



Jag Hardware UPs(CD and others)and DOWNS(VR?)

We had to wait quite a while but finally our waiting has paid off. Several long awaited Jag hardware devices are now available.

Before we get to the good stuff, I've got to cover some not-so-good stuff. The Jag VR's future has become rather cloudy. The deal between Atari and Virtuality has hit the skids. Virtuality finished their work on the unti but Atari wasn't happy with either the quality of the imaging or the price. Things are currently up in the air regarding the Jag VR so stay tuned for future developments(that \$300 price tag was always something of a turnoff to me).

Pro-Controller: The 6 button Jag joystick goes for \$30 and initial word from people I've talked to is that it's quite good. People who thought the Jag 3 buttons were kind of chubby will be pleased to know that the new controller is far more trim.

Jag-Link: If you've been wanting to deathmatch in Doom and a couple of CatBoxes were out of your price range(however if you plan to hook up more than 2 Jags together in the future for multi-player games like BattleSphere, you're probably better off saving up for those catboxes)the Jag-Link will fulfill your 2 player needs for \$30.

That's about it....

Oh wait a minute. There's also some CD attachment thing too.

JAG CD!!!!!!!

When I heard on-line that the CD was actually shipping, I started calling my usual sources. Unfortunately, they either didn't have them or they had a waiting list from hell(25 people). Finally, I checked with an Electronic Boutique in the suburbs. They got 4 or 5 units in but they had 4 or 5 people on their waiting list. The clerk told me that they'd become available the next day if the waiting list people didn't come in and get them. I crossed my fingers and headed out there the next morning. I didn't see any on the shelves but I could spot 2 of them sitting in the

back room. I checked with the clerk and sure enough, some people didn't come in to get them. I plunked down my cash and became the proud owner of the **COMPACT DIGITAL MEDIA PLAYER** which I had hungered for so long for.(Okay, so it's not as interesting as my month-long adventure in getting my Jag back in 93 but I'm much happier in finding one so quickly).

The CD looks right at home plugged in atop the good ole Jaguar (Why wouldn't it? They were meant to be together.) You do have to make sure to firmly plug it into the Jag so the clip on the front of the CD hooks into that little hole on the Jag.

First thing you'll notice when you use a cartridge game on your new Jag/Jag CD combo, is that at boot-up you no longer get the tumbling letters/"have you played Atari today?" sequence. Instead, you get a random VLM effect.

Speaking of VLM, be prepared to go through every music CD you own. You have this uncontrolled urge, "Hmm, I wonder what this one will look like?". The bulk of my CDs consist of soundtracks (my Star Wars Anthology set has received a real workout with VLM). My favorite effect is bank number 6-5.

Along with VLM, the Jag CD comes with a number of goodies...

Tempest 2000 Soundtrack: If you never got around to ordering the soundtrack, it's a great freebie. Personally, techno isn't my thing. While it really gets me going when I'm playing Tempest 2000 the game, listening to it without the game feels like something is missing. For an experiment, I popped the CD into my new multimedia PC, started it playing, and started up Microsoft Arcade(the collection of classic Atari arcade games). Their version of Tempest has never really done much for me before. With the addition of the T2000 music, I really started to

get into it.

Myst Demo: What they give you to play with here is pretty limited but it gives you a pretty good idea of what Myst is all about. It isn't my kind of adventure game but the Jag version's graphics look fantastic.

Blue Lightning: This has been picked on by some magazines and some gamers but I enjoyed it a great deal. The music fits the game like a glove, the addition of multiple planes and a ton of missions enhances the classic gameplay and it plays a lot better than I thought it would. If you like a good "blow everything up that moves" game, you'll probably dig BL.

Vid-Grid: A real surprise. The game that many people made fun of (even I had my doubts as to how much fun moving around pieces of a music video could be) turns out to be a heck of a lot of fun. Some people have criticized the sound quality(there's a noticeable distortion to the sound but it's far from horrible) but when you take into account how much video and audio they had to squeeze onto the disc(around 50 minutes) it's understandable.

For \$150, the Jag CD is quite a nifty piece of gameplaying technology.

Not long after the Jag CD came out, Atari released the Memory Track cartridge. This 128k ram cart allows you to save your games, game settings, etc. Like a lot of other Atari peripherals, it's price is \$30. It really is a must buy unless you plan to get through games in one sitting.

