this stuff you see on the shelves up here, this is all stuff that was thrown at me back in the day. Like that Intellivision 2 computer that I have in the box up there, classic story right there, I gave somebody \$10 store credit for that thing so that they go get a PlayStation or PlayStation 2 game.

Also when I first got here, it was so much fun, because we had the Broadacres Swap Meet in Las Vegas If you would've been here in 1990/91 when I was here, it was like a huge garage sale, that's all it was. It was just people with their cars and so much just crap all around.

I was paying the guy \$10 apiece for

brand-new Custer's Revenge. He had like eight of them. I bought like eight of them. I was just giving them to my friends and blah, blah, blah and next thing you know they're worth hundreds of dollars and he kept them brand-new in the box.

The whole premise of my business right now is to not be those guys that are gouging people for stuff, because I know it's an inflated market out there. This whole retro thing is just an inflated market; okay? Basically, just like the videogame crash in the early '80s it's going to happen again. They're poisoning it to fall and the question is when is it going to fall. I mean, nothing against it, but there's so many people out there gouging people for this stuff.

Several years later after getting going, his friend Tim of the Pinball Hall of Fame set up shop on Tropicana and decided to set up a new store, eventually closing the original location to concentrate on the current location. And that store continued to grow in product and eventually moved into a spot next to his store to support originally trading cards and now a full arcade where you can play the games and consider buying them. His collection of videos is a nice addition to next door's pinball and video collection.


**OSG:** So where has your video gaming gone since you have the store?

**SEAN:** I don't really play much at home anymore, but when I do, I usually pull out a Super Nintendo, play all -- play my Super Punch-Out or Contra. I'll



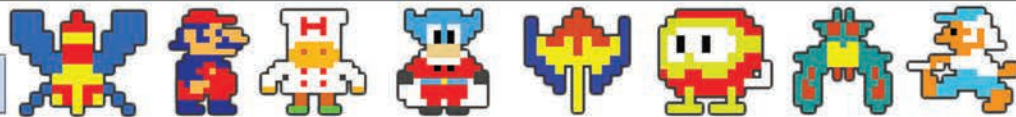
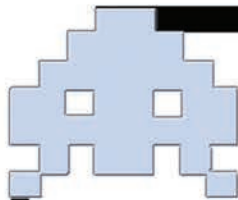
Sean Lebreque owner of A Gamers Paradise inside the newest part of the store

bring out the Atari 2600 every so often when I feel nostalgic and get back into playing Pitfall. I still have my Atari 800XL computer hooked up in my garage. So I'll -- I play a bunch of that, because I still have all my box software and like a 1,000-plus discs.

Sean and Dylan, his right hand man who I met before meeting the boss, have a great customer service attitude and really know their clients. They remember clients by name and direct them to new product that has come in since then remembering what they were usually hunting for. Without a doubt, when in Las Vegas, check out A Gamers Paradise or online at AGPVegas.Com, and then make sure to go next door to the Pinball Hall of Fame! 

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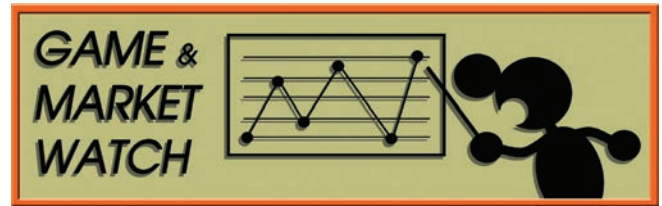


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# Game and Market Watch

By Dan Loosen



**I**t's undeniable in the past 20 years, the market for retro games has changed a lot. The market changes have come for a lot of different reasons, and in this new column, Game and Market Watch, I'm going to explore some of the changes we've seen and the factors that influenced them.

Before we get started on more specific changes to the market, I think it's worth explaining who I am and the perspective that I see on this. In the late 90s, my friend Gary Heil and I started a company called the GOAT Store, LLC. GOAT stands for "Games Of All Types," and our goal was to provide games to people who wanted to collect them.

We came up with this because we had both been acquiring games for the Atari Jaguar, but we were doing so with different goals. Gary was looking for games to play, and I was looking to see if I could complete a set. But we had a problem - when we could go to a web site and order games from it, we didn't know if that game was going to arrive brand new (which often was the case back then!), used but complete, loose, or loose with the label chewed on by a dog. We decided to start the GOAT Store with the idea that if we better described the items that people were getting, those people (like myself) who cared if the game was in good shape could pay a bit extra for them as they would know what they were getting, and people who just wanted the loose game (like Gary) could get a loose cart just to play.

Everyone would be happy by this. I knew that I was more than willing to pay a bit more money to get certain games that I had purchased multiple times before getting them complete - how many copies of one game did you need to buy before getting one like you expected?

This perhaps sounds foreign to people today because we are so used to finding exactly what we want, and if the item doesn't show up like we

expect we can send it back or ask for a refund or adjustment. In the early days of online retro game buying, it was more like buying used games at Funcoland without looking at them first - you might get one with barely any label and someone's name written on it, and that cost the exact same as the mintyand that cost the exact same as the minty one that they had kept the box for. More people remember the Funcoland searches though because buying online was limited to a few sites.

One site I remember would list games for the Jaguar that had never been released, but list their used prices. When you would go to order them, they would say, "Oh, sorry, we don't have this game in stock right now." The information was lacking.

Out of this frustration sprung GOAT Store. We started small, mostly with us contributing games that either I had bought multiple times to get good condition ones, or that Gary wasn't interested in keeping, and a little bit of money, and we started to figure out how we were going to keep track of everything that we had, and listing them online.

I doubt we were the first to do this, and the idea itself isn't even that novel, but it worked and everyone was quite happy with what we were doing. Collectors enjoyed getting the exact version of the game they wanted, and people who just wanted to play enjoyed getting games that might not be in great condition significantly more affordably than other places.

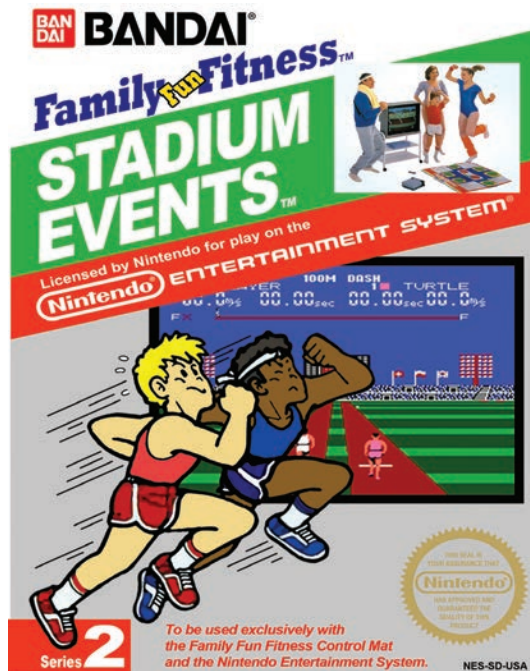
We still maintain the same idea, although there are other sites that are now even more detailed than us - we don't take individual pictures for instance of each item we sell, as with about 23,000 items in stock, managing that would become absolutely insane for us and we would have to raise prices to cover the additional time to a rate that we don't want to do - but it's been a great change for those of us that enjoy the collectible aspect of retro gaming.

This sort of detail however made some interesting changes to the collector community. Suddenly, we started finding things both from collectors asking, reading new discoveries on message boards, and just from games showing up, that fundamentally changed some of the different collector communities.

From here on out, each column I do will focus on a specific interesting discovery, and how I believe it affected the collector community. I can't pretend that I'll always be exactly right, or that others wouldn't disagree with me, but my goal is going to be to give a different perspective on what happened.

Often, I hear in the collector community that the reason that game prices are so high is because of "scalpers", which is usually followed by the person saying it looking at me and saying, "No offense Dan." I always say the same thing, which is no offense taken, but I don't think the problem is "scalpers" at all.

The belief seems to be that those of us who run game stores are driving up the prices of games by putting them up in our store because we can charge more for them than what was charged





for in the past. People like to point at the Funcoland papers and say things like, "See, there are still a few NES games that are the same price, but retro game stores have decided to jack up the prices on other games.

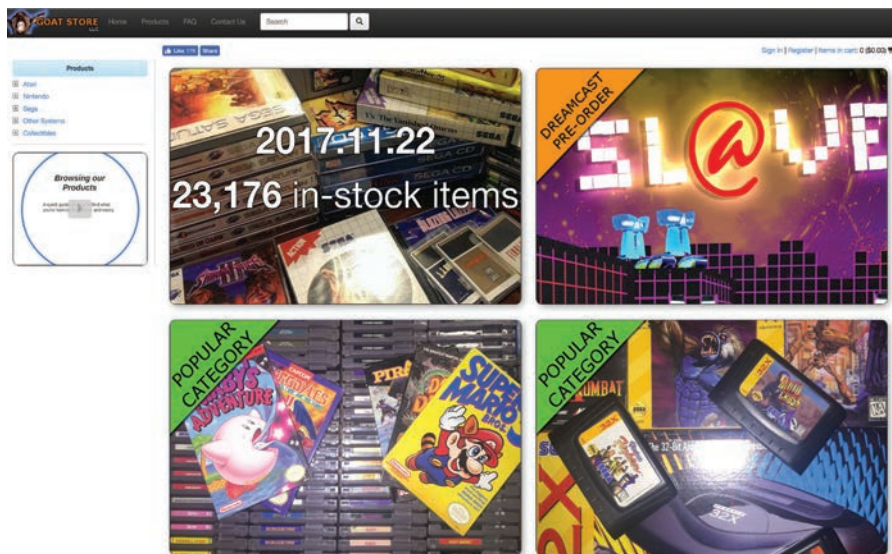
I find several problems with this, so in brief... Yes, Funcoland had games like Stadium Games listed for less than \$5 at times, but it wasn't like they had them in stock. And then, the problem was that store to store, there was no knowledge about what was rare. Stadium Events might be listed for \$2.99 in the Funcoland price list, but if there was only one of them offered at that price in the country, it's a pretty small amount of people that would be interested in buying it.

Then, let us not forget that back then, there were no resources saying how rare a game might be. If you walked a game store in 1992, and the option was between buying Stadium Events for \$2.99 or Super Pitfall for the same price, you were almost definitely going to walk out with Super Pitfall. Let's be real - Stadium Events doesn't look that cool on the label, and it says you need the Power Pad, an accessory that few people had, and those who had them would have already had World Class Track Meet, so getting a second track and field style game for use on it just seemed redundant. So, as absolutely crazy as this may seem, if a Funcoland had a Stadium Events on their shelf, it was very possible that they had that Stadium Events on their shelf for months and months before someone randomly picked it up.

Funcoland headquarters would get the reports from each of the stores, and would find out that Stadium Events wasn't selling, so the price of the game would be held lower to try to get someone to toss it in when they bought it the few times someone had it. They wouldn't be looking at the fact that maybe only one or two stores had this game, just that it was a game that was unlikely to sell.

It seems like this may be a problem that would have gone away with the advent of the internet, but the truth is that it wasn't just the internet that made these things interesting, it was also having someone gather and share the information about what it was that people were looking at.

I've done it for a few systems as a collector - my first big collection was for the Atari Jaguar, and I was fascinated to find that there were variations of some games. The biggest two were known online - Cybernaut came in two versions, one that the program was smaller on the



cartridge to save space and costs, and the other is Power Drive Rally, which had two completely different graphic designs for the game. But, I was curious to see what else there was, and I found about ten more extremely minor differences between the games - like different numbers on the labels and things like that - which I was interested in. I collected these into a document that I shared online. I don't think many others considered the variations at the time, but that was okay, it was my information.

Other information like this is done from other people that does drive major market shifts. A good example is for Turok Rage Wars for the N64. Released in late 1999 for the N64, Turok Rage Wars

took the popular N64 Turok series and basically made a multiplayer only game for it. In many ways, I feel like it was ahead of its time, with gameplay that was almost exclusively centered around playing a FPS against bots and others locally. It was released on a black plastic cartridge, following the lead that Turok 2 had done before it. When people name great N64 games, it's not one that people name... pretty much ever.

But, there is a variation of Turok Rage Wars that came out on a grey plastic cartridge shell, and that version of the game is now worth about \$175 to \$200.

I found out about the price of Turok Rage Wars by randomly coming across a thread on a collector site talking about the



previously unknown variant that was now available because someone had found a box full of about 120 loose cartridges. People were speculating that these were the only 120 cartridges ever made like that, and, wanting to spread some light, I jumped in to mention that we had bought about 500 games from EB Games when they were closing out their N64 stock, and we had about 10 grey Turok Rage Wars carts in with that.

In the thread, I was told that it was impossible, and the game didn't exist until this box of games was found, and I was probably mistaken. We had these in stock and labeled as the grey cartridge version for about 5 years before the eBay box was found, and the collector community was officially alerted to them. I even found and showed a link of us having the game listed as a grey cartridge on our site from years before, but it was dismissed, and the record of the grey cartridge's first acknowledgment remains that box on eBay of them, which is fine - it's a better story, and that matters. A lot.

As soon as the box sold out, the game started commanding about \$60 on eBay. Now, like I mentioned, it's up to about \$175 to \$200. But the price of the game did not jump up to that price because of a vendor


"hoarding" them, it jumped up because suddenly the collector's market had been alerted to the game existing in a way that it hadn't before. When we had it, I looked at the other grey cartridge variations and found they were usually just slightly more expensive, so, finding no information online about that game, we listed it for \$9.99. They sold slower than the black cartridge version of the game, because it was a bit cheaper.

When the information got out there, and especially now there is an assumed story about why that cartridge is so rare, or at least as far as I have heard - the original game has a pretty major bug in it, and the belief is that the grey cartridges are what Acclaim made to fix the bug and they were mail-in only, and only if you inquired about them. So, it's extremely rare to get one. I'm not so sure that I think this is exactly what happened with it, but the story itself is interesting and helps to drive interest in collecting the game itself.

The combination of the information about the game and the story of it's believed history are what raised the price of this game. Us having the game listed before the information or the story come out drove no difference in demand. And that's how the collectible world works.

I also happen to play Magic the Gathering, and an alpha Black Lotus is exactly as rare as an alpha Timber Wolves, but the Lotus can command six figures, while the Timber Wolves would be lucky to be worth \$100. Demand is not driven by the people selling the items, but the people buying them, and prices are made by the stores to reflect that.

As a retro game vendor, Gary and I don't want to buy a bunch of games, put them on the shelves and then look at them and think about how cool it is that we own them all. Our mission statement is to provide retro games to collectors and players at an affordable price. If people are willing to pay \$175-\$200 for a Turok Rage Wars grey cartridge, and I can offer them for around that price, we're doing what we tried to do. And if people are only willing to pay \$9.99 for them and they don't sell for years and years, that's fine too. But my choices - beyond helping to inform people of things that we find online - have little bearing on the actual collectible market.

Next time, we're going to explore what I was once told would be our game store's impending funeral, Virtual Console games, and their impact on the market. 



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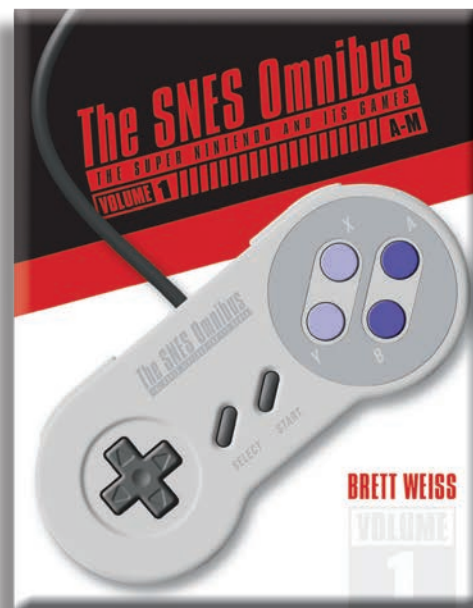
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# Free Play Florida

THE LAND OF MICKEY AND SEA WORLD IS GREAT FOR GAMERS!

By Old School Gamer Staff

**T**he adventures of the Old School Gamer crew continue...this time the weekend after Galaxies of Games in Iowa. We travelled down to Orlando Florida, again with our friends Billy Mitchell and Walter Day for Free Play Florida which I'm told is the largest such event in Florida. Setting things up on Friday and then only being able to stay for Saturday... it was an action packed 36 hours for us!

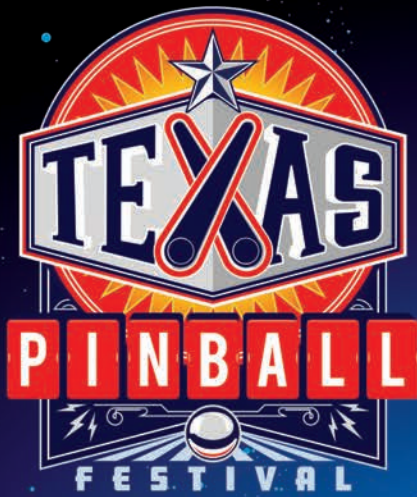
A This event is totally bursting at the seams as it takes over the Ramada at Sea World using their main ballroom, and a bunch of siderooms for all its activities. While Friday was very full with just the main gaming room being packed with arcade games, consol game battles and some vendors that also spilled out filling the atrium outside that main room. We were able to meet up with a lot of new people who had heard about the magazine and many who hadn't. Our friends we had already made within the circles also brought out more of their friends to get involved in the magazine. Look for more announcements coming soon in that area as have time to catch up from the last month of excitement for OSG.

Additionally, we were able to meet with Scott Adams known for his famous adventure series of games from the early days of gaming, Ritchie Knuckles known for his arcade collection, the movie King of Arcades, and Jersey Jack (Guarnieri) who is doing some amazing innovative things with pinball in the last last couple years. Presentations and events also included Space Ghost Coast to Coast dressed in the part interviewing the actual voice actor George Lowe who did the character and all the wonderful humor back when the show was on cable television.

Thanks to our crew of Rick Ellis and Bill Lange for manning the booth with us and I'm looking forward to next year already!

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# The Pinball Hall Of Fame

By Old School Gamer Staff

**O**ld School Baby. That's what Tim called me when he walked into A Gamers Paradise and saw the magazine and my embroidered shirt that I was wearing for the magazine. My potential interview with Tim Arnold the operator of The Pinball Hall of Fame was off to an interesting start.

**TIM ARNOLD:** So when you were a kid, did you ever play tic-tac-toe?...Why did you stop playing tic-tac-toe?

**OSG:** *Because I could never win.*

**TIM:** It was pointless and stupid, there's only six things you do. Just like videogames, up, down, left, right, punch, kick. Why would anyone continue to play a baby's game when you become a man? You play pinball, because pinball is random, because it's mechanical --

**OSG:** *It's got millions of possibilities.*

**TIM:** The ball is crazy. It can go anywhere, anytime for any reason and it also has strategy instead of, I'm just going to memorize a move so I can do Kung Fu.

And that's how it started.... A man I still have a ton of respect for, calling gamers, babies because their video gaming is so simple compared to pinball. Tim started when he was 14 with his brother. While his friends were trudging through the snow delivering newspapers he was popping into the pizza parlor and pulling out hundreds of dollars worth of quarters. I was an OG, Original Gangster he says back in the 1980s. He was putting pinball machines out in Lansing Michigan. He decided to let his brother buy him out locally years later and that he wanted to go to a big town and do something new with his part of the pinball and arcade collection. The timing may not have been right, but that didn't matter to Tim.

**TIM:** It didn't have anything to do with timing, it's just what I wanted to do. See, this is why large corporations always fail at the entertainment business is because they don't understand that you can't quantify what people consider to be fun. You can't do a spreadsheet and decide that your Godzilla movie, the third reboot of the second Spiderman must contain the following items and sooner or later people are going to go.

All great entertainment trends have started at the street level and bubbled up. They never start at a corporate level and are pushed down. Time Warner is great at running the pipes, but they're

not good at thinking about things to put in the pipes. That's crazy guys sitting in a room by themselves saying, I wish I had super Ultra Tic Tac Toe so that I can play it again like when I was a kid.

So what I decided to do was totally counterintuitive and totally ass backwards, said I'm going to go around and scoop up all the pinball machines that otherwise would've gone to the dump and that's literally true, because there was a couple times I'd be buying a warehouse full of old pinball machines and I'd finished up and paying the guy and he come out, and this is the exact quote, I wasn't going to say anything, but you guys are idiots. You paid me \$100 apiece for this stuff; I was just going to haul it to the dump.

Tim compares himself very nicely to Ted Turner when he was buying out all those old movies, which he then created Turner Classic Movies, except instead of celluloid he was buying pinball!

**TIM:** So there was no chance it was going to work, but I did it anyway. So now here we are and we're consistently in the top-10 things of things to do in Vegas ahead of million and billion-dollar attractions on the strip. I remember the first day we opened, I said, I'm just going to be glad if this thing pays the



rent and it did the first week out. So ever since then it's been all uphill. We were able to move down here closer to the strip in a nicer, larger building. We're offering more stuff and we're also using our newfound prosperity to hold the line on price increases. Half our games still cost a quarter in here and we still let you walk in the door for free and park for free, which in Vegas, is not heard of.... totally ass backwards.

**OSG:** *And it works, quarter by quarter....*


**TIM:** It works, because people like it, because I'm in here every single day listening to what my customers say and the other club members -- because it's grown beyond just me at this point. There's a lot of people involved and we get together and we decide what the next game is going to be. We don't do any quantitative research, we don't poll anybody, we don't have spreadsheets.

You come in here and people are jumping down, screaming going nuts and all that. And it's really worked out well. We're still dedicated to it, but things could change tomorrow. So if you're thinking about coming to the Pinball Hall of Fame, this whole amusement depends on some factors that may change tomorrow if I get hit by a bus or other key people.

(We run quarter by quarter basis....) The faster they put more quarters in the more money we make, but again, we're completely ass backwards and we just don't care. We want to run the best ride we can and hope people buy more tickets and go back in line to ride the ride again. So there's a one-of-a-kind game in front called Pinball Circus, they made two of them.

The Pinball Hall of Fame is a labor of love of Tim's and the organization that backs him on the collection. He has pinballs going back to the beginning of the flipper era (yes there was pinball before flippers) up to the the latest from the few manufacturers that are left. And what blows me away is that the 250 machines that are on the floor at the hall of fame is only part of the over 1,000 pinballs in the entire collection.

Also for those of you "babies" as Tim calls us, there are a couple dozen arcade video games available to be played including the most popular ones from each era of video gaming.

Check out [www.pinballmuseum.org](http://www.pinballmuseum.org) for more information and get yourself there for a couple hours of gaming during your stay in Las Vegas. 

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**Tim Arnold playing "Robin Hood" Pinball from 1938 - One of the more treasured games in the Pinball Hall Of Fame Collection**



# HOW HIGH CAN YOU GET?

By Michael Thomasson

**When Donkey Kong's cut-scene animation inquires, "HOW HIGH CAN YOU GET?," it isn't referring to recreational drug use, but to how many meters you can climb in the construction site that is the setting of the game. However, if you thought that a green leafy plant wasn't at the root of the game's creation, you'd be wrong!**

When Shigeru Miyamoto, working in tandem with chief engineer Gunpei Yokoi, initially set out to design the game, he intended to have a certain spinach-devouring sailor rescue Olive Oyl from his arch nemesis Bluto. While spinach won't get you high like marijuana, it is the basis of the creation of the beloved, and perhaps most recognizable video game character ever, Mario. You see, when King Features Syndicate refused to grant the license to the popular Popeye comic strip characters, Miyamoto was forced to create his own.

In Miyamoto's new rendition, the protagonist was originally nicknamed Ossen, Japanese for "middle-aged guy." When Miyamoto decided that he wanted the character to appear in all of his future video games, in a fashion similar to Alfred Hitchcock's famous cameos, he dubbed the character Mr. Video. After giving the character the ability to leap over rolling barrels, he renamed the leading role to Jumpman. This ability was literally a leap in game design, as Miyamoto inadvertently created one of the earliest platform games, and the first video game to feature a jumping game-play mechanic.

So, how does all this lead up to Jumpman being renamed as Mario, you ask? Well, when Nintendo first decided to open up shop in America, its premier

solo game was Radar Scope. While the coin-op title was second only to Pac-Man in Japanese arcades, it failed to capture the interest of the American public and resulted in financial disaster. Miyamoto was assigned the task of creating a new game using the identical specs and hardware of Radar Scope, so that the thousands of units sitting idle in American warehouses could be converted to something that might sell.

While the new game was being developed, the young American branch was struggling. Without a product to sell, Nintendo was unable to raise revenue... even to pay the rent. This fact was not desirable to the lease owner of Nintendo of America's facility, and resulted in a heated exchange of words. Nintendo of America's President, Minoru Arakawa, pledged to pay the rent soon, and subsequently renamed Jumpman after the landlord: Mario Segale.

Before Miyamoto attempted to breathe new life into Radar Scope, the majority (if not all) of video games were designed by programmers and engineers, most of whom were tech-minded and had little consideration for lighthearted visual storytelling. Miyamoto wanted a narrative, and achieved it by marrying the themes and characters from the Popeye franchise with the lore of King Kong into an epic tale of his own.

A pet gorilla, belonging to a carpenter named Mario, escapes. The ape proceeds to abduct Mario's girlfriend Pauline, and carries her to top of a construction site, forcing Mario to leap the barrels that the gorilla is hurling at him while climbing the scaffolds in an attempt to rescue her.

