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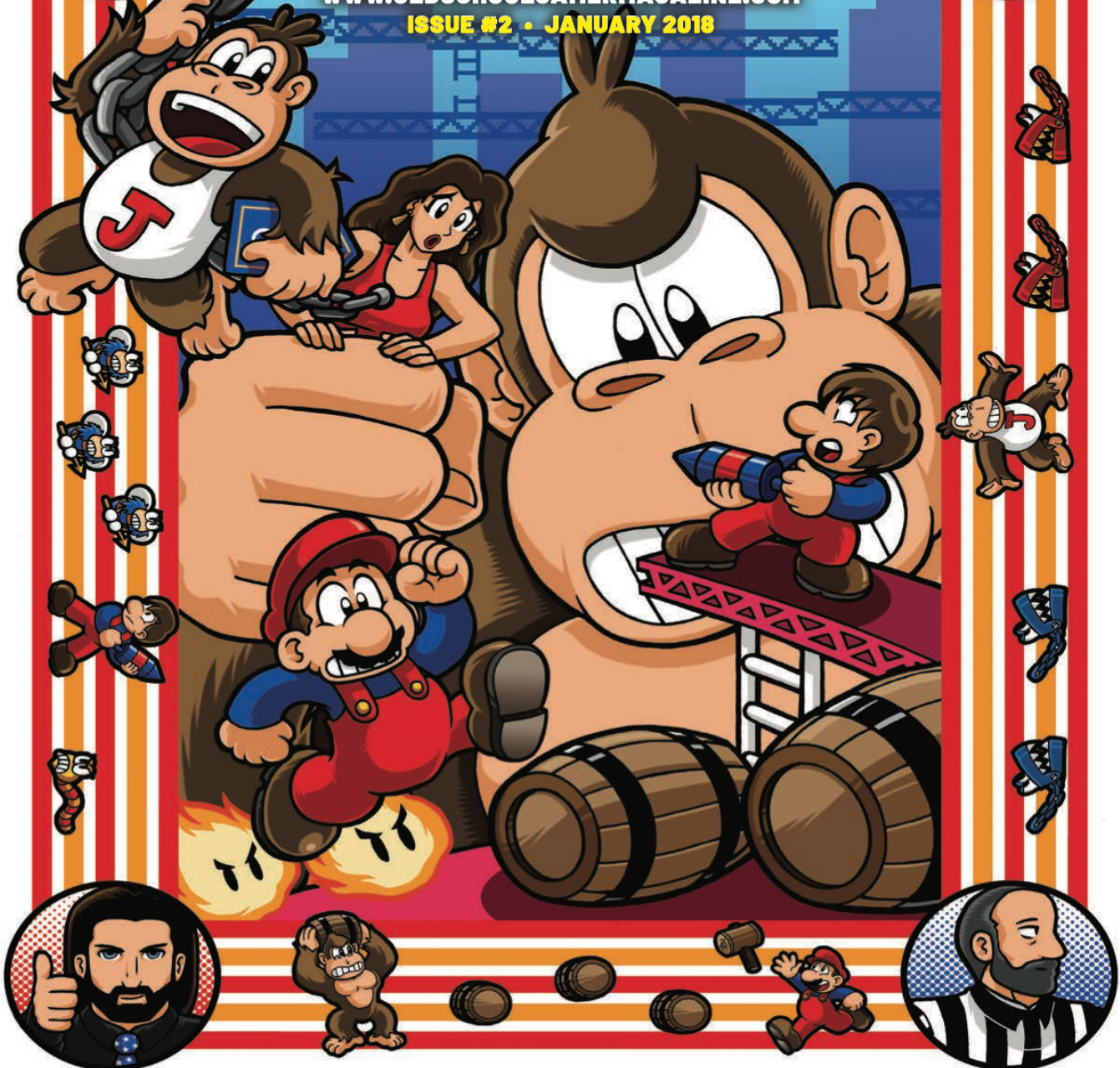
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ISSUE #2 • JANUARY 2018



