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DIVERSIONS



Anne Brodie

On Movies

Documentary examines notorious porn film

Inside Deep Throat

Starring Linda Lovelace, Harry Reems, Dick Cavett, Camille Paglia and Gore Vidal.

In theatres now

The highest grossing film of all time is not *Titanic*, *E.T.*, *Star Wars* or *The Sixth Sense*. It is a little movie that took six days and \$23,000 to make.

Deep Throat, made in 1972, has earned \$600 million. It's about to be re-released in theatres in conjunction with a documentary on what happened to the main players after their film shocked and changed North America.

The documentary *Inside Deep Throat* has an NC rating in the United States, meaning no one younger than 18 can see it.

Usually, an NC rating is the kiss of death to a film and producers do everything in their power to avoid it, even making cuts.

Newspapers are taking advertisements for the documentary and some, such as the Los Angeles and New York Times, are running them extra large.

The documentary has an R rating in Canada and there has been no problems reported by theatre owners booking the film or publications advertising it.

Deep Throat is still banned in 23 states. But the times, they are a changin'. These releases are barely raising eyebrows.

Inside Deep Throat is produced by Ron Howard's Imagine Entertainment partner, Brian Grazer and, yes, Opie knows all about it.

The brilliantly executed documentary reveals the amazing facts in the history of the landmark film, how Linda Lovelace embraced feminism and told of her abuse in making the film, how co-star Harry Reems, the only person connected with the film to go to jail, earned \$250 for his work and saw his life turned upside down.

One hundred and seventeen people

SWOONING FOR SUPER MARIO

Older video gamers underwhelmed with Xbox, PlayStation2

BY MARTIN DERBYSHIRE
Staff Writer

Super Mario has become a super business.

Adult gamers, mostly men in their late 20s and early 30s and the first generation who grew up on a steady diet of modern gaming technology, have helped drive sales of video games and related equipment in Canada to \$416 million in the first three quarters of 2004, according to Markham-based AC Nielsen, a market research firm.

But it's what they're buying that might surprise you.

While mature-rated titles for the popular PlayStation2, Xbox and GameCube consoles still make up 10 per cent of the market and growing, patrons pining for a piece of their youth are an ever increasing market segment.

Vintage video games are quickly becoming the next big thing.

"Some adults are into the

newer systems, but most aren't. They come in for that thing they used to do as a kid. They want to relive their youth," said Brad Schreiber, owner of Gameworks Video Games in Richmond Hill.

"Some like the Xbox, Playstation and GameCube, but most want the Super Nintendo, Sega Saturn, old Nintendo and Atari 2600 stuff these days."

From Intellivision to ColecoVision, the rare, top-loading Nintendo to original Gameboys, Gameworks boasts one of the largest collection of retro consoles and games in the region.

Having spent countless hours bidding on eBay and pouring through bins at swap meets to find the old school hardware and software, Mr. Schreiber said he's trying to meet a huge demand for the gear.

He has customers who shell out big bucks for impossible-to-find consoles and games still in the box and the dusty used games discovered at the bottom of a 10-cent garage sale bin.

"Sure, they can't compete with the new systems in terms of graphics but it depends on what kind of games you're into. Some of the classic games can't be beat,"

he said.

Game developers for the newer systems have jumped on the bandwagon, putting out compilation titles such as Intellivision Lives, Atari Anthology and Sega Classics Collection that allow gamers to play older titles on new consoles.

But Vaughan collector Ron Allain says he prefers the real thing.

"Some of the old games are just better."

"I grew up with the old consoles. The games are almost too real nowadays," he said.

"Whatever happened to keeping the high scores on games like Frogger and Donkey Kong. That's where it all started."

A huge Pac Man fan, Mr. Allain, 25, possess an impressive collection of classic consoles and games, including a dozen circa-1977 Atari 2600s.

"People laugh at me, but I can't go by a garage sale without stopping. You never know what you'll find," he said. "I love all kinds of 80s stuff. Transformers, remember

those? It's all about the memories."

But it's not just aging generation Xers out to relive the good old days snatching up the antique electronics.

A new generation of gamers has found fun in blowing the dust off the old systems, according to Linda Balboul, owner of Gamers World in Thornhill, which carries an extensive collection of Nintendo and Super Nintendo games.

"It's very popular. I was very surprised. Kids anywhere from 14 and up still want the games. They all want the old Nintendo stuff," she said. "I get them through trades, here and there, some are very hard to get. I think they're so popular because they're all rated E for everyone."

Mr. Schreiber, who says he misspent his youth pumping quarters into the Street Fighter game at the Fantasy Place arcade in Newmarket, says classic video games are just pure fun.

Today, he has the original Super Mario Brothers hooked up to the big screen in the back of the store, practising for an attempt to finish the game in world record time.

"Some of the old games are just better," he said.



Brad Schreiber, owner of Gameworks in Richmond Hill, shows off his vintage Nintendo game controller with Mario Brothers on screen in the background.

STAFF PHOTO/STEVE SOMERVILLE

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