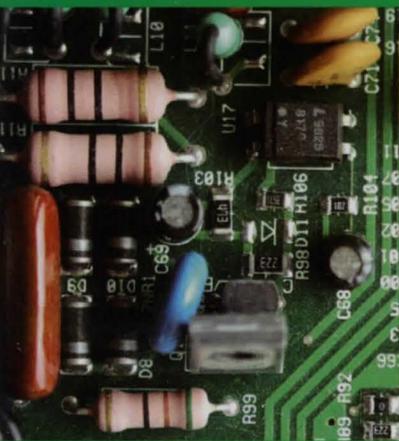




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**WELCOME
& THANKS**

Welcome to Classic Gaming Expo 2005!!!

Wow....eight years! It's truly amazing to think that we've been doing this show, and trying to come up with a fresh introduction for this program, for eight years now. Many things have changed over the years – not the least of which has been ourselves.

Eight years ago John was a cable splicer for the New York phone company, which was then called NYNEX, and was happily and peacefully married to his wife Beverly who had no idea what she was in for over the next eight years. Today, John's still married to Beverly though not quite as peacefully with the addition of two sons to his family. He's also in a supervisory position with Verizon – the new New York phone company.

At the time of our first show, Sean was seven years into a thirteen-year stint with a convenience store he owned in Chicago. He was married to Melissa and they had two daughters. Eight years later, Sean has sold the convenience store and opened a videogame store – something of a life-long dream (or was that a nightmare?) Sean's family has doubled in size and now consists of four daughters.

Joe and Liz have probably had the fewest changes in their lives over the years but that's about to change. Joe has been working for a firm that manages and maintains database software for pharmaceutical companies for the past twenty-some years. While there haven't been any additions to their family, Joe is about to leave his job and pursue his dream of owning his own business – and what would be more appropriate than a videogame store for someone who's life has been devoted to collecting both the games themselves and information about them for at least as many years?

Despite these changes in our lives we once again find ourselves gathering to pay tribute to an industry for which our admiration will never change. While we may have less time to devote to the hobbyist aspect of gaming, the time that we do have is still spent gathering games and information about the history of the industry.

For the past couple of years, Sean has been pretty lacking in time to devote to Classic Gaming Expo but John and Joe have been there to pick-up the slack. This year, even John had to push himself to come up with time to do the planning and Joe was pretty much stretched to his limits. Next year, Joe will likely be unavailable as he intends to be trying to get his new business venture off the ground. If we didn't have Joe this year, frankly, there wouldn't have been a show. This lack of time has also made it harder for us to address some of the issues involving CGE Services Corp. and prevented us from spending enough time securing sponsors and bringing to fruition some of the great things we have planned for CGE.

We have made the decision to not have a CGE 2006. That's not to say that the show is ending; we merely want to properly plan for our 2007 show, which will be a spectacular 10th anniversary extravaganza. The thing that has made this decision a little easier for us to make is the popularity of our exhibit at E3. We're happy to say that we're planning to return to E3 again in 2006.

We'd like to thank each and every one of you for your support over the years and we hope that you will continue to support our efforts to preserve the history of the videogame industry in the future.

Sincerely,

John Hardie, Sean Kelly, & Joe Santulli
Organizers, Classic Gaming Expo

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





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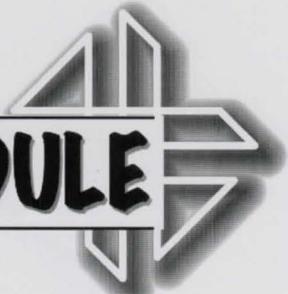
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SCHEDULE

