



## Jaguar Unleashed

The Jaguar finally made it into the eager hands of gamers, the week before Thanksgiving. The Jaguar is selling like hotcakes and is becoming a difficult item to get your hands on. Atari backed up the launch with TV ads in the New York and San Francisco areas and with 2 page ads in the major gaming magazines.

### I CAN SEE CLEARLY NOW...

As you would expect with any new item, the Jaguar did have a problem with it's first bunch of units (But what happened gives us a good indication of what to expect from Atari). Many early consumers reported that the picture produced by the Jaguar's RF hookup had a lot of interference. They were also upset that the Jaguar's switchbox had to be manually switched (unlike the auto-switchboxes that come with Nintendo and Sega systems). It turns out that the switchboxes that Atari had made for them had a defect that they weren't aware of. Many people did find that by using a Super NES RF cable and switchbox, the picture was terrific.

Fortunately, this is exactly what the test market phase is all about, to discover any possible problems and to fix them. And that's what Atari has done. They delayed shipping the next batch of Jaguars, so they could include a working AUTO-Switchbox. People with defective switchboxes can call Atari at 1-800-GOATARI(that's 1-800-462-8274) and they'll be sent the new one at no charge. But what if someone forked over the money to buy a Super NES cable you might ask? Well, in that case, Atari will give you the optional Composite cables or S-Video cables in exchange for the defective switchbox. Atari is to be commended for handling the situation so promptly and so well.

### WHAT YOU GET

You may be wondering what exactly comes with the Jaguar and what doesn't. For your \$250 you get:

The Jaguar Console

A power supply

Auto-Switchbox and RF Cable

1 controller

Cybermorph Game Cartridge

If you want to hook up the system via your VCR's video port and it's stereo sound you're going to have to buy the optional composite or S-Video interfaces which connect to the video output port.

It was really quite amazing. Just a few days after the system began selling, people were already posting the pin-outs on the video output port so people could rig up their own cables.

People are generally very pleased with the Jaguar's controller but some wished that it had a longer cord(it's 4 feet long). Fortunately, Atari used some standard 15 pin connectors and it's been discovered that a monitor cable for IBM PS/2 monitors can be used for a controller extension cord (adding 6 feet).

### ATARI SNAGS BIG STORES TO CARRY JAGUAR

When the Jaguar goes national at the end of January, you'll be able to find it at Sears and Montgomery Wards. The Blockbuster video chain will also have the Jaguar and it's games available for sale or rental.

### JAGUAR IN THE MEDIA

I previously reported how the Jag appeared on CBS This Morning. Since then, the Jaguar has really been making the rounds. It appeared on NBC's TODAY show and is slated to make an appearance on Good Morning America. The Jag was in USA TODAY and it even received a mention by Paul Harvey on radio. It has been mentioned in several mainstream magazines (usually along with the 3DO)but just got a page in Popular Mechanics all by itself. If you have

cable, be sure to check out the Next Step show on the Discovery Channel on Tuesday nights. An upcoming episode has a segment on the Jaguar. Be sure to pick up the next issue of Diehard GameFan, it has a ton of Jaguar stuff(Cybermorph is on the cover and their reviewers pick it as game of the month).

### JAGUAR THIRD PARTY UPDATE

Last issue I told you about the first 20 third party developers for the Jaguar. Well, add 15 more names to the list and I'm sure you'll be pleased.

**Accolade:** A large third party developer of video game and computer software.

Definate Jaguar titles: Bubby, Jack Nicklaus Golf, Brett Hull Hockey, Al Michaels Announces Hardball 3, and Charles Barkley Basketball.

**Activision:** The first 3rd party video game company.

Definate Jaguar title: Return to Zork(CD)

**ID Software:** Computer developer who made their big splash with Wolfenstein 3-D. Their latest title, Doom, is a first person game ala Wolfenstein, and features far superior graphics. They are programming a Jaguar version of Doom to be released through Atari.

**Microprose Ltd and Microprose US:** Both the European and American branches of this computer simulation giant have signed on to do Jaguar titles. Several games are in development but the only definate one we have is 3-D Gunship 2000, a version of their popular helicopter simulation.

**Phalanx Software:?**

**Gremlin Graphics:** A popular European firm who has done several popular polygon based driving games and also did the Lynx game,

**STALKING THE BIG CAT  
(UNSUCCESSFULLY)**

The Jaguar has finally made it's long awaited appearance and it's an elusive beast. It's selling extremely well and waiting lists are long in the test markets. Being the Atari and gaming fanatic that I am, I'm really hoping to snag one of these beauties before Christmas...GOOD LUCK. Chicago isn't even close to the test markets so my quest has been fraught with pitfalls.

I had been calling the downtown Babbages for several weeks (just in case) and I was always told, "We'll have them next Spring.". I called the week before Thanksgiving and instead of the usual response, it was, "Our stores in New York and San Francisco will be getting them in Monday. If you want, we could try to get one from them?" JOY. RAPTURE. I left my name and number and eagerly awaited for them to get back to me with some info. After several days, I hadn't heard anything so I called them to get an update. This time I was told, "Well, we won't have one sent from another store unless you come in and pay at least half down on it." No problem, I had the cash and decided to make a personal call on the Friday after turkey day. The day arrived and I took a bus and an elevated train downtown(I don't have a car...this tidbit becomes important later). I walked in the store and told them that I had come in to make a downpayment on a Jaguar.

