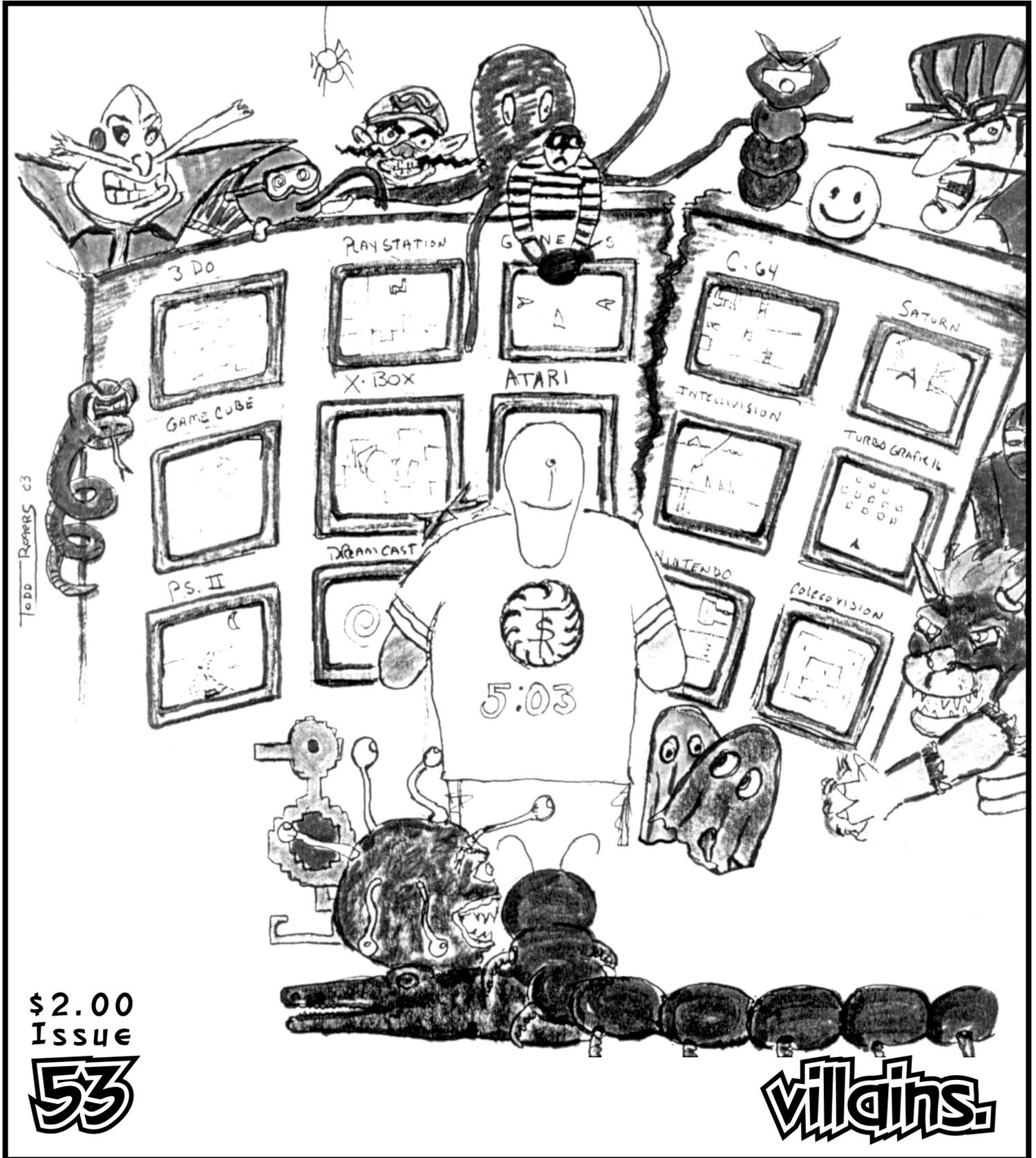


DIGITAL PRESS

THE Bio-degradable Source for Videogamers



\$2.00
Issue

53

villains.

Villains. Editor's BLURB by Dave Giarrusso



Greetings, gang! Welcome back for another heapin' helpin' of Digital Press goodness. Or badness, since this issue is all about villains!

If you've been with us for a while, you might remember that we devoted issue #37 to the videogame heroes. In the interest of equal time, we figured we'd better get crackin' on the evil-twin counterpart issue.

In the movies, we often see villains who are much more interesting than the heroes. Star Wars had Luke and Anakin, but everyone wanted to BE Darth Maul or Darth Vader. Everyone, including Anakin himself! Whether or not it's the promise of unlimited power or those nifty black outfits is anyone's guess.

In the land of videogames though, it's typically the heroes who get top billing. Pac-Man stars in over a dozen different games, but the monsters are just part of the supporting cast. Pengo kicks so much Sno-Bee ass that casual gamers don't even recall the Bees. And really, Donkey Kong was much more charismatic as a villain. You probably already see where I'm going with this...

Sometimes you've just gotta be BAD. Whether your stepping into the virtual shoes of Donkey Kong, Shang Tsung, Tommy Vercetti, or the Olsen Twins, being the bad guy is often much more fun than being the hero.

So here there ya have it, gang. Grab a pizza and an ice-cold soda, kick back and join us while we BRING ON THE BAD GUYS!

Editors. Villain's BLURB by that S.O.B., General Ahkboob



Bah! Digital PIGS! Your acts of aggression will not be tolerated! We will defeat you, Digital Pigs! Pursue me and you shall swim in pools of your own blood! You will never survive my mega-powerful electric chair! I will use all the powers of my baby milk factory to grind you into dust under my mighty boot heel. Fear me... or be destroyed!

I'll buy YOU for a dollar!

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ON THE COVER

Villains
by Todd Rogers

Todd "Mr. Activision" Rogers is this issue's distinguished guest cover artist. Though his vanquished gaming competitors might consider ToddZilla a "villain," he's ironically quite a nice guy and loves to talk games. Just remember that if you're playing against Todd, you're probably gonna get taken to school. Villain. Hero. Are they really all that different?



DIGITAL PRESS # 53 JULY / AUGUST 2003

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DINING FOR PINOBBEE

Hi, hows it going Joe? I was at Toys R Us earlier today and I saw **Pinobee** for the Playstation for \$19.99. I have never seen this game come out before except on the Game Boy Advance. Have you heard if Pinobee for the PSX is hard/rare to come by because this is the first time I have ever seen Pinobee on the PSX and Pinobee came out last year on PSX. I did not have enough money today to pick Pinobee up, so I hid Pinobee and I am going back to pick Pinobee up tomorrow when I have some more money. Also today I bought **Magic Pen Gel** for the Playstation2 for \$34.00 at my work, Gamestop.



I have a feeling this one is going to get hard/rare to get, I had this same exact feeling when **Cubivore** first came out for Nintendo GameCube and I never bought Cubivore. I am kicking myself in the ass every single day for not picking up Cubivore when I had the chance. Cubivore is so hard to come by. Thats one reason why I did not pass up Magic PenGel I do not want to have anymore regrets like I have with Cubivore. Plus my work (Gamestop) only got in three copies Magic PenGel. What do you think about Pinobee for the PSX and Magic PenGel's rarity? Thanks again so much for your time.
- Jim "Video Game Master" Combs

P.S. I say the video game's name (Cubivore, Pinobee, etc.) so much because I dont like calling them "it", if that makes sense :)

Hi Jim,

I picked up Pinobee from EBgames when it was released. It was a \$9.99 title at that time (about two months ago). I guess it may be rare someday, I don't like the game itself at all though, it's very typical of that shovelware stuff that's been coming out - so few good games among the PSX recent library.

As for the PS2 game I don't even dabble in rarities for game systems still in production. Look at what's happened with **Kakuto Chojin** or **Air Force Delta Storm**. They were both "sure-fire" rare titles but they're both very easy to find now either because they've been re-released (AFDS) or because they may have never been that uncommon to begin with (KC).

Enjoy your games though! That's what they're really for. - Joe Santulli

COLOR ME COLLECTIBLE

I'm relatively new to collecting, but I really enjoy it.

Can anyone attend the gaming expo or is it limited to certain people or by those in certain professions?

Are you still actively collecting systems such as N64 and more recent systems? Do you think there'll eventually be a collectible market 10 years from now with todays systems similar to the way Atari, Colecovision, et al have today?

Thanks in advance for your feedback. - CueWarrior

Hi there,

The Classic Gaming Expo is open to everyone, of any age. See <http://www.cgexpo.com> for details.

As for collecting, you might say I'm an extremist - I collect for all systems, new and old. And I believe that all systems will have their

share of collectibles. Look already at **PlayStation Dragon Ball Z GT** or **Suikoden II**; **N64's Harvest Moon**; even

GameCube titles like **Cubivore** are starting to buzz among the collector sect as "hard to find." As long as there are gamers there will be game collectors.

Game ON. - Joe Santulli



SONIC BOOM

I saw **Sonic Adventure Limited Edition** for the Dreamcast in the rarity guide and was wondering if you know where I could find a picture of this game? The pawn shops in my area have been getting in Dreamcast games at a steadier rate lately, so I'd like to keep an eye out for it. - swlovinist

Here's a picture of the front cover. Notice the "Limited Edition" text just below the logo - that's the only cosmetic difference between the covers of limited edition and the regular edition. We have more images of the back of the jewel case and of the CD itself (both of which proclaim the Limited Edition status of this version) available at the Digital Press website, www.digitalpress.com!



Got a gripe? Thinking of thanking us? Cooking up a question? Address all your eloquent e-mails to us at digitalpress@email.com. If we respond to your letter in a fantastic future issue, you'll be able to brag to your fun-lovin' friends and family!



the WACKY WORLD of...

AL

by
Al Backiel

VILLAINY, or Noted Video Game Hoaxes



I am writing this column in keeping with the theme and as a belated April Fools' joke. First off let me say that I don't like to encourage practical jokes

when it comes to video games. I take my games very seriously. When I see something in print, I naively take it as Gospel. Unless of course it is so obvious it can't be believed.

I am not counting so-called "vaporware" as a hoax, since the original intentions were sincere. Here then are some famous (or infamous depending on your sense of humor) hoaxes and their perpetrators in no particular order.

DOA Xtreme Beach Volleyball Nude Code

Perpetrator: *Electronic Games Monthly*, April 2003; fessed up in May 2003.

This prank was very convincing with censored screen shots and an actual series of instructions to follow to get this mode to literally reveal itself. Pretty funny stuff, but several readers wrote in complaining that it didn't work. I took this with a grain of salt since it was in the April (Fools) issue. Since I didn't have the game I told one of my friends to give it a shot. Who knows, maybe the programmers left this in while they were making this game as a goof. It looked like it might be possible. A lot of teenagers with raging hormones must have been extremely disappointed. A few pissed off readers wrote angry letters to the editor threatening to cancel their subscriptions in protest.



Can you guess what's fake in this picture?

Sega Neptune System for Sale

Perpetrator: EGM (?)

A very believable website with pictures and selling price was constructed. There actually was a Neptune system in development. It was supposed to be a combination regular Mega Drive or Genesis and the 32X upgrade. This would have cut down on the costs. I must admit to being taken in by this one because this would have been a highly collectible prototype system. The Neptune was scrapped and the Saturn was released instead. If I remember correctly, the hoax was revealed when you got to the actual ordering page.

eBay auction – Seventeen Cat Whizzed-on Atari 2600 Games

Perpetrator: Joe Santulli

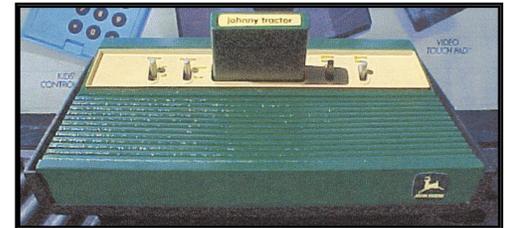
Joe put some games up for auction on eBay that his house cat had accidentally urinated on. He received actual bids and wound up having to accept the final bid. He let the winning bidder in on the gag, but this didn't seem to matter and the deal was closed. The auction description was reprinted in DP #45. There were no rare games involved, thank goodness. It is safe to buy and trade with Joe now, in case you were wondering. Maybe the cat thought he was scent marking his favorite games as a territorial thing.

