

CLASSIC GAMING EXPO 2014 • LAS VEGAS NEVADA

# CGE 2014

COME PLAY AND WIN BIG

SEPTEMBER 12<sup>TH</sup>-14<sup>TH</sup> 2014

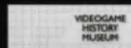
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# WELCOME CLASSIC GAMERS TO **CGE 2014**



**If you're reading this foreword,  
then congratulations; you made it!!**

You are now experiencing Classic Gaming Expo 2014, back with a triumphant return to the Riviera Hotel and Casino. It is an interesting story as to how CGE2K14 came about and we would like to share a bit of that with you. After over a decade of putting on the most amazing gaming expo experience, the CGE Services staff--known to most as Joe, John, and Sean--are working hard to create a true brick and mortar museum in tribute to video game history. That, as you can imagine, is a full time job on top of their real jobs. RetroGaming Roundup talked this over and concluded that a Vegas expo with the CGE family was too special not to happen so we contacted the CGE

Services group and proposed that we put on CGE2K14. That isn't an easy thing to propose as starting a new one would be easier, and it isn't an easy thing to accept, handing over the care of your expo to another group. However, after a lot of discussion and months of work, here we are at CGE2K14 and man do we have a show in store for you.

**WE ARE TURNING THIS EXPO UP TO ELEVEN!!**

The core features and familiar events of CGE are all in place and long time guests of CGE will feel at home. In addition, we have added a whole extra day, after hours events such as movies and an arcade that runs until midnight! The vendor area is larger than ever and we have greatly expanded the arcade and console areas.

#### **It's all under one huge roof at CGE2K14:**

1. Hunt for rare retro items.
2. Snap up new releases for old hardware.
3. Play all your favorite games from yesteryear.
4. Watch new and classic videogame movies and documentaries.
5. Hear first hand from Video Game Alumni.
6. Examine rare and valuable items in the Video Game History Museum.
7. Participate in the Cosplay contest and rock out to your favorite bands.

This year you can expect more alumni, more arcade games, more pinballs, more consoles, more competitions, more panels and more vendors than ever before. If this is your first time at CGE, we know you'll be back and if you're a long time attendee you will find your favorites plus all these new features.

The hosts of the RetroGaming Roundup Podcast and a staff of over 20 are putting on one hell of a show for you. Of course, the Video Game History Museum is here in full force as always with their dedicated museum and the charity auction that you know and love. So stop reading this, flick to the schedule and plan your weekend!

