

Dr. Phillip Penix-Tadsen, University of Delaware

"Pirating Platform Studies: Latin American Clone Consoles, 1973-1998"

CHAT SESSION

00:23:22 **Anthony & Joey:** Yup, this presentation is looking awesome!

00:23:45 **Madison Wedge:** I agree, I'm very excited for this event :D

00:23:48 **Leandro Lima:** As a proud owner of a Cloned Console as my 1st ever, can't wait to hear what you have to say about it Phillip!

00:24:59 **Nick Bowman:** NICE!!!!!!

00:25:05 **José P Zagal:** Awww yeah!

00:25:08 **Neil Knauth:** :D

00:25:18 **Letícia Perani:** Wow!

00:25:19 **Suely Fragoso:** :o

00:25:43 **Leandro Lima:** so cool *_*

00:25:46 **Nick Bowman:** Already smitten with this. =)

00:25:58 **Breno Reis:** My first console was also a clone of Atari 2600, known in Brazil as Dactar

00:26:25 **Leandro Lima:** Mine was a Turbo Game from CCE, a clone of Nintendo

00:26:36 **Regina Mills:** so cool that you have the actual platforms for us!

00:26:52 **Eliézer:** Awsome piece!

00:26:56 **Suely Fragoso:** first event I attend which starts with an unboxing... very cool

00:27:29 **Nick Bowman:** OKay folks, we've got a Twitter hashtag - #HIHIC_Gaming

00:28:32 **Nick Bowman:** Right @Suely? Andhe's not kidding - Phill messaged me last week about setting this rig up in Lubbock. =)

00:28:56 **José P Zagal:** Is it ok to grab screenshots and share?

00:29:07 **Jenna Fox:** Yes! Please do!

00:36:50 **Regina Mills:** It looks like Pong but with more paddles

00:36:59 **Nick Bowman:** RIGHT!?!

00:37:00 **Regina Mills:** I love seeing the dials being used

00:37:41 **Neil Knauth:** pong + goalie = soccer. I love it

00:37:43 **Anthony & Joey:** Yeah I got the feeling since it was all hard wired inside the games were variations of similar game play with different themes.

00:38:57 **Nick Bowman:** Sadly, I feel like this lack of documentation in early gaming is all too common. =(

00:39:38 **Anthony & Joey:** In our research we definitely got to see some current clone consoles for sale.

00:40:04 **Mari Amaro:** <https://warpzone.me/homenagem-aos-famiclones-lancados-no-brasil/>

00:40:22 **Nick Bowman:** YEP! One of our long-term plans here at Texas Tech has been to create a library of Hispanic/Latin American Consoles for students and the community to play.

00:40:23 **Mari Amaro:** This book is about Famiclones lauched in Brazil.

00:40:41 **Mar Scardua:** Those clone consoles are still a very common sight in popular, informal open markets!

00:40:41 **Anthony & Joey:** Thanks for sharing.

00:41:05 **Regina Mills:** I would love to see that library @Nick

00:41:15 **Anthony & Joey:** We went to some various markets, which we will talk about in our presentations and some that we would still like to visit here in Texas.

00:41:16 **Nick Bowman:** Just gotta convince the NEH to fund it. ;p

00:41:17 **Leandro Lima:** My friend is a console collector, so heres a pic of our Telejogo which is the BR version of what Nick is showing atm I believe

00:42:18 **Leandro Lima:** the console comes with a Football game, the classic Tennis/Pong and another called "Big Wall" that, I presume, sis linked to a local brazilian game of two ppl kicking a ball against a wall, like squash with your feet

00:42:30 **Leandro Lima:** But not sure, would have to play to find out :)

00:42:33 **Mari Amaro:** I am also a collector Nick, we can trade our Sega Consoles lol

00:42:39 **Nick Bowman:** *swoon*

00:43:16 **Anthony & Joey:** This is one we saw durning our research in SA

00:43:23 **Anthony & Joey:** San Antonio, TX

00:44:15 **Nick Bowman:** Ah the RETRON! I've been curious to see if and how it might democratize access to so many older games --- but it's a bit pricey, no?

00:44:52 **Leandro Lima:** oh this Retron is so cool

00:45:08 **Leandro Lima:** Minor platgorms books is pretty good!

00:45:30 **Anthony & Joey:** BTW this overview of books and scholarly resources is great!

00:45:52 **Regina Mills:** I love the Retron - I have one of the first editions and still play it all the time. It was very cheap when I got one.

