

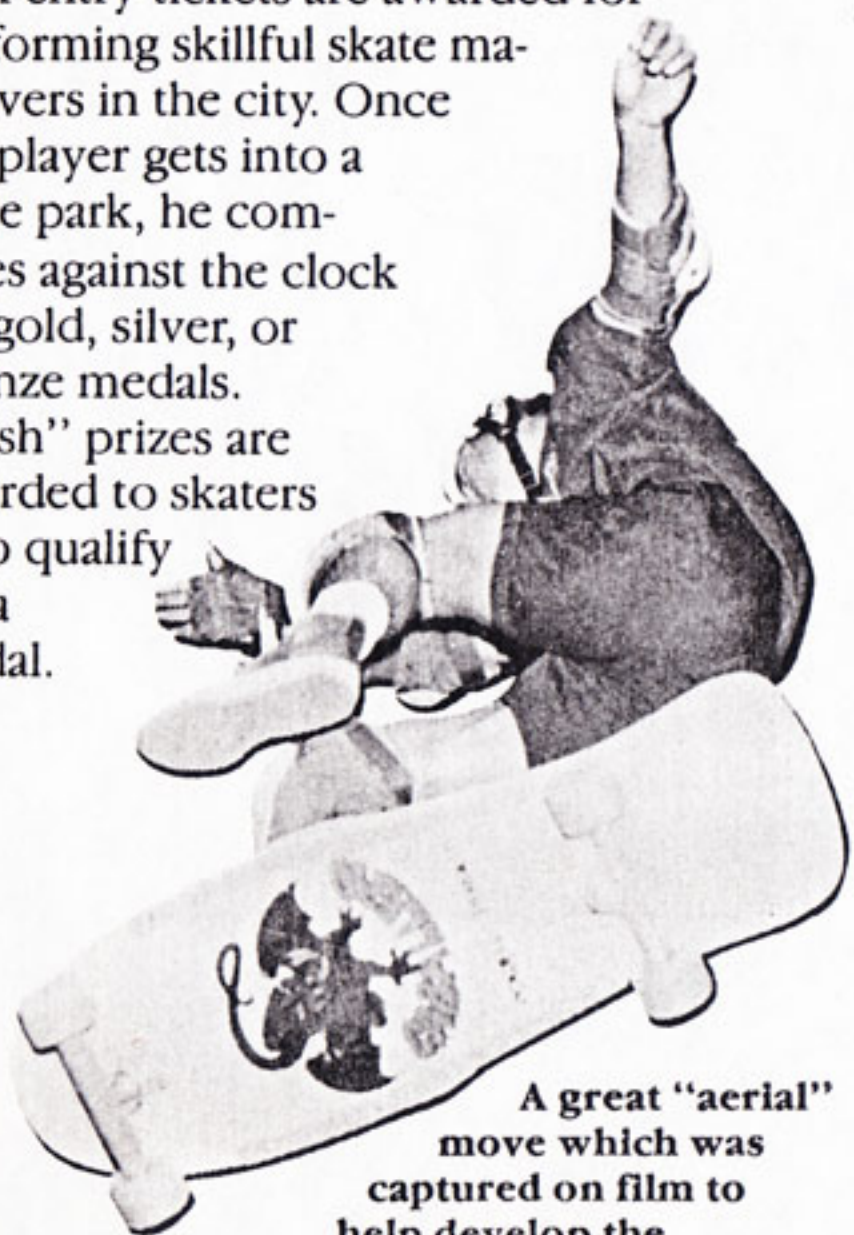
FOR NEW THRILLS: TRY A 720!



