

# **Jason Camberis**

## **ArcadeDLX – Chicago, IL**

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Jacob: Okay, so it is recording now, alright, so, once again my name is Jake, I am with Mr. Jason Camberis. Do you have any questions before we begin?

Jason: No go ahead

Jacob: What is it that you do for a living?

Jason: That is a really good question. Right now I am making custom home arcades, I am a network engineer, I work on houses, I build cars, build computers, I do quite a few different things, at this time I am building custom Home arcades. I also do home security and camera systems, Surveillance

Jacob: What do you enjoy doing here in your spare time?

Jason: from our previous conversations, I do not really have a lot of spare time 'cause this is a hobby that got out of control, and I am trying to make a living off of it, But you know I have a very good product, and this is seasonal, but I use my hand and I use my mind as one of the things that makes me happy, you know being able to make things you know come up with an idea, building it producing it, and I have everything I need here at my warehouse. I'm a very lucky person.

Jacob: What was your original inspiration for starting in the arcade business?

Jason: Well someone telling me that I couldn't do that. And that is something my whole life saying I can't do something, it's always started something. When I came up with the idea for the largest video game in the world, it really started from seeing the old world record, which really wasn't much, and a movie company made it for 250 thousand dollars for a TV show. You know I said I can do something better than that. There is so much bad news in the TV. I am like man they don't show anything that makes people smile. I can make something that makes you smile, I can make something that makes you feel like a little kid again. And those were all my motivations for behind it, being told that I couldn't do it, I can't do it, and then you know for the last couple years America hasn't been its best, and I thought it would be kind of neat to make something that could make people smile.

Jacob: Alright moving on. So the first game you ever played, you told me was the sea devil?

Jason: Yes, the sea devil submarine game, I was too short to play it, it was in the 7-eleven that everyone was hanging out playing video games. I bought it the second I can find one, It is a really rare one. But I have a lot of other favorites, like *Robotron* is one of my personal favorites, *Tron*, you know those are some of the video games that I can still play now-a-days.

Jacob: And you and your inspiration for making a big game was when you were too little to play the sea devil, which is what you told me..

Jason: And now everyone is too little to play the largest video game in the world. So they know what I felt. WOW, I don't think anyone ever asked me that question. Out of all the interviews

I've done, that's a good one. Now everyone is too small to play and I am getting some weird satisfaction from it.

Jacob: So how would a really small child now, feel playing this gigantic game, which is just larger than life?

Jason: Right, I mean they can basically get inside of it almost, but I mean I do have stairs you can stand on for the younger kids. That is another good question. I guess if you are under three feet tall you can't play.

Jacob: There is no way you can play.

Jason: Well you could with someone holding you up, but even for a regular video game if you are under three feet tall, I have chairs for that so kids can sit up and play these things. 'Cause you can basically see anybody, playing these games.

Jacob: I mean it is still your arm span for the big game.

Jason: Yeah, you and I can barely play the big game but it is till playable.

Jacob: And that is a two player game correct?

Jason: Correct

Jacob: and there are still games which you can use 12 red buttons and there is games were you can use... ok, interesting. How long did it tell you to build?

**[5:08]**

Jason: It took two years to build the largest arcade machine and we nicked named it LAMP.

Jacob: The lamp?

Jason: Yes the largest arcade machine project.

Jacob: Not because it looks like a lamp when it is fully lit?

Jason: That too, that is another thing I got from you. I like it, that is three things I like got from you, that's good.

Jacob: Well going for part number two. Probably makes for a better interview. I can see you are a big fan of arcade games. So what kind of games do you have on the biggest arcade game?

Jason: I have them all, I mean it is a multiple console, you can put in an Xbox, a play station, it runs off a computer really good. In the last 10 years someone has come out with their own greatest hits. And they made it available for PC, play station or Xbox.

Jacob: And you have a desktop computer running inside?

Jason: Well it is a little bit more than a desktop. It has a high end video card which is in NVIDIA, it has a dual core processor, I mean it is a little bit more of a beefy computer to play beefier games.

Jacob: All the controls there wired into each game specifically?

Jason: Well it is all of a USB but 10 years ago we used to plug it into the keyboard directly and wire it into a keyboard so each one of the letters would go to a button. But now through USB technology works through play station 2 and universal serial bus is a big thing.

Jacob: So you are essentially replacing a keyboard with all these oversized buttons.

Jason: Right.

Jacob: What were some of the custom pieces that you had to get ordered for this arcade games?

Jason: You know the hardest part was making the coin door cause it all had to be oversized. Coins being oversized was a real tough one and you know one of the secrets of it is I went off and found a large coin and then made a whole video game around it. The track ball making a bowling ball company cut it out of a big giant piece of glass. But between track ball and the coin door, that took eighty percent of the time.

Jacob: Where there any other challenges you faced when building this machine?

Jason: I mean when you are building something that is over a thousand pounds and over 14 feet tall, yeah that is a limitation, I mean I am a big guy, 6'3" ,250 pounds, but I had some problems erecting it and thank God you know working on houses showed me how to build things better over the years.

Jacob: Yeah how did you get to where you are now? You said you went to college got your degree and then after that did you go straight into what you are doing now or?

Jason: I did it the worst possible way. It was all self-taught. I bought the saw, I bought the wood, I cut it. I mean I should have payed attention in woodshop class. I was always someone who got by on a D-. The school never had anything that I was interested in. Everything I wanted to do I learned hands on. Now on my old age I am willing to go to class and learn stuff. I do not have the, well I still have the drive, I just build this a couple of years ago and you can see the things that are surrounding you right now, but there could be a quicker way now, I think right now the maturity is really kicking in.

Jacob: So how long did it take you to build your first arcade machine?

Jason: Oh if I should you my first arcade machine, it wasn't even an arcade machine. It was just a monitor and a box with a mouse sitting them out on the side. I actually have pictures I can send

you one. But the ones you are seeing now they weren't this pretty 10 years ago. I have a whole lot of different things I am showing him right now that no one else has ever seen. So you're gonna have to explain stuff to people that are like what do you mean it lit up, what do you mean the track valve was oversized. I am showing him a lot of different things that Jake.

Jacob: It is an intense experience, I mean there is lights, the sound, I can't imagine how it's like. Do you ever put it on to full volume?

**[10:03]**

Jason: No, especially with the largest videogame in the world, that is 250 watts. I really went all out on the sound system on that. The largest game in the world had to have the largest sound system in the world too. The bass is a little crazy 'cause, you know that's pretty loud.

Jacob: Does it make the cabinet vibrate?

Jason: Oh yeah I mean the whole cabinet when you built a cabinet around a subwoofer. I mean I learned a lot about music and sound. I never knew this stuff before. Thank God for Google, they tell you just about everything.

Jacob: Did your college experience help you out in any way with your business?

Jason: I actually went to school to become a teacher and I taught space science I did a lot of different things that you know they weren't really neat subjects. You know if I really wanted to teach stuff like this. I am not even sure if there is a class that can teach this stuff I am showing you right now.

Jacob: Building arcade machines?

Jason: Yes, it might be coming. You might be laughing right now but I never thought I would make it this far as it is.

Jacob: Do you think your arcade will become your legacy? Maybe in 100 years are people going to be like?

Jason: Oh no, people won't be using this stuff, this is definitely primitive, and I just put a new spin on some old technology. You know I am not making a talking car or a talking house like we were talking about Tesla's self driving car. You know I am just someone who took an old idea and polished it up.

Jacob: So what is your target audience for the machines?

Jason: Target audience is everyone. Young and old, everyone to experience the classics and even play the newer games. I mean this is just one product for everybody. So I think I got really lucky on that too. From a marketing point of view you do not understand it's you know I have something that people like and that people are interested in and that it is for all ages. I mean I am

the only one making stuff like this. There are other people doing some home-grown but you cannot tell me that you know that they do all the things that I am doing.

