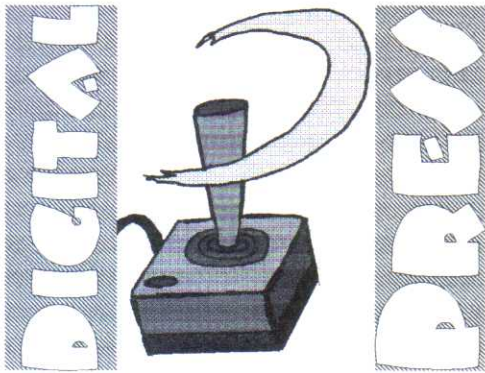


DIGITAL PREVIEW

THE BIO-DEGRADABLE SOURCE FOR VIDEOCAMERS!



#18: Foolish.



FOOLISH.

EDITOR'S BLURB by Joe Santulli

Presented here, in its entirety, are the complete literary works of the people of Belgium throughout history. You'll find it exhilarating, interesting, and above all, exactly one phrase long. The phrase goes like this: HELP! HELP! THE DAM'S ABOUT TO BURST!

Well, that's that! Thanks for joining us in yet another informative and entertaining DP. We've all worked very hard to compile that stuff, and I just hope that all of you appreciate what it took to pull it all together on this page. Hmm. It seems we have a few more pages to fill, doesn't it? Okay then, let's fill 'em!

April Fools day is my second favorite holiday (devout readers know my first, right?) so I thought YEAH, let's do a special. The world of videogaming is so weird that most of these pages won't even come close to what has happened in the past (and surely, the future). Think about it. If I were to tell you a game company is teaming up with a dog food company to produce a videogame where an ordinary dog is the star, you'd think I was making it up. If I wrote in these pages about a game that's all about cleaning your teeth, you'd say "that's not funny. It would never happen". Ah, but my fine feathered friend - it has!

Truthfully, this issue was written by Karl Youngman and myself alone. If you can picture us sitting at the PC howling at how funny we are you've pretty much drawn a bead on the entire production process of DP #18. Karl is, in my opinion, the funniest man in fandom, but he doesn't write much. Check out some of our earlier issues. You'll see what I mean. Or better still, don't throw this in the trash just yet - look at some of his work!

To wrap things up, here's a little riddle that you'll have to work hard to figure out. One of these things is actually true!

- One of the DP Staff will be writing a regular column for Electronic Games magazine (Woehahaha!).
- One of the DP Staff is flying to Belgium to visit a videogaming "friend" (Wooheehaww!).
- There isn't one person on the DP Staff who doesn't not like pizza without no anchovies (Harrwoohhaaa!).

Hey, this has been really meaningful, hasn't it? So let's get moving. It may be short, but by gosh it's entertaining!

DIGITAL PRESS #18

APRIL 1, 1994

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LOGO
A Programming language

SUBSCRIPTION INFORMATION
As long as you're not from Belgium, you're in. Send us \$8.00 and you're in for 6 issues. Send us \$20 and we'll like you very much. Send us \$100 and we'll be 'round your place before you can say "kissing bandit".

BACK ISSUES
Available for \$1.50 each. See elsewhere in this issue for complete details.

Entire contents Copyright © 1994 by Joe Santulli. All rights reserved. Why anyone in their right mind would want to copy any of this crap is beyond us. Well, actually, if you were from Belgium, you'd probably want to copy it so that you could make a friend with your newfound "humor". So if you are Belgian.. go ahead and copy.

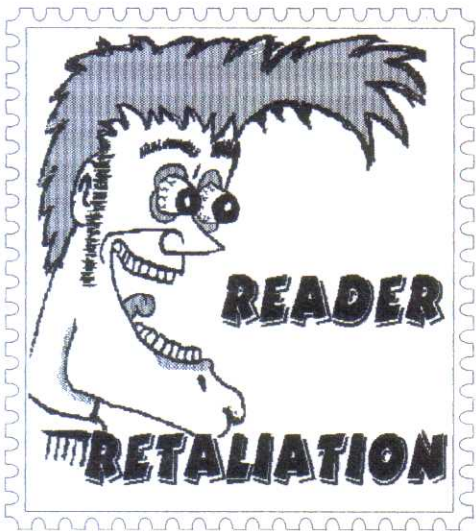
ON THE COVER

WHO'S WINNING?
by Joe Santulli

Somewhere in a typical American household a new breed of videogamers await their moment to strike. Stronger, faster - with two brains - they plot their course for the takeover of mankind. But first, Pong.

