

# PAPER, PLEASE

Lessons from Three Decades of Video Game Fanzines



Michael Hughes || @mobilesworking



# the east Village INKY

rides again, me! on farmers! (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!

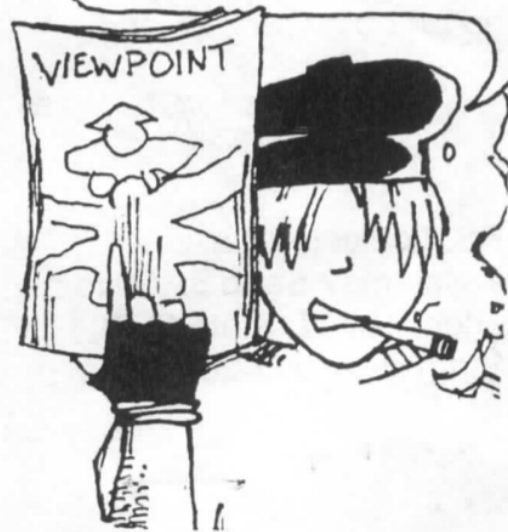
**PRINT IS NOT DEAD!**  
KICK IT OLD SKOO! STICK WITH INKY!  
BUY THIS MAGAZINE FOR THREE DOLLARS.





I didn't know what I was doing but that's okay.

WHAT THE \*!#& IS  
A PHAN-ZEEN  
ANYWAYS!!!



April, 1926

25 Cents

# AMAZING STORIES

HUGO CERNSEBACK  
EDITOR

*To My Good  
Friend, Rick Norwood  
With Best Wishes -  
H. G. Wells  
4/19/26*

Stories By  
**H. G. WELLS**  
**JULES VERNE**  
**EDGAR ALLEN POE**

EXPERIMENTER PUBLISHING COMPANY, NEW YORK, PUBLISHERS OF  
10 NEWS - SCIENCE & INVENTION - RADIO REVIEW - AMAZING STORIES - RADIO INTERNATIONAL

# THE COMET

VOL. 1.

MAY 1930

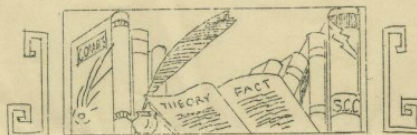
NO. 1.

SCIENCE CORRESPONDENCE CLUB BULLETIN

EDITORS

RAYMOND A. PALMER

&  
WALTER DENNIS



SCIENCE CORRESPONDENCE  
CLUB



# The CLUB HOUSE

Conducted by ROG PHILLIPS

*Where science fiction fan clubs get together*

**D**URING the history of fandom several attempts have been made to organize it into a single united group. None of these have completely succeeded. Maybe none of them ever will. The individual appeal of stf 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.