John Deere Atari 2600 System

Perpetrator: Lee Krueger

Lee did a pretty convincing job of painting up and labeling an Atari console to look like a prototype that was made for the John Deere Company. John Deere is famous for their farm tractors, so a "prototype"

cart called **Johnny Tractor (and his pals)** was also fabricated complete with labels, logo and the same green and yellow color scheme. A message was posted to the RGVC newsgroup



Lee Krueger's "John Deere" Atari 2600.

and he received several offers from classic game collectors and also from some people who were into John Deere collectibles. He still occasionally hears from people looking to buy or trade for it. You can get further details on Lee's webpage <http://home.earthlink.net/~resqsoft/>



DeLorean Atari 7800 Prototype Console

Perpetrator: unidentified member of "For Sale" area on a DeLorean website

I'll let John Hardie and Keita Iida field this one. They put up a response to a user question on the Atari HQ website... Q: Did Atari at one point develop and manufacture a limited number of special edition Atari 7800's for the DeLorean Motor Company? (and since DMC went out of business in the mid 80's these systems never went beyond Atari's R & D building).

I'm a big DeLorean fan and recently while browsing one of the DeLorean sites' "For Sale" section I encounte[re]d a[n] individual claiming they had 50 rare DeLorean Atari 7800 Pro-Systems, never released, which sported a "DMC" stainless steel emblem on the box and on the actual stamping on the 7800 console. The controllers also had

additional stainless steel trim on them. The seller claims only 50 were made and the boxes are numbered 001-050 respectively. They also claim they got these directly from Atari's warehouse. Finally, they also had DMC-exclusive **Pole Position** cartridges also sporting a "DMC" stainless steel badge on the box, manuals, and also came with a certificate of authenticity. Only 100 of these Pole Position games were made.

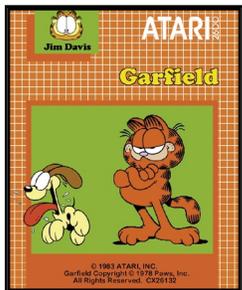
Are these claims true or false? Any information you could give me o[n] this matter would be greatly appreciated.

A: To the best of our knowledge, the items you mention are a fraud. The individuals selling the systems appeared several months back and tried to hawk them to the hardcore guys on the net. We at AGH have many contacts with former Atari employees including hardware and software production managers and none of them ever recall such a product or deal. Also, there were many inconsistencies with the story around these units. Wrong dates, and other incorrect information caused most of us to call his bluff. At that point, he disappeared from the newsgroups (I guess he figured he could pawn them off on unsuspecting DeLorean owners). Our advice to you is to steer clear and tell everyone you know to do the same.

Garfield (Atari 2600)

Perpetrator: Roloff De Jeu

This one started out as a hoax, but eventually became a reality. I'll explain. It seems that Roloff made up a pseudo-cart complete with label based on the cartoon cat. He announced it as a found prototype mock-up in a message placed on RGVC internet newsgroup. He says it did fool a lot of people and only the very serious collectors caught on.



FAKE! By Roloff de Jeu.

Eventually the real prototype turned up and copies were made and sold. The label that was used on the copy looked very much like Roloff's original design. This had been

a long rumored-to-exist prototype since Atari had supposedly gotten the license and was working on the game for use with the Kid's Controller. Thereby, fiction became reality. The game is not complete and it has Garfield sitting on a fence catching food thrown at him.

Murder On The Orient Express (Atari 2600)

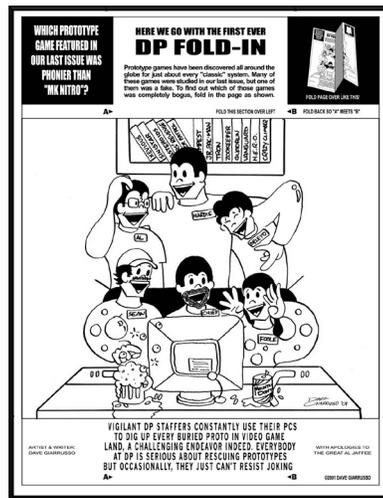
Perpetrator: *Electronic Games* (?)

One of the early classic game magazines actually sucked another (VG&CE ?) into repeating the hoax as fact. It all started as a game preview. The screen shot was so detailed that it could have been construed as box artwork, I suppose.

Ladybug (Atari 2600)

Perpetrator: Joe Santulli

Joe actually did a full-page review (complete with screenshots and cartridge) of the long-rumored prototype in DP#46. Trouble was the game was nonexistent. Just in case some readers still did not catch on, there was a *Mad* magazine-style fold-in in the very next issue by Dave Giarrusso that revealed the truth. Maybe someday this game will turn up like **Garfield** did.



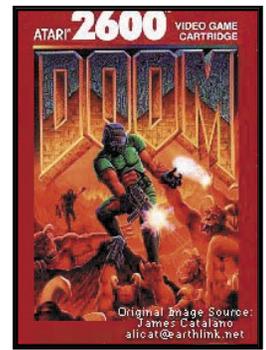
The shocking truth about Atari 2600 Ladybug... revealed!

Doom (Atari 2600)

Perpetrator: James Catalano

This hoax started out as a project for a computer imaging class. The actual college assignment was to create ads for a product that was either real or imaginary. James made up a very nice Atari 2600 maroon style box

and matching label with the standard **Doom** action shot. The real clincher was the sample screens that were actually done on an Atari 800XL computer to look like 2600 graphics. James got one of his friends to post it on the Internet and it got quite a response. *Electronic Games* magazine featured it as the "Psycho Hoax of the Month" in issue #102. Digital Press devoted a page to this story in issue #37. James would up getting an A for his efforts. You can check out his webpage at <http://www.geocities.com/TimesSquare/Arcade/8691/2600DOOM.htm>



Sheng Long Secret Boss (Street Fighter II, arcade)

Perpetrator: *EGM* April 1992 #33

It caused a lot of pandemonium, yet all the clues were there. *EGM* had a one page article that started out by saying that they had discovered how to reach the rumored secret boss called Sheng Long. They listed an

almost impossible procedure in order to face Sheng Long. This should have been a warning flag, but it made hard-core players more persistent.

On the bottom section of the same page was the "EGM Find the April Fools Contest". Inviting readers to find the April Fools joke for prizes. Hide in plain sight as they say.

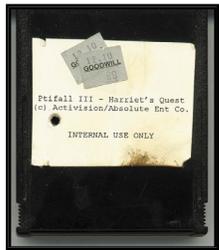
There was an Honorable Mention at the bottom of the article crediting Mr. W.A. Stokins. (pronounced "waste tokens") from Fuldigen, HA (pronounced "fooled again, ha"). The postal code for Hawaii is actually HI.

The screen shot was authentic looking, but when I look at it now, the Sheng Long character is not that well defined.

Piffall III (Atari 2600)

Perpetrators: Lee Krueger & Ben Jonson
Four fake prototypes complete with

labels were made up basically to teach a rival collector a lesson. This



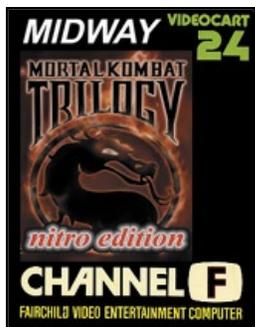
Pitfall III? Nope, just a plot hatched by Lee Krueger.

Connection #54 after seeing a similar one in issue #52. Lee did reveal the whole plot in issue #55.

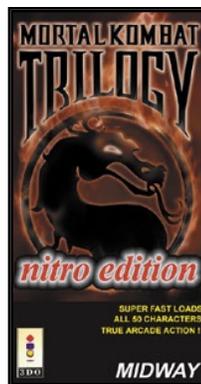
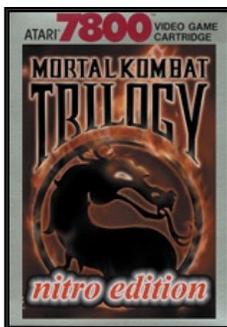
Mortal Kombat Trilogy Nitro! (multiple systems)

Perpetrator: Ed Boon

The famed MK programmer once dedicated an entire page on his website (www.noob.com) to a completely fictitious game. The various systems that are supposed to get **MK Trilogy: Nitro Edition** are all obsolete. What should throw up an immediate red flag is the box art for such highly implausible systems as the Fairchild Channel F and



Coming soon for your Atari 2600, Apple IIC, and Atari ST! What - no Odyssey2 version?



Bally Astrocade. Slightly more believable are the boxes for the Atari 7800, Sega 32X, Sega CD, 3DO and the original Game Boy. There are also some funny mentions of special

features like 4D graphics, eight brilliant shades of gray, four-player simultaneous mode, four megs of power, etc. Coming soon for Game Gear, Jaguar, Jaguar CD, Atari ST, Apple IIC, Atari VCS, Intellivision and Vectrex. YEAH RIGHT!

Duke Nukem Forever (Atari 2600)

Perpetrator: 3D Realms

This hasn't officially been confirmed as a hoax yet, but if it were true, I would be shocked. Check out the company webpage at <http://3dreams.com/>

duke4/dnf2600.html. Here are a few things that I find extremely suspect:

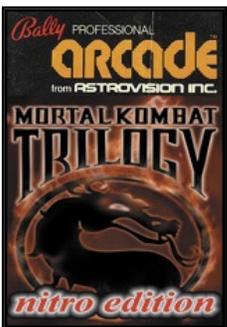
- It was revealed on an April 1, 2003 post on www.atariage.com.
- Label art was made up in both the Atari silver and maroon styles. Why both?
- The game is only complete as far as the title screen.
- They said that they will cram 2 gigs of info into the Atari cart.
- A special multiplayer attachment called the DukeLink is planned. Right!
- The statement "Unique ragdoll physics system- you've never seen blocky pixels move like this", smacks of a satire.
- The video demo turns out to be someone showing the silver label cart, then the 'title' screen coming

up on a TV. This is a flickery image of Duke Nukem with no text. If there is no further progress, collectors may still be interested in it as demo cart.

I personally don't advocate spreading hoaxes. It is my belief that if a national magazine wants to be credible then they should not spread disinformation. If they want to play a prank, then they should always save it for the April issue as an April Fools Day gag. There should be some subtle clues in order to separate fact from fiction. Anyone who posts a pseudo prototype on eBay could wind up getting kicked off permanently or be risking fraud charges. eBay, I am pretty sure does not have a sense of humor and doesn't like to waste time and money on practical jokes. So proceed at your own risk.

"The game is afoot." - Sherlock Holmes

Thanks to: Tony Bueno, James Catalano, Dave Giarrusso, Roloff De Jeu, John Hardie, Keita Iida, Lee Krueger, Russ Perry Jr., Joe Santulli & Scott Stilphen.



