
ALL THINGS

COLECO VISION

VS: Frogger!

One of the early arcade games that still has great playability today is Frogger. I decided to play four cartridge versions of this game and compare them. All four versions were manufactured by Parker Brothers. The Atari 2600 version was released in 1982 and the Intellivision, Atari 2600 & Colecovision versions were released in 1983. Some of these specific cartridges have never been played before by me and I was amazed that after some cleaning and fussing about with wires and controllers, I was able to play them all.

First of all, the versions all have similar gameplay and goals. As in the original arcade version you must try to get all five frogs to their homes in an allotted time avoiding cars on the highway portion and staying afloat using logs, turtles and the backs of alligators to stay out of the water. I am not sure if it is toxic water that kills the frog instantly, but that is not for me to say. Different obstacles appear in later levels to increase the difficulty and to make it more of a challenge to get your frogs home.

I was not sure how comparing four different versions of the same game by the same manufacturer would pan out. I was planning on the Colecovision putting the rest to shame. I do feel overall it is the best version, however it was not the runaway I anticipated. As a point of reference, I played each version to at least the third level. I would like to add a bit of a disclaimer. I played all four of these games on actual original hardware. I believe each game to be 100% functional, but as I have only previously played the Atari 2600 and Colecovision versions, I cannot be sure about the Intellivision and Atari 5200 versions.

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Introducing VS

As the editor of the All Things ColecoVision Newsletter, it's my pleasure to welcome you to another exciting edition packed with all the latest news, reviews, and insights about our beloved ColecoVision gaming system.

First and foremost, I want to extend my heartfelt gratitude to each and every one of you who has supported us along this journey. Your passion for retro gaming and dedication to preserving the legacy of the ColecoVision is truly inspiring.

In this edition, I am thrilled to introduce a brand new feature that I believe will add a whole new dimension to our newsletter - the VS section. This exciting addition will see us take a closer look at classic ColecoVision games and compare them to their counterparts released on different gaming platforms. We'll delve into the gameplay, graphics, sound, and overall experience to see how they stack up against each other. Whether you're a die-hard ColecoVision fan or simply a lover of retro gaming in general, I'm sure you'll find this new feature both entertaining and informative.

But here's the thing - we can't do it alone. We want YOU, our loyal readers, to be a part of this exciting new venture. If you have a favorite ColecoVision game that you'd like to see featured in the VS section, or if you have insights, anecdotes, or even reviews that you'd like to share with our community, we want to hear from you. Your contributions will not only help to enrich the content of our newsletter but also foster a sense of camaraderie among fellow ColecoVision enthusiasts.

So, how can you get involved? It's simple! Just drop us an email at allthingscolecovision@gmail.com with your ideas, suggestions, or contributions. Whether it's a detailed analysis of a classic ColecoVision title, a comparison between different versions of a game, or even just a fond memory you have of playing your favorite ColecoVision game, we want to hear from you.

Together, we can continue to celebrate the golden age of gaming and ensure that the legacy of the ColecoVision lives on for generations to come. Your passion, expertise, and enthusiasm are what make this community so special, and I can't wait to see what amazing contributions you'll bring to the table.

As always, thank you for your continued support, and happy gaming!

The All Things ColecoVision Newsletter Team

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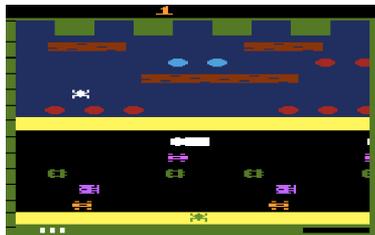
VS: Frogger

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Atari 2600:

I will start with the Atari 2600 version. Out of all the versions, this was my most surprising. I have played this version before but as with the Colecovision version, it was more than 40 years ago. As expected, this version has the worst graphics of the four, but in my opinion, it does not hinder the gameplay. The game is

smooth and fun using the standard Atari joysticks. I had a lot of fun reminiscing about this version, and I really wanted to keep playing. Not having the instruction, I was not sure what color turtles were getting ready to submerge. Overall, I think this is one of the best arcade ports out there for the 2600 but as I predicted, it is not quite as good as the versions for the more powerful systems.



