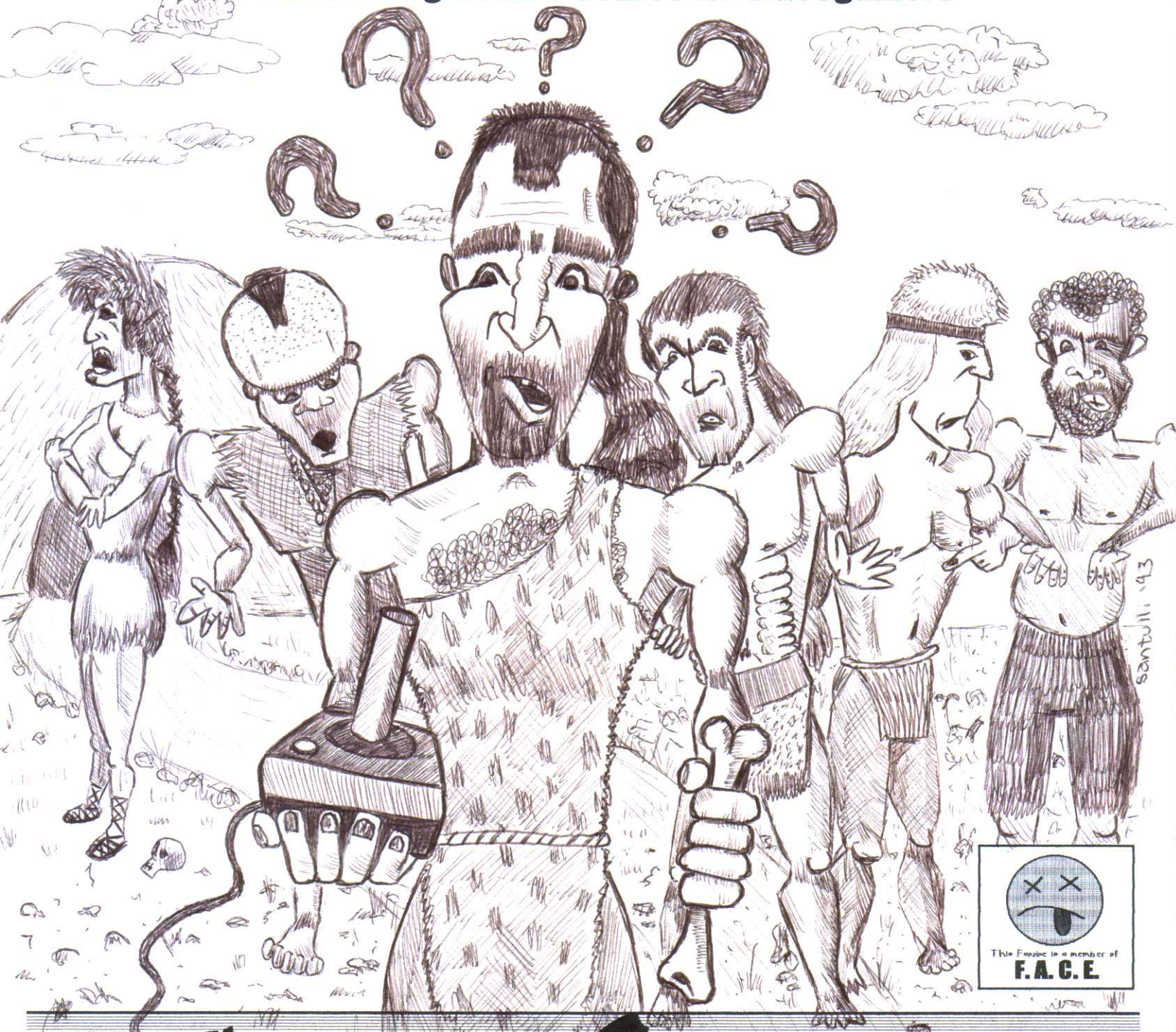
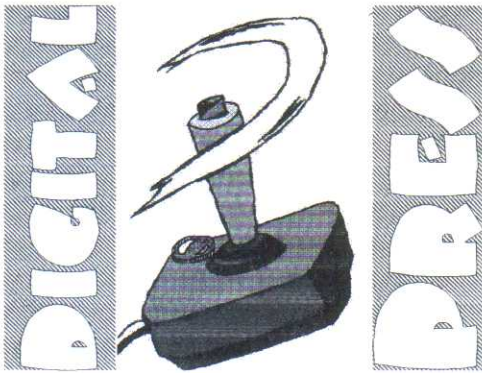


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#14: Scavengers.