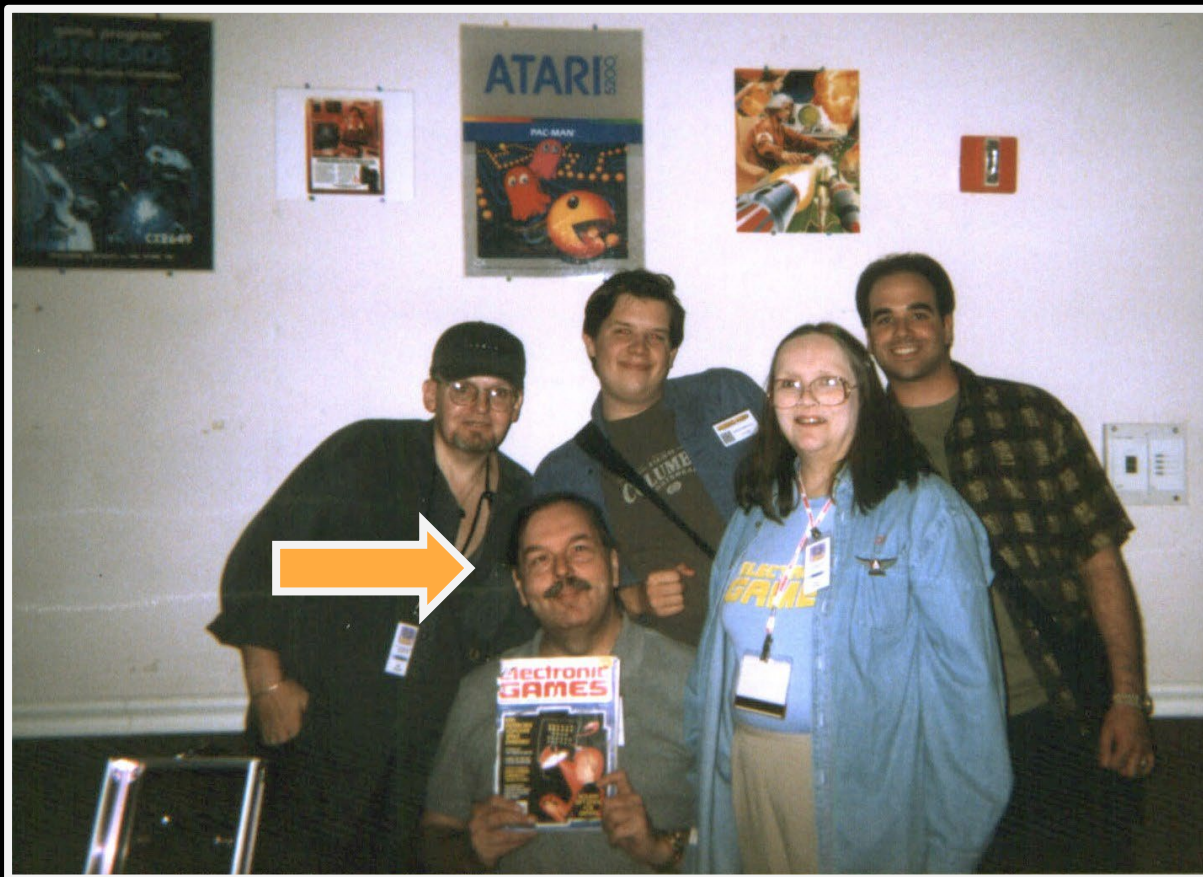
0.72 x 11, per year, or the equivalent of that number.

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 Burbee, 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







P R E M I E R E V I S S U E T M

# Video Games

And Computer Entertainment Magazine December 1988 \$2.95

**HOLIDAY  
BUYER'S GUIDE**  
Nintendo · Atari · Sega

**COMPUTER GAMES!**  
Commodore, IBM PC  
Amiga, Atari, Apple,  
Macintosh

**New Games for 1989**



Game Player's Tips

## 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 Gamesman**

Vol. 1, #4

©JULY, 1982

Two Dollars

Thanks to everyone for such phenomenal response to our "search for a name..." contest. Since you took the task seriously, we decided to do the same! So, our congratulations go out to 14-year-old (he celebrates his 15th in July) Freeman Leung of Newport, Rhode Island. Freeman submitted many ideas, among which "The Video Game Update" was chosen. Freeman has a sister and brother who compete with him for time on the family Atari unit. His favorite games are "Kaboom" and "Pac-man". One of his arcade favorites is "Centipede". For his efforts, Freeman won a \$25.00 gift certificate from Video Take-Out. Thanks to everyone who made this a terrific contest. Just as we thought, there is a lot of creative folks out there.

When writing this newsletter, we worried about giving you too much information--so much that you would be totally confused. But those of you to whom we have spoken, have indicated you want to know everything that is going on.

We are also aware of the reputation we have been fast gaining as the #1 game source & our reputation for knowledge.

As you can see from this newsletter, several new companies have jumped into the game arena with more coming. We feel it is important that you feel you can look to us for guidance on what to buy & what games to stay away from.

We want to fill you in on current releases and new products, many of which were shown at the recent Summer Consumer Electronics Show in Chicago.

In the months to come, we will be adding other features such as a reader's forum and much more. If there are areas you would like to see us cover, let us know. Meanwhile, we'd like to hear your comments about games & related products you like, dislike and any game-related thoughts you'd care to pass along to us.

Overall, what we see...

more attention to sound & realism  
more player involvement where you have to react & plan strategies

We will do the best we can to steer you right!



**ATARI**  
a new dimension in entertainment

Defender (★★★★★) is now available. We have just seen 4 new games for the 2600. "Frog Pond" (★★★★★/November) is a really cute game for kids as the frogs attempt to catch the flies. Scheduled for this year is "Demons To Diamonds" (★★★★★) (formerly "Hot Rod"). In October, Atari will be selling two new cartridges called "Swordquest" and "Earthworld." (both ★★★★★) We were not able to get hands-on play with them. These are "Dungeons & Dragons" type cartridges. These two cartridges will come with comic books like "Tari Revenged" had which will contain clues which might lead you to discovering one of 5 different prizes hidden around the U.S. There will be 4 leveled wares containing previous stores (each w/are valued at \$25,000) and one w/are (the grand prize) will also have previous stores worth \$50,000. It will be up to you to read the clues correctly to lead you to the discovery of any one of the 5 prizes.