Jacob: Your idea is to try to bring people together?

Jason: Bring people together and have some fun. It is an old concept but I like it.

Jacob: And these games are not built for commercial use. They do not actually require a quarter?

Jason: You can make anything for commercial use but this is more for the nostalgic for the people who are my age who grew up in the 80's and we had to pump quarters on this thing to keep it going.

Jacob: Do you display your games anywhere for other people?

Jason: I do a couple shows here and there but I really think that we are finally in the beginning stages where these things can start going into everybody's homes. And I have been trying to talk to Dell, HP, you know any common computer manufacture and easily pump these things out.

Jacob: Do you have one yourself at home?

Jason: No when you are around video games all day and all night and building them, last thing I want to do is go home and see one. You know, I started noticing, "Get that thing out of my house".

Jacob: Do you have any kids that you think might enjoy?

Jason: I have four daughters and I don't think they can care less about video games. I guess when you grew up around them it is no big deal.

Jacob: mmm [Affirmative]

Jason: You know? They get-- They're probably getting sick and tired of hearing about it. "Dad, you're a-- you broke the world record. Oh my God! Everyone's going to know now." You know..

Jacob: Have you ever brought them into the shop?

Jason: Oh yeah. They've, I mean-- When you grow up around this stuff, this is no big deal. You know, it's like growing up next to Disneyland. You're like, "Yeah, Disney Land is right over here."

Jacob: Mhm [Affirmative]

Jason: "No big deal."

Jacob: So, what is a-- what is a typical day look like around the shop?

Jason: [Sigh] Yeah, the typical day... there are no typical days. Trying to recreate something, trying to come up with a design, trying to cut something... Everything takes a minimum of twenty hours to start. There's no, "Oh, I'm going to go to the office and work for an hour or two." No. You gotta-- you gotta know what you want to do, you got to make sure all the materials are here. And uhm, yeah, I start noticing that everything's a minimum of twenty hours to start. And then you always have to have a stopping. If not, you'll do what I did and three days later your wife's calling, "When are you coming home?" "I almost got it built, just give me—I'm on my way." You know...

**[15:04]**

Jacob: So you're able to sit here for three days at a time?

Jason: Well, you see my shop? It's not a traditional shop.

Jacob: Right.

Jason: You know? I got a living room in the main office. I have all the splendor. You know, I even put a—I got a Jacuzzi tub, sauna in the steam room if I have to take showers. But it's—it's an ultimate man cave. You know? And it's kind of neat. I mean I can work on cars in here, I can build stuff for the home... I'm a very lucky man.

Jacob: So I see you're all stocked up; tools and pieces. Do you have every piece necessary to make—to make another arcade game?

Jason: Oh yeah! Every time I build something, if you build one or if you build five, it takes the same amount of time, if that makes sense?

Jacob: You said about twenty-ish hours-?

Jason: If-- I know that building one game will take me about fourteen hours to build; by the time I'm done making the control panel and putting all the buttons and all the wires on. But if I were to do all those and mass produce them, it just—you're just adding on a couple extra hours because by the time you do five things... I mean that's [Attention is diverted to an object of his]

Jason: That just shows you the wiring on the bottom.

Jacob: That's something you take apart?

Jason: Well this is something that I have redone a hundred times.

Jacob: Mhm [Affirmative]

Jason: But, you know, I have a nice little display of how to put these all on. I mean, I have prettier ones than this. But they-- I just keep a couple of the older ones out so that I can make newer versions. You know, I'm sure there is a better way of doing all this. I just know what works for me, I mean I made everything color coordinated so I remember the wiring and how those [colors] called the rainbow with ROY G BIV which is "red," "green," you know... And then when you point the button up, well what color is up? Blue for the sky, down is going to be green for the ground, right is the lights on the right so it's yellow... That's, how I memorize all the buttons [laughs] so, the green and the white wire is coin... you know-?

Jacob: For the coins?

Jason: Well it's a fake coin door, but, you know, I just-- Everything follows a certain pattern.

Jacob: So everything is all neat and organized?

Jason: Well it is now.

Jacob: Yup.

Jason: If you just build one it's no big deal but you can see I have color wire for everything.

Jacob: How many cabinets have you made so far?

Jason: Well, I have it where I have sold over 577 to customers. But I know I've made a lot more than that especially the ones in the room right now. They're not numbered.

Jacob: Mhm [Affirmative]

Jason: My biggest thing is, you know, I almost had-- I had over 40 video games. They just kept on stocking up in here. And I got rid of all those and they actually went to an actual arcade and they're using them now.

Jacob: Like, you had 40-

Jason: Oh, I had *Pacman*'s. I had a lot of the originals and-- what's the use of them sitting in this warehouse? You know... except for the Submarine game. Well, that one I'll hold on to.

Jacob: That's the first game you ever played.

Jason: And there's only two of them working in the world.

Jacob: Is-

Jason: I'll plug that one in for you, too.

Jacob: Is one of those two this one?



Jason: Yeah. I mean, this machine is 1967. I mean, that's older than both of us. I mean this thing is going to be 50 years old soon. Isn't that kinda crazy?

Jacob: That is pretty intense. How far-

Jason: That doesn't even look-- Now, let me-- When I plug this in I have to be real careful because this thing really gives off a jolt. [Laughs] I mean, like it's got the old plug.

Jacob: No ground?

Jason: No ground. So when I plug this thing in-- Oh, it's okay don't worry about it. And that's another thing, too. When you build these machines you have to be real careful that they don't-- You know, there is a little bit of gravity involved and you can see that those won't tilt-- Go ahead to your next question.

Jacob: What is your favorite game that you play?

Jason: *Tron*. *Tron* is one of my favorites. And *Robotron* is definitely one of my favorite games. And then anything with a track ball.

Jacob: Anything with a track ball?

**[20:00]**

Jason: Yeah, 'cause those are really hard games to simulate. [Pause] Okay, you ready?

Jacob: Definitely!

Jason: [Laughs]

Jacob: Can't wait to see this.

Jason: Yeah, and I-- you're just going to laugh because a lot of people just don't know because two years later they made it all electronic. Okay, so we're plugged in there and there shouldn't be that big of a spark. Ready? Here we go. Isn't that crazy? I mean, they even have the little-

Jacob: Oh man...

Jason: Now, you see how much this would suck if you're this tall and you're just hearing all these noises and you can't see what's going on. My guy told me that that's already gone around a couple times; over 328,000 people have played this. You know? There you go. See you basically go like this and then you shoot. [Pause to play game] You see that? Here we go. Oh! Can you see the ships behind there?

Jacob: Mmmm. [Affirmative] That's an angled mirror right?

Jason: Yup.

Jacob: And where is that whole platform? Is that down-

Jason: Yup.

Jacob: Down here?

Jason: I wanted to get-- I mean, 'cause right now just to get that light to work...

Jacob: Are you only hitting the ships in the background?

Jason: Yeah. And it needs to warm up a little bit for you to see- [Noise from game interrupts]

Jacob: You got one!

Jason: Yeah, I sure did. [Laughing] Isn't that crazy? Pretty neat and it's in really good condition for 50 years old. Lot of them don't even have the stuff on the side because they've been repainted.

Jacob: I could definitely see how you played this-

Jason: Yeah...

Jacob: All day.

Jason: I didn't really have to do much either, huh? Pretty cool, huh?

Jacob: So, how did you come to getting the Guinness World Record?

Jason: They weren't nice people. They're not from our country. They have a different way of doing things and, you know, I really had to argue with them to be in the book. I actually declined being on the book when they first interviewed me.

Jacob: Why did you decline-?