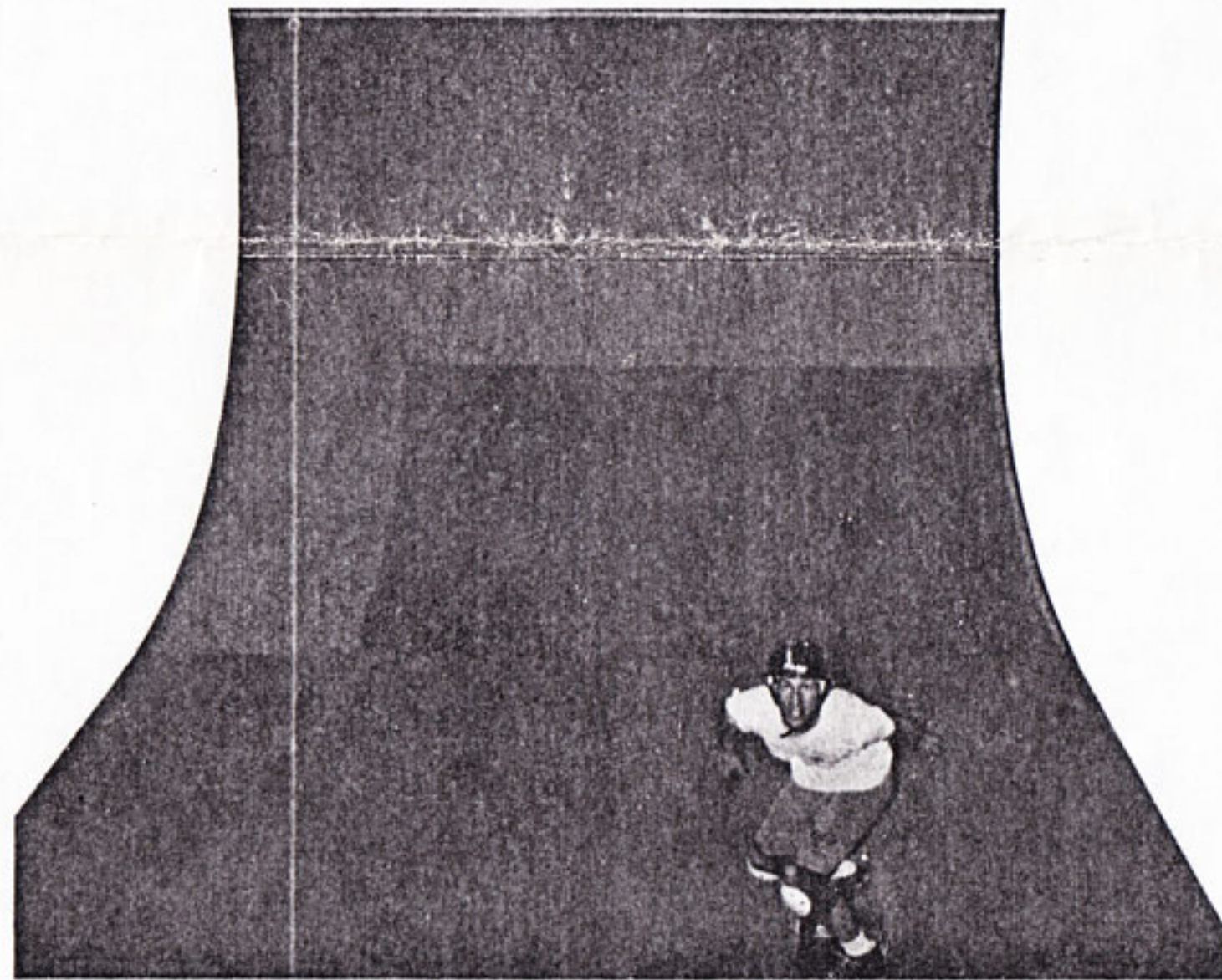
If you've been on a skateboard recently, you know that skating is hotter than ever right now. For those of you who have never experienced the aerial thrills of skateboarding, a 720 is one of the ultimate moves where the skater does a full 720-degree twist while soaring through the air. Atari Games brings the excitement of skateboard action to video game players with our new game . . . you guessed it, it's called **720°**™!

