

## About The Contributors

**Sam Roberts** is a wannabe game journalist from Northwest Florida with far too little free time on his hands and more knowledge of Capcom's *Strider* series than should be allowed by law. You can often find him at local conventions cosplaying various characters or selling his wife's handmade geek apparel. Or both. If you see the **EitanyaDesigns** booth at your convention, stop by to say hello!

**Michael Plasket** is a writer who has contributed to Kurt Kalata's Hardcore Gaming 101 website, with several of his articles making it into HG101's published books. He also published his own horror novel, *Unrecognized*, on lulu.com and he may or may not be very slowly working on another novel. He plays a lot of video games, maybe too much at times, but it occasionally pays off like the time he actually beat *Battletoads*. *Cobra Triangle* is still beyond his ability, though. Besides games, he likes movies, music, and martial arts, though he thinks MMA is overrated and wants boxing to become popular again. He's attempting to better his cultural pursuits without looking like a pretentious hipster, but thankfully, he's incapable of growing out his facial hair too far. Finally, he doesn't own any pets but he likes observing squirrels and groundhogs in the wild, far away from biting range. Finally, he never bowed down to snot-nosed grade-school kids telling him to "use normal words," and his loquacious pomposity persists in continuing to burgeon as a pulchritudinous variegated floweret. Yea verily.

A tea and coffee addict, mother of three gamer children, grandmother of four grandchildren, and PC game enthusiast, **Karry Strangman** has been pixel-smashing from a very young age. She favors puzzle and strategy games, but often, it's not the playing of the game that interests her, but how it is assembled. From time to time, she has been known to buy a game simply because it comes with access to the level designer. The release of the *Unreal* engine some years back sent her into a level designing frenzy. She has worked in the computer and software industry from the tender age of 16, and currently plays a lot of games in what free time she has when she's not doing other necessary things like sleeping and eating.

**Rob "Flack" O'Hara** is the author of *Commodork: Sordid Tales from a BBS Junkie* and *Invading Spaces: A Beginner's Guide to Collecting Arcade Games*. Rob hosts multiple retro gaming podcasts and continues to collect old computers and old video games. You can find out more about Rob at **robohara.com**.

An award-winning former TV promo writer/producer, **Earl Green's** freelance writing has appeared in *All Game Guide* and *Classic Gamer Magazine*, and he's the author of *VWORP!1* and *VWORP!2*, two volumes of a massive (and ongoing) exhaustive guide to the universe of TV's *Doctor Who*. He writes about science fiction, classic videogames,

soundtracks and music, action figures and more at **theLogBook.com**. As a freelance video producer, he wrote and produced the popular **Phosphor Dot Fossils** videogame documentary DVDs, and he's designed the cover artwork for several newly-programmed videogames designed for classic console systems.

**Brett Weiss** has been a gamer since 1975 and a professional gaming writer since 1997. He's the author of more than a dozen books, including *The NES Omnibus Vol. 1 and 2*, *The SNES Omnibus Vol. 1 and 2*, *The 100 Greatest Console Video Games: 1977-1987*, and *The 100 Greatest Console Video Games: 1988-1998*. With his *Classic Home Video Games* series, he wrote the world's first complete guides to numerous video game consoles. He also wrote the world's first and only encyclopedia about the rock band KISS. A frequent guest at video game and pop culture conventions around the country, Weiss appeared in the 2021 documentary *Playing With Power: The Nintendo Story*, and he was in The History Channel's Nintendo episode of *The Toys That Built America: Snack Sized*. Weiss has written for countless publications, including *Game Informer*, *Fangoria*, *Filmfax*, *The Writer*, *The Comics Buyer's Guide*, *AntiqueWeek*, *Video Game Collector*, *Video Game Trader*, *Classic Gamer Magazine*, *Game Room*, *The Pingame Journal*, and *Old School Gamer Magazine*. You can check him out on YouTube as well.