Jason: They did not-- they just said, "Okay, well is it fourteen feet tall? Okay, that's good." And I said, "Well don't you want to know everything else?" And they're like, "No." You know they need to come up with more records that are neater and neater-

Jacob: Mhm [Affirmative]

Jason: and then after I told them, "Well, you know, I wanted to tell you about the track ball and the buttons and the coin door and..." they're like, "It's alright, don't worry about that." I'm like, "I really think it's important when making a world record that you have the very specifics." I said, "You know what? I'm not eight years old and live with my parents. I don't need to do this."

So I passed them up. Then finally, they called me up two years later and they said, “Listen, what can we do to get you in that World Record... In the book?” I go, “Just gotta listen.” I’m a real nice guy. You can ask my ma. And they were very-- They listened. They were wrong about a lot of stuff, but, you know, most of the stuff is right. I mean, I lost two years. I wasn’t-- You know they said I was single and I was married, and I was two years younger. So they missed out on a lot of important facts but they did get most of the stuff in there.

Jacob: Did you get any, like, feedback from when they put your arcade into the Guinness World Record book?

Jason: Oh I-- They really went nuts in Europe. I mean, I had a lot of people calling from Europe. You know, I’m like, “How did you get my number? How’d you get--“you know...? When they do a release in Europe, it’s a lot bigger ‘cause they’re out there. Out here in the United States, you know, I was on a lot of websites. I had a lot of people look at my record. I mean, I was in *Inquirer*. I was on Yahoo News. I mean, it was pretty neat.

Jacob: So, you got a little bit of fame?

Jason: Well, being on WGN News out here I got more and that was pretty neat being on the morning news. I’ll send you the link for that, too.

Jacob: That was live?

Jason: Yeah, that was a lot of fun.

Jacob: How long ago was that?

**[24:59]**

Jason: They published the record about a year ago.

Jacob: Mhm [Affirmative]

Jason: They didn’t even tell me they put in the world record book for this year, too.

Jacob: So, it’s still the world’s largest?

Jason: Oh yeah!

Jacob: Are there any competitors, anybody trying to beat your record as far as you know?

Jason: You know what? Anybody comes up, I’ll help them. But it’s going to be really hard getting that track ball and getting all the rest of those things. And remember, I was only one person.

Jacob: Right. So, if someone were to try and make a bigger one and you said you were willing to help them to make a bigger one, what kind of-- would there be any other improvements to that game?

Jason: Well, I am going to go back and-- you'll be able to see all the improvements hopefully in two years.

Jacob: Mhm [Affirmative]

Jason: And then I'm gonna try and make that one a little more portable so we can take it to places so actually the world can come and see it. 'Cause I don't want them here. This is like, becoming the Superman's Fortress of Solitude.

Jacob: Right.

Jason: Yeah, I don't want people here.

Jacob: You don't want people seeing what your next projects are-?

Jason: Well, that and then, you know that was the thing I was going to say to you. That-- the people that steal my ideas... That's a compliment to me.

Jacob: Mhm [Affirmative]

Jason: You know, I never thought I had ideas that were worth stealing but I'm-- more and more people go to my website to get ideas which is kind of neat.

Jacob: Do you ever get any new ideas from your customers?

Jason: Believe it or not, you know, these games weren't that pretty ten years ago and a lot of my improvements are from the customers saying that they can't fit it in their house, how come it's not loud, how come it doesn't light up, how come I can't play this game, how come I can't play *Pinball*. You know, all in due time everything comes out. You know that's one of the greatest things about computers and hand-held's, you know?

Jacob: So, through the negative feedback you were able to see how other people viewed it, see how-

Jason: Yeah. I mean, even-- I mean, there's good criticism, there's bad criticism. I mean, I think I'm at a point now where these things are going to get any prettier.

Jacob: So, this is as good as they're going to get?

Jason: Well, I said that last year and then I made these. [Laughs] So, you know, don't hold me to that one. There's-- I guess there is always room for improvement.

Jacob: Right, always room for improvement. I noticed you had what you like to call “dragon skin-”

Jason: Yes.

Jacob: On some of these.

Jason: I’ve never seen anybody skin one of these videogames.

Jacob: Where did you get the idea from?

Jason: I just found an old furniture company that made this wrap and I just put the two together and I’m like, you know-- took me a long time to be able to stick that stuff on there. But now, that stuff’s almost-- I mean, you can feel the top. You can’t get that stuff off. They really made a great thing.

Jacob: That’s glued on there-

Jason: Yeah.

Jacob: For good.

Jason: Yeah. And that’s another reason why I don’t like to do that. Really-- you gotta spend like a week just gluing the material. Let it dry, then cut out the designs and then you get either that or like that other thing I showed you with the blue venom.

Jacob: Have you tried experimenting with other colors?

Jason: I think I made one of everything and-

Jacob: That’s it?

Jason: Yeah. You can only do so much.

Jacob: Just the simple-

Jason: Reinventing the wheel every other week gets a little boring. Put the spokes, make them light up-- but we’ll see, like I said, every once in a while when I get bored that’s when something cool comes up.

Jacob: Do you make any other additions for your cabinets, like maybe a chair or a different set of controls?

Jason: We’re getting there.

Jacob: Getting there? Like, light guns or something-

Jason: Well, the light guns are very sensitive. They need to be, you know, parallel to the floor. If not, you're gonna get a ricochet mode and they don't pick up the screens and you can use the track ball and fire button to do the same thing.

Jacob: Okay. I guess backtracking a little bit, how did having a Guinness World Record impact your life?

Jason: Really hasn't really taken full affect. [Sighs] It hasn't really done much except for when a little kid will come up to me and go, "I know you." You know, and that's when it does take effect. It's kind of neat. They ask a lot of questions. They, you know, it's kind of getting caught up in the moment but that's when it effects me a little bit.

Jacob: Was your business affected by the-

**[30:00]**

Jason: Well that was the whole thing-- You know I was hoping that it would really take this to next level and it would now make the world aware that, you know, I make video games.

Jacob: That's what you're trying to do with the portable one?

Jason: Well, it's kind of neat to be able to make money doing something that people enjoy. Not a lot of people get to do that, but as long as it pays the bills I can see me doing this for the rest of my life. My most-- the most fun I have is when someone comes up with a real crazy idea and I build it.

Jacob: So you like getting creative?

Jason: Yes.

Jacob: With these things?

Jason: As you can see I got a lot of creativity.

Jacob: New problems, new solutions.

Jason: Right.

Jacob: Do you believe video games are a good influence on the community?

Jason: I'll tell you what; I think they are a great influence. There is a lot of positive impact on this that kids are growing up with-- there's not as much midlife crisis anymore. I don't know if you hear about that.

Jacob: I've heard of it.

Jason: When you go into a room and you kill a 1000 zombies and then you go home and eat dinner you have some kind of-- you're content. Or you jump in a car and you go 200 miles an hour in a video game, you don't have that urge to go out and do something crazy 'cause now you're able to kinda do it controlled. But just like with video games and everything else in the world, you know, you have to do it where it's balanced. When you sit in-- play a video game for 18 hours straight, that's not balanced. You're digging into the other part of your life. You have to have it just be... you know, just enough. You know you don't want to let it overwhelm you and that's where it's getting out of hand, where people play too much games. You know it's all in moderation, that's the word. Drinking, eating, sleeping, playing video games, they all have to be in moderation.

Jacob: I'm trying to think of a better word-- I'm glad you brought that up. It's how you mentioned how playing video games, you kinda get your fill on that excitement. What about games like *Call of Duty* or *Grand Theft Auto*?

Jason: Well, now you're really going into a different area that most of us wouldn't go and you're using parts of your brain you would never have to use without the repercussions of actually getting shot and killed.

Jacob: Do you think that might have gotten some people to-- someone who might have never done that before started playing *Grand Theft Auto* and now-

Jason: You know what, I think that-- No. You're looking at the extremes.