ANSWERS to Awesome AI's Puzzle Page from DP# 51: "totally," pages 16-17

ANAGRAMS: FLAGMAN / GAMEFAN / MEGA MAN / MANAGER / RAMPAGE / ROMPAGE / COMPARE / R.C. PRO-AM / PROGRAM / GAMEPRO/ COP GAME / GAME.COM

MOVIE QUIZ: A-19; B-20; C-17; D-14; E-1; F-3; G-7; H-8; I-9; J-6; K-5; L-12; M-16; N-18; O-2; P-4; Q-15; R-10; S-13; T-11

CROSSWORD:

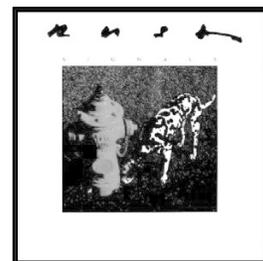
Across (in order):
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Aral/Defender/Gerard/
finale/gaur/nil/Marauder/sang/
ago/level/RBI/debt/Superman/

oui/Etna/Edtris/idiots/Carnival/
drip/Otoe/ere/Ecco/land/NES/
Nast

Down (in order):
Flag/Rare/Omar/Galaga/Bad
Dudes/ole/gaff/Tennis/Red
Alarm/Orel/tyre/ein/Raul/revue/
M.A.D./Age/Robotron/reptiles/
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BONUS 80s

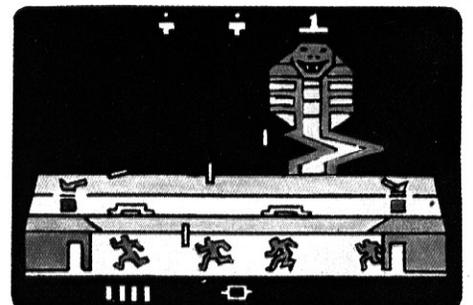
TRIVIA:
Rush /
Subdivisions /
Signals



COBRA IS LOOKING FOR A FEW BAD MEN.



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ON THE PROWL

with Ian Baronofsky

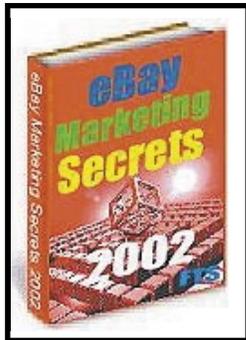


And Where... is the VILLAIN?

Who is the Villain in collecting video games? Is it the guy that beat you to the score or the Buy It Now (the neuter from issues past? Sumguy?) Is it the idiot that overbid on that item you just have to own, making you pay way more than you wanted to? Is it the overpriced website or collector 'guide' that makes \$2 thrift finds into \$50 purchases? Really, that's all a bunch of crap. If you think that someone is out to get you, you are either out of your mind or you are John Hardie. Unfortunately for John, someone is out to get him. You must be taking this hobby too seriously if you think there truly are villains. Some of this material I covered in the 'Neuter' issue, but let me bore you again.

My biggest pet peeve early in my collecting habit had to do with setting prices and price guides. I was heavily against the inclusion of prices in the DP Guide when they were put back in the Fifth Edition. [Ed. note: prices are included in all of the DP Guides except for the Fourth Edition.] It's the pimping of the pleasure principle. I was most afraid that flea market vendors and thrift stores would suddenly have a copy of the DP Guide and I wouldn't be able to buy a single thing at less than 'book' value. I pictured all of those Schiffer "Collecting Vintage Toenail" books with the DP Guide sandwiched in between. Knowing the Schiffer book

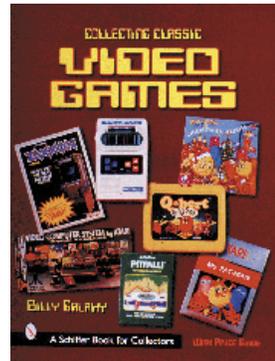
that was eventually released, the DP Guide would have been the best thing you could imagine. I am, of course, referring to 'Collecting Classic Video Games' by Billy Galaxy. It's pretty much the tome of destruction I always pictured. Well, it's much prettier. The prices, unfortunately, run from inane to insane. I find it blatantly offensive. And no offense to Toby Wickwire's expansive collection, but they could have gotten better specimens for pictures. Still, the pictures are swell, it's the prices that seem like they were culled from a Japanese guide to collecting (the Japanese pay a lot for their games.) Now I don't know Billy (who I look forward to meeting and anticipate getting along with grand), and I don't mean to say that he's a villain,



eBay Marketing Secrets 2002. Here's a secret: check this book out of your local library for free!

but I do think that it's a tough card to deal the collecting community. If that book became popular, not only would it draw question to the credibility of other Schiffer books (not that I have any idea how to price Depression glass anyway), it would ensure that overpriced games would sit for ages until inflation made them a tolerable purchase. The Digital Press guide prices are on the low end nowadays, particularly for the really tough stuff. That mainly

reflects the motivation of collectors to pay beyond reason, rather than inaccuracy. Five years ago, the prices were good, and I still think the prices are good. Some things get upgraded a little, and some down graded,



One of those Schiffer books. This one's about video games, but it's not much better than the rest.

but we can't consider every last eBay auction to determine our prices. In the end, I think the DP Guide did little harm in adding prices to the guide. And they staved off obsolescence, which was inevitable given the need of the community for price guidelines. For CCVG, the prices are of no use, although the pictures in the book are good fun.

Most of you use eBay as a collecting resource, and it can seem like everyone's out to get you. Sorry, I don't buy it (pun intended.) eBay is a tool for collectors, but you have to have the right attitude to use it. It's sweet to get that BIN (Buy It Now) deal, but they are more and more uncommon - and a deal is a relative term. Some people are just all over eBay all day. I consider them boring. There's no excuse for being that dull. There's no competing with those people. Let them win the BIN deals - they spent many hours to do so, in all likelihood. My time is worth more than that, sorry! It's equally pointless to hate the people that outbid you. 'But they only won by (insert bid increment here)!' That's meaningless. You were probably outbid by a lot more than you think, but the proxy system only shows the

final bid as one bid increment over the second highest bidder's amount. From personal experience, I've won items at pennies above the second highest bidder, and at margins 200% over the final bid. It's irrelevant - if you wanted an item more, you should have bid more. I can sense the paranoia brewing as you suspect that someone's watching what you're bidding on. If you can't get a German eBay username (as I've noticed while snooping friends, German privacy laws preclude sharing bidding information), you better snipe or be secure with your final bids.

It's unusual to have a problem on eBay, IF you do a hint of research and stay on top of things as a seller. If you check everybody's feedback and stick to people with only more than 25 positives, you're unlikely to have real problems. In my experience, it's more common to have something lost by the postal service rather than have something paid be un-sent from a vendor, if you use good judgment when bidding. As I mentioned in 'neuter,' your sellers and fellow bidders may be your best friends. It's surprising how forthcoming people are with goods when outside of their specialty. Check the sellers' lists. Guys who sell vintage computer stuff and occasionally dabble in video games may strike a deal with you to sell things to you outside of eBay. Ask around when you buy stuff - people sometimes have stuff that's not listed yet and that they are happy to sell to you for a more reasonable price than you would have expected to pay if it went to auction. And some other bidders have spares you might need and can trade or buy. It never hurts to ask if your competitor has something you can use. And you may be more reluctant to bid against bidders you know, driving prices down, perhaps to your advantage in the end. eBay is a major resource. All that crap about people finding



Actual plaque from lan's neighborhood thrift shoppe.



If you need Combat, don't bother looking for it on eBay. You'll always find a couple of 'em in the wild.

eBay as a 'community' for collecting celebrity garbage bags or whatever may have a grain of truth. There is a community there, you just may have

to wade through a few no responses, webtv addresses, twelve year olds and four synapse brains to get to a few people you like who you would have otherwise never had contact with. People have problems with eBay, and I would have to agree that eBay hasn't done much to let freedom reign (like their recent trend of not allowing prototype items from being sold.) And since they have an undefeatable strangle hold on the online auction business for the most part, their sense of allowable is impinging on my freedom to buy and sell stuff that's not acceptable by corporate standards. And corporate

standards are sick, sad, confused and offensive. PayPal has also gotten slack for seemingly randomly freezing accounts and such - and that's impinging on freedom as well. Most victims have claimed that no reason

was furnished. I can say as an occasional eBay seller, I would be seriously hurt if they froze my account for no reason - I love instant payment (and the bidders love instant mailing.) The only sometime villains I can come to label in this entire article would be eBay and PayPal, now one and the same. I do believe that their services are merely a tool, and we just have to play by the arbitrary rules to use them. I can say I was rooting for another service to take off, but it never happened. Amazon auctions is no more, as I understand, and Yahoo is practically a joke in the US.

I used to be offended at the idea of big vendors with big prices like Atari2600.com. Aside from the fact that I have eventually made friends with most of those people which takes the villain out of them, that type

of business caters to a totally different collector than most of the DP Guide owners and DP Mag readers routinely use. With a company like Atari2600.com, you are paying for service - the service of finding and having in stock stuff that you can't get on your own. I'm happy to pay a major vendor's price for the last cart I need in a collection, or for an item I simply can't live without. And now that I'm over the first three years of collecting, and I can handle paying more than \$10 for a game, the prices that some major vendors sites don't seem so horrifying after



Shock Vision Intellivision pirate carts with Shock Adapter (right).

all. I know I'm not alone in thinking that sometimes sweet deals on sleeper rarities are slipped into everyone's inventories, Atari2600.com included. The perspective afforded by a few years of active collecting makes it clear to me that there isn't anything wrong with classic game vendors setting prices - even ones that are too

high. They don't set the prices for the world. If you can find it elsewhere for less, go for it. But I'll bet you've looked at a site like Atari2600.com, and have bought something or have been quite tempted because you knew what you wanted was either reasonably priced, or so damn tough to get that you had to throw better judgment to the wind and go for it. I definitely have. It took me a while, but I have grown to appreciate Atari2600.com, not just because I'm a friend of the owners, but because they are a serious resource, and their prices become irrelevant when you really want something. Many items in my collection I clearly wouldn't have if it weren't for JerryG (rest in collecting peace) and the current Atari2600.com. I'm not trying to single that site out - there are many other people who sell on the net, but few as huge. If you do your homework, you have a lot less to lose. You'll know what a good price and a bad price are. And you'll know what you just won't see anywhere else and when to use these services. Just like eBay, you better do your homework - and the research tools (for the last ninety days at least) are right there in front

of you.

If you hunt in you local area, you must have competition. Video games are popular, and people want them for myriad reasons - to play, to collect, or to sell. Competition is everywhere, as you would expect. It's easy to think that the competition is the enemy. I was convinced

someone was picking my thrifts stores clean. And possession is nine tenths of the misconception. What's with this attitude of 'my' thrift stores? Thank goodness I don't own a thrift store. Everyone stakes their hunting territory, just short of urinating on the shelf that the video games seem to always pop up on. We

all have our tolerance of thrift stores and junk shops. If you can handle spending an entire day (or most of it) in a thrift, you deserve to call it yours, even if you don't pay rent. If you're not that pathetic, hunting is a chance activity. If you didn't find something on this run, was it because something good was stocked and then instantly bought by your competition? Was it because nothing good was put on the shelves in the first place? What's the difference? It wasn't there. Anything short of seeing your competition walking out with your score is speculation.

There is no villain in a thrift - only competition. And it's probably competition you don't want anyway. If someone spends all day at a given shop waiting for the new stuff to roll out, they probably deserve to win the scores. It's not like you'd want to play chicken with a guy in a

steamroller. Acknowledge that you have priorities - and yours is not to spend all day in a dusty second hand store with people carrying around who knows what in their lungs. Roll the dice, check your high yield shelves, and keep moving. People who spend much of their day waiting around thrift stores may make your hunting expeditions less fruitful, but it definitely

doesn't mean they deserve the credit of caring what you do, or likewise you caring what they do. No need to vilify the invisible competition.

There are ways to out strategize your competition. Most places in the US do have video games to find, and if you have a little flexibility and sense, you can occasionally (or better, frequently) score a few items to play, keep, trade or sell. And remember what I said in the 'Neuter' issue - they probably aren't the enemy that you think they are anyway.

Alright, it's not all wine and roses, there are scammers (I've lived through a few - literally the number I can count on one hand, which ain't much

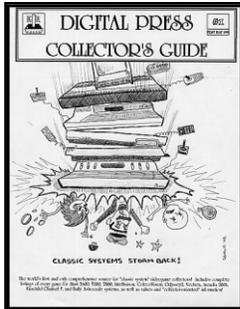
considering I've had more than two thousand transactions, between trades and eBay.) And they deserve to be recognized. Keep your eyes peeled. Get references. Check feedback. Check the Usenet with google's resource. You can avoid them, most of the time.

