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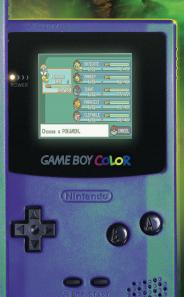


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The Simpsons, released by Konami two years later.

The game was based off of the Teenage Mutant Ninja Turtles animated series, which debuted in 1987. Playmates Toys provided the impetus behind the original show. The company had been approached about creating a line of action figures based off of the comic created by Kevin Eastman and Peter Laird three years earlier. Nervous about the cult nature of the characters (they had essentially been created as a parody of comics like Cerebus, New Mutants, Ronin, and Daredevil) Playmates wanted a television series to run before creating the toys. The show was a hit and toys and the arcade game soon followed.

If it's been awhile since you donated a few quarters to the TMNT cabinet, here's a quick recap of how it played. The game could accommodate from one to four players. It was a side scrolling beat 'em up game. The joystick was an eight way directional control, and your buttons were jump and attack. The character you played depended on your position at the cabinet. Facing the machine from left to right you could be Leonardo (with a blue joystick and buttons), Michelangelo (yellow), Donatello (purple), or Raphael (red). Though this was the most common configuration, the Japanese version of the cabinet only supported two players, and two player ports could occasionally be found elsewhere as less expensive alternatives to the full four player mode. In the two player version, players could select which character to play. Your character fought with their signature weapon: a katana for Leonardo, nunchucks for Michelangelo, a bo staff for Donatello, and sais for Raphael.

The majority of your enemies were foot soldiers from the Foot Clan. These characters were color coded to represent their manner of attack. Purple soldiers were the most common and were typically unarmed. Blue foot soldiers used knives, while white foot soldiers fought with katanas. Red soldiers used machine guns. Yellow soldiers carried boomerangs, and dark purple soldiers carried sledgehammers. Light blue soldiers threw snowballs. Other enemies included Roadkill Rodneys (a unicycle style robot), Mousers (small, chompy type robots), Tubular Transports (mosquito-like helicopters armed with a laser gun), helicopters, and artillery mechanisms. There were also mechanical scorpions and evil snowmen. In any other game, the spectre of murderous snowmen might have seemed absurd but this was, after all, a game about ninja turtles.

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Levels included a burning apartment building, city streets, the sewer system, a parking garage, the highway, skateboarding, a warehouse, and the Technodrome. Perhaps the most memorable of the levels was when the Turtles jumped on motor powered skateboards. Your enemies (at least some of them) were also on skateboards and carried guns that shot out rings that could inflict damage. As if that wasn't enough, helicopters attacked from above, dropping bombs and firing machine guns at the wily terrapin heroes.

The bosses in the game were equally memorable. Bebop was a muscle bound pig with a ring through his nose, a jean jacket, and sunglasses. Rock Steady was a giant rhinoceros who attacked with a devastating shoulder charge and also toted a machine gun. Baxter Stockman was an inventor and a mutant fly you fought in the sewers. General Traag and Granitor were giant rock soldiers, Krang was a brain-like alien in a powerful mech suit, and then, of course, there was Shredder. Though Shredder was a human, he was the most powerful and intimidating of all of your enemies, the antithesis of everything that Splinter and the Ninja Turtles represented.

A curiosity of the game can be found in the NES port, which was released in 1990. The title to the game was changed to Teenage Mutant Ninja Turtles II: The Arcade Game and featured a wealth of in-game advertising for Pizza Hut. Fans of the Ninja Turtles will recall that the brothers were obsessed with the noble pizza pie. In the movie, the turtles chowed down on Domino's. In the VHS release, a Pizza Hut commercial ran before the movie. There was even a bizarre live musical tour called "The Coming Out of Their Shells Tour" by Pizza Hut that featured the Turtles dancing, performing and, naturally, battling Shredder. A soundtrack and VHS were released in conjunction. So, it should come as no surprise that product placement was part of the video game. Pizza Hut logos could be seen throughout each level, and the game box included a coupon for a free personal pan pizza.

Both the arcade and NES ports were a smash hit. The characters were wildly popular and the success of the cabinet even surprised the developers. In the December 1989 issue of the magazine Cash Box, Konami's senior vice president of the coin op division stated, "...we felt we had something good but we didn't realize that it would become overwhelming." The article went on to state that the cabinet had far exceeded all expectations. It referred to it as the industry's "most talked about, most sought after game" and even went so far as to say, "just when ops were losing faith in the power of the video game along came Turtles."

It's been thirty years since the game debuted in arcades, but playing it today still seems fresh. It's exciting, over-the-top, and endlessly engaging. It seems to have an almost limitless replay ability. I've now beat the game multiple times, but still find it just as thrilling to step in front of the cabinet and begin playing it as I did the very first time. Beating the game remains tricky, especially if you have to pay for each continue, but the reward is more than worth it. As Master Splinter says, "The path to what we truly desire is long and difficult, but only by following that path do we achieve our goal."

ough various streets,

Flyer provided by Arcade-Museum.Com

edder have been destroyed with it. The demented duo may have escaped to Dimension X

Shaun Jex is a lifelong gamer, a journalist, and pop culture historian. His love of video games began with a Commodore 64 he played growing up, late night sessions on his NES, Game Boy and Sega Genesis, and frequent trips to the local Tilt arcade. He edits the Citizens' Advocate newspaper in Coppell, Texas and writes about Disney and Walt Disney World history for Celebrations Magazine and the Celebrations Magazine blog. He runs a channel with his wife Kara called "The Marceline Depot," dedicated to Disney, amusement parks, and travel.

Arcades: The Granddaddy of Social Multiplayer Fun

By Adam Pratt

ears before four-player split screen, online play and MMOs, gamers had a place they could visit to experience multiplayer video excitement for 2 players and beyond: the arcade. For this issue, I'm going to highlight various titles that made social gaming a "thing" well before the term was mainstream. We will mainly focus on games that proffered simultaneous 4-player fun and up to people (as talking about 2-player games will end up becoming a novel).

When arcades really got off the ground with Atari's PONG, multiplayer was a necessity for the game to work, as the computing power for Al-controlled players just wasn't available yet. Every Pong clone on the planet was 2-players, so Atari would take the next logical step: make Pong four players with Pong Doubles (September 1973). Pong Doubles was Atari's fourth game, ironi-



cally enough, and mimicked doubles tennis as best as the technology could manage at the time. As many competitors would soon release their own Pong Doubles knock-offs, Atari would quickly follow-up with Quadrapong (March 1974). Quadrapong was the first cocktail arcade game and changed up the formula of Pong just slightly by creating a square tennis court and each player had to defend a large goal that took up most of their entire side. This simple change and the cocktail cabinet led to plenty of shouting and excite-

ment at the local bar that would add one of these to their game floor, as captured on the Quadrapong flyer.

Both 2 and 4-player games continued to dominate the industry at this time, but fortunately developers realized that they had to move beyond Pong to keep location operators buying, so along came fresh concepts. 1975 would see two influential creations from Atari that would go beyond the 4 player threshold: Steeplechase and Indy 800.

Steeplechase is a game that could possibly be considered the first "party game," in that is pits up to six players against each other and the simple gameplay is controlled by only a single button. Your goal: get your jockey & horse to the right side of the screen first, using the button to jump over the gates or get tripped up and lose ground. I came across one of these once and found it to be a great deal of fun - one of those games that you wish you could buy for your own collection. It's too bad it is very hard to find, as I imagine that many retrocades would love to please their customers with one.

Indy 800, an Atari game released under the sneaky "Kee Games"

label (a story for another time) was also quite significant in that it was the first 8-player arcade game ever created. Because computer networking wasn't feasible for an arcade environment at this point, this behemoth came in an enormous and expensive cabinet that allowed up to 8 players to compete on a closed circuit track. Each player had their own realistic steering wheel, brake & gas pedals and even a horn. It was among the first games to be presented in color and it was also the first video game to use 8-channel sound (1 channel per player, so they could each hear their own engine 'growl'). All of this awesome tech came at a price though: units initially sold for around \$6500 in 1975 dollars. Not to mention that you needed a least 16' of floor space to house it, with more space than that to allow players comfortable gaming room.

That said, experiences like Indy 800, and the later cousins: Tank 8, Sprint 4, and Sprint 8, captured the essence of what makes playing games at an arcade special. Consoles have attempted local play to good success in many instances, Nintendo holding the line the longest in that regard. But at the arcade, it's still different from being at home on the couch. The arcade is a place to not only enjoy such games with friends, but to play with friendly strangers too. You could show off your gaming prowess in front of a crowd, in public, that you can't do at home. Because of this, many relationships were forged from the social fires of the arcade, whether those were lifelong friendships or even marriages.

With the advent of the CPU, games became more elaborate, more detailed and more fun. This did push more development into single player experiences, but multiplayer would receive benefits too. Atari created an overhead driving shoot 'em up called Cops' N Robbers in 1976, presented in an upright cabinet with joystick & gas pedal controls for each of the four players. Then developers embraced a whole new genre that seemed tailor made for the four player experience: the light-cycle or snake game. Several companies would create this kind of game in 1976/77, enough that it is unclear who was first with the concept. Some of the games were only made for two



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players, but three had 4p support: Barricade (Ramtek, 1976), Checkmate (Midway, Jan. 1977), Comotion (Gremlin, 1977).

After Space Invaders landed on the scene, simultanous 4-player games would take a hiatus for a long while, enough that we have to jump up to 1985 for the next significant game. This is one you probably cut your teeth on at arcades, being one of your first real local multiplayer experiences - Gauntlet by Atari Games. Gauntlet wasn't unique by featuring 4-players, but it was in the sense of making you work together towards a common goal as opposed to a competitive effort. It was also one of the very few examples of an RPG-like game hitting arcades, which, to that point, were exclusive to the realm of sophisticated computers.

Gauntlet was influential enough that it pushed other companies to come up with their own co-op multiplayer games. Sega had the odd sidescroller Quarter in 1986, while Midway would release the building smasher classic Rampage along with the more obscure monster truck crusher Power Drive that same year. Thanks to the likes of Rampage and Atari's Super Sprint, you had a little renaissance of 3-player games like Xenophobe (Midway), Dark Adventure (Konami, 1987) and The Real Ghostbusters (Data East, 1987), but soon it was back to 2 players for most games. I would also argue that Gauntlet's focus on co-op is the influence that would give us the beat 'em up genre and delights like Double Dragon, Final Fight, TMNT and others.

1987 would be the year that would mark a revolution in multiplayer gaming thanks to Namco and Atari. Linking games together (better known as networking) had been attempted on some prototype games prior to this year, but nothing was ready for the market until Final Lap would be released. Final Lap was a lot like an enhanced version of Pole Position, but it cranked things up a

notch by allowing operators to link up to four of the twin cabinets together. This meant that a location with the space and the deep pockets could offer an eight player racing extravaganza, instantly making that location the raddest place in town.

This technical influence wasn't readily apparent, as most companies continued to released single player racing games for a few years, until Sega picked up the concept and made sure that practically every driving game after Virtua Racer (1992) could link multiple units together, usually 8. One exception was Daytona USA 2, which allowed up to 16. Networked cabinets didn't have to be limited to driving games, fortunately; Capcom did release Super Street Fighter II: The Tournament Battle in 1993, which allowed locations to hold eight player tournaments on everybody's favorite fighting game. Atari Games would release Space Lords in 1992, bringing first-person space combat to arcades with quite the cabinet that used linking to reach eight players. Linking cabinets together is still a common practice today, mainly on racing games, but once in a while a unique game will do this, such as UNIS' Fantasy Soccer, a four player-per-cabinet soccer game released this year which can link two units together to reach up to eight.

Stepping back from that technical innovation, the end of the 80's and beginning of the 90's saw various attempts to build upon the foundation that Gauntlet had set. Sports games like Tecmo Bowl (Tecmo, 1987), Cyberball (Atari Games, 1988), Main Event (Konami, 1988) and High Impact Football (Williams, 1990) demonstrated how you could glean more entertainment out of those genres with more players (eventually leading to the likes of NBA Jam and NFL Blitz). But it was the aforementioned beat 'em up that would benefit the most.

In mentioning beat 'em ups, your mind likely recalls titles that mainly came from

Konami - Teenage Mutant Ninja Turtles, The Simpsons, Crime Fighters, and the mothership of them all, X-Men. While that was released in a 4-player model like TMNT, Konami took it a step further with the cabinet that you probably remember first when X-Men and arcades are mentioned in the same sentence - the massive 6-player, dual screen model. I've had one of these for some years, and while it isn't fun to move, it's a blast to play, especially with five other people. It represents the epitome of the co-op beat 'em up, providing the kind of social local gaming spoke about earlier. Unfortunately it wasn't long after that where we saw the genre take a backseat to 1v1 fighting games, due to the enormous popularity of the latter. It was only in very recent times that the genre has made a slight comeback to arcades, with the release of Teenage Mutant Ninja Turtles by Raw Thrills in 2018.

To the point, arcades are still bastions of social gaming - whether they are focused on retro games (retrocades and bar/ arcades) or brand new stuff. Some locations even make tournaments a part of their business model, playing up the "eSports" aspect of competitive play. As of late, there has been an explosion of locations opening their doors to bring arcade goodness back to the masses, although that growth has been severely underreported by today's gaming media. We've also been seeing more games focused on the multiplayer experience - not just linked racing games, but 10-player (5v5) battles as seen in Killer Queen Arcade or 4-player retro fun in titles like Pac-Man Battle Royale, Cosmotrons, Retro Raccoons or Galactic Battleground. So if you happen to have an arcade facility near you right now, be sure to take a friend - or two - and make a weekend out of it, where you can experience one of the finest forms of multiplayer fun! [🚾

Adam Pratt - Owner and operator of the Arcade Heroes news blog and of the Game Grid Arcade (West Valley City, UT) that opened in 2008. He began collecting arcades in 2000 and has done everything in the business; from game sales to writing game reviews, marketing, QA testing, and consultancy, to name a few. He released his first book, The Arcade Experience, in 2013. Adam lives in the Greater Salt Lake City area with his wife and three kids.

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PLAY THE PAST INTO THE FUTURE

Warlords

By Michael Thomasson

tari's Warlords is considered one of the best competitive video game titles of all time. Warlords is a simple game that took Atari's early games Quadrapong and Breakout and greatly improved upon them. By taking the multi-player paddle premise and spinning the concept by mashing-up Dungeons & Dragons with Arthurian legend, Atari created a classic still beloved almost four decades later.

Originally codenamed Castles & Kings, the title was changed to

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Warlords when unleashed in arcades. Similar to Atari's other ball and paddle games, Warlords implements the use of spinner dials to break bricks.

The game's objective is clear cut; protect your own castle while deflecting fireballs toward opposing adversaries' castle walls to obliterate them. The game begins with a winged red and yellow dragon flying onto the playfield. It hurls a fireball from its mouth that immediately starts breaking down the fortresses one by one, brick by brick. Each castle is controlled by a human

MICHAEL THOMASSON'S LICENSE LI

king, or a computer controlled Black Knight. Castles can be defended by controlling a moving shield to repel oncoming attacks. It is also possible to capture an incoming projectile and aggressively catapult a more destructive spinning fireball back at rival foes. Up to four fireballs can ricochet around the arena at once, making for quite a bit of chaos!

Warlords initially appeared in the arcades in April of 1980 and was quickly ported to the Atari VCS for release the following year. In 2002, the Atari Revival Pack released for the PC, which offered a 3D updated version of Combat, Missile Command, and, of

course, Warlords. In 2008, a high-definition Xbox Live Vision version launched, allowing competitors to watch each other gloat, cry, and throw tantrums on screen.

A massively updated reimagining of Warlords was made available via digital download on Xbox Live and Playstation Network in 2012. This version named the characters, giving them themes and abilities based on the elements of nature,

and modernized the tired four-corner square layout with fluctuating playfields. It also introduced minion Snoot characters which players can order to attack opponent's castle walls, repair their own castle, or implement power-ups such as shield boosters and armor-plating.