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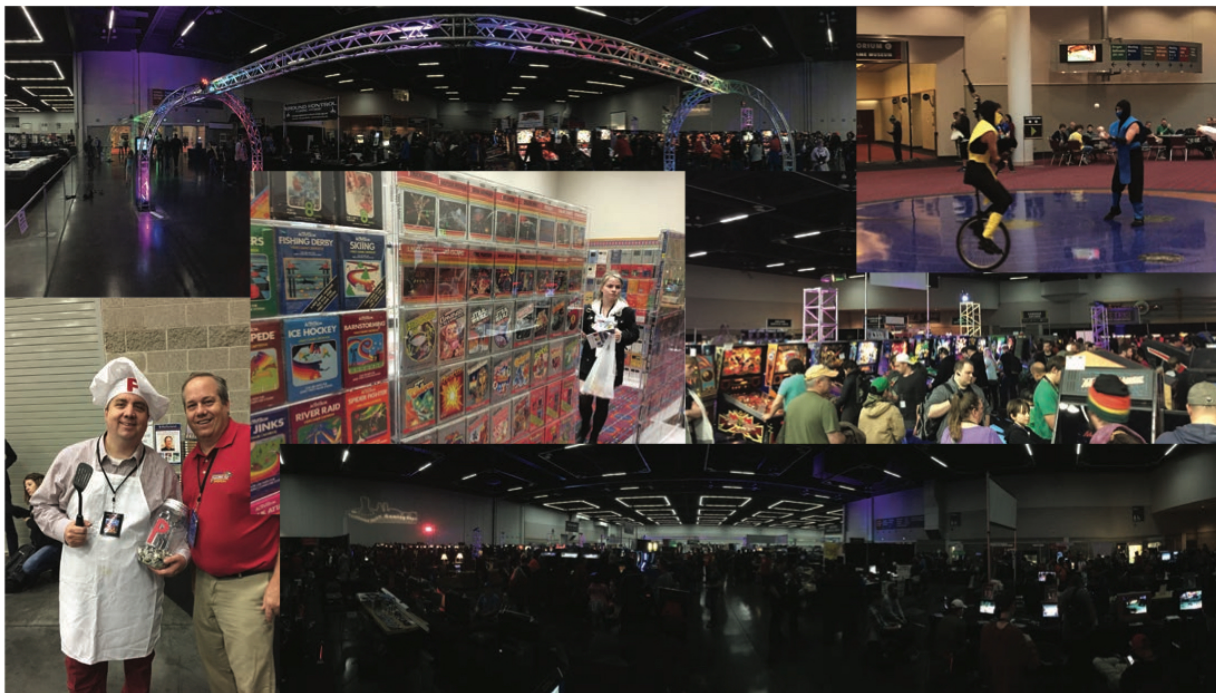
CALIFORNIA



Portland Retro Gaming Expo

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

By Ryan Burger



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

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

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

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

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

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

It wasn't until the fourth year



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

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

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

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

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

OSG: Is that when the convention center came calling?

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

OSG: So why is this event so successful?



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

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

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

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


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

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

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



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

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

RetroGamingExpo.Com

Old School Pinball and Arcade in Grimes, IA

RIGHT ACROSS THE STREET FROM OUR MAGAZINE OFFICES

By Ryan Burger



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

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

Housed in a remodeled post office,

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

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

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

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

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

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

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

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

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

TheOldSchoolArcade.Com 



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When President Ronald Reagan Almost Came to Twin Galaxies

