

Editors Notes:

Welcome to the forth issue of the ninth volume of The Atari Zone Fanzine. Now here's what's inside this issue: News on Atari Mania 8, Club news, Two press releases on two most of notable events (Jagfest'99 in Rochester, MN and Classic Gaming Expo'99 (formally World of Atari) in Las Vegas NV), the Fanzine review list, AVC then and now article, our debate article "Cross/Talk" and I'll have reviews on Atari Baseball video games for 2600 and Lynx (these are the game I own I was going to have a 7800 review but my system is down)

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)

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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://avconline.atari.org> Got ICQ? ICQ me at #14051068 (AVC and this Fanzine is not affiliated to Atari or any company mentioned in This newsletter in anyway.) (Correction from last issue: I forgot put the title Joust in the heading for Randal's game tip Sorry for the mix up)

Atari Mania 8 report:

Atari Mania 8 standings:

## Division I

(Fanzine/E-zine members)

## Lynx league

Champion: Sheri Levitt

Power Player: Dan Iacovelli

No scores entered (ranks carried over from A.M.7)

Ranks 3 through. 10 are vacant

## Jaguar league

Champion: Warpstar

See Hall of Fame scores

Power Player: Rogemister\*

See Hall of Fame scores

3.Wes Powell

(No score entered (rank carried over from AM.7) 2600,5200,and 7800 leagues are currently vacant in this division.

## Division II

: (E-zine only and Non-members)

2600 league:

Champion: Cobra

No scores entered (ranks carried over from A.M.7)

Ranks power player to10 are vacant

Jaguar League:

Champion: Mr. E

Power Player: Triple D

3. Terance Willams

4. Dave Homenuck

5. Kevin Mosely

6.Pete

7.Dave Bell

8. Kevin Manne

9.Steve Jacobs

Rank 10 is vacant

(No scores were entered in this league(all ranks were carried over from A.M.7) 5200,7800 and Lynx leagues are currently vacant in this division.

Atari Mania 7 Champions:

Cobra was unchallenged for the Atari Mania 2600 league championship

So was Sheri Levitt for the Lynx league.

As for the Jaguar league: Wapstar vs. Mr.E: I gave Mr.E two weeks to compete but got no reply so Warpstar is that leagues champion(his score he entered will be on the Hall of Fame page under Atari Mania 8 Div I(because he wanted it to be carried over to this years A.M.)

Hall of fame scores(Tempest 2K was still being used until Feb 2<sup>nd</sup>,1999 for A.M 8) Warpstar Tempest 2000 (Jaguar) 2155913 Rogmeister Tempest 2000(Jaguar) level 93:2027750

\* Roger submitted two scores to me this is his latest score.

#### Atari Mania rules

(One league for each system we support)

1.) One league 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. (And at the club's web site) Rankings are as follows: Power player (#2) to Rank #10(same for both divisions).

3 Free for All: 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 (it for both divisions).

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

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) .The league champion from each Division will meet to determine who will be the Atarimania Champion at the end of each year. (There will be no Inter-Division competitions so each

division will have it's own ranks)

#### Atari mania single rules:

1. The open ranking (btw: this event will be called the Free for All starting next year) competitions will also stay the same.
2. A weekly singles competition where players in the same league(and division) compete using the same game in the selected category chosen in the free for all competition).
3. The last score in the singles competition from both players will be added to the free for all rankings.

The win/loss record of singles competition will also be added to the free for all win/loss records.

To enter Atari Mania 8: mail your scores to me (my address is listed on the first page) put "ATTN: Atari Mania 8" 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. To enter in the singles competition:

E-mail (or snail mail) me the name player you play against for that week (must be in same league and division) I'll send a

notice out to that player, if he/she accepts than the

challenger must choose a game in the selected game

Category. Both players than must send me their scores.

(If no player is available in the top ten ranks than you either

choose to play against others in the bottom ranks or just play in the free for all) (Scores can also be e-mailed to me via using the club information form at the web site).

Atari Mania 8 Category for The ranking competition is Racing games.

League championship: 7800 league.