720° introduces the player to a skater's dream world where all surfaces are skateable. Action consists of both street-style and competitive skating. The player must earn the right to compete in the skate parks of the city and ultimately become champion of the skating world. Player controls consist of a new Atari rotary control which allows full directional and rotational movement, and a jump and kick button. Using the controls in various combinations allow very realistic skating maneuvers: 720s, hand-plants, and grinds are only a few of the moves.

The game starts off in the middle of "Skate City." Players can select where they want to skate and the class levels in which they want to compete. In the city, players have a limited time to get to one of the skate parks which can be found on the outskirts of the city. Skate park entry tickets are awarded for performing skillful skate maneuvers in the city. Once the player gets into a skate park, he competes against the clock for gold, silver, or bronze medals. "Cash" prizes are awarded to skaters who qualify for a medal.



A great "aerial" move which was captured on film to help develop the animation in 720°.



Breaking in the new half-pipe ramp built in Atari's warehouse.

After the skate park competition, the action continues back in the city for more street-style skating. Players can use their cash winnings to buy skating equipment from various skate shops located throughout the city. Boards, helmets, shoes, and pads can be purchased to allow better skating maneuverability.

Designing the Game Play

In our January Players Club newsletter we featured a story on the team that designed and developed Atari's classic game called Paperboy. Since then, this same team has been working on 720°

At the start of the project, expert skaters were consulted to give



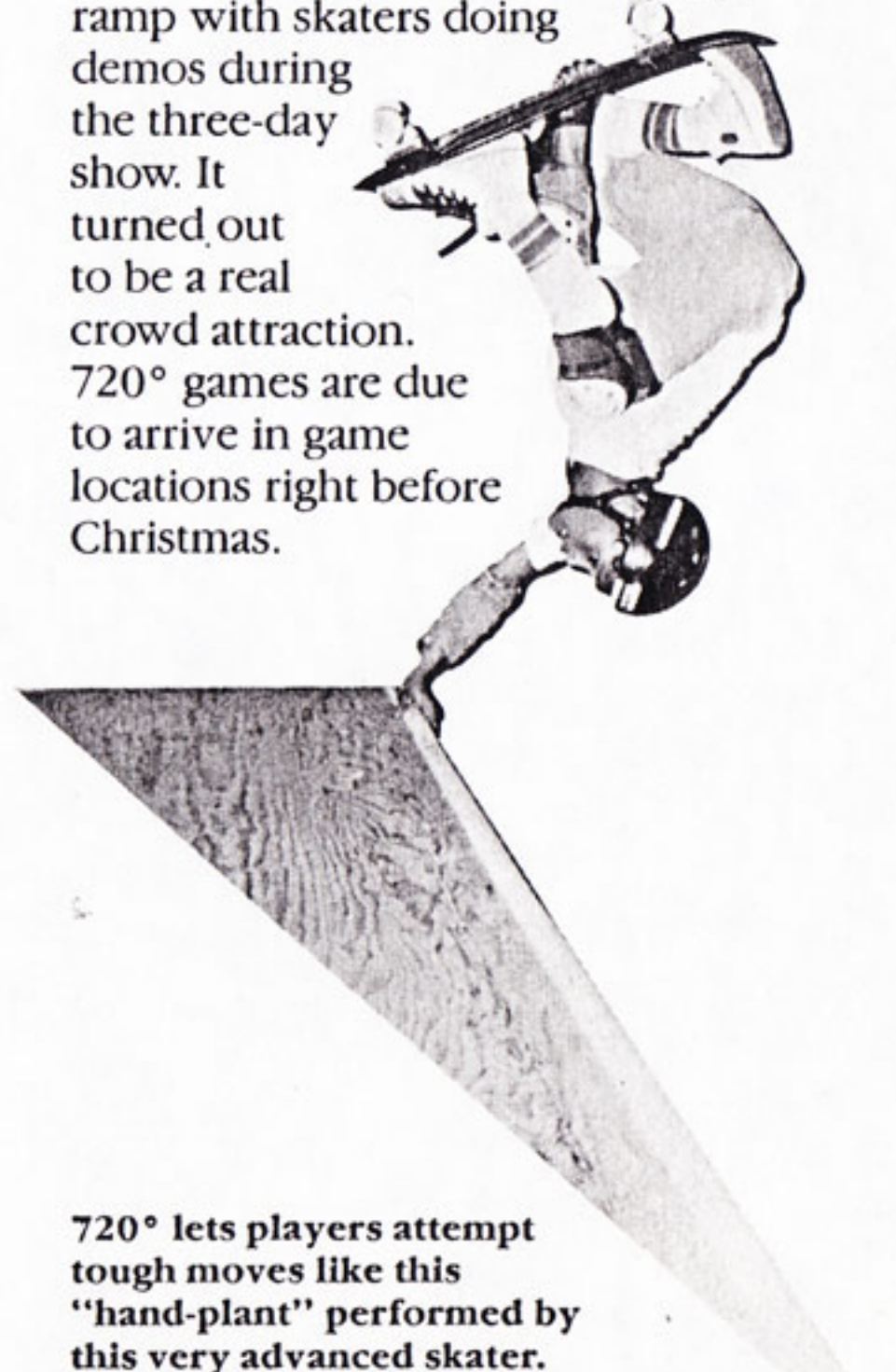
These happy guys are the skaters who did a terrific job at our 720° introduction. Their skate demos dazzled the crowds.

