

Alfred Challenge and Pesco: Foreign Influence

Although Colbert initially produced 100 cartridges on his own, he ultimately turned to Randy Cihfield to continue manufacturing Okie Dokie for him. Cihfield boasts that out of all the homebrew authors he contacted, only two have refused his services. One of them was Eric Bacher, a young man from France who wrote a 2600-compatible game called Alfred Challenge. Bacher produced 45 cartridges himself and sold them all in boxes at the World of Atari convention in 1998. Bacher later sold generic copies of the game without boxes through Best Electronics.

For his second release, Bacher decided to do something that Atari couldn't: a perfect version of Pac-Man on the 2600. He accomplished what he had set out to do and premiered the game at the 1999 Classic Gaming Expo. The game was a success and resembled the arcade Pac-Man with near-perfect graphics and true gameplay. Bacher couldn't sell his Pac-Man legally, so he did the next best thing. He turned Pac-Man into a fish, turned the four ghosts into three crabs, and released the game as Pesco. Like Alfred Challenge, Pesco was produced in limited quantities and sold in a box. In his review of the game, John Hardie of Atari Gaming Headquarters called Pesco "one of the finest games ever created for the 2600."



Eric Bacher's Alfred Challenge cartridge

After two years, it seemed like a new Bacher game premiering at Classic Gaming Expo would become a yearly tradition. Unfortunately, Bacher sadly admitted that he wouldn't be able to attend the 2000 show. Due to changes in his real-life job, Bacher hadn't been able to program a new homebrew game. This absence of free time also prevented Bacher from producing additional copies of Pesco for Best Electronics to sell. However he does have ideas for a new game and hopes that he will have time to put it together in time for Classic Gaming Expo 2001.