CLASSIC GAMING EXPO 2005 SCHEDULE

Saturday

9:00 AM	Show Opens
11:00 AM – 12:00 PM	Lunch Time Concert (Main Hall)
9:00 AM – 6:00 PM	Vendors/Exhibitors (Main Hall)
9:00 AM – 6:00 PM	Museum Exhibit (Museum Room)
9:00 AM – 6:00 PM	Home Videogame Game Station Free Play (Main Hall)
9:00 AM – 6:00 PM	Coin-Op Free Play (Main Hall)
9:00 AM – 6:00 PM	Collectors' Buy/Sell/Swap Session (Swap Room)
6:00 PM	Show Closes
6:00 PM – 8:00 PM	Live Auction (Conference Room)

Sunday

10:00 AM	Show Opens
10:00 AM – 5:00 PM	Vendors/Exhibits (Main Hall)
10:00 AM – 5:00 PM	Museum Exhibit (Museum Room)
10:00 AM – 5:00 PM	Coin-Op Free Play (Main Hall)
10:00 AM – 5:00 PM	Home Videogame Game Station Free Play (Main Hall)
10:00 AM – 5:00 PM	Collectors' Buy/Sell/Swap Session (Swap Room)
5:00 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

LEE ACTOR

Lee was the first programmer at Nolan Bushnell's Sente and designed the revolutionary coin-op, Snake Pit. He also was responsible for Hat Trick, Team Hat Trick, and Street Football. In addition, he is extremely well-known for his Atari 8-bit music masterpiece - Advanced Music System.

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 BECK

Steve was the founder of Beck-Tech, one of the most active software developers of the day. Beck-Tech handled the conversion of many of Activision's most popular titles to various consoles. Steve was also responsible for the unreleased game "Save the Whales" which was released to the public at CGE 2001.

MICHAEL BECKER

Aside from being the Art and Creative Director at Imagic, Michael has been involved in numerous industry firsts. He created of the first group of artists to work with programmers in 1982, the first version of Madden Football in 1984, the first products using digitized graphics, the first parser games with graphics, Apple's first multimedia products and the first interactive video titles (Sewer Shark and Night Trap).

STEVEN BRISTOW

The original Vice President of Engineering at Atari and inventor of the Joystick, Steve is responsible for much of Atari's success over the years, including one of their first coin-op hits, Tank.

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 it's Adventurevision console as well as it's line of incredible handhelds including the best-selling Space Invaders game.

MR. DAVID COMSTOCK

Atari's first full-time home computer software and 2600 videogame QA engineer, who tested virtually every non-coin-op product that Atari shipped from the middle of 1980 through mid-1982, including such titles as 2600 Video Pinball, Missile Command, and Super Breakout; Scram, Graph-It, and the 815 dual disk drive for the Atari 400/800 as well as Cosmos, the holographic LED game system. Dave was on the team that wrote ET Phone Home! and the unreleased Superman III for the Atari 400/800. He is perhaps best known for the game he never finished due to the 1984 layoffs: Cloak & Dagger for the 400/800/5200.

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.

NOAH FALSTEIN

Project leader for Sinistar at Williams Electronics, and seventh employee at Lucasfilm Games, Noah designed and was project leader for Koronis Rift and PHM Pegasus, also co-designed Indiana Jones and the Last Crusade (Adventure) and Indiana Jones and the Fate of Atlantis and produced Strike Fleet and Battlehawks 1942

JIM HUETHER

Jim's credits span many systems, including Atari 2600 classics Flag Capture and Sky Diver; Steeplechase, which became a Sears exclusive, RealSports Football and Xevious on the Atari 5200, Joe Montana Football and Castle of Illusion starring Mickey Mouse, and many more.

RAY KAESTNER

While at Mattel Electronics, Ray wrote the Intellivision versions of BurgerTime, Diner! and Masters of the Universe among others. While at Mattel, he worked on a several handheld games, Computer Gin and World Championship Football.

GERRY KARR

Gerry was one of the masterminds involved with the Vectrex. He was the Technical Designer of the vector-based classic game console and knows the system inside and out.

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.