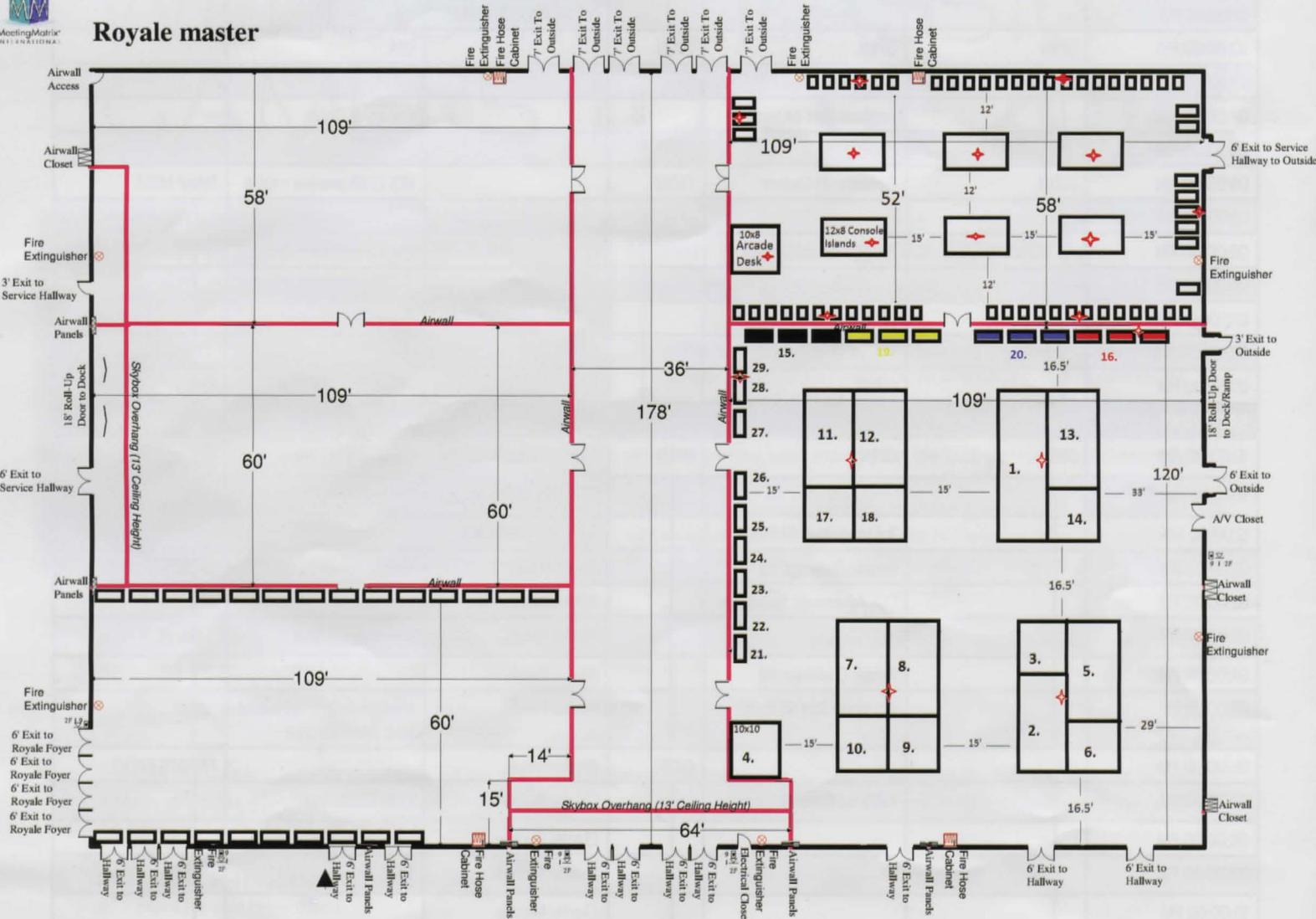
	EXHIBITOR FLOOR	ARCADE / CONSOLE	MUSEUM	PANEL ROOM A	PANEL ROOM B	PANEL ROOM C
<b>FRIDAY</b>						
01:00:00 PM				OPENING CEREMONIES		
02:00:00 PM	OPEN	OPEN	OPEN		TBA	
03:00:00 PM	↓	Arcade Challenge #1	↓			
04:00:00 PM	↓	1st Mario Kart 64 Heat	↓		Ecstasy of Order	
05:00:00 PM	↓		↓			
06:00:00 PM	CLOSE	Gamester 81 Contest	CLOSE		NES CLUB preview + Q&A	SWAP MEET
07:00:00 PM	↓		↓			↓
08:00:00 PM	↓	2nd Mario Kart 64 Heat	↓		The Video Craze + Q&A	↓
09:00:00 PM	↓		↓			↓
10:00:00 PM	↓		↓		Gameplay + Q&A	↓
11:00:00 PM	↓		↓			↓
11:59:00 PM	↓	CLOSE	↓			↓
<b>SATURDAY</b>						
10:00:00 AM	OPEN	OPEN	OPEN	Alumni Panels	Game Maker / Icon	
11:00:00 AM	↓		↓	BLUE SKY RANGERS	Cosplay Competition	
12:00:00 PM	↓	3rd Mario Kart 64 Heat	↓	BLUE SKY RANGERS		
01:00:00 PM	↓	Arcade Challenge #2	↓	ATARI PANEL	King of Arcades	MICROSOFT EVENT
02:00:00 PM	↓	CGE Adventures Speed Run	↓	ATARI PANEL		
03:00:00 PM	↓		↓	Alumni Panels	Gamer Age + Q&A	
04:00:00 PM	↓	Arcade Challenge #3	↓	Alumni Panels		
05:00:00 PM	↓	4th Mario Kart 64 Heat	↓	Alumni Panels	Atari, Game Over w/Howard Scott Warshaw Q&A	↓
06:00:00 PM	CLOSE		CLOSE	Auction setup		PRIVATE EVENT
07:00:00 PM	↓	Kaboom! Contest	↓	Charity Auction	Video Game Invasion	
08:00:00 PM	↓		↓	Charity Auction		
09:00:00 PM	↓		↓	Charity Auction	TBA	
10:00:00 PM	↓		↓	Charity Auction		
11:00:00 PM	↓		↓	Charity Auction	TBA	
11:59:00 PM	↓	CLOSE	↓	Charity Auction		↓
<b>SUNDAY</b>						
10:00:00 AM	OPEN	OPEN	OPEN	Alumni Panels	THUMB CANDY	PRIVATE EVENT
11:00:00 AM	↓		↓	Alumni Panels		
12:00:00 PM	↓	6th Mario Kart 64 Heat	↓	Alumni Panels	THE SPACE INVADERS Q&A	
01:00:00 PM	↓	Arcade Challenge #4	↓	Alumni Panels		
02:00:00 PM	↓	Mario Kart Victory Circle	↓	Alumni Panels	Anime Cosplay Competition	
03:00:00 PM	↓	CGE Adventures Awards	↓	Alumni Panels		
04:00:00 PM	↓	Gamester81 Awards	↓	Alumni Panels	STELLA AT 20	
05:00:00 PM	↓	Kaboom! Awards	↓	Alumni Panels		
06:00:00 PM	CLOSE	CLOSE	CLOSE	CLOSING CEREMONIES		↓

