

Retrogaming Times

Issue 34 - June 20th 2000

(The newsletter for the classic gamer in all of us!)

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MAME Reviews

Time to pull two more games out of the archives, dust them off and give them a good reviewing. This time I picked two of my favorites at the arcade that for some reason have avoided my reviewing eye. But no more do they escape the scrutiny. Bwahahaha!



Bagman

How a game this cool, got such a stupid name is beyond me. I could think of a dozen better names, like "Escape from Justice" or "The Fugitive" or anything more clever than Bagman. Sounds like a drug dealing game or a grocery store worker. Enough about the dumb name, lets get to the game itself. Bagman has you playing the role of a convict on the run. But you are not just some fugitive breaking from prison, you are stuck in a mine, where you are trying to collect bags of gold, while being chased by guards. Why you are in a mine and why bags of gold are laying everywhere is a mystery to me. But in the fine

tradition of classic video games, logic doesn't really matter as long as the game is fun.



(Level One, notice how the guard is immune to the mine cart. Cheater!)

The main idea behind winning the game is to collect all the bags of gold and put them in your wheel barrel. This is much easier in theory than execution. First off, the guard is relentless. He heads after you and will take you down. He is also later joined by other guards. While he has a gun, your weapons are the money bags (which can be dropped on his head, ouch!) and a pick axe that will send him running. The only problem with dropping the money on his head is then you have to go and retrieve it. Ditto for the pick axes, while an effective weapon, they do have another use, namely to knock down walls to get to trapped money bags.



(Level Two, Check out the nifty elevator, a great way to get away from that pesky guard).

There are also different ways to get around. You can use the tried and true method of walking. While this is probably the safest, it is also the slowest and there is a bonus meter running. The next way is to hitch a ride on the mine cars. This is done by grabbing one of the hand grips on the ceiling and waiting for the car to come by and dropping in. If you stand in front of the car, you will be run over. The guards are not affected by the mine cars, making me believe they are ghosts of some kind. But why would a ghost run from a pick axe or be hurt by a bag of money? Puzzling indeed!

There are other things that can help you in the game. There are elevators that go up and down (real smart Tom, what way is an elevator supposed to go) and ladders to climb around on. There is also some passages that are sloped, so the money bags will slide down them. These all add some strategy in your battle to not only outwit the guards, but also in your quest to get all the money bags (carrying one will slow you down considerably). All in all, it is a very fun game and one I do recommend! While it has elements from other games, the whole package makes it a very original game and a very fun one!



(I don't know if I should admire someone who enjoys their work this much or fear someone so twisted?)

Cheeky Mouse

Universal was known for making a lot of games that no one ever heard of, unless you were a hardcore gamer. Go ask the man on the street and see how many heard of Space Panic or Cosmic Avenger. With the exception of the Mr. Do series, most of their games were headed to arcade obscurity and Cheeky Mouse is no different.

The game features the second cousin of Evil Otto (not really, but this guy has the same never ending smile). This dim bulb is living in a house full of rats and needs to keep pounding them with mallets and yet he is standing there smiling. My guess is he is a sadistic individual and this is his idea of fun. Well, those pesky rats keep coming and coming. They go and chew through your floor and go to the basement and steal what I am guessing is cheese. Run out of cheese and you lose a life. This makes him stop smiling.



(Not smiling now are you, the rats beat you!)

The game is quite simple, hit the rats before they get all your stuff or die. If they do get it, you can bop them with your mallet as they emerge from the holes. As you progress, you will see different color rats and a mystery critter. Don't worry, a mallet will do them all in.



As you can see, there is at the top of the screen, a counter of sorts. This shows how many rats are coming and you will be forced to stop. When they are all gone, you can move onto another level. Like any good arcade game, as the game progresses, it get tougher. The number of rats coming speeds up quickly and soon you are knee deep in rodents. What I wouldn't give for a few cats and a handful of traps. But all you have is your trusty mallet, so get cracking as those rats aren't taking a break and neither can you (unless you hit the pause button).

So the next time you want to take out some frustration, load up Cheeky Mouse and start bashing those vermin. You will relieve some stress and not have to worry about lawsuits. Whoever heard of a rat suing anyone?