Graphics: Average (44%)

Hookability: Good (74%)

Availability: Great (85%)

Sound: Acceptable (32%)

Lastibility: Good (72%)

Overall: Good (61.4%)

Intellivision:

The next version I tested was Intellivision. As I stated before, I have never played this version and did not know what to expect. It was also a good port in my opinion. I have never been a fan of the controller, but it works just fine for this game. The graphics are a touch better than the 2600 as expected, however the sound left

something to be desired. I am not sure if it was my system not playing the full sound or that it is just the game, so I am not factoring this in my review score.

The only sound I heard was the frog moving. I found the actual gameplay the easiest of the four versions, as I shut off the game with remaining lives in my first try. I do feel that even though it has better graphics, I prefer the 2600 version.



Graphics: Acceptable (58%)

Hookability: Acceptable (59%)

Availability: Good (63%)

Sound: N/A

Lastibility: Good (61%)

Overall: Good (60.25%)

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VS: Frogger

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Atari 5200:

Next up in my quest to find the best home cartridge version of Frogger is the Atari 5200 version. Again, my expectations of this version were not great. As I normally do for retro games, I read no instructions or reviews pertaining to this version before loading it up.

It has been years since I fired up my 5200 console and I didn't think I was going to be including this version in the article. After extensive cleaning, I finally got the game to boot up. I then tried all six of the controllers I own and was not successful in starting the game. Finally, as I was getting ready to throw in the towel, I saw the option to switch it from joystick to keypad. I was able to again make it to level three using the keypad to control my frog. Not ideal but doable. The graphics and audio are as good if not the best, however the controls drag the game down and make it not nearly as fun. I finally read that since the 5200 controller doesn't recenter a button is incorporated. To me, that's not Frogger. The graphics and sound couldn't save this version.



Graphics: Great (84%)
Hookability: Poor (19%)
Availability: Good (68%)

Sound: Great (81%)
Lastibility: Poor (19%)

Overall: Average (54.2%)

ColecoVision:

I, in all fairness thought from the beginning the Colecovision version would prevail as the best and it did, just not by as much. The graphics, sound and gameplay are excellent. Near or at the top of all categories. Like the 2600 version, I didn't want to stop playing. That to me is the ultimate measure of a game.



Graphics: Great (83%)
Hookability: Good (78%)
Availability: Average (58%)

Sound: Great (83%)
Lastibility: Good (79%)

Overall: Great (76%)

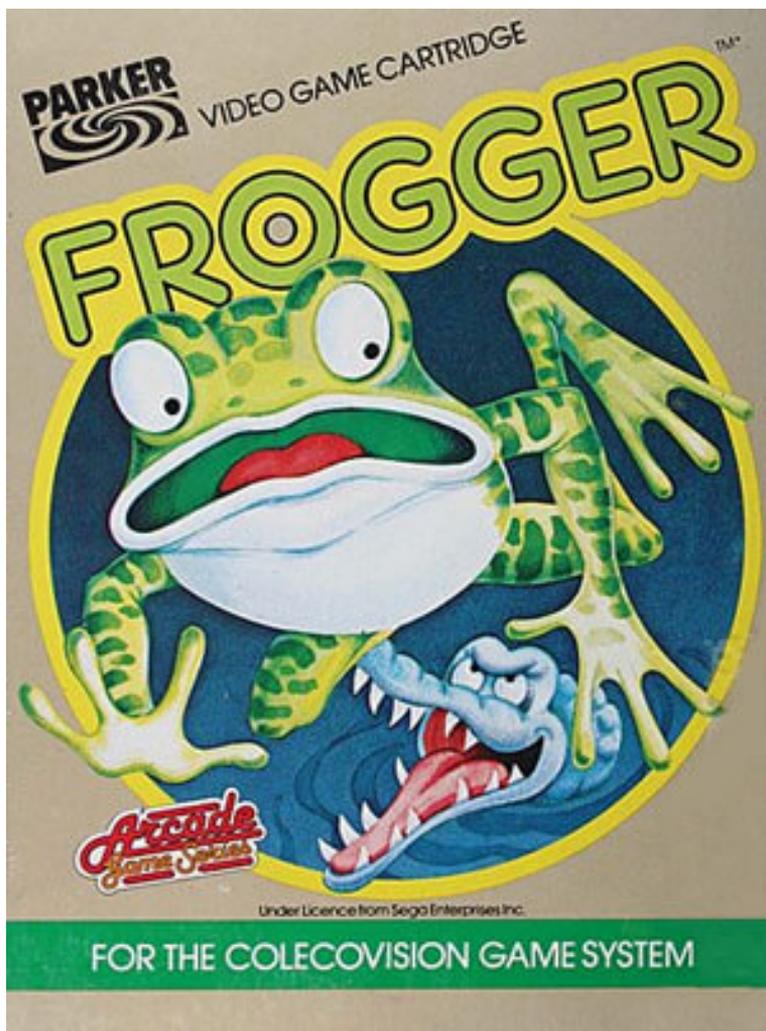
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VS: Frogger