# SCAVENGERS

## EDITOR'S BLURB by Joe Santulli

All I really want to say is this: it's moments like these that bring a tear to my eye. No, more than a just a tear. I break down - crying like a lonely child, scared and lost. Rivers stream from my sad face as I raise my fist to the heavens, drop to my knees, and scream out: "Oh, the humanity!". Just about then, my wife walks into the room, and I have to make up some dumb excuse about what hell I'm doing and why I'm making all that racket.

It's moments like these that make me proud to be part of fandom.

Because we have a winner. Actually, two of them.

When the Scavenger Hunt II contest deadline approached us on August 31, 1993, DP Headquarters had over a dozen entries, TWO of which were "perfect". Yes, Jeff Cooper of Tulsa, Oklahoma, and Dane Galden of Columbus, Ohio had apparently found all 20 of the 20 items listed on the game sheet. Having made no plans to award TWO winners, we scrutinized their entries closely, checking that nothing had been left out, and that all of the pieces were valid.

We have two winners.

Since Jeff Cooper's entry came two full weeks before Dane Galden's, we gave Jeff the option: take the \$100 cash prize, or the Telegames system and 12 cartridges. Dane got the other one. Both winners get a lifetime subscription to DP. In the words of the memorable game Ghouls N Ghosts for the Genesis, "CONGRATULATION" Jeff & Dane. This one's for you!

Many of you are probably wondering how cult hero Russ Perry Jr. fared this year. Well, Russ came up with 19 of 20, actually tying him for second place with Dave Giarrusso and George "MR." Wilson of Video Universe. To all of you guys - on any other year, you probably would have won it. Take some consolation in the fact that we've made a new rule for next year's Hunt. Last year's winner is not eligible to play (sort of like a Miss America thing). Next year, it could be you!

What surprised me the most were the items that most entrants found difficult. Russ couldn't come up with the Super Mario Bros. ticket stub. Several entries were missing the Nintendo wrapper. These were easy, I thought. Especially when you see what I have in store for you next year. Heh heh heh HEH HA HAHAAAA!!!!

Uh oh, can't let my wife see me like this. Gotta run. Enjoy - talk to you again before Halloween!

