

HYPERGRAFX

**CAN THIS
CONSOLE
SAVE
GAMING?**

**COMPATIBLE WITH
EVERY SYSTEM
EVER MADE**



Art Nouveau

TRON 1982
Misunderstood Story
of Fascism and Belief

TOUCHIN' THE CHIP
The names you
should know for
bleep-bloop
goodness

AUTHOR INTERVIEW

W. Eric Myers
Shares the Journey
of Galendor

JUN

EMM

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Nerds have left their calling cards throughout history. Here's our evidence.

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About Hyper Grafx

We are a dedicated group of industry professionals and enthusiasts preserving the art and culture of retro games, movies, music and more.

Each month we highlight systems and techniques from the past to compare and contrast with the current state of the art.

Email Submissions

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Subscription Information

Go to hypergrafx.com/magazine or call 800-555-5555

Editor's Notes



TWO THINGS have always intimidated me artistically, color and text. I'm more of a pencil sketch kind of guy. Just as with any art form, one can self-teach, but sometimes it takes the guidance of a professional to show *how* to see.

I thought a college typeface course was going to be a chore, but it turned out to be the most rewarding art class I've ever taken. The teacher's

delivery was nothing short of Ben Stein from *Farris Bueller's Day Off*, but his passion and knowledge were very influential. The vector course taught the most efficient way to create with the pen tool, and the publication design allotted the time and tools for everything to come together.

This magazine coalesces every facet of artistic discipline from picture manipulation and creation to color choices and text layout. It serves as the one-stop shop for any portfolio project that may help me get out of my workaday job and into a much sought after design career.

I pray that these pages shine with whatever spark of talent I've been granted.

W. Eric Myers



Cave Art to Comic Books



**Nerds in
History**





Ancient Egypt

To track historical nerdism, one must search for artworks of a lighthearted nature that hint to nerd origins. For instance, an Egyptian papyrus from 1200 to 1100 B.C. housed in the British Museum shows a lion playing senet with a gazelle. Though the artist and reasoning behind the painting are lost to time, one doesn't need to search for satirical, political or religious motivation. The easiest explanation is that a nerd (a scribe) got a silly notion and put pen to papyrus.

No Ordinary Rodent

In true nerd circles, a quote from Monty Python and the Holy Grail will lead to hours of back and forth quoting. The hysterical killer rabbit would seem a silly gag until one searches for medieval rabbits.

Medieval marginalia were a playground for scribes bored to tears by copying sentences all day. Killer rabbits, slugs, odd creatures, and surprising 3rd grade lewd humor were doodled around the sides of expensive written documents.

Far East of Eden

Manga can be thought of as comic books for Japanese nerds. While Osamu Tezuka is considered the father of manga due to the success of his 1947 comic, "New Treasure Island," the realization of Japanese comic art dates to a much earlier period.

The Choju-jinbutsu-giga is a series of scrolls from the 12th to 13th centuries depicting

anthropomorphic animals doing all sorts of human things. Rabbits, foxes, frogs, and monkeys shoot targets, wrestle, bathe, and revel in ceremonies.

He-gassen is another treasure from Japan.

Painted in the Edo period, this series depicts an all-out fart battle.

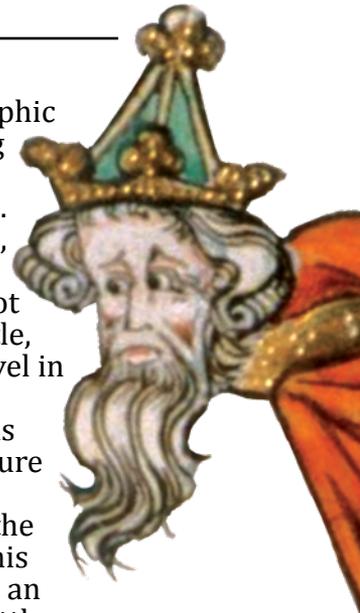
Men and women blow holes through barriers and launch things via the power of their gas. One particularly glorious panel shows people flatulating into bags, then unleashing the deadly toxin in the next panel.

Some suggest it was a satire depicting Japan's xenophobia toward foreign explorers.