#### Atari Mania racing rules:

2600 and 5200 league: Pole Position to be used must qualify and finish first lap to enter Submit your time (and laps if not all 5 are done) and your score(in case of a tie in time the score will determine the ranking)

7800 league: Pole Position 2 to be used race on Suzuki track only) must qualify and finish first lap to enter Submit your time (and laps if not all 5 are done) and your score (in case of a tie in time the score will determine the ranking)

Jaguar league: World Tour Racing or Super Burn Out to be used (race on Germany track only) 5 laps Submit Time and finished position (in case of tie in time finished position will determine rankings).

Lynx league: Checkered Flag to be used any track submit best time or BMX racing on Cal. Games submit best score.

#### **Jagfest Press Release:**

JAGFEST DETAILS NOW AVAILABLE

March 19, 1999

For immediate release:

ROCHESTER, MN -- Songbird Productions is proud to be the official sponsor of this year's JagFest. This third annual event will be held in Rochester, MN, on June 18, 1999. The theme for this Year's event is "Celebrate Atari", and Songbird Productions welcomes the opportunity to expand the event to cover all Atari Consoles -- from the classic VCS (2600) to the Lynx to the Jaguar.

Enthusiasts are encouraged to bring their own collections for display or trade. Special accommodations must be made with Songbird Productions for those wishing to reserve a table, TV, or sell any merchandise.

Details are as follows:

Where: Holiday Inn South  
1630 South Broadway  
Rochester, MN 55904  
(507)288-1844

When: June 18, 1999  
Set up from 7-10am  
General public from  
10am-10pm

Cost: Adult: \$10 in advance,  
\$12 at the door

Agess 6-12: \$3

Agess 5 & under: FREE

Hotel information:

The Holiday Inn south has a limited selection of rooms available at a special JagFest price of \$79 per night. You must call the hotel directly at (507)288-1844 to receive this special pricing, and notify the representative of the discount code 'JAG'. These rooms must be reserved before May 27, 1999, to guarantee availability.

Other hotels are also available within walking distance of the Holiday Inn South. These hotels include:

Quality Inn and Suites  
1620 1st Ave SE  
Rochester, MN 55904  
(507)282-8091

Comfort Inn  
1625 S. Broadway  
Rochester, MN 55904  
(507)281-2211

Econo Lodge South  
1850 S. Broadway  
Rochester, MN 55904  
(507)282-9905

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Tickets:

Tickets may now be reserved directly with Songbird Productions. Send an email to [songbird@atari.org](mailto:songbird@atari.org) for details. Tickets or wristbands will be issued, allowing attendees to come and go all day long as needed. All children 12 & under must be accompanied by an adult at all times.

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General Information :

Be sure to visit the JagFest '99 web site for the latest information:

<http://jagfest.atari.org>

For those who may wish to remain in Rochester over the weekend, more activities are currently slated:

Saturday, June 19 - Take a trip to one of the largest shopping centers in the world: the Mall of America. Try your hand at the NASCAR networked racing simulator, visit the arcade, play a round of laser tag at Starbase Omega, shop at the Starlog

retail store or Electronics Boutique, or even try a roller coaster at Camp Snoopy. Plus, don't forget to visit specialty video game stores Games to Go and Raven Video Games. Directions will be provided.

Sunday, June 20 - Before you head back home, join Carl Forhan for church at New Life Worship Center

(<http://www.newlifewc.org>).

NLWC is a contemporary Christian church dedicated to the singular

purpose of bringing glory to the Lord and spreading the good news of the gospel. Carl energetically leads the music

team with his vocals and keyboard skills. Other

instruments include bass guitar, drums, piano, and back

up vocals. This is one church service you won't want to

miss! Directions will be provided. Other areas of

interest in Rochester include the Mayo Clinic, IBM,

Apache Mall (with arcade), Skyline Raceway and

Waterslide, Cyber Cue pool hall, and more.

To keep up to date with the latest news at Songbird

Productions, be sure to visit the company web site at

<http://songbird.atari.org>, or send an email to

[songbird@atari.org](mailto:songbird@atari.org).