[New Intellivision Games?](#)

Sounds too good to be true? After 15 years of absence, new games may finally come out

for the Intellivision? Well, it is a possibility! I received the following email:

Dear ancient games collectors,

There are great news for us!

It is possible to have new Intellivision games coming up.

We are collection reply from people interested in buy new intellivision games for 30-40\$.

As soon as we reach a minimum of signatures the making of new intv game will start!

Tell me your opinion writing to mailto: vprette@hotmail.com

We gonna make collector's dream become true!

Please send this message to people could be interested in.

Valter Prette

This was enough to peak my curiosity, so I shot out an email to him and asked him some questions about these possible games. So here is the questions I asked and his responses.

[1. What kind of games are you proposing? Are they original games, updates of previous games or remakes of popular arcade games that weren't ported to the Intellivision?](#)

Valter-Probably not official ports, but certainly some clone games would be nice, and definitely original games.

[2. I am assuming they will be in cartridge format that works on the Intellivision. Is this correct or are you planning a different format?](#)

Valter-Cartridge format.

[3. For the \\$30.00-\\$40.00 price, what does one expect for their money, other than the game? Will there be documentation? Will overlays be supplied? How about a box?](#)

Valter-Some documentation would be included, probably not an overlay or box unless costs can be kept low and there is sufficient demand to warrant it.

[4. How many games are you initially planning on producing? Will there be limits on the number of carts produced and will they be limited release or will they stay in production?](#)

Valter-That all depends on the interest from Intellivision fans, and the availability of cartridge shells.

[5. Do you have the games already planned or are you taking suggestions from potential customers?](#)

Valter-Suggestions would be considered.

After he graciously answered my questions, Valter sent along the following statement with more information about this exciting project. I think you will find this quite interesting.

makeINTVgame!

The Intellivision phenomenon is one of the most important within the videogames industry. It represents the age of pioneer programmers, when first games come out and the idea was all about the game. The industry wasn't yet afflicted by clones and brilliant graphic / bad challenging games.

To play a game for most people was representing the magic way to explore different, amazing world. It wasn't just playing games. It was art.

The second thing about Intellivision is its peculiarity to have almost only original games, everyone different from the others. Every game represented a way to play, and the game to buy if you like that way. Today I think it's time to come back to this gold age. Making of new games for Intellivision systems is something I was thinking about a long time ago. I decided to move forward from dreaming and I started speaking with programmers and involving people in a wonderful, new project: **makeINTVgame!**

To realize this project basically means to make it profitable for software houses that could provide industrial support and games available in stock.

Not simple garage cartridge or demo roms, but real games that seems to have come out from the age of '80!

The first step is done now, and at least one software house is interested in this project, hopefully more will follow. Now the second step is going on, and I'm doing a survey to see how much serious interest exists between collectors. I need to find enthusiastic people that will consider to buy new Intv games for 30-40\$. I need to collect at least 500 signatures to convince

software houses start working on **makeINTVgame!** project. Anyone, nostalgic game player, retrocollector or dreaming man like me, who want to help this upcoming new gold age industry please contact me, writing to: valter.prette@consulenti.csi.it

I already got many answers, but I need a lot! More people write closer we come to start the project!

Thank to everyone.

Who's Valter Prette

Computer science engineer, graduated at Politecnico of Turin, Italy, and graduating at the Royal Institute of Technology of Stockholm, Sweden.

Since 1990 I'd been collecting videogames and classic computers. I believe videogames are not business, I believe they represent human culture.

Who's involved

Songbird Productions is the first software house interested in **makeINTVgame!** project.

They ask me to make this market analysis.

Please don't try to contact them, just send me any mail related to [makeINTVgame!](#), otherwise it'll be lost.

Contact info

mailto: valter.prette@consulenti.csi.it

mail to: vprette@hotmail.com

<http://www.nada.kth.se/~x97-vpr>

Valter wanted it known that this is NOT a commitment that new games will come out, but rather a survey to see how much serious interest exists to convince some smaller companies to develop for the Intellivision. So make sure to send a letter and show your support, if you are an Intellivision fan! We have waited a long time for an opportunity like this! You can email your support at the following email address: vprette@hotmail.com or valter.prette@consulenti.csi.it.

Letters to the Editor

I get some strange letters and some that are not that well thought out. The first one is of the latter persuasion.

