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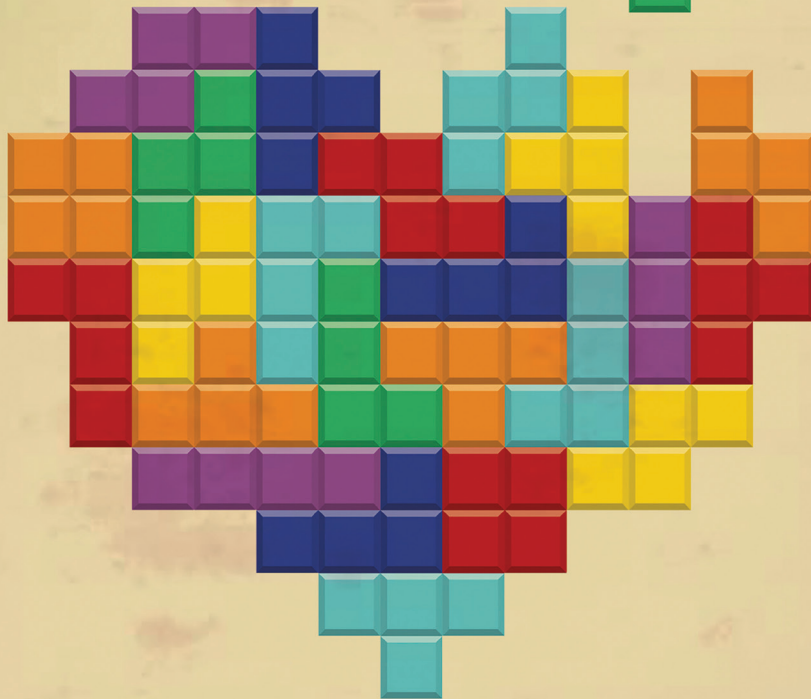
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- 06 PUZZLE GAMES**  
Myst  
BY TODD FRIEDMAN
- 08 PUZZLE GAMES**  
Myst: Solve the Original in 30 Minutes?  
BY THE JADED GAMER
- 09 PUZZLE GAMES**  
Tetris in Pop Culture  
BY DAVID OXFORD
- 11 PUZZLE GAMES**  
Puzzle De Pon!  
BY MIKE MERTES
- 12 BRETT'S OLD SCHOOL BARGAIN BIN**  
Tetris Attack and Zoop  
BY BRETT WEISS
- 14 THE WALTER DAY REPORT**  
The Birth of An Arcade  
BY WALTER DAY
- 16 NEWS**  
OSG Events Calendar
- 17 THE GAME SCHOLAR**  
Plug and Plays  
BY LEONARD HERMAN
- 20 THE JADED GAMER DOUBLE TROUBLE**  
The Best Video Game In The World  
BY BILL DONOHUE
- 21 THE JADED GAMER DOUBLE TROUBLE**  
BOMB SQUAD or Boom Goes The Dynamite  
BY BILL DONOHUE
- 24 FEATURE**  
30 Years of the TurboGrafx-16  
BY ROB FARALDI
- 26 NEWS**  
Convention & Event Update  
BY OLD SCHOOL GAMER
- 30 FEATURE**  
Designing Yar's Revenge - The Sizzle  
BY HOWARD SCOTT WARSHAW
- 32 PEOPLE AND PLACES**  
Underground Retrocade  
BY MIKE MERTES

- 34 PEOPLE AND PLACES**  
1990 NWC vs. Dave "DLo" Lopez  
BY STEVE DELUCA
- 38 REVIEWS**  
It's A BurgerTime Party  
BY BRAD FEINGOLD
- 39 REVIEWS**  
EvoRetroing Out Your Nintendo Switch  
BY BRAD FEINGOLD
- 40 REVIEWS**  
Street Fighter Replicade  
BY MIKE MERTES
- 42 REVIEWS**  
NES Encyclopedia  
BY FRANK SCHWARTZTRAUBER
- 42 REVIEWS**  
The Art of the Point-And-Click Adventure Game  
BY OLD SCHOOL GAMER
- 44 REVIEWS**  
Killer Queen Black  
BY BRAD FEINGOLD
- 45 REVIEWS**  
Cofee Break ShootOut and Total Refill  
BY OLD SCHOOL GAMER
- 46 OPINION**  
Sorry Sony  
BY BRAD FEINGOLD
- 47 NEWS**  
Great Retro Shops  
BY OLD SCHOOL GAMER



It's lucky issue number 13, and in this edition we explore the world of puzzle games. We've brought in some exciting new writers for this issue, and we also continue our insightful pieces by Howard Scott Warshaw and Walter Day. This is an issue you need to read from cover to cover (or top to bottom as it were). We hope you enjoy reading it as much as we enjoyed creating it!

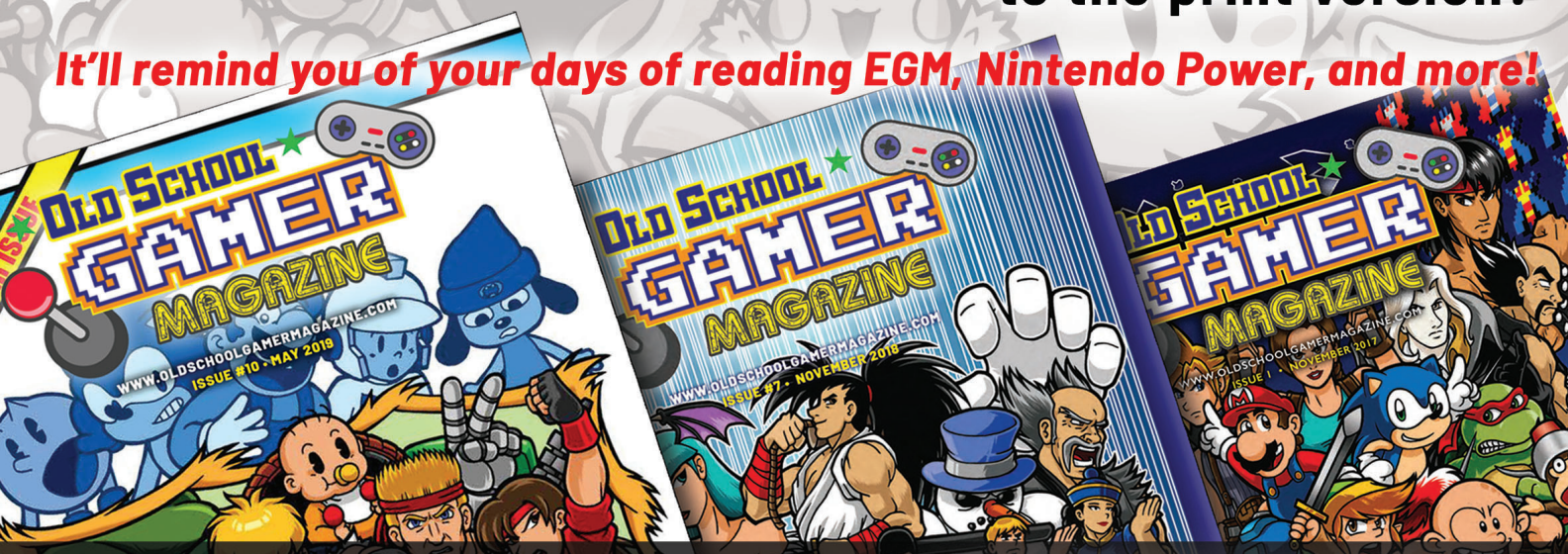
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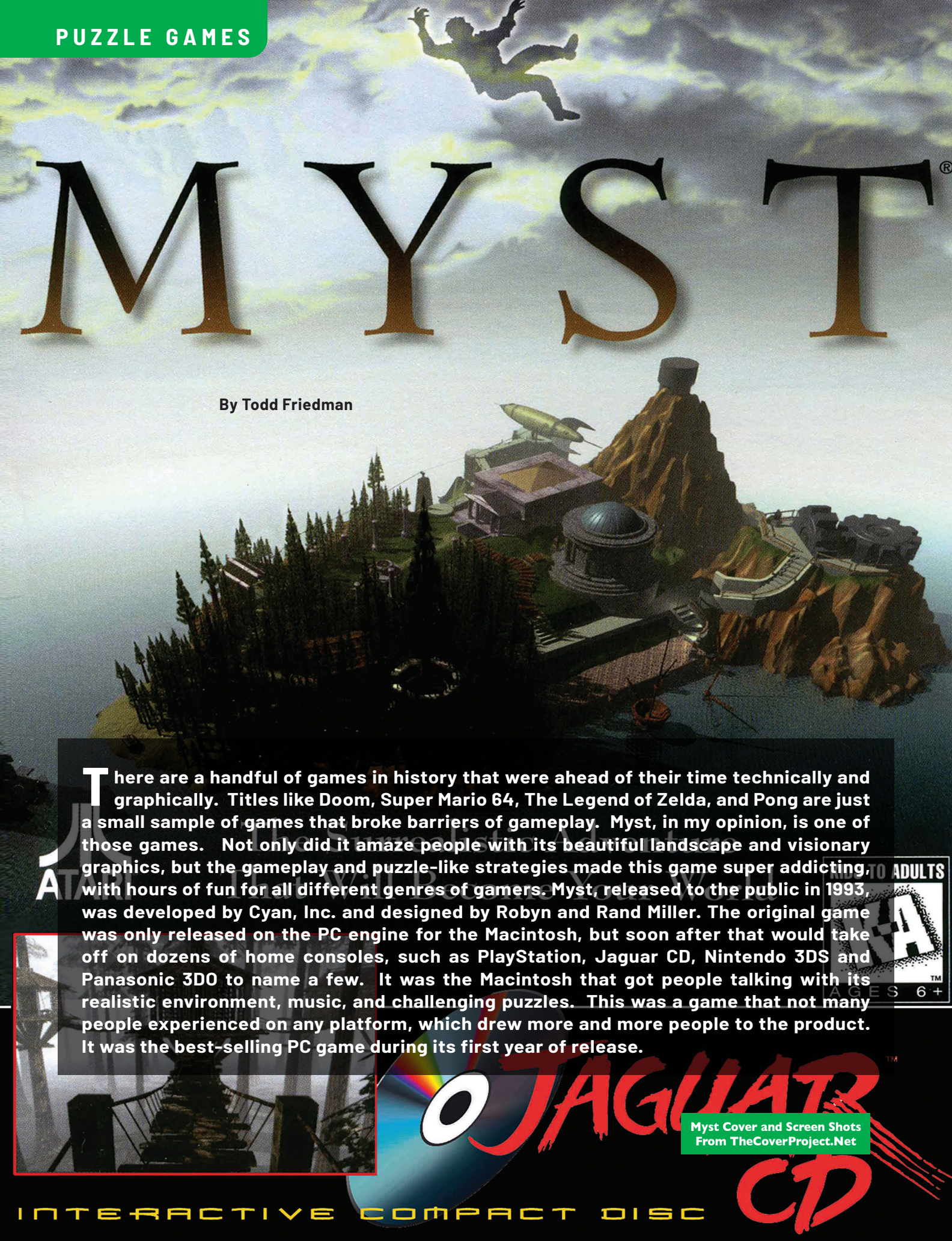
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# MYST<sup>®</sup>

By Todd Friedman

**T**here are a handful of games in history that were ahead of their time technically and graphically. Titles like Doom, Super Mario 64, The Legend of Zelda, and Pong are just a small sample of games that broke barriers of gameplay. Myst, in my opinion, is one of those games. Not only did it amaze people with its beautiful landscape and visionary graphics, but the gameplay and puzzle-like strategies made this game super addicting, with hours of fun for all different genres of gamers. Myst, released to the public in 1993, was developed by Cyan, Inc. and designed by Robyn and Rand Miller. The original game was only released on the PC engine for the Macintosh, but soon after that would take off on dozens of home consoles, such as PlayStation, Jaguar CD, Nintendo 3DS and Panasonic 3DO to name a few. It was the Macintosh that got people talking with its realistic environment, music, and challenging puzzles. This was a game that not many people experienced on any platform, which drew more and more people to the product. It was the best-selling PC game during its first year of release.

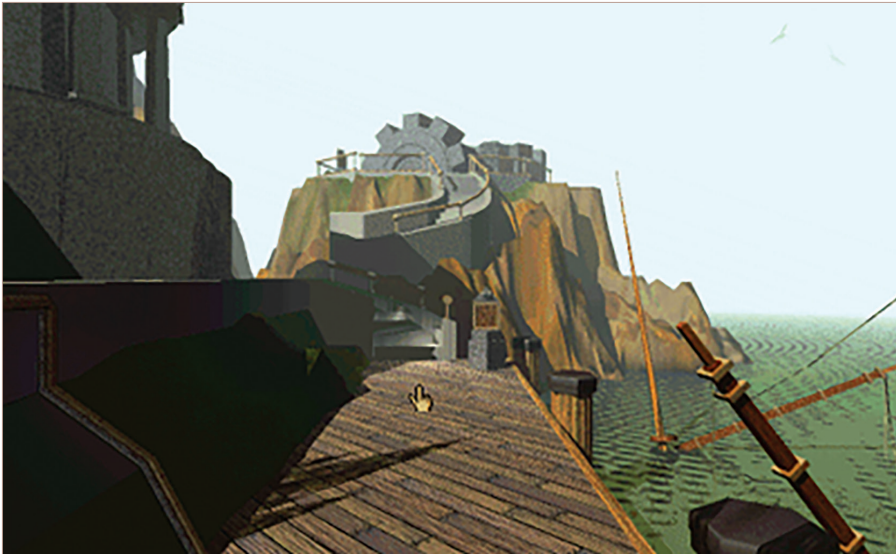


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Myst Cover and Screen Shots  
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the sounds as you were moving around in the game. It really made it seem like you were in a real virtual world. The music in the game was so good that it was released as "Myst: The Soundtrack". The story goes that the designers did not want music to be in the game as it would take away the focus and concentration of the gamer. It was a gamble, but it worked. Not only did it work, but it took the gameplay to another level. It was the perfect music for the perfect game.

The storyline consists of an adventure surrounding a book titled "Myst", which is what the island is called in the game. On the island are two more books that need to be discovered that give more clues to the game and more

Myst had groundbreaking technology and high-resolution graphics. This challenged the workhorse of the Macintosh back in the early 1990's. This was a tough time to get a game created the way the designers wanted. The memory of the PC was not strong enough to handle something this intense, and the CD-ROM was slow to the punch when it came to processing the data. The Miller brothers found a way to make it work and at the same time give gamers the true experience they were looking for in a game. It did take a couple years to make it reality, but it was well worth the wait.

The Miller brothers created such a gorgeous looking game, that sometimes it was hard to realize this was an epic adventure that would test your mind and patience. When you peel back the layers of the game, it really is one giant puzzle that needs to be solved. The story line and screen by screen movement was a perfect recipe for this historic game. The controls were basic in the sense that you just needed to point and click your mouse. No other control was needed in this challenging title. You moved your character from screen to screen by clicking the side you wanted to move to while finding objects or clues that you needed to continue the adventure. An average player would need about 40 hours of gameplay to compete the game. Advanced or skilled players could possibly finish the game between 12-25 hours.

Another historical feature that the game Myst provided is the outstanding sound and music. The soundtrack to Myst is at the top of my list of gaming music. It was very important to the Miller brothers that the game had the exact sound effect you would encounter if you were really in that world: the rain, the fire, the stepping on glass, etc. This had to be perfect to make the game work. It did not disappoint. It was chilling to hear some of

worlds to discover. These worlds are called "Ages". In each world are missing pages that belong to the books and need to be filled in to figure out the missing information.

The puzzle aspect of this game was unique for its time. The world you experience is the puzzle. You need to find items and areas to solve questions and continue to the next steps. The maze-like world is very difficult to get through without finding all the clues and instructions. Without putting all the pieces together, your adventure will more likely be scenic rather than accomplished. It is very easy to get mesmerized in the beauty of the game and miss a key clue that is hidden in the scene.

As a sort of "help" feature, the gamer was given an option to skip or "zip" though the maze to an already entered area. This lightning bolt ICON gave frustrated gamers who got lost to instantly go to a place they recognized and could start over.

The cool thing about Myst is that there are multiple endings. This is a feature not known yet to the gaming community. There were some "RPG"-like games created that gave a different ending or perspective depending on



what you did, but *Myst* was different as it was a puzzle game that had multiple ways out. Most puzzle games have one exit and many ways to get there.

*Myst* overall won many awards and accolades. Some of these were "Best Fantasy Game" in 1994, Runner up for 1993 "Adventure Game of the Year", and 11th on the list of "Most Innovating Computer Games" of all time. It really paved the way for exciting and innovating CD-ROM games. It changed the way designers looked at Puzzle and RPG games. More games followed that mimicked the "*Myst*" idea and design. By November of 2000, *Myst* sold over 6.3 million units worldwide. *Myst* was the best-selling PC game of the 1990's until *The Sims* beat it in early 2001. That is a tremendous accomplishment, considering the PC boom of the mid and late 1990's. As *Myst* became available on home consoles, more gamers were influenced by the *Myst* effect. It kept the game going for generations and helped more independent game developers come up with new ideas and designs.

