



CLASSIC GAMING EXPO 2003

Las Vegas, Nevada

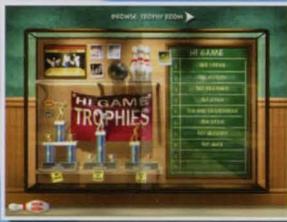
August 9-10, 2003





DAVID CRANE'S TEN-PIN CHAMPIONSHIP BOWLING™

PRO



- ENHANCED 3D GRAPHICS!
- PLAY ANYTIME OFFLINE!
- FULL-SCREEN GAME PLAY!
- 2 REALISTIC ALLEYS WITH UNIQUE SOUNDTRACKS!
- TROPHY ROOM STORES HIGH SERIES, HIGH GAME, PERFECT GAMES AND MORE!

DOWNLOAD THE FREE TRIAL AT



WWW.SKYWORKS.COM



WELCOME & THANKS

Welcome to Classic Gaming Expo 2003!

The show is now six years old and still getting bigger and better. We knew it would be hard to beat last year's fifth anniversary spectacular, but somehow this year's show has shaped up to be our best yet. All the while maintaining our tradition and primary goal of producing a show that celebrates the roots and history of videogames that is run BY classic gamers, FOR classic gamers.

We have some great things planned this year including a mini-event known as Jag-Fest. Once a separate event, this year Jag-Fest has taken to the road having multiple events within other shows. Headed up by Carl Forhan, Jag-Fest at CGE looks to be the biggest and best yet! We have several other new vendors who will be joining us this year and showing off their latest products. Keep an eye out for new classic titles from major software publishers like Midway, Ubi Soft, and Atari.

The CGE Museum has grown by leaps and bounds this year and is literally bursting at the seams thanks to numerous new items on display for the first time. What makes the museum so incredible and unique is that it is comprised of hundreds of items from various collectors, friends, and some of our distinguished guests. Expect to see incredible displays of Atari, Intellivision, Vectrex, and other classic and modern items. Also, this year, we have again expanded our handheld display and you can expect to see a bunch of Atari 8-bit computer rarities and vaporware. If you ever planned to take pictures of the museum, this is the year to do it!

Twin Galaxies and Songbird Productions have teamed up to bring us some great tournaments this year. Look for competitions on several arcade coin-ops as well as Lynx, Jaguar, and other classic home consoles platforms. There are some super prizes to be won! Speaking of prizes, be on the lookout for some of our many door prizes to be given away at random (sorry, no Dig Dug Drop this year). We've got some spectacular items available this year including an Arcade Werx cabinet worth six hundred dollars donated by HanaHo Games. Other winners will receive Nintendo GameCube systems, prototype cartridges, gift certificates, and other great items.

Like playing arcade games? This year we'll have approximately 50 arcade machines available for you to test your skills on. All set on free play, no quarters needed. Our Arcade Coordinator, Steven Hertz, and his crew have assembled an incredible line-up of laser-disc arcade machines as well as all of your old classic favorites. Also returning and adding to the arcade mania is Tim Arnold from the Las Vegas Pinball Collectors Club. Aside from bringing loads of machines himself, Tim's annual charity auction for the Salvation Army has some great prizes to offer including a grand prize of a full-size arcade machine shipped to your home!

As if this wasn't enough, there are still many more factors that will contribute to making this CGE a special experience for all involved. One of the biggest is the presence of our Alumni guests. This year we're expecting over 40 distinguished guests who helped to shape the industry as we know it today. Each year they give up their time and money to come to the show, give talks about the old days, and meet up with their fans. Keep that in mind as you browse the exhibit hall. They're here to meet you as much as you are to meet them. Don't be afraid to strike up a conversation, ask for an autograph (we gave you 2 pages in the program), and let them know how much you appreciate their efforts.

But wait, there's more! Our Music Coordinator, Seth, has lined up an awesome array of classic videogame and 80's music in addition to his own fine medleys. Finally, we'll have Video Game Jeopardy, our famous swap meet, our infamous auction and more of the many other things you've come to expect from Classic Gaming Expo. We're expecting this to be the biggest and best expo yet and we hope this year's show will remain as one of your fondest gaming memories in the years to come.

Although we hold the titles of organizers, we're just another cog in the wheel in putting on this great show. Everybody here plays just as an important role as we do. Every vendor, volunteer, special guest, and attendee are responsible for making this show the success that it is. Every single person you see over the weekend has given of themselves to make this expo happen. From our distinguished guests who have again graciously donated both their time and money to attend, to the sponsors and exhibitors who have backed us with financing and services, to the thousands of attendees that are spending their vacations here in Las Vegas, you are the people responsible for making this show a success. As you wander around the expo, stop and look around and take a moment to take it all in and realize that this is YOUR show and it's YOUR support that makes it happen.

We'd like to thank all the people who have helped out with many of the menial tasks including show set-up and break-down, providing and setting up museum entries, and numerous other physical and mental tasks. An extra special thanks to those who went above and beyond the call of duty in helping to organize this event; namely, Larry Anderson, Tim Arnold, Ian Baronofsky, Walter Day, Ronen Habet, Leonard Herman, Steven Hertz, Jayson Hill, Debra Keller, Jaime Moreau, Rik Morgan, Beth Mundo, Brian Mundo, Rob Mundo, Chris Neiman, Don Rogers, Chris Romero, Tim Snider, Seth Sternberger, Scott Stilphen, and anyone else whose name escapes us at this moment.

The CGExpo Staff

John Hardie, Sean Kelly and Joe Santulli

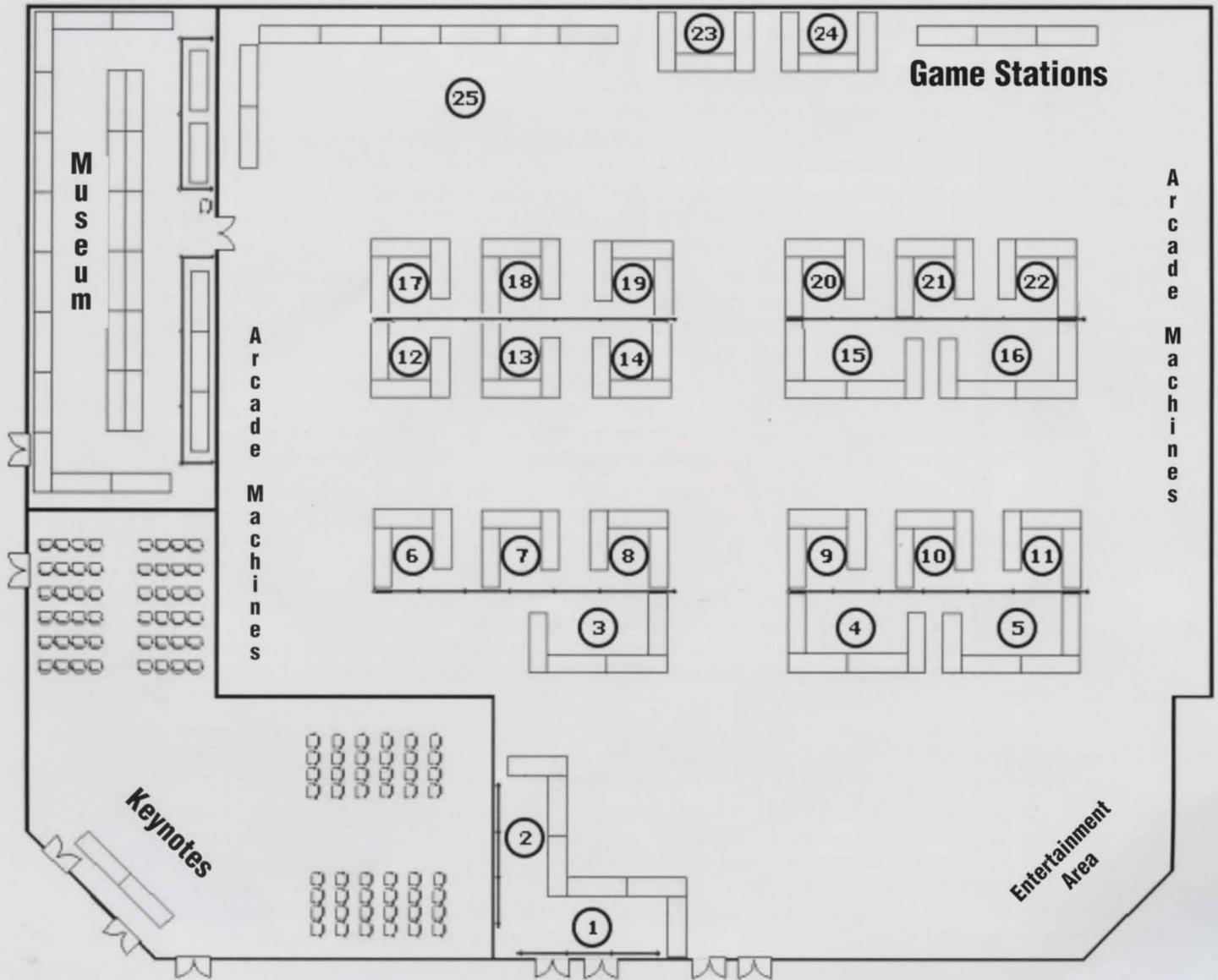
Classic Gaming Expo is a Production of CGE Services Corp.

For More Information:

www.cgexpo.com e-mail: info@cgexpo.com Phone: 516-568-9768



FLOOR PLAN



- | | | | |
|---------------------------------------|--------------------------|--|---|
| 1. GE Services Corp. | 10. Home Arcade Classics | 19. Selectsoft Publishing/
HanaHo Games | 25. Tables:
Cryptic Allusion
Malinche Software
Individual Computers
1-Up Zine
TheyLive.com
James Freeman
Cassidy Nolen
Fresno Commodore
User's Group |
| 2. Digital Press | 11. Neo-Geo Freak | 20. Songbird Productions | |
| 3. Telegames Ltd. | 12. RetroGaming Radio | 21. High Voltage Software | |
| 4. Intellivision Productions | 13. CDW Game Source | 22. DK Atari | |
| 5. B&C Computervisions | 14. Midway | 23. Las Vegas Pinball
Collector's Club | |
| 6. Packrat Video Games | 15. Atari2600.com | 24. Moby Games | |
| 7. Good Deal Games/
OlderGames.com | 16. Lost Levels | | |
| 8. Ubi Soft | 17. NWCGE | | |
| 9. Gameswitch.com | 18. Twin Galaxies | | |

Please note: The booth listings are current as of this printing. Final booth assignments may change as vendors are added.

AD INDEX

Atari2600.com	Page	16
B & C Computervisions	Page	21
CDW Game Source	Page	19
Collectors Cards and Games	Page	20
Digital Eclipse	Page	14
Digital Press	Page	23
DK Atari	Page	16
Dreamcast History	Page	24
Gameswitch.com	Page	19
HanaHo Games	Page	17
High Voltage Software	Page	22
Home Arcade Classics	Page	13
Intellivision Productions	Page	IBC
Las Vegas Pinball Collectors Club	Page	13
Lost Levels	Page	18
Malinche Entertainment	Page	24
Midway	Page	25
Moby Games	Page	22
NeoGeoFreak/NGF-USA	Page	15
NWCGE	Page	21
Packrat Video Games	Page	18
Retrogaming Radio	Page	20
Skyworks Technologies	Page	IFC
Songbird Productions	Page	15
Telegames Ltd.	Page	17
THQ Wireless.....	Page	26
Ubi Soft Entertainment	Page	BC

Additional Exhibitors

CGE Services Corp.
1-Up Zine
Cassidy Nolen
Cryptic Allusion
Fresno Commodore Users Group
Good Deal Games/Oldergames.com
Individual Computers
James Freeman
Micromusic.net
Theylive.com
Twin Galaxies

The Classic Gaming Expo Staff would like to thank the following people for their very generous support. Without their help this program would not have happened.

**Custom Printing
619-275-0293**

**Debra Keller Graphics
631-288-8172**





SCHEDULE

CLASSIC GAMING EXPO 2003 SCHEDULE

Saturday

9:00 AM	Show Opens
11:00 AM – 12:00 PM	Lunch Time Concert (Main Hall)
9:00 AM – 5:00 PM	Vendors/Exhibitors (Main Hall)
9:00 AM – 5:00 PM	Museum Exhibit (Museum Room)
9:00 AM – 5:00 PM	Home Videogame Game Station Free Play (Main Hall)
9:00 AM – 5:00 PM	Coin-Op Free Play (Main Hall)
9:00 AM – 5:00 PM	Arcade Game Raffle (Tim Arnold's Booth)
9:00 AM – 5:00 PM	Twin Galaxies High Score Competition (Main Hall)
5:00 PM	Show Closes
5:00 PM – 6:00 PM	Collectors' Buy/Sell/Swap Session (Conference Room)
5:00 PM – 6:00 PM	Registration of Auction Items (Conference Room)
6:00 PM – 8:00 PM	Live Auction (Conference Room)

Sunday

10:00 AM	Show Opens
10:00 AM – 4:00 PM	Vendors/Exhibits (Main Hall)
10:00 AM – 4:00 PM	Museum Exhibit (Museum Room)
10:00 AM – 4:00 PM	Coin-Op Free Play (Main Hall)
10:00 AM – 4:00 PM	Home Videogame Game Station Free Play (Main Hall)
10:00 AM – 4:00 PM	Arcade Game Raffle (Tim Arnold's Booth)
10:00 AM – 4:00 PM	Twin Galaxies High Score Competition (Main Hall)
4:00 PM	Show Closes

NOTES:

The schedule for the keynote speeches will be posted on the wall outside the show on Friday night. Many of the speakers have no choice but to make their plans at the last possible minute, which makes scheduling the speeches impossible until a day or two before the show opens.



ALUMNI

KARL ANDERSON

Karl was an Atari coin-op programmer who worked on several early laserdisc projects. Karl's contributions involved pre-Firefox laserdisc-based games like The Last Starfighter.

ROBERT BROWN

Bob was one of the founders of the Atari consumer division where he directed the development of the Atari 2600 and the first 25 games for that system. While at Atari he also developed the Atari Video Music product. From there, Bob branched out and founded Arcadia/Starpath, makers of the cassette-based Supercharger add-on device for the VCS.

STEVE CARTWRIGHT

Steve was one of the ace programmers at Activision. Over the years he has entertained us with such hit titles as Megamania, Frostbite, Barnstorming, Plaque Attack, and Seaquest for the Atari 2600, as well as Hacker & Hacker 2 for various computer systems.