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**CGE Press Release:**

For immediate release

Contact Keita Iida and John Hardie

info@cgexpo.com  
914-835-4069, 516-568-9768  
http://www.cgexpo.com

SECOND ANNUAL  
CLASSIC VIDEO AND  
COMPUTER GAME SHOW  
TAKES FLIGHT

January 28, 1999

VALLEY STREAM, NY --  
What started it all is starting  
all over again. On Saturday,  
August 14, and Sunday  
August, 15, the computer and  
gaming industry's most  
innovative pioneers will  
gather in Las Vegas to attend  
Classic Gaming Expo '99.  
The second of new annual  
event was inspired by  
a resurgent interest in classic  
game re-releases and  
updates such as "Pitfall 3D"  
by Activision, "Williams  
Arcade Classics" by Williams  
and "Namco Museum" by  
Namco Hometek as well as  
titles including "Battlezone",  
"Asteroids" and Hasbro's  
"Centipede".

John Hardie and Keita Iida,  
part of the group responsible  
for organizing last year's  
World of Atari event, have  
teamed up once again to host  
the second annual show  
devoted entirely to celebrating  
the roots of the electronic  
entertainment industry. This  
year's event, however, has  
been expanded and is planned  
to embrace everything and  
everyone that has to do with  
classic gaming and  
computing.

"We're turning the exhibition  
areas of Jackie Gaughan's  
Plaza Hotel into a living video  
game museum -- spotlighting  
an era that spawned a  
mammoth industry," explained  
Mr. Iida. "Classic Gaming  
Expo honors the catalysts for  
many of Silicon Valley's  
historic corporate and personal  
success stories." On display  
will be mint-condition  
restorations of products once  
produced by Atari, Magnavox,  
Coleco, Mattel, Apple,  
Midway, Namco and many  
more.

Aside from game  
competitions, displays, and  
various other festivities  
scheduled over two full days  
in the elegance of the Plaza  
Hotel. A number of noted  
programmers, developers and  
spokespersons will be on  
hand. All are expected to be  
available to actively trade  
smiles, answer questions and  
fulfill occasional requests for  
autographs.

Among those who have  
already announced plans to  
attend are Ralph Baer,  
legendary inventor of  
Odyssey(TM), the first  
home video game; Steve  
Cartwright, Activision game  
designer of hit Atari 2600  
classics such as  
"Barnstorming" and  
"Megamania"; and Arnie  
Katz, Bill Kunkel and Joyce  
Worley, co-founders of  
"Electronic Games  
Magazine," the first  
publication entirely devoted to  
the coverage of video and  
computer games.

"Classic gaming is not just a

pastime any longer. It has  
quickly evolved into a  
substantial niche business that  
contemporary publishers and  
distributors are beginning to  
rediscover," points out Mr.  
Donald A. Thomas, Director  
of Peripherals Licensing for  
VM Labs in Mt. View, CA.  
Mr. Thomas worked as Atari's  
Consumer Services and  
Marketing Director in its latter  
years. He has since worked  
on projects for PlayStation  
and is focused on the eminent  
NUON entertainment  
platform.

"We are not surprised by the  
interest in classic video and  
computer games, but the  
turnout at least year's event  
exceeded even our greatest  
expectations," concluded  
co-promoter John Hardie.  
"Attendees and members of  
the industry asked us to plan a  
classic gaming exposition as  
an annual event, and we had  
hoped to do that from the  
beginning. We're happy to say  
that the momentum exists to  
make our common goal a  
reality."

Now approaching its second  
annual celebration, Classic  
Gaming Expo (formerly  
known as "World of Atari") is  
the industry's only event that  
is dedicated to celebrating the  
roots of electronic  
entertainment, bringing  
together industry pioneers,  
gaming enthusiasts and the  
media for the ultimate in  
learning, game-playing and  
networking. Classic Gaming  
Expo is a production of CGE  
Services, Corp.

([www.cgexpo.com](http://www.cgexpo.com))

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**ATARI FOUNDER  
NOLAN BUSHNELL  
CONFIRMED TO  
ATTEND CLASSIC  
GAMING EXPO '99:**

Father of Electronic Game  
Entertainment is distinguished  
Guest for August Show

February 26, 1999

VALLEY STREAM, NY --  
The Classic Gaming Expo '99  
(CGE'99) promoters  
announced today that  
legendary entrepreneur and  
visionary, Mr. Nolan  
Bushnell, has confirmed his  
intention to attend this year's  
event in Las Vegas.