*Myst* created four sequels to the game, although they did not live up to the huge popularity of the original. *Riven*

was released in 1997 and *Myst III: Exile* was released in 2001. *Myst IV: Revelation* was released in 2004 and the final game of the series, *Myst V: End of Ages* was released in 2005. In May of 2000, the original *Myst* game was revamped and called *Myst: Masterpiece Edition*. All the images were spruced up and made more colorful as the technology got better. This made for a real life-like environment that looked better than the original. Many consoles over the years picked up on the title. In 2012, PlayStation Network released a download for the PlayStation 3 and PSP which was the PS1 version that came out years before. Nintendo tried to raise the bar and release the game for the Nintendo 3DS, making the game more realistic in a 3D environment. It did not do as well as planned, but still was a cool rendition of the game. Nintendo will be releasing a modern version for the Nintendo Switch will be released at the end of 2019, called *realMyst: Masterpiece Edition*. *Myst* for me will go down as one of the most prolific games to come out on the PC as well as on the consoles. It still is a tremendously addicting game to play, even today. 🎮

**Todd Friedman** is heavily involved in the video game community. He is currently writing for Old School Gamer Magazine, Little Player Magazine, Retro Player Magazine, RetroGaming Times and The Walter Day Collection. He has Co-Promoted the Video Game Summit in Illinois for the past 10 Years. Todd is an avid video game collector with over 3500 console games and 35 systems. One of his main responsibilities is keeping the Walter Day Trading cards alive. Todd holds over 60 world records on the Nintendo Wii game DJ Hero. Todd was also a nominee for the International Video Game Hall of Fame, class of 2016 and 2017.

## Solve The Original *Myst* in 30 Minutes?

### From the Jaded Gamer

These steps will allow *Myst* to be completed in thirty minutes, without viewing the entire game.

1. Turn on all markers (marker switches to up positions and symbols to green). At the clock tower, rotate the small wheel twice and the large wheel eight to set the clock to 2:40. Cross the bridge and turn on the switch.
2. Return to the dock and turn off the marker switch (down position). Get the white page.
3. In the Library, look at the book on the far right of the middle shelf for the pattern for page 158.
4. Input the pattern on the door in the fireplace opening.
5. Save the game. Decide which ending to display and deliver the appropriate page.

Also, to get all the different endings:

- 1 - give red book all pages
- 2 - give blue book all pages
- 3 - use green book without white page
- 4 - use green book with white page





# Tetris in Pop Culture

By David Oxford

**W**hat has seven shapes (or Tetrominos, if you prefer), each consisting of four blocks, falling down a well and disappearing when lines are formed?

Obviously, a great concept for a video game – one of the greatest of all time, but unlike a Pac-Man or a Mario, there doesn't seem to be much more you can do with it, right?

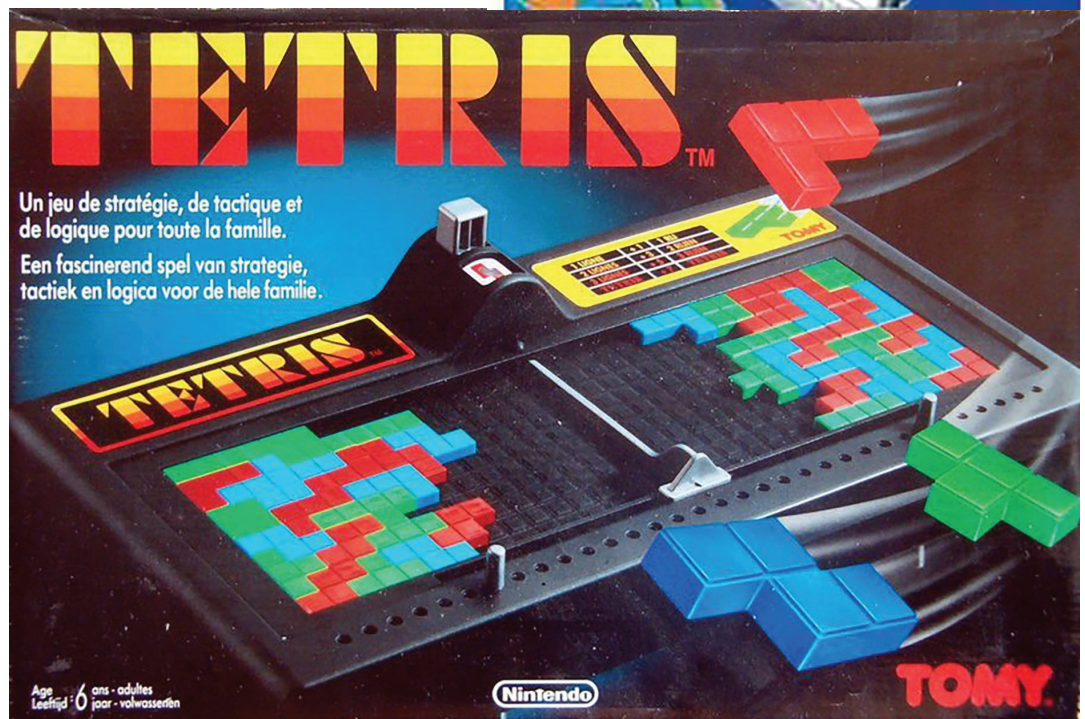
Well, as it tends to do (for good or ill), the worlds of licensing and pop culture disagree. As such, the phenomenon that is Tetris has exploded into many different facets of the landscape, many in unexpected and bizarre ways.

For instance, you would think that the only way to play Tetris – a game where blocks literally vanish from existence – would only be achievable in a video game space, right?

That hasn't stopped several board-game companies from trying to adapt the premise into something a little more tangible. Milton Bradley's 1989 version (licensed by Nintendo) featured players blindly taking Tetrominos and placing them on a board from the bottom up, passing off unwanted pieces to other players, all in the name of having the fewest open spaces left in the end.

Another version from around the same time by Tomy is based more on claiming territory, and yet another from Radica in 2003 called Tetris Tower 3D uses lights and sounds to create something a little closer to the actual video game yet looks like a hybrid between Tetris and Connect Four. Throw in mini-jigsaw puzzles, a version of Jenga, and other offshoots like Tetris Dual and Tetris Link, and there's been a surprising amount of variety and life found for Tetris in the physical game space.

Tetris has spread to other types of gaming as well – specifically, games of chance. In some places around the world that allow gambling, including parts of the United States and Canada, you might find, upon a trip to your local variety or grocery store, Tetris-themed lotto scratch cards. These tend to vary by gaming commission, however, so if you're seeking to add these to some sort





of collection, just be aware that there are several different kinds.

The Russian falling block game has managed to find its way into more passive media as well, though in some cases less officially than others.

For instance, *Blokken* is a game show based on Tetris that's been running on Belgian television since 1994. With over 4,500 episodes and 22 seasons, it's reportedly the longest-running quiz show in Belgium. While maybe a little less directly inspired, Japan's *The Tunnels' Thanks to Everyone* features a segment called "Brain Wall," which English-speakers have taken to calling "Human Tetris" due to how contestants must contort their bodies in order to fit through block-shaped openings in a moving wall.

In North America, Tetris is no stranger to multimedia, either.

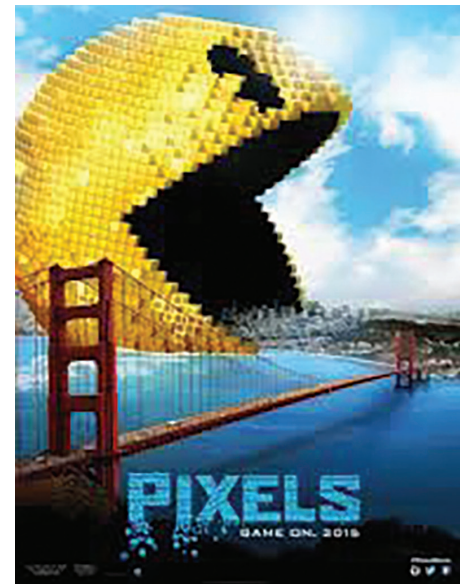
One popular example comes in the long (long) running animated sitcom, *The Simpsons*. The ninth episode of Season 14, "The Strong Arms of the Ma," opens with the family attending the bankruptcy garage sale of the Arnold-esque Ranier Wolfcastle. When Homer must figure out how to fit all the stuff they've purchased (as well as themselves) into the family station wagon, he declares that "this is what

begins to play.

As one might expect, Tetris also played a role in the adventures of Captain N: *The Game Master*, though perhaps surprisingly more prominent than one might expect. Two episodes take place in Videoland's world of Tetris, featuring blocky characters and the reveal of Princess Lana's long-lost brother, Lyle.

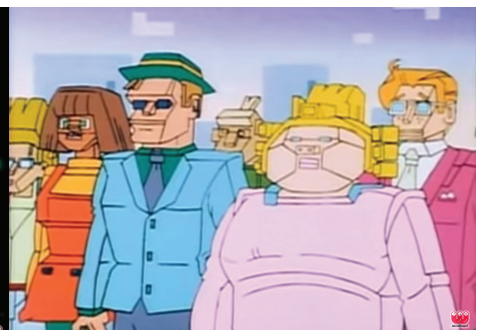
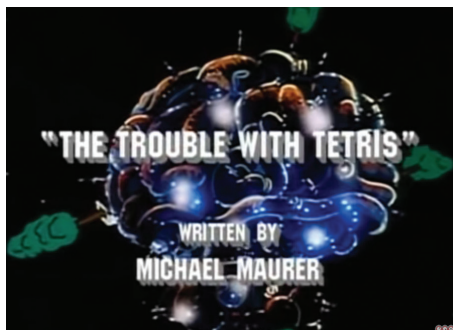
The first episode, "The Trouble With Tetris," focuses on Mother Brain's scheme to steal the Sacred Square, the Tetromino block responsible for keeping the entire Tetris world together. In "Totally Tetrisized," a new villain called the Puzzle Wizard has taken over the world of Tetris, and turned everyone into Tetrominos, leaving it up to the N Team to vanquish the villain and return the populace to normal.

Perhaps the most prominent example of Tetris breaking into pop



they do when a full row is filled and taking out floors of the buildings.

There's an even bigger moment to come. That same year, it was




all those hours of playing Tetris were for." As he visualizes everyone and everything as a Tetromino and begins fitting them into the vehicle, "Music A" from the Game Boy version of the title

culture is in the 2015 Adam Sandler vehicle *Pixels*, which pulled in \$244.9 million. While brief, a part of the movie shows Tetrominos falling from the sky and landing on buildings, doing what

announced that Larry Kasanoff (who helped bring *Mortal Kombat* out of the realm of video games and onto the big - and small - screens) was working not only making a movie out of Tetris, but making it a trilogy at that.

"We want the story to be a surprise, but it's a big science-fiction movie," Kasanoff told *Empire*. "I came up with the idea as I was thinking about Tetris and the theme of creating order out of chaos."

The film was to begin shooting in 2017, though reports since the earlier announcements of a trilogy have been few and far between. 

**David Oxford** - Lover of fine foods and felines, as well as comics, toys, and... oh yeah, video games. David Oxford has written about the latter for years, including for *Nintendo Power*, *Nintendo Force*, *Mega Visions*, and he even wrote the book on *Mega Man*.





# Puzzle De Pon

Platform: NEO-GEO MVS & AES

Developer - Visco Corporation

Release Date - 1995

By Mike Mertes

**M**any people would look at a screenshot of Puzzle De Pon! and automatically assume that its a Puzzle Bobble/Bust-A-Move game. In actuality, it is not. Don't feel bad though, despite having played Puzzle De Pon! for years; I thought the differences in the games were simply in name alone.

Both games share a similar mechanic - Players shoot randomly colored balls upward on-screen to matching colored balls. When three of the same colored balls are connected; they disappear from the level. The differences between the two games start right after that, however. In Puzzle De Pon!, players are tasked with releasing a token trapped by the color balls to beat the stage. These tokens vary in form and symbol, and due to their shape, colored balls can be difficult to connect without precision aiming. In Puzzle Bobble, players are tasked with clearing out all the colored balls in a stage to complete it, with no token plates to contend with like in Puzzle De Pon!

To further define itself from Puzzle Bobble, Puzzle De Pon! features several power-ups that can drastically help players clear stages in record time. Shooting an "Allow-ball" marked with an arrow will give you the ability to see a line indicating exactly where your ball will end up when shot. Using this power-up makes those challenging trick shots a cinch and becomes an instant relief when they show up as the next ball to shoot. Next up is the "Bomb-ball" that will destroy all balls clustered together, which is extremely handy for destroying spike stone obstacles that can not be removed easily in some stages. Finally, the "Star-ball" will eliminate any of same color balls across the entire level you connect it with, so choose carefully when the chance to shoot it appears. Don't take too long though. You only have 5 seconds before your ball launcher will shoot for you and you have a limited amount of time to complete each stage. If you can't manage your shots, you will quickly find yourself running out of space, and if the balls reach the line on the bottom of the screen, it's game over.

Puzzle De Pon! is an enjoyable experience in both its



stand up arcade cabinet MVS version or home console AES edition. Both versions contain a fun, head to head two-player mode and control comfortably with either a joystick or gamepad. Whenever I have a game night in my basement arcade, Puzzle De Pon! is continuously requested to be set up on the NEO-GEO MVS cabinet. It's an addictive game, and its popularity warranted a sequel called "Puzzle De Pon! R!". So the next time you walk by a game cabinet that looks like its playing Puzzle Bobble, give it a second look. It may be Puzzle De Pon! you see before you. 🎮



# Tetris Attack and Zoop

By Brett Weiss

**T**wo of my favorite action puzzlers are on the Super Nintendo: Tetris Attack and Zoop. Both are dynamic, fun, and easy to pick up and play for gamers of all ages. You can get a complete copy of Tetris Attack for around \$20 (\$10 cartridge only) and a complete copy of Zoop for approximately \$12 (\$4 cartridge only). A bargain to be sure, as these games will keep you busy for hours and hours.

## TETRIS ATTACK

Produced by Gunpei Yokoi, the chief architect of the Game Boy, Tetris Attack deviates significantly from the falling block gameplay mechanic established by the original Tetris and copied by countless sequels and rip-offs. The game features colorful square panels - with a star, heart, diamond, or other such design - that rise from the bottom of the screen. Players quickly zip a cursor around the playfield, rearranging the panels two at a time with the goal of aligning three or more identical colors in a row, effectively eliminating them from the screen. While you can only switch the panels horizontally, the identical panels matched up horizontally or vertically will be erased. Combos and chain reactions reap an assortment of

rewards, such as bonus points and the encumbering of your opponent's playfield with garbage blocks.

While cuter and more colorful than most of the other games under the Tetris umbrella, Tetris Attack is in no way less exciting or less addicting. It's downright frightening how quickly the hours can melt away while you are mesmerized by this thoroughly challenging game, which is especially enjoyable in two-player (split-screen) mode. The nifty in-game tutorial hosted by Yoshi is a nice bonus - the game features characters and settings from the great Super Mario World 2: Yoshi's Island. The redundant sound effects are pedestrian, but the restrained new age melodies are very easy on the ears.

The game's only true flaw is what I call the "panic" maneuver. If you are having limited success clearing panels, you can move the cursor around the screen at top speed, switching panels randomly, hoping to luck into some

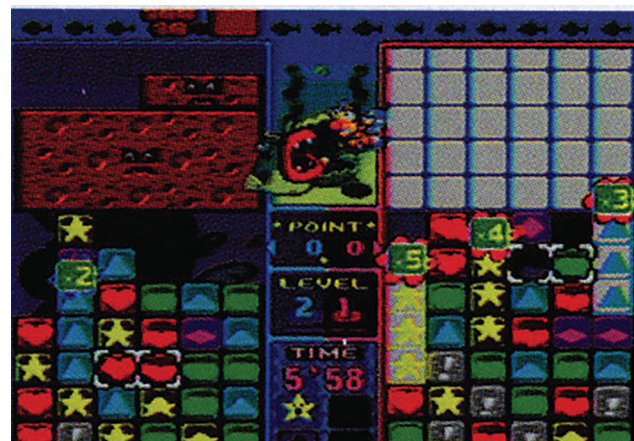
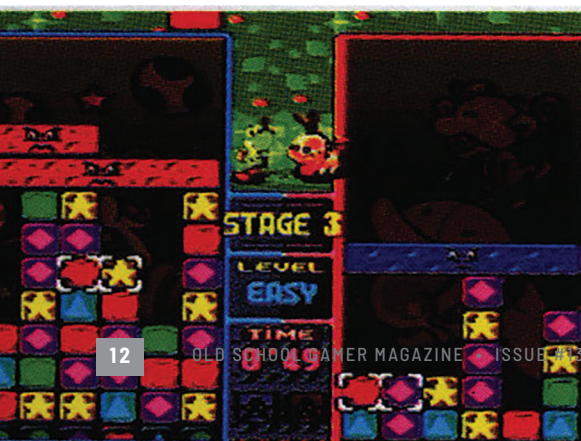
matches, combos, and chain reactions. While not a surefire method for success, this kind of "cheating" works well far too often. To look at it another way, this method does give less skilled players a fighting chance, so it will be a net positive for some.