You can play Warlords on the go via compilation packs published for

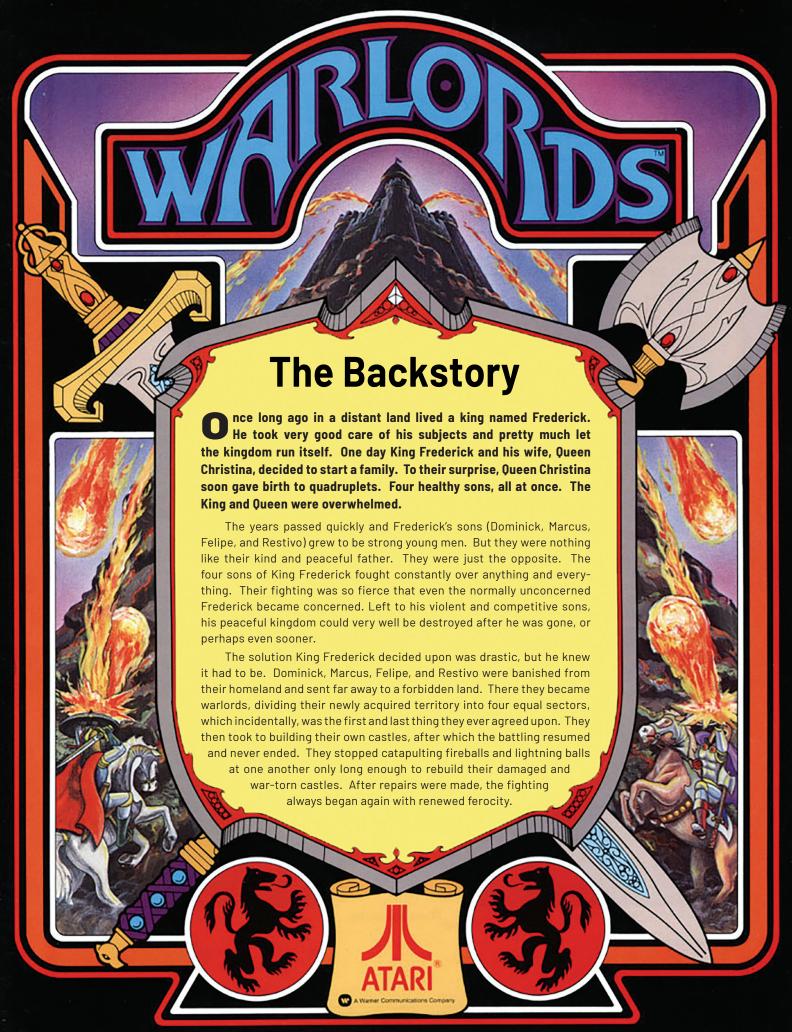
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the Nintendo's Game Boy Advance, the Nintendo DS, Sony's PlayStation Portable, via the Apple Store, the Android Market, and even Nokia's N-Gage. The Sega Dreamcast, the original Playstation, PS2, PS4, Xbox, and Xbox One all offer Warlords via compilation packs. The most recent release of Warlords is via Steam in the Atari Vault.



Michael Thomasson is one of the most widely respected videogame historians in the field today. He teaches multiple college level videogame courses, and has contributed to dozens of gaming texts and television shows including MTV's Video MODS and the highly-rated book Downright Bizarre Games. He has written business plans, managed a multiple game-related retail stores, and consults for multiple video game and computer museums. Michael has helped publish 100s of games on Atari, Sega and other console platforms. In 2014, The Guinness Book of World Records declared that Thomasson had "The Largest Videogame Collection" in the world. Visit www.GoodDealGames.com.



Warlords and Mega Bomberman

OLD SCHOOL



By Brett Weiss

like a good, epic solo adventure like H.E.R.O. for the ColecoVision, or God of War for the PlayStation 2, as much as anyone, and I also enjoy playing (and replaying) any number of quickie twitch games, all by my lonesome.

However, there's nothing quite like facing off against fellow gamers for a little couch co-op. Even better are the battles. The laughs, the trash talking, the intense onscreen fights, and possibly the occasional real-life tears—it's as much fun as you can have with your clothes on.

Two of my favorite multi-player games I return to again and again are Warlords for the Atari 2600 and Mega Bomberman for the Sega Genesis. The former is a rock-solid port of one of the best four-player games of all time while the latter is my favorite Bomberman game for any console. In the Weiss household, we break out both games every time my nephew Chris comes home from Japan to visit.

For cartridge only, you can easily find Warlords for \$5 or less at most any well-stocked retro gaming store. Mega Bomberman is much more expensive at \$30 or so, but the countless hours you'll likely spend playing the game make it easily worth the price.



Like many Atari 2600 games with a coin-op cousin, Warlords invents a backstory and features painted box art that bears little (make that no) resemblance to the actual game. In this case, a king named Frederick has quarrelsome quadruplets, each of whom establishes a kingdom in a faraway land. Said kingdoms are engaged in constant battle. The cover art shows a knight wielding a sword, with a catapult in action transposed over his torso.

In reality, the game is a top-down hybrid of Quadrapong (a four-player Pong sequel released in 1974) and Breakout (1976).

While this concoction isn't as romantic conceptually as the deceptive story and art combo, it makes for a potent, engaging, thoroughly entertaining game. Each player controls a paddle-like shield that protects one of the warlords positioned in the four corners of the screen. Surrounding each warlord is a brick castle. By using a paddle controller, each player maneuvers his or her shield around their castle perimeter, protecting it from a ricocheting fireball (slow) or lightning ball (fast).

If the player misses the ball, it can destroy castle bricks. If the ball makes it past the paddle and the depleted brick wall and hits the player's warlord contained within the castle, that player is defeated. The last warlord standing wins the round. The first person or computer player to win five rounds is declared the victor.

As with Circus Atari, Super Breakout, Kaboom!, and Video Olympics, Warlords is an excellent fit for the Atari 2600. The system's paddle controllers operate the shields quickly and smoothly, giving players the arcade experience at home. Since two paddles plug into one control port, four-player action is possible, not to mention highly recommended.

The arcade version of Warlords, which Atari released in 1980, has better graphics (textured castle walls, a lighted/mirrored background, warlords represented by a crown or a death mask) than the simple looking 2600 cartridge (which isn't much more sophisticated in appearance than Breakout), but both versions represent some of the best party-style, four-player gaming ever created.



DEVELOPER: HUDSON SOFT GENRE: MAZE/TOP-DOWN ACTION

1994

PUBLISHER: SEGA

In Mega Bomberman, which is based on Bomberman '94 for the PC Engine, up to four gamers guide their little Bomberman around a top-down, non-scrolling maze, strategically releasing

Game Covers provided by TheCoverPrioject.net



BRETT'S OLD SCHOOL BARGAIN BIN

bombs so they will explode in the pathways of other Bombermen that roam the maze. Exploding bombs also destroy soft blocks, but hard blocks are indestructible.

Certain destroyed blocks reveal power-ups you can grab. Firepower increases the distance of bomb blasts while Bomb increases the maximum number of bombs that can be set at one time. Skates make Bomberman move faster while Bomb Boot lets Bomberman kick bombs away from you (a really fun strategy for staying safe while destroying enemies). Other power-ups let you do such things as pass through soft blocks and bombs, take one hit without losing a life, and walk through enemies and bomb blasts for 20 seconds without taking damage.

There are numerous high quality games in the Bomberman series, including such stellar titles as Saturn Bomberman for the Sega Saturn and Super Bomberman R for the Nintendo Switch, but Mega Bomberman is my favorite for a variety of reasons, not least of which is that you can ride five kangaroo-like characters called "Louies", which are found in eggs when you blow up certain soft blocks.

Each Louie has a different skill. Green Louie dashes at high speed, but he can't stop until he runs into an obstacle. Yellow Louie kicks soft blocks while Purple Louie jumps over one soft block or bomb at a time. Pink Louie does a "Louie Dance," and Blue Louie kicks bombs over walls and blocks. Another nice aspect of riding a Louie is that if you get hit, the Louie will take the damage and be destroyed instead of your Bomberman. Few gaming experiences are as much fun as when all four players are riding a Louie.

You can play Mega Bomberman by yourself as you work your

way through Bomber Planet, which consists of Jammin' Jungle, Vexin' Volcano, Slammin' Sea, Crankin' Castle, and Thrashin' Tundra. However, 2-4 player Battle Mode is where the real action resides. After selecting the stage, prepare for a raucous good time. Just beware of "skull items" that are exclusive to Battle games. Touching one of these infects you with a malady, such as slow sickness, reverse direction disease, perpetual motion sickness (Bomberman keeps moving and can't be stopped), bomb burp (you'll set bombs uncontrollably), premature detonation disease (bombs explode almost immediately after being set), or delayed detonation disease (bombs take too long to explode).

Next time you plan a party or host a retro gaming convention, make sure to have Warlords and Mega Bomberman on-hand for quests to play. I quarantee they'll have a great time.

Brett Weiss - Noted video game historian Brett Weiss is the author of 10 books, including the Classic Home Video Games series, The 100 Greatest Console Video Games: 1977-1987, Retro Pop Culture A to Z, and The SNES Omnibus Volumes 1 and 2. He's had articles published in numerous newspapers and magazines, including the Fort Worth Star-Telegram, AntiqueWeek, Game Informer, Classic Gamer Magazine, Video Game Trader, Video Game Collector, Filmfax, and Fangoria.

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Ice Cold Beer and Arcade Tournaments

By Phil Day

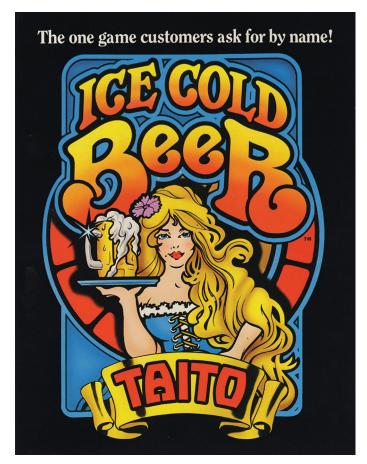
gamers from the 80's remained known only to the faithful few until 2007, with the release of the feature length documentary film, King of Kong. At first, the film seemed peculiar: a niche subculture of competitors striving for the highest scores on some of the earliest video games. Even more peculiar, the competitors were serious about claiming the highest scores on these classic arcade games. Seemingly, none more than surpassing Billy Mitchell's one and only ever verified Donkey Kong 'Kill Screen' score of 874,300 points set on the 13th August, 1982. Mitchell's score was deemed, by some, as unbeatable. This wasn't to be the case.

On the August 17th of 2000, Micthell's score was tumbled by Tim Sczerby with a score of 879,200 points. Sczerby's victory paved the way for what could be described as the Donkey Kong Epoch. Soon Sczerby's world record would be beaten and trade hands by an elite few: Steve Weibe, Hank Chein, Robbie Lakeman, Wes Copland, and, as of today, John McCurdy. And equally impressive is the eighty individual competitors who also surpassed Mitchell's 874,330 points in the hope of claiming the world record.

The real point is the King of Kong clearly made a deep impression on video game arcade enthusiasts who were children or teenagers of the 80s. Having watched the King of Kong, many of those viewers found their way to the Twin Galaxies leaderboards with the hope of besting world records on titles they were better than average on in their youth. Soon, the treasured video game world records of 'antiquity' were being taken. Many classic titles – Asteroids, Dig Dug, Galaxian, Track & Field, etc., were being given a much closer inspection. It didn't take long before many of the long-standing world records were being broken, with very few exceptions. One of those few is exceptionally rare and exceptionally different: Ice Cold Beer.

The International Arcade Museum and Killer List of Videogames (a video game forum that tracks the rarity of arcade titles - both cabinets and printed circuit boards) offers an insight to the rarity - and presumably popularity of sales - of Ice Cold Beer. The forum ranks arcade titles on a scale of zero to one hundred. Zero being the least common, and 100 being the most common. Ice Cold Beer has a rank of four (4). There are currently only 93 Ice Cold Beer titles accounted for. Of the 93, 91 of them are original dedicated cabinets, and 2 of them are printed circuit boards. It's fair to say it's a rare title, possibly due to its unusual appearance and design mechanics.

The dominate motif of Ice Cold Beer's bezel art is decorative floral lines that have more in common with the distractive 'whiplash' curves of art nouveau (circa 1900) versus the sharp vector lines or blocky 8-bit graphics. The design mechanics are so unlike typical video games that Twin galaxies chose not to recognize it



as an 'arcade' game, rather it is categorized as a 'novelty', which is somewhat understandable. Ice Cold Beer looks more like the missing link between pinball and an arcade video game, which would be understandable if it were released between Bowl-0 (1970) and Computer Space (1971), but it wasn't.

Taito released Ice Cold Beer in 1983, and it bears little to no resemblance of its ancestry to Taito's revolutionary 1978 title Space Invaders, nor is it anything like the very popular Elevator Action (also published by Taito and released in 1983). It is also nothing like other popular releases of 1983, such as Dragon's Lair (Cimematronics), or Gyruss (Konami). Ice Cold Beer doesn't ask the player to assume the role of a sharp shooting spy (Elevator Action), save a buxom blonde bombshell drawn by Don Bluth (Dragon's Lair), or pilot a spaceship across the galaxy to a techno arrangement of Bach's Toccata and Fugue in D minor (Gyruss). There isn't even a monitor screen - no luminous electric hues from a cathode-ray screen. Instead, there is a painted plank of wood drilled with holes, and a steely Tom Bowler to play. Ice Cold Beer is truly unlike any other arcade title, pinball or video game. With a stainless steel ball and two two-way joysticks it's equal parts pinball and equal parts video game - the monotreme of arcade machines. I can understand that a 'pure' pinball or video game player of the 80s would thoroughly feel the urge to ignore Ice Cold Beer, and they did. Except for one man, Greg Grunter. Mr. Grunter was the first competitor to submit an Ice Cold Beer score to Twin Galaxies; a score of 170,660 in 1984. It wouldn't be until 2011 that Mr. Grunter's score would be beaten by Zach Kaczor with a score of 350,000 points. Kaczor's score would be passed by two more players in 2018 - first by Mathew Ackerman with a score of 651,760 points; then by Rasmus Roien Madsen with a score of 2,087,070 points. The point being, in almost four decades, only four scores have officially been recorded. In contrast to the Ice Cold Beer leaderboard, Jeff





screen' competitor); and Jon Tannahill (Space Invaders, Word Record holder). Statistically, Ice Cold Beer shouldn't draw such competitive interest, and arguably it may not, but in Brisbane it does. George Riley (Donkey Kong 3 World Record holder and Youtuber on classic arcade video games) suspects he may know why that is:

In America, collecting video game cabinets seems to be more important than witnessing how they are competed on by top players. Competitive players aren't given as much credibility as what an arcade collector has found or amassed. For example, Armarndo Gonzalez [Galaga marathon world record holder], could be at an arcade event, but the recognition he'd receive would be nothing compared to a collector who roll's out an original white Japanese Galaga cabinet. From what I've noticed Brisbane is different. Less priority is placed on collections; the priority is on gamers – competitive gamers. US arcades are never promoting players, not at any level. Competitive players are in the background. Whereas in Brisbane, competitive players are sought after by the arcade. These arcades are planting seeds and nurturing them into great players. Because of this, I believe Brisbane is shaping up to be the biggest city for classic arcade competitive gaming in the world.

Riley may well have a point, and if so, it is most likely thanks to the competitive spirit forged in the early Twin Galaxies Arcade (1981-1984, Iowa, USA); Funspot's Annual Classic Videogame and Pinball

> Tournament (1999 -2012, New Hampshire, USA); Richie Knucklez's Kong Off (2011-2019, USA); Score Wars International Galaga Tournament (2018,Meow Wolf. New Mexico). The much younger arcades Brisbane combining various aspects of USA style tournaments with USA style arcade venues (most notably Barcade, NYC and Galloping

Ghost, Chicago).

Brisbane's Netherwold hosted two Australian Kong Offs (2017, 2018) before it celebrated its second birthday. And a third Australian Kong Off is scheduled for August this year to be held at Brisbane's Ekka - Queensland's largest annual event, averaging 400,000 visitors. And with the Ice Cold Beer tournament complete, Pincadia has already started promoting its Gala-Gala - a Galaga tournament between Australia/New Zealand and Canada/USA. And unlike Ice Cold Beer, Galaga boasts one of the most competitive leaderboards, possibly only second to Donkey Kong. For this reason, players from Canada, New Zealand, USA, and from around Australia have already registered to compete in the Gala-Gala live event at Pincadia in May. Drawing such attention already, it'll be interesting see how this annual event develops into its second year.