GARTH (TONY) CLOWES

Tony founded Entex Industries, Inc. in 1969. Entex became a leader in electronic products building up to worldwide sales of close to \$100 million utilizing many of Clowes' inventions including the world's first true voice recognition products and the first multi-player electronic games. Entex is best known in videogame circles for its Adventurevision console as well as its line of incredible handhelds including the best-selling Space Invaders game.

DAVID CRANE

Best known for the Activision mega-hit Pitfall, David actually got his start at Atari where he created such hits as Slot Machine, Outlaw, and Canyon Bomber. At Activision, he designed a string of hits including: Activision Decathlon, Dragster, Fishing Derby, Freeway, Ghostbusters, Grand Prix, Laser Blast, Skateboardin', and Super Skateboardin' (7800). Other titles include A Boy and His Blob, Little Computer People, and Amazing Tennis. In addition to his software achievements, David is a hardware whiz who helped in the design of the Atari 800 computer's operating system, as well as two integrated circuits designed for video game applications.

DON DAGLOW

Don got his start by writing the first computer baseball ever made (on a PDP-10 mainframe). He joined Mattel where he wrote Utopia and contributed to TRON Solar Sailor. Don later went to Electronic Arts where he hired numerous former Intellivision programmers and designers to develop such hits as Adventure Construction Set, Earl Weaver Baseball, and Racing Destruction Set.

WARREN DAVIS

As one of the star-studded arcade designers at Gottlieb, Warren was the lead designer of Q*Bert and also designed Us vs. Them. He later went to work at Midway where he developed Joust 2 in addition to lending his talents to NARC and Terminator 2.

BRAD FREGGER

Brad Fregger was the first computer games producer at Activision (possibly the world, for that matter) working on games designed by David Crane, Alan Miller, and Steve Cartwright. Brad is the producer who discovered Shanghai, is directly involved in the history of Tetris, and is the inventor of Computer Card Solitaire.

ANDREW FUCHS

Andy joined Atari in 1981 to work as a sound designer and software engineer. While there, he developed the sounds and music for many 2600 and 5200 games including Millipede, Obelix, Pengo, and Stargate. He also programmed several sound editors for the Atari 800, and collaborated on a range of sound, music, and speech software.

JOHN HARRIS

Best known for his work at Sierra On-Line where he programmed Jawbreaker, Frogger and Mousekattack for the Atari computers, John also designed educational software for the 400/800 while at Blythe Valley Software. For Tigervision, he ported his famous Jawbreaker to the 2600.

KEITHEN HAYENGA

During his tenure with Atari, Keithen Hayenga designed several games for the Atari 5200 SuperSystem, most notably RealSports Baseball. Groundbreaking for its time, Baseball incorporated digitized speech at a time when home videogame systems required a separate add-on module for speech synthesis.

JIM HUETHER

Jim kept himself quite busy as one of the top Atari programmers, crafting such classic titles as Flag Capture, Sky Diver, Steeplechase, and helping out with RealSports Volleyball as well as an unreleased football game. His 5200 titles include Realsports Football and the unreleased Xevious. He even programmed an Atari 8-bit computer game called Micro Movie. Jim has worked with Epyx and Sega and contributed to such games as The Sporting News Baseball, California Games II, Cartoon Maker, Joe Montana Football, and Castle of Illusion.



ALUMNI

ARNIE KATZ

Along with Bill Kunkel and Joyce Worley, Mr. Katz was one of the founders of Electronic Games Magazine, the first and most popular publication devoted strictly to electronic games entertainment.

JOE KING

Joe worked on a greater variety of game systems than any other artist or programmer at Mattel, contributing graphics for games on the Intellivision, Atari 2600, Colecovision, Apple II, and Aquarius. He was also picked to do some demos for Intellivision III and the top secret Intellivision IV. His Intellivision titles included Motocross, Loco-Motion, and Space Shuttle. Joe was also the co-designer of Hover Force and the unreleased Magic Carousel.

GARRY KITCHEN

Garry's first game was Bank Shot, a Parker Bros. hand-held, that was named as one of the 10 best toys of 1980. His first Atari 2600 product was Coleco's Donkey Kong. After joining Activision, Garry designed the award-winning Keystone Kapers, as well as Pressure Cooker and Space Jockey (U.S. Games). Garry moved into the Commodore 64 arena where he created The Designer's Pencil and Garry Kitchen's Gamemaker, which earned him the title of Video Game Designer of the Year in 1985.

DAN KRAMER

Worked in the hardware division of Atari in the early 1980's. Best known for designing the Atari 2600 and 5200 Trak-Ball controllers.

BILL KUNKEL

Bill co-founded Electronic Games magazine, the premier Video Game mag of its day. He also had a hand in designing several new magazines including Video Games & Computer Entertainment, Sega Visions and a new incarnation of Electronic Games in 1992. Bill is well-known for his popular Game Doctor and Kunkel Report columns.

FRANZ LANZINGER

Franz worked as a programmer and game designer at Atari Games and Tengen. Early on in his career he programmed and designed the ground-breaking arcade hit, Crystal Castles. A terrific video game player himself, Franz even held the world record for the arcade version of Centipede for six months in 1981. At Tengen, Franz worked on Toobin' for the NES, Ms. Pac-Man for the NES and Genesis, and Rampart for the NES and SNES.

MARK LESSER

Mark's career in electronic gaming has spanned 25 years, from the early days of 4-bit handhelds through the evolution of the video game console. At Mattel, Mark programmed numerous handhelds including AutoRace, Football I, Baseball, Missile Attack, Brain Baffler, and the Horoscope Computer. Mark later went to Parker Bros. where he wrote Frogger II and the unreleased Lord of the Rings for the Atari VCS. He later did some work on the Genesis creating Madden '93 Football, and the NHL Hockey series from 1994 through 1997.

RICK LEVINE

While at Mattel, Rick wrote PBA Bowling for the Intellivision. He later left for Imagic where he created the incredible hits, Microsurgeon and Truckin'.

ALAN MILLER

A master programmer at Atari where he designed such classics as Hangman, Basketball, and the incredibly addictive Surround, Alan left the company to help form Activision, the first 3rd party software publisher. At Activision, he penned numerous hits for the Atari VCS including Checkers, Tennis, Ice Hockey, Starmaster, and Robot Tank.

BOB NEWSTADT

Bob was one of the talented programmers who worked on the Intellivision. His major contribution to the system's incredible library was the tremendously popular Pinball game.

PAUL NORMAN

Paul was one of the main computer game programmers at Cosmi from 1982 through 1989. His hits included Forbidden Forest, Aztec Challenge, Caverns of Khafka, Super Huey Helicopter, Beyond the Forbidden Forest, Huey II, Def Con 5, Navy Seal, and The President Is Missing. Paul was also a guitarist and composer for several bands during the 1970's and 80's and has toured with such acts as Steppenwolf, Chicago, Taj Mahal, and many others!

KAREN NUGENT

Karen was a graphic artist at Mattel and was the graphics designer for BurgerTime, Super Pro Football, Mission X, Scooby Doo's Maze Chase, and the unreleased Flinstone's Keyboard Fun. After Mattel, Karen produced the graphics for the incredible Sierra On-Line computer game, The Black Cauldron.