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YOU'RE NOT THE KING

Dear Joe,
I've been reading DP for over a year now, and I've seen the caricatures change several times. One question I have, though. Why is it that YOUR caricature looks cool, like a bearded Elvis Presley, while the rest of your staff appear to be nothing more than sideshow freaks? Honestly, Kevin and Howie look like the lost relatives of "the kid on the bridge swinging a banjo" in the movie Deliverance! Now, I've seen you on your videos, and you look nothing like Elvis at all! Here's my ultimatum: either you change your caricature into the freak you are, NEXT ISSUE, or I'm cancelling my subscription. How am I supposed to trust the reviews of a person who's not realistic about his own appearance?

Major Woody Johnson
Annapolis, MD

I've honored your request on these very pages. Truth is, I've had to live with the reality that I AM Elvis incarnate. When you said that my caricature only "looks" like Elvis with a beard, I realized that it had to be redrawn. Thanks for pointing out this glaring error. Now where's that eight bucks?

TECHNICAL QUESTIONS

Dear DP,
Can an "SNES" play Super Nintendo cartridges? I have many such cartridges in my collection and was wondering if I should purchase this unit. Also, I have a Vectrex unit and was hoping you could answer this question: I put the cartridge in the slot, but nothing happens. I've tried to call you (and many others) several times, but my telephone emits a loud buzzing sound at

my mouth. I think this means I'm not supposed to talk. What gives?

Richard Hertz
Bellevue, NY (cell 8C)

Dick, I'll address each of your technical questions individually. First, I'm afraid I must tell you that NO, you cannot play your Super Nintendo games on an "SNES" unit. The SNES company recently closed its doors to the public. Second, we've been doing our homework, and discovered that there's a hidden "ON/OFF" switch located in the front of the Vectrex. Turn this switch to "ON". Most of the time, that does the trick. We have an answer to your last question, too, but it would take too long to print here. We'll call you, K?

A LETTER FROM AFAR

DP dear,
Many year have I read your DP and say I must that I think its not. Joe, do you like video game? In Norway, fishing and video games are. Now a complaint.

I see you're numbers are rating the game. Time and again you and friend Karl give seven to game. Last issue ago, you give the game Streets of Fighting Too, a seven. Karl also a seven. Now Joe, did you ever fight a Street of Fighting like game does? Where I come, the streets have not so many bad guys like the game, but they fight same. Many times I get beaten on streets, so I know game is real. Still you and Karl give seven. I would give this game at least.

It cold enough to make fires freeze in their tracks and fish they can't swim. Speaking of bobsled, what the next game from US of A... STREET OF TONYA HARDING? (WOEhaahaaahaa!!!!!!) Just kidding, as Norway people like to make joke. Keep up the good.

Jenny Tailya
Oslo, Norway

Jenny, I understand your criticism. Hang in there! At least you're not in Belgium!

I LOVE YOU

Beloved DP,
I haven't had sex since I first read your fantastic (erotic?) fanzine! And I can't say I miss it, either. No sir, just give me an issue of DP, a new jar of vaseline, and a solid hour with the curtains drawn, and I'm fulfilled - emotionally, and physically. The writing makes me want to do wild things with a stick of butter, and the artwork... OH!!!! The artwork just makes the hair on my legs

stand on its end. When I read Karl's review of FIFA Soccer, it made me do a "header" of my own. I just want to say that I love you all. From the rugged good looks of Howie Hirsch to the sweet, child-like innocence of Bill Schultz - DP keeps me in a constant state of arousal - from cover to lip-smacking cover.

Rod Falliek
Burlington, MI

My home phone number is (201) 555-7362. Karl says if my line is busy, you can call him at (201) 555-9872. If my wife answers, use code name "Lance". That way our secret will be safe.

GAME REP SPEAKS OUT

Dear Sirs,
Hey, great issue! Keep it up!

Golda Shaeurz
MEMBER Soft, Inc.

OH! I'm just sick and tired of you corporate suits trying to force us out of the publishing game! You may think we're small and insignificant, Hitler, but dammit - we're here to stay! So just back off, man! If we want to give your games bad reviews, we will, and there's nothing YOU can do about it! Ha! How do you like that, fascist? Huh? How do you like that!?!?