### SPECIAL EDITION OCTOBER 1993

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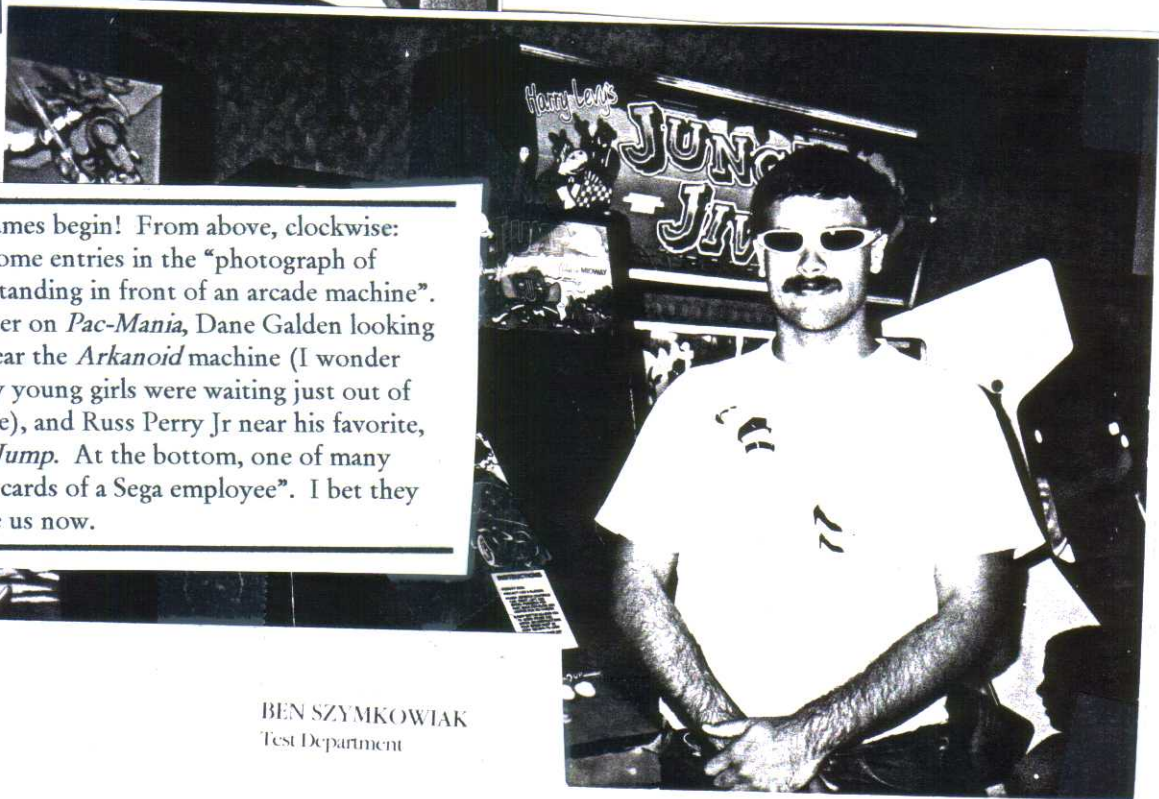
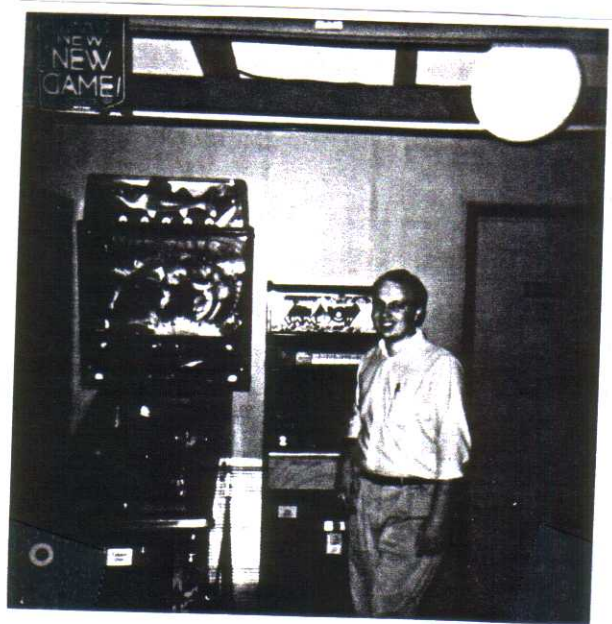
IN THIS ISSUE:..... PAGE

Scavenger Hunt II:  
This special issue is devoted  
to the winners, Jeff Cooper  
and Dane Galden, but features  
some of the entries we  
received between July 1st and  
August 31st, 1993 .....3

# ON THE COVER

STONE AGE MEETS  
GOLDEN AGE  
by Joe Santulli

Let's keep in mind that  
yeasterday's mysteries are today's  
relics, as is evidenced by this  
picture taken ten years ago, when  
Dinosaurs roamed the earth.

