



Jaguar Helps Lynx Get Back On Shelves

Have you been having trouble finding the Lynx and it's games recently? If so, you're not alone. I've been hearing this from a lot of you and inside you'll find info on some mail order places that carry what you're looking for. However, if you're like me and prefer to buy things from stores, fret not. Thanks to interest in the Jaguar, many stores are reconsidering carrying the Lynx once more and it should start popping back up on shelves near you very soon. There's also a rumor that the basic Lynx set may soon be selling for \$50 (same price as Gameboy).

There's also some information surfacing that your Lynx might be able to be on speaking terms with the Jaguar. Evidently the Jaguar is going to have ComLynx ability. The most obvious perk of this would be that you could hook 2 or more Jaguars together to play games (perfect initial candidates would be Checkered Flag 2, Club Drive, and Alien Vs. Predator). This would be a great way to convince a friend to buy a Jaguar (I do hope they have an extra long cable to allow for TVs in separate rooms). This also opens up the possibility of connecting Lynxes and Jaguars together to play games (there is a rumor that you could use your Lynx as a specialty Jaguar controller...maybe the Lynx screen could function as an auxiliary radar screen?). When I get more details on all this, I'll pass it along.

JAGUAR NEWS

Jaguar Update

The Jaguar is almost here. Well, sort of. The big cat is slated to appear on store shelves this November...but only in New York and San Francisco. 50,000 units will be available.

The rest of the country will get its chance come Spring of next year. Some more solid details are starting to come in on the Jaguar. First off, the price of the unit has been officially set at \$250. Atari had hoped to hit a \$200 price but just couldn't swing it. Considering the Jaguar's capabilities, \$250 is still a real steal. Also, the pack-in game has now been

decided and it's **Cybermorph** (see the item on the Jaguar's games for more on **Cybermorph**).

Jaguar Add-Ons

The most significant Jaguar add-on is of course the CD-ROM drive but there are 2 other goodies slated for 94 you might also like.

A modem hook-up that will allow you to hook up your Jaguar to the phone lines and play games against other Jaguar owners and access information networks.

A virtual reality helmet. THE big thing these days is virtual reality. Sega is coming out with a virtual reality helmet this Christmas for Genesis but the Jaguar's superior graphics ability should provide a more impressive (and realistic) sense of a virtual world.

Gaming Magazines on the Jaguar

If you want a closer look at the actual Jaguar and screenshots of its games, I strongly suggest that you try to get your hands on the October and November 93 issues of Gamepro and Volume 1/Issue 11 of Diehard Gamerfan. These issues have many terrific photos that'll give you an idea of what the Jaguar can do.

Jaguar Vs. Trip Hawkins

If you're a long time Atari owner, you're probably aware of the bad blood between Atari and Electronic Arts over the years. It all goes back to when EA stopped supporting the Atari 8-bit computers. They were one of the first big third party developers to do so and it helped signal the death of those systems. Next, EA threw massive support to the Amiga 16-bit computer when it launched and only eventually started developing for the ST and gave it a mediocre version of Marble Madness.

Trip Hawkins (who founded EA) is now head of the 3DO company. Isn't it a bit ironic that the annoying storm cloud that's hanging over his

32-bit multimedia parade is Atari's new system. When Time magazine recently had a cover story about video games, the 3DO system got a mention but not far behind was info about Atari's cheaper, more powerful system. CBS This Morning had a segment on the 32-bit 3DO and said that in terms of power, it stands alone...but not for long. They then started talking about Atari's upcoming 64-bit system.

No Jaguar Censorship

When Mortal Kombat was released recently, the issue of video game censorship popped up. Nintendo (who has a long standing policy about certain gaming no-nos) wouldn't allow Acclaim to leave in some of the more violent finishing moves. I don't know about you but I doubt very seriously if some kid is going to go rip someone's heart out with their bare hands just because they saw it in a game (not to mention just how impossible it is to DO something like that in real life). What does this have to do with us? Unlike Nintendo, Atari isn't going to censor games so you won't have to play neutered versions of titles. Atari is considering having a rating system ala Sega to give consumers an idea about game content.

The Jaguar Games

There are currently 11 definite titles for the Jaguar from Atari...

Cybermorph (packed with the system): A 3-d flying/fighting game along the lines of StarFox for the Super Nintendo except you have true freedom of movement (you can fly wherever you want to in Cybermorph's environment). Fly your craft around retrieving pods (which contain scientists and technology) while fighting enemy craft. Your vehicle will morph (change shape) depending on what you're doing (it becomes more

THE EDITOR'S DESK BY CLINTON SMITH

Did you ever make a prediction and then it actually happened? I was recently going through some of the back issues and I spotted a response I made to a reader letter concerning the Jaguar in Issue 8(Winter 92). Mark Bodnar had heard from someone in a game store that Atari's system would cost around \$2,000. My response: "Atari does understand the importance of making a consumer product affordable so I seriously doubt that the Jaguar would cost more than say \$250." Spooky huh?