Motive, Moral, Plot

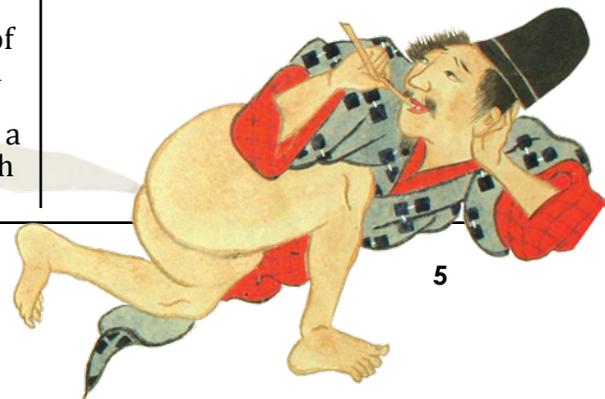
Individuals always search for deeper meaning to art. But, artists don't always deal with situations of their time period or make commentary.

The next time you look into art history and attempt to find hidden meanings, consider the nerd factor. Perhaps the piece was created by a goober with a paintbrush.



No new thing under the sun was a concern for King Solomon back in 935 B.C. and the adage holds true to this day.

When one hears the term 'nerd,' it conjures thoughts of comic books, Dungeons & Dragons, and light saber duels in the parents' basement. But, nerdism has been around since the dawn of man.





Le Style

Mucha

BE IT A DIRECT result of the Industrial Revolution, or a byproduct, Art Nouveau was the single greatest period of design in terms of aesthetic value and attainability. The beautiful and often mystifying images created by its artisans were available everywhere from soup cans, posters, and pamphlets, to furniture, books and jewelry. Although he rejected the term, 'Art Nouveau,' citing that art was eternal, its greatest proponent was Alphonse Mucha.

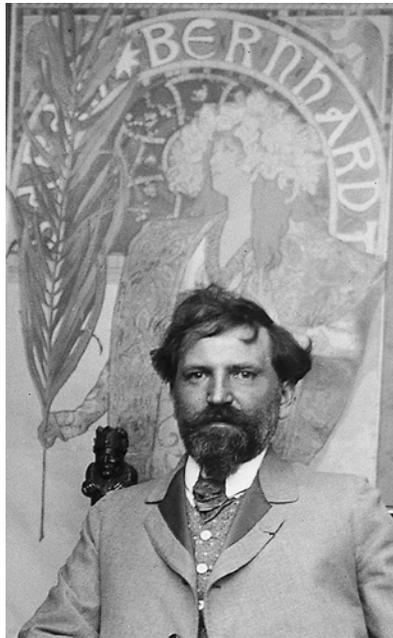
Born in what is now the Czech Republic the same year that Abraham Lincoln became president, Alphonse saw the horrors of the Prussian war and a cholera epidemic. This along with his strong Catholic upbringing and his country's fight for independence formed the ideologies that drove him.

He had an inkling towards art, but it wasn't until age 17 when he came across a Czech Baroque fresco by Jan Umlauf that he realized artists of his own time could make a living creating works of art.

Le Style Mucha

It takes true talent to achieve realism with light, shadow and color. Mucha could paint with the precision of a classic master, but he developed a unique style that changed the art world.

Mucha is best known for his idealized female forms framed by geometric shapes and outlined with a dark contour. Exhaustive swirls of line and repeating patterns, often floral in nature, keep the eye in perpetual motion.



Art for the People

Mucha believed that all aspects of life should enjoy design beyond just the utilitarian shape. He developed ideas for everyday household items, furniture and jewelry, many of which were realized. When seen together, the forms become otherworldly.