00:45:58 **Mar Scardua:** so many of us only managed to play games due to pirated psx and ps2 games....

00:46:23 **Anthony & Joey:** openEMU is also a great platform... ;) but that's a whole other story: <https://openemu.org/>

00:46:50 **Leandro Lima:** i miss the good ol days of shopping for super cheap PSX games and the frequent gamble of whether they would work or not haha

00:46:52 **Mar Scardua:** I used it a lot when I was younger!!

00:47:02 **Nick Bowman:** That last point was so key -- I was shocked at how many Master System games engaged in pixel swaps to take game properties and incorporate more local culture/representation into them.

00:47:57 **Nick Bowman:** "their own devices" - I see what Phill did there. ;p

00:47:59 **Leandro Lima:** A topic @Mari Amaro and @Suely will talk about later @Nick :D

00:48:08 **Nick Bowman:** Folks, is anyone else JUST GEEKING OUT right now!?!

00:48:18 **Leandro Lima:** y! sure am

00:48:19 **Leandro Lima:** xD

00:48:36 **Nick Bowman:** ALL: Think of lots of questions to ask Phill here in a bit -- please don't be shy!

00:48:38 **Leandro Lima:** also, gonna attach here some more pics of my friends' current collection - all the consoles are fully functioning btw

00:48:41 **José P Zagal:** Sad that Chile's not on the list. :-((I'm from Chile)

00:50:09 **Bobby S:** @leandro what's the yellow cart?

00:50:17 **Nick Bowman:** WOW!!!!

00:50:46 **Anthony & Joey:** Great pics Leandro!

00:50:48 **Regina Mills:** wireless!

00:50:52 **Leandro Lima:** No clue to be honest :(but i can ask him

00:51:09 **Anthony & Joey:** My PC jr has a wireless keyboard with IR, it was "interesting" ha ha ha 😊

00:52:09 **Nick Bowman:** NES PONG!!! I'm on a mission to get one for HIIC TTU. =)

00:52:18 **Anthony & Joey:** Nice...

00:53:17 **Leandro Lima:** and ofc he also has an arcade with ~~something inside~~ to emulate classic arcade games xD

00:54:10 **Mar Scardua:** TELEJOGO

00:54:35 **Leandro Lima:** A question for Phillip: Do you have suggestions on how we can do this archival/historical work alongside collectors so we can improve our knowledge about this super important era for latin américa gaming?

00:54:51 **Anthony & Joey:** That's an awesome question

00:55:11 **Anthony & Joey:** His work reminds me of the Gaming Historian in many ways, makes me think of the Tetris episode and how it came to be.

00:55:29 **Suely Fragoso:** CCE at the time nicknamed Começou Comprando Errado

00:55:35 **Mar Scardua:** i appreciate Phill's pronunciation of Brazilian names so much :)

00:55:54 **Letícia Perani:** CCE - Conserta, Conserta e Estraga *a joke for Portuguese speakers*

00:56:03 **Leandro Lima:** We used to say it was CCE - conserta conserta estraga (fix fix, broken)

00:56:15 **Mar Scardua:** Começou comprando errado = you began by buying the wrong thing

00:56:18 **Leandro Lima:** haha good you had the same one LEticia xD

00:56:51 **Letícia Perani:** Classic HueHue joke, Leandro! :-)

00:57:11 **Suely Fragoso:** thanks Mar... I was struggling to translate it

00:57:25 **Leandro Lima:** classic, but also true - i still rememebr when I forgot my Turbo Gmae turned on and it literally melted xD

00:57:32 **Mar Scardua:** :D

00:58:12 **Mar Scardua:** ha, my neighbor had one of these

00:58:38 **Mar Scardua:** first videogame I've played, at her place

00:58:51 **Letícia Perani:** This Dismac is a rarity in Brazil

00:59:38 **Leandro Lima:** any chance you can share the slides with us later Phillip? Want to ask my friend to scavenge the ocuntry for these ones he doesn't have/knows about

01:00:07 **Nick Bowman:** We ALL know this loud noise. =)

01:00:31 **Nick Bowman:** HEY THAT ONE! =)

01:00:40 **Mari Amaro:** I had this one

01:00:43 **Mar Scardua:** oh my god. the whiplash

01:00:48 **Nick Bowman:** #jealous

01:00:49 **Mari Amaro:** It was my first videogame

01:01:00 **Mari Amaro:** The Master System III Super Compact

01:01:23 **Mar Scardua:** i remember seeing announcements of it in the monica comicbooks when i was 5. i wanted it so much

01:01:23 **Nick Bowman:** ALL: Feel free to leave Qs here and Kent will be moderating the Q&A upcoming. Already a few good ones!

