

One Week To Go

After tonight's rehearsal, I am even more excited. There are some issues to be ironed out but what show doesn't all the way to opening. Mary send me a text during rehearsal commenting on one of the aspects of the show. Something that is very noticeable but I think is essential and makes it even more challenging, but I did agree. Even more I think I NEEDED to be in this show to see how far I could push myself.

One of the issues was staging. The director specifically pointed me out and I could not have agreed more! In one scene, I was not sitting how I needed to be to interact with "Eve." It will be remedied. Madame Director commented on my facial and body expressions. Seriously, do they stand out THAT MUCH!

Bring... it... on.

And the Yanks finally came home and won a game after the near sweep by the team from Motown.

A Retrogaming Post

As I promised to JustJ, my next post is a retrogaming one! I decided to make it about a single game, one that spawned many versions and was the first arcade game from Nintendo's famed Shigeru Miyamoto, a new hire at the time who was charged with making a game that would be used in the many leftover cabinets of a game that didn't sell so well. In arcade terms, a conversion kit. If you know any Nintendo video game history, you know this is the man who came up with the hot selling Super Mario Bros and Legend of Zelda series. In video games,

he is a creative genius. But this post isn't about Mr. Miyamoto, it is about his first smash hit called Donkey Kong. While I was sort of a general arcade game junkie of the time, this one game was my absolute favorite. For those who have been a long time away from the game, here is a short video of the arcade game in action: