

# El Gran Congo

MAGAZINE



En este número #09 :

Los retro **juegos** como excusa

Un conmovedor viaje a través del juego. Una excusa para que **20 artistas** internacionales muestren su particular versión de los hechos. De los hechos.



# Han colaborado - Artist who have been playing with us.

Max Bertoni (Italy) - Peter Warms (Canada) - Joe Cuca (Canada) - Steven Link Link (USA) - Toni Escolari (Uruguay)  
Brenda Thomas (UK) - Bill Staton (UK) - Keith Jones (Ireland) - Joao Silva (Portugal) - Linda Gómez (Chile)  
Robert Chiu Chiu (USA) - Miguel Torres (España) - El Lobo (España) - Kurt Huber (Swiss) - Anton 3 (Nederlands)  
María DF (México) - Susanna Paoletti (Italia) - Patrick Fowley (USA) - Sven Tiberger (Sweden) - Paul James (USA)

El juego como eje del asunto. La vida es un juego; tira, avanza o retrocede y vuelve a esperar tu turno. El juego, ¡Ay Dios mío, el juego!

En esta nueva edición hemos puesto al alcance toda la ferretería de cacharros que pusieron en solfa a toda una generación, a dos. O por lo menos, lo intentaron. Bienvenidos a nuestro salón de juegos recreativos. Los euros aquí no valen.

**Do not fight. Play**

[contacto@dillofo.com](mailto:contacto@dillofo.com)



