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Edited By Daniel M. Iacovelli

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**Editors Notes:**

Welcome to the third issue of the ninth volume of The Atari Zone Fanzine. Now here's what's inside this issue: News on Atari Mania 7, Club news, a report from Jagfest '98 by Dane Stegman, a report from The World of Atari by Donald Thomas, the Fanzine review list, AVC then and now article, our debate article "Cross/Talk" and I'll have reviews on some the classic Atari video games from the past issues of this fanzine. 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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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>  
Got ICQ? ICQ me at #14051068  
(AVC and this Fanzine is not affiliated to Atari or any company mentioned in this newsletter in anyway.)

**Atari Mania 7 report:**

Standings:

Div I= Fanzine/E-zine members:

Div II= E-zine only and non-members

Division I:

The following leagues are currently vacant: 2600, 5200 and 7800.

Lynx league: Champion: Sheri Levitt (no score posted (carried over from last year))  
Power Player: Dan Iacovelli (no score posted (carried over from last year))

Ranks 3 to 10 are vacant

Jaguar League: Champion: Warpstar (Defender 2K: 2671691(level 1))

Won 5, Loss 0

Power Player: Rogemister (Tempest 2K: 1038486 (Level 1)) Won 1, Loss 3

3. Wes Powell (Tempest 2K: 809710 (Level 39))

Won 1, Loss 4

Ranks 4 to 10 are vacant

Division 2:

2600 league: Champion: Cobra (Solaris: 20340 (Level 1)) Won 0 Loss 0

Ranks power player to 10 are vacant

The following leagues are vacant: 5200, 7800, and Lynx.

- Jaguar League: Champion: Mr. E (Tempest 2K: 1292819 (Level 1)) Won 8, Loss 0  
Power Player: Triple D (Tempest 2K: 1193414 (Level 1)) Won 7, Loss 1
3. Terance Willams (Tempest 2K: 462952 (Level 39)) Won 6, Loss 2
  4. Dave Homenuck (Tempest 2K: 298786 (Level 39)) Won 5, Loss 3
  5. Kevin Mosely (Tempest 2K: 211088 (Level 39)) Won 4, Loss 4
  6. Pete (Tempest 2K: 186408 (Level 39)) Won 3, Loss 5
  7. Dave Bell (Tempest 2K: 49552 (Level 39)) Won 2, Loss 6
  8. Kevin Manne (Tempest 2K: 24547 (Level 39)) Won 1, Loss 7
  9. Steve Jacobs (Tempest 2K: 10906 (Level 39)) Won 0, Loss 8
  10. This ranks is vacant

\*MR. E, Triple D and Cobra's scores were taken from The Atari top 50-web site with their permission.  
(<http://www.angelfire.com/nv/jaguartop50/>)

\*\*Roger, has e-mailed two scores during the week ending 10/03/98 that's why the win loss record is changed that way: his first score was: 703,472 on T2K (Level 1) this score gave him a record of 0/2 his second score (which is posted) he loss to Warpstar but beat Wes giving Roger a record 1/3. (explanation of the standings: After the player's name is the name of the game they used followed by the

current score for that week next to that is the start level they used and the win loss record for that week in this form Player's name(Game used: player's score(start level of game)) player's games won, players games loss. (Player's Wes, Terance, Dave, Pete, Kevin Mosely, Kevin Mane, Steve were all entered from Jagfest'98 Atarimania Jaguar league competition (the prize was a subscription to this Fanzine (which will count you as a fanzine/E-zine member) This was won by Wes Powell))

#### 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.) 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 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)

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.(Scores can also be e-mailed to me via using the club information form at the web site).

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

#### Cross-Talk:

Ok, this was brought up at the last two net meetings:

AtariMania new rules.

Here's what I came up with (btw: if these rules are passed it will go into effect next year for Atari Mania 8)

1. The regular league championships (Champion verses Power Player) stay the same.

2. The open ranking (btw: this event will be called the Free for All starting next year) competitions will also stay the same.
3. (new) hold 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).
4. (new) the last score in the singles competition from both players will be added to the free for all rankings.
5. (new) the win/loss record of singles competition will also be added to the free for all win/loss records.

So far here's the tally of the votes for this new Atari Mania (Taken from the net meetings #17 and #18): five for the new Atari Mania and one against it. Deadline for this vote is 2/1/1999(that's when I should have the final standings for this year's competition). Also 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)

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### Word of Mouth:

Dear Dan & AVC,  
A few weeks ago I was playing E.T. & discovered something I've never seen before. Upon reviving the wilted flower (granting an "extra life") it turned into a Yar & quickly flew straight up the screen! Further game play didn't seem affected. as stated, I've never had this happen in all the years I've owned or played the game. Has anyone else?  
Randy Gelking  
gelkster@juno.com  
P.S.- I also have game tips for Joust.  
Randal. First thanks for the Joust tips. Second, I wish I could help you E.T. but my system went down some time ago and I haven't been playing much Atari lately. Maybe some of our other members could help you.

