

ATARI AND SEGA SIGN A MAJOR DEAL

NO, Sega hasn't bought Atari (despite what you may hear from some misguided sales clerks). In actuality, it's a major deal that will have far reaching benefits for Atari gaming enthusiasts like you and me...

Back in the early days of video games, Atari wisely got patents on much of the technologies that were involved in how a video game system worked. Since Nintendo and Sega's systems utilized these technologies, they were in violation of Atari's patents so Atari sued them. Nintendo recently settled out of court but refuses to acknowledge it as any kind of loss. Sega, on the other hand, sat down with Atari and a deal was hammered out that would be mutually beneficial to both parties.

Sega is paying Atari \$50 million dollars for the non-exclusive rights to make use of more than 70 patents that Atari holds.

Sega is also buying \$40 million dollars worth of Atari stock (4.7 million shares). This is only around 7% of the company so Sega isn't going to have any big say in how Atari does things.

As part of the deal, Atari will dismiss it's legal proceedings.

While the \$90 million dollars should be a major help (look for a big push by Atari marketing-wise this holiday season), there is one part of the deal with some awe inspiring ramifications for us Jag owners (and possibly Lynx owners as well). Atari and Sega have agreed to a cross-licensing deal. Sega has the option to license 5 of Atari's titles each year which they could then do versions of for their systems. But the exciting thing for us is that the deal works the other way around as well. Atari can license up to 5 of Sega's titles each year which they will then do Jaguar versions of.

A Jaguar version of Sonic? It's now a possibility but I wouldn't hold my breath. I'd love to see a Jag version of Streets of Rage, though. Atari should be announcing what their first Sega titles will be around Thanksgiving (I'll let you know what they are next issue).

THE HUNT IS FINALLY ON!

We had to wait a good long time for it but the Jaguar game that most of us have been waiting for is now on the shelves. Alien VS. Predator is a BIG first person action game that more than fulfills most gamers high expectations. It really pulls you into it and you feel like you're really lurking the halls of the space station. The sound is excellent (those Predators can really make you jump out of your seat with their comments) and the atmospheric ship noise is far more effective at setting the mood than some background music. Plus, you get to step into the shoes of the Alien (usually in these kinds of games you're either the Predator or a marine and that's it). The marine game will keep you busy for hours on end.

Probably the most impressive thing is the advertising support the title received from Atari. They had double page AvP specific ads running in the major game mags for several months before it's release and then they followed up with a great TV ad (that effectively got across the spookier aspects of the game) which was shown on local stations during various syndicated programs and on cable stations. Also, the TV spot actually gave a set in-store date of October 21st. Specific release dates are a rarity for Atari (hopefully this is the start of something). Even better, the carts beat the date by a week and you were able to buy it on the 14th.

AvP sells for \$69.95. The reason for that price is because the game has a whopping 32 megabits (4 megabytes) of memory. The game got a memory increase to accommodate all the digitized sounds in the game. Doom and Kasumi Ninja have also been increased to 32 meg (to handle more levels in Doom and more animation in Kasumi) so expect them to also be \$69.95.

ATARI TO UPDATE WILLIAMS CLASSICS

Did you enjoy the update of Tempest? Well get ready for more 90-ized versions of arcade classics thanks to a new deal between Atari and Williams Entertainment. Along with Dactyl Joust (a first person version of the classic bird dueling game), Atari will also be doing Defender 2000, an update of Robotron, and possibly other classic Williams titles.

Defender 2000 is being programmed by Jeff Minter. Defender is one of Jeff's all-time favorite arcade games so he should do a great job on it. What does Williams get out of this? They get the rights to do high end PC versions of the updated games.

Williams' own Jag titles, Troy Aikman NFL Football and Double Dragon 5, will be coming out in December.

PC DEVELOPER JUMPS TO THE JAG

One of the new developers on the last list was Rainmaker Software. This company is best known for it's gory hit PC title, Isle of the Dead. Rainmaker is very high on the Jag and has a number of titles in the works.

Downhill: A skiing game (using polygon graphics) with speed runs, moguls and slaloms. They may also throw in a James Bond-style run with guys in black chasing you with machine guns.

Warriors: A 3-d polygon fighting game a la Virtua Fighters. Instead of martial artists, it has knights with swords.

Isle of the Dead: Rainmaker is porting over their PC hit. Isle is a Wolf-3D style game that finds you fighting against flesh eating zombies on an island.

Continued on Page 3...

Due to time constraints, this is the Fall/Holiday issue of APE(I'm pretty sure that I couldn't whip up another good quality issue in less than a month's time). This only counts as 1 issue towards your subscription, so it's no big deal.