Miyamoto wanted the game to be called the Japanese equivalent of "Stubborn Gorilla," but Nintendo's Japanese President Hiroshi Yamauchi was



going after the American market, and was adamant that it be given an English name. However, Miyamoto's English was not the best and when consulting a Japanese to English dictionary, the words "donkey" for "stubborn as a mule," and "Kong" for "gorilla," were chosen.

Upon hearing the name, the employees at the American division were not confident and feared the worst for the already struggling division. Howard Lincoln and Ron Judy felt that Donkey Kong might fare worse than Radar Scope, and doom the American branch. Nintendo of America's sales manager was upset because the game ventured too far from the maze and shooting titles popular in arcade establishments at the time. Boy were they ever wrong!

The influence of Popeye and the resemblance to King Kong are there: King Kong captures the damsel in distress akin to how Bluto kidnaps Olive Oyl almost daily in the Popeye comic strips and animated shorts. In reality, Bluto is much a "big ape" himself. In the game, a lady (note that 'Lady' was the original name for Pauline) must be rescued from atop a skyscraper, à la King Kong. Popeye's use of spinach to make himself powerful and temporarily impervious to harm is even mirrored by the use of the hammer in the game. Perhaps the "OIL" drums in the game are a subliminal reference to Olive "OYL."

Following the enormous success of Donkey Kong, King Features Syndicate finally came around and licensed the Popeye characters to Nintendo. The deal resulted in a portable Game & Watch title, and also a new coin-op hit, neither of which rivaled the success of Donkey Kong. Oh the irony!



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To answer the question, "HOW HIGH CAN YOU GET?" you should know that the game does indeed have a 'kill screen.' On level 22, the timer counts down so rapidly that it is not possible to complete the stage. Then it is GAME OVER... unless you fancy some cannabis.

### KONG VS. KONG TRIVIA

Universal Studios sued Nintendo over the similarities between Donkey Kong and King Kong. However, Nintendo's legal counsel, John Kirby, saved the day when he recalled an old case between Universal Studios and RKO that had the plaintiff arguing that the King Kong franchise was in the public domain. In the end, Universal Studios was forced to pay Nintendo \$1.8 million in damages. To thank their attorney, Nintendo renamed its Popopo character Kirby!

### WANT MORE DONKEY KONG?

Try streaming episodes of Saturday Supercade (1983-1984), an animated anthology series that included shorts for Donkey Kong, Frogger, Pitfall, Q\*Bert, Space Ace, Kangaroo, and others. DK himself is even voiced by comedian and entertainment personality Milton Supman, a/k/a Soupy Sales.

If you are really desperate, Donkey Kong cabinets make brief cameos in the popular films WarGames (1983), Gremlins (1984), and The Heavenly Kid (1985). Dig deep on YouTube and you'll find actor Harris Shore portraying the first live-action Mario in Coleco's commercials for the Donkey Kong and Donkey Kong Jr. handheld video games.

Wanna sing-along with Donkey Kong? Try spinning Buckner & Garcia's Do the Donkey Kong single or Donkey Kong by R. Cade and the Video Victims, both released on LP in 1982.

In case of a blackout, try playing Milton Bradley's 1982 Donkey Kong board

game. While it requires cards and dice, it does not require electrical power, so you are good to go even during a power outage. The product box inquires, "Can You Battle Donkey Kong And Save the Fair Maiden?"

### WHAT'S IN A NAME?

おっさん OSSAN

ミスター・ビデオ MR. VIDEO

ジャンプマン JUMPMAN

マリオ MARIO



**Michael Thomasson** is one of the most widely respected videogame historians in the field today. He currently teaches college level videogame history, design, and graphics courses. For television, Michael conducted research for MTV's videogame related program Video MODS. In print, he authored Downright Bizarre Games, and has contributed to nearly a dozen gaming texts. Michael's historical columns have been distributed in newspapers and magazines worldwide. He has written business plans for several vendors and managed a dozen game-related retail stores spanning three decades. Michael consults for multiple video game and computer museums and has worked on nearly a hundred game titles on Atari, Coleco, Sega and other console platforms. In 2014, The Guinness Book of World Records declared that Thomasson had "The Largest Videogame Collection" in the world. His businesses sponsor gaming tradeshow and expos across the US and Canada. Visit [www.GoodDealGames.com](http://www.GoodDealGames.com).

# Where It All Began

OTTUMWA LEADS TO TWIN GALAXIES AND  
WALTER DAY LEADS TO THE BIRTH OF COMPETITIVE  
GAMING LEADS TO KING OF KONG.....

By Shawn Paul Jones and Walter Day

**T**win Galaxies is the world authority on player rankings, gaming statistics, and championship tournaments, with pinball statistics dating from the 1930s and video game statistics from the early 1980s.

As the electronic gaming industry's premiere statistician, Twin Galaxies preserves the history of gaming in a historical database, which documents the historical milestones of the electronic gaming hobby as it evolves into a professional sport.

Founded in 1981, Twin Galaxies grew from modest origins as an arcade chain operator to gain recognition as the "official scorekeeper for the world of video game &

pinball playing," vested with the authority to verify "official" world record high-scores and crown new world champions.

The Twin Galaxies scoreboard was the creation of Walter Day, Twin Galaxies founder, who, on June 6, 1981, embarked on a series of business trips that took him through 15 U.S. states in 4 months. Though his role as a traveling salesman was the focus of his trip, Day's real passion was to visit as many video game arcades as possible and record the high scores he found on each game.

Thousand of miles later -- and after visiting approximately one hundred arcades, Day, on November 10, 1981, opened his own arcade in the sleepy Midwestern town of Ottumwa, Iowa. It was called Twin Galaxies and its tranquil



Plaque at the Original Location of Twin Galaxies in Ottumwa, Iowa

existence was altered when, on February 9, 1982, Day's growing database of high score statistics were made available to the public as the Twin Galaxies National Scoreboard. As the organizational center of competitive video game playing, Twin Galaxies received immediate recognition from the major game manufacturers of the day: Atari, Midway, Williams



Life Magazine January 1983 spread shot out front of Twin Galaxies


Electronics, Universal, Stern, Nintendo, and Exidy, in addition to recognition from RePlay Magazine and Playmeter Magazine -- the two premier coin-op publications of that era.

Twin Galaxies' role as the scorekeeper grew in importance as "player-rankings" became a major focus of the media. As the pioneer in ranking the top players, Twin Galaxies was called upon to bring the superstar players together for many well-publicized contests and media events. For example, on November 7, 1982, LIFE Magazine visited Twin Galaxies to capture sixteen of North America's best players in a group photograph. Two months later, on January 9, 1983, ABC-TV's "That's Incredible" came to Ottumwa, Iowa, to film nineteen of the world's best players competing in the first-ever video game world championship.

As Twin Galaxies' fame spread further, Walter Day was designated an assistant editor in charge of video game scores for the the 1984-1986 editions of the U.S. edition of the Guinness Book of World Records. Under Day's direction, Twin Galaxies wrote the first official rulebook for playing electronic games and established the rules and standardized settings for each game. Today, this rulebook has evolved into Twin Galaxies' most well known product: Twin Galaxies' Official Video Game & Pinball Book of World Records (ISBN 1887472-25-8), a 984-page book containing scores from players in 31 different countries compiled since 1981. A second edition, totaling approximately 800 pages that focused exclusively on high-score records achieved on coin-op arcade games, was released on June 1, 2007. A third edition of the arcade volume, filled with hundreds of updated world records on arcade coin-op games, was released in June, 2009.

Today, Twin Galaxies is recognized as the world's premiere electronic games referee, having judged contests and high scores submitted by console gamers, arcades aficionados, and PC gamers worldwide.

On February 14, 2014, ownership of Twin Galaxies was transferred to Jace Hall, of HD Films, in Hollywood, California. Walter Day now spends his time producing collectible trading cards while working on a musical.

Then on October 19th, 2017, The Yankees, owned by Yankee Global Enterprises (Steinbrenner family controlled) became the largest stockholder in Twin Galaxies and related E-sports businesses, Echo Fox and Vision Entertainment. 



# King of Kong Movie Review

STARTING OUT A NEW COLUMN ON VIDEO GAME RELATED MOVIES

By Brad Feingold

A long time ago, in a.... wait, wrong movie. Documentaries are normally a weakness for me. I sometimes have difficulties connecting with the people and the topics involved such as war, gold mining, criminals and claims of alien abductions.. But lately, I have found a small handful of movies that are about something that I can really relate to, video games.

War of the human mind and soul. That seemed to be one of the main themes of King of Kong, a Fistful of Quarters. But let me explain the main plot. Many years ago, a video game legend named Billy Mitchell did something that was unspeakable. He broke the world record for Centipede, Pac-Man and the main game of topic, Donkey Kong. But he was not the only one who was on the quest to break the records.

Steve Wiebe, a school teacher born in Seattle, WA, put a Donkey Kong Jr. cabinet into his garage and placed a Donkey Kong board inside of it and started his journey to break the record.


Throughout the movie, we learn a lot about Billy and Steve and how they battled it out to be the best of the best. With time against him, we follow Steve and his family to the end to see if he is able to beat Mitchells score.

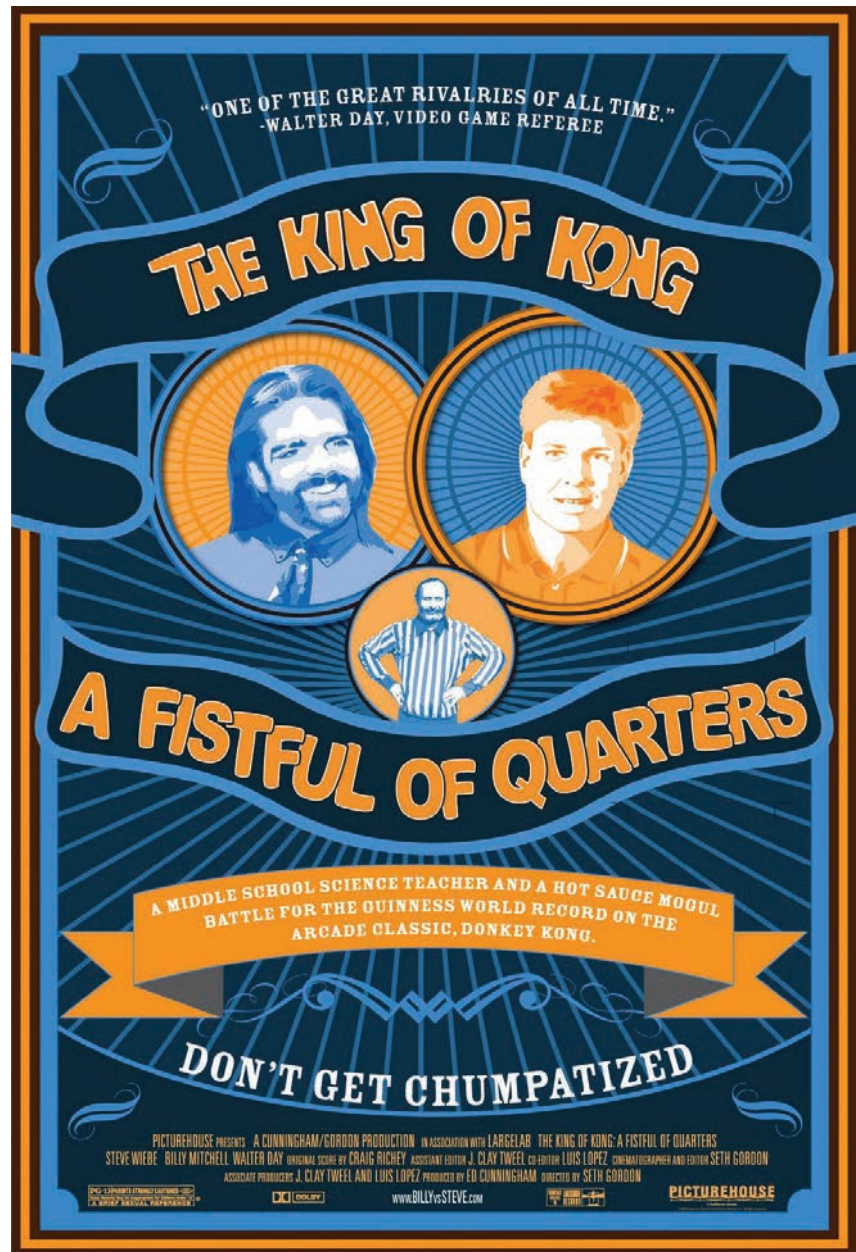
Toward the middle of the movie, there is a twist of fate when the Guinness Book of World Records decides to get involved with the plot. It is really difficult to mention more without giving anything away. It is a documentary but it's still good to watch from the start to the end.

As I mentioned, I don't really watch these types of movies, but I can absolutely give this a respected review. King of Kong, Fistful of Quarters is a really great film for what it is. It introduces a lot of the people that are involved with the back story of Twin Galaxies, the organization that maintains the video game records, as well as friends and family members that recall the pain and

struggles that Wiebe went through to try to climb to the top. There is even a struggle between a parent and child and a butt that needs to be addressed.

The King of Quarters is a funny, heartfelt movie that, even if you are not

a fan of video games, you would enjoy this film. The extras that are on the DVD are also a lot of fun to watch as well. With a brief history of Donkey Kong to the interviews at the film festivals, this is a great film to watch and add to your video collection. 



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# 35 Years Later We Celebrate

GAMERS COME BACK TO WHERE IT STARTED 35 YEARS AFTER LIFE MAGAZINE VISITS

By Todd Friedman

**O**n October 8, 1983, Walter Day of Twin Galaxies had a vision. He dreamt of having a Video Game Hall of Fame in Ottumwa, Iowa. He knew this would be the perfect place to host the event being that Ottumwa, Iowa was crowned the Video Game Capital of the world one year before. Unfortunately, the arcade business took a crash. Arcade gaming and the recognition of gaming would falter. Therefore, the Hall of Fame would not take off. Fast forward 27 years where the vision became reality at the Hall of Fame award ceremony in Ottumwa, Iowa. In 2010, Walter Day and a crew of gamers and volunteers pulled off the very first International Video Game Hall of Fame (IVGHOF) award ceremony. It was a huge success and turned out to be a very memorable weekend for all who attended, including me. There would be another Hall of Fame in 2015, during the ICON event in Ottumwa, Iowa. This was such a success that the IVGHOF Board of Directors made sure that this event continued to grow year after year. This past weekend the IVGHOF was just as exciting, if not better. It was a weekend of gaming, tournaments, raffles, special guests, autograph sessions, the Time Life Photo recreation on Main Street and an all-around great event to mingle with past, present and future gamers around the world. On November 9-12, 2017, the Ottumwa's Old School Pinball & Arcade presented the "Galaxies of Gaming."

Ottumwa's Old School Arcade Committee consists of Jerry Byrum, Bill Hoffman, Terry Burtlow, Ginny Burtlow, Michael Dudley, Katie Bride, Dennis Bartlet and Anita Carver. The Hall of Fame Committee is made up of Julie Barwick, Marcus Bennett, Raymond Cover and



Angela Hoffman. The Committee tells me, "With the help of others, everyone's goal and mission is to continue the legacy of gaming, Walter Day and of Twin Galaxies arcade in Ottumwa. With your help, we will do just that."

The weekend event started early on Thursday as the arcade opened, and registration began for all the tournaments that were being held all weekend. Tournaments included such console games as Madden '18 for the PlayStation 4 and Mario Kart 8 Deluxe for the Nintendo Switch. There were arcade tournaments as well such as Ms. Pac Man and Guitar Hero. If arcades are not your thing, there was also a pinball tournament on the new Star Wars pinball machine. Ottumwa's Old School Pinball and Arcade is a new arcade located in the Quincy Place Mall. They hold up to 80 arcade and pinball machines, past and present for example: classics such as Frogger and Pac-Man and newer games like Guitar Hero and Final Lap 3. All Games are on free play so after you pay your entry fee you can come and go and play all the games you like for the entire day.

Not only was there the arcade open to the public, but there were vendors invited to setup items they could sell.

From cartoon caricature drawers, to retro gaming vendors, there was a wide range of items to look through and purchase. Chris Foster of Brooklyn, Iowa tells me, "I was thrilled to be involved in the event as a vendor. I attended the event with my brother Jeremy Foster and son Jax Foster, yes, he was named after a character from Mortal Kombat. We packed our inventory the previous night and left early in the morning for the two-hour trip to Ottumwa. We were so excited to attend none of us got much sleep. We had a great day of toy and video game sales and left with something more valuable than money, memories made between a father and son that will last a long time for these gamers."

Saturday morning started out with a possible world record attempt by Paul Zimmerman of Deerfield, Illinois. Paul drove about 5 hours to attend the event to try and break the Atari 2600 record on Berzerk. The record currently stood at 1,057,940. For Paul to break this record, he would have to start playing at 9:30 AM

Pictures on this page and to the right:  
Above: 2017 Recreation of Life Magazine Image.  
Right: Many attendees from Ottumwa Galaxy of Games 2017 event joining in the fun, Billy Mitchell explaining the Hall of Fame.



until around 11:00 PM. I sat down with Paul before he started his run to ask him how he was feeling and what it took to break the record. "I have been playing video games since I got my first Atari 2600 in 1980." Paul explained how going for the world record is very important to him. "I got the record back in 2010, at the Midwest Gaming Classic, and it was beaten in 2015. I actually almost beat the record a year later, but the game froze a half hour before I could beat the score." Paul knew he could beat the record again, he just needed video proof, an event and to make sure the game did not freeze. This year he made sure he had a different game cartridge and a different system, so the freeze issue would not happen. Unfortunately, at 6:45 PM after playing for 9 1/2 hours the game indeed froze again with a score of 666,040. Billy Mitchell joked that everyone needed to stay away from Paul as his game froze on 666. Perhaps a bad luck number to freeze up on. Personally, knowing Paul and how he is determined to beat a record, I know he will go to the next event and get his high score. It's his world record to take back.

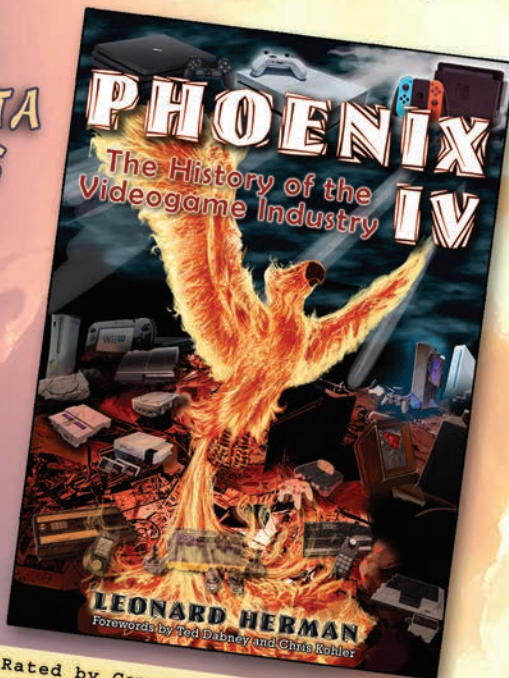
Throughout the weekend, there was a space where memorabilia from the history of gaming was on display. Ottumwa is in the process of creating a home for the Video Game Museum. A place where you can go to see the history of arcade, console, and pinball gaming from the beginning until the present. Items such as T-shirts, posters, games and systems were on display in this mini version of what will come for the Museum in Ottumwa, Iowa. In the same room of the museum was an autograph table signing session. Current and past Hall of Famers as well as current gamers were gracious enough to spend some time with the fans and sign cards, magazines and whatever fans brought for them. Some of the people in the signing room were old school gamers: Todd Rogers, Mark Robichek and Sam Blackburn. The Class of 2016 attendees such as Lonnie McDonald and Chris Tang were happy to sign items for fans. Of course, an autograph session would not be complete without Walter Day and Billy Mitchell. They were on hand to sign and talk with the gamers about the history

of gaming and Twin Galaxies. I spoke with Mark Robichek, one of the original Time Life Photo members back in 1982, from the original Twin Galaxies arcade. "I really enjoyed my weekend in Ottumwa. I really felt like a celebrity, especially while signing autographs and seeing the joyous looks on the faces of both the adults and the kids in attendance." Mark goes on to add, "Just prior to the IVGHOF induction ceremony, I was approached by Walter Day and others to see if I'd be willing to be a presenter and I jumped at the opportunity. Before my turn at the mic, I got to hear Isaiah 'Triforce' Johnson pay tribute to some of the original game players (such as me) and he even described us in a way that will stick with me forever. He called us the 'Elder Gods.' I like that term! In fact, when Walter Day asked me whether I'd wear an 'Elder God' T-shirt, I said, Absolutely!"

Saturday afternoon was the historical recreation of the Time Life photograph that was taken on Main Street in Ottumwa back in 1982. The goal has always been to get as many gamers from the original picture as well as the five cheerleaders

## The Second Best videogame book of all time, just got better!

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Since its debut in 1994 as the first comprehensive book about videogame history, Phoenix has been regarded worldwide as the Bible of videogame history by professionals and fans alike. Now in its fourth edition, the text has been completely rewritten and updated to include videogame history through 2015. Illustrated with over 1000 photos from Atari to Zeebo, Pong to PlayStation, and arranged chronologically, Phoenix remains the first place to start any study of gaming history.

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\* Rated by Game Informer magazine as, "the #2 videogame book of all time."



that pose in front of the arcade games. This year we had the privilege of three of the members as well as two of the original cheerleaders take part in the photograph. Billy Mitchell, Sam Blackburn and Mark Robichek stood high above the gaming machines as they did 35 years before. April Lewis and Tracy Groy were gracious enough to come back all these years later as two of the original cheerleaders from the early 80s. April told everyone, "My goal is to get the other three here and have all five cheerleaders represent Ottumwa again." Once the photograph was finished, locals and attendees of the weekend event took a group picture with everyone including Walter Day who was there for the original shoot outside his arcade in 1982.

Saturday night was the Hall of Fame Ceremony and it did not disappoint. It was a perfectly organized event that brought together some of the top gaming figures in the world to celebrate the Inductees and be a part of history with the Class of 2016. Before the ceremony started, fans and residents had the pleasure of hearing from Jerry Parker, the former Mayor of Ottumwa and the person who proclaimed Ottumwa as the Video Game Capital of the World. Other speakers included the current mayor of Ottumwa, Tom Lazio and the State Senator Mary Gaskill.

Additionally, it was the awarding of the Ottumwa's Old School Pinball & Arcade Gamer of the Year awards. This all-year event started in January and ended the night of November 11, 2017. Gamers of all ages battled in a world series of gaming on multiple platforms to determine the world champion for kids and adults. Games included were Ms. Pac Man Arcade, Mario Kart 64 for the N64, Family Guy Pinball, Tetris for the Gameboy and Metal Slug for the PS2 among many other games. The finals of the yearly tournament were held this weekend and the top 3 winners received an award along with a certificate. In the adult division, 3rd Place went Kevin Archer, 2nd Place went to Ed Burtlow and 1st Place was Wyatt Barwick. For the kid's event, 3rd Place went to Brandon Burtlow, 2nd Place went to Caleb Burtlow and the 1st Place gamer of the year went to Isabella Hoffman.

This year's class included different eras of games, players and Industry legends. The game inducted this year from the 1980's era was Super Mario Bros., with over 40 million units sold, it is considered one of the greatest games of all time. From the 1990's era, The Legend of Zelda:



Young fans getting autographs from video game celebrities at Galaxies of Games 2017

A Link to the Past, one of the biggest selling Super Nintendo Games ever. The game of the 2000's that was voted on was the World of Warcraft, with over 11 million paid subscribers, this is easily the most popular MMORPG of all time. The current era game that was inducted into the Hall of Fame was Minecraft, with over 60 million copies sold and over 1.75 billion hours of gameplay worldwide, Minecraft will always be a true iconic game for years to come.

One of the Inductees able to attend the presentation was Isaiah "TriForce" Johnson, who also accepted the awards on behalf of Super Mario Bros., The Legend of Zelda and Nintendo Industry Leader, Satoru Iwata. TriForce Johnson has become a familiar face when it comes to Nintendo products and Esports Competition. Was inducted in the category of 2000's ESports Competitor. He is the creator and organizer of Empire Arcadia and a true pioneer for competitive gaming. TriForce tells me, "The Video Game Capital of the World weekend event was one of the most important moments for me in my career in the eSports industry. My induction into the International Video Game Hall of Fame has put me in a unique position with a hand full of people who are entrusted to carry on a tradition and preserve a history that is the corner stone for the very eSports industry that my team and I are a part of. Every time I go to Ottumwa Iowa, I learn so much about the origins of eSports and I meet someone new who has a story that would be lost to time if I don't speak with them. Now that I'm inducted, I'm obligated to

do what I can to document these stories and share them with the modern scene of eSports. The flame that represents the classic age of eSports is sputtering and if extinguished it may never be rekindled. Industrial eSports Revolution is complete, and a new age is upon us. I will do all I can to protect the history and traditions from any revisionist."

