

An excerpt from "Enter the Famiclone" by Bruno Lemos

Throughout the years of having my Famiclone, renting games remained exclusive for the weekends, special occasions like birthday parties, or the times I was sick and had to stay home from school. My parents would rent movies for themselves or my older siblings, and they would let me pick a game. Most of my rentals were usually played with my best friend since we were inseparable (he's like a brother to me, even to this day), so multiplayer was always in mind when picking a game. Beat-em-up games like *Double Dragon*, *Battletoads*, *Teenage Mutant Ninja Turtles II: The Arcade Game* and *Teenage Mutant Ninja Turtles III: The Manhattan Project* were repeatedly rented, especially the last two. Our second passion was soccer, so every time we saw a new one we would pick it up. We mainly played four soccer games, though, and those were *Goal! Two*, *Tecmo World Cup Soccer*, *Captain Tsubasa*, and *Captain Tsubasa II: Super Striker*. The only one of these four that came over to the US was *Goal! Two*, unfortunately. The funny part about these games was that both *Captain Tsubasa* games were all in Japanese and they were based on the famous soccer anime from Japan. They were essentially a soccer RPG! This blew our minds because we were reliving each episode, the only problem was what choice did what? Just imagine two 5-6 year old kids figuring out how to play the game, learning what choice did what and also a notebook with countless **very** long passwords all in Japanese that sometimes didn't even work. Good times!

Trading was a huge part of the Famiclone culture back then as well. At our local flea market there were always trading posts where you would trade one of your games plus some cash and get a new game. I had friends that got some really nice gems doing this, and one of them ended up with a Famicom MUST PLAY called *Don Doko Don 2*. Unfortunately, due to rentals, I never bought many games, but I do remember having to actually buy my games during the Super NES days, as piracy was under control.

My poor Famiclone was given to a cousin in either 1992 or 1993, after I was given the Super NES by my parents on Christmas Eve. Not gonna lie, that one hurt a bit, but I think the amazing Super NES graphics blinded me to the point where I didn't even bat an eye at losing my beloved console. Despite no longer having the Famiclone, many of my friends still did, so I was able to play it and even found some amazing gems.

Written by Bruno Lemos. This excerpt from the book *Digital Archaeology: Retrogaming Recollections* is © 2024 SCAR Productions. Please do not distribute without the author's permission. Direct all inquiries to Rob Strangman at gradusone [at] yahoo [dot] com.