Phil Day - Phil Day held the Galaga TGTS world record from 2009 to 2011. He now prefers to write on classic arcade culture, and when possible, give his commentary on arcade tournaments and world record attempts.

Harrist's Donkey Kong Forum has registered five hundred scores ranging from Brett Wheeler's 100 points (2018), to John McCurdy's 1,249,500 points (2019). Despite these facts, Pincadia of Brisbane, Australia, reopened its doors with an Ice Cold Beer tournament. Why choose a rare and hardly competed on non-pinball-video-game title for the relaunch of their pinball and video game arcade?

Thematically, Ice Cold Beer is a fitting choice for a pub cum arcade ('barcade'), doubly so considering the event was held on Australia Day. But this doesn't change the unfamiliarity of the rare title. Despite its rarity and lack of competitive play globally, over thirty people registered for the event. This included skilled competitors, including: Johnny Bonde (Donkey Kong 'kill screen' competitor, and Pang Word Record Champion on MAME); Michael Kibby (Nibbler Word Record holder on MAME); John McNeil (Bump 'n' Jump World Record holder); Jacob Paint (pinball competitor – Australian ranking: 33. World Ranking: 508); Shane Sawle (Donkey Kong 'kill





Entering the Digitized Era – Part 2

By Warren Davis

n the last issue, I told the story of how I was introduced to video digitizers in the mid-1980s while working at Williams and began to explore their use in obtaining photo-realistic images for arcade games. The first digitizer I played with was made for an Amiga computer. It was crude and impractical, but it got me started on the path.

A real breakthrough came when I learned about a group within AT&T called the EPICenter (for Electronic Photography and Imaging Center) that had created a trio

TV-quality images far beyond covertional PC graphics.

All I Thousand ** big notice resolution to the companies production of the control of

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Top: This ad from PC Magazine circa 1986 shows the line of Truevision boards when they were still part of AT&T. Bottom: Photo of a Targa+ board which added a chromakey feature, when used with WTARG, could strip out most of the background of an image before the image was captured.

of graphic cards for PCs. They were the VDA (Video Display Adapter), ICB (Image Capture Board), and TARGA (Truevision Advanced Raster Graphics Adapter) board. The group split from AT&T in 1987 and called their new company Truevision.

The VDA was just a display card, but the ICB had the ability to digitize images from an external video source, such as a standard consumer camcorder. Its pixel resolution was identical to our video game hardware (256 x 240) and its color resolution was 2 bytes per pixel (5 bits each of red, green and blue, with an extra bit left over) for a total spectrum of 32,768 colors. It was also a true-color board in that it didn't use a palette. Every pixel could be any one of those 32,768 colors. Of all the Truevision boards, the ICB seemed ideal for our purposes.

It came with software called TIPS (for Truevision Image Processing Software) which was basically a capture and paint tool. The real beauty of this board was that it had an SDK (Software Development Kit). That meant I could write my own software to control the features of the board the way I wanted. This was the turning point. This was a real start down the path of creating digitized images for our games.

What we needed, though, was game hardware that could support more than 16 colors, the industry standard. To that end, our hardware designer Mark Loffredo, began working on a 256 color system, made possible by recent drops in memory chip prices. He didn't get far, though, because around this time, the legendary Eugene Jarvis, who had

left Williams before I was hired, returned to head and build up the video department, which had been drastically reduced during the industry crash of 1984. Eugene had his own ideas for our new 256 color hardware and Mark immediately switched gears.

Meanwhile, I made use of the Truevision SDK to develop a



software tool to meet our digitizing needs. While image acquisition on the ICB was pretty fast, it wasn't quite real time. So any action needed to be videotaped first, then an artist

would have to freeze frame the video, digitize a single frame and manually strip out the background before storing each image. Since the digitized images were true-color, my tool needed to be able to reduce the number of colors to a palette of 256, the maximum that our game hardware allowed. As mentioned last issue, I'd familiarized myself with the latest color reduction algorithms, and I added that feature to my software, which I dubbed WTARG.

With new hardware and tools in place, it became time to start making some games. The video department had only enough manpower to start two projects. Eugene, programmer George Petro and artist Jack Haegar began work on NARC, while John Newcomer and I headed up a game we called USSA. Both games used WTARG generate digitized graphics. While NARC was completed and released, USSA was cancelled.

I left Williams shortly after that and was hired by Premier Technologies to develop a new arcade system which led to the game Exterminator.

While I was gone, Williams continued to use WTARG on some of its games: High Impact Football and Trog (which used digitized claymation to great effect) were both released in 1990, followed by Super High Impact in 1991. The next game in development was Terminator 2: Judgment Day based on the soon to be released movie. When one of the programmers on that team quit suddenly, I got a phone call and soon found myself back at Williams.



I'd expected that in my absence, someone would have picked up the mantle and continued to improve WTARG. After all, cameras had gotten better, computers had gotten faster and memory was becoming cheaper and more plentiful. Truevision had come out with a successor to the original Targa, the Targa Plus which had chroma-key capability. To my surprise, no one had touched WTARG. For Terminator 2, they were still pulling digitized images off of videotape and hand stripping out the background. This made sense, since a lot of our reference material was shot in California on the actual sets. We

Below: A screen

Judgment Day. That's actually Arnold

Schwarzeneggar's

wearing an Arnold

shot from T2:

stunt double

mask.

also had access to some of the actors: Robert Patrick and Eddie Furlong were videotaped doing action specifically for our game. We got Linda Hamilton's stunt double as well, and Arnold Schwarzenegger's stunt double wearing an Arnold mask.

But another game was in development by Ed Boon and John Tobias. They were looking to apply our digitization technology to a different genre, the fighting game. Ed had just worked on Super High Impact, which used digitized graphics and John on SmashTV and Total Carnage, which did not. To push the envelope, they wanted to use character sprites that were much larger than on any previous digitized game.

They brought in friends (or friends of friends) who had some martial arts skills to be the actors, and found costume pieces from sporting goods

stores, costume shops and thrift stores. To get their images, they went through the same process as previous games. They shot the actors on Hi8 video in front of a gray background and had to manually hand-strip out the

background for each frame of animation.

While working on the first MK, Ed Boon wanted to incorporate a full screen image of the character Goro into the attract mode (the screens that cycle through when no one is playing the game). This Goro image was of a very realistic foot tall model that had been digitized. The issue was that memory space was tight and it wouldn't fit. I'd

been working on image compression algorithms for T2 so I could store and play back small clips from the movie between game levels. Ed was aware of that and asked if I could compress the Goro image and let him use my decompression software in MK.

I said "Sure." Then I jokingly added, "But you'll have to pay me a quarter for every game you sell."

We both laughed and I set to work. As promised, I delivered what he asked for and that full screen Goro became part of the attract mode. No biggie, I thought, and went on with my own work.

Months later, after Mortal Kombat had been rolling off the production line for some time, I found an envelope sitting on my desk. It contained a substantial, if not life-changing, bonus check for my work on that game. This was truly a kind and unexpected gesture. To this day, I'm not sure if that joking conversation played a part in my getting that bonus or not.

After T2 was completed, I had the time to return to WTARG, bringing it up to date. The biggest improvement was replacing the ICB with the newer Targa Plus with its real-time chroma-key feature. This greatly cut down the time artists spent stripping out backgrounds. To facilitate this feature even more, Williams invested in the creation of a blue-screen studio, complete with professional lights and cameras, lots of athletic pads for falling, and a treadmill that could be rotated in any direction for walking and running animations.

That blue-screen studio became home to all of the digitized games which were to



A still frame from video used to capture images for the original Mortal Kombat. This was before we had a blue-screen studio and chromakey capability, so the actors were videotaped on a gray background, and artists would have to freeze each frame they wanted to use and manually strip away the background. Since pausing a VCR resulted in video noise and the tearing of the image, artists would also have to clean every frame.

come, which included Mortal Kombat 2 and 3. John Tobias recalls about those later games, "casting became more about an actor's physical appearance in costume than their skills as a martial artist. Actually, once the image capturing part of the process was sped up with blue screen keying, we were able to spend more time in post-production with each character's individual animation sequences. That meant if an actor couldn't kick quite high enough, we could manipulate the image later to get what we were looking for. So an actor's physical appearance became more important than their athletic skills as a martial artist. Of course, it made the process easier if the actor could perform an actual roundhouse kick. There were usually only several frames of animation per sequence, but as the character rosters grew the work added up."

I'll continue next time with Part 3, when I will talk about Exterminator, NBA Jam and Revolution X.

Warren Davis is a classic videogame creator best known as the designer and programmer of the original Q*bert arcade game. He also co-designed and programmed Us. Vs. Them, an innovative laserdisc title featuring scenes with live actors interspersed with sci-fi combat gameplay composited over actual flying footage. His other titles in the arcade industry include Joust 2 (for Williams), T2:Judgement Day and Revolution X (for Williams/Bally/Midway). He was a pioneer in the use of digitized video. His WTARG system was used in many of Williams' most successful games, including NARC, Hi Impact Football, the Mortal Kombat and NBA Jam series', T2, Revolution X, and more. In 1995, Warren moved to Los Angeles to work for Disney Interactive on a variety of home titles. For a short time, he was an Imagineer with Walt Disney Imagineering. After Disney, he worked as a senior programmer on the console game Spyro: Enter the Dragonfly, and programmed an edutainment title, The Lunar Explorer, and spent some time at Industrial Light and Magic.



By Conor McBrien

hat's right! After seventeen years away, the old-school alien duo from the planet Funkotron has returned.

Crowdfunded through Kickstarter back in 2015, ToeJam & Earl: Back in the Groove is the fourth game in the series and the first to be independently published.

Fans of the original 1991 Sega Genesis classic have no doubt been rejoicing, as Back in the Groove plays like the first game but with plenty of tweaks, surprises, and improvements.

Our heroes find themselves tangling with the crazy denizens of Earth once again, but they have plenty of friends and giftwrapped presents to help

them this time around.

Back in the Groove features co-op with up to four-players and nine playable characters.

After factoring in the randomly-generated levels and the sometimes unpredictable effects of presents, the game is a chaotic but fun experience like the original game.

In December 2018, I reached out to Back in the Groove's developer and publisher—HumanNature Studios—with some questions about the game. The man who provided the answers was none other than Greg Johnson—co-creator of ToeJam & Earl and HumanNature Studios' CEO.

OSG: The last ToeJam & Earl game came out in 2002. What inspired you to revisit the characters again after so long?

GJ: I have been wanting to revisit Toejam and Earl ever since [ToeJam & Earl III: Mission to Earth]. As you may have



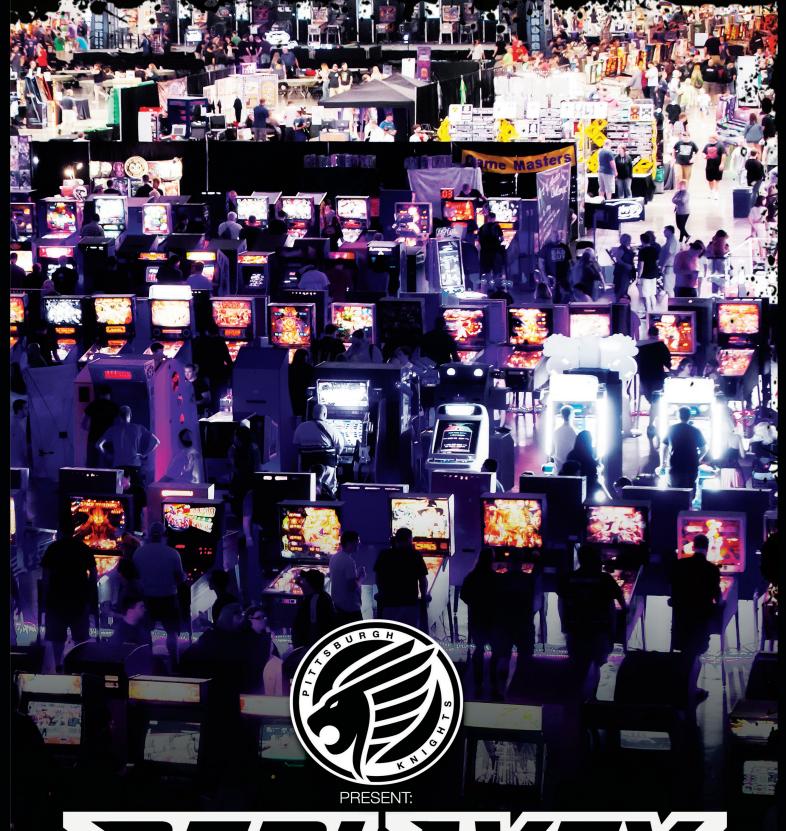
heard, that sequel started out as a spiritual sequel to [the original game], but then we had to change direction based on requirements from our publisher, so I never really got to make the sequel that I wanted to. I have been looking for an opportunity to do that since then, and with the advent of Kickstarter, and a growing interest in retro games, it seemed like I might finally have a chance. TJ&E fans have been waiting a long time for this one.

OSG: Since this was a crowdfunded project, did any requests or suggestions from fans and backers influence the game's design?

GJ: Yes! Actually quite a lot of the concepts in the game were inspired by fans. After we ran the Kickstarter we operated a forum where we solicited ideas and suggestions and tried to gauge what fans would want. Of course, we had to change and modify these ideas, but there were a lot of wonderful seeds, especially for new characters, new presents, and also for modes of gameplay. We also ran a closed beta for a month or so, and we had a flood of great suggestions and feedback from fans. I feel pretty confident that this game will be what TJ&E fans want because so many of them have actually told us what they want and we have listened.

OSG: What has been the most persistent challenge throughout Back in the Groove's development?

GJ: The biggest challenge for all indie game development is always the same. It is never technical, or design-related. It always has to do with simply finding enough money to finish the game. But that's pretty boring, so... maybe I should answer with what the second biggest challenge was, which was trying to find that perfect balance of new and old. You would think that doing a reboot of a game is easier than doing a new game because you know what you're building already. In some ways this is true, but in some ways it is more difficult because you have to



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live up to all of the memories and preconceptions of fans, but also deliver something that feels new and fresh... somehow. It's a delicate line to walk. How do you do something that is the same as the original, and yet different at the same time? There is no real, easy answer to this. Your goal is really to capture the spirit of the original. It's fine to be different as long as it "feels" the same. Finding this sweet spot takes time. You can't expect to get it right if you rush and go for the first thing you have in mind. So it's actually a good thing we have had time to let this game "cook" and settle into the right balance.

OSG: Did any sound effects or sprites from the Sega Genesis games get used for Back in the Groove? I only ask because of the game's awesome announcement trailer, which used many of those old sound effects.

GJ: None of the sound effects are actually the same, though many of them have been replicated or inspired by the originals. While we were building the game, we used old sound effects as place holders until we could replace them with newer ones, so that is probably what you heard. We wanted to stay true to the original sound effects. That's part of the nostalgia for the fans.



OSG: There are way more characters and 4-player co-op this time around. Are there any features in the game that change when you have a full party? For example, do levels become longer or enemies more frequent?



GJ: The level sizes don't change and the enemies don't change but a few other things do. Present distributions change, and we have more multi-player presents in play. Also, character dialogue changes and the characters say different things when there are more of them in play. We did think about changing the difficulty with more players but oddly the game doesn't really get easier. Having more players means more chaos, and smaller viewing areas if you are playing on a single screen, so it actually balances itself out pretty well. Don't get me wrong, chaos can make for a lot of laughter and be pretty fun, but the most efficient team is probably a two-player team.

OSG: Where do you want to go from here? Will there be more adventures with ToeJam & Earl in the future?

GJ: As you would probably imagine, that all depends on how well this game sells. We certainly hope so. We shall see pretty soon! Also, there is still talk of possibly getting a series off the ground. Hollywood is very "hit or miss" – usually, it's "wait wait wait...miss" in my experience. Still, that would be exciting and another weight on a scale of more TJ&E games in the future. As far as I'm concerned, there is no limit to how many games we could build with these funky alien characters and this old skool funk music. Here's hoping the world wants more TJ&E!