By Walter Day

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

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

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

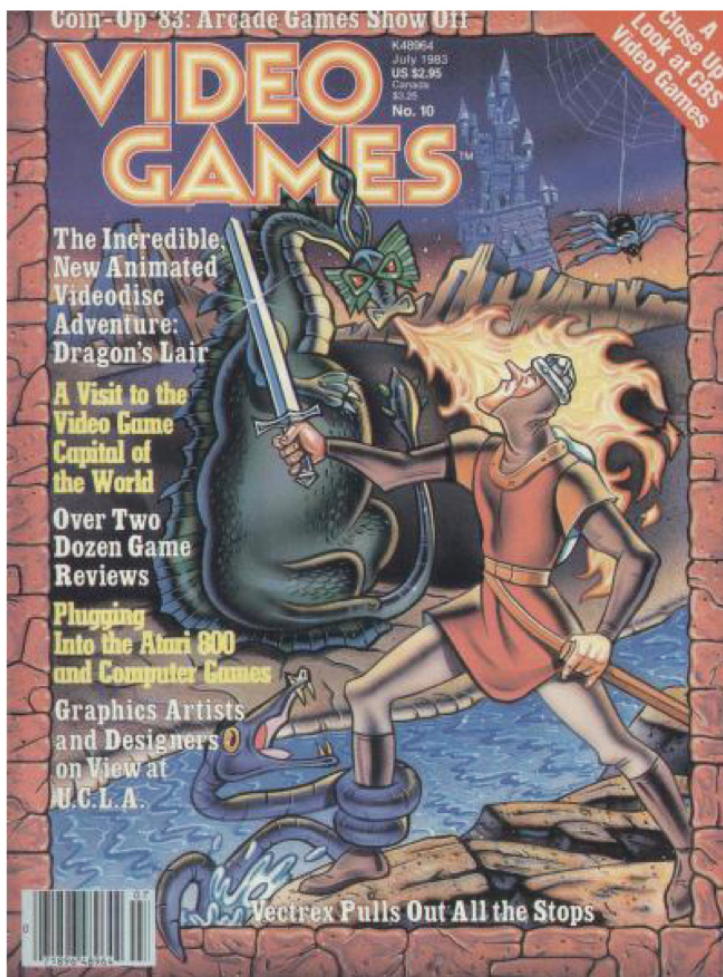
The Governor's visit was a world-class news story which was carried by most news wires. Not only was the Governor in the media spot light, but other side stories got their fair share of attention, too: like the Pac-Man showdown between Governor Branstad and Ottumwa Mayor Jerry Parker (Parker won 13,850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

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

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

But, what about President Ronald Reagan?

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




Cover of July 1983 edition of Video Games magazine

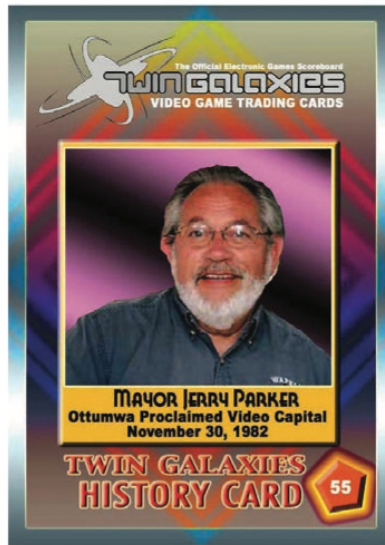
Just by chance, the scheduling office was at that time trying to strategize a Presidential visit to Iowa for President Reagan to meet the new Republican Governor, Terry Branstad.

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

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

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

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



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

Twin Galaxies' Superstars of 2011 VIDEO GAME TRADING CARD SET

MAYOR JERRY PARKER

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



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

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Twin Galaxies' Superstars of 2011 VIDEO GAME TRADING CARD SET

THE STARS OF 1983

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



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

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2018 OLD SCHOOL EVENTS CALENDAR

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

WINTER+SPRING

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

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

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

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

February 17-18 - Raleigh, NC - Play Through - PlaythroughGC.com

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

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

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

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

OSG will be here too!