Jacob: Mhm [Affirmative]

Jason: You know, it's like someone saying that someone took a pen and stuck it up their nose and they died. I'm sure people have done that, but the general population-- it's less than one percent of one percent. So, when you hear about these "coocoos" that go shoot people because they play *Call of Duty*-- I mean, they could've never played *Call of Duty* and gone out and shoot somebody and someone said, "Oh, they played *Call of Duty* so that's why they did it. We need to ban that from everybody." It's just all numbers. You know what I mean?

Jacob: Mhm [Affirmative]

Jason: Out of 15 million people, there were two people that shot people, and they both happened to have *Call of Duty*, you know? Yeah, when you work by yourself, it's just kind of neat to have something, you know, else-

Jacob: Yeah? Other-

Jason: Just to start playing around.

Jacob: Other beings.

Jason: This is the guy that attacks that dragon all the time.

Jacob: Yeah?

Jason: Find the dragon running back somewhere, you know? He used to hate me in hell, but--

Jacob: Alright, uhm...

Jason: You're so good when other people are around. When people aren't around you're the little devil. *(Talking to his cat)*

Jacob: Have you ever thought about quitting your project while in the middle of making it?

Jason: Oh yeah! [Laughs]

Jacob: Yeah?

Jason: You know? And that's the biggest challenge-- is when you actually just go, "Ahhhh," you know, and then you leave and then you come back and go, "I'm gonna try-." I mean, I've tried making a lot of things and-- yeah, I mean, if I would've made it in my first try it would've been no fun. But, you know, two years to make that-- I can make one in five days now.

Jacob: What kept you going despite all the challenges?

**[35:00]**

Jason: You know what? That is- Hey, you know what? That's a- That's your fourth awesome question. I'm stubborn. I am- you can ask my wife- I am so stubborn that I think that's the only thing that has gotten me through some of these big things, especially if someone tells me, "You can't do it." Oh my God, I'm gonna try three times as hard-

Jacob: Just to prove them wrong?

Jason: Yeah. Jake, this might be one of the best interviews I've ever had.

Jacob: I'm glad. I mean, despite having to start over.

Jason: Yeah, no problem.

Jacob: But I'm glad this one is going goo-- better. How did you feel playing your own creation?

Jason: It's-- I never played it until people came here to interview me.

Jacob: Mmm [Affirmative]

Jason: I, more or less, like to watch other people play it but the one thing is that when you do play it, I do feel like a little kid again. I feel like a little kid who can just barely see over the dash



board of the video game. It does make you feel like a little kid again. It's pretty neat and it worked on me, too.

Jacob: Do you play other video games?

Jason: Yeah, I'll tell you what, the only time that I play video games are if I'm at a show and it-- you know, or if I'm with a customer showing him how to play. When you do it for a living, you don't-- you know, it takes a little bit of the fun away. The only time I have more fun is when the customer or somebody asks me questions, like yourself, it brings the fun back.

Jacob: What was the-- Do you have any games at home when you were younger?

Jason: Yeah. We grow up with all the consoles. I mean, I even-- in college I had the Nintendo 64. But I had the Atari, I had the *Pong*, I had the Intelelevision. I had every- I had one of every one, you know?

Jacob: You got them right as they came out? You went to the-

Jason: Oh yeah! We screamed and-- you know, and then we would play them just as much as the kids do now-a-days and like I said, it was pretty boring back then 'cause you'd see a circle, there was red and that's you and then the blue square was the dragon and you had to make them touch. It was-- I don't know how we got by playing those games, [Laughs] or playing *Pong*. Who the heck could play *Pong* for eight hours? You know that's pretty boring.

Jacob: I mean, when it's top of the line technology-

Jason: I guess...

Jacob: Then-

Jason: Oh god, I'm trying to think what other games we played that were just so boring. And then I took a little bit of a break when computers first came out, but then I dove in. I mean, I've been building computers for 25 years, you know? I really got into it right when windows came out for the first time and that's another thing that helps me out because these are all PC based. You know I put a real high end computer on the inside and they're not two-thousand dollars, I mean, you can pick up all the parts for your own PC for under five hundred bucks.

Jacob: For the PC that's in one of these games, right?

Jason: [Nods]

Jacob: Would you say you started making these games or-- Do you make these games more because of, like, the video game aspect or more of like an engineering aspect?

Jason: It's definitely something that I can put in my creativity and get a huge reward out of it after I'm done. I mean, it's a lot of fun reinventing, you know, how these games are, or make

them a little bit bigger or a little bit smaller but, you know, the one thing you're not seeing is all the mistakes.

Jacob: Would you attend comic con if it wasn't for these games you are trying present to other people?

Jason: Well its kind a neat being on the other side of having a booth as opposed to walking around. I still go to a couple of them once in awhile. But like in Chicago they are so used to me see me seeing me at the comic cons I don't do those anymore. I just did San Antonio. I just did Baltimore. You know I am finally starting getting around now with everybody knowing the largest video games its open a lot of doors for me.

Jacob: And you take one of these games with you?

Jason: Oh I take them all.

Jacob: All of them?

Jason: Yea.

Jacob: How many cabinets is that, that you take?

Jason: I am taking about 4, 4 or 5.

Jacob: 4 or 5? I am assuming you pack them into the truck.

Jason: Well I have a pickup truck and umm what else do I got, a got little trailer that I built that I take everything in. So everything that fits in the trailer is what I take with me on the road. I'll show you a picture of the trailer.

Jacob: Have you gotten any injuries making those games?

**[40:01]**

Jason: Yes, I cut off the top of my finger. I put lots of screws in my hands. I really respected the tools. I really wish I paid more attention in my woodshop. Everything I have self learned or self hurt. And you really pay attention when you have saws and drills, and when you drill as many holes as I do into things, wow I am not surprised. I mean I drilled right into my hand. I got so many cuts on my fingers. Now I just go really nice and slow, and take my time.

Jacob: And all the magic happens here?

Jason: Yep.

Jacob: Everything?

Jason: Everything has been build here. I mean I got 800 square foot warehouse that goes up 15ft tall.

Jacob: Is the saw inside here or do you use the saw outside?

Jason: No, I try to...Everything I have in here; I don't know if you have noticed is on wheels almost so I can wheel everything outside and cut. It gets really dusty and what I'll do is twice a year I'll just close everything up in here and I'll grab the leaf blower and I'll blow the whole place out.

Jacob: Do you ever take vacations, breaks?

Jason: Yea, we won't talk about that. My wife is not too happy. Every vacation we take is going to a show and I promise her more. I need to start.. you know seven day a week I work. I usually take off January's cuz' nothing is going on. But even then is when the consumer electronics show is. There is always something going on. But we are getting there. Sooner or later this could be the next step where just I sell this idea to somebody who is going to mass produce.

Jacob: So you're just that busy with all your orders?

Jason: Well, and protecting the world with the surveillance company in the off season.

Jacob: So that's another thing you do on the side.

Jason: Everything's on the side. Master of nothing, Jack of many trades.

Jacob: Does- something I'd love to do. I don't know. Sidetracking.

Jason: Yea.

Jacob: Um, so do any people come here to play your game?

Jason: Just a couple people here and there. Some friends. I wasn't the greatest person in the world growing up. So try to do a lot for troubled kids. I try to make my- you know a lot of people- um I've had a lot of people make influences on me throughout my lifetime. And it's because of those people that I ended up where I am today. Plus I got a mom who lets me do anything. So-

Jacob: So you want to give back to that community.

Jason: Oh I'm giving back everything. I'm an old person trying to get to heaven. So, that's my motivation.

Jacob: No shame in that.

Jason: No.

Jacob: Very much respect actually. How do you feel about arcade games? Like- Is there a point to bringing back something old? Like how you have your fifty year old uh- video game?