NEW! DP COLLECTOR'S GUIDE ADDENDUM

So you've got the Guide and can't wait for more? Send us another \$8.95, and receive the new addendum! What's inside? It's a mystery surprise! Come on, just send the money! Really, it will be worth it! A must for collectors young and old!



Classic Babes In Videogames

BY KARL YOUNGMAN

Springtime is here, and a young man's fancy turns to the ladies. So where do you go? To the beach? No way! If you did that, you may have to actually face one of them - IN PERSON! Just imagine the humiliation that could bring. Better to stay indoors where you can be alone - plus you won't have to deal with those harmful UV rays. There are scores of babes just waiting for you in the world of video games.

These young ladies come in all shapes and sizes. If you're the Brigitte Nielson look, check out Jetta in Sega's *Eternal Champions* (Sega, for Genesis), the six foot blonde Russian acrobat (am I dreaming?) You could get lost forever in that cleavage! In the same game, you've also got Shadow, a fine looking gal with jet-black hair. Her bio says that she will successfully complete ANY task. Ohhh! If only! This is the BEST game! Not only for the girls themselves but also for the clothes they wear. Put it in your collection if you haven't already.



Jetta from Eternal Champions: More than ANY man could handle.

You say you want a biker chick? Blaze from *Streets of Rage & SOR2* (Sega, for Genesis) has got it goin' on. The first time I saw that red micro miniskirt and bikini top, I didn't care if I ever saw another "real" girl again. She also gets my vote for "Best Legs in a Video game babe". Definitely a big 10 there. Blaze has a look-alike in medieval swordfest *Golden Axe & GA2* (Sega, for Genesis). I usually play the game as Tyris Flare, the hard-bodied amazon. I sympathize



One of Night Trap's many sights to behold.

with her situation - her mother and father were killed by Death Adder - but wow, what a set of ta-ta's!

Personally, I go for the "girl next door" type. And yes, there are some sweet young things that are just a plug and some power away. I bought *Tecmo Super NBA Basketball* (Tecmo, SNES) just for the halftime show. Like the rest of you, I also fantasize that they're performing their little show just for me. The one on the right even winked at me once, I swear!

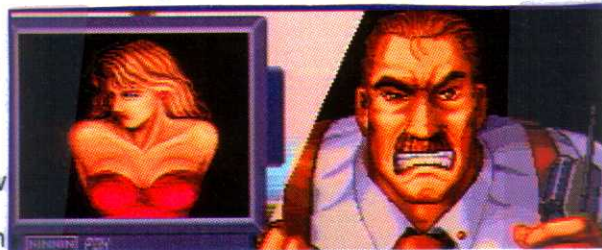


I follow this girl around in Night Trap and ignore the bad guys. But if one of them tries to touch her... Bammo!

If seeing a pretty face or a good figure isn't enough, pop in that *Street Fighter II* (Capcom, for SNES) cart again. When the incomparable Chun Li gets knocked to the floor, you can actually see PANTIES! Kudos to game designers for their attention to detail. That's an important feature missing from way too many of today's games. I should also mention that I first saw this elevated level of program design in *Double Dragon*, when the girlfriend gets thrown over the bad guy's shoulder.

Of course, a lack of clothing isn't a bad thing either. The intro is the best part of *Sword of Sodan* (Electronic Arts, Genesis). Is she wearing next to nothing or what?!? Check out those pixels!

Finally, the Karl Youngman "Hall of Fame" game. I don't know about you, but I could watch *Night Trap* (now even clearer on 3DO!) over and over without getting bored. I could go on, but it's time for a cold shower.



I'd be mad too, if my daughter got kidnapped while dressed like that! Vavoom!

Genesis

DP Games

Simulation



BY KARL "SHOOT
FIRST"
YOUNGMAN

Looking for a cop game that's a little more realistic than your standard shooter? DP Games' *L.A.P.D. King* may just be the ticket.

The game starts with a map of the city. Crimes in progress flash on the screen. You play officer Lawrence Powell throughout the contest. As you patrol, your radio calls you into crime areas. Many calls come in "fuzzy" over the radio: "Crime in progress.. suspected homicide zzzzz zzzzz xxxx blah blah blah" "Caucasian male zzzzz blah blah" "Armed and danger...zzzz blah blah". Most of the crimes you CAN respond to: speeding between 1-15 mph over limit, failure to use blinker, expired inspection stickers, broken tail lights etc. Turn on the lights and get the criminal! To apprehend, simply force them off the road (a la A.P.B.) - or for extra time, onto a deserted side street. Use yer siren to

scare 'em real good, or sneak up on 'em silent-like and RAM them off the road. As you move up the ranks, you can even "shoot out their tires" with your shiny new gun.

