



Atari User Free Preview

ATARI USER



EDITORIAL

Welcome to this, free, preview of Atari User Magazine, the world's only monthly magazine dedicated to the Atari range of consoles and computers.

We'll be bringing you news on the latest Atari happening, homebrew releases, the latest hardware mods for your classic console or system, plus much more.

Look out for in-depth reports on Atari systems, retro gaming reviews, historical features, as well as show reports and exclusive interviews.

Atari User is written by Atari enthusiasts for Atari enthusiasts and we hope you'll join enjoy this small preview and become one of the growing number of Atari User Magazine readers.

Best Regards,

The Editor

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*When submitting a product for review, please make your arrangements for the return of the product if you would like it to be returned once the product review is completed.

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CUSTER'S

REVENGE

What was all the scandal about?

Given the early success of Atari's VCS 2600 console it would only be a matter of time before someone decided to dip their, shall we say, toes into adult gaming.

That somebody was a company called Mystique and their first title was "Custer's Revenge" featuring a , back from the dead, General Custer in dire need of sowing his seed.

Custer makes his 2600 appearance in a pair of boots, cowboy hat and somewhat gay looking blue scarf. Armed with a wobbling giant man bit Custer must cross the desert in order to "service" a Native American beauty, named "Revenge", who just happens to be tied to a cactus.

You have to hand it to Mystique, they managed to combine elements of sex and bondage into an Atari 2600 game!

Women are, of course, complicated and life is never easy, so Custer has to dodge a hail of arrows to get to his tied up and somewhat eager looking lover. Once he gets to Revenge it is just a case of a quick "wham, bam, thank you mam" by way of pressing the fire button but don't let him get too carried away or he'll get an arrow up his arse.

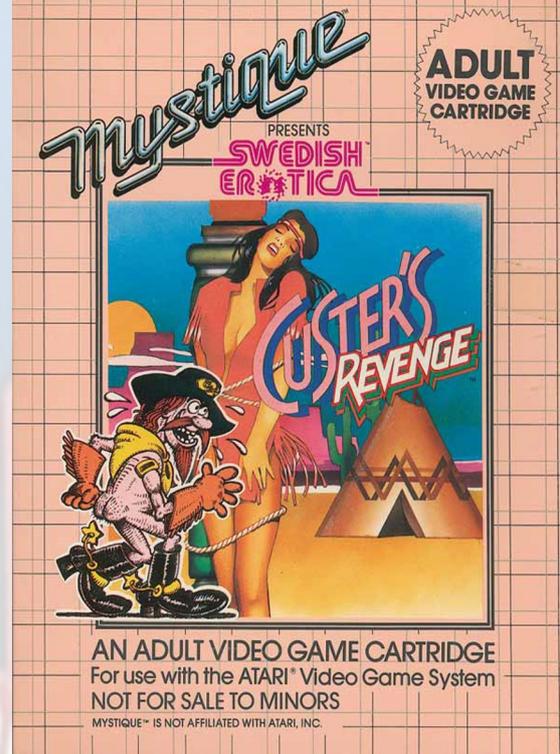
The graphics and sound are reasonable, this is a 2600 title after all. Don't expect high quality digitized adult entertainment or hours of gameplay because both are lacking here.

The game's novelty factor soon wears off and you are left with a very boring and repetitive game and wondering what all the fuss was about.

Prior to release Mystique chose to run the game past Women's and Native American rights groups. The game didn't go down very well as you can imagine. People tried to ban it, stores refused to sell it, and Atari tried suing the company that made it.

With so much bad press Mystique bosses ended up laughing all the way to the bank as they sold tens of thousands of copies.

Atari would later implement steps to control the release of unauthorised titles in hope of averting another rise from General Custer.

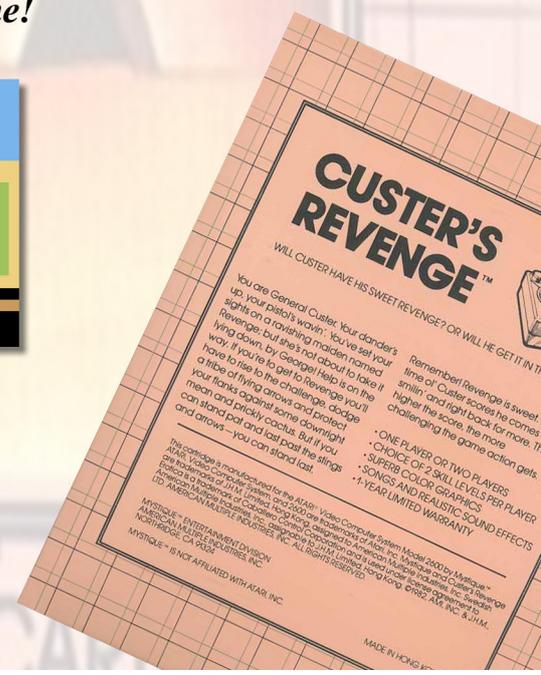


Eighties Porn should have been so much better than this...