I noticed on your site that you give alot of coverage to collecting marquees. I would expect that a person who proclaims to love arcade games so much would want to see the marquees stay on the machines. I bet you are the kind of person who likes to see animal heads on walls, instead of where they belong, on the animal. You are a.....(it was edited here due to a long list of profanities that would have made Andrew Dice Clay blush).

Editor-Hate mail, is that cool or what! But to address the writer, I do not like to see animals killed and made into trophies. As far as arcade machines, it is a different matter. While I would rather see a marquee remain on the machine, there are different instances that does not always allow this. Here they are:

#1-Machines break down and before they are sent to the dump, many dealers would salvage any serviceable parts like monitors, control panels and marquees. So instead of throwing the entire machine out, they saved some of the parts.

#2-Some marquees were parts of conversion kits. These were games that would come with a marquee, side art and a pcb. When machines would become old and not as popular, they could take these kits and instead of buying a whole new arcade machine, they could just get the conversion kit. Pac-man was one that was converted quite often. So when you converted it, the old marquees were taken out and sometimes stored or sold or given away.

#3-Some arcade owners would get replacement marquees which are commonly referred as NOS, which means "New Old Stock". Sometimes they were bought to replace a damaged marquee or were put in storage in case a marquee was ruined and needed to be

replaced. Many were never used and so remain in like new shape.

So as you can see, most marquees that are for sale are not taken from a working machine. A person would be pretty dumb to strip a working machine of a marquee, just to sell it (though the person who wrote me may just qualify). The value of a machine without a marquee would drop greatly.

I have been hearing alot about emulation, but I am the kind of person who would rather play the actual cart than play it on an emulator. What is your stance, do you like emulators or are you a purist? Signed "Game Purist"

Editor-A purist? Is that anything like "virgin" olive oil? Seriously, while playing a game on the original system is always the best choice, emulators do have many uses. To make it a theme this issue, all my responses will be multi-parted and numbered.

1. What better way to see whether a game is worth owning or not? If you are not a completist (like myself), it is much better to see if the game is worth owning, before shelling out the bucks.

2. Many games like prototypes and UR carts may never be available for you to buy. Your chances of finding them in the wild is almost nil and unless you have the big bucks to afford them, emulation offers you the opportunity to play them and not have to sell the car and rely on public transportation (which can make thrifting very difficult).

3.If you are one of those collectors who puts a high value on condition, you can keep your cart in a vault and play it on the emulator.

4. If your game system breaks down (and perish the thought, you don't have a spare) or your television is on the fritz, you can play the emulated games while you search for a replacement system or television.

5. If you are someone like me who wants to eventually review every game and not have to shell out a ton for games like Tooth Protectors or Coke Wins, then emulation makes things easier and a whole lot cheaper!

Now What?

By [Fred Wagaman](#)

OK, so you've collected all of the Atari 2600 Games. Completing the 5200 didn't give you too many problems except for those pesky prototypes. And the 7800 collection was a breeze. You've gotten all of the label variations including the elusive "Pele's Championship Soccer" End Label. You sit down and admire your collection and...

And what?

If you're like me (and you probably are if you are reading this newsletter), you have stacks and stacks of carts. Carts in boxes, carts in boxes with instructions, carts with instructions, boxes with instructions, instructions alone, boxes alone and carts alone.

So what do you do with them?

Oh sure, if you're like me (see above), you have a few that you play from time to time. Classics like Kaboom!, Pitfall and the like. And occasionally, you'll get out Pac-Man when you feel nostalgic. But if you're like me (ibid), 99% of your collection sits around collecting dust. (Unless you have them hermetically sealed in a temperature and humidity controlled vault)

But, even if there is a part of you that considers unloading your collection, there is another part that reminds you how difficult it was to accumulate this stuff. And how much more difficult it has become as the supply lessens.

A couple of years ago, I thought classic video collection was poised to be a big thing. Not as big as Beanies or Pokemon, but I expected our numbers to double as more people joined the ranks of classic game collecting.

I don't think that happened. Things would be even more difficult to find if the demand would have increased as the supply lessened.

But I digress. The real question remains. What to do with all of the rectangular pieces of plastic that you've accumulated and rarely play?