The Jaguar is getting ever closer(at least for those of you in New York and San Francisco) and the excitement is building. It's been nice to see the heavy coverage the system has been getting in the gaming magazines (and the constant steady diet of screenshots has got me hooked). The Jaguar games I'm most excited about are:

CyberMorph: A cool game that actually comes with the system. I've been hooked on polygon graphics since the film Tron. It's being compared more than favorably to StarFox(a favorite of mine...) I won a silk jacket for getting the high score at a store by my house during Nintendo's national competition).

Alien Vs Predator: 3-d maze games have also always been a favorite of mine. Throw in the 2 nastiest space beasts ever and it should be something special. I am looking forward to playing the marine though and shouting out, "We're dead meat man! You want some? Come on! Come on!" and in my best Austrian accent, "You are one ugly ***** (hey, there are kids reading this)".

Club Drive: Driving and 3-d polygon graphics. I'm there.

Checkered Flag 2: Formula one racing and 3-d polygon graphics. Yet again, I'm there.

Lynx enthusiasts, don't despair. We do have Lynx

related things this issue too. There have been a couple new releases since last issue but I haven't had much luck finding them. Dinolympics, Gordo 106, Power Factor, and Lemmings should be getting the strategic once and twice over in next issue. I'm also hoping that the Lynx will get a looksee from the developers that the Jaguar is attracting. Game Gear wouldn't be getting alot of it titles if it weren't for Genesis.

Speaking of Jaguar developers, even though they haven't been mentioned, Psygnosis is probably a good bet. They're heavy into new technology and the Jaguar should be a good draw for them. Acclaim is also rumored to be interested. We just might see Atari's non-censoring in action if a Jaguar version of Mortal Kombat were to appear.

Early on with the Lynx, I made some suggestions as to games I'd like to see on it. Only Shadow of the Beast actually came out but I figure what the heck.

GAMES CLINT WANTS TO SEE ON THE JAGUAR

Star Raiders: Okay, I didn't get a Lynx version so lets try for a Jaguar version. It was one of the first 1st person space dogfighting games. Let's give it a high power workover and give Wing Commander something to think about. How about something really special and put it on CD.

Empire Deluxe: Now for something more eclectic. The ST version of this strategy war game kept me and friend occupied for hours on end. There's a new upgraded version available on PC's. I'll take that and let's support the Jaguar's telecommunications add-on so I can wage war from across town.

Raiden: A vertically scrolling arcade shoot'em up. Blast everything with your guns and missiles...need I say more? Reportedly very faithful to the arcade version.

Club Drive: A 3-d polygon driving game. You get the chance to drive around a realistic 3-d model of San Francisco, on the floor of a giant living room(fulfill those Hot Wheels fantasies), a futuristic city, and an old western town

Kasumi Ninja: A martial arts game with digitized characters.

Continued on Page 3

Got some Lynx News or info you want to pass on? SEND IT TO:
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CHICAGO, IL 60639
 Or contact me via Genie, my mail address is **C.SMITH89**

Midwinter 1 or 2: These were 2 of my favorite computer strategic adventures. BIG 3-d polygon games that give you plenty of vehicles to make use of as you try to accomplish missions. Maybe a Midwinter 3 for the Jaguar?

Blue Lightning: Let's not forget a Lynx classic. How about making it less of a AFTERBURNER-type shoot'em up and more of a flight combat simulator a la FALCON?

Electrocop: Another Lynx classic. We've been waiting for a sequel forever.

Is there a game you'd like to see on the Jaguar? Write me and let me know about it. While we're on the subject...most of us probably won't have a Jaguar next month but I bet some of our readers will. If you do get your hands on one, write up a paragraph or 2 on what you think of it and send it to me.

Next issue: I'm hoping to have the holiday issue out in early December(it won't be easy since that's not that far away). Tips and strategies for those Lynx games, more info on the Jaguar, and hopefully some first impressions from lucky people who have them.

More Jaguar Games(Continued from page 1)

streamlined when you increase your speed,etc.). Cybermorph has been getting excellent notices from the gaming press as one of the Jaguar's most innovative games.

Crescent Galaxy(or Trevor McFur in the Crescent Galaxy): A horizontally scrolling shoot'em up with stunning graphics. You pilot a spaceship as Trevor McFur the Jaguar with an occasional assist from Cutter the Lynx's ship(hmmm, a Jaguar and a Lynx...I wonder if this is significant?). Conquer 10 levels on 5 worlds filled with wierd creatures and some really impressive looking bosses.

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MORE JAGUAR NEWS

Alien Vs Predator: This is NOT Activision's fighting game. Jaguar's game takes place in a 3-d maze environment with realistic texture mapping. You can control the Alien and use it's tail, claws, and nasty protruding jaw or be the Predator and utilize his arsenal of deadly weapons or be a Space Marine and use a motion tracker and some heavy firepower. The screenshots look amazing on this one.

