

Editors Notes:

Welcome to Volume #9 of The Atari Zone Fanzine and almost AVC's tenth anniversary (November will be the clubs 10th year). This newsletter and club have been through a lot in past years (we had some major fights between each other, started out local grew into a national club, etc.). So to mark the clubs and newsletters anniversary I'll do an article that focus the difference from the club & n/l now and than. Now here's what's inside this issue news on Atari Mania 7, Club news, review on World Tour Racing, Jag Fest '98 report, I'm also bringing back the Fanzine review list where I review fanzines & A new product list for jaguar (news on Hasbro's purchase of Atari from JTS).

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 7 report:

This competition has begun on January 1st, 1998 & it is open to general public for the First time ever. Now all you members are probably saying to yourself:" will this effect our ranks for future competitions?" well the answer is no it will not. This is because the competitions will be split up in to two different divisions: Division I =Atari Video Club members & Division II = Non members. Atari Mania rules are the same for both divisions (with a few exceptions (see below)):

Atari Mania rules

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

months(same for both divisions).

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(same for both divisions).

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 (same for both divisions).

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.(Exception :If any division II player joins the club he/she will be placed in the ranks according to his/her win/loss record).

5.) Every ten years a semi championship will be held to determine the division Champion (Past Champions vs. present Champion) (same for both divisions)

6.) The division champion from each Division will meet to detmine who will be the Grand Champion.

(There will be no Inter-Division competitions so each division will have it's own ranks)

Atari Mania 7 Standings:

Div I:

2600,5200,7800 & Jaguar standings are all vacant

Lynx standings:

Champion: Sheri Levitt

Power Player: Dan Iacovelli

Ranks from 3 to 10

Are currently vacant.

Div II:

All standings for Division II (2600-Jaguar) are currently vacant.

As stated in the standings: Div. I championship is for the 5200 & since that plus 2600,7800 & Jaguar have no champion it will be determined from the win/loss record of the ranking competitions, Div. II has no Champions for any of the systems(2600-Jaguar) So the Ranking competition will determine the ranks base on the win/loss record.

To enter Atari Mania 7: mail your scores to me (my address is listed on the first page) put "ATTN: Atari Mania 7" 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.)

Atari Mania 7 Category for The ranking competition is space shooters.(Any space shooter game can be played.)

Cross-Talk:

With this issue marking the start of ninth 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? (I got one vote for yes)
- 2.) Would you like to see more screen shots and/ or photos in future issues? (I got one yes vote)
- 3.) Are you interested in having a full color fanzine? (one for yes)
- 4.) If you answered yes to the above question would you pay more for a subscription to a color Fanzine?(one for yes)
- 5.) Do you have any other ideas for either this fanzine, the club (or even the club's web site)?

Jim Leonard asked to have a standard IRC meeting.

Well, that about covers it, mail your answers to me before Vol. 9 # 6 of the fanzine come out. (I'm planing to make changes in the n/l at the end of the year) (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) On a side note: at a recent net meeting it was brought up that we should support Atari emulators on the PC, what do you think.

Atari Jaguar Fest Report:

Plans for Jagfest'98 are set:

(Taken from Jagfest'98 n/l)

Location:

Corfu Fire Hall

116 Main Street

Corfu, NY 14036

Time:

9:00 am till midnight

(although we may be able to squeeze a few more hours Out :-)).

Date:

Saturday, 1st of August

This is a good location

because it's close to the NYS thruway exit (48-A), is not IN the city of Buffalo, but still close enough to the airport (about 20-30 min. east, all on one road). Directions will be posted on the JagFest homepage.

