

Editors Notes:

First, I would like to explain about the Jaguar Fest issue a.k.a. Vol. 8 #4: some of the members got issues with handwriting on the cover while others had gotten issues with information pasted on the cover. That issue was originally done in color but was copied in black & white, while the rest of pictures come out ok the Jaguar Fest information on the cover didn't that's why I did that on the cover of that issue. The color version of the above issue is still available for \$2.00 each (please wait 2 or 3 weeks for shipping) and when ordering that issue please mention it on the envelope. (The black & white version with the pasted information on the cover is also available for \$1.60 each) Enough said: now inside this issue we'll have news on Atari Mania, A.V.C. online, a review on Battle morph (Jaguar), and Star Raiders 2 (Atari computers), Club news, Jag Fest '97 report, A new game company making Jaguar & lynx games. So enjoy the Atari Zone: The official Fanzine of The Atari Video Club, The Atari Zone is published bimonthly six issues per year. To Join the Atari Video Club Mail \$5.00 (Now accepting Checks, Cash, Money orders and also accepting six .32 cents stamps plus \$3.00 (cash or check only) The stamps plus payment is only good for US subscribers) : Make Checks or Money

Orders (must be drawn from US banks only) payable To Dan Iacovelli)

To AVC/Dan Iacovelli
1411 North 36th
Melrose Park, IL
60160-2726

(AVC's New E-mail address: Dan-Avc@usa.net (please don't use the old address I'm not using that one anymore)

AVC on AOL / Internet
E-mail Address:

Slevitt117@aol.com

Or look for AVC messages in these following Internet

Usenet groups: alt.atari.2600,
alt.classic.video.games

and rec.games.video.classic
(The subject will always be Atari Video Club).

Atari Zone E-zine text version

is available via AVC online:

<http://www.angelfire.com/ia/AtariVideoClub/AVC.html>

(Html version available upon request only through E-mail)

(AVC and this Fanzine is not affiliated to Atari or any company mentioned in this newsletter in anyway.)

Atari Mania 6 report:

Here are the current standings

For Atari Mania 6:

2600, 5200, 7800 & Jaguar
standings are all vacant (Since

Jeff Adkins who was the reigning 2600 champion

haven't contacted me, I've

decided to make that tile vacant (He was also the 7800 Champion too.)

Lynx standings:

Champion: Sheri Levitt

Power Player: Dan Iacovelli

Ranks from 3 to 10

Are currently vacant.

Atari Mania rules

1.) One system championship per year (Champion vs. Power player (Champion chooses the game for the competition)) lasting for two months.

2.) Rankings will be awarded to top 10 players and their standings will be posted before each Atari mania event article.

Rankings are as follows:

Power player (#2) to Rank #10.

3.) Ranking open Competition: An open competition to all players (except for the Champion and

Power Player who is scheduled for a Championship that year) including non-ranking players (Game is chosen by Category by club Chairperson) lasting for a year.

4.) Their Win/Loss records will determine a players ranks

A non-ranking player can gain rank if his/hers record is better than the ranking players record.

5.) Every ten years a grand championship will be held to determine the Grand Champion

(Past Champions vs. present Champion)

This is your final chance to enter this years Atari Mania competition. As mentioned Before since Jeff is no longer the 2600 & 7800 champion his title is now up for grabs This means the winner of the 2600 or 7800 open ranking

competition will be the newly crowned champion. The gaming category for Atari Mania's Ranking competition is sports (meaning all sports games can be played for the Systems we support) To enter Atari Mania 6: mail your scores to me (my address is listed on the first page) put "ATTN: Atari Mania 6" on the envelope (when sending Lynx scores put it down on a piece of paper (or a 3 by 5 card) with your signature and a signature of another person who saw you make the score for proof.) The Hall of Fame Competitions is open to any game and anybody can enter. Atari Mania 6 is scheduled to end when the next issue of this Fanzine comes out.