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### JAGFEST 98

BY

DANE STEGMAN

This being my first JAGFEST, I was excited to attend, at the Corfu Fire Hall, Corfu, NY,

on August 1, 1998 I arrived at a little bit before two-0'clock in the afternoon, with some friend's of mine. From the moment I entered the room, I knew I was in Atari heaven. Everything, from Pong all the way up to the Jaguar was there. I had never seen the Pong game up close, it was a real treat to see it. Seeing the Atari 2600, 5200 and the 7800 up and running was joy to any Atarian.

The Atari 800 XL was shown there and the Atari Portfolio was also being shown.

Now on to the actual show itself. Battlesphere by 4Play was up and running and Air Cars by Midnite software was also being shown. Many other new Jaguar games were available to try out, like Worms, and Breakout 2000, Towers II, World Tour Racing, Iron Soldier II and Zero 5, from Telegames USA. Several TV/Monitor's were set up so anyone could play the game of their choice whether it be Atari 2600, 7800, 5200 and the Jaguar. It gave everyone a chance to try out a game, that they hadn't seen on the Jaguar or play something they already had. Good idea by the organizer's of this event.

Jaguar tournament's started at two o'clock in the afternoon. They ranged from Battlesphere to Tempest 2000. I'm sure some player's got a sore thumb by the time they got done playing the game's. They were run by: Dave Homenuck. Later on there was

a three player jag-linked game of Air Cars. The show started at nine am and ran till midnight. I'm sure there were some tired gamer's out there. They're were many door prize's given away, including a BJL Jaguar.

There were many Jaguar distributor's attend the show. One of the one's that caught my eye was: Dentec Distribution, 3-345 Milner Ave., Scarborough, Ontario M1B 2K4 and Kevin Manne, 1754 Sumner Road, Darian, New York 14040, who had a good collection of Jaguar game's for sale, at really reasonable price's. Dark Knight Games Dave Bell was there, showing his Jaguar's products, including a promised rotary joystick, coming out, for the Jaguar, in the future. There was also a new LYNX game being shown at Jagfest 98, it is called: TNT Terry by Laurens Simonis(lmsimonis@wxs.nl). From the demo, that I played, the game looks pretty good. It reminded me a lot of the Bomberman type games out there. All in all I would say, that there is a lot of new thing's still coming out for the JAG and LYNX, both system's are not dead by any means. LONG LIVE ATARI!

In closing, I'd like to say to Kevin Manne and Dave Homenuck(Organizer's of the Jagfest 98), you guy's know how to put on a show and I hope there will be a Jaguar 99 Fest in the future!!

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World of Atari Report  
- The AfterMath -  
by Donald A. Thomas,  
Jr.

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(WINDOW DRESSING: Mr.  
Mark Santora is producing a  
quality video documentary of  
WOA '98. For information and  
ordering, visit, Mark's  
homepage at:

<http://home.earthlink.net/~santora>.)

Suddenly, a Vegas weekend  
has passed me by and I find  
myself on a plane chasing a  
Sunday sunset toward the  
western horizon.

The first annual Classic  
Video Game and Home  
Computer Show, otherwise  
touted as World of Atari '98,  
had come to a close.

The people and the memories  
have bid me a fond farewell.  
While mere hours before I was  
saturated in a sea of  
camaraderie I now find myself  
heading home in an airship of  
anonymity. I did not win the  
"Asteroids" cocktail table  
raffled by Mr. Tim Arnold to  
benefit the Las Vegas  
Salvation Army, but I did  
carry with me a few small  
boxes of memorabilia that I  
consider just as priceless.  
And I carry a camcorder  
crammed with a few hours of  
video. And I carry a few  
chocolates for my wife and  
son as they stay up at home to  
ask me if I had a nice time.

I now feel inspired to share,  
with those who honored us by  
attending and for those who so  
desperately wanted to go, a  
report of the show from my  
unique perspective. It was an  
interesting change of pace for  
me. After so many years of  
attending Comdex, CES, E3  
and a number of Atari-specific  
shows over the years as one of  
the crew, I am suddenly  
bestowed the title of  
Distinguished Guest. This  
time, I am not responsible to  
help set up walls of a booth,  
components of a kiosk or  
crates of literature. Instead, I  
am invited to verbalize my  
experiences at Atari, shake  
hands of old and new and  
sign an occasional request for  
an autograph. Mr. Keita Iida  
and Mr. Don Rogers greeted  
me at McCarran International  
Airport around noon on  
Friday, August 21, 1998.