Bushnell, Founder of Atari  
Corporation, creator of  
"PONG" and considered by  
many to be the "Father of the  
Video Game Industry" is  
slated to give a keynote  
address and join a panel of  
other industry-related  
pioneers in a round table  
discussion.

"We are elated that Mr.  
Bushnell has agreed to  
participate in this year's  
festivities," exclaimed John  
Hardie, co-promoter of  
CGE'99. "The entire six  
billion dollar electronic  
entertainment industry owes a  
great deal to the vision and  
leadership of the individual  
that actually established the  
industry. Many of us have  
been inspired by his passion to  
educate and entertain."

In addition to Atari, Bushnell  
was also the founder and

mastermind behind Chuck E.  
Cheese Pizza Time Theater,  
Catalyst Technologies,  
ByVideo, Axlon, Androbot,  
Etak (just to name a few), and  
has continued to stay in the  
mainstream of today's gaming  
industry.

Bushnell was also granted  
patents on some of the basic  
technologies utilized  
in early video games and is  
the inventor or co-inventor of  
numerous patented products in  
various industries throughout  
the world.

Currently, Bushnell has  
several projects in  
development, including  
In.10.City Inc., a "super mall  
for fun and education," and  
Playnet.com, Inc., a public  
venue internet-based  
entertainment corporation. He  
is Chairman and CEO of both  
companies.

"I'm excited to be attending  
this year's Classic Gaming  
Expo '99," remarked  
Bushnell, "especially since  
this year is the 25<sup>th</sup>  
Anniversary of the shipping of  
Atari's first home video game  
unit. Atari was an incredible  
period in my life and it will be  
interesting to shed some light  
on those days for those who  
didn't get to live them. It's  
going to be a fun weekend,  
catching up with old friends  
and meeting other classic  
gaming enthusiasts. I'm really  
looking forward to it!"

Bushnell was voted 1997's  
Man of the Year by AMI, a  
major coin-operated  
amusement industry trade  
show. He has also been

inducted into the video game  
industry's Hall of Fame, was  
named Babson College's  
Entrepreneur of the Year, and  
is currently serving as the  
Commissioner of the  
Professional Gamers League.  
Among his numerous other  
distinctions, Bushnell holds a  
BSEE and is a "Distinguished  
Fellow" at the University of  
Utah, as well as having  
attended Stanford University.  
Bushnell frequently lectures at  
major universities and  
corporations around the nation  
on the topics of  
entrepreneurship,  
innovation and education.  
Nolan Bushnell's Classic  
Gaming Expo '99 keynote  
presentation will take place  
Saturday, August 14 at the  
Plaza Hotel in Las Vegas,  
Nevada. Internet users can  
visit <http://www.cgexpo.com>  
for updated news and  
registration information.  
Conceived and coordinated by  
two of the individuals  
responsible for coordinating  
last year's highly successful  
"World of Atari" event,  
Classic Gaming Expo is the  
industry's only annual event  
that is dedicated to  
celebrating the roots of  
electronic entertainment,  
bringing together  
industry pioneers, gaming  
enthusiasts and the media for  
the ultimate in learning, game  
playing and networking.  
Classic Gaming Expo is a  
production of CGE Services,  
Corp.([www.cgexpo.com](http://www.cgexpo.com))

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**Cross-Talk:**

Continuing from the previous  
Cross/Talk article in Vol. 9

#1 is the one about newsletter/club format

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 # 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 or, E-mail answers Put Cross talk for the subject)

### Club News:

To save space I'm not going list the notes from the net meeting anymore(you could see them at clubs website or I'll e-mail (or snail-mail) you a transcript my address is on the first page) the reason why I decided to stop listing them is because they are behind(the meetings already at #23 the last listed on was #7) I'll give a short summary of what was discussed for this years net meetings though .

By now you have read the PR from Carl Forman.

So I'm asking you: If you want to write an article (Atari

Related article only) for the JagFest issues please e-mail me back.