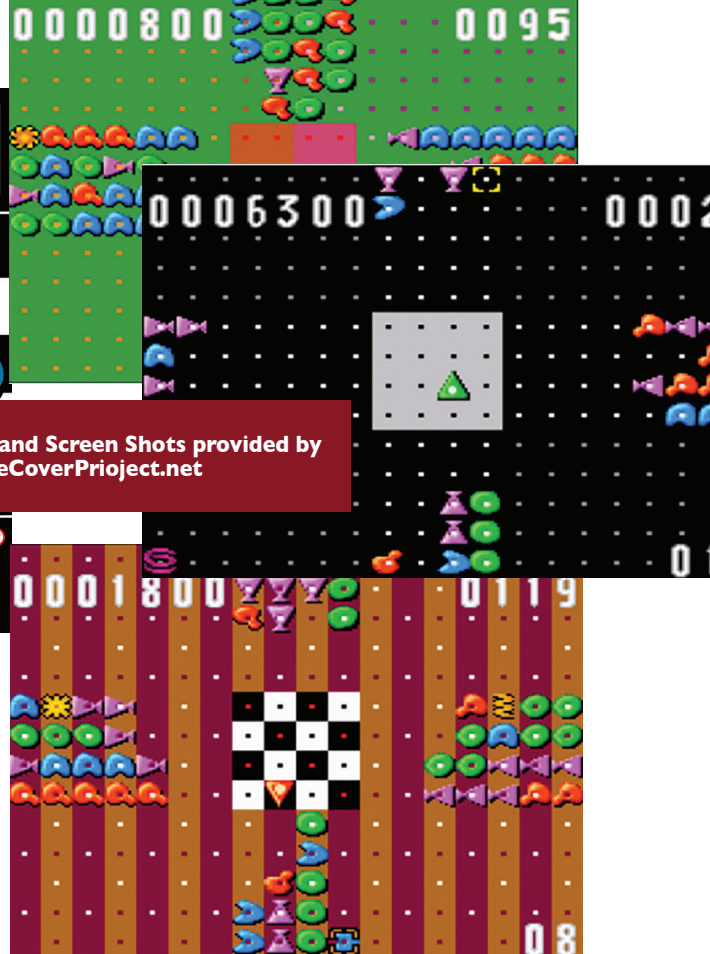
Game Covers and Screen Shots - From TheCoverProject.Net

Tetris Attack, which is very similar to Pokémon Puzzle Challenge for the Game Boy Color and Pokémon Puzzle League for the Nintendo 64, was also released for the Game Boy. That version utilizes the Link Cable for two-player action. The Super Famicom release was called Panel de Pon. It features fairies as the primary characters in a fantasy setting.

\*Excerpted from The SNES Omnibus: The Super Nintendo and Its Games, Vol. 2 (N-Z)







Game Covers and Screen Shots provided by TheCoverProject.net

## ZOOP

In the Advance Edition of the Digital Press Collector's Guide, Zoop is referred to as "Cosmic Ark meets Tetris," and that's an apt description of this time-draining puzzler.

The object of Zoop is to eliminate a random sequence of colored shapes advancing toward you from the four sides of a square-shaped grid. You control a shape-shooting triangle trapped in the Center Square of this grid. You can maneuver the triangle up, down, right and left. If you shoot a shape that's the same color as you, it will disappear from the screen (entire rows of the same color can be destroyed at once). If you shoot a shape of a different color, you will switch colors with that shape and the shape will remain on the grid. When you have cleared enough shapes from the playfield, you'll advance to the next level, and the action will get faster and more crowded.

In each of the 99 levels, power-ups randomly appear on the grid: proximity bomb (blows up pieces in a 3x3 area centered at the target piece); line bomb


(clears the entire target line of pieces); and color bomb (clears all the pieces in a quadrant that match the target piece). Also, if you collect five spring pieces, the entire playfield will be cleared out.

Zoop is an excellent game for many reasons: elegant simplicity, high level of challenge, and engrossing gameplay. Maneuvering the little triangle, quickly switching its color scheme, desperately trying to keep all the shapes from entering your territory, is challenging and a whole lot of fun. You'll constantly feel like the odds are against you (they are), so when you do make it past a level, your spirits will soar, at least for a second or two, until the next wave of shapes begins descending on you.

One thing that would've been nice is a two-player mode. The ability to control the advancing shapes while a friend tries to keep you from invading his Center Square would add another dimension to this already excellent game. A two-player cooperative mode would be interesting as well, especially

when the game gets too difficult to go it alone.

This version of Zoop is like its Genesis counterpart, but with one overriding exception: the controls. In the Genesis version, when you aim your triangle up, it sometimes goes to the left or the right. Neither game has perfect controls, but the Super Nintendo control pad works better in this case. You'll quickly become addicted to either version, but the Super Nintendo game is a more satisfying, less frustrating experience. Zoop was also released for the PlayStation (in a long box), Game Boy, and Jaguar.

\*Excerpted from The SNES Omnibus: The Super Nintendo and Its Games, Vol. 2 (N-Z) 

**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. Check out Brett's new YouTube show, "Tales from a Retro Gamer."





## The Birth of An Arcade

By Walter Day

**“Hey!” shouted a cheerful voice from a truck stopped in the middle of Ottumwa, Iowa’s bustling East Main Street...“Where can I find a video game arcade around here?”**

Two men, precariously perched on two tall ladders in front of a modest storefront, swung around and excitedly shouted “We’re right here.” Their excitement was almost uncontrollable because they knew the truck had arrived with a shipment of video games. Before the day would be over, John Bloch and Walter Day would be the proud proprietors of Southeast Iowa’s newest video game arcade, and the wooden sign they were installing above the main entrance to the establishment at 226 East Main Street proudly proclaimed this fact with the words “Twin Galaxies.”

It was November 10, 1981, and Bloch, the creative genius of the two, had just figured out that very morning how to use a jig saw and cut a long stretch of plywood into the words “Twin Galaxies.” Shimming down the two ladders, Day and Bloch looked up at their new sign with divine satisfaction. They both absolutely loved playing video games and now they owned their own arcade.

Running to the back door of the building, they arrived just in time to meet the truck that was backing up to the loading dock.

A vending machine operator, who had already put their games in 25 other arcades throughout Iowa and Missouri, had agreed to supply 22 games to the new arcade on a 50/50 split. Bloch took out his camera and took more than 100 photos of the entire process as the vending company wheeled in the 22 games — many of them brand new, fresh out of their boxes. The games included Asteroids Deluxe, Battlezone, Centipede, Donkey Kong, Defender, Dragster,

Frogger, Galaxian, Gorf, Lunar Lander, Make Trax, Omega Race, Pac-Man, Qix, Red Baron, Space Fury, Sprint 2, Star Castle, Super Cobra, Tempest, Turtles and Wizard of Wor.

“It took little time to unload and set up the games because John and I often stopped to play our favorite games. I loved Gorf, Pac-Man and Centipede and John loved Red Baron and Wizard of Wor. It’s funny how one’s perspective can change with time. I complained about Wizard of Wor being included, but the game supplier looked at me in astonishment and scolded me, saying this was a great game. Today, I completely agree with him and when I am at conventions, I often choose Wizard of Wor as the only game I ended up playing.”

“The only downside of the day was that the hundred or so photos we snapped during the delivery and set up process turned out bad and couldn’t be developed by the film laboratory.”

“The photo that you see included with this article may be the only known photo of Twin Galaxies showing the original wooden sign. The photo was published in the 1982 Ottumwa High School Yearbook as part of their feature section that described the activities in the community that were enjoyed by the student body. Twin Galaxies was definitely a major destination during the 1981-1982 school year.”

“The wooden sign would adorn the front of our building until April 1982, when it was covered up by the colorful electronic box sign that everybody knows and loves from all the later photos. Ten years later, when the electronic sign was taken down, the old wooden sign was found beneath it, still heralding the glory of Twin Galaxies.”

“Funnily enough, when the big moment came to open the doors to the public, I was not there. I had to leave to drive 24 miles back to my office in Fairfield where I had



an appointment with a news reporter from WHO-TV (ABC in Des Moines), who was filming me for an evening news segment. Was it about video games? No, the reporter was there to report on my famous occupation as a vintage newspaper salesman — supplying old, historic newspapers from the 1600s through the 1800s to collectors, restaurants (for interior decor) and school teachers looking for teaching aids for the history classroom."


"By the time the reporter had left, nighttime had fallen, and I called John back at the arcade. John, who by now had finished the arcade setup, was elated. 'Walter, you have to see it to believe it! There is a slight rise in the floor as the room goes towards the back of the arcade and it gives the appearance of the games rising to a point in the middle.'"

Our game supplier loved this amazing effect and forever after described this effect as the "Twin Galaxies look."

"I couldn't wait to get back and enjoy the very first moment of being an arcade operator. But, before I could hang up the phone, John shouted: 'Wait, our first customers have come in!'"

"Yes, two customers had walked in the door and stopped in amazed silence. The one in front simply said, 'What!? An arcade?'"

"It was Dan Fogelman and Shawn Heaton, two local OHS students. Sadly, I wasn't there for this moment. I was like a new father whose child had been born while they were out getting coffee, completely missing the moment."

Yet history was born. 

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

## n cited itions

ie Binford, of Marshalltown, rked for 60 years as a social and was a long-time association-  
pioneer social worker Jane s.  
rie Chapman Catt, of Charles ho was chosen by Susan B. y to succeed her in 1900 as nt of the National Woman s Association.  
abella Mansfield, of Des County, who became the male attorney in the nation the passed her bar exam- in Henry County in 1869.  
mette Dodder, of Iowa City, s been a state senator and native and a leading advo- women's rights, rape law re- venue justice, and child

I Amelia J. Bloomer, of Coun-  
ts, who did not create the pants but wrote about it, t popular, and gave it her

members of the hall include Samuelson, of Shenandoah; Rosenfeld, of Ames; Jessie mbauhof, of Shenandoah; Pendra, of Maquoketa; Louise Smith, of Eddyville; Vittenmyer, of Davenport; Ruth Buckow, of Hawarden; ane Odell, of Des Moines; unningham, of Des Moines; ee, of Clearfield; Catherine s, of Des Moines; Ida B. mith, of Hamburg; Mary I Des Moines.  
Dorothy Houghton, of Red san Glassell, of Davenport; issey Hillis, of Bloomfield; utton Sayre, of Indianola; gueline Day, of Des Moines.

## insplant ccess

n is alive in her. I feel very her and I've been praying and hope with all my heart es it because that will mean made it."

i's brother, Carl Jones, said proud his brother's organs d in the historic operation t the family was following ohlke's progress on tele- nd in the newspapers.

said Robert was in good nd probably had a strong cause he was fairly athletic, yed volleyball and basket- at school," he said.  
ras in 8th grade. Robert in

used to walk to school to- very day." Carl recalled, d to fight a lot like brothers ve still went places together

e hope the lady lives. It's still alive."

## geless

e conscientious and king and possess good t from years of work." job seekers can receive ing for a job at the Bur- fice, 1000 N. Roosevelt, anager Terry Jamison yers interested in hir- workers should call the 553-1671.  
ould not be the prime in hiring employ- ability to get the job uld be the true meas- McCormick said.

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# Newspapers present living history

By John Stewart  
"Stillwater, Mont., July 2d (1876).  
"Gen. Custer found an Indian camp of 2,000 lodges on the Little Horn and immediately attacked the camp. Custer took five companies and charged the thickest portion of the camp. Nothing is known of the operations of this detachment, only as they trace it by the dead. The Indians poured in a murderous fire from all directions, besides the greater portion fought on horseback. Custer, his two brothers, a nephew and brother-in-law were all killed and no one of his detachment escaped. — Two hundred and seven men were burned in one place, and the killed is estimated at 300, with only 31 wounded."

FAIRFIELD — This contemporary account of Custer's Last Stand appeared in the Poughkeepsie (New York) Weekly Telegraph nearly two weeks after the event. Yet, there is a dramatic quality which is lacking from the standard history books students are forced to consume.

One man who has recognized the teaching value of old newspapers is Walter Day, of Fairfield, a native of Boston, who claims Benjamin H. Day as an ancestor. Benjamin H. Day founded the New York Sun in 1833 — the first modern newspaper with a wide readership.

Walter Day, 31, has a business based in Fairfield called When History Was News. He has seven million newspapers in stock going back as far as 1590 and stores them in warehouses on the West and east coasts. He says he has three to eight copies of the New York Times, for instance, for every day back to 1900.

(By the way, seven million newspapers is more than the Hawk Eye prints in a whole year.)

DAY SELLS his old newspapers to other collectors, historical societies and recently to people interested in a paper from the day they were born. He is currently marketing his papers in this area.

"I became interested in collecting newspapers as a student at Salem State College in Salem, Mass.," Day said. "I edited a journal called Masthead from 1976 to 1978 to promote teaching with old newspapers."

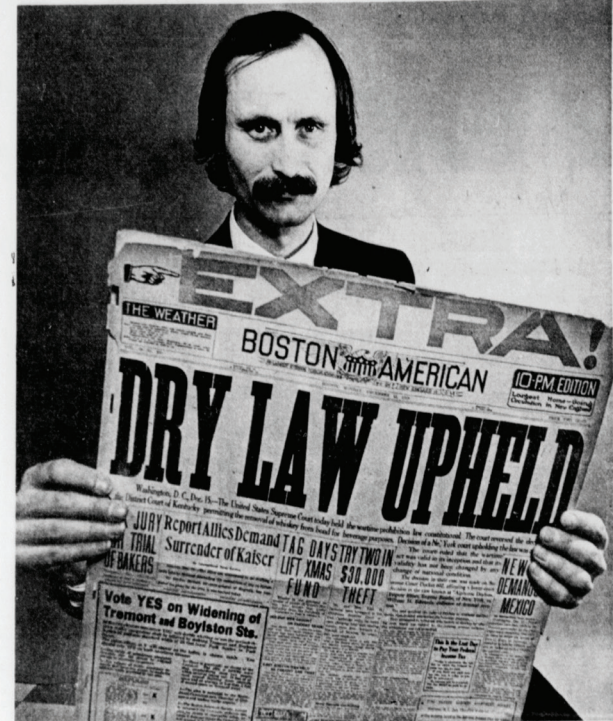
Day said Masthead had a circulation of between 6,000 and 8,500 during its lifetime and went to educators all over the world. The journal used accounts such as the one on Custer's Last Stand to show history students how people thought — previous times and to show journalists students how newspaper writing and production has changed.

Masthead was a big money drain on Day and he now feels his mammoth stock of papers will eventually become a money maker. "I love what I'm doing but it's still a novelty right now and there isn't real money in it right now," he said.

STORAGE AND SHIPPING is the big problem for a collector working on Day's scale. He charges about \$30 for a newspaper but he claims it is a good deal. "The New York Times offers a copy of the front page of their issue for the day you were born for \$25. I sell you the whole paper — sports, news, advertising — in a carefully packaged envelope."

The New York Times sells over a thousand of these novelties per month, according to Day.

Day gathered his collection from archive and institute holdings and took advantage of a change in technology at the Library of Congress



Walter Day displays extra addition of the Boston American

to get a huge number of newspapers free.

The Library of Congress began to convert its newspaper stocks to microfilm in the 60s and 70s and threw away many papers. "They have been doing it for decades," Day said, "but now they aren't throwing them away like they did. I just happened to be in the right place at the right time."

DAY IS STILL INTERESTED in using newspapers to teach and hopes to start up Masthead or something like it again. When asked, he makes presentations to grade school and high school students.

One lesson to be learned from Day's papers is that if readers think today's journalists are biased, they should look at how journalists used to write.

The Newark Daily Advertiser for April 26, 1865, had an account of the army's hunt for President Abraham Lincoln's assassin, John Wilkes Booth and an accomplice. The article began "They are bringing back the dead monster (Booth) and the living reptile (this accomplice, captured alive)."

Modern papers usually maintain their composure but reporters and editors of the 1860s felt no such compunction.

SEARCHING through the decades, Day also comes up with humorous anecdotes like this account of a woman who married four times and

finally remarried her first husband. From The Lowell (Massachusetts) Courier of 1852:

"On the day twenty-five years from her first marriage, she parted with her fourth husband, attended the funeral of her second, was married to her first, and the marriage ceremony was performed by her third husband! She is now living with her fifth, or rather her first husband, and is doing well, and is some woman yet!"

Day found an account of what he thinks to be Jesse James' first train robbery near Adams, Iowa, in the

Boston Traveller. It tells of how the robbers derailed the train and reads in part:

"As soon as the train stopped large, athletic men, masked in full Ku-Klux style, appeared at the express car, and commenced firing rapidly into the car yelling, 'Get out of there... ye, get out of there... Two of the robbers marched up and down the train threatening to shoot any person who showed his head on the train, saying, 'Get down out of sight... ye, or we will shoot you.'"

## Lady Di lookalikes

LONDON (UPI) — If imitation is the sincerest form of flattery, Lady Diana Spencer is the most sincerely flattered young lady in Britain.

Other British girls won't be able to have Prince Charles for a husband, but they can try to buy the same clothes, wear the same engagement ring, drive the same car and have the same hair cut.

Copies of Diana's engagement ring already are available. Sales of the car she used to drive are climbing. Hair stylists report a stampede of women demanding the "Lady Di cut" — hair trimmed short, layered and combed low on the forehead.

UPI's Geneva correspondent said the style is suddenly popular even in Switzerland and Finnish maga-

zines indicate it's all the rage in Helsinki.

"It's creating quite a problem for us," said Diana's own hairdresser, Kevin of the firm Head Lights.

"Everybody who asks for the style thinks that they will look exactly like Lady Diana. In fact, the hairstyle doesn't suit everybody. You need the right face."