DENNIS KOBLE

Dennis got his start in Atari's coin-op division, where he developed Avalanche, Dominoes, and the popular Sprint 2. He later moved into Atari's fledgling hand-held division and designed Touch Me. In 1982 he and Bill Grubb established Imagic where he programmed a string of hits including Atlantis, Trick Shot, Shooting Gallery and Solar Storm. In 1984 he joined Sente Corporation where he designed Night Stalker, Mini-Golf and several other arcade games.

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.

JERRY LAWSON

Jerry was the mastermind behind the Fairchild Channel F videogame console. He later formed Videosoft and released Color Bar Generator, a service center diagnostic tool used for calibrating television colors.

ED LOGG

Aside from his lone VCS game Othello, Ed was one of the main people responsible for Atari's arcade dominance. Ed brought us such classics as Dirt Bike, Super Breakout, Video Pinball, the legendary Asteroids and Centipede and Millipede. After the split of Atari, Ed stayed with the coin-op division and designed or helped design Gauntlet, Gauntlet II, Xybots, Steel Talons and Space Lords. He even wrote the amazing Tengen version of Tetris for the NES.

RICK MAURER

Rick started his career programming at Fairchild where he wrote Hangman, Pinball Challenge, and Pro Football for the Channel F. He later joined Atari and gave us Space Invaders for the VCS as well as Maze Craze. Rick later moved to the coin-op side where he helped design the popular Asteroids sequel, Space Duel.

STEVE MAYER

Co-founder of Atari, Warner Communications Labs and Digital F/X, an international manufacturing power in professional equipment for audio and video production.

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.



ALUMNI

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.

KELLY TURNER

Kelly Turner started in the game industry as a programmer at the coin-op division of Atari in 1984. Over the last 20 years he has worked in virtually every aspect of development and production at companies such as Atari, P.F. Magic, Virgin Interactive, Rhythm & Hues, The 3DO Company and Eidos. He is now Executive Producer of external development at Eidos, Inc, and sits on the Board of Governors of the Producer's Guild of America's New Media Council.

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

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.

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.

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.

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.

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.

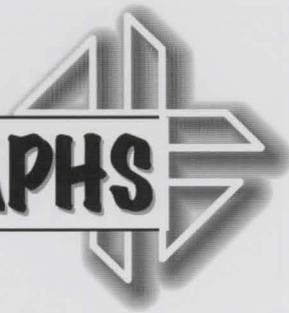
ROBERT SMITH

Created Video Pinball while at Atari and Star Voyager, Riddle of the Sphinx, Dragonfire, and Moonsweeper for the Atari 2600 while at Imagic. Also programmed Star Wars: The Arcade Game (2600) for Parker Brothers.

JIM COMBS

A modern-day game historian, Jim has been with Digital Press since 2002 and was editor of the Sega Game Gear section in the DP Classic Videogame Collector's Guide. He is also responsible for DP's massive archive of classic videogame advertisements and was a game reviewer for Manci Games.

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.

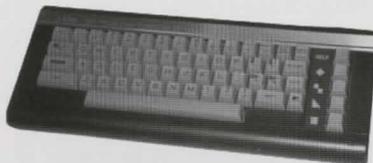
From Ralph Baer' "Brown Box" to Jay Smith' Color Vectrex, here's just a few of the hundreds of items that have been on display....

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!

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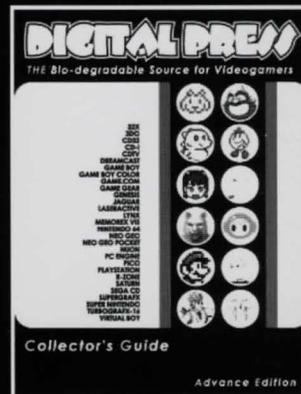
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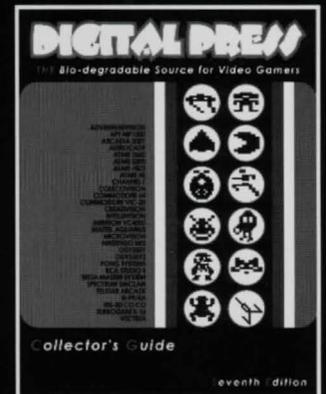
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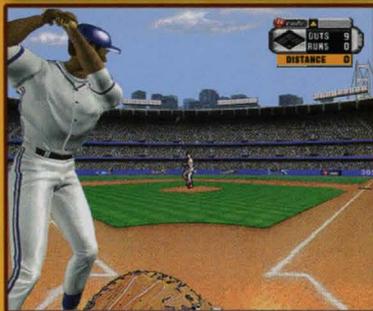