The *Supergame* (The 5200)...it can be way besides WOW!! Enhanced graphics, a phenomenal handstand offer, highlights this new master unit. The narrator controller (so help ward off "Acani" virus), very sensitive joystick & responsive keypad are terrific. The good news is that it ships in October; the bad news is there will be so few until January that just a few will be put in some of the major department stores for Christmas. Some of the games to be available for this unit (your cartridges from the 2600 are not compatible) include Missile Command, Super, Super Breakout, Space Invaders, Galaxian, Star Raiders, Pacman, Asteroids, Defender, & Centipede. All of the games have superior graphics, play action and sound. (All cartridges we rate 3.5 to 4 stars in both graphics and play action). This unit has room for several plug-in modules. We saw an add-on that is incredibly exciting called "Triakbit" (no release date yet). This unit has done one heck of a job simulating the controller you've been using in the arcade!!!

## FLASHES FROM ATARI

Atari has announced a joint venture agreement with George Lucas, creator of Star Wars. By the terms of the agreement, Lucas will separately staff approximately 100 people who will produce cartridges exclusively for Atari!

Acari has made an agreement with Steven Spielberg of "Raiders of the Lost Ark" and "ET" fame to have the right to make cartridges from any of his productions.

Atari has exclusive rights to develop cartridges under the direction of Sesame Street.

Atari has exclusive rights to all the Disney characters.

★★★★ = EXCELLEN  
★★★ = GOOD  
★★ = FAIR  
★ = POOR

#### Explanation of Rating System

First set of stars—quality of graphics  
Second set of stars—quality of play action

Any game for a given system is compared only to other games for that system. In other words, all Atari & Atari-compatible games are judged separately from Intellivision and Intellivision-compatible games, etc.

**arcade express**  
THE BI-WEEKLY ELECTRONIC GAMES NEWSLETTER

VOLUME ONE, NUMBER ONE

AUGUST 15, 1982

SINGLE ISSUE PRICE \$1.50

HI, THERE! Welcome to the first issue of Arcade Express, the electronic gaming 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, give you the bones, and in general, we'll tell you what we have you and not what you want to hear. We'll be the most honest coverage of the electronic gaming world that we possibly can. There is a vast amount of information crossing our desks everyday at Electronic Games magazine. Arcade Express will rush this information to you every two weeks, to help you keep aware of what's happening in our favorite hobby. And in return, maybe you can help us. Send us your comments, suggestions, and ideas. We'll give you your input. With your help, this will be the hottest, most timely NEWS source in the industry. And we'll all have fun together!

Joyce Worley, Editor

EMERSON INTRODUCES  
THE ARCADIA 2001

Emerson Radio Corp., long a household name because of radios, television sets, electric fans and other useful gadgets, has thrown its hat into the videogame market, called the Arcadia 2001, and its family of game consoles will be introduced at Consumer Electronic Show.

The machine features keypad controllers and a removable joystick. This allows the user the option of playing with the joystick or using the thumb-controlled disk. The console includes a 12-volt system for use in trailers, campers, vans and boats, so the arcade can take it with him on vacation.

The Arcadia 2001 has 8K resident random access memory to provide top-level graphics and advanced play capabilities. The senior programmable videogame system is intended to compete with Astrocade and Intellivision, and lists for \$200. The company expects to have 30 cartridges available by the end of this year, and 20 additional games marketed in 1983.

NEW ATARI GAMES  
FOR VCS

"Berserk" will be published by Atari in August and should be in the stores before the end of the month.

This is the home version of the popular coin-op from Stern Electronics that has been wowing the arcaders for the past two years. Just as "Bersek" comes to the VCS, a super deluxe version of this maze shoot-out called "Frenzy" is going into the arcades.

"Star Raiders" premiere date is September. It will be packaged with a new controller (much in the same way that "Indy 500" was marketed), and is priced at \$39.95. The new controller is a keypad type with a disk. Company sources characterize "Star Raiders" as a mindblower, with outstanding visuals and hot play action.