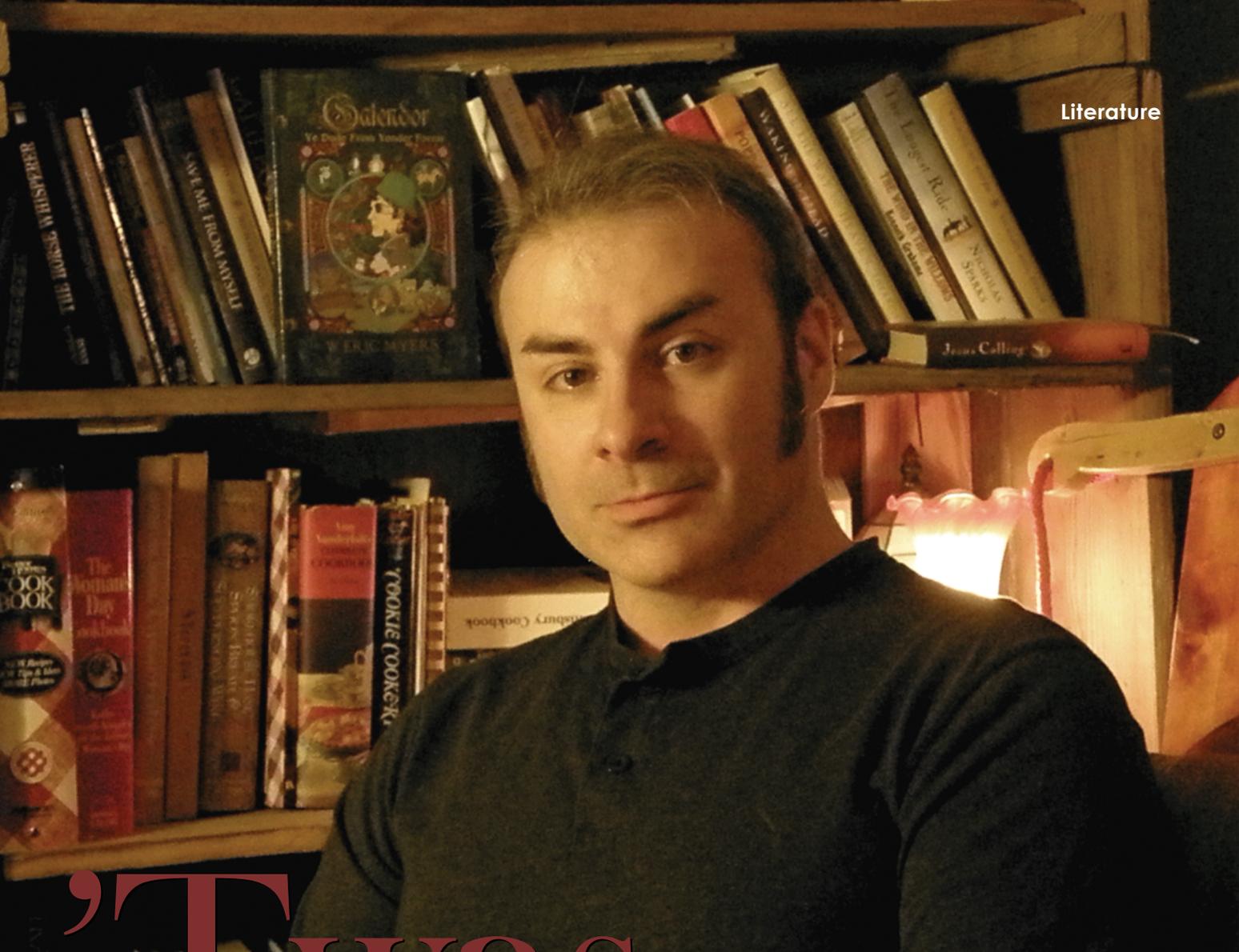
Though Art Nouveau is

only recognized as a small movement from around 1890 to 1910, Mucha's endearing work is timeless. He was an artist for the people in that he commissioned for any job, from bank murals and theater frescos, to postage stamps and the currency for the newly formed Czechoslovakia.

For the Love of Country

He dedicated the majority of the last two decades of his life to his Slav Epic, 20 huge canvases covering the mythology and history of the Slavic people. He considered this his masterwork and donated the entire cycle to the city of Prague. He even completed a stained glass window for the then newly restored Gothic cathedral of St. Vitus.

Around age 77, he began a triptych similar in scale to his Slav Epic, however a bout with pneumonia and anxiety over the Nazi threat prevented its completion. In 1939 Mucha was detained and questioned by the Gestapo regarding his Masonic activities. His health rapidly declined afterwards and by July 14, 10 days before his 79th birthday, he passed.



'Twas Dark And Stormy Once Upon A Time

Author W. Eric Myers can tell you a thing or two about the fear of failure. He offers encouragement to anyone striving to achieve a goal that seems just out of reach.

W

Eric Myers isn't a recognized name such as Stephen King, J.R.R Tolkien or J.K. Rowling, but he hopes one day it will. The journey to complete the Galendor trilogy took more time than the one upon which he sends his characters.

"I drew a scruffy cartoon dude with a lyre and cape on the back of a calendar in 1989. 'Calendar' became 'Galendor' and, he was born."

Pragmatism Vs. Passion

Having a strong creative streak, Eric enjoyed comic books, video games, and the works of Jim Henson. He learned to impersonate voices, draw and develop game ideas, but, as a sophomore in a rural Kansas high school, chasing a passion was a silly dream.

A revered uncle was a biomed tech, which was the most pragmatic avenue for pursuit. Therefore, when a Naval recruiting officer came to class searching for those who'd scored high on the ASVAB, it seemed the brightest path to getting off the farm and into a career.