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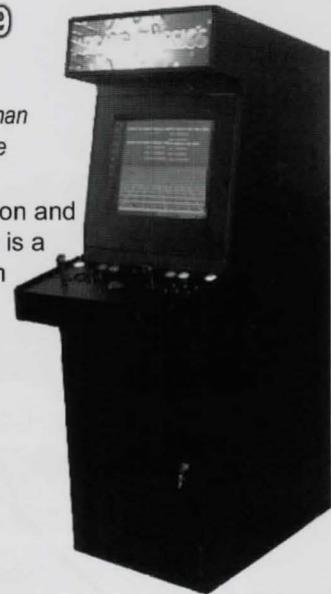
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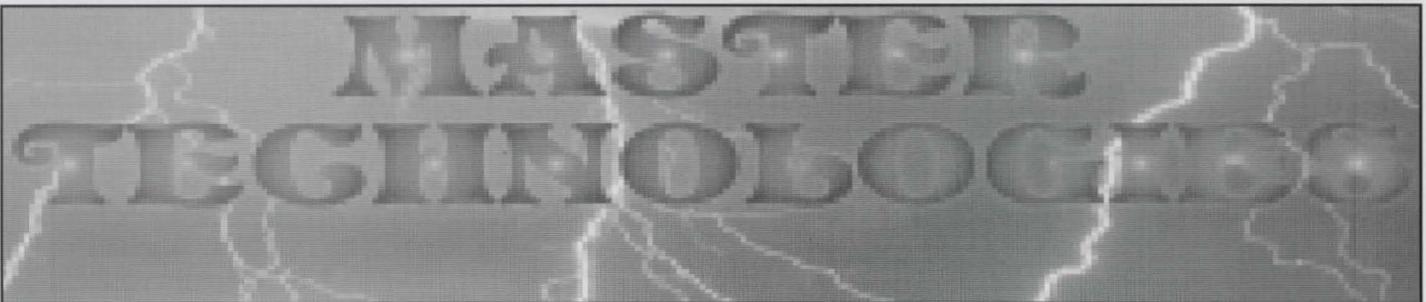
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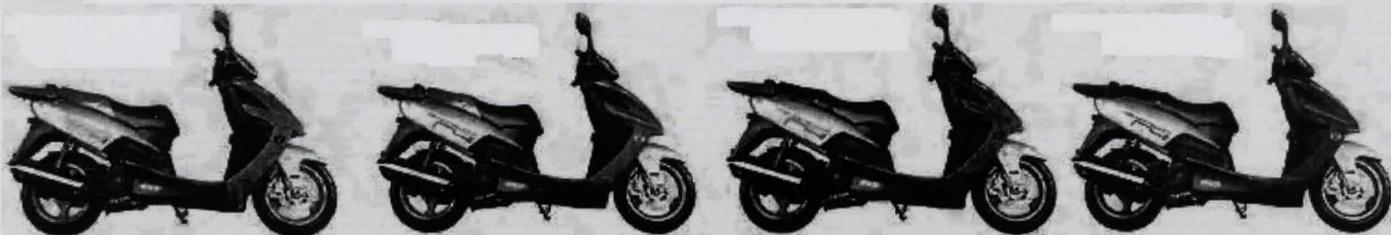
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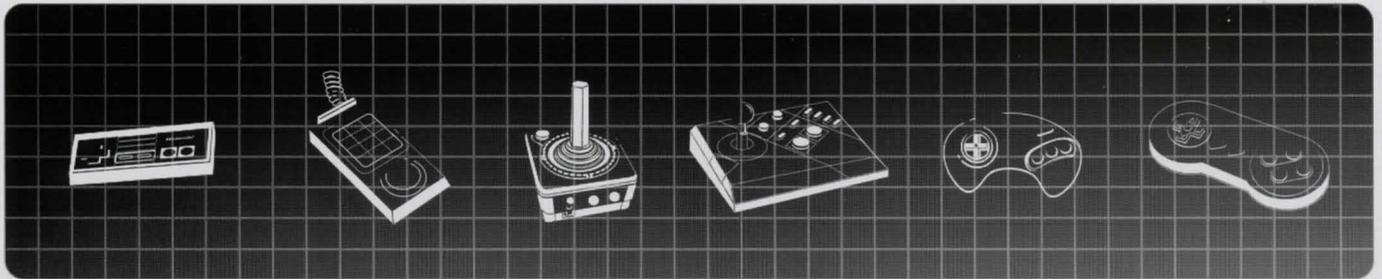
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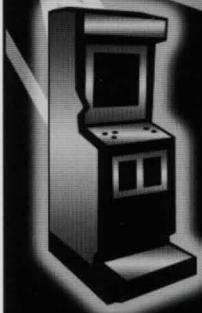