Accommodations:

The closest hotel is an Econo Lodge. Expect rooms to cost about \$65 per night, unless I can work out a group rate deal (which I will try to do)...then the price should go down even more from there. Here's the address and telephone # of the hotel:

Econo Lodge

At Exit 48-A

Pembroke, NY 14036

(716) 599-4681

Other Attractions:

Considering the fact that most people will be coming from out of town, I thought there may be some interest in the amusement park, Darien Lake, that is 10 minutes away from where the Fest is being held. They are also in the process of building a hotel so there will be the option for people to stay there instead of at the Econo Lodge, but expect to pay a higher rate. There is camping available at the park too, for those who may be interested. As for the park, there are 4 roller coasters and a bunch of other rides, a

water park and more. If you want to know more about Darien Lake, you can contact them at:
Darien Lake Theme Park and Camping Resort
9993 Alleghany Road
Darien Center, NY 14036
(716) 599-4641
(Administration)
(716) 599-2211 (Camping)
Niagara Falls is also within driving distance from Corfu as well!

//Other Stuff

This year's Fest will have food! That's right. I've arranged for there to be plenty of food available right there for everyone's convinces. As for what will be served, I haven't decided yet. But it will most likely be something

simple like Burgers and Dogs, unless everyone who is attending is vegetarian, then there will probably be a menu change :-)

Dark Knight Games has already committed to attending, and will be bringing along some cool surprises. Custom controllers anyone? Jaguar underground games will be available to play...I will bring my modified Jag and PC so everyone can check it out. The PC will also be hooked up with Internet access, so everyone on the Net can stay updated.

///You Can Help!

If you will be attending, please help us out by sending an e-mail to chadjag@geocities.com. In it, include your name, e-mail address, and what

you will be bringing. Things which are needed are Jaguars, Monitors(!), Catboxes, AirCars and (hopefully) Battlesphere cartridges, and other appropriate video game hardware. Feel free to bring classic Atari video games too!

///Tickets

Tickets will be available before the event for \$10, or at the door for \$12.

With your paid attendance you will receive some cool Atari/Jaguar stuff like last year, but what it will be is undetermined as of yet. E-mail KevinManne@wycol.com to order your tickets!

(Don't have E-mail access? Snail Mail me the information and e-mail it to Kevin.)

Atari Zone Jaguar Fest Poll:

I am currently working on plans for the second edition of The Jaguar Fest Atari Zone fanzine. And it coming along great But in order to make it even better than the first I'm going to need your help, so I need to know the following:

1. Cover page with 2 columns inside like the first Jag fest issue(Determined at the net meeting)
2. I need reviewers for it (I can't do it on my own, I need your help(looking for 2600,5200,7800,Lynx & Jaguar reviews(plus Atari Computer games))
3. Pictures(If you have any screen shots of the games you want to review include them your review

(Also accepting pictures of you playing the game your reviewing)

4. There will be a Color issue .B/W issues will be sent out to members and distributed out at the fest (this is due to cost of color printing). Pre-orders are now be taking for those who want the full color issue as well (no price is set as of yet. but I'll let you know)).

So E-mail or snail mail me (my address is listed on the first page) with your reviews (& pictures) and lets get the ball rolling for Jaguar fest '98!(Deadline for articles & pictures is June 30th
Be sure to put ATTN: Jagfest issue on the envelope)

Club News: as of 3/15/98

As mentioned above Jagfest will be held in New York this year, however, I won't be able to attend but I'm arranging plans for either having Atari Mania competition there or giving free membership as some kind of door prize. (nothing is set yet) Dave Bell of DKG(Dark Knight Games) has agreed to join the club via the mailing list program(he was at the net meeting) although he hadn't replied back with the form I e-mailed him. Net meetings are held on the first and second Saturday of the month(Now held at the AVC chat room and On the IRC channel #AtariVideoClub at the EFnet server) Local meetings are currently on hold but I should have news on a location soon.

Net meeting report for January and February 1998:

January 3rd meeting started at 4:30pm (CT)

attendees: Me(Dan Iacovelli), Jeff, & Stareagle

Topic: none(open discussion)

Stareagle asked about if the Club would consider supporting Atari video game Emulators for the PC.