Your Navy is on Guard

"I think everyone should join the military right out of high school. It tests your resolve and kicks the naiveté right outta (sic) you. One sees first hand the best and worst the world has to offer"

Eric achieved the rank of E-5 as a radar technician during his six-year enlistment. Drawing and daydreaming about Galendor's world was an escape from Navy life.

"Seeing the world was great, I had incredibly close friends, and I met my future wife. But, one has to live and

work 24/7 with some of the vilest and cruel people.

"There were times during those years that I wanted to crash my car into a tree."

Dream Chasing

Along with his sketches, Eric penned a notebook's worth of story and dialogue in an ever more complex fantasy. Still, he had no assumption that he could write a book.

After the military, he got engaged and took a job in Wichita, Kansas installing the electrical systems of the Learjet 45 aircraft. It became evident he didn't want to turn wrenches, and test wires, for a living. So, at the ripe old age of 29, he first began to dream of doing what he wanted versus what he had to for a living.

"I bought a game design book and found a school in Orlando, Florida offering an

"I think everyone should join the military right out of high school. It tests your resolve and kicks the naiveté right outta (sic) you."

Associate of Science in video game design. A big stupid dream bubble formed where I'd get a degree, get hired by a game company, and we would develop a video game based on my characters."

The Dream Bubble Bursts

All Full Sail University video game projects up to the 2000-2001 school years had been buggy demos with little to no animation or control. Eric's team created the first fully playable game complete with music, English and Spanish spoken dialogue, customizable controls and endings based on language choice.

"Our team of four thought

we were set. Teachers loved us and placement counselors said we'd have no troubles landing jobs. None of us found work afterwards. The list of rejections or companies who didn't even bother responding was gut-wrenching."

Eric and his wife, Joy, moved in with her parents in Suffolk, Virginia as the G.I. Bill stopped, and the school loans came out of deferment. Eric took work at the Newport News shipyard wiring the weapons systems of the newly commissioned USS Reagan.

Try, Try Again

Within a year of his first dream bubble bursting, a second formed when Eric found a 3D animation course in Tonkawa, Oklahoma—only two hours from home!

During the Multimedia and Digital Communications course, a classmate stated he knew of an investor willing to put up nearly \$100,000 for someone to start a Christian animation or design company.

Eric joined and moved to Enid, Oklahoma in 2004 to form Slingstone Digital, LLC.

The investor reneged, but the classmate fronted a large sum of cash to keep things afloat. They struggled for half a year with freelance graphic design, then switched to cell phone game design. Focusing on showpieces to land further investment, Eric called upon a coding friend from Full Sail to learn and program a Tetris clone and a top-down river rafting scavenger hunt. Their games piqued the interest of Disney Interactive who asked to see a few more titles before trusting the fledgling team with a branded license.

Without incoming capital,

the business end faltered and by 2005, it was once again time to get a 'real' job.

Standing in the Ravine

Eric found employment at a call center for AT&T cell service. Though only on the phones for three months before moving into the planning office, the experience opened his eyes. It was the lowest paying, least skilled, yet toughest job he'd had to date.

"I thought the Navy showed me the worst in humanity, but nothing can compare to angry cell-phone customers. My dreams changed. I realized I'll never have the help of a video game team or animation team to create the things swimming around in my head. If they're ever to see the light of day, I'm going to have to write them."

Sinking below rock bottom, Eric saw writing as a way to climb out of the ravine. The story grew as the ideas were fleshed out on paper. It took five years to pen the story with little open ends tucked here and there for a sequel.

Eric attended writer's conferences which only brought him further down mentally.

"One has to have tough skin and take everything with a grain of salt. Rejections, critique groups, conflicting advice—it all builds up. But the worst thing was talking to people, successful people, who could regurgitate a story in a few months and get it published. I put my heart and soul into this thing and I could barely get an agent or editor to look me in the eye."

Bad to Worse

Life had more surprises in store. The AT&T job got shipped off to the Philippines. Eric trained his replacement

over the phone. Afterwards, he got a temp job at Vance Air Force base as a photographer. Things were looking up, the contractor loved his work and had papers to sign him on full-time. However, Obama era policies took thousands of military jobs and the papers were never signed. He found work as a control tech in the Oklahoma oil fields.

Losing two jobs in one year, and the grueling, constant on-call status of the oil field took its toll. Eric was diagnosed with clinical depression.