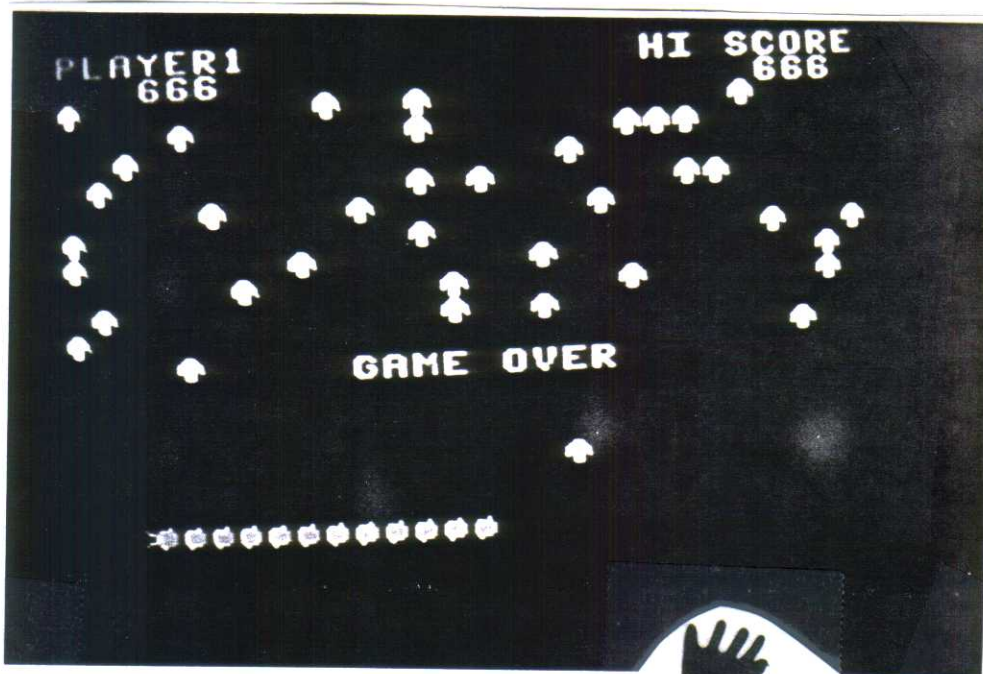


Let the games begin! From above, clockwise: here are some entries in the "photograph of yourself standing in front of an arcade machine". Jeff Cooper on *Pac-Mania*, Dane Galden looking studly near the *Arkanoid* machine (I wonder how many young girls were waiting just out of the picture), and Russ Perry Jr near his favorite, *Bump N Jump*. At the bottom, one of many "business cards of a Sega employee". I bet they really hate us now.

BEN SZYMKOWIAK  
Test Department

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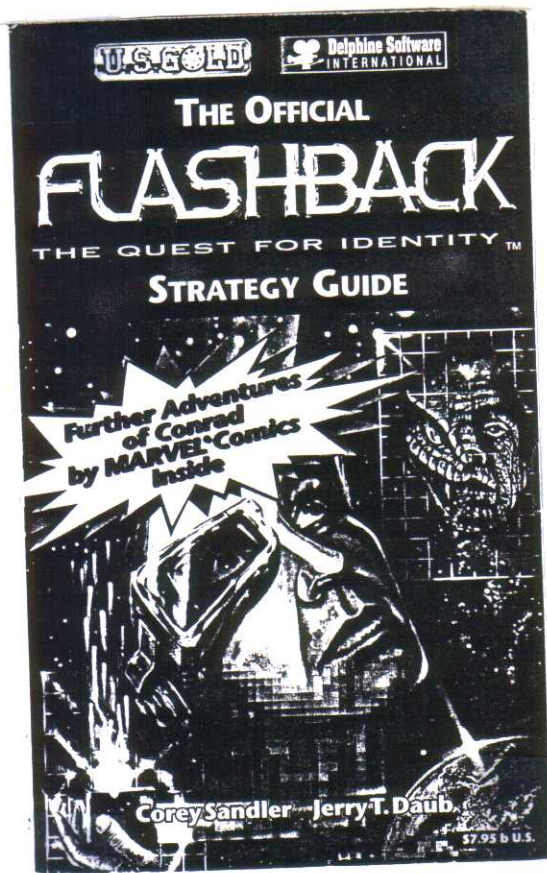


Many entrants used *Centipede* to nab the "videogame screen of a game with the final score of 666". Why did we ask for this? It's our dark secret. Sorry, we can't say. To the right of that, Jim Redd is everywhere! Above and going clockwise, "A wrapper from the Nintendo trading card set", two "plastic figurines whose made an appearance on a 16-bit game", and another business card.

Bruce Gordon  
Marketing



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This Ain't No Game.