**Catherine "Cat" DeSpira** is an American investigative writer, blogger, video game cultural historian and a classic arcade game collector who believes that every room dreams of becoming an arcade. Her work and opinions have appeared in various publications, books and mediums including *Vice*, *Kotaku*, *Rolling Stone*, *Wired*, *The History Channel* and *The BBC*.

**Rondal Scott III** is a modern day renaissance man... author, designer, fitness instructor and former publisher of the pop subculture website **Strange Kids Club**. Rondal has also contributed to the likes of *Rue Morgue*, *Fuel Your Illustration* and *Bloodsprayer*. His obsession with video games, '80s animation and action figures is considered unhealthy by medical professionals.

**Eugene Myers** was assembled in the U.S. from Korean and German parts and raised by a single mother and the public library in Yonkers, New York. His books (published as E.C. Myers) include the Andre Norton Award-winning *Fair Coin*, *The Silence of Six*, and the *RWBY* young adult series: *After the Fall*, *Before the Dawn*, *Roman Holiday*, and *Fairy Tales of Remnant*. His short fiction has appeared in magazines and anthologies such as *A Thousand Beginnings and Endings* and *Mother of Invention*, and he co-wrote several series for Realm Media: *Orphan Black: The Next Chapter*, *CTRL+ALT+Destroy*, and *ReMade*. Eugene lives with his family and pets in New York. You can find him all over the internet, especially at **ecmyers.com** and on Twitter (**@ecmyers**).

**Dr. Kenneth Horowitz** has been writing about Sega and video game history for over

twenty years. Raised during the golden age of arcades, he has loved gaming since early childhood. From his first Atari 2600 to the latest generation of consoles, it has become his lifelong passion. Ken runs **Sega-16** (sega-16.com), the world's largest resource on Sega's hardware legacy and has interviewed over two hundred people involved with the company's history. He has authored multiple books on the histories of game giants Sega, Nintendo, and Williams/Bally/Midway and has spoken at conventions around the country about the need for the preservation of video game history. Ken has also published several refereed academic journal articles about the use of video games in language learning. Through his work, Ken hopes to continue to spread awareness of how important it is to preserve our beloved hobby, through oral history, documentation of past events, the scanning and uploading of documents, and the rescue of prototypes previously thought to be lost.

**Timothy David** is a musician, composer, and former freelance games writer from just outside Detroit. He currently performs in the pop-punk/nerd rock band **Bathroom of the Future**, whom you may know from performing with the Cybertronic Spree, mc chris, Smoking Popes, or at various conventions such as DragonCon. Their music can be found on every major streaming service, or you can just go to **bathroomofthefuture.com** for the links. He's also something of a chiptune composer, creating theme songs and background music for podcasts, Twitch streams, and more. If YOU need a song, he can be contacted at timothydavidsongs@gmail.com, and a selection of his previous work can be heard at timothydavidsongs.bandcamp.com.

Passionate about the history of video games, **Sarah Szefer** has been a gamer since the 1980s. She's contributed to the Digital Press fanzine and she also led the team that created the updated translation of *The Legend of Zelda: The Ocarina of Time 3D* for the French-Canadian market. Catch up with Sarah on Twitter (**@ladyjaye**).

**Ken Winder** is a 29-year old who founded and runs the *Strider* forum and community, **The Strider Citadel** (stridercitadel.b1.jcink.com). He's physically disabled, but does not let that define him. His forum received recognition from Double Helix, the developers of *Strider* (2014). He loves video games, particularly retro and Japanese, and giving his computer a workout. He hopes to one day get serious with streaming and creating video content.

**David Bird** started gaming at age nine when his parents purchased a Commodore VIC-20. From that moment on, he's been constantly running out of memory. *Manic Miner* was the first game to get him into trouble; playing it rendered all clocks invisible. He had a long love affair with his Commodore 64, but after he saw a friend's Sega Mega Drive, he's been turning Japanese. Console gaming is still a huge passion as computers remind him too much of the real world and his job! Catch up with David on Twitter (**@aLittleRedGhost**).