We all know that a Combat cart works great for leveling out that uneven picnic table. And spare Pac-Mans (Pac-Men?) are good building blocks for kids to play with. I even heard of people collecting a bunch of one type of cart and papering a wall with them.

It comes down to deciding if you want to keep all of your carts or not. And if you do, then you have to decide whether you want to display them or store them. If you just want to store them, go to Wal-Mart or Kmart or Target and pick up some of those huge Rubbermaid containers. Stack your stuff neatly and securely and store the containers in your attic, basement or garage. Keep out the games you play and put the others away. If you want to display them, get some shelves or cabinets and you're set.

This solves either problem for a while.

But the question remains. What do you do with a huge classic game collection? Someday, you (or your heirs) will have to unload, sell, discard or distribute your collection. ("And I do hereby bequeath my 5200 collection to my nephew, Earl...")

Or maybe by then, the Smithsonian will be accepting contributions for their "Digital" wing...

Until then, good luck.

Fred has been playing games for over 25 years and actively collecting them for over 10. The 2400 + games that he has takes up most of his home office and living room. He lives in Denver, PA with his understanding wife Jennie, his 4 year-old, button-loving son, Max and his newly acquired, "Robotron"-loving, 4th player, Lynzie. If you have any ideas for him (or for that matter, have an idea what he's rambling about), he can be contacted at fcw3@postoffice.ptd.net.

"A Score to Settle"

by [Alan Hewston](#)

So, you think you know your scores, and in some cases, a perfect score (those are the easy ones)? Try these out. Oh yeah - Billy the Block just reminded me that there isn't always a score.

Each of these 20 scores from classic home video game systems only has one match. Obviously some scores could work for multiple games, so think them through. You should get most of them when you realize that there is no duplication of the 20 scores, or 20 games.

Check the end of the issue for the answers.

- 01) 999,999
- 02) 999
- 03) 10 to 0
- 04) 1080
- 05) No Score
- 06) 21 to 0
- 07) 5 to 0
- 08) 864
- 09) 300
- 10) 199,990
- 11) 64 to 0
- 12) 6 to 0
- 13) 15 to 0
- 14) 64 out of 64
- 15) 60,000
- 16) 97,994
- 17) 33.9
- 18) 72
- 19) 660,620
- 20) 106,500

OK, so you figured a few out without a list, but here is the list of games. 1 final hint: most of them are the maximum attainable score, or a pretty good one.

- A) Dodge 'Em
- B) Pitfall
- C) Tennis
- D) M*A*S*H
- E) Choplifter
- F) Surround
- G) Donkey Kong
- H) Skiing

- I) Breakout
- J) RealSports Volleyball
- K) Bowling
- L) Dig Dug
- M) Pitfall II
- N) Night Driver
- O) Warlords
- P) Centipede
- Q) Video Olympics
- R) Adventure
- S) Megamania
- T) Othello

Alan Hewston, who recently reached the 100 Intellivision cart milestone, (cheating, by counting Sears carts too) can be reached at Hewston95@stratos.net.

Top 10 Ways that CGE2K Will Be Better
(Apologies to the CGE staff; it's a joke, right?)

by [Geoff Voigt](#)

- 10: Most of the Blue Sky Rangers will be wearing pants this time around.
- 09: Better payout from the Pong machines.
- 08: The Coroleone Family booth will feature certain editors and writers from certain modern game magazines tied up, with baseball bats available for \$200.00 each.
- 07: Twice as much Fear and Loathing as before!!!
- 06: That nasty bar fight between Wayne Newton and Donkey Kong from last year has been smoothed over.
- 05: Sigfried and Roy have that damned Adventure Bat in a cage, doing tricks for our amusement.
- 04: The bonus Fruit prize and Power Pill buffet will be open until 2 AM this time.
- 03: The Pit Boss can be paused by pressing 1&9 on the keypad at the same time.
- 02: Technical crews have found a way to jury-rig a Microvision to work on the Dot-Matrix screen at Caesar's.
- 01: Frankie, Sammy, Dino, and Joey have already bought their tickets.