Some people have rifts with other collectors. Sure, we all have opinions, which are easy to form from a distance bridged by two computers. In the end, I try to not express my distaste for people on the internet because I frequently meet them at

shows and realize that they are a lot better in person than on screen. 99% of the people I meet would be fun to share a game of **Chu Chu Rocket** with. There are some factions in classic gaming - I don't actually understand why. Perhaps I don't care to ask those involved. I don't want to

take sides, because I haven't found anyone to excessively spite me when I haven't asked for it. In the end, it's just gaming, and dammit you better enjoy yourself or find another activity. Some people take their fun too seriously.

I really enjoy collecting games. I enjoy it too much. To this end, I am my own worst enemy. Lately we

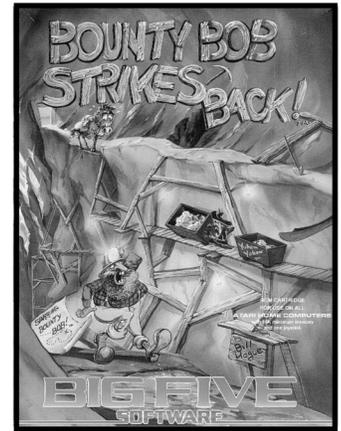


DP Collector's Guide, First Edition, 1993.



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are considering buying a house, and I can't see myself in a house that has less than 500 square feet of dedicated space for my gaming habit. Even that much space will be crowded. That is a pathetic, life-altering requirement, but I have to live by it, unless I want to spend several years parting out my collection. I am the villain. I stole any possibility of a simple existence from myself when I decided to dive in head first. If I can swing it, I'll have a rockin' game room. In the meantime, I have nobody to blame for the enormous inconvenience of moving five-hundred boxes of games but myself.

What I'm saying is: curb the paranoia, don't be a hater, do a little homework, and I am my own worst enemy. Are you yours?

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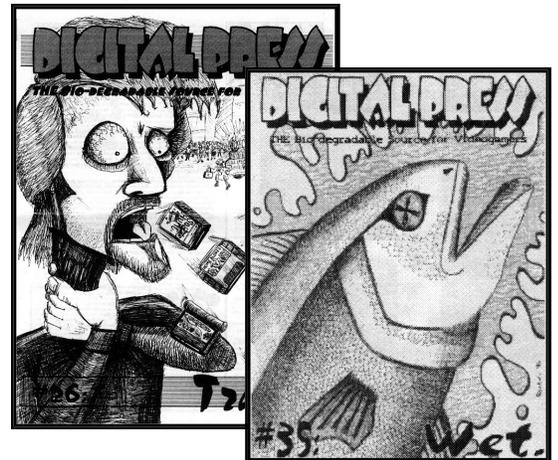
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RANDOM REVIEWS



Bandai
PlayStation 2
2002



Daring Don Evanoff suits up for some rock 'em, sock 'em, robo-smashing shenanigans.

It is the year 0079 of the Universal Century. The Principality of Zeon has launched a war of independence against the Earth Federation... And so begins the story of your fight against the villainy of Zeon in **Mobile Suit Gundam: Federation vs. Zeon**, by Bandai on the Playstation 2.

In Gundam: F v. Z, you can play as the Earth Federation, defending Earth against the evil forces of the Duchy of Zeon, or you can take on the role of the Zeon forces, fighting for your independence, and the independence of space colony Side 3. There are three modes of gameplay; Arcade, Campaign, and Story. Arcade mode allows you to face the computer or another human opponent in face-to-face combat in the Gundam of your choice. Campaign gives you the opportunity to choose a Gundam for ground combat and one for space, then fight your way through a steady stream of land, sea, and space battles, constantly pitting yourself against a changing onslaught of Federation or Zeon opponents. In Story mode, you take on the roll of a Federation or Zeon Gundam pilot and fight your way through the final months of the 0079 war between the Federation and Zeon forces.

Gundam: F v. Z has clean graphics with a nice look reminiscent of the anime series. They could have been better, but the graphics are solid, as is the frame rate, with only ONE

Element	Don	Megatron	Optimus
Graphics	8	5	8
Sound	6	5	8
Gameplay	8	5	8
OVERALL	8	5	8

noticeable moment of slow-down. And this was after twenty hours of gameplay through one of the storylines. Not bad, Bandai. While the city and interior locations are a little spartan in design, the Gundam models are nicely detailed, and their animations differ depending on your skill level and the abilities of the mobile suit. The visual style of the game is enhanced by the picture-in-picture commentaries from the series regulars (voiced-over by the actual voice actors of the show). You'll get more interaction by making your character name the same as one of the cast regulars, but even when using your own name, the faces add an immersive touch.

Control could be a little tighter. Gundam: F v. Z is best suited to using the D-pad for directional control, and you'd be better off still with a real joystick, as this would closer mimic the arcade controls. Using the D-pad could be the reason why directional control seemed sluggish at times. And close combat can be frustrating in a frantic situation. But, the game provides a good mix of both ranged weapons combat and melee fighting. Land, sea, and space battles require you to fight according

Features:

- Authentic voice acting!
- Three modes of play!
- Almost every 0079 robot!

to the environment and the Gundam's limitations, not just the bigger gun getting the win.

Make no mistake that my earlier comments on 20 hours of gameplay mean there are only 20 hours of gameplay total. That was a count reflecting only time spent on the side of the Federation; and not fighting every battle available in the storyline. There are well over one hundred battles for each side. WELL over



Gundam robots protect the earth from the vast reaches of space.

100. If the Story mode gets boring for you, try doing some quick battles in the Arcade mode. Got a friend? Boot up the Arcade mode and let all hell break loose as you open up a can of Gundam on each other. You won't be finished with this game any time soon. Mobile Suit Gundam: Federation v. Zeon may appeal more to fans of the show than the casual gamer. However, this shouldn't deter you from picking it up to satiate that hunger for an action game. From a collector's point of view, the Gundam games in this country seem to hold their value extremely well. This isn't always due to excellent gameplay, but more to low sales volume and a dedicated fan base. But Gundam: F v. Z is an engaging game, and the large battles will get you reciting four letter words other than Zeon when things get tough. Playing as both the good guys and bad is always fun, and there is enough in this game to make the fan and newcomer to Gundam happy.



A sword to the crotch is always BAD. Even when you're a robot.

Lucasarts
GameCube
2002



FANDOM REVIEWS



Tony Bueno's mercenary instincts lean toward the Dark Side of the Force

Element	Tony	Don	IG-88
Graphics	7	5	5
Sound	7	7	5
Gameplay	7	5	5
OVERALL	7	5	5

Features:

- Jango Fett
- Third person viewpoint
- Limited edition variant cover

This has got to be one of the best ideas for a game in a long time.

Who amongst us wouldn't want to assume the role of Jango Fett? Now I'm not a big *Star Wars* fan, but the bounty hunter aspect has always fascinated me, going way back to the spaghetti westerns like *The Good, the Bad, and the Ugly*.

In my experience (which, admittedly, is somewhat limited), *Star Wars* titles are usually a disappointment. This one... uh... well... it's somewhere between a disappointment and a complete success, but it's closer to good than bad or ugly, so chalk this one up as a modest winner for the *Star Wars* video game franchise.

A third person action title, players must get used to the control and camera scheme, both of which are adequate. The game starts out slow and tedious, but once the jetpack is acquired and players get accustomed to the exploration elements and what not, you'll probably find that you either like or hate this one.

What interests me the most and why I chose this title to review for the "Villains" theme is the notion that a bounty hunter is amongst the grayest and most ambiguous of all characters. Is someone who captures fugitives a hero or a villain? I guess in the *Star Wars* universe, being a vigilante isn't a crime, so by that

rationale, Mr. Fett would be doing an unpleasant yet enviable and

oddly coveted job. I dislike the lack of ambiguity in *Star Wars IV, V, VI, and I*. BUT, *Episode II*, with the "father/son" (even though this is wrong, because Jango and Boba are clones) relationship between the Fetts is fascinating and

finally shows that good and evil are entirely subjective.

WARNING! EPISODE II SPOILERS AHEAD!!

If the Jedi use violence to achieve their objectives, then how are they any better or worse than the Empire? I would think that if the order for a clone army was illegal in the first place, it wouldn't seem becoming for these "keepers of the peace" to use them at all. And to use Jango's own clones against his peeps... well... ironic and sad, but far from virtuous, for Christ's sake! Break it down even further, try to empathize with Boba. If you witnessed your parent clone lose his head to a Jedi, what would that do



Tony dons the Mandalorian armor and blasts everything in sight.

to your perspective on the whole Jedi/Empire scenario? It's interesting to say the least that nobody I know has ever brought up the fact that Han Solo, ostensibly a "good" character, was, in fact, a smuggler. According to *Star Wars: Bounty Hunter*, one of the secondary bounties is listed as wanted for involvement with narcotics. Ergo, narcotics do exist in the *Star Wars* universe and Han Solo was a smuggler. Hmmm... Smuggler... Han Solo... What does one typically smuggle?

Anyway, sorry to go off on that tangent (hey, I write for Digital Press, too, don't I?). Decide for yourself whether it's a hero or a villain simulation. What would be absolutely swell is if they'd make a better playing sequel starring Boba. Maybe, someday...

DISCLAIMER:

I'm a law-abiding citizen and always have been, but I would never have the audacity to claim that I'm a good person. Maybe this is a cynical view, but I do agree with Hobbes that deep down inside, we are all evil and do kind things strictly out of ulterior motivation. Therefore, there is no such thing as a truly kind and selfless act. Sure, I think some of us are clearly worse than others, but even that is entirely debatable. Boba, Jango, Han, hell, Yoda for that matter are all paradoxically heroes and villains. But then again, aren't we all?



Jango Fett, now appearing at the MGM Grand in Vegas, two shows nightly.

RANDOM REVIEWS



Sony
PlayStation 2
2003



Tony Bueno is roamin', roamin', roamin' and he's gotta get away from the Getaway

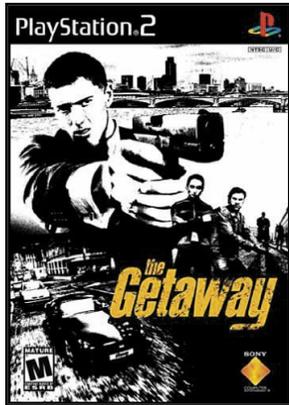
Element	Tony	Don	Dave
Graphics	8	8	8
Sound	7	7	7
Gameplay	4	5	4
OVERALL	5	7	6

Features:

- Photo-realistic visuals
- TOTAL carnage!
- Poor camera control

Crime games are all the rage nowadays. The popularity of the **Grand Theft Auto** series seems to have prompted this trend. Inevitably, as with any genre, once the point of over saturation has been reached, one will inevitably find a fair share of losers in the mix, and **The Getaway** perfectly exemplifies this.

The decent voice acting and overall impressive audiovisual presentation mask the programmers' lack of innovation for this title. Understandably, the emphasis is placed on realism, but don't most players use games as an escape from reality rather than a reminder? For example, the player is given neither a health gauge nor a list of remaining ammunition for each particular weapon. Aiming is less precise (particularly in first person mode) and perhaps therefore more realistic than in other titles of this genre, but undoubtedly many players will be turned off by such an unorthodox control scheme. There is no way to judge enemies' health, no way to recover health through first aid kits or food or other icons scattered throughout, and this does more than add to the



The Getaway. Should YOU get away from this game?



Would you like fries with that?

frustration than anything else.

Any third person action title, from **Hitman**, **Grand Theft Auto**, **Dead to Rights**, **Max Payne**, to the **Tomb Raider** titles must have decent camera control. Granted, no third person title has achieved perfection in this aspect, but **The Getaway's** camera scheme is particularly poor, and many times players must blindly and unnecessarily place themselves in harm's way just to progress. Realistic? Yes, perhaps. Fun? No, not particularly. Especially since eliminating enemies is more taxing and not a pleasant, guilty pleasure as in all the aforementioned titles.