Evolution-Dino Dudes: A Jaguar version of Lynx's Dinolympics. Guide your cavemen through 80 levels of puzzling problems(I sure hope this thing has passwords.)

Tiny Toon Adventures: A Mario-ish or Sonic-like platform adventure game featuring Babs, Buster, or Plucky from the popular cartoon series. Defeat Montana Max's plans to strip a planet of all it's Titoonium. Very faithful renditions of the characters.

Checkered Flag 2-Jaguar Formula 1 Racing: If you liked tooling around in a race car on the Lynx, get ready. This version features true 3-d graphics and has been favorably compared to Sega's Virtua Racing.

Tempest 2000: Remember the classic Atari vector graphics shoot'em up which never seemed to reach the home? Well, it's on the way for the Jaguar and features the original arcade version and a new updated edition.(This version is supposedly being programmed by English programmer Jeff Minter. Jeff is responsible for several computer classics such as Gridrunner and Attack of the Mutant Camels and recently did an ST version of the arcade classics, Defender and Stargate. Jeff loves high speed, fast action gameplay so Tempest should be right up his alley.)

Battlezone 2000: One of my old favorites, the classic 3-d Atari tank game gets a 64-bit upgrade for the 90's.

Being worked on:

CyberPunk City(?), Football, Baseball, Basketball, Soccer and more(but no names yet)

CD Games

Just to let you know, the Jaguar's CD attachment is all ready and up and running. Atari's just waiting on the games for it. There at least 2 games that are known to be in the works.

Dracula: Perhaps something along the lines of the Lynx game only severely jazzed up.

Space Pirates: A space adventure.

THIRD PARTY DEVELOPERS

No matter how good the hardware is, it needs good software to make it fun. Fortunately, the Jaguar is receiving a great deal of interest from many companies(and some are very big). Atari has just released it's first list of 20 developers (with more to follow). Details are still VERY sketchy at this point concerning some of the companies and the games that are being done for the Jaguar. I've tried to do some guessing as to what we might see. Almost half of these companies have also signed to do 3DO software. (I've indicated if the company is also a 3DO developer)

Anco Software Ltd.: This European developer is best known for it's popular soccer game, Kick Off.

Possible Jaguar game: Kick Off(in-depth soccer simulation)

Maxis Software(3DO): This company is best known for it's series of very popular Sim titles(Sim-City, Sim-Earth, Sim-Ant).

Possible Jaguar game: Sim-City(city planning game)

Telegames: This company is best known for it's Lynx 3rd party titles like Qix,Ultimate Chess Challenge, Crazy Ace Miniature Golf.

Definate Jaguar games: Ultimate Brain Games, European Soccer Challenge

Beyond Games: This company is best known for it's 3rd party Lynx title, the very popular Battiewheels.

Definate Jaguar game: Battiewheels

Microids(3DO):?

Tiertex Ltd.(3DO): This European developer is responsible for many successful 16-bit computer versions of titles such as Strider and Indiana Jones and the Last Crusade-Action and also handled 8-bit conversions of Paperboy and Gauntlet.

Dimension Technologies:?

Midnight Software Inc.:?

Titus: This European developer is well known for it's games' terrific graphics and sound.

Eurosoft:?

Ocean Software(3DO): This company has been very strong in licensed products.

Possible Jaguar games: Jurassic Park(action-adventure based on the hit film), Robocop 3-d(a 3-d polygon game based on the cyborg cop's

upcoming film), Epic(a 3-d polygon space fighter simulation), F-29(a 3-d polygon flight combat simulator).

Tradewest: High profile company responsible for the games Battiewheels and Double Dragon. Possible Jaguar games: Battiewheels(based on home games or coin-op), Double Dragon(martial arts fighting game), Battiewheels/Double Dragon(fighting game featuring characters from both successful series).

High Voltage Software:?

Rebellion Software Ltd(3DO):?

Trimark Interactive: A division of the Trimark film company.

Krisalis Software(3DO): European developer

Retour 2048:?

U.S. Gold Ltd.(3DO): European developer that has established a strong presence in the US console market.

Possible Jaguar games: Flashback(action adventure with realistic animation), Incredible Hulk(action-adventure based on the comic book hero)

Loricel S.A.(3DO): European developer that is best known for it's Lynx game, Super Skweek and the martial arts game Andre Panza Kickboxing which has been released on TurboGrafix, Genesis and Super NES.

Silmarils(3DO): European developer that has recently done some strong role-playing games.

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LYNX SECRETS / MAIL ORDER SOURCES

LYNX SECRETS

We have some really cool secrets from Battlewheels that can give you an extra edge.

Our first secret comes from David Margala. While you're out of your car, press Option 1 and Option 2 at the same time to get a paint gun for when you're on foot.

Our next two comes from Mark Camiletti. Pick the green car and the female driver with short, blond hair. Put the box around the car and hold down Option 1 while pressing button A. The car will turn black. During the game your car will be invisible to your opponents.

