

8/16/91

Dear Digital Press,

Thank you very much for sending me your premiere issue, which I enjoyed immensely. I am enclosing a check for \$5.00 to cover the next six issues. I can hardly wait to see your feature on Colerovision next issue!

I am a 44 year old wife and mother who has been involved with video games for more than 20 years. I have the original Odyssey system (pre-Pong), which I purchased new in the late 60's, and I have virtually every system that has been available since, with extensive software collections for each. My children have grown up playing whatever system was "hot" at the time, but I'm afraid neither one really shares my fascination with these things.

Reading Digital Press really made me think about getting out some of the older stuff and playing with it again. I tend to get obsessed with one system, and will play it exclusively for long periods of time. At present I'm in a T646 / PC Engine phase.

Well, keep up the good work, and thanks again!

P.S. I loved the cartoon!

Sincerely,
Lynn Glenn
1001 1/2 Brown's Pt. Blvd.
Tacoma, WA 98432

(206) 927-6182

Erik Schimek
3125 E. 18th St.

Inver Grove Heights, Mn.
55076

Dear Editor,

Wow, another "Fanzine." God, how many are there? The rumored # is 100+, and I believe it. I'll mention you in Sudden Flame III, printed in Mindstorm. (If you don't receive Mindstorm, send 50¢ to Aaron Buckner 9474 Fallson Ct. Blue Ash, OH 45242 for a sample issue.)

I usually try to print the address of any 'zines that are sent to me, especially those not reviewed by god (ArnieKatz).

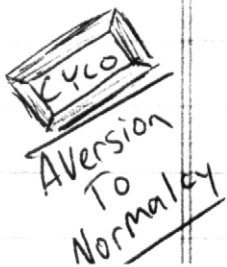
Your worst 2600 games surprised me. Why print it? I was under the assumption that all 2600 games sucked. (Blasphemy, you say?)

I enjoyed squinting at your "Ad." Of course I want a Pee-wee Herman physique! Who wouldn't?

Are your 2600 carts with copied instructions, dare I say it, could they be, possibly, pirated!?! (I'm telling Arnie!!)

I'm broke and the Digital Press isn't exactly the greatest thing since Spam, so here's \$1.00. Don't spend it all in one place.

- Erik Schimek



10/25/91



From the desk of

AL BACKIEL

Here is what I have presently for sale or trade. I would gladly trade or pay for anything I need. The problem is I have already about 550-600 ATARI 2600 games. Plus all the VECTREX. The only thing I need in systems is ADVENTURISION by ENTER. I like your newsletters, ^{especially} when you deal with the older classics. You appreciate them and respect them, as I do. You also know BAD. Re your article, the worst of ATARI 2600. You are pretty perceptive. I am inclined to agree on most counts. Are the following included on your worst lists?: SLOT RACER, FOOTBALL, 3-D TIC TAC TOE, KARATE, HOME RUN, KRULL.

Enclosed \$6 per 1 year subscription. Please include first issue (I have 2nd issue NOV/DEC '91)

Yours Truly,

Al Backiel
253 ROCK RD.
RIDGEMOOD, N.J.
07450



I'm not ordinarily a joiner, but I think it may be time for fans to form a national organization. There are things we as hobbyists can do together that we cannot accomplish individually. Just about every other major hobby, from model railroading to stamp collecting, has an organization, and I think electronic gaming could reap many of the same benefits.

Some possible activities for a national fan club:

- Keep lists of fanzines and readers. We're doing what we can, but a club could produce more frequent and larger lists.

- Start an amateur press association. This is a circle of fanzine editors who exchange publications through a central mailer.

- Provide sources for import cartridges, peripherals and other gaming materials not often available at the local store.

- Work with manufacturers, professional associations and conventions to promote the interests of rank-and-file gamers.

- Assist potential professional game designers, developers and journalists.

- Promote contact among fans through correspondence, local clubs and special publications.

There are a lot of other things a club could do, and no doubt you'll write and suggest some of them. Let's unite!

So let me know what you think. And in the meantime, let me tell you about some hot new fanzines.

Phanzine Star #2

Noah Dziobecki

4436 E. Fifth St.
Long Beach, CA 90814
\$2 per issue—Bimonthly
55 pages

The second issue shows big improvement for this fanzine about Genesis, Super NES and PC games. Along with the usual reviews and tips, *Phanzine Star* offers several thought-provoking articles by editor Dziobecki. The most interesting of these are a retrospective of Genesis titles, a forecast of coming

Attention Fanzine Readers

If you want to get better acquainted with electronic-gaming fandom, one good way is to send for the free current fanzine list. This contains the names, addresses, prices and brief descriptions of dozens of current electronic-gaming fanzines. You can obtain the list by writing to Arnie Katz (see *Megagaming* for address) and sending a self-addressed stamped envelope.