ToeJam & Earl: Back in the Groove released on March 1, 2019 on Steam, Nintendo Switch, PlayStation 4, and Xbox One.

Game Covers provided by TheCoverPrioject.net

Conor McBrien was hooked on gaming as soon as someone handed him a Game Boy and a copy of Tetris in the mid-90s. His first console game was Donkey Kong Country for SNES, which made him a devout Donkey Kong fan. He has taken his hobby with him everywhere he's gone, from his home state of Illinois to Florida, from the University of Iowa to Upstate New York. While in college, Conor wrote game reviews for The Daily Iowan. Much more recently, he started writing Game Grappler—a blog where he wrestles with assorted gaming topics, including the preservation of video games, odd characters, and game analysis.



Tecmo Super Bowl Is Alive and Competition Is Fierce

By Sam Fritz

own, set, hut, hut, hut, hut, hut...

FEATURE

If those words continue to ring in one's head then it is likely they have at one point experienced the thrill of 1991's Nintendo Entertainment System classic "Tecmo Super Bowl". You might have found yourself sprinting downfield with the machine that was Bo Jackson, throwing a pass the length of the field with Joe Montana, or sacking the quarterback with the powerhouse that was Mike Singletary. All these memories ring true for any fan of the "Tecmo Bowl" series. Even with the game maintaining popularity among casual players in the modern era, many aren't aware that the game today is more alive than ever in the competitive scene.

The date is March 9, 2019 in Detroit, Michigan. People start pouring into the third floor of the Detroit Beer Company. Televisions are lined up side by side with big blue screens filling their corners. A line is formed off to the side where people are waiting to register for the event taking place. Today is Tecmo Kumite VII, Detroit's premiere 'Tecmo Super Bowl' tournament.

Tecmo Kumite's co-founders Eric O'Dell and Matt O'Toole have been running the tournament out of Detroit since 2013. This year's tournament saw the highest turnout yet with a total of 47 competitors. "(In) Detroit we started with 33, moved out to the suburbs where we had less numbers, then came back to the city because we realized we get a much bigger draw when we are back in the city. This one is our largest so far." said O'Dell. The co-founders of Tecmo Kumite found each other while attending the same tournament in Madison, Wisconsin. "He had just started playing online. I recently had gotten back into it. That was both of ours first one (tournament),

was their (Tecmo Madison's) 6th one (tournament). That was definitely an inspiration. It was like, 'We can do this on our own.' Got to know each other and a couple years later we started our own." said O'Dell.

The personalities come out in full at Tecmo Kumite VII. One personality who has already seen some time in the spotlight is Francis Buennagel, also known as Mort. A competitive player since 2002, Buennagel is one of a handful of people to win the largest "Tecmo Super Bowl" tournament, Tecmo Madison. Buennagel also was a featured competitor in the 2012 NFL Film documentary on Tecmo Madison which Buennagel attributes to a rise in popularity in the events. "There had already been a huge following, but more people learned of it because it was on ESPN and the NFL Network. More people got to see, 'oh this is what's going on now." said Buennagel. When not competing at Tecmo Kumite Buennagel also provided commentary for a live stream of the event that was happening simultaneously on YouTube.com.

Another presence at this event is the three-time and current Tecmo Madison champion who goes by the name of JoeyGats. JoeyGats is a presence that is felt both at and away from the television screen. Keeping a silent and reserved demeanor away from the game, he comes alive when competing at a game he claims to have taken up out of boredom, "I was bored. I was playing Mortal Kombat, the ROM hack, and I just stumbled upon "Tecmo" in a YouTube video." said JoeyGats. Even in stumbling upon the game by chance, JoeyGats has worked hard to perfect his game in his ten years as a competitive player. While discussing how he managed to progress as a player JoeyGats added, "I played at least 2,000 games in my first year, and I watched a lot of videos." JoeyGats would go on to win Tecmo Kumite VII's Black Belt division which consisted of the tournament's most experienced players.

Every tournament is a world of its own, with unique rules, brackets, and in the case of Tecmo Kumite VII, its own divisions. This year's tournament featured three separate divisions; the Black Belt, Brown Belt, and White Belt divisions. The White Belt division is reserved for

> people new to the game or just there to play for fun. The Brown Belt division featured cash prizes and is for competitive players who have not won a major tournament since 2010. Finally, the Black Belt division is for the best of the best to compete, featuring



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cash prizes and the coveted Tecmo Kumite trophy.

The popularity of "Tecmo Super Bowl" and its tournaments extends further than just trophies, bragging rights, prize money, and raffles. Some organizations have found ways to channel the spirit of "Tecmo Super Bowl" into a charitable endeavor. Woodbridge High-School in New Jersey has run an annual tournament for three years now. The last two years have benefited the Marisa Tufaro Foundation, a charity that helps children in the greater Middlesex County of New Jersey.

The event's official title is "Tecmo For Tufaro" and was held on February 2nd, 2019, the day before the NFL's Super Bowl. Taking place in the computer laboratory of Woodbridge High-School, the event is organized with the help of John Bader, the Assistant Superintendent for Curriculum & Instruction in Woodbridge Township. Assistant Superintendent Bader believes the game lends itself well to a charity tournament. "I think it's the greatest game of all time...it's a fast game, it's a fun game, and the day before the Super Bowl... it's kind of a good way to get together with everybody for a great cause," said Bader. Bader also makes it clear that the camaraderie carries over from the competitive scene into the local



charity event as well. "It's just great to get together with friends, family, the good friends I have in the district, and for Marisa Tufaro and her family. They help so many other people in the community, so it is something I look forward to every year."

Woodbridge High-School's own Principal, Glenn Lottmann, took part in the tournament. Admitting to having not played the game since last year's tournament he still enters the competition with high hopes. "The only time I play is this one time a year, but you also want to beat these guys. Most of these guys I see every single day, so you definitely want to beat them in anything you do," said Lottmann. While winning the trophy that was made using the school's own 3-D printer is the goal of the day, Lottmann adds that everyone still plays with the same goal in mind. "It's a competitive vibe, but it's also a friendly vibe...we all know why we're here, to donate money to a great charity."

"Tecmo Super Bowl" has stood the test of time. Without seeing a new official release since 1995, the community has taken it upon itself to keep the franchise alive. It refuses to become just another classic video game. Competitive tournaments and charity tournaments take place all over the United States each year, with an online forum that still has hundreds of active users. The community continues to grow and seek more people to add to its roster each year in hopes of becoming a bigger presence in the competitive world.

If you would like to learn more about competitive "Tecmo Super Bowl", find an event near you, or join the public Discord visit https://tecmobowl.org/.

If you would like to learn more about the Marisa Tufaro Foundation or to make a donation visit: http://marisatufarofoundation.org/

Sam Fritz - Sam Fritz is a communications/journalism graduate with 4 years experience in both radio and print media. With 6 years experience in video game retail, Sam decided to start mixing his two passions together and become a video game reporter.

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Seattle, WA • Seattle Retro • seattleretro.com/events

JUNE 8-9

Washington, DC • All Star Comicon • theallstarcomiccon.com

JUNE 11-13

Los Angeles, CA • E3 • e3expo.com

JUNE 21-23

Philadelphia, PA • Too Many Games • toomanygames.com

JUNE 27-29

Salt Lake City, UT • Salt Lake Gaming Con • saltlakegamingcon.com

JULY 12-14

Atlanta, GA · Southern Fried Gaming · southernfriedgameroomexpo.com

JULY 13

Chicago, IL • Video Game Summit • videogamesummit.net

JULY 20

Cleveland, OH • CCAG • ccagshow.com

JULY 26-28

Cherry Hill, NJ • NJ Gamer Con • njgamercon.com

JUI Y 27-28

Austin, TX · Classic Game Fest · classic gamefest.com

JULY 27-28

Santa Clara, CA · California Extreme · caextreme.org

AUGUST 1-4

Pittsburgh, PA · ReplayFX · replayfx.org

AUGUST 4

St. Louis, MO • MoGameCon • mogamecon.com

AUGUST 9-11

Phoenix, AZ · Game On · gameonaz.com

AUGUST 9-11

Irving, TX • Lets Play • letsplaygamingexpo.com

AUGUST 10-11

Garden City, NY • LIRetro • liretro.com

AUGUST 23-25

Minneapolis, MN • 2D Con • 2dcon.net





SEPTEMBER 7-8

Parsippany, NJ • AVGC - A Video Game Con • avideogamecon.com

SEPTEMBER 14-15

Oaks, PA · RetroCon · retrocons.com

OCTOBER 18-20

Portland, OR • Portland Retro Gaming Expo • retrogamingexpo.com

OCTOBER 19-20

Arlington, TX • Retropalooza • retropalooza.com

Convention & Event Update: February 2019 - April 2019

MIDWEST GAMING CLASSIC, MUSEUM OF PLAY, VINTAGE COMPUTER FESTIVAL EAST

By Old School Gamer

MIDWEST GAMING CLASSIC MILWAUKEE, WI BY RYAN BURGER

Spring is a quieter season for gaming conventions, but winter found a way to come back to the Midwest Gaming Classic again, this year in Milwaukee. This was our second year at the Midwest Gaming Classic as an exhibitor (an attendee for approximately 8-10 years before that). We had a blast and were able to bring in nearly 1000 new digital subscribers to the magazine. Mission #1 accomplished.... Mission #2 is making all of you jealous that weren't able to make it this year.

It was 150,000 square feet of retro gaming goodness April 12th through the 14th in Milwaukee's Wisconsin Center downtown. Gary Heil, Dan Loosen, and a crew of probably a hundred or more produce this show that grows nicely each year and ,by Old School Gamer's estimate, hit over 15,000 attendees this year. This was the show's second year in it's new facility, but it keeps to its roots of being a show for the attendee and has a great community feel.

This year some of our favorite moments included Ted "The Million Dollar Man" DiBiase and Eric Bischoff representing and discussing wrestling and video games, and Ernie Hudson from Ghostbusters as part of the new celebrity push for the show. In the video game celebrity arena, Scott and Roxanne Adams (Adventureland), Eugene Jarvis (Robotron, Defender, Raw Thrills), the guys from Retronauts, Tim Lapetino, Jeffrey Wittenhagen, and more, gave excellent presentations in the two halls. Afterward, they would hang out and talk with you about anything you wanted. The best thing about this show is the atmosphere. It's a thing of beauty, where the classic and celebrities from the industry, YouTubers and podcasters, are all just part of the mix as everyone there is just celebrating gaming. And while the main push is video gaming and pinball, there is a ton of other gaming, from cards, to D&D, Wargaming, and more.

50,000 square feet of the show space

is dedicated to the vendor hall, and I just wish I had more time to walk it myself. Vendors range from Old School Gamer and Video Games Monthly, to the Holy Grail Video Game Store, and people like Gaming Generations who we just met up with at the show. Over in the other half of the main floor there were over 400 arcade machines, including pinball, plus over 400 consoles and thousands of board games.

The hardcore gamer needs to plan on being there for both days and seriously needs to consider doing their VIG (Very Important Gamer) program, where you pay a bit more but get a lot more out of the experience. Check out the website for more information about next year's event. We look forward to seeing you there in 2020. As of publishing of this magazine, the dates haven't been announced yet, but count on it being in the middle of April.

midwestgamingclassic.com

HALL OF FAME INDUCTIONS ROCHESTER, NY BY OLD SCHOOL GAMER

The Museum of Play at the Strong Museum in Rochester, NY has inducted the latest class to its World Video Game Hall of Fame. The 2019 class included Colossal Cave Adventure, Microsoft Solitaire, Mortal Kombat, and Super Mario Kart. Past inductees have included Space War, Tomb Raider, Donkey Kong, and Street Fighter II. The World Video Game Hall of Fame was established in 2015 and recognizes games that meet their criteria of icon-status, longevity, geographic reach and influence in the overall gaming industry.

Jon-Paul Dyson, PhD and Director of the International Center for the History of Electronic Games at the Strong Museum told Old School Gamer, "what's neat about this class is that it goes from the mass market, from a game like Solitaire that everyone has played, to the more recognizable, like Mortal Kombat and Mario Kart, which really appealed to people with fighting games and the social element.

And then there is Classic Cave Adventure, which was such a pioneer. Partly what we want to do is bring attention to games that really transformed gaming that people might not be familiar with."

As published last year in Old School Gamer, The Strong Museum in downtown Rochester, NY celebrates everything that is play. Ranging from toys like Barbie. board games like Monopoly, to video games both arcade and home console, everything is on display! This place is a must go location if you are in Western New York and a reader of Old School Gamer Magazine. It's an amazing place that can definitely fill a day (or more) for a family coming through. The exhibits are largely interactive and are well presented. They are in the process of a major expansion, adding 100,000 square feet that I'm told will be housing the expanding video game portion of the museum.

museumofplay.org

VCF EAST 2019 WALL, NJ BY BILL LANGE

Vintage Computer Festival East 2019 took place May 3rd - 5th, 2019 at the InfoAge Science Center campus in Wall, NJ. While not necessarily a retro gaming event, retro computer exhibits tend to bring out a plethora of retro (and some newer homebrew) games. This year's event featured keynotes by UNIX co-inventor Ken Thompson (who was interviewed by another UNIX luminary, Brian Kernighan) and Atari 2600/Atari 8-bit/Commodore Amiga engineer Joe Decuir. In addition, among the dozens of vintage computer exhibits, there were two amazing exhibits devoted to the histories of UNIX and Atari, taking up all of the space in the largest exhibit room.

From a gaming point a view, Joe Decuir's hour long, Sunday morning keynote was excellent. He went into great detail on the Atari 2600 and the Atari

8-bit computers. You can find Decuir's talk on youtube: www. youtube.com/watch?v=dlVpu_QSHyw&t=147s.

The Atari exhibit included early prototypes of the Atari 400/800 computers through to the ST line. It also included a Commodore Amiga exhibit since the DNA of Jay Miner and Joe Decuir are in these classic machines as well.

Curt Vendel of www.atarimuseum.com was exhibiting some really rare prototypes and products from the Atari line of home computers. Dean Notarnicola and his son Drew exhibited the Atari XL line. I exhibited the Atari XE line, including a rare Arabic Atari 65XE. Peter Fletcher exhibited the Atari ST line and beyond, and Bill Winters and Anthony Becker exhibited the Amiga line.

The Light Gun game Crossbow was getting a lot of play on the Atari XEGS. The much more recent homebrew title Tempest Elite+, using the rarely used Atari 2600 Driving Controller with its 360 degrees of rotation, saw significant action on the Atari 800XL. Peter Fletcher had the multiplayer Midi Maze running for attendees to enjoy. The eight player Atari 8-bit game Mashed Turtles (Frogger-like clone) using the MultiJoy8 adapter up for a time.

Robert Jaeger, creator of the classic 8-bit game Montezuma's Revenge was also in attendance and gave an impromptu talk about his creation as well.

Vintage Computer Festivals take place across the United States, and increasingly, across the world. For more information on the Vintage Computer Federation, see: vcfed.org/wp. For more information on the InfoAge Science Center, see: infoage.org.

vcfed.org





IRRESISTIBLE FORCE

CIVIRA.

Contra vs. Paul Tesi

COINS DETECTED IN POCKET

By Steve DeLuca

elcome to another installment of a column dedicated exclusively to Old School Gamers and Old School Games from the Golden Age of gaming. These gamers, back in the day, had to physically use a coin or token to start a video game. The earning of these coins was mostly accomplished after some form of work, usually the hard or difficult variety. After that money was earned, there was the trip to the glorious ARCADE. ARCADE is written in ALL CAPS because it is the Old School Gamer's origin and sanctuary. It was, and shall always be remembered, as a hallowed place. Respect your origins.

If you were to ask me to share the secret of the KONAMI Code on the playground back in 4th grade ('89), I would of whispered "Up, Up, Down, Down, Left, Right, Left, Right, B, A, SELECT, Start". My best buddy Brian McKinney and I lost a lot of good soldiers playing Contra on the Nintendo Entertainment System(NES) that year. Our adolescent run and gunning skills were hard pressed against the Red Falcon. Unlocking those 30 LIVES was imperative to the success of our mission. I didn't dare play without my comrade, forever altering the way I've remembered the KONAMI Code.