Vehicles in **The Getaway** are amongst the most realistic on this system since **Gran Turismo III A-Spec**. It's such a pity that the designers insisted so much upon realism, because one serious collision causes a major damper on your car's performance. Spin outs, traffic jams, missed turns, and other realistic obstacles can and often do cause players to miss objectives. This reminds me of all those other Christ-awful annoyances like artificial light reflections (FUCK, I HATE THAT!!!) and what-not that designers put into games. If my opinions are being heard and read somewhere, please listen up action

game designers. This kind of realism is exactly what we don't want to see. Why include reflections on water that distract players or create an artificial hindrance just for the hell of it? What's next? Virtual cell phone interference? Fake radio static? Making the player go to an ATM and pay bank fees? Tec-9's that jam at inopportune moments? Ineffective silencers that don't fit the gun? Or better still, why not make a silencer in a game that functions properly, but is USELESS because of the



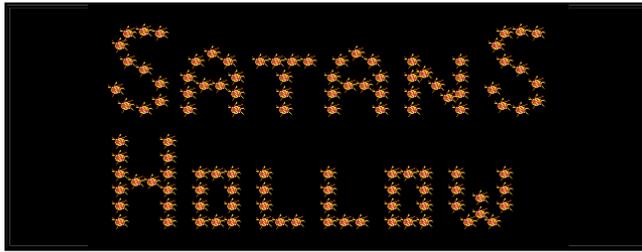
Almost like an M.C. Escher drawing!

sonic boom created by the high velocity of the bullet!? Say, why not have you and your opponents do the slip and slide because of all the shells

laying around after a huge gunfight? Wouldn't that be realistic? Well, now I sound like I may be rambling, but hopefully you all see my point. When gameplay is actually sacrificed for the sake of realism, something is seriously wrong.

Given all these facets, **The Getaway** is a substandard PS2 title, even at a bargain price. If you want the agony and frustration of losing countless times through no fault of your own only to progress further where the action gets even more unfair, this one's for you.

Bally Midway
Arcade
1981



RANDOM REVIEWS



Dave G kicks the
crap out of Satan.

Element	Dave	Tony	Russ
Graphics	7	5	7
Sound	5	5	6
Gameplay	7	4	7
OVERALL	7	5	7

Features:

- Super graphics
- Creepy backlight
- Firing through your shield

If you've already read our last issue, and if you happened to read the bit about the movie *Joy Sticks*, you might be wondering why I didn't mention the appearance of **Satan's Hollow** as the game played in the first "Arena" sequence.

First of all, knowing me, I figured I'd rattle on too long about Satan's Hollow in the review of the movie and waste even more of your time off point.

Second, Satan's Hollow is a super game that really deserves a write up all its own, and since this issue's theme is VILLAINS, what better time to gab about it?

Satan's Hollow puts a terrific spin on the **Space Invaders / Galaga** shooter theme and adds a whole new dimension of creepiness and atmosphere with its delightfully evil graphics and colors. The cabinet itself helps to set the mood with its satanic red glowing joystick and backlight enhanced control panel - if you're not familiar with it but have played the **Tron** coin-op, they're basically the same.

The goal here is to shoot a variety of evil creatures and build a bridge over to Satan's realm in order to try and blast him. A bridge building block is placed on the left side of the screen each time a villain



Build a bridge to defeat SATAN!

is shot down. Grab it and drag it to the right side to fill in the gaps in the bridge. Use your shield sparingly - it's power is unlimited, but it can only be used in

short bursts a la **Phoenix**. Complete and cross the bridge and you'll find yourself face to face with Satan himself.

But - strategically, sometimes you don't want to defeat Satan right away. Because you can tally up a few bonus point flags first (awarded with each round cleared) and then scarf up all the bonus points in one shot without increasing the difficulty ramping for successive Satan fights.

On the other hand, each time you manage to defeat Satan, you're awarded an additional cannon barrel (up to three) for Galaga-like multi-fire. Which, naturally, encourages you to quickly dispense with Satan after the very first screen.

Regardless of which strategy you employ, Satan's Hollow is a devilishly fun game to play, and is chock full of villains including Beelzebub, Lucifer and Old Nick. I guess Mephistopheles had the night off.

Satan's Hollow has some particularly excellent little details thrown in for extra evil atmospheric effect. As the game progresses, day gradually becomes night, hindering the player's visibility. Gargoyles are able to steal

your ships in reserve, borrowing a bit from **Carnival** and **Galaga**, so shoot the Gargoyle before it makes off with your ship! Bridge Bombers can shoot

holes in your bridge, and if you're unlucky enough to be trapped on the right side of the hole, you'll have about a centimeter of space to move!

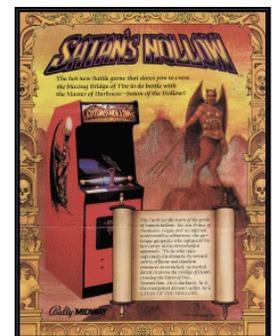
Satan's Hollow is proof that a new spin on an old theme can still live a life of its own. Even if it is a villainous, evil *afterlife*. Straight from the bowels of hell. Mwuah ha ha ha ha ha ha!

Trivia! You might be interested to know that the game eventually released on the PlayStation as **Arcade Party Pak** was originally planned to be a double CD package that would have included Satan's Hollow. Unfortunately, somewhere along the way the project was scaled back and most of the games were dropped from the compilation. I know a lot of gamers who would have sold their souls for the original version.

More trivia! CBS completed an absolutely STELLAR port of the game for the Atari 5200 / 8-bit computers but it was never released. CBS was also rumored to be working on a ColecoVision version of the game.

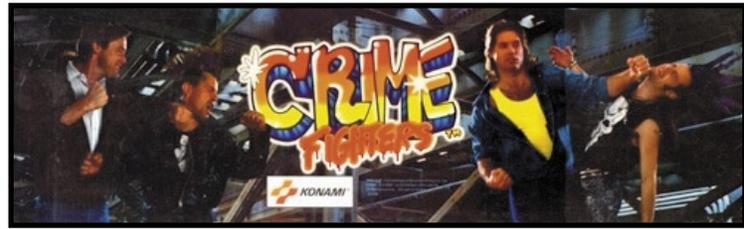
POINT VALUES	
SATAN	1000
LUCIFER	1000
OLD NICK	500
BEELZEBUB	250
EGG THROWER	225
BRIDGE BOMBER	225
GARGOYLE	120
CREDITS 0	

Look at all these VILLAINS! Eek!



Check out the EVIL promo flyer. EVIL!

RANDOM REVIEWS



Konami
Arcade
1989



Dave G kicks Konami when they're down

Remember when Konami kept cranking out all those quarter-muncher games in the late 80s? Kind of makes them a villain of sorts, as they were no longer interested in entertaining the gamer as much as they were interested in getting that gamer's quarters.

Sure, I understand that getting the gamer's quarters is ALWAYS the goal of the arcade game manufacturer, but

most companies still managed to entertain us while they were busy picking our pockets. With **Crime Fighters**,

Konami only really offers one entertaining little gameplay technique: kicking the crap out of the villains when they're face down on the ground. If you're not above repeatedly smashing your heel into some dirtbag's back while he's eating concrete, then this one is definitely the game for you.

When Crime Fighters hit the scene, my friends and I joined forces down at the local arcade to wipe out its seemingly endless stream of villains. The

only problem is that after a few minutes of play, you've already seen everything the game has to offer: an uninteresting cast of generic bad guys, the occasional bad girl dressed in leather with a whip, and then a boss at the end of each level. Oh yeah – you also have exactly two moves:

Element	Dave	Tony	M. Bison
Graphics	6	6	3
Sound	5	6	3
Gameplay	3	8	3
OVERALL	4	7	3

Features:

- 1-4 player action
- Brainless boss battles
- Kick 'em when they're down gampelay

punch and kick. And sometimes by pressing both buttons together you can jump kick, or jump knee the villains. Whoa!

To make matters worse, Konami included questionable hit detection and an absurdly unfair computer offense in the game. When you reach

a Boss stage, you WILL get hit many times, regardless of how well you play. The hell? Really, that's all I have to say on the subject of Crime Fighters. It's a pretty weak **Final Fight** wanna-be withOUT

any of the cool moves and tough but fair gameplay

that made FF such a hit. So anyhow, here's a rundown of the Villains (Bosses) in the game.

Stage 1: Punk Rocker Guy with Spiked Mohawk and Spiked Baseball Bat. He swings the bat around like a certain Who guitarist,

then gets tired out for a second. While he catches his breath, you should run in and smack him upside the head. Several times. The problem is that you have to wait. And do it again. And again. And again... And, well, you get the point. And really, Punk Rocker Guy is the only one that really has any sort of pattern / strategy. The rest of 'em just (for the most part) randomly

take turns kicking your ass and taking punches until you run out of quarters or realize just how numbingly dull the gameplay is.



When Fat Toad begs, "don't shoot," there's only one thing to do. Shoot him.

Stage 4: A Different Clown Who Thinks He's Jason (with big chainsaw)

Stage 5: Tough Guy Who Thinks He's Freddy Krueger

Stage 6: Generic Boxing Dude

Stage 7: Generic Big Guy With Big Knife

Stage 8: Totally Generic Big Dude in Tuxedo with Gun in Limo; also Fat Toad Who Begg for

Mercy. You should definitely shoot Fat Toad immediately.



Success! The babes flock to you, Crime Fighter!

Bonus Stage (Stage 9): The Bosses Strike Back. Fight all the Bosses simultaneously! Seriously Konami, did we really need this stage? Gang, if you don't already have carpal tunnel syndrome from playing Crime Fighters, you will after you play this "bonus" round. And when you "win," you just re-start the game. Whee!



The best part of the game? The fact that it instructs you to KICK the villains when they're down.



Boring Boss # 2: Guy With Axe Who Watched Too Many Friday the 13th Movies on cable.

PSYCHOPEDIA

by Joe Santulli



psychOphile edition 53: Villains.

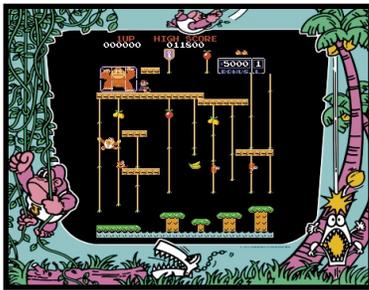
Donkey Kong Jr.

It happens to the best of us. Boy loves girl, ape kidnaps girl, boy defeats ape, boy becomes 'master of apes' and spends life imprisoning apes. The age-old story

plays out here in video game form as the formerly heroic Mario seems to have lost his mind. It's all good though, because that means you get to be a monkey! Each

stage poses a significantly different challenge. Classic stuff.

[Gr: 7, So: 6, Ga: 8, Ov: 8]



Monkeying around with Donkey Kong Jr. - Mario is the villain!