THEY weren't quite sure how to handle the procedure. They called around to some stores in New York and San Francisco but no luck. The kicker is I was told, "I really wish you would've called us earlier so we could've checked on this."

THUDDDD(sound of Clint's jaw dropping and hitting the counter). I explained that I HAD CALLED several times(keeping my cool though and maintaining a

nice tone of voice). They said they'd check on it and get back to me. HEAVY SIGH. The messages started to pop up on Genie from people who had gotten their Jags and they were very impressed. I heard of 2 places in New York who had plenty of units and accepted mail orders. I was about to violate tip number 1 from last issue's mail order guide but I was desperate. Problem is, I don't believe in credit cards and these places don't accept COD.

Then someone on Genie mentioned a really good Jaguar ad in the Captron catalog in EGM. HEY! There's a Captron store at a mall in the suburbs. I decided to take a chance. I didn't feel like forking over cash for the buses so I hauled out my mountain bike and rode 70 blocks to the mall (insane you say?...perhaps). I asked them about when they would get the Jag and was told they were getting them in a few days(the manager even thought they were getting some in the next day). I put my name on their waiting list(I was only 7th on the list). I eagerly called the next day and they said they were at the warehouse. I called the next day and got the news I dreaded. The chain had received 72 units and they have 65 stores. DEPRESSION.

I gave Babbages a last ditch call(I mean what did I have to lose except my dignity?). They had tried to call me but couldn't reach me. They had checked with their corporate offices and had got my name on a list. When more Jaguars do come in, one will be sent to the store with their regular shipment of stuff and they'll call me. I'm still waiting and I'm cautiously hopeful.

**APE ON TIME!**

Last issue, I said that I was going to try to have the next issue out in early December and what do you know? I'm on schedule, Atari's doing

**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**

stuff really well with the Jaguar, will wonders never cease? I must say, I'm very impressed with how Atari dealt with the switchbox situation. Things are really looking up.

**JAGUAR IN NEWSWEEK**

You can add one more mass-media appearance for the Jaguar. Newsweek had a 2 page article about video games and most of it was about Sega and Nintendo. Basically it talks about how Sega has been kicking Nintendo's butt recently and they make a point of how the gory Genesis version of Mortal Kombat outsold the sanitized SNES version 2 to 1. At the end of the article, it brings up how Sega and Nintendo had better watch out for competition from Atari's new far more powerful system the Jaguar.

**Next time...**

Next issue should be popping up at the end of January/ early February. Atari is going to be on the floor at the WINTER CES and I'm going to have someone there to fill me in and then I'll tell you. Hopefully, I'll also be able to give you my first hands on opinion of the Jaguar and APE's first Jaguar tips for Cybermorph, etc. I also hope to have some more Lynx game tips as well, so hang in there folks, it looks like 94 will be a wild ride!

Switchblade 2.

Definate Jaguar title :Zool 2(a cartoony action game)

**3D Games:?**

**21st Century Software:?**

**UBI SOFT Int and UBI SOFT Inc:** Just like Microprose, both branches have signed on. Several titles are in development.

Definate Jaguar title: Jimmy Connors Tennis

**Interplay:** Very popular video game and computer software developer. They are working on a CD title for Atari but nothing more definate at this time.

**Millenium Interactive:** A European developer.

**Brainstorm:?**

**Virgin:** Another very popular video game and computer software developer. No word on titles yet.

**THIRD PARTY RUMORS Etc.**

Atari was at the recent Comdex computer show(in IBM's booth) and attracted quite a few people. Many 3rd Party developers were showing interest. Even, now get this, Microsoft! That's right, the big kahuna of PC software is thinking of making a splash in the entertainment market and they like the Jaguar.

Argonaut Software is the company that

**IN THIS ISSUE**

Jaguar News	1-3
Editor's Desk	2
Lynx News	3
Lynx Secrets	3
Lynx Buyer's Guide	3-5
Dirty Larry Tips	5-6
Kung Food Tips	6-7
Lemmings Tips	7

developed the 16-bit computer 3-d classic Starglider and more recently had a big hit with StarFox for Nintendo. Their name is being tossed about as a possible Jaguar developer. Let's keep our fingers crossed.

In a recent issue of DieHard GameFan, there was an interview with a bigwig from Capcom(Street Fighter 2, Mega Man, etc.). When asked about the Jaguar, he didn't come across as very positive with statements that he didn't think Atari could pull it off and they wouldn't get any big third party support. Isn't it interesting that Capcom has requested a Jaguar development setup and they have a meeting in Japan lined up with Atari?

**THIRD PARTY EXTRAS**

Telegames is reportedly also going to be doing some kind of football title for the Jaguar.