Pick the tan car and the male driver with wavy blond hair. Put the box around the car and hold down Option 1 while pressing button A. The car will turn red with a black top. During the game, you'll have unlimited ammo and rapid fire.

LYNX MAIL ORDER FIRMS

YOU ASKED FOR IT! Several readers have been asking about where they can get Lynx games via mail order so I've compiled a list of places that carry Lynx games. Let me say that I haven't dealt with any of these places personally so I can't vouch for them. There are some general rules I like to follow:

1. If you can get what you need at a local dealer or store, give them your business first. If you have a problem, it's easier to deal with. Also, if you support them they'll support you by carrying stuff you want.
2. Don't order a game unless you know that it is available. Most mail-order places advertise games months before they get them and given the way release dates work out you could end up ordering something you won't get for 9 months.
3. On your first dealings with a mail order firm DON'T order a ton of stuff at once. Most of the horror stories you hear about are when somebody orders \$200+ worth of games. Play it safe and order just 1 game at a time. If you get good service, they'll deserve more of your business. It may also be a good idea to go the COD route if the option is available.
4. If you do have a problem, DON'T call up the place screaming and threatening to sue. People are always much more receptive to a calm rational person who explains what's wrong clearly.
5. Most places have a toll free 800 number for ordering and a regular number (depending on where you are it'll usually be long distance) for

questions, etc. DON'T try to use the toll free number to ask questions. It's their dime so to speak and they have it specifically for people who are ready to buy. If they do have a toll free question line, even better.

ATARI

Customer Service: (408)744-0880
to ask for a catalog

Order Line: (800)221-3343

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NORTH HOLLYWOOD, CA 91605

(818)764-2442
Fax: (818)764-4851

THE GAME FACTORY
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Stores
860 E. VALLEY BLVD.
SAN GABRIEL, CA 91776
(818)572-2411
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6320 LAUREL CANYON BLVD.
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THE REST OF THE LEVELS

As good a gamer as I am, even I sometimes have trouble cracking a tough game. As a result, in past issues I've had to leave some games unresolved. No Longer. Here are the rest of the levels for Toki and Switchblade 2. Next issue: Dirty Larry and Kung Food.

Since it's been awhile since we took a look at Toki, I decided to repeat Levels 1-3 (plus I've found some different, better ways to do things).

General Tips

1. Grab powerups whenever possible
2. Take out creatures with long distance shots.
3. Collect as many coins as you can
4. Watch out for the debris when you shoot certain creatures.
5. The front of the football helmet will destroy creatures.
6. Bouncing on creature's heads is sometimes the only way to get through certain parts of levels.

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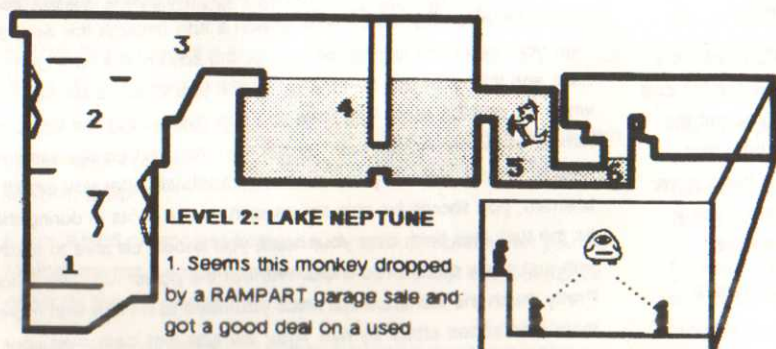
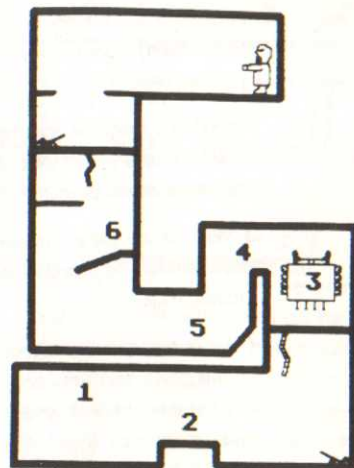
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TOKI

LEVEL 1: LABYRINTH OF CAVES

1. Be sure to shoot down the flock (they provide you with a bunch of coins)
2. Stand on the rock and it will go down so you can grab the football helmet.
3. The mid-boss: Shoot out the rods coming out of it's bottom. Move to the right and shoot up to kill the spitting heads. Climb the vine and shoot the monkeys who are working the pumps.
4. Grab the fire powerup, roast the climbing creatures when they reach the top, and be sure to nail the bird before you head down the vine.

5. When you jump off the vine, face to the right and kill the creature who runs toward you.
6. Be sure to nail the flying beasts with long distance shots. Watch out when the spiders explode.
7. The boss: A large nasty fellow who launches monkeys at you. Stay far to the left and fire a steady stream. A couple of your shots will hit the boss after the monkeys stop. Keep shooting. If he jumps toward you, move to the right to avoid him. Wait for the next batch of monkeys and then shoot at him til he's history.



