PAPER, PLEASE
Lessons from Three Decades of Video Game Fanzines

Michael Hughes || @mobilesworking
the east village INKY
rides again, melonfarmers! 59

ah, a return to format, as we travel back in time a whole year to see what we can remember & squish in - get out your magnifying glasses) of our trip to ITALY, enchanted land of hazelnuts, Village People lighters & GUSTAVO! plus! ☆ Bitchmother vs Animal Mother!
☆ A funnel-shaped chronology!
☆ The longest run on sentence in our nearly 20 year history!

PRINT IS NOT DEAD! KICK IT OLD SKOOL! STICK WITH INKY!
BUY THIS MAGAZINE FOR THREE DOLLARS.
I didn’t know what I was doing but that’s okay.
WHAT THE *!#& IS
A PHAN-ZEEN
ANYWAYS!!!

VIEWPOINT
The CLUB HOUSE
Conducted by ROG PHILLIPS
Where science fiction fan clubs get together

During the history of fandom several attempts have been made to organize it into a single unit group. None of these have completely succeeded. Maybe none of them ever will. The individual appeal of sf and fantasy is too varied to conform to any single group or organization. The wants of the members are too different.

Yet, two such organizations are in existence today, and each of these still exists largely because, each in its own way, it tries to answer this need for a sort of master organization. These two are the NFFF (THE NATIONAL FANTASY FAN FEDERATION), and FAPA (FANTASY AMATEUR PRESS ASSOCIATION).

Neither of them covers all of fandom, and neither of them IS fandom, yet the two together are largely responsible for fandom holding together, and also for the more important achievements of fandom as a whole.

Each stresses somewhat a different phase of fan activity. Each draws its membership entirely from fandom. Interpenetrating these two organizations and spreading out beyond them is fandom proper, with its numerous fan publications whose ownership and policy are strictly the property and responsibility of the individual who starts them.

National Fantasy Fan Federation (NFFF): membership, $1.00; K. Martin Carlson, sec. treas., Moorhead, Minn.

The purpose of FAPA is to provide a means of expression for fans who join it, and an audience of highly critical readers who will read and appreciate what you write or publish. Four times a year FAPA members receive a massive envelope containing the quarterly output of their fellow members.

If you become interested in writing and publishing a fanzine of your own, FAPA is the ideal way to begin. It gives you a ready made audience. It gives you the experience of its members, and also material for your fanzine if you want it and it’s available. You get a bonanza of publications four times a year. All it costs you is the buck for membership plus whatever you spend on your own hook.

The four mailings a year cost well over a dollar to put out. They don’t cost FAPA all that; but those who print the many fanzines that go into the mailing. To keep this from becoming prohibitive, membership is strictly limited.

Now that you have read all that, if you are interested in this facet of fandom, write to either Charles Barber, 1057 S. Normandie, Los Angeles 6, Cal., or to Francis Laney, 816 Westboro Ave., Alhambra, Cal., for further details. There is no salary connected with the offices these two fellows hold in FAPA. If you write and do not enclose a stamped envelope for a reply, don’t feel hurt if you don’t get a reply. They may be staring guiltily at
Calling All

Send those fanzines and club announcements to: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107. If you have questions, I’ll try to answer the most frequently asked ones in a near-future issue of VG&CE.

Act now: Fandom is waiting to hear from you. 🕹️

Growing fast and what typical gamers can do about it.)
WHAT THE *!@#& IS A PHAN-ZEEN ANYWAYS!!!
The Video Game Update
A Critical Newsletter for the Serious Game Man
Volume One, Number Five
July 1982

Welcome to the First Issue of Arcade Express, the electronic newsletter. Every two weeks, Arcade Express will feature all the latest news, reviews of games and equipment, and full coverage of what's going on in the industry. We'll pull no punches, make no bones, and in general, spare no effort to give you the best and most honest coverage of the arcade game industry that we can. There is a vast amount of information out there, and we're here to help you keep up with the latest developments. And if you have any questions or comments, please feel free to write to us. We welcome your feedback.