Check for most current panel schedules posted at panel room entrances

www.theRIVIERA.com  
The Entertainment Center of Las Vegas



Royale master



178' x 254' = 45,212 sq ft 31:1 N  
Ceiling Height: 26' - 28' (13' under Skyboxes)

Fire Extinguishers: 9  
Total Exit Feet: 162'

Exit Feet Required:  
Aisle Sizes:

Occupant Load:  
Attendance Expected:

EXHIBITOR/ VENDOR LOCATION LEGEND

- |                                    |                                   |                                  |
|------------------------------------|-----------------------------------|----------------------------------|
| 1. Anime Revolution                | 12. Too Many Games                | 23. Gamester81                   |
| 2. Intellivision Productions, Inc. | 13. Super Video Game Bros         | 24. Christa Carpenter            |
| 3. Intellivisionaries              | 14. Game King                     | 25. Mike Shafer                  |
| 4. Rawk Threads                    | 15. Good Deal Games               | 26. Evan Burman                  |
| 5. Shark Robot                     | 16. Portland Retro Gaming Expo    | 27. 8 Bit Evolution              |
| 6. Retro Magazine                  | 17. Try n' Save                   | 28. Kurt Vendel / Marty Goldberg |
| 7. Innex                           | 18. Dan Russle Crooked Rook       | 29. Songbird Productions         |
| 8. Game Repair                     | 19. Brett Weiss/ Gamer's Paradise |                                  |
| 9. Toy Shack                       | 20. Show merch/ Digital Press     |                                  |
| 10. WiiPlayGames                   | 21. Pixel Paradise                |                                  |
| 11. Hyperkin                       | 22. ArcZero                       |                                  |

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**Pixel Paradise**

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**BAIN'S REDEMPTION**

**RetroGaming Roundup.com**

**Brett Weiss WORDS of WONDER**

**Shark Robot**  
wear what you like

**CROOKED ROOK**

**Songbird Productions**  
LONG LIVE THE CATS!

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## TIM BOXELL INTERVIEW COURTESY OF RETRO MAGAZINE



### ARTIST – SYNAPSE SOFTWARE

Throughout the history of gaming, box art has been instrumental in helping to sell games off retail shelves. In the earliest of days, when games graphics couldn't really tell a story, the box art would many times be the first impression sucking the gamer in and igniting their imagination. One of the greatest box artists of all time is appropriately named Tim Boxell. You will undoubtedly remember Tim's work on the Synapse Software brand computer games for the Atari 400/800 and Commodore 64. For more interviews, reviews and exclusive insights into the games you love, subscribe to RETRO magazine at [www.readretro.com](http://www.readretro.com).

**RETRO MAGAZINE:** How was it your artistic skills were called upon by Synapse?

**Tim Boxell:** An art director I had worked with in public television in San Francisco was friends with (Synapse founder) Ihor Wolosenko. He was working with me at Colossal Pictures at the time, doing the first broadcast stuff for MTV, and Wolosenko asked him for leads in his search for someone to do art for the game packaging. I designed all but one of the boxes and painted all of them.

**RETRO:** In total, how many Synapse games did you design artwork for?

**TB:** Dozens. I'm not sure of the exact number.

**RETRO:** Did you only design the box art, or was your work used anywhere else — game manuals, in-game graphics, etc.?

**TB:** I did a bunch of ads, too, and a cool point-of-purchase stand-up thing with the robot cat, mouse and android.

**RETRO:** Your artwork was instrumental in making Synapse boxes stick out from the rest of the crowd. Did you see the games prior to conceptualizing the artwork?

**TB:** Generally, the games were in crude form image-wise when I first saw them. They got the gameplay and functionality done before they refined the characters.

**RETRO:** Your Synapse box art is a very unique "style". Was this style used in any of your other artwork outside of the games industry?

**TB:** I did some magazine covers using the same technique, but it was mainly used for the Synapse art. It was an approach I came up with using animation cel vinyl acrylic paint using a gouche water color technique.

**RETRO:** What was your favorite box art you created?

**TB:** *Slam Ball*.

**RETRO:** Was there any artwork you started on that didn't end up being used?

**TB:** I did the art for *Reptilian*, which was a personal favorite, and the art was printed as box-sized art, but I don't think they ever finished the game. The last art I did for Synapse was painted in London, England while I was supervising the visual effects for a movie called *Electric Dreams*. I think the game came out, but I don't think I have any printed versions of it. Ihor had decided to change the packaging format and the art was done in a circular composition. I think it was called *Robot Wars*.