The big question whenever any piece of Atari hardware is released... what about the software? Thankfully, games have already started to flow for the Jag CD.

Hover Strike:Unconquered Lands: Some people loved the cart game, while others

THE EDITOR'S DESK BY CLINTON SMITH

First off, I want to apologize for the lateness of the issue(it's the curse of Atari or something). Second, some of you didn't end up getting issue 20 when it came out(my database went bye-bye just before that issue came out and I had a heck of a time getting all my addresses back). It primarily affected people who's subscriptions were up with that issue. As a result, you're now getting that issue and an extra issue for free tacked on to the end of your subscription. I hope you come back.

THE BIG BOYS

Well, Sony has finally joined Sega in the high-end market. They've saturated the airwaves, drawn heavy third party support and are the darlings of the game mags. On the upside, Atari has had a steady stream of new games(and many of them have been quite good). Despite all the hype about the new systems, I haven't even been remotely tempted. The new systems are pretty powerful but it seems that the game companies are preoccupied with driving games and 3-d fighters. Very pretty...little depth, seems to be the keywords lately. Actually, I decided to go with the 3rd high-end standard that has emerged... a brand new multimedia PC.

The Jag had a lot to do with my choice. Much as my experience with the Lynx got me interested in 16-bit gaming with the SNES and Genesis, the Jag's conversions of computer hits like Wolf 3-D, Doom, Syndicate, and Theme Park showed me that modern PCs have some pretty good stuff for gamers.

As much as I love my Mega ST2, it was getting a little long in the tooth(I bought it back in 89). My PC cost a pretty penny(around 2 grand!) but you get a lot more bang for your buck these days. A Pentium 100mhz processor, quad speed CD-Rom, 1.2 gigabyte hard drive, 14,400 fax/modem, 9 megs of ram, and quite a bit of bundled software all add up to a pretty snazzy computing experience. Plus, something like a sound digitizer (which was usually a pricey add-on years ago)is standard equipment now.

Getting the hang of Windows(initially 3.1 but now 95) wasn't too bad since I had more than my fair share of experience with a graphic interface back on the ST. Word processing and telecommunications programs worked like my old friends. My easiest transition was with desktop publishing. I picked up a copy of Timeworks Publish-it Lite for only \$13 at a Kay-Bee Toys store. Guess what? It's an exact clone of Timeworks Publisher ST and I was even able to load my old issues of APE. I didn't have to learn anything new and I get the pluses of no disk swapping and a big ol' hard drive.

While productivity is a big part of it, I'd be lying if I said that gaming wasn't on my mind. There is a ton

of great bargain software out there. You can usually find titles that came out a year or 2 ago for \$15 to \$20. You can also find compilations of great titles...for example Lucasarts has a pack with 3 of their hit graphic adventures (Sam and Max, Indy Jones and the Fate of Atlantis, Day of the Tentacle), a Star Wars screensaver, and playable demos of Rebel Assault and some of their latest games for only \$30. Even better, new titles can usually be found on sale for \$35 to \$50 and most companies are doing PC versions along with the Playstation and Saturn versions of their games. The initial PC price can sting but the software savings certainly ease the pain.

I still play my Jag regularly(especially with my new Jag CD) but my PC gives me access to genres such as graphic adventures and flight sims that generally get ignored by the console market(BTW you don't know how good flight sims can be until you've flown them with a Thrustmaster stick(I picked up a clearance one at Radio Shack for only \$20).

TRIB GAME ROUNDUP

Every year on the day after Thanksgiving, the Chicago Tribune's entertainment section has a roundup a games. In past years, the focus was always on board games with a little interest shown in video games. It's a different time now and this year board games take a back seat to video and computer games. The good thing is that the Jag actually got fair treatment this year(unlike most of the crap in game mags). The best surprise was right on their Top 10 best games list. Hover Strike:Unconquered Lands on the Jag CD!!!! They praised it for it's graphics and fun gameplay.

JAG PROMOTIONS

If you're wondering what Atari is doing to promote the Jag for the holidays...

Companies like Sega and Apple have done them and now you can add Atari to the list of companies utilizing infomercials. Atari's half-hour spot focuses on the many games in the Jag library including several of the new upcoming titles. The Jag infomercial has already been spotted on Comedy Central. Keep an eye out for it.