Last issue we didn't have any info for 3rd party developer Rebellion software. It turns out this European firm is doing the programming on the Jaguar titles, Alien Vs. Predator and Checkered Flag 2.

Imagitec(who did the Lynx versions of Viking Child and Dinolympics) are responsible for Raiden and Evolution:Dino Dudes.

Handmade Software(Lynx:Power Factor, Awesome Golf, and Dracula) is doing the martial arts extravagnaza, Kasumi Ninja. It's slated to have 10 characters, and plenty of blood, gore, and fatality moves(a la Mortal Kombat). Look for this one to have a Mature Audiences Only warning on it.

Some magazines have wondered how playable Tempest 2000 will be with a joypad instead of it's 360 degree paddle controller from the arcade. We may not have to find out. Atari is reportedly thinking about packaging the game with the arcade controller included.

**LYNX NEWS**

At this point, some of you Lynx enthusiasts might be saying, "Is there any news about the Lynx?" Yes, there is.

**FREE NFL PROMOTION**

Anyone purchasing a Lynx system between now and Superbowl Sunday will be able to send in for a free(well almost) copy of NFL Football. Stores that carry the Lynx will have the mail-in form. It will cost \$3.50 shipping and handling. NFL isn't the most spectacular football game in the world but it's not that bad either(especially for only \$3.50).

**LYNX ADS**

The 2 page Jaguar ad in gaming magazines isn't alone. Atari also has a 2 page ad singing the praises of the Lynx while going after it's competitors Gameboy and GameGear. The "Lynx Kicks Their Buts" ads stress the advantages the Lynx has over it's underpowered opposition. Atari's also hitting the airwaves with new Lynx tv spots, starting first in New York and San Francisco.

**LYNX GAMES HEADING BACK TO TOYS R US**

If you've been concerned about Lynx games disappearing from your Toys R Us, don't fret. New Lynx titles will soon be back at the world's greatest toy stores shelves soon.

**THIRD PARTY RUMBLINGS**

Beyond Games is doing a Lynx title called Mechtiles which is supposedly a cross between Battletech and dinosaurs.

Telegames is rumored to be working on a Lynx version of Battletoads. With Tradewest now a Jaguar developer, this does sound feasible.

**LYNX SECRETS**

Still having a problem with Switchblade 2 (even with the tips from Issues 11-12)or do you just want to get an easy glimpse at that cool end of game face shot of Hiro. David Margala and Kale Swindell tipped me off to the following helper.

At the title screen, move your thumb around the joypad in a clockwise circular motion. If done correctly, the screen will flash and the cheat will be active.

Start the game, you are now invincible and have unlimited ammo. Pause the game and press button B to skip to the next section.

If you press up on the joypad after activating the cheat, the screen will flash again and you'll have unlimited money along with everything else.

**The 3rd Annual Lynx Buyer's Guide**

**Systems:**

**Lynx Base Unit:** The basic Lynx system that comes with no accesories.

**Lynx Deluxe Package:** A Lynx system with batteries, Comlynx cable, and California Games card.

**Accessories:**

**System Carrying case:** A full size carrying case for your Lynx, games, and accesories.

**Carrying Pouch:** A smaller pouch that can handle the Lynx, several game cards, and a Comlynx cable.

**ComLynx cable:** A cable that lets you hook up multiple Lynx systems to play games with your friends.

**AC Adaptor:** A power source for when you don't need to be portable.

**Auto Cigarette Lighter Adaptor:** An adaptor for use on the road. Two power outputs let you run 2 Lynx systems at once.

**Screen Shield/Sun Visor:** Protect your screen and use your Lynx without the sunlight bugging you.

**Battery Pack:** Run your Lynx for 25 to 30 hours off of 6 D batteries. Perfect for extended portable play.

**GAMES**

**Arcade Conversions**

**APB:** Drive your patrol car around arresting various types of criminals.

**Double Dragon by Telegames:** Help the Lee brothers take on the minions of the Shadow Boss as you try to rescue your friend Marion in this very faithful adaptation of the classic street fighting coin-op. 2 players can Com-Lynx.

**Gauntlet 3:** Guide your adventurer through maze-like levels as you try to retrieve the Star

**ARE YOU A 2600 FAN!**

There is now a bi-monthly newsletter for you.

**The 2600 Connection**  
1 year's subscription costs only \$6 !

Make check or money order payable to

Timothy Duarte.

**THE 2600 CONNECTION**

**P.O. BOX 3993**

**WESTPORT, MA. 02790-3993**

Gem. Up to four players can Com-Lynx.

**Hard Drivin'**: Drive your car through a 3-d course. See if you can beat the speed or the stunt course.

**Hydra**: Take on hordes of enemy vehicles as you try to deliver top secret objects around the world.

**Joust by Shadowsoft**: Duel enemy riders from a feathered steed. Very faithful to the classic coin-op.

**Klax**: Catch falling blocks and connect them tic-tac-toe style. Very faithful to the coin-op.

**Ms. Pac Man**: Move Ms. Pac Man through mazes, gobbling dots, and avoiding ghosts.

**Ninja Gaiden**: Use your Ninja skills on a variety of enemies as you try to rescue the city from evil. Very faithful to the coin-op.