Impossible Mission

The villain's name is Elvin Atombender and the quote that will forever be implanted in the minds of console gamers is "Another visitor! Stay awhile. Stay... FOREVER!". It's evil, alright, but not nearly as evil as a game designer creating a game called **Impossible Mission** that really IS impossible to finish! A bug prevents the game from being solved and that's more evil than anything that thug Atombender ever did. [Gr: 7, So: 7, Ga: 5, Ov: 5]

Sinistar

The huggable, loveable, floating robotic head that eats spaceships unfortunately never made it to a home console, but we do have an Atari 2600 work in progress to represent the game. It appears to have been off to a good start but its just as well that it wasn't released, really. I mean how were they gonna

get the 2600 to say "Beware, I live" or "REEEEEEAAAAAAA OOOOOOUURRRR RGGHHHH!". Asking players to supply their own voices was not an option at the time, and I don't make house calls either. [Gr: 3, So: 1, Ga: 5, Ov: 4]

Final Fantasy III

The true sign of a natural villain are in the quotes produced from said villain, and there isn't a video game character in history with more classic "bad guy" lines than Kefka. Some favorites: "Nothing can beat the music of hundreds of voices screaming in unison", "I will destroy everything! I will create a monument to non-existence", or the classic "I'm all-powerful! Hee, hee, haw! I'm collecting Espers!". It could very well be said that his command of the word "haw" is unparalleled. The game is pretty good too, by the way. [Gr: 8, So: 10, Ga: 9, Ov: 9]

Mega Man

Allow me to lay a little religious metaphor on ya. Dr. Light is God. Dr. Wily is Satan. Mega Man is Christ. Hey, you thought you were buying a video game book and look at all the insights you get. Metaphors are just another free service we offer here at Digital Press. Have a nice day. [Gr: 8, So: 8, Ga: 8, Ov: 8]

Sonic the Hedgehog

In the vast universe that has been spawned from this game, we've been introduced to many colorful critters. Tails the Fox, Knuckles the

Echidna, Nack the Weasel, Espio the Chameleon, Mighty the Armadillo, Vector the Crocodile...

the list goes on. But what of Robotnik the Human? He seems a little out of place, doesn't he. Think about it. If you were there only human on a planet full of rascally creatures, don't you think you'd go a little "mad" too? Sure you do. See? It all makes sense now. Incidentally, the first Sonic still holds up well, though innovations in future games make them better games, too. [Gr: 8, So: 8, Ga: 7, Ov: 7]

Final Fantasy VII

A blockbuster that, like it or not, changed the face of role-playing-games forever. Some truly memorable characters in a truly memorable environment, the game still holds up pretty well. As bad guys go, the heavy here (Sephiroth) isn't as despicable as your typical evil world conquering tyrant, but he certainly made his mark in gaming history when he kills off one of the main characters as part of the story line. Admit it. You cried. [Gr: 9, So: 9, Ga: 8, Ov: 8]

Street Fighter II

Is there any more recognizable cast of fighters in all of gaming? Though the original game was a mediocre tournament-style fighter at best, Street Fighter II changed everything about our expectations in the genre.



Dr. Robotnik, despite the cool sounding android name, is an EVIL human.



Blanka is halfway through a "cannonball" before realizing that there's no pool here.

continued on page 23



Jaws

25th Anniversary
Collector's Edition
Distributor: Universal,
1975. Director: Steven
Spielberg. Aspect
ratio: 2.35:1. Sound:

Dolby digital 5.1 / DTS
(US region 1 disc was reviewed)

Plot: A big, bad shark ruins a summer at Amity beach. With a vengeance! Brody (Roy Scheider) teams up with Quint (Robert Shaw) and Hooper (Richard Dreyfuss) in an attempt to put a stop to the "Killing Machine."

But seriously, when you stop and think about it, who is the real villain? After all, the shark is just being, well, a shark. Sharks swim around and attack things thrashing in the water. Sharks live and breathe in the water. People don't. So you could argue that if they know there's a shark in the water, these knuckleheads should just stay the heck out. And in that case, Brody, Quint, Hooper and the folks running Amity are the villains. They're trying to kill a shark simply because (s)he has the nerve to act like a shark.

Extras: For a "25th Anniversary Collector's Edition" of a film like *Jaws*, this DVD is majorly lacking.

There's not even a second disc - the extra 75 minutes of "bonus footage" is crammed on to one DVD.

Still, the extras here are pretty decent. You get an hour-long "making of" piece, a couple of deleted scenes and outtakes, and the original theatrical trailers. If you're a fan of Spielberg, you're probably aware that he doesn't do audio commentary, and this DVD is no exception.

Picture: There are some artifacts on the

source print, but given the age of the film, you'll forgive what few artifacts there are. To be sure, *Jaws* has never looked better than it does here.

Sound: The DTS disc was reviewed here; if you've got a nice setup with a DTS decoder, by all means go out of your way to grab this version. Otherwise, you probably won't notice much difference between this version and the previous, non-DTS DVD, although at this point the DTS version may be the only one on store shelves.

Overall Feel: Quite simply, *Jaws* still works. It's a flick that does exactly what it's supposed to do: it creeps you out.

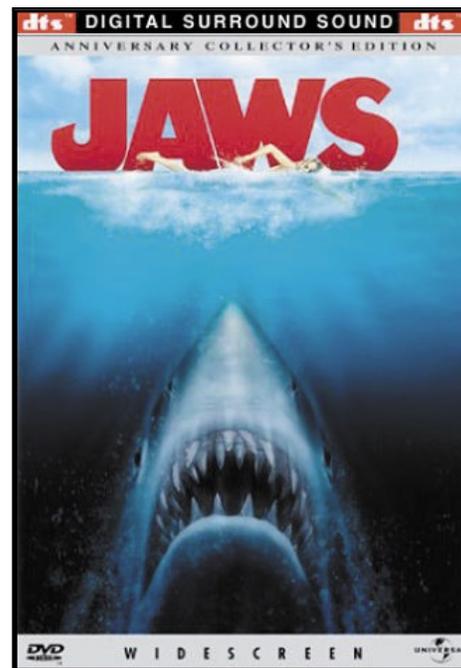
Watching it now, you can almost sense that it's one of those projects where everything simply "worked." Well, not EVERYthing - the legendary problems with the mechanical shark aside, you know what I mean. The casting is spot on, the acting is excellent, and unlike some of Spielberg's recent flicks, it really feels "real." I like that. And I miss it.

So turn out the lights, grab some popcorn, and sit and revel in the glory that is *Jaws*. That familiar bassline is still

enough to give quite a few moviegoers goosebumps... and maybe even make them afraid to go back in the water...

Ba-dum...

Ba-dum, ba-dum...

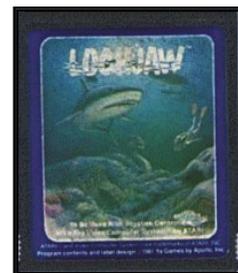


The 25th Anniversary edition of *Jaws* on DVD leaves us wanting more. Can you say 30th Anniversary Collector's Edition? The villains.



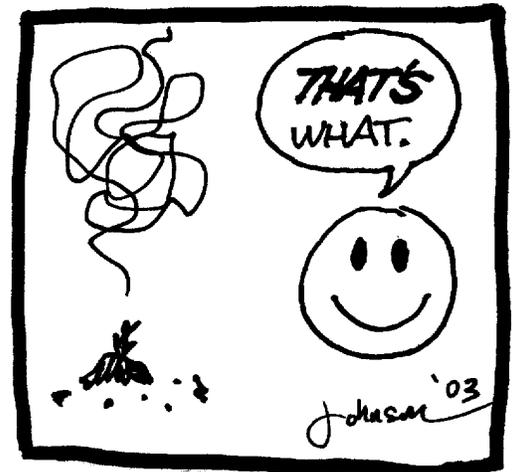
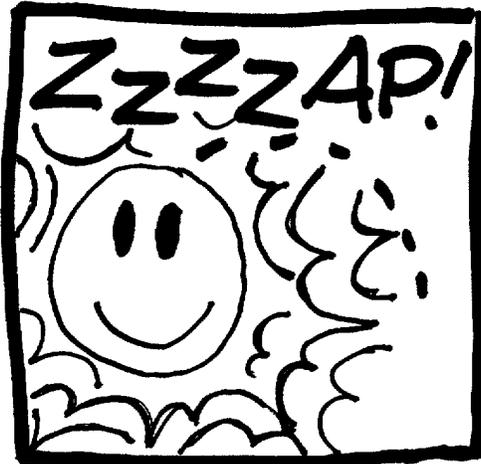
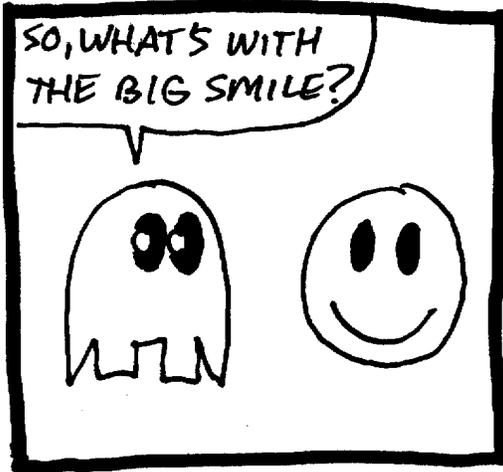
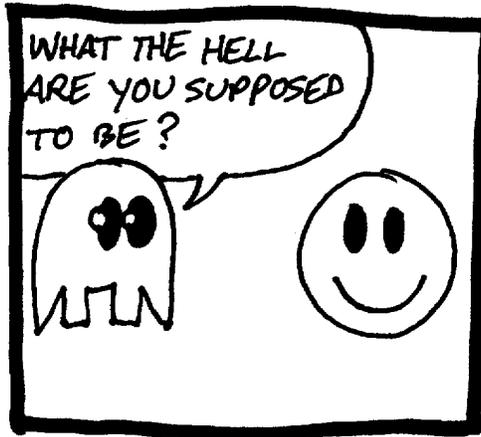
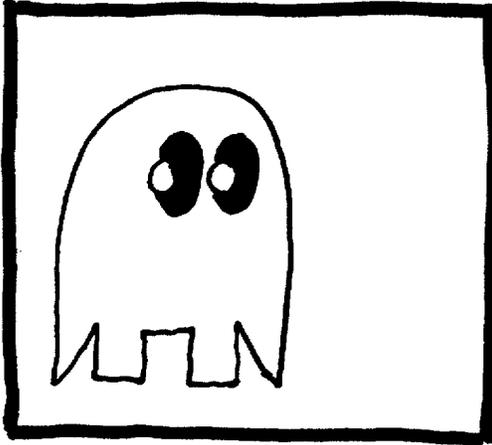
If you're looking for the only "true" *Jaws* video game, better plug in your NES. LJN delivered *Jaws* just in time to cure chronic insomniacs before taking final exams. *Jaws* is a dull, repetitive sluggish mess, but if you find one for a buck or less, pick it up. Just don't play it before operating heavy machinery.

2600 owners can pick up a better shark game in the form of *Lochjaw*, but take note: copyright infringement issues with the *Jaws* license forced Apollo to change the name of the game to **Shark Attack**. Essentially a **Pac-Man** variant, *Lochjaw* isn't perfect either - poor control hampers the action - but it's still much better than LJN's *Jaws* cart.



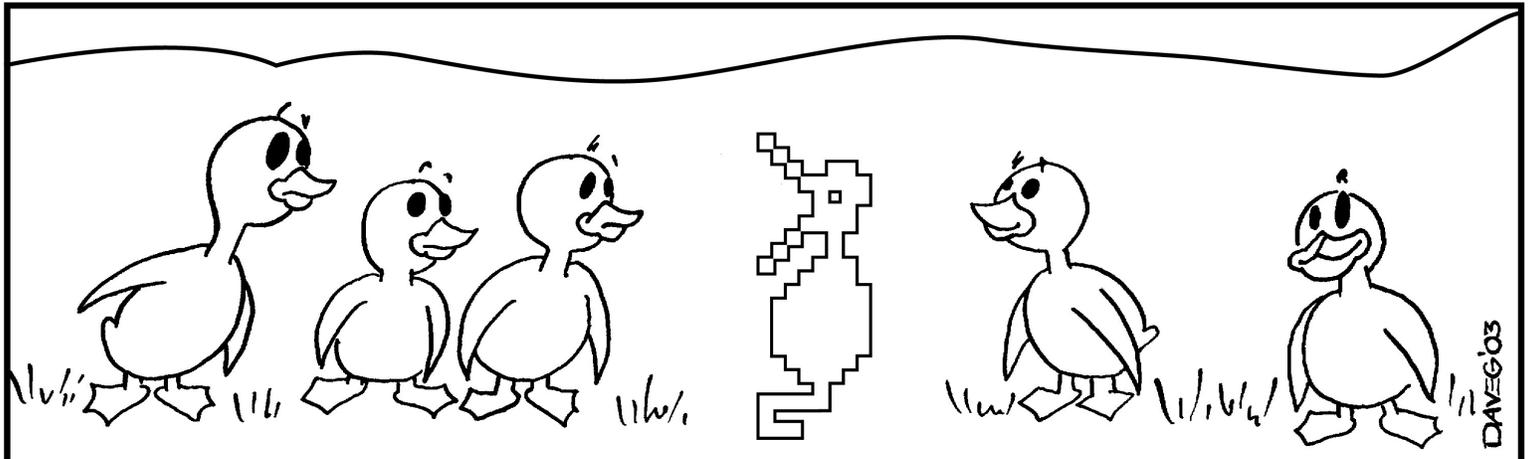
DIGITAL PRESS FUNNIES

Worldwide comic-sensation Rodney "Buzz" Johnson returns to the Digital Press funny pages with this issue. Rodney's been busy working on many projects since his last strip appeared in the pages of Digital Press #50, but we managed to get him to toss another 'toon at us when we told him that this month's theme was "villains." Enjoy!