The new system, called the Aracade 2001, and its family of game cartridges, was introduced at Consumer Electronics Show.

Some machines have come, and we will add other textures to the machine's mix with more. ARCADES are a good way to see a computer, but we have no plans to build one. Meanwhile, we will still have your attention on games and other products you like, and we will keep your attention on games and other products you like.

FULL STORY IN NEXT ISSUE

Emerson introduces 'Hercules':
Emerson Radio Corp., long a household name because of its radio, television sets, electric fans and other products, has thrown its hat into the video game ring. The new system, targeted toward home owners, is designed to provide improved graphics and advanced play capabilities. The system includes a programmable video game console, which can be used to inexpensively produce and sell games for $200. The company expects to have 100 cartridges available by end of this year, and 5 additional games marketed in 1983.

Arcade Games to Launch:
"Hercules" will be published by Atari, in August, and should be in the stores before the end of the month.

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Jorby Vorley, Editor

FLASHES FROM ARCADE

 Atari has announced an arcade game version of George Lucas' Star Wars. By the terms of the agreement, Atari will acquire the rights of the game for the price of $1 million. At this time, Atari is not planning to release the game, but it will be available for home use.

WHAT'S NEW IN GAMES?

The new system, called the Aracade 2001, and its family of game cartridges, was introduced at Consumer Electronics Show.

Arcade Express: The bi-weekly electronic games newsletter.

VOLUME ONE, NUMBER FIVE

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Arcade Express: The bi-weekly electronic games newsletter.
The JOYSTICK JOLTER APOLOGIZES TO ITS SUBSCRIBERS AND READERS. WE HELD up this issue on a tip of a major announcement by MATTEL. We were led to believe that they were to be leaving the game business entirely. Sure enough MATTEL has completely left the game market. Hardware and software for Intellivision and hand helds are all out. We really thought MATTEL was going to pull through it all. Their recent game releases have been excellent, though their marketing of some of them left us baffled. We thought their unit was beginning to show a spark as their new games, with superb graphics and gameplay, certainly were. It is with great sorrow that we say "Good-bye MATTEL".

Intellivision owners take heart though. A group of investors has bought out MATTEL's inventory and will continue producing software for Intellivision. We will have more information on this takeover in our next issue. We should hope that the new regime will have the insight to at least try to keep the talent that has brought Intellivisionaires such great recent releases as: Burgertime, Motocross and Dungeons and Dragons at least.

MATTEL will continue to honor all of their warranty responsibilities and will reportedly help with the smooth takeover of the now defunct MATTEL ELECTRONICS DIV.
Video games are fascinating, frustrating, and sometimes even fearful.

They encroach on our personal lives for better and for worse...and provide a new focus for adult-child relations. They (as we know so well) have created a brave new generation of "whiz kids."

Sometimes it seems that, at any moment, they may take over.

Some say they already have.

Dr. Storm

First Edition Copy #39
CARTOON VIEW

PALEOLITHIC MAN  NEANDERTHAL MAN  CRO-MAGNON MAN  PAC-MAN

Marlette, The Charlotte Observer
'I know it's great for their hand/eye coordination... It's their brain/reality coordination that concerns me...'
Eighth-grader undisputed champ when it comes to electronic games

By Ed Hering
Staff Writer

Jim Thurston is looking for more work to support his expensive habit. The 13-year-old is addicted to electronic games.

So expert is Jim, an eighth-grader at Curtis Junior High School in San Jose, that he's the going-away champ at the new and difficult “Asteroids” game at his favorite arcade.

“I play for two days a week for maybe two or three hours,” Jim says. He used to have even more playing time, in return for cleaning up at the arcade, the Time Zone in Mountain View.

The popular hangout for teen-age boys recently changed ownership and Jim lost his job cleaning the floor and washing windows.