The Jag is getting some much needed retail exposure via Radio Shack. You can't buy it at the store but you can order it from them and it'll be sent to your home. The good thing is that their recent sales circular has the Jag offer in it. Even better is the offer itself. A Jaguar, 2 joypads, a video cable, and 2 carts(Cybermorph

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

APE

2104 NORTH KOSTNER

CHICAGO, IL 60639

Or contact me via Genie, my mail address is C.SMITH89

I can also be reached via INTERNET at

c.smith89@genie.geis.com

and Iron Soldier) for \$200.

Next Issue: Look for it in early February. Ordinarily I'd promise to have Winter CES coverage but I'm not all that sure that there even IS a Winter CES anymore. Also, I don't know if Atari would even be there (most game companies have passed over CES in favor of E3 in May). On the game side, I'm leaning towards Battlemorph, Missile Command 3D, Attack of the Mutant Penguins, and Primal Rage(I'm also keeping my eyes out for Rayman or Power Drive Rally at a decent price).

See you then gang.

JEFF'S ATARI OUTPOST

P.O. BOX 771244

LAKESWOOD, OH 44107

2600 5200 7800

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JAGUAR

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didn't. The CD sequel improves on the original with: an improved 3-d engine, better controls, a slightly faster frame rate, better textures, improved sound effects, 10 new extra levels, cool cd music and fmv story sequences, and texture mapping in the night levels. I haven't played this one myself, but I've been hearing good things about the improvements.

Highlander 1: This Alone-In-The-Dark-ish style adventure features some stunning rendered graphics and full-screen FMV sequences from the animated series. I have played this one(tips and a walkthru elsewhere in this issue) and I give it a big thumbs up.

Coming Up...

4 more Jag CD titles are currently in production and should be hitting the shelves in the coming weeks.

Dragon's Lair: The classic animated laserdisc arcade game.

Myst: The PC adventure phenomenon.

Primal Rage: The hit dinosaur fighting game.

JAG CARTS

If you're more interested in the cart side of things, no doubt you've been very pleased with the numerous releases(many of which were from 3rd parties)that have popped up in the last few months since last issue. You'll also be happy to know that several more are in production and will be hitting the shelves in the coming weeks.

Released

Flashback: US Gold's classic platform adventure game with stunning rotoscoped animation.

Flip Out: A whacky puzzle game starring claymation characters.

Rayman: THE Jag platform game was worth the wait according to Jag fans.

Ultra Vortek: What Rayman is to Jag platforming, UV is to Jag fighting. Solid gameplay, cool graphics and sounds, and a big hit at EGM Super Tour.

Power Drive Rally: Time Warner Interactive's overhead driving game.

Pitfall: Activision brings the sequel to their 2600 classic over to Atari's latest console. A solid platformer according to fans.

Ruiner: This video pinball title has just hit the shelves.

Coming Soon

Fever Pitch: If Sensible Soccer didn't float your

boat, perhaps this european soccer game(with a 16-bit FIFA-like view of the field)which is more arcade like will be to your liking.

I-War: This thing has gone through so many name changes(it's last was NetWar). We'll finally get to see the actual game soon. It's being described as a polygon, cybermorph-ish title.

SuperCross 3-d: An offroad motorcycle racing game.

AtariKarts: A Super-Mario Kart type of racing game with cute, colorful graphics.

Missile Command 3-d: We aren't getting VR but we are getting this cool update to the classic arcade game.

Attack of the Mutant Penguins: An extremely cute lemmings-esque type of game. Aliens decide to invade Earth. They monitor our TV to get an idea as to how they can disguise themselves. The mistakenly monitor a nature program and disguise themselves as penguins. After they're disguised, they see other programs with people in various jobs such as cops, etc. They combine the concepts and end up as penguins dressed in various outfits. It's up to you to stop them from taking over the planet. Real penguins will also help you out(they don't appreciate the alien's deception).

NBA JAM Tournamnet Edition: Get those Jag multi-taps ready. The premier 4 player arcade basketball game is on the way.

NEW LYNX GAMES

Some people seem to think that the Lynx is dead. Actually, it's far from it.