Another one of the Inductees able to attend the weekend event was Lonnie McDonald. Without doubt one of, if not the best Joust Player in the world. He has been playing arcade games since the early 1980s and even played Joust for a record 24 hours straight back in 1982. He is the first person to hit the max score of 9,999,999 on a joust machine in all 50 states. While attending the festivities he decided to go for this 175th joust machine of hitting that max score, another world record. Lonnie told me, "I was honored to make the site of the event also a stop on Joust Tour, turning the 175th Joust machine to 9,999,999". Lonnie had a moving acceptance speech and was very honored to be a part of this Hall of Fame Class. "It's always a pleasure to visit gaming venues in Ottumwa Iowa", Lonnie explains. "As an Inductee into the International Video Game Hall of Fame and a person born and raised in Iowa, it was even more of an honor to be included". Lonnie goes on to say, "Ottumwa's gaming legacy should make it a destination, a Mecca if you will, for all gamers."

Chris Tang was inducted as the 1990s Esports Competitor and graciously accepted his award with a moving speech about his gaming experiences, being a



OSG Publisher receiving a card for the first Old School Gamer Magazine Issue with Billy Mitchell and Walter Day

leader in the industry and thanking a lot of gamers who paved the way for his career. "Growing up, I had read about Ottumwa while its history was unfolding, which inspired me and had a definite impact on my future as a competitive gamer. To finally visit the historic site of the Twin Galaxies arcade and scoreboard, and take part in the LIFE magazine photo recreation was a huge honor. I very much look forward to when the new permanent arcade and museum on Main Street will be opening and hope to come back for that! Getting to meet some of the other fellow and previous inductees and get to know them better was another highlight that I wish I had more time to do. The inductions themselves are now one of the most memorable moments in my life." Chris was inducted by friend and arcade owner, Doc Mack, of Galloping Ghosts arcade in Brookfield, Illinois. Doc owns one of the largest arcades in the country with almost 650 arcade games in his store. Chris added, "I was also honored that Doc Mack, the owner of the Galloping Ghost Arcade, was able to be the one to induct and present me; he's probably the one who best understands my videogame-cen-

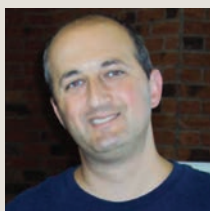
tric life as a champion, game developer, eSports commentator and lifelong enthusiast. Doc is someone I have so much respect for through his efforts to preserve and respect gaming history for all to enjoy - which is very much in line with what the International Video Game Hall of Fame and Museum and historic efforts in Ottumwa are all about."

The final inductee able to attend the weekend festivities was Patrick O' Malley of Star Worlds Arcade. Located in Dekalb, IL., Star Worlds has been fully operational since 1985. One of the only remaining token based arcades in the country. Patrick accepted his Community Action Award with honor and respect for others in the industry. He knows more than anyone how hard it is to keep an arcade business going and keep gamers happy. "It was truly an honor being inducted into the international video game hall of fame class of 2016 for my community action award. It's an important role in the community and I look forward to others joining me in that category in years to come. Glenn and I are often displaying and working many of the gaming events. It was nice being honored and having the time to spend enjoying

the event and spending time with our family and friends." Patrick was inducted by Twin Galaxies founder and longtime gaming historian, Walter Day. Patrick added, "When I was asked who I wanted to present my induction I didn't think twice. Walter day is a longtime friend and it was an honor having him present the award. Many people over the weekend asked me why I'm still doing coin drop play at Star Worlds Arcade. It's simple. Token play has become as classic as the games themselves. Dropping a coin into the slot is a vote for your favorite game. It's how we know just what games are the most popular with our customers."

This event was covered by local media from all over Iowa. Some of the media members I spoke with were Ottumwa's Radio News, KTVO, KYOU, The Ottumwa Courier and the Des Moines Register. It was truly the talk of the town for that weekend. Talking with Jerry Byram, Arcade Committee member, he estimated between 1200-1500 attendees throughout the weekend. Terry Burtlow of Ottumwa, Iowa, organizer and committee member says, "Watching all the smiling faces makes it worth it and makes us want to be here every year moving forward." Co-Chairman Bill Hoffman explains "We have a lot of professional gamers that came to celebrate with us, to celebrate with this community. So, you know, Ottumwa being the Video Game Capital of the World, they've all come to celebrate Ottumwa, and we just want to give Ottumwa what it deserves to be the Video Game Capital of the World. No other town in the U.S. can claim that, so we're just happy to celebrate it and bring it to Ottumwa." I personally had a great weekend with a lot of good memories and stories to talk about as well as being part of gaming history. I hope and plan to attend this event each year for years to come.

Follow the Old School Arcade on their Facebook page "OtownOldSchoolArcade" and at #videogamecapital on Instagram.



**Todd Friedman** is heavily involved in the video game community. He is currently writing for GameRoom Magazine, Little Player Magazine, RetroGaming Times and The Walter Day Collection. He has Co-Promoted the Video Game Summit in Illinois for the past 9 Years. Todd is an avid video game collector with over 3400 console games and 25 systems. One of his main responsibilities is keeping the Walter Day trading cards alive and well by keeping an inventory of the cards and writing on the website and getting autographs from the card holders themselves. Todd holds over 60 world records on the Nintendo Wii game DJ Hero. Todd was also a nominee for the International Video Game Hall of Fame, class of 2016. He has also helped out with such events as ICON and IVGHOF in Ottumwa, Iowa.

# Billy Mitchell

## THE LEGEND UPDATES US ON THE LAST TEN YEARS

By Shawn Jones and Ryan Burger

This piece originally appeared in the Video Game Collector Magazine, but has been updated and added to with more current information including from an interview at Galaxy of Games in Ottumwa, Iowa.

**Q:** *The film King of Kong made you a celebrity in even more people's eyes who weren't familiar with you from the gaming world, even though you had long-standing records and achievements. Has anyone tried to license your image or make any Billy Mitchell products?*

**BM:** Truthfully I get asked about that stuff all the time. People always say 'You should do this or that' but it's usually not anyone that can be taken seriously. If my friend from high school says 'You should make a bunch of Billy Mitchell shirts and sell them' I'm like 'You go ahead and we'll split the money.' All that stuff takes too much time. So no, no one has paid me to license my image; they just use it to be nasty on the internet.

[I'VE had friends tell me] "I Friend Requested you on Facebook." And I say, "No you didn't." "Yes, I did." "No, you didn't." "I did."

**Q:** *So you aren't on Facebook, at all then, but I've seen more than a couple with your picture on it.*

**BM:** Some of them, I'm told, are quite flattering. There's about seven different Facebooks I'm told, for Billy Mitchell Mitchell. There's even one that's Billy Mitchell's hair. Well, anyway, one of the people recently who I don't know, who I've never spoke to, who are doing a Facebook for me, just on their own, certainly without my knowledge or consent or interaction, contacted Walter, and said that they want to surrender the Facebook to him. They said that they would have done it to me, but they don't know how to contact me. And as of yet -- they haven't done it yet.

**Q:** *How do you feel about playing in public?*

**BM:** I was at Classic Gaming Expo in 2004 and I played a game of Donkey Kong to the kill screen. I got 900-something thousand points and I did it in public. I'm told it would have been a record if it had been an official game. Once I was at Boomers, a local place, and there were tons...there were scores, that's a better video game word... there were scores of people watching what I was doing.

I think if we want competitive gaming to be like every other sport, it all has to be done in a public or competitive venue.

**Q:** *So practice is fine. And reporting it's great, but having the pressure of someone talking to you, and doing other stuff, is kind of what makes the game.*

**BM:** Right. Having the world staring at you, dealing with that pressure, that interaction, as you say, is exactly right. That's what every other athlete in the world faces. And again, I don't want to steal the thunder from the people who have done great things, or had great fun. It's just, please don't tell me it's the same thing, because it's not.

And the last argument I have for that is, in the early days of competitive gaming, Guinness would only accept scores from *Twin Galaxies*. And they would only accept scores from *Twin Galaxies* that were done in a contest setting. That was their rules.

Contrary to what you see in the creative world of Hollywood, the things that I do -- times that I've taken and given or sent videos or tapes, they weren't



Ryan getting the updated interview in Ottumwa at the Galaxy of Games Event November 2017

*there because I wanted a score to be recognized. They were sent for the entertainment purposes of the friends that I gave them to. Most and not all -- most of the games that I have scores on, my actual highest personal scores -- people don't know what they are.*

*I don't share them with people because I give kudos to the people who do it under the proper venue, not whatever venue I was at, at the time. And giving it to those people, I think, to sit there and talk about something that I did, on my own, with a couple of buddies. I think it steals their thunder. I think it's disrespectful.*

**Q:** *Have you had many requests for other TV or movie appearances?*

**BM:** *Years Ago...* I got a request from a Canadian production company that wanted me to do a program. I cut them off and told them that I wasn't interested before they even said what it was or what it would pay. It was during my son's football season and we don't miss that for anything. Eventually they called back and I told them if it could wait until after the season, and if they would fly all four

of us up there, then I would come do it. Well, they had to lower their offer and I had some fun with them, asking if the offer would be four times higher without the family. They pretty much said it would be much higher if I were coming alone, but to me it's worth it to go, even for little or no money, if I can have the family with me. If we are all together it's not really working, it just makes it like a vacation.

**Q:** How did you get into the hot sauce business?

**BM:** Well chicken wings weren't always everywhere. Hot wings started in Florida and spread across the country. At our first restaurant, which my parents bought, I decided to add hot wings to

the menu. Our business literally doubled in exactly two months to the day after we added them. When I launched my hot sauce brand and was helping people expand into hot wings I used to sit in meetings with the stuffed shirts at major chains and retailers and tell them their chances of success couldn't be any greater due to the fact that I was there with them. I'd tell them about my records as a gamer, and it was something many of them could relate to since many of them grew up in the Golden Age of video games, but I'd also tell them that my relentless pursuit of perfection came from gaming. It's etched into my personality and it's something I carry with me into everything I do.


**Q:** How has fame impacted you personally?

**BM:** This has given me a great opportunity. In the morning I drop my kids off at school. In the afternoon I pick them up. When all the moms are there for Thanksgiving I'm usually the only dad. This has given me a chance to spend time with my kids and family, and that's something that is very precious to me.

**Q:** OK, how about the last 10 years since King of Kong now that we are in the anniversary year of it. What has happened since then?

**BM:** Right. I simply don't allow any negativity in my life. And it sounds like, I don't know, something philosophical, but I don't. And I always say I don't want to hear -- when there's a challenge, I don't want to hear the problem. I want to hear the solution. But the fact of the matter is, I used to be, like, a very aggressive driver and now I have to kind of conduct myself in a better manner, because you become recognized.

Billy Mitchell of Hollywood, FL is widely considered to be the best video game player of all time. Billy's accomplishments include the first ever perfect game of Pac-Man, the world record on Donkey Kong and the #3 score on Donkey Kong Jr. Billy is also a top-5 player on Burgertime, Centipede and Ms. Pac-Man. In addition, Billy was a member of the Electronic Circus and the U. S. National Video Game Team. Billy was named "The Video Game Player of the Century" at the 1999 Tokyo Game Show.

Billy and his family own the Rickey's Restaurant chain based out of Hollywood, FL. Billy created the internationally distributed brand Rickey's World Famous Sauce. 





# Steve Wiebe

**STEVE WIEBE (PRONOUNCED "WEE-BEE") OF REDMOND, WA IS ONE OF THE BEST DONKEY KONG AND DONKEY KONG, JR. PLAYERS IN THE WORLD.**

By Shawn Jones

This piece originally appeared in the Video Game Collector Magazine but has been updated and added to with more current information.

**Q:** What were you into when you were growing up?

**SW:** I was really into drawing. I was always drawing as a kid. I'd make my own baseball cards, copy the designs from other cards, and make my own players. Once I made a Darth Vader mask with five rolls of electrical tape. But I also had an Atari and I'd play it every day, especially in the summer. That was the only system I bought, but my friends would have other systems, so sometimes we'd play on one person's Intellivision, and then someone got a ColecoVision, so we'd kind of play at different houses.

**Q:** Did you play in arcades much?

**SW:** Oh yeah, we had a couple of great arcades. There was a dedicated arcade called Wizards in a strip mall, and another place called Galaxy 2. I got in trouble for that one once. I skipped out on my chores and rode my bike up there to play. I was maybe thirteen or fourteen, and it was four miles away, which was farther than the other arcade but it was an easier bike ride. My mom found out I was there, came in and got me in front of my friends, and threw my bike in her car. But generally, my parents were very supportive of me playing video games.

In fact, my dad had one of the earliest video games—one of those one of those Sears dedicated Pong games that plug right into the TV. Arcade games were everywhere back then. They were in gas stations, pizza places. I remember Godfather's pizza had a row of four or five machines and even though there weren't as many games there as the arcades it was a lot cooler to play there because you could hang out with your

friends. And eat pizza while you weren't playing!

**Q:** Were you a competitive gamer back then?

**SW:** I don't really remember competing against anyone, just trying to get higher scores. And it didn't matter who got the highest score, we were just trying to get farther in the game and we'd kind of all cheer each other on. But I do remember taking it pretty seriously where some people would just play as a diversion. I remember looking at the early "game guides" in stores and trying to pick up on strategy.

**Q:** What were your favorite games?

**SW:** Well, I really liked Space Invader and Asteroids when they first came out, and then when I played Pac-Man I was just hooked and that was my favorite for a while. I was always aware of the other games in the arcade but I stuck to a handful that I really liked. A friend of mine was really into Star-gate but I found it too complicated, control-wise. You had all those buttons! I liked games that were more like Jungle Hunt. I remember I was just starting to get into Popeye, and they had a Karate Champ I'd play on the ferry boat, but then I got into sports and didn't play video games so much.

**Q:** How long were you out of the hobby?


**SW:** Not long, actually. I got back into playing in college. I remember in 1990 my friend's fraternity brother owned his own Donkey Kong arcade machine. I ended up buying one of my own and keeping it in my room. We'd have a little club of five or six guys who would come in and play it. Every time I came back from class there would be someone in my room playing it! I actually played it to

the kill screen twice. Back then I didn't know what it was so I thought it was just a problem with my machine. I sold it and then 10 years later when I started looking into scores, found out what it was.

**Q:** The documentary *King of Kong: A Fistful of Quarters* focuses on your attempt to break the Donkey Kong high score. Was that your first record attempt?

**SW:** No. I actually sent my Donkey Kong Jr. score to them first. I bought a Donkey Kong Jr. cabinet but I didn't realize the game had been converted from a Double Donkey Kong, which is a non-official game. My score was accepted but eventually someone noticed that my record was made playing on a Double Donkey Kong board and they pulled it down. This was the start of the problems since *Twin Galaxies* may have thought I was trying to get one over on them. I bought an official Donkey Kong, Jr. board but they weren't in a hurry to get verify my scores.

They had to simplify the story somewhat because it would be too complete to appeal to the average viewer otherwise. An early version ran over two hours and included everything about my Donkey Kong Jr. record attempts, but it became too detailed. I have heard that Billy Mitchell doesn't feel the movie portrayed him well but the director, Seth Gordon, really has great respect for the hobby and he wasn't trying to mock anyone in the film. He did have to have some humor in the movie and it's a fine line but he really respects the hobby. Anyone who is interested can read more details on the *Twin Galaxies* website.

The truth is no matter how you feel about the different people or how they come across in the film every person was crucial to the film. It was a great story and it really all came together beautifully. 



# Donkey Kong and Beauty and the Beast

By Brett Weiss

Welcome to the second installment of Brett's Old-School Bargain Bin, where I point you to games that won't break your bank account. We're going full retro this time around (big surprise there), focusing on two key games from a fondly remembered genre that is now all but dead: the climbing game, or what many call the non-scrolling platformer.

Donkey Kong was the killer app pack-in title with the ColecoVision while Beauty & the Beast brought arcade-style action to the Intellivision. Each game will set you back around \$5 (cart only).



## DONKEY KONG - COLECOVISION

- Publisher: Coleco
- Developer: Coleco.
- Climbing/Non-Scrolling Platformer,
- 1 or 2 players (alternating). 1982

During the summer of 1982, when Coleco was saturating the airwaves with hype over their next-gen ColecoVision, I knew I had to get one. The initial television commercial, "The Arcade Experience," was 90% hyperbole, showing a guy standing at an arcade cabinet, playing a 3D shooter in which ships actually flew out of the screen.

Even at the tender age of 14, I knew this imagery had little to do with home gaming (I was almost 15, after all). What truly impressed me about the ad was the other 10%, which showed the ColecoVision port of Nintendo's arcade classic, Donkey

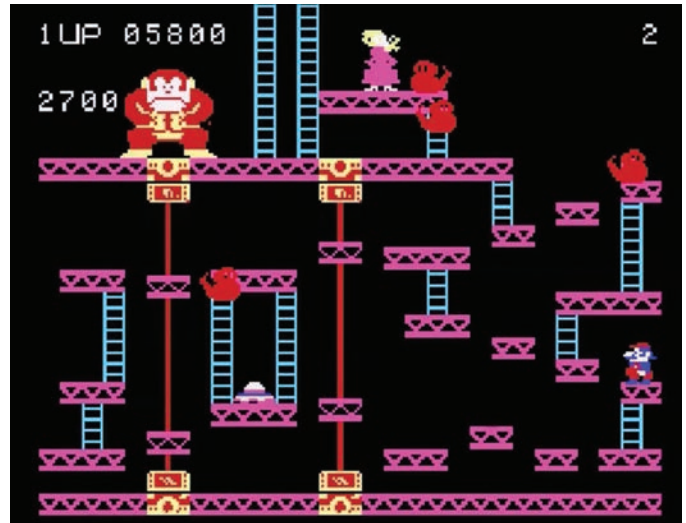
Kong (1981), in action, looking virtually identical to its coin-op counterpart. Those colorful, detailed, beautifully rendered Donkey Kong screenshots were light years above the blocky imagery associated with the Atari 2600, Intellivision, and other previous systems. The sound was great as well.

After some negotiating with my parents, Christmas of 1982 saw me staying up late into the night with my shiny new console, sitting on my blue bean bag chair in front of the family television set, playing Donkey Kong (and Mouse Trap) until my hands and wrists were weary and my eyelids were too heavy to keep open. Over the ensuing months and years, I would add many cartridges to my collection, and to this day, the ColecoVision is my favorite classic console.

In Steven L. Kent's *The Ultimate History of Video Games* (2001, Three Rivers Press), Michael Katz, who was president of marketing at Coleco, recalled Coleco's decision to package Donkey Kong with the ColecoVision, a brilliant move that helped sell millions of systems.

"We knew we had to have a hot piece of software to launch the product because software sells hardware," he said. "We got it from a little company called Nintendo—Donkey Kong. Donkey Kong was exclusive to ColecoVision for the first six months, and we packed it in with the system. If you owned an Atari or Intellivision, you couldn't get Donkey Kong for the first six months."

The *Ultimate History of Video Games* also goes behind the scenes of the licensing arrangement for the game: "On February 1, 1982, Coleco and Nintendo signed an agreement in which Coleco paid Nintendo an undisclosed amount of



Screen Shot of Donkey Kong on ColecoVision

money and promised royalties of \$1.40 for every Donkey Kong cartridge and \$1 for every tabletop machine sold."

Further, Kent's book details the events surrounding Universal Studios filing suit against Nintendo (on June 29, 1982) for the similarities between Donkey Kong and King Kong, the rights of which belonged to Universal (thanks to an agreement with RKO Studios, makers of the original 1933 film). Universal lost the case, and, in 1985, was ordered "to pay Nintendo \$1.8 million for legal fees, photocopying expenses, costs incurred creating graphs and charts, and lost revenues." (Coleco had already cut a deal with Universal, which was essentially "a covenant not to sue.")

As most everyone knows, Donkey Kong has players guiding Mario (originally Jumpman in the arcades) up and down ladders and across steel girders, jumping over barrels and gaps, pulling up bolts, riding elevators, grabbing prizes (Pauline's hat, purse, and umbrella), dodging fireballs, and smashing barrels and fireballs with hammers, all in an effort to rescue Pauline (called "Mario's girlfriend" in the manual) from the titular ape, who hangs out at the top of each of the game's three screens.

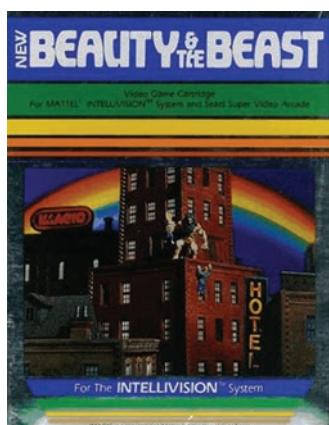
As ColecoVision apologists and detractors alike well know, the Conveyor

Belt stage from the coin-op classic was left out, leaving Girders, Rivets, and Elevators, all of which are fun and nicely emulated. The ColecoVision game is also missing the top girder in the Girders level (to adapt to the aspect ratio of a television screen), the animated introduction and intermissions, and the bouncing springs on the Elevators level.

Curiously, Mario is invincible (as opposed to merely dangerous) when wielding a hammer, and on the Girders screen Donkey Kong is on the top right of the screen instead of the top left. There are other relatively differences as well, but overall this is a terrific port, right down to the Mario sprite looking virtually identical to his coin-op counterpart.

### BEAUTY & THE BEAST - INTELLIVISION

- Publisher: Imagic.
- Developer: Imagic.
- Climbing/Non-Scrolling Platformer
- 1 player. 1982



Programmed by Wendell Brown (Nova Blast, Moonsweeper), Beauty & the Beast may not be a “tale as old as time,” but it did come out way back in 1982, during the height of the Golden Age of home video games, when such ubiquitous climbing titles as Donkey Kong, Miner 2049er, and Popeye were entertaining gamers across the country.

Oozing with arcade-style excellence, Beauty & the Beast is an Intellivision exclusive, but it does share elements with the aforementioned games. Players guide Bashful Buford as he scales the side of a skyscraper (called the Mutton Building), running across ledges and quickly climbing up windows that open and close randomly. As in Crazy Climber (1980), the very first climbing video game, Buford can only climb up a window when it is open. If

a window closes while Buford is climbing on it, he will fall. The objective on each screen is to reach the top.


While Buford scales the building, his girlfriend, Tiny Mabel, who is being held captive by an ape-like Bully named Horrible Hank, will float down hearts for Buford to catch (a la Popeye). When Buford catches a heart, it will temporarily make him invincible and able to turn the tables on his enemies (a la Miner 2049er), which include birds, rats, and boulders. Buford can also jump over enemies. In addition to thwarting (or avoiding) enemies, Buford should be careful not to step off either side of the building, or he'll plummet to the bottom.

Reaching the very top of the building, which happens after climbing to the top of several screens, rewards players with a screen-shaking, King Kong-like finale in which the “camera” fades back to show Horrible Hank falling to his “death.” This is followed by a helicopter picking up Bashful and Tiny and then Bashful beginning once again at the bottom of the building, this time with amped up difficulty.

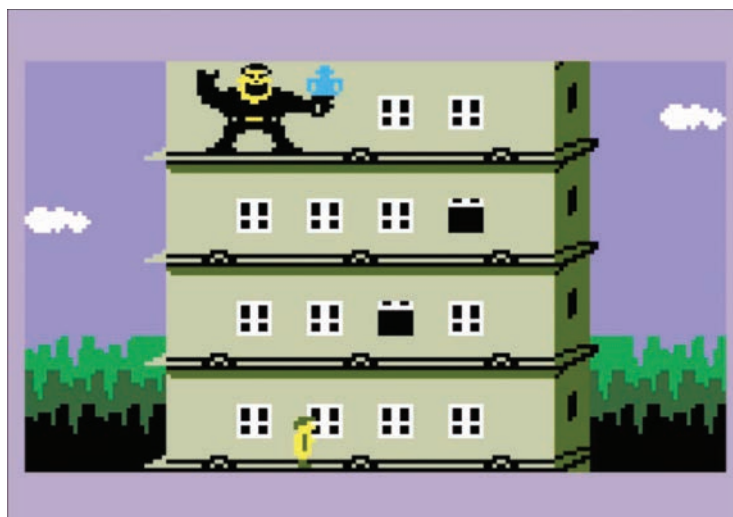
The controls for Beauty & the Beast are as good as those for any game for the system. Pressing the much-maligned control disk maneuvers Buford with the

avoiding action has a smooth level of difficulty, and it's great fun to try grab a heart at just the right time to be able to zip up a window or two with impunity, regardless of where the enemies are positioned (not only is this fun, it grants the player extra points).

Beauty & the Beast is a good looking and sounding game as well. The music, programmed by Dave Durran (Atlantis, Fathom), is peppy, even when your game ends, and the only visual shortcoming is blue (upper torso and head) and black (pants and shoes) Mabel, who is far from beautiful, but does look quite beastly (not to mention blocky).

Despite its greatness, Beauty & the Beast never received a true sequel. However, in an interview with Scott Stilphen of [www.2600connection.com](http://www.2600connection.com), Tropical Trouble programmer Steve DeFrisco called his side-scroller “sort of a sequel to Wendell Brown’s game Beauty & the Beast. The same basic premise—the Beast steals your girl and you’ve got to get her back.” 

\*Donkey Kong and Beauty & the Beast articles excerpted from Weiss's 2014 book, The 100 Greatest Console Video Games: 1977-1987.