(Geoff Voigt is really looking forward to attending his first CGE. He can either be flamed at gvoigt@ridgecrest.ca.us>, or you can just try to deck him at CGE in person. Go ahead. Try it sucker.)

eBay Notes

What is happening? River Raid for the Intellivision has gone ballistic! There is no true rhyme or reason to this. Look at these auctions for complete carts:

Auction #1-Item #326908257 \$128.50

Auction #2-Item #337514610 \$72.26

Auction #3-Item #335198391 \$81.00

Auction #4-Item #338341642 \$84.53

Does this mean that River Raid is worth this much? Does it mean that the one you put up will get that kind of money? I seriously doubt it. I have had 3 boxed and 5 loose ones in my possession and never sold them for nowhere near this much. These are prices that are usually reserved for games like Tutankham, Congo Bongo and Fathom, of which I had a total of one Fathom. The game is rare, but not that rare. Sure, it is possibly the hardest of the Activision games to find, but not as hard to find as even the INTV stuff. The fact that there were four auctions for the cart in a two week span and by different sellers should attest to that. Just one of those of the anomalies that happens on eBay.

PROMINENT INTERACTIVE ENTERTAINMENT COMPANIES
ENDORSE CLASSIC GAMING EXPO 2000

VALLEY STREAM, NY (June 2, 2000) -- A prolific line-up of leading interactive entertainment companies will be sponsoring this year's Classic Gaming Expo 2000 to be held on July 29-30 in Las Vegas, Nevada. Contributing to this year's event are Hasbro Interactive, Inc., Imagine Media, Telegames Inc., Intellivision Productions and Digital Eclipse Software Inc.

Their financial and promotional support has proved valuable in aiding the show coordinators to organize what is touted as the greatest gathering of industry legends, historic gaming artifacts and classic gaming fans.

"We are thrilled by the continuing level of interest that CGE 2K has garnered among some of the market leaders in electronic entertainment," said John Hardie, co-promoter of the show. "The contributions, product for prizes and giveaways, and public relations assistance helps ensure that Las Vegas will be the center of the electronic gaming universe during the month of July."

Hasbro Interactive is a division of Hasbro, a worldwide leader in children's and family leisure time and entertainment products and services, including the design, manufacture and marketing of games and toys ranging from traditional to high-tech. With its recent acquisitions of Microprose and Atari, Beverly, Massachusetts-based Hasbro Interactive is focused on bringing the concept of simple yet addictive gameplay back to videogames. Following the success of their recent updates of such classics as Q*bert, Missile Command, and Pong, Hasbro is continuing the tradition of making games that are fun and easy for the whole family to enjoy with their forthcoming planned releases of Frogger 2, Super Breakout, Galaga and Pac-Man.

For the third consecutive year, Imagine Media will be a major co-sponsor of the show. Imagine is one of the largest media companies around and boasts a network of numerous print and on-line publications including Next Gen, PSM, DailyRadar.com, Games Business, PC Gamer and others. In addition to financial contributions, Imagine has been prominently running CGE 2K articles and press releases throughout the show's

promotional period.

Telegames is a group of multi-national operations that are involved in all aspects of video games and computer software. The Dallas, Texas-based company is involved in online and direct mail retailing, wholesale distribution, publishing, licensing, and contract development. The TelegamesDirect division also stocks a large inventory of new classic video game systems and software, including Atari, Intellivision, Coleco, Nintendo, Sega, TurboDuo, and TurboGrafx-16. Telegames currently publishes products for PC, PlayStation, and Game Boy Color, as well as numerous titles for Atari Jaguar, Atari Lynx, and many other classic systems. Visit them at www.telegames.com for more information.

Intellivision Productions is a publisher and developer with direct roots to classic video games--the company is run by members of the Blue Sky Rangers, the world-famous programming team that developed games for the Intellivision, Atari and Colecovision consoles at Mattel Electronics in the early 1980s. They've re-released many of these classic games in collections for the PC, Mac and PlayStation, with more to come. Their collections have been widely praised for their extensive historical and technical background information and video interviews. "We think the classic games are even more fun after you've learned how they were created--the blood, sweat, tears and alcohol," said Keith Robinson, President of Intellivision Productions and himself one of the original 1980's programmers. "That's why we love being part of the Classic Gaming Expo--they invite the pioneers of the industry to come and share their horror stories. It's great fun and adds to the whole gaming experience."

