

## My Nintendo Revolution

By Wesley Trobaugh



So I hear that Nintendo is coming out with something new on my birthday. Something called “Nintendo Revolution” or the likes. I can’t say I know much about it. My Nintendo knowledge ended with the first console. This first console is the one you can see in the picture above.

This was, for my family, the first and only “Nintendo Revolution.” It was Christmas, 1986, and Santa Claus’s “family gift” was the new NES (Nintendo Entertainment System). “Family gift” meant that Dad was the boss of it and that no child could claim ownership rights. In this case I say Dad because Mom lost interest after her first lethal encounter with a Goomba.

The NES came with one cartridge that had two games, *Super Mario Bros.* and *Duck Hunt*. *Duck Hunt* was boring; I never liked hunting anyway. You just shot at ducks that flew out of the bushes. We liked to get within about three inches of the TV screen, thus making it impossible to miss. When we were instructed to back up because we could go blind, the ducks got away and the useless hunting dog popped out of the bushes to laugh at us. Later an urban legend stated that there was a way to shoot the dog. I think not.

*Super Mario Bros.* was more fun. Oh, the adventure! Jumping on Goombas and Koopa

Troopas and throwing (looked like spitting to us!) fireballs all over the place provided hours of hypnotic entertainment. I don’t think I ever got to the end of the game; video games have never been my forté. But that didn’t matter. It was amusing just playing again and again and again.

My family was a “humble” family, so to speak, and game cartridges were ridiculously expensive (at least that’s what we were told). We never had that many, maybe five after ten years of having the thing. I eventually lost interest as newer and more exciting consoles and games came out and I was stuck with my grainy Mario and the laughing dog.

One game that did attract my mother’s attention was *Bible Adventures*. Joy! You could pick one of three games: *Noah’s Ark*, *Baby Moses*, and *David and Goliath*. In *Noah’s Ark*, you got to be a Noah of super-human strength and round up the animals to then shove in the Ark. If they didn’t participate, you could somehow knock them out. In *Baby Moses*, you were Moses’s mother and carry him to safety. In *David and Goliath*, surprise, surprise, you played David as a shepherd boy and then as the slayer (or not) of Goliath. During all of this action, you didn’t just get to play, as in *Super Mario Bros.* or *Duck Hunt*. No, you had to learn Bible verses, too. *The joy of the Lord is my strength (Nehemiah 8:10)* and all that jazz. One that I find particularly humorous but that never came up in these games (nor in Sunday School) is this one: “*There she lusted after her lovers, whose genitals were like those of donkeys and whose emission was like that of horses.*” (*Ezekiel 23:20*) I wonder what game they would have stuck that one in!

Regardless of the content of my Nintendo video games, I can say that it was a revolution for us. No more Monopoly or imagination games. It was all there, on a screen and with a little control panel, we could enter a new world, a world that was not our own. Good, bad, maybe a little of both. Children today would scoff at what we thought to be epitome of technological advancement, that and the cassette tape!