Arcade Antics

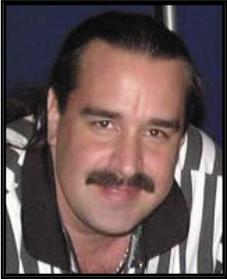
© 2003 Dave Giarrusso



20 QUESTIONS

with Gamer Extraordinaire, Todd Rogers

by Interviewers Extraordinaire, Bill Kunkel and Scott Stilphen



Todd "Mr. Activision" Rogers, in the flesh.

Known to most top game players as "Mr. Activision," Todd Rogers has stood atop the list of celebrated console players for over twenty years. Judging from the current list of records, a more suitable nickname (especially to his opponents) would be "Toddzilla." You may recall seeing his name or picture mentioned in early 80s video game magazines; in fact, he wrote many in-depth articles for *Joystick* magazine, and even co-authored the book, *How to Win at E.T.* Curious to know more? Read on...

DP: What started your game-playing addiction?

TR: That's an easy one - Activision's *Dragster*. This is the mother of all gaming competitiveness. The first day reading the instruction booklet on how to play, I saw the possibilities of being famous by playing a game and being better than anyone else on it, and that started the addiction.

DP: What gaming achievements are you most proud of?

TR: There are so many. First is the *Dragster* one - beating the computer's perfect run. Second - beating Bruce Jenner at *Decathlon* the first time I played the game. Also beating Michael Jordan on a one-on-one video basketball game, and Iron Mike Tyson in video boxing

game. I would have loved to actually spar with him back in the day, as I competed in kickboxing.

DP: How you feel about breaking the "boundaries" in games, in what the programmers perceive them to be (such as the case with *Dragster*)?

TR: It feels great! It's always a notch in anyone's cap to say that you are the only one to have beaten a computer-programmed perfect run on such a game like *Dragster*. But it didn't stop there. People ask if other players get offended or just want to quit if I enter a contest? Possibly, but again it wasn't just about beating other players; I just simply couldn't stand the idea of being beaten by a computer - even today.

DP: Being a veteran of marathon playing, what were some of your best and worst experiences?

TR: One of my best experiences was followed by the worst in the same game. I was playing *Worm Whomper* for a couple of days straight and I took a picture of my

game as it was paused - I had 26+ million. One of my friends, who was over to witness my score, bumped the switch box and my game was gone! However, later on that year I played

seventy-two plus hours straight (Scott: this is the longest gaming marathon on any platform, including arcade!), and then through the remainder of the eight days, to max the game out at 99,999,999. Another best experience was when I entered a **Centipede** contest. It had a three minute time limit

for the most points achieved. No one that was running this contest knew who I was, so I could bluff the other players into thinking I was an average player. I killed off my first couple of men right away to have them think I didn't have a chance, but then at the last minute I

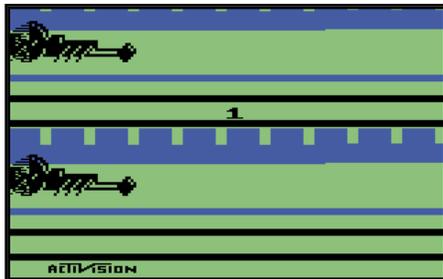
swept the game to come away with first place. It was rather risky, but I knew I could do it. Another bad experience was not being able to compete when the sponsors are paying you to demo the contest and you know you can take the prize if you entered.

DP: Were there any other times when (during a record game), the hardware failed you - console burning out, controllers breaking, power going out, etc.?

TR: It's funny you should ask that. My God yes! I've burnt out three ColecoVisions, four Intellivisions, four Atari 2600s, one Atari 5200 and I don't know how many Nintendo systems. I'm quite certain that I put the limits of those systems to the test. I also broke the "unbreakable" TAC-2 joystick from Suncom. I was playing *Decathlon* (what else) and the metal rod inside broke right in half! I also promoted two other joysticks for Suncom: the Slick



Todd (right) with the "Imagic Atlantis Team" - Imagic employees, designers and organizers who demonstrated and verified scores for the "Defend Atlantis" contest.



David Crane's *Dragster* for the 2600 led to Todd's gaming addiction.

Stick and the Starfighter. They were smaller, and very stiff, and I hated the button. They were priced differently, but were both the same. I broke those, too...

DP: How did you get involved with Joystick magazine?

TR: I guess they were looking for players that could review games at an expert level of game play, and they contacted Activision. I was their elected choice for home gaming consoles. Joystick also employed players like Eric Ginner (the Centipede champion at the time) and other lesser-known players.

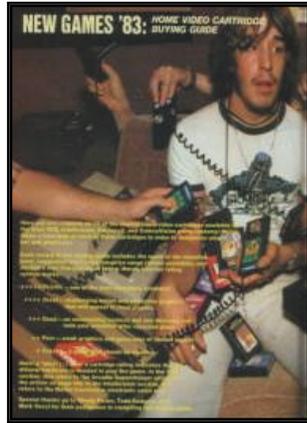
DP: You collaborated with your brother, Scott, in writing the book, *How to Win at E.T., the Video Game*, for Consumer Guide. Why aren't either of you listed as the authors?

TR: The publishers from Consumer's Guide didn't get permission from Spielberg's company to use any info on or about the E.T. character, so to avoid any possible lawsuit against us, they decided to omit our names. Scott was the one who came up with the E.T. cube map that you see in the book.

DP: As a result of your gaming accomplishments, you've had the chance to meet with many high-profile people – actors, sports stars, programmers – over the years. Were there any in particular that impressed you, or any that you had hoped to meet but didn't?

TR: Over the years I guess I have met many famous people and it's hard to pinpoint one in particular. I did however get the chance to meet my favorite wrestler, Andre the Giant,

before he died, but he was a "bad guy" at the time. Programmers - my hat goes off to the original designers from Activision. Those guys are geniuses. What a collection of wisdom they had at their disposal. The only actor that made me nervous in meeting him was The Doctor from the BBC TV series *Doctor Who*, Tom Baker. I don't know why, maybe because I saw his show every Sunday night? I'd love to meet Sandra Bullock, Donald Sutherland, and WWE's Vince McMahon.



Todd, up to his neck in "work"

DP: Speaking of acting, you had a bit part in the 1986 movie, *Wildcats*. Have you done any other film work?

TR: Most of what I have done in the form of "movie" exposure has been on TV or radio; my silver screen involvement has been limited. I had an opportunity to work with Steven Segal in *Hard To Kill*. It was filmed right in the Chicago CES show (which is now E3), and a part in the TV series, *Miami Vice*. I spoke with Michael Mann, the producer of the show, but my agent at the time didn't negotiate funds properly. I had a short ad segment with Pepsi, even though I liked Coke better! I've done numerous endorsements

for other notable companies, but that would fill a separate interview.

DP: On your web site there's a picture of you (with Barbi Benton) wearing a Greatest American Hero shirt...with the Activision logo on it! What were the details

of the contest? Was there any talk of

Activision doing a game based on that TV show?

TR: The contest was on the game *Starmaster*, and if you qualified you would have a part in the TV show. I was ranked fourth out of 40,000 entries. When the referees came to your house, you had to play on their system and with their controllers. Mine were already broken in and theirs were just plain stiff. So I started a game and let it run out – that's how I ended up with fourth place. I don't think they had any plans to make a game based on that show though.

DP: You're still currently the world-record holder on the arcade game, *Gorf*. Why is it you preferred home games to arcade games?

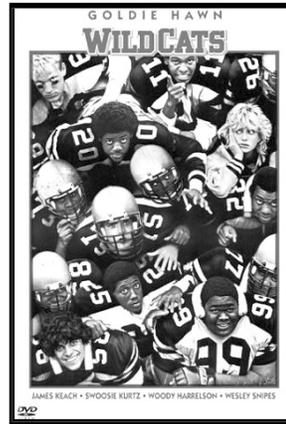
TR: Wow, it's been twenty years since I got that 653,990 score on *Gorf*. Well, I don't actually prefer home games. My concern is what arcade (back in the day and even now) would stay open as long as I needed them too. By playing at home I could concentrate more without being interrupted by an arcade owner saying, "We got to close, sorry..." Every once in a while the arcade would acknowledge the fact that I was going for a world

record, but then again after a while of cranking out so many high scores even they got tired of having to stay open or having their employees staying later.

DP: Which do you think best describes your gaming prowess (or what percentage of each do you feel you possess) – inherent ability or learned skill?

TR: I think the ability not to make the same mistakes over-and-over is inherent, and the ability to learn from others and by your mistakes is a learned skill. So I would have to be safe in saying they average out 50/50.

DP: What advice can you offer players out there who are looking to



When ToddZilla wasn't busy with his video game "work," he stayed busy with his movie "work." No rest for the wicked.



Todd and Playboy Playmate Barbi Benton. William Katt, eat your heart out.

improve their skills?

TR: My advice to the players out there is NOT to give up, and to set a goal (as small as it may be) and DO IT! Videotape your methods, see your mistakes, and don't repeat them.

Making the same mistakes only wastes time and makes you mad. Watch other players play and learn from them, too (and from their mistakes). If there is a particular game style that you're good at (like shooters, patterns, or puzzles), stick to and master those first. When people see your ability, it will make you feel good about your gaming skills.

DP: *Currently we're seeing a tremendous emphasis on online gaming. What's your take on this?*

TR: The online gaming industry is booming – these days literally thousands of players can compete online, whereas twenty years ago we were limited to competing either in our homes (on one console) or in company-promoted contests. It allows us to really see the talent of players that are out there now and what they're capable of, not only online but also in promoted contests like the **Unreal** tournaments.

DP: *Is it possible for the top gamers to actually make a living exclusively based on being a top player? And do you foresee a time when there will be an actual "circuit"?*

TR: It's funny you should ask that because that's how I made my living years ago! It's very possible and I'm sure there are a few now who are doing this, but it all depends on the efforts of the gaming companies and sponsors, and the growth of the gaming industry. I believe it's difficult to compare, say video games competition and sports, but

it's debatable. Gaming fans love to watch the very best go head-to-head, because the players themselves strive to be the best at whatever game it is that they play, and I've seen this at many of the conventions and contests that I've attended in recent times. But if

the companies don't continue to produce marketable products that entice the players, then being a beta tester would probably be the only way to earn a living in that regard.

DP: *What gaming goals are you planning for in the near future?*

TR: My near future gaming goals are to play out on one single game for 100 hours, and also to videotape the 5.51 on Dragster again so others can see it done. My "non-gaming" (or career) plans in the near future are to pursue my acting possibilities and software design.

I'm also currently working with Dark Unicorn on a **Berzerk** revamp concept of mine called **Delerium**. The artwork, the sounds, and programming will all be done by me, and as I get closer to a finished product I will have Ron and Brien (from Twin Galaxies) as well as Shane and Brian (from Dark Unicorn's Production Team) beta test it first before public release.

DP: *Today's games put less emphasis on scores and more on creating interesting environments and movie-like experiences. As a player and a designer, do you think adding a scoring component hurts the "realism" of games?*

TR: No, but I think if you're going to add a scoring feature to games, it should be based on something that gives you a challenge to achieve a score without cheating. I'm being biased to the older games and what's involved to attract that type of gamer, but today's gamers seem to be preoccupied by cinema graphics, and how much you can kill, and what cheat code to use to get to the end of the game. Gamers of today also want the interactivity and realism of being "in" the game.