Digital Eclipse, a developer, publisher and distributor of interactive software titles for PC, Dreamcast, Playstation and Game Boy Color, is well known throughout the classic gaming community as the leader in the development of classic software titles. The Emeryville, California-based company has been responsible for the production of such titles as Atari Arcade Hits 1 & 2, Williams Arcade's Greatest Hits for various formats, Shockwave's Midway Classics On-Line Collection, and Klax, Paperboy, Joust/Defender, Marble Madness, Rampart and 720 for Game Boy Color. "Considering the large number of classic titles that we develop each year, sponsoring Classic Gaming Expo 2000 is a given," said Mike Mika, Creative Director for Digital Eclipse. "Not only are many of our products geared toward the classic game player, but we're big fans of classic games ourselves. We're delighted to be a contributor to Classic Gaming Expo 2000, and look forward to catching up with our old friends."

Classic Gaming Expo is the industry's only annual event that is dedicated to celebrating the history of electronic entertainment, bringing together industry pioneers, gaming enthusiasts and the media for the ultimate in learning, game-playing and networking. Classic Gaming Expo is a production of CGE Services, Corp. (<http://www.cgexpo.com>).

Rock & Roll Videogame Songs - Take 2

By [Alan Hewston](#)

Continuing where Tom left off - here's a bunch more songs - with many of the bigger

named artists as well.

Game Song Artist

Game	Song	Artist
1 on 1	One on One	Hall & Oates
Adventure	I'm in You	Peter Frampton
Adventure	Billy, Don't be a Hero	Bo Donaldson & the Heywoods
Airlock	The End	The Doors
Baseball	Centerfield	John Fogerty
Basketball	Basketball Jones	Cheech & Chong
BC Quest for Tires 2	Like a Rolling Stone	Bob Dylan
Beat 'em and Eat 'em	My Ding-A-Ling	Chuck Berry
Berzerk	Another One Bites the Dust	Queen
Bomb Squad	You Dropped the Bomb on Me	The Gap Band
Circus Atari or PT Barnum	Tears of a Clown	Smokey Robinson & Miracles
Combat	Hit Me With Your Best Shot	Pat Benatar
Dark Chambers	Thriller	Michael Jackson
Dr. Seuss Fix It	Handy Man	James Taylor
Dragon Fire	Puff the Magic Dragon	Peter Paul & Mary
E.T.	Get Back	Beatles
Elevator Action	Love in an Elevator	Aerosmith
Enduro	Radar Love	Golden Earring
Fast Food	Eat It	Weird Al Yankovic
Fishing Derby	Dock of the Bay	Otis Redding
Frogger	I'm a Frog	The Frogman
Frostbite	Cold As Ice	Foreigner

Check back next month for even more songs!

(Alan Hewston, who still plans to make his Two Thousand Video Games list, is also thinking about a Two Thousand R & R songs list as well, can be reached at hewston95@stratos.net)

Sites of the Month

This month we will look at a few sites that are full of stuff and I mean full! We are not talking, little sites here, but huge ones that will keep you looking for hours at a time!

Video Game Museum

This site has thousands and I mean thousands of screen shots for just about any game from any system. If it isn't there, wait a few weeks and check back. The list from the Atari 2600 alone is immense, but that is merely the tip of the iceberg.

But game pics is not all they have. They also have box scans, system scans, music from the games and more! We are talking enough stuff to burn out your retinas and have you running to the doctor for a new set of eyes, just to repeat the process! So if you ever wanted to see what a game or box looked like, then go to this site and you will see it. Here is the URL:

<http://www.vgmuseum.com/>

The Dot Eaters

While the name would suggest it was a Pac-Man shrine of some kind, it is actually a video game museum of the highest caliber! You get alot of information about the evolution of the video game from the arcade to the home and beyond. There is tons of information and plenty of pictures to accompany the articles.

One of the neatest features on the site is the timeline, which not only extensively covers the evolution of the video game, but adds in other odd little tidbits like when Pete Best was replaced by Ringo Starr (totally irrelevant to video games, but fun to read anyways). This makes for both an enjoyable read and also a good source of information. Here is the URL:

<http://www.emuunlim.com/doteaters/>

A Look at CCAG, a Successful Start!