# RoadBlasters

*Welcome to Retro Paradise*

© 1986, 1987 ATARI GAMES

INSERT COINS

CREDITS: 0

HIGH SCORE  
1058515

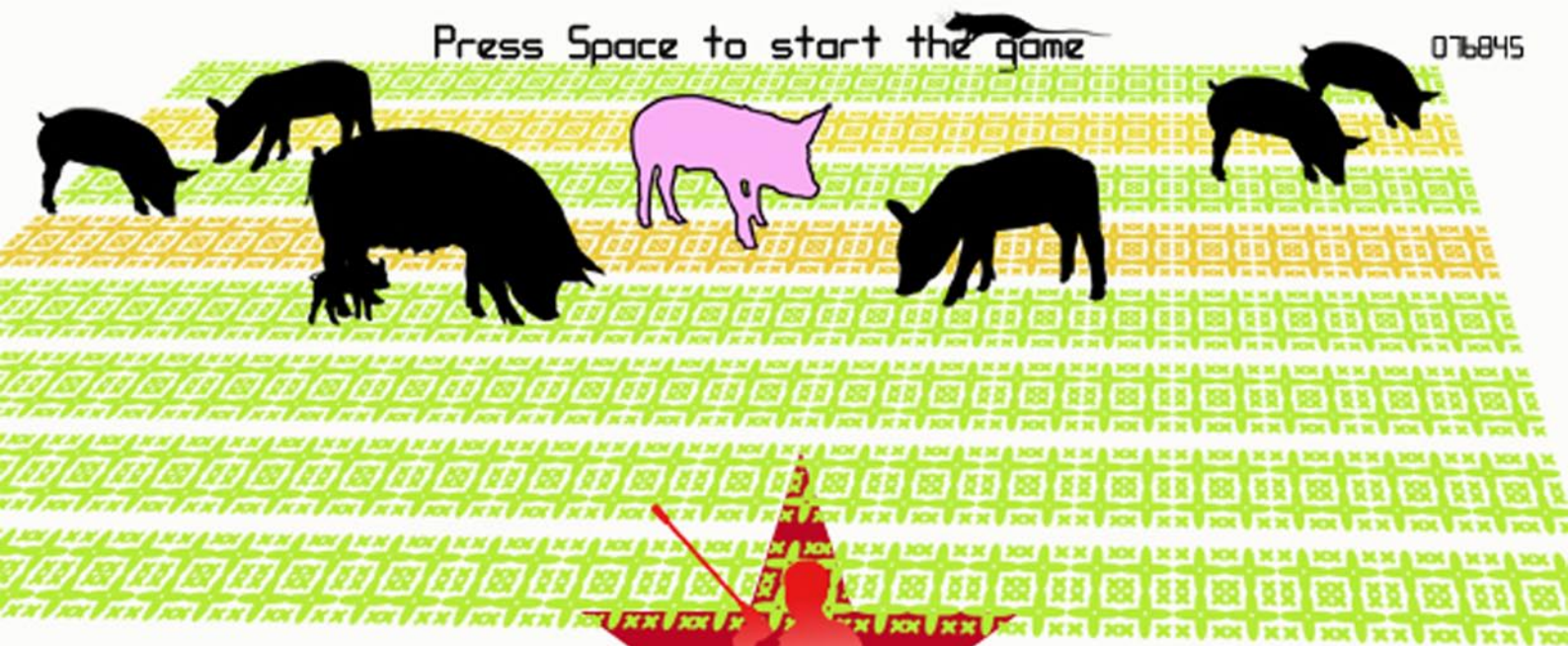
FUEL

000  
SPEED

SCORE  
0000000

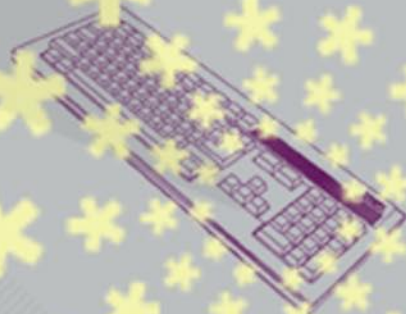
Press Space to start the game

076845



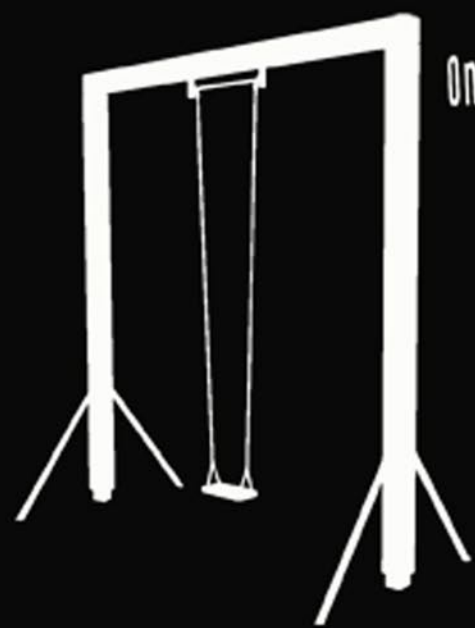
T-100

SPIELEN SIE BITTE



create your own  
maze way to go  
out of the system

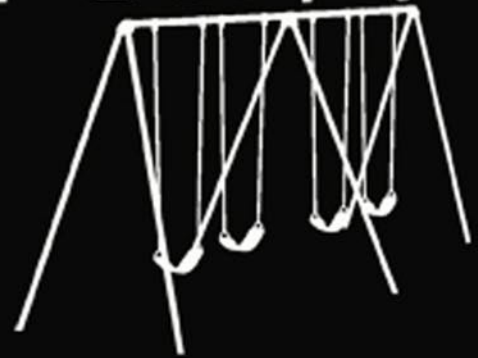




one player



Four players



electronic games





*Vado dove l'horizonte mi porta...  
Perciò gioco.*



*ero... Sono, Sarò e giocavo, gioco  
e giocherà ero... Sono, Sarò e giocare  
gioco e giocherà ero... Sono, Sarò e gioc  
e giocherà ero... Sono, Sarò e giocavo,  
gioco e giocherà*

A complex digital collage on a black background. In the center, a man in a dark suit and tie is shown from the chest up, appearing to be in motion or falling. Behind him is a large, glowing target pattern consisting of several concentric white circles. The background is filled with a collage of various elements: a world map, abstract shapes, and what looks like a circuit board or data visualization. The overall aesthetic is high-tech and somewhat surreal.

