

An excerpt from "*Retrogaming Has No Boundaries*" by Eric Graf

The '80s were in it its entire fury and glory by the time I turned eight years old in 1985.

Then everything began advancing at a very high speed for me. It was around March of 1987 when, during a vacation to the US, I saw something I have never seen before, nor could have imagined: a glass cube protecting some futuristic sort of hardware. It included a robot, a gun, controllers and something that looked like game cartridges and the box read NES Deluxe System! I remember the department store's name perfectly, Zayre (which no longer exists, the chain of stores having closed down in 1990), and I begged my parents to get me this set, but my pleas fell on deaf ears. I went back to our apartment and I was very sad but more than that, I was very curious about this discovery.

It wasn't until September of 1987 that I was gifted my NES with three games: *Gyromite* and *Duck Hunt*, which were part of the set, and Konami's *Rush 'n Attack!!* Later that afternoon, a relative gifted me *The Legend of Zelda*. This complicated things a lot for me. I didn't know what to play first, or even how to do so. I also had questions: namely, why did *Zelda* come in a gold cartridge while the others were all gray? From then on, I have been an avid gamer, collector, enthusiast, and fan of video games in general, having spent several afternoons during my teenage years (after doing my homework, of course) in the 8-bit and 16-bit realms.

Written by Eric Graf. 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 [gradiusone \[at\] yahoo \[dot\] com](mailto:gradiusone@yahoo.com).