



Third Party EXPLOSION!

More and more companies are signing on to develop for the Jag. This is the latest batch...

Accent Media Productions— This company is doing a CD game called **Varuna's Forces**.

American Laser Games— This company has been hitting every CD format with their FMV shooting gallery style games. Look for **Mad Dog McCree** and a light gun for the Jag.

Bethesda Softworks— A computer software company who's best known for it's line of Terminator games.

Black Scorpion Software— A European developer who likes pushing Atari hardware to the max.

Bullfrog Productions Ltd.— An extremely successful Euro-developer who did *Populous* and *Powermonger* for Electronic Arts. They're doing Jag versions of **Syndicate** (a combat strategy game) and **Theme Park** (a sim-city like strategy game where you build and run an amusement park) to be released via Ocean.

Domark Group— This successful Euro-developer is doing a formula one driving game using polygon graphics called **F1-Racer**.

Eclipse— This developer is doing a first person battletech style shoot'em up called *Iron Soldier*.

Elite— This popular Euro-developer is now confirmed. No word on titles though.

GameTek— This company has been bringing european titles over for Genesis and SNES. Look for Gremlin's **Zool 2** and 21st Century's **Pinball Fantasies** to show up under the GameTek label.

HiSoft— This developer is best known for it's programming tools but has dabbled in entertainment software.

Imagineer— This company just recently released *Wolfenstein 3-D* for the SNES. It doesn't look like the Jag version will be distributed by them but they do have a connection to Anco so they might be

handling **Kick Off 3**.

Jaleco— This long time Nintendo developer and coin-op company plans to do Jag cart and CD titles. **Cisco Heat** (an arcade racing game that heavily uses scaling) and **Bases Loaded** (their succesful baseball series) are rumored as Jag titles.

Pixis Interactive— This computer software company specializes in...ahem, ADULT CD titles.

Readysoft Inc.— This company has been doing CD versions of the classic Don Bluth laserdisc titles like **Dragon's Lair**. Jag versions are in the works. They also handle US distribution for Silmarils titles so **Robinson's Requiem** may appear through them.

Sculptured Software Inc.— A very prolific US developer. Sculptured did the programming on SNES titles like *Mortal Kombat*, *Bart's Nightmare*, *Royal Rumble*, *Super Star Wars*, and *Super Empire Strikes Back*. JVC has been rumored as a possible sign-on so there may be a chance of Jag versions of the Star Wars titles.

Software Creations— This Euro-developer did the work on Nintendo's just released *Ken Griffey Baseball*.

Team 17 Software Ltd.— This Euro-developer is well known for many popular Amiga games.

Techtonics— This company developed the sci-fi strategy game *Star Reach* for Interplay.

Teque London Ltd.— Another successful Euro-developer.

Visual Concepts— This company developed the SNES games **Lester the Unlikely** (a Jag version is slated from DTMC), *Clay Fighter* (for Interplay), and handled some of the work on EA's latest batch of SNES sports titles like *MLPBA Baseball*.

WMS Industries— This is the parent company

of the arcade company Midway. You may have heard of their coin-ops...*Mortal Kombat*, *Mortal Kombat 2*, and *NBA Jam*. They also just purchased Tradewest so we might see Jag versions of Midway games released through them.

I don't have any further info on these companies other than their names.

Anthill Industries
Audio-Visual Magic
Bjorn Joos/Kris Van Lier
Clearwater Software
Computer Music Consulting
Cybervision
Cyberware
Delta Music Systems Inc.
Duncan Brown
E-On
EZ Score Software Inc.
Genus Microcomputing
H2O Design Corp.
Limeight Media Inc.
Manley & Associates Inc.
NMS Software
Rest Energy
Team Infinity
Technation Digital World
Williams Brothers

Updates

The Jag version of *Bubsy* is being programmed by Imagitec. Imagitec is also working on a first person action title called *Freelancer 2120* on CD. The game is slated to allow multi-player hookup via the comlynx. They're also doing a Jag version of the sequel to *Dino Dudes* entitled *Evolution: Lost in Time*.

ASG's (All Systems Go) *Hosenose* and *Booger* is now slated as a CD title. They're also doing a first person, stop the pollution, CD game called *Bio-Spfear*.