Screen Shot of Beauty and the Beast on Intellivision



**Brett Weiss** - A full-time freelance writer, Brett Weiss is the author of the Classic Home Video Games series, The 100 Greatest Console Video Games: 1977-1987, Encyclopedia of KISS, and various other books, including the forthcoming The SNES Omnibus: The Super Nintendo and Its Games, Vol. 1 (A-M). He's had articles published in numerous magazines and newspapers, including the Fort Worth Star-Telegram, Game Informer, Classic Gamer Magazine, Video Game Trader, Video Game Collector, Filmfax, Fangoria, and AntiqueWeek, among others.

# 45 Years of Arcade Gaming: 1980–1983

By Adam Pratt

*This is an update & re-write of an original article that was published on ArcadeHeroes.com on June 27th, 2012 entitled '40 Years Of Arcade Games'.*

*You can still read that post here:  
<http://arcadeheroes.com/2012/06/27/40-years-of-arcade-games/>*

In last month's issue, I tackled most of a decade's worth of arcade titles, covering the groovy 70s as we went from Computer Space & Pong to Space Invaders and Galaxian.

Moving on through history, that means the next stop on our journey is through the most beloved decade in video games (for many of us) – the 1980s. The mere mention of that period in time and you likely have instant memories of the era, as do I. It was a great time to be alive with even better video games to enjoy. Arcades were truly at their height at this time, particularly during the years of 1981 & 1982. But even after the "Great Crash" that affected the market during 1983-84, home gaming devices still carried a strong envy of arcade titles, always trying to pass themselves off as an "arcade machine at home."

Due to space constraints and the fact that the 80s were jam packed with radical releases, this article will be Part 1, covering 1980-83. Like last time, we'll go by year and work our way through there. The focus is on titles that were released which were significant in some form or function occasionally mentioning an obscure title if it did something innovative. Certainly there will be games missed as we only have so much space & these few years saw an unprecedented number of new games released.

1980 is our starting point, initiating the first full decade of video arcade goodness. We can thank the games of the 70s for providing the 'fuel' that would make this year a startling one for growth and significant new games that would become timeless classics.

Before discussing the biggest hit of 1980, we can give some love to other titles whose names will ring a nostalgic bell. The

Atari powerhouse would release numerous games that would build on the success the company was enjoying from the previous eight years. But two in particular will be our focus here – Dave Theurer's Missile Command and Ed Rothberg's Battlezone. Missile Command brought the long-held worry of the Cold War to life, putting players in charge of defending cities against an all-out nuclear war. It also made use of Atari's Trak-ball which had been made famous with Atari Football a couple of years earlier. Many games of the 70s had used war & war vehicles as their backdrop but Battlezone would tap into in a way that others had not. All previous tank games provided something like an overhead view of the action while Battlezone would put you into the tank thanks to its first person perspective and 'periscope' like viewer. Contrary to some legends out there, this was not the first 1st person perspective game created but it did hit the nail on the head and was a big success for Atari. Battlezone was recently sold off to UK game developer Rebellion, where they re-invented it with Battlezone VR.

Midway also had a very good year in 1980. They had enjoyed great success in licensing titles from Japan such as Space Invaders. Lighting would strike a second time when they would license Pac-Man (originally called Puck-Man until it was realized what a bad idea that was in English) from Namco and The Fever began to spread across the country. Toru Iwatani's creation wasn't the first maze game to hit the market nor the first dot-collecting game but it was designed in such a way with bright & fun characters that people of every age and background couldn't help but sink all of their quarters into Pac-Man machines. Many people still confuse Pac-Man as an Atari game however since Midway got the rights for the arcade version while Atari picked those up for the home version, where their marketing blitz incorrectly fused the Atari brand name onto the game.

That wasn't the only big success for Midway in 1980 however – they would also strike gold with one of their own programmers, Eugene Jarvis. The company didn't

have a lot of success in their in-house made games until Defender came along and blew everyone away. Many didn't believe that it would be a success at first thanks to the multi-button controls and high difficulty but it taught everyone a valuable lesson – gamers of the era wanted challenging games. If a game was too easy, it was no fun to show off your skills and high score at the arcade. Defender was the perfect game to demonstrate this idea with while also tapping into the rampant 'space fever' that the culture was still going crazy about.

While they are not as big names today, other manufacturers also would ride the waves of arcade fever that their competitors were generating. Stern Electronics would find their breakout hit with Berzerk; Cinematronics built on their vector successes with Star Castle & Armor Attack; Nichibutsu offered up an influential vertical space shooter by the name of Moon Cresta (one of the first shooter games to have the concept of powering up your ship); Taito innovated by creating the first game to use digital voice, Stratovox; they also created one of the first puzzle video games this year, an obscure game by the name of Steel Worker. Sega also attempted to innovate with titles like Space Tactics, which physically moved the monitor around inside of the cabinet as the player used their yoke controller.

This was quite a setup for the following year, 1981. Let's start off with the big names from this year – Atari entered the color vector space with Tempest (also by Dave Theurer) while attempting to create something of a "first-person Space Invaders". The fantastic graphics & play of Tempest would be one-upped by Atari's own Centipede however, design started by Donna Bailey and completed by Ed Logg. Using a trak-ball to control your player's position would be much smoother than a joystick but the vibrant pastel graphics & theme would offer something enjoyable to the fairer sex. It also helped that it used a reliable raster monitor whereas Tempest was awash in monitor issues.

Speaking of games that would appeal to the ladies, 1981 saw the release of Konami's



Frogger. Released in the US through Sega/Gremlin, this was a great alternative to Pac-Man with its single joystick control, fun gameplay, catchy music and colorful graphics.

Space was still on everyone's brains this year, which setup another hit for Midway to license from Namco - Galaga. While a sequel to Namco's Galaxian, Galaga improved the formula in a way that they would have a difficult time re-capturing down the road. The enemy patterns, the tractor beam trick, the introduction of a bonus stage and the great music made for a great game that still is asked for in modern arcades. Then from their in-house side, Midway's Jamie Fenton would create an oddball space shooter game by the name of Gorf. It combined elements from some of Midway's licenses like Space Invaders & Galaxian while throwing in some unique features and digital voice.

This year was also the time that a long-standing Japanese company would truly begin their meteoric rise within the video game industry: Nintendo. They had been producing video arcade titles for the past few years but struggling to find a hit. They seemed doomed to obscurity until Shigeru Iwata would create Donkey Kong. This was somewhat similar to Universal's Space Panic (1980) that featured a character climbing ladders onto higher platforms. But Donkey Kong piled on the charm with characters like Jumpman, Pauline and Donkey Kong himself. The levels were both cleverly designed & challenging, something that as mentioned is an aspect that gamers sought after. It also was among the first "save the princess" games that would go on to dominate the 80s game culture. This is also one of the few games from the 80s that can still pull in \$30-\$40 a week in a modern arcade.

Taito was now operating on their own with a US division at this point, saving them the trouble of licenses but it was still a challenge to create something to become the next Space Invaders. They would release various titles that fell away into obscurity around this time, excepting games like Qix where you had to draw your way to victory against the Stix. You also had smaller manufacturers like Exidy producing exciting adventure games to stand out from all of the space mania like Venture.

Now for the year where gaming reached a fever pitch - 1982. People were absolutely crazy about gaming at this point, with arcades all over the place and several game consoles you could buy if you had the money for it.

Hollywood had already been noticing how arcades were drawing in a lot more money than they were so they would create films that they hoped would appeal to the gaming public such as TRON. When Midway would create the movie adaptation, the trend continued as the arcade game would make a ton of money while the movie was considered to be a total flop. It wasn't a flop for me though and set me on the course towards becoming an arcade aficionado.

This year Atari would finally start picking the right Namco licenses to fill up arcades with. They could hit with titles like Dig Dug & Xevious, blessing these software releases with fantastic cabinets, which benefited from Atari's comic book style art. Dig Dug of course would make digging fun (and influencing kids like myself to dig big holes in our backyard :P ) while Xevious graduated from the single screen shooter into vertically scrolling playfields. Such titles would come to dominate video games throughout the decade at the arcade and on the couch. Atari themselves would not produce any major in-house hits this year, creating interesting but poor selling games like Liberator.

Midway would tap into their "Vid Kidz" talent again with Eugene Jarvis and Larry DeMar, producing the significant game - Robotron 2084. Robotron would build on Stern's Berzerk by placing the player against hordes of deadly robots but improved on the idea by using a twin stick format to allow for shooting in a different direction from where you were moving. This was quite the innovation as twin joysticks had been a thing in arcades since Tank but not used in this manner. The game also built on the "save the princess" model by upping it to "save the family".

This was also the year when Pac-Man fever would be revived once again, although it wasn't according to Namco's plan. Some MIT students created a hack of the original Pac-Man called Crazy Otto that would become an unauthorized sequel by the name of Ms. Pac-Man. Ms. Pac-Man was a wild success as it improved Pac-Man in just about every way, becoming one of the best selling arcade titles in history (as a note, if you ever see a buyer claiming that original Pac-Man or Ms. Pac-Man machines as "rare", you know they are full of it). Those students would also create General Computing Corp., which was hired by Atari to design their Atari 7800 ProSystem console as well as arcade titles like Charley Chuck's Food Fight (1983).

Midway would create a few other Pac-Man releases like the hybrid pinball/video game Baby Pac-Man or the trivia title



Mrs. Pacman arcade release poster

arcade purchase and I still have it today; the same nostalgia does not hold for Sega's other 3D game released this year, Sub-Roc 3D. It would use stereoscopic 3D thanks to an unusual spinning disc mechanism inside of the periscope but the game itself was rather boring, so most players passed it up.

Smaller companies would find quick success this year as operators were willing to buy just about anything that was reliable and could make consistent income. Gottlieb made a play in video instead of their bread & butter of pinball with Jeff Lee's Q\*Bert and Tim Skelly's Reactor. Q\*Bert gave us the fun of jumping on isometric cubes while staying ahead of that blasted Coily, Q\*Bert letting out censored expletives when he failed. The joystick on this was also oriented at the diagonals and upright cabinets featured a real pinball 'knocker' that would startle players when they fell off of the pyramid. Reactor is a bit more obscure, placing you in the world of subatomic particles inside of a nuclear reactor. Weird but creative.

Before we leave 1982, I just have to give a shout out to Irem's Moon Patrol. It was a fun & colorful game that would introduce many to the graphical technique of parallax scrolling and incredibly catchy music.

Then came 1983 - a dark time for video games due to what would become known as the "Great Crash". I'll take this opportunity to plug my book, The Arcade Experience: A Look At Modern Arcades and Why They Still Matter" which is on Amazon - I spend a big chunk of one chapter analyzing what happened to have caused the crash. Spoiler alert: it wasn't all E.T's fault. But moving on from that, you still had some fun & interesting games launch in 1983, since development had started on them in either '81 or '82.

Atari would be affected the most by the crash since they were the biggest gorilla on the block. That did not stop them from releasing the highly anticipated Star Wars, a game that would re-invent the yoke controller and put on a spectacular show with the color vector monitor. The game featured digital voice from A New Hope and was produced in upright and cockpit cabinet styles. It was everything that people wanted from a Star Wars game and it was a major hit for Atari. This would overshadow other excellent games they would produce this year such as Owen Rubin's Major Havoc, an incredible hybrid of space shooting and platforming adventure; Crystal Castles, a whimsy isometric twist on the Pac-Man formula; Cloak & Dagger, another movie license or Pole Position II, a licensed game from Namco that was created by Pac-Man inventor Toru Iwatani. Atari would also release a technical achievement this year by the name of I, Robot. While the game itself didn't really excite people, it was the first game to use filled 3D polygons (and at a decent, playable frame rate).

Midway also churned out many games this year, creating a few that people fondly remember. Discs Of Tron was going to be included in the original TRON release but the separate creation was a smart move and the game is still highly prized today (especially those environmental cabinets). Tapper made for the perfect bar game thanks to the bar tap style joysticks but soda variations would also offer great fun to arcades and then there was George Gomez's Spy Hunter. You also might recall the 80s as the "Macho Decade" and what better way to feel macho than to play a game as a super spy driving a car covered in weapons. They originally wanted to use the James Bond theme but had to settle for the cheaper Peter Gunn theme. I think that turned out well.

Sega also churned out several games this year but most are fairly obscure - one exception to that is Congo Bongo. I like to think of this one as an isometric Donkey Kong; probably easier than Zaxxon although that will vary on the player. Taito was in a similar situation - among the releases this year, only one by the name of Elevator Action really stands out for it's fun twist on the spy genre. Out of the Japanese companies with a big name, Konami probably benefited the most in '83, thanks to releases of the Tempest-like Gyryuss and the intensely fun Track & Field. On the American side, companies like Exidy released Crossbow (which protect-the-walking-people formula they would re-create for most of their




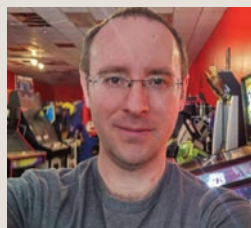
remaining game releases) and Stern had the Indiana Jones-like title Lost Tomb. Fun games but not enough to save these corporations from impending doom.

The real talk of 1983 however was technology - laserdisc technology to be exact. Thanks to Cinematronics finally moving away from making most of their games on vector monitors, they found a hit with Don Bluth's Dragon's Lair. The prospect of controlling a cartoon seemed like something out of science fiction and the graphics you could get from the storage medium would mean "film-like special effects". The quick success of Dragon's Lair meant that everyone would jump onto the laserdisc bandwagon - Midway would release NFL Football that year, followed by Star Rider (although they made a bone-headed move of using CED discs instead of true laserdiscs for NFL Football; CEDs used a needle

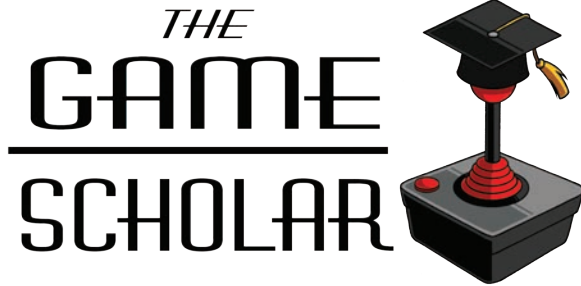
so you can imagine how that ended); Sega had titles like Astron Belt & Star Blazer; Atari would release Firefox in '84 and so on.

But as quickly as the laserdisc came, it disappeared. Players quickly saw through the gimmick, realizing that it wasn't exactly what had been promised. The type of game you could do with the tech was limited and the real death knell was how unreliable laserdisc players would be in an arcade environment. If a game can't stay on, it doesn't make money and if it doesn't make money, operators want to dump it like a New Years Resolution in February.

That's all the space we have for now - it is astounding to realize that this really just covers a small amount of the games released during this time. Stay tuned next month as we continue our journey into the 80s and the great arcade games that would mold our childhoods. 



**Adam Pratt** - Adam has been playing video games since his parents brought home a Texas Instruments 99/4A computer in the mid-80s. That eventually led to a decent collection of Atari, PC, Nintendo and Sega games for his home game room. Professionally he has been heavily involved in the coin-operated amusement industry since his teenage years. That started by working at a large arcade & laser tag arena in West Valley City, UT where he also purchased his first arcade machines, 1942 and Zaxxon. This eventually led to him opening his own arcade business in 2008, just a couple of blocks away from where he had worked as a teenager. The Game Grid Arcade has operated at the Valley Fair Mall since, moving locations a few times within the mall and expanding from 25 games to 60. Adam has also been writing for the Arcade Heroes blog since 2007; he took ownership of the site in 2010. In addition to blogging, he has contributed articles and game reviews to Hardcore Gamer Magazine and Replay Magazine, culminating that work with the release of his first book in 2013, The Arcade Experience: A Look Into Modern Arcade Games And Why They Still Matter. In 2011 he began selling arcade machines for BMI Gaming, an online distribution company, leaving that in 2016 to pursue other opportunities with his arcade including writing and support for PrimeTime Amusements and LightedSpeakerPinballPanels.com. He lives in the Greater Salt Lake City area with his wife and three kids, whom he spends most of his little free time with as he can.



# The Nintendo Odyssey??

By Leonard Herman - The Father of Video Game History



The actual prototype lightgun of what would become the Odyssey, courtesy of the Smithsonian

A question had arisen regarding whether a statement in my book, *Phoenix IV: The History of the Videogame Industry*, was correct or not. The book stated that Nintendo had imported the first videogame console, the Magnavox Odyssey, into Japan. Shortly after the book's publication, this was disputed by noted videogame historian, Alexander Smith, who said that although this information had been briefly mentioned in David Sheff's 1993 history of Nintendo, *Game Over*, it simply wasn't true. Smith's contention was that no Odysseys have ever been found in Japanese boxes or with Japanese instructions. I countered that I believed that Nintendo imported an American (domestic) version of the console, so there was no way to tell them apart from those consoles that were sold in the United States. To his credit Smith did not stand behind his initial beliefs and did some additional research. He came across an obscure Japanese Odyssey fan site that featured a spreadsheet, which listed the release dates of early Japanese consoles. At the top of the list was the Odyssey, which according to the spreadsheet, had been released by April 17, 1975. Other pertinent information included a distributor's name, Jolieb Co., Ltd, and a price, ¥58,000 (\$200). Finally, there was a note that

said that the source to this information was from the Japanese newspaper, *Nihon Keizai Shimbun*, dated April, 17, 1975. Regrettably, a copy of this paper has not yet come to light, at least not in the West.

Unfortunately, the information in this spreadsheet is not consistent. It is not clear if the data in the distributor column is actually a distributor or a retailer or even a manufacturer. In the case of the Odyssey, little is known about this mysterious Jolieb, aside from that it was located in Tokyo's Minato Ward, which leads me to believe that it was a retailer. But then how did Jolieb obtain its Odysseys to sell? Were they imported directly from Magnavox, or did Nintendo actually import them and then sell them to Jolieb? And how did Nintendo, a manufacturer of toys, get to partner with Magnavox in the first place in order to get these distribution rights?

In *Game Over*, all David Sheff wrote was that "Magnavox, for one, sold the rights to its Odyssey system to Nintendo." However, Sheff didn't offer any explanation to the hows and whys that this came to be, which made it very easy to see why Smith had his skepticism about the statement.

Actually, Nintendo did have a major part

in the Odyssey story.

While Ralph Baer was building videogame console prototypes, he also built a prototype for a light-rifle that could be used to shoot at on-screen targets. This prototype was actually built from a toy rifle that had been sold by the American toy company, Marx, which a member of Baer's team had purchased at a nearby toy store. The team quickly stripped the toy rifle and added circuitry to it that would let it recognize objects on a TV screen and a cord to attach it to the console prototype.

After Magnavox licensed the rights to what would become the Odyssey, they searched for a company that could manufacture the light guns for them. They could have contracted Marx, but Marx would only have been able to provide toy rifles without any internal circuitry. Fortunately, Magnavox found a Japanese toy company that was already manufacturing and selling light rifles.

In 1970, Nintendo began selling 光線銃 SP (Kōsenjū SP), a pair of toy guns, a pistol and a rifle, that used a light-dependent resistor that was manufactured by Sharp. Nintendo also sold targets separately that worked in conjunction with the guns. When the gun's trigger was pressed, it instantly

flashed a beam of light .....  
**光線銃** means "ray gun", but the toy guns were commonly referred to as Nintendo beam guns). The target had a sensor that could recognize the light. There were several targets available such as a roulette wheel that spun and a can that came apart when they were "hit".

These toy guns operated much differently than the light gun that Ralph Baer had invented. The Kōsenjū SP guns emitted light that the targets sensed. On the other hand, when the trigger on Baer's light gun was pressed, it "read" the TV screen looking for a white object. Although these technologies were different, Magnavox felt that they were similar enough that it awarded Nintendo the job to manufacture the world's first videogame light guns.

On the exterior, the light gun that Nintendo produced was basically the same exact gun that it built for itself. The only difference was that the Magnavox gun had a honeycomb pattern embedded into the side of its barrel while the Nintendo rifle was smooth. The Nintendo rifle also included a telescope unit that could be inserted into the top of the unit. The Magnavox unit did not have this feature and there was no place on its top where the device could be inserted.

Besides that, the only other physical exterior difference between the two rifles was that the Magnavox model had a cord sticking out from its underside to connect it to the console.

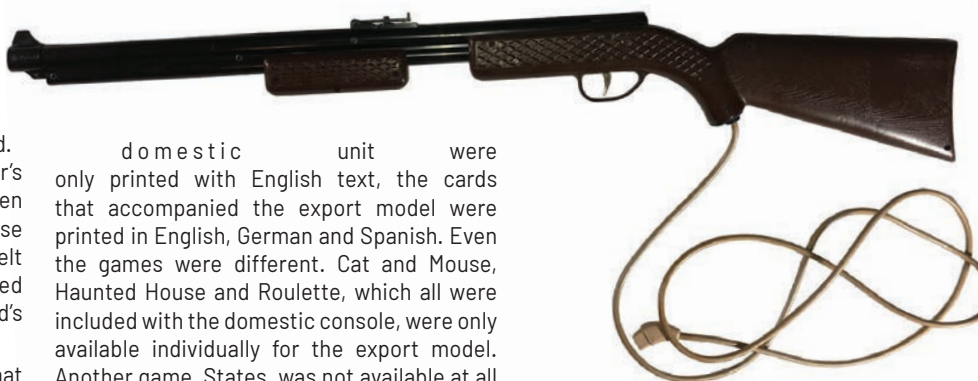
Although the Nintendo name does not appear on the Odyssey light gun, the underside, where the cord to the console attaches to the rifle, clearly displays the word: JAPAN.

As it was with the rest of the world, the Odyssey was Nintendo's introduction to home videogames. However, because of its involvement, it learned about the new form of home entertainment very early and probably before anyone else in Japan. Nintendo's president, Hiroshi Yamauchi, was interested in what it saw. Although the Japanese company had no plans to dive head first into the new, uncharted industry, it wanted to be a part of it. And so Nintendo signed an agreement with Magnavox, which gave it the exclusive right to distribute the Odyssey in Japan.

Although Magnavox did produce an export version of the Odyssey, this version was only released in Europe. The export model differed from the domestic model in several ways. First of all, it was only playable on PAL television sets, instead of the domestic NTSC. And while the game cards that accompanied the



**Nintendo Kōsenjū SP Rifle (Top) & Magnavox Odyssey Light Rifle (Bottom)**



domestic unit were only printed with English text, the cards that accompanied the export model were printed in English, German and Spanish. Even the games were different. Cat and Mouse, Haunted House and Roulette, which all were included with the domestic console, were only available individually for the export model. Another game, States, was not available at all for the export version. Football was replaced by Soccer, which included a soccer overlay that was not available domestically. And finally, Wipeout and Volleyball, two games that were only available individually domestically, were included with the export model.

Like the United States, Japan used the NTSC standard of TV broadcasting, so this special export version of the Odyssey could not be sold in Japan. The fact that Magnavox would not have to create a special version of the console for sale in Japan makes it more conceivable that Nintendo merely imported the domestic model.

The Japanese console spreadsheet mentioned earlier also brings up another puzzle. It states that the Odyssey became available in April of 1975, more than 2 and a half

years after it was introduced. So this brings up the question if Nintendo offered it immediately or near the end of the console's lifespan. What is clear is if the Japanese release is indeed in April, 1975, then it didn't have the Japanese market to itself for long. On September 12, 1975, another Japanese toy company, Epoch, released the Electrotennis, the first videogame system that was designed and assembled in Japan, under license from Magnavox.

Nintendo acquired its own license from Magnavox in 1977 and released its first console, the Color TV 6, in June of that year, thus beginning Japan's official odyssey into the new and exciting industry. 🎮



**Leonard Herman** - The Game Scholar, is regarded as one of the earliest and most respected videogame historians. The first edition of his book *Phoenix: The Fall & Rise of Home Videogames*, which was published in 1994, is considered to be the first serious and comprehensive book about the history of videogames. He has written articles for *Videogaming & Computer Illustrated*, *Games Magazine*, *Electronic Gaming Monthly*, the *Official U.S. PlayStation Magazine*, *Pocket Games*, *Classic Gamer Magazine*, *Edge*, *Game Informer*, *Classic Gamer Magazine*, *Manci Games*, *Gamespot.com* and *Video Game Trader*, which he also edited. He has also contributed articles to several videogame-related books, including *Supercade*, *The Video Game Explosion* and *The Encyclopedia of Video Games*. Mr. Herman has also written the book *ABC To the VCS (A Directory of Software for the Atari 2600)*, a compendium of game summaries. He has also written and designed user's manuals for the following Atari VCS games: *Cracked*, *Save the Whales*, *Pick-Up*, *Rush Hour*, *Looping*, *The Entity* and *Lasercade*, as well as the user's guide to *Ralph Baer's Pinball!* for the *Odyssey2*. In 1994, he founded Rolenta Press, a publisher of videogame books, whose catalogue included *Videogames: In the Beginning*, by Ralph H. Baer, the inventor of the videogame console, and *Confessions of the Game Doctor* by Bill Kunkel, the world's first videogame journalist. Two Rolenta Press books were included in a list of the top ten videogame books of all time by *Game Informer* magazine in 2008. Mr. Herman has served as an advisor for *Videotopia*, *Classic Gaming Expo* and the *National Videogame Museum*. He has appeared in several episodes of *G4's Icons* and in the documentary, *The King of Arcades*. In 2003, Mr. Herman received a *Classic Gaming Expo Achievement Award* in recognition for his accomplishments in documenting game history.