It's almost the Jag's 1 year anniversary. There's been some not-so-good stuff(titles slow in coming, not enough stores carrying it) but the good far outweighs the bad. The software is finally starting to flow. You're probably playing AvP as I write this. Other long awaited titles such as Doom, Checkered Flag, and Club Drive are finally in production and will be hitting shelves soon along with surprises like Dragon and Sensible Soccer. Kasumi is very close to going into production(it may be there now) and I've heard a rumor that the incredible Iron Soldier may also already be in production. The Jag CD is also in production(but most of us may not get our hands on one til early next year).

Things are also looking up in third party software. Syndicate and Theme Park are both in final testing(and may be in production now). Telegames had some problems with Brutal Sports Football but it's due to go into wide release any day now. Williams has a commercial for their new Troy Aikman NFL title and sitting right next to the SNES and Genesis boxes is the Jag box.

The games are great but there's also something weird happening. Atari is actually ADVERTISING(insert your own favorite "hell freezing over" joke right here). Double page magazine ads for AvP and Kasumi Ninja as well as single page ads for titles like Doom and Checkered Flag have been appearing in all the gaming publications. You want some TV ads? Atari's "Classroom, Do the Math" spot and AvP spots have been seen during shows all over the country.

While, I'm happy to see Babbages and Electronics Boutique carrying the Jag, wouldn't it be nice to see some mainstream chain stores carrying it? Guess What? Toys R Us is going to be selling the Jag in 300 of their stores (I'm assuming that means nationally). They haven't shown up in the Chicago TRU's yet but other people around the country have had them popping up in theirs. If you read my editorials in Issues 13-14 last year(if you haven't got those issues, they'd make a great christmas gift(hint, hint)), you read about my misadventures in tracking down a Jag for myself last Christmas. This year, I'd only have to walk 3 blocks from my house to my neighborhood Venture store. The Venture department store chain has also started carrying the cat. I was just down there today and they had all the currently available titles in their display case and they expected to be getting the systems in this

weekend.

It's also good to see that Atari is out there making deals that will keep things going in the right direction. The Sega agreement truly floored me. I'd personally like to thank them for the Jags they're helping to sell this upcoming holiday season. It'll be interesting to see which Sega titles Atari has chosen to license. The Williams and Virtuality deals (details elsewhere in the issue) are also a big boost. The game market is heading into a new phase and you need to be innovative if you want to survive.

All of this stuff should translate into the most important things. More consumers out there playing Jaguars and more of the 3rd party developers taking the leap and doing their games for THE best game system there is.

My own personal 1 year Jag anniversary is coming up(December 27th) and it's a little bittersweet. The Captron stores where I bought my first Jag game(Crescent Galaxy) and then my Jag, both went out of business in the last year. I realize that it seems kind of small in the grand scheme of things, but I'm still bummed about it. While other stores were giving me the typical anti-Atari crap, these stores were very supportive and were genuinely excited about the Jaguar. I'll remember them fondly as I play the next generation of Jag games.

Speaking of the next generation...I love AvP. There's nothing like being sucked into a game and experiencing it. You can't control that chill you feel when you hear the voice of the predator and there's nothing there in the room with you. You should see the ton of messages this game has generated up on Genie. People love passing on their favorite war stories. You can't imagine the thrill I got when I figured out how to kill the aliens in the airducts in a way so I could avoid their acid(especially after some people had complained that their was no way to avoid the acid in the ducts). Some of the AvP staff will be having real time conferences on Compuserve(November 29th) and Genie (November 30th) to talk about the game. Be sure to check them out if you're online.

Issue 18 of APE should be out late January/early February. There should be some info from the Winter Consumer Electronics Show and there will definately be plenty of game tips for titles like Doom, Club Drive, and anything else I can afford(this is going to be a very costly Christmas). An early Merry Christmas and Happy New Year to my readers. 95 is going to be the year of the CAT.

Got some Lynx News or info you want to pass on? SEND IT TO:

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WILD CAT

A newsletter covering Atari Computers, the Lynx, and the Jaguar.

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LYNX JAGUAR

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Nerves of Steel: Another PC port. This is a Doom-style game that puts you in the underground tunnels of the Viet Nam war taking on the Viet Cong.

Look for these titles late this year/ early next year. Rainmaker also has several BIG games in the works(RPG, strategy, etc.). Those games should be ready late next year.

JAG FIGHTERS

The Jaguar has several fighting games on the way and one of them is bound to grab your fancy if you're into this genre. I've got some more in-depth info on the biggies(Kasumi and Ultra Vortex) and some great info on a secret blockbuster that Atari's been hiding under their hat.