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I would like to conclude this comparison by saying each version had its strong points and all four are playable. I think the 5200 was the most disappointing and the Atari 2600 was the most surprising. In the end, the Colecovision is my pick for the best adaptation of Frogger.

Reviewer: Jeff McFall



Save Your Quarters

How a 2nd generation console fared in the world of coin-op wannabes

It's summer 1982. The Texas sun beat down mercilessly, baking the asphalt streets a hazy shimmer. Cicadas buzzed their relentless song, a constant thrumming counterpoint to the excited shouts of ten-year-old Austin and his friends. Their bikes, a mismatched fleet of chrome and BMX bandits, kicked up dust devils as they raced down the sidewalk, handlebars wobbling with the abandon of a summer day stretching endlessly before them.

Austin clutched a crumpled dollar bill in his sweaty palm and a pocketful of quarters jingling in his pocket, promising pixelated glory which fueled his every pedal stroke. The arcade, a neon oasis across town, beckoned with the siren song of flashing lights and bleeping melodies. He could practically taste the metallic tang of the quarters feeding the hungry machines.

Once all Austin's quarters are gone, he returns home feeling defeated yet determined to do what it takes to be the best. He waits for his older brother Alex to be out of the house for the evening so he can sneak in his room and play Donkey Kong on his Intellivision - practicing to be the best of the best at the arcade...

What a letdown! The Intellivision version of Donkey Kong is garbage! Not at all like the arcade experience which offered a satisfying blend of visuals and sound!

All that was about to change when in the winter of 1982, Austin received a brand new ColecoVision video game console on Christmas morning. Ever since it was released in August, he had been dreaming of the ability to experience the thrill of the arcade at home - and now was his chance! He frantically unwrapped the game while visions of rescuing Pauline flashed in his mind. Austin had intimate knowledge of Donkey Kong having played it countless times in the arcade. He wondered if this would be like his experience with the Atari 2600 - a big let down. He carefully removed the console from the box and meticulously connected everything to the family television set in the living room...

ColecoVision presents...Nintendo's Donkey Kong! The screen flashed with excitement as the characters and sound that he knew and loved came to life on his television set - right in his own living room! It became immediately apparent this was no measly Atari 2600 - this was a true arcade experience!

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Save Your Quarters

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Over the next several months instead of spending all his quarters at the arcade, Austin saved them to buy new games of his own for his ColecoVision.

This is the exact scenario that happened for so many of us back in the early 80's. Nothing really compared to the arcade experience until ColecoVision came out. In this article, we will take a look at comparing some of the arcade ports for the ColecoVision and comparing them with the actual arcade games. The scoring used will be relative to the original arcade itself, with an Overall Score of 10 being identical to the arcade.

DONKEY KONG

This was the pack-in game for the ColecoVision on its release in 1982. The ColecoVision port did an excellent job of recreating the original, although there were some shortcomings. Several factors including the 4:3 aspect ratio of the ColecoVision versus the 3:4 aspect ratio of the arcade, ROM size restrictions due to cost, and the lack of in-house programming experience (this was the third game developed for this platform) probably led to some of these shortcomings. Overall, the game was fun to play and was pretty close to the original.