"Think of the butterflies you feel in the infatuation stage of falling in love. It's the same physical feeling, but all the joy, happiness and hope associated with those feelings is inverted, so all you feel is sad, defeated, hopelessness. It doesn't go away. You want to cry all the time and of course your mind will begin telling you that the only escape is to just end it all. My doctor had me nibble the littlest piece of an already tiny yellow pill and within ten minutes all the fog lifted, and I could think again. People complain about 'big pharma,' but it saved my life."

Rays Through the Clouds

Eric continued to seek publishing and a way out of his current situation.

Three years after completing his novel, Eric finally hooked the interest of a small publisher out of Wyoming.

That same year, he got an offer to work as a mechanic for a major food distributor.

With the change in situation, he felt confident in quit-

ting the prescription meds.

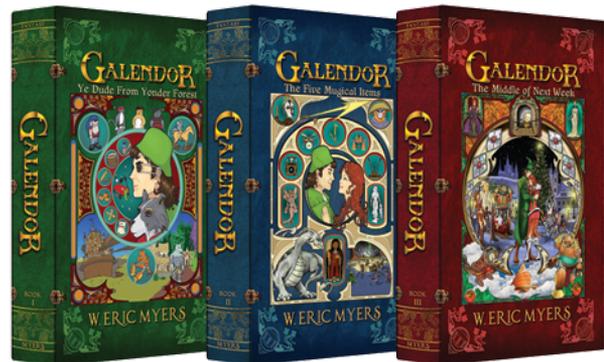
The publisher had Eric split the 100,000-word novel into two books, publishing the first in 2014 and the second in 2015. He began a third book in 2016 to be published 2019.

"Galendor is a richer, more personal story through being developed over so much of my life. But, if I could advise anyone with a story inside them, don't wait. Don't wait for life to give you the time, don't wait to learn how to write perfect sentences. Just write it. Keep a notepad in your shirt pocket and write a couple of sentences on break, or when you're sitting on the john. If you have a laptop, type a few thoughts every night before bed. Sometimes you'll get one sentence, sometimes you may crank out a few paragraphs.

Also, if life has you down or my description of depression sounds familiar, seek the help of a doctor. Your body will be addicted to the pills and the side effects are real, but if you use them to keep you stable while you work on changing your negative situation, they are so very useful."

<https://www.wericmyers.com>

The Galendor Trilogy is available in print and e-book format from Amazon and Barnes & Noble.



Writing Your First Novel

STEP #1

Just write it! Let your imagination flow. Once your thoughts are on paper, they're a foundation to keep you moving forward.



STEP #2

With your thoughts firmly realized, it is easier to research the time period, facts, or voice of your piece. Knowing what rules to keep and which to bend will add believability.



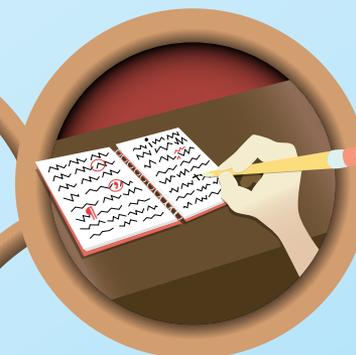
STEP #3

Now is the time to go to your foundation and sculpt it into something worth reading. Adding and removing sections can be tough, but it's often necessary.



STEP #4

Become your own first editor. Dig back into your completed work and look for usage errors, spelling, punctuation and all the technical stuff. Get your novel as perfect as possible.



STEP #5

When the work is as good as you can make it, now begins the task of getting it in front of agents and editors. A well-written manuscript free of glaring errors will get you in the door.



The cake is a lie.

Unfortunately, so is this console.

However, it represents a need the video game industry recognizes, but has been lackluster in answering.



The Soul of Games



Video games have been an outlet for recreation and artistic expression for nearly fifty years. Once their profitability passes, the corporate moneymakers are on to the next, but what about those who treasure the games as one would a Rembrandt, classic song or iconic movie?

For decades, those who've enjoyed retro games on their original hardware have been bound by aging capacitors, corroding pins, worn drive belts, failing memory and changes in the way video screens accept and project the data. There are those skilled in recapping, soldering and modifying video outputs to be usable with today's TV's, but game data can also be lost. And, what about the desire to buy or play games that are no longer in production?

Season of Change

Emulation arose in the 90's as an answer. With

home computers becoming ever more powerful, those in the know designed code to make our PC's read and run the game code of numerous systems. However, the legality of acquiring and running an IP for which one hasn't paid became a roadblock (even if the IP was technically dead).