Both gentlemen were anxious  
to help carry my bags. In spite  
of my insistence to carry them  
myself, Keita managed to grab  
one away as I put one down to  
switch hands. They took me to  
the Holiday Inn Boardwalk  
Hotel and Casino  
(<http://www.hiboardwalk.com>  
) located right on the world  
famous Vegas strip. The hotel  
required me to wait a couple  
hours to register so we  
checked my bags and a group  
of us drove over to TGI  
Friday's(<http://www.tgifridays.com>)  
for lunch.

In the earliest hours of my  
arrival I met all the core  
promoters. Mr. Rich Tsukiji  
has one of those last names  
that I can spell, but just cannot  
learn to pronounce. I feel

redeemed, however, since I  
later learned he once  
misspelled my last name in  
the official program. Payback  
maybe? <g> In reality I have  
always known Rich as Rich  
and he has always known me  
as Don. We have always been  
on a first name basis from the  
first time we met. In fact,  
those years go back almost a  
decade when World of Atari  
was held at the Disneyland  
Hotel in Anaheim, California.  
It was at that show that Rich  
helped me to introduce  
Artisan Software in its first  
ever public exhibition. Rich  
filled the role of producer at  
WOA '98. The event is  
ultimately to his credit just  
like we owe him for the  
experiences at so many Atari-  
specific events over the years.  
It was good to see Rich again  
and to meet Rich Tsukiji II,  
the proud offspring of his  
father.

Mr. John Hardie was rubbing  
his tired eyes but still found  
plenty of energy to smile and  
welcome the guests as they  
arrived. John and Keita co-  
produce the Atari  
Headquarters web domain  
(<http://www.atarihq.com>). The  
two gentlemen actually  
coordinated most of the events  
at the show, helped solicit  
sponsors and arrange  
keynotes. By this time on  
Friday they have already spent  
a great deal of time keeping  
promises and schedules on  
track. Before it would be over,  
they would see it get much  
worse before it would get  
better.

Mr. Brad Kota, was an  
inspiration for this year's

show. As a long time friend and colleague of Mr. Tsukiji, Brad helped to persuade him that there would be interest in a classic video game show. Brad's Best Electronics has always been a formidable icon in the industry with the world's most unique selection of hard-to-find components and parts for Atari video games and computers.

I soon caught up with Mr. Randy Stoller, a memorable young man who has a rare collection of classic game and computer products. Mr. Jerry Jessop worked at Atari in the late seventies and early eighties. Jerry did a variety of engineering projects at Atari. Mr. Dan Kramer is renowned for his work on the track ball at Atari in the early years. Mr. Leonard Herman, author of "Phoenix: The Fall and Rise of Videogames" and the "ABC to the VCS" (Rolenta Press, (<http://www.atarihq.com/features/phoenix.html>), was setting up to offer autographed copies of his books. Mr. Sean Kelly, of Digital Press, set up next to Leonard to offer his Classic Video game Commercial Archive on VHS tapes (<http://www.xnet.com/~skelly/video.htm>). Amidst all the hustle and bustle, mammoth crates were moved carefully into the vender area. Each one was marked "Atari Historical Society (<http://www.atari.nu>) and followed closely by a Mr. Curt Vendel.

By 3 p.m. on Friday, the show appeared to be coming together quite well. (I was happy. I finally received my key to room number 463.)

Anyone in the know, however, knew things were not going as well as hoped. There were problems. Throughout the afternoon, Rich Tsukiji had to run around Las Vegas city offices to accommodate a variety of exhibition permits that had previously not been required. WOA '98 was becoming a much bigger show than some people had anticipated and an entirely new plateau of permits and licenses were suddenly required.

With a lot of hot Vegas sweat and a heavy dose of Tsukiji finesse, Rich pulled everything together just as the city was locking the business office doors closed for the weekend. Meanwhile, back at the not-so-okay coral, Keita sat next to a pair of gold plated pay phones in the foyer of the convention floor. He had long run out of quarters to feed the phones and was now typing out the same numbers into his cellular phone that Don Rogers pointed out in a thick edition of the Las Vegas yellow pages. The mission: get between six to eight 19-inch color televisions to the show at a reasonable price before the rental stores closed and WOA '98 commenced. The long awaited "Battle sphere" tournaments must go on, but no televisions had shown up as originally planned.