AVC Online Update:

First of all as you may have noticed at the first page that I have a new E-mail address. The reason for this is because I'm hardly on Geine anymore Plus it's the new address was free from Netaddress.com (also since I'm mostly on the Internet it's a bit easier for me to get mail). Now for information on the web site: First, I have added the "have you played your Atari today" Wave sound to the main page. (thanks to Atari Gaming Headquarters & Kevin Manne for the use of the wave), second, For those of you who wanted to purchase back issues of The Atari Zone Fanzines, there is now a list of available back issues dating back to Vol. 5 #4 which covers the first release of the Jaguar system. (I'm still trying

to see if I could get rest redone since they were done with different publishing programs.)

Along with this list are links to the text versions of the E-zine. (Html versions will be available upon request via e-mail) The link to the back issue list could be found on the club information page. And finally, I have added 2 new links to the list of links page: one is to Atari Gaming Headquarters, this site has Atari information from coin-ops to Jaguar. The other link is to Kevin Manne's Jagu-Sounds web site, this site wave sounds that are from almost every Jaguar game including the above mentioned wave sound I use for the main page for our web site.

On a side note: Vol. 8 #3 of this Fanzine got reviewed by Arnie Katz's Fsnzine Scope article on the Inside Games web site (www.actionworld.com/inside_games).

Cross-Talk:

With the next issue marking the end of the eighth year of this fanzine I thought that you might want to see some changes in this fanzine in the upcoming future so here are some questions I have came up with:

- 1.) Did you enjoy the Jaguar Fest issue?
- 2.) Would you like to see more screen shots and/ or photos in future issues?
- 3.) Are you interested in having a full color fanzine?

4.) If you answered yes to the above question would you pay more for a subscription to a color fanzine?

5.) Do you have any other ideas for either this fanzine, the club (or even the club's web site)?

Well, that about covers it, mail your answers to me before Vol. 9 # 2 of the fanzine come out. (My address is listed on the first page (also accepting answers via E-mail) for snail mail answers put ATTN: Cross talk, E-mail answers Put Cross-talk for the subject)

Club News as of 9/30/97

As most of our members know by now Sheri Levitt who was our Chicago area club manager and local host for our local meetings has moved out of the state. Which means our local meetings will be put on hiatus for a couple months until I could find a location. Also if you live in the Chicago-area and would like to take over Sheri's old position write to me I'll give you more information. In other club news: Jag fest '97 was a big success for both The club and the event itself (AVC did not sponsor the event we just printed out the fanzines that was distributed there), I've met Tom Harker of ICD inc. and resigned his company to the club and we gained a new member from Chicago, Jim Leonard. Also at this event I showed a binder of past issues of this fanzine (that same list is on our web site) and I also passed out numerous of Atarian patches.

Also for those who are on the Internet look for announcements for our Internet relay chat meetings (or a club chat room) to begin soon.

Atari Jaguar Fest Report:

Turn out for this big event was even than expected I estimated approx. Over 40 people attended Jaguar Fest (I'm say that because I left around 4:00pm and I don't know if anybody else showed up after that). I met Jeff Grimshaw who organized the event (He brought a Jaguar kiosk display these are the ones you would see at the stores or trade shows like C.E.S. or E^3)

I also met up with Wes Powell webmaster of the Jagu-Dome web site (He helped me with the special Jaguar Fest issue by letting me use some articles and pictures from his web site for the fanzine). Other people I met was: Kevin Manne & Fard Muhammad (Kevin is the webmaster of Jagu-sounds web site which is to me the most complete sound library of Jaguar music and sound effects, btw he brought his rotary controller to the event that can be used for Tempest 2000, Fard is known as The Ultimate Atarian on the Internet for his exclusive library of Atari stuff including his Jaguar games, he brought most of his game library and his older Atari systems to fest).