BOB POLARO

Bob's game career started with Commodore where he designed the PET titles, Baseball, Stock Portfolio, and Blackjack. He jumped to Atari and released States And Capitals, Hangman, Biorhythm, Lemonade Stand, and Mugwump for the Atari 8-bit computers. Bob really hit gold when he moved into 2600 development with such unforgettable titles as Defender, RealSports Volleyball, Desert Falcon, SprintMaster and Road Runner. He also designed the 2600 version of Rampage for Activision.

KEITH ROBINSON

Keith joined Mattel as a programmer and designed the game, TRON Solar Sailer. He then moved into a management position where he supervised the production of titles for Intellivision, Coleco, and other platforms. After Mattel sold the Intellivision rights to INTV Corp., Keith started a graphic design firm that was contracted to design the package art for INTV's Intellivision releases until INTV shut down in 1990

STEPHEN RONEY

Stephen co-designed and co-programmed the Intellivoice games Space Spartans, B-17 Bomber, and the unreleased Space Shuttle. He also designed and programmed the unreleased game Hypnotic Lights as well as handling the conversion of Utopia to the Aquarius Home Computer System.

ED ROTBERG

Ed designed coin-ops during three decades, working with both Atari and Sente. His first arcade design was Atari Baseball in 1979 but he is best known for designing the classic arcade hit, Battlezone. He later moved to Sente and designed titles such as Snake Pit, Hat Trick, and Goalie Ghost. In 1987 he returned to Atari and was responsible for the design of the brilliant S.T.U.N. Runner coin-op. He was the lead designer on Atari's Blasteroids and Shuuz, and co-designed Steel Talons with Ed Logg.

TIM SKELLY

Tim is a vector graphics guru having created the classic arcade hits, Star Hawk, Sundance, Warrior, Rip-Off and Armor Attack. He also designed the popular Star Castle, and the very unique War of the Worlds. Later, at Gottlieb, he programmed the incredible Reactor.

TOM SLOPER

Tom's first game design was a game watch from GCE called "Game Time". He then moved onto the Vectrex system where he designed Spike and Bedlam. Tom joined Atari Corp. as Director of Product Development where he spearheaded the revitalization of the 2600 and 7800 game systems.

JAY SMITH

Founder of Smith Engineering, where he was the mastermind behind the Vectrex, a cartridge-based game system which featured a 9-inch vectorscan display. Founder and CEO of Adrenalin Interactive, Inc.

ROBERT SMITH

Like many others, Bob started at Atari where he programmed the best-selling Atari VCS version of Video Pinball. Bob then hooked up with Imagic where he released Riddle of the Sphinx, Star Voyager, Dragonfire, and Moonsweeper. He was then contracted to develop the Atari 2600 version of Star Wars for Parker Bros.

DAVID STIFEL

David was an Intellivision programmer at Mattel, where he designed the 1983 Intellivision Demonstration Cartridge. He also worked on a title called Game Factory for the ECS component, which he completed literally on the final day Mattel Electronics shut its doors for good. David is also a character actor and has appeared in such films as Minority Report and Gods and Generals.

DAVE WARHOL

David worked with other "Blue Sky Rangers" at Mattel Electronics, designing and writing Mind Strike, co-writing Thunder Castle, and contributing to the audio on a number of other games. His music and audio can also be found in C64, Atari 400/800, Apple II, and Amiga products.

HOWARD SCOTT WARSHAW

Howard Scott Warshaw came to Silicon Valley in 1979 and, after a brief stint at Hewlett Packard, joined Atari. There he produced Yar's Revenge (Atari's biggest selling original game), Raiders of the Lost Ark, and the infamous E.T.

BILL WENTWORTH

Bill has almost 20 years of experience in the graphic design field and has inked some of the best game covers around including numerous titles for Absolute Entertainment. He is currently the Vice President of Creative Development at Skyworks Technologies.

STEVE WOITA

Steve started at Apple where he co-designed a device called the JOYPORT which was licensed by Sirius. The Joyport allowed 4 game paddles and 2 Atari controllers to be hooked up to an Apple II. Steve later went to Atari where he designed three games for the VCS: Quadrun (the first home videogame with voice that didn't require extra hardware), Taz, and Asterix. After Atari, Steve did more contract for Apple before going to Tengen to create Super Sprint for the NES.

JOYCE WORLEY

Along with Arnie Katz and Bill Kunkel, Joyce helped found Electronic Games Magazine, the first publication devoted strictly to electronic entertainment. She also concurrently published Electronic Games Hotline, a bi-weekly newsletter which covered the latest news concerning the hobby. Worley, Katz, and Kunkel also did entertainment content for VideoGames And Computer Entertainment Magazine in the late 80's.

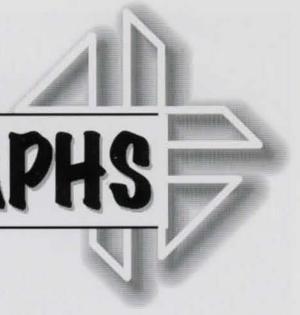
ROB ZDYBEL

Rob programmed Realsports Football and Star Trek for the Atari VCS. He later wrote the 5200 operating system and Missile Command. Rob has remained an active game designer over the years (he even wrote Warbirds for the Lynx) and recently contributed his talents at 3DO.



AUTOGRAPHS

AUTOGRAPHS



MUSEUM

CLASSIC GAMING EXPO MUSEUM HIGHLIGHTS

The CGE Museum includes a wide selection of videogame items. From games and systems that most of us had while growing up, to the most obscure prototypes and one-of-a-kind items you'll ever see. Each year items are shipped from all over the world and assembled into what is the largest and most comprehensive collection of videogame history ever put on public display. While the core items remain the same from year to year, contributions and loans from our celebrity guests as well as the attendees are constantly changing.

This is one of the most popular aspects of Classic Gaming Expo. It gives people an opportunity to see and touch pieces of videogame history that they would otherwise have never seen.

From Ralph Baer' "Brown Box" to Jay Smith' Color Vectrex, here's just a few of the hundreds of items that have been on display....

The Kee Games version of the Atari 2600. This is the only mock-up known to exist.



2600 Rarities. Items like the CX-2000 VCS, CX-2700 (Remote Control VCS), CX-2800 (Japanese VCS), and the Kee Games model of the Atari 2600 are prototypes or mock-ups that never made it into production. Also on display are some of the rarest cartridges in existence including Magicard, Video Life, and Eli's Ladder.

Atari 7800 keyboard add-on. Only two are known to exist.



Add-ons. There have been numerous add-ons for the various systems over the years. Computer keyboards were a popular theme although many companies tried to boost the power of the machines with their products. Items like Answer Software's PGP-1 would allow you to alter the code from your favorite game. In addition to the two previously mentioned items, the museum has hosted a diverse mix of popular and rare add-ons including the Starpath Supercharger, Compumate Keyboard, Gameline Modem, KidVid Module, Vidco Copy Cart, and the Atari Mindlink Controller.

Stand-alones. This section includes many of numerous home pong-type systems and handhelds that have been made over the years. Atari released several of these including Video Pinball, Stunt Cycle, Ultra Pong, and others. There are also a few that they didn't release like the Cosmos Holographic System, Atari Game Brain, and even a box for a handheld version of Space Invaders. Look for an incredible collection of handhelds this year on loan from collector Rik Morgan.