But it was not just the face that grabbed space in Britain's newspapers Tuesday. Bare shoulders and low-cut bodices are rare in royal circles. "But Lady Diana has both the figure and the confidence to wear it well," fashion expert Kathy Phillips said.

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**At the time Twin Galaxies opened, Walter Day was well-known throughout the American media as a "newspaper historian," who was buying and selling vintage editions from the 1600s through 1800s and selling them to collectors and history teachers**

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Atlanta, GA • Southern Fried Gaming Expo • [southernfriedgamingexpo.com](http://southernfriedgamingexpo.com)

JULY 9-12, 2020

Pittsburg, PA • ReplayFX • [replayfx.org](http://replayfx.org)

JULY 25, 2020

Cleveland, OH • CCAG • [ccagshow.com](http://ccagshow.com)

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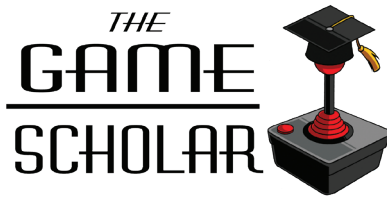
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# Plug and Plays

By Leonard Herman, the Father of Video Game History

**F**ollowing the success of the NES Classic in 2016, we've seen the SNES Classic, the forgettable PlayStation Classic and the well-received Genesis Mini. Although these gaming machines are referred to as dedicated consoles, they are not derived from the early '70s dedicated video game consoles that had their few games built-into them. Instead their lineage goes back nearly twenty years to a group of miniature consoles known as Plug & Plays, which got their name because they literally just plugged into the television and they were ready to play.

The first Plug & Play device was from a company called Toymax, which released the Activision TV Games Video Game System in 2001. Looking like a generic controller, the console featured two D-pads and two shoulder buttons, and plugged into a television's audio/video inputs via two attached RCA cables. Built-into the unit were nine ported Activision Atari 2600 games including River Raid, and one from Imagic, which had been purchased by Activision.



Toymax  
Activision TV  
Games Video  
Game System

Toymax was purchased in 2002 by Jakks Pacific, a seven-year old toy company, which released a second Plug & Play console exclusively through Avon. This one was called Atari

10-in 1 TV Games. This unit looked very much like the iconic Atari 2600 joystick with reset, select and start buttons on its side and audio and video cables sticking out of its back. The built-in games included several of the most popular 2600 games including, Adventure, Asteroids, Missile Command and Yar's Revenge. Oddly, three paddle games, including Pong and Breakout, were also included in the joystick.

In 2003, Jakks Pacific released the Atari joystick in stores. It also repackaged the Activision collection in a modern-looking joystick. Finally it also released a collection called Namco TV Games, which featured five games, including Pac-Man. During that year, Technovision entered the Plug & Play market with its 25 Intellivision Video Game System. This system, too, resembled a generic controller, and featured a D-pad, thumb-stick and five buttons. The infamous Intellivision controller that utilized overlays and featured a 12-button keyboard and a 16-position dial was not



25 Intellivision Video  
Game System



Jakks Pacific Atari 10-in-1  
TV Games

duplicated.

In 2004, several more companies entered the Plug & Play forum. Software publisher Majesco released two entries that both contained Konami-licensed games. Its Konami Collector's Series: Arcade Advanced featured six Konami arcade games, including Frogger. Strangely, Majesco's other Plug & Play unit was Frogger, and it included only that title.

Other arcade games that were released in 2004 as Plug & Plays were Space Invaders and Tetris, courtesy of Radica, a company that had previously manufactured electronic casino games. Radica also released a pair of Plug & Play units called Arcade Legends. These looked like miniature Genesis 2 consoles, with the only difference between them being that one had a blue Genesis controller and the other was red. Each featured six built-in Genesis games including Sonic the Hedgehog, which was on the blue set, and Sonic the Hedgehog 2, which was found on the red one. These would not be the last Plug & Plays to feature Sega Genesis games.



Radica Arcade Legends

Jakks Pacific released a sequel to its popular Namco TV Games. Mistitled as the Ms. Pac-Man Collection, the unit featured Ms. Pac-Man and four other Namco games that had nothing to do with Ms. Pac-Man at all. The company also issued a follow-up to its Atari 2600 joystick unit. Atari Paddle Games was in the shape of an Atari paddle controller and included thirteen games that required that controller.

Ironically, Jakks Pacific encountered competition from the company from which it had originally licensed games. Atari released its first console since 1993's Jaguar in the guise of a Plug & Play that looked like a miniature Atari 7800. Called the Atari Flashback, the unit featured fifteen Atari 2600 games and five Atari 7800 games. Three of the included





Atari Flashback

2600 games, Adventure, Breakout and Yars' Revenge were already available on Jakks Pacific's joystick unit. On the other hand, Sabatour, a 2600 game that had never been available to the masses, was also included.

Two historic changes occurred to Plug & Plays in 2005. First, Jakks Pacific reissued its Ms. Pac-Man Namco Collection in a new, wireless version. The Plug & Play concept was still alive, but it was no longer the console itself that was being plugged into the television. The other big change to the genre was that the consoles became programmable.

In the early days of video games, video game consoles were dedicated. This meant that they were sold with built-in games without the ability to add more. The release of Fairchild's Video Entertainment System (more commonly known as the Channel F) in 1976 introduced the idea of ROM cartridges where additional games could be purchased separately and played through the cartridge. These expandable consoles were known as programmable consoles. Prior to 2005, all Plug & Plays were dedicated. But that year brought two new units that were, in a sense, programmable.

One was a third release of Jakks Pacific's Ms. Pac-Man collection. Like the original that had been released a year earlier, this model was not wireless. The difference between it and its year-old predecessor was that this unit featured a slot in which optional gamekeys could be inserted (which provided additional games). The concept was not successful and Jakks Pacific discontinued it in 2006.

The other programmable

machine was Atari's new Flashback 2. This was a successor of the original Flashback, and like the original, had been designed by Curt Vendel of Legacy Engineering under contract by Atari. The unit looked very much like a miniature Atari 2600 and was packaged with a pair of joysticks that closely resembled the originals, which could also be used in the system. The Flashback 2 utilized a custom chip that was similar to the TIA chip used in the Atari 2600, thus it could play the original games, instead of ports of the games as was the case with the previous Plug & Play offerings. The system featured forty Atari 2600 games, including several homebrews. But this unit was also programmable, even though this was a feature that had not been advertised by Atari. Vendel designed the unit so hobbyists could easily modify it so a cartridge port could be added that would accept the original Atari 2600 cartridges. The Flashback 2 did very well. Vendel claimed in 2007 that the unit sold 860,000 units in the United States. That Flashback would remain the top-selling Plug & Play for nearly a decade, until Nintendo released its NES Classic.

But before that could happen, other

companies began licensing old games and releasing them in Plug & Play units. Technosource, the company that had released the Intellivision Plug & Plays, went back to the early eighties and found another company in which retro-gamers had shown interest. In 2005, the company released two Coleco-branded units, but there was one major problem with them - both featured generic games that had never been issued by Coleco.

Radica also returned in 2005 with two new Plug & Plays featuring Sega Genesis games. Outrun 2019 was housed in a steering wheel body that was used as the controller. Menacer was a lightgun that contained six Genesis games and was patterned after the original Menacer light-rifle that Sega had released in 1992. The six games built into the Radica device were the same six games that had been included on the cartridge that accompanied Sega's rifle.

2006 brought more built-in Sega games to the market. This time, a Chinese company called AtGames joined the party with a controller-like unit called the Poga, which featured thirty Sega Master System and Game Gear titles.

AtGames returned with a vengeance in 2008 with heaps of new Plug & Plays, all featuring Sega 16-bit games. The Arcade Classic included twenty built-in Genesis games and a wireless controller that somewhat resembled a Genesis controller. The unit also featured a cartridge slot that accepted original Genesis and Mega Drive cartridges. A switch on the back of the unit toggled between PAL and NTSC.

The Arcade Motion was a blue Plug & Play console in the shape of Sonic the Hedgehog's head. It used motion controllers that were similar to Nintendo's Wii. It contained fifteen Genesis games, eight of which overlapped with the games included on the Arcade Classic. However, in addition to



AtGames POGA



Sega Genesis™ Arcade Motion



the Sega games, the unit also included seven generic interactive sports games and eighteen generic "arcade" games.

The Arcade Motion Classic fell somewhere between the Arcade Motion and the Arcade Classic. The console itself was the same as the Arcade Classic, although it was white instead of black, but it did come with the same motion controllers. The game lineup was exactly the same as the Arcade Motion right down to all of the included generic games. This unit also came with extras pieces that plugged into the controller, including a tennis racket, baseball bat, golf club, and ping pong paddles. These extras did nothing to enhance the game, but were meant to make the player feel as if he was actually playing the included sports games.

AtGame's fourth Plug & Play of the year was called the Arcade Master. This one featured a joystick with a large red grip and six buttons. The artwork on the console suggested that it was for fighting games, but the 26 built-in Genesis games proved otherwise. With a few exceptions, the lineup was the same as that on the Arcade Classic. However, while the Arcade Classic allowed the addition of new games via original Genesis cartridges, the Arcade Master accepted additional games through an SD Card.

In 2011 AtGames released the Arcade Blast. This was in the form of a Genesis controller and looked very similar to Radica's Arcade Legends, with the exception that it plugged directly into a television without using an intermediary console. The Arcade Blast offered nothing new in the way of games. All twelve of its built-in games had been available before in different AtGames collections.

While it looked like AtGames was



trying to fill the marketplace with licensed Genesis Plug & Plays, in 2011 it released another console that would eventually become synonymous with the company itself. This was the Atari Flashback 3. On the outside, this looked almost exactly like the Flashback 2 that had been distributed directly by Atari, with the exceptions including the controller ports moved to the front and the absence of a color/bw switch. But on the inside the sixty built-in 2600 games were ported and the unit could not be hacked to add a cartridge port. Atari 2600 diehards noticed that the sound was set to a lower pitch than normal.

Between 2012 and 2018, AtGames would release an additional six editions of the Flashback, steadily increasing the number of built-in games in each package. Other changes eventually included wireless controllers, HDMI output and the ability to add additional games via SD cards.


In 2014 AtGames released ColecoVision and Intellivision Flashback units. Both came with miniature versions of the controllers that came with the original consoles. The Intellivision model even used overlays. AtGames also continued to release Genesis Classic Game Consoles, but keeping up with the different editions wasn't as easy as it was with the Flashback and its incrementing numerals after its name. The only apparent differences were in the

number of games and the box that the unit came in. This continued until 2017 when AtGames released the Sega Genesis Flashback. Unlike the previous AtGames Sega consoles, this new one resembled a miniature Genesis. The 85 built-in games were displayed in high definition but only 45 of them were original Genesis games. Also included were seven SMS and five Game Gear titles. The remaining 28 games were generic.

The Sega Genesis Flashback would be the last Sega Plug & Play that AtGames would release. In 2018, it released its Legends Flashback, which looked like the older Arcade Classics, only now it was filled with fifty games from Bandai, Capcom, Acclaim and several other software companies. AtGames also released six handheld units. Most of them resembled the Genesis controller with built-in games,



Legends Flashback

but they featured titles such as the Legends Flashback Blast! and the Bandai Namco Flashback Blast! There were also three volumes of Atari Flashback Blast!, although the console for Volume 3 resembled an Atari 2600 paddle controller instead of the Genesis one. Finally, there was an Activision Flashback Blast!, which brought the story of Plug & Plays full circle. 

**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, Mancini 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.





# The Best Video Game In The World!

FROM THE WRITER FORMERLY KNOWN AS THE JADED GAMER

By Bill Donohue

**I**t was 1994, and I had just started my new position as Managing Editor of Game Players magazine. I'd been a computer gamer for years, but this was my first step into the world of video game consoles. I learned a lot about console games by watching the game reviewers playing the games at a very high level, completing a game in days that would take a civilian weeks to finish. We'd get new games that no one had ever seen before every day in the mail. It was heaven... and then, one day, a Super Bomberman 2 game came in for review.

While the single player game was very intense, the first time we booted up the multi-player battle game every one knew that this was a very special game... a game for the ages.

For the next 3 or 4 weeks, there were SB2 battles raging day and night! It got so intense that, at one point, I had to outlaw the game so we could get the issue out. That issue got wrapped in record time, and the battles roared on!

I was so hooked on SB2 that I did an unheard-of thing: I went out and bought a SNES and a copy of SB2 and immediately took it home. I plugged into the big screen and started playing the battle mode against the machine. I did this every night for a week straight. My band mates and friends noticed that I'd found a new addiction. And then it happened...

It was a Friday night, and we'd just finished a two hour rehearsal. Some of the neighbors had come by to hear the band and drain a few cold ones, so all told, there were eight folks who were going to get a new addiction...

I hooked up the multi-tap to the SNES, plugged in four controllers and turned on the SNES. "So who wants to get blown up?", I asked and before you could say "Hey, that's my beer!", the first Richmond California Super Bomberman 2 Marathon began.

The eight of us started that game at 10:00 that evening. It

finally ended at 4:00 the next morning. When someone won a game, they'd sit out and another player would join in. We lost all track of time. We were hooked.

It got to the point that we would stop and end rehearsals with Super Bomberman 2 wars. I had a crowd at the house every Friday night for 3 months, at least. We started talking in our own language, with terms like


Gillikill, the Rhee, Drive-by, Zane Gray, and Bofus. I even wrote out the whole glossary and it was published on the Game Players website. Yes, we were addicts, but we were happy addicts!

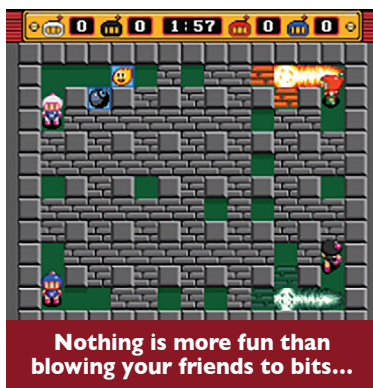
We even wrote two songs dedicated to SB2: (He Ain't Got) No Boot and Hypnotized. Both songs appeared on our first CD, Ride Of The Walkyries (you have to see the cover to get the joke), and Hypnotized re-appeared on our third CD, Trapped Like A Trap In A Trap.

And then, just when we thought it couldn't get any better, we got a phone call from the SB2 development team, asking us if we'd like to play at the Super Bomberman 3 release party!!! We held back for about 2 seconds, and then said "YES!!!"

I think the high point of the day was when Super Bomberman himself made an appearance and jammed with the band! We also got to play Super Bomberman 3 in the Hudson Soft offices weeks before it was released to the public. I may not have been to Heaven yet, but that day was pretty darn close!

We still play the game to this day, some 24 years later. We still start and end our rehearsals with SB2 sessions, even though some of our band members have passed on. We've had marathon tournaments with

over 30 players. I even played against the machine today, and that's what inspired this story. I miss the Bombers who are no longer with us and I look forward to the Bombers to come, because, at the end of the day, Super Bomberman 2 is still The Best Video Game In The World. 





# BOMB SQUAD or Boom Goes The Dynamite!

FROM THE WRITER FORMERLY  
KNOWN AS THE JADED GAMER

By Bill Donohue

**I**n order to function perfectly under extreme stress, a Bomb Squad must be made up of outstanding individuals.

First, there's me: Guy Mandood. I'm the guy who makes things go Boom! Or not... I think not is better here. Definitely not...

Then there's Frank. He's the Shot Caller. We call him that because he calls the shots, like "Remove this part first." or "Lower... lower." or "Remember to breathe."

Then there's Fluggi and Mojo. They perform that irritating music that's always playing in your headset while you're trying to work. And let's not forget about Bob Bob Jr. He drives the Bomb Squad van around the block, setting off the siren every once in a while so we all can feel important.

And last, but not least, there's Boris. He sets the bombs to blow up buildings. I know, he's a terrorist, but if Boris didn't go around setting bombs, we'd all be out of work, pushing shopping carts and eating dog food.

Back at Bomb Squad HQ, it was Aloha Casual Friday, so we were all dressed in our touristy best, including Boris, who switched out his usual black trench coat for a black trench coat with a pineapple embroidered on the lapel.

Frank started the daily briefing. "Boris will be setting one bomb today, but in honor of Aloha Casual Friday, he'll keep it simple, with only one code number, and simple boards. Thank you, Boris!"

Boris stood up, grinning. "It won't be easy!", he said. We all cracked up. That Boris was a real joker. We gave him the usual one hour head start, while we decimated the Pineapple Cheddar fondue. Then we all piled into the Bomb Squad van and headed out.

Frank parked the van across the street from Boris'



intended target. It wasn't hard to find. The building was marked with a red spray-painted message: You'll never find it in time! That Boris really cracks me up...

Frank tested the radio gear, while Fluggi and Mojo tuned up their instruments and Bob Bob practiced hitting the siren button. I put on my body armor and headed into the building. "Don't forget to breathe, Mandood!" Frank muttered into my headset. Fluggi and Mojo got into a solid groove on the bongos and pan flute, Bob Bob blasted the siren and... BOMB SQUAD WAS GO!

I located the bomb beside a spittoon in the Boom Boom Bar. It was a black metallic box that gave off an oily stench and ticked ominously. I turned on my helmet cam and carefully opened the top lid on the infernal device.

"Talk to me, Frank."

"Okay... simple board... remove the transistor first. Remove the capacitor second." I got out my snips and started cutting wire. Fluggi and Mojo were really in the groove, which did make it a little hard to hear Frank.