Is It Time for a National Fan Club?

by Arnie Katz

trends in gaming and a sure-to-be-controversial piece on whether current games are too easy.

Noah draws as well as writes, so *Phanzine Star* has some pretty good pieces of artwork to liven up its pages. At this point, he's better at spot illustration than the comic strip, but fandom can sure use an arty fella like him. *Phanzine Star* #2 definitely stamps this enthusiastic publication as an up-and-comer that's worth a try.

Genesis #2

Rick Schrand

6533 Bittersweet Drive
Ft. Wayne, IN 46825
\$4—Quarterly
12 pages

The second issue of this all-Genesis zine is largely devoted to long reviews of *Might & Magic*, *James Pond* and *King's Bounty*. Rick is tough but fair. You may not agree with him, but he tells enough about the game to help prospective buyers.

The editorial about the Genesis and SNES makes some valid points, though it probably underrates the appeal of Nintendo's 16-bit system. Give Rick credit for correctly predicting that the Genesis would have a great fourth quarter 1991.

The Genesisian is well laid-out and printed, with a few slick fillios (filler illustrations) to break up the text. I'd advise against jumping one story so many times, and double-sided printing would help, too, but the content is likely to interest Genesis owners.

Digital Press, January 1992

Joe Santulli

29 Cupsaw Ave.
Ringwood, NJ 07456-2919

\$1.25—Bimonthly
18 pages

This is one of my favorite new fanzines, and I think most video gamers would enjoy it, too. Joe Santulli is certainly a candidate for fanzine rookie of the year. He writes well and comes up with ideas you won't find duplicated in a dozen other magazines, like his essay on how to entice newcomers into gaming.

Reviews of video games, each title covered by a board of critics, fill the largest section of the fanzine, but there are many other good pieces, including a comparison of football cartridges for the Genesis, holiday buying suggestions, a checklist of ColecoVision cartridges and a long article about the worst games for the Atari 2600.

Digital Press needs a better-organized colophon. A table of contents and detailed crediting of text and artwork would also help. These are easily corrected imperfections in what is basically one of the hottest fanzines around. Try a copy.

The 2600 Connection #6

Tim Duarte

14 Blackburn St.
Fairhaven, MA 02719-4334

\$6—Bimonthly
Eight pages

Like Paul McAleer's *Micro-Bytes*, this beautifully produced fanzine celebrates that classic video-game system, the Atari 2600. Material includes an interview with Steve Cartwright, details of a 2600 game from Australia, strategy tips, a good letter column, sources for old 2600 titles and a checklist of Coleco cartridges.

Tim and his staff do a great job of collecting information and presenting it in an intelligent, readable fashion. *The 2600 Connection* is indispensable for any 2600 gamer. 📖

MEGAGAMING

The biweekly "Voice of Electronic Gaming," produced by Arnie Katz, Bill Kunkel and Joyce Worley, contains news and commentary with a behind-the-scenes perspective. Among its many features are reviews of current fanzines and an advice column for fanzine editors. For a three-issue trial subscription, send \$5 to *Megagaming*, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.

Past columns have stressed the joys of publishing your own electronic-gaming fanzine. I've described the rewards in glowing terms, offered some practical advice and assisted in the compilation of mailing lists.

If this has created the erroneous impression that personal publishing is the only way to go, then I apologize. You'll have to excuse the enthusiasm of a guy who has published a thousand or so fanzines, starting at age 17.

The announcement of *Megazine* shows that fans are learning the value of cooperation on projects. Look for an early review of this amalgamation of seven regular fanzines in *Fandango*. I hope it doesn't stumble over the same obstacle that undermined the late, lamented *Cyberbeat*; too many editors can lead to lack of leadership and miscommunication.

The next step beyond setting up unwieldy editorial boards is to let the best editors and publishers fulfill this function while everyone else concentrates on writing and drawing. A single editor can be editing, typing and so forth while a committee would still be debating every little matter, via costly phone or slow-moving mail.

Contributing to fanzines rather than publishing them makes good sense for many fans. Not everyone has the time, money and equipment to produce a regular fanzine. Contributors get free copies of the publications in which their work appears, and they still get the ego satisfaction of standing on the paper soapbox and giving the electronic-gaming world their opinions.

Getting started as a fanzine contributor is as simple as sending for some fanzines. Find one that seems congenial to what you want to write (or draw) and contact the editors. You can send a sample piece or just strike up a correspondence and see where that leads. You'll have all the outlets you want for your fanwork.

Video Game Monthly #3

Ben Leatherman

10 Palo Verde Lane

Globe, AZ 85501

No listed price—No listed frequency

Seven pages

Ben's dedication and enthusiasm can't be questioned, but he might do better to concentrate on contributing to other fanzines, at least at this time. *Video Game Monthly*, an optimistic title as well as a pretentious one, is printed on one side of the sheet in two typefaces. It even has some handwritten passages. That's what I call commitment!



Getting It Together

BY
ARNIE KATZ

But Ben would probably have less frustration and more fun if he put publishing on the back burner and started writing for other fanzines. His reviews of *Star Wars*, *Metroid* and the coin-op *Street Fighter* would read about the same if they were in someone else's fanzine—except that they'd be presented more attractively. Dan Soloman, who provides a lengthy examination of *Bonk's Adventure*, would also be a welcome addition to many other staffs.

The Panic Zone #5

Chris Larson

3217 23rd Ave. SE

Rio Rancho, NM 87124

\$1—Monthly

24 pages

Chris, who sometimes uses the name "Vapor," brings a punk rock sensibility to the electronic-gaming fanzine field. His writing is occasionally sloppy, sometimes misguided and always entertaining. Besides plenty of short video-game reviews, the current issue has a lengthy letter column, a generous portion of fanzine reviews and a provocative article discussing the state of the Sega Master System.

Chris has lots of opinions—even compared to the typical fan-ed (fanzine editor)—and he is fearless in expressing them. Sometimes he is both arrogant and misinformed, but I'd rather get a lively fanzine like *Panic Zone* than a drab "by-the-book" fanzine. If you'd like to try a publication that looks at gaming's sacred cows with commendable irreverence, try a sample

of this; and ask Chris about *Megazine*, since he's an editor of that one, too.

The Shape of Gaming to Come

Darren A. Krolewski

12311 Conservation Trail

Utica, MI 48315

\$5 for six issues—Bimonthly

16 pages

Darren, another of *Megazine's* editors, uses his editorial to take issue with Matt Porath's in a recent *Mindstorm*. Porath advised fans to forget about publishing, because there are so few potential subscribers. "The wide selection of fanzines is what makes fandom *fandom*," Krolewski rebuts. He goes on to say almost exactly what I would've; that fandom is not a quest for subscribers and profits, it's a hobby. That means that the reward is the sense of accomplishment that comes from doing the fanzine and the entertainment value of the fanzines, letters of comment and contributions received in response. And needless competition among fanzine editors, who should be helping and supporting each other, isn't going to make electronic-gaming fandom more fun for anybody.

Lots of short, but perceptive reviews, a preview of the "super gun" arcade-quality home system, Tim Slomka's outstanding computer-gaming column and a host of other well-written and informative features complete this excellent fanzine. This has become one of my personal favorites, so it gets an unqualified recommendation.

Digital Press #4

Joe Santulli

29 Cupsaw Ave.

Ringwood, NJ 07456-2919

\$1.25—Frequent

20 pages

About the only thing I *don't* like about this literate and well-produced fanzine is its somewhat impersonal air. Editor Santulli should come out from behind the pseudocorporate trappings and give us more of the obviously appealing personality behind *Digital Press*.

Joe is one of the most creative editors in the fan press. The graphics mix diagrams, decorative type, cartoons and small screen-shots to produce a fanzine that invites the reader into every page. The articles are also inventive, including pieces like "Whatever Happened To?" about hardware and software that never quite appeared. *Digital Press* is prejudiced against computer gaming, but even that can't destroy this fanzine's overall fine standard. 🎮

Sean Kelly
5789 N. Milwaukee
Chicago, IL 60646

4-15-92

Dear Joe,

After reading the April "Fandango" column in Video Games & Computer Entertainment I decided your Digital Press fanzine would be something that interests me. I am more interested in the older game systems, but I do own a Genesis that I enjoy quite a bit. Here's a quick listing of the game systems I own:

Atari 2600
Atari 5200
Atari 7800
Intellivision
ColecoVision
Vectrex
Genesis

I am a big collector of the older game systems. I have just under 1000 cartridges for the systems listed above (including a few rare and prototype games) as well as at least three of every SYSTEM itself. In the case of Intellivision I have roughly forty units (YES - 40 - don't ask <grin>). I also do quite a bit of trading and am always looking for people interested in doing the same.

I read in Fandango about your checklist of ColecoVision cartridges which I am extremely interested in. I have quite a few rare ColecoVision cartridges that I would be curious to see if they made it on your list.

Anyway, I have enclosed a check five dollars for four issues of your fanzine. It seems to me that the January issue that has the ColecoVision checklist is not current, but if it is at all possible I would like to get that issue as one of my four.