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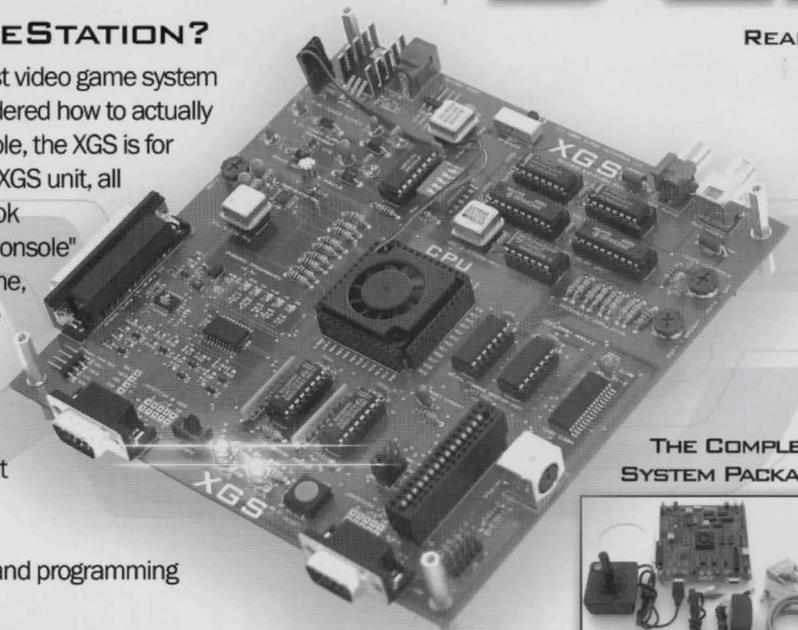


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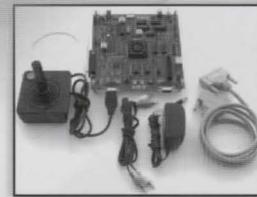


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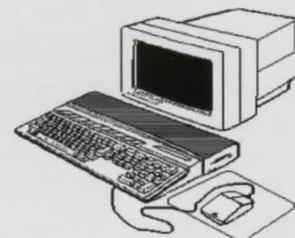
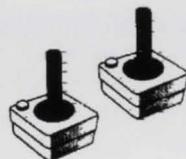
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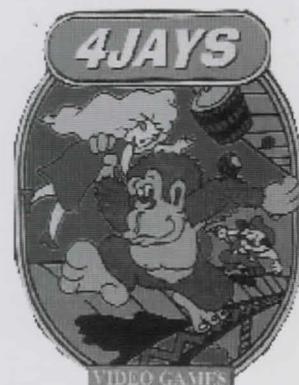
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