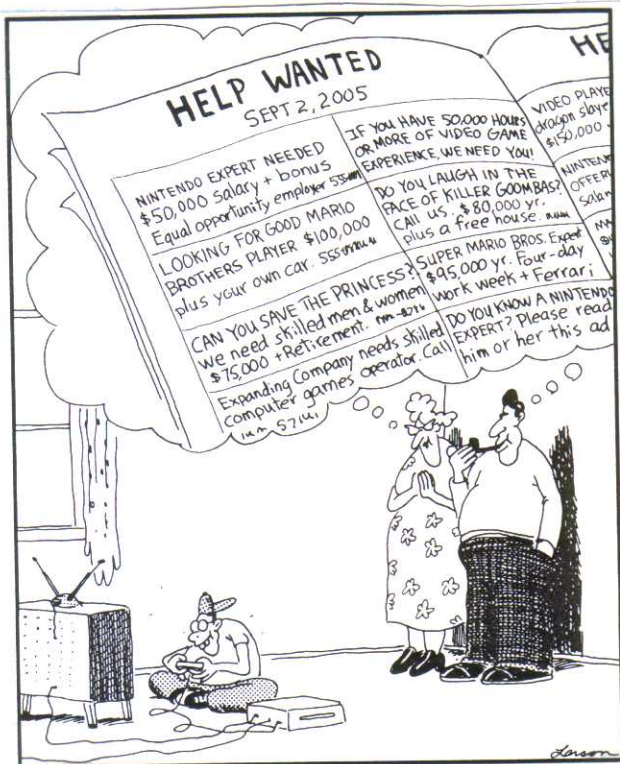
BOB HOSKINS JOHN LEGUZZANO DENNIS HOPPER

S U P E R

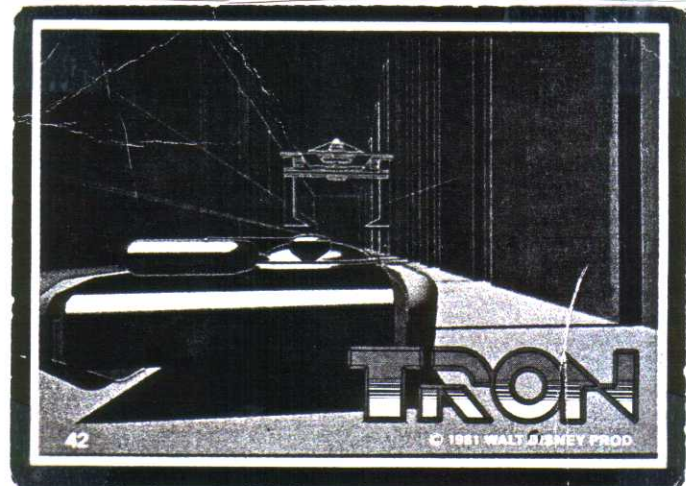
MARIO BROS.

Clockwise from upper left, a "paperback book that mentions 'strategy' on the cover", "a full page movie advertisement of a movie with an identical corresponding title", "a card from the unpopular TRON trading card set", and a "Far Side™ cartoon with a videogaming theme". We received some imaginative entries, but this was the best Far Side™ we've seen.