Dragon: The Bruce Lee Story(Mid-November)

A fighting game based on the film. Many of the fights are based upon famous fight sequences from some of Lee's many movies. One of the more interesting features is that 2 players can take on a single computer opponent(reminiscent of the classic ST game, International Karate Plus).

Kasumi Ninja(Late November/Early December)

The premise for this contest is that there is a hidden island in the West Pacific Rim called Kasumi. This island has produced many great ninjas. One of the elders of the island, Gyaku, has gone mad(he's been possessed by spirits from the Demon World). He's killed the other elders and plans to use a portal to the Demon World to take over our world.

You're an unskilled ninja who must defeat Gyaku. To gain the experience you'll need, you'll have to fight against several great fighters from history and you must also assume their forms. When you defeat them, they'll give you clues and items to help you through a maze which leads to Gyaku's Dragon Cloud Temple.

Habaki the Orange Ninja: One of two ninja brothers who can throw fireballs and teleport himself.

Senzo the Green Ninja: The other brother. He shares the same abilities of Habaki but he has a different death move.

Pakawa the Commanche Indian: The Chief of the Tu-Wee-Kah tribe(sort of a Commanche Green Berets). He has some powerful offensive moves and can throw a mean knife.

Thundra the Amazon Queen: An agile female warrior who has learned much from the jungle animals.

Angus Mcgreggor the Scottish Brawler: He's a Highlander who's an expert at caber tossing(a skill

he uses against opponents) and he launches a fireball in an rather...interesting manner(you've got to see it to believe it).

Chagi the Kickboxer: He's a quick, agile fighter with some nasty moves.

Danja the Urban Gang Leader: She's the fierce leader of a gang of fighting women. She fights dirty and wields a set of bolas with exploding tips.

Alaric the King of the Goths: This is an actual historical character(look it up in your encyclopedia). He wields an exploding stick(this isn't factual).

Double Dragon 5(December)

If you're looking for a Street Fighter 2-style game, this is a good bet (especially since Capcom chooses to be weasels). Younger children who are fans of the cartoon series should also like it.

Ultra Vortex(Early 95)

The premise of this game is that a powerful character, the Guardian of the Vortex, tests mankind's warriors every once in awhile. If no warrior defeats him this time(in the year 2152), he'll wipe out the whole planet.

There are 3 major gangs in the year 2152.

MeatHackers: Humans

PowerShifters: Mutants

S.M.A.C.: The Society of Machines, Androids, and Cyborgs

The MeatHackers consist of...

Lucius: He knows how to harness the power of the vortex and can throw lightning bolts, hypnotize opponents, etc.

DreadLoc: The guy who wields a nasty staff.

Visigothic: He uses retractable spikes and blades located at key spots on his body.

The PowerShifters consist of...

Volcana: The mistress of fire in it's various forms.

Grunge: An acidic ball of slime who can change his body into various forms. Grunge is done using clay animation.

Grok: A character made out of rock.

The S.M.A.C. consist of...

Buzzsaw: He's a lumber-bot who's equipped with several sawblades. Ouch.

SkulKrushr: A construction robot with oversized hands and a cutting torch eye lazer. SkulKrushr is done using a stop-motion animation model.

Fight For Life

This is an Atari produced title which is best described as a Virtua Fighters type of game. The fighters are done using polygons just like Sega's arcade hit. The big difference is that FFL uses texture mapping so it's characters will look more realistic. Fight For Life's programmer also just happens to be one of the programmers who did the arcade Virtua Fighters for Sega.

Fight For Life's premise is that you're dead and you're in hell. Your only chance for life is to fight in a tournament and win against Satan. There's 8 characters and 3 bosses. Characters include a boxer, a chinese warrior, an ex-marine, an arabian fighter, a dock warrior, a ninja, a dock worker, and an exotic dancer.

Atari recently invited the gaming press to a session to see how the animation for the game is being made. Atari is working with a company called BioVision, who uses some very high tech methods.

"At the video shoot, Martial Arts experts will perform the required 250 different moves(attack, defense, collision, moving, etc.) needed for the game's 3D animation. 25 different markers will be attached to each of the Martial Arts experts. Signals from each marker will be picked up by the camera and sent to a central system. All the data will then be processed, adjusted and modified for the Jaguar's 3D engine." Look for some articles

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about the video shoot in future issues of the video game mags.

Fight For Life is going to be a 32 meg cartridge and it's title song "Fight For Life" is being done by musician Joe Vitale(who's worked with various artists including the Eagles). He wrote the song especially for the game and will include it on his next album.

This is going to be a BIG game for Atari next year. Fight For Life should also have some company next year with a Jag version of the digitized dino-fighting coin-op hit, Primal Rage and the computer rendered fighting game, Rise of the Robots on the Jag CD.

The chances for a Jag version of Williams' next sequel, Mortal Kombat 3, are also looking very good.

MISCELLANEOUS, RUMORS, ETC...

The Jag CD is currently in pilot production and there will be a limited number available before the end of the year. The \$200 unit will come with a pack-in game but Atari hasn't decided what it'll be yet. Chances are good that it will be either Battlemorph or Blue Lightning.

Atari expects to have 6 CD titles available by the end of January. These titles will probably include Dragon's Lair, Space Ace, Chaos Agenda, Highlander, Demolition Man, and Creature Shock. One definite plus for CD software: CD games are only going to take a week to produce as opposed to the month to 6 weeks it takes for a cart.

Atari has a new CD game due next year called Dreadnought. No word on what it's about yet.

It now looks like US Gold's Flashback will not be a CD and will be a cartridge. Bummer.

One of the major game stores is supposed to start carrying the Lynx again.

The new modem has been sent out to third party developers. It's slated for a 1st quarter 95 release and it's slated to sell for only \$100.

The Tempest 2000 soundtrack CD should be on the shelves in December.

Battlezone 2000 may be getting a name change to Hoverstrike.

Oracle Science International is working on an astrology program for the Jag called Octave Oracle.

Virgin's Dragon:The Bruce Lee Story is going to be released through Atari.

Ocean handles European distribution for Electronics Arts titles and they recently received the rights to do Amiga conversions of EA titles. Maybe there's a chance Ocean could get the rights to do Jag

conversions?

Fox Interactive is working on a game based on the upcoming sequel to the Die Hard films. No word yet, but hopefully they'll do a Jag version.

Virtuoso(one of the games slated from Telegames) is from Elite. It's a futuristic rock n roll themed Doom-ish game.

There's no word on the Jag version of Kick Off 3 but another European soccer hit, Sensible Soccer, will be out before Christmas.

ATARI SECRETS

How would you like to never lose a life and always have bombs in RAIDEN? When you reach the 2 tank bosses at the end of the first level, hold down 1,4,7 and 3,6,9 on the keypad and press option. You'll hear a sound. Now you won't lose a ship when your ship is destroyed and your bombs never run out. You can't use this to rack up high scores since you'll never die.

Wolf 3-D Secrets

This game has a bunch of neat hidden stuff.

Press the "#" on the keypad during the rotating ball to enter a music test mode so you can hear all the cool songs in the game.

Have the game set to NEW GAME. While on the menu, hold down keys 1,3,7,9 to bring up a level select mode.

During gameplay, you can enter any of these 4 number codes(you don't have to hold them all down, just enter them in sequence).

4668(God Mode): This makes you invincible(and gives you glowing eyes and a halo). You can turn it off by entering the same code again.

4786(Stage Clear): Enter this to finish the stage you're on.

4996(All weapons, full ammo, and keys): This handy code gives you all the weapons, an obscene amount of ammo, and both keys.

4887(Program stuff): This code flashes technical info on the screen.

Cybermorph

How would you like weapons that don't run out? Press Option at the title screen to get to the controls option menu. Now hold down 1,3,5,7,8, and 9(it's tough, you may need to use both hands). When you pick up weapons, they don't run out as you use them.

VR ON THE JAG

4

Virtual reality is something of a buzzword these days. A VR helmet was one of the first accessories talked about in the early days of the Jag. One is currently available, 2 more are on the way, and we have some important VR news from Atari themselves.

The CyberMaxx is now available from VictorMaxx. It clocks in at a hefty \$700 and while it can be used with the Jag, it's primarily meant for use with PCs.

A company called Virtual I/O has 2 new VR helmets that are supposed to work with the Jaguar. The least expensive of the 2 goes for only \$250 but is monoscopic(one screen). The higher priced \$400 model features 2 screens to provide stereoscopic images. Again, these were designed primarily for PC usage.

Now for the big news, Atari just signed a deal with Virtuality. Virtuality is a UK based firm who has created a number of Virtual Reality arcade games and is considered to be the world leader in the design of VR technology. The following comes from Atari's press release...

"According to the just signed agreement, Virtuality will finalize development of a consumer version of it's head mounted display technology (virtual reality headset) that Atari will manufacture and market for use with the Atari Jaguar 64-bit multimedia home entertainment system. Terms of the agreement call for Atari to contribute toward the development cost and pay a license to Virtuality to produce and market the product. The virtual reality headset will be available to consumers by Christmas 1995 with a targeted price of less than \$200."

Atari will also get the rights to produce home versions of Virtuality's arcade games for use with the headset. Virtuality recently introduced a new Star Trek:The Next Generation VR arcade game but there's no word on if a home version of that'll show up via the agreement.

