



Mentors and inspiration

David Copplestone's logo states his goal to create to entertain. Over his lifetime he has achieved his goal of creating artwork and games and has entertained those who have seen his paintings or watched or played his games. He continues to create and seek bigger stages and audiences to entertain.

He has shown his artwork at local public spaces around the Boston area and on the internet at his websites; copplesstoneartworks.com and his games have been seen in magazines, newspapers, stores, trade shows, on the web and on his website; copplesstonegames.com.

He introduced his Orbiter at the Boston Gift Show where it was such a hit that it was featured in the Giftware News, What's New in Gifts section by the editor/Co-Publisher: Anthony DeMasi. Dean Helfer owner of Channel Craft and a major distributor of toys and crafts added the Orbiter to their line of gifts and sold it at the major Trade Shows around the country for two years.

David also displayed his games at Mr. Lindsey's Fun N Safe booth at many of the New York Gift Shows, Toy Shows, and Stationary Shows.

While at The Gift Show one day a larger than usual group of buyers stopped to take turns trying to make a ringer on the 14 inch orbiter. All stopped and watched as the head buyer for Ideation stepped up to try. He got a ringer the first try and the whole group through their hands in the air and let out a mighty cheer. He turned to his assistant Sue Scott and said "I want this!" Sure enough I received a contract from Ideation for their largest account Hallmark a short time later saying that they would like to make what was to me a huge order to start the orbiter in half of the Hallmark stores. As the order moved on they must

have come to the conclusion that I wasn't ready to handle the demand and they changed their mind. I was devastated but I took it as encouragement and continued to develop my idea. Which is what you will find is the theme of this story.

I had the exciting experience of having an agent Jim Montalto who took me to Milton Bradley for an evaluation meeting with Roy Weingartner. We were invited back for several more evaluation sessions with Mr. Weingartner where we brainstormed how and what we needed to do to tweak some of the games to make them more Hasbro types of games. We also had a meeting with Mattel in New York City and a meeting with Fisher Price in Boston. I learned a great deal from these meetings and from Mr. Weingartner especially about the toy business and I did make use of his suggestions. I took encouragement from the meetings and continued to develop my ideas.

To handle the large volume orders that I was expecting I had packaging company evaluate the cost to make, store and ship my Orbiter. They were very helpful and educated me in the business of product fulfillment.

One of their associates brought my Melody Magnets to a few of the Mass Market Chain Stores (Kmart, Zayre) for evaluation. We didn't quite meet the numbers but they gave it a long look.

Another great experience for me was when a neighbor suggested that I send one of my games to Hammacher Schlemmer a catalog of high end gifts. I did and they got back to me and told me that they wanted to sell the large 6' version of the Orbiter game in their catalog. Well that was great but I was really only selling the 12" version at the time and found that it was very hard to ship the large orbiter. We had to stop that order while I went to work modifying the Orbiter with the shipping issues in mind. That turned out to be a fantastic problem because as I solved the shipping issues I went back to a ball version of the Orbiter that I had been tinkering with for years and the new 6' version turns out to be a great game for crowds at events of all kinds. I might not have developed the new version if I hadn't been pushed ahead by Tracey Holzapfel a very supportive buyer at Hammacher Schlemmer.

I shared my games with the crowds at Faneuil Hall in Boston. It's been great to watch as people interact with the Orbiter.

I've concentrated on the creative work all these years with the idea that my effort will be recognized and appreciated and that my works audience will continue to grow.

Timeline

Some of the Influential People and Memorable Orbiter Moments

I think that this quote sums up what I must have been thinking when I was a teenager. You cannot define talent. All you can do is build the greenhouse and see if it grows.

-William P. Steven



1. As a teenager I set my goal To Create To Entertain.
2. At 19 I decided to make the move from Fort Lewis College in Colorado in order to go to the Art Institute of Boston. While driving home after visiting the AIB, and after a year at liberal arts college, my mother asked me "if you could choose to do anything that you wanted to do what would you do?" I said I would be an artist she said than that's what you should do. I changed schools right then. It wasn't that I thought that I had some massive talent like Picasso, it was just because I loved what artists did, and I believed that I had the soul of an artist and the desire to create.
3. In 1975 I won 1st and 2nd prize in my first local Art Show.
4. 1975 – to present – I continued to paint
5. In 1980 I went on a trip to the Caribbean and saw the Ring the Bulls Nose Game that inspired me to start making games.
6. 1980 to present – I continued to make products, gifts, games.
7. In 1988 The Ahha moment when I went from developing a ring to hook game to a ring to angled post game.
8. 1990 Boston Gift Show.
9. Orbiter is featured in Giftware News, What's New in Gifts section.
10. Channel Craft Distributor picks up the Orbiter and sell it at the major trade shows around the country.
11. Jim Koplow of Koplow Games where I bought my games supplies reached out to help me time and time again over many years. He took me to meet Oz Freedgood owner of Whitehall Games in Newton. Oz told

me that my three dimensional version of Tic Tac Toes was the best, most innovative version of the game that he had ever seen and he considered himself an expert in this field. It was my loss that Mr. Freedgood was in the process of retiring because otherwise he wanted to launch my Geronimo Dice Game and my Tic Tac Toes game with his company.

12. Paul Landry was a talented graphic artist and he designed my early El Toro and Shoebops packages. He was a mentor and a mature voice of reason in my early days at the gift shows in New York City. He was very supportive. For example one day he said to me "David you need to get ready for success".
13. Orbiter sold in Potpourri Catalog.
14. Orbiter sold in Handsome Rewards Catalog a division of Sky mall.
15. Putting Rail sold in Handsome Rewards Catalog a division of Sky mall.
16. I exhibited my games in five exhibitions at the New York Toy Show, Toy Show and Stationary Show.
17. John who was president of a major manufacturer of Official Licensed Sports Products was just one of many business people, that I met at these trade shows, who attempted to mentor me through the years. They saw the potential and wanted to help me develop my business. I was not ready. I was often too focused on the creation and how to entertain to devote the time, resources and to concentrate on the how to make the business work. For me it was about the creative work. As usual my products developed because of our meeting. He asked me to design a ring toss game for every major sport and send him the prototypes. That is when I began to experiment with the Orbiter Ball as I designed the baseball and football versions.
18. 1992 An article written in my local paper was picked up and carried nationally about some shipments of my games that I sent to our troops for Christmas.
19. 1996 I was married to my smart, beautiful, understanding, supportive wife Margaret.
20. 1996 I opened the web pages; coppystonegames.com and coppystoneartworks.com
21. 2000 An almost full page Story was written about me and my artwork in the Metro West section of the Boston Globe. "After the crowd's roar dies down"
22. I had a series of four one man exhibitions of my artwork in some wonderful libraries in my area.
23. Weston had a video interview of me done titled Gallery Talk with Katherina Helmick The Weston Public Library featuring David W. Copplestone that was shown on the area TV Station.
24. Agent Jim Montalto brought me to three evaluation meetings with Ron Weingartner at Milton Bradley, a meeting with Mattel and a meeting with Fisher Price.
25. 2000-present - I went to my shop and developed many games from the notebooks that I kept filling with the conceptual ideas that had been flooding into my mind over the years.
26. 2000 – present – I continued to paint
27. 2001 We had two wonderful, inspiring children.
28. 2017 - I brought my games to the people at Faneuil Hall and they completed the entertaining part of my goal To Create To Entertain.
29. My artwork is there for all to see at coppystoneartworks.com and my games are there for all to see at coppystonegames.com.
30. In 2019 I received the Albert Nelson Marquis Lifetime Achievement Award.



6 Foot Orbiter



12 Inch Orbiter