LEVEL 2: LAKE NEPTUNE

1. Seems this monkey dropped by a RAMPART garage sale and got a good deal on a used

2. There's a bunch of flying things here. If you can shoot the one in the middle, they all go bye-bye.

LEVEL 3: CAVERNS OF FIRE

1. Don't get off the moving platform until the large fellow who pops on the other side is taken care of.
2. Watch out for the fire and be sure to send a diagonal volley of shots to take out the ghosts.
3. Mid-Boss: Hit this thing with some diagonal shots and keep out of it's way until you finish him.
4. Wait for the fire bursts on the small platform to stop and then grab the power-up and then the coin. Be careful as you shoot the cactus-like things. You can grab the football helmet by bouncing off the head of a creature.
5. Shoot the spider that's popping up and down before you go across the lava.
6. Watch out for the swarm here. Be sure to kill them before you cross this lava.
7. Mid-Mid-Boss: Handle him the same as number 3.
8. Eliminate the flying creatures. If you're lucky, you might be able to get the 1-up but it's not worth the trouble.
9. Kill the first 3 cactus but jump over the last.

3. More coin birds and a football helmet await you. Be sure to keep your firebreath on high.

4. Into the briny deep. Be sure to use the powerups to lay waste to all the nasty fish. The yellow sharks can be very deadly so be sure to eliminate them. You can jump out of the water and bounce off the bird to get the powerup. Keep an eye out, you can also nail a power-up bird that flies by and you can get a football helmet.

5. Mid-Boss: Sea Creature: This guy has taken the Neptune theme to heart and is assaulting you with fish. Keep firing just above his shield at his head and he'll be the seafood special.

6. Some nice goodies to pickup in this tunnel. Keep firing as you swim to nail the fish who are headed toward you.

7. End Boss: Eye Ball: First thing you should do is stand on the platform and fire at him. If he reappears close to the platform, move and attack from an angle as in the illustration.

10. As you come off the vine, shoot to take out the coin creatures. Head to the right just enough for the egg to crack. Leap up to avoid the shell and shoot the little lizard.
11. Jump over to the right just enough to make the first egg open. Jump over and bounce on the lizard's head. Bounce to the right and the 2nd egg will crack, land on the 2nd lizard's head until it's dead.

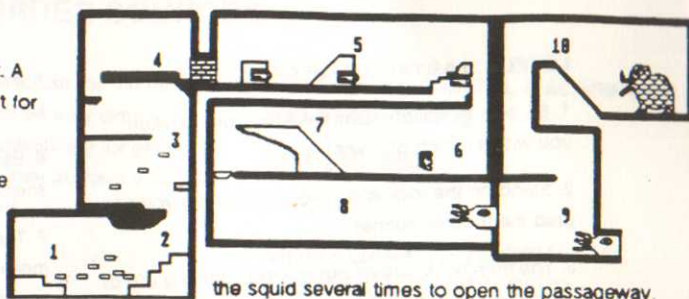


12. Wait for the vine to swing away from you and then jump for it. Timing is tougher to grab the 2nd vine since the platform you're standing on will start to shake. Don't waste time. As you hang on the 2nd vine, shoot to destroy the bird and bouncing monkey who are heading toward you.

13. End Boss: This disgusting fellow dances around while shooting the word "BURP" at you. Stay all the way to the left and jump up and down while shooting. You'll take out the letters as they come out and you'll hit him in his vulnerable spot.

LEVEL 4: ICE PALACE

1. Wait until the green creature moves to the right, then drop down and shoot it. A power-up bird will come by, shoot it to get the flame breath (you'll really need it for what's next). Jump across the collapsing platforms quickly.
2. When you jump off the last platform, land on the green creature. Aim your fire breath at a diagonal and the bouncing monkeys will come right into it. There's also a swarm of creatures just above you and the fire breath should fix them as well.
3. Wait for the green creatures to walk back towards the left and then hop from platform to platform to reach their floor. Shoot them and jump on the moving rock.
4. Jump and shoot the ghost, then grab the fire breath power-up. Use it on the green creatures and the penguin (which hides a rabbit's feet). When you get past the wall, shoot up to hit the coin-birds and the flying lizard. Walk up the incline and shoot to the right to get the bouncing monkey. Walk off the edge and you'll land on the nook-creature's head.
5. Shoot the flying lizard. Wait until just the penguin is walking toward the nook-creature. Drop off onto his head and you'll bounce up and a football helmet will appear. Turn to the left while still in the air. When you get the football helmet, the nook creature will come toward you and get killed. Turn to the right to take care of the green creatures. Finally, a flying spear monkey will come toward you and the helmet will eliminate him. Face to the left when you go down to take care of the other nook-creature.
6. Avoid the flying head's shots by jumping and keep shooting him. A penguin will relinquish a shot power-up.
7. Blast up at a diagonal to take care of several bouncing monkeys and ghosts. Drop down and shoot the green creature to get the key that will open the entrance to the water below.
8. Use your helmet to take care of the shark and swim to the right. Shoot



the squid several times to open the passageway.