The price should be right and since it's specifically designed to work with the Jaguar, you should get the best possible VR experience. It looks like Atari is putting that Sega money to good use. It's a little wierd when you consider that Sega is helping to bring affordable VR to Atari Jaguar users.

THE FIRST ANNUAL JAGUAR BUYER'S GUIDE

The items in this buyer's guide should all be available by Christmas.

Systems:

Jaguar 64-Bit Interactive Multimedia System(\$249.99): A 64-bit game system that comes with a controller, an RF cable, and the Cybermorph game cartridge.

Accessories:

Jaguar CD-Rom(\$199.99): This add-on will allow you to play CD-Rom games. The VLM(Video Light Machine) program is built-in and provides an interactive graphics display that responds to your music CDs. The CD-Rom will also include a pack-in game(to be determined).

Jaguar Controller(\$24.99): This controller lets you play 2 player games on your Jaguar.

Composite Video Cable(\$19.99): A cable that will let you output stereo sound and hook your Jaguar to composite monitors(or TVs and VCRs with composite Video-In jacks).

S-Video Cable(\$19.99): A cable that will let you output stereo sound and hook your Jaguar to monitors, TVs, and VCRs which have S-Video jacks.

Jag Network Adapter(\$19.99): An adapter that let's you connect several Jag systems together to play multi-player games.

JagDapter by Mars Merchandising(\$49.95): A device that provides stereo sound outputs, composite, S-Video, split composite, and RGB video output.

Catbox by ICD(\$49.95): A device that provides all the various audio and video outputs plus headphone jacks and DSP and RS-232 ports.

Catbox Plus by ICD(\$69.95): All the features of the Catbox plus built-in Jag Network support and headphone jack volume control.

Games:

Arcade Games

Raiden: Vertical scrolling arcade shooter classic. Defend the earth against hostile aliens.(2 player)

Tempest 2000: Updated version of the coin-op classic.(2 player)

Strategy/Thinking

Cannon Fodder: Lead your soldiers through deadly missions.

Evolution:Dino Dudes: Help your tribe learn to evolve by working your way through 80 challenging puzzles.

Syndicate: Build cyborg assassins and send them on missions against opposing forces.

Theme Park: Build and run your own amusement park. Try to keep the people who visit your park happy(and short on cash).

Ultimate Brain Games: Simulations of Chess, Checkers, and Backgammon. (2 players)

Fighters

Double Dragon 5:The Shadow Falls: Billy and Jimmy Lee take on the forces of the Shadow Master in one on one competition. (2 players)

Dragon:The Bruce Lee Story: Control Bruce Lee as he takes on martial artists. (2 players)

Kasumi Ninja: Face the personas of 8 of history's greatest warriors to prepare you for your fight with the evil Lord Gyaku. (2 players)

Shooters

Blue Lightning(CD): Attack enemy forces with a variety of high-tech aircraft.

Trevor McFur in the Crescent Galaxy: Go up against the mysterious Odd-It's forces in the horizontal scrolling shoot'em up.

Action

Air Cars: Fly your air car against evil forces. (Up to 4 players via Jag Network)

Battlemorph(CD): The Pernitians are at it again. Use your vehicle's new abilities to save the galaxy once again.

Bubsy: The bobcat with attitude runs and jumps as he tries to fix fairy tales.

Cybermorph: Pilot the T-Griffon and liberate the planets from Pernitian rule.

Doom: The PC carnage mega-hit. Fight the denizens of hell itself.(2 players via Jag Network)

Iron Soldier: You control a huge battle robot. Smash the Iron Fist corporation in 3-d realtime combat.(Possible multi-player support via Jag Network or modem)

Rayman: Enter the magical world of Hereitscool to rescue your new friends from evil.

Space War: Dogfight against starships.(2 player via split-screen)

Wolfenstein 3-D: A translation of the popular

computer game. Blast the nazis as you search through maze-like corridors.

Zool 2: Help Zool and Zooz through their running and jumping adventure.

Sports

Brutal Sports Football: Pit teams of fantastic creatures against each other in a bloody football variant.(2 players)

Checkered Flag: Drive a formula 1 race car around 10 different tracks. Tons of options.

Club Drive: Drive through 3-d worlds(including someone's house). (2 players via split-screen, modem, and possibly Jag Network)

Sensible Soccer: Play the world's favorite sport in this Jag version of the European smash.(2 players)

Troy Aikman NFL Football: Lead the NFL team of your choice to the championship.(2 players)

Val Desere Skiing and Snowboarding: Take to the slopes.

Adventure

Alien Vs. Predator: You can be the Alien, the Predator, or the marine. Help each one fulfill their special mission.