In celebration of their 50th anniversary, KONAMI announced the release of the Contra Anniversary Collection, coming early this summer:

After more than 30 years since its debut, the Contra franchise has defined the run-and gun genre. The Contra Anniversary Collection will bring classic Contra titles previously released on arcade and console units including CONTRA (arcade version), SUPER CONTRA (arcade version), Super C, Contra III: THE ALIEN WARS and more. In the collection, fans can access an in-game Bonus Book documenting the history of Contra and see how the franchise rose to prominence over the decades and became the beloved series it is today. KONAMI.com

I know what I'll be doing this summer. Is anyone up for jumping in on Player2? Brian McKinney moved away in middle school.

THE GAME

It's 1987; you and a friend are summoned by the Pentagon to strap on the heavy artillery, head down to the banks of the Amazon, and eliminate the extra-terrestrial stronghold that has been quietly building a horde of alien henchmen. Up against awesome alien firepower and guerilla warfare tactics, survival is slim. Your name is Lance - code name Scorpion and your partner is Bill - code name Mad Dog, two of America's most badass, elite Commandos of the ruthless United States Special Forces. Hit hard and stay alive, the world is counting on you.

Released by KONAMI in 1987, Contra first made the scene as a 2 player arcade cabinet, but most of us were first introduced to this run and gunner a year later when a port for the NES hit







- TWO PERSON INT
- CONTINUATION F
- BUY IN FEATURE

Flyer provided by Arcade-Museum.Com

store shelves. This action packed South American adventure offers multiple gameplay scenes with side-scrolling and vertically-scrolling levels, even including a few pseudo 3D maze-like base infiltrations. Art stylings reminiscent of '80's hit action movies such as Commando, The Thing, and of course Aliens. A few of the bosses and levels look as if they were designed in tribute to the Swiss painter H.R Giger. The music and environment are great at making you feel on edge and creeped out.

Gameplay is fast and rewarding. They call Contra a "run and gun" for obvious reasons. Weapon upgrades and power ups are bountiful as you tear though the diverse terrain. In 2 Player mode, both soldiers fight side by side, in a co-op effort to squash the infestation of the Red Falcon. Once a player has used all of their guys, lives of the remaining hero can be given to revive their fallen comrade. This feature can be a blessing or a curse, depending on your partner.

THE PLAYER

Often mistaken with the trucker and world arm-wrestling champion Lincoln Hawk from the 1987 blockbuster Over the Top, Guinness World Record holder Paul Tesi dominates any retro challenge squaring off, including the brutality brought on by the Red Falcon. When he turns his hat around, like a switch, the retro fighting machine that is MegaRetroMan is flipped ON, battle mode ready. His Walter Day Superstars of 2016 trading card (#2553) doesn't lie, calling him the "Unstoppable Nintendo Champion". Residing in the Seattle area, Tesi dominates the Pacific Northwest retro competition scene. If you are a follower of the Metal Jesus then you might have already seen this retro gladiator help the Metal Jesus review the 1UpArcade - Street Fighter II Home Cab. The Metal Jesus put out an APB on a local Street Fighter II dominator and Paul Tesi was presented, a recommendation of YouTuber, John Riggs.

Somewhat of a regular now in the top brackets of the Classic Tetris World Championship (CTWC) at the Portland Retro Gaming Expo, Tesi recently accomplished a maxout score on Tetris (NES) (January 2019), a feat only a handful of Tetris veterans have been able to pull off. Following up that

maxout with another 2 maxouts the same month, he really had the Classic Tetris community buzzin'. It'll be interesting to see how things turn out in October at this year's CTWC.

If you were to look up Paul J. Tesi on Twin Galaxies (TG) your jaw would drop. Although behind on his current successes, with 35 #1 rankings out of 46 entries, Tesi's TG stats are stacked and impressive. After a notorious back-and-forth with the 2015 Nintendo World Championship Finalist, Chris Bidwell, Tesi locked in the 1991 Nintendo Campus Challenge world record. Since November of 2017, Tesi's record score of 18,748,000 still holds strong at #1.

Paul Tesi is also on Twin Galaxies short list of players that have reached the max score on Contra (NES). Topping that, Tesi has mastered the Contra no death runs, once looping the game 4 times before his first death.

Regularly streaming on Twitch as MegaRetroMan, you'll likely find him gunning for another world record or sharing a few of his training tips and game play secrets. Getting the opportunity to hang out with Tesi the last few of years at the CTWC after parties during PRGE weekend, I had the IN with this retro madman and was able to get some solid advice on surviving the alien horde.

GAME ON

- It's all about maintaining a comfortable route and knowing what kind of enemies are approaching.
- Play though it, memorizing where the stationary enemies will be and how often they shoot. Look at patterns of hazards (claws, fire, boulders, etc...), keep the Spread Gun (S symbol) combined with the Rapid Fire Gun (R symbol)
- ust a heads up, the more times you loop the game, it gets increasingly harder. Enemies on screen are plentiful.
- As for maxing the score, if you have a few hours to throw away, then go for it. I won't be doing it again. Lol
 - Paul Tesi
 @MegaRetroMan Facebook, Twitter, and Instagram

Steve DeLuca - Best known as the madman and creator of the NES Goofy Foot controller. A father, drummer, electronic engineer and a right-handed old school gamer, Steve still finds time to run his website TotalRadNES.com and recently kicked off a nonprofit called Radically Achieving Dreams (501 (c)(3)). Also a big part of the Classic Tetris World Championship (theCTWC.com), Steve hosts the CTWC Qualifiers held at Retro City Festival (Los Angeles), Let's Play Gaming Expo (Dallas), and at Game On Expo (Phoenix). He can be heard commentating tournament matches from time to time at twitch.tv/classictetris. A huge fan of horror and classic gore Steve has worked his way into several indie movies and music videos, once getting to rip open the chest of the famous Vernon Wells. Favorite console and game: Nintendo Entertainment System - #1 is the NES Tetris with Dragon Warrior as a close #2. Favorite Arcade: Donkey Kong 3 with a high score of 363,000 (and climbing).



What's in a Name?

By Leonard Herman, the Father of Video Game History

Tom, Dick and Harry began releasing their own forms of videogame console that used General Instruments' AY-3-8500 chip, people have been referring to all video tennis consoles as Pong consoles. This is quite understandable since the graphics from most of these consoles were basically the same and everybody had heard of Pong, yet it still irks me whenever someone calls a game console that doesn't carry the Atari or Sears "Pong" name a Pong console (or Pong clone).

But the misnaming of consoles isn't limited only to the early video tennis consoles. Here are three examples of consoles that are usually called by the incorrect name.

The first is from Fairchild Semiconductor. Just about everyone refers to the first console to use cartridges as the Channel F. Unfortunately, they're wrong. As a matter of fact, there never was a console called the

CHANNEL F

The box says Channel F But it's a Video Entertainment System on the inside

Channel F. There was a redesigned Channel F System II, which Fairchild released in 1978, but I'm referring to the original system that came out in 1976.

The console that most people erroneously call the Channel F was actually called the Video Entertainment System (VES). In March of 1977, Fairchild's marketing department subtly renamed the VES console, and ads began appearing where the system was called the Channel

F. The "F" in the name represented the console's F8 processor, which was manufactured by Fairchild. Oddly, this name change only occurred on paper, i.e. the box and advertisements. New boxes were printed with the Channel F brand but the consoles that came inside those boxes were the same ones that were sold in the boxes labeled "Video Entertainment System". The only places where the name of the console appears on the console is in the center of the plastic dust cover and on the underside of the console along with the serial number. In both places, even on systems that were sold in Channel F boxes, the name appears as "Video Entertainment System".

Another console that is constantly used by the wrong name is Atari's first programmable one, the one that people commonly interchangeably refer to as the VCS or the 2600. When this console was first released in 1977 it was called the Video Computer System or VCS for short. There



A VCS on the left and a 2600 on the right

were several models of these units that collectors affectionately refer to as the Heavy Sixer, due to fact that it had three buttons on each side of the cartridge slot and was manufactured with heavy metal shielding and a heavy plastic case. In 1978, as Atari began relocating its manufacturing overseas, the shielding was removed from the VCS and a lighter plastic casing was used. These units are commonly referred to by collectors as Light Sixers. In both variations, the model number of the system was CX-2600.

In 1980, Atari used one motherboard within the console instead of two, which forced the two difficulty switches to be moved from the front of the console to the top rear beside the controller ports. This left only two switches on each side of the cartridge slot. The model number of this system was changed slightly to CX-2600a, but the system was still called the Video Computer System.

Following the release of the Atari 5200 Super System in November, 1982, Atari rebranded the VCS console to coincide with this new naming scheme. The company removed the faux wood grain and released an all-black version console of the console. While collectors would later refer to it as the Darth Vader, its official name was the 2600. It was at this time that the names VCS and 2600 began to be used interchangeably. The official 2600 name remained in 1986 after the console underwent a major facelift and emerged as a smaller, less expensive version of its former self. And while this new model was quickly dubbed the 2600 Jr. by nearly everybody, it was still officially just a 2600. Remember. If there's fake wood grain on the console, then it's a VCS. If it's black it's a 2600.

When Microsoft announced that its new console was to be called the Xbox One, people quickly took exception to it and claimed that it would be confused with the original Xbox. Well, that never really happened because people rarely refer to Microsoft's first console as the Xbox 1. This was probably because Microsoft did not use consecutive numbering in its naming scheme. However the same cannot be said about the Sony's line of consoles. Sony's consecutive numbering of the PlayStation, i.e. PlayStation 2 (PS2), PlayStation 3 (PS3), PlayStation 4 (PS4), just calls out for the original console to be called the PlayStation 1. But it's not. The first PlayStation is simply that, the PlayStation. And to refer to it as the PS1 would be incorrect since there already is such a unit. The redesigned model that Sony released in 2000 was officially called the PSone.

So what's in a name? Well if your name is Joe and people keep calling you Bill, I don't think you would like it at all. But these are inanimate objects and they don't care what you call them, so refer to them anyway you want. Just don't be surprised if a stickler like me declares that you're wrong.

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. In 2003, Mr. Herman received a Classic Gaming Expo Achievement Award in recognition for his accomplishments in documenting game history.

3 Big Books

By Old School Gamer

There are several things that the retro gaming community is great at generating.... blogs, YouTube shows, podcasts and books. This issue I have picked up three new books for my coffee table collection. If I actually had a coffee table, the books I have for it would cover it fully and stack up on it very nicely.

HIDDEN GAMING GEMS - GENERATION BY GENERATION BY JEFFREY WITTENHAGEN

With an introduction by the Father of Video Game History, Leonard Herman, this is an awesome book! Jeffrey is a prolific author who puts out fantastic, self-published material (as Hagens Alley), and creates wonderful books with vibrant color and excitement throughout. Most often he does them through a Kickstarter campaign, delivers them quickly to those supporters, then sells the rest of them at conventions or through his website. This book covers games that most people don't think of when they think of popular console video games, but they are titles that Jeffrey, along with the various contributors believe you should check out. Think of it as a list of games you should play before you hang up your video game controller or die (whichever comes first). He starts out with the various versions of Pong and the Magnavox Odyssey, both systems that everyone needs to experience to understand where video gaming started. Moving into the next generation, with Atari 2600 and Apple II games, he covers popular games like H.E.R.O., but also less popular titles like Jack the Nipper that never hit any of the consoles or computers I owned. There is over 400 pages of vintage gaming history here that needs to be read. He even covers recent gems for the Nintendo Switch and other modern consoles that weren't in the original edition in 2012. Even though the book tops 460 pages in total, it does read reasonably quickly because it's full of images and the text is larger to be able to flow with all the imagery he provides.

In other news, what was initially a joke from Wittenhagen is now a real thing...The Complete Virtual Boy 100 Page Hardcover Edition. We expect the book to be available later this year.

Hagensalley.com

THE CRPG BOOK - A GUIDE TO COMPUTER ROLE PLAYING GAMES

Published by Bitmap Books of the UK, The CRPG Book - A Guide to Computer Role Playing Games is a title I found while surfing Facebook. As soon as I saw the title, I knew I had to get my hands on it. Harkening back to the days of Ultima, Bard's Tale, Might and Magic, this was a fantastic time for me as it relates to computer gaming. Another "tome" sized book at over 500 pages, this one is also packed full of images, text and more! It tells the history, in great detail, of the era of mainframe computers, specifically DnD of 1975 being played on the PLATO system. With home computers, it starts



out with Beneath Apple Manor, from 1978, that ran within 16k of RAM, and moves through Akalabeth from Richard Garriott/Lord British (unofficially known as Ultima 0) in what it considers the first generation of Home Computer RPG's. It's immediately followed by Eamon, which I personally enjoyed hundreds of adventures in its world back in the 1980s. Donald Brown developed it right in my home town of West Des Moines so that others could add adventures to the system easily and distribute it through Freeware. It has grown to over 250 adventures.

For me it was all about the first 150 pages or so of the book (but the rest was very good as well). It is interesting to learn how gaming properties grew through generations of computers, publishers and technology. The history of the computer (and home console) RPG is much wider than I ever thought, and this book was absolutely a great purchase for the Old School Gamer library.

Bitmapbooks.com

THE SNES OMNIBUS: THE SUPER NINTENDO AND ITS GAMES VOLUME 2 N-Z BY BRETT WEISS

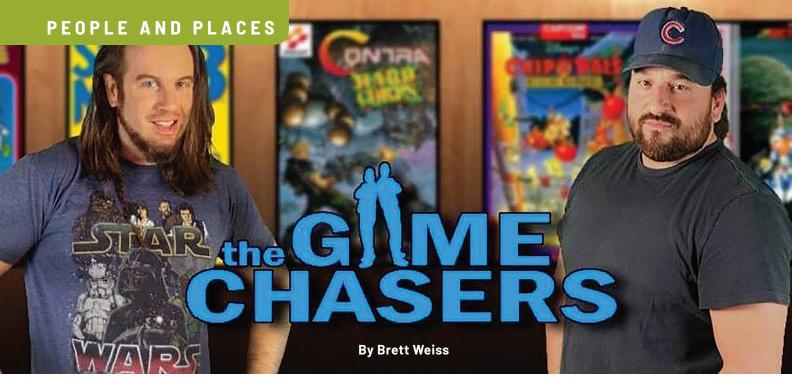
Brett Weiss is an amazing writer and a friend to Old School Gamer, so, naturally, I was excited when Volume 2 of The SNES Omnibus arrived at my door just a few weeks ago. This book is beautifully laid out, with tons of pictures, but also contains loads of information on the 375 games that are part of N through Z of the Super Nintendo Releases in North America.

On each of these game releases, he writes about the game in detail and provides quotes published elsewhere. He also offers valuable "insider" information, where he asked other professionals within the industry their thoughts on the games. Imagery for each game includes gameplay, box scans, cartridge photos, and more.

Other friends to Old School Gamer also appear in the book like with Michael Thomasson's piece "The Super Scope 6 and Nintendo's Romance with Games and Guns" and Ken Horowitz's "A Deeper Meaning For Super Metroid."

Get the two-book set, as while they don't need to be together, they should be!

BrettWeissWords.Com



illy Chaser and Jay Hunter travel all over Texas and beyond, far from their homes in the Dallas-Fort Worth area, searching for electronic artifacts housed in plastic—and people can't get enough of their quests. Chaser and Hunter host The Game Chasers, a comedy/reality YouTube show that has grown so popular, a version of it will hit the big screen next year.

"It's like American Pickers, but for video games," Chaser says of the show, which has over 125,000 subscribers.

A typical episode finds the wise-cracking duo, clad in jeans and T-shirts, hitting-up garage sales, flea markets,

and thrift stores, digging through boxes of Nintendo games, Sega controllers, and dusty, old Atari systems.

While filming The Game Chasers, they've acquired a lot of interesting stuff, including the rare, rental-only Nintendo NES cartridge The Flintstones: Surprise at Dinosaur Peak for just \$5 (it's worth about \$1,000). And they sometimes find tubs of games they need for their collections for pennies on the dollar from sellers who are just happy to get rid of the stuff.

But it's not all fun and games.

"Since we keep it 100 percent real, sometimes we go out and find nothing," says Chaser, who usually rides shotgun while Hunter drives from location to location, accompanied by a cameraman who looks like he stepped out of a Cheech and Chong movie.