Ultimately, Keita and Rich resolved their emergencies to everyone's satisfaction, but the energy was building and the pressure was mounting. Mr. Bruce Carso and his wife

and family arrived with their 15-foot box truck direct from B&C ComputerVisions (<http://www.myatari.com>). Mr. Tim Arnold had his classic coin-ops to unload. Mr. Jerry Jessop and Mr. Dan Kramer had a large rental van full of artifacts for the Classic Game Museum. Artifacts that included the very first "Computer Space" ever manufactured and an original coin-op "Pong". Mr. Steve Kipker and his crew from Steve's Software (<http://www.atarionline.com>) set up countless boxes of computer and gaming software featuring notable mentions such as "Air Cars" (\$75) for the Atari Jaguar and "VisiCalc" (\$1) for Atari computers. All new in originally shrink-wrapped packaging of course. Keita and John would not get much sleep again this long and anxious day. Even at late night hours, they had yet to set up their own contributions to the museum that required a painstaking system to catalog and arrange all of the displays and exhibits. Much of this time I didn't feel right just standing around. Everyone was working so hard. I did my best to document the course of events with my camcorder, but I did set it aside for a while to help Bruce and Cathy unload their truck.

At 6:30 p.m., the doors opened across the hall of the main convention hall to the formal reception area. Persons connected directly to the production of the show took a well-deserved break and pre-

ticketed attendees were all invited. There were two cash bars, a great sound system playing the soundtrack from "Tempest 2000" and wall-to-wall people. Rich asked me to make a few opening remarks. People who know me do not think I am much capable of making just a few remarks, but I managed to prove them wrong this time around. I thanked Rich, Brad, John and Keita. I urged others to find them and thank them all as well. Rich asked me to tell them how to get their programs for the show and I closed with a formal welcome to each and everyone in attendance.

Not too long after the reception, activities began to settle down to a realistic pace. Most of the vendors had found time to sigh and only John and Keita were still in a mode that some say resembles panic. In spite of it all, Rich, John, Keita and a few others including myself broke away to get some dinner at Applebee's Neighborhood Grille and Bar (<http://www.applebees.com>). I am familiar with the Applebee's chain, but I have no idea where Keita took us that night to get there. The trip allowed me to renew a friendship with Rich and we filled in a lot of blanks for a number of old Atari anecdotes from days gone by.

Immediately after dinner, we returned to the Boardwalk and Rich, Keita and John returned to work as if they had never yet started. The appeal of the slot machines overcame

me and I began to throw money away into as many of them as I could. Ouch. By around 2:30 a.m. I returned to room 463 and reread my keynote speech one more time. Well, two more times. Hmmm, a few typos. Maybe it turned out being several times before I actually turned out the lights around 4 a.m.

Lynn, my wife, refused to bear the Las Vegas heat with me. She knew I would be pre-occupied and decided playing mom was a most important role at home. As always, she turned out being the wise woman I know and adore. Saturday was hot long before anyone had a chance to complain about it. Staying at the same hotel as the show was wonderful and the uncomfortable heat was felt only near the windows. I arose at 8:40 a.m. By 10 o'clock I walked past a long, long line of attendees who clearly wanted the doors to open sooner rather than later. At approximately, 10:07 a.m. the doors pushed back the crowd as they opened and the crowd calmly funneled themselves into the exhibition floor. I took a lot of videotape and will need to dedicate a day to review it all. But from recollection, there were items for sale and items for display. There were displays for display and displays for sale. There were mint condition Ms. Pac-Man dolls offered by Jack Berg Sales Company, a firm based in El Paso, Texas. There were hard-to-find coin-op art panels available from the Atari Historical Society.

There were mint copies of "Meteorite" (\$75) for the Atari 5200 game system offered by Atari Headquarters. Mr. David Naghi and Mr. Robert Rienick introduce nYko Technologies' (<http://www.nyko.com>) new Classic Track Ball for the PlayStation (<http://www.playstation.com>) game console.