**Samantha McComb** was a kid who liked video games. Wait, **was**?

**Ian ‘Yan’ Hook** is a custom arcade designer and builder from Somerset, England. Ian was fascinated by video games at an early age and has continued to play, collect and immerse himself in everything that encompasses gaming culture throughout his life. He has gained world recognition for his original arcade machines and continues to raise the bar with each project. His ‘Atari Yars’ Revenge’ arcade machine caught the eye of *Twin Galaxies* founder Walter Day, who then honoured Ian with his own trading card in the now famous *Twin Galaxies* trading card series. He has his own unique arcade, ‘Yan’s Arcade,’ which can be distinguished by the fact that he hand built every machine. His passion and love for all facets of graphical design has led to his involvement in a number of projects. His designs adorn the boxes of several indie game releases, film posters, magazines and books.

A child of the late '80s and early-mid '90s, **Steve** grew up with gaming itself. His passions include teaching (children), acting (accolades include a speaking role in an independent film), writing (**RVGFanatic**: [rvgfanatic.com](http://rvgfanatic.com)), and of course, retro video gaming (particularly the Super NES). Steve is a Super NES-playing fiend and webmaster who loves sharing his reflections and thoughts with the retro gaming community. He would like to thank Rob for the opportunity to be forever "immortalized" in the pages of *Digital Archaeology*. "Rob, because of you, I can cross 'best selling author' off my bucket list. Er, maybe not QUITE. In all seriousness, thank you, Rob. It has been an honor and pleasure. Long live retro gaming!"

**Rick Kelsey** is a fan and collector of many different things including comics, old video and board games, books, toys, magazines, TV and movie memorabilia, fanzines, and things related to his 1960s childhood and 1970s teenage years. He has worked in a variety of professions and work environments including administrative assistant for a university’s music department; editor/administrative assistant for management and audio/video consulting firms; a freelance writer for magazines; a writer for weekly and daily area newspapers and public relations departments; and in various retail stores such as a comic book shop and grocery store. He currently lives in Texas with his wife and still spends as much time as possible looking for and playing old video games.

**Ian Donegan** was a sophomore at Parkview High School when "Feel the Beat" was originally printed, but is now a software consultant (that means that he went from a student that played with computers all day to a professional who still plays with computers all day). Sometimes referred to as a virtual time traveler (in contrast to caveman) his video game tastes are wildly varied, ranging from *Pong* to *Pathologic*, *Pac-Man* to *Half-Life*, and *Mario* to *Metal Gear*, but he has a particular fondness for rhythm games. The original *Gradius* is one of his favorite games and serves as a panacea

for any problems he may encounter. He is a firm believer in gameplay over graphics and believes that games should be purchased for entertainment value rather than what is newest and most high tech.

**Chris McNeil** has been playing video games for over thirty years. He's been writing comedic game reviews since 2017, and spends most of his free time hunting down and showcasing ROM hacks of old classics on YouTube, under the handle **FATALVISION**.

**Grant Patterson** has had a multidisciplinary career, spanning IT, digital media production, filmmaking, writing and editing, culinary arts, community management, and more, but that's just what he does for money. What he does out of love is far more important: he's currently the owner of **Wednesday Night Fight Club** (WNFC), the largest and most prominent fighting game community event series in the state of Vermont. His most recent project is the WNFC esports Dojo, an afterschool program designed to introduce kids grades 4-12 to competitive fighting games, digital media production, webcasting, and more, while tying the lessons learned to real-world skills and concepts that can help them forge their future pathway to success. He's a loving husband, dedicated father to two amazing daughters, caretaker for two amazing dogs, and makes the greatest damn fajitas you'll likely ever taste.