Presentation: 8 - The overall game clearly resembles the arcade version, however some elements are missing. Most notably a missing ramp and Donkey Kong being on the opposite side of the screen

Graphics: 9 - Graphics are very close to the original, although not quite as sharp

Sound: 10 - The sound is arguably better than the original, with added effects and clarity

Playability: 10 - Gameplay mechanics are identical to the arcade and playing this game with the Coleco joystick is easy

Total Score: 37

Overall Score: 9.25

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Save Your Quarters

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GYRUSS

Gyruss for the ColecoVision puts you in a spaceship battling your way through the solar system. You'll pilot your ship around the edge of the screen, firing at enemies that emerge from a central vortex and zip around the playfield. The action gets intense as you dodge enemy fire, destroy waves of attackers, and collect power-ups. While the graphics are simpler than the arcade version, Gyruss on the ColecoVision retains the addictive gameplay and frantic fun of the original. While this game overall scored low in comparison to the arcade version due to its slightly diminished performance, graphics, and sound, it's still a really great port and fun as heck to play!

Presentation: 9 - The overall game clearly resembles the arcade version, No missing elements were found. Performance is slightly less than the arcade.

Graphics: 6 - Graphics resemble the original, but noticeable clarity and detail are lacking as compared to the arcade

Sound: 6 - The ColecoVision does a decent job at reproducing the complex soundtrack, but it is noticeably less quality than the arcade

Playability: 8 - Gameplay mechanics are identical to the arcade and playing this game with the Coleco joystick is relatively easy. The fast action combined with the side buttons on the joystick can be difficult to master

Total Score: 29

Overall Score: 7.25

MOUSE TRAP

Mouse Trap for the ColecoVision offers a fun and frantic experience, testing your reflexes and maze-solving skills as you navigate the cheese hunt while staying a whisker ahead of the hungry cats. Many cite this as a Pac-Man clone but honestly, it's further from the truth! While yes, this game appears to be similar to Pac-Man, it's so inventive and so much more than just another clone.

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Save Your Quarters

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Presentation: 10 - The game is nearly indistinguishable from the arcade version, even keeping the same aspect ratio

Graphics: 10 - Graphics are almost indistinguishable from the arcade version and the animations are even slightly better, in my opinion

Sound: 9 - The gameplay music and sounds are VERY close, but the arcade does slightly have better sound effects and clarity

Playability: 10 - Gameplay mechanics are identical to the arcade and playing this game with the Coleco joystick is relatively easy. Having extra buttons on the controller make opening color-coded doors easy and an added bonus to the ColecoVision port is the ability to choose varying skill levels

Total Score: 39

Overall Score: 9.75

Reviewer: James Nagle

ColecoVision Driving Module

Welcome, fellow retro gaming aficionados, to another enthralling edition of our newsletter! Today, we set sail on a delightful voyage back to the halcyon days of gaming, as we dive deep into the enchanting world of the ColecoVision Driving Module. Join us as we peel back the layers of this legendary accessory, uncover its intricacies, and unveil the secrets to troubleshooting and repairing it when the need arises.

Understanding the ColecoVision Driving Module:

The ColecoVision Driving Module stands tall as a groundbreaking accessory engineered to elevate the gaming experience on the ColecoVision console. This revolutionary addition redefined how players engaged with racing and driving games, offering an unprecedented level of immersion and authenticity previously unseen in home gaming systems of its era.



At its heart, the Driving Module comprises a steering wheel controller complete with an integrated gear shift and accelerator pedal. Through a dedicated port, the controller establishes a seamless line of communication with the ColecoVision console, translating the player's inputs into swift and precise actions within the game software.

Functionality and Compatibility:

The Driving Module intertwines harmoniously with a curated selection of racing and driving games tailored for the ColecoVision platform. Among the illustrious titles that embrace the Driving Module's prowess are:

1. **Turbo:** A pulse-pounding racing extravaganza that thrusts players into the driver's seat, challenging them to navigate a myriad of tracks while deftly dodging obstacles and outmaneuvering rival drivers.

ColecoVision Driving Module

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2. **Destructor:** An adrenaline-fueled demolition derby spectacle where contestants vie for vehicular supremacy, employing cunning tactics to outlast and outwit opponents amidst the chaos of the arena.
3. **Bump 'n' Jump:** A heart-pounding arcade-style romp that seamlessly melds high-octane racing with strategic car-jumping mechanics, delivering an exhilarating gameplay experience that leaves players on the edge of their seats.
4. **Tunnel Runner:** An engrossing labyrinthine adventure that casts players as intrepid pilots navigating futuristic tunnels, evading perilous traps, and amassing precious treasures along the way.