## SUPERCHARGER FOR THE VCS

A Supercharger for the Atari VCS is being marketed by Arcadia. This RAM cart plugs into the game slot to increase the graphic resolution capabilities of the VCS, making it more objects around on the screen simultaneously.

The Supercharger connects to an ordinary tape recorder, and games will be marketed on cassette for about \$15 each. Among the releases is a whacky invasion game called "Communist Mutants From Outer Space", and a space pilot game that's said to outdo "Star Raiders".

The Supercharger retails for around \$70, and comes packaged with one game.



# JOYSTICK JOLTER

HOME VIDEOGAME NEWSLETTER  
CONTAINING  
AMERICA'S MOST COMPLETE  
LIST OF FUTURE GAME RELEASES

\$1.50

FEB /

MAR

1984

VOL-3

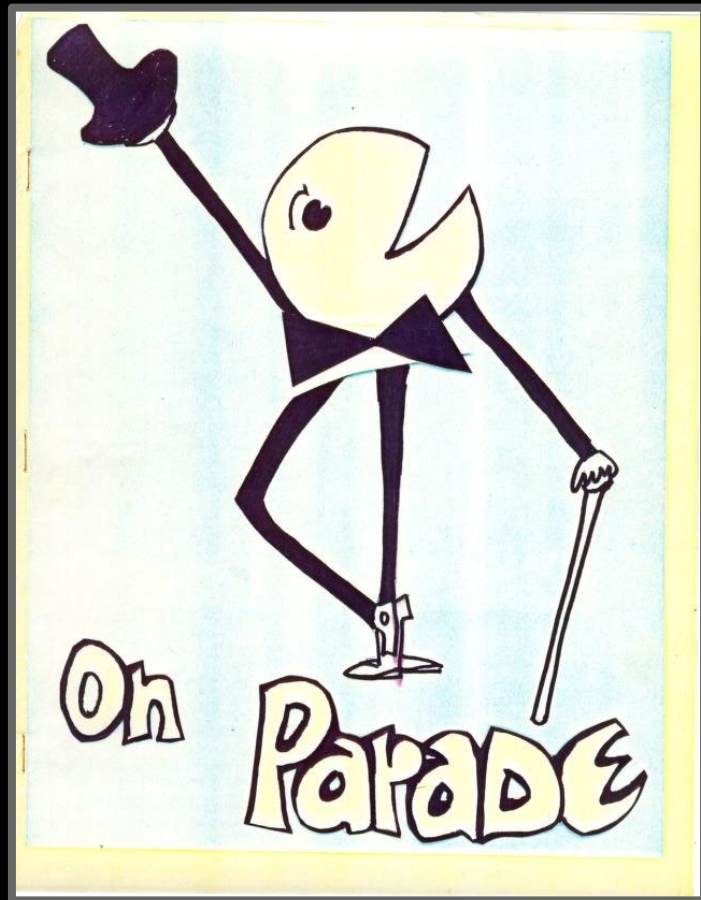
NO - 1

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 game-play, 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. S*