You're looking into the driver's side window - at this point you have backups on your side. In this phase, you try to coax the driver into a fight. The initial comment from the perpetrator is usually "what did I do officer?" to which you have a wide range of responses such as "Do you feel lucky, punk?", "Blink, and you're roadkill" "Do you believe in God" etc. The exchange continues until you can land that first blow. This can be done in a variety of ways. He might fall for an innocent "sobriety check", where you can punch him in the back as he's walking the straight line (he won't walk so straight when his spinal cord buckles from the business end of your billy club!).

Or, you could also choose to sucker punch the criminal while he's searching for his vehicle registration. It's tougher that way, though... you'll have to hit him pretty good to be able to drag his body from the car.

Here's where the real meat of the game begins. It's cop vs. criminal - mono a mono (plus ten backup officers, the weapon of your choice, and complete surprise on your side - not to mention the force of right and righteousness behind you). The real Officer Powell would never go "hand to hand". Use C button to swap between butt of the gun, billy club, stun gun, or oriental nunchucks. You have a limited amount of time depending on how deserted the road is, how dazed the criminal is at the outset, and how many "brewskis" you put away in the past hour of duty. A classic game that's sure to please!

Element	Joe	Kevin	Bill	Karl	Liz	Howie	Simultaneous Multi-Play	Saves Data to Cart
Graphics	9	8	7	9	8	7	Significant Game Ending	Hidden Areas
Sound	6	8	7	5	6	7	Variable Skill Levels	Non-Linear Gameplay
Gameplay	7	6	8	9	7	6		
Overall	8	9	8	7	8	9		

One of the year's best despite weak performances from the supporting cast. Powell is coming into his own as a box-office draw. A big thumbs up.



R. Ebert



J. Santulli

I'm a God-fearing man, and now more so than ever. This game is so real you can taste it on the roof of your mouth. Feh! No, that was just a piece of broccoli from last nite's dinner.

Collector Notes

If I WERE THE COLLECTING SORT, I would collect GUNS. GUNS ARE NICER TO LOOK AT THAN VIDEO GAMES, AND YOU CAN SHOOT STUFF WITH THEM, TOO. TRY INFLUENCING PEOPLE WITH A VIDEO GAME, THEN PULL A .38! SEE WHICH WORKS BETTER.

Power Users

HERE'S A HOT TIP: A fireplace poker THAT'S BEEN SITTING IN A BLAZE FOR SIX HOURS ON A COLD WINTER NIGHT.

Origin

BORN KAL-EL OF THE PLANET KRYPTON, HIS PARENTS SHIPPED HIM OFF TO SPACE WHEN THEIR PLANET FACED IMMINENT DESTRUCTION. HE WAS FOUND AND RAISED BY TWO KINDLY FARMERS. POWERED BY THE SUN, HE FIGHTS FOR TRUTH, JUSTICE, AND THE AMERICAN WAY.

VIRTUAL LIFE

NES

DP Games

Simulation



BY JOE
SANTULLI, AGE
28

Element	Joe	Kevin	Bill	Karl	Liz	Howie	Simultaneous Multi-Play	Saves Data to Cart
Graphics	9	8	5	4	8	9	Significant Game Ending	Hidden Areas
Sound	9	9	5	4	9	8	Variable Skill Levels	Non-Linear Gameplay
Gameplay	1	1	1	1	1	1		
Overall	5	8	9	8	7	6		

I've been playing video games for about twenty years now, and I've gotta say... this is the first time I've ever been involved in a game that so closely mimics reality. In what should prove to be a long line of "virtual reality" games, the first in DP Games' catalog: *Virtual Life*, has all of the trappings of a pseudo-corporate masterpiece. Actually, this game was released over ten years ago, but the designers used the final product to determine their marketing plan. Unfortunately, there was a death in the simulated family, then Uncle Waldo had the sex change... Well, those obstacles are out of the way now, and *VL* is on the shelves at last!