Jason: With the arcade games, I mean, they're a little more- now a days you have to sign on with your log in, your password, or have a credit card. You that's, I don't know, I'm not a big fan of that, I like instant action where you can click on something and play. But you gotta always know where games started and where they come from. Because basically everything is just someone else's idea, with a little bit more of a modern- you know, a little bit of a spin on it. You know-

Jacob: So what's your spin on these games? What makes yours different than someone else that-

Jason: Well you can already see the difference, the sound, the speakers, the lights, the graphics. You know, having no limitations to be able to go and download whatever you want off the web. I mean these games go almost as far as you want them to go. Having a track ball so you can play some of the older games. You know?

Jacob: Do you have any competitors?

Jason: There's a lot of people that built stuff out of their garage but they haven't tried making a living out of it. And I don't look at people as competitors, I think we're all people just making something a little bit better. You these people made these arcade games thirty years ago, all I'm doing is making them a little fancier and making them able to do more. You know, as you can see, I mean that's above and beyond anything you've seen.

**[45:10]**

Jacob: Definitely.

Jason: I am still waiting for other people to ahh try to copy me you know

Jacob: Try to spread the tradition

Jason: It's not easy, I mean you have to know use light, how to make the USB, you have to know how to build computers, you have to make them all work, I am the only one who makes my own trackballs now

Jacob: And you learned all this yourself?

Jason: Yeah, fortunately, Ten years of work a lot of people are like "man I wish I had your job, you wouldn't have liked it ten years ago

Jacob: So how did you get on your feet when you started, you left college, you started this business.

Jason: No wrong, I've been out of school for a long time, I mean I graduated as a teacher

Jacob: Right.

Jason: umm I couldn't teach the stuff I wanted to, it was too cutting edge for schools. And uh I just went on my own, started my own business. um now I always tell people I don't know nothing I went off based on looks. I was like taking stuff apart and I was always a goods sales person. But you know I've had my own business for 25-30 years. And you know 96 I graduated college in 93.

Jacob: That's the year I was born (laughing).

Jason: I'm saying. um yeah I mean I'm getting old now but I spend more money than I bring in. so you have already seen I have 9 more projects. I got TVs that haven't even been taken out of the package yet. um you know and then trying to make things real simple. its sometime when I walk in here if I don't know what I was gonna build ill end up somewhere else, it's always something else you know I really had to figure out what i am going to do and make a plan for it because you can so, there is so much stuff in here, you know you can grab a robot, you can take it apart. I mean anything that you can think of i mean we can just start building it right here. You name it. You know we can start doing the designs, we can start making a rough draft, I mean I can make almost anything out of wood. I'd love to get into making it out of metal but you know that's you know when you are good at something, there is no reason for you to drop it and start on something else. You know this is what I do I'm not going to really change that. You know I love working on cars but I am not going to build the cars. I like working on houses, we have a nice house. Its just comes to a point where more and more of us is are starting to hear about people your age where your inspiration or you enthusiasm goes beyond your expertise. So you got to be very really aware of that. You got to know what you can't do. And that is the definition of wisdom, knowing how stupid you are. oh I can't do that. I can't build the largest video game in the world. You know well with that attitude where are you gonna get. You gotta try and failure is just another step you know and people don't see that and I ain't got a lot of useless information because you know what is the difference between winning and losing. There is no difference believe it or not. They both are things that deceive you. And basically what is its stopping time. What happens when you lose? You get back up and get out there. What happens when you win? You get back up and you get out there. All they are doing is kinda deceiving you in time. When is everything over. When you die. and that is where that's a lot stuff that is bigger than you and me. You know but have you ever heard anyone tell you that winning and losing is the same thing. It really is right?

Jacob: So learning process

Jason: right, and if you learn or you don't learn. That is where you have a problem. I'm not going to tell you how many times i did the same thing over and over again and like" uh this isn't going anywhere i have to change how i do this where you put more screws in your hand so now. Now you got me up on my soap box. Change the subject (laughs)

Jacob: That okay. Alright. um. I'm just making sure it is still recording. Did I ask you what the target age group was?

Jason: Everybody.

Jacob: Everybody?

[49:56]

Jason: Old people we kinda have problems with it if you are under 3 feet tall.

Jacob: Why is that.

Jason: Well cause people can't reach the top. You know when you are this tall I can put you on this stool like this stool here and you can sit on it here and play. But there you have to walk up the stairs and then someone has to hold you up a little bit so you can see. But as long as you can get your hands over the control panels.

Jacob: I heard you also make larger sized quarters

Jason: No I based the whole things off large quarter because I had no way of making money or making quarters that big so when I found someone who made a giant quarter, then I made everything to scale around that. That was I got real lucky on that.

Jacob: mhm. So there was no making of these ahhh these quarters.

Jason: No

Jacob: Someone already made these large

Jason: Here I'm going to give you one so you can take it with you. I bought like 100 of them so and you know I haven't been able to find them but here this is for you brother.

Jacob: Huh? Thank you very much!

Jason: You keep that and then let me get you one of these-- Let's see this [sighs]... I know I had a whole bunch of them at the last show. There, I'll give you that nice one. So this is my little room. See, here is some of the technology, and I got so much stuff-- Here you go. That one you can have.

Jacob: So from the looks of it you are a big fan of Marvel, Star Wars-- so you still like enjoy the whole story of video games?

Jason: Oh, I've been reading comic books since, I mean, a little kid. This is no big. Thing for me, but here this I'll leave right here for you. Then you can have that.

Jacob: Thank you very much.

Jason: And you know what? For everybody in your class, that would be kind of neat if you handed out a whole bunch of little cards with my picture. You think? Or no?

Jacob: I think they would love that.

Jason: There we go. Here you go, brother.

Jacob: Thank you very much.

Jason: But yeah, here's all these different things. I mean, you know Thor, right?

Jacob: Yes, that's-

Jason: But you don't know who-

Jacob: That's the hammer?

Jason: No, you don't know who Beta Ray Bill is, do you?

Jacob: No, who's that?

Jason: That's Thor's adopted brother. You're gonna hear about him in a couple years.

Jacob: Is he coming out in the movies?

Jason: Yeah, that's him-- that's his hammer and I've got the original-- here's the original Thor hammer that they made look a little better.

Jacob: Mhm [Affirmative]

Jason: But anyway, I-- you know, I've got all kinds of stuff. This is Beta Ray Bill. That's Thor's brother; adopted. Good story, but there's your original Thor. This is the Thor destroyer. I'm a big fan of Thor but I also like Doctor Doom. Here's your Infinity Gauntlet. Oh, there's my Gatorade. But yeah, this is, you know-- these are the differences between the computers. You know? They're all air-cooled, you know? They're all big fans.

Jacob: And they're all-- you built them all yourself?

Jason: Yup and it's real easy to show people how to build those. See and then I was able to with the smaller dragon. Here's the pink tribe ball they got me.

Jacob: That looks intense. Why did you have a problem with the pink one?

Jason: I didn't want pink. I needed blue.

Jacob: [Laughs]

Jason: All my games are blue and let's see what else I got in here. Eh, not much more.

Jacob: Sweet. Alright.

Jason: God, here. I almost broke this.

Jacob: [Sighs]

Jason: Here, I got it. No, no. You know what this is, right?

Jacob: Yeah, a light saber, right?

Jason: Yeah. Couldn't turn it on before.

Jacob: Okay, maybe we fixed it?

Jason: [Laughs] Yeah, but I'm into a lot of different things as you can tell. Anything that I can get my hands on and mess around with, I love it.

Jacob: Do you have any other hobbies outside of the video game industry?

**[55:00]**

Jason: I think I got too much.

Jacob: Too much?

Jason: I need to start getting less 'hobby.' My wife says I have ADD but it's just a way of-- that I work, you know? I wouldn't be able to make something like this if I was able to think straight. "You crazy?" [Laughs] I told her.