the team ideas about what a skating game should be. Some industrious members of the design team actually built a 40' long, 10' high half-pipe ramp in the Atari warehouse. Skaters were filmed doing some of their hottest moves on this ramp. The game animators used the film footage for reference on how to do the game graphics and animation.

To bring out the best in the game's graphics, 720° is built with a 25" higher-resolution monitor, which is the first ever of its kind to be used in the industry. Special emphasis was also placed on the audio in the game. Atari's audio group consists of talented music composers who wrote 13 custom "skate rock" scores to create the mood of the game. 720° also has a speech chip which adds a lot of intensity and humor in the game. To highlight the total audio in 720°, the game uses a pair of 8" speakers.

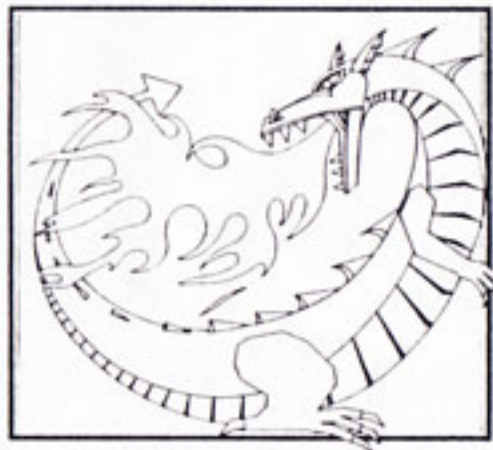
A Grand Introduction

In November, 720° was introduced to the amusement machine industry during the annual trade show in Chicago, Illinois. As part of the promotion of the game, Atari's booth had a half-pipe ramp with skaters doing demos during the three-day show. It turned out to be a real crowd attraction. 720° games are due to arrive in game locations right before Christmas.



720° lets players attempt tough moves like this "hand-plant" performed by this very advanced skater.

The Player Quest Continues!



So far the Gauntlet II Player Quest Contest has been quite a success. Having never attempted a direct-to-player contest of this sort before, we were not sure how many entries to expect. At the time of this writing, we have received over 200 valid Player Quest contest entries. Players from all across the United States and Canada have successfully found a Gauntlet II Secret Room, completed the task assigned to them and obtained a personalized Secret Code.

