CLASSIC GAMING EXPO 2002

Las Vegas, Nevada

August 10-11, 2002

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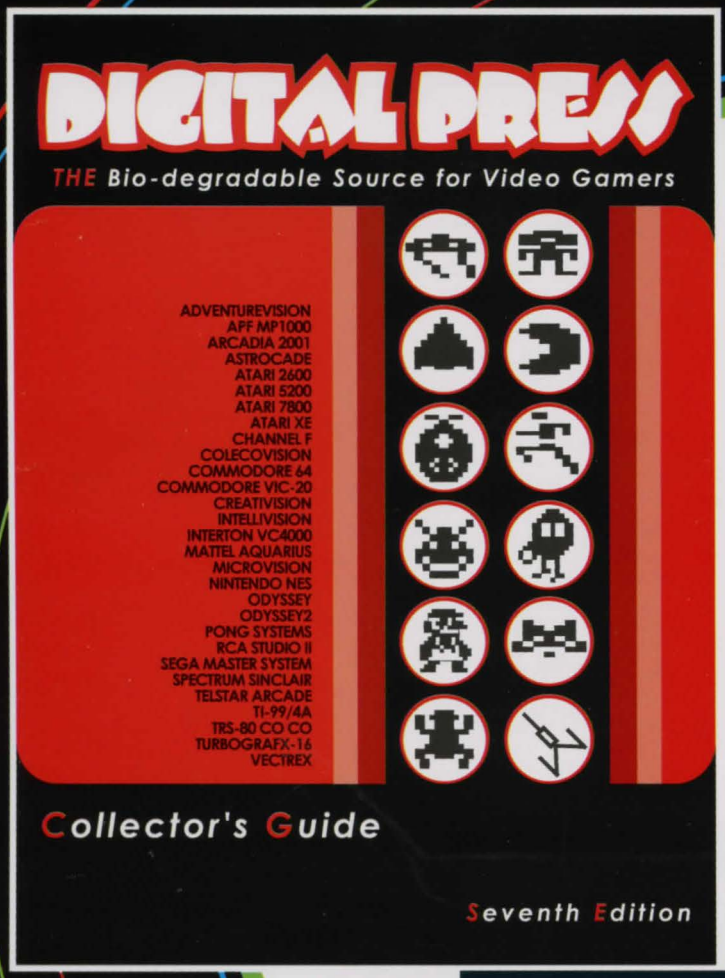

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WELCOME & THANKS

Welcome to Classic Gaming Expo 2002!

This year, we celebrate our fifth anniversary and this show is set to be our biggest event yet. We've been successful over the years in upholding our tradition and primary goal: to produce an expo celebrating the roots and history of video games that is run BY classic gamers, FOR classic gamers.

This year we're celebrating numerous other anniversaries in addition to our own. The Magnavox Odyssey turns 30 this year. Atari was founded 30 years ago and their popular VCS console turns 25 as well. Finally, it was twenty years ago that GCE released their Vectrex system, and Coleco released their ColecoVision game console. That's a lot to celebrate, and we hope you'll join us in having a great time in honoring these historic and important dates.

In addition to all of these anniversaries, there are many other factors that will contribute to making this CGE a special experience for all involved, one of the largest of which is the presence of our Alumni guests. 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 this 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.

The CGE Museum is definitely one of the highlights of the show. What makes the museum so unique is that it is comprised of hundreds of items from various collectors, friends, and some of our distinguished guests. This year's exhibit will be our biggest yet! Expect to see incredible displays of Atari, Intellivision, and Vectrex items. Also, this year, we have expanded our handheld display and you can expect to see a bunch of Atari 8-bit computer rarities and "vaporware". If you've ever planned to take pictures of the museum, this is the year to do it.

We also have an incredible music line-up for your enjoyment this year. Seth and his band "8-bit Weapon" are joining us again. In addition, we'll have the wildly popular "Minibosses" doing their NES songs, DJ "Tony Fox NYC" will be belting out his classic game remixes, and George "The Fat Man" Sanger and "Team Fat" will be playing their classic Intellivision theme from Thin Ice along with a few of the hundred-something game tunes they've composed over the years.

Add to all that the debut of Dragon's Lair 3-D, arcade and home console tournaments sponsored by Twin Galaxies, over 30 classic arcade games on free play including a rare Puppy Pong machine, a swap meet and auction, the soon-to-be infamous "Dig Dug Drop", and some of the finest vendors on the planet. We're expecting this to be the biggest and best show yet and we hope this year's expo will remain 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 important a role as we do. Every vendor, volunteer, special guest, and attendee is responsible for making this show the success that it is. Every single person you see over the weekend has given something of themselves to make this expo happen. From our distinguished guests who have graciously donated their time and money to attend, to the sponsors and exhibitors who have backed us with financing and services, to the hundreds 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 realize that this is YOUR show and it's YOUR support that's making 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, Tim Arnold, Dan Blitz, Walter Day, Steven Hertz, Debra Keller, Rik Morgan, Beth Mundo, Brian Mundo, Rob Mundo, Chris Neiman, Don Rogers, Chris Romero, Scott Stilphen, and anyone else whose name escapes us at this moment.