Venture stores have started to get some of them in for the holidays again and Electronics Boutique also carries them. Probably the best sign of life is the fact that 2 new Lynx games are shipping from Atari. The long awaited Battlezone 2000 and Super Asteroids/Missile Command. They're \$40 each and you can order them from Atari or mail order places like Toad Computers. You could also ask your local dealer to order them for you. Hopefully, if enough of them are sold, Atari will consider releasing some other Lynx titles.

The most interesting thing is that there are still several people out there with Lynx development systems and they're STILL working on Lynx titles. If any of these underground Lynx titles become available, I'll pass on the info to you.

ATARI ON THE WEB

I remember a few years ago, one of my readers mentioned that he could be reached via the Internet. Back then, my response was ...what the heck is the Internet? When the Genie on-line service ran a survey 2 years ago asking if it's subscribers thought that Internet access would be something they would be interested in, I replied yes(despite the fact that I really didn't know what they were talking about). I figured, it must be something interesting if they were going to the trouble of having a survey about it.

Here we are in 1995, and everywhere you look, people are talking about the Internet. The commercials for Disney's new holiday movie, "Toy Story", includes a world wide web address. Computer and video game companies have especially embraced the information super highway. Not suprisingly, Atari has joined in and now have their own Web site called JagWire. The site features info about ordering Atari products(Lynx and Jaguar stuff), press releases, sneek peeks at upcoming games, and lots of other stuff.

The address of Atari's new web page is <http://www.atari.com>.

While we're on the subject of Atari web sites, you should also check out the Jaguar Home Page which is run by Christian Svensson. It's crammed with lots of interesting news and info about the Jag.

The address of the Jag home page is <http://www.bucknell.edu/~svensson>

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The BUZZ

It was hoped that Defender 2000 would be ready for Christmas but now it looks like a January 96 release. Sadly there is a good reason for the delay. Jeff Minter's father recently passed away and he had to go back to England for awhile. Our heartfelt sympathy goes out to Jeff on his loss.

Work is progressing nicely on Iron Soldier 2 (due in January). You can look forward to texture mapped ground, more detailed buildings, new weapons (homing missiles, 75mm machine gun, shotgun, and mortars) and new enemies (transport planes that drop enemy vehicles to the ground, cruise missiles, 2 legged walkers, and others).

Recent Atari release lists have left off the Virgin CD titles, Creature Shock and Demolition Man. The reason for the omissions is because the developers missed several completion milestones so Atari has temporarily written the titles off. BUT the titles are still being worked on so there's still a good chance you'll see them in the future.

Fight For Life is currently on indefinite hold but work is still being done on it. A screenshot of the latest work was recently put up on-line and it's looking killer (some great work on the textures (it looks comparable to Tekken)).

Viacom's heavily advertised puzzle game, Zoop, is appearing on almost every game system (and for once that actually includes the Jag).

Have you been waiting for a role playing game for your Jag? Due out early next year is a port of the Falcon RPG, Towers 2.

ATARI SECRETS

SUPER BURNOUT

Turbo Code

At the title screen enter the code 1,9,6,7,2 Your bike needs to be set on automatic. When your bike hits 175 mph, press the button that is set for nothing (the default setting is C). Your bike will kick into overdrive (mind you, you won't be able to take most tracks at such a high speed). The game won't save any new records set while the turbo code is active.

ULTRA VORTEX

Like most other fighting games, this excellent beat'em up has several secrets.

Voice Modem

There's no sign of the hardware but the secret code to use it can be activated by entering 9,1,1 at the title screen (the big eyeball screen).

Turbo Code

Would you like to turn the game into Ultra Vortex Turbo? At the title screen hold down the 1,5, and 9 buttons. A new speed option will appear on the options screen.

Hidden Character

You can get to the hidden character by playing on "Killer" or higher difficulty. On the subway level, you have to win a double flawless victory (your opponent can't hit you during the match) in the part of the screen that says "No fighting this area only". You'll get to face a grok-like guy named Carbon.

Secret Stages

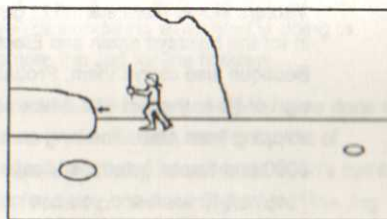
In 2 player vs. mode at the stage select screen, press # to fight on the hidden palace stage or * to fight at the subway passage.

HIGHLANDER

Usually the secrets I pass on to you were found by someone else. I'm happy to say that I found this particularly neat item all by myself.