**Pacland**: Move Pac Man through horizontally scrolling levels, jumping over obstacles and avoiding ghosts.

**Paperboy**: Ride your bicycle through the neighborhood, delivering newspapers to your subscribers and taking revenge on non-subscribers.

**Pinball Jam**: Play pinball on video versions of Elvira and the Party Monsters and Police Force.

**Pit Fighter**: Take control of Ty, Buzz, and Kato as they try to survive no holds barred street brawling in the pit. 2 players can Com-Lynx.

**Qix by Telegames**: Fill in the screen with color as you try to box-in the elusive Qix.

**Rampage**: Use your monster to smash and destroy cities. Up to four players can Com-Lynx.

**Rampart**: Use your cannons to wipe out an opponent's castle or attacking ships. 2 players can Com-Lynx.

**Roadblasters**: Drive and shoot your way through levels full of enemy vehicles.

**Robotron by Shadowsoft**: Blast your way through hordes of enemy robots as you try to protect the last members of the human race. Very faithful to the classic coin-op.

**Rygar**: Guide your warrior through the horizontally scrolling landscapes, jumping and fighting monsters.

**Steel Talons**: Take on 12 missions of enemy tanks, guns, planes, and choppers in this 3-d helicopter simulation.

**Stun Runner**: Drive your extremely fast vehicle through intricate 3-d tunnels while fighting mechanical nightmares. Very faithful to the coin-op.

**Toki**: Jump your way through jungles and caves,

spitting at attacking creatures as you try to rescue your girl from the evil clutches of Vookidemo.

**Tournament Cyberball**: Lead your robotic football team of the future to victory. Up to four players can Com-Lynx.

**Xenophobe**: Destroy the evil alien creatures who've overrun our space stations. Up to four players can Com-Lynx.

## Strategy/Thinking

**Blockout**: Maneuver the falling blocks so they fill up the empty spaces of a 3-d pit.

**Chess Challenge by Telegames**: An extremely challenging chess simulation. Up to 2 players can Com-Lynx.

**Chip's Challenge**: Help Chip work his way through 144 brainteasing puzzles.

**Crystal Mines 2**: Guide your mining robot through 150 levels and 31 bonus levels

**Dinolympics**: Help cavemen work their way through puzzling levels.

**Ishido**: Place stones of the same shape or color next to one another.

**Lemmings**: Keep the lovable little Lemmings from marching mindlessly to their doom and help them get home.

**Lynx Casino**: Play games of chance such as Slots, Draw Poker, Roulette, Black Jack and Craps. 2 players can Com-Lynx.

**Shanghai**: Remove pairs of tiles off the layout until none are left. Up to 2 players can Com-Lynx.

## Shooters

**Blue Lightning**: Destroy the enemy war machine with your high powered attack jet.

**Gates of Zendocon**: Take on the forces of the evil spider Zendocon in 51 horizontally scrolling levels.

**Turbo Sub**: Rid the skies and waters of alien attackers in this first person blast'em up. Up to 2 players can Com-Lynx.

**Zarlor Mercenary**: Face a huge variety of enemies on 6 vertically scrolling levels as you attempt to wipe out the mendicant threat. Huge bosses. Up to 4 players can Com-Lynx.

## Action

**Batman Returns**: Become the caped crusader as he jump and fights his way through the minions of the evil Penguin.

**Battlewheels by Beyond Games**: Drive your heavily armed and armored car through arenas of the future. Up to 6 players can Com-Lynx.

**Desert Strike by Telegames**: Fly your gunship into battle against the forces of the desert madman. A conversion of the Electronic Arts Genesis and Super NES game.

**Dirty Larry**: A horizontally scrolling beat'em/shoot'em up as you control Dirty Larry on his search for the evil Mr. Big.

**Gordo 106**: Guide Gordo the lab monkey as he tries to escape from the laboratory.

**Electrocop**: Guide Electrocop through the 3-d maze levels as he fights killer robots in an attempt to save the president's daughter.

**Kung Food**: You're small, green, and you're surrounded by killer mutant food. Use your fighting skills to save the day.

**Ninja Gaiden 3**: Control the heroic ninja, Ryu, as he tries to clear his name. A conversion of the popular Tecmo NES title.

**Power Factor**: Help Redd Ace take on hordes of space enemies.

**Scrapyard Dog**: Help Louie get through the challenging horizontally scrolling levels as he tries to save his trusty dog Scraps. Lots of hidden rooms and warps.

**Slime World**: A Lynx classic. Walk, jump, and shoot your way through the huge slime-filled caverns of a slimy world. Up to 8 players can Com-Lynx.

## LYNX GAMING PACKET

Over 115 pages filled with codes, helpful hints, level maps, special tricks & secret games. Send a check for \$20 to:

KALE SWINDELL  
ROUTE 4 BOX 58  
GLENNVILLE, GA 30427

International Orders add \$7  
Shipping: 1 to 3 Weeks

**SuperSkweek:** Paint the tiles with Skweek on hundreds of levels.

**Switchblade 2:** Run, jump, and shoot your way through a futuristic world. **Viking Child:** Help Brian jump and fight his way through huge levels as he tries to rescue his family from Loki.