"You've got to pick up the pace, Mandood! We've only got 10 minutes left!" Frank bellowed. I wiped the sweat from my eyes and started on the second board.

And that's how the afternoon dragged on: Frank yelling instructions, Bob Bob blasting the siren, Fluggi and Mojo filling my headset with that Devil music, and me cutting



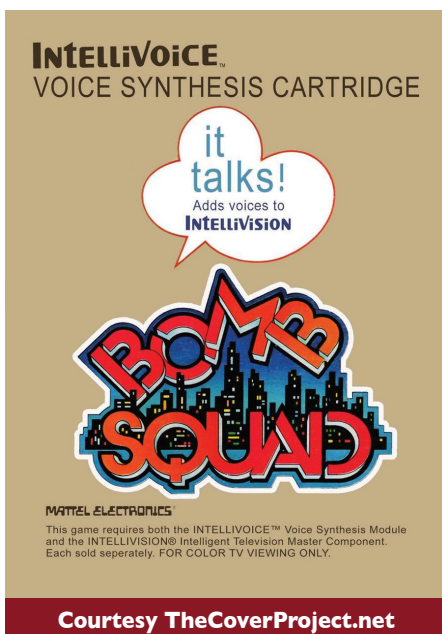


Oh well... there's more buildings where that one came from.

endless wires, replacing countless transistors, soldering infinite connections.

I was sure that we must be getting to the end of it. Sweat was pouring down my face and into my eyes. My hands were beginning to shake. I'd just cut a transistor free when Bob Bob hit that damn siren again. I flinched and dropped the transistor.

The clock on Boris' bomb sped up. Minutes flew by like seconds. Frank was giving me a countdown. There



Courtesy TheCoverProject.net



This is a circuit board. It needs fixing. Now!

wasn't much time before the bomb went off!

"Listen to me, Mandood." It was Frank, speaking slowly and clearly in my earphones. "You've only got 15 seconds left. You've got to take a guess at the code now before the bomb goes off!"

I looked over at the digital readout. Several lights were gleaming green, but not enough of them for a definite answer. The code could be either be a one, or a four. Which was it?

"Ten seconds, Mandood! Make the call!"

One or four?

"Five seconds! Call it!!!

One or four?

One?


Four?"

And suddenly I knew the correct number was four... but then everything went black...

I woke up wrapped in bandages. Everything that could hurt did hurt. I heard a door opening and, out of the corner of my eye, I saw Boris entering the room, carrying a large bouquet of flowers.

"I am so sorry, Mandood," said Boris. Tears rolled down his face and into his borscht-stained moustache. "You must get better soon, my friend, so we may continue our little game."

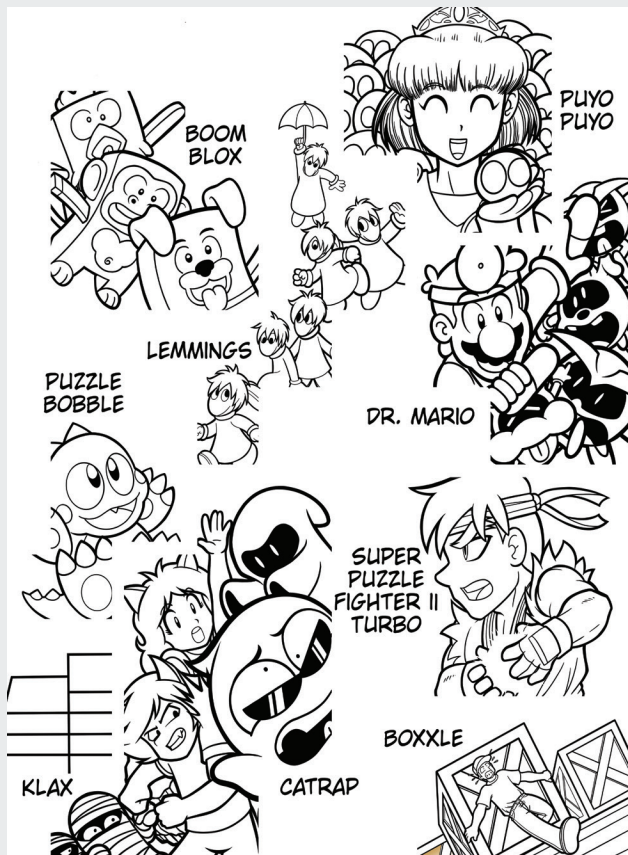
He put the vase of flowers on the table next to the bed. "These are for you. I hope they will cheer you up." Sniffing, he turned and left the room.

The flowers certainly were beautiful, sitting there in that lovely, ticking vase... 

**Bill Donohue** - He ruled over The Cleansing and The Rinsing with an iron fist. Yes, he's back. He's the man formerly known as The Jaded Gamer... Bill Donohue!



# WHO'S ON THE COVER?



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# 30 Years of TurboGrafx-16

By Rob Faraldi



**J**eff Masser of Chicago, Illinois is a proud father and honorable veteran. He's also an incredibly enthusiastic videogame collector with a fondness for the three-decade old TurboGrafx-16, a game console that's notoriously expensive to collect for these days. Called PC Engine in Japan, its wide array of excellent games helped the system become a legitimate competitor to the Nintendo Famicom in its home country. In the U.S., it helped kick-start the 16-bit era, but was never a true competitor to the then-newly launched Sega Genesis and Super Nintendo, released in 1991.

For those who were lucky enough to play TurboGrafx-16 and its various add-ons and accessories, they knew what the Sega and Nintendo fans were missing out on. As the years went by – 30 on August 29, 2019 – more and more collectors and gamers were able to experience those great, very Japanese videogames too, and in turn, respect for the system and its library increased exponentially. Because of this admiration and relative scarcity associated with a failed system, the value for hardware and certain games has been driven up dramatically to what would have been unimaginable heights even a few years ago.

In honor of the system's 30th anniversary, Masser was kind enough to sit down for an interview explaining his relationship with the system and how he built one of the finest TurboGrafx-16 collections in the world. Following the interview, Masser was kind enough to share photos (all photos courtesy of Masser) of some of the greatest and most interesting pieces in his impressive collection along with his commentary.

If you have any grasp of TurboGrafx-16 collecting you will understand how impressive these museum-quality pieces are. For everyone else, be impressed. What Masser has amassed is truly amazing.

**OSG:** What does TurboGrafx-16 and its library mean to you? What feelings does it conjure when you think about it all?

**JEFF Masser (JM):** Turbografx-16 came out in the United States at a perfect time for me. I was 12 years old and very much into videogames. I had gotten the Nintendo Entertainment System (NES) in 1986 and loved that console so much; it was so different than anything I had experienced before.

By 1989 I was looking for new games with better graphics and sound. Being here in Chicago, NEC (TurboGrafx-16's manufacturer) had an office my family and I would often pass while driving, so when they announced a console and showed off the gorgeous graphics and the fact they were on those tiny cards, I had to have one.

It represented a complete change in what could be done with videogames. Being able to not only play these amazing games on a home console, but on a portable, the Turbo Express (Turbo Express utilized the same games as TurboGrafx-16), was mind-blowing.

**OSG:** So not only were you an original fan, but in a sense, Turbo was a "local" console for you regardless of its Japanese origins.

**JM:** Correct. I followed magazines at the time, so I knew of the PC Engine, but only what I saw of it in Electronic Gaming Monthly (EGM) magazine for the most part.

I had to get one. I started selling off my Nintendo stuff – games that I had meticulously saved the boxes and manuals for, in addition to the carts. I sold them at my parents' garage sale, and in addition to that, I got my first jobs, including a paper route and mowing lawns, to get enough to buy the console and a game at launch! Saving up almost \$300 was quite an accomplishment at 12 years old!

**OSG:** You grew up in Chicago near NEC. Did that prove to be an advantage in building your collection?

**JM:** Yes. They did a lot of promotions here in Chicago, and Chicago was a main distribution region of TurboGrafx, meaning that every Toys R Us, Babbages, Kay Bee Toys and Electronics Boutique sold them. People in many other regions couldn't find them outside of mail order, but I could walk into most retail stores and buy stuff.

It would also later be instrumental in building my collection of employee items, merchandise and a lot of stuff that couldn't be purchased at a store.

**OSG:** I must imagine they had a lot of stock leftover that they blew out.



**JM:** Yes, especially at the end, and even later! Especially when the NEC offices officially let go of the TurboGrafx and it switched over to TTI (Turbo Technologies, Inc.) in California.

**OSG:** *What was the process like; locating NEC employees and what was their reaction when you wanted to purchase their stuff?*

**JM:** I began looking at local classifieds and would get this paper once a week called "The Advertiser." People would take out ads when they were selling stuff, estate sales, etc. A sort of Craigslist before Craigslist.

I started looking at these classified ads and found a TurboGrafx-16 console with 15 games for \$150. I came to find out it was from a former employee who had bought the stuff while working for NEC and TurboGrafx but wasn't really a gamer. So, he bought it, ended up playing it a couple times, and stored it.

**OSG:** *I imagine this was a Eureka moment to see if you could find more employees or see what else this person had.*

**JM:** Exactly. I found more former employees and met a couple gentlemen that made agreements with NEC upon its closure to buy remaining stock and merchandise. I met another employee and some other guys that bought heavily when Turbo Zone Direct (A company formed to distribute remaining TurboGrafx-16 stock) was dumping stuff.

**OSG:** *What do you think of the TurboGrafx-16 Mini? Will renewed interest in Turbo push the value of original games even higher?*

**JM:** I believe it will renew interest from people like me who have an affinity towards it from their childhood, or those that always wanted one. Whether it raises prices, I don't know for sure, but I think the Internet and eBay has already shown that prices continue to rise regardless of a Mini console.

I'd like to thank Konami for the upcoming Mini consoles (Three different versions will be released worldwide); I hope they do well, and we can see more of the library available and the IPs resurrected for future generations.

**OSG:** *I'm lucky I sourced most of my stuff before the boom or from local collectors/gamers for a good price.*

**JM:** Yeah, up until a few years ago, a complete in box Magical Chase (one of the rarest and now most expensive TurboGrafx-16 releases) was attainable for \$5K or less. These days, getting one under \$10K is considered a deal, akin to the increase in value we've seen with Stadium Events on NES.

**OSG:** *What do you think of Magical Chase?*

**JM:** I love it. I think it's a highlight of the North American

library. The games we call Cute 'Em Ups are some of the greatest shooters on both PC Engine and TurboGrafx-16.

Magical Chase has a certain mystery surrounding it. Some people believe it was only available through Turbo Zone Direct or only 2,000 copies were produced.

I know it was sold at retail, but at the time it released, very few stores sold TurboGrafx games. Of those stores that actually carried them, they would only get a couple copies.

**OSG:** *How do you know?*

**JM:** One that I purchased was from a retail store. The game also has a Vidpro card (cards retailer Toys R Us used in stores to indicate which games were in stock), with one surfacing last year. This means there's a good chance Toys R Us sold Magical Chase.

My copy came from a mom & pop store that sold new TurboGrafx-16 releases.

**OSG:** *Collecting for the system is out of reach for a lot of people today due to skyrocketing prices. What advice would you give to someone interested in getting into Turbo collecting today? Or is that effectively a non-starter?*

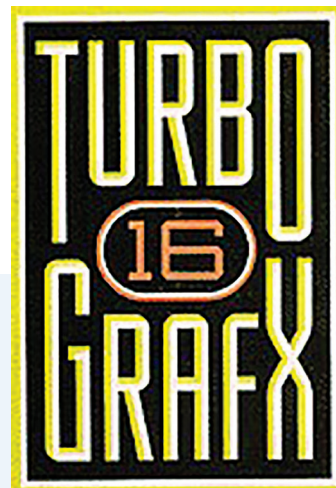
**JM:** I would suggest that you join the online groups. Facebook has many and people are often selling games under ridiculous eBay prices. You can usually get a discount by buying in multiples or bundles and trade is often a good way of getting them. Go in with realistic expectations, but be optimistic. TurboGrafx collecting is fun, and the games are edgy and just spectacular.

**OSG:** *Would you ever recommend going the game reproduction route?*

**JM:** I bought a repro once, knowingly. It was for an English-translated version of Castlevania: Rondo of Blood. I wanted to play the game in English on my DUO (a unified version of TurboGrafx-16 and its CD-ROM add-on), so I didn't see an issue. Is it wrong? Maybe, but the options at the time were not there.

**OSG:** *Is there anything else you'd like to add or say to Turbo fans and collectors?*

**JM:** TurboGrafx-16 fans and collectors: Don't give up on collecting! This stuff is still out there and don't be afraid to continue looking for it. Every day more stuff is found, so keep on looking! 🎮



# Convention & Event Update: September / October 2019

OTTUMWA, IA / PORTLAND, OR / CHICAGO, IL

By Old School Gamer



International Video Game Hall of Fame  
Weekend - Inductees and Board Members

## INTERNATIONAL VIDEO GAME HALL OF FAME WEEKEND OTTUMWA, IA BY TODD FRIEDMAN

The Hall of Fame weekend event started on Friday, October 3rd, with "Ottumwa's Old School Pinball and Arcade" hosting a 1980's Vinyl night. This event would be open to the public and, based on the package you purchased, you would be able to play games, meet some of the inductees, and enjoy 1980's music played with old time records via live DJ. Local restaurant Bubba-Q's sponsored the event and offered a buffet of food and beverages for the evening. T-shirts and other items were available for purchase and would come with some of the packages bought at the entrance. The event started at 7:00 PM and lasted until 11 PM. Outside the arcade were vendors selling gaming and collectible items for those interested. Ottumwa's Video Game Capital of the World Interactive Museum was moved into the arcade this year, so anyone at the party could enjoy the history of gaming and the items donated to the museum by gamers across the county.

The International Video Game Hall

of Fame, Class of 2019, took place in Ottumwa, Iowa on October 5th, 2019. The MC of the evening was former Hall of Fame inductee and Joust World Champion, Lonnie McDonald. Donald Hayes was fully dressed up for the occasion and joked about how his wardrobe was like seeing Big Foot. Jeff Peters accepted the award and reminisced how the last time he was in Ottumwa was back the 1980's when he used to sleep in the arcade. Brian Colin accepted his award with excitement and energy. He thanked many people for his success and keeping his Rampage and other older games relevant in the arcades and other forms of media. Rick and Cara Barretto took the stage to accept the induction for their charitable group Video Game Palooza. Rick started the speech off by thanking many of the people involved with his charitable works. Cara followed Rick with an emotional speech as she was so grateful for the honor. During the ceremony there was a "In Memorium" video that was played to remember the past inductees that we sadly lost. These Included Massaya Nakamura, Ralph Baer, Scott Safran, Phil younger from the Class of 2010. Josh Jones from the class of 2015,

Satoru Iwata from the class of 2016 and Joel West from the Class of 2017. Inductees Reggie Fils-Aime, Bonnie Ross, David Palmer, Pete Hahn, and Ryan Hart were gracious enough to send in their acceptance speech via video submission. All these videos can be seen on YouTube in its entirety.

After the Hall of Fame Ceremony, there was an autograph session with the current and past Hall of Fame inductees. They signed their trading cards and any other items for the fans who came out. That was followed by a catered dinner sponsored by Ashby's. Cake and soda were served after the dinner and members of the VIP dinner could mingle and discuss gaming with everyone in attendance. The Old School Pinball and Arcade stayed open that night until midnight. Playing the retro arcade games with the champions was a very cool experience.

## PORTLAND RETRO GAMING EXPO PORTLAND, OR BY BILL LANGE

Another Portland Retro Gaming Expo (PRGE) has come and gone, and what a weekend it was! My lovely wife





Leonard Herman being presented with his award  
Above and Ed Logg with Walter Day Below

Lucy and I flew into Portland, Oregon around midday on Friday, October 18th. After a quick light rail ride downtown and a brief trip to check into our hotel, we walked over to the Oregon Convention Center to pick up our weekend PRGE Vendor Badges from Old School Gamer (OSG) publisher Ryan Burger.

My time was split between helping to man the OSG booth, hunting for unicorns amongst the numerous vendors, playing in the Retrocade, and of course, attending speaker panels. This year, the speaker panel rooms were moved upstairs in the convention center, making additional space available for more exhibitors/vendors, as well as a recharge station room, a quiet space for relaxing and recharging your devices. I attended five speaker panels during the weekend. There were at least five others that I would

like to have attended, but could not, due to scheduling overlaps and time constraints.

First up was the "Atari Arcade Games - The Real Atari" session with Ed Logg, John Salwitz, Rich Adam, and Ed Rotberg. Rotberg talked about a turtle-based game called "Turtleroids", where you had to try and coax your turtle through a microphone, but if you were too aggressive, your turtle might get scared and retreat into his shell. He also talked about how a "Warlords" arcade video game cabinet fell off a truck while being transported during its field testing. The parts were returned to the Atari lab and displayed with a sign that stated "Failed Field Test". Also touched on was the Atari "Bradley Trainer" project with the United States military. One outcome of this project was the yoke-style controller that would find its way into the Atari



Star Wars arcade video game. Later, a kids' bicycle handlebar would be bolted onto the yoke controller as a prototype for the Paperboy arcade video game control panel. Atari engineers were into inventing new game controllers such as these, but they would have to survive the "Stuben Test". Dave Stuben was a large, strong Atari employee who got to manhandle new controller and coin door designs, to see if he could break them, before they were released into the wild. It was a fun and interesting discussion.