**RETRO:** Besides working with Synapse, did you work with any other software companies throughout your career?

**TB:** No. I worked as a writer and creative resource for some of the Bay Area tech companies, but no other game companies. I got to supervise the creation of a virtual reporter who interviewed, among others, Ed Catmull, technical head of Pixar at the time, for a Sun Microsystems event. My 3D CG character was animated by Foundation Imaging, which did *Roughneck's*, the *Starship Troopers* animated series. I also was involved with the Sony PS2 launch at E3 cutting game footage for the wrap around screen in the specially built theater.

**RETRO:** Would you rather create your art like you did in the 80's vs. using the computer-aided art of today?

**TB:** Good question. Some of the painting called for a lot of design work. All the title typography was done by hand, and type is something that computers do pretty simply and effectively. It would have been nice to have a digital tool for that. The art itself was fun to do. I was doing the paintings at a rate of roughly two weeks each, working 10 to 12 hours a day and loving it. I painted on illustration board and gesso'd Masonite. I wanted to make a memorable body of work like the illustrators I admired.

**RETRO:** Were you also a gamer yourself?

**TB:** Yeah. I gave those horrible old joystick controls quite a beating. Sadly (or maybe for the best) I never made the transition to the Xbox or PS2, but got to watch my son play his way through the *GTA* games, *Mass Effect* and *The Last of Us*. I don't have the time or skills to play the new games, but I'm in awe of everything about them.

**RETRO:** What were some of your favorite games?

**TB:** I liked some of the Synapse games and played *Crossfire* a lot.

**RETRO:** Did you play games on computers, consoles or both?

**TB:** I went through a serious addiction to the arcade version of *Centipede*. Went through a lot of quarters back in those days.

**RETRO:** Do you still have your original artwork for any of the Synapse boxes?

**TB:** All of it. There was someone who wanted to buy all of it for his own private gallery, but I wasn't sure I wanted it to be hidden away. Another guy wanted to do a book on the art and maybe have some new paintings created in the same style as the Synapse art. That would be fun.

**RETRO:** I know there is a good crowd of RETRO gamers that would love to buy prints of your game box artwork. Are there any plans on releasing them as prints? If so, please put me down for a *Necromancer* print.

**TB:** I'm not sure about the reproduction rights. I sold the use of the art for Synapse's needs back when they were in business and retained ownership of the original art. I do have a number of the original prints that I'd be happy to sell.

**RETRO:** So, what are you doing now?

**TB:** I did the layouts in pencil, pretty detailed, of a 114 page graphic novel that hasn't been published yet. I did 1,250 or so storyboard frames for a feature film that I directed starring the late great Pete Postlethwaite. I still like to paint, but rarely have the time. I've got some film and TV projects in the works. I also teach some classes I wrote including one called "The Art of the Short Film" both online and in site at the Academy of Art University in San Francisco.

## AUTOGRAPHS

## NOTABLE INDUSTRY ALUMNI

- |                     |                          |                      |                    |
|---------------------|--------------------------|----------------------|--------------------|
| 1. Steve Woita      | 12. Ray Kornis           | 23. Rebecca Heineman | 34. Keith Robinson |
| 2. Bob Polaro       | 13. venture w/Activision | 24. Jennell Jaquays  | 35. David Warhol   |
| 3. Keithen Hayenga  | 14. Arnie Katz           | 25. Ed Averett       | 36. Eric Del Sesto |
| 4. Bob Smith        | 15. Joyce Worley         | 26. Aaron Hightower  | 37. Bob Newstadt   |
| 5. Rob Zdybel       | 16. Ross Chamberlain     | 27. Dave Pokorny     | 38. Michelle Mock  |
| 6. Howard Warshaw   | 17. John Wesley Hardin   | 28. Jerry Jewel      | 39. Connie Goldman |
| 7. Garry Kitchen    | 18. Jacq Monahan         | 29. Lisa Dawson      | 40. Stephen Roney  |
| 8. David Crane      | 19. Jay Smith            | 30. Marty van Fleet  | 41. Steve Ettinger |
| 9. Steve Cartwright | 20. Richard Spitalny     | 31. Kathy Sullivan   | 42. Marc Urbaniec  |
| 10. Adam Bellin     | 21. Don Traeger          | 32. Alex Rodriguez   | 43. Karen Nugent   |
| 11. Rob Newman      | 22. Sharon Traeger       | 33. Tommy Tallarico  |                    |

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