# I DIDN'T KNOW MY RETRO CONSOLE COULD DO THAT!

NEW REVIEW COLUMN FOR OLD SCHOOL GAMER

By Old School Gamer Staff

I have had an account at AtariAge.com for about five years and just got involved in it once we started to work on Old School Gamer Magazine. That is when I found out so much more about the community of gamers that is there and about the games that they release for various retro consoles.

While they specialize in Atari 2600/5200/7800 and Jaguar related late releases of games, they also market games for Intellivision and Colecovision. Late releases, means games that were put out long after the original first run of games had ended and the manufacturers have stopped supporting their own products. Some people (including AtariAge) call these games "homebrew" but when you consider the level of development, graphically, artistically and everything else, calling them homebrew almost puts them down.

Stay tuned in this column for more game reviews as part of this series as we delve into games offered by AtariAge, Collectorvision, Good Deal Games and the many other independent publishers of games. While these are not necessarily the latest releases from AtariAge, they are ones that hit my interest level to start this column out with.



**Scramble** by Champ Games as released by AtariAge - As a lover of SCHMUP games like Defender, Gradius and others this one is perfect for me. Based on the 1981 arcade release they have faithfully replicated the game now on your 40 year old technology Atari 2600. With the help of an extra chip in the cartridge and 32k and a team of 5 programmed this fantastic game. Playing it with my new Epyx 500 XJ controller (you all know the one that we all wanted), it is a fantastic nicely paced horizontal shooter. Going to go spend some more time on the game right now!

**Brik** by Repixel8 as released by AtariAge - this is an amazing Arkanoid/Breakout type of game that is just amazing it what it is able to do on the power on the Atari 2600. Being a big Arkanoid fan (have the arcade cabaret in my basement, this is



one I needed to see. Taking up 32k, well beyond what games of its day were using but worth every byte. While it doesn't have nearly the variety of powerups that Arkanoid has, its a fantastic game for your 2600. The standard Brik game is a blast to play by yourself, if you want a super challenge try playing Brik 180 where you are playing both sides of a pong game with ONE joystick while having blocks in between you.



**Medieval Mayhem** by SpiceWare as released by AtariAge - Atari's Warlords done with more power! This 32k game supports 4 simultaneous players using the paddle controllers and the AI is fantastic. I've just got to get some friends to play me at this because the AI keeps on beating me at every game, then I get to just watch the other 3 players fight it out. Nice control on speed, AI, and plenty of options to keep the game interesting.

All of these are available through AtariAge.Com/store. Be looking next issue for me to tackle some releases for the 7800 that I picked up at the same time as these 2600 gems! 🎮



[AtariAge.Com/store](https://AtariAge.Com/store)

# Inside the PlayStation Enter the Dragon

By Antoine Clerc-Renaud

**L** launched on December 3 1994 in Japan, September 9 1995 in North America and September 29 1995 in most of Europe, the PlayStation revolutionized the game industry in so many ways. But what role did the hardware play into this?

If there is one name to remember when it comes to the PlayStation, it's Ken Kutaragi. The engineer joined Sony in 1975 and worked on many different products until one caught his eyes in 1984: the System G. This imposing workstation, mainly used by TV stations, was able to render 3D graphics in real-time! An avid gamer since he bought a Famicom (the Japanese name for the NES), Kutaragi directly thought of a video game application. Unfortunately, the ridiculously high costs prohibited him from doing at that time. Like Eric Bromley—ColecoVision's creator who had to wait from 1979 to 1981, leaving the Intellivision for Mattel on the table in the process—before him, Kutaragi needed to wait for the components to become more affordable and powerful according to Moore's Law.

But the engineer didn't give up; far from that actually. Hopefully for

him, Kutaragi had a gift: He knew how things worked and managed to build the best products for the brand in the consumer electronics field. He quickly climbed the corporate ladder and could do pretty much what he wanted. He was also known as a rebel in the Japanese group, a profile that is very rare in "the land of the rising sun" where the vast majority tend to blindly follow the rules without questioning anything or taking any risks.

But Kutaragi was not like that and in 1988 when Nintendo revealed they were working on a successor for the Super Famicom, Kutaragi wanted to be part of it. Although he couldn't build his own video game system because upper management prevented him from doing so, he saw the opportunity to enter the video game industry by a smaller door, the chips manufacturer one. Unbeknownst to his superiors, Ken Kutaragi arranged a meeting with Nintendo's charismatic president Hiroshi Yamauchi in order to lay out a collaboration proposal. Sony's engineer quickly realized that one of the Famicom's weaknesses was its feeble sound processor. Fortunately for Nintendo, Yamauchi, and all the hardware team, he had a solution. With Sony being especially big in that field, it almost seemed natural. Following this pre-approval by Nintendo, Kutaragi revealed his plan to the direction. Norio Ohga, Sony's CEO was furious. How could one of his employee do something like that behind his back? However, it only took Kutaragi a couple of minutes to convince his boss that if the Super Famicom did at least as well as the Famicom did (which sold up to 40 million units in Japan alone), it would be another great way to make a profit. Later on, Yamauchi and Ohga finally met and signed agreements. One of those was about the SPC-7000 sound chip, the vocal chords of the Super NES that would be praised over the competition delivering memorable melodies. The other one was more mysterious and much more open to

modifications as it is the way to do business in Japan. It dealt with a CD-ROM add-on for the Super Famicom that would become elusive as the years go by and be eventually scrapped after a spectacular treason by Nintendo at Summer CES 1991.

## DESIGNING THE PLAYSTATION FROM THE INSIDE OUT

The aborted PlayStation (in two words) project had some good as it allowed Sony and especially Kutaragi's team to toy with Nintendo's systems and learn how a video game system was made. However it took a little while longer for Sony's engineer to convince the higher-ups that the video game industry was mature enough to welcome a new contender, albeit one that was humiliated by a card and toy maker. The revenge would be so sweet. After realizing that Sony had the know-how, the power and finances, Norio Ohga said two words, in English, to Kutaragi: "Do it".



The Super NES sound chip designed by Ken Kutaragi. A way for him to go into the game industry he looked at so much.



Ken Kutaragi in 2014 when he received his lifetime achievement award.

Once he got the green light from his boss, Kutaragi launched the PlayStation project with an incredibly small team. With his rebellious reputation, Kutaragi was almost considered a paria inside the company. Some employees thought this video game system was nothing but a whim and that the fad would go away hemorrhaging money out of Sony. As a result, Kutaragi was under an immense amount pressure and did his best move for the project: he chose the right collaborators. He is incredibly smart, developing the Super NES sound chip almost entirely on his own. He was also smart enough to know that a project as humongous as creating a video game



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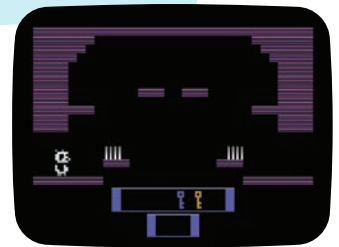
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ATARI 2600



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**PANKY THE PANDA**  
ATARI 2600



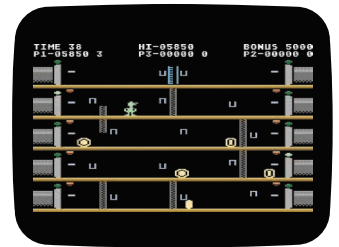
**SCRAMBLE**  
ATARI 2600



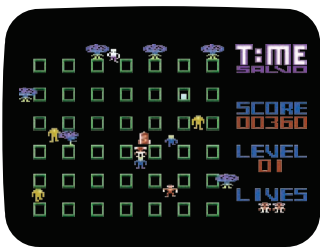
**SPACE CACTUS CANYON**  
ATARI 2600



**SUPER COBRA ARCADE**  
ATARI 2600



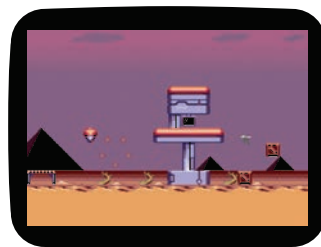
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system from scratch would require a large team with the correct members. To build its upcoming revolutionary system, Kutaragi couldn't think of a better duo than the one that created the System G, PlayStation's inspiration: Masaaki Oka and Akioba. Along with Kutaragi, they led the technical aspect of the project..

The study of Nintendo's system proved to be fruitful as it allowed the engineers to identify the components that were essential, and which ones could be either upgraded or scrapped to make way for something else. Kutaragi knew what to choose as the heart of its next generation system. Instead of partnering with a fellow Japanese chip manufacturer like NEC or Toshiba, Sony's engineer decided to deal with an American one, MIPS. Together they custom built the R3000A central processing unit—or CPU—to power up the PlayStation. Created as early as 1989, this 32-bit RISC microprocessor was customized for Sony's needs in order to run at 33.8688 MHz a little faster than the original R3000. The consumer electronics giant was so satisfied with MIPS products that even the PlayStation 2 would have a successor

of the original's central processing unit.



Inside and out of the processor that powered the PlayStation

As they understood from Nintendo's system, the hardware needed to be designed years in advance to be relevant for another five years before the next generation would kick in. Every choice was crucial. This is why, after seeing SEGA's Virtua Fighter for the first time, Kutaragi knew he had to bet on the 3D as the future of video games and not the gimmicky full motion video as found on their competition's systems such as the 3DO, SEGA-CD, Philips's CDi or Atari's Jaguar.

The choice of 3D was risky because the first few forays in home systems were limited: StarFox on the Super NES was a success but very slow and required a special chip; Cybermorph, the pack-in game for the Atari Jaguar



The competition in place before the PlayStation was released all aimed at more realism and used full motion video technology in order to do that which proved to be the wrong horse to bet on.

was another 3D shooter barely better technically speaking when compared to Nintendo's game; Star Raiders for the Atari 400/800 line of computers was only in wire graphics but then it was released in 1979. Axonometric—or isometric—3D was one of the subterfuge developers and publishers found in order to deliver a fake depth to players with successes such as Zaxxon, Head over Heels, Equinox, Marble Madness, and so many others.

Only the arcade productions were offering true 3D experiences with the likes of Virtua Racing, and Virtua Fighter from SEGA, or Ridge Racer



Some of the earlier games that use a subterfuge to display a 3D on screen.

and Time Crisis from Namco. However, back in the early 1990s, it was virtually impossible to have this technology available on home systems simply because of the high costs. Kutaragi had to take the risk and thankfully for him it paid off.

Although the central processing unit was able to handle part of the 3D calculations, the PlayStation needed to have an additional processor to handle more data and at higher speeds. This is

It was a different story in the arcade with 3D experiences and compelling games.



where the graphic processing unit—or GPU—comes into play. Baptized GTE for Geometry Transformation Engine, this co-processor was entirely dedicated to create graphics in three dimensions with high figures to showcase. It could handle, per seconds, 90,000 texture-mapped, lit or Gouraud shaded polygons; 180,000 texture-mapped polygons and 360,000 flat-shaded polygons. Impressive, right? But that's not all as the GPU was also able to handle the transformations, rotations, and various geometry (as the name implies) of those polygons. In other words, the PlayStation was 3D ready and thought of in that way from the very beginning. The PlayStation had to store the games somewhere and as co-creators of the format, Sony easily

The graphic chip that was used to calculate all of the polygons used in PlayStation games. Without it, the 32-bit titles would have been flat. As a side note it is as efficient as managing both 2D and 3D.



chose to use CD-ROM like so many of the competition but they would use it in a good way. Let us forget that the very first home video game system to use CD-ROM technology came out in 1988 in Japan in the form of an add-on for the then on-its-rise-to-power PC-Engine. However, until the PlayStation debuted in December 1994, the CD-ROM was under-utilized. Offering roughly 300 times more space than on a regular cartridge, at a lower cost, the CD-ROM was a welcome benefit for all developers. As the hardware was not there yet to use this new format properly, they would cram it with videos whether animated or live action (the dreaded full motion video as we all came to know it) and CD quality music tracks. From Emerald Dragon to Night Trap or Phantasmagoria, developers around the world in the end didn't know how to fully use this extra space.

The 1988 CD-ROM add-on for the PC-Engine





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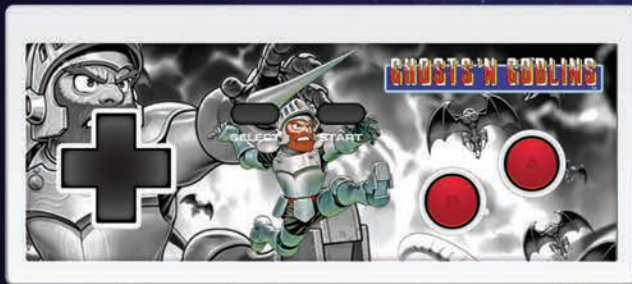
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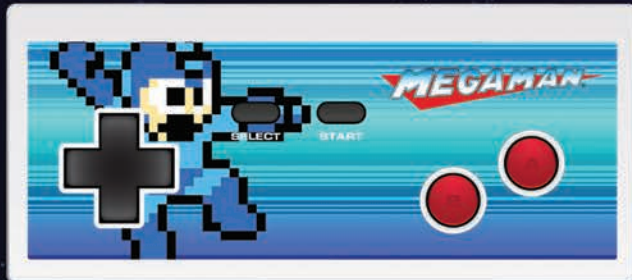
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First is a picture of the original PlayStation. Not only did Sony released a smaller and lighter version of its then best-selling system also above but it also thought about its portability when the company released an LCD screen to plug at the back of the system.



The 1988 CD-ROM add-on for the PC-Engine was the first CD-based accessory for a video game system. However, the extra space was only used to put animated sequences and CD-quality music.

If the CPU represents the heart of the PlayStation, the CD-ROM drive is the lungs. Featuring a state-of-the-art double speed compatible with music discs, the PlayStation was already ahead of the competition. However, everything didn't go as planned for this particular part. Indeed, the first few models featured a metal piece that was too close to the other components and had a tendency to overheat and bend causing the CD-ROM drive to become faulty over time. Players had then to think of creative ways to make their system work like putting it upside-down or on the spine which was clearly not recommended by its creators. Subsequent models replaced the metal piece with a plastic one that was better able to absorb the heat.

Codenamed KSM-440 ACM the PlayStation disc drive had to be updated due to becoming faulty on earlier models




Speaking of the various PlayStation models, the CD-ROM drive was not the only thing that changed over time. The original model (codenamed SCPH-1001) featured a parallel port, a composite output and serial port. The parallel port was only to be used by developers and action replay devices on retail versions. The composite output was especially good music-wise. Then there was the serial port to link two systems and enjoy some mul-

tiplayer like in Wipeout. None of those lasted for long.

Indeed, the newly formed Sony Computer Entertainment had a lot of work fighting piracy and the message displayed before some games was obviously not enough. Therefore newer systems fixing some issues, updating the BIOS (the console's operating system), removing outputs like the parallel and serial ports were commercialized between 1995 and 1998. Then, the engineers took advantage of Moore's law and assembled several chips into one reducing costs, improving the durability that ultimately led to more and more affordable prices for the end consumer.

Although the developing team had announced they were already working on PlayStation's successor, they still had some ideas for a newer and cheaper PlayStation. Combining the talent of designer Teiyu Gotō and the components teams, Sony offered a system smaller by a third of its original size, all round and sporting a pure white robe. Named PSOne, this new version came in just in time for the new millennium and was in fact released, in Japan, on the exact same day as Squaresoft's awaited new entry in its best-selling series, Final Fantasy IX on July 7, 2000. The engineers at SCE managed

this extraordinary feat by grouping some components like the RAM or the CD-ROM DSP with the sound processor. Once more, this was a feature they took from Nintendo's book. The Kyoto firm released a smaller Famicom and NES in 1993, and a smaller Super Famicom and Super NES in 1997, which were exclusive to Japan and North America. Suddenly the traitor became a source of inspiration. Those changes were not the only ones as the PSOne also benefited from a new and redesigned operating system, a modification to reflect the exterior ones. Like previous versions, this last PlayStation was sold with a matching white controller designed to fit in with the new system as well as games. It should come as no surprise that the controller was a Dual Shock with the two analog joysticks at the bottom.

Thus ends the life of a revolutionary platform that outsold the competition in no time. Nintendo was left to bite the dust with its 64-bit system and archaic cartridge-based format. SEGA wasn't ready to tackle the 3D world and added an extra CPU that was mostly unused by developers. The PlayStation would be only supplanted by its successor sporting the (in)famous Emotion Engine, the PlayStation 2 but that's a story for another time. 

# Controlling The Dragon

By Antoine Clerc-Renaud


**S**ome might say that a system can be judged by the games it proposes; others say it's by the way we play it. But what defines more a video game system than its controller? The ergonomics are indeed so important that a bad controller can ruin a game console. Just ask the Atari Jaguar designers.

In terms of design and grip, the PlayStation controller is one of the best ever made according not only to fans and long time users but also by the firm itself. Only minor changes were made to their system controller between the PlayStation, PlayStation 2 and PlayStation 3. Only the PlayStation 4 made some radical changes, and even then the core design was still the same. When the controller of your system is only slightly changed, you must be doing something right. So how did we come from the original PlayStation controller to the more modern PS3 one? It actually took designer Teiyu Gotō more than two years to finalize the original PlayStation controllers. Among the many prototypes he made, some had six action buttons on the front, some others only four but with different designs. There was even a controller with round edges just like the Super NES one.

After presenting those many iterations to Sony President Norio Ohga, the boss decided to go with one with handles. He moreover mentioned that his decision was final and if the designer and the engineer were not happy with it, they could start looking for work elsewhere. As for the symbols used instead of the commonly and widely used letters, Teiyu Gotō stated that they chose the way of simplicity. He wanted people to easily remember the icons. As an aside, in Japan, players use Round to validate and Cross to cancel while it's the other way around in the rest of the world.

At the time that the original grey box was released in 1994 in Japan (and 1995 worldwide), 3D games were a novelty. A directional pad was good enough for most of the games. However, as with many systems manufacturers, Sony released a variety of accessories. Among them were special controllers for specific

games. The most important one was the PlayStation Analog Joystick, released in 1996. Even bigger than the console itself, this one-of-a-kind controller sported two analog joysticks at each end while the buttons were in the middle as well as on the joysticks themselves. It comes as no surprise that this accessory was developed for the many 3D shooters available on the system, such as the famous Ace Combat series by Namco. Using analog technology, the joysticks could react to the degree of push by the player. The more they leaned the joystick, the faster the plane would go. Seeing that it was working with this particular kind of games, the PlayStation team quickly thought of additional applications such as racing games. Later in 1996, they released a new version of the PlayStation controller that bore two miniatures analog joysticks at the bottom, the Dual Analog Controller. Available only in Japan, this joypad featured the vibration engine that would be presented to the rest of the world in the next and last iteration of the controller technically speaking.

Indeed the next year, the world could enjoy the Dual Shock, featuring convex analog joysticks (in lieu of the concave ones of the Dual Analog Controller) and independent vibration engine in each of the controller handle. Once again, Nintendo's influence is here as the Kyoto firm was the first one to propose a vibration accessory to go along with their Nintendo 64 system. 

**To the right and below: Some of the prototypes designed by Teiyu Gotō and Ken Kutaragi. It evolved quite a bit to arrive to the one we came to know and love.**



# Playstation 1 Pricer

PRESENTED BY PUREGAMING.ORG'S RETRO GAME COLLECTOR APPLICATION

All pricing below is based on Pure Gaming's unique algorithm that scours online resoures looking for what actual product sold for in many different locations. It should be taken only as a guide and not a final value of any game. The real value is whatever someone is willing to sell it for, and you are willing to buy it for. Every issue of Old School Gamer Magazine will publish pricing for a different console or gaming era. We recommend you look into the collecting app offered by PureGaming.Org.

Game		BOXED
007 - The world is not enough	\$2	<b>\$7</b>
007 - Tomorrow Never Dies	\$3	-
007 Racing	\$5	-
1 Xtreme	\$2	-
101 Dalmations 2	\$2	<b>\$9</b>
102 Dalmations - Puppies To The Rescue	\$5	-
2Xtreme	\$4	<b>\$8</b>
360 - Three-Sixty	\$6	-
3D Baseball	\$3	<b>\$6</b>
3D Pool, Archer Maclean's	\$6	-
3Xtreme	\$2	<b>\$7</b>
4-4-2 Soccer	\$6	-
40 Winks	\$5	<b>\$10</b>
4X4 World Trophy	\$3	-
5 Star Racing	\$2	-
A Bug's Life Activity Centre	\$5	-
A-Train	\$10	<b>\$22</b>
A2 Racer Goes USA	\$5	-
A2 Racer III Europa Tour	\$3	-
Absolute Football	\$5	-
Ace Combat 2	\$6	<b>\$14</b>
Ace Combat 3 - Electrosphere	\$6	-
Aces of the Air	\$6	<b>\$11</b>
Action Bass	\$2	<b>\$4</b>
Action Man - Destruction X	\$4	-
Action Man - Operation Extreme	\$2	-
Activision Classics	\$5	<b>\$7</b>
Actua Golf	\$4	-
Actua Golf 2	\$3	-
Actua Golf 3	\$4	-
Actua Ice Hockey 2	\$5	-
Actua Pool	\$2	-
Actua Soccer	\$3	-
Actua Soccer 2	\$3	-

Actua Soccer 3	\$4	-
Actua Soccer Club Edition	\$4	-
Actua Tennis	\$2	-
Adiboo & Paziral's Secret	\$11	-
Adidas Power Soccer	\$2	<b>\$12</b>
Adidas Power Soccer 98	\$2	<b>\$11</b>
Adventures of Lomax	\$45	<b>\$133</b>
AFL 99	\$8	-
Agent Armstrong	\$2	-
Agile Warrior F-111X	\$6	<b>\$14</b>
Air Combat	\$6	<b>\$9</b>
Air Hockey	\$5	<b>\$6</b>
Aironauts	\$5	-
Akuji - The Heartless	\$3	-
Alex Ferguson's Player Manager 2001	\$2	-
Alex Ferguson's Player Manager 2002	\$4	-
Alexi Lalas International Soccer	\$7	-
Alfred Chicken	\$9	-
Alien Resurrection	\$7	<b>\$17</b>
Alien Trilogy	\$6	<b>\$18</b>
All Star Tennis	\$2	-
All Star Tennis '99	\$3	-
All Star Tennis 2000	\$6	-
All Star Watersports	\$3	-
All-Star Baseball	\$3	-
All-Star Racing	\$5	<b>\$6</b>
All-Star Racing 2	\$6	<b>\$7</b>
All-Star Slammin' Dodgeball	\$3	-
Allied General	\$2	<b>\$13</b>
Alone In The Dark - One Eyed Jack's Revenge	\$7	-
Alone In The Dark - The New Nightmare	\$6	-
Alundra	\$13	<b>\$58</b>
Alundra 2	\$7	<b>\$19</b>
American Pool	\$5	<b>\$8</b>
Amerzone	\$5	-

Anastasia	\$4	-
Andretti Racing	\$1	<b>\$4</b>
Animal Football	\$4	-
Animal Snap	\$5	-
Animaniacs - Ten Pin Alley 2	\$6	-
Animorphs - Shattered Reality	\$7	-
Anna Kournikova's Smash Court Tennis	\$3	-
Ape Escape	\$7	<b>\$19</b>
Apocalypse	\$3	<b>\$11</b>
Aqua GT	\$2	-
Aquanaut's Holiday	\$3	-
Arc the Lad Collection	\$19	<b>\$76</b>
Arcade Party Pak	\$5	<b>\$9</b>
Arcade's Greatest Hits - The Atari Collection 1	\$5	<b>\$6</b>
Arcade's Greatest Hits - The Atari Collection 2	\$5	-
Arcade's Greatest Hits - The Midway Collection 2	\$8	-
Arcade's Greatest Hits - Williams	\$6	-
Area 51	\$6	<b>\$10</b>
Ark Of Time	\$7	-
Armored Core	\$5	<b>\$16</b>
Armored Core - Master of Arena	\$9	-
Armored Core - Project Phantasma	\$3	-
Armorines - Project Swarm	\$3	-
Army Men - Air Attack	\$3	-
Army Men - Air Attack 2	\$4	-
Army Men - Green Rogue	\$7	-
Army Men - Sarge's Heroes	\$4	-
Army Men - Sarge's Heroes 2	\$5	-
Army Men - World War	\$5	-
Army Men - World War - Final Front	\$6	-
Army Men - World War - Land, Sea & Air	\$6	-
Army Men - World War - Team Assault	\$5	-

Army Men 3D	\$2	<b>\$6</b>
Army Men Gold Collector's Edition	\$8	-
Arthur! Ready To Race	\$5	-
Assault Retribution	\$5	<b>\$7</b>
Assault Rigs	\$5	<b>\$11</b>
Asterix	\$4	-
Asterix & Obelix Take On Caesar	\$4	-
Asterix Mega Madness	\$6	-
Asteroids 3D	\$2	-
Atari 30th Aniversary Edition Redux	\$2	-
Atlantis	\$5	-
Atlantis The Lost Continent	\$4	-
Attack of the saucerman	\$7	-
ATV - Quad Power Racing	\$2	-
ATV Mania	\$2	<b>\$4</b>
ATV Racers	\$5	<b>\$7</b>
Austin Powers Pinball	\$5	-
Auto Destruct	\$5	<b>\$9</b>
Autobahn Raser II	\$6	-
Aztec	\$7	-
Azure Dreams	\$9	<b>\$44</b>
Baby Felix Tennis	\$2	-
Backstreet Billiards	\$9	-
Backyard Soccer	\$5	-
Baldies	\$3	<b>\$7</b>
Ball Breakers	\$2	<b>\$6</b>
BallBlazer Champions	\$5	-
Ballerburg Castle Chaos	\$3	<b>\$7</b>
Ballistic	\$1	<b>\$11</b>
Barbie - Gotta have games	\$2	<b>\$6</b>
Barbie - Race & Ride	\$7	-
Barbie - Super Sports	\$6	-
Barbie Detective - The Mystery Cruise	\$4	-
Barbie Explorer	\$3	<b>\$10</b>
Bases Loaded '96 - Double Header	\$2	-