The CGExpo Staff

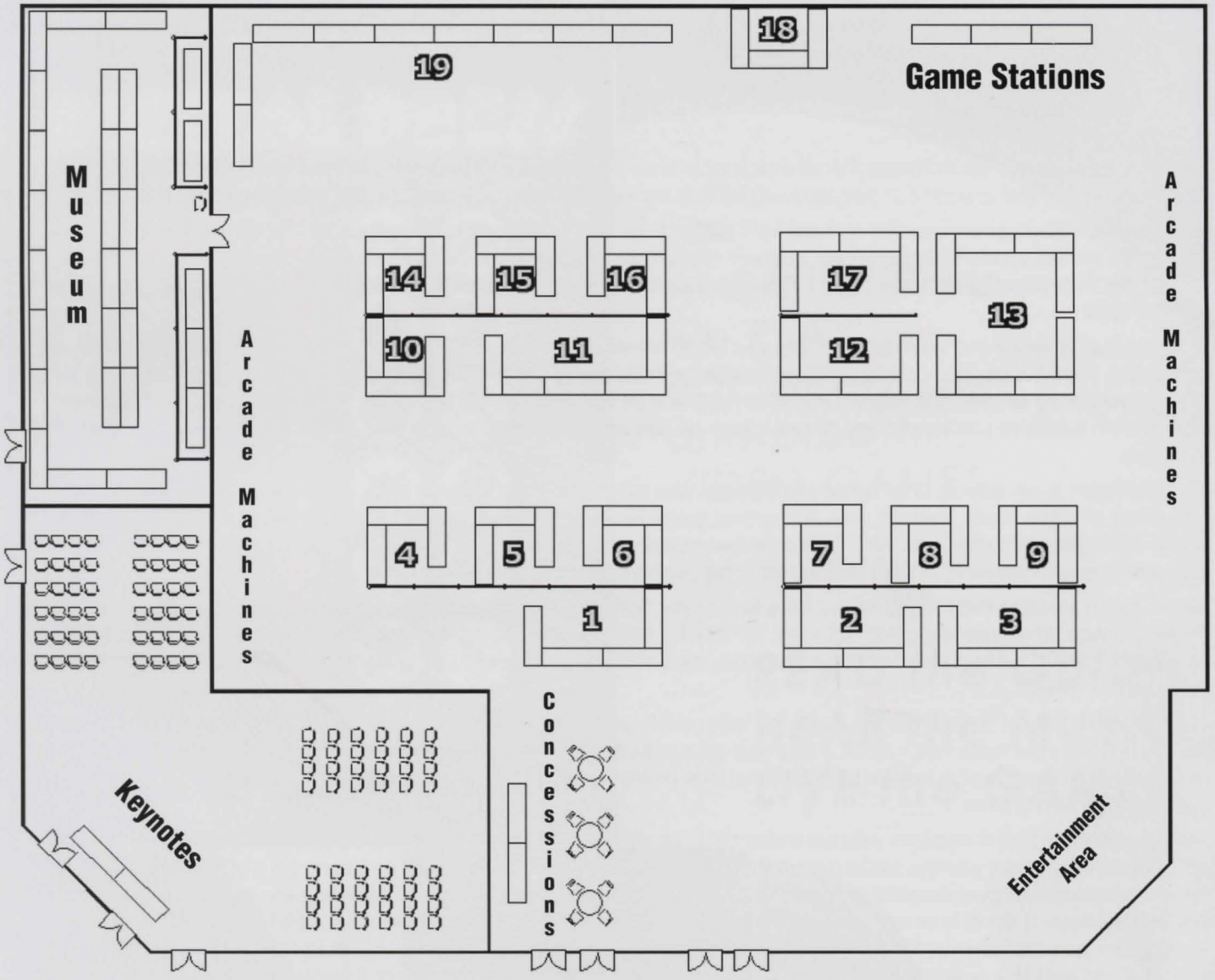
John Hardie, Sean Kelly and Joe Santulli

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) Telegames USA
2) Intellivision Productions
3) B&C Computervisions
4) Zektor
5) Songbird Productions
6) Digital Press
7) NeoGeoFreak/NGF-USA
8) SlikStik
9) Videogame Bible
10) Gameswitch.com
11) CGE Services Corp.
12) AtariAge
13) Dragon's Lair
14) DKAtari
15) Twin Galaxies
16) Retrogaming Radio/X-Arcade
17) Atari2600.com
18) Las Vegas Pinball Collector's Club
19) Fresno Commodore Users Group
NWCGE
Oldergames.com
Paul Slocum Ltd.
Retrodesign
Sunmark
Uncle Zip's Entertainment
Frank Cifaldi
GamingWorldX.com
John Sellers

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Additional Exhibitors

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Fresno Commodore Users Group
GamingWorldX.com
John Sellers
NWCGE
Oldergames.com
Paul Slocum Ltd.
Retrodesign
Sunmark
Uncle Zip's Entertainment
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.