The Playcable Modem for Intellivision. Only test-marketed in certain areas of the U.S. and Canada.



Intellivision. The Intellivision section of the museum contains just about every released and unreleased item. The Music Keyboard, System Changer, ECS Computer, Intellivoice, and original Keyboard Component make up the bulk of this section. Also included is a rare selection of prototype, demonstration, and test cartridges.

Atari 5200 Hotel Console. Used by hotels to offer in-room games and movies.

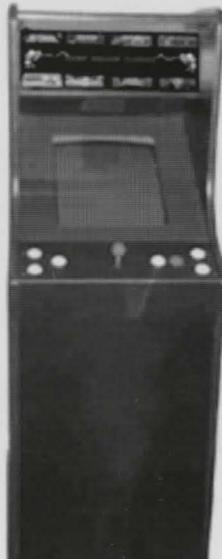


Atari 5200. A fascinating section showing some great rarities like the Atari Kid's Controller, Atari 5100 (5200 Jr.), 5200 Paddle Controller, Masterplay Interface, and Starcon Arcade Joystick. A selection of software prototypes including Tempest and Asteroids has also been on display.

Misc. As if all that wasn't enough, there's still tons of items we don't have space to mention. Systems and rarities for the Odyssey, Vectrex, and Coleco categories, as well as a load of oddball, rare items, and videogame memorabilia round out the display. Feel free to take pictures and enjoy!



WWW.HOMEARCADECLASSICS.COM



- *Bubbles
- *Defender
- *Gauntlet
- *Gorf
- *Joust
- *Klax
- *Marble Madness
- *Paperboy
- *Root Beer Tapper
- *Sinistar
- *Smash TV
- *Toobin'

* Officially Licensed by
Midway Amusement Games, LLC

12 Preloaded game titles.
More game titles coming.
All games officially licensed.
1 year limited warranty.
Upright or Cocktail Cabinet.



Home Arcade Classics, LLC

150 Fairway Dr Suite 152
Vernon Hills, IL 60061
Sales 847-736-1375
Fax 847-549-6684

FULL-SIZE COIN-OPERATED RAFFLE

WIN!

ZAXXON
OR
POLARIS (MINI)
OR
PINBALL

**Loads of other
videogame
prizes!**

Shipping in The US Included

Las Vegas Pinball Collectors Club
All proceeds donated to local Salvation Army
TIM ARNOLD 702-434-9746

CLASSIC_

1942
720°
Asteroids
Asteroids Deluxe
Battlezone
Blaster
Bubbles
BurgerTime
Centipede
Crystal Castles
Defender
Defender II
Gauntlet
Ghosts 'n Goblins
Gravitar
Joust
Joust 2
KLAX
Marble Madness
Millipede
Missile Command

Moon Patrol
Ms. Pac Man
Paperboy
Pong
Q*Bert
Rampage
Rampart
RoadBlasters
Robotron: 2084
Satan's Hollow
Sinistar
Smash TV
Splat!
Spy Hunter
Super Breakout
Super Sprint
Tapper
Tempest
Toobin'
Vindicators
Warlords



**DIGITAL
ECLIPSE**

www.digitaleclipse.com



NGF-USA

Your complete NeoGeo source



Yes, We are NeoGeoFreaks.

- Original Bigger, Badder, Better trend-setters
- Since 1996, NGF-USA has been recognized world-wide as the only authority for the NeoGeo
- Worlds largest selection of stocked cartridges, videos, magazines, and other Neo collectibles
- Turn your Neo system into an NGF "Super NeoGeo" With S-video, RCA outputs, and developers menus

NEOGEOFREAK



www.NGFUSA.com
www.NeoGeoFreak.com



Songbird Productions



www.songbird-productions.com

NEW FOR 2003!

Jungle Guide, Lynx Crystal Mines II: BT Cart
Jag-Ads CD, JagLink II and Rapid Fire Controllers





ATARI²⁶⁰⁰.COM

WELCOMES YOU TO LAS VEGAS

We've brought
our warehouse to CGE2K3
Stop by and browse
thousands of classic
video game memories

1350 N. Valencia Dr
Chandler, AZ 85226
<http://www.Atari2600.com>



Welcome to CGE 2003!!

Watch for Fabulous Finds & Untold Treasures
from FORMER ATARI CONSUMER ENGINEERING EMPLOYEE
Dan Kramer (Designer of the 2600 / 5200 Trak-Balls)

2600 5200 7800 800 COIN-OP

COSMOS & RC STELLA (The 2700)

ULTRA-RARE PROTOTYPES & ODDITIES

SALES, MARKETING & PROMOTIONAL RARITIES

PHOTO GALLERY & BIZARRE TALL TALES

SET SALE ITEMS & AUCTION SPECIALTIES





ArcadePC Deluxe

Dimensions:
Height: 74" Depth: 42"
Width: 29" Weight: 350 lbs

ArcadePC[®]

The Ultimate Game Cabinet

CAPCOM[®]
COIN-OP CLASSICS
 Includes 50 Of The Greatest
 Capcom Coin-Op Games

Media Recognition:



"Play it again"
www.hanaho.com

Play over 2000 of the
 Greatest Classic Games
 Just like you did in the
 Arcade!

1941-Counter Attack (world), 1942, 1943-Battle of the Midway (U.S.), Area 88, Bionic Commando, Black Tiger, Block Block (World), Captain Commando (world), Carrier Air Wing (world), Commando (world), Exed Exes, Final Fight (world), Ghosts 'n Goblins (world set 1), Gun Smoke (U.S. set 2), King of Dragons (world), Knights of the Round (world), Last Duel (U.S. set 2) Legendary Wings (U.S. set 1), Magic Sword (world), Mega Man-The Power Battle (Asia), Mega Twins (world) Mercs (world), Nemo (world), Quiz + Dragons (U.S.), Section Z (set 2), Side Arms-Hyper Dyne (world), Slam Masters (world), Son Son, Speed Rumbler (set 1), Street Fighter (world), SF II-Champion Edition (world), SF II-Hyper Fighting (U.S.), Strider (U.S.), U.N. Squadron (U.S.), Varth-Operation Thunderstorm (world), Vulgas (set1), Willow (Japan, English), Rockman, SF II Turbo-Hyper Fighting, Gun Smoke (world), SF II-The World Warrior (Japan 911210), SF II-The World Warrior (Japan 910214), U.S. Navy (Japan), 3Wonders, Tiger Road, Trojan (U.S.), F-1 Dreaan, Pignicks (Japan), Quiz + Dragons (Japan), Higemaru
 All titles are registered Trade Mark of
 Capcom Entertainment for use under license by
 HanaHo Games Inc.

13854 Bentley Place, Cerritos, California 90703 Phone: (562) 483-1414
 Fax: (562) 483-1448 www.hanaho.com e-mail: info@hanaho.com

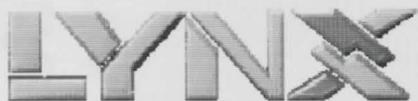
Copyright 2003, HanaHo Games, Inc. Capcom is a registered TradeMark of Capcom Entertainment. All Rights Reserved

TELEGAMES[®]

*The World's Leading
 Video Game Specialists*

A worldwide group of companies
 dedicated to supporting all gaming
 platforms — from classics to
 next generation machines.