(Atari Mania will make a return to Jagfest this year I need your help to decide which game will be chosen for the fest to represent Atari Mania so send me your vote (The games in Atari Mania are listed in the Atari Mania article)

Local Meetings have begun on March 7<sup>th</sup> and May 2<sup>nd</sup> at the Westchester Public Library at 10700 Canterbury St Westchester, IL 60154

Meeting starts at 1pm and ends at 4:30pm(Both mentioned meetings had nobody there although 2 people did say they did come for the first one but couldn't find the room) The next scheduled meeting dates are: September 5<sup>th</sup>, October.3rd, November 7<sup>th</sup> and December. 5<sup>th</sup>. Meetings are held in community room in the basement of the library. Please write to me for more information or to RSVP your attendance. As for the net meetings we had the usual turn out we mostly voted on the Atari Mania game to be used at the fest So far Pole position for the 2600 and Pole Position 2 for the 7800 are tied with two votes each and World Tour Racing has one vote.

We also talked about the Hasbro/Atari situation with BattleSphere. And I also had 5 people sign up for writers for the Jagfest issue. As of this writing we gained two more members: Dave Bell of Dark Knight Games (he signed up a

while back but I didn't have his address) and Joe Santulli editor of the Digital Press Fanzine. Dave is on the Mailing list and Joe is on the Newsletter exchange program.

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### **In Depth Reviews: Atari Baseball games (2600 & Lynx)**

In honor of baseball season coming up I've decided to a package review of four baseball games that I have for the Atari game systems (Home Run, Real Sports Baseball, and Super Baseball for the 2600 and Baseball Hero's for the Lynx (I do have the 7800 version of Real Sports baseball but my system is broke)).

Home run was the first baseball game for the 2600. It's for one or two players and three variations for this game:

1. one outfielder,
  2. two outfielders or
  3. three outfielders
- (Although in two and three outfielders variation when you catch the ball you turn to one fielder). When your pitching your can guide the ball after you pitch it, there's only four types of pitches you can select (fast, slow, Left or right).

When your at bat you have no selection of where you want to hit the ball and there's no controlling of the runner's on base. Now I have played variation one of this game against the computer to a one and one tie meaning that there are no extra innings in this game the one big down fall to this game) The graphics are kind of bellow average for the 2600( just squares for the

bases and the ball your score display is at the top not too good either) as for sound effects they are just below average too. Besides the three faults I found in this game it's still fun enough to play. I give this game two and half stars. Real Sports Baseball was the second Atari made baseball game for the 2600. This game is also for one to two players. This game has four variations: 1. Left player is in the outfield and right player is at bat (batter can hit all pitches), 2. Right player is in the outfield and left player is at bat (batter can not hit balls) 3. The player is in the outfield and the computer is at bat 4. The computer is in the outfield and the player is at bat (Batter can not hit balls in 3 and 4).

When you're pitching you can choose from four pitches by moving the joystick in a certain direction:

Up for fastball,

Left for a riser,

Right for a sinker and

Down for an intentional ball.

After that press the fire button and jerk the joystick down quickly to throw it. Also unlike the previous game this game gives you all the fielders (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, home base, short stop, left and right out fielders, catcher and the pitcher) to throw the ball to an in fielder: hold down the fire button and move the joystick in the direction of the base:

Right is first base

Up is second base

Left is third base

Down is home (if you press the fire button the ball will be

thrown back to pitcher if one of your fielders get it).

When you're at bat you have six different swings to choose from: Bunt, ground right field, ground left field, fly right field, fly left field and Home Run. To bat hold the fire button and move joystick in the direction you want to hit it:

Up for a bunt

Down for a home run

Right for a grounder toward left

Left for a grounder toward right

Diag. down right for a fly toward left

Diag. down left for a fly toward right.

Now if you're lucky enough to get a hit, you have to move your hitter to first base. to Advance the runner by holding the fire button and move the joystick right and to have runner retreat back ( this is incase you might went too far and you don't want to get tagged out) hold the fire button and move the joystick to the left. Now stealing a base is different story:

1<sup>st</sup> transfer control from batter to runner, this is done by just moving the joystick the direction of the bases.(Up is second base, down is home plate, right is first base, and left is third base). the runner will be a lighter color than the batter this will confirm that control has been transferred. 2<sup>nd</sup> to steal use the same method to advance the runner as stated before. (Make sure the pitcher isn't watching you).