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SCHEDULE

CLASSIC GAMING EXPO 2002 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

AL ALCORN

After beginning his career at Ampex in 1968, Al was hired as the second employee of Atari and their first engineer. While at Atari he designed the first commercially successful coin-operated video game called PONG. In 1974 he built the first video game on a custom chip (home Pong) followed by work on the Atari VCS home video game machine which launched the cartridge video game industry.

STEVE BAKER

Steve has a plethora of experience in the computer and videogames field. Aside from working for Apple, and Mattel on their Intellivision system, Steve authored several titles for the Atari 5200 and 8-bit computers. His most popular works were conversions of the arcade hits, Defender and Stargate. He also co-developed Winter, Summer, and California Games for the Atari 2600.

DON BLUTH

Recognized as one of the most prestigious Animators in the film business, Don is admired by his peers all over the world for his creative talent as well as his versatility in bringing his memorable characters to life. Don is one of the creators of the first interactive laser disc game, Dragon's Lair. He also created the ground-breaking hits, Space Ace and Dragon's Lair 2.

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 it's Adventurevision console as well as it's 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.

RICK DYER

In addition to creating Dragon's Lair and Space Ace, Rick designed and developed Time Traveler, the first Holographic coin-operated video game. He formed RDI Video Systems, a company that developed, manufactured and distributed the first CED/Laser talking/voice activated interactive entertainment system known as Halcyon. Rick is also responsible for Shadoan, a PC game based on another of his arcade hits - Thayer's Quest.

GARY GOLDMAN

A master animator, Gary was also one of the creators of Dragon's Lair and Space Ace. Gary has worked on numerous hit movies over the years including An American Tail, Land Before Time, All Dogs Go To Heaven, Titan A.E., and Anastasia.

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 seperate add-on module for speech synthesis.

JOEY HEADEN

Programmed Starglider for the Apple II. Was most recently responsible for the mega-hit Pac-Man World 20th Anniversary for the Playstation.

Please note: The alumni listings are current as of this printing and are subject to change.

ALUMNI

MATTHEW HUBBARD

Matt started at Atari in 1980, where he wrote Submarine Commander for the Atari 2600, a game released as a Sears exclusive. He later went to Activision where he wrote the amazing VCS game, Dolphin. In addition, Matt programmed Zenji for the Atari 8-bit computers.

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.

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.

MARK KLEIN

Mark is the author of the acclaimed 2600 game, Subterranea. He also wrote the unreleased title Pick-Up which is debuting here at CGE. Aside from his programming expertise, Mark was also one of the founders of Digital Pictures.

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. Billis well-known for his popular Game Doctor and Kunkel Report columns.

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.

ROB NEWMAN

An Engineer in Atari's L.A. Lab, Rob was instrumental in the development of wireless data distribution technology which led to his becoming a founding manager of Electronic Publishing Systems (EPS), a joint venture of Atari and Activision in late 1983. EPS developed the "Electronic Pipeline", a game service for the Atari 2600 that was to sell wireless game cartridges with which users could select and play up to 40 different games each month for a low monthly subscription fee. The service was in alpha testing and four days from installing the transmission equipment in the first test market when it was indefinitely postponed due to Warner's sale of Atari in 1984.

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.

JOHN POMEROY

John met Don Bluth and Gary Goldman while working at Disney. Aside from helping to create the following films: The Secret Of Nimh, An American Tail, Land Before Time, All Dogs Go To Heaven, Rock-A-Doodle, and Fantasia 2000, John is also one of the creators of Dragon's Lair and Space Ace. John's newest movie, Atlantis, was just recently released in theaters.

WARREN ROBINETT

Aside from designing the classic game Slot Racers and the Basic Programming cart for the VCS, Warren created the very first Easter Egg which is hidden in his legendary game, Adventure.

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

ALUMNI

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.

OWEN RUBIN

Owen is an Atari coin-op master having worked on 15 different games. Some of his best known works include Major Havoc, Space Duel, Cannonball, Sky Diver, Tube Chase, Tunnel Hunt, Sebring, and Malibu Grand Prix.

GEORGE SANGER (THE FAT MAN)

The Fat Man and Team Fat have been doing videogame soundtracks since the early 1980's when they composed the original score for the Intellivision game Thin Ice. Since that time, they've created the music for titles such as 7th Guest, Loom, Wing Commander, and dozens more.