**Viking Child:** Help Brian jump and fight his way through huge levels as he tries to rescue his family from Loki.

**Warbirds:** Take to the skies in your World War 1 biplane in this 3-d flight/combat simulator. Up to 4 players can Com-Lynx.

## Sports

**Awesome Golf:** Play golf on three challenging courses. Up to 4 players can Com-Lynx.

**Baseball Heroes:** Play baseball, along with a homerun derby and 3 flies up. 2 players can Com-Lynx.

**Basketbrawl:** Take on gang teams in a vicious variation on basketball. 2 players can Com-Lynx.

**California Games:** Participate in California themed events such as BMX bicycling, Surfing, Skateboarding, and Foot bagging. Up to four players can Com-Lynx.

**Checkered Flag:** Drive your Formula one race car to victory on 18 courses. Up to 6 players can Com-Lynx.

**European Soccer Challenge by Telegames:** A comprehensive soccer simulation. Com-Lynxable.

**Hockey:** Play hockey along with a penalty shoot-out and a hockey brawl. 2 players can Com-Lynx.

**Malibu Beach Volleyball:** Hit the beach for volleyball action. Com-Lynxable.

**NFL Football:** Compete using real NFL teams. 2 players can Com-Lynx.

**Robosquash:** Hit the ball past your opponent in this futuristic variant of squash. 2 players can Com-Lynx.

**World Class Soccer:** Take on teams from around the world in this soccer simulation. 2 players can Com-Lynx.

## Adventure

**Bill and Ted's Excellent Adventure:** Guide those excellent dudes through time as they solve puzzling situations in an attempt to find their beloved princess babes. 2 players can Com-Lynx.

**Dracula The Undead:** Assist Jonathan Harker as he tries to escape from the clutches of the prince of darkness himself.

**Shadow of the Beast:** Take off on a quest to defeat the beast lord and his creatures using objects you discover.

## DIRTY LARRY

### General Tips

1. The bad guys come at you in a pattern. Figure out when and what's coming at you next and you'll be ahead in the game. By the way, when you go through the city street and subway the second time it's still the same pattern.
2. The 2 most important things in Dirty Larry are health(especially since you only have one life) and bullets. Be careful after you kill someone that one of these commodities isn't accidentally scrolled off the screen by moving too quickly.
3. Tread carefully. Take a couple of steps then stop to see if someone is going to attack you. Attackers are activated when you cross an invisible boundary. If someone is coming at you from the right, don't move any further in that direction or you might activate an attack from the left.
4. Don't waste bullets. Use just enough to kill an attacker. For example: The gunmen take 2 shots.
5. Save bullets by using your fists on some of the slower thugs such as the chain women and the big, bald muscleguys.
6. If you manage to snag a more powerful weapon, hang on to it. Don't exchange it back for a single shot pistol. But don't have a heavy trigger finger though, you don't want to overdo it with the bullets.

7. Leave your weapon set on your fists. If your enemy requires gunfire, you can quickly switch. This also proves useful when you also have grenades later on.

8. Speaking of grenades, hang on to these until the last section. They're very handy there.

### Rogue's Gallery

#### The Street

**Gunmen:** Fire once, then jump to avoid his shot. Fire again when you land.

**Chainwomen:** Walk up to her and punch her and then duck down and rapidly punch some to finish her

**Motorcyclist:** The motorcycle takes 4 hits. If you're quick with your pistol you might be able to get off the 4 shots on his first pass. If not, jump over him and get him on his way back.

**Arsonist:** If this fiery foe runs at you, shoot him quickly but be sure to jump back(the explosion might hurt you).

#### The Subway

**Big baseball guys:** These take about 4 shots. As he comes toward you, shoot and then duck and keep shooting. The last one has a machine gun.

#### The Building

(Early on one of the guys leaves behind a pistol,

don't take it, the machine gun is a must)

**Big, bald guys:** Walk towards him and punch him several times when you're next to him and keep walking through him. He'll probably punch or kick but it will miss you. Turn around and do it again. Repeat this back and forth process til he's gone.

**Rasta Gunman:** Duck down to avoid his weapon fire and then keep firing with your machine gun. Mr. Snuff: A big guy with a big gun. Keep moving to the right through his fire. When you see him, duck down and nail him with your machine gun.

#### The Street

Same as the first time through.

#### Subway

Ditto

#### The Warehouse

Now you're at a drug warehouse. More gunmen, big bald guys, and rasta gunmen.

**Guys in lab coats:** These gentlemen toss grenades at you which can do severe damage. They are easily dispatched by getting up in their face and punching them.

#### The Sewer

A secret passage takes you down into the stinky underground. Gunmen, big bald guys,

chainwomen, rasta gunmen, bat guys, and arsonists have infested the sewers. Don't snag the shotgun, you still need the machine gun.