In a center aisle, Tim Arnold kept track of the raffle total with a makeshift tally redesigned from an old pinball game. Each of his targeted \$1,500 rung out with a loud bell and Tim would make hourly announcements of small prize winners using a handheld megaphone. At 10:30 a.m., I entered the keynote hall (a.k.a. the reception area from the night before). There was a small number of people there waiting my arrival for my keynote. Phew", I thought to myself as I knew speaking to just a few people would be a stress-less task. At that moment, Keita Iida saw I was ready and ran across the hall to announce my speech. In an instant, the crowd from the vendors area swarmed to the keynote area and left only the rearmost group of chairs unclaimed. I enjoy speaking. I have performed in some amateur theater in my younger days and I know no shame to admit that I enjoy a little notoriety from time to time. This was different. People were seated before me truly interested in what I was about to say. (<http://www.icwhen.com/>)

articles/keynote\_82298.html) Was my talk too short? Would it be too long? Would it be meaningful or sound like rambling? I decided the best thing to do was do it. I had 19 (very small) pages of script and I tried hard to refer to it as little as possible while looking at my audience as much as possible. It must have not been too bad. People asked a number of great questions after the talk and followed me into the corridor to ask more. One very attractive young lady wanted to know if I was the founder of Atari. I said "no". Now that my keynote was over, the pressure of the weekend had been lifted from my shoulders and I was free to do nothing more except enjoy the show. And I did. Big time. I met with Mr. Rob Fulop, designer of "Demon Attack" for the Atari 2600. I saw the rare Cosmos, the holographic game system, designed by Atari before Mr. Jack Tramiel sold holograph technology to American Banknote (<http://www.abnh.com>). I saw rare prototypes such as "Dukes of Hazard" for the Atari 2600. I saw an early mold of the Atari Portfolio computer. I saw mint condition still-packaged Colecovision carts. There were photocopies of rare internal Atari documents. One collector showed me an entire box of badges for Atari employees from many, many years ago.

At 5 p.m., the exhibit hall for the first day came to a close, but a swap meet

commenced in the keynote area that lasted a couple hours. That evening, I met David Naghi and Robert Rienick in the hotel lobby at 7 p.m. Robert's wife, Betty, also caught up with us and the trio escorted me to Gordon Biersch (<http://www.gordonbiersch.com>) for dinner. David and Robert shared a number of great things they have planned for their product lines. Meanwhile I enjoyed a tremendous garlic-rubbed hanger steak and an unusually decadent slice of cheesecake.

There was no rush for me to get up terribly early on Sunday. I wanted to be there when the doors opened at 10 a.m. and I was. My new camcorder also takes digital stills and I exploited some of the pre-show inactivity to take pictures of the coin-ops scattered throughout the hall. When the doors opened, a steady stream of aficionados came and left throughout the day. On this day, I had a greater opportunity to sit in on some of the other keynotes. First, was a presentation from Dan Kramer and Jerry Jessop. They told a number of stories from their days at Atari as renegade engineers. If the audience was not spellbound, they were laughing at an intentional quip or waving their hands to ask a new question. Also this day, I sat in on a talk by Mr. Bill Kunkel, co-founder of Electronic Games Magazine. Bill spoke of the early trade shows and the horrific video game industry crash that tore

many of the companies apart. Dave Staugas was WOA '98's surprise speaker during mid-afternoon. Dave spoke how he survived the Tramiel take over and created a number of games and applications for Atari over the years. The keynotes, as well as the other events at World of Atari '98 are being documented by Mr. Mark Santora's video. For information on ordering this video visit <http://home.earthlink.net/~santora>.

In late afternoon, I introduced myself to Mr. Derek Mihocka of Gemulators Inc. (<http://www.emulators.com>) who was demonstrating Gemulator '98. This incredible device allows Atari ST, STe and TT software or Apple Macintosh, Mac SE or Mac II software to run at lightning speeds in a Windows environment for prices way under \$200. Also intriguing at the show was the new Lynx TV converter by Wizztronics (<http://www.wizztronics.com>) shown by founder, Mr. Steve Cohen. The device enables users to play Atari handheld Lynx games directly on a standard television... even a big screen! The resolution looked fantastic and the picture was incredibly stable. For under \$150 users can finally see and play Lynx games on a full size screen. Nearing the end of the day, the Auction was held and nearly one hundred items were put up for bid. Mr. Alan Miller, certified, licensed and bonded auctioneer, U.S.A. Auctions, conducted the auction. A number of one-of-a-kind and

unusual artifacts and products were shown and blocked. Rich Tsukiji whispered to me that this was undoubtedly the world's first professional auction of Atari products. Around 4 p.m., Tim Arnold picked the last few winners of the raffle. (Darn, I did not win the "Asteroids" game.) Activities in the main hall had died down and vendors had already begun to pack things up. In the far corner, Jerry Jessop and friends were doing their best to sell off items still on the table. I wanted to spend some time filming the "Battle sphere" tournament, but it was always so crowded in that corner of the hall. Mr. Scott Le Grand and Ms. Stephanie Wukovitz of 4Play (<http://www.best.com/~sebab/dvidgames/dsphere/sphere.shtml>) had the crowd captive, but by the time I got back over to there following the auction, the winner was declared and gone.