WHERE



Hopeful parents

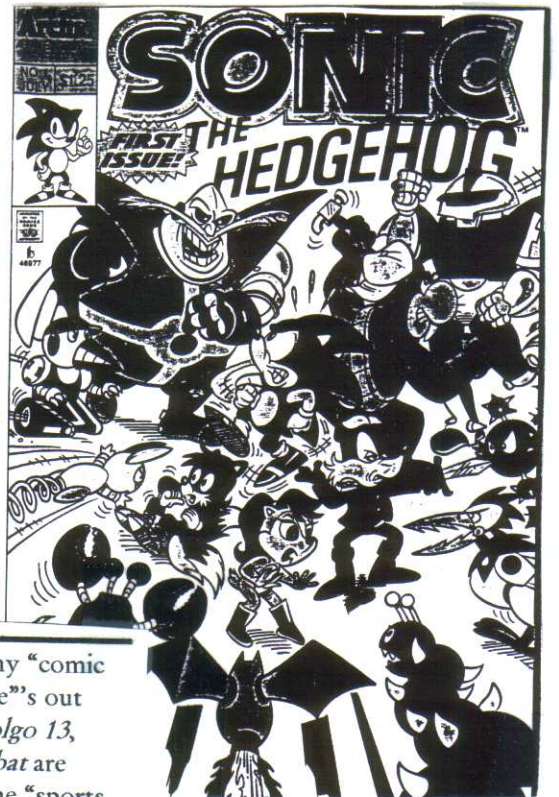


GRAPHIC NOVEL SERIES

# GOLGO 13

No. 7 THE IMPOSSIBLE HIT

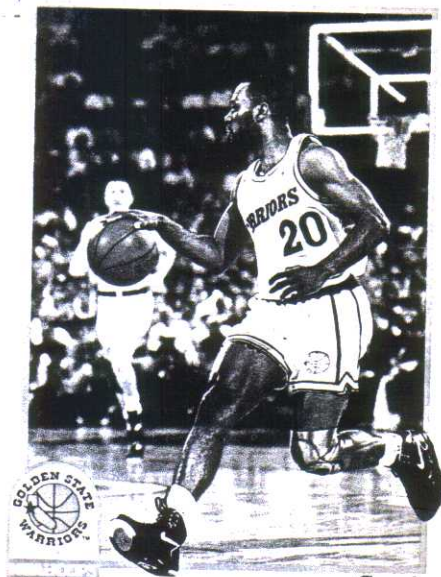
BY TAKAO SAITO



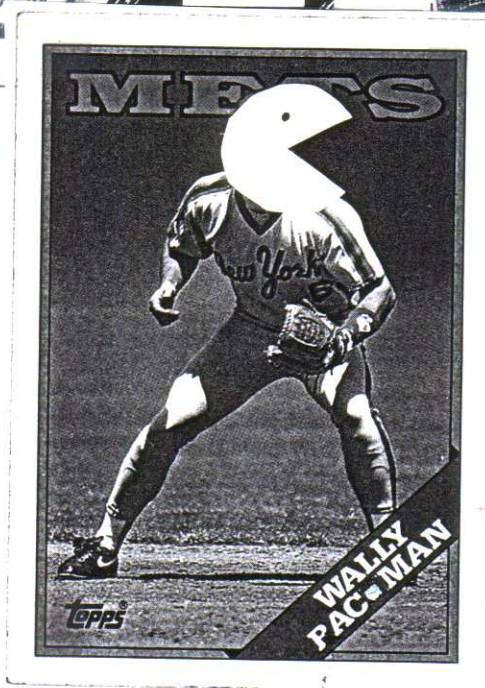
Who'd have thought there were so many "comic book with an associated videogame title"s out there? There were many more, but *Golgo 13*, *Sonic the Hedgehog*, and *Mortal Kombat* are shown here. Two creative entries on the "sports card displaying a player who happens to have a videogame character's name", especially Jeff Cooper's Wally Pac-man. Jeff had others with his entry, but we liked this one the best.



MARIO ELIE



Guard



# HOT SLOTS

## EVENING SUPER MARIO 6

7:30 07-23 FRI

MOVIES 12  
57305 1988T6/2

**\$1.50**

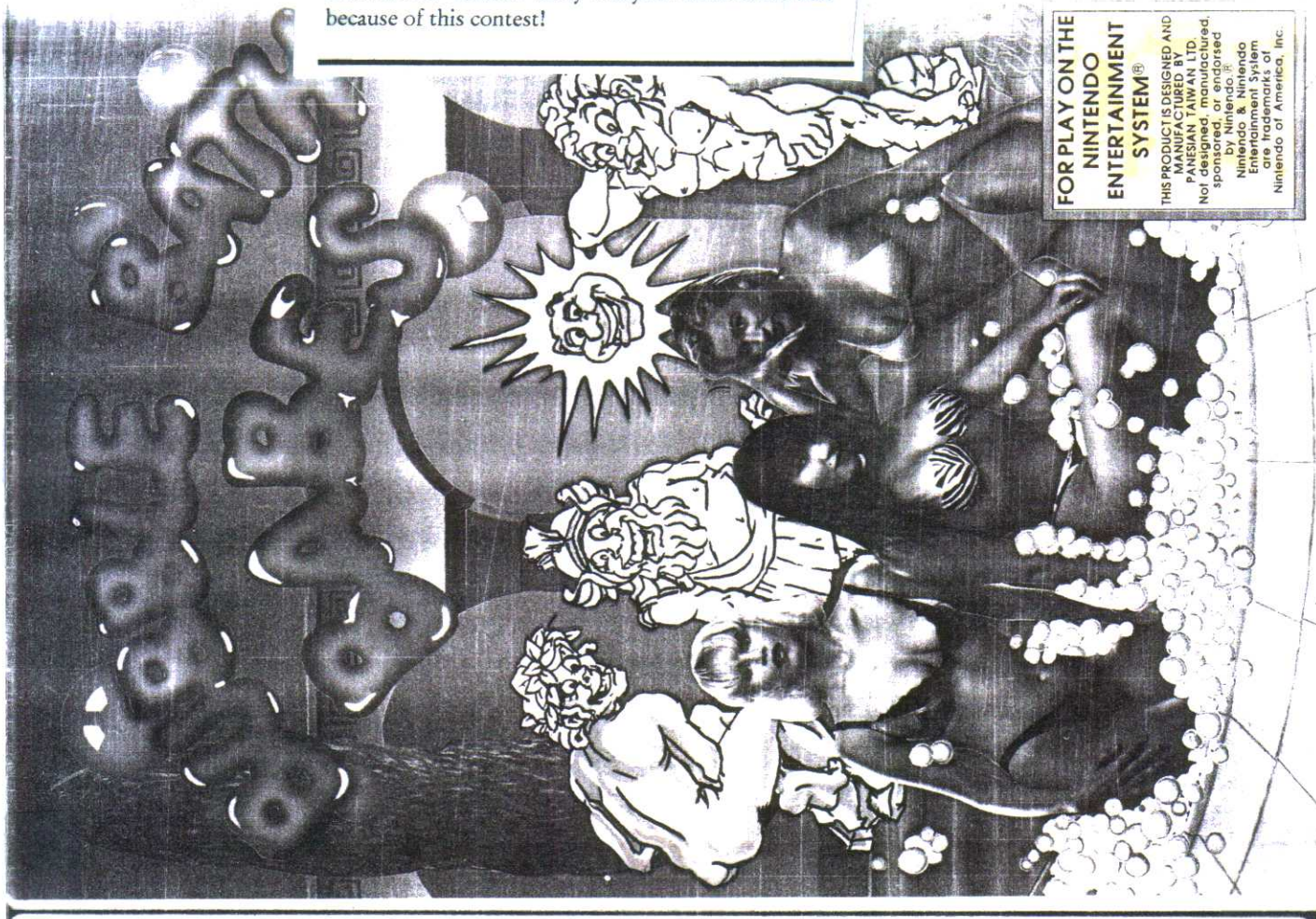
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The background items, boxes "for a Nintendo 8 bit game that does not display the Nintendo Seal of Quality" came courtesy of Russ Perry. They're hard to read, but the titles are *Bubble Bath Babes* and *Hot Slots* (Russ claims the former is a good game). Also on this page, a few "ticket stub from the Super Mario Bros. movie" entries. Sorry if anyone went to see that because of this contest!