Since 1979



The first and largest 3RD party
 publisher for Atari systems also
 stocks other classic products!



Telegames also stocks systems and/or software for Atari 2600/5200/7800/XE/XL, ColecoVision, N64, Lynx, PC Engine, Intellivision, Game Boy, Sega Genesis/MegaDrive, NeoGeo, Game Gear, NES, Dreamcast, 3DO, Super NES, TurboExpress, Jaguar, Neo Pocket Color, Super Famicom, Vectrex, Saturn, Nomad, PlayStation, TurboDuo, Sega Master, Virtual Boy, 32X, Genesis CD, and TurboGrafx-16.

www.telegames.com

Telegames USA
 P.O. Box 901
 Lancaster, TX 75146
 Tel: (972)228-0690
 Fax: (972)228-0693

www.telegames.co.uk

Telegames LTD
 Kilby Bridge, Wigston
 Leicester, LE18 3TE, England
 Tel: (44)116-2880445
 Fax: (44)116-2813437





LOST LEVELS

LL-NES-D
@2003 BMI



WWW.LOSTLEVELS.ORG

Help us celebrate our magazine launch at this year's Classic Gaming Expo!

PLAY

A whole bunch of rare and unreleased video games, for free!

BUY

From an assortment of oldschool Nintendo cartridges!

WIN

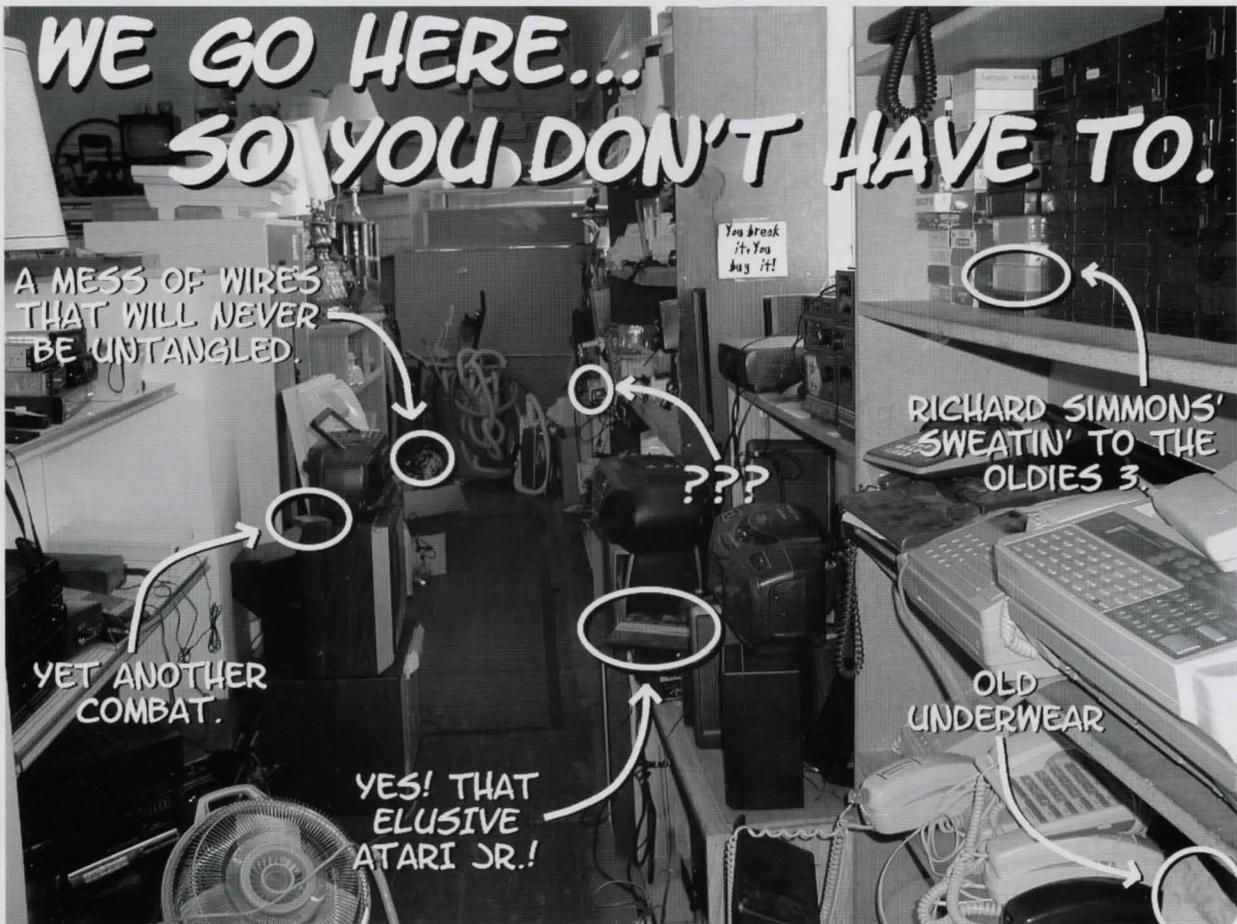
All sorts of crap in our prize raffle, including authentic prototype cartridges!



...plus some other stuff so secret that we haven't even thought of it yet! Come say hi and find out what we're all about. In fact, grab us a sandwich while you're up. we like sandwiches. Much obliged.



-The Lost Levels Crew



Packrat Video Games
www.packratvg.com

GAMESWITCH.COM

LOUISIANA • FLORIDA
www.gameswitch.com

Toll Free 1-866-261-GAME

Here are just a few of the many services we offer:

Come see why Gameswitch.com is the Web's best video game store.

At Gameswitch.com, we're just as serious about video games as you are, and we are dedicated to providing you with every video game product and service imaginable. Just take it from some of our many satisfied customers.

“ I had been looking for that game everywhere, and Gameswitch had it. Now I know where to look. ”

“ Fast and friendly service with terrific shipping. ” Gameswitch had great prices. The items came quickly and as advertised. ”

“ High quality new and used games at great prices. ”

- Gameswitch.com has one of the **largest and most diverse inventories** of any new and used game company in the world, ranging from the **classic** systems to the most **modern** releases.
- At Gameswitch.com, you know exactly what the **contents and condition** of the item you're buying are. Only want it if it's complete? We're your store!
- Gameswitch.com accepts any working video game, system or accessory through our site in exchange for Web store credit. Beat it? Trade it.
- Our customer support team is readily available by phone or e-mail.
- At Gameswitch.com, you can use our **rating system** to see what other customers think of a game before you purchase it, and you can contribute ratings of your own.
- Gameswitch.com offers a **repair service** for systems, accessories, cartridges and CDs.



Visit.... www.GetGamesNow.com
Or **CALL: 321-779-1100**

COLLECTOR'S CARDS AND GAMES

www.collectorscardsandgames.com

Huge inventory of video games and hardware from ALL systems.

Atari, Colecovision, Intellivision, Nintendo, Odyssey,

Sega, TG16, 3DO, TI, C64, etc.

If you play it, we sell it.

New, Used, Boxed, etc.

Specializing in meeting the needs of the classic game collector.

Cash for your games or will trade! What do you have?