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There is no way to explain the pleasures that come to us at events such as these. Those of us in the industry love it. We remember unpacking rain loads of boxes and crates for the Winter or Summer Consumer Electronics Shows or a Comdex. We remember working late at night wondering all the while if the booth would be completed by the time the show started. We remember gathering late at night to fulfill traditions at a local pub or restaurant. We remember new product launches and all those times that something was supposed to work and didn't. World of

Atari '98 serves as a forum for us to recall those memories and to relive them through the stories we tell.

For those who love the industry, but are not employed as a part of it, I know it is equally fun to be a part of WOA '98. I know because I am uniquely a part of that crowd too. I got into the business as a happenstance and as an outsider who swore to myself that I would never forget how it felt to press my nose against the glass looking in. I don't believe I have ever failed that personal promise. Some said at WOA '98 that I started a trend to get the programs autographed. I managed to get almost everyone although I missed a few. There was Rob Fulop who I did miss in spite of intentions otherwise, but I did get Mr. Michael Mika of Next Generation Magazine (<http://www.next-generation.com>). I missed Marshall Rosenthal of the LA Times (<http://www.latimes.com>), but I did get Ms. Van Burnham of Wired Magazine (<http://www.wired.com>). I got most all of the vendors that I have known over the years to sign my programs and of course the likes of Sean Kelly, Leonard Herman, Jerry Jessop, Arnie Katz, David Staugas and the rest of the World of Atari '98.

I am not certain why I did not see representation from Hasbro InterActive (<http://www.hasbro-interactive.com>) A lot of people would like to know what their plans are with their

new acquisition. A lot of people want to know why ATARI.COM seems to have been abandoned since JTS (<http://www.jtscorp.com>) shut it down (especially me since I produced the original site for Atari). People like Mr. Nolan Bushnell would have been nice to see one day. Other names that would have fit in well with the atmosphere would have been Activision and Williams Just the same, I had one heck of a great time. Do I have any regrets at all? Yup. I regret losing as much as I did in the slots.

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### Club News:

First off, I know that this issue is behind schedule. This was due to the fact that I was in the middle of moving to a new house (as you can tell by the new address on the first page). Also I'm in the middle of looking for a meeting place for the local portion of the club. (I already have two locations in mind). Second, Atari Mania 8 will begin on Jan. 1<sup>st</sup>, 1999 as scheduled. Atari Mania 7 will end a month later (Feb. 1<sup>st</sup>, 1999). Sheri Levitt and I will be working on new high score page for the web site called "The Hall of Fame" it will feature past and present scores from the club. Chicago area members write to me for more information on the local meetings. (Net meetings will also begin in January on the first and second Saturday of each month at AVC chat room, IRC EFnet CH.#AtariVideoClub and ICQ chat. Meetings begin at 5pm till 9pm(all times central)

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Net meeting reports from March and April:  
Net meeting #5(3/7/98) begun approx. 6pm(CT)  
Attendees: Me(Dan Iacovelli), Jagman, Warpstar, Sunbert, and Fygar(IRC)  
Matt Dovell was on the Chat room  
Topic: plans for Jagfest issue of Atari Zone fanzine Matt, Jagman, & Warpstar said their going do some reviews  
Jagman & Warpstar agreed on color issue with a layout with a cover page and 2 cols. inside request for Color copies of this issue are now be taken at AtariVideoClub@angelfire.com or use the Jagfest Form at this website Meeting ended approx.8:53pm(CT)

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Net meeting #6(3/14/98) begun approx. 4:50pm(CT)  
Attendees: Me(Dan Iacovelli), Jagman, Matt Dove & Kevin Manne(all IRC)  
Topic: plans for Jagfest issue of Atari Zone fanzine(pt2) talked about either having Atari Zone subscription (Discount toward next years membership for AVC members and free to non-members) as Door prize or bringing AtariMania competition over to Jagfest.(nothing official yet) ended the meeting by restating that the deadline for articles for the Jagfest issue must be in before 6/30/98 and requested screen shots for games your reviewing.(articles & screen shots for the Jagfest issue could be either E-mailed to my main address or snail mailed to my home address (listed on the club information page be sure to put ATTN.