9. Get the coins and shoot the second squid. Go up to shoot the gator (be careful) and then grab the shot powerup the squid was covering (this will help out a lot against the boss). Shoot the center of the swarm to get rid of them.
10. The boss: He's a big crystal mammoth. There are 2 ways to deal with him (dependent on having the power-up in tip 9). With the power-up: Start firing as fast as you can when he appears. The power-up will really help you do a number on his health. He'll launch a tusk through the air and it'll go over your head and off the left side of the screen. WATCH OUT! It's coming back and it'll be at your level. After awhile you'll have a sense of timing as to when it's coming back. You have to jump over and to the left to get over it. Almost immediately, the tusk will get launched and go the same route in reverse so you have to jump almost immediately after you land (if you're talented, you should be able to get some extra shots in during the jumping). As the tusk flies back over your head, you should be able to finish him off with just a few quick extra shots. Without the power-up: This is tougher. Pretty much the same except since you need to hit him with more shots, there's an added attack by him. After the tusk flies back over your head, he starts stretching his trunk towards you. You need to be on the far left of the screen. Jump up just before you expect him to use the trunk to avoid. He does this three times in a row, so you'll have to jump up three times, one right after the other. After this, he'll either do the tusk bit again or just start bouncing around (preferable). Keep shooting him til he shatters.

LEVEL 5: DARK JUNGLE

1. Jump up and shoot the big bird a couple of times. Finish him when he's overhead and grab his remains for a cool 3,000 points. Crouch down and keep shooting when you reach the edge to eliminate the lizard on the other side.
2. Be careful as you shoot the pointy plants. Wait for the lower bird to reach the top of his arc and then jump up and fire a volley of shots to wipe out the upper bird. You can then jump on the lower bird to get the shot power-up.
3. Shoot the palm tree from the edge and then wait for the lizard and shoot it before you jump across.
4. You can use the spider to get the football helmet but it's not worth the risk (you'll die more often than not).
5. Wait for the lizard and nail him from the edge. Jump across and fire like

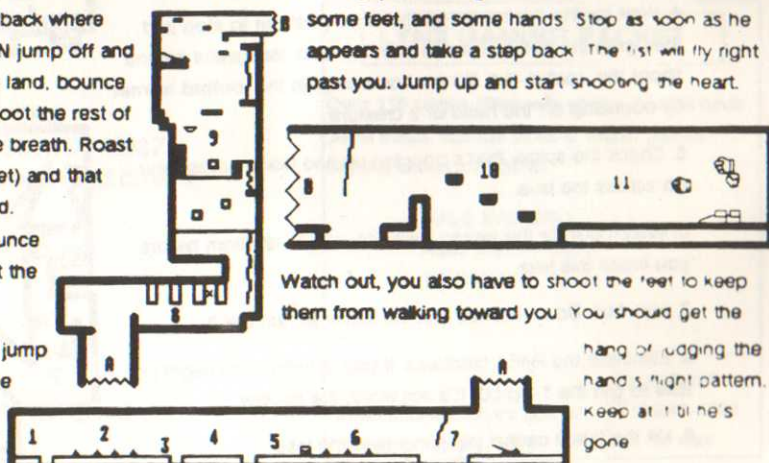
crazy and try to finish off the palm tree and the hopping red plant. Do as much damage as you can and then jump back to get a better shot at the bird.

6. Watch out for another of those red plants just after the mask.
7. Jump onto the vine but don't jump off immediately. A flock of coin-birds will fly by. Let them head back where they came from and THEN jump off and shoot at them. When you land, bounce on the guy's head and shoot the rest of the birds and grab the fire breath. Roast the birds (ignore the helmet) and that flock of beasties overhead.
8. Shoot the first bird. Bounce off the second one to get the 1-up.
9. Get the rabbit feet and jump up on the platforms on the left. Shoot the spider (watch out for his

debris).

10. These floating rocks are tricky. Wait for the first one to disappear off the bottom of the screen. Wait a half second and then jump and you'll catch it on the way up. Immediately jump to the second one and then walk off to the third rock. As it drops, you'll get the shot power-up but you'll have to jump off as soon as you grab it.

11. The Boss: This guy is missing some parts. He's just a heart, some feet, and some hands. Stop as soon as he appears and take a step back. The fist will fly right past you. Jump up and start shooting the heart.