E-mail: info@collectorscardsandgames.com

Collector's Cards and Games

PO Box 861 • Englishtown, NJ 07726

732-792-8430

<http://www.retrogamingradio.com>



Modern Radio ... For Classic Gamers

RetroGaming Radio is a monthly internet radio show all about classic gaming - interviews, news, hardware and software reviews, flashbacks, editorial commentary, and more! Since 1998, our goal has been to provide the classic video gaming community a quality program that is exciting, entertaining, and informational. Come find out why thousands of people choose RetroGaming Radio every month for their source of classic gaming news and information.

KEEP IT RETRO!



B & C ComputerVisions

CGE2003



5917 Stope Way
El Dorado, Ca 95623
(530)295-9270

Web site: www.myatari.com
E-mail: myatari2@juno.com

Show specials on Lynx I & II
Jaguar Consoles new in the
box & Jaguar CD ROM drives

NEW 8-BIT COMPUTERS

130 XE 128K Computer	\$150
65 XE 64K Computer	\$105
800XL 64k Computer	\$95
XE GM 64K no extras	\$49

Atari 2600 Jr no/Joystick

Atari 7800 no/Joysticks

Standard CX-40 Joystick

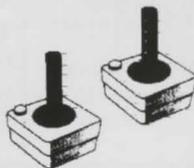
TAC-30 Joystick **\$19.95**

Starmaster Joystick **\$9.95**

Atari CX-80 Trackball **\$9.95**

Atari CX-30 Paddles **\$9.95**

Atari Kids Controller **\$9.95**



Atari Sales & Service:
Jaguar, Lynx, 2600, 7800,
400/800, XL, XE, Stacy,
ST, TT, Falcon, Portfolio

\$1. Limited Show Specials!!

Lynx Batman

2600 Mouse Trap

Jaguar Myst CD complete

Plus many show specials!

Free Atari Patch

With any order placed in September
mention CGE 2003 Special &
get an Atari Patch for free.

B & C ComputerVisions has the worlds largest
selection of Atari computers, game machine and software.

The NorthWest Classic Games Enthusiasts (NWCGE <http://NWCGE.org>) are proud to have a full booth at the CGE this year. NWCGE is one of the first organizations to sponsor a classic Video Game expo and classic video game contests. Based in Seattle, NWCGE and its members have been involved with the annual Seattle Atari Championship since 1996.

The folks at NWCGE are excited to sponsor the release of new classic gaming products this year. Included is the release of an unreleased prototype, Labrynth, for the 2600/Supercharger presented by Marvin Lambright, along with demonstration of the Cuttle Cart II by Schell Electronics and Paul Slocum's new 2600 based RPG. In addition, NWCGE will have on display many classic game systems and unique hardware modifications to view and play. Many systems which have typically been underrepresented at past CGE shows, including Amiga, Apple, Commodore and many more will be there for your gaming pleasure. Stop by, play a few games, chat with the friendly folks of the Pacific Northwest and feel free to join us at



Atari/Channel F/Intellivision/Odyessy/Colecovision/etc..

From Pong to the 80's Arcades and more!!

If it has pixels, we're for it...

Purpose of NorthWest Classic Games Enthusiasts Club

Contact. The main purpose of the NWCGE is to provide a means to contact other collectors and game players. Although the Greater Seattle area is the locale of most of the meetings and events, persons outside of this area are encouraged to join as well.

Support for collectors. Shared resources and information are vital aspects of NWCGE. Collectors are able to avoid wasting time and money on items and info that can be accumulated better collectively.

Playing videogames. All games, classic and otherwise are welcome to be played between NWCGE members and NWCGE events.

MobyGames

www.mobygames.com

The Most Ambitious Database Gaming Project on the Internet!

MobyGames is the definitive source for relational historical gaming information.

Unlike other Gaming News and Reviews sites MobyGames is about the user, for the user, by the user. 100% of all the content on MobyGames is contributed by the people who use MobyGames.

There is no other source that provides as deep, comprehensive or unbiased information about gaming than MobyGames.

Contact MobyGames:

Attn: MobyGames
Berk & Hirt Consulting
3 First National Plaza #1400
Chicago, IL 60602
USA

tel: 312.214.6133

HIGH VOLTAGE SOFTWARE WE'RE HIRING

E-MAIL: JOBS@HIGH-VOLTAGE.COM

POSITIONS AVAILABLE

SENIOR TECHNICAL PROGRAMMERS

ARTISTS

DESIGNERS

PRODUCERS

SEND REELS AND RESUMES TO:

HUMAN RESOURCES
HIGH VOLTAGE SOFTWARE
2345 PEMBROKE AVE.
HOFFMAN ESTATES, IL 60195



WWW.HIGH-VOLTAGE.COM



FREE GAME!*

GAME ON!

The Video Gamer's Trivia Game

- CLS** What was the name of the record that Data Age sent to gamers during the Atari 2600 era?
- NEO** What was the last US-released game for the 8-bit NES console?
- MOD** What is the name of Solid Snake's RADAR system?
- ARC** What game features Mutoid Man, Scarface, Cobra and Game Show Host as end-level bosses?
- HP** What videogame character was named after the landlord of the company's Seattle warehouse?
- NTG** What 3DO game did legendary actor Dennis Hopper provide his vocal talents to?

TONY FOX NYC i aM HuMaNoiD



classic arcade video game dance club house music



PLAY the DP trivia game

LISTEN to DP music

DIGITAL PRESS
THE Bio-degradable Source for Videogamers

ADVENTUREVISION
APP AP1000
ARCADE 2001
ATARI 2600
ATARI 5200
ATARI 7800
ATARI XE
CHANNEL F
COMICOVISION
COMMODORE 64
COMMODORE VIC-20
CREATIVISION
INTELLIVISION
INTERON VIC-3000
MATEL AQUARIUS
MICROVISION
NINTENDO NES
ODYSSEY
PONG SYSTEMS
RCA STUDIO II
SEGA MASTER SYSTEM
SPECTRUM SINCLAIR
TETRA ARCADE
TI-99/4A
TRIS-40 CO CO
TURBOGRAFX-16
VICTRIX



Collector's Guide

Seventh Edition

DIGITAL PRESS
THE Bio-degradable Source for Videogamers

PSYCHOPEDIA

A Collector's
Compendium of
Videogame
Manufacturer
Information

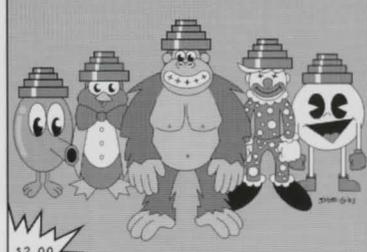


The Collector's Guide Companion

DIGITAL PRESS
THE Bio-degradable Source for Videogamers

LIKE, TOTALLY AWESOME RADICAL GNARLY TURBULAR, YOU KNOW

1 9 8 0^S



\$2.00
Issue
51

totally.

READ the DP Guide and psychOpedia

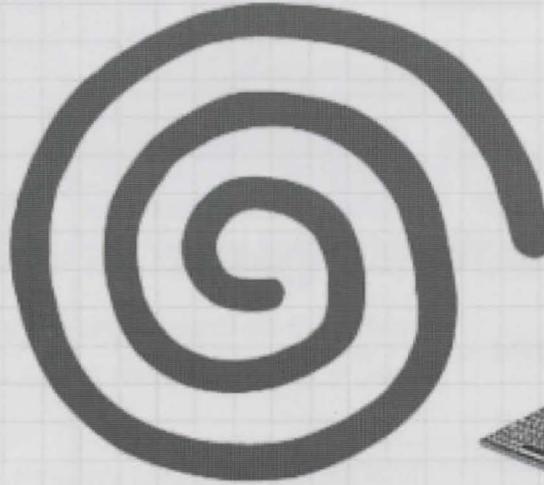
SUBSCRIBE to DP

*Remember how excited you got when you won a FREE GAME while playing *Mr. Do!*, *Lady Bug*, or *Chiller* at the local arcade? You'll be even MORE excited when you play the BRAND NEW Digital Press trivia game, "Game ON!"