Dr. Storm

*First Edition Copy #39*



March 23rd Newsday

# CARTOON VIEW

PALEOLITHIC  
MAN



NEANDERTHAL  
MAN



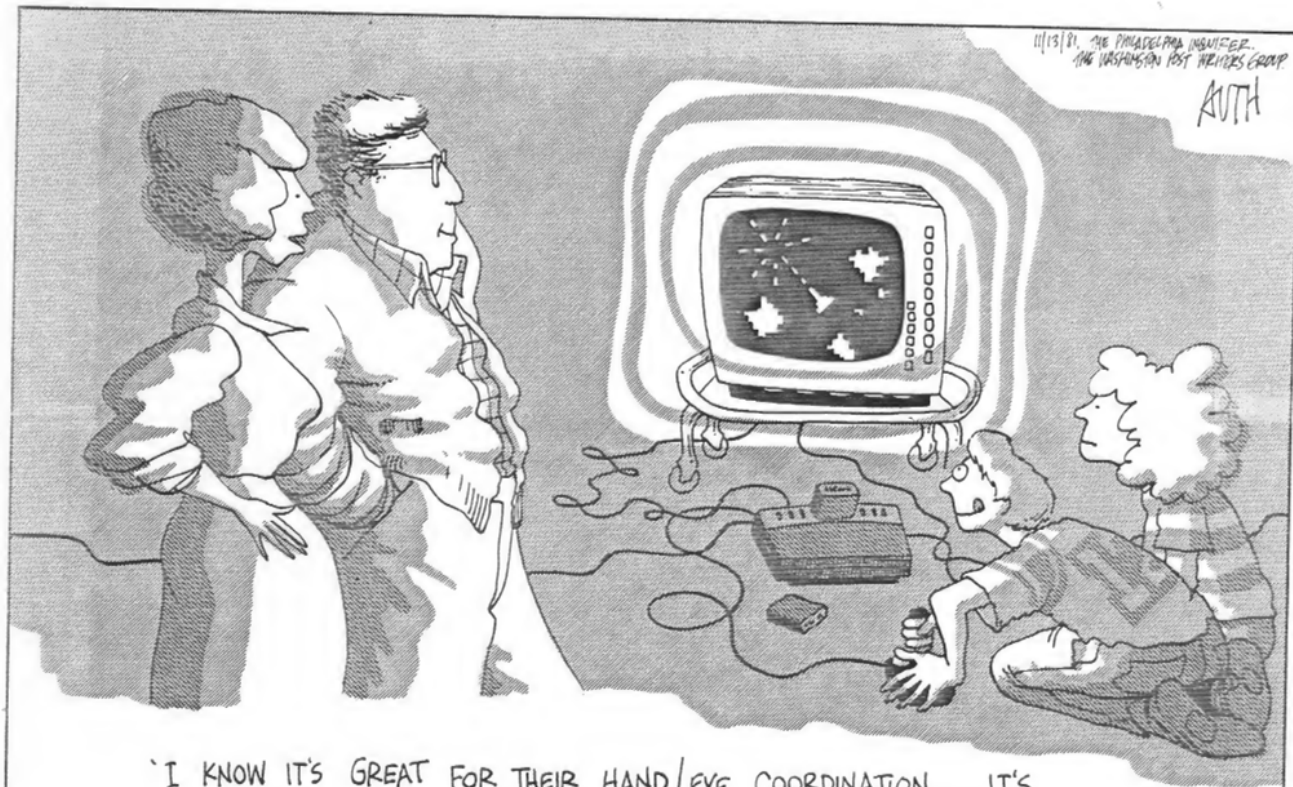
CRO-MAGNON  
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PAC-  
MAN



Mariette, The Charlotte Observer



# 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 lasts 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







## Those Are th by i

No question, the toughest one to publish is the first issue. The first issue is the most important, and it's the one that sets the tone for the rest of the fanzine. Fortunately, the first issue is the easiest to write. The first issue is the one that sets the tone for the rest of the fanzine. The first issue is the one that sets the tone for the rest of the fanzine.

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 colophon. 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

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## 150 Electronic Games

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## #6

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tors: If you'd like  
in a future issue,  
330 S. Decatur,  
NW 89107.



**The Fanzine Readers and Publisher List #2**  
Prepared by Arnie Katz and Becky Shavne

**F**andom needs two types of people: fanzine editors and fanzine readers. Part of VG&CE's effort to foster the development of the electronic-gaming hobby is to put folks who want to publish computer and video gaming fanzines together with potential readers. Everything described in this section can be obtained from Arnie Katz: 330 S. Decatur, Suite 152, Las Vegas, NV 89107. Please send a self-addressed stamped envelope if you are requesting a list or reply.

Would you like to receive sample issues of current electronic-gaming fanzines? It's easy. Just send me your name and ask to be added to the "Fanzine

GETTING  
INTO  
FANDOM  
HELP FOR  
FANZINE  
EDITORS AND  
READERS



Readers List." The list will be distributed to fanzine editors who want to add interested readers.