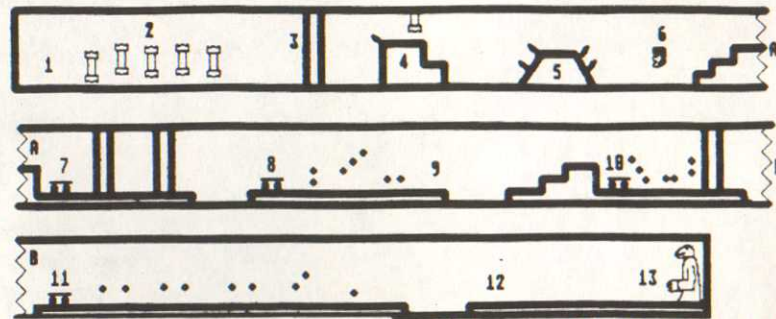


Watch out, you also have to shoot the feet to keep them from walking toward you. You should get the

hang of judging the hand's right pattern. Keep at it til he's gone.

LEVEL 6: GOLDEN PALACE

1. I have no real tip here but isn't that a cool sound when you shoot the ape in the armor?
2. Wait for the bouncing pillar to come to a complete stop and then start moving up before you pass. After passing the 2nd one, shoot to take care of some attackers. Shoot again after passing the 4th one.
3. Stop at the pillar and start shooting to take care of the flying monkey warrior.
4. Jump onto the platform after the fire stops. Wait for the pillar like you did earlier. Crouch and shoot from the higher platform to nail the 2 monkey guards while remaining safe from their shots.
5. Wait for the flames on the left side to stop then proceed up the hill. Then continue down after the right-side flames stop. Be ready to jump at the bottom to avoid the shot from the flying head.
6. After dealing with the monkeyhead, jump and shoot to try to nail some more monkey guards. Beware of their shots.
7. Now for the real fun. Jump onto the trolley car. You'll grab a shot power-up(it'll be real handy). When you're even with the 2nd column, jump!
8. You'll land on another trolley car. A quick jump may net you the football helmet if you're lucky. Jump over the first obstacle. Duck down for the second and hop over the third.
9. Fire a volley of shots just before the chasm(you'll see why soon



enough) and then jump. Your shots will take out a monkey guard and then you have to shoot a second one.

10. Jump onto this car. Duck the first obstacle, jump the second, and duck the third. This time, you have to jump when you're just to the right of the column for a safe transfer.

11. Last ride on the car. Duck the entire way until you pass a set of diagonal obstacles with a shot power-up. The next obstacle you have to jump over and then you jump over a chasm.

12. Keep shooting as soon as you land to take out a bouncing monkey and a monkey guard. Keep shooting to deal with the flying monkey.

13. The BOSS: It's your old pal from the opening, Vookidemo. Stay on the left side of the screen and crouch down and start shooting. His first shots shouldn't touch you. After enough shots his robe opens and...no nothing kinky. His heart is revealed. Jump up and keep shooting at it. When you see his hand start to shake, get ready. Wait for it to come at you and then jump up and it'll miss you. Don't jump too soon or you'll hit his hand when it heads back. Next, he'll come at you with his head and large neck. Jump it like you did with the hand. Go for the heart again until the next hand and head attack. Nail his heart enough times and you can finally dump the fur coat.

SWITCHBLADE 2**SWITCHBLADE 2 LEVELS 3-6****Level 3**

Section 1: The hills are alive with the sound of mayhem. Little bombers fly over head and you can either nail them with a high jump or just avoid their slow volley of bombs. Mini-tanks shoot explosive balls down the hills. Just avoid the balls and slash the tanks. Tread carefully and watch out for those spikes that come out of the ground.

Section 2: Watch out for the spikes. There is also a shop here(The napalm weapon is quite nice. It's distance isn't too hot but you can lay down a wall of flame.).

Section 3: More planes, avoid their bombs. Use the platforms and you'll find energy and shot replenishers. Also, you'll find a 1-up on a platform on the upper left side of the level. The boss here is a big robotic tank. It shoots some lasers and bombs. Jump over his shots and hit him high.

Section 4: Back in the building. More secret rooms behind crumbling walls. You'll finish the area with an elevator ride as you avoid lasers and hovering robots.

Level 4

Section 1: What a lovely waterfall. Too bad about the killer hardware. Watch out for the shots from the cannons which are in-laid into the walls. Be careful with your jumps, it's easy to fall and hurt yourself. A shop is here and you especially have to watch out for the spikes in the back half of the area.

Section 2: Not too hard, just watch out for the spikes sticking out of the walls.

Section 3: The boss is a large, slow snake which shoots as it comes toward you. Just hold your ground, and slash away and destroy it piece by piece as it comes toward you.

Section 4: The floor spikes are plentiful so walk slowly. There's a 1-up in a secret room to the left of the elevator.

Level 5

Section 1: Sitting by the dock of the bay watching the missiles launch away. Jump while avoiding the missiles which are coming out of the water. An occasional meteor heads for the ground. They're easy to avoid.

Section 2: More missiles and now you also have some robots to deal with. The meteors start falling more heavy around the shop.

Section 3: A lot of meteors falling here and there are some nasty laser cannons. The boss is a large ship which goes back and forth above you and drops bombs and shoots lasers. Avoid his shots and then jump up and fire away at him.