Jagfest article on the envelope.).  
Net meeting #8 (4/11/98)begun aprox. 4:53pm(CDT)  
Attendees: Me(Dan Iacovelli), Jagman and Very-Ape(IRC)  
Topic:AVC merge with JCU(request for Jagfest issue of fanzine) Started the meeting by taking request for the Jagfest issue of the Atari Zone,(Ape and Jagman both wanted a copy, Ape later agreed to do a couple of reviews for the issue). Next we talked about the idea of having AVC merge with JCU, Jagman then brought up the idea that if that doesn't work we should try resurface the old Atari Preservation society under AVC. meeting ended at 9pm(CDT)  
(Net meeting #7 canceled due to lack of attendance)

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### Game Review (2600) by Ryan Petrilla (dated 5/8/92)

Pitfall, designed by David Crane, came out 10 years ago and has been a hit ever since. The story line to this 1983 game of the year winner is that Pitfall Harry, jungle explorer, needs your help in finding the forgotten treasure. You have twenty minutes to find all 32 treasures. You must avoid crocodiles, scorpions, tar pits, and water holes while looking for the treasure. You can swing across water holes and tar pits on vines, hop across crocodiles while their mouths are shut, or go underground. You can travel above ground or underground, the only underground hazards

are scorpions. However, there are no treasure underground and brick walls often halt your progress. This was one of the most popular games made for the 2600. If you have a 2600, you probably have this game.

#### Pitfall hint's and tips:

1. To collect all 32 treasures in under 20 minutes you have to use some of the underground passages.
2. When you come to a brick wall, you can go through it. Get as close to it as possible without hitting hit, then jump through it like it wasn't there. It may take a few tries but you should be able to do it.
3. To avoid having to jump over a lot of logs and having to redo things that you aren't good at, start the game running to the left.

#### Pitfall ratings:

Graphics – 3  
Sound – 3  
Challenge – 4  
Fun – 3  
Game play – 4

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### Game Review(Lynx) By S-Man Boyd (from Atari Zone Vol. 6 #3)

Shadow Of The Beast:  
Ahhh... The dark side of the Lynx finally ventures forth. Not to say Shadow of the Beast is lacking in color. It bowls you over with intense graphics, multi-layered scrolling and Action!!!  
You play the role of a child of destiny, shaped by evil priests into a demon of darkness!!  
You embark on a quest of vengeance, seeking to destroy the evil Beast Lord and his deadly Minions!

Although this game doesn't have much to offer in its plot, it does an incredible job of creating a miniature world to interact with. Don't brush this game off as "Just another side scroller", because it's not. A wise word for the winps: You Need Not Apply, because this game is tough, but not too tough. (A vast improvement over the Sega Genesis version which was inhumanly hard.) It requires timing, patience plus brains. The alien graphics are a killer and the sound track kicks butt(if you excuse the expression). The sound, the graphics and the interest level are once again improved compared to the Genesis version of this game.

In short, the only thing that I kind of disliked about S.O.T.B. is that you only have three lives (Period). But besides that it was a great incredible classic game.

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**Comlynx reviews by Sheri Levitt and Dan Iacovelli (from Atari Zone vol.5 #4)**

(Sheri's review)

This review is on RoboSquash. The game play is basically the same thing as playing the one player version. Although, to me playing this game comlynxed is much easier than playing against the computer. On my game scale I give RoboSquash comlynxed: three and half stars.

(My review)

Well, about four months ago I finally got Sheri's RoboSquash game. So here's the Conlynxed review on

RoboSquash. Gameplay is very similar to playing against the computer on the playing field. The only exception is that the action goes by a little slower when playing a two player game than playing a one player game. Another difference is when your choosing your ball: the computer uses a certain pattern for choosing its ball and when playing a comlynxed game there is no certain pattern because your playing against another player. On my In Depth Review scale: I'll give this game three stars. (For a real treat, have you and your opponent turn up the volume on the Lynx to hear the game in stereo.)

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**Game tips by Randal Gelking**

-Try bouncing off the top of the screen to pick off enemies flying beneath you. Works best when middle ledge is gone.

-To kill several enemies at the start of a wave, hover above the rightmost middle ledge, guarding the generator, killing enemies as they appear.

-Bouncing off ledges is a good way to change direction while flying. Reverse jousts are as good as head-on jousts!

-Grey Hunters are easily caught & pulled into the lava.

You can escape the hand's grasp by flapping rapidly.

-Standing on a generator prevents it from creating enemies.

-You are invulnerable while (re) generating.

-You get 500 bonus points for catching an egg in flight.

And for the famous "flap thru gap" trick: approach the leftmost middle ledge from the right & land on it w/out legs. You'll skip across the ledge & pop thru. the gap on the right side of the screen

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**Fanzine's Revisited:**

Paradox #18 edited by Chris Johnston

This issue is dated June/ July 1996. I noticed a couple of good articles in this issue: one on the first E^3 show in L.A. . It has a complete four page coverage of the entire show. Another article is the one he did on the evolution of video games which describes the time line of the video games from the 2600 to Nintendo. Other articles in this issue are the future of THQ and Acclaim, an article that talks about fandom and a fanzine review column. As for game reviews it's mostly on some of the next generation systems (PSX, Saturn) and some on SNES. As of this writing I don't know if he's still doing this zine, but you could write to him and find out.

