

My name is Wes Copeland. I am the former world record holder on Nintendo's original arcade title, Donkey Kong. I have broken the high score record four times.

During my world record pursuit, I took an interest in the game's previous record holders. I was sure I could learn something from each of their approaches to the game as I crafted my own winning playstyle.

Around 2014, I first heard from another high-level contender that it was an open secret in the community that Billy Mitchell's play was likely done under dubious circumstances. I strived to study whatever footage of Mitchell's world record games I could obtain.

I didn't make much progress on this matter until around or about early 2016 when footage of Mitchell's performances was digitized from VHS and uploaded online. Unfortunately, upon studying the gameplay in the tapes, I found Mitchell's reckless scoring techniques too impractical to apply, to put it kindly.

At this point, I was sure that Mitchell's record performances were illegitimate, and there was indeed circumstantial evidence to support this. However, a smoking gun did not emerge until the discovery of MAME transitions in Mitchell's digitized tapes.

Being one of the very few players at the time to have a homemade "direct feed" setup, I attempted to reproduce the transitions with original arcade hardware. I was unable to do so.

On March 13, 2018, I posted a \$1,000 bounty online for anyone to claim if they could provide a reproduction of the transitions seen in Mitchell's footage from original arcade hardware. Over four years later, the bounty remains unclaimed. The explanations and conclusions drawn in Tanner Fokkens' paper demonstrate why I believe that bounty will remain unclaimed.

A handwritten signature in black ink that reads "Wes Copeland". The signature is written in a cursive, flowing style.

Wes Copeland

Sep 5 2022