Section 4: There's a shop here and spikes are also plentiful.

Level 6

Section 1: Hiro Vs. The Volcano. Nail the wall mounted cannons while avoiding their shots. Be wary of the fireballs that jump up from the lava. Mini volcanoes spit out fire. Wait til they stop and then go over them. There's a shop at the end of the area.

Section 2: More of section 1

Section 3: The cannons are more evident here. The boss is like level 5's except he now has some vertical movement and he's got an ugly face attached. Avoid him and shoot him.

READER MAIL

Our old friend, Mark Brooks, has another batch of questions (this time focusing heavily on the Jaguar).

Dear Mr. Smith,

Hello again from New York, what's new, how's business, how's Atari? Guess what? I got questions for you(!). So why waste time:

1. The Jaguar should be out by the time you get this letter and it should most definitely be out by the time your next issue is out (if not, it's over for Atari), so what I wanna know is just what kind of third party support can us beleaguered Atarians (remember that name) can expect in the near future for the Jag? Names man, I want names!! Who are the companies that we can expect some software support from? I know UK firms will probably look into the Jaguar (hopefully Psygnosis will sign on), but the one thing that has almost killed the Lynx is lack of software, hopefully Atari can fix this.

Response: The Jaguar is still a couple of weeks away but it's getting closer. Third party support is looking better and better for the Jaguar. As for names, check the list in this issue and there should be even more by the holiday issue. A late breaking goodie: Park Place Productions, the company that developed the early John Madden Football titles, NHL Hockey, and several other football titles, is working on a football game for the Jaguar.

2. Is it true that the Jaguar will serve as a server for multi-player Lynx games? Does this mean increased support for the Lynx from Atari?

Response: It does look like the Lynx is going to be an integral part of Atari's plans and will be working with the Jaguar in several capacities.

A.P.E. Fans

Are you missing any back issues of the best (or so I've heard from you guys) Lynx publication around?

Back issues are available
for \$1 a piece.
Issues 1 thru 11 are available.

Please make checks and money orders payable to

CLINTON SMITH

3. Electronic Arts frontman Trip Hawkins, I heard, had some pretty ugly comments concerning the Jaguar's actual power. Is any of this actually true?

Response: Do you mean about Trip making ugly comments about the Jaguar or if the comments were true? All I know is, that if I were Trip, I wouldn't exactly be doing cartwheels about the appearance of the Jaguar either <Grin>.

4. Since the 3DO is CD based, what does Atari have to offer to match the games? CDs have the potential (albeit unused potential) of CD?

Response: Jaguar cartridge games may not be as flashy as 3DO CDs but they should still be quite good. Jaguar CD (due next year) should give the Jaguar the ability to play games which should more than match 3DO. (Also, don't be surprised if you see some 3DO games also popping up on the Jaguar CD.)

5. Lynx cards were always by far and away the most expensive of the handhelds, usually weighing in at about \$35-\$50. And that was for a two megabit cartridge! Most eight-bit cartridges don't cost that much. So what does that mean for Jaguar cartridges? Hopefully there won't be anything below eight or even six megs. So what does this mean cost wise? If Street Fighter 2 for the Genesis, a twenty-four megabit game, costs about sixty-five bucks, what would the equivalent on the Jag cost \$300!

Response: The initial prices on the first batch of Jaguar games is only \$50 and \$60.

6. Video Games magazine still has it's Fandango section, why isn't your mag ever listed? I'm sure it would get excellent reviews.

Response: I did send them the newsletter on several occasions but it's never been mentioned.

7. Can the Jag run ST/TT software with add-ons I hear are supposed to come out?

Response: No word on this yet, but one of the chips in the Jaguar is a 68000 (same as the ST) so I suppose it may be possible.

8. What does IBM get out of making a system for their competitor (at least in Europe), Atari, and how does the consumer benefit from their involvement?

Response: What does IBM get? How about several million dollars. When Atari went looking for a company to manufacture their system, they were pleasantly surprised when the best deal didn't come from the far east but from IBM right here in the states. How do we benefit? The nice thing is that IBM has the facilities to handle every step of the process. They make the packaging, they print up the manuals, they make the system, and put it all together and ship it wherever Atari tells them. They're even going to be making the cartridges and any accessories. Systems should get to stores much quicker and new games won't have to travel all over the world to get to us.

9. Could you do an article on Beyond Games? You know, who they are, where they come from, how they make their games and why would they want to support the Lynx when very few others will? I love all their stuff. Will they make some carts for the Jag? And what about Telegames?

Response: I'll see what I can do about that Beyond Games request. Beyond is doing Jaguar games (as you can see from the Third party article). Along with BattleWheels, I've also heard that they have an adventure game in the works. Telegames is also doing games for the Jaguar.

You know your mag is excellent, so I won't even tell you to keep up the good work because you don't need to be reminded.

Thanks dude, Mark Brooks

**Do you have any questions?
Send them to APE.**

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