"Walter Day Presents: Retro Gaming and Cards That Commemorate







Paige Burger giving away a Tempest RepliCade at the end of the Portland show.

Them!" session featuring Walter Day and OSG publisher Ryan Burger. Day presented awards to writers Leonard Herman and Michael Thomasson, former Atari engineer Joe Decuir, as well as others, for their contributions to the gaming community.

On a side note, on Saturday morning, I was walking around with Walter Day looking for Ed Logg. Logg was a longtime Atari employee and the co-creator of such Atari classics such as Asteroids, Centipede, Gauntlet, as well as many other arcade video games. Day had an Atari-era business card that Logg had given him in 1982. When Day showed the business card to Logg, his smile was classic. It was a fun moment to be part of. Day is planning on donating Logg's almost 40-year-old business card to museum.

The "Atari 800 Series Computers: 40 Years" panel presented by former Atari engineer Joe Decuir, Activision Pitfall! creator David Crane, and "ANTIC - The Atari 8-bit Podcast" (<https://atariodcast.libsyn.com/>) co-host Kevin Savetz. With Crane's involvement, this was a great follow up to Decuir's keynote presentation at Vintage Computer Festival (VCF) East <http://vcfed.org/wp/> this past May. A video of Decuir's VCF East Keynote is available on Youtube. Decuir has also graciously made his presentation slide deck available on archive.org as a .pdf file.

"The TRON Effect" featured Tim Lapetino, well known author of the new classic book "The Art of Atari". Lapetino talked about the creation of the Disney movie "TRON", its

cultural impact, its "transmedia" (movies, video games, etc.) influence, and its "Candyland of visuals". He also discussed how the TRON arcade video game was being developed in parallel so that it could be released in time for the movie.

On Sunday, I attended the "Ralph H. Baer: His Creative Life in Electronics, Video Games, and More" talk featuring Ralph Baer's son Mark Baer, and Leonard Herman, author of "Phoenix IV: The History of the Videogame Industry". Of course, Ralph Baer and his team created the first home video game console, later licensed and sold by Magnavox as the Magnavox Odyssey. His son Mark is likely one of the first kids to have had a home video game console. The talk covered Ralph Baer's life and inventions. It also covered the various museum exhibits and other tributes honor Baer and his contributions.

There were other sessions that I wanted to attend, but either because of scheduling overlaps or other time commitments, I couldn't. There was so much going on that the PRGE, from the video arcade machines, pinball machines, consoles, and computers in the Retrocade, to the massive vendor/exhibitor spaces, to the speaker panels and autograph sessions, to the contests and tournaments, to the Video Game History Museum, you just can't possibly attend everything.

One large room, right near the expo entrance hosted the Tetris World Championship. It was amazing to watch world class Tetris players battle it out on the large screens set up for spectators. Tetris' creator, Russian software engineer Alexey Pajitnov, was on hand to present the championship trophy to the winner.

On the vendor side, I purchased two recent Atari VCS/2600 releases, "Ms. Galactopus" by Ric Pryor with artwork by Thor Thorvaldson, and the amazing "Wizard of Wor" release by Champ Games. The Champ Games team was on hand at the AtariAge (<https://www.atariage.com/>) booth. Once again, Albert Yarusso and crew had an impressive amount of Atari consoles setup and both new releases and upcoming release demos available to play. In addition, I





picked up the latest trading card for Dan Kitchen's upcoming Atari VCS/2600 release Gold Rush! (<https://www.dankitchenengames.com/>). I also obtained autographs from Ed Logg, Dan Kitchen, Gary Kitchen, David Crane, and Joe Decuir.

It was an amazing weekend at PRGE. It was great seeing so many old friends and colleagues: Ryan Burger, Paige Burger, Leonard Herman, Walter Day, Joe Decuir, Albert Yarusso, Kevin Savetz, and Chris Olson. It was also nice to meet (or meet in person for the first time) Bill Kendrick, Bill Donohue, Michael Thomasson, and Ric Pryor.

A shout out to all the organizers, sponsors, vendors, speakers, and attendees for making the PRGE such a great event.

If you only attend one retro gaming event a year, you can't go wrong with this one. Next year, the PRGE is moving to August, so only ten more months to the next one, and OSG will be there.

[retrogamingexpo.com](http://retrogamingexpo.com)

### PINBALL EXPO CHICAGO, IL BY TODD FRIEDMAN

This year was a special year for the Pinball Expo in Wheeling, Illinois. It was the 35th Anniversary of the event which began in 1985. In 1984, Expo creator Robert Berk and his partner, Mike Pacak, put together a questionnaire in Silverball Quarterly to see if anyone was interested in having a pinball show in the Chicagoland area. The feedback was a resounding "Yes." 35 years later, the Pinball Expo is one the largest and longest-running pinball shows in the country. The 4-day event was packed with vendors, special guests, developers and, of course, hundreds of pinball machines to play. The machines ranged from the old 1970's machines to the modern LED machines.

While some events are very celebrity-sparse, Pinball Expo 2019 had the crème of the crop of pinball stars from the past and today. Some of the celebs that I chatted with

and took photos with were Gary Stern, Pat Lawor, Steve Ritchie, Roger Sharpe, Dennis Nordman, Fred Young and Jersey Jack founder Jack Guarnieri. Dozens more were in attendance and offered their time to speak in panel discussions and autograph sessions.

Vendors have always been a special part of the Pinball Expo. This year did not disappoint. You could find anything from pinballs to LED Marquees. Any part you would need for a pinball machine was available for sale. If you looked hard enough, you could find some non-pinball vendors to appease your gaming needs, anything from gaming 3D artwork to mobile app games. There were various spots in the expo to find these vendors, but the main vendor hall was always packed and very successful.

The special guest of the weekend was Cassandra Peterson (a.k.a. Elvira). Her image has been iconic in the cultural medium as well as on some of the most popular pinball machines. The two days she was there to take photos and sign autographs brought in hundreds of fans to meet and greet her in the Elvira room. She was happy to meet all her fans, as well as to take photos with them. This year's new Elvira pinball machine was also available to play.

I was a part of the show this year by bringing some of my retro gaming consoles with me. There was a steady flow of gamers who came by and played the old console games with friends and family. We had systems ranging from Intellivision to XBOX 360; in total, about 20 systems to play. Doc Mack of Galloping Ghost Arcade brought in 25 arcade games from his store. Both retro games and the latest offerings were on display. Doc hosted a seven-game marathon tournament to see who would reign as Best Gamer. This tournament was very competitive and brought a fun aspect to the Expo.

The next Expo will be October 14th-18th, 2020 at the same location. 

[pinballexpo.net](http://pinballexpo.net)





# Designing Yars' Revenge

## The Sizzle

By Howard Scott Warshaw

**H**aving gone from a loose concept to a nicely playing game, where do I go from here? I set out to create a feast for the eyes and ears!

I came to Atari with a bachelor's in Mathematics, Economics and Theatre as well as a master's in Computer Engineering. Most people think the math and computer engineering were the keys to success at Atari, but I believe it was the econ and theatre. After all, making games on the 2600 is about finding the most economical approach to maximizing entertainment value. When you only have 4K of ROM for code/graphics and a precious 128 bytes of RAM (including the stack), well... to paraphrase the Pythons: Every byte is sacred, every byte is great! And the big question is how best to use them?

Also keep in mind this isn't Yars' Revenge yet. It's an unnamed title originally assigned as Star Castle. My working title for the game was Time Freeze, but there was no story concept yet. This means there is nothing to suggest which

way to go next, but then again there is nothing restricting my vision either. Unfettered by story line, I have only to make everything on the screen more visually stimulating. Naturally, the first place I look is the low hanging fruit. What's easy to do on this machine?

Animating size is easy, but it doesn't make much sense, except for the Zorlon cannon. By alternating the horizontal size, it takes on a pulsating impression which adds motion to the screen even before it's fired.

Another thing that's easy to animate on the 2600 is color. It's a simple way to add another visual dynamic. So, I started rotating through the rainbow slowly for the color of the Qotile, which gives it the feeling of morphing. This foreshadows the transition to the dangerous superweapon.

Both techniques add to the visual impression of the game without any additional bytes for graphics. The ultimate example of this kind of economy came when I decided the center-left of the screen was too stark and needed something for visual balance. What can I stick in there that would be cool? The idea of using the game's code itself for both graphics and color (as detailed in the side bar of my last article) was a creative and cost-effective solution, and it's just so shiny and twinkly. As a special bonus attraction, it happened to automatically animate the color of the Zorlon Cannon as well.

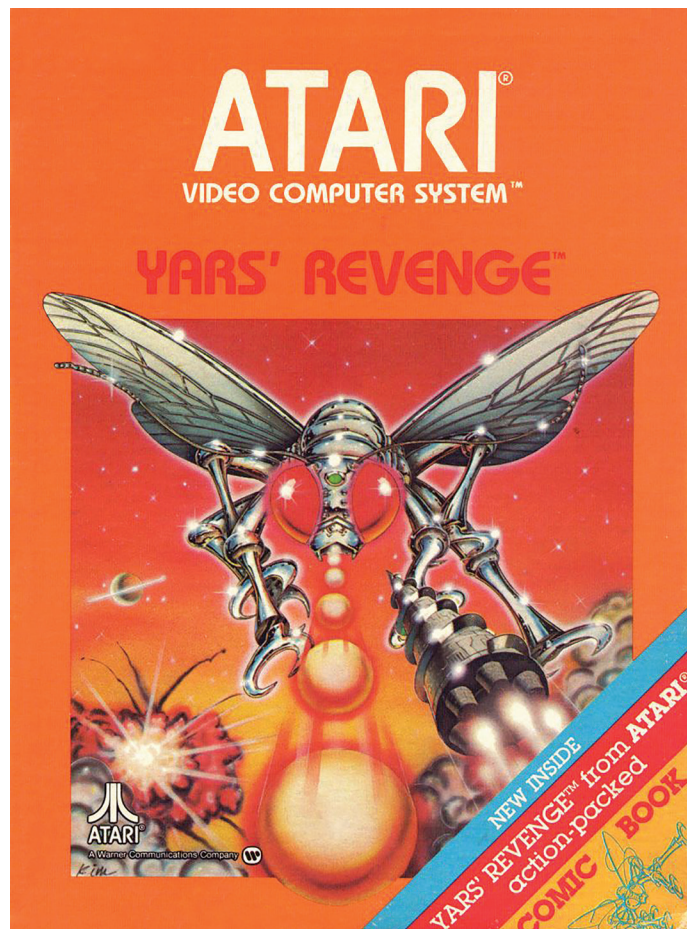
No one had ever seen anything like this on the 2600. When people walked by the lab, they would stop to exclaim "What is that?!" It had no game purpose at that point, and it didn't matter. It was catching eyeballs. It was working!

When it came time to create my big payoff sequence, the elaborate animation I had originally planned seemed like too much work. Instead, I simply riffed on this Ion Zone technique to create the first full-screen explosion in video game history. Why? Because it was dazzling and easy to do. Also, each of these enhancements was associated with a simple but unique mini-sound algorithm. High stimulus video augmented by a layered sound scheme.

Animations were key as well. The Yar's flying animation was originally done for visual interest, but I added a more elaborate death sequence for punctuation. The second level shield had rotating bricks which weren't apparent until the first time it's breached. Then the increased motion becomes an interesting new element.

When it came time to structure the completed game experience, that's when my resistance to convention really paid off.

I liked the clean feel of the unframed black background; it gave great contrast for the glittering colors on the screen.





When playing at night with the lights off, the game melts into the darkness of the room and makes it feel bigger. I like that effect. Why mess it up with a score? Besides, doing a separate screen for scoring gives me several advantages.

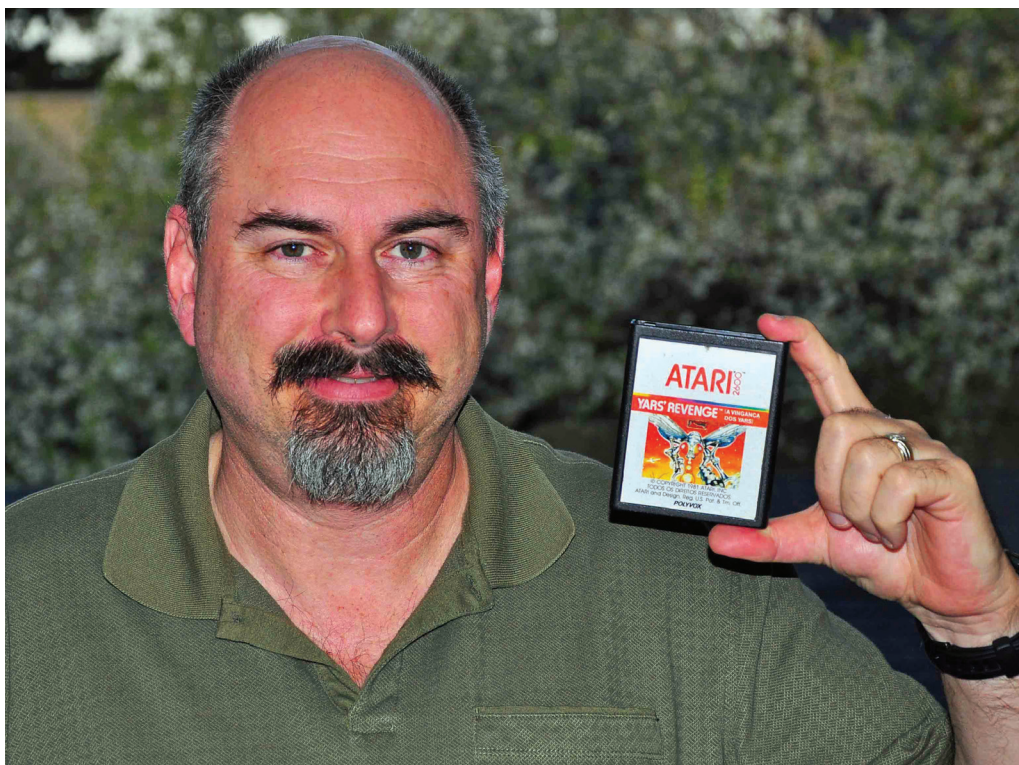
First, I don't have to mess with my original code to add anything to the main screen. It was all working, so why change it? A separate scoring screen is trivial to program. But what's huge is turning control over to the player. Now they decide when to restart the game with a joystick button push. This created a significant innovation: Yars' Revenge is the first video game with pause mode. Most vid game thinking at the time was derived from coin-ops where pause mode is unthinkable; not so for home games. I also added the ability to reset and launch a new game from the joystick after a loss. So... the next time you pause or restart a game with a simple button push, remember to say, "Thank you, Howard."

Yars' Revenge broke a lot of new ground. On top of pause mode, reset from joystick, full screen explosions and elaborated color/sound design, Yars' Revenge was the first game to display its code on the screen. Yars did not have the first Easter Egg in video games, but it was the first time Marketing approved (and got behind) the Easter Egg concept.

It was also the most tested game in Atari history. Ultimately it was play tested against 2600 Missile Command, and Yars won!

## Releasus Interruptus

No game was tested more than Yars' Revenge. Each time it seemed the game was going out; some concern was raised and another test was ordered. The test would go well, release was scheduled and then another concern arose. I had a bad case of Releasus Interruptus. It was killing me. The real drug at Atari was seeing your game in stores and on TV. I wanted that high so bad I could taste it. When it finally happened... it was sooooo worth the wait!



It was nearly the first VCS game to become a coin-op. Dave Theurer (Tempest, Missile Command) was considering making an arcade version of Yars. Spoiler Alert: He didn't.

It was the first Atari game to credit the programmer. Atari's perennial refusal to do this was a sore point which led in part to the formation of Activision.

There's one more industry first for Yars, but this one will require more space. Next time we'll talk about the naming of Yars' Revenge and creating the first video game backstory. 📺

**Howard Scott Warshaw** is a video game pioneer, authoring several of Atari's most famous and infamous titles. Launching this new medium, seeing the industry mature and now as a psychotherapist, Howard brings unique perspective to our interactive world. Check out his documentary series "Once Upon Atari" at [www.onceuponatari.com](http://www.onceuponatari.com) and look for his upcoming book this fall.



# Underground Retrocade

By Mike Mertes



**S**eptember 13, 2019, 8:30 PM - The quaint downtown area of West Dundee, IL is bustling with activity as the town celebrates its annual Heritage Fest with live entertainment and fireworks. Just around the corner from the festivities, Scott Lambert, proprietor of the Underground Retrocade is inside fine-tuning the settings on his camera. Beyond the lens of the camera stands several people, all decked out in a variety of Underground Retrocade T-shirts. They gather around the beautiful background of all three Donkey Kong arcade cabinets while Scott makes his final adjustments. "OK! Here we go!" says Scott, as he sits in front of the group and the camera begins its countdown. Ten seconds and one bright flash later, Scott has successfully captured a significant moment in Underground Retrocade's history - Its seventh anniversary.

Underground Retrocade first opened its doors just a short walk down the same street as its current location. My first visit to the arcade was on June 23, 2012, and after spending several hours there, I walked out of the arcade very impressed with the wide variety of games. The arcade continued to grow until disaster struck on April 18, 2013. Record-setting rain caused the Fox River to flood, and the murky river water breached the lower floor of the arcade, damaging several game cabinets in the process. When the water receded, work began to get the arcade back on track. However, when an opportunity to move presented itself, the Underground Retrocade moved down the road to its current location.

Stepping into the front door of the arcade is like walking through a time portal to the 1980s. Music from the 80s blast through the speakers of the arcade along with the sounds of the attract modes from beautifully maintained arcade cabinets. You don't need tokens at the Retrocade; one flat fee gets you unlimited, all-day play to over 150+ arcade games. I like variety, and the Retrocade features an incredible amount with its selection. A few of my go-to



machines include X-Men, Outrun, Satan's Hollow, Bad Dudes, Tron, and a Nintendo Playchoice 10 arcade cabinet. The Playchoice has some great games on it, but I always seem to fire up Mike Tyson's Punch-Out. The stick and buttons are very responsive, and a game like Punch-Out demands the quick refresh rate of an arcade monitor to conquer it. My all-time favorite game at the Underground Retrocade, though, is Sega's Super Hang-On. The moment I see it, I go over, grab the handlebars and cut loose. It's one of those games I eventually hope to have for my private arcade along with a few others featured at this stunning arcade.



The Underground Retrocade features another staple of arcade gaming: pinball. Located in a side room on the first floor is an exceptional collection of pinball games, featuring pinball favorites like Tales from the Crypt, Doctor Who, Whirlwind, Black Knight, and Ghost Busters. The pinball room is a must-visit for me every time I go to the Retrocade, as the variety in this room keeps me interested for hours. Refreshments of the non-alcohol variety are also available to purchase at the front of the arcade, but keep in mind that drinks must stay at the front. Spills on the arcade cabinets

mean no thrills, so keep them away from the machines.

Being close to the Chicago area, I have an excellent pick of other arcades to visit, but I have dubbed the Retrocade as home, above all others. In the several years that the arcade has opened, I've met great people and have played so many great games there. To me, the community in an arcade is just as important as the games it features, and I'm happy to say that the community at the Underground Retrocade is a positive one. Almost every game on the floor showcases high scores set by repeat patrons that take each other on for the honor of having their name next to the number one spot

on the cabinet. As someone who has experienced the heart-break of seeing arcades come and go throughout the 80s and 90s, it brings a smile to my face to see that the Underground Retrocade is continuing to grow.

I'd like to wish a very happy 7th anniversary to the Underground Retrocade and congratulations to Scott Lambert for creating a great arcade that fosters a fun gaming community that was so badly needed for so long in our area! 🎮



**Undergroundretrocade.com**  
**121 W Main St, West Dundee,**  
**IL 60118**



ENTERTAINMENT  
SYSTEM®

## 1990 NWC vs. Dave "DLo" Lopez

(Nintendo World Championship)

COINS DETECTED IN POCKET

By Steve DeLuca

haven takes shape as one of the most mind-blowing video game competitions anyone has

**W**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 of the hard or difficult variety. After earnings were paid to the gamer, there was the trip to the 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. -Joel West (arcade legend and column originator) R.I.P. .

By the late 80's America had gone "Nuts for Nintendo". ABC's 20/20 reports "It is maybe the most addictive

toy in history - Nintendo video games. They first arrived from Japan and, in three years, millions of American kids became mesmerized. When they stopped to talk, it's in a language only they can understand." (1988).

Parents drove for days to get a copy of the latest in the Zelda series; they camped overnight in freezing temperatures to score a copy of Super Mario Bros 2. These were heroic efforts, attempts to suspend the Nintendo virus that was infecting their children.

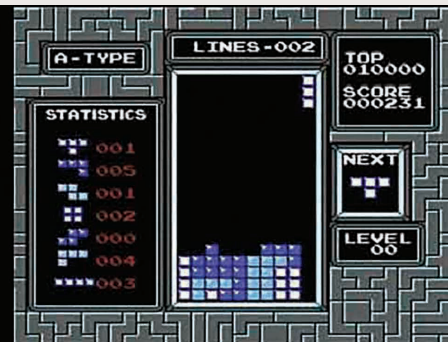
Foaming at the mouth, brought on by a fever epidemic, crippled by the stress of holiday anticipation, American youth found hope in a calling from their sovereign. On December 15, 1989, Nintendo teamed with Universal Pictures to release The Wizard, a road map to the ultimate video gaming sanctuary, Video Armageddon.

Arunawayhow-to guide, The Wizard detailed evading authority, nomad survivalism, and establishing gang affiliation on a cross country journey to Universal Studios in California. In the film, this adolescent Hollywood

ever seen. Capitalizing on America's thirst for more Super Mario Bros., Nintendo knew exactly what they were doing when they shared the first glimpse of Super Mario Bros. 3 during the onscreen competition, distributing absolute chaos when they shared a warped secret for the title which America had yet to play.

The following year, 1989, the entirety of Nintendo's plot started to take shape when the Nintendo World Championship sprang to life. The Wizard was not only a commercial for their post-Christmas SMB3 launch; it was also an introduction to the largest video game competition of all time.

The call was heard, and thousands of kids begged their parents for a ride to the closest NWC qualifying rounds, which were strung across 30 US cities. One particular "couch potato", New Jersey native Dave Lopez, not only heard the call, he answered it with conviction. Knowing his own skill level, Dave would go the distance to show everyone what it takes to be victorious.





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# THE WIZARD

"Bright, Fast and energetic..."

—LOS ANGELES TIMES



**Fred Savage** stars in this warm-hearted family adventure that features the excitement and thrills of video game competition.

Corey (Savage) refuses to let his emotionally disturbed younger brother Jimmy (Luke Edwards) be institutionalized, and the two run off together. They soon join forces with a resourceful girl (Jenny Lewis), who notices that Jimmy has an uncanny knack for video games.

Evading their parents and a sinister bounty hunter, the trio head for a climactic showdown at the video game championships in California, where Jimmy can realize a dream no one believed he was capable of.

It's satisfying entertainment for the whole family, co-starring Beau Bridges and Christian Slater.



Color/1 Hour 40 Mins. PG

**A moment to treasure**



David Lopez proudly poses by the trophy he won as the Nintendo champion in recent regional competition in the Meadowlands Sports Complex in East Rutherford. The Union City video wizard will compete in the world championships in December in Orlando, Fla.

## His dedication pays off

Tedious hours of practice bring Nintendo title

By PETER F. DONOHUE  
The Hudson Dispatch

UNION CITY — Last week, David Lopez, 14, was a couch potato.  
Today, he's a video wizard.  
Come December, he hopes to be a national champion.

The Emerson High School freshman beat back more than 5,000 teenagers, ages 12 to 17, in a regional Nintendo video game contest at the Meadowlands Sports Complex last weekend.

Thus, the self-proclaimed "couch potato" was dubbed a Nintendo wizard. He also won \$250, a trophy, a handful of video game cartridges, a pair of Reebok sneakers — and a slot in the Nintendo World Championships to be held in Orlando, Fla., this December.

At stake is more than the first national title offered by Nintendo, the video-game giant. The prizes include a \$4,000 television set, a \$10,000 savings bond, and a 1991 car.  
"I definitely want that car," Lopez said, admitting that such a prize might get him out of the house more often. While he can't drive alone for three more years, the car could be polished to perfection, or at least admired.

Sitting before the ever-flickering television screen in his bedroom on Manhattan Avenue, Lopez said he hasn't had much time for girls, sports or other teenage pursuits for the last month or so.

To get in shape for the Meadowlands competition, he practiced at least six or seven hours a day for three weeks, he said.

"The only thing I did was eat, drink and sleep," he said.

And he played video games in a small bedroom plastered with Nintendo posters.

At the Meadowlands competition — one of 30 to be held across the country — Lopez scored a total of 1,229,875 points on three games: Super Mario Brothers, Rad Racer and Tetris.

Only a handful of contestants in the 12-to-17-year-old bracket have scored above the million mark at the 19 contests held so far, said Debbie Graye McDonald of the public relations firm of Rogers and Cowan.

With the resumption of school last week, Lopez said he now largely confines his video workouts to the weekends.

The aspiring cartoonist said he maintains a B average in his classes.

Those marks, however, could be jeopardized if he wants to be the video king.

## THE GAME

An NES all-star montage, the NWC 1990 game is a mash up of Super Mario Bros., Rad Racer, and Tetris. A nice mix of genres for the time: a platformer, a racer, and a high-scoring puzzle game. The goal is to rack up as many points within the allotted time frame: six minutes and 21 seconds. As the player progresses through the three rounds, the game's scoring multiplier increases, making it ideal to climb up the rounds as fast as possible. This NWC triple threat has gone on to inspire countless video game competitions and tournaments — most notably, the Classic Tetris World Championships which recently aired on ESPN.

Round One kicked things off with SMB. Even though we were all expecting SMB3, no NES boss would

S F A V A G E

# THE WIZARD

They're on a cross-country adventure to the world's greatest video game championship.

It's more than a game... it's the chance of a lifetime.



A FINNEGAN-PINCHUK COMPANY Production

BEAU BRIDGES "THE WIZARD" CHRISTIAN SLATER Music by J. PETER ROBINSON Editor TOM FINAN

Director of Photography ROBERT YEOMAN Executive Producer LINDSEY PARSONS, JR. Written by DAVID CHISHOLM  
Produced by DAVID CHISHOLM and KEN TOPOLSKY Directed by TODD HOLLAND

deny showing off their sharpened Mario handling skills. The goal for the first round was simple: collect 50 coins to move on to the second round. With unlimited lives, you can collect as many points as you want, adding to your total score. High level players tended to ignore scoring points and raced to grab the 50 coins as fast as possible. They'd even use calculated suicides to back track Mario, being a faster option than waiting for the between level cut scenes.

Round Two called for a high octane, Rad Racer single lap sprint. Clearing the finish line advanced the player to the final round. Not much to do here other than keep the pedal to the metal and the car from crashing. In my opinion, this is the most frustrating part of the whole game. It seemed like the course just got longer and



longer. I just want to play some Tetris! Upon completing the course, your Rad Racer score was multiplied by x10 and added to your total NWC score.

Round Three, TETRIS! Good ole NES TETRIS. Scoring here is multiplied by x25. A single Tetris win can double your score from the previous 2 rounds. Strategy here is to keep scoring until your time runs out.

TIME! As you were cut off, right before dropping a long bar into that perfect well, scores were presented. The score screen showed the scores and multipliers of each round, giving the player their total NWC score.

### THE PLAYER

Having been exposed to The Wizard, 14-year old freshman Dave Lopez became obsessed with becoming a true Nintendo Wizard. Rumors reached Lopez of an actual IRL tournament coming his way. In anticipation, Dave ate, slept, and played NES. Once Dave found out about Nintendo's World Championship, he was already

inline as a dominate player.

Little DLo and his dad made the trek to the NYC NWC qualifier, but the lines were so long that Dave's father rolled past and never looked back. Fortunately, a couple of months later, there was an NWC qualifier held in New Jersey. Now a lot closer, Dad had no choice but to see this one through. To Dad's surprise, DLo was flexed! His thumbs shot straight to the third spot of the high scores. As qualifying day progressed and new players showed up, Dave's spot in third place was lost and he slowly started to fall off the Top Seven list, losing a place on stage. Showing New Jersey what he was made of, DLo struggled to increase his score under the intense pressure but swooped in at the cutoff, securing the seventh spot.

Once on stage at the NJ NWC qualifier, DLo was calm, clearing the anxiety of the previous round. Playing as though he knew what was coming next, Dave Lopez clinched the NJ qualifier at the end of the day, beating

over 5,000 teens in his age bracket (12-17). DLo's father was so ecstatic, Dave had to calm him down. There's nothing better than having a proud dad.

At the NWC finals in Hollywood, DLo did great, but he was unable to clench the title. Four years later, DLo went on to become a finalist in the next Nintendo national tournament, Power Fest '94. With the likes of John Numbers (NWC 2015 Champion) and Mike Iarossi (Power Fest '94 Champion), Dave Lopez is one of the few that has made it as a finalist in more than one Nintendo Championship.

Once a couch potato and now a full-grown spud, DLo (the Real Delicious), shares life with his smokin' hot wife, livin' large through fine dining and fancy cars. DLo continues training and competing as a part of the Classic Tetris World Championship community. I first met DLo at this year's Retro City Festival in Pomona, CA, where he was a special guest for the NWC Reunion. We all discovered that DLo was still an amazing Tetris player with the drive to





train for CTWC. Since RCF, DLo has not let up on his Tetris training and can be caught slamming Tetris on Twitch on a regular basis.

I caught up with DLo again this month in Portland

at the Classic Tetris World Championship. We discussed his new focus on Tetris and while we talked, I was able to squeeze out some great tips on for upping my 1990

NWC game. He was overjoyed when I asked him if it was okay to share these with our OSG readers, so enjoy... 📺

Hello everybody! I love the fact that a competition I was in nearly 30 years ago is still being played today! I have two tips that I used when playing the 1990 Nintendo World Championships (NWC) game cart that I'd like to share with you.

First, in Super Mario Bros, when you come out of the pipe and go to die intentionally to start the level over for the quicker run to 50 coins, most people get the one coin, bounce on the Goomba and then die with the second one. If you accidentally step on that second Goomba, you have just ruined your entire game before it's even really started. Therefore, in order to save yourself grief, just skip the coin altogether coming out of the pipe and run directly into the first Goomba. I witnessed firsthand in the finals a player on stage in the 18 & over group in the final round accidentally jump on both Goombas and then forced to clear the first level and go to 1-2, destroying his chances to win. Don't let it happen to you for just one coin and an extra 100 points. It's not worth the risk!

Finally, since Tetris is the most important game for scoring in the NWC trilogy, I'd like to share another tip here as well. Something to consider about Tetris back then is that we played the game based on the way it was ideally meant to be played — only scoring Tetrises. If you watch any old videos of NWC play or Tetris play in general from the late 80s/early 90s, you'll notice stacks would be built very high, even if it meant creating long bar dependencies. The stylized strategic play of today and burning lines on purpose due to starting on level 18 was not a thing back then. Since you start mandatorily on level 0 and the levels change after every five cleared lines in this NWC version of Tetris, you only want to score as many Tetrises as possible. Since you're starting on the slowest level possible in level 0, there is literally no reason to burn lines. Even if your stack gets to the very top of the board, you can still play aggressively. Don't burn any lines unless absolutely necessary. You will most likely be playing the Tetris part of NWC with only two to three minutes, so scoring is key. Build high, build clean, build fast, wait out the long bar and get that three million plus score!

- David "DLo" Lopez  
[www.twitch.tv/Real\\_D\\_](http://www.twitch.tv/Real_D_)



Dave Lopez, from CTWC 2019 Yearbook

**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).



# It's a BurgerTime Party!

By Brad Feingold



**R**eboot...Believe it or not, that can be an ugly word. Whatever the context is, you need to be sure that you are doing it right and for the right reasons. Looking at some Hollywood examples, we have Robocop, Psycho, Ghostbusters, The Karate Kid, the original Star Wars trilogy before the computer alterations .... Need I go on? The point is, **LEAVE THE CLASSICS ALONE!** However when dealing with videogames, it can be a completely different story.

Back in 1982, the arcade was graced with a fun little food game from Bally/Midway called BurgerTime. The premise of the game is very simpl. Taken from KLOV.com, "Peter Pepper, the chef, moves around the screen, walking over the parts of a hamburger. As the chef walks over each item of the burger, it drops to the level below. Armed with pepper he can throw on his enemies, he must avoid Mr. Hotdog, Mr. Egg, and Mr. Pickle. Bonuses appear in the forms of ice cream, coffee, and French fries." This may sound ridiculous, but mark my words, it was fun and addictive.

It's now 2019. Times and technology have changed (clearly getting more advanced), with Nintendo allowing companies to take new perspectives on the classic games for the Switch. It's time for a BurgerTime Party!

This game plays exactly like it did back in the 80's, with just a few twists here and there to add to the fun. First, each level has a point goal to reach, to try to get up to three stars for extra features and special unlocks. There are over 100 different levels to face with additional features such as collapsing floors, secret vents that transport you from one side of the board to the other, and even floors that catch on fire.

But unlike the original BurgerTime, you can now play two-player in multi-player mode, and even up to four players at the same time with the connection of a multi-tap or Bluetooth con-

troller. The challenge doesn't stop there! Now you are able to go up against the scores that are being posted all over the network to find out who is the best chef with the Challenge Burger stage.

When you are recreating/rebooting a game, you have to make sure that all of the original elements of the original are there. BurgerTime Party meets these requirements. When you start to hear the music remix, you instantly recognize what you are playing. They also pay homage to the original game by recreating the original stages with new and improved graphics.

This is exactly what the game says it is, a party! The multi-player feature is the cherry on top....or the olive with the toothpick on top. But to really enjoy the feature, you need to play on the biggest possible screen. I played this on a 60 inch LED screen with some friends and it was incredible. This is an awesome game to play, hands down, and will really bring back the memories. The Nintendo Switch has raised the bar on classic reboots, and I can't wait to see what comes next. In the meantime, ORDER UP! 🍔

[nintendo.com/games/detail/burgertime-party-switch/](https://nintendo.com/games/detail/burgertime-party-switch/)





# EvoRetroing Out Your Nintendo Switch

By Brad Feingold



**We all love getting accessories for our consoles. If it's not a controller, it's a cool case for the system or something to store the games. When you are ready to purchase them, it all comes down to two important features, quality and price. When I was at the Game On Expo in Phoenix, AZ, I came across a company that was doing everything they could to fill both criteria for the consumer.**

EvoRetro, a company based out of Canada, is now in the game to help preserve video game memories as well as the toys and accessories from the 1990's. They insisted on me trying out a few of their products that did anything but disappoint.

