

Kill Screen — The Magazine



The blond-haired boy looks like he's in shock, his eyes as wide as if it were Christmas morning. "A PlayStation! Atari! You've got everything!" he says as he looks around the light-filled room at the Seattle Center, taking in the blinking CRTs and consoles — and one lonely Commodore 64 — that line the room's perimeter. "Super Nintendo! You seriously have everything!"

A young man with glasses and short dark hair flecked with silver steps forward. Andrew Perti, 28, is the room's docent, interpreter, and game-rigger, and the man behind Seattle's first video-game archive.

Perti greets the boy and his family, encourages donations (appreciated but not required, he points out), and shows how to load games onto systems invented before the boy was even born. Pillars in the room's center are festooned with sticky notes, on which the names of favorite video games are scrawled in visitors' hands: *Pacman*, *Super Mario Sunshine*, *Barbie Horse Riding*.

As more visitors stream in — with parents often taking over the controls from their kids — an 8-bit soundtrack beeps and bleeps from the monitors. One of Perti's favorite songs is "Terra's Theme" from *Final Fantasy 6*, which he describes as a "somber, bittersweet" score.

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