All of these skillful players will receive an official Gauntlet II Player Quest t-shirt. Six names will be drawn from all valid entries received by December 19; the drawing will be held on January 5, 1987 after we have vali-

dated all of the entries. The lucky six winning players will be awarded series EE U.S. Savings Bonds with face values listed below:

- First Prize: \$5,000
- Second Prize: \$2,000
- Third Prize: \$1,400
- Fourth Prize: \$1,000
- Fifth Prize: \$600
- Sixth Prize: \$400

Practice is the key to becoming skillful at any game, and you players have truly run the gauntlet! The Player Quest has been such a success that we would like to run other contests of this type in the future. Please send your contest ideas to the Atari Games Players Club.

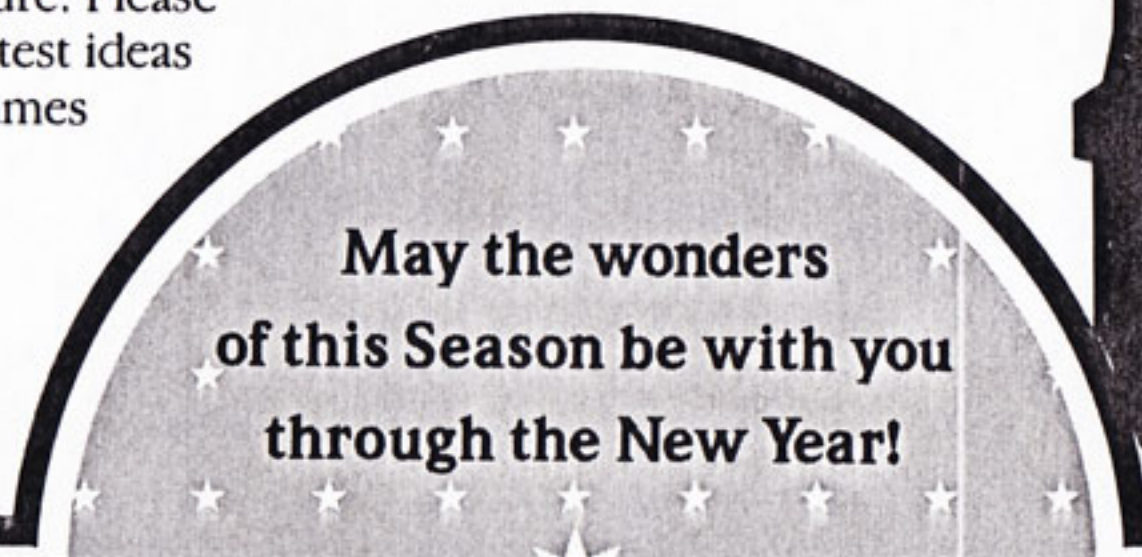
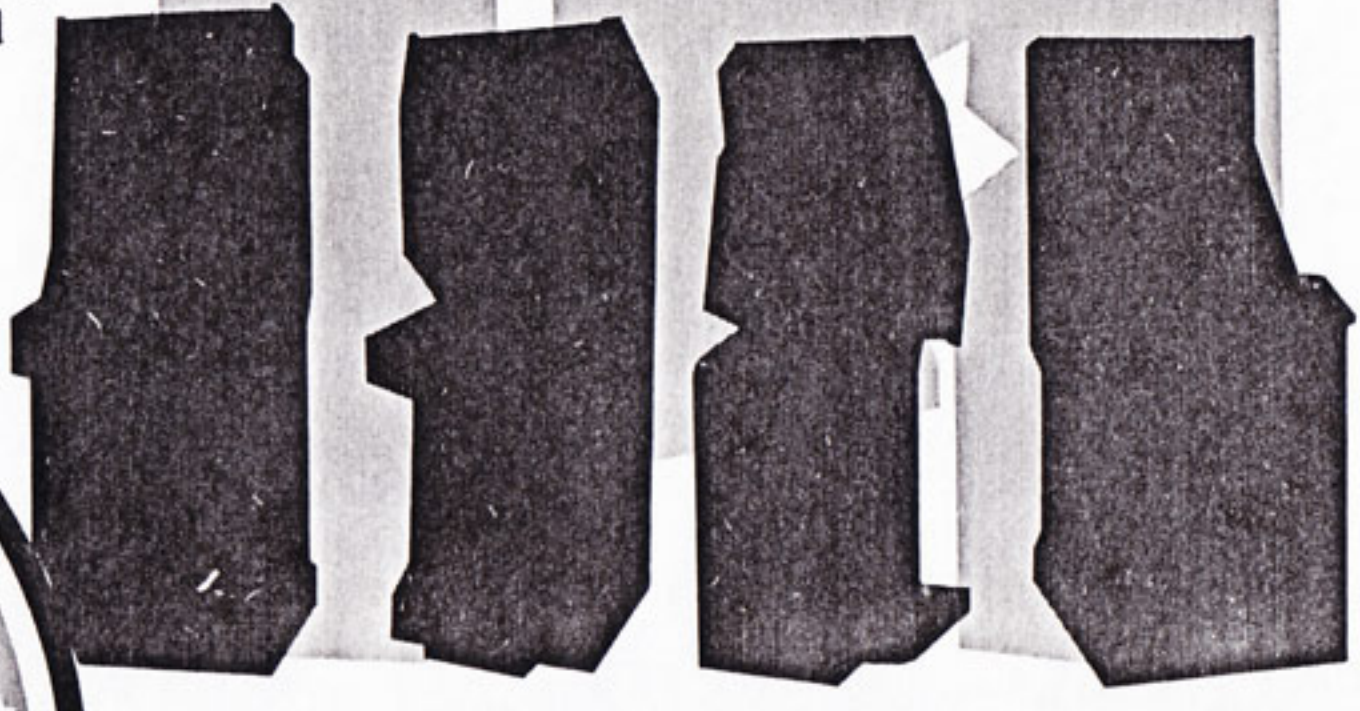
Announcing the 1987 "North American Tournament of Champions"