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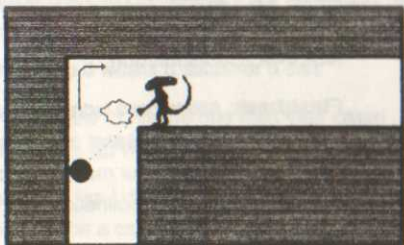
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General Tips

1. Making maps(especially of the air ducts) is essential to victory. It's easy to lose your bearings and get lost. Most of the levels don't need in-depth maps(except for the level 4 training maze). It's pretty easy to make maps using the on-screen hud map and some graph paper. Since the hud map gets reset whenever you leave a level or enter or exit the ducts, you should keep exploring a duct system until the entire map is filled in. Then mark down where all the exit ducts are and then you can find out where they lead.

2. The acid left behind when an alien is killed can be a major pain when you're the Predator or marine. Always try to lure the aliens into open spaces before you kill them. The toughest situation for the marine is in the air ducts. There are no wide open spaces so it looks like you have to endure acid burns. Not so fast. The best weapon to use is the shotgun(since you know it'll take exactly 3 shots to kill an alien). When you find an alien, shoot it twice and then start back-peddling til you come to an elbow in the duct(see illustration). Position yourself at an angle. Wait for the alien to show as he reaches the corner and then shoot him for the third time. The resulting acid puddle should leave you just enough room to squeeze around it on the outside of the turn.



3. Close doors to block off attackers(I don't know why marines couldn't open doors but ours is not to reason why).

4. You don't need to leave the hud map on most of the time, but it's especially helpful when you're searching the ducts and if you find yourself being chased, you can be going in reverse and still know where you're going.

5. Since some of the duct systems are between levels, you may need to enter a duct on one level to access a sealed off room on the level above or below.

6. Wide open areas can be extremely dangerous especially for the Alien and the Predator since marines don't have to be close to shoot you. Head for the safety of a tight hallway ASAP.

Predator Tips

1. If you come too close to a marine, they'll figure out that you're there even if you're cloaked. Get close but not too close before you uncloak and strike.

2. NEVER attack while cloaked. The points you lose are just too great.

3. You score a lot more points with the hand to hand weapons(wrist blade and combi stick) then you do with the smart disk or shoulder cannon.

4. Be careful with the shoulder cannon. Always make sure to have some room on your left side, or the shot might hit the wall too close to you and hurt you. You can also use that technique to nail multiple targets. Have your shot hit the wall near the targets and the blast will mess them all up.

5. The 2nd level armory is packed with marines. A tough Predator can rack some good points(you should wait til you have the combi stick).

Predator Weapons

Wrist claw: This is all you start with. It takes 2 hits to nail the marines so expect some pain.

Combi stick: This is a fine piece of weaponry. You can kill marines and aliens with only one hit. The aim can be tricky but you'll get the hang of it. The only downside is you're bound to catch some acid when you stick an alien.

Smart disk: Lethal at long distance, it will take down an opponent with one hit. Be careful in tight hallways(if the throw is too close to a wall it'll stick there).

Shoulder Cannon: Very deadly, even at long distances. Tough to master but when you have, you'll be unstoppable.

Predator Strategy

You start at the airduct door of your ship. Cloak immediately. Hunt down the marines lurking the halls of your ship and retrieve the medkits (it's a good idea to have some backup health as you enter the base). Sneak through level 1 to the elevator(the loading bays are packed with marines and you'll be better off not to mess with them with just a wrist claw). Go hunt on the other floors until you can wrack up enough points to get the other weaponry. Work your way through the training maze over to the other elevator(it'll give you access to the area on Level 5 where the Alien ship has been docked). Go through the ship until you find the Queen's egg room. Shoot the first couple of eggs from

the safety of the doorway. Enter the room and keep shooting at the queen with your shoulder cannon. Since the cannon loses it's effectiveness with repeated use(and your energy will be dropping with each of the Queen's swipes),you'll need to leave the room and heal yourself with your health-pak. Go back in and attack again(you'll probably have to exit and heal yourself once more). Your next assault should kill her and you'll get to claim her skull.

Alien Tips

1. Cocoon marines quickly and then find a safe spot to wait while they incubate. If you die without a backup Alien it's "game over man."

2. Aliens can't use the elevators. Your only means of transportation between levels is via the air ducts. The ducts are also a safe haven since the computer controlled marines don't enter the ducts.

3. The Alien can also set off exploding barrels but since you don't have any distance weapons, expect some damage.

4. When you die, you still have a couple of seconds left before you switch to your new alien. Use this time to take out as many attackers as you can in your final seconds.

Alien Weapons

Claw: It's a mighty slash but it take a couple hits to take down a marine.