Emulators can be "techy" to operate, and emulation sites are known to house viruses and malware.

Let Them Eat Cake

Some companies have made plug-n-play emulators, solving technical issues, but finding the game code ROM's still has safety and legality concerns.

Others have created hardware that can accept several cartridge formats via pin slots or adapters, but the emulation can be spotty, it may lack the ports for a desired system, and support of the various CD based games is not there.

The worst insult comes from the companies who own the IP's. Many have filed legal action against emulation sites even though no money is being made by said sites, nor does any money stand to be made by ignoring an IP from a bygone gaming system.

Today's major gaming companies have internet shops where players can pay and download a selection of games, but none of them offer an all-inclusive list of their respective properties.

Backwards compatibility of the original games from past systems is laughable. One has to ask, why?

AMC Pacer of Gaming

Companies are shoveling out 'mini' systems resembling shrunken versions of their past counterparts. Packed with a small, non-negotiable selection of titles, these are simply emulators. There is no support for the cartridges or CD's that one already owns and there's no legal expansion to acquire more games.

Wishful Thinking

It is possible for a system to be built, endorsed by every active company, with every type of port or expansion to accept the various existing formats of physical software. The hardware is available in one form or another.

A percentage of sales of this machine would go to each company, offering cash flow beyond the current generation of gaming system.

Gamers could once again enjoy their existing libraries without having to mod or repair their old machines.

More importantly, if game companies made their entire list of old IP's easily accessible they would undoubtedly see renewed returns on once dead revenue streams.





CHIPTUNE HERO



**PC-8800 Series
Personal Computer**

CHIPTUNES are special breeds of music. Pure digital sounds created by whatever sound chip was economical at the time gave each computer or video game system its own unique voice.

Often limited by only four channels of triangle, square and sine waves, musicians had to use both left and right sides of their brains to come up with memorable tunes and

then tweak the program to make their compositions sing.

YUZO KOSHIRO is a name synonymous with quality in annals of chiptune heroes. He's been scoring video games since 1986 and large numbers of people seek his soundtracks to listen as one would any other form of music.

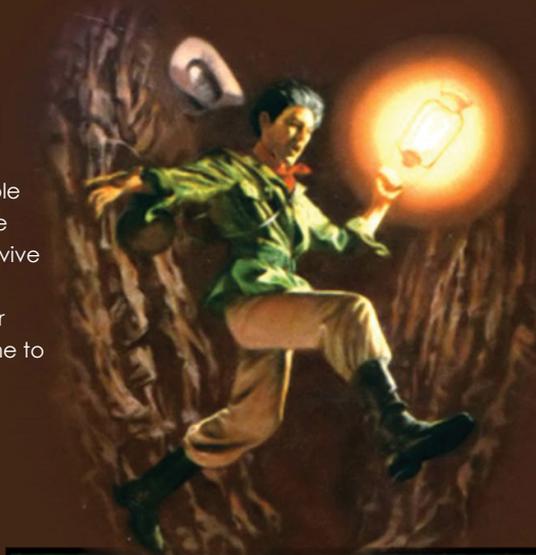
HYPER GRAFX highlights one of his lesser known, yet amazing titles created for the NEC PC-88 computers.

THE SCHEME may not be a revered game, but the music is simply outstanding. Two versions exist, "Normal" and "Special." Both use FM synth, but the NEC Soundboard II version is more robust.

Pitfall Harry is lost. If people can't play his adventure, the video game world won't survive the crash of 1983!

Lara Croft of Tomb Raider fame must travel back in time to rescue Harry in his world...

If she is willing to go low-res.



TOMB FALL

<https://youtu.be/HMvkpsWaTmA>



STARRING JEFF BRIDGES * BRUCE BOXLEITNER * DAVID WARNER * CINDY MORGAN * BARNARD HUNTER
EXECUTIVE PRODUCER RON MILLER MUSIC BY WENDY CARLOS STORY BY STEVEN LISBERGER AND BONNIE MACE
SCREENPLAY BY STEVEN LISBERGER PRODUCED BY DONALD KUSHNER DIRECTED BY STEVEN LISBERGER
TRON A LISBERGER-KUSHNER PRODUCTION FROM WALT DISNEY PICTURES
FROM WALT DISNEY PRODUCTIONS

NOT since the writings of Jules Verne had an artist been so prophetically ahead of his time. Writer/director Steven Lisberger's often misunderstood sleeper classic is still as relevant today as it was nearly forty years ago.