These exemplary titles merely scratch the surface of the rich tapestry of games that fully leverage the ColecoVision Driving Module, offering an abundance of immersive entertainment to gamers of all stripes.

Troubleshooting and Repair:

Despite its robust construction, the ColecoVision Driving Module may encounter occasional tribulations stemming from wear and tear or electronic aberrations. Below, we outline common maladies you may encounter and proffer solutions to rectify them:

1. **Loose Connection:** Should the controller exhibit sporadic responsiveness or intermittent connectivity issues, scrutinize the cable connections for signs of wear or looseness. Ensure both connectors are firmly seated in their respective ports on the controller and console.
2. **Sticky Buttons:** Over time, the tactile allure of the controller's buttons may diminish, succumbing to stickiness or unresponsiveness. Gently disassemble the controller cover and delicately cleanse the button contacts using a cotton swab dipped in isopropyl alcohol. Allow the components to air dry thoroughly before reassembly.
3. **Component Replacement:** In dire circumstances necessitating component replacement, such as malfunctioning potentiometers or switches, seek out compatible replacement parts from online retro gaming emporiums or specialized electronics vendors. Consult manufacturer documentation or solicit guidance from seasoned enthusiasts to navigate the intricacies of component replacement.

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ColecoVision Driving Module

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By adhering to these troubleshooting strategies and maintenance rituals, you can prolong the longevity of your cherished ColecoVision Driving Module, ensuring countless hours of nostalgic gaming delight for generations to come.

Conclusion:

The ColecoVision Driving Module stands as an enduring testament to the boundless ingenuity and innovation that pervaded the early days of home gaming. With its unparalleled gameplay immersion and timeless allure, this iconic accessory continues to enrapture retro gaming aficionados across the globe. Whether you're a seasoned veteran or a neophyte exploring the annals of retro gaming, the ColecoVision Driving Module beckons, inviting you to embark on a whimsical odyssey through the storied highways and byways of gaming yore.

As we bid adieu to this edition of our newsletter, we extend a heartfelt invitation to dust off your ColecoVision console, grasp your faithful Driving Module, and embark on a reverential journey through the annals of gaming history. Until we reconvene, may your adventures be plentiful and your high scores legendary. Happy gaming, fellow retro enthusiasts!

Article by: William 'Milli' Hicks



Where is the flashlight? I want to play Turbo!

While there is no record of anyone saying those exact words, it very well could have happened.

Today's multi-functional video game controllers allow every game to be played with the standard controller included with a system – though additional gamepads are necessary for multiplayer games and alternate controllers are available.

But during the classic era, some games required specialized controllers. For the Atari 2600, more than two dozen games required paddles – though this was not a problem as the system included a pair of paddles during its original run. About 10 games and BASIC Programming used one of the three varieties of keypad controllers (which were aesthetically very different but functionally identical). One game used an included rotary controller (Indy 500), a couple of games were compatible with a light gun (from other Atari gaming systems), and several could use an optional track ball. (Some third-party games also came packaged with special controllers but could be played with regular ones as well.)

In each case though, these controllers were plug-and-play – plug in the different controller and play the game.

But that was not the case for the Coleco. If you wanted to use the Steering Wheel (Colecovision Expansion Module #2) or the Roller Controller, you had to power it up. And if you wanted to use the Super Action Controller, you likely needed the overlays how to use what the Vintage Computing and Gaming has called “The Most Complicated Video Game Controller Ever Devised” – but at least you did not have to find extra power for it to operate.



Where is the flashlight?

I want to play Turbo!

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To play racing games with arcade realism required the Expansion Module #2. The module consisted of a steering wheel that plugged into the first controller port, an accelerator (gas) pedal that connected with the main unit by a wire, and a slot for a controller (to be used as a gear shift) that would be plugged into the second controller port.

The entire apparatus was powered by four C batteries (also known as R14). These 50 mm-sized, 1.5-volt dry cells were commonly used in medium-drain applications, including toys, musical instruments, and flashlights. It also meant that you needed both AC and DC power to use this set-up.

Other games needed the Roller Controller to play like they did in the arcade. Like the steering wheel, it needed to be powered. But rather than using external energy, the trackball-type contraption had a special power plug which fit between the Colecovision power supply and the console. In other words, it drew power directly from the system's external transformer – no batteries required.