March 24-25 - Mohegan Sun, CT - CTGamerCon

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



SUMMER

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

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

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

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

southernfriedgameroomexpo.com

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

June 12-14 - Los Angeles, CA - E3

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

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

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

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

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

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

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

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

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

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



FALL

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

September 29-30 - Arlington, TX - RetroPaloza - Retropaloza.com

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

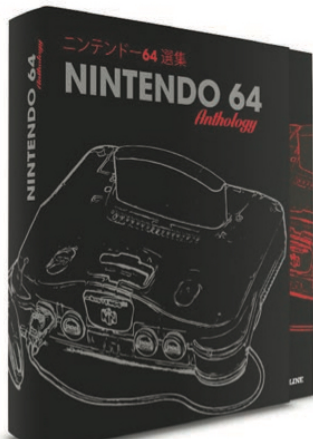
October - Hartford, CT - RetroWorldExpo - Retroworldexpo.com



Nintendo 64 Anthology


BOOK REVIEW

by Kelton Shiffer

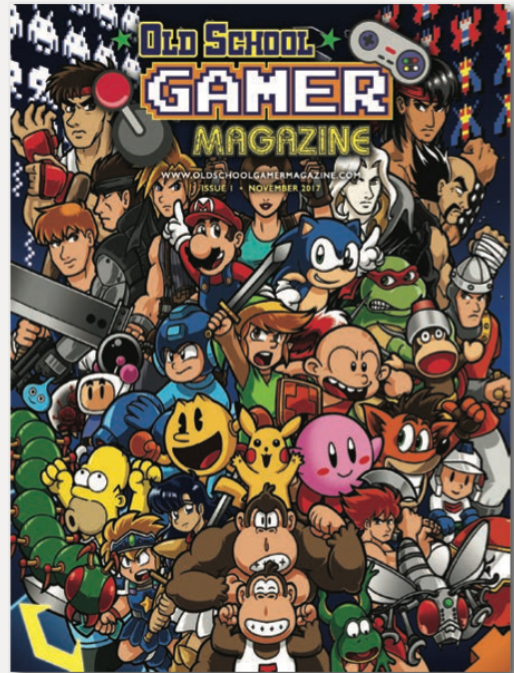


When it comes to nostalgia, everyone has their own idea and feel for it. Some people's fondest and warm childhood memories take them back to bike rides with their friends or having a strong bond with their classic cartoon characters, but for me, it was early Saturday mornings playing my N64. I've been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

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

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

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A Gamer's Paradise in Las Vegas

By Old School Gamer Staff



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

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

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

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

I was paying the guy \$10 apiece for

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

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

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


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

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



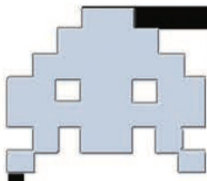
Sean Lebreque owner of A Gamers Paradise inside the newest part of the store

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

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

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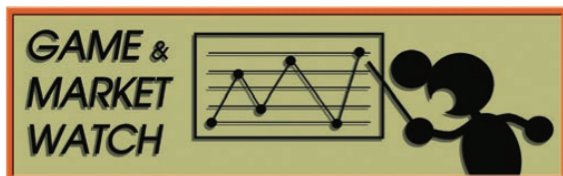


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Game and Market Watch

By Dan Loosen



It's undeniable in the past 20 years, the market for retro games has changed a lot. The market changes have come for a lot of different reasons, and in this new column, Game and Market Watch, I'm going to explore some of the changes we've seen and the factors that influenced them.

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

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

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

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

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

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

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

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

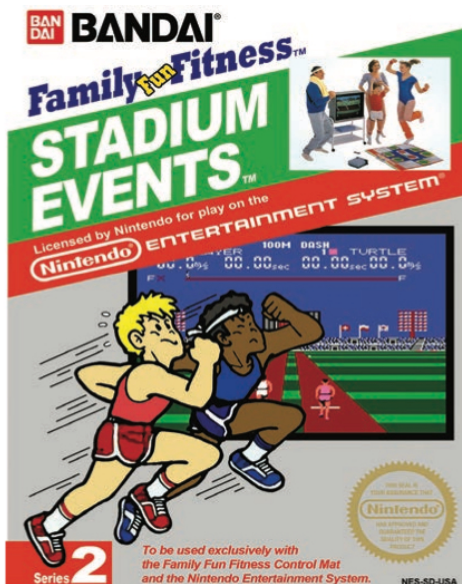
We still maintain the same idea, although there are other sites that are now even more detailed than us - we don't take individual pictures for instance of each item we sell, as with about 23,000 items in stock, managing that would become absolutely insane for us and we would have to raise prices to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