**Dr. Current:** This guy has a real electrifying personality. Your natural urge would be to go towards him and duck to avoid his electric blast. DON'T DO IT. When you duck, he turns into electric current and skims along the floor underneath you, and pops up behind you. Here's what you do... Stop when you see his electric blasts coming from the right side of the screen (he won't be visible yet). Go as far as you can to the left and then duck down.

## KUNG FOOD

### General Tips

1. Does everyone remember how to execute the jump kick in Shadow of the Beast? This is just like that except it's reversed. Slide your thumb across both buttons from left to right to do a jump kick.
2. The clock is against you here so don't waste a lot of time dispatching your foes.
3. Snag invincibility, extra lives, and power punches whenever possible. If your energy is full, don't grab energy when you find them. Save them until you've defeated your current bunch of attackers or if they start to really weaken you.
4. Be sure to check on the upper shelves in levels for powerups, energys, and opponents. Also, look behind cans and other objects.
5. Get in front of rolling tomatoes or lines of peas, crouch down and start kicking. You should deal with them easily.
6. Your first priority in a situation should be to destroy carrot sacks and potatoes. If you don't destroy them quickly, you'll find yourself quickly surrounded.

### Levels of Interest

#### Level 1: The Freezer

1. The ice warriors are very nasty and can be responsible for a lot of lost energy and lives. Position yourself at an angle from them. They'll walk towards you and right into a waiting kick or punch.
2. Keep an eye for groups of small black holes on the floor. This is where the very destructive ice spikes will pop up. Jump over these spots or you'll get skewered.
3. Check the upper shelf just after the first group of peas for an invincibility power up.
4. To defeat the ice king, get just to the left of his

feet, crouch down and kick like crazy. If he get a hit on you with his cubes, run over and grab some extra energy.

#### The Courthouse

The sewer leads Larry to the courthouse and Mr. Big's secret.

**Crooked cops:** These guys work for Mr. Big and want you dead. They take at least 6 regular shots, so it's time to make use of your grenades. They sometimes come 2 or 3 at a

time, which is perfect for the grenade. One of them has a shotgun, this time take it. It's shots are more damaging so you get more bang for your bullets.

**The Judge:** That's right. Mr. Big is actually a Judge and he's not fond of Larry's interference. He throws gavels at you and occasionally smashes his gavel to the floor which shakes the room and hurts you. Nothing fancy here, just try to reach him with a good supply of health and then start firing your shotgun again and again until he's done for.

feet, crouch down and kick like crazy. If he get a hit on you with his cubes, run over and grab some extra energy.

#### Level 2: The Refrigerator

1. There are lots of extra lives near the end of this level. You'll need them.
2. To beat carrot men, line yourself directly up with them, walk up and kick and punch.
3. To beat the big batter man, first nail the potato generators quickly (you don't want to be up to your ears in mash men). Batter man is big but all you have to do is get close to him, crouch and kick him in the feet.

#### Level 3: The Floor

1. Flies are a big pain to deal with here. Go stand by the wall to lure them over and wait for them to land on the wall. Get next to them and jump and kick them.
2. Up on the wall, just to the right of the big swarm of sausage men you can snag an invincibility power-up.
3. To beat the rat-riding sausage men, get in a good spot and kick like crazy. The rats and the riders will come to you.

#### Level 4: The Cupboard

1. Stay on the upper shelf for a little bit. There's an extra life just to the right of where you start.
2. Further along, there's a row of spray cans. These are very deadly, so don't try to run the gauntlet. Wait for the first 2 to spray and then snag the power punch and the health, then drop to the lower section. Head to the right and jump on the roll of toilet paper. Jump back to the shelf (be careful, you may jump into some spray). Go behind the row of cans and you'll get an invincibility and you can get the powerups

in front of the last cans.

3. You'll run into your old pals, the potatoes, carrots, and even batter man. Deal with them as you did before.
4. The green slimys are quite simply, green and slimy and deadly. Stay away from them when they're hopping about. Wait for them to settle on the floor and then run over and crouch kick them.
5. The bosses of this section are the BIG green slimys (actually they're tan but they are BIG). You'll encounter them and some of their smaller counterparts just after a ton of rolls of toilet paper. Go stand between the screen and the first roll. The big guys will bounce over and you can easily crouch kick them into oblivion. You'll also be able to get some of the smaller ones this way but you may have to go hunting for them if your time is running short.

#### Level 5: The Counter

1. Your first obstacle is the sink. You must hop from one bar of soap to another to reach the other side. The soap sinks if you stand in one spot too long. Don't worry if you fall into the water, it doesn't lose you one of your lives. Sea monsters jump up between the bars of soap, so wait a second before you make your jump to the next bar.
2. You'll encounter some large bottles of detergent which shoot a heavy stream of bubbles that can hurt you. Get over to the bottle as quick as you can and crouch kick to take care of it.
3. The bosses of this level are some mutant fruit known as apple copters. These aerial pains can really do a number on you. You should still have the effects of an invincibility

power-up when you meet the first one. He'll be low enough so you can hit him when you're bouncing. The next ones are tougher. Jump kick them but be prepared to take some hits. If they come in low, just start punching and kicking like crazy. There's a power punch power-up at the bottom of the screen after the first 2 or 3. It can be helpful here.