Bass Landing	\$8	<b>\$10</b>
BassRise Fishing	\$6	-
Batman & Robin	\$9	-
Batman - Gotham City Racer	\$11	-
Batman Beyond - Return Of The Joker	\$8	-
Batman Forever - The Arcade Game	\$14	<b>\$18</b>
Battle Arena Toshinden	\$5	<b>\$11</b>
Battle Arena Toshinden 2	\$2	<b>\$17</b>
Battle Arena Toshinden 3	\$6	<b>\$14</b>
Battle Hunter	\$3	<b>\$11</b>
BattleSport	\$12	<b>\$50</b>
Battlestations	\$4	-
Battletanx - Global Assault	\$3	-
Beach Volleyball	\$4	-
Bear in the Big Blue House	\$2	<b>\$6</b>
Beast Wars - Transformers	\$9	-
Beatmania	\$11	-
Bedlam	\$6	-
Beyblade - Let it rip	\$3	<b>\$4</b>
Beyond The Beyond	\$9	<b>\$26</b>
Big Air	\$3	<b>\$4</b>
Big Bass Fishing	\$1	<b>\$4</b>
Big Bass World Championship	\$3	<b>\$4</b>
Big League Slugger Baseball	\$2	<b>\$6</b>
Big Ol' Bass 2	\$3	<b>\$13</b>
Big Strike Bowling	\$3	-
Billiards	\$5	-
Bio F.R.E.A.K.S.	\$4	-
Bishi Bashi Special	\$8	-
Black Bass with Blue Marlin	\$3	-
Black Dawn	\$2	<b>\$6</b>
Blade	\$6	<b>\$13</b>
Blast Chamber	\$2	<b>\$10</b>
Blast Lacrosse	\$3	<b>\$7</b>
Blast Radius	\$3	<b>\$7</b>
Blaster Master - Blasting Again	\$2	-
Blasto!	\$5	-
Blaze & Blade	\$9	-
Blazing Dragons	\$3	<b>\$14</b>
Block Buster	\$4	-
Blockids	\$3	<b>\$10</b>
Blood Lines	\$4	-
Blood Omen - Legacy of Kain	\$8	-

Bloody Roar	\$6	<b>\$20</b>
Bloody Roar 2	\$7	<b>\$21</b>
Blue's Clues - Blue's Big Musical	\$4	-
Board Game Top Shop	\$3	<b>\$13</b>
Bob the Builder - Can We Fix It	\$4	-
Bogey - Dead 6	\$2	-
Bomberman	\$5	-
Bomberman Fantasy Race	\$16	<b>\$39</b>
Bomberman Party Edition	\$5	<b>\$13</b>
Bomberman World	\$5	<b>\$25</b>
Bombing Islands	\$3	<b>\$7</b>
BoomBots	\$2	<b>\$12</b>
Bottom of the Ninth	\$5	-
Bottom of the Ninth '97	\$5	-
Bottom of the Ninth '99	\$3	-
Bowling	\$5	-
Box Champions 2000	\$4	-
Boxing	\$10	-
Brahma Force	\$6	-
Brain Dead 13	\$7	<b>\$14</b>
Bratz	\$3	-
Brave Fencer Musashi	\$15	<b>\$47</b>
Bravo Air Race	\$5	<b>\$6</b>
Break Point	\$2	-
Breakout	\$6	<b>\$9</b>
Breath of Fire III	\$13	-
Breath of Fire IV	\$9	<b>\$36</b>
Brian Lara Cricket	\$2	-
Brigandine - Legend of Forsena	\$18	<b>\$20</b>
Broken Helix	\$3	<b>\$11</b>
Broken Sword - The Shadow of The Templars	\$6	-
Broken Sword 2 - The Smoking Mirror	\$6	-
Brunswick Circuit Pro Bowling	\$2	<b>\$4</b>
Brunswick Circuit Pro Bowling 2	\$2	<b>\$10</b>
Bubble Bobble - featuring Rainbow Islands	\$7	-
Bubsy 3D	\$6	<b>\$17</b>
Buggy	\$6	-
Bugriders - The Race of Kings	\$2	-
Bugs Bunny & Taz - Time Busters	\$6	-
Bugs Bunny - Lost in Time	\$6	-
Builder's Block	\$8	-
Burning Road	\$2	<b>\$10</b>
Burstrick Wake Boarding!!	\$4	-

Bushido Blade	\$5	<b>\$20</b>
Bushido Blade 2	\$5	<b>\$20</b>
Bust-a-Groove	\$16	-
Bust-a-Groove 2	\$20	-
Bust-a-Move '99	\$2	-
Bust-a-Move 2 - Arcade Edition	\$4	-
Bust-a-Move 4	\$2	<b>\$10</b>
Buster Bros. Collection	\$6	<b>\$22</b>
Buttsubushi	\$6	-
C - The Contra Adventure	\$6	-
C-12 - The Final Resistance	\$3	-
C3 Racing	\$4	-
Cabela's Big Game Hunter	\$5	-
Cabela's Ultimate Deer Hunt	\$5	<b>\$9</b>
Caesar's Palace	\$2	-
Caesar's Palace 2000	\$1	<b>\$4</b>
Caesar's Palace II	\$4	-
California Surfing	\$5	-
California Watersports	\$6	-
Capcom vs. SNK - Millennium Fight 2000 Pro	\$9	-
Card Games	\$6	-
Card Shark	\$4	-
Cardinal Syn	\$3	<b>\$7</b>
Carmageddon	\$5	-
Carnage Heart	\$3	<b>\$22</b>
Cart World Series	\$1	<b>\$4</b>
Casper	\$5	<b>\$8</b>
Casper - Friends Around the World	\$4	-
Castlevania - Symphony of the Night	\$17	-
Castlevania Chronicles	\$23	<b>\$78</b>
Castrol Honda Superbike Racing	\$2	-
Castrol Honda VTR	\$7	-
Catan	\$10	-
Celebrity Deathmatch	\$2	-
Centipede	\$3	<b>\$6</b>
Championship Bass	\$4	-
Championship Manager Quiz	\$3	-
Championship Motocross - featuring Ricky Carmichael	\$5	-
Championship Motocross 2001 - Ricky Carmichael	\$6	-
Championship Surfer	\$5	-
Chaos Break	\$6	-
Charity compilation - Road Rage - Broken Sword - Myst	\$7	-

Chase the express	\$5	-
Check Mate	\$3	-
Check Mate II	\$3	-
Chess	\$2	<b>\$4</b>
Chessmaster 3D	\$3	<b>\$9</b>
Chessmaster II	\$2	<b>\$8</b>
Chicken Run	\$3	<b>\$8</b>
Chill	\$7	-
China	\$6	-
Chocobo Racing	\$8	<b>\$35</b>
Chocobo's Magical Dungeon 2	\$11	-
Chris Kamara's Street Soccer	\$6	-
Chronicles of the Sword	\$5	<b>\$17</b>
Chrono Cross	\$4	<b>\$16</b>
Cindy's Caribbean Holiday	\$5	-
Cindy's Fashion World	\$2	-
Circuit Breakers	\$6	<b>\$12</b>
City of Lost Children	\$5	-
Civilization II	\$3	<b>\$15</b>
Cleopatra's Fortune	\$5	-
Clock Tower	\$17	<b>\$67</b>
Clock Tower 2 - The Struggle within	\$13	-
Codename - Tenka	\$2	-
Colin McRae Rally	\$2	<b>\$9</b>
Colin McRae Rally 2.0	\$9	<b>\$48</b>
College Slam	\$3	<b>\$12</b>
Colony Wars	\$2	<b>\$8</b>
Colony Wars 3 - Red Sun	\$3	-
Colony Wars Vengeance	\$5	<b>\$9</b>
Command & Conquer	\$10	-
Command & Conquer - Red Alert	\$11	-
Command & Conquer - Red Alert - Retaliation	\$11	-
Complete Davis Cup Tennis	\$2	-
Complete onside soccer	\$4	-
Constructor	\$5	<b>\$11</b>
Contender	\$2	<b>\$4</b>
Contender 2	\$2	<b>\$4</b>
Contra - Legacy of War	\$5	-
Cool Boarders - Extreme Snowboarding	\$2	-
Cool Boarders 2	\$3	<b>\$7</b>
Cool Boarders 2001	\$1	<b>\$4</b>
Cool Boarders 3	\$4	<b>\$6</b>
Cool Boarders 4	\$2	<b>\$4</b>
Countdown Vampires	\$12	<b>\$28</b>

Courier Crisis	\$2	<b>\$11</b>
Covert Ops - Nuclear Dawn	\$2	<b>\$8</b>
Crash Bandicoot	\$10	<b>\$31</b>
Crash Bandicoot - Collectors' edition	\$20	<b>\$69</b>
Crash Bandicoot 2 - Cortex Strikes Back	\$7	-
Crash Bandicoot 3 - Warped	\$7	-
Crash Bash	\$5	<b>\$17</b>
Crash Team Racing	\$7	-
Creatures	\$2	<b>\$3</b>
Creatures - Raised in Space	\$6	<b>\$7</b>
Cricket 2000	\$4	-
Crime Killer	\$2	<b>\$9</b>
Critical Depth	\$2	<b>\$8</b>
Criticom	\$2	<b>\$22</b>
Croc - Legend of the Gobbos	\$5	-
Croc 2	\$6	<b>\$17</b>
Crossroad Crisis	\$3	<b>\$6</b>
Crow The - City of Angels	\$7	-
Crusader - No Remorse	\$7	-
Crusaders of Might and Magic	\$2	<b>\$6</b>
Crypt Killer	\$5	<b>\$17</b>
CT Special Forces	\$2	-
CT Special Forces 3	\$4	-
Cubix Robots for Everyone - Race'n Robots	\$6	-
Cyber Speed	\$3	-
Cyberia	\$6	<b>\$10</b>
CyberSled	\$1	<b>\$13</b>
CyberTiger Golf	\$2	-
D	\$14	<b>\$46</b>
Dalmatians	\$4	-
Dalmatians 2	\$2	-
Dance Dance Revolution	\$6	<b>\$8</b>
Dance Dance Revolution - Disney Mix	\$9	-
Dance Dance Revolution - Konamix	\$5	-
Dance- UK Xtra Trax	\$4	-
Dancing Stage Disney Mix	\$2	-
Dancing Stage Euro Mix	\$6	-
Dancing Stage Fever	\$7	-
Danger Girl	\$3	<b>\$12</b>
Dare Devil Derby 3D	\$3	<b>\$6</b>
Darklight Conflict	\$6	<b>\$8</b>
Darkstalkers - The Night Warriors	\$10	-

Darkstalkers 3 - Jedah's Damnation	\$8	-
Darkstone	\$5	<b>\$9</b>
Dave Mirra Freestyle BMX	\$5	<b>\$6</b>
Dave Mirra Freestyle BMX - Maximum Remix	\$4	-
David Beckham Soccer	\$5	<b>\$7</b>
Dead Ball Zone	\$3	-
Dead in the Water	\$2	<b>\$4</b>
Dead or Alive	\$4	<b>\$18</b>
Deathtrap Dungeon	\$7	<b>\$9</b>
Deception III - Dark Delusion	\$7	<b>\$28</b>
Defcon 5 - Peace Has a Price	\$4	-
Delta Force - Urban Warfare	\$3	-
Demolition Racer	\$3	<b>\$11</b>
Descent	\$5	<b>\$13</b>
Descent Maximum	\$5	<b>\$12</b>
Destrega	\$3	<b>\$22</b>
Destruction Derby	\$7	<b>\$13</b>
Destruction Derby 2	\$6	<b>\$9</b>
Destruction Derby Raw	\$5	<b>\$15</b>
Destructo 2	\$5	-
Detective Mouse	\$5	-
Devil Dice	\$6	<b>\$14</b>
Dexter's Laboratory - Mandark's Lab	\$4	-
Diablo	\$13	<b>\$56</b>
Die Hard Trilogy	\$4	<b>\$10</b>
Die Hard Trilogy 2	\$5	<b>\$10</b>
Digimon - Digital Card Battle	\$9	-
Digimon Rumble Arena	\$4	<b>\$14</b>
Digimon World	\$11	<b>\$36</b>
Digimon World 2	\$16	<b>\$50</b>
Digimon World 3	\$10	<b>\$33</b>
Dino Crisis	\$4	<b>\$17</b>
Dino Crisis 2	\$7	<b>\$31</b>
Dinomaster Party	\$4	-
Dinosaurs	\$7	-
Dirt Jockey	\$5	-
Discworld	\$9	<b>\$34</b>
Discworld II - Mortality Bytes!	\$14	-
Discworld Noir	\$16	-
Disney World Quest - Magical Racing Tour	\$6	-
Disney's A Bug's Life	\$4	-
Disney's Aladdin - Nasira's Revenge	\$5	-
Disney's Atlantis - The Lost Empire	\$4	-

Disney's Buzz Lightyear of Star Command	\$5	-
Disney's Dinosaur	\$3	<b>\$7</b>
Disney's Goofy's Fun House	\$2	<b>\$7</b>
Disney's Hercules	\$4	-
Disney's Lilo & Stitch	\$3	-
Disney's Mulan - Story Studio	\$2	-
Disney's Peter Pan in Return to Neverland	\$3	-
Disney's Pooh's Party Game - In Search of the Treasure	\$3	-
Disney's The Emperor's New Groove	\$4	-
Disney's The Jungle Book - Rhythm n' Groove Party	\$4	-
Disney's The Lion King II - Simba's Mighty Adventure	\$3	-
Disney's The Little Mermaid II	\$6	-
Disney's The Road to El Dorado - Gold & Glory	\$4	-
Disney's Toy Story 2 - Buzz Lightyear to the Rescue	\$6	-
Disney's Toy Story Racer	\$8	-
Disney's Treasure Planet	\$5	-
Disney's Winnie the Pooh - Kindergarten	\$5	<b>\$6</b>
Disney's Winnie the Pooh - Preschool	\$6	<b>\$9</b>
Disneys Tarzan	\$4	-
Disruptor	\$5	<b>\$19</b>
Diver's Dream	\$6	-
Divide Enemies Within	\$3	-
Dodgem Arena	\$7	-
Donald Duck - Goin' Quackers	\$6	-
Doom	\$6	<b>\$22</b>
Dora the Explorer - Barnyard Buddies	\$2	<b>\$8</b>
Dr. Seuss - The Cat in the Hat	\$6	<b>\$7</b>
Dracula - The Resurrection	\$6	-
Dracula 2 - The Last Sanctuary	\$5	-
Dragon Ball GT - Final Bout (B)	\$6	<b>\$39</b>
Dragon Seeds	\$9	<b>\$30</b>
Dragon Tales - Dragon Seek	\$3	-
Dragon Valor	\$9	<b>\$27</b>
Dragon Warrior VII	\$15	-
Dragonball GT - Final Bout	\$8	-
Dragonball Z - Ultimate Battle 22	\$4	-
Dragonheart - Fire & Steel	\$3	-

Dragstars	\$4	-
Dreams to Reality	\$6	-
Driver	\$6	<b>\$8</b>
Driver 2	\$3	<b>\$9</b>
Ducati World	\$3	-
Duke Nukem - Land of the Babes	\$8	-
Duke Nukem - Time to Kill	\$8	-
Duke Nukem - Total Meltdown	\$6	-
Dukes of Hazzard	\$6	-
Dukes of Hazzard II - Daisy Dukes It Out	\$6	-
Dune 2000	\$3	<b>\$17</b>
Dynasty Warriors	\$5	<b>\$14</b>
Eagle One - Harrier Attack	\$3	-
Easter Bunny's Big Day	\$6	<b>\$10</b>
Echo Nights	\$12	-
ECW - Hardcore Revolution	\$4	-
ECW Anarchy Rulz	\$6	<b>\$14</b>
Eggs of Steel	\$12	<b>\$55</b>
Egypt	\$2	-
Egypt 2	\$3	-
Ehrgeiz - God Bless the Ring	\$11	-
Einhander	\$25	<b>\$88</b>
Elemental Gearbolt	\$31	<b>\$87</b>
Elemental Pinball	\$5	-
Eliminator	\$2	<b>\$11</b>
Elite Squad	\$6	-
Elmo's Letter Adventure	\$2	<b>\$4</b>
Elmo's Number Journey	\$2	<b>\$11</b>
Epidemic	\$3	<b>\$9</b>
Equestrian Showcase	\$6	-
ESPN Extreme Games	\$6	<b>\$13</b>
ESPN Major League Soccer Game Night	\$3	-
ESPN X-Games Proboarder	\$2	-
ET - The Extra-Terrestrial - Interplanetary Mission	\$3	-
Eternal Eyes	\$7	<b>\$11</b>
Europe Racer	\$3	-
Evil Dead - Hail to the King	\$7	-
Evil Zone	\$4	<b>\$16</b>
EVO's Space Adventure	\$4	-
Excalibur 2555 A.D.	\$3	-
Expendable	\$5	<b>\$11</b>
Extreme 500	\$2	-
Extreme Ghostbusters	\$4	-
Extreme Go-Kart Racing	\$3	<b>\$9</b>

Extreme Pinball	\$2	<b>\$7</b>
F.A. Premier League STARS	\$3	-
F.A. Premier League STARS 2001	\$3	-
F1 2000	\$1	<b>\$2</b>
F1 Arcade	\$6	-
F1 Championship Season 2000	\$3	<b>\$6</b>
F1 Racing Championship	\$5	<b>\$22</b>
F1 World Grand Prix	\$3	-
F1 World Grand Prix 2000	\$3	-
Fade 2 Black	\$3	-
Family Card Game Fun Pack	\$3	-
Family Feud	\$2	<b>\$7</b>
Family Game Pack	\$3	<b>\$4</b>
Family Games Compendium	\$2	-
Fantastic Four	\$10	-
Fatal Fury - Wild Ambition	\$6	-
Fear Effect	\$7	<b>\$20</b>
Fear Effect 2 - Retro Helix	\$8	-
Felony 11-79	\$3	<b>\$8</b>
FIFA '96	\$3	-
FIFA '99	\$4	-
FIFA - Road To World Cup '98	\$5	-
FIFA 2000 - Major League Soccer	\$3	-
FIFA 2001 - Major League Soccer	\$6	-
FIFA 2002	\$5	-
FIFA 2003	\$6	<b>\$11</b>
FIFA 2004	\$2	<b>\$8</b>
FIFA 2005	\$6	<b>\$44</b>
FIFA Soccer '97	\$10	-
FIFA World Cup 2002	\$3	-
Fifth Element, The	\$4	-
Fighter Maker	\$2	<b>\$14</b>
Fighting Force	\$4	<b>\$13</b>
Fighting Force 2	\$5	<b>\$7</b>
Final Doom	\$7	<b>\$24</b>
Final Fantasy Anthology	\$4	<b>\$17</b>
Final Fantasy Chronicles	\$4	<b>\$18</b>
Final Fantasy IX	\$3	<b>\$12</b>
Final Fantasy Origins	\$3	<b>\$15</b>
Final Fantasy Tactics	\$4	<b>\$16</b>
Final Fantasy VI	\$16	-
Final Fantasy VII	\$7	<b>\$23</b>
Final Fantasy VIII	\$5	<b>\$17</b>
Final Round, The	\$3	-

Firebugs	\$3	-
Firo & Klawd	\$4	-
Fisherman's Bait	\$3	<b>\$9</b>
Fisherman's Bait - Big Ol' Bass 2	\$6	-
Flintstones Bedrock Bowling	\$4	-
Floating Runner - Quest for the 7 Crystals	\$2	-
Fluid	\$7	-
Flying Squadron	\$2	-
Football Madness	\$2	-
Football Manager - The F.A. Premier League 2001	\$2	-
Ford Racing	\$3	-
Ford Truck Mania	\$6	-
Formula 1	\$2	<b>\$3</b>
Formula 1 '98	\$4	-
Formula 1 97	\$3	-
Formula 1 Championship Edition	\$5	<b>\$6</b>
Formula Karts	\$2	-
Formula Nippon	\$2	-
Formula One '99	\$3	-
Formula One 2000	\$5	<b>\$11</b>
Forsaken	\$1	<b>\$7</b>
Fox Hunt	\$36	<b>\$176</b>
FOX Sports Golf '99	\$3	-
FOX Sports NHL Championship 2000	\$3	-
Fox Sports Soccer '99	\$3	<b>\$6</b>
Frank Thomas Big Hurt Baseball	\$2	-
Freestyle Boardin' '99	\$2	<b>\$7</b>
Frenzy	\$7	-
Frogger	\$5	<b>\$7</b>
Frogger 2 - Swampy's Revenge	\$5	-
Front Mission 3	\$5	<b>\$20</b>
Future Cop L.A.P.D.	\$7	-
Future Racer	\$5	-
G-Darius	\$11	-
G-Police	\$6	<b>\$10</b>
G-Police 2 - Weapons of Justice	\$3	-
Galaga - Destination Earth	\$5	-
Galaxian 3	\$9	-
Galerians	\$5	<b>\$29</b>
Gallop Racer	\$6	<b>\$8</b>
Game of Life, The	\$6	-
Gauntlet Legends	\$4	<b>\$12</b>
Gekido - Urban Fighters	\$5	-

Gekioh Shooting King	\$15	<b>\$40</b>
Geom Cube	\$2	<b>\$33</b>
Get Ready For School With Mickey	\$2	-
GEX	\$2	<b>\$11</b>
GEX 2 - Enter the Gecko	\$5	-
GEX 3 - Deep Cover Gecko	\$6	-
Ghost In The Shell	\$22	<b>\$55</b>
Ghoul Panic	\$4	-
Global Domination	\$4	-
Glover	\$2	<b>\$9</b>
Goal Storm	\$6	<b>\$18</b>
Goal Storm '97	\$3	<b>\$13</b>
Golden Nugget	\$1	<b>\$4</b>
Golden Tee Golf - Peter Jacobson's	\$3	-
Goldie	\$2	-
GP Challenge	\$5	-
Gran Turismo	\$6	<b>\$8</b>
Gran Turismo 2	\$5	<b>\$8</b>
Grand Slam '97	\$3	-
Grand Theft Auto	\$4	<b>\$12</b>
Grand Theft Auto - Directors Cut	\$4	-
Grand Theft Auto - London Mission Pack	\$3	-
Grand Theft Auto 2	\$4	<b>\$10</b>
Grand Theft Auto Collector's Edition	\$7	<b>\$29</b>
Grand Tour Racing '98	\$2	-
Grandia	\$12	<b>\$42</b>
Granstream Saga	\$4	<b>\$17</b>
Grid Runner	\$3	<b>\$14</b>
Grinch, The	\$7	-
Grind Session	\$5	-
Grudge Warriors	\$2	<b>\$4</b>
Guardian Of Darkness	\$4	-
Guardian's Crusade	\$6	<b>\$21</b>
Gubble	\$2	<b>\$3</b>
Guilty Gear	\$22	<b>\$75</b>
Gundam Battle Assault	\$5	<b>\$16</b>
Gundam Battle Assault 2	\$6	<b>\$19</b>
Gunfighter - The Legend of Jesse James	\$3	-
Gungage	\$8	-
Gunship	\$2	<b>\$8</b>
Hardball '99	\$2	-
Hardball 5	\$2	<b>\$9</b>
Harry Potter and the Chamber of Secrets	\$3	<b>\$8</b>
Harry Potter and The Sorcerer's Stone	\$4	-

Harvest Moon - Back to Nature	\$17	-
HBO Boxing	\$2	<b>\$3</b>
Heart of Darkness	\$8	<b>\$26</b>
Hebereke's Popoitto	\$15	-
Hellboy - Asylum Seeker	\$2	-
Hello Kitty - Cube Frenzy	\$6	-
Herc's Adventures	\$23	<b>\$66</b>
Hexen	\$5	<b>\$14</b>
Hi-Octane	\$2	<b>\$14</b>
Hidden & Dangerous	\$2	-
High Heat - Major League Baseball 2002	\$3	-
High Heat Baseball 2000	\$5	-
Hive, The	\$2	-
Hogs of War	\$9	<b>\$33</b>
Hoobs, The	\$4	-
Hooters Road Trip	\$2	<b>\$7</b>
Hoshigami - Running Blue Earth	\$19	-
Hot Shot	\$2	-
Hot Shots Golf	\$2	<b>\$9</b>
Hot Shots Golf 2	\$2	<b>\$8</b>
Hot Wheels - Extreme Racing	\$3	-
Hot Wheels - Turbo Racing	\$3	-
Hugo - The Evil Mirror	\$1	<b>\$17</b>
Hugo 2	\$2	-
Hugo Black Diamond Fever	\$5	-
Hugo Frog Fighter	\$2	-
Hugo The Quest For The Sunstones	\$3	-
Hunchback Of Notre Dame	\$5	-
Hybrid	\$2	-
Hydro Thunder	\$2	<b>\$12</b>
IHRA Drag Racing	\$1	<b>\$4</b>
IK +	\$5	-
Impact Racing	\$3	<b>\$17</b>
In Cold Blood	\$28	-
In The Hunt	\$18	<b>\$91</b>
Incredible Crisis	\$7	<b>\$25</b>
Incredible Hulk - The Pantheon Saga	\$6	-
Independence Day	\$2	<b>\$6</b>
Infestation	\$3	-
Inspector Gadget - Gadget's Crazy Maze	\$3	-
Intelligent Oube	\$14	<b>\$47</b>
Intellivision Classics Games	\$4	-