Tail: Another vicious attack but still needs multiple hits.

Bite: This kills marines in one bite so this should be your main attack once you've got cocooned marines in reserve. This is also highly effective against Predators. 4 or 5 bites will take one down. Get in close and put the fangs to him.

Alien Strategy

The Alien game is very different from the marine and Predator versions and requires a different mindset. You can't heal wounds so your only means of survival is to make more of you. You begin by the airlock door in your ship. Cocoon 3 marines ASAP and give them time to grow. Once you've got back-ups head into the base. You need to locate the 5B ducts. Find an exit into level 4. Enter the 4B duct system and find an exit into level 3. Enter the 3B duct system and exit into level 2. Enter

the 2B duct system to reach level 1. As you get killed, cocoon marines on higher levels so you won't have to travel as far. Head to the airlock that connects to the Predator ship. Take out any Predators you meet (listen carefully for them). When you finally find the queen, you must rescue her by destroying the 4 energy shield generators. It may take 2 or 3 aliens to accomplish the task. You've saved the queen...now, let's go find Sigoumey Weaver.

Marine Tips

1. A motion tracker is a must-find early on. It'll give you the edge when you know what's behind that door you're about to open. Plus, it has a compass on it, so it'll be so much easier to get your bearings.
2. You don't need to find every security card. Sometimes you can find a higher access card without messing with lower ones.
3. Stay away from level 1 until you at least have a plasma rifle. It's lousy with aliens and a shotgun just won't cut it.
4. Level 3 is a good stock up floor. There's big supplies of food, medkits, and shotgun and pulse rifle ammo.
5. As you get higher access, be sure to visit every place you couldn't get into before and use the computers you find there. They'll give you clues as to where to look for certain weapons and higher access cards.
6. Lure aliens and predators near barrels. Blast the barrel to whack them.
7. You can blast alien eggs with the higher power weapons but the shotgun is another story. Don't shoot the egg with the shotgun. The facehugger will scurry out and it'll take 2 more shots to blast it and then 1 more to destroy the egg itself. Instead, get close enough for the egg to open and then blast it twice. No egg, no facehugger with only 2 shots.
8. Predators can be tough but they will sometimes give you a hand in their demise. Lure them down tight hallways and try to get them to fire their shoulder cannon. If the blast hits the wall near them, it can really whack their health.

Marine Weapons

Shotgun: A good general purpose weapon. It's pretty good for precision.

Pulse Rifle: You can kill quicker and it's better suited for when you run into a squad of aliens.

Flame Thrower: A great long distance weapon. That flame really travels. Good for big groups. Make

sure you're not too close to a doorway, or the flame may not get through.

Smartgun: The big bad boy. Extremely deadly (even to Predators). Only fire in small bursts (a light button press) or you'll waste valuable ammo.

Marine Q/A

Q: Where is the Access 1 card?

A: It's off to the left from when you exit the brig. It's on a dead body just off to the left of the hallway.

Q: Where is the motion tracker?

A: Go down to level 5. It's in a small room just off to the right from where you get off the elevator.

Q: Where can I get a pulse rifle?

A: Actually you can find one in two places. There's a duct in the kitchen on level 3 that'll lead you to an area that has a corpse with a pulse rifle. You can also find one in a room in the training maze on level 4. The room has the dark green color of the armory or the brig. You'll need at least level 3 access to get into the training maze.

Q: I've found some doors that are jammed. How do I get in?

A: The marines tried to protect themselves by sealing themselves in but they forgot about the air ducts (hint, hint).

Q: Where's the Access 2 card?

A: It's on level 3 in a room only accessible by an airduct.

Q: Where's the Access 3 card?

A: It's in the officer's area on level 2. You can't gain the access to enter the area until after you've got the 3 card so you'll have to reach it via the air ducts. It's accessible via a level 3 duct system.

Q: Where's the flamethrower?

A: These are stored in the armories on level 2 and 4. You'll need at least card 7 before you can get them.

Q: Where's the Access 4 card?

A: It's within the twisted hallways of the training maze on level 4.

Q: Where's the Access 6 card?

A: It's in the med lab on level 4. The med lab

requires a Access 7 card to get in though. You guessed it, into the air ducts. There are a ton of ducts entries on level 4 but only one leads to the med lab. Look for 4C. Here's a hint. It's just south of the elevator and the armory.

Q: Where's the Smartgun?

A: Some marine took it with him on the Predator ship (good luck).

Q: Where's the Access 7 card?

A: It's on level 1 in a room south of the eastern elevator. You'll need Access card 6 to get in.

Q: Where's the Access 8 card?

A: It lies on a body within the bowels of the Alien ship.