This game is really much more than a game - the object is that you must determine the next course of action in

a sampled lifetime. These decisions range from simple "go left or right" to the more far-reaching "what do I want to be when I grow up?", "should I follow the paths of good or evil?" and the stumper "what is the meaning of life, anyway?". The problem with this game is that all decisions and actions take place in real-time. While playing this game one Saturday night, I was only able to get past one Saturday night, simulating the life of an infant. During that twelve hour play session, there weren't many decisions for me to make: "eat, sleep, or cry". When I chose sleep, the screen went black for about 8 hours. When it came back, the same choices appeared.

This could prove to be the only real flaw in the game. A friend of mine has been playing this game for

almost ten years now, and he recently learned how to ride a bike and tie his shoes on the game. He says he has the same problems with the 8 hour blackened screens, too. My friend isn't the best game player, though - because of some of the decisions he's made, his character has gone blind. He says he wants to reset the game, but worked so hard in those early years - it took him five years to be able to utter a single word.

This little snag notwithstanding, *Video Life* is a terrific addition to any game library. Where else can you get up in the morning, have a couple of eggs and coffee, then go to school (or work)! If you have a lifetime to devote to a single game, this is the one for you. Cool!

There's nothing worse than being boiled to death. I just have to say that. Otherwise, it's okay, but having a red body makes you stand out among the oceans predators.



Uhh, I don't think so. I don't like the idea of leaving my NES on all the time. I found that if you shut it off, the game resets to the date of birth. Needs some work.

Collector Notes

NES GAMES ARE THE "IN" THING TO COLLECT! FUNCOLAND SELLS MANY AT UNDER \$5. OF COURSE, THE BEST POSSIBLE WAY TO BUILD YOUR COLLECTION IS TO STEAL. FUNCOLAND HAS MINIMAL SECURITY AND A WHOLE BUNCH 'O GAMES! GET THE HINT?

Power Users

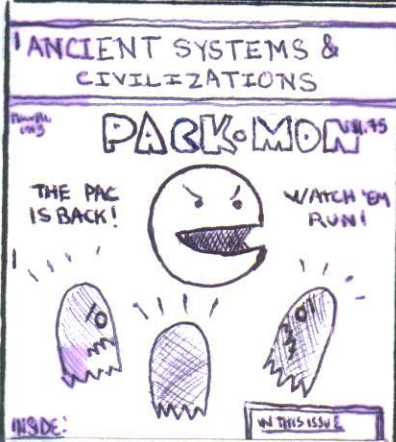
IGNORE THAT LAST MESSAGE ABOUT STEALING. THE TRUTH IS, STEALING WILL GET YOU LANDED IN JAIL. IT'S BETTER TO JUST DECEIVE YOUR FRIENDS INTO GIVING YOU THEIR GAMES. PROMISE THEM SOMETHING IN RETURN BUT NEVER DELIVER. YOU CAN'T GO TO JAIL FOR A WHITE LIE.

Origin

THE ORIGINS OF STEALING AND DECEIT DATE ALL THE WAY BACK TO THE TALE OF ADAM AND EVE. FOR SOME REAL GOOD ORIGINS, SEE ALSO THE ORIGIN OF MURDER, FOUND IN THE TALE OF CAIN AND ABEL.

FANTASMA G O R I A

FANZINE REVIEWS BY JOE SANTULLI

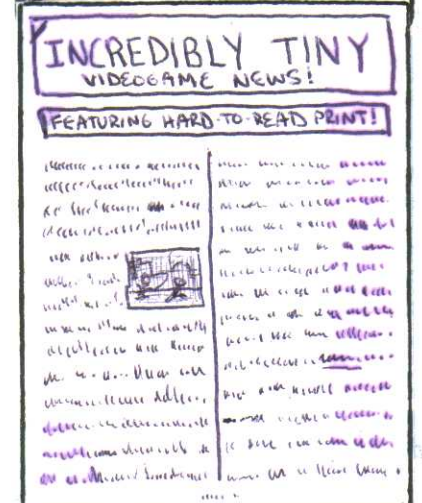
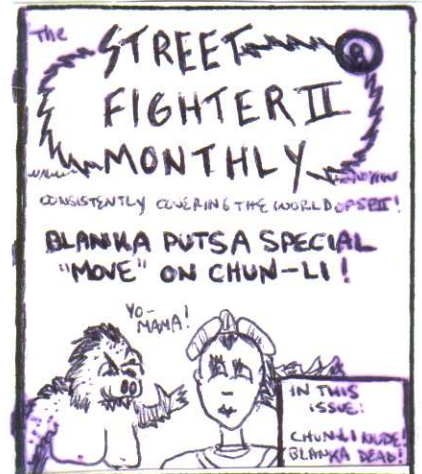


Welcome back to the place that's a bit like a nightmare, but it only feels that way. It's that rapidly shifting sequence of haphazard fanzine reviews, FANTasmagoria. Hi. How are you. Have a seat. We have some business to discuss.