Pick up the pretty little purple flower in the canyon (you'll need it for part of the secret). The entrance to a secret room can be found in the part of the canyon where you're attacked by the snipers.

As you just get past the snipers, you'll be on a screen with some food and a bottle of elixir on the ground (it's just after the slightly overhead screen where only the guard's feet are visible). Go off the left side of the screen, between the 2 rocks. (If you're not sure of what I'm talking about, I've provided an illustration.)



You'll find yourself in a passageway with the sound of chickens (?). Keep walking and you'll find yourself in a strange room with many portraits on the walls. Walk closer to the walls to get a closeup look at the people who worked on Highlander. There are 3 vases in the room. 2 have flowers in them. Use the flower on the empty vase.

A rubber chicken appears which you can pick up. Use it and you'll find yourself wielding it as a

weapon. You get a cartoony boing sound when you use it. It can take out an opponent much quicker than with the sword. My favorite chicken move is done by running and pressing the C button. Quentin does a spinning backslap with the chicken.

The flower also activates the transportation column in the middle of the room. Walk into one of the portals, to instantly teleport into another area in the game.

VID GRID

General Tips

1. Get difficult videos (like Spoonman) out of the way early on in the level.
2. "Right Now" is especially handy for flipped puzzles due to its heavy use of on-screen words.
3. It's a lot easier to deal with a video if it has a good useable first shot (something recognizable like a human figure or something you can recognize).

Video Tips

Cryin (5:40): They tend to linger on shots (giving you more time to piece images together).

Enter Sandman (5:30): This can be a rather nasty one because of its quick editing (things don't stay on-screen very long) and it's freaky imagery.

No More Tears (7:20): The video's extended length is a big plus and since it's letterboxed, it's pretty easy to figure out what pieces go at the bottom and which go on the top leaving you just the middle to tangle with. They also have a great opening shot (a sofa shaped like lips).

November Rain (9:15): This puppy wins the time length award but its quick editing can make things difficult. The opening shot can help with the words "November Rain" at the lower left of the screen.

Give it Away (4:30): Really fast editing but they have plenty of face closeups which should help you. A good opening shot of a human figure (take advantage of it).

Are You Experienced (4:30): Fast editing and 60's flashback effects can make you nuts on this one. They do occasionally split the screen with a graphic effect (use it to arrange the middle of the screen).

Right Now(4:15): It's a little on the short side but they have a lot of onscreen text you can use to put the images together. They also use a lot of lingering shots.

Spoonman(4:30): This one will have you pulling your hair out. Rapid editing and wierd images. It's always in motion.

SledgeHammer(4:30): Lots of Peter Gabriel face shots are a big help. Right off the bat they have an extended closeup of Peter's face. One of the easier to deal with videos.

Bonus:Smells Like Teen Spirit(4:30): Another tough one. Murky images and things move around a lot. They do have some close-ups of Kurt Cobain to help out but just barely.

2nd Annual Jag Buyer's Guide

The items in this buyer's guide should all be available by Christmas (or not long after).

Systems:

Jaguar 64-Bit Interactive Multimedia

System(\$149.99): A 64-bit game system that comes with a controller and an RF cable. (You can also find the Jag in special package deals from some retailers)

Accessories:

Jaguar CD-Rom(\$149.99): A double-speed CD-Rom lets you 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 also includes Blue Lightning, Vid-Grid, and a demo of Myst.

Memory Track Cartridge(\$29.99): A memory storage cart(save games) for use with the Jaguar CD.

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

Jaguar ProController(\$29.99): A controller with 6 buttons(leaning towards fighting games).

Team Tap(\$29.99): A 4 player controller adaptor(also packed in with White Men Can't Jump).

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.

JagLink(\$29.99): An adapter that let's you connect 2

Jag systems together to play multi-player games.

Catbox by ICD(\$69.95): A device that provides all the various audio and video outputs plus headphone jacks and DSP and RS-232 ports plus built-in Jag Network support and headphone jack volume control.

Games:

Arcade Games

Dragon's Lair(CD): Animated arcade classic starring Dirk the Daring.

Missile Command 3D: An updated version the coin-op classic with a new 3-d virtual mode.

NBA Jam Tournament Edition: The hit basketball coin-op.(4 players) Pinball Fantasies: A collection of 4 pinball games.