The controller itself was a large bulky item. It plugged into both controller ports – and had inputs for both regular controllers as well as four action buttons (two on each side of the trackball) as well as a switch permitting use of the controller for dedicated trackball games and those designed for joysticks.

Finally, the Super Action controller was a larger and more complicated version of the main CV controller. It featured a joystick with a knob at the top and a full 12-key keypad (albeit with smaller keys). It had the spinner dropped from the main controller design. And it had a grip with four brightly colored triggers – blue, yellow, orange, and red – that each had their own function.



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Where is the flashlight? I want to play Turbo!

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The Super Action Controllers were used in lieu of the standard equipment. The thought was that they would allow analog input (the spinner) and more options (the four triggers), making them useful for complex action and sports games.

Despite all these efforts, the specialty controllers never caught. One reason may have been their price. Generally, the controllers were about half the cost of the console and twice the cost of other games.

The 1983 Sears Christmas catalog was the first "Wish Book" that included the Colecovision. The price for each of the add-on controller set-ups (which came with a game) was \$80 while the console was \$160. and almost all the games were \$35. These prices represented a \$10 increase for the steering wheel – and \$2 for most games -- but a \$40 decrease for the console itself from the 1983 Spring & Summer catalog.

Meanwhile, the 1983 JC Penney Christmas catalog had the Roller Controller and Super Action Controllers for \$70 while the Expansion Module #2 was \$80. The console was \$150 while typical game prices were \$33 to \$35.

Finally, the 1983 Montgomery Ward Christmas catalog had similar prices – and stated that many had been reduced. The Super Action Controllers were \$80 (down from \$100) while and driving controller was \$70 (down from \$80) and the Roller Controller was \$80 (no price reduction). The console itself was \$150 (down from \$200) and most single game prices were \$33 (with substantial discounts for buying more than one title).



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Where is the flashlight?

I want to play Turbo!

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Another reason for the rarity of these add-ons is that they were needed only by 10 originally-released games – all of them published by Coleco itself. They would likely be forgotten about today if it were not for the high-profile nature of the arcade and sports games that required their use.

For example, the pack-in game for Expansion Module #2 was Turbo – the quintessential 1981 arcade road driving game of the era. Destructor and Dukes of Hazard also required the controller, as did Fall Guy, which never made it past the prototype stage, and the recent release Deflektor Kollection (AtariAge). It can be used on several other games, notably Bump 'N Jump (originally developed by Mattel Electronics' French office, later known as Nice Ideas) and Pitstop (by Epyx) from the original era and the modern release of Burn Rubber (by Collectorvision).

The pack-in for the Roller Controller was a lesser-known arcade game – Slither. This 1982 arcade game appears to have been inspired by Centipede from the year before. But with that game's home rights owned by Atari, Coleco went for the clone. Victory, a port of the 1982 arcade space shooter, was the only other game that required the track ball device from the original releases.



It is also required for the two-player version of War Games and by Vecto-Rollerpede, a ROM hack of Centipede that is available for free personal use download at CVAddict. (Côte Gamers appears to own the cartridge rights but the French gaming company has not announced plans for release). It is recommended for Omega Race and compatible with other games, including original release Centipede (by Atarisoft) and recent release Mindwalls (Collectorvision).

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Where is the flashlight? I want to play Turbo!

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Finally, for sports games, Coleco went with the Super Action controller. They are as many originally-released games requiring them as the other two controllers combined – five. Four are sports games – the pack-in Super Action Baseball as well as Rocky: Super Action Boxing, Super Action Football (American football – US/Canada), and Super Action Football (Association football or soccer – Europe). (The Pixelboy re-release is entitled Super Action Soccer). The fifth is another arcade title, Front Line, a 1982 combat shooter, where the manual notes the controllers allows the game to play like its arcade counterpart. The Super Action controllers could also be used with other titles to simplify complicated inputs, notably Spy Hunter and Star Trek: Strategic Operations Simulator.

The problems of finding working hardware are such that five titles saw special releases that worked on regular controllers. Pixelboy produced versions of Destructor and Frontline while Good Deal Games released versions of Turbo, Slither, and Victory. Unfortunately, these special versions were all done in limited numbers; Good Deal Games only released 25 copies of its versions while data is not available for the Pixelboy versions.