For the Nintendo Switch, I have noticed that normal controllers will range from \$25 to \$65, which is not a horrible price. So let's go ahead and start with their Switch Pro Controller. Taking it out of the box, I noticed right away the beautiful red color and the handle grips which, sorry Nintendo, is by far the best grip I have used on a Switch controller yet!

Compared to the Nintendo Switch controller, the charging indicator was the first thing I noticed when setting this up. It was so much easier to recognize when the controller was charged up as opposed to one little green light, which is a great bonus. And connecting to the Switch is also just as easy as any other controller made for the system. You are also able to connect the controller to other wireless devices, such as a laptop, phone, or tablet.

I was barely satisfied with the feel of the original analog sticks, which is par for the course for any of the analog sticks I have used in the past. This usually has me purchasing covers for them, and that was ok, but there is an option to put different toppers onto them for better feel and experience. And unlike the controllers that I have for my Playstation, I like these better.

The gyroscope sensor is also built into the controller to better allow you to have a better 3-D experience. I honestly haven't played too many games that take advantage of that feature, but it is pretty sweet for Mario Kart 8.

Bottom line is that price for this controller is well worth it, and the customer service is top notch. For a company outside of the United States, they are sure to get business from me in the future.

The next thing that I got to test was the Folding Stand

that they created. Yes, there are plenty of different types of stands for the Switch and mobile phones already in existence, but for something so simplistic and small that they created, I was overly satisfied from the first time I used it. I got to test it out on day one of the convention and thought it was really useful for my iPhone. I had a Bluetooth keyboard that I wanted to use, and by setting the phone on the Folding Stand, I was able to easily utilize everything in harmony.

The grooves/ledges on the front are adjustable so you can tighten or loosen the grip up against the back of the stand. Also, with a slight push of two buttons on the top of the stand, you are able to easily adjust the angle of your device. This made watching the latest episodes of Dark Crystal easy. For travel and storage, it fits absolutely perfectly in your shirt or back pocket. But what about the cords?

With other chargers, we sometimes face the problem of the charging cable getting bent, but with the N-Switch Folding Stand, there is a perfect amount of room so that is no longer a concern. It was perfect for the phone and especially the Nintendo Switch. A perfect accessory that EVERYONE with a Switch or even a mobile phone should have!

Finally, getting people together to play a party game can be a tricky task, especially if you do not have all the right accessories for the event. EvoRetro has created a package that is the answer to any party game problems.

Again, yes, there are multitaps that you can get for the switch as well as controllers to attach to it, but sometimes the accessories can be a little pricey. The unit connects to the Switch via USB and permits up to four Gamecube controller connections, which are a lot lighter on the wallet.

In addition to this, EvoRetro has also created their own version of the Gamecube controller. In comparison to the regular controller for the Gamecube, this really isn't that much different. The colors are about the only thing that you would notice at first. The grips and buttons all still handle the exact same way, making playing Mario Kart and Smash Brothers as much fun as it always has been.

With the amount of money that I have poured into game purchases for my collection, the products from EvoRetro are a breath of fresh air...knowing that they aren't out to siphon every dollar from your wallet.

As of the writing of this review, they also announced a kit that they will be releasing for the new Nintendo Switch Lite. Stay tuned for more information. 📺

[evoretro.com](http://evoretro.com)



# Street Fighter Replicade

By Michael Mertes



**T**he third release in the 1:6 scale RepliCade arcade cabinet lineup is here, and with it comes a fierce Dragon Punch right to my arcade memories. The Street Fighter II: Champion Edition RepliCade arcade cabinet contains two different versions of Street Fighter 2: Champion Edition and Super Street Fighter 2: Turbo.

Aesthetically, New Wave Toys chose the cabinet artwork of SF2: Champion Edition to be used for this replica, and it has been faithfully reproduced. The mini-cabinet itself is also a replica of the same Dynamo-style arcade cabinet that Capcom shipped to arcades back in 1991 for the release of Street Fighter 2.

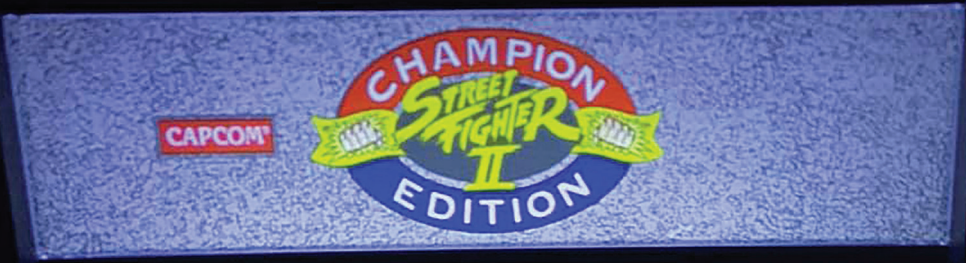
The major exception made for this miniature is that it only features one player as opposed to the full-size cabinet having room for two players. If you've never played a game of Street Fighter 2 before, each player gets a joystick and six buttons to perform punches and kicks. To try to fit both player controls in a small 12-inch cabinet would be very tight, not to mention uncomfortable. Thankfully, those looking to go a few rounds against a second player can do so by plugging a controller into one of the two back USB ports on the cabinet. As a bonus, New Wave Toys produced a small fight stick that comes with the cabinet so that you can have two-player bouts, right off the bat. The small fight stick can be conveniently stored in the back of the cabinet, as well.

A responsive joystick is a must when it comes to fighting games, and the overall performance of the joystick on the cabinet is decent. Basic movements were not an issue, but my success rate on performing moves like Ryu's Dragon Punch and Zangief's spinning piledriver was noticeably lower on the tiny sticks. If you want more accuracy for moves like these, you can plug in a different controller, such as an 8BITDO SNES control pad or a MadCatz fighting stick, and be ready to rumble with your favorite fighter.

At 12 inches tall, the RepliCade fits perfectly on a desk or bookshelf and is an excellent sight to see and hear with its well-lit LCD screen and stereo audio. Both Champion Edition and Turbo versions of the game performed accurately to the original arcade releases. As someone who owns just about every port of Street Fighter 2 on home consoles and the original arcades boards, I couldn't pass up picking up a playable replica that I could proudly display on my desk at work. While it is certainly not the most accessible way to play a game of Street Fighter 2, it is undoubtedly the most innovative.

[newwavetoy.com](http://newwavetoy.com)







# NES Encyclopedia

By Frank Schwartztrauber


**The NES Encyclopedia: Every Game Released for the Nintendo Entertainment System by Chris Scullion is an incredibly comprehensive guide to one of the greatest gaming systems of all time. It covers more than 700 officially licensed games and over 160 unlicensed titles released in the UK and US.**

The book itself is a beautiful, large, hardcover-bound edition with an eye-popping cover that really grabs your attention. It has full color pages with a screen shot and fun fact for each game. A brief history of the NES starts the book out with some original advertisements and then goes right to an alphabetical listing and a quick summary of each game. Most are four to a page, with some exceptions. Some more iconic games get a full page spread, like The Legend of Zelda and Final Fantasy, as they should.

I really enjoyed the fun facts and had to read every one. It's always fun to find out something about one of your favorite games that you didn't know before.

The author discovered the wonders of the NES by chance while visiting the U.S. when he was four years old. Then, he had to return to a land where there was no NES! I'd say that's one way to become completely obsessed. Chris has been a staff writer, an online writer and a games editor at Official Nintendo Magazine, an online editor for Nintendo Gamer and games editor for Computer and Video Games magazine. He has the credibility to pull off an undertaking as large as this and it shows in this labor of love, along with some strange off-the-wall humor.

This is a great book, whether you're a classic gamer looking for interesting information or to relive some nostalgia, or a newer gamer wanting to learn the history of an iconic gaming machine and start collecting. Not every single detail of every game could be included here, of course. I don't think anyone wants to think about killing that many trees, but there's still an overwhelming amount of information here, in a nice concise manner.

If you're like me, the NES holds a special place in your heart. It was the first system I picked up after putting away my Colecovision. I was an adult (sort of) and done with gaming. My whole of love of gaming returned tenfold with that little grey box and has never wavered since. If you're looking for a good reference, history or coffee table book, then this should be on your coffee table, right next to your NES. 

[Amazon.Com - NES Encyclopedia by Chris Scullion](#)





# The Art of the Point-And-Click Adventure Game


By Old School Gamer

**This nearly 500-page hardback is a beautifully laid out, rich in photos and content tome for anyone who grew up in the 1980s and 1990s loving Sierra, Lucasarts, Maniac Mansion, Kings Quest and more. If that doesn't get you to buy this book, I guess I will have to tell you more.**

I remember playing these games back in my childhood starting in 1984. A friend down the street had an IBM PC and a Commodore 64. We would play Kings Quest on the PC and arcade style games on his C64. We loved those Point-and-Click games, because they took time to solve, took brains and not just hand-eye coordination like we got out at the arcades.

While this book covers some of the games with just great visuals, it covers other games and programmers in a lot more depth, like the great piece on Ron Gilbert who, with Gary Winnick, created Maniac Mansion and the

first two Monkey Island games. The cool five-page long interview covering his inspirations, programming and humor tied into the games he worked on was one of my favorite pieces in the entire book. Other detailed articles that hit my interest included one on Jim Walls, who went from being a highway patrolman to being deeply involved in the Sierra Police Quest Series, and a piece interviewing Robyn Miller, whose Myst series tied point-and-click to puzzles like no other game did.

With full-page and full-spread photos, fantastic color, and quality paper covering over 120 games, this a book that every computer video game player in their 40s, who remembers the days of installing a dozen 5 ¼ or 3 ½ discs to play a game, must have. 

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[BitMapBooks.Co.Uk](http://BitMapBooks.Co.Uk)





# Killer Queen Black

By Brad Feingold



**O**ne day, I went to my local bar-cade and went downstairs and saw one of the biggest multiplayer videogames I have ever seen, and it was way bigger than X-Men. I had to look closer. This huge white machine matched ten players into two teams of ultimate chaos in an 8-bit world that almost looks like Joust on crack. Killer Queen, by Liquid Bit, has become one of the strangest overnight successes for party games in the arcade.

Between two teams of ten divided into two teams, gold and blue. You start of course with one queen and then the workers who can later turn into warriors. Throughout the game, you have three ways to win; by Military Victory which is killing the queen three times. Economic Victory, which has the workers filling the hive with berries. And then there is the Snail Victory, which has the first team that has a worker on a snail getting to the basket. Believe it or not it is all strategy, but sometimes, it is just all out mayhem.

Pretty much like all other video games, Killer Queen is finding its way to homes with even more features in Killer Queen Black. By doing this, they are almost giving a brand new perspective of the game without changing the original concept. The additional features are making this a game difficult to put down.

Online Multiplayer now allows you to play with family and friends anywhere around the world instead of meeting at the same arcade. But unlike the arcade version, you are only able to play up to 8 players on one game.

If you are all together in the same room with friends, local wireless multiplayer through the Switch makes it so much easier, especially when you have a multi-tap and additional controllers. I only three other friends over, but that is what is good about the game. If you don't have enough players, you are able to assign the computer to play as a bot. But if you are really cool and have a lot of friends, you can have a total of eight played playing at the same time on a local network through two Switch units.

The three game modes for Killer Queen Black are Quick Match, Ranked and Custom. It is all about how serious you want to be when you play the game. I myself love to just start and play. Sooner or later, I will want to start to play the ranked games, but for now, I still stink at the game so I will stay where I am.

You also have a great lineup of weapons to use. From the Sword to Morning Star, Laser and the Stinger, the madness never ends.

This is probably the most difficult game I have had to review lately for a few reasons. First of all, there is so much variety on one screen that sometimes I get confused and excited and sometimes it's challenging to choose the best part. It really is that much fun. Because I was playing it in the early stage, not everyone had access to it, so I was not able to play a lot of people online. But the people at Liquid Bit were nice enough to set up certain times to bring people together to play and even setup a time to play with you and some other people. To me, that is dedication to getting the players playing.

The graphics were true to the arcade version if not better. Through the six stages, you get different backgrounds that are clear and very well done for an 8-bit game. The controls are very easy to learn. In fact, there really isn't much to it. I think that is one of the other great parts of the game. It is the learning curve. They don't want you to spend hours learning how to play a game. It is a press start and get going.

This game is being released on the PC, Steam and Nintendo Switch. But fair warning on the Nintendo Switch, don't play it on handheld. The screen is so crazy and out of control, I would strongly suggest playing on a large screen tv. 50 or 60 inch would work best. 📺



# Coffee Break ShootOut and Total Refill

By Old School Gamer

**P**sytronik Software recently released two new Commodore 64 games from programmer Stephan Katteneder, with music by Saul Cross: **THE COFFEE BREAK SHOOTOUT**, and **TOTAL REFILL**.

## TOTAL REFILL

Playing as bartender Chris, your job is to keep your customers happy by keeping their beer glasses full. But make sure you keep an eye on the beer keg, as that needs to be refilled as well. This game has great graphics, but the gameplay and controls take a bit of experimenting to get used to.


## THE COFFEE BREAK SHOOTOUT

The theme of this game is that you are away on your coffee break and, while on said coffee break, the birds come across your view to disturb your alone time. This game has great graphics and the bird animation is superb. The catchy theme music plays continuously. Use the joystick to aim the crosshairs, pull (press) the trigger, and POW! Let them have it. It sounds easy, but it gets challenging as the birds speed up. The birds will occasionally mock you with some slightly PG-13 commentary if you miss. This is my favorite of the two released in this package. It is an enjoyable twitch game that is easy to pick up but difficult to master.

These two quality games are available as a twin-pack on a physical



5 ¼ floppy disk for the Commodore 64/128. It is available as either a budget release (disk only) for about \$9, or a nicely packaged premium release (full color jewel case, floppy disk, and instruction manual) for about \$18. See the Psytronik Software website (<http://www.psytronik.net>) for ordering information.

Do you have a new hardware or software product for a retro console or computer that you want "The Old School Gamer" magazine to review? If we don't have the required hardware, we will get it. If we can't get it, we will emulate it. Contact us at [oldschoolgamer.com/contact-old-school-gamer](http://oldschoolgamer.com/contact-old-school-gamer). 





# Sorry Sony

FROM PLAYSTATION TO SWITCH

By Brad Feingold

**E**ver since the first Playstation system came out, I have always been a loyal player. In fact, I remember when the Playstation 2 came out, I was camping out in the Wal-Mart layaway area waiting to be the first person to get one at midnight. The first three games I bought were Madden, SSX and Ready to Rumble 2. My boss wasn't too happy when I called in sick the next day.

When the Playstation 3 and 4 were released, I waited, because I wanted to see which games were going to be released. Eventually, I did purchase both systems, but the PS4 was by far the best purchase I had made in a long time. I never took the money and invested in any of the other systems. I wanted to stay true to one brand and thought nothing could be better.

After the launch of the Nintendo Wii U, there was a lot of talk of people saying that they almost got the system right. But for some reason, the Wii U did not last long at all. It seemed more of a fad than anything else. And with several releases of the DS in different forms, there was time for a change. Enter the Switch.

I'm going to be perfectly honest, when I first saw this thing, I laughed. In fact, I laughed just like I laughed when the Wii was released, thinking it was just another gimmick. When I actually got to hold a system in my hands, I was thinking that the buttons were incredibly too small and there is no way that I would enjoy the controls.

But opportunity knocked, I was able to obtain a system and every negative opinion I had about the Switch was removed. This is actually a great system. Somehow, Nintendo has been able to get everything that you need to enjoy the game right into your hands. I was ecstatic when I found out that Star Wars: Fallen Jedi and Overwatch were coming to the Switch this year... and this was only the

beginning.


The Switch is separated from ALL other systems by the open source code that allows anyone with an imagination to create a game and charge what they consider to be a fair price. In the store, you can download games as high priced as \$59.99 or as low as \$.07. I'll admit that some of the games are outright lame, but there are some good ones out there.

However, the best part about the whole experience of Switch games is the access to the retro games. Besides playing the newest games, there is now an even easier way to play the classic Nintendo, Super Nintendo, Sega and arcade games. Yes, there are those Namco collections and Konami anniversary collections that you can buy, and they are awesome, but with the Switch, there are even more games to play directly from Nintendo.

In addition to the classic games, there are brand new games that are being released daily that are created in the style of 8- and 16-bit graphics and music.

All that retro-good feeling is there. Throughout the issues of OSG, we have been featuring new and different games of this style and we are looking forward to telling you about more in the future.

So what does this do to my PS4? Well, the day that I wrote this article, I cleared out the hard drive and deactivated my account and placed the system for sale on Facebook. Three hours later, it was sold.

Does this mean I don't like Sony anymore? Absolutely not. It is because I really don't need that many systems now and if there is one system I can dedicate my time and efforts to, why keep the others? Yes, eventually, they too will become retro like every other system has in the past. But I am more into the real retro since the graphics, sound and playability of the hottest games of today will take a very long time to be declared retro... but this is just one person's opinion. Sorry, Sony. 





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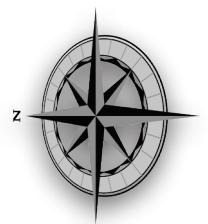
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