Jacob: I can definitely relate on that.

Jason: Yeah, it's just unbelievable; the stuff I got here. I just-- I've been looking for this right here-- [Sighs] I can't believe that it was right there. Excuse me while I use this sword. I was gonna be for Halloween-- you know the Predators, right?

Jacob: Yeah, yeah I know the Predators. Is that the mask?

Jason: Yeah, that was gonna be the-- Actually, I was gonna make a plaque on the wall. [Grunts] I was gonna put it on the wall and put on here, "Kill: 2012," you know?

Jacob: Like a deer head?

Jason: Yeah. Isn't that crazy? I wonder how much I spent. Sixty bucks? I was looking for that. [Grunts]



Jacob: Let's see which ones I haven't asked yet. How many games are on your machines?

Jason: They come with 250 games for the home version. The largest video game in the world has them all. You know, I think last time I had over like 4,800 games on it. Th--

Jacob: 4,800?

Jason: Yeah, I mean, and then-- you know, on my Xbox I think I have another 200 games. My PlayStation, I got like 300. And then I have the X-- PlayStation 1, 2, X. I mean, I stopped. It's a lot easier to download something that you want as opposed to going and buying the cartridges, you know?

Jacob: Mmhm

Jason: And it's kind of neat because a lot of the games aren't out anymore. You know? Some of them are hard to find.

Jacob: Where do you find these games?

Jason: Oh I mean in the used rack. Gamestop has traded in games. I always go in the dollar ninety nine bin. I'll find some cool games.

Jacob: And you upload them onto your computer right? Or do you use the -

Jason: No I always get the PC version and then I know that if the PC version doesn't work then I have an Xbox, Playstation or a Wii that I can hook up. I don't do that anymore that was maybe six or seven years ago. Now I'm just - if they don't have a PC version I don't want it. I don't even want to try and figure out how to configure it. You know?

Jacob: How many times do you buy these games? Do you have to buy it once for every cabinet?

Jason: Well I- Sometimes I'll buy fifty of one game, but now everything is available, you know? If not you load - you can jump on the internet and it'll give you a prepaid card for a hundred bucks and you can download a hundred dollars worth of games. You know? That's through Steam. Like when Pacman came out, you can download it for nine dollars. The new Pacman I showed you

Jacob: Right

Jason: If you want to go home and download it its nine bucks it might even be five bucks now

Jacob: Was that originally for - for the PC?

Jason: Mhm. When it first came out I think it was thirty

Jacob: You said that this was this year?

Jason: September

Jacob: This year in September?

Jason: Oh sorry.

Jacob: Last?

Jason: August? The year is starting to – it wasn't that long ago. I think they just came out with championship edition 2 in September or last month. October right? November.

**[1:00:07]**

Jacob: Now it's November

Jason: Right

Jacob: Right. You ever question your career choice?

Jason: Never.

Jacob: Never?

Jason: No not anymore.

Jacob: You said you studied to be a school teacher right?

Jason: Yeah

Jacob: So how did you – you said you're a network engineer?

Jason: Well I got into networking – you know – they don't teach this stuff that you learn. The only way you learn is by getting a server and a PC. I learned all hands on.

Jacob: So you were totally sort of – I'm asking this again just to be clear – you were all self made after – after college? You never had a job anywhere –

Jason: Yeah they don't – they don't teach the stuff that allows that

Jacob: So did you have any job anywhere in between?

Jason: I mean my whole life I worked every job. Pizza delivery, retail, Wendy's. That's why I think I enjoy working my own business. If I want to make a lot of money well I have to work eighty hours this week. I mean I think that's one of the gifts on this planet, is being able to do whatever you want. I mean, Jake you and I don't have to get up early tomorrow to go hunt for food our tribe.

Jacob: No I'm glad I don't.

Jason: I mean even if we did we'd have a lot less problems because we have one thing to do, find food.

Jacob: That's it.

Jason: Were just – I think another thing is that everybody just takes this gift for granted. I mean for me I'm at the point now where every day is a gift. And I try to make the most out of everything. Learn everything I can. And then when you're all done and you go to the Pearly Gates and answer to somebody. Can you say that you did everything that you wanted to or did you make a difference? Well I still don't feel like I did, but you know I'm trying.

Jacob: Well at least you have time to think –

Jason: I don't like thinking. Yeah I don't want to think. I just like coming here to build stuff. I mean if I was smart I'd be making more money, but I told my wife that if I get enough money I'd build a spaceship.

Jacob: At least you're not going down to the typical nine to five job route

Jason: Oh my God. I got paid a lot of money to do that. I last three months. One of my customers was like "Come work for me" and I'm like "I got my own business". He was like "I'll pay you good." And I'm like "What's good?". He was like "I'll pay you sixty". I'm like "That's not good". He was like "eighty" and I'm like "ninety?" He's like "Ninety!". I'm like "a hundred?". He's like "One hundred!". I'm like "Alright, alright, ninety is good." I worked for him for six months and I'm like I have to quit. This is crazy. You know I redid this whole network. I – I did everything I could and then I was bored. He's like "Go. Just go". you know? I just love being able to work three days straight and then take off a day, go get a project, go buy all the stuff, cut it and make it. But, you just find out what you're good at it and do it and I got lucky. I mean you saw my failures. You – you were like "What the hell was that?" I had a bad day. [laughs]. That was the day I cut my finger off.

Jacob: Is there anything else interesting that you'd like to tell me about?

Jason: I'm doing a lot- My wife is a nurse. I have a bad back. I'm doing a lot of stuff with Pilates. I'm doing a lot of stuff with how the human body supposed to work. It's pretty neat. You're a young kid you don't have to worry about- I played football. I beat myself up all the time. I've got bad knees. I've got a bad back. I got a lot of bad stuff. And I'm learning how to - how your body works more. It's pretty neat. The human body is the neatest thing in the world.

Jacob: Not a very, not a very explored topic yet like at the deepest level. We can guess what's there but what's it called. Recently my friend showed me a video of a Ted Talk whereas they develop a camera as a frame rate of one trillionth of a second. Have you seen that?

**[1:05:05]**

Jason: Yeah.

Jacob: They- You see light in slow motion so then they start talking about the human body. We can figure out something-

Jason: Oh, my God.

Jacob: -with that

Jason: You mean now they even have little cameras that they put in pods. And they can just fly around, you know, and it can map out the whole building.

Jacob: mhm

Jason: Those 3D cameras that go in cars. I mean its no big deal. This is- this is the newest technology for – come on – I mean that’s the office right now – come on – Let’s get a good one in here. Here’s the – ever hear of the evil olive?

Jacob: No I haven’t-

Jason: Downtown. Well I did – I mean there’s their camera system that’s downtown right now. I mean that’s as clear as day. That’s – We can zoom in with the cameras. You know that’s downtown. I have cameras that you can zoom in and zoom out. You know I try to do one or two camera systems for people. It’s fun. There’s a lot to it. Just you know figuring out how this stuff works. There’s not a lot of people that can articulate how to make something simple. You know a young kid like yourself would be like well it’s the greatest – you know but figuring out something – you know I break a lot of stuff that’s how I know how well it’s made. Breaking something and putting it back together that’s different. And when I took this unit apart piece by piece and brought it downstairs so that I can fit it in that one guy’s basement. That was pretty neat. Cause when I put it all back together I came up with like four ideas on how to make it better.

Jacob: So, did it fit in someone’s basement?

Jason: Well I couldn’t get it down the basement because it went down and then it turned and then it came down.

Jacob: Ah

Jason: And I was like “no wonder you don’t have any furniture down here”. And he was like – like “well what the hell were you thinking. You should have got the little game”. He goes “I wanted to big one”

Jacob: So, you had to take that apart?

Jason: Six hours. Took the whole thing apart took it downstairs piece by piece.