Cost: \$1.00 per issue

Paradox

C/O Chris Johnston

316 E. 11<sup>th</sup> AVE.

Naperville, IL

60563

(Make checks payable to Chris Johnston)

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Above and Beyond #5 edited by Tommy Donoho

This issue is dated May 1996.

I noticed that a couple good articles in this issue: one article was one he called "AAAARRRRGGGHHH" which is his opinion article in this one he talks about

Capcom, Fandom and Arnie Katz, and video violence. This article I thought was well written. Another one he did even talks more about Fandom. Another article is what he calls the Above and Beyond awards which is similar to what the pro-zines do at the end of each year where they pick the best and worst in

Video game products and news. He also does a fanzine review and video games review( which range from IBM to Saturn). The one downfall I did see in this issue is that his letter column was a bit to long. Overall this fanzine is pretty good.

Cost: \$1.50 per issue  
 Above and Beyond  
 C/O Tom Donoho  
 1804 Lane  
 Wichita, KS  
 67212-1578

(Make checks payable to Tom Donoho)

Overkill #30 edited by Rick Florey

This issue was dated May 1998. This fanzine is unlike the other two fanzines I reviewed in the column. This fanzine is sort of a mixture of other zines because it covers video games, other fanzines, gaming web sites and it also covers the movies. It also has a couple of good short stories one based on Star Trek and another one called Eternal Champions. One article also talks about the famous stuntman and martial artist Jackie Chan. If you reading about movies and video games as well as a couple short

stories than this is the fanzine for you.

Cost: \$2.00 per issue  
 Overkill  
 C/O Rick Florey  
 PO Box 2671  
 Bangor, ME  
 04402

(Make checks payable to Rick Florey)

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 (Atari Mania)

Before Atari Mania, there was a local club high scoring competition called Summer Showdown. This event was to see who would get the honor of running the club during the summer months. Btw: this was when the club first started before it went national. Atari Mania was first held in December 1989, we were still a local club with only four members (as stated in the first installment of this article).

Atari Mania was to see who would run the club for the new year. Both of the above mentioned events used Millipede for the 2600. The second Summer Showdown (was also the last) was held on 1990 the game of real sports boxing was used. Atari Mania wasn't scheduled for 1990. However in it's place in 1991 the high scoring competition was held for every body in the club (local and national). In 1990 the local members of the club decided to hold elections for club officers instead of a local competition. In 1992,

Atari Mania made its comeback but this time all club members could enter local and national. In 1993, A.M. 3 added the 7800 system to list of systems to be used. (The 2600, 5200, and Lynx was already included). In 1994, A.M. 4 started the first Hall of fame competition. In 1995, A.M.5 added the Jaguar to list of systems used. In 1996, new rules have been made for A.M.6 (similar to the rules we have now). In 1998, The first Atari Mania to be open to public. August first,1998: A.M 7 makes it's first public appearance at Jagfest'98 in Corfu, NY(for the Jaguar league using Tempest 2K).Here's a table of Atari Mania's winners list(from A.M 1 to A.M.6 ( A.M.7 is still going on) :

2600	5200	7800
I. Sheri Levitt	N/A	N/A
II. Jeff Adkins	N/A	N/A
III. Jeff Adkins	None	Dan Iacovelli
IV. Jeff Adkins	None	Dan Iacovelli
V. Jeff Adkins	None	Jeff Adkins
VI.* None	None	*None
Lynx	Jaguar	
III. Sheri Levitt	N/A	
IV. Sheri Levitt	N/A	
V. Sheri Levitt	None	
VI. Sheri Levitt	None	

Games used for A.M:  
II. Flag Capture (2600)  
III. Stampede (2600), 5200  
open competition (any game),  
Robotron (7800), and Cal.  
Games (Lynx)  
IV. Bowling (2600), 5200  
same as III, 7800 same game  
used in III, and Lynx open  
competition  
V. Grand Prix (2600), 5200  
same as III, Pole Position 2  
(7800) Cal. Games (Lynx)  
and Jaguar open competition.  
VI. Open gaming competition  
using any sports games.  
\*On October 1997 Jeff Adkins  
did not contact me (Jeff and I  
were scheduled for a  
championship in A.M.6 for  
the 2600) and his positions has  
been dropped from the 2600  
and 7800 standings. (due to  
limited space I decided not  
print the scores and the list of  
other contestants)

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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)