Just when you thought SFII was going out of style, here comes another issue of the I'M FORCING IT DOWN YOUR THROAT NOW AWARD winner *Street Fighter II Monthly!* Hey, this is only the twelfth cover in thirty seven issues to feature the character Blanka. I was starting to miss him - really! But I didn't miss Blanka nearly as much as the LONGEVITY AWARD winner *Fairchild Channel F Gamer!* Wow, these guys are really hung up on that old machine! They still don't even recognize Zircon as the new developer. Dudes! Three pages about the controllers? You can't be serious! Sure, they were innovative - but it's 1994 - nobody uses a joystick anymore!

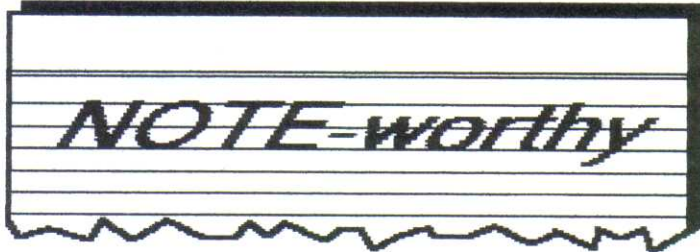
While we're on the subject of classics, would anyone be surprised if I offered the BEST CLASSIC SYSTEM 'ZINE to Geoff Akins' *Ancient Systems and Civilization* for the umpteenth time? Geoff has a natural writing style - like he's in the trenches with these games. You get the feeling he's a real gamer. Not like wannabe editor Nate "The Skate" Pigeon. Nate's *Incredibly Tiny Videogame News* #9 was painful! I like fanzines as much as the next guy (you like 'em, right? Yeah.), but don't try to pack twenty pages into a twenty nine cent stamp, man! Save our eyes, not a tree! Nate, you get the PEARLE VISION CENTER EMPLOYEE OF THE MONTH PLAQUE. I normally don't give that one out, but the good people at Pearle requested that I do so as you've brought much business their way.

Just a few more tokens to distribute, such as the WORST FANZINE OF THE MONTH AWARD, somebody's got to win it, this time it's *Ultra Super Hot Videogaming*, whose "main" topic was who is better, Sonic or Mario! Well, those guys playing Channel F don't seem so out of touch anymore, do they? Oh, what's this? An extra PASSION SUPREME AWARD? OK then, how about give it to *Fanatical Videogaming* #11. A real classic, where editor Gus Mondale rips open people who disagree with him with his bare hands, then shows us pictures! Great job! You're my EDITOR'S CHOICE as well, Gus!





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LIVE FROM YOUR HOME

Here's something we're NOT kidding about! It's time to get to work on the first video compilation of gamers! The "Live From Your Home" project is underway! If you want to get involved, just send us 5-10 minutes of yourself on video with your game collection, or playing your favorite game, etc. Give us your philosophy on "good videogames" or "collecting as a hobby", or anything else you can think of. We'll add you to the compilation, which gets you the final product FREE! Everyone else will have to pay, and pay big, so just do it, man! More details will follow. Expected deadline: May 20th!

WHERE TO COMPLAIN

Okay, so this issue's a bit short. Don't worry - we've added ONE to everyone's subscription, so guess what? It doesn't count! Now just back off! Still want to complain? Don't like the "subject matter"? A little too rough for you? Too bad, pansy! DP is not for the faint-hearted! Get used to it! There's plenty more abuse where this comes from, sissy boy!

WORTHLESS COLLECTIBLES

We here at DP have a reputation to uphold, and a responsibility to videogame collectors everywhere. As such, we regretfully must make this announcement. The owners of Atari 2600 classics Pink Panther, Shooting Arcade, Chase the Chuckwagon, X-Man, Assault, Wall Defender, and Cubicolor: scores of originals for these previously believed "rare" titles are appearing everywhere across the U.S. It's believed that some of the companies that held these in storage have finally cleared the warehouses of the older inventory. If you own one of these cartridges and still want to have something to show for it, send them here for a FREE issue of DP. It's the least we can do for our fellow collectors.