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"The Ritz Theatre," the operator informed us, "Must be in East St. Louis. Here's their number." East St. Louis. Hmm. That must explain why there is no ad for the theatre in the St. Louis paper, only a list of showtimes: 7:15, Super Mario Brothers. The pre-recorded message gave their address as 403 East Main.

East St. Louis is actually over the border, in Illinois. It is a nationally renowned center of urban blight. We were warned to stay away. But what kind of trouble might we expect on a late Sunday afternoon? We hopped in the car and headed past the famous arch and over the swollen Mississippi River.

Exiting the highway, we quickly found ourselves in what we figured must be the center of East St. Louis. Main Street must be somewhere near the center. I flagged down a guy who seemed to be in his late forties. Dressed in medical garb, he was walking toward a hospital.

"Ritz Theatre?" He shook his head. "Nah. This is East St. Louis. You won't find anything like that around here. What you'll find here is a shot in the arm, a shot in the leg. There are no theatres here. Where are you guys from, anyway?"

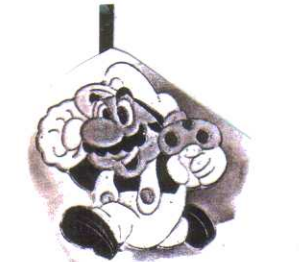
We told him the truth.

"Tulsa?! Well, the best thing you could do would be to turn around and get out of here."

What would Mario do? We headed for the nearest McDonald's. There, along with a few astonished looks, we received directions to the Ritz, which was in Bellevue, a suburb on the other side of town.

We passed through twelve miles that are guaranteed to make you "not proud to be an American." There was, at times, a little tension. But for the most part the place was ominously deserted. Finally, ahead on the left, I saw the Lincoln Theatre which, if memory served, was also supposed to be showing the movie. I braked hard and looked up and there it was on the marquee: Super Mario Bros. We were early, but the place was open. We spoke with the Boss Creature behind the window who informed us that the tickets did not say "Super Mario Bros." No matter. According to my calculations, the Ritz was a couple of blocks down the street. My calculations were correct and, incredibly, the Ritz was indeed showing the same pathetic movie that its neighbor was showing.

This is a story without an ending, a joke without a punch line. The Ritz tix didn't say Super Mario either. But yes, enshrined above is "a ticket stub from the Super Mario Bros. movie." (Further corroborating evidence is enclosed).



IAN R. CROUCH  
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The best entry for the "ticket stub ..." was from Jeff Cooper, who was afraid we wouldn't accept his generic stub, so he backed it up with proof and this little anecdote. Above that, "a pair of 3D glasses", with another "plastic figurine" (look at those boobs!), and several of the "pin or button that has a videogame theme" to the left and right, respectively. Below, another "business card".