You have to hand it to Mystique, they managed to combine elements of sex and bondage into an Atari 2600 game!



He shoots, he scores.....



Rated R for rare!

7800 Review

A different twist on the Breakout genre...

JINKS is a love it or hate it Breakout clone, developed by Softgold in 1987 for the Atari 7800.

The game opens with a quite impressive title screen, and digitised speech and then immerses you into a four level world where your objective is literally to guide a ball from one end of each level to the other.

You use a paddle to direct the ball across each level. The ball physics are limited but to get around this you can move the paddle quite freely around the screen and you can rotate the paddle and use the angled underside to help focus the direction of the ball.

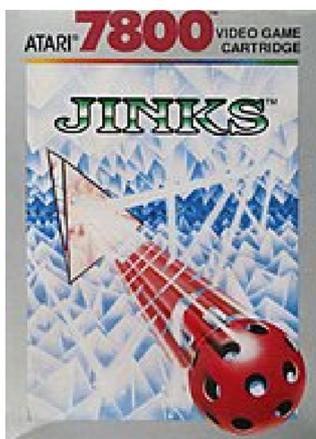
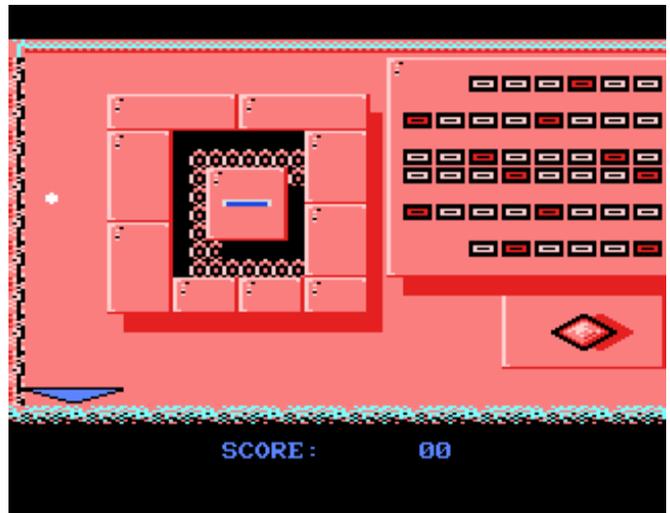
Each level is a smooth horizontal scroller and once each level is completed you switch to an "interlude" screen where, by careful aiming of the ball, you can choose the next level to play on.

Each level features bonus items, obstacles as well as moving enemies that can shrink your paddle or kill you. The level design is varied and colourful.

Graphics are reasonable and the game, despite not being a 7800 super cart, does have some almost reasonable title music and digitised speech. Once in game, however, sound is limited to the sound of the ball bouncing off the paddle or hitting objects.

Although frustrating at first, overall Jinks is an entertaining game which adds a different dimension to the Breakout era.

Jinks is one of the most common titles released for the Atari 7800 so you should have no problems finding a boxed or even new in box copy to add to your 7800 collection.



RATED:	Graphics:	6
	Sound:	5
	Playability:	7
	Overall:	7



PLAYING GREAT ATARI TUNES ON YOUR PC!

The Atari 8-bit range of computers are renowned for their sound quality, thanks to their custom POKEY chip.

Owners of other computers could only listen and weep as the Atari rocked to the sound of great tunes written by masters of sound such as Adam Gilmore, Rob Hubbard, Richard Munns and Gary Gilbertson.

Once the main games publishers had turned their backs on the Atari it didn't take long for Atari enthusiasts to fill the void and keep the music playing. A thriving demo scene has brought us many a great tune by many a great talented artist.

The Atari music scene is far from dead and you don't even need an original Atari computer to start appreciating the great sound of an Atari 8-bit. All you need is a PC and some decent speakers!