Jacob: That must have been annoying. [Laughs]

Jason: Oh, my God. It was a horrible thing. It was not fun. You know and I've hand delivered every one of these machines.

Jacob: Hand delivered?

Jason: Yup every single one of them. I've delivered them myself, you know, rolled them in took them in sideways. I mean I'm really good at moving these things. That's why I make them smaller, a little lighter

Jacob: What's the farthest you've ever gone delivering an arcade game?

Jason: I've been to New York. I've been to Florida, Colorado.

Jacob: All the way to Colorado and Florida?

Jason: I've had the Vice President of Honda Motorcycles call me for Christmas. He goes "Can you get me one for Christmas Eve." I'm like "I'm on the way". It was eighteen hours out there delivered it and came back. It was pretty neat. And then my oldest is in Seattle right now. She works for Microsoft

Jacob: So, there is still something that they learned from -

Jason: Well we're going to be - She doesn't - she doesn't know. She's writing the code it's a lot different than installing it and playing games on it. You know and rewriting Internet Explorer and all those type of shit.

Jacob: But still there was some inspiration from you?

Jason: [nods]

Jacob: No? Not at all? Well what about the rest of the girls

Jason: Oh they - I mean - The second youngest - second oldest she's like me she's all over the place. Drives me crazy. You know, every job she goes through she doesn't know what she wants to be. You know and I just call her Junior. I'm like "Alright Junior what cuckoo thing are you going to do today?" she's like "I don't know what are you going to do?" So, I'm like just fly. You know that's how you're going to learn. She's going to be - she's the one that I'm betting on everything. She's going to be the big. You know the oldest makes a shit load of money but she's the one that I'm double diming on. I know she's going to - When she figures out whatever the hell that is, you know, she's going to do some damage. The other two are just - say I just talked to them, you know, our youngest she's shifting - I can't even talk to her without making her upset. And then our other one - she's - she loves school, she loves reading, and she loves politics. So, I hate that. [laughs]

**[1:10:07]**

Jacob: How do you see the future of video games?

Jason: Right now, with the future of video games. You and I talked a little bit about that they are getting too realistic. You don't want to drive your car and then go drive your car eight more hours

Jacob: Uh-huh

Jason: There's a little bit – that – It almost to needs to come back a little bit. We're getting to the point where it's almost too real and we need that romanticism. We need smoking mirrors. You know, I think we're at a point where it's getting too crazy. I know you're going to ask about 3D technology. You know we live in 3D I don't need to play in 3D. You know, once again were at the point where I got a feeling that you know our oldest is playing around with that 3D technology. Have you seen it at all or no?

Jacob: On the TV screens?

Jason: Well yeah I mean –

Jacob: Or holograms?

Jason: Holograms were you put the glasses and the room they have spaceships coming out of the walls and you put the computer in and it just maps out the room and then it puts –

Jacob: Right

Jason: - the space ships. Have you played any of those?

Jacob: The oculus rift?

Jason: Yeah

Jacob: I haven't personally played it, but I am a big fan of video editing and so I've been paying attention to three sixty cameras. The ones you can, you know you take the video, you look around and whatever the video is surfing, skydiving, whatever it is. Those - I like looking at those things. It's probably similar to the oculus rift.

Jason: Unbelievable. I mean she worked on it. She actually brought one home

Jacob: An oculus rift?

Jason: And set it up in her living room. Her and her boyfriend just played it. Said it was the neatest thing in the world. But who the hell is going to spend eight grand on something like that in your – for your house. You know and there's two games. That's where it starts – I mean I

don't know what it's going for now. But she was just telling me about it and then I read up on it and I'm like shit.

Jacob: You can use your phone now

Jason: Right

Jacob: There's like a piece. I'm sure it's not anywhere near eight grand.

Jason: and well I know it's all going to come down to be real inexpensive. Especially with your phone. I know that they make them so flux – But you can't tell me – and that's another thing too I'm starting to see technology who knows what all these waves are doing to us. I mean we have like nine signals were projecting in here right now. And wireless, 3G, 5G, that something we'll talk about all these days cause I think that's all we happen to know.

Jacob: I mean no one had been exposed to it long enough

Jason: Well we have been

Jacob: Are there some serious effects -

Jason: Yeah

Jacob: - coming from that?

Jason: And they're all being hidden. And then that last iPhone that they made and their Samsung that they made waterproof. They made it waterproof for a reason.

Jacob: Why is that?

Jason: Because it's blocking the waves that were coming out towards us. But they said it was waterproof that is what they said it was. But they are actually making the insides block the rays from affecting us. And the radiation from the batteries. Make sense?

Jacob: Makes sense. None of that is happening with the arcade cabinets, is it?

Jason: No. And if it was I couldn't tell you about that. Were just staring. Keep going.

Jacob: I'm running out of questions here.

Jason: I think it's going good, right?

Jacob: Yeah. I think it is going very well.

Jason. Yeah, I think we got – the second time around was even better. Plus, you know you can almost put together half my answers anyways.

Jacob: Yeah

Jason: Or write them out. And then yeah if you guys want me to come out and talk. I'll talk to the class

Jacob: Yeah?

Jason: Yeah

Jacob: I'll definitely put that down.

Jason: And then I'll put together a little comp – I'll send you some videos because there's a lot of stuff out there that I didn't even know about. And then that *Shipping Wars* the same people that make *Storage Wars*. Have you seen those?

Jacob: *Storage wars?*

Jason: or *Shipping Wars?*

Jacob: No what is that?

Jason: Alright it was a TV show I was on it two years ago, and they really made me look like an idiot. But the main character – the main guy died. Right after he filmed our episode. So – he had a massive heart attack. So, that episode was put on hold for a year. It was pretty neat.

Jacob: Was that a reality TV show?

Jason: Yeah and nothing was real on it. Everything was fake. And you can see every time I turned my head is when I talked. And they would do the – I mean it was unbelievable. They did the voiceovers they took my words and made them sound different. Nothing even happened on that show that was real. It was all made up. Me and him got along really good. They actually tried to make us fight.

**[1:15:13]**

Jacob: Oh, like argue?

Jason: Yeah

Jacob: And what not?

Jason: Yeah

Jacob: like they do in those TV shows?



Jason: Oh yeah. We got along really good. He actually – He really helped me take apart the video games and deliver it which was kind of neat. I'm trying to think of what else. Yeah, I got some – I got some neat little projects I'm starting on. And I'm always – In January I'm off so you'll see me just start kind of putting stuff together and mess around with it. Those robots are another thing we'll talk about another time because that's one of the greatest things in the world I met that guy right before he was making those robots. You've seen those, everywhere right?

Jacob: I feel like a long time ago –

Jason: Yeah those came out in ninety-eight. He was going to sell them for a thousand dollars apiece. And then he ended up doing a deal with Best Buy and then selling them for ninety-nine dollars and they just – anyway. Next question we're getting off the topic. Oh, there's that other wrap. Wait till I show you this. I don't even know what the hell to do with this other stuff. Look at that Jake.

Jacob: That's the other wrap?

Jason: [laughs] Yeah boy that's got to blind you.

Jacob: I have a couple of folders that's similar to that. It's got that holographic effect with it all.

Jason: It kind of makes you sick playing the video game.

Jacob: As long as you play it in a dark room

Jason: Well if you do that you're really going to have problems with your eyes. I've done that too. And I got a magic box of stuff. And then that company – there you go. There's all those different patterns that they make. And the one that I really liked was the bronco black. That's what I was going to make the chairs out of. And I actually did make a snake skin. Customer – A guy bought it from me right away.

Jacob: You made it before –

Jason: He bought it right at the show. I go "Oh it's not for sale" He's goes "I'll give you three grand right now" I was like "It's not for sale" He was like "I'll give you five" I was like "sold". There's the –

Jacob: French alligator?