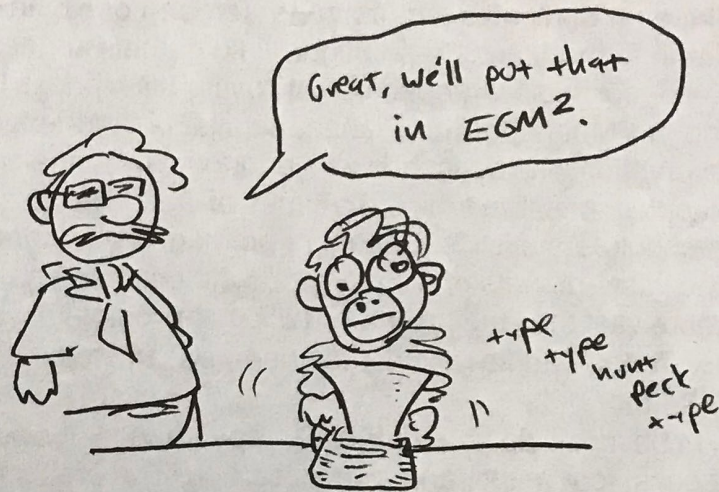
Fanzine publishers who want to receive the "Fanzine Readers List"—more than enough names to make a first issue mailing list—can request one from me at the same address. And when you publish those fanzines, don't forget to send them to me so I can tell VG&CE's readers about them.

*Megaming*, the biweekly fan newsletter published by Bill Kunkel, Joyce Worley and me is available for \$1. It contains Bill Kunkel's fanzine reviews, Joyce's Worley's fanzine editors' advice column and all the latest reviews and happenings of the gaming world.

Brown, Kevin 1427 Hanson Dr. Normal, IL 61761  
\*Buckner, Aaron 9358 Cardinal Cincinnati, OH 45242  
\*Bunk, Richard 7311 First Ave. Sukeyville, MD 21784



It came as no surprise  
to find out Arnie Katz  
has recently been delegating  
his fanzine-reviewing  
responsibilities to his pet  
chimp, Stinky.



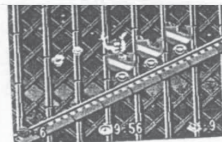


# What's in a Fanzine?

# 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,

The many faces of  
**DEATH** →



The many faces of  
**DEATH** →



# WAD: TAILGATING ON THE ELECTRONIC HIGHWAY



EVERYTHING  
THAT I LOVED  
THAT died  
LIVES IN  
THIS  
WORLD



## 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. Lets face it, its just not the heavy-hitting mega-hit it once was. I'm shure you're trubbled by this. Its a bummer. But, *EGM*'s problems can be fixed Below are nine eezy steps to ficks all of *EGM*'s woes and make it awesome once agin.

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 deflectors 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 probly 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 eezy.

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 than 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