As a result of using these special controllers, the Collectorvision had some impressive games (including arcade conversions) in its library four decades ago. But the unusual nature of those controllers means it can be difficult for fully enjoy the outstanding nature of these games, unless you controllers repaired and your batteries, plugs, and overlays ready.

Article by: Michael Dougherty

Email to The Editor:

Dear All Things ColecoVision Newsletter Team,

I hope this letter finds you well. I wanted to take a moment to express my sincerest gratitude for the exceptional March issue of the All Things ColecoVision Newsletter. As an avid enthusiast of all things related to ColecoVision, I found this edition particularly captivating, especially the fascinating articles spotlighting rare video games.

The depth of coverage and attention to detail in each article truly exemplified the dedication and passion that the team behind the newsletter possesses for preserving the legacy of ColecoVision. Reading about these rare gems not only ignited nostalgia but also shed light on lesser-known titles that have contributed significantly to the history of gaming.

One of the standout pieces for me was the feature on He-Man. Learning about its development journey and the challenges it faced in reaching audiences provided invaluable insights into the gaming industry during that era. It's remarkable to see how these obscure titles have managed to withstand the test of time, thanks in part to platforms like All Things ColecoVision that strive to keep their stories alive.

I want to extend my heartfelt thanks to the entire All Things ColecoVision Newsletter team for their unwavering commitment to delivering quality content that continues to inspire and educate fans like myself. I eagerly anticipate future issues and look forward to continuing this journey of exploration and discovery together.

Warm regards,

Frank S.

If you have something you would like to contribute send an email to the All Things ColecoVision newsletter at allthingscolecovision@gmail.com

Sing a Little Tune

A parody of Jack & Diane by John Cougar:

(Verse 1)

Little cartridge kids, playin' in the night
With their Colecovision, everything's alright
Cruisin' through the levels, joystick in hand
Oh yeah, life was simpler, back in Video Land

(Chorus)

Oh yeah, let's plug it in and play
Forget about the troubles of the day
Oh yeah, Colecovision, you're the one
Take me back to when gaming was fun

(Verse 2)

They'd sit on the floor, with the TV glowin' bright
Playing Donkey Kong, all through the night
Pac-Man's chompin', Q*Bert's jumpin' too
Oh, the good ol' days, when pixels were new

(Chorus)

Oh yeah, let's plug it in and play
Forget about the troubles of the day
Oh yeah, Colecovision, you're the one
Take me back to when gaming was fun

(Bridge)

Nowadays it's all high-tech and sleek
But there's somethin' 'bout those blocky graphics we seek
With a simple controller and a single button press
We found our joy, we found our happiness

(Chorus)

Oh yeah, let's plug it in and play
Forget about the troubles of the day
Oh yeah, Colecovision, you're the one
Take me back to when gaming was fun

(Outro)

Colecovision memories, they'll never fade away
In the heart of every gamer, they'll always stay
So let's raise a toast to the games of old
And keep that Colecovision spirit, bold and gold!

Contributors:

William “Milli” Hicks has spent the last 25 years working in the computer industry as a software engineer. During this time he has also been very active on the side with retro computers and video game consoles. In 2019 he decided to see if he could take his hobby and actually make money at it by starting 8 Bit Milli Games.

Jeff McFall is a child of the 70's, who grew up in the 80's. A true collector, not just retro (and current) video games, also stamps, movies, TV shows & music. I am a lifelong Pennsylvania resident, I have a grown son and daughter, and three granddaughters. I live with my very patient wife and psycho dog Cosmo.

James Nagle (aka Vintage Tech Junkie) is a retro tech connoisseur who grew up with a Commodore 64 and a ColecoVision game console. He is passionate about all retro technologies from the 80s and 90s and enjoys tinkering with hardware, performing mods and repairs, rediscovering cool games, and making YouTube videos. You can find him at www.youtube.com/@vtjunk or on FaceBook at facebook.com/vintage.tech.junkie

Michael Dougherty has played video games since Pong. While his first dedicated system was an Intellivision, he did have an ADAM upon release (briefly) before getting back into the Colecovision in the mid-1990s. He currently has over about 150 CV games – plus a few for the ADAM.