**The Great White North** is a streamer on YouTube, playing anything from the good old days of Nintendo's NES, to the more modern gaming of the PlayStation 5 and the Nintendo Switch. His favorite game genres are RPGs and survival horror, but he does like playing other types of games as well. He is also a huge fan of anime. Follow his streams at [twitch.tv/gwnpresents](https://www.twitch.tv/gwnpresents) & as Great White North on YouTube, and catch up with him at on Twitter ([@GWNpresents](https://twitter.com/GWNpresents)).

**Jeffrey B. Geske, MD** is a Mayo Clinic cardiologist and father of three who remains a kid at heart. He enjoys collecting physical video games spanning from Atari 2600 to modern gaming, with a special love of 8 and 16-bit gaming, as well as arcade games of the late '80s and early '90s.

**Sega Lord X** (aka **Mel Taylor**) is a Sega-focused YouTube content creator that began gaming in the early 1980s. Over the course of those four decades, he has seen nearly every major Sega console release and spent an enormous amount of time playing their arcade titles. He also collects console hardware and software dating back to the 1970s. His YouTube channel has 125K subscribers and sees a monthly watch count that frequently reaches nearly a million views.

Born in 1977, the year of *Star Wars*, **Shmup Junkie** grew up as an NES kid, and later become obsessed with the Turbografx-16 and Turbografx-CD systems. Though he's made a name for himself on his YouTube channel as Shmup Junkie, focusing on

shooting and arcade style games, he's always had a love for nearly all genres. From *Ninja Gaiden* to *Final Fantasy* to *King's Quest* to *Wing Commander*, he enjoys the diversity of genres and there's few he doesn't play. His background is in technology and film, having gone to school and worked in both. Gaming remains his lifetime hobby along with spending time in nature with his wife, and at home playing games or watching sci-fi, anime, or k-dramas with their small army of dogs.

**Bruno Lemos** is a pretty cool husband and dad (to the most amazing lady and most amazing little boy, may I add) from Uruguay who loves three things: his family, his videogames and soccer. Owner of a weird collection that covers over thirty consoles, over one thousand games, over six hundred and fifty movies (DVD, Blu-ray, VHS), two long boxes worth of comics, toys, soccer memorabilia and stuff that no longer fits in his house. He met Rob thanks to Instagram back in 2019, and has constantly battled him and his love of Sega, but has nothing but respect and admiration for him and everything he's involved in. Thanks for the opportunity to be included in one of your projects, it truly means the world to me. If you ever want to fight with me and keep the 16-bit war alive, you can find me on Instagram or Twitter (@**BL85Gamer**).

**Eric Graf** is from Ecuador, where he lives on the coast. He's a family man with three children and a has a lovely (and patient) wife. He had the pleasure of meeting Rob via the Instagram platform during the high peak of the pandemic in 2020. He works for a multinational company that provides technology and services to financial institutions, and has been related to tech basically all his life, although he didn't pursue a career or studies in related fields, but rather, business administration. Regards from latitude zero!

**Jerred Bottorff** and **Rob Budrick** are fellow members of the Digital Press forum, the Retrogaming Roundtable.

**William Cassidy** launched **The Odyssey<sup>2</sup> Homepage!** ([the-nextlevel.com/odyssey2/](http://the-nextlevel.com/odyssey2/)) in late 1996, bringing some attention to the oft-neglected console and earning him a lifelong distinction as "that weird guy who likes the Odyssey<sup>2</sup>." Even this, however, did not deter **GameSpy** from hiring William in 2000 to direct **ClassicGaming.com**, which at the time was one of the Internet's premier retro-gaming sites. After leaving GameSpy, William joined the **Southern California Classic Collectors [SC3]** ([sc3videogames.com](http://sc3videogames.com)) to help organize that organization's biannual classic arcade and console parties. He has contributed to the Digital Press Video Game Collector's Guide Advance, *Supercade: A Visual History of the Videogame Age 1971-1984*, *Retrogaming Times*, and the *AllGame Guide*. He continues to maintain **The Odyssey<sup>2</sup> Homepage!** in his spare time.