IMAGINE being a 10-year-old in a time when pop culture and technology were taking exponential leaps forward. Computers, video games, synthesized music, music videos and bold cable programming were all brand new sources of wonder. How can one even begin to convey the magic felt when those little hands held the perfect, rounded treasure of a quarter? These most sought-after prizes meant a frantic bicycle ride to the Jiffy Trip to play whatever arcade machine had been installed.

Such was the mystical era of 1982. No one I knew had a computer, only the very wealthy had VCR's, and movie rentals had not quite become a trend. When our parents let my buddy and I catch a movie at the local theater, it was a rare treat. Our young minds had been weened on Star Wars and The Empire Strikes Back, so we had standards.

We were blown away by Tron. It played to our love of video games and fantasy movies. Already owning a glow-in-the-dark Frisbee, the rest of the night was spent in the front yard, "fighting on the game grid."

Ignorant of Ignorance

I never knew that I didn't understand a thing about the movie. Re-watching it on and off through childhood and adolescence, every view was just as fun as the first. But I never "got" it and didn't know that I wasn't "getting" it.

My first PC came along in 1998, and I began to learn terms like RAM, ROM, bits, bytes, users, Input/Output device etc. My brain attached actual meaning to the terms hardware and software—I was ignorant of my ignorance.

I happened upon a cable presentation of Tron in 2004 and my eyes were opened.

Messiah from Fascist AI

For the first time I understood that the humans in the computer world *were* the codes installed via floppy discs or CD drives.

Code designed for a huge corporation (the Master Control Program) had grown to the point where it was sentient and wanted to take over the world. Technological Singularity!?

Taking things further, the MCP's first actions were to eliminate belief in a higher power. Any program who believed they were coded by a 'user' were sent to die via games. Religion!?! Fascism!?!

We first see an overweight piece of banking software sent to the gladiatorial arena because he wouldn't renounce his faith. With this realization, Flynn, the human digitized and sent into the computer world, becomes a figure of Christ. Mind blown!