I met both Kevin & Fard at Burger King the night before for the pre-meeting dinner also. As the day passed I later

had a small talk with Tom Harker of 4-play/ICD inc. (as mentioned in the club news article) I also had a chance to play three new games: Battle Sphere, Air-Cars & World Tour Racing all of which are great games in their own right. I did have trouble controlling them though but still are fun to play. Besides Jaguar games there was also three new games for the Lynx system being demonstrated there that was made by Carl Forhan: (who could not be at the event) Ponx, SFX and Planar Wars (I didn't play any of those games but they looked good).

Most of the games being played at this event include Battlemorph, Primal Rage & Vid-Grid on the CD side, on the cartridge side there was Breakout, Defender & Tempest 2000, NBA Jam, Rayman, Pinball Fantasies, Ruiner Pinball, Wolfenstein 3D, & Fight for Life and probably many more games. Lynx games was also being comlynxed over there too like Cal. Games, War Birds & Slime World. As the day got later the guys from Visual Dimensions 3-D gave there question & answer session on possible new Jaguar & lynx games (I'll have a full report on that coming up). After that Fard gave a small movie demonstration showing the 25 years of Atari. It was around that time when I decided to leave the event; I'm looking forward to the next one and hoping I could do another special fanzine for that event.

Visual Dimensions 3-D Report:

As promised from the above article here is my report on VD3D Q&A session: They first introduced themselves and told us that They are working on games for PSX, PC, Jaguar & Lynx. They also mentioned that they are also working with Dark Knight games to finish Defcon 1 for the Jaguar. The first game will be for the PC and will be later ported to the console . Besides Defon 1 they mentioned that they are working on a game called Automaniacs which is being called as a sequel to Club Drive. The Lynx games being made by them are: Eonhunter, Lean Machines(a racing game) & GP Saga(another racing game). They also mentioned that all games will be available on a limited release schedule and Jaguar games will be in three dimensions. Lynx games will be comlynxnable and Jaguar games will be networked with the use of the Cat Box from ICD inc. They also stated that they could finish the unfinished games left by Atari with the possibility of making CD games depending on the response. For more information visit VD3D web site at:

www.hickory.net/starbase. (VD3D is located in North Carolina and is operated by Allan Burress, Rodger Reigret & Chris McDonald)

Game Reviews (Jaguar CD & Atari XL/XE

computers) By Randal Gelking

Battlemorph is another CD-ROM I found in my search for discount Jaguar games. This is the sequel to Cybermorph and play is much similar -but on a much grander scale. You're allowed more "freedom of flight" - into long winding tunnels, through and around mountain ranges, even underwater! Your WarGriffon's basic weapon is a twin shot cannon; you must discover new weapons on the planets. You can also view a topographic map which shows your location, teleporters, objectives, etc. Of course, all kinds of enemies and bosses will make life difficult.

Fortunately, energy & power-ups are plentiful. I like how the planet/mission selection is set up, like 3D model of the solar system (hidden worlds can be discovered too). Flying underwater is the best thing about the game, graphically - your ship get "wavy" and you can shoot fish for energy. The music mellows out when your underwater, then changes to driving battle tunes when you come out. The Sean Connery voice used throughout the game is an amusing touch as well. On the down side, Battlemorph is yet another mission -oriented game... hardly an original idea. The game is very close to Hover Strike; right down to the video breaks between missions. But hey, what Atari fan would pass up a game that was less than 20 bucks?

This review is on Star Raiders 2 for the XL/XE Atari

computers. You defeated the Zylons in Star Raiders, but they're back, led by the evil Chut, and they've begun their attack on the peaceful star system Celos IV! This may be the best space battle simulation I own or have played. The action occurs between two star systems. Celos IV has 3 planets, 3 star bases and one moon. You must defend these from Zylons incoming from the Procyon system, where 3 planets churn out Zylon Attack Squadrons. A squad consists of several Fly Fighters, which are hard to hit, and Destroyers, disc -shaped blue, green, or red ships that use zithium beams to decimate Federation cities. Each Destroyer takes two to four hits (blue destroyers are the weakest). After wasting a Zylon squadron, a command ship appears, you need not destroy these. When things are under control, warp to Procyon to destroy attack bases with Surface Starbursts (SSBs for short). Don't go back unless you need repairs, to reload SSBs , or to defend a planet under attack. When you're done, go back home & clean up the remaining Zylons. You then receive a rating for your performance. Once again, it's a great game, but lengthy - a half-hour to finish a game on Level 1(easy). But no one said defeating the Zylons (again) would be easy...!