But Jim is undeterred. He still rides the bus after school from the mobile home park where he and his four brothers and sisters live to the Mountain View arcade.

“I live near Milpitas and Alviso and it's a good bus connection,” he explains.

“Around the mobile home park where I live I do a lot of work. My friend and I wash cars and do odd jobs,” Jim says.

He also works for a health spa chain, putting free 30-day passes on car windshields in parking lots.

The favored Asteroid game is new on the arcade scene, but in the six weeks Jim has been playing it, he's been able to achieve a game score of more than 90,000 points.

“A lot of other players average over 17,000,” he says in comparison.

“It just drives you to play it more. You lose and it gets you frustrated and you want to play it again.”

He can be found wearing a Dallas Cowboys cap. The Cowboys and the Steelers are his favorite teams.

He water skis in the summer and hopes to be an electronics technician in the Navy “so I can build my own games.”
If the Pac-Man craze last long enough, it no doubt also will provide grist for the ever-churning mills of academia. One can imagine anthropology seminars discussing Pac-Man and the Territorial Imperative, or English doctoral theses on Pac-Man and the Picaresque Tradition.
My fandom career began back about 1989/90 when I had friends asking me what games were good out there to buy, what was coming soon and so on. I decided

Welcome to the first issue of The Guru. First off, a little about this fanzine and why we are making it. The idea to make a fanzine came upon me, Brian Goss, in 1987 when the first NES debuted the year before. There was no Nintendo Power, or any other gaming magazine out for that matter. So, with my off-key, non-electric typewriter I started to type away. Of course at the time I was only 12 and it didn’t matter to me how it came out looking. Viola, the first issue of the Videotic Maniacs was published. It was less than impressive, but, at least it was something. Now, I am 18 and still a video game nut. So, with up to date equipment and about 6 years more gaming experienced, me and my friends Patrick Wilson, Chris Vasquez, and Kraig Kujawa have sat out to spread our opinions about the video game world.

games, just as I was doing. I had no idea that others were doing the same thing as I was until that time, so I sent off my last 2 issues of VGE to be (possibly) be featured in the column... neither were. I changed the format
Gamers love shortcuts so much, it amazes me that beginners so often start from Ground Zero. Many first issues betray no evidence that their editors have ever looked at another fanzine.

No one expects a new fanzine to hit the bullseye the first time, but it seems silly to make mistakes that can be avoided so easily. The five most common:

1. Print a colonoph. If you don’t put your name, address, frequency of publication and price in an easy-to-find-location, forget about response. And from now on, also forget about a review in "Fandom Central." There are too many fanzines to waste space on those which don’t provide this necessary information.

2. Put text on both sides of the page, single spaced, no skipped lines between paragraphs.

3. Describe yourself somewhere in your first fanzine. A fanzine is an extension of its editor, so the person behind the printed page is very interesting to the readers.

4. Don’t pose. Everyone knows it’s a hobby, not a conglomerate.

5. Edit the writing! Don’t write that you’re about to give us your opinions. Fanzines are pure opinion. Just start with what you want to say.

Those hints don’t guarantee a perfect fanzine. No one has yet captured that elusive beast. Heeding them does make it easier.
It's amazing what a self-addressed, stamped envelope can do.
It came as no surprise to find out Arnie Katz has recently been delegating his fanzine-reviewing responsibilities to his pet chimp, Stinky.

Great, we'll put that in EGM².
What’s in a Fanzine?
Bubsy

The Twin Queens of Rayon, Poly and Ester, are attempting to steal all the wool from Earth and you have to stop them! You have to track down yarn balls through 16 levels, ranging from a grass, carnival, train, desert, to a forest and even an outer space level. What could possibly go wrong? Well actually you can die about 12 different ways,
TAILGATING ON THE ELECTRONIC HIGHWAY

I HAVE TO FIND AN EXPLANATION

EVERYTHING THAT I LOVED THRODD LIVES IN THIS WORLD

I THINK I'M IN SOME KIND OF PRISON

SOME KIND OF PURSATORY CRISIS ZOOKEEPER BETWEEN HEAVEN & HELL.