"The pressure to produce something like this is a challenge because we can't control if a flea market is going to have vendors that carry games," he says. "A show like American Pickers has producers and other people who scout locations for them, but with The Games Chasers, it's just us, and we have no control over what we're going to find."

Even when pickings are slim, the jokes keep flying. Chaser,

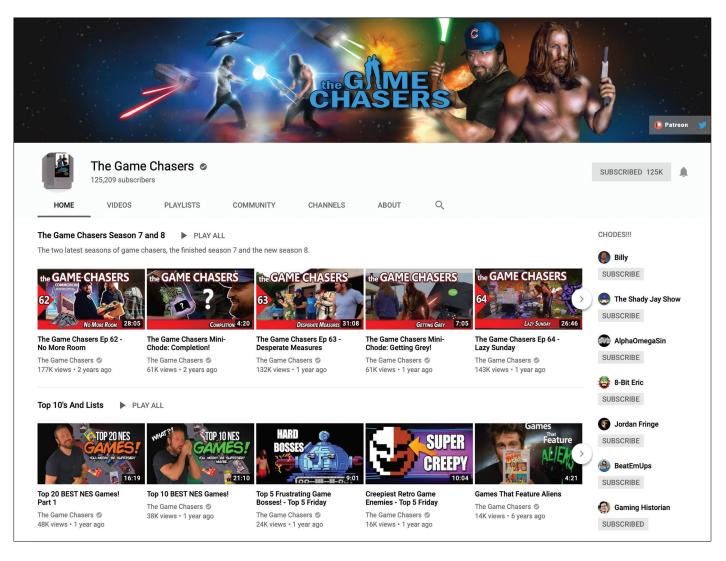
who lives in Fort Worth, and Hunter, who calls Arlington home, have a camaraderie and sense of one-upmanship that is endearing to their many fans. With their back-and-forth banter, bickering over who gets what game, it's obvious the two have been friends for many years.

"We met at Blockbuster Video in 1999," Chaser says. "We worked together at a store in Grand Prairie. We liked movies, but we were more into gaming. We'd work our shift then go to each other's homes and play video games."

Chaser quit Blockbuster after less than a year,







but he kept in touch with his former co-worker. They would watch TV, collect and play video games, and just hang out. One evening, Chaser hit upon an idea that would change their lives forever.

"We were watching an episode of American Pickers, and they went to this place that had a bunch of junk, but in the corner they had a Vectrex just sitting there," he says. "They never mentioned it, they never touched on it, they never talked about it, and I'm sitting there like, 'Dude, there's a Vectrex in there, why aren't you picking that up? C'mon, man!' It drove me crazy, so I'm like, 'Dude, let's just do this with video games.""

Hunter was immediately receptive to Chaser's idea, and The Game Chasers filmed their first episode in 2011.

The show is now in its eighth season, but they have bigger plans for the near future. They are translating their show to the big screen in the form of a motion picture, funded in part by a hugely successful Kickstarter campaign. There's a script and a creative team hard at work on it.

The film will have the Game Chasers' trademark irreverence, but Chaser says they will "movie it up" to make it something much different.

"Think of it as a fictionalized retelling of The Game Chasers in a prequel kind of way," Chaser says. "It's kind of how the Game Chasers came to be, but scripted and fictional. It will be a road trip comedy, but with heart and soul. It's basically Jay and I tracking down the original Nintendo NES console that we played as kids and how we use that to reconnect with our youth."

Chaser assures fans that the film will have a much bigger

budget than the YouTube show.

"It won't be just us taking the camera out and shooting the movie ourselves," he says. "We're hiring a professional film crew, a cinematographer, and a visual effects artist who works on The Walking Dead and The Orville. We've also got our eyes on a Hollywood actor."

In addition to filming The Game Chasers YouTube series and working on their movie, Chaser and Hunter host a video game trade show called Retropalooza. This year, Retropalooza Houston will occur June 8-9 at the Pasadena Convention Center in Pasadena, Texas while Retropalooza Arlington will take place October 19-20 at the Arlington Convention Center in Arlington, Texas.

https://www.youtube.com/user/Captain8Bit / thegamechasers.com

Brett Weiss - Noted video game historian Brett Weiss is the author of 10 books, including the Classic Home Video Games series, The 100 Greatest Console Video Games: 1977-1987, Retro Pop Culture A to Z, and The SNES Omnibus Volumes 1 and 2. He's had articles published in numerous newspapers and magazines, including the Fort Worth Star-Telegram, AntiqueWeek, Game Informer, Classic Gamer Magazine, Video Game Trader, Video Game Collector, Filmfax, and Fangoria.

Retro Games on Modern Consoles

By Brad Feingold

PINBALLFX3 WILLIAMS COLLECTION VOLUME 2

We have already covered the basics of the first Williams Collection and how awesome it is. Time for Volume 2. Once again, the collection grows for only \$9. This time, we are looking at Black Rose, Party Zone, and Mars Attacks. Getting the older ones out of the way, I had never heard of Black Rose and Party Zone. But Party Zone reminded me a lot of Taxi and Funhouse. While it was fun to play, I didn't play it much, I felt the same with Black Rose. I had never played it when it was originally in the arcades. And the fact that you are playing on a flat screen, occasionally I got a little disoriented and couldn't find the ball. But it was a minor complaint. I still rocked on the Tournament.

But Mars Attacks was my go to game and I absolutely love it. When I play in the pinball league here in Des Moines, we play on the physical table,



and when it's not my turn, I am playing it on the Switch. It's just that addictive type of game.

The graphics, sound, vibrations and ability to turn the 3-D graphics on and off are all there, just the same as the first volume. The tournament options are still

there as well, with options to play the 1 Ball, 5 Minute, Survival Challenge and the Regular Rule Tournament.

My only wish is that Zen would release more classic table options for this game, and more frequently. It would definitely keep the interest going not only for the new games but for the existing ones as well. And with the price for new tables so low, it will be a match made in heaven for Pinball lovers

The Flip-Grip is the perfect companion for this game and for Stern Pinball, as well, now that they sent an update patch to let you play Star Trek vertically. Now that you can use the top buttons for the flippers, you don't have to keep changing the angle of the screen. If PinballFX was released as an actual cartridge, the Flip-Grip should be packaged with it.

NAMCO ARCADE PAC

I have lost track of how many versions of this game that I have owned, but the latest copy for the Switch, again, is a perfect addition to your retro collection. Unlike the original collections, Arcade Pac adds a few more familiar titles as well as a couple I had never played. Dig Dug, Pac-Man, Galaga, Galaga 88,' Rolling Thunder 2, Splatterhouse, Pac-Man Championship Edition, Sky Kid, Tank Force and Tower of NAMCO MUSEUM.

The controls for this are perfect for replicating the arcade experience in the horizontal fashion. But to be able to turn it sideways and also use the Flip-Grip and play on a vertical screen makes it a whole new game to play. Any game designed for the sole purpose of vertical play matches this accessory perfect. However, when you get to the horizontal games, it will shrink the games to the middle of the screen. So games such as Splatterhouse and the Rolling Thunder series are good, but are better played horizontal, which means removing the screen from the Flip-Grip or turning the unit sideways and disconnecting the controller.

Small price to pay to enjoy something so cool.

SNK 40TH ANNIVERSARY COLLECTION

If you ask kids of today to name a classic game from SNK, chances are they might not know what you are talking about or mention a game from the NEO GEO days. But before that amazingly expensive system, there was a great lineup of games that were released as far back as forty years ago. The lineup was so great that Digital Eclipse released the SNK 40th Anniversary Collection. The



best part of this collection is that a good chunk of these games were also released on the NES system as solo games. But with this collection, you are getting enough games to last you a while:

As of this writing, these are the games that are available with the game for download for the Nintendo Switch update: Alpha Mission (Console and arcade), Athena (Console and arcade), Beast Brothers (Arcade), Bermuda Triangle (Arcade), Chopper I (Arcade), Crystalis (Console), Fantasy (Console), Guerrilla War (Console and arcade), Ikari Warriors (Console and arcade), Ikari Warriors II: Victory Road (Console and arcade), Ikari III: The Rescue (Console and arcade), Iron Tank (Arcade), Munch Mobile (Arcade), Ozma Wars (Arcade), Paddle Mania (Arcade), P.O.W. (Console and arcade), Prehistoric Isle (Arcade), Psycho Soldier (Arcade), SAR Search and Rescue, Sasuke vs. Commander (Arcade), Street Smart (Arcade), Time Soldiers (Arcade), TNKIII (Console and arcade), Vanguard (Arcade) and World Wars (Arcade).

When I started playing these games, I was having instant arcade flashbacks and didn't want to stop playing, especially with Time Soldiers. I can't remember how many quarters I dropped into that game back in the day, frustrated that I couldn't finish the game. But now, with this collection, you are not only able to continue, but you are also able to rewind the game to try to avoid dying from that one bullet that you always died from. I used to have a problem with the rewind feature on different collections, but this one was much more justifiable.

All of the games are a perfect addition for this cart, except for one. Beast Buster was another one of those monster shooter games in the arcade that had three shotguns that let you and your friends aim at the screen and kill the monsters that are jumping at you. This just didn't translate well to the Switch since we are dealing with the analog joystick and the buttons on the right control. It was really difficult to accurately aim

the gun on the screen. To compare, it was like playing Terminator
2 arcade on the PC with a mouse. It's just not easy or fun.

But bottom line, ALL other retro companies need to

take lessons and notes from Digital Eclipse on creating a solid retro collection. This would be perfect for the NEO GEO, Midway, Konami and other mega collections.

A vast majority (95%) of the games are played in vertical format, including Time Soldiers, Ikari Warriors, Prehistoric Isle and even Vanguard, again, taking perfect advantage of the Flip-Grip. Even though the analog joysticks are not evenly lined up, they are still great to use and never again do we have to worry about getting blisters from using the SNK turning controllers.

Nintendo Game Cube Pricer





PriceCharting.com is your source for current and historic prices on over 26,000 video games, consoles & accessories. You can view daily updated prices on almost any video game released on a major console from the original Nintendo to Xbox 360. We update our prices daily from sources across the internet so you can be sure the data is accurate and timely. Visit our methodology page to get more information about how we get the prices. Various issues of Old School Gamer Magazine will publish pricing for a different console or gaming era.

Game	Loose	Complete
007 Agent Under Fire	\$5.90	\$7.34
007 Everything or Nothing	\$5.97	\$6.78
007 From Russia With Love	\$5.72	\$8.97
007 GoldenEye Rogue Agent	\$5.57	\$7.78
007 Nightfire	\$8.25	\$10.19
1080 Avalanche	\$6.75	\$10.48
16MB 251 Block Memory Card	\$4.99	\$6.49
18 Wheeler American Pro Trucker	\$4.74	\$6.83
4MB 59 Block Memory Card	\$2.03	\$2.64
4x4 EVO 2	\$4.72	\$6.94
64MB 1019 Block Memory Card	\$6.71	\$9.46
ATV Quad Power Racing 2	\$5.86	\$6.78
Action Replay	\$30.08	\$36.03
Action Replay Ultimate Codes	\$15.00	\$17.31
Aggressive Inline	\$4.77	\$5.97
Alien Hominid	\$11.99	\$27.60
All-Star Baseball 2002	\$3.25	\$4.92
All-Star Baseball 2003	\$3.37	\$4.67
All-Star Baseball 2004	\$4.08	\$6.61
Amazing Island	\$7.90	\$11.39
American Chopper 2 Full Throttle	\$3.77	\$5.15
Animal Crossing	\$21.00	\$28.73
Animaniacs The Great Edgar Hunt	\$24.25	\$40.00
Ant Bully	\$2.92	\$5.00
Aquaman	\$14.22	\$20.00
Army Men Air Combat Elite Missions	\$8.95	\$16.99
Army Men RTS	\$6.28	\$8.46
Army Men Sarge's War	\$5.79	\$8.10
Auto Modellista	\$27.93	\$32.96
Avatar the Last Airbender	\$3.90	\$5.00
BMX XXX	\$7.72	\$15.03
Backyard Baseball	\$9.99	\$13.25
Backyard Baseball 2007	\$9.86	\$12.08
Backyard Football	\$5.30	\$6.00
Bad Boys Miami Takedown	\$6.61	\$8.51
Baldur's Gate Dark Alliance	\$16.74	\$20.35

Game	Loose	Complete
Barnyard	\$9.09	\$9.99
Baten Kaitos	\$19.01	\$24.99
Baten Kaitos Origins	\$31.64	\$60.00
Batman Begins	\$7.79	\$7.84
Batman Dark Tomorrow	\$7.17	\$13.47
Batman Rise of Sin Tzu	\$9.66	\$11.84
Batman Rise of Sin Tzu [Litho]	\$20.64	\$39.99
Batman Vengeance	\$5.67	\$9.29
Battalion Wars	\$9.03	\$12.85
Beach Spikers	\$7.94	\$10.00
Beyblade V Force	\$4.06	\$6.49
Beyond Good and Evil	\$26.84	\$38.16
Big Air Freestyle	\$5.68	\$7.84
Big Mutha Truckers	\$6.87	\$9.04
Billy Hatcher and The Giant Egg	\$20.00	\$28.49
Bionicle	\$4.44	\$4.50
Bionicle Heroes	\$5.59	\$5.76
Black GameCube System	\$40.36	\$61.50
Black Nintendo Brand Controller	\$16.99	\$22.09
Black and Bruised	\$6.81	\$9.86
Blood Omen 2	\$9.95	\$17.24
Bloodrayne	\$6.78	\$9.25
Bloody Roar Primal Fury	\$11.82	\$18.21
Blowout	\$4.14	\$8.86
Bomberman Generation	\$10.27	\$17.59
Bomberman Jetters	\$9.25	\$14.28
Bongo Controller	\$11.78	\$15.74
Bratz Forever Diamondz	\$6.35	\$7.01
Bratz Rock Angelz	\$6.49	\$9.19
Buffy the Vampire Slayer Chaos Bleeds	\$13.72	\$21.37
Burnout	\$5.74	\$7.58
Burnout 2 Point of Impact	\$12.34	\$14.78
Bust-A-Move 3000	\$10.97	\$23.87
Cabela's Big Game Hunter 2005 Adventures	\$3.92	\$4.99
Cabela's Dangerous Hunts 2	\$3.76	\$5.07
Cabela's Outdoor Adventures	\$5.17	\$5.87

Game	Loose	Complete
Call of Duty 2 Big Red One	\$6.55	\$6.77
Call of Duty Finest Hour	\$4.99	\$5.94
Capcom vs SNK 2	\$18.70	\$23.43
Carmen Sandiego The Secret of the Stolen Drums	\$5.22	\$9.43
Cars	\$4.99	\$6.30
Casper Spirit Dimensions	\$5.39	\$6.99
Catwoman	\$5.13	\$5.94
Cel Damage	\$9.54	\$15.00
Chaos Field	\$22.99	\$35.01
Charlie and the Chocolate Factory	\$4.43	\$5.11
Charlie's Angels	\$5.63	\$7.53
Chibi Robo	\$49.50	\$67.48
Chicken Little	\$4.77	\$5.25
Chronicles of Narnia Lion Witch and the Wardrobe	\$4.94	\$4.95
City Racer	\$8.56	\$12.17
Codename Kids Next Door Operation	\$8.52	\$11.99
Component Video Cables	\$219.23	\$284.98
Conflict Desert Storm	\$7.98	\$8.82
Conflict Desert Storm 2	\$9.22	\$12.39
Crash Bandicoot The Wrath of Cortex	\$8.60	\$9.16
Crash Nitro Kart	\$9.21	\$10.52
Crash Tag Team Racing	\$11.42	\$12.97
Crazy Taxi	\$7.20	\$9.99
Cubivore	\$137.89	\$222.86
Cubix Robots For Everyone Showdown	\$9.39	\$17.47
Curious George	\$4.56	\$6.70
Custom Robo	\$16.25	\$24.99
Dakar 2 Rally	\$4.67	\$5.15
Dance Dance Revolution Mario Mix	\$12.69	\$12.99
Dark Summit	\$3.88	\$5.99
Darkened Skye	\$7.18	\$15.93
Dave Mirra Freestyle BMX 2	\$4.30	\$5.53
Dead to Rights	\$5.00	\$5.34
Def Jam Fight for New York	\$45.00	\$51.30
Def Jam Vendetta	\$12.70	\$14.32
Defender	\$4.92	\$5.97