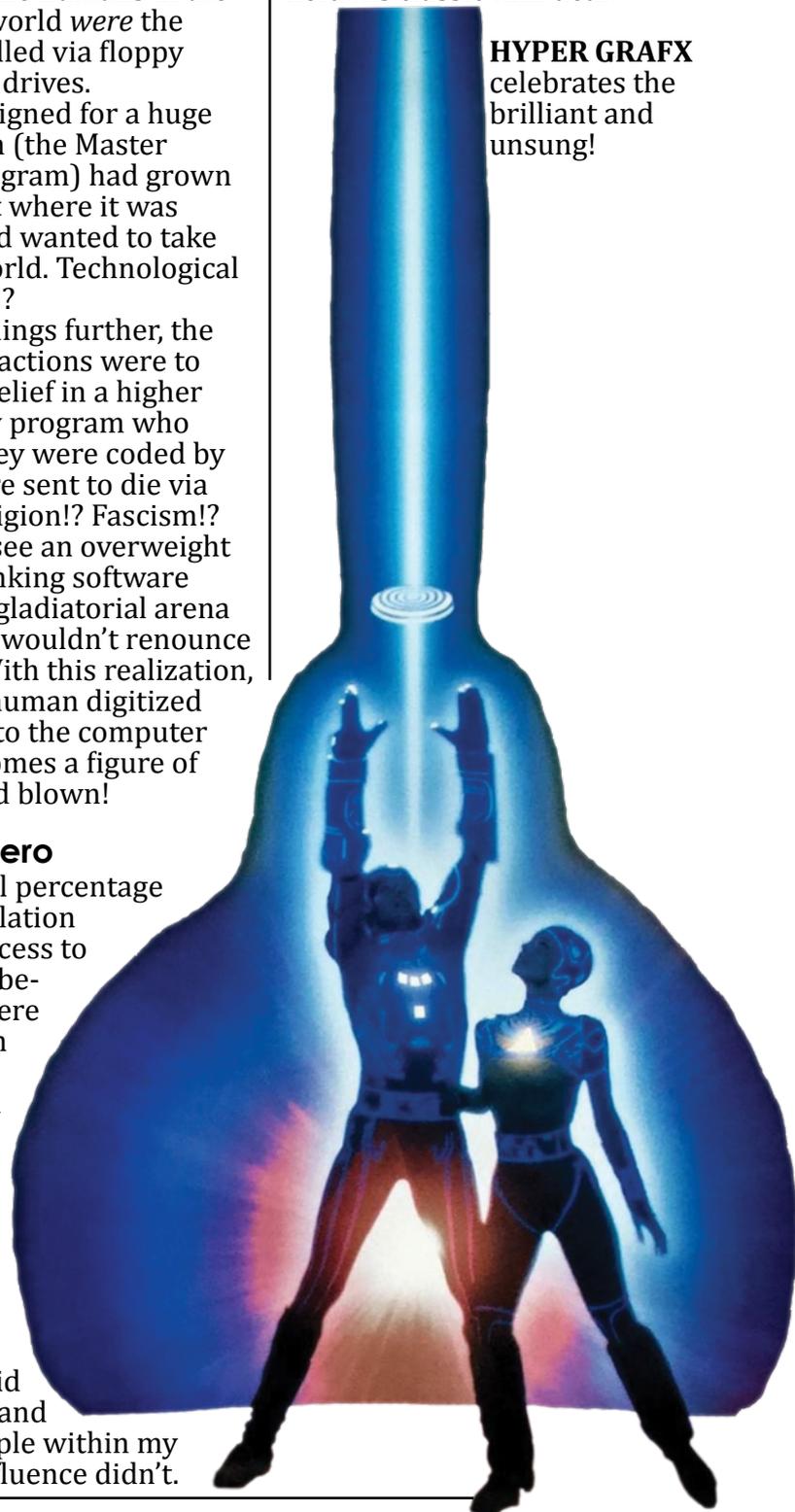
Unsung Hero

The small percentage of the population who had access to computers before they were mainstream probably understood writer/director Steve Lisberger's dialogue.

I don't believe executives at Disney did at the time and I know people within my realm of influence didn't.

Lisberger created a visionary spectacle in a way that had never been done before and has not be reproduced since. Yet, his name has slipped into obscurity to all but those who hold his classic film dear.

HYPER GRAFX celebrates the brilliant and unsung!



Lindsey STIRLING

Her avid fans are called “Stirlingites,” and they’ve been growing exponentially since her YouTube videos first aired in 2007. The pop violinist has gone on to build an estimated 15-million-dollar musical empire without record company control, allowing her to write, design and choreograph her own music while preserving her core Christian values.

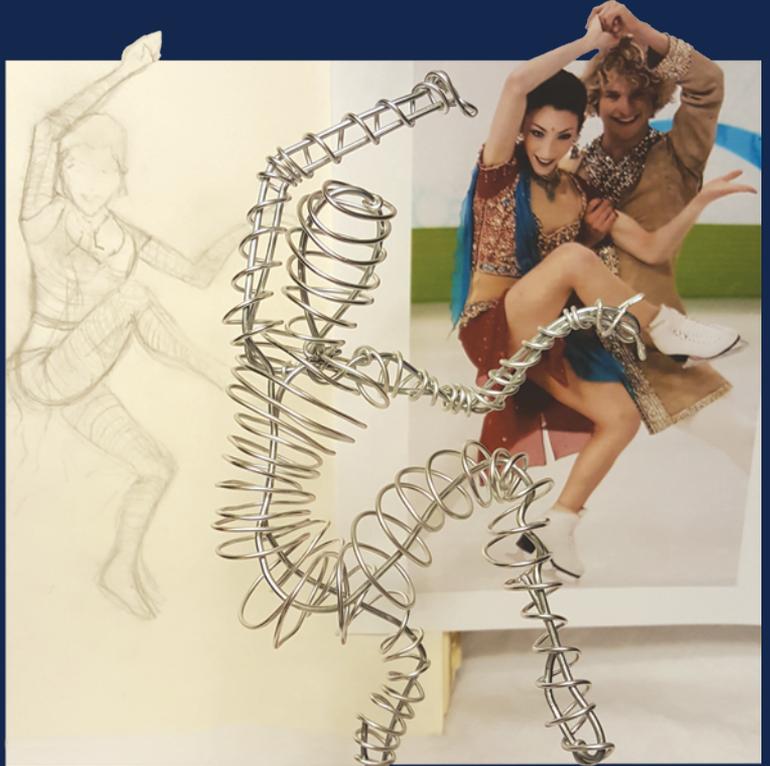
In an industry saturated with over-sexualized imagery and lyrics, Ms. Stirling is a beacon delivering the message that success can be achieved while maintaining personal integrity and talent.



From a newcomer sporting her “Peacock” hairstyle on the cover of her self-titled debut album to touring with one of her idols, Amy Lee of *Evanescence*, Lindsey Stirling proves good things can happen to good people.



LIBERTY UNIVERSITY GRAPHIC DESIGN



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