Jason: That is pretty crazy. But see you can't just – It's like – have seen that Chopper show where they make that motorcycle?

Jacob: I've seen the one –

Jason: *The American Chopper* or whatever.

Jacob: I've seen the one with the cars.

Jason: Well the Chopper people. All they did was make the same motorcycle over and over again. And just made it a different color

Jacob: Right

Jason: And I'm like "WOW this show is boring." So, whenever I make a different video game and I put something on there it has to be, you know, it has to be completely different. That's what I like.

Jacob: Black Puma?

Jason: Yeah. And if I did that chair in Black Puma that would have been a lot nicer. But I got to buy five hundred feet of that.

Jacob: Five hundred feet for one arcade game?

Jason: No, no. They won't let sell me anything –

Jacob: Oh, If it's not less than five hundred?

Jason: Yeah. That one's kind of neat too but if you give people too many options it really starts getting crazy

Jacob: I saw that you have those older games in the back. Was it *Star Trek*?

Jason: Yeah

Jacob: Where are your plans for those games?

Jason: Oh, I'm just going to – those are ones that I would go ahead and I will –

Jacob: Renovate?

Jason: Yeah. I'll actually – I use to be really good at restoring them and that's one of the things that I want to do and then just some of neater things that a lot of people don't – you know I had these things around here. Well I'll have to look for them. I had some actual Iron Man hands that you can do the blast and everything. It was neat. And they were at the store for a little while and they sold out. And I was going to show you. When you put them on you have holster rays. And you just lift your arms up they just fit right on your hands. It's pretty neat.

**[1:20:05]**

Jacob: What other collector items do you have?

Jason: Oh, I've got. I mean I got so much stuff. I have stuff I have upstairs that's like my personal collection that my, you know, my wife – my wife is like as long as you don't bring anything home you can do whatever you want. But here this is basically, you know, this is everything right here.

Jacob: PC games?

Jason: Yeah, I mean see everyone's come out with their own – you know, I didn't even get to open them yet.

Jacob: These are just to collect?

Jason: No this is what comes with the system when you buy a system from me you get –

Jacob: You haven't opened these, right?

Jason: Well, I've got – I've got probably fifty to one hundred of these. I got like seventy of those and then these are new ones that just came out. So, it's all you know – Everybody goes “Oh! You're doing emulators” or illegal. I'm like “if I was I wouldn't be telling you anyway”. But no I mean. How are you going to make a business out of that, you know? And that has been – there has been a lot of legal issues with that. The big companies like *Golden Tee* and everybody else, you know, I've sat down with them and say “Hey let's put a computer and let's make a system” “Oh we're not going to do that”. Well I am. “How are you going to do that?” and then you know they all – anybody that comes up with a better idea than you is automatically your enemy.

Jacob: So how much memory do you have on these?

Jason: There's over two hundred when you install the games on there. You know, gigabytes

Jacob: Oh, two hundred gigabytes okay

Jason: Yeah I'm not over. I mean I put one terabyte. But I just picked up today. I'm going with – They finally got their prize down on the SD two hundred and two hundred and forty gigabytes.

Jacob: Are those solid-state drives?

Jason: Yup. So now I'm going to start doing a solid state. But you notice those don't last forever. Right?

Jacob: No, I don't

Jason: Yeah

Jacob: How long do these last?

Jason: We don't know yet.

Jacob: We had an old kitty house?

Jason: Yeah. This was an old video game. Where the heck is number two? Hey you're right up there on the top. Sorry I woke you up.

Jacob: Ever thought of repurposing your arcade cabinets for something else?

Jason: They're all brand new. I mean I make them from scratch. So, I don't know what else to –

Jacob: Like how you made the kitty house. Or I mean like an aquarium or something.

Jason: Yeah you know what? Another good question. Yeah make it an entertainment center for the house. It's going to have subwoofer in it and the tweeters just like this. It'll have all of the same things. Except it'll all be built in. It's going to be a pretty neat thing. If I have time. Oh wow I was wondering what that noise was. The thing came down over there. You know if you have any other question on anything you have my cell phone number. That's why I didn't know why you weren't calling me, you know. I thought maybe they weren't going to let you.

Jacob: Yeah that's from there. I'm all out of questions. I don't know if you have anything –

Jason: Yeah and the big one. Is that still recording?

Jacob: Yeah

Jason: You know it's how I am changing the industry. And that's basically now with the arcades closing. We make the arcade for the home. And that is just upsetting everybody because now these people who are sad and they are putting games that are thirty years old out. The play – they're breaking and some of them don't work. They don't like that because I'm taking money right out of their pockets. But if you can enjoy it in your home you're allowed to do whatever you want, you know. Plus, these things are nothing like anything you have seen.

Jacob: You ever thought of opening your own arcade?

Jason: I did. I got realllllyyy close. And I was going to use these cabinets and then they were all going to be plugged into a main thing where you know, "What game do you want to play? Go to number seventy-two. Your game will be up there" And then if you wanted them all to be *Pac-Man* and have a tournament all the games will be *Pac-Man*.

**[1:25:05]**

Jacob: Would you have them coin operated? At that point

Jason: No, No cause you'd just have it at the door and be one fee and then that would be it. And then whatever games we didn't have I'd have an Xbox, but it would all be plugged in behind the counter and then you just use a switch box "Number seventy-three is ready for you". And you'd go up to the game and *Call of Duty* was there, you know.

Jacob: Are there any – Do you know of any like – how would you call it? – Gatherings like a *Pac-Man* tournament?

Jason: No

Jacob: Is there anything like that going around here?

Jason: No I mean only when they are sponsored by Xbox or Playstation, you know. ‘

Jacob: Do you think something like that might hit off?

Jason: I mean that is a very specific group of people.

Jacob: I mean there is a lot of gamers out there.

Jason: Oh yeah I mean there a ton. But getting them all together and give you money

Jacob: So just stick to your man cave.

Jason: Well yeah I think this is a good place for now.

Jacob: Alright. Well if there’s –

Jason: Oh no there’s more. I’ll come up with it but I’m getting tired to [laughs].

Jacob: Yeah?

Jason: Let me just hit this light and I’ll walk out with you. I’ll show you my little smart car. And this is basically where I pull everything in and I do all my work here. And then when I’m all done it all goes up or the tools go underneath.

Jacob: And this is it from this wall to that wall over there?

Jason: Yeah it’s not really a show room. Me and my wife stayed here for two weeks once when they were working on our house. It was crazy.

Jacob: This is your hot tub?

Jason: Yeah. I still haven’t been able to put it together. It’s probably going to come down. Let’s see what else I got. Yeah that’s going to be the biggest I have I was going to turn it sideways and make it a touch. And then we’ll see like I said Christmas is coming up and its going to get busy really quick. And this is where I make eighty percent of my money during the Christmas season.

Jacob: How long does it take for you to prepare for the Christmas season?

Jason: Oh it takes me a month. I’m going to be working seven days a week.

Jacob: Yeah?

Jason: Yeah because after I get these put together I'm going to build another five of these and then I do another twenty five of these. This is my best seller you know? It's real small.

Jacob: So you make more multiples?

Jason: Oh yeah those are a pattern. And then this one is this prototype that I just made.

Jacob: And you're planning on making more of them?

Jason: Well I want to sell this idea to like *Alienware*.

Jacob: Okay.

Jason: You know? I made a single player a small one too. But in ten years, you know, this one just pushes that one. You know no one is going to buy one single player for two thousand dollars when you can get five hundred bucks more and get the dual player.

Jacob: Right

Jason: And then yeah that's about it. Really good questions. I am going to go back and email you those four really good questions that you had that no one has ever asked me. And I have been interviewed by about thirty people.

Jacob: I don't do this for a living

Jason: Yeah but that just shows you.

**[1:28:49]**