01:01:25 **Mari Amaro:** Designed in Brazil <3

01:01:41 **Mari Amaro:** I we Will talk about Mônica

01:01:58 **Mar Scardua:** <3 <3 <3

01:02:19 **Mari Amaro:** It was impossible to find

01:02:28 **Mar Scardua:** for girls... what a time.

01:02:33 **Mari Amaro:** Because they produced few pieces

01:03:13 **Leandro Lima:** ohh Phantom System, it was such a fun one haha

01:03:16 **Regina Mills:** how great it would be add to think about the Tectoy console in relation to the Games for Girls movement...

01:03:45 **Leandro Lima:** Indeed Regina, an earlier example of the "pink games" era as well

01:03:52 **Regina Mills:** exactly

01:04:13 **Leandro Lima:** Super Irmãos hahah they even translated Super Mario bros

01:04:41 **Mari Amaro:** Yes, but thanks to this pink console I could plead to my family to give me a videogame console

01:05:15 **Mari Amaro:** As you should remember, games in the 90s were for "boys" only

01:05:21 **Mari Amaro:** At least in Brazil

01:05:25 **Regina Mills:** for sure! I just have never heard of a discussion of Latin American girls and games, so it would be so great to see people talk about this more!

01:05:43 **Mar Scardua:** at the time, that was necessary to "prove" that games were also for girl, so it wasn't harmful in that regard. which is interesting.

01:06:11 **Mari Amaro:** Yes, and it was a full complete console

01:06:24 **Leandro Lima:** i'd love to work on something about this topic Mari, Mar and Regina.

01:06:38 **Mari Amaro:** We are going to talk about this today

01:06:41 **Rodrigo Marques:** Thank you!

01:06:47 **Mar Scardua:** thank you!!!!

01:06:49 **Regina Mills:** Can't wait for that, @Mari!

01:06:49 **Leandro Lima:** Interestingly my girl-cousins in the countryside also owned consoles, not just my boy-cousins

01:06:52 **Mari Amaro:** If there is enough time

01:07:08 **Brooklynn:** Would you say that clone consoles, such as NESAs, were built in a better design than the consoles they copied? Or did they have their own problems due to the fact they were reverse-engineered from other consoles?

01:07:10 **Ian Barba:** I gotta see some screen shots of Super Intros

01:07:10 **Mari Amaro:** History of Sega and Tectoy in Brazil

01:07:41 **Anthony & Joey:** Amazing presentation

01:07:56 **Anthony & Joey:** We loved your documentation

01:09:22 **Regina Mills:** I would love to see also how Central America plays into this history, esp. since all the examples were from South America, mainly Brazil, Argentina, and Mexico.

01:09:54 **Anthony & Joey:** Regina, we need to get posters of these consoles and put them in the Gaming lab 😊

01:10:10 **Regina Mills:** Yes! @Anthony and Joey

01:12:42 **Nick Bowman:** For everyone online, our schedule is online at:
https://www.depts.ttu.edu/comc/research/hihic/events/gaming/_Gaming_Conference_Schedule_.pdf

01:13:07 **Nick Bowman:** Feel free to log on and on at your leisure, as we'll leave the Zoom link live all day today and tomorrow until the final keynote.

01:13:38 **Letícia Perani:** Yeah, Marcos Garrett is an important reference for Brazilian game historians

01:14:14 **Anthony & Joey:** While not LatinX, Rachel Weil's work with reprogramming retro games is super interesting: <https://twitter.com/partytimehxlnt?lang=en>

01:15:21 **Brooklynn:** You stated it was important to listen to the feedback from the fans of the consoles, how well/different was feedback received for consoles such as Phileo Ford Telejogo in 1977 versus the Gradiente Phantom in 1996?

01:16:44 **Mari Amaro:** Thank you! It was amazing 😊

01:16:50 **Brooklynn:** 🙌 Thank you so much! It was an awesome presentation!

01:16:51 **Regina Mills:** I am so excited for the rest of the day - what a great start!

01:16:54 **Anthony & Joey:** Great presentation!!!

01:17:19 **Leandro Lima:** thanks for the presentation Phillip and everyone else for the amazing chat

01:17:55
day!

Regina Mills: Thank you so much, Phill! I hope we can bring you to Texas A&M one