3<sup>rd</sup> if your steal is successful,

then transfer the control back to the batter by moving the joystick down.

The graphics on this game is big improvement on the first: You see the green baseball diamond and players look a bit more realistic. As for sound effects: they're a bit above average. Game play is more challenging then the first game but still fun to play. (I played this game versus the computer and won 21 to 19 (so I'm not sure if extra innings are in this game) I give this game three and half stars.

Super Baseball is an updated version of Real Sports. And like the first two games this is also for one or two players.

This game has three variations: One player up first, One player up second and two players. All your pitches from real sports are here plus two more that wasn't in real sports: Curve left and Curve right, (use the same method for selecting your pitches as mentioned in the Real Sports baseball review). Up- right on the joystick is for a curve ball right and up-left on the joystick is for a curve ball left. All your batting and fielding moves at the same as real sports baseball too (no additions). The game play against the computer is more challenging than the real sports but still fun to play. As for the graphics they are a bit more solid than real sports baseball but the play field, scores, outs and balls are the same (the players are more solid too). The two best things about this game are

1.the runner advance to first base automatically on a hit and 2. This game comes with extra innings (I played this game against the computer in 14 innings and lost to a score of one to zero). I give this game three and half stars. Baseball hero's for the Lynx gives you four different games in one cartridge: Exhibition game, Final Series, Home Run derby and Three flies out. If you choose either Exhibition or final series, you first choose your team (you have four teams to choose from), and then you choose your players each has is own statistics on strengths and speeds. Then you choose the line up. When your pitching you can choose from four pitches: fastball, slider, curveball and screwball. Your selection will be shown by the signal given by the catcher: Fastball: one finger: press up on the joy pad  
Curveball: two fingers: press right on the joy pad  
Slider: three fingers: press down on the joy pad  
Screwball: four fingers: press left on the joy pad.  
After you have chosen your pitch press 'A' button twice once to prepare your pitch and again to pitch. Like real baseball you must watch out for runners on base whom try to steal. To throw the ball to a base press 'A' and a direction on the joy pad for the base: up is home, down is second, left is second, right is third and pressing 'A' with no direction on the joy pad is back to pitcher (if your fielder caught it). When it's your turn at bat,

you could take a couple practice swings before the ball is actually pitched by pressing 'A'. Tap 'A' to check your swing, a quick press on 'A' will give you a bunt and if hold down 'A' it give you a full swing. You could also position your hitter at the home base by pressing left or right on the joy pad ( you also could change to location of your swing the same way while pressing 'A'.) Now if your lucky enough to get to a hit (runners do advance to first on a single) you could either try to steal a base or stretch a single to a double by pressing 'B' and the direction on the joy pad that represents the bases:

Right is first, up is second, left is third and down is home. In case you caught in squeeze play or that the ball got back to the infield before you made it to your base you could always retreat back by pressing 'A' and the direction on the joy pad as mention above. The graphics on this game is great, when you're pitching you see it from the pitcher point of view and when your at bat you see it from the batters point of view. Also it shows you if there are any runners on base and you could see them if they try to steal. (it shows the infield in the corner of the screen and the dots are the runners on base) if a ball is hit toward the outfield it will display the outfield with an arrow pointing at the fielder who is closer to ball. (I forgot to mention that as a fielder you could either jump or dive for

the ball by pressing 'A' and any direction on the joy pad (a press 'A' with no direction on the joy pad will jump straight up or 'B' and a direction to dive.). This is very useful since the ball is very difficult to see when it comes down and you have to judge by the shadow of the ball come down. I lost to computer 35 to 5 in nine innings.

The next review in Baseball Hero's is the final series game: The fielding, batting and running controls are the same as in the exhibition game.

The only thing is you play series of seven straight games (There's no best out of seven like the real World Series where if a team wins 4 in a row the series is over. The best thing about this game is you could change your line up For each game in the series (you only could do it before each game and not during it). Another thing is that after you play a couple games in the series you get the hang of pitching and batting. I ended up loosing against the computer six games to one

1. loss 24 to 4	2. loss 21 to 6	3. loss 68 to 8
4. loss 43 to 3	5. loss 36 to 6	6. won 22 to 20
7. loss 32 to 10		

. I did find out that this game does include extra innings (since the computer is up second meaning that they are the home team you have to beat them or tie them (the same will go for if you or your opponent is up second).