International Cricket Captain 2000	\$3	-
International Cricket Captain 2001	\$2	-
International Cricket Captain 2002	\$2	-
International Moto X	\$6	-
International Superstar Soccer Pro	\$3	-
International Superstar Soccer Pro '98	\$8	-
International Track & Field	\$4	<b>\$5</b>
International Track & Field 2000	\$3	-
Interplay Sports Baseball 2000	\$13	-
InuYasha - A Feudal Fairy Tale	\$3	<b>\$13</b>
Invasion	\$4	-
Invasion From Beyond - B-Movie	\$3	-
Iron & Blood - Warriors of Ravenloft	\$3	-
Iron Soldier 3	\$5	-
Ironman & X-O Manowar in Heavy Metal	\$3	-
Irritating Stick	\$7	<b>\$21</b>
ISS Pro Evolution	\$6	<b>\$165</b>
ISS Pro Evolution 2	\$4	-
Italian Job, The	\$6	-
Iznogoud	\$5	-
Jackie Chan Stuntmaster	\$5	-
Jade Cocoon - Legend of Tamamayu	\$7	-
Jarrett & Labonte Stock Car Racing	\$2	-
Jeff Wayne's The War Of The Worlds	\$6	-
Jeopardy!	\$4	-
Jeopardy! - 2nd Edition	\$3	-
Jeremy McGrath SuperCross '98	\$2	-
Jeremy McGrath Supercross 2000	\$3	-
Jersey Devil	\$10	<b>\$29</b>
Jet Moto	\$5	-
Jet Moto 2	\$5	<b>\$6</b>
Jet Moto 3	\$3	<b>\$9</b>
Jet Racer	\$2	-
Jigsaw Madness	\$3	<b>\$4</b>
Jimmy Johnson's VR Football 98	\$5	<b>\$9</b>
Jimmy White's Cueball 2	\$2	-
Jinx	\$4	-
Johnny Bazookatone	\$12	<b>\$36</b>
JoJo's Bizarre Adventure	\$23	<b>\$100</b>
Jonah Lomu Rugby	\$6	-

Judge Dredd	\$2	<b>\$9</b>
Juggernaut	\$10	<b>\$23</b>
Jumping Flash	\$8	<b>\$55</b>
Jumping Flash! 2	\$6	-
Jumpstart - Wildlife Safari	\$3	-
Jupiter Strike	\$2	<b>\$11</b>
K-1 - The Arena Fighters - In the Red Corner	\$3	-
K-1 Grand Prix	\$5	<b>\$11</b>
K-1 Revenge	\$5	<b>\$7</b>
K1 Grand Prix '99	\$3	-
Kagero - Deception II	\$8	-
KART Challenge	\$2	-
Kartia - The Word of Fate	\$6	-
Kensei - Sacred Fist	\$2	-
Kickboxing	\$3	<b>\$8</b>
Kickboxing Knockout	\$3	-
Kileak - The Blood	\$5	-
Kileak - The DNA Imperative	\$3	-
Killer Loop	\$2	<b>\$3</b>
Killing Zone	\$9	-
King Of Bowling 2	\$2	-
King of Fighters '95	\$10	-
King of Fighters '99	\$5	-
King's Field	\$12	<b>\$45</b>
King's Field II	\$6	-
Kingsley's Adventure	\$4	-
Kirikou	\$6	-
KISS Pinball	\$5	<b>\$6</b>
KKND Krossfire	\$8	-
Klonoa - Door To Phantomile	\$22	-
Klonoa Beach Volleyball	\$11	-
Knockout Kings	\$6	-
Knockout Kings 2000	\$3	<b>\$4</b>
Knockout Kings 2001	\$3	-
Konami Arcade Classics	\$12	<b>\$55</b>
Kotobuki Grand Prix	\$2	-
Koudelka	\$24	<b>\$86</b>
Krazy Ivan	\$3	<b>\$7</b>
Kula world	\$35	-
Kurt Warner's Arena Football Unleashed	\$5	-
Kurushi	\$7	-
Kurushi Final	\$8	-
Land Before Time - Big Water Adventure	\$3	-
Land Before Time - Great Valley Racing Adventure	\$3	-

Land Before Time - Return to Great Valley	\$2	-
Landmaker	\$4	-
Largo Winch - Commando Sar	\$3	-
Last Report, The	\$6	-
League of Pain - Professional Underground	\$2	-
Legacy of Kain - Soul Reaver	\$6	-
Legend	\$9	-
Legend of Dragoon	\$8	<b>\$23</b>
Legend of Legaia	\$10	<b>\$31</b>
Legend of Mana	\$11	<b>\$45</b>
Legend of Mulan	\$4	-
Legend Of Pocahontas	\$5	-
Lego Island 2 - The Brickster's Revenge	\$5	-
LEGO Racers	\$2	<b>\$10</b>
LEGO Rock Raiders	\$2	<b>\$9</b>
Lemmings & Oh No! More Lemmings	\$6	-
Lemmings 3D	\$10	<b>\$18</b>
Lethal Enforcers I & II	\$3	-
Libero Grande	\$4	-
Lifeforce Tenka	\$5	-
Lion and the King	\$3	-
Little Big Adventure	\$7	-
Live Wire!	\$6	-
LMA Manager	\$3	-
LMA Manager 2001	\$4	-
Loaded	\$4	<b>\$15</b>
Lode Runner	\$13	-
London Racer	\$2	-
London Racer 2	\$2	-
Lone Soldier	\$2	-
Looney Toons Sheep Raider	\$8	<b>\$26</b>
Looney Tunes Racing	\$4	-
Lord Of The Jungle	\$7	-
Louvre	\$2	-
Lucky Luke	\$3	<b>\$11</b>
Lucky Luke Western Fever	\$2	-
Lunar - Siver Star Story Complete	\$19	-
Lunar 2 - Eternal Blue Complete	\$24	-
M&M's - Shell Shocked	\$2	<b>\$9</b>
Machine Head	\$2	<b>\$6</b>
Machine Hunter	\$2	<b>\$6</b>
Macross VF X2	\$3	-
Madden NFL '98	\$3	<b>\$4</b>

Madden NFL '99	\$2	-
Madden NFL 2000	\$3	-
Madden NFL 2001	\$2	-
Madden NFL 2002	\$2	-
Madden NFL 2003	\$3	<b>\$4</b>
Madden NFL 2004	\$5	-
Madden NFL 97	\$2	-
Magic Carpet	\$3	<b>\$21</b>
Magic the Gathering - Battlemage	\$6	-
Magical Drop 3	\$5	-
Magical Tetris Challenge	\$6	-
Marble Master	\$5	-
Marcel Desailly Pro Football	\$5	-
Martian Gothic - Unification	\$3	-
Marvel Super Heroes	\$9	<b>\$31</b>
Marvel Super Heroes vs. Street Fighter	\$31	<b>\$59</b>
Marvel vs. Capcom - Clash of the Super Heroes	\$18	-
Mary Kate & Ashley Olsen - Crush Course	\$3	-
Mary-Kate & Ashley - Magical Mystery Mall	\$2	-
Mary-Kate & Ashley - Winners Circle	\$3	-
Mass Destruction	\$2	<b>\$6</b>
Master of Monsters - Disciples of Gaia	\$3	-
Matt Hoffman's Pro BMX	\$3	-
Maximum Force	\$6	-
McGrath vs. Pastrana Freestyle Motocross	\$3	-
MDK	\$5	<b>\$10</b>
Mechwarrior 2	\$5	<b>\$10</b>
Medal of Honor	\$6	<b>\$9</b>
Medal of Honor - Medal of Honor Underground	\$12	-
Medal of Honor - Underground	\$5	-
MediEvil	\$9	<b>\$31</b>
MediEvil II	\$8	<b>\$33</b>
MegaMan 8	\$6	<b>\$21</b>
Megaman Battle and Chase	\$14	-
MegaMan Legends	\$14	-
MegaMan Legends 2	\$22	-
MegaMan X4	\$7	-
MegaMan X5	\$8	-
MegaMan X6	\$10	-
Men In Black	\$2	-
Metal Gear Solid	\$7	<b>\$20</b>
Metal Gear Solid - Special Missions	\$4	-



Metal Gear Solid VR Missions	\$7	<b>\$13</b>
Metal Slug X	\$13	<b>\$33</b>
Michael Schumacher Racing World Kart 2002	\$5	-
Micro Machines V3	\$6	<b>\$9</b>
Micro Maniacs Racing	\$6	<b>\$7</b>
Mike Tyson Boxing	\$2	<b>\$3</b>
Mille Miglia	\$6	-
Millenium Soldier - Expendable	\$3	-
Miracle Space Race	\$5	<b>\$8</b>
Misadventures of Tron Bonne	\$48	-
Miss Spider's Tea Party	\$3	-
Missile Command	\$1	<b>\$4</b>
Mission Impossible	\$3	-
Mission, The	\$5	-
MLB '98	\$3	-
MLB '99	\$2	-
MLB 2000	\$2	<b>\$4</b>
MLB 2001	\$1	<b>\$4</b>
MLB 2002	\$5	<b>\$6</b>
MLB 2003	\$5	-
MLB 2004	\$3	-
MLB 2005	\$3	-
MLB Pennant Race	\$2	<b>\$6</b>
Mobil 1 Rally Championship	\$2	<b>\$11</b>
Mobile Armor	\$2	<b>\$11</b>
Mobile Light Force	\$6	<b>\$18</b>
Monaco Grand Prix	\$5	<b>\$11</b>
Monkey Hero	\$2	<b>\$12</b>
Monkey Magic	\$5	<b>\$22</b>
Monopoly	\$3	<b>\$7</b>
Monster Bass!	\$6	-
Monster Rancher	\$9	<b>\$28</b>
Monster Rancher - Battle Card - Episode II	\$4	-
Monster Rancher 2	\$10	<b>\$25</b>
Monster Rancher Hop-a-Bout	\$16	<b>\$19</b>
Monsters Inc. - Scream Team	\$3	-
Monstersseed	\$2	<b>\$21</b>
Monte Carlo Games Compendium	\$4	-
Moorhen Chicken Chase 3	\$4	-
Moorhuhn 2	\$6	-
Moorhuhn Kart	\$6	-
Moorhuhn X	\$6	-
Mort the Chicken	\$3	<b>\$8</b>
Mortal Kombat - Special Forces	\$8	-

Mortal Kombat 3	\$4	<b>\$24</b>
Mortal Kombat 4	\$5	<b>\$17</b>
Mortal Kombat Mythologies - Sub-Zero	\$10	-
Mortal Kombat Trilogy	\$4	<b>\$16</b>
Moses Prince Of Egypt	\$2	-
Moto Racer	\$4	<b>\$7</b>
Moto Racer 2	\$2	<b>\$6</b>
Moto Racer World Tour	\$3	<b>\$6</b>
Motocross Mania	\$2	<b>\$4</b>
Motocross Mania 2	\$2	<b>\$6</b>
Motor Mash	\$5	-
Motor Toon Grand Prix	\$3	<b>\$15</b>
MotorHead	\$2	<b>\$9</b>
Mr. Domino - No One Can Stop	\$2	-
Mr. Driller	\$12	<b>\$17</b>
Ms. Pacman - Maze Madness	\$7	-
MTV Music Generator	\$3	<b>\$12</b>
MTV Sports - Pure Ride	\$4	-
MTV Sports - Skateboarding featuring Andy MacDonald	\$3	-
MTV Sports - Snowboarding	\$4	-
MTV Sports - TJ Lavin's Ultimate BMX	\$3	-
Mummy, The	\$5	-
Muppet Monster Adventure	\$7	<b>\$25</b>
Muppet Racing Mania	\$10	-
Music	\$3	-
My Disney Kitchen	\$5	<b>\$11</b>
Myst	\$5	<b>\$18</b>
N-Gen Racing	\$3	-
N2O Nitrous Oxide	\$3	<b>\$12</b>
Nagano Winter Olympics '98	\$2	-
Namco Museum Vol.1	\$3	-
Namco Museum Vol.2	\$3	-
Namco Museum Vol.3	\$3	-
Namco Museum Vol.4	\$3	-
Namco Museum Vol.5	\$3	-
Nanotek Warrior	\$2	<b>\$28</b>
NASCAR '98	\$4	-
NASCAR '99	\$4	-
NASCAR '99 Legacy	\$8	-
NASCAR 2000	\$1	<b>\$2</b>
NASCAR 2001	\$5	-
NASCAR 98 Collector's Edition	\$5	<b>\$11</b>
NASCAR Heat	\$3	<b>\$4</b>

NASCAR Racers	\$3	-
Nascar Racing 96	\$2	-
NASCAR Rumble	\$2	<b>\$11</b>
NASCAR Thunder 2002	\$1	<b>\$4</b>
NASCAR Thunder 2003	\$6	<b>\$7</b>
NASCAR Thunder 2004	\$2	<b>\$6</b>
NBA Basketball 2000	\$5	-
NBA Fastbreak '98	\$3	-
NBA Hangtime	\$3	-
NBA Hoopz	\$2	-
NBA In The Zone	\$3	-
NBA In the Zone '98	\$2	<b>\$10</b>
NBA In the Zone '99	\$1	<b>\$8</b>
NBA In The Zone 2	\$5	<b>\$10</b>
NBA In The Zone 2000	\$5	<b>\$12</b>
NBA Jam Extreme	\$6	<b>\$8</b>
NBA Live '97	\$3	-
NBA Live '98	\$3	-
NBA Live '99	\$2	-
NBA Live 2000	\$2	<b>\$5</b>
NBA Live 2001	\$2	<b>\$4</b>
NBA Live 2002	\$2	-
NBA Live 2003	\$5	-
NBA Live 96	\$2	<b>\$8</b>
NBA Shootout	\$3	-
NBA Shootout '97	\$3	-
NBA Shootout '98	\$3	-
NBA Shootout 2000	\$2	<b>\$8</b>
NBA Shootout 2001	\$5	-
NBA Shootout 2002	\$5	-
NBA Shootout 2003	\$2	<b>\$6</b>
NBA Shootout 2004	\$3	<b>\$11</b>
NBA Showtime - NBA on NBC	\$6	-
NCAA Basketball Final Four 97	\$1	<b>\$3</b>
NCAA Final Four '99	\$3	-
NCAA Final Four 2000	\$5	-
NCAA Final Four 2001	\$2	<b>\$3</b>
NCAA Football '98	\$2	-
NCAA Football '99	\$2	-
NCAA Football 2000	\$2	<b>\$4</b>
NCAA Football 2001	\$2	-
NCAA Football Gamebreaker	\$3	-
NCAA Gamebreaker '98	\$5	<b>\$6</b>
NCAA Gamebreaker '99	\$3	-
NCAA Gamebreaker 2000	\$2	<b>\$4</b>
NCAA Gamebreaker 2001	\$2	<b>\$4</b>
NCAA March Madness '98	\$3	-

NCAA March Madness '99	\$3	-
NCAA March Madness 2000	\$5	-
NCAA March Madness 2001	\$1	<b>\$4</b>
Necronomicon	\$6	-
Nectaris - Military Madness	\$7	-
Need for Speed	\$2	<b>\$9</b>
Need for Speed - V-Rally	\$5	-
Need for Speed - V-Rally 2	\$3	-
Need For Speed 4 - High Stakes	\$2	-
Need for Speed 5 - Porsche Unleashed	\$3	-
Need for Speed II	\$3	-
Need for Speed III - Hot Pursuit	\$5	-
Newman-Haas Racing	\$3	-
Next Tetris, The	\$5	-
NFL Blitz	\$2	<b>\$7</b>
NFL Blitz 2000	\$2	<b>\$8</b>
NFL Blitz 2001	\$2	<b>\$7</b>
NFL Full Contact	\$5	<b>\$11</b>
NFL Gameday	\$6	<b>\$7</b>
NFL Gameday '97	\$3	-
NFL Gameday '98	\$2	-
NFL Gameday '99	\$3	-
NFL Gameday 2000	\$1	<b>\$4</b>
NFL Gameday 2001	\$2	<b>\$4</b>
NFL Gameday 2002	\$2	<b>\$4</b>
NFL GameDay 2003	\$2	<b>\$6</b>
NFL GameDay 2004	\$5	-
NFL GameDay 2005	\$2	<b>\$4</b>
NFL Quarterback Club '97	\$3	-
NFL Xtreme	\$3	<b>\$4</b>
NFL Xtreme 2	\$2	<b>\$3</b>
NHL '97	\$2	-
NHL '98	\$2	<b>\$6</b>
NHL '99	\$2	-
NHL 2000	\$3	<b>\$7</b>
NHL 2001	\$3	<b>\$6</b>
NHL Blades of Steel 2000	\$2	<b>\$4</b>
NHL Breakaway '98	\$3	-
NHL Faceoff	\$2	<b>\$7</b>
NHL Faceoff '97	\$3	-
NHL Faceoff '98	\$2	-
NHL Faceoff '99	\$2	-
NHL Faceoff 2000	\$7	-
NHL Faceoff 2001	\$1	<b>\$4</b>
NHL Open Ice	\$2	-

NHL Powerplay '96	\$3	-
NHL Powerplay '98	\$2	<b>\$8</b>
NHL Rock The Rink	\$3	-
Nice Cats	\$2	-
Nicktoons Racing	\$7	<b>\$22</b>
NightMare Creatures	\$7	<b>\$17</b>
Nightmare Creatures II	\$5	<b>\$32</b>
Ninja - Shadow of Darkness	\$4	-
Noddy's Magic Adventure	\$5	-
NoFear Downhill Mountain Bike Racing	\$3	-
Norse by Norsewest - Return of the Lost Vikings	\$3	-
Note, The	\$10	-
NovaStorm	\$2	<b>\$22</b>
Nuclear Strike	\$5	<b>\$8</b>
Oddworld - Abe's Exoddus	\$5	-
Oddworld - Abe's Oddyssee	\$5	-
ODT - Escape or Die Trying	\$3	-
Off-World Interceptor Extreme	\$5	-
Ogre Battle - Ep.5 - The March of the Black Queen	\$13	-
Olympic Soccer	\$5	<b>\$7</b>
Olympic Summer Games	\$2	-
Omega Assault	\$2	-
Omega Boost	\$6	<b>\$21</b>
ONE	\$5	<b>\$8</b>
One Piece - Mansion	\$3	-
One Piece Grand Battle	\$9	-
Overblood	\$3	<b>\$15</b>
Overblood 2	\$4	-
Overboard	\$8	-
Pac-Man World 20th Anniversary	\$3	-
Pajama Sam	\$3	-
Pandemonium!	\$8	-
Pandemonium! 2	\$7	-
Panzer Front	\$5	<b>\$14</b>
Panzer General	\$5	<b>\$14</b>
Paper Boy	\$3	-
Paradise Casino	\$2	-
Parappa the Rapper	\$24	<b>\$43</b>
Parasite Eve	\$6	<b>\$22</b>
Parasite Eve 2	\$7	<b>\$31</b>
Patriotic Pinball	\$2	<b>\$7</b>
Pax Corpus	\$5	-
Peak Performance	\$8	<b>\$17</b>
Penny Racers	\$7	-

Perfect Assassin	\$5	-
Perfect Weapon	\$2	<b>\$3</b>
Persona - Revelations	\$26	-
Persona 2 - Eternal Punishment	\$25	-
Pet in TV	\$12	-
PGA European Tour Golf	\$2	-
PGA Tour '96	\$3	-
PGA Tour '97	\$3	-
PGA Tour '98	\$3	-
Phat Air Extreme Snowboarding	\$7	-
Philosoma	\$8	<b>\$33</b>
Phix The Adventure	\$3	<b>\$6</b>
Pinball Power	\$2	-
Pink Panther - Pinkadelic Pursuit	\$30	<b>\$110</b>
Pinobee	\$6	<b>\$9</b>
Pipe Dreams 3D	\$2	<b>\$4</b>
Pitball	\$2	<b>\$10</b>
Pitfall 3D - Beyond The Jungle	\$3	-
Plane Crazy	\$5	-
Planet Of The Apes	\$2	<b>\$8</b>
Play with the Teletubbies	\$2	<b>\$14</b>
Player Manager	\$5	-
Player Manager 2000	\$3	-
PO'ed	\$8	<b>\$26</b>
Pocket Fighter	\$7	<b>\$25</b>
Point Blank	\$7	<b>\$20</b>
Point Blank 2	\$5	<b>\$17</b>
Point Blank 3	\$6	<b>\$21</b>
Polaris Snowcross	\$3	-
Pong 3D - The Next Level	\$2	-
Pool Academy	\$2	-
Pool Hustler	\$2	-
Pool Shark	\$5	-
Popstar Maker	\$3	-
Populous - The Beginning	\$4	-
Porsche Challenge	\$2	<b>\$7</b>
Power Diggers	\$11	-
Power Move Pro Wrestling	\$2	<b>\$8</b>
Power Play - Sports Trivia	\$3	-
Power Rangers - Lightspeed Rescue	\$5	-
Power Rangers - Time Force	\$4	-
Power Rangers Zeo - Full Tilt Battle Pinball	\$3	-
Power Serve 3D Tennis	\$3	-
Power Shovel	\$6	<b>\$15</b>

Powerboat Racing	\$3	-
Powerpuff Girls - Chemical X-Traction	\$3	-
Powerslave	\$3	-
Powerspike Pro Beach Volleyball	\$5	-
Poy Poy 2	\$14	-
PoyPoy	\$6	-
Premier Manager 2000	\$2	-
Premier Manager 98	\$2	-
Primal Rage	\$15	<b>\$28</b>
Prismland Story	\$4	-
Pro 18 - World Tour Golf	\$3	-
Pro Backgammon	\$2	-
Pro Body Boarding	\$4	-
Pro Evolution Soccer 2	\$8	-
Pro Pinball - Big Race USA	\$2	-
Pro Pinball - Fantastic Journey	\$2	-
Pro Pinball - Timeshock!	\$7	-
Pro Pinball - Ultimate 3D Pinball	\$6	<b>\$9</b>
Pro Racer	\$4	-
Project - Horned Owl	\$5	-
Project Overkill	\$2	<b>\$10</b>
Psybadek	\$3	<b>\$6</b>
Psychic Detective	\$28	<b>\$138</b>
Psychic Force	\$58	<b>\$165</b>
Psychic Force 2	\$5	-
Puchi Carat	\$4	-
Puma Street Soccer	\$3	-
Punky Skunk	\$8	<b>\$31</b>
Putter Golf	\$5	-
Puzznic	\$6	<b>\$10</b>
Q-Bert	\$4	-
Qix Neo	\$5	<b>\$23</b>
Quake II	\$3	<b>\$13</b>
R-Type Delta	\$26	<b>\$124</b>
R-Types	\$14	<b>\$37</b>
Racing	\$2	-
Racing Simulation Monaco Grand Prix	\$3	-
Radikal Bikers	\$2	-
Rage Racer	\$3	<b>\$11</b>
Rageball	\$3	-
Raiden Project	\$13	<b>\$55</b>
Railroad Tycoon II	\$6	<b>\$8</b>
Rally Cross	\$5	<b>\$7</b>
Rally Cross 2	\$5	-
Rally Masters	\$2	-

Rampage 2 Universal Tour	\$5	<b>\$17</b>
Rampage Through Time	\$6	<b>\$16</b>
Rampage World Tour	\$5	<b>\$11</b>
Rascal	\$3	<b>\$7</b>
Rascal Racers	\$2	<b>\$6</b>
Rat Attack!	\$3	-
Raven Project, The	\$8	-
Ray Tracers	\$3	<b>\$8</b>
Raycrisis - Series Termination	\$9	-
Rayman	\$3	<b>\$13</b>
Rayman 2 - The Great Escape	\$4	-
Rayman Brain Games	\$2	<b>\$6</b>
Rayman Junior Level 1	\$2	-
Rayman Junior Level 2	\$5	-
Rayman Junior Level 3	\$5	-
Rayman Rush	\$2	<b>\$9</b>
Raystorm	\$10	<b>\$66</b>
Razor Freestyle Scooter	\$2	<b>\$3</b>
Razor Scootin Racing	\$3	-
RC de Go!	\$5	-
RC Helicopter	\$3	<b>\$8</b>
RC Revenge	\$2	<b>\$7</b>
RC Stunt Copter	\$3	-
Re-Volt - Racing out of Control	\$3	-
Ready 2 Rumble Boxing	\$3	<b>\$6</b>
Ready 2 Rumble Boxing - Round 2	\$2	-
Reboot	\$2	<b>\$11</b>
Red Asphalt - Rock 'n Roll Racing II	\$4	-
Reel Fishing	\$3	<b>\$4</b>
Reel Fishing II	\$5	<b>\$8</b>
Reloaded	\$6	-
Renegade Racers	\$3	<b>\$10</b>
Rescue Copter	\$5	-
Rescue Heroes - Molten Menace	\$7	-
Rescue Shot	\$7	-
Resident Evil	\$5	<b>\$33</b>
Resident Evil - Director's Cut	\$13	-
Resident Evil - Director's Cut - Dual Shock	\$3	-
Resident Evil - Survivor	\$15	-
Resident Evil 2	\$7	<b>\$23</b>
Resident Evil 2 - Dual Shock	\$3	-
Resident Evil 3 - Nemesis	\$10	-
Retro Force	\$5	-
Return Fire	\$8	<b>\$29</b>