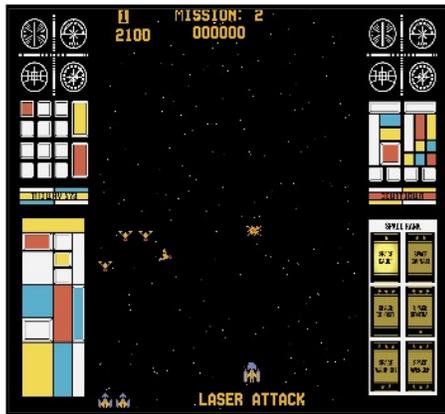
DP: *Do you think there will ever be a significant audience appeal for video games?*

TR: The video gaming audience is already there. There are many of us who grew up on gaming, and as we get older I'm quite sure that we will not let video games die. But for a significant amount...that's entirely up to us gamers to keep the interest there. As time goes on we see more and more of these EXPOS and shows promoting older and newer games, so yes, in the future we'll see a larger supportive audience for them.

DP: *What were some of your experiences in being a member of the short-lived U.S. National Video Game Team?*

TR: Telling the president of Atari in 1986 that I had the "runs," and to watch my post for me. I was demonstrating some kind of

virtual flying game that Atari was promoting and I didn't know who he was until I got back and one of the other real Atari employees said, "Do you know who you just told to watch your post?" At that point I didn't care - all I cared about was finding a rest room! Another experience was when Steve Harris, Perry Rodgers, Jeff Peters, and myself went out to the AMOA and



Todd's record score on Gorf, set over twenty years ago, still stands to this day.



Todd (left, seated) and David Crane (right, seated) discuss the finer points of Dragster at CGE. Moments later all bystanders fled the scene as the two warriors took turns dragging each other around the showroom floor.

Pinball Expo shows in 1986, and just killed everyone's scores on just about everything. That was fun, though I hated those white suits that we had to wear; I felt like Casper the Friendly Ghost.

DP: What past experiences with recent video game shows stand out for you?

TR: There are so many great experiences at the past 2 CGE's that I've been to, like meeting Ron Corcoran and his family, the Dark Unicorn Production team, and all of the people with Digital Press, but it doesn't stop there.

Last year I was running the Dragster competition and had a kick out of watching players duke it out over who could get the fastest time. I had a hand-written scoring table above the TVs so players could view what the fastest time was. Well at this particular point the time was down to 5.91 and like I said, players were very competitive in getting their times below six seconds. There were these two players in particular really going back-and-forth. I had to keep re-writing their times as they went from the sevens down to the lower sixes. Here's where the fun came into play! One player gave up for a few runs, and I took over and raced against his friend. His friend was so into the game he didn't at first notice me taking over. I scored a 5.77 and the look on this guy's face was priceless. Then he turned and saw it was me and STILL didn't realize that I was running the contest. I said, "That's nothing. Let's race again." and reset the game, which freaked him out! Later on I was racing by myself when someone came over and joined in. I noticed this player was also getting really good times! When I looked over it was none other than David Crane. I was now the person with the look of surprise! After twenty years of us knowing each other and playing this game, it's nice to know that we have not lost our touch.

Todd will be on hand at this year's CGE, and you can find out more about him and his achievements at his website, www.beatthechamp.com.



Nope, you're not looking at an old photo. That's the Atari logo flying high on the exterior of the Los Angeles Convention center at E3 2003. Sure, they've altered the familiar Fuji symbol, but admit it. Doesn't it make you smile when you see that humongous red banner? If they keep bringing awesome games like Ikaruga to the US, we'll be smiling even after the banner comes down.

psychOphile, continued from page 17

Huge combinations, individual character styles, perfect controls, and superior graphics really came together here. You like bad guys? This game's got a few, culminating in the ultimate final battle against M. Bison, who's got a very pretty hat and cape. [Gr: 8, So: 8, Ga: 9, Ov: 8]

Kaboom!

If there was ever a reason to own an Atari 2600 and a set of paddle controllers, this game is it. All you have to do is catch the bombs that the Mad Bomber is dropping from above. It's simple in concept and completely mesmerizing once you get in the zone. One time, I got so mesmerized that I never really snapped out of it. Ever. I'm still "there." Drool. [Gr: 4, So: 6, Ga: 8, Ov: 8]

Zero Wing

There's only one reason why you'd care about this mediocre side-scroller. It is best known for its inane dialogue, terribly translated to English, and faithfully reproduced for you right here: In A.D. 2101 War was beginning. Captain: What happen? Mechanic: Someone set up us the bomb. Operator: We get signal. Captain: What! Operator: Main screen turn on. Captain: It's you!! Cats: How are you gentlemen!!



Catch the bombs or else... Kaboom!

Cats: All your base are belong to us. Cats: You are on the way to destruction. Captain: What you say? Cats: You have no chance to survive make your time. Cats: Ha ha ha Operator: Captain!! Captain: Take off every 'ZIG'!! Captain: Move 'ZIG'. Captain: For great justice. Santulli: Groan. [Gr: 5, So: 6, Ga: 6, Ov: 6]

DP TEN MOST WANTED VIDEO GAME VILLAINS

Digital Press is offering rewards for information leading to screenshots of high scores in games involving the Top Ten Most Wanted Video Game Villains. Check each Villain's bio for specific details regarding their identifying characteristics.

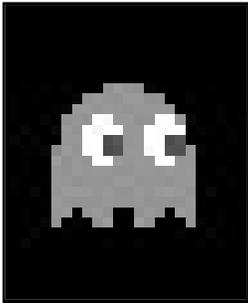
CAUTION

These villains are wanted in connection with the repeated conspiracy to murder all members of the Pac family,

starship pilots, plumbers, warriors, and other miscellaneous humanoids. Considered clever and extremely dangerous. If you have any information concerning any of the Top Ten Villains, please contact your local DP office or the nearest DP embassy or consulate.

If you have proof of the defeat of ALL of these villains, please e-mail pictures to digitalpress@email.com.

SHADOW



Aliases: Blinky, Oikake, Akabei
Date of Birth: 1980
Height: Unknown
Weight: 0 pounds
Build: Squat
Hair: None
Eyes: Blue
Complexion: Red
Sex: Male
Occupation: Photograpger

Scars and Marks: Blinky sustained a scar on his front, left side during a getaway following a thwarted Pac-Man attack.

Remarks: Blinky is quick and crafty, has no hands, and floats instead of walking. He is fluent in both English and Japanese. Blinky has ties to California and Illinois.

SINISTAR



Aliases: Opie, Ron Howard
Date of Birth: 1982
Height: 500'
Weight: 20,000 tons
Build: Round
Hair: None
Eyes: Red
Complexion: Silver
Sex: Male
Occupation: Sentry

Scars and Marks: None.

Remarks: Sinistar is wanted throughout the universe in connection with countless pilot abductions, conspiracy to murder, and murder. He is considered armed and extremely dangerous and should not be confronted. Sinistar has been known to go to pieces but will pull himself together quickly.

GENERAL AHKBOOB

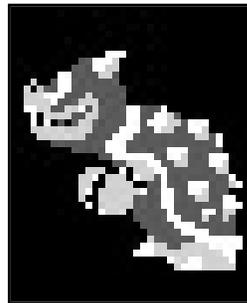


Aliases: S.H.
Date of Birth: 1992
Height: 5'3"
Weight: 145 pounds
Build: Short
Hair: Brown
Eyes: Lying
Complexion: Pale
Sex: Male
Occupation: Evil Dictator

Scars and Marks: Has prominent gap between two front teeth.

Remarks: Ahkboob is wanted on infinite counts of terrorism, vandalism, fascism, and pretty much any "ism" you've got. He has kidnapped and tortured countless civilians, reporters, and other innocent bystanders. Insane and extremely dangerous.

BOWSER



Aliases: Koopa King, Steve
Date of Birth: 1986
Height: 7'
Weight: 350 pounds
Build: Stocky
Hair: Blonde
Eyes: Black
Complexion: Green
Sex: Male
Occupation: Asst. Mgr., The Gap

Scars and Marks: Bowser has a spiked outer shell.

Remarks: Bowser is wanted in connection with the kidnapping of Princess Toadstool and her cohorts. He has ties to the steel industry and is also wanted for conspiracy to murder members of the plumbers' local 512. Bowser is very strong, agile, and packs serious firepower.

YORGLE



Aliases: Old Yeller
Date of Birth: 1977
Height: 17'3"
Weight: 75 tons
Build: Lean / Huge
Hair: None
Eyes: Unknown
Complexion: Yellow
Sex: Male
Occupation: Dragon

Scars and Marks: None.

Remarks: Yorgle is wanted on suspicion of grand theft chalice as well as sixteen counts of micro dot hoarding. He is extremely dangerous and should only be handled by professional Adventurers armed with a mighty sword.

WARIO



Aliases: Evil Mario, W Diddy
Date of Birth: 1990
Height: 4'5"
Weight: 120 pounds
Build: Rotund
Hair: Black
Eyes: Yellow
Complexion: Pink
Sex: Male
Occupation: Savings and Loan Officer

Scars and Marks: Handlebar moustache.

Remarks: Wario is often unarmed, yet very dangerous. He is clever and quick witted and can easily evade capture. His weakness is money; past successful Wario collars have involved golden coins, and plenty of them, as bait.

SHANG TSUNG



Aliases: Lo Pan, Brad
Date of Birth: 1992
Height: 5'8"
Weight: 170 pounds
Build: Lean
Hair: Gray, black
Eyes: White
Complexion: Olive
Sex: Male
Occupation: Stand-up Comic

Scars and Marks: Often seen with facial hair.

Remarks: Shang Tsung is wanted in connection with the death of Liu Kang, Johnny Cage, and all of the murdered victims of the outworld. He is a master of disguise and is capable of morphing into any physical being for limited periods, making him nearly impossible to capture.

MR. BIG



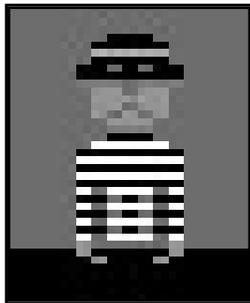
Aliases: Señor Grande, Mr. B.
Date of Birth: 1989
Height: 5'8" / 14'3"
Weight: 190 pounds / 54 tons
Build: Heavy / Huge
Hair: None
Eyes: Unknown
Complexion: Pale
Sex: Male
Occupation: Gangster

Scars and Marks: Has been known to use a wheelchair.

Remarks: Wanted for drug trafficking, extortion and murder. In his true form, shown here (top), Mr. Big is nigh invulnerable, armed and extraordinarily dangerous. If you see Mr. Big, you should immediately flee the scene and notify DP HQ.



MAD BOMBER

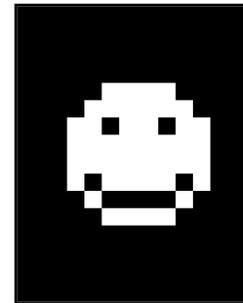


Aliases: Alfred, Jailbird
Date of Birth: 1981
Height: 5'3"
Weight: 162 pounds
Build: Medium
Hair: Brown
Eyes: Black
Complexion: Pale
Sex: Male
Occupation: File Clerk

Scars and Marks: The Mad Bomber has a burn scar on his left hand and a tattoo of a whooping crane on his right bicep.

Remarks: The Mad Bomber is criminally insane and can not be reasoned with. If you spot the Mad Bomber, please contact our field offices immediately.

EVIL OTTO



Aliases: Smiley, Jennifer
Date of Birth: 1980
Height: 4'
Weight: 27 pounds
Build: Round
Hair: None
Eyes: Black
Complexion: Shocking
Sex: Male
Occupation: Soda Jerk

Scars and Marks: None

Remarks: Evil Otto is wanted in connection with the electrocution of some seven-hundred humanoids over the last twenty years. He often manages to blend in with a crowd because of his friendly appearance.