I've got several things to talk about, so let's get on with it...

The Lynx

Things are definately looking up for the portable cat. Atari has slashed prices on much of the older Lynx software(check the Toad stuff on page 4), so if you've been looking to increase your library, now's a good time. Also, the \$60 price on the Lynx itself could attract some new owners.

Keep hanging in there Lynx faithful, there's a number of new titles on the way, including a Lynx version of Alien Vs. Predator. It'll be hard pressed to compare to the Jag version but there's been some talk that the Lynx version will have comlynx action allowing players to square off against each other as the marine, Alien, or the Predator(something the Jag version doesn't have).

You can also look for the Lynx coverage in APE to get back on track starting with the next issue(hopefully). I've got someone doing up some game strategy for some of the recent releases and it should be ready by then. APE is dedicated to supporting the Lynx as well as the Jaguar.

The Jaguar

Isn't Tempest 2000 the greatest thing since sliced bread? The music really shows off what the Jag's sound system can do and the gameplay on the 2000 mode is tremendous.

I bet you're probably getting a little antsy waiting for the next game right? Hey, I know it's tough but that's the price we pay for being the first on the block to own the big cat. There's tons of stuff in the works (which you know by reading the news in APE) but it's going to take awhile for it to get to us. The software should start flowing in June(with some third party titles in the mix as well). In the meantime, busy

yourself with Tempest 2000 and start saving up a lot of money for the goodies waiting in the wings.

Summer CES

Speaking of goodies waiting in the wings, the Summer CES is a little over a month away. It's kind of a sad show for me, because next year's Summer CES isn't being held in Chicago, it's going to be in Philadelphia. I've attended the last 5 shows and this is going to be my 6th. I may trek to Philly next year but it still stinks that it won't be in Chi-town. On the up side, Atari is going to be back on the floor at McCormick Place this year(past years they've had hotel suites) for the first time in ages. I'm looking forward to trying a lot of future cartridges and the Jag-CD should also be there. I'll let you know all about them in the next issue(due early July).

APE Updates

If you're wondering if it's time to renew your subscription, I've added something to the back page of the issue. If there's an X in the box, it's time to send in a check or money order(made payable to Clinton Smith) for \$6 to get 5 more issues.

If you have access to Genie, I'm doing a monthly online supplement to APE which is called...APE Online. APE Online isn't just a repeat of the stuff you see in APE and deals with more time critical things like items that appear in magazines(which might no longer be out by the time this newsletter comes out). It's not an essential read but it is rather fun. It is freely distributable, so hopefully it'll showup on other online services and local area BBS'.

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.com

OOOPS!

Since I do this last, I sometimes catch a last-second error. Remember the Renewal box on the back page? The word receive is misspelled recieve(in the heat of typing, I forget the "I before E except after C" rule).

This isn't really a mistake, just some updated info. In the Tempest 2000 strategy section, I mention that you are sometimes sent an AI Droid as the first power-up. Actually, you have control over when this happens. If you can snag a power-up as you are warping off a web(the game goes, "Yes! Yes! Yes!"), the first powerup on the next web will be the AI Droid. Needless to say, this can be a huge help for the next web.

Next time

I'll definately have complete coverage of Summer CES and hopefully some Lynx game strategy and some new Jag games to help you beat.

Atari Games(the coin-op company) has now been merged with Tengen and Time Warner's computer software division into Time-Warner Interactive. Time Warner just bought a bigger stake in Atari so Jag software from Time Warner Interactive is highly likely.

Atari wasn't happy with Tiny Toons so it's being reworked and won't show up until at least September. Star Raiders 2000 is slated to have a split screen 2 player mode. Full motion video on the Jag CD is very impressive according to those who've seen it.

DTMC is doing Jag versions of Lester the Unlikely and Mountain Sports (a multi-event California Games type contest). They also have an unnamed action

game involving miniature golf.

Work is coming along nicely on the Jag version of Doom. ID is doing the game using 32,000 colors as opposed to the PC versions 256. 2 player hookup will be possible via comlynx and they also plan for modem support.

After the stellar Tempest 2000, Jeff Minter is now at work on something that will be built-in on the Jag CD. Colorspace 2000 is a light synthesizer program that responds graphically to music. With it, you'll be able to visually jam to your favorite tunes. It should be wild(and a lot of fun).

