

REtro Player

Gaming from the closet, back into the spotlight...

ISSUE NO. I – INTO THE UNKNOWN



REVIEWS | TECHS & SPECS | SPAWNS & SPIN-OFFS | COMPLAINTS



ISSUE NO. 1 - INTO THE KNOWN

Those trusted into another time other then of our own, giving us the "peer" through a portal...

> REVIEWS <

[Games In The Current Spotlight...]

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- T2 The Arcade Game [ARCADE]
- Mortal Kombat [ARCADE]
- Super Metroid [SNES]
- Run Saber [SNES]
- Shadow Run [SNES]
- Chrono Trigger [SNES]
- Secret of Evermore [SNES]
- Super Star Wars [SNES]
- Operation Logic Bomb [SNES]
- Star Fox 64 [N64]
- Body Harvest [N64]
- Hybrid Heaven [N64]
- Jet Force Gemini [N64]

> SPAWNS N SPIN-OFFS <

[Stuff Inspired By The Gaming Market...]

(Pages ? -?)

- The Legend of Zelda: 80s TV Cartoon Series
- BlissBox: A Monstrous Retro Gaming Adapter

> TECHS N SPECS <

[Consol Things & Add-Ons...]

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- The Game Genie
- The Miracle Keyboard - Piano Teaching System

> COMPLAINT DEPARTMENT <

[Groins & Wines Of Things...]

(Pages ? -?)

- Alternate Reality: The City & The Dungeon [ATARI ST]
- Nintendo DS: Not Backwards Compatible w/ Game Boy Color



-- READERS' NOTE --

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Thanks for all the support. ;)

> LETTER FROM THE EDITOR <

First Into The Spotlight...
By Drake (Desert Drifter)

Our first issue and a great start. A gaming magazine that covers reviews, stuff inspired by the gaming market, console things & add-ons, and techs & specs from the early '80s arcades into the twentieth century GameCube. Gaming that is no longer covered in today's gaming magazines because of one thing: OBSOLETE...

Gaming has always been a part of my life, even from the early '80s arcades, but gaming of today has seem to tune me away and wanting to revisited the times when it was grand. From the pill muncher Pac-Man to the candy eye 16-bit Super Nintendo, up to the epic of a lifetime: The Legend of Zelda - Ocarina of Time for the Nintendo 64. Gaming sure has changed over the periods of years, some for the good and some for the bad. Back then, gaming was quite simple, today: a lot more involvement. Graphics have changed from the simple platformer to massive complicated 3D environments. Only thing that stands in the way of today's gaming and yesterday's seem to be "quality" - enjoyment of playing and staying interested, although may be due to a lack of ideals and creativity...

Old times are soon forgotten, but doesn't mean it can't be brought back into the spotlight. This is the gaming magazine that no longer covers the dark and shaded parts of the gaming world, but sheds some light. The history is important and should not be forgotten, for we have come a long ways to achieve gaming of today's'. Maybe it would give us the appreciation for the future of gaming and see what is now missing in today's that worked for yesterday's...

This is the "people's" magazine, opinions from passionate gamers from all over. Hope you enjoy the very first issue in the making. ;)



*Nintendo Powers' first issue in 1988 - and still going to this day...
Sure brings back a lot of fond memories.*