Primal Rage: Arcade beat'em up with dinosaurs.(2 players)

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

Ruiner: 2 videogame style pinball games.

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

Strategy/Thinking

Attack of the Mutant Penguins: A Lemmings-ish puzzle game featuring aliens disguised as arctic birds.

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.

FlipOut: Puzzle game with claymation characters.

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).

Vid-Grid: Try to put together a moving puzzle starring some of your favorite musicians.

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 7 of history's greatest warriors to prepare you for your fight with the evil Lord Gyaku. (2 players)

Ultra Vortek: Mortal Kombat-esque fighting action.(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

Atari Karts: Cartoony driving game.

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)

HoverStrike: A first person hovertank simulator.(2 players)

HoverStrike(Unconquered Lands(CD)):An enhanced version of the cart game with better graphics, sound, controls, FMV, and more levels. (2 players)

Iron Soldier: You control a huge battle robot. Smash the Iron Fist corporation in 3-d realtime combat.

I-War: 3-d polygon action game.

Pitfall(The Mayan Adventure): Activision's 2600 hit gets an update for the 90's.

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

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)

ULTRA VORTEK

Checked 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)

Fever Pitch: Soccer action.(2 players)

Power Drive Rally: An overhead racing game.

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

Super Burnout: Motorcycle racing action.(2 players)

SuperCross 3-D: Dirt bike racing action.

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.

White Men Can't Jump: Street Basketball(Up to 4 players)

Adventure

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

Flashback: Aliens have kidnapped you and taken you to another planet and erased your mind. Try to regain your memory and stop their plans for world domination.

Highlander(CD): A 3-d Alone in the Dark-style adventure based on the popular cartoon series.

Myst(CD): The big computer adventure hit.

ULTRA VORTEK

General Tips

1. Many of the levels have their own built-in fatalities. When annihilation time comes, do an uppercut on your opponent. On some of the levels, they'll have plenty of time to think about your victory.

2. The guardian of the Vortek is nasty(especially if you try to go toe to toe with him). He's most deadly when you're on the ground in front of him. Low attacks are also ineffective since he's a couple feet off the ground. Use your aerial attacks. If your character doesn't have a particularly good one, you'll have to make do with a steady series of jump kicks.

Fighters:

Lucius: He's one of the better warriors. His Hawk attacks are particularly effective at catching opponents off guard. His ace in the hole is his spinning back kick. It packs a wallop and you can pull it out at a moment's notice when someone gets in

your face.

Dreadloc: His staff is his main advantage. It gives him a slightly better reach than opponents. The speed slice is also a solid move.

Buzzsaw: Right up there with Lucius in the effectiveness department. The pain machine and the gut spear uppercut make for a brutal 1-2 punch that can really mess up the opposition. Don't be afraid to whip a few saw blades while you're at it. Mix up the opposition with low and high throws.

Skullcrusher: For a freaky robot, SC is one agile son of a gun. His choke & thump and grim drive of death are 2 major nasty moves. The stride and slide is also good for a quick attack. The particle beam makes for an excellent distance attack.

Volcana: The mistress of fire has a lethal series of hot moves. The fireroll makes her devastating from the air while the flying firediver and firewall give her the edge on the ground. Her most devastating move though is the fireport uppercut. Your opponent thinks you're simply teleporting but instead you pop up out of the ground and uppercut them.

Grok: He doesn't have very many moves but he makes up for it in pure strength. Everything in his arsenal(the bouldermorph, groundpounder, air boulderbounce, and tenderizer) can do a number on the opposition.

Mercury: Mercury's strengths lie in defensiveness. Unfortunately they can also be a little awkward to activate. The big gooey pounder is his main offensive strength.

They give many of the character moves in the manual but they leave some with question marks next to them. Allow me to fill in the blanks for you.

To make this as easy to understand as possible, I'm using the following number to correspond to joypad directions. Use X if you're on the left and your opponent is on the right. Use Y if you're on the right and the opponent is on the left.