### Level 6: The Window Box

1. There's a life on the bottom section behind the first pot. Jump back to the upper section to get another life.
2. Stay on the upper section. When wasps attack, move to the back of the screen and wait for them to come to you and then punch them.
3. When you see small round shadows on the

## LEMMINGS

### General Tips

1. At the very start of a level, hit pause. Take some time and scope out the level and try to figure out what you'll need to do. Also, check out what lemming abilities are available for you to use for the level.
2. Pay attention and note how many lemmings must be saved to complete the level. Knowing how many are expendable can help you with your strategy. If you have to save all of them, you won't be able to utilize blockers or bombers, even if those abilities are available.
3. The direct route to the exit isn't always the best one. Keep an eye out for any traps and don't be afraid to be a little creative.
4. Once you turn a lemming into a blocker, you can't do anything else with him except turn him into a bomber.
5. One of my favorite strategies is the "Lone Lemming". This entails sending a single lemming ahead to clear the way for the rest of the gang. Depending on the layout, the rest can be held in one spot naturally or you can pen them in with blockers (provided it's not a 100% level). The rest will be safe while you use the lone lemming to dig paths and build the necessary bridges and ramps to get them through. Once he's done, let the others free to walk unhindered to the exit.
6. What if you're in a 100% level and you want to do "Lone Lemming" but you can't use blockers or they're a danger spot (a cliff or something)? If you have builders, bashers, and diggers or miners you can try to make a lemming pen. Have a digger (preferred) or miner start digging into the

ground, it means slugs are hanging above. Stand just to the left of the shadow and then nail it when it drops down.

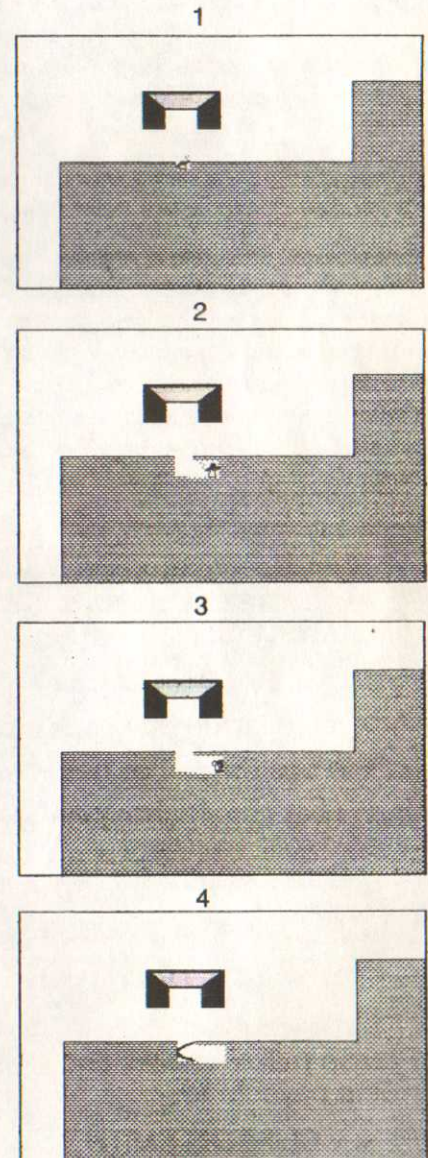
4. When you have to drop down to take care of some snails stay on the lower section from then on.
5. Keep an eye out later on. You'll catch a glimpse of the edge of a power up just behind a pot. This invincibility will really help out with a swarm of flies and wasps that are next up.
6. The boss here is a red whirlwind plant. This large flower spins around like a tornado and is very dangerous. Stay out of its way and crouch kick it when it stops spinning.

ground (Illustration 1). Once he's down, just below the ground level, turn him into a basher and he'll start digging horizontally (Illustration 2). Now here's the sneaky part. Usually a digger, basher, or miner won't stop digging until he's all the way through something. You could stop him by turning him into a blocker usually but that option isn't available here. Turn him into a builder! He'll stop digging and start to build a ramp (which won't go very far). (Illustration 3) Voila, lemming pen. When you've got a safe path created, you'll have to execute some ramp building to set them loose (Illustration 4).

7. You can turn a lemming into a floater in the middle of a long fall if you have to. Have your cursor in the path of his fall. You'll have to be quick with your button press though.
8. Once you've got a safe path, immediately increase the lemming flow to 99%. You don't want the time to run out while you're still waiting for lemmings to pop out.
9. Are you in a situation where you can't use blockers and you have to build a bridge over a chasm but you've got a bunch of lemmings right behind your builder? If you have enough available, turn the guys behind you into builders. Their ramps won't be of any real use but their building should slow them down enough so you can finish your bridge and keep them from mindlessly parading to their doom.
10. Need to get from one part of the level to the other quickly? Instead of depending on pure reflexes, just pause, move your cursor where you need it and un-pause.