I mentioned that I would mention it in the next issue of the Atari Zone (Vol. 9 #1) the rest of the meeting was talk about Jaguar games.

meeting ended at 8pm(CT)

January 10th meeting started at 4:54pm(CT)

attendees: Me(Dan Iacovelli), Jeff, Warpstar,Jagman, Matt Dovell, DES & Chad Ridgeway

Topic:none(Open discussion)

Mentioned that Wes Powell made the new logo for the club Chad offered to design another graphic for the club. The rest of the meeting was talk about Atari video games. (My video card was out at that time I couldn't see what

Warpstar was saying because he was using yellow for text

and my screen was mostly in yellow) Meeting ended at 9:11pm(CT)

Next Net meeting scheduled for February 7th,1998 5pm(CT)

Net meeting #4(2/14/98)

begun approx. 4:50pm(CT)

Attendees: Me (Dan Iacovelli), Jagman, Warpstar & DKG (Dave Bell)

Topics: Atari Mania 7 & plans for Jagfest issue of Atari Zone

. Jagman asked about Atari Mania 7(He left a little later)

Warpstar ask for more details on Atari Mania 7

DKG joined in mentioned that GamePro was going to review the new rotary controller(also mentioned that they are going to join AVC via the mailing list program)

Warpstar then mentioned he is interested in doing reviews for the Jagfest issue of the Atari Zone(I then mentioned that I'm planing on Mail By demand shipping for this issue(see the special form for more information at clubs web site)) meeting ended around 8:50pm(CT) next meeting 3/7/98.

Net meeting #3(2/7/98) cancelled due to lack of attendance

For those who have signed on the club web's site you may have noticed that there was two club logo's on the main page the one was made by Chad Ridgeway and one by Wes Powell. Well since I haven't gotten much response from anybody about either one I decided to use Wes's logo for now on.

Fanzine's Revisited:

For those of you who are new to this Fanzine, let me explain the title of this article: Back a couple years ago when I started sending out this fanzine nationally, I have been receiving fanzines from other fan-ed's(fanzine editors) and I used to give a short review of almost every 'zine I got in each issue. But I stopped for while because of lack of time, now I've decided to go back and give reviews of current issues I have received so far. Now for the reviews:

A.P.E. Newsletter # 25
Edited by Clinton Smith

This issue is Clinton's last issue of the A.P.E newsletter In which he looks at the past, present, and future of video gaming. He also mentions how he started A.P.E when he first got his Lynx system(back than A.P.E. stood for Atari Portable Entertainment now it stands for Atari Power Entertainment). Also he has an article that shows the simulates of Jaguar games & other systems(Iron Soldier for the Jaguar & Mechwarrior 2 is one example). Clint and I have been exchanging 'zines for a long time(I did meet him at the SCES '94 in Chicago). (A.P.E. back issues price: .75 cents each)

A.P.E newsletter
2104 North Kostner Ave.
Chicago, IL 60639
(make checks payable to Clinton Smith)

Orphaned Computers & Game Systems Vol.2 #2

Edited by Adam Trionfo

This newsletter was originally published a couple years ago, than he stopped . Now he's

doing it again with help from Chris Federico. In the issue

I'm reviewing it has a couple of good articles that caught

my interest: Graphics vs.

Game play and an article that list Pitfall games from the

2600 to the PC. They also

have lots of good game

reviews for the classic games too.(\$1.00 per issue)

Orphaned Computers & Game Systems

4321 Montgomery NE ,#339

Albuquerque, NM 87109

(make checks payable to Adam Trionfo)

The Laser: Electric Dreams

Vol.1 #1

Edited by Michael Palisano

This newsletter has many game reviews(classic to next generation) which are long and to the point.(Mike states that after this issue he won't be doing reviews for the classic systems anymore). One thing I didn't really care for is his fanzine review section. Don't get me wrong I enjoyed reading it however it was handwritten instead of typed which made it hard to read. (\$2.50 per issue)

The Laser: Electric Dreams
2 Rock Ridge Dr.