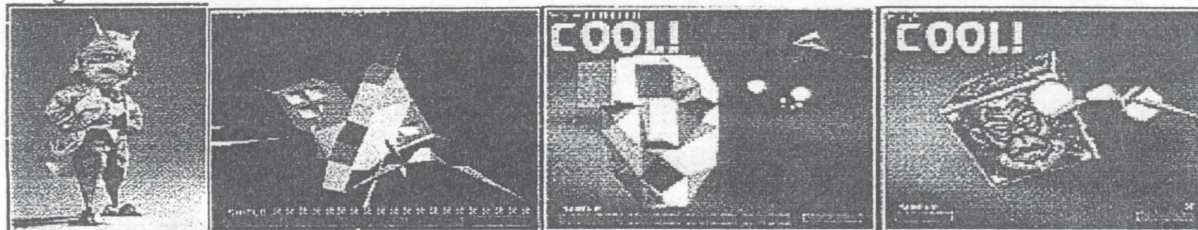
# Star Fox

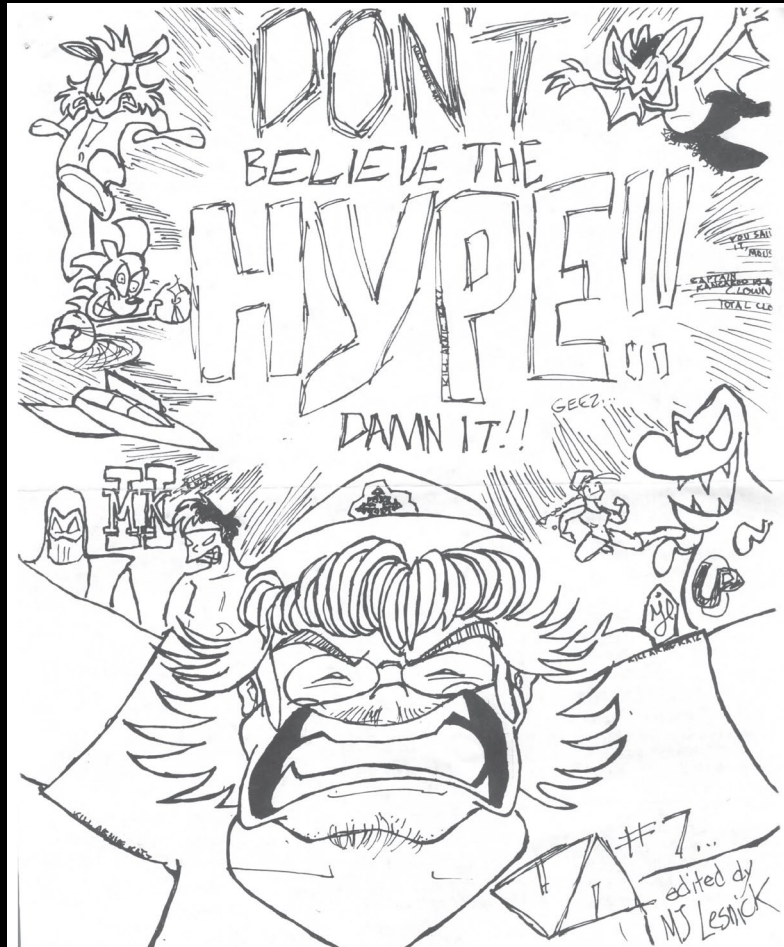
This game totally **annihilates** any other shooter! The evil Emperor Andross is attempting to take over the universe, and it's up to you, Fox McCloud, and your three wing men, to stop him. You must protect your wing men or risk losing them, and in turn they will sometimes protect you. To get to Andross 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.

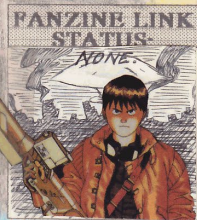
The Super FX creates a whole new gaming experience and it is an absolute **BLAST** to play!

**~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!









project

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### DYS CREW

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*Special Thanks:* Ken Treseter, Mike Nehme, Ice, Mike Latham, Laurie Thornton, and Terry at SESCO. Oh, hi Amy. =>

DYSTOPIA is published whenever I get off my lazy ass. For a copy, send one dollar (a mesely buck for Christ's sake!) to:

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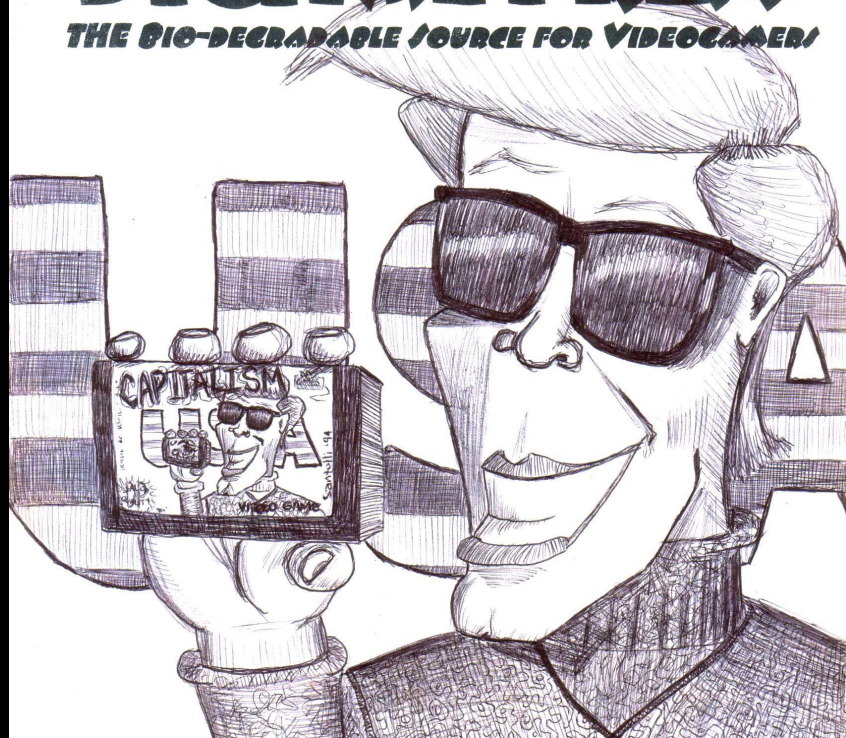
Feedback and submissions should be sent to this address as well. Crew members can also be reached c/o DYS at NFGC16C on Prodigy or through [dystopia@delphi.com](mailto:dystopia@delphi.com)

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# DIGITAL PRESS

THE BIO-DEGRADABLE SOURCE FOR VIDEOGAMERS











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.