I would not recommend playing final series against the computer since it takes a very long time to play.

My next review in Baseball heroes is the Home Run Derby game. This game is basically a batting practice to see how many home runs you could hit out of 100 pitches (I could knock out about half on good day). This brings us to three flies out. In this game your doing fielding, the object of this game is to catch the fly balls hit by your opponent. You get three points for each fly you catch, and if you miss then you get one point. I don't think this game has an ending to it because if you get nine points (that's the maximum) then your opponent goes next and visa versa. The sound effects are very realistic too from the crack of the bat to the sound of the crowd cheering. I give the first two games four stars. As for Home Run Derby I give it three and half and three flies out I give it three stars. Overall I rate this cartridge four stars.

### Fanzine's Revisited:

The 2600 Connection #51

edited by Russ Perry Jr.

You maybe wondering why I'm reviewing this fanzine since it have been out a long time.

Well, the reason is because this was the first issue that Russ edited since Tim Duarte, who was the fanzine's original editor, decided to step down after doing 50 issues. (BTW: Tim still contributes to the fanzine by writing articles and maintaining the fanzine's web site at:

[http://www.geocities.com/TimesSquare/Liar/9260.](http://www.geocities.com/TimesSquare/Liar/9260))

For Russ's first try at editing this fanzine (he did another too called Slapdash) I would say he did a pretty good job at it.

He only had 2 articles in it though: a review done by Al Backiel for a new game called Alfred's Challenge and a review done by Dan Skelton on the classic Activision games for the Playstation. The only bad side to this issue was that it was mostly filled up with letters. (Don't worry he fixed that in the next two issues) The issue I reviewed was dated Nov./Dec. 1998.

Cost \$1.50 each

The 2600 Connection

C/O Russ Perry Jr.

Arlington Hgts., IL 60005

(Make checks payable to:  
Russ Perry Jr.)

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Digital Press #39

Edited by Joe Santulli

This fanzine is packed with reviews and articles. The one thing I noticed about it that every review was based on the theme of the issue (this one was called: Kill Crazy meaning scrolling and shooting games). This fanzine covers all systems: classics next generations and even the arcade. Another thing about the reviews is that they are very in-depth. There were 3 articles that caught my eye in this issue: a review on Robotron 2084 for the arcade, An interview done by Al Backiel with former Imgaic designer Rick Levine and an article about collecting old games. I would say that Joe and his writing staff has done

a very good job on this issue. This issue was dated Jan./Feb. 1999.

Cost \$2.00 each

Digital Press

C/O Joe Santulli

44 Hunter Place

Pompton Lakes, NJ 07442

(Make check payable to Joe Santulli)

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If you know of any Fanzines (or e-zines) you want me to review send me a copy and I'll review it the Atari Zone (my address is listed on page one of this issue)

### AVC Now and Than

(Meetings (local and net))

In our early years our local meetings didn't have a set location. We moved from one place to another. A couple of meetings were combined with a local PC users group going house to house (there were only four of us at the time), Later on we combined our group with a TI home computer user group at an American legion hall. We eventually ended up at member's house combined with PC users group. (Usually the first or second Saturdays of the month) Now we're on own at the Westchester Public library on the first Sunday of each month (except for the summer months and holidays). As for the net meetings: that first started on the first and second Saturday of the month in 1998 and it was held on IRC Efnets Ch.#atarivideoclub and on the AVC web chat room and now on ICQ chat starting on 1999. The schedule for net meetings varies now with the local meetings taking over the net meetings.

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## 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.)

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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.)

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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  
1431 Mandel Ave.  
Westchester, IL  
60154-3434

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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  
1431 Mandel Ave.  
Westchester, IL  
60154-3434

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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

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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

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Wanted: Atari 7800 pro-  
system (I just want the  
system with a power  
plug, no games)  
Write to:  
Dan Iacovelli  
1431 Mandel Ave  
Westchester, IL  
60154-3434

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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)

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