The most common format for Atari music is known as SAP "*slight Atari player*" and there exist several SAP players, so you can listen to great 8-bit tunes on everything from your PC to a Sega Dreamcast. There is even a SAP player for the Atari XL/XE so the use of SAP files has really gone full circle.

To get going you must pay a visit to the Atari SAP music archive ("Asma") website at www.asma.atari.org.

The Asma website is an amazing online resource and hosts a selection of SAP players for Windows, Linux, Mac OS, the Atari ST, the AMIGA, and more.

The site is the biggest online archive of Atari music and boasts over 2,900 downloadable tunes, all of which you can download quickly and easily onto your PC.

Several of the SAP players include a Winamp plugin so you can add your Atari SAP files to a Winamp playlist.

When installing a SAP player it is important that you follow the simple installation instructions provided so that your Winamp plugin is installed in the right location, for example.

Once you've downloaded and installed your new SAP player you need to get some great tunes to play, and the ASMA website has a zip archive of over 2,900 titles to download in just a couple of clicks.

The archive is organised by author, and game title. The archive is constantly growing and expanding and I would recommend you visit the ASMA site on a regular basis as the archive features not only music from classic games from the eighties but also music from the current Atari scene.

If you stopped using your Atari back in the early nineties then there is literally hours of great music out there waiting to be heard and you can't beat listening to great 8-bit music in stereo on your PC.

Don't forget to check out Greyscale, a 3-man music group dedicated to producing great music on the Atari 8-bit. This is their website: <http://grayscale.scene.pl/>.

Some of their music is also included in the downloadable archive, from the ASMA website.



ATARI USER AWARDS 2010

Atari User Magazine will be recognising the greatest games, demos, software, websites, and hardware mods of the Atari scene. We'll be publishing the winners in the February 2011 issue but, for now, we need your nominations. Send in your nominations, to awards@atariuser.com to reach us by the 5th of December and our panel of judges will choose the winners from each category.

Each person can make as many nominations as they like. We'll publish the shortlist in January's edition and announce the winners in the February issue. Start nominating today!

CATEGORIES

BEST GAME
BEST DEMO
BEST SOFTWARE

BEST WEBSITE

BEST HARDWARE MOD

BEST ATARI RETAILER

Nominations must be received by the 5th of December 2010. Nominations must be for complete products, not works in progress. Nominations for best games, demos and software must be for products released between 2008 and 2010.

Nominations for best website must be for non-commercial websites that support the Atari.

Best Hardware Mod nominations must be for a finished product, released between 2007 and 2010.

Nominations for best retailer must be for a currently trading business, actively selling and supporting Atari products.

Nominations may be for any or all of the Atari platforms.





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Tank busting fun for the King of consoles....

The War Continues...

After the successful elimination of the terrorists and their missile silo complexes, we have heard through various sources that they have relocated, and have doubled their security! Once again you must invade enemy territory and prevent the missile launching aimed at Washington D.C. and stop the terrorists once and for all!

So begins the intro for FailSafe, an unofficial sequel to Atari's 5200 release *Countermeasures*.

Written by Bob DeCrescenzo , FailSafe is a slick looking homebrew title for the Atari 7800.

The objective of the game is to drive your tank through five different terrains in search of parts of the code that you'll need to stop the impending missile launch.

The final, sixth stage, throws you up against a heavily guarded missile silo and mine field. If you can survive everything the terrorists are throwing at you then you have to enter the four digit code and save Washington D.C. from destruction.

As you search for parts of the code you'll come across enemy jeeps, gun turrets, cruise missiles, as well as terrorists firing at you from the safety of their bunkers.

As you destroy enemy targets you'll get access to supply drops where you can grab boosts to increase your turret's firing range, increase your tank's speed, freeze the enemy or become temporarily invincible.

Your tank doesn't travel well through trees , water or buildings unless you get a speed boost and the terrorists use the terrain to their advantage to get a good firing line against you.

The game has three difficulty levels although you'll probably find novice hard enough for the first minutes of play.

Graphics are good, the different terrains are well thought out and there is good use of sound effects throughout.

FailSafe is a polished looking title and should give you hours of fun. A great example of the high standard of homebrew games that are being released for our favourite Atari consoles.

PUBLISHER: Atari Age
PLATFORM: Atari 7800

You can download FailSafe from the Atari Age website, or, you can purchase a quality produced cartridge along with eight page colour manual from the Atari Age store - see cartridge artwork below. The cartridge is priced at a very reasonable \$30.00 USD.