### Level 7: The Outside

1. A lot of bugs out here. Use what you've learned.
2. Tons of power-up are hidden behind the rocks. Some are easy to spot, some aren't so check behind them all.
3. Just before the boss, you have to take on a swarm of bugs and apple copters.
4. Make it to the end and you'll meet the yellow whirlwind plant. It attacks similar to its red cousin except it can also spit out a seed which immediately grows into a red whirlwind. Avoid him and crouch kick him. If he grows a red whirlwind, ignore it and keep going after yellow. Defeat him and you get a...revealing ending. Congratulations.



This issue we have some questions from Milton Symester down in St. Thomas, the Virgin Islands.

Dear Clinton,

I hope you're doing well and that the next issue is coming out soon. I really like your newsletter and I hope you keep up the good work. I have a few questions and comments.

1. One news item you might want to write about is about the Atari stock. I have been keeping track of it for the past few months(there's not much to do down here). During the summer it went down to 1/2(50 cents a share) but after the Jaguar announcement and the IBM deal it climbed all the way up to 12 points(12 dollars a share). That's more than 1000% increase in just a few months and it is still climbing.

Response: I did find the stock increase impressive but you really can't put too much importance on stock prices. For example, the price has went down a little(probably due to people who bought at 50 cents and then decided to sell when it hit \$12).

2. Don't you find it strange that the other Atari(Atari Games) hasn't signed up as a Jaguar developer?

Response: Not really. They're both associated via Time Warner and our Atari has always had the option to do Lynx versions of their titles. An interesting fact though, Atari Games has licensed the Jaguar technology from Atari for use in their coin-ops, so somewhere down the line we might see letter-perfect home versions of their arcade titles.

3.How many subscribers do you have?

Response: It's been hovering around 100 for awhile now. I really didn't promote it too much the last year(I was afraid I'd end up with a bunch of subscribers and have nothing to write about)but with the surge of Jaguar news and a renewed commitment to supporting the Lynx, I've started promoting it once again.

4. What is going on with the ST and TT line of computers? Since you changed the name of the newsletter, now you could deal with all Atari entertainment software.

Response: Currently the TT is being used as a development system for the Jaguar and the ST line is still alive via the Falcon 030 system. To be honest, I have a hard enough time dealing with the Lynx and Jaguar information and I don't even use my ST for games anymore.

5. I think that one of the games that should come out for the Jaguar and the Lynx is the game, Ballblazer. It was one of the first Lucasfilm games and it came out for the Atari 8-bit and Commodore 64. It was a futuristic two person soccer-type game. It was well designed and a lot of fun.

Response: And don't forget a really good 7800 version. There was a similar game being worked on for the Lynx called Hyperdrome but it hasn't been seen it quite awhile.

6. Lastly, I hope that all this Jaguar stuff doesn't crowd out the Lynx.

Response: My goal in APE is to keep it of equal interest to Lynx owners as it is to Jaguar owners. And it looks like Atari wants to have both systems co-existing.

knowledgeable person has valid criticisms of something but these guys had no clue.

Should video games be rated? I don't think it's a bad idea but I know I wouldn't want any government types handling the ratings. Do games cause children to be violent? It's my feeling that human beings have always been violent long before tv shows, or movies, or video games even existed. Most of the bloodiest conflicts in human history occurred long before these entertainment mediums came into being.

Should there be violent games like Mortal Kombat? The fact is that video games aren't strictly played by children. Adult players(and many kids) know the difference between goofy exaggerated violence(such as the finishing moves in Mortal Kombat) and the kind of real, terrifying violence that exists in the real world. I do think that it's the parents' job to teach their children the difference between reality and make believe.

Most real violence occurs, not because of some ridiculous game where you can pull your opponent's heart out, but instead because of far more trivial reasons such as the color of one's skin or even because you happen to be wearing a particular color or a kind of clothing. Personally, I wish more people would use these games as a release for their hostility. Better that some computerized image of a person be hurt instead of a living breathing human being.

One final thing to think about: How often do the same news programs where you could see the story about the Senate hearings, make a big deal when there is a bench clearing brawl at a baseball game or a fight at a hockey game? And the coverage is never a case of "isn't that terrible". It's usually "wow, look at that shot he gave him."

Sorry to get so deep on you but this has really been on my mind as of late and there is more to life than games(of course you never heard that from me<grin>).

**VIDEO GAME VIOLENCE**

As I put this issue to bed, the topic of video game violence has been in the news quite a bit thanks to the government holding hearings on them (Atari was one of the companies represented at the hearings). First off, if you saw any coverage of this, you probably noticed that the Senators involved knew nothing about video games, so it was the equivalent of a butcher presiding at a murder trial. I don't mind when a

The APE Newsletter is published 5 times a year by Clinton Smith.

The APE Newsletter is published with an Atari Mega ST2 Computer, Timeworks Publisher ST, Degas Elite, Touch Up, Migraph Hand Scanner, and a Hewlett Packard Deskjet Printer.

All company and product names are registered trademarks of said companies.

APE is an independent publication and is in no way affiliated with Atari Corp(although I really like the stuff they make)

**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**