DIGITAL PRESS

THE Bio-degradable Source for Videogamers
visit us online at <http://www.digitpress.com>

<http://www.dreamcastrhistory.com>



- Every Game Released in Every Country!
- Rare Prototypes and Limited Editions!
- Tons of DC stuff for sale!
- Reviews, Extras, Features & More!



DreamcastHistory

© Southfork LLC 2003. All trademarks are property of their respective owners. Not affiliated with ® Sega.

Malinche Entertainment

The Art of Interactive Fiction

Text Adventure Games are Back!

Exclusive Show Special – Available Only This Weekend

Save \$10.00 on our Flagship Product Pentari: First Light!

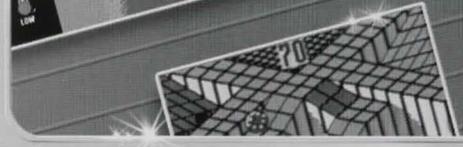
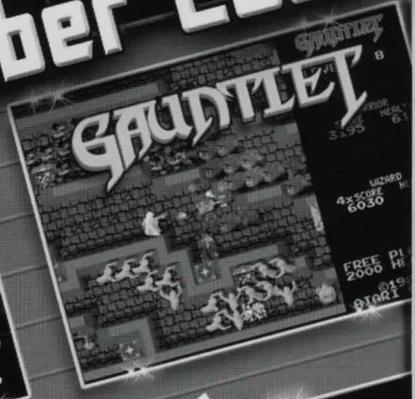
"Pentari: First Light is a game that will appeal to both the hard-core Interactive Fiction player as well as the casual adventurer and constitutes a must-play for those spellbound to fantasy. My final word about Pentari: First Light is a clear, solid A" --Justadventure.com

First Light is a huge text adventure game crafted in the Infocom tradition. With nearly 300 rooms, roaming wizards, a magic system, several puzzles and exquisitely-described treasures all wrapped around a compelling story, First Light is a milestone in the text adventure game universe! Stop by our display area and try First Light yourself.

Also - Get a sneak preview of our next title Greystone available this fall!

<http://www.malinche.net>

MIDWAY ARCADE TREASURES



Available November 2003

INCLUDES OVER
20 CLASSIC
ARCADE GAMES!

RATING PENDING
RP
Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

Compilation © 2003 Midway Home Entertainment Inc. The following titles are copyright Midway Amusement Games, LLC: Spy Hunter © 1984; Robotron 2084 © 1982; Joust © 1982; Root Beer Tapper © 1983; Sinistar © 1982; Defender © 1980; Splat © 1982; Satan's Hollow © 1982; Rampage © 1986; Smash TV © 1990; Bubbles © 1983; Defender II © 1981; Blaster © 1983 Midway Amusement Games, LLC. The following titles are copyright Midway Games West: Gauntlet © 1984; Paperboy © 1985, 1999; Marble Madness © 1984; Roadblasters © 1987; Rampart © 1991; Super Sprint © 1988; 720° © 1986; Toobin © 1988; Klax © 1989; Vindicators © 1988 Midway Games West. MIDWAY the Midway logo, SPY HUNTER, ROBOTRON 2084, JOUST, ROOT BEER TAPPER, SINISTAR, DEFENDER, SPLAT, SATAN'S HOLLOW, RAMPAGE, SMASH TV BUBBLES and BLASTER are trademarks of Midway Amusement Games, LLC. GAUNTLET, PAPERBOY, MARBLE MADNESS, ROADBLASTERS, RAMPART, SUPER SPRINT, 720°, TOOBIN, KLAX and VINDICATORS are trademarks of Midway Games West Inc. All rights reserved. Used by permission. Distributed under license by Midway Home Entertainment Inc.



Blocky never looked so good.

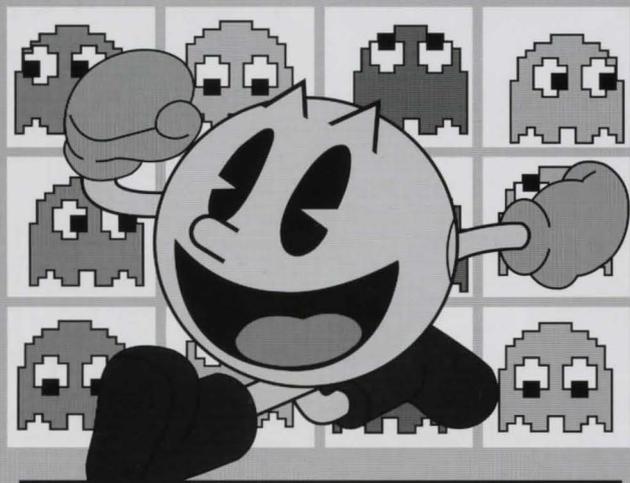


INTELLIVISION™

- ASTROSMASH
- SKIING
- SOCCER
- BASEBALL
- NIGHT STALKER
- SHARK! SHARK!
- HOCKEY
- BASKETBALL

Check with your local carrier for availability.

© 2002 THQ Inc. All game titles represented herein are trademarks of Intellivision Productions, Inc. All games © 2002 Intellivision Productions, Inc. Used under exclusive license. THQ, THQ Wireless and the respective logos are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved.



CUSTOM

CUSTOM PRINTING SERVICES

1033 Cudaby Place suite a San Diego CA. 92110
 phone 619.275.0293 email custom@adnc.com
www.4ColorCard.com

-BUSINESS CARD

QUANTITY	PRICE	FEATURES
2500	\$149.00	3 icons
5000	\$249.00	4 icons
10,000	\$349.00	5 icons



Business Card size 2" X 3.5" full color front side, black & white back side 15 point heavy weight card stock price includes film output & ultra diamond U.V. gloss™ coating

-POSTCARD

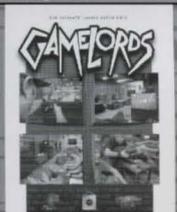
QUANTITY	PRICE	FEATURES
2500	\$249.00	3 icons
5000	\$349.00	4 icons
10,000	\$599.00	5 icons



Quarter Page size 4.25" X 5.5" full color front side, black & white back side 15 point heavy weight card stock price includes film output & ultra diamond U.V. gloss™ coating

-POSTER "12X18"

QUANTITY	PRICE	FEATURES
1000	\$649.00	3 icons
2500	\$749.00	4 icons
5000	\$949.00	5 icons



Full Color Poster size 12" X 18" full color front side printed on 100lb gloss poster stock price includes film output & standard gloss



intellivisionlives.com



An ancient curse.

A fatal mistake.

And the only way to reverse it is to command time itself.

PRINCE OF PERSIA

THE SANDS OF TIME™

Your Destiny Begins November 2003

Available for All Next-Gen Consoles and PC