X	1	Y	1
	8		2
7		3	
	6		4
	5		5

Lucius

Spinning Back Kick: 7,B

High Hawk Attack: 1,5,A

Ground Spark Wave: 3,3,B

Annihilations:

(Close)3,3,8,A

1,7,7,A

Dreadloc

Angle Spear Dive: 1,5,5,A

Back Off Man!: 3,A

Annihilations:

(from a few steps away)3,3,3,C

Buzzsaw

Airgrab and Slam: (in the air) 5,A

Ricochet Blades: 1,5,C

Gut Grinder: (Close)7,A

Annihilations:

(3 steps away)5,3,A

(3 steps away)3,3,3,C

SkullCrusher

Charged Particle Blast: 7,3,C

Stride&Slide: 3,B

Knife Head Butt: (Close)7,3,A

Annihilations:

(3 steps away)3,3,7,C

Hold 7,3,C

Volcana

Fireroll: 1,3,C

Aerial Firebomb: 1,5,A

Fire Wall: Hold 7,3+B

Fireport Uppercut: Hold 5,1

Annihilations:

(Close)3,3,7,A

(3 steps away)5,3,C

Grok

Boulder Bounce(Air): 2,5,C

The Tenderizer: (Close)7,A

Annihilations: Hold 5+C

Mercury

Porcupine Spike Defense: 5,5, B+A

Annihilations:

(3 steps away)3,3,A

5,3,C

General Tips

1. If you haven't already picked up a Memory Track cart, do so.
2. Keep your eyes open. It can be easy to miss nooks and crannies that might contain useful items.
3. Keep your ears open as well. Many times you can hear a guard's footsteps before you see him. If you need to hear better, turn the music off.
4. Your inventory can get kind of bloated if you pick up and keep everything. Don't bother carrying guard's orders.
5. Sword fighting: A good part of your time is spent duking it out with Kortan's thugs. Here's some helpful advice...

- a. Taking on a guard from a view off in the distance can be a pain. If you get the chance, try to maneuver to a spot where you have a closer view of the action.
- b. In most cases it's better to let an attacker come running to you.
- c. Taking on 2 guys at once is one of the toughest spots you can find yourself in. You don't want to get caught in the middle. You want to put yourself in a spot so they'll both be coming at you from the front so you can skewer them both at the same time.
- d. Quentin has a variety of offensive and defensive moves at his disposal but he has one particularly effective move that enemies can't defend against. A series of sword jabs can easily dispatch foes. Walk toward your opponent while pressing button C. Press the button again and again to keep sticking him. There's no effective way for them to block this move(giving you the upperhand).

Highlander Q/A

The Village

1. The 2 guards roaming the village weren't too tough but those guys in 2 of the huts seem unbeatable?

You can't deal with them too well with just your feet and fists. You'll need to wait until you have a better weapon.

2. Where's my sword?

It's not in the village. You'll have to leave to find your weapon.

3. How do I open the locked chest in the hut?

There's no key. You'll need something to break open the chest with. The tool you require will be found later on in the game(hint:there's a lot of sand and rocks around).

4. I went out the front gate and got jumped by two guards(or you made it past them only to be blown away by the tank). Help?

Going out the front gate is a BIG no-no. You'll need another way out of the village.

5. There's a rear gate to the village but it's not open. What do I do?

That sucker's locked. You need something to open it. You need something sturdy. Maybe there's something in the village you could use.

Outside the Village

1. I'm out now. Where should I go?

If you go to the right, you'll find several guards(but at least the tank is gone). To the left, is a geographical landmark which looks important. Where do you think you should go first?

The Canyons

1. There's a board missing in the staircase over the quicksand. How do I get across?

There's 2 ways to get across. You can do a running jump(it's do-able but your timing has to be good).

There's also something back near the village you can use.

2. I've gone up the long straight staircase and I've found an enemy pillbox. There's some kind of bridge next to it but it's up. How do I get it to come down?

You'll need to put something in that hole. What you need can be found in the areas reachable by the quicksand staircase.

3. How do I get past that #@\$%\$ TANK? It keeps killing me.

As far as I know, you can't kill the tank or get past it. You need to take a different path through the canyons(P.S. the path you'll take will also have you being shot at but it's survivable).

4. How do I kill those 2 guards sniping at me from the rocks?

There might be some way to shoot them...but I haven't found it. Run through as fast as you can and hope you don't get hit too often.

5. I found the controls to the gate. Where can I find the proper settings?

The proper settings can be found at 3 separate locations in the canyon area. If you think back, you'll realize there aren't many places with

computer screens in the canyons. Once you have the correct settings, push down on your joypad(your onscreen hand will go off the screen) and then press your button to activate the lock.