I must be honest, when I first heard about the CCAG (Classic Computing And Gaming) show, I was skeptical about its successes. I first heard about it in April and it was scheduled for June, not much of a lead time. Having helped people in the past with comic shows, I know that a good six months is needed to be successful. People need time to set their schedules and make plans. You also need to get the word out to as many people as possible and it takes time to get other sites to link and for word of mouth to get around. But even with this handicap, the show was a success!

While it wasn't a huge turnout (I estimate a little over 30 people), the people who came was enthusiast and did seem to leave with a positive attitude. Not having any admission

fee or table fees, helped to make sure that you at least broke even. The place itself was quite spacious and very accessible from the highway. There was a ton of room to move around and it could have easily accommodated five times as many people before feeling crowded. I must applaud Jim Krych on the choice of location. The only flaw was there wasn't enough power for Mike Gedeon of Video Game Connection to bring his arcade machines. But there is talk of some rewiring, so next year we may be able to put in the selling points of having actual arcade games for play!

While I was expecting few sales, I was pleasantly surprised and came away with much higher sales than I anticipated and this was with a limited selection of stuff at the show. I didn't bring any Atari games, bringing mainly Coleco, Intellivision and Nintendo. But my biggest sellers was my marquees. I brought the extras I have and they all were sold or traded. This makes my wife happy as now I won't try to beg for more wall space (I currently have 14 displayed on the wall and three stand alone ones).

While I did fairly brisk sales, I also was able to get some items for my own collection. I was able to get 5 more Commodore 64 carts for my collection that I share with my son, Joshua. He is only four, but loves the Commodore and carts are so much easier for him to handle than disks. So now he can play some true classics like Frogger, Q*Bert and Zaxxon! I was also able to get one of the few carts left that I wanted for the TI computer, Picnic Paranoia. Now if I can just get that elusive Sneggit, I will be happy. I came close to securing a deal that would have brought me Stadium Mud Buggies, one of the only Intellivision games that I want for my collection, but we couldn't work out a deal. Maybe next time.

Some of the highlights of the show were getting a chance to play Tim Snyder's homebrews, especially his wonderful Thrift Store game, with his narration (too bad he doesn't provide an audio tape to go with it as he did a great job of building the excitement of the games and pointed out all the little features that makes his games so much fun)!

There was also the enjoyment of seeing some fellow collectors for the first time like Ianoid and Jim Krych , the show promoter. Also seeing friends from around the area and previous shows was also nice. Too bad Dan Mowscan didn't bring his Save Mary as I could always go for another game!

All said and done, the show was an enjoyable time and definitely something I look forward to attending and helping with next year. Now that the first one is under their belt, they should become bigger and better!

Conclusion

The first issue of the DSL era is now completed and on time! I tried to add more pictures and make it a little more attractive. It is good to have some more writers this issue and hopefully the number will slowly rise. Look for a review of all the homebrews from Tim Snyder (Mystery Science Theatre 3K, Blair Witch Project and his Thrift Store game) as well as an interview with the author himself! I will also take a deep look at one of the most overlooked of the classic computer systems, the TI 99/4A. So be here in a month for the

biggest and most affordable monthly source for classic gaming fun (it doesn't hurt to be free and one of the only monthly zines).

"A Score to Settle - Answers"

- 1) 999,999 S) Megamania, or others from Activision
- 2) 999 D) M*A*S*H
- 3) 10 to 0 F) Surround
- 4) 1080 A) Dodge 'Em
- 5) No Score R) Adventure
- 6) 21 to 0 Q) Video Olympics
- 7) 5 to 0 O) Warlords
- 8) 864 I) Breakout
- 9) 300 K) Bowling
- 10) 199,990 M) Pitfall II
- 11) 64 to 0 T) Othello
- 12) 6 to 0 C) Tennis
- 13) 15 to 0 J) RealSports Volleyball
- 14) 64 out of 64 E) Choplifter
- 15) 60,000 P) Centipede
- 16) 97,994 B) Pitfall
- 17) 33.9 H) Skiing
- 18) 72 N) Night Driver
- 19) 660,620 L) Dig Dug
- 20) 106,500 G) Donkey Kong

[Tom Zjaba](#)

(This issue was done while listening to a cornucopia of music from such diverse artists as Tears for Fears, Grass Roots, Starlight Vocal Band and the Red Dwarf Theme!)