Q: Where's the Access 9 card?

A: It's on the Predator ship. It located on the northwest side of the ship.

Q: Where's the Access 10 card?

A: It's on the Alien ship guarded by their queen and surrounded by eggs (you'll love it). Bring a smartgun.

Q: Where's the escape pod?

A: It's on level 5. It's southwest from the eastern elevator. You can only use it after you've finished your job.

Q: Where's the Predator ship?

A: It's docked at the north end of level 1. You'll need at least Access card 6 to gain entry.

Q: Where's the Alien ship?

A: It's down on Level 5. It's at the north end and you'll need to use the west elevator from level 4. You can't get in the airlock unless you have at least Access card 6.

WARNING!!! The following gives detailed info on getting through the marine portion of the game. IF you want to figure it out yourself, don't read it.

Marine Strategy

You begin inside your cell in the brig. Leave the cell (you'll pick up the shotgun). You'll find another body in the brig. Grab some more shotgun ammo from him. Leave the brig via the glass doors that are across from the

room with the 2 hexagon shaped doors. Turn left and go down the hall. Grab Access card one off the body. You should see the elevator. Take it down to level 5. Go to the right, then go left and left again. Open the door on your right. Get the motion tracker off the body.

Go back up to level 3 and go into the canteen. Kill the aliens and grab the food and medkits(if needed) and the pulse rifle and shotgun ammo. Go back by the elevator and go south down the corridor. You'll find the petty officer's area. Head to the west until you can go south again. Keep going until you find the duct that's in the southeast corner of the level.

Enter duct 3B. Go south, then keep going west til you hit the western edge of the level, go north, go east, then south, then west. Enter the duct to the officer's area on level 2. Search til you find the body with the Access 3 card on it. Reenter the duct and backtrack til you're back south of the petty officer's area. Go to the elevator.

Go down to level 4. Go south. You'll find yourself in a 4 way junction. Go south again and then go through the dark green door to the west. Get the pulse rifle off the body. Go back to the junction and go east. Take the turn on your right and keep following the hallway to the west. You'll go through a door which leads into a room which has the entry to duct 4C. Enter 4C(I'll let you navigate for yourself here, the only other duct in the level leads to the med lab). Enter the med lab and look for the room with a body lying in it. Grab the access 6 card off him.

Well, I'm out of room this issue, so you're on your own. The AvP finale will be in next issue.

General Tips

1. Back up after opening a door. You'll get an extra second or two to react if the place is swarming with soldiers. Plus, you can pick them off as they come through the doorway.
2. If you do enter a room, don't go all the way through the doorway. If you go too far, the door can close behind you and you'll have lost your escape route.
3. Move slowly. Sometimes you can see soldiers standing around a corner but since they haven't seen you yet, they can't fight back. Blast them where they stand. Easy pickings.
4. Some of the soldiers will start moving if they hear your weapon's fire. Use this to your advantage. After you open a door, fire a round into the room. If you hear the soldiers voices, back up and wait for them to come to you. Pick them off as they come through the door.
5. The pistol is more useful than the knife(but not by much). Finding a better gun(Machine or gatlign) should be a priority. You can always retrieve a machine gun from the body of the SS soldiers(the blue guys). Keep your eye out for them but be careful. It takes a number of pistol shots to nail them. Meanwhile they're letting loose with a spray of machine gun fire on you. Kill'em quick.
6. Secret doors can be anywhere but many can be found behind the Hitler paintings or the tapestries(This is a castle isn't it? There are tapestries ?) You can also look around on the map for wide open areas and check the walls

surrounding it. There's no need to waste time checking walls that connect to rooms you've already been in.

7. If you're only hurt a little, don't waste the food or first-aid kits. Save them til you really need them.
8. Don't stand still while shooting. An unmoving target is a sitting duck(just ask the guys from general tip number 3.. It's tougher for the soldiers to hit you while you're backing away from them.
9. Save your rockets for the bosses(you'll need them). The only exception would be if you can get a group of nazis lined up in a conga line. One rocket will nail them all.
10. The guard dogs are quick and vicious. If you hear a bark, keep your eyes open and finish them ASAP. Those bites can really mess you up.
11. If you're playing a lower difficulty level, keep on the lookout for treasure. This is just like first aid and can fix you up. Also, be on the lookout for the face icons. Big health.
12. Bosses: Boss levels always have a hidden room with a gatling gun. If your firepower isn't good, you'll need to find it. DON'T go toe to toe with a boss. Don't let them corner you or you're toast. Always have somewhere you can fall back to and be sure to have plenty of ammo when you face them. Don't get complacent after you nail them, sometimes there's a couple extra soldiers just waiting to ambush a bruised and battered hero.

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