COLLECTOR INFO

Game	Loose	Complete
Die Hard Vendetta	\$4.95	\$8.60
Digimon Rumble Arena 2	\$25.72	\$43.43
Digimon World 4	\$19.99	\$24.00
Dinotopia The Sunstone Odyssey	\$6.79	\$12.20
Disney Party	\$9.99	\$11.42
Disney Sports Basketball	\$83.50	\$169.57
Disney Sports Football	\$21.54	\$86.00
Disney Sports Skateboarding	\$7.29	\$12.09
Disney Sports Soccer	\$14.10	\$26.53
Disney's Extreme Skate Adventure	\$11.91	\$21.74
Disney's Hide and Sneak	\$9.95	\$19.78
Donald Duck Going Quackers	\$11.00	\$14.97
Donkey Kong Jungle Beat	\$8.23	\$14.19
Donkey Kong Jungle Beat w/ Bongos	\$13.26	\$14.61
Donkey Konga (Game only)	\$6.48	\$9.25
Donkey Konga 2	\$6.12	\$8.84
Donkey Konga 2 w/ Bongo	\$18.03	\$20.89
Donkey Konga w/ Bongo	\$15.11	\$33.71
Dora the Explorer Journey to the Purple Planet	\$5.93	\$6.47
Dr. Muto	\$9.95	\$13.62
Dragon Ball Z Budokai	\$5.88	\$8.75
Dragon Ball Z Budokai 2	\$13.33	\$14.56
Dragon Ball Z Sagas	\$10.17	\$11.61
Dragon's Lair 3D	\$11.28	\$24.93
Driven	\$2.82	\$4.06
Drome Racers	\$4.28	\$5.86
ESPN International Winter Sports 2002	\$3.86	\$4.35
ESPN MLS ExtraTime 2002	\$5.97	\$11.89
Ed Edd N Eddy Mis-Edventures	\$8.22	\$9.95
Egg Mania	\$4.88	\$10.53
Enter the Matrix	\$5.33	\$6.94
Eternal Darkness	\$28.13	\$44.91
Evolution Skateboarding	\$4.58	\$5.04
Evolution Snowboarding	\$5.58	\$7.25
Evolution Worlds	\$8.98	\$14.48
Extreme G 3 XG3	\$5.42	\$5.66
F-Zero GX	\$25.00	\$37.05
F1 2002	\$6.85	\$9.71
FIFA 06	\$4.61	\$5.99
FIFA 07	\$7.75	\$9.79
FIFA 2002	\$3.74	\$4.35
FIFA 2002 World Cup	\$2.22	\$7.00
FIFA 2003	\$3.71	\$5.44

Como	Loose	Complete
Game	Loose	Complete
FIFA 2004	\$3.17	\$4.01
FIFA 2005	\$3.32	\$5.99
FIFA Street	\$7.65	\$9.30
FIFA Street 2	\$7.72	\$10.69
FIFA World Cup 2006 Germany	\$5.77	\$5.82
Fairly Odd Parents Shadow Showdown	\$6.99	\$9.46
Fairly Odd Parents: Breakin' Da Rules	\$7.57	\$9.99
Fantastic 4	\$3.92	\$5.59
Fight Night Round 2	\$5.94	\$9.89
Final Fantasy Crystal Chronicles	\$5.92	\$7.50
Finding Nemo	\$4.37	\$5.17
Fire Blade	\$5.23	\$8.01
Fire Emblem Path of Radiance	\$99.99	\$145.38
Flushed Away	\$3.63	\$5.89
Freaky Flyers	\$8.41	\$17.37
Freedom Fighters	\$5.90	\$9.99
Freekstyle	\$7.03	\$13.00
Freestyle Metal X	\$4.31	\$6.71
Freestyle Street Soccer	\$3.45	\$6.75
Frogger Ancient Shadow	\$5.24	\$8.01
Frogger Beyond	\$6.03	\$11.27
Frogger's Adventures The Rescue	\$5.00	\$8.21
Future Tactics	\$5.92	\$8.09
Gameboy Player with Startup Disc	\$82.23	\$93.00
Gamecube 5 inch LCD Screen	\$69.99	\$99.99
Gamecube AV Cable		
Gamecube Broadband Adapter	\$75.00	\$84.00
Gamecube Modem Adapter	\$22.67	\$30.86
Gamecube to Gameboy Advanced Link Cable	\$8.60	\$12.29
Gauntlet Dark Legacy	\$40.50	\$49.20
Geist	\$9.15	\$18.44
Ghost Recon	\$4.48	\$5.59
Ghost Recon 2	\$5.32	\$6.56
Gladius	\$12.10	\$14.99
Go Go Hypergrind	\$49.47	\$104.99
Goblin Commander	\$12.10	\$24.40
Godzilla Destroy All Monsters Melee	\$11.79	\$18.99
Gotcha Force	\$126.42	\$233.93
Grim Adventures of Billy & Mandy	\$9.68	\$12.74
Grooverider Slot Car Thunder	\$9.40	\$18.14
Gun	\$6.58	\$7.11
Happy Feet	\$1.00	\$4.99
Harry Potter Chamber of Secrets	\$4.99	\$8.01

Game	Loose	Complete
Harry Potter Prisoner of Azkaban	\$7.15	\$7.23
Harry Potter Quidditch World Cup	\$5.43	\$5.91
Harry Potter Sorcerers Stone	\$32.64	\$38.50
Harry Potter and the Goblet of Fire	\$4.87	\$4.95
Harvest Moon A Wonderful Life	\$10.15	\$15.56
Harvest Moon Another Wonderful Life	\$15.54	\$21.25
Harvest Moon Magical Melody	\$13.39	\$17.05
Haunted Mansion	\$7.51	\$12.48
Hello Kitty Roller Rescue	\$7.50	\$11.50
Hitman 2	\$5.64	\$8.27
Home Run King	\$3.38	\$4.25
Hot Wheels Velocity X	\$7.37	\$10.95
Hot Wheels World Race	\$6.36	\$9.03
Hulk	\$5.44	\$6.00
Hunter the Reckoning	\$10.22	\$13.02
I-Ninja	\$10.14	\$18.50
Ice Age 2 The Meltdown	\$3.61	\$4.97
Ikaruga	\$28.01	\$49.50
Indigo GameCube System	\$38.83	\$67.61
Indigo Nintendo Brand Controller	\$22.81	\$28.99
Intellivision Lives	\$7.97	\$9.75
Italian Job	\$4.80	\$7.80
Jacked	\$9.05	\$11.77
Jeremy McGrath Supercross World	\$3.59	\$4.66
Jimmy Neutron Attack of the Twonkies	\$3.55	\$6.52
Jimmy Neutron Boy Genius	\$5.50	\$6.99
Jimmy Neutron Jet Fusion	\$3.82	\$7.37
Judge Dredd Dredd vs Death	\$13.47	\$31.22
Kao the Kangaroo Round 2	\$6.77	\$11.03
Karaoke Revolution Party w/ Micro- phone	\$8.49	\$9.48
Kelly Slater's Pro Surfer	\$4.94	\$5.78
Killer 7	\$25.00	\$29.68
King Arthur	\$5.13	\$6.36
King Kong	\$4.86	\$6.32
Kirby Air Ride	\$27.99	\$35.00
Knockout Kings 2003	\$4.55	\$4.80
LEGO Star Wars	\$4.63	\$6.25
LEGO Star Wars II Original Trilogy	\$5.06	\$6.50
Legend of Spyro A New Beginning	\$12.01	\$15.09
Legends of Wrestling	\$4.50	\$6.03
Legends of Wrestling II	\$4.96	\$6.01
Lemony Snicket's A Series of Unfortu- nate Events	\$4.49	\$5.54
Looney Tunes Back in Action	\$5.92	\$8.88

Game	Loose	Complete
Lord of the Rings Return of the King	\$4.49	\$5.84
Lord of the Rings Third Age	\$7.09	\$10.37
Lord of the Rings Two Towers	\$4.99	\$5.42
Lost Kingdoms	\$10.02	\$20.04
Lost Kingdoms II	\$35.82	\$59.10
Lotus Challenge	\$5.81	\$10.23
Luigi's Mansion	\$28.67	\$34.00
MC Groovz Dance Craze	\$2.99	\$5.00
MLB Slugfest 2003	\$5.18	\$9.21
MLB Slugfest 2004	\$9.59	\$19.40
MVP Baseball 2004	\$3.30	\$4.93
MVP Baseball 2005	\$7.09	\$8.34
MX Superfly	\$4.51	\$5.97
Madagascar	\$4.29	\$6.02
Madden 2002	\$3.28	\$3.62
Madden 2003	\$3.09	\$4.72
Madden 2004	\$3.48	\$5.30
Madden 2005	\$3.54	\$4.36
Madden 2006	\$3.57	\$4.22
Madden 2007	\$3.74	\$4.97
Madden 2008	\$7.90	\$9.58
Magical Mirror Starring Mickey Mouse	\$7.47	\$10.00
Major League Baseball 2K6	\$4.22	\$4.68
Mario Golf Toadstool Tour	\$8.18	\$12.00
Mario Kart Double Dash	\$30.63	\$40.43
Mario Kart Double Dash Special Edition	\$31.50	\$41.25
Mario Party 4	\$30.87	\$41.23
Mario Party 5	\$34.30	\$38.46
Mario Party 6	\$29.99	\$34.99
Mario Party 6 [Mic Bundle]	\$40.87	\$47.88
Mario Party 7	\$27.47	\$33.00
Mario Party 7 [Mic Bundle]	\$34.50	\$43.26
Mario Power Tennis	\$9.88	\$16.87
Mario Superstar Baseball	\$14.73	\$19.99
Mark Davis Pro Bass Challenge	\$6.44	\$7.49
Marvel Nemesis Rise of the Imperfects	\$7.36	\$8.03
Mary Kate and Ashley Sweet 16	\$3.99	\$4.77
Mat Hoffman's Pro BMX 2	\$4.75	\$6.19
Medabots Infinity	\$14.99	\$27.99
Medal of Honor European Assault	\$6.20	\$8.06
Medal of Honor Frontline	\$4.21	\$4.68
Medal of Honor Rising Sun	\$4.54	\$5.45
Meet the Robinsons	\$4.39	\$5.39
Mega Man Anniversary Collection	\$8.40	\$10.43

Game	Loose	Complete
Mega Man Network Transmission	\$7.61	\$14.51
Mega Man X Collection	\$19.05	\$24.17
Mega Man X Command Mission	\$14.72	\$24.99
Mega Man X Controller	\$122.35	\$197.94
Men In Black II Alien Escape	\$6.03	\$13.85
Metal Arms Glitch in the System	\$10.05	\$14.74
Metal Gear Solid Twin Snakes	\$42.11	\$54.35
Metroid Prime	\$10.09	\$16.22
Metroid Prime & Zelda Wind Waker Combo	\$245.37	\$256.39
Metroid Prime 2 Echoes	\$12.97	\$20.86
Metroid Prime [Echoes Bonus Disc]	\$16.99	\$19.99
Midway Arcade Treasures	\$8.95	\$10.85
Midway Arcade Treasures 2	\$9.99	\$14.44
Midway Arcade Treasures 3	\$11.55	\$15.42
Minority Report	\$3.39	\$6.00
Mission Impossible Operation Surma	\$6.79	\$8.89
Monopoly Party	\$3.00	\$6.54
Monster 4x4 Masters of Metal	\$7.81	\$10.46
Monster House	\$4.99	\$7.98
Monster Jam Maximum Destruction	\$7.54	\$10.70
Monsters Inc	\$4.87	\$5.81
Mortal Kombat Deadly Alliance	\$8.94	\$14.49
Mortal Kombat Deception	\$16.68	\$24.86
Muppets Party Cruise	\$6.24	\$8.50
Mystic Heroes	\$9.50	\$15.18
NASCAR Chase for the Cup 2005	\$4.71	\$6.96
NASCAR Dirt to Daytona	\$7.82	\$10.17
NASCAR Thunder 2003	\$3.75	\$4.03
NBA 2K2	\$3.90	\$3.92
NBA 2K3	\$4.94	\$6.45
NBA Courtside 2002	\$4.47	\$4.82
NBA Live 2003	\$3.96	\$5.20
NBA Live 2004	\$3.98	\$4.84
NBA Live 2005	\$4.50	\$4.99
NBA Live 2006	\$5.39	\$5.39
NBA Street	\$8.00	\$9.99
NBA Street Vol 2	\$8.98	\$13.58
NBA Street Vol 3	\$7.56	\$11.77
NCAA College Basketball 2K3	\$97.92	\$143.81
NCAA Football 2003	\$3.99	\$4.06
NCAA Football 2004	\$4.43	\$6.69
NCAA Football 2005	\$7.89	\$9.78
NCAA Football 2K3	\$4.11	\$4.41

Game	Loose	Complete
NFL 2K3	\$4.19	\$5.00
NFL Blitz 2002	\$5.83	\$8.47
NFL Blitz 2003	\$6.79	\$8.69
NFL Blitz Pro	\$7.50	\$9.99
NFL QB Club 2002	\$3.65	\$6.19
NFL Street	\$10.15	\$12.37
NFL Street 2	\$18.39	\$21.12
NHL 06	\$5.06	\$5.60
NHL 2003	\$3.95	\$4.15
NHL 2004	\$3.65	\$3.98
NHL 2005	\$3.76	\$3.89
NHL 2K3	\$8.71	\$11.22
NHL Hitz 2002	\$5.97	\$8.97
NHL Hitz 2003	\$8.23	\$19.99
NHL Hitz Pro	\$10.65	\$12.81
Namco Museum	\$5.26	\$5.41
Namco Museum 50th Anniversary	\$11.18	\$12.75
Naruto Clash of Ninja	\$5.10	\$6.58
Naruto Clash of Ninja 2	\$5.99	\$8.97
Need for Speed Carbon	\$6.68	\$9.29
Need for Speed Hot Pursuit 2	\$5.29	\$7.00
Need for Speed Most Wanted	\$9.99	\$12.07
Need for Speed Underground	\$5.99	\$6.99
Need for Speed Underground 2	\$7.99	\$11.07
Nickelodeon Party Blast	\$5.56	\$7.71
Nicktoons Battle for Volcano Island	\$7.97	\$8.74
Nicktoons Unite	\$6.99	\$8.36
Nintendo Gamecube Preview Disc	\$5.62	\$6.27
Odama	\$5.38	\$9.00
Odama [Microphone Bundle]	\$11.18	\$16.40
One Piece Grand Adventure	\$12.21	\$17.26
One Piece Grand Battle	\$6.96	\$9.11
One Piece Pirates Carnival	\$7.41	\$7.96
Open Season	\$4.04	\$5.97
Orange Nintendo Brand Controller	\$19.01	\$24.71
Outlaw Golf	\$3.88	\$6.25
Outlaw Golf & Darkened Skye	\$8.32	\$12.76
Over the Hedge	\$5.78	\$6.47
P.N. 03	\$10.88	\$20.09
PK Out of the Shadows	\$5.98	\$9.00
Pac-Man Bundle	\$8.16	\$10.63
Pac-Man Fever	\$5.99	\$6.54
Pac-Man Vs.	\$6.45	\$8.33
Pac-Man World 2	\$7.67	\$10.39
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COLLECTOR INFO