Favellas

1. It's another broken bridge(this time with 2 gaps). What do I do?

There's no shortcut this time. You'll have to jump those gaps.

Sewers

1. I try to jump through the crusher but I can't do it.

Getting through the crusher isn't a matter of joypad prowess. You need to use an object to get through. Remember what was said about getting through the crusher. It's a matter of TIMING.

2. There's 2 large doors at the ends of the sewer. How do I get them open?

You'll need to use keys(I know...big shock for an adventure game). Since those 2 doors are shut, there's only 1 way you can go. The 2 keys can be found on guards who are in the same room.

3. I went the only way I could go. I found a door in the area. Where's the key I need for it?

It's in a secure place in one of the other sewer areas. You can get to it once you've opened the big sewer doors.

4. I made it into the other areas of the sewer. I found this guard training room(complete with a gun-toting guard). Is there anything I need here or can I just skip it?

There is a VERY IMPORTANT object in that guard's possession. The best way to deal with him is to get into a hiding place, wait for him to come after you and then shoot him with a gas gun.

5. I found a door in one of the other areas. Where's it's key?

It doesn't have one. Look at the door. There's a little door so someone could look out and see who wants to come in. You're going to have to use an object while you're standing next to the door. I doubt that they'd let the Highlander come in.

6. I took care of the guards in the security room. How do I get out?

Look around. Things are definitely looking UP. Your auxiliary exit does have something blocking it. You should have a handy tool in your inventory that should do the trick.

The Inner Core

1. How do I deal with those gun guards up in the perches?

You can nail the first 2. You have to get right next to the bottom of the perch and use your gas gun. I didn't have similar success with the 3rd sniper. Just run past him to get to your goal.

2. ARGHHH. It's another one of those locks. Where are its settings?

Yet again, the settings can be found at 3 separate spots in the inner core. You'll know them when you see them.

3. I've reached the cell, how do I open it?

It's key time. You should've acquired it back in the sewers.

NEXT ISSUE: A detailed walkthrough

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BLUE LIGHTNING

1. As you score points you gain access to several different kinds of aircraft. The plane of choice for aerial missions is the F-14. Air to ground missions require the A-10 Warthog. It's slow but it can take a greater number of hits and its guns can cut through targets like a hot knife through a stick of butter.

2. It's imperative that you successfully complete missions with decent ratings(don't let planes you're escorting get shot down and don't miss targets you're supposed to bomb). If you screw up too many missions you don't get a shot at the big finale.

3. If your plane is severely damaged(and smoking up a storm) and you're nearing the end of a mission, it's better to flight than fight. Kick in the afterburners, go high and avoid enemy shots.

4. If an enemy plane comes up behind you(they'll taunt you), use your afterburners and then slam on the airbrakes. You should end up behind him and let him have it in the tailpipe.

5. On a bombing mission, save your SLAMRs for your main target. Don't waste them on anything else.

6. Of the 2 kinds of bombs, I generally go with the Napalms. Wait for a long line of targets and then let'er go and watch the trail of fire take'em all down.

7. On city runs, follow the streets to avoid flying around willy-nilly and accidentally smacking into buildings.

WHITE MEN CAN'T JUMP 8

1. When picking your team, look for a good balance of power of skill. My personal fave is the Dunkin Demons. Wisp is very agile and has a killer 3 pointer and Titan is a big guy who can take it to the basket with ease.

2. Use your speed burst to get around opposing players and make a beeline for the basket.

3. To find player's hidden Super Dunk moves, simply try out the controller motions of other player's dunks.

4. The 3-d perspective can make passes a risky proposition. Make sure you've got a clear path.

5. This is rough and tumble street ball, so don't be afraid to punch out an opposing player(it's usually the only way you can keep them from scoring).

6. Always make sure that you've cleared the ball before you take your shot. Don't just go by your eyes. Give a quick glance at the "ball clear" indicator to make sure.

7. Be careful with your bets. Don't risk your whole bankroll on one game(if you lose, you're out). It is a good idea though(if you're good enough) to bet most of your cash. If you win, you can rapidly earn the \$5,000 you need to go for the title.

8. Choose your shots wisely. It may sound good to go for 3 pointers all the time but if you miss, the other side's points can be steadily rising 2 points at a time. Save your 3 point attempts for the right moments.

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