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

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

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

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



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

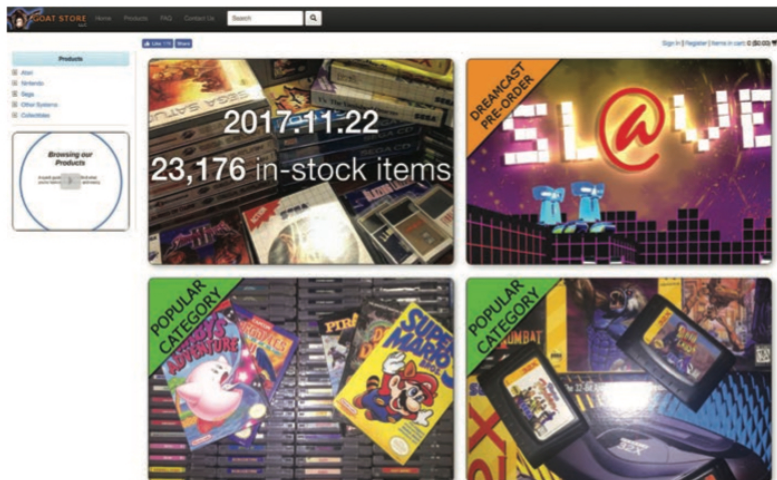
I find several problems with this, so in brief... Yes, Funcoland had games like Stadium Games listed for less than \$5 at times, but it wasn't like they had them in stock. And then, the problem was that store to store, there was no knowledge about what was rare. Stadium Events might be listed for \$2.99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

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

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

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

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



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

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

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

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

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



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

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

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


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

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

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

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

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

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



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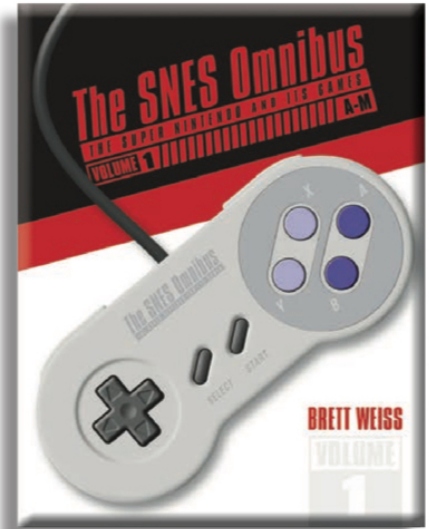
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For more information, check out Brett's website:
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—Dave “The Video Game Critic” Mrozek



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Free Play Florida

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

By Old School Gamer Staff

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

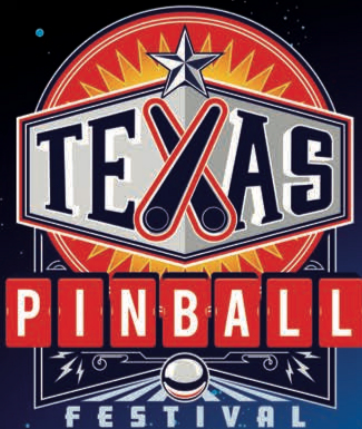
A This event is totally bursting at the seams as it takes over the Ramada at Sea World using their main ballroom, and a bunch of siderooms for all its activities. While Friday was very full with just the main gaming room being packed with arcade games, consol game battles and some vendors that also spilled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

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

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

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The Pinball Hall Of Fame

By Old School Gamer Staff

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

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

OSG: *Because I could never win.*

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

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

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

Check out www.pinballmuseum.org for more information and get yourself there for a couple hours of gaming during your stay in Las Vegas. 🎮

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



HOW HIGH CAN YOU GET?

By Michael Thomasson

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

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

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

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

solo game was Radar Scope.

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

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

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

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

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

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

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

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

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



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

KONG VS. KONG TRIVIA

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

WANT MORE DONKEY KONG?

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

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

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

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

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

WHAT'S IN A NAME?