Game	Loose	Complete
Pac-Man World 3	\$13.11	\$19.63
Pac-Man World Rally	\$10.25	\$19.53
Panasonic Q Gamecube Console	\$310.92	\$386.80
Paper Mario Thousand Year Door	\$36.92	\$46.48
Phantasy Star Online	\$37.00	\$44.44
Phantasy Star Online Episode I & II Plus	\$77.50	\$97.73
Phantasy Star Online III Card Revolution	\$12.50	\$15.50
Piglet's Big Game	\$5.85	\$9.42
Pikmin	\$21.75	\$29.73
Pikmin 2	\$34.17	\$42.88
Pinball Hall of Fame The Gottlieb Collection	\$5.84	\$7.82
Pitfall The Lost Expedition	\$8.47	\$12.56
Platinum Gamecube System	\$49.51	\$72.49
Platinum Nintendo Brand Controller	\$21.71	\$28.22
Platinum Wavebird Wireless Controller	\$36.86	\$64.99
Pokemon Box	\$203.16	\$405.43
Pokemon Channel	\$11.00	\$12.75
Pokemon Colosseum	\$30.78	\$38.66
Pokemon Colosseum Bonus Disc	\$49.25	\$69.35
Pokemon Colosseum [Not for Resale]		
Pokemon Colosseum [Pre Order]	\$142.31	\$185.00
Pokemon XD Limited Edition Gamecube Bundle	\$41.54	\$52.80
Pokemon XD: Gale of Darkness	\$38.48	\$49.21
Pool Paradise	\$6.27	\$7.52
Power Rangers Dino Thunder	\$4.01	\$4.80
Powerpuff Girls Relish Rampage Pickled Edition	\$10.00	\$10.12
Prince of Persia Sands of Time	\$5.63	\$8.50
Prince of Persia Two Thrones	\$4.59	\$6.92
Prince of Persia Warrior Within	\$5.11	\$6.97
Pro Rally	\$7.33	\$15.06
Pure Evil 2 Pack	\$45.60	\$59.35
Purple and Clear Controller	\$31.29	\$41.04
Puyo Pop Fever	\$13.67	\$19.74
R: Racing Evolution	\$5.96	\$9.84
Rainbow Six 3	\$4.32	\$4.88
Rainbow Six 3 Lockdown	\$5.11	\$6.99
Rally Championship	\$30.00	\$89.99
Rampage Total Destruction	\$7.00	\$11.17
Ratatouille	\$4.89	\$6.36
Rave Master	\$14.17	\$20.91
Rayman 3 Hoodlum Havoc	\$13.65	\$23.45
Rayman Arena	\$6.88	\$10.63
Red Card Soccer 2003	\$8.62	\$17.45

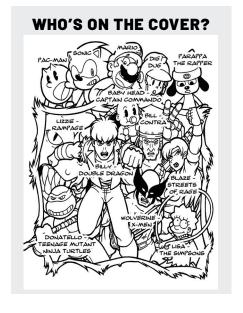
Reign of Fire \$3.34 \$7.00 Resident Evil \$8.99 \$14.99 Resident Evil 10th Anniversary Collection \$72.94 \$95.67 Resident Evil 2 \$43.98 \$58.50 Resident Evil 3 Nemesis \$36.34 \$53.33 Resident Evil 4 \$9.20 \$14.13 Resident Evil 4 Chainsaw Controller \$93.02 \$100.00 Resident Evil 4 Gamestop Edition \$45.25 \$53.61 Resident Evil 2 Freview Disc \$12.60 \$19.36 Resident Evil 4 Freview Disc \$12.60 \$19.36 Resident Evil 2 Freview Disc \$12.60 \$19.36 Resident Evil 2 Freview Disc \$12.60 \$19.36 Resident Evil 4 Freview Disc \$12.60 \$19.36 Resident Evil 4 Freview Disc<	Game	Loose	Complete
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Resident Evil 10th Anniversary Collection	Reign of Fire	\$3.34	\$7.00
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Samurai Jack Shadow of Aku \$18.40 \$25.86 Scaler \$9.86 \$14.96 Scooby Doo Mystery Mayhem \$7.98 \$10.25 Scooby Doo Night of 100 Frights \$9.25 \$12.03 Scooby Doo Unmasked \$6.94 \$8.95 Second Sight \$7.01 \$8.98 Sega Soccer Slam \$7.57 \$12.04 Serious Sam Next Encounter \$12.18 \$22.43 Shadow the Hedgehog \$8.56 \$10.10 Shamu's Deep Sea Adventures \$4.38 \$5.87 Shark Tale \$3.37 \$4.21 Shrek 2 \$4.99 \$5.99 Shrek Extra Large \$6.89 \$8.99 Shrek Smash and Crash Racing \$7.43 \$8.71	SSX Tricky	\$10.38	\$13.13
Scaler \$9.86 \$14.96 Scooby Doo Mystery Mayhem \$7.98 \$10.25 Scooby Doo Night of 100 Frights \$9.25 \$12.03 Scooby Doo Unmasked \$6.94 \$8.95 Second Sight \$7.01 \$8.98 Sega Soccer Slam \$7.57 \$12.04 Serious Sam Next Encounter \$12.18 \$22.43 Shadow the Hedgehog \$8.56 \$10.10 Shamu's Deep Sea Adventures \$4.38 \$5.87 Shark Tale \$3.37 \$4.21 Shrek 2 \$4.99 \$5.99 Shrek Extra Large \$6.89 \$8.99 Shrek Smash and Crash Racing \$7.43 \$8.71	SX Superstar	\$3.95	\$5.97
Scooby Doo Mystery Mayhem \$7.98 \$10.25 Scooby Doo Night of 100 Frights \$9.25 \$12.03 Scooby Doo Unmasked \$6.94 \$8.95 Second Sight \$7.01 \$8.98 Sega Soccer Slam \$7.57 \$12.04 Serious Sam Next Encounter \$12.18 \$22.43 Shadow the Hedgehog \$8.56 \$10.10 Shamu's Deep Sea Adventures \$4.38 \$5.87 Shark Tale \$3.37 \$4.21 Shrek 2 \$4.99 \$5.99 Shrek Extra Large \$6.89 \$8.99 Shrek Smash and Crash Racing \$7.43 \$8.71	Samurai Jack Shadow of Aku	\$18.40	\$25.86
Scooby Doo Night of 100 Frights \$9.25 \$12.03 Scooby Doo Unmasked \$6.94 \$8.95 Second Sight \$7.01 \$8.98 Sega Soccer Slam \$7.57 \$12.04 Serious Sam Next Encounter \$12.18 \$22.43 Shadow the Hedgehog \$8.56 \$10.10 Shamu's Deep Sea Adventures \$4.38 \$5.87 Shark Tale \$3.37 \$4.21 Shrek 2 \$4.99 \$5.99 Shrek Extra Large \$6.89 \$8.99 Shrek Smash and Crash Racing \$7.43 \$8.71	Scaler	\$9.86	\$14.96
Scooby Doo Unmasked \$6.94 \$8.95 Second Sight \$7.01 \$8.98 Sega Soccer Slam \$7.57 \$12.04 Serious Sam Next Encounter \$12.18 \$22.43 Shadow the Hedgehog \$8.56 \$10.10 Shamu's Deep Sea Adventures \$4.38 \$5.87 Shark Tale \$3.37 \$4.21 Shrek 2 \$4.99 \$5.99 Shrek Extra Large \$6.89 \$8.99 Shrek Smash and Crash Racing \$7.43 \$8.71	Scooby Doo Mystery Mayhem	\$7.98	\$10.25
Second Sight \$7.01 \$8.98 Sega Soccer Slam \$7.57 \$12.04 Serious Sam Next Encounter \$12.18 \$22.43 Shadow the Hedgehog \$8.56 \$10.10 Shamu's Deep Sea Adventures \$4.38 \$5.87 Shark Tale \$3.37 \$4.21 Shrek 2 \$4.99 \$5.99 Shrek Extra Large \$6.89 \$8.99 Shrek Smash and Crash Racing \$7.43 \$8.71	Scooby Doo Night of 100 Frights	\$9.25	\$12.03
Sega Soccer Slam \$7.57 \$12.04 Serious Sam Next Encounter \$12.18 \$22.43 Shadow the Hedgehog \$8.56 \$10.10 Shamu's Deep Sea Adventures \$4.38 \$5.87 Shark Tale \$3.37 \$4.21 Shrek 2 \$4.99 \$5.99 Shrek Extra Large \$6.89 \$8.99 Shrek Smash and Crash Racing \$7.43 \$8.71	Scooby Doo Unmasked	\$6.94	\$8.95
Serious Sam Next Encounter \$12.18 \$22.43 Shadow the Hedgehog \$8.56 \$10.10 Shamu's Deep Sea Adventures \$4.38 \$5.87 Shark Tale \$3.37 \$4.21 Shrek 2 \$4.99 \$5.99 Shrek Extra Large \$6.89 \$8.99 Shrek Smash and Crash Racing \$7.43 \$8.71	Second Sight	\$7.01	\$8.98
Shadow the Hedgehog \$8.56 \$10.10 Shamu's Deep Sea Adventures \$4.38 \$5.87 Shark Tale \$3.37 \$4.21 Shrek 2 \$4.99 \$5.99 Shrek Extra Large \$6.89 \$8.99 Shrek Smash and Crash Racing \$7.43 \$8.71	Sega Soccer Slam	\$7.57	\$12.04
Shamu's Deep Sea Adventures \$4.38 \$5.87 Shark Tale \$3.37 \$4.21 Shrek 2 \$4.99 \$5.99 Shrek Extra Large \$6.89 \$8.99 Shrek Smash and Crash Racing \$7.43 \$8.71	Serious Sam Next Encounter	\$12.18	\$22.43
Shark Tale \$3.37 \$4.21 Shrek 2 \$4.99 \$5.99 Shrek Extra Large \$6.89 \$8.99 Shrek Smash and Crash Racing \$7.43 \$8.71	Shadow the Hedgehog	\$8.56	\$10.10
Shrek 2 \$4.99 \$5.99 Shrek Extra Large \$6.89 \$8.99 Shrek Smash and Crash Racing \$7.43 \$8.71	Shamu's Deep Sea Adventures	\$4.38	\$5.87
Shrek Extra Large \$6.89 \$8.99 Shrek Smash and Crash Racing \$7.43 \$8.71	Shark Tale	\$3.37	\$4.21
Shrek Smash and Crash Racing \$7.43 \$8.71	Shrek 2	\$4.99	\$5.99
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Skies of Arcadia \$56.33 \$67.96			

Game	Loose	Complete
Smashing Drive	\$4.84	\$8.49
Smuggler's Run	\$5.32	\$7.56
Sonic Adventure 2 Battle	\$13.85	\$17.55
Sonic Adventure 2 Pack	\$75.00	\$107.14
Sonic Adventure DX	\$9.90	\$12.15
Sonic Gems Collection	\$13.36	\$19.73
Sonic Heroes	\$8.07	\$10.56
Sonic Mega Collection	\$5.93	\$9.59
Sonic Riders	\$8.24	\$9.54
Soul Calibur II	\$9.65	\$14.00
Soul Calibur II [Players Choice]		
Space Raiders	\$5.95	\$8.99
Spartan Total Warrior	\$10.76	\$13.98
Spawn Armageddon	\$7.96	\$11.92
Speed Kings	\$9.35	\$14.72
Sphinx and the Cursed Mummy	\$8.50	\$12.02
Spiderman	\$5.65	\$7.29
Spiderman 2	\$6.96	\$8.48
Spirits & Spells	\$19.99	\$31.22
Splinter Cell	\$4.30	\$6.73
Splinter Cell Chaos Theory	\$6.30	\$10.50
Splinter Cell Chaos Theory Collector's Edition	\$10.86	\$22.52
Splinter Cell Double Agent	\$5.49	\$8.00
Splinter Cell Pandora Tomorrow	\$4.40	\$7.99
SpongeBob SquarePants Battle for Bikini Bottom	\$17.50	\$22.99
SpongeBob SquarePants Controller	\$46.10	\$76.70
SpongeBob SquarePants Creature from Krusty Krab	\$7.42	\$9.38
SpongeBob SquarePants Lights Camera Pants	\$7.67	\$10.00
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Star Fox Adventures	\$10.49	\$14.99
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Star Wars Rogue Leader	\$8.60	\$12.97
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Street Hoops	\$4.56	\$5.42

Game	Loose	Complete
Street Racing Syndicate	\$6.43	\$8.70
Strike Force Bowling	\$3.51	\$5.92
Sum of All Fears	\$4.09	\$5.62
Summoner: A Goddess Reborn	\$9.41	\$14.17
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The Sims 2	\$8.99	\$16.36
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Game	Loose	Complete
Tiger Woods 2004	\$4.20	\$4.56
Tiger Woods 2005	\$4.94	\$5.08
Tiger Woods 2006	\$4.02	\$5.02
Time Splitters 2	\$13.00	\$20.00
Time Splitters Future Perfect	\$39.89	\$48.60
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Tonka Rescue Patrol	\$3.40	\$5.64
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Tony Hawk Underground	\$6.99	\$7.88
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Trigger Man	\$4.35	\$9.02
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WWE Day of Reckoning	\$7.28	\$9.19
WWE Day of Reckoning 2	\$9.81	\$12.99
WWE Wrestlemania X8	\$6.82	\$7.64
WWE Wrestlemania XIX	\$9.88	\$11.95
Wallace and Gromit Project Zoo	\$7.88	\$7.95
Wario Ware Mega Party Games	\$18.00	\$26.64
Wario World	\$20.50	\$31.48
Wave Race Blue Storm	\$5.96	\$11.49

Game	Loose	Complete
Wavebird Wireless Controller	\$31.59	\$41.07
Whirl Tour	\$3.70	\$5.10
White Gamecube Controller	\$44.77	\$59.60
Winnie the Pooh Rumbly Tumbly Adventure	\$4.03	\$5.97
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Worms 3D	\$7.99	\$12.16
Worms Blast	\$3.50	\$8.70
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X-Men: The Official Game	\$3.66	\$4.78
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X-men Legends 2	\$9.89	\$10.53
X-men Next Dimension	\$5.40	\$6.75
X-men Wolverine's Revenge	\$4.91	\$6.29
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XIII	\$9.51	\$12.90
Yu-Gi-Oh Falsebound Kingdom	\$7.00	\$9.08
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Zatch Bell Mamodo Fury	\$23.05	\$25.99
Zelda Collector's Edition	\$30.30	\$36.99
Zelda Four Swords Adventures	\$23.59	\$33.32
Zelda Four Swords Adventures [Cable Bundle]	\$21.22	\$57.74
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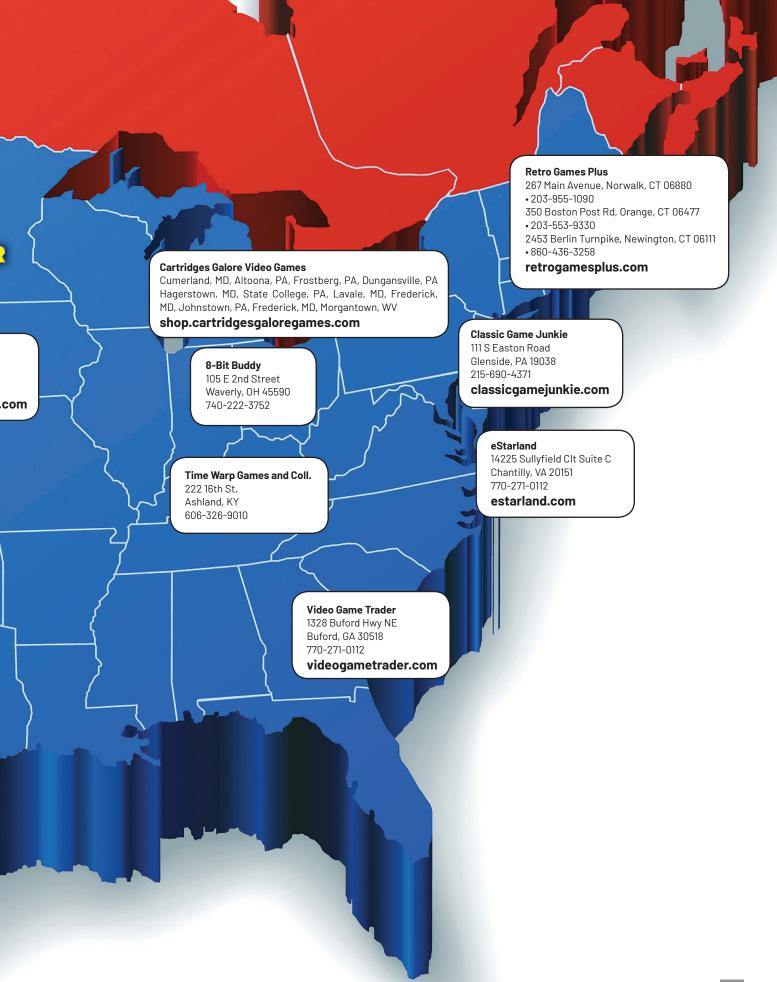
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