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.

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 desinged three games for the VCS: Quadrun (the first home videogame withvoice 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.

STEVEN WYATT

Steven has held many roles in the videogame industry. Some of his jobs have included consulting for Atari, as well as being a Manager at Activision during 1981-82 when their growth went from $5 million to $65 million. He was also the Director of Operations for Telesys and was responsible for their financial turnaround. Steven was even one of the principle suppliers of AtariSoft titles.

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 been an active game designer over the years (he even did Lynx software) and is now one of the finest programmers 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!

Gene Smith
1950 - 2002

This past July saw the untimely passing of a legendary figure in the computer/videogame industry — Gene Smith. The thing about programmers such as Gene and so many others, is that you probably didn ' t even know he had touched your life with his work.

Gene ' s career in the game industry began in 1982 at Mattel Electronics where he programmed Bomb Squad for Intellivision. He was also part of the team responsible for Tron Solar Sailer. After Mattel, he spent the next 19 years of his life ' s work writing computer software with some of the best in the industry - Steve Cartwright, David Crane, Garry Kitchen, Peter Kaminski, Alan Miller among others. Top-selling titles under his belt include Gee Bee Air Rally for the Amiga computer, Hacker II for the PC, Mike Ditka ' s Ultimate Football for the PC, the Unnecessary Roughness series of football games for the PC and most recently, while working at Skyworks Technologies, a slew of online games.

One of the main reasons Classic Gaming Expo is held each year is to pay tribute to the men and women behind the games we have enjoyed for decades. Unfortunately, we never had the opportunity to do so for Gene Smith. While this note of remembrance isn 't much, it ' s our simple way of saying thank you.

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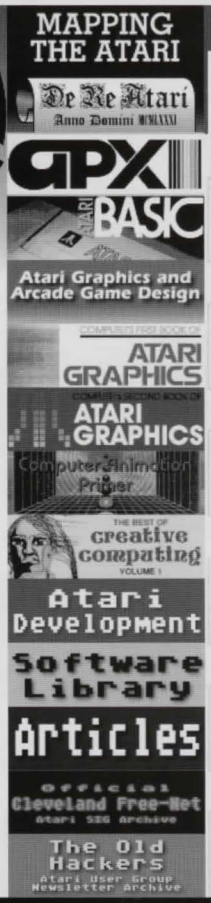

atariarchives

Full text of many
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Compute!'s Books of Atari Graphics

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Also we will have our full product line on display for you to come and see. Feel free to stop by our booth and check them out for yourself.

Any questions or comments email us at info@slikstik.com

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Watch for Fabulous Finds & Untold Treasures

from ATARI CONSUMER ENGINEERING EMPLOYEE

Dan Kramer (Designer of the 2600 / 5200 Trak-Balls)

2600 5200 7800 800 COIN-OP

COSMOS & RC STELLA (2700) - UNRELEASED IN 1981

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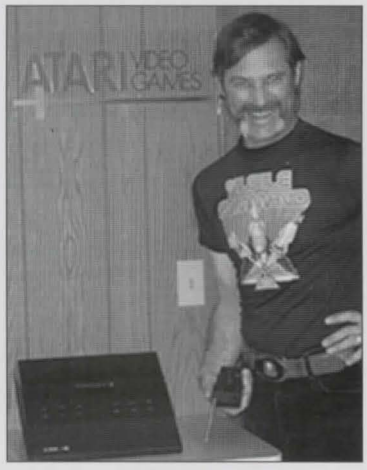

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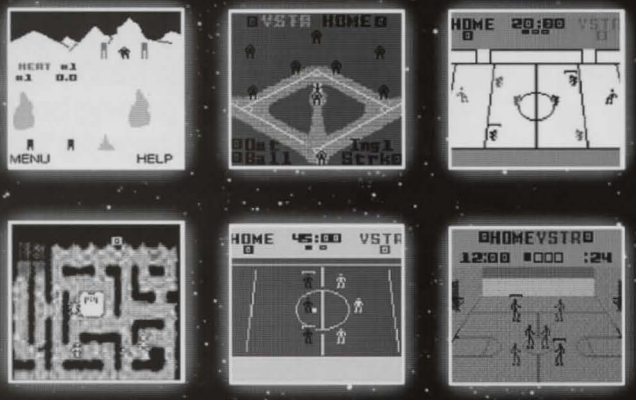

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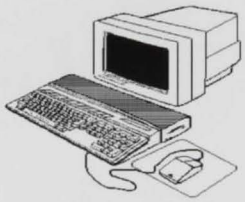

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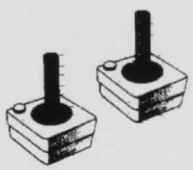

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