Revolution X	\$3	<b>\$13</b>
Rhapsody - A Musical Adventure	\$14	-
Ridge Racer	\$3	<b>\$14</b>
Ridge Racer Revolution	\$5	<b>\$11</b>
Ridge Racer Type 4	\$4	<b>\$12</b>
Riding Star	\$2	-
Rise of Robots 2 - Resurrection	\$3	-
Rising Zan - Samurai Gunman	\$4	-
Risk	\$3	<b>\$13</b>
Rival Schools	\$16	<b>\$61</b>
Riven - The Sequel to Myst	\$6	-
Road Rash	\$5	<b>\$14</b>
Road Rash - Jailbreak	\$4	-
Road Rash 3D	\$6	<b>\$7</b>
Roadsters	\$5	<b>\$6</b>
Robin Hood - The Siege	\$2	-
Robo Pit 2	\$6	<b>\$8</b>
Robocod James Pond 2	\$4	-
Robopit	\$3	-
Robotron X	\$3	<b>\$8</b>
Rock'em Sock'em Robots Arena	\$6	-
Rocket Power - Team Rocket Rescue	\$2	-
Rogue Trip - Vacation 2012	\$7	-
Roland Garros French Open 2001	\$3	-
Rollaway	\$7	-
Rollcage	\$2	<b>\$9</b>
Rollcage - Stage II	\$3	-
Romance of the Three Kingdoms IV	\$3	-
Romance of the Three Kingdoms VI	\$5	<b>\$22</b>
Ronaldo V-Football	\$3	-
Rosco McQueen Firefighter Extreme	\$2	<b>\$3</b>
Roswell Conspiracies - Aliens, Myths & Legends	\$3	-
Rox	\$5	-
RPG Maker	\$3	<b>\$11</b>
RTL Skispringen 2002	\$5	-
Rugrats - Search for Reptar	\$4	-
Rugrats - Studio Tour	\$3	-
Rugrats - Totally Angelica	\$7	-
Rugrats In Paris - The Movie	\$3	-
Runabout 2	\$3	<b>\$12</b>
Running Wild	\$2	<b>\$11</b>
Rush Hour	\$5	-

Rushdown	\$3	-
S.C.A.R.S.	\$3	-
Sabrina the Teenage Witch	\$3	-
SaGa Frontier	\$7	<b>\$27</b>
SaGa Frontier II	\$10	-
Saiyuki - Journey West	\$11	-
Saltwater Sportfishing	\$4	-
Sammy Sosa High Heat Baseball 2001	\$3	<b>\$4</b>
Sammy Sosa Softball Slam	\$3	-
Samurai Showdown - Warrior's Rage	\$6	<b>\$12</b>
Samurai Showdown III	\$3	-
San Francisco Rush - Extreme Racing	\$2	-
Santa Claus Saves The Earth	\$5	-
SCHNAPPI - 3 Fun Games	\$6	-
Scooby-Doo and The Cyber Chase	\$3	-
Scrabble	\$1	<b>\$4</b>
Sea Doo Hydrocross	\$3	-
Sensible Soccer	\$2	-
Sentient	\$8	<b>\$10</b>
Sentinel Returns	\$2	<b>\$4</b>
Sesame Street Sports	\$2	<b>\$7</b>
Shadow Gunner	\$3	-
Shadow Madness	\$3	<b>\$13</b>
Shadow Man	\$3	<b>\$8</b>
Shadow Master	\$5	<b>\$6</b>
Shadow Tower (King's Field III)	\$7	-
Shane Warne Cricket 99	\$3	-
Shanghai - True Valor	\$10	-
Shao Lin	\$3	-
Sheep	\$5	<b>\$10</b>
Shellshock	\$2	<b>\$3</b>
Shipwreckers!	\$2	-
Shockwave Assault	\$3	<b>\$13</b>
Shooter Space Shot	\$2	<b>\$13</b>
Shrek Treasure Hunt	\$1	<b>\$4</b>
Silent Bomber	\$17	<b>\$67</b>
Silent Hill	\$10	<b>\$37</b>
Silent Iron	\$2	-
Silhouette Mirage	\$26	<b>\$66</b>
Silverload	\$13	<b>\$48</b>
Sim City 2000	\$3	-
Sim Theme Park	\$2	<b>\$6</b>
Simpsons Wrestling	\$6	-
Sitting Ducks	\$7	-

Skeleton Warriors	\$3	<b>\$12</b>
Ski Air Mix	\$2	-
Skullmonkeys	\$10	<b>\$50</b>
Sky Sports Football Quiz	\$2	-
Sky Sports Football Quiz Season 02	\$3	-
Skydiving Extreme	\$3	<b>\$10</b>
Slam 'n Jam '96	\$3	-
Slamscape	\$2	<b>\$6</b>
Sled Storm	\$5	<b>\$8</b>
Slots	\$6	<b>\$9</b>
Small Soldiers	\$2	<b>\$10</b>
Smurf Racer	\$6	<b>\$8</b>
Smurfs, The	\$8	-
Sno Cross Championship Racing	\$3	-
Snow Racer 98	\$4	-
Snowboard Racer	\$2	-
Snowboarding	\$2	-
Soccer Kid	\$2	-
Sol Divide	\$6	<b>\$20</b>
Sorcerer's Maze	\$1	-
Soul Blade	\$2	<b>\$14</b>
Soul of the Samurai	\$2	-
South Park	\$3	<b>\$11</b>
South Park - Chef's Luv Shack	\$3	-
South Park Rally	\$2	<b>\$10</b>
Soviet Strike	\$5	<b>\$7</b>
Space Debris	\$7	-
Space Griffon VF-9	\$3	-
Space Hulk - Vengeance of the Blood Angels	\$2	-
Space Invaders	\$2	<b>\$7</b>
Space Jam	\$3	<b>\$10</b>
Spawn - The Eternal	\$2	-
Spec Ops - Airborne Commando	\$2	-
Spec Ops - Covert Assault	\$2	-
Spec Ops - Ranger Elite	\$3	-
Spec Ops - Stealth Patrol	\$3	-
Speed Machines	\$2	-
Speed Punks	\$3	<b>\$11</b>
Speed Racer	\$3	<b>\$14</b>
Speedball 2100	\$3	-
Spice World	\$2	<b>\$7</b>
Spider - The Video Game	\$5	-
Spiderman	\$6	<b>\$12</b>
Spiderman 2 - Enter Electro	\$6	-
Spin Jam	\$4	<b>\$5</b>

Spongebob Squarepants - Supersponge	\$3	-
Sports Car Supreme GT	\$2	-
Sports Superbike	\$2	-
Sports Superbike 2	\$3	<b>\$4</b>
Spot Goes to Hollywood	\$2	<b>\$10</b>
Spyro Collectors Edition	\$36	<b>\$93</b>
Spyro the Dragon	\$8	<b>\$20</b>
Spyro the Dragon 2 - Ripto's Rage	\$4	-
Spyro the Dragon 3 - Year of the Dragon	\$7	-
Star Fighter	\$5	<b>\$11</b>
Star Gladiator - Episode 1 - Final Crusade	\$6	-
Star Ixiom	\$5	-
Star Ocean - The Second Story	\$11	-
Star Sweep	\$3	-
Star Trek - Invasion	\$4	-
Star Wars - Dark Forces	\$5	-
Star Wars - Demolition	\$2	-
Star Wars - Episode I - Jedi Power Battle	\$4	-
Star Wars - Episode I - The Phantom Menace	\$4	-
Star Wars - Masters of Teras Kasi	\$7	-
Star Wars - Rebel Assault II	\$5	-
Starblade Alpha	\$13	<b>\$94</b>
Starfighter Sanvein	\$2	-
StarSweep	\$2	-
Starwinder - The Ultimate Space Race	\$4	-
Steel Harbinger	\$2	<b>\$10</b>
Steel Reign	\$5	<b>\$9</b>
Stock Car Racer	\$2	-
Streak Hoverboard Racing	\$1	<b>\$8</b>
Street Fighter - The Movie	\$10	<b>\$48</b>
Street Fighter Alpha - Warriors' Dreams	\$8	-
Street Fighter Alpha 2	\$6	<b>\$23</b>
Street Fighter Alpha 3	\$6	<b>\$22</b>
Street Fighter Collection	\$11	<b>\$35</b>
Street Fighter Collection 2	\$18	<b>\$50</b>
Street Fighter EX plus Alpha	\$7	<b>\$25</b>
Street Fighter EX2 Plus	\$9	-
Street Racer	\$3	<b>\$6</b>
Street Racquetball	\$3	<b>\$7</b>
Street Sk8er	\$2	<b>\$6</b>
Street Sk8er 2	\$3	<b>\$9</b>
Strider 2	\$17	<b>\$76</b>

Strike Force Hydra	\$4	-
Strike Point	\$2	<b>\$6</b>
Striker '96	\$5	<b>\$17</b>
Striker Pro 2000	\$2	-
Strikers 1945	\$7	<b>\$26</b>
Stuart Little 2	\$5	-
Submarine Commander	\$11	-
Suikoden	\$10	<b>\$46</b>
Suikoden II	\$31	<b>\$140</b>
Super Bike 2000	\$3	-
Super Bubble Pop	\$5	-
Super Drop Zone	\$3	-
Super Match Soccer	\$6	-
Super Puzzle Fighter II Turbo	\$5	<b>\$23</b>
Super Shot Soccer	\$6	<b>\$11</b>
SuperCross 2000	\$2	<b>\$4</b>
SuperCross 2001	\$3	-
SuperCross Circuit	\$2	<b>\$7</b>
Superman	\$3	-
Supersonic Racers	\$4	-
Superstar Dance Club	\$1	<b>\$2</b>
Surf Riders	\$5	<b>\$6</b>
Sven Goran Eriksson's World Challenge	\$2	-
Swagman	\$5	<b>\$17</b>
SWING	\$2	-
Sword Of Camelot	\$2	-
Sydney 2000	\$3	-
Syndicate Wars	\$2	<b>\$17</b>
Syphon Filter	\$5	<b>\$7</b>
Syphon Filter 2	\$6	<b>\$8</b>
Syphon Filter 3	\$6	<b>\$10</b>
Tai Fu - Wrath of the Tiger	\$2	-
T.R.A.G. Mission Mercy	\$3	-
Tactics Ogre - Let Us Cling Together	\$19	-
Tail Concerto	\$26	<b>\$113</b>
Tail of the Sun - Wild, Pure, Simple Life	\$6	-
Tales of Destiny	\$26	<b>\$101</b>
Tales of Destiny II (Tales of Eternia)	\$36	-
Tall Infinity	\$2	<b>\$9</b>
Tank Racer	\$6	-
Taxi 2	\$5	-
Team Buddies	\$38	<b>\$194</b>
Team Losi RC Racer	\$6	<b>\$10</b>
Technomage	\$5	-

Tecmo Deception 3 Dark Delusion	\$3	-
Tecmo Stackers	\$2	<b>\$8</b>
Tecmo Super Bowl	\$8	<b>\$15</b>
Tecmo World Golf - Japan	\$3	-
Tecmo's Deception - Invitation To Darkness	\$3	-
Tekken	\$4	<b>\$19</b>
Tekken 2	\$3	<b>\$7</b>
Tekken 3	\$3	<b>\$12</b>
Tempest X3	\$4	-
Ten Pin Alley	\$1	<b>\$4</b>
Tenchu - Stealth Assassins	\$6	-
Tenchu 2 - Birth of the Stealth Assassins	\$4	-
Tennis	\$5	-
Tennis Arena	\$5	-
Terracon	\$5	-
Test Drive 4	\$1	<b>\$4</b>
Test Drive 5	\$5	<b>\$6</b>
Test Drive 6	\$3	<b>\$7</b>
Test Drive Le Mans	\$3	<b>\$9</b>
Test Drive Off-Road	\$4	-
Test Drive Off-Road 2	\$5	-
Test Drive Off-Road 3	\$6	-
Tetris Plus	\$5	<b>\$7</b>
The Amazing Virtual Sea-Monkeys	\$6	<b>\$11</b>
The Lost World - Jurassic Park	\$5	<b>\$9</b>
The Lost World - Jurassic Park Special Edition	\$2	<b>\$15</b>
Theme Hospital	\$7	<b>\$28</b>
Theme Park	\$2	<b>\$11</b>
Theme Park World	\$3	-
This Is Football	\$2	-
This Is Football 2	\$2	-
Thousand Arms	\$19	<b>\$60</b>
Thrasher - Skate and Destroy	\$4	-
Threads of Fate	\$9	<b>\$35</b>
Three Lions	\$3	-
Three Stooges, The	\$6	<b>\$22</b>
Thunder Force V - Perfect System	\$8	<b>\$10</b>
Thunder Truck Rally	\$12	-
Thunderstrike 2	\$8	-
Tiger Woods PGA Tour 2000	\$3	-
Tiger Woods PGA Tour Golf	\$3	-
Tiger Woods PGA Tour Golf '99	\$2	-

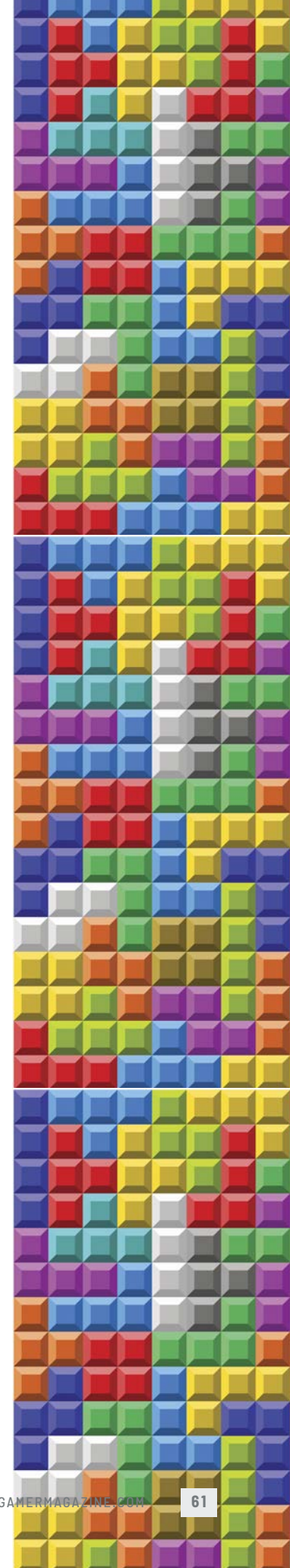
Tiger Woods PGA Tour Golf 2001	\$3	-
Tigershark	\$3	-
Tiit!	\$14	-
Time Commando	\$5	<b>\$9</b>
Time Crisis	\$4	<b>\$9</b>
Time Crisis II - Project Titan	\$3	-
Tin Tin	\$10	-
Tiny Tank	\$2	<b>\$13</b>
Tiny Toons Adventures - Pluck's Big Adventure	\$3	-
Tiny Toons Adventures - The Great Beanstalk	\$3	-
Tiny Toons Adventures - Toonstein - Dare to Scare!	\$3	-
TNN Hardcore 4x4	\$2	-
TNN Motorsports Hardcore TR	\$5	-
Tobal No 2	\$4	-
Tobal No.1	\$5	-
Toca - Touring Car Challenge 2	\$4	-
Toca Championship Racing	\$2	<b>\$4</b>
Tokyo Highway Battle	\$2	<b>\$4</b>
Tom & Jerry - House Trap	\$6	-
Tom Clancy's Rainbow Six	\$4	-
Tom Clancy's Rainbow Six - Lone Wolf	\$3	-
Tom Clancy's Rainbow Six - Rogue Spear	\$3	-
Tomb Raider	\$7	<b>\$13</b>
Tomb Raider 2	\$5	-
Tomb Raider 3 - Adventures of Lara Croft	\$3	-
Tomb Raider 4 - The Last Revelation	\$4	-
Tomb Raider 5 - Chronicles	\$11	-
Tomb Raider Collector's Edition	\$18	-
Tomba!	\$23	-
Tomba! 2 - The Evil Swine Returns	\$21	-
Tombi	\$31	-
Tombi 2	\$26	-
Tommi Makinen Rally	\$2	-
Tonka Space Station	\$2	<b>\$4</b>
Tony Hawk's Pro Skateboarding	\$4	-
Tony Hawk's Pro Skater 2	\$5	-
Tony Hawk's Pro Skater 3	\$3	-
Tony Hawk's Pro Skater 4	\$3	<b>\$8</b>
Top Gun - Fire at Will	\$5	-
Torneko - The Last Hope - World of Dragon Warrior	\$8	-

Toshinden 4	\$3	-
Total Eclipse Turbo	\$2	<b>\$13</b>
Toys	\$4	-
Track and Field 2000	\$3	-
Transformers - Beast Wars Transmetals	\$6	<b>\$14</b>
Transport Tycoon	\$8	-
Trap Gunner	\$15	<b>\$42</b>
Trash It!	\$9	-
Treasures of the Deep	\$3	<b>\$11</b>
Trick Shot	\$4	-
Trick'n Snowboarder	\$4	-
Triple Play '97	\$3	-
Triple Play '98	\$2	-
Triple Play '99	\$2	-
Triple Play 2000	\$1	<b>\$4</b>
Triple Play 2001	\$5	<b>\$6</b>
Triple Play Baseball	\$1	<b>\$6</b>
Truck Rally	\$4	-
True Pinball	\$2	<b>\$4</b>
Tunguska Legend Of Faith	\$6	-
Tunnel B1	\$3	-
Turbo Prop Racing	\$3	<b>\$4</b>
Turnabout	\$2	<b>\$9</b>
Tweenies	\$5	-
Twisted Metal	\$3	<b>\$14</b>
Twisted Metal - Small Brawl	\$4	-
Twisted Metal 2	\$5	<b>\$17</b>
Twisted Metal 3	\$3	<b>\$12</b>
Twisted Metal 4	\$4	<b>\$13</b>
Tyco RC Assault with a Battery	\$3	<b>\$8</b>
Ubik	\$2	-
UEFA Champions League 1998-1999	\$2	-
UEFA Champions League 1999-2000	\$2	-
UEFA Champions League 2000-2001	\$3	-
UEFA Euro 2000	\$4	-
UEFA Striker	\$2	-
Ultimate 8 Ball	\$2	<b>\$4</b>
Ultimate Brain Games	\$2	-
Ultimate Fighting Championship	\$3	<b>\$7</b>
Um Jammer Lammy	\$6	<b>\$13</b>
Unholy War	\$6	-
Uprising X	\$3	-
Urban Chaos	\$3	<b>\$8</b>
USA Racer	\$4	-

V-Ball- Beach Volley Heroes	\$7	-
V-Rally '97 World Championship	\$3	-
V-Rally 2	\$5	<b>\$7</b>
V-Tennis	\$6	<b>\$13</b>
V2000	\$5	-
Vagrant Story	\$6	<b>\$29</b>
Valkyrie Profile	\$34	<b>\$136</b>
Vampire Hunter D	\$8	<b>\$23</b>
Vanark - Astro Trooper	\$6	-
Vandal Hearts	\$7	<b>\$29</b>
Vandal Hearts II	\$15	-
Vanguard Bandits	\$14	<b>\$71</b>
Vanishing Point	\$5	<b>\$9</b>
Vegas Games 2000	\$3	-
Versailles 1685	\$5	-
Vib Ribbon	\$12	-
Victory Boxing - Challenger	\$9	-
Victory Boxing - Champion	\$6	-
Victory Boxing 2	\$4	-
Viewpoint	\$6	<b>\$26</b>
Vigilante 8	\$4	<b>\$13</b>
Vigilante 8 - 2nd Offensive	\$6	-
VIP	\$2	<b>\$6</b>
Viper	\$4	-
Virtual Kasparov	\$2	<b>\$8</b>
Virtual Open Tennis	\$3	-
Virtual Pool 3	\$3	<b>\$7</b>
VIRUS it is aware	\$6	-
Viva Soccer	\$6	<b>\$11</b>
VMX Racing	\$2	-
VR Baseball '97	\$5	-
VR Baseball 99	\$3	-
VR Golf '97	\$3	-
VR Pool	\$3	-
VR Soccer '96	\$2	<b>\$17</b>
Vs.	\$3	<b>\$28</b>
Wacky Racers	\$8	-
Wanted	\$2	-
War Games - Defcon 1	\$10	-
War Gods	\$10	<b>\$28</b>
Warcraft II	\$8	-
Warhammer - Dark Omen	\$3	-
Warhammer - Shadow of the Horned Rat	\$2	-
Warhawk - The Red Mercury Missions	\$4	-

Warm Up!	\$3	-
Warpath - Jurassic Park	\$14	-
Warriors of Might & Magic	\$2	-
Warzone 2100	\$2	<b>\$9</b>
Wayne Gretzky's 3D Hockey '98	\$3	-
WCW - NWO Thunder	\$3	-
WCW Backstage Assault	\$2	<b>\$8</b>
WCW Mayhem	\$3	<b>\$7</b>
WCW Nitro	\$3	<b>\$6</b>
WCW vs. The World	\$2	<b>\$7</b>
WDL World Destruction League - Thunder Tanks	\$3	-
Weakest Link	\$5	<b>\$6</b>
Westlife Fan-O-Mania	\$7	-
Wheel of Fortune	\$2	<b>\$4</b>
Wheel of Fortune - 2nd Edition	\$4	-
Who Wants To Be a Millionaire	\$2	-
Who Wants To Be a Millionaire - 2nd Edition	\$4	-
Who Wants To Be a Millionaire - 3rd Edition	\$4	-
Who Wants To Be a Millionaire - Junior	\$3	-
Wild 9	\$4	<b>\$12</b>
Wild Arms	\$6	<b>\$24</b>
Wild Arms 2	\$7	<b>\$22</b>
Wild Rapids	\$5	-
Wild Thornberrys - Animal Adventures	\$3	-
Windsurfers Paradise	\$2	-
Wing Commander III - Heart of the Tiger	\$8	-
Wing Commander IV - The Price of Freedom	\$3	-
Wing Over	\$2	-
Wing Over 2	\$2	-
Winky The Little Bear	\$4	-
Winnie the Pooh - Tigger's Honey Hunt	\$3	-
Wipeout	\$3	<b>\$18</b>
Wipeout 2097	\$6	-
Wipeout 3	\$2	<b>\$11</b>
Wipeout Special Edition	\$7	-
Wipeout XL	\$3	<b>\$18</b>
WLS 99	\$4	-
Woody Woodpecker Racing	\$5	<b>\$10</b>
World Cup '98	\$5	-
World Cup Golf	\$3	-
World Destruction League - War Jetz	\$3	-

World's Scariest Police Chases	\$5	-
Worms	\$5	<b>\$25</b>
Worms Armageddon	\$3	<b>\$14</b>
Worms Pinball	\$2	-
Worms World Party	\$5	<b>\$8</b>
WRC Arcade	\$4	-
Wreckin' Crew	\$3	-
Wu-Tang - Shaolin Style	\$8	-
WWF Attitude	\$2	<b>\$7</b>
WWF In Your House	\$6	<b>\$12</b>
WWF Smackdown!	\$6	-
WWF Smackdown! 2 - Know Your Role	\$3	-
WWF Warzone	\$2	<b>\$4</b>
WWF Wrestlemania - The Arcade Game	\$4	-
X-Bladz - In-Line Skating	\$3	-
X-Com - UFO Defense	\$31	-
X-Files	\$4	-
X-Men - Children Of The Atom	\$15	-
X-Men - Mutant Academy	\$6	-
X-Men - Mutant Academy 2	\$6	-
X-Men vs. Street Fighter	\$18	-
X-treme Roller	\$6	-
X2	\$11	-
Xena - Warrior Princess	\$6	-
Xenocracy	\$2	-
Xenogears	\$9	<b>\$40</b>
Xevious 3D-G+	\$8	-
XS Airboat Racing	\$2	<b>\$9</b>
XS Junior League Dodgeball	\$2	-
XS Junior League Football	\$6	-
XS Junior League Soccer	\$2	<b>\$10</b>
XS Moto	\$2	<b>\$7</b>
Yeh Yeh Tennis	\$8	-
Yetisports Deluxe	\$2	-
Yo Yo's Puzzle Park	\$10	-
You Don't Know Jack	\$1	<b>\$7</b>
You Don't Know Jack - Mock 2	\$2	-
Yu-Gi-Oh Forbidden Memories	\$6	<b>\$16</b>
Z	\$4	-
Zero Divide	\$2	<b>\$20</b>
Zero Divide 2	\$3	-
Zoboomafoo	\$5	<b>\$9</b>
Zoop	\$3	<b>\$13</b>



# How do you manage your retro game collection?



Retro Game Collector is available on  
iPhone, iPod Touch, iPad and Apple Watch.  
More information on [www.PureGaming.org](http://www.PureGaming.org)



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