Along with Car Wars and Dungeon Depths,

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Midnite Software is working on a combat strategy game. It's going to be along the lines of the scene from Patriot Games where they watch the attack on the terrorist camp using a spy satellite.

Ocean has 2 Jag titles in the works. A 1 or 2 player platform game called APES(cool name)which has some terrific graphics. They're also doing a CD action game based on the comic book charcter Lobo. Ocean will also be distributing other companies games like the Bullfrog titles, Soccer Kid from Krisalis, and something called Cheesy from a firm called CTA.

Photosrealism is doing a multi-player sci-fi strategy game called Galactic Gladiators.

The gameplay is being tweaked on Alien Vs. Predator(that's why it's not out yet) and they've added an amazing looking intro sequence. Rebellion has also been busy jazzing up Checkered Flag 2. They're also working on a RPG called Legions of the Undead(using an enhanced version of the AVP graphic engine). They're hoping to do a CD version of it that will be absolutely huge. Finally, they have a cyberpunk themed strategic combat flight simulator currently called Hammerhead due for next year.

Robinson's Requiem from Silmarils is now slated to be a CD title. It's a first person adventure that has you attempting to survive on an alien world.

3D Games is doing an enviromentally themed action game called Rainbow Warrior and a political strategy game.

Tiertex is handling the Jag conversion of Flashback for US Gold.

Double Dragon 4 is now called Double Dragon 5: The Shadow Falls. Tradewest is also doing Jag versions of Troy Akman Football and Super Off Road.

Trimark is doing a Jag game based on the movie White Men Can't Jump(Hmmm, I bet it's a basketball game).

Along with releasing Argonaut's Creature Shock, Virgin is doing 3 Jag games. Games based on the movies Demolition Man and Dragon and a Jag version of their popular combat strategy game, Cannon Fodder.

V-Real's Horrorscope is a fighting game featuring fighters based on the symbols of astrology.

Jag Snags Top Honors at ECTS

The European Computer Trade Show is sort of Europe's version of the Consumer Electronics Show. Atari actually exhibited at the show this year. The

Jaguar was voted Best Hardware of 94 by a panel of game magazines from around the world. It beat out the 3DO, Commodore's(now out of business) CD32, and Sigma's Reel Magic pc card(something interesting concerning this is coming up).

Jag Hardware

A lot of info has been coming in concerning some very exciting Jag hardware products...

ICD, a long time supporter of Atari computer systems, has licensed something called the Cat Box from Black Cat Design. The Cat Box is described as "a complete interface adaptor" for the Jaquar. The Box plugs into the back over the A/V and DSP ports and gives you industry standard connections for S-Video, Composite video, Left and Right Audio out, 2 stereo headphone jacks, analog RGB video, RS-232(for modems), Comlynx, and DSP. The Box also has internal expansion connectors for expandability with future add-on cards. A midi interface and an internal modem are being considered. The Cat Box is slated for availability in late May at a price of \$50. Check with your local dealer or you can contact ICD via Genie at ICDINC or through Internet via icdinc@genie.com or you can write to...

ICD, Inc.
1220 Rock Street
Rockford, IL 61101

Thrustmaster, a company well-known in the PC market for it's high quality joysticks, is working on one for the Jaguar. No word on if it's going to be along the lines of Thrustmaster's jet style stick or if it's something new.

Along with games, ASG is also releasing a cartridge multi-plexer for the Jag. The Jukebox allows you to plug 6 carts into it and switch between them with the press of a button. This could be very handy for store demo set-ups(or lazy gamers who don't like plugging in carts). The Jukebox will be going for \$55 to \$60.

The JagDapter gives you composite video output, audio left and right, split composite(chroma and luma), RGB output(for use with Atari color monitors),and S-Video output. It goes for \$49.95 and is available via local dealers or can be ordered directly from...

Mars Merchandising
1041 E. ST. Charles Rd.
Lombard, IL 60148

(708)627-7462

VictorMaxx, the company who released the Stuntmaster VR helmet for SNES and Genesis, is working on a lighter more powerful model called the CyberMaxx. The Cybermaxx is slated to go for \$450 and will work with a variety of systems including the