Coming this January there will be a major event for video game players. The North American Tournament of Champions is a national contest which will determine the best video game players on four of the newest video games in the industry. This two-day invitational tournament is sponsored by a newly formed organization called the Amusement Players Association. The members of the APA are top-ranking game players who are devoted to promoting the coin-operated amusement industry. Atari Games has worked with this organization in their efforts to provide increased player awareness

and positive media attention.

This special tournament will be held on **January 17-18, 1987 at the Los Angeles Airport Hilton and Towers**. At this tournament there will also be a special event to award the 1986 "Player of the Year." This award will be presented at the end of the tournament.

If you would like more information about this tournament or about the Amusement Players Association write to them at the following address: Amusement Players Association, P.O. Box 1558, Torrance, California 90505.



Atari Game Sleuth

Search the puzzle below to find the names of 26 different Atari games. The names may be found written horizontally, vertically or diagonally, and read either left to right or right to left. One of the 26 Atari game names is circled as an example of how a name could be found.

Circle as many Atari game names as you can find on the puzzle below, cut out the completed puzzle (or make a photocopy) and send it to: Atari Games Players Club, Game Name Puzzle, 675 Sycamore Drive, P.O. Box 361110, Milpitas, CA 95035-1110. **Responses must be postmarked by February**

1, 1987 in order to be eligible for prizes.

If you find at least 15 game names in the puzzle (in addition to the already circled Tempest), you are eligible to receive a free Road Runner pencil sharpener*. If you find all of the 25 game names, you will receive a free 720° t-shirt in addition to a Road Runner pencil sharpener! If you are a winner, you will also have your name published in the next Players Club newsletter.

Be careful, there is at least one game name that is not an Atari game!

T I E M G U B R E P U S J V T W P S K M S X I Q
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 C I E B A T T L E Z O N E M O N B I T T J D O W
 B U E N V O E N T T U S K C T T N I E M V B S U

Your name: _____ Age: _____
 Address: _____
 City: _____ State: _____ Zip: _____
 T-shirt size (circle one): Adult S M L XL Child S M L

*While the supply lasts! (We reserve the right to substitute an item of similar value.)