Next Position Please



TRICK

**NEXT POSITION PLEASE**  
**CONTAINS BONUS TRACKS \* NOT AVAILABLE ON LP.**  
 I Can't Take It • Younger Girls • I Don't Love Here Anymore • Next Position Please • Borderline • Heaven's Falling • Dancing The Night Away • You Talk Too Much • 3-D • You Say Jump • Y.O.Y.O.Y. • Won't Take No For An Answer • Invaders Of The Heart • Don't Make Our Love A Crime  
See label for sequence



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 YOUR OWN STRATEGIES

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**IRON MAIDEN**  
**THE NUMBER OF THE BEAST**

INVADERS • CHILDREN OF THE DAMNED  
 THE PRISONER • 22, ACACIA AVENUE  
 THE NUMBER OF THE BEAST • RUN TO  
 THE HILLS • GANGLAND • HALLOWED  
 BE THY NAME

STEREO CASSETTE

Squish! Two different "cassettes containing a song with the word 'Invaders' in its title" at top left; clockwise from there, another "pin with a videogame theme", a "paperback book" mentioning strategy, the elusive "instruction manual for a board game based on a videogame" (lots of interesting ones here, including a Spanish version of the Pac-Man board game), and finally, two different "cartridge labels with a stick of dynamite in the picture". Whew!

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**TAZ**

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whoever reaches the Finish space first finishes but his of his turn moving  
 all the obstacles and then is awarded a 500 point bonus. The game is now  
 over! All players total up the number of points they have on their "played"  
 eadown cards only.

**HOW TO WIN THE GAME:**  
 The player with the most points wins the game.

© 1982 by Milton Bradley Co. under Berne & Universal Copyright Conventions. Made in U.S.A.  
 4203 X2

DANE GILDEN  
**DONKEY KONG™**  
 GAME

For 2 to 4 Players

Donkey Kong is the ultimate obstacle course game. It challenges you to move Mario, your brave carpenter pawn, up dangling girders to rescue a Fair Maiden held captive by a ferocious ape. Dodge fast-rolling barrels and flaming fireballs along the gamepath by playing "Hammer" or "Jump" cards and you'll score point after point. Be the first player to reach the Fair Maiden and you'll receive a bonus of 500 points. The player with the most points wins the game!

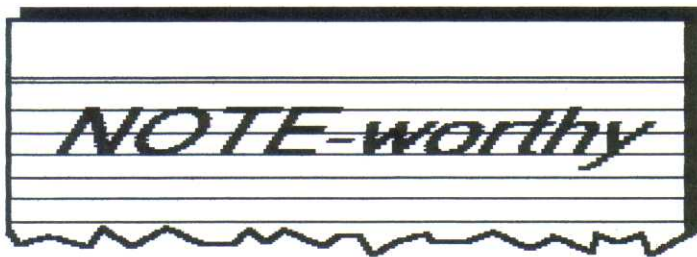
**OBJECT:**  
 Accumulate the most points.

**CONTENTS:**  
 • 1 gameboard • 2 rubber bands • 1 plastic ape (to be assembled) • 2 dice  
 • 4 plastic "Mario" pawns • 4 plastic fireball tokens • 1 label sheet  
 • deck of 48 cards • 12 plastic barrels

**HOW TO SET UP THE GAME:**  
 1. Open up the gameboard and place it on a flat surface so it's in easy reach of all players.  
 2. **How to put Donkey Kong together:** the ape is made up of 4 plastic parts, 1 rubber band and 2 labels. Here's how you put it together:  
 A. Break off the plastic parts first. Carefully remove the 2 arm pieces and the 2 body pieces from the runners. Figure 1, on page 2, shows what each piece looks like.



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### **SCAVENGER HUNT III ALREADY IN THE WORKS**

The staff at DP is already preparing for next year's Hunt, feeling beaten (REALLY. TWO winners? ALL 20?) by this year's entrants. Next year's will have many more items to find, with many more difficult items, but many more easy ones as well. The concentration will be more on how many you can find than getting all of the items on the list. Still, we were very impressed this year. We'll try not to underestimate the perseverance of our readers again! (JS)

### **DP STAFF ON THE FIELD**

Known more for his videogaming than his bat, few readers know that Joe Santulli's lifetime batting average for the IMS "Express" softball team (10 seasons) is over .500. This year, he hit .500 on the nose (21 for 42 in 13 games). 1993 also marked Santulli's comeback, after being sidelined with knee injuries and broken ribs (respectively) for the past two seasons. Let's not leave out veteran Karl Youngman, who also had an impressive year after missing the first few games with a broken arm! (LS)

### **VIDEO GAME REVOLUTION CLOSES SHOP**

Nathan Hauke, editor of *Video Game Revolution*, announced that his long-running fanzine will no longer be produced. Nathan, who is also a chairperson of the Game Enthusiasts of America (GEA), will be starting on a new fanzine shortly. The title and contents are sketchy at the moment. Look to these pages for more! (JS)