Norwalk, CT 06854

(Make checks payable to Michael Palisano)

AVC Now and Than

(Membership)

At the time of this writing we currently have 22 members. Back in 1989 we only had a local meeting consisting of 4 members (Me, Sheri Levitt, Dan Goldstein & David Behnke(Dan & David left the group in 1990, while Sheri and I stayed with the group)). The club didn't go national until 1990 back than he had almost 30 members and for each member we lost we gained one or two new members.

Hasbro Buys Atari

On March 10,1998 Hasbro announced that have purchased all Atari assets from JTS Corp for five million dollars. Six days later Hasbro announced that they were going to release games for PC, PSX and N64 based upon the old classic Atari games(Tempest, Breakout,

and Centipede were on the list of games they mentioned.) So far no word yet on what they are going to do with the systems they acquired from the buyout.

New products for the Jaguar

Telegames just announced that Worms will be available for a limited release for \$69.95(only available via Telegames)

Dark Knight Games has released a rotary controller(they did release a joystick but due to finical troubles with VD3D they had to stop production).

Home Brew games are coming up from nowhere with help from either the Jaguar Server or the BJJ server.

These games are:

Jagmania-a clone of Pac-land
Native-a first person action game

Jstetrits – a clone of Tetris
Jagmarble-a clone of Marble
Madness

And a clone of Qix(I don't remember the name of it sorry).

There's only a small drawback if you want to play these games: you have to use one of the server programs I've mentioned above(Jaguar Server uses the Atari Computer & BJJ server uses a PC computer) and you have to either buy a modified Jaguar or modify one your self to run these games.

Company web sites listed in this article

(Telegames inc.)

<http://www.Telegames.com>

(Dark Knight Games)

<http://www.geocities.com/SiliconValley/Vista/DKG.html>
(Mod. Jaguar)

<http://www.Flash.net/~swalters>
(The link to the Jaguar Server, BJJ server is on this page as well as the games listed)

In Depth Reviews (Jaguar CD)

By Dan Iacovelli

This review is on World Tour Racing (this game was published by Teque and finished by Telegames inc.), you are placed in the driver seat of a formula one racer. You race for top position to qualify to win the championship. There are three different levels of play in this game: Arcade; 1 to 2 players: in this level you must finish the race one position higher to move on to the next track. Points are earned for each mile per hour on each lap, plus you get two hundred fifty points for each car that you pass(but you lose five hundred points for each car that passes you). In 2 player mode: if one player does not make the required position and the other does, the player who did not make position will start the next track with zero points(if both players did not make the required position than the game ends); Single race;1 to 2 players: unlike Arcade, there are no points earned here and you get to race on one track only.; Championship; one player: points are earned at the end of each race if you finish in pole position to sixth position

only(no points for seventh to tenth position).
Points are acclimated at the end of each race to determine the champion at the end of the season(and you race all the tracks in order).The game play on this game is a bit challenging but still fun to play. As for the sound effects and graphics they are excellent(the full motion videos shown in the game are great and the sound effects sound realistic). The one true draw back in this game is that even though it's on CD you can't use the memory cartridge to save your game you have to use a special code to go back to finish your race in championship level.
On my In Depth Review scale I'll give this game three and half stars.

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
519 Buckthorn Lane
Hillside, IL 60162
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
519 Buckthorn Lane
Hillside, IL 60162

Project Redemption:
What is it? And what does it have to about Atari and the game system? Ask the Ultimate Atarian his E-mail address is: Ultimate-Atarian@rocketmail.com

Wanted: Atari 7800 pro-system (I just want the system with a power plug, no games)
Write to:
Dan Iacovelli
1411 north 36th
Melrose Park, IL
60160-2726

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)