Star Raiders 2 Tips from Randal Gelking

Don't worry about attacking fighters during a bombing run;

Concentrate on the ground targets. And go slow! When battling destroyers, you must steer your shots into the ship two or four times depending on it's color/strength. Also, if you warp away, then back again, the color/strength of the destroyer will change. To destroy the command ship, guide it into the center third of the screen, then move up/down while firing to steer your shot into the glowing square in the ship's center. When battling a squadron that is threatening a star base, you only have to deal with fly fighters. You can regain full energy (not repairs) by warping to the center star in either system. Don't stay too long or your ship melts (kind of neat to see), Game over, man.

Classifieds section:

All ads are free to post (Just be sure to mention how long you wanted posted(Max.6 issues) mail you ad's to the address on the first page(be sure to put Attn. AD on the envelope.)

Send your High Scores (2600,5200, 7800,and Lynx, Jaguar) to Sheri Levitt 900 W 98 St Overland Park, KS 66207 Attn. High Scores (when sending Lynx scores put it down on a piece of paper (or a 3 by 5 card) with your signature and a signature of another person who saw you make the score for proof.)

2600 games for sale: Air Sea Battle, Combat, Real Sports Baseball, Space Invaders, Bowling, Star Raiders

(no touch pad), and Donkey Kong. \$5.00 each plus \$1.00 for S&H.

Write to
Dan Iacovelli
1411 North 36th Ave.
Melrose Park, IL
60160-2726

Wanted the following gaming mags

First issue of GameLiner
Atari Age Vol.1 No.3
Atari Age Vol.2 no.5

Write to
Dan Iacovelli
1411 north 36th
Melrose Park, IL
60160-2726

I have the following items

for sale:

Jaguar Team Tap (never used): \$25-\$30 (or trade for Jag-link connector).

Jaguar Wolf.3D
(used w/instructions & box) \$15.00-\$18.00

Write To: Sheri Levitt
900 W 98 St
Overland Park, KS
66207

Ever wanted to make your own video games? How about arcade games you always wanted to see ported over to your favorite console or hand-held system? There were a few most probably too (more than a few maybe). Ever heard about or thought about getting a "Development kit" for your system of choice? Only to see that the offering was going to cost as much as \$1,000,000 per unit to own? A bit out of reach of most gamers' out there isn't it? Once in while, Less expensive offerings have managed to come out or "trickle down" to reach us real game players. The Playstation "PSX" is one such example that has managed this within

the last year. One can get a development kit for now -with a bit of trying and putting money together- and ordering direct from Sony or trying "high-line" electronic stores for it. The rub is that it still cost gamers \$700 plus hidden charges too. What about hand-held systems? These kits don't usually become available to gamers and are usually cost thousands of dollars too (The latest one was \$5000) add to that cost of shipping, EPROM cards... still high. Now a kit has come a long for the "little guy" to use at his or her leisure. This kit is for the Atari Lynx; the "BLX Lynx Development kit" is available to you now from Avant-Garde Gaming to help support the Lynx cause. This is an item every Lynx owner should consider owning. Stop dreaming and make games you want to see & play!! For more information contact:

Avant-Garde Gaming
206 E Conron Ave.
Danville, IL
61832-1806

Phone #: 1-217-446-4176

Wanted game reviewers for the Atari Zone Fanzine & E-zine (2600,5200,7800, Lynx or Jaguar (Also accepting Atari computer game) Write to address listed on page 1. (be sure to put Attn. Game Review on the envelope)