psycotic games are not available for computers



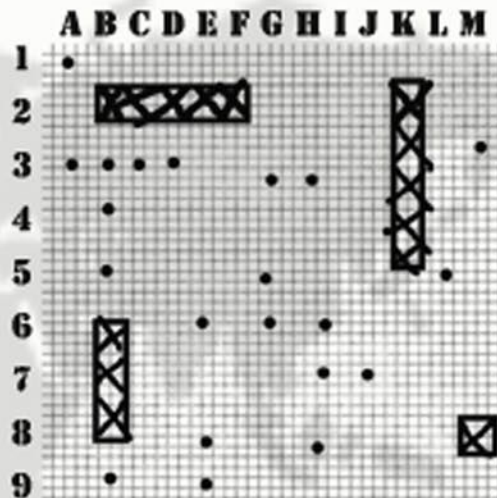
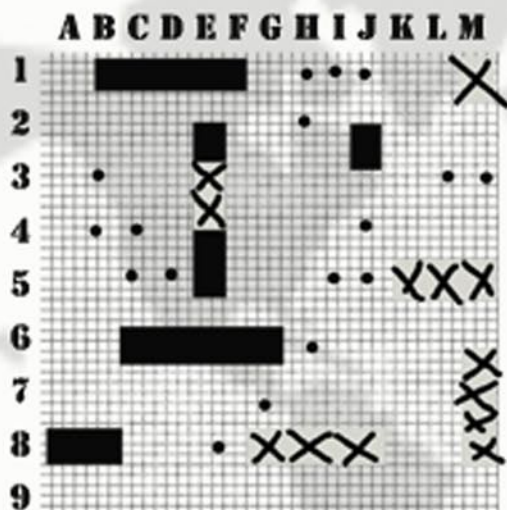
**Nicht kämpfen. Spielen.  
Spielen wir gemeinsam**



*En el juego de la seducción también necesitas disparar.*

# RETRO GAMES 1940-1945

55.000.000 MILLION PEOPLE DIED



MAYBE WE WILL PLAY ANOTHER TIME... FUTURE GAMES

# *Siesta Time* Game Over



*When I was in Spain I was playing Siesta. The best Retro Game ....*



VIDEO JUEGOS

Juegos para dejar de matar

Yo ya no mato

Ahora, juego

juego  
pero  
NO  
mato



Sie haben  
immer noch Kredit.  
Sie können weiterspielen

Still have credit you  
can go on playing







# Sex games

UNDER THE TREE

THEY DON'T NEED PLAYSTATION.

CREATIVITYMAN



TOUCH IT, SMELL IT AND AFTER PLAY



# RETRO GAMES

I KILLED PACMAN LAST NIGHT



Me and my machine  
RetroGames 1977-1979



**PLAY**

**OR DIED**

**If** **Publicity free Space** you are interested to contract publicity for the next  
**If** number **DON'T** tell to your competition.  
you are interested in publishing advertisement to  
suprise your clients. Don't hesitate contacting us.  
We garantie you **GOOD** humor and good sales results .

*wE accept different propositions to move your Business. TeLL Us*

**Puzzle**

*El Gran Congo* MAGAZINE 

**NEXT ISSUE #10 - DECEMBER 2006**

**ESPACIO= VELOZIDANE X TIEMPO**

**EN LA FÍSICA CLÁSICA EL ESPACIO ES UN ESPACIO EUCLÍDEO DE TRES DIMENSIONES  
DONDE CUALQUIER POSICIÓN PUEDE SER DESCRITA MEDIANTE TRES COORDENADAS.**

**YOU HAVE TIME UNTIL 10TH DECEMBER TO SEND YOUR WORK  
SUBJECT FOR THE NEXT ISSUE #10**

**ESPACIO - SPACE - RAUM - SPAZIO**

**CONTACTO@DILTORO.COM**

*We have left this*  
*space for* **YOU**

*For advertising material*



**THIS IS NOT A GAME**