おっさん OSSAN

ミスター・ビデオ MR. VIDEO

ジャンプマン JUMPMAN

マリオ MARIO



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

Where It All Began

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

By Shawn Paul Jones and Walter Day

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

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

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

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

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

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



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

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



Life Magazine January 1983 spread shot out front of Twin Galaxies


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

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

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

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

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

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



King of Kong Movie Review

STARTING OUT A NEW COLUMN ON VIDEO GAME RELATED MOVIES

By Brad Feingold

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

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

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


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

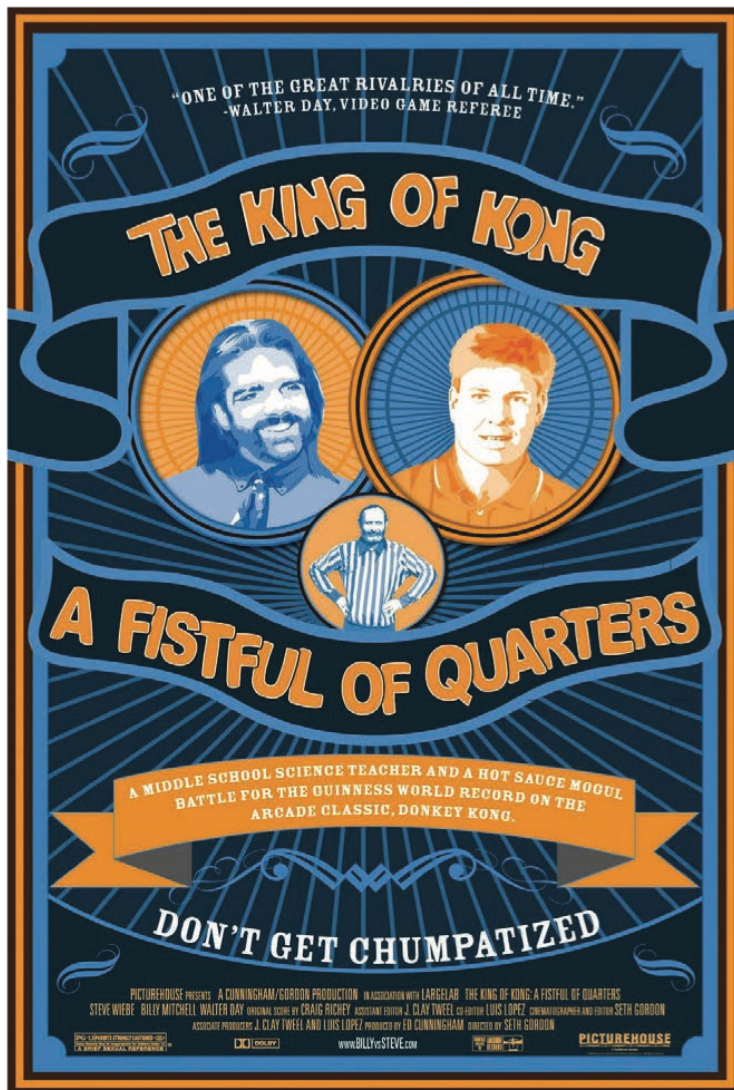
Toward the middle of the movie, there is a twist of fate when the Guinness Book of World Records decides to get involved with the plot. It is really difficult to mention more without giving anything away. It is a documentary but it's still good to watch from the start to the end.

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

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

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

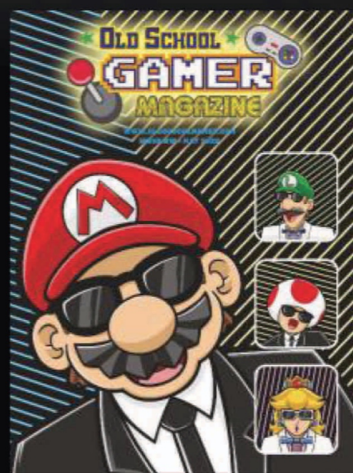
a fan of video games, you would enjoy this film. The extras that are on the DVD are also a lot of fun to watch as well. With a brief history of Donkey Kong to the interviews at the film festivals, this is a great film to watch and add to your video collection. 



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