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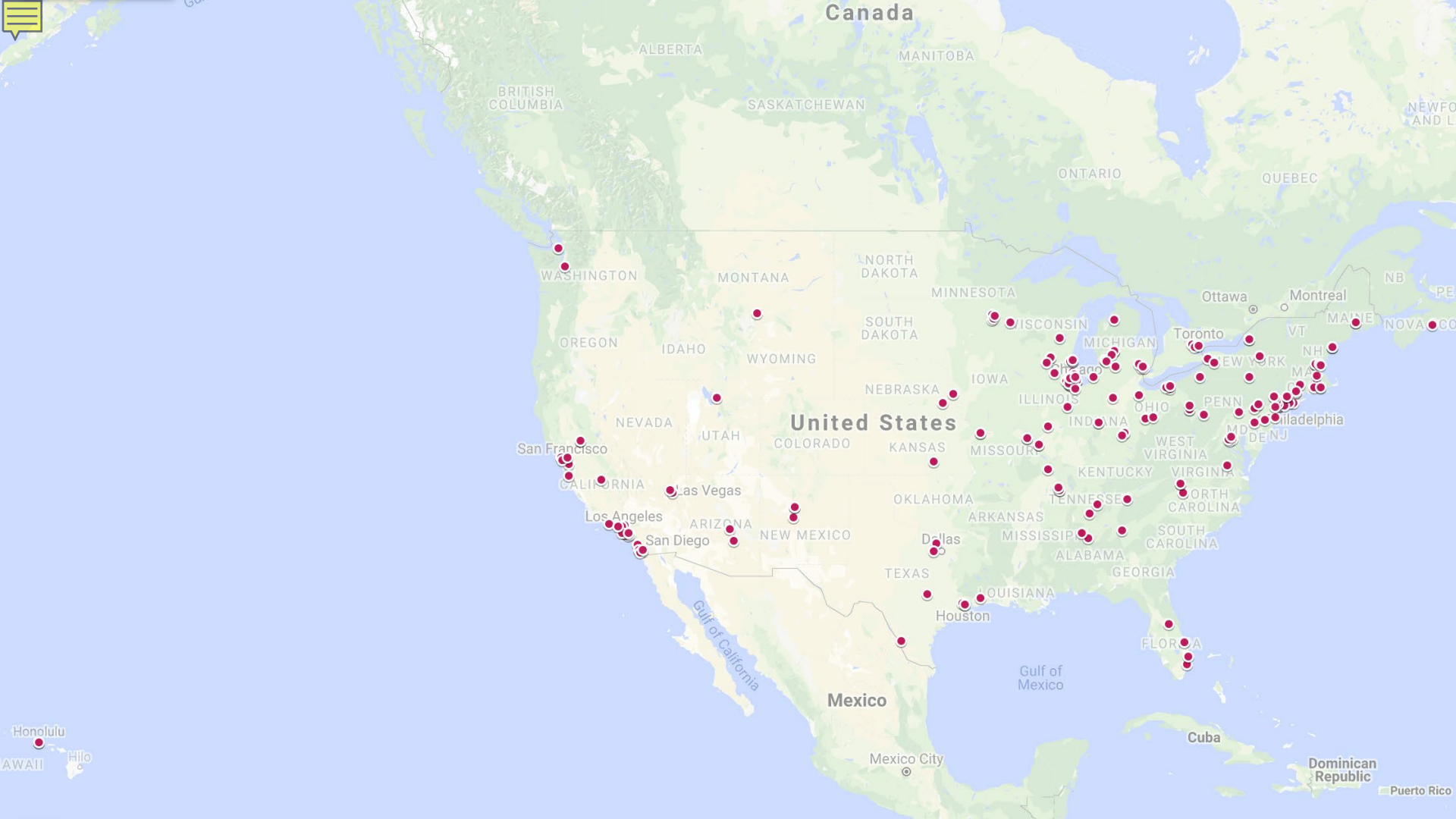
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# THE MAN WHO KILLED BATMAN





“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.



Open	Pick up	Push
Close	Look at	Pull
Give	Talk to	Use



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





tumblr





Persona

@personasama

Following



Looking back on 2018, I contributed to a lot 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

?

[mhughes@trinity.edu](mailto:mhughes@trinity.edu)

or

[@mobilesworking](#)

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