Looking forward to some good reading. Thanks.

Sean Kelly

but two of the games of yesteryear covered in this very attractive, well-written issue which Adkins bills as his "Special Summer Edition." The editor contributes a "20 years ago" retrospective on Atari, and there's a column on cartridge collecting.

Classic Systems isn't a pure nostalgia trip, though. Each gives solid information, like the detailed explanation of the difficulty levels included in the **Track 'n' Field** piece.

Despite a few unnecessary "pseudo-pro" trappings, **Classic Systems** is an appealing publication. It's especially recommended for those who own and still admire those old gaming machines.

Digital Press #6 & #7

Edited by Joe Santulli
29 Copsaw Ave.
Ringwood, NJ 07456-2818
Bimonthly, \$1.25 per issue
24 and 8 pages, respectively

Two issues of this fine video game fanzine are at hand. The larger one celebrates completion of a year of publication, while #7 reports the results of the DP scavenger hunt, in which Santulli challenged readers to find such items as a game magazine cover dated January 1985 and a classified ad trying to sell an Atari 2600. Reader Russ Perry won.

The usual content of **Digital Press** balances well-researched articles about old systems with news and reviews of 16-bit games. Santulli's writing style is relaxed, personable, and lucid, but the fanzine itself could use a dose of informality. The subscription ad on the inside back cover adds nothing to the zine and burns up a page that could have been used for something better.

My favorite piece in #6 is Santulli's study of oddball video games which includes his choices for the ten strangest titles of all time. All pieces are well-illustrated by cartoon artwork and black and white photos.

Santulli's abilities as a writer and editor seem to grow with each new issue of **Digital Press**. Fanzine connoisseurs don't want to miss future issues, because I've got a strong feeling that the best is yet to come from Mr. Santulli.

Zapp! #4

Edited by Scott Weller
134 Ten Rod Rd.
Exter, RI 02822.
Quarterly, \$4.75/four issues
16 pages

Reviews of current computer and video games are the main course in this tasty fanzine. A solid editorial, a letter column, strategy section, two Craig Engler articles on virtual reality games, and a news column round out a very good issue.

Weller displays a little artistic talent with a decent cover cartoon and visually pleasing layout and graphics. Some might find the body text type a little overpowering, but fanzine editors should feel free to display their individual preference in this manner.

Weller and the other reviewers describe games well, but the analysis isn't quite as good. They tend to rate most games either very high or very low, whereas the majority of titles fall into the middle. That notwithstanding, **Zapp!** is definitely a fanzine on the rise, well worth a try.

Super NES Gamer #4

Edited by Eric Longdin
19 Vermont St.
Methuen, MA 01844
Bimonthly, \$1 per issue, 19 pages

Fans of Nintendo's 16-bit system will appreciate the reviews, previews and hints in this highly enthusiastic video game fanzine. **Zelda 3** is the lead review, but there is also material on **Addams Family**, **Super Tennis**, and other recent carts. A rundown of the Super Scope 6 should help gamers decide whether to buy one for their own collections.

Super NES Gamer #4 is quite legible and neat, but Longdin will want to upgrade the zine's appearance in the future. Printing on both sides of the page, tighter proofreading, and slicker headlines would all improve the presentation.

Attention fanzine editors:

If you want your fanzine reviewed in **Electronic Games**, send your zine to:

Fandom Central
Arnie Katz
330 S. Decatur, Suite 152
Las Vegas, NV 89107

Join the Jury

Review a game and win games
in EG's monthly contest!

Each month, **Electronic Games'** critics review dozens of new releases. They do a great job, but a lot of our readers are knowledgeable and perceptive about the games, too. So for the first time in any gaming magazine, we're starting a monthly contest that will let you strut your stuff. We'll pick two games each month, one computer and one video, and challenge gamers to review them. Then, in "The Jury", EG will print the best ones. If we print your review, you will win a video or computer game of your choice! (Any system except Neo Geo.)

The rules are simple:

1. All reviews must be of the selected games.
2. Entrants can submit only one review of each game.
3. All submission become the property of **EG**.
4. Reviews should be 200 words or less, typed double-spaced.
5. The month's two best reviews (one in each division), as determined by **EG** editors, earn the writers a video or computer game of their choice. (Sorry, no Neo Geo carts.)
6. The contest is open to anyone who has not sold professionally to **EG** within the previous 12 months (exclusive of this contest).

Games for Contest #2:

Super Action Football (video game/Super NES)

Kyrandia (computer game)

Deadline for this month's contest:

November 1, 1992

Send entries to:

The Jury

330 S. Decatur, Suite 152
Las Vegas, NV 89107