THIS MUST BE A CRUEL JOKE

I'M MOURNING SOMETHING

SHE SAYS THAT I REMIND HER OF ELECTRONIC GAMING MONTHLY: THE BIGGEST & THE BEST!

I FEEL CHILLS WHEN I SEE THEM

A DREAM OR A DELUSION

SUPER DOGS DON'T LOOK AT ME
You Can Make a Difference!

Getting fed up with EGM? Just sign this letter (guaranteed to be easily understood by our favorite long-haired editor) and send it to Steve Harris! It's that easy!

Dear Steve,

EGM is rapidly going down hill. Let's face it, it's just not the heavy-hitting mega-hit it once was. I'm sure you're troubled by this. It's a hummer. But, EGM's problems can be fixed. Below are nine ezy steps to fix all of EGM's woes and make it awesome once again.

1. Invest heavily in spelling and grammar checkers. or...
2. Fire the entire EGM writing staff and hire new writers, this time taking care to make sure they have high school diplomas before hiring them.
3. Quit letting the EGM staffers allow their pets to write their columns for them.
4. Make Ed quit giving every game high ratings.
5. Tell Ed no one cares why EGM didn't give Super Street Fighter 2 all 9's.
6. Get rid of that pathetic (that means bad) Lifestyles section.
7. Make Quartermann quit introducing Gaming Gossip with his monthly paragraph full of nonsense. (*Forget about modulating the deflector and get ready to go to warp with the latest interstellar edition of the only gossip column with phasers strong enough to burn a hole through the bad guys and get at the dirt...* and on and on and on...)
8. Forbid the writers to use the phrases "heavy hitter", "quarter-muncher", "Big N", "mega-hit", and "white shirts".
9. Give each review crew member three "awesome cards" each month. Each time a reviewer uses the word "awesome" in a review, take away one of his cards. When all of a reviewer's awesome cards are used up, he has to think up another adjective.

Right now you're probably thanking, "Awesome! If EGM joined forces with this list, it could be a heavy-hitting mega-hit!" And you're right, Steve, it's that easy.

Sincerely,
Russ Writes!
(Russ Perry Jr.)

If you were at the Consumer Electronics Show this summer, you saw many new and exciting games, and picked up at least 20 pounds of promotional stuff, carried around proudly in your Video Toaster 4000 bag. At least I did.

And in the following couple of months you will see all kinds of coverage in both fanzines and prozines about the games you saw, and perhaps a few you missed. But in the end, you will read too many times who showed what at the show, and let's face it, lists of upcoming games can be pretty boring after seeing them a few times. [That is why you will not see a CES report in VGR--Nathan]

So, rather that repeat what everyone else will say about the show, all me to put a different slant on CES coverage with this, an interview with, well... 'one fabulous babe', from the DTMC booth, there to publicize Lester The Unlikely [No relation to the Lester here], their upcoming game for the S-NES.

Russ: To start off, please tell our readers your name and age.
Heather: Heather Hook; I'm 24.

Russ: Were there any differences between the trade only days and the consumer day?
Heather: Oh, yeah! [laughs] When they were open to the public, that last day, it was insane; all the little kids, and we basically just took pictures [see picture] because there wasn't really any business going on. They didn't have any meetings set up. We just took pictures with the kids, and it was pretty hectic. The other days were pretty mellow, for me -- they talked business all day in the office. I was
This game totally annihilates any other shooter! The evil Emperor Andross is attempting to take over the universe, and it's up to you, Fox McCloud, and your three wing men, to stop him. You must protect your wing men or risk losing them, and in turn they will sometimes protect you. To get to Andross you can take three routes: easy, medium and hard. All three routes are completely different, except a few parts.

While the polygon graphics are pretty plain, the 3-D effect will blow you away! The music is absolutely superb. The digitized voices are crystal clear. The control is fantastic, almost flawless.

The Super FX creates a whole new gaming experience and it is an absolute BLAST to play!

~TIPS~ On the first stage of every difficulty level near the beginning there are 4 arches, and if you fly through them all, a Twin Blaster will appear! ~ In stage 1 difficulty 1, look to the right of the third set of red buildings, there is a Nova Bomb! ~ In stage 2 difficulty 1, there are three red asteroids in a triangle and if you go through them you will get a Twin Blaster!
DON'T BELIEVE THE HYPE!!

DAMN IT!!!
DYS CREW

Editor/Publisher: Dennis Crowley
Director of Public Relations (west coast): Nick Neuhof
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Logo: Steve Dunphy
Contributing Writers: Dennis Crowley, Nick Des Barres, Brian Desmond, Brian Shepard
Special Thanks: Ken Terzette, Mike Neume, Tom, Mike Latham, Laurie Thornton, and Terry at Sesto. Oh, hi Amy. :)

DYSOTOPIA is published whenever I get off my lazy ass. For a copy, send one dollar (a penny for Christ’s sake!) to:

DYSOTOPIA
6 Hill Street
Medway, MA 02053

Feedback and submissions should be sent to this address as well. Crew members can also be reached via DYS at NFPC16C on Prodigy or through dystopia@compuserve.com

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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 videocassette 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-Tony) 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.

Sincerely,

[Name]

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THE MAN WHO KILLED BATMAN
“I didn't really keep up with the fan scene as it moved online. It felt like the spirit of the thing didn't carry over.

...It may have been just my imagination, but I felt like they were quick to shed the punk trappings of the fanzine scene because they saw the online world as a way to jump in front of everybody and become the new pros, the new mainstream.”

– Chris Bieniek, former editor of Tips & Tricks
Why Make a Fanzine?
Why Study Them?
that people read and enjoy; there's nothing like knowing people care that you make it, write it, and listen to what you are saying. It is a way to communicate with people whom you may never get the chance to see and be listened to otherwise. To meet new people with similar thoughts, ideas, interests as yourself. To be a part of an organization and have friends to talk to and share thoughts and ideas with.
Zines are tangible, are material. The writing is contained in an **object that physically ages**. Ink fades. Paper yellows. Holding a zine from even ten years ago feels like holding an historical document … Words appearing on a computer screen, even if they are date-stamped, seem the opposite: **decontextualized, ahistorical, temporal**.

– Lauren Jade Martin, via Piepmeier (in *Girl Zines*)
I consider zines as the hub of a *gift culture* and argue that zines’ materiality helps form a particular kind of connection between zine readers and creators, what I call an ‘*embodied community*.’ Pleasure plays a key role in creating embodied community. Pleasure is at the heart of the zine endeavor, motivating the creation of zines, connecting zine writers and readers, and making even bad zines worth reading.

– Alison Piepmeier, *Girl Zines*
“The true power of everyday objects and things lies in their ability to become our emotional companions as much as they become intellectual anchors.” When we set things down in material form, a “specific location for remembrance,” we “[transform] an internal invisible cognitive happening into an external perceptual event, making objects powerful emotional anchors … an economy of memory”

– Lambros Malafouris, How Things Shape the Mind
There are no ‘people’ in the abstract, people are what they attend to, what they cherish and use.

– Csikszentmihalyi and Halton
Looking back on 2018, I contributed to a lot of zines:

- @Pin XXX’s gigantic Phantasy Star 1 and Virtua Fighter books
- @Zerochan’s Raimais fanbook
- @_shunao’s P4A x UNI book

Thanks for letting me be a part of your work, everyone!
QUESTIONS

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Due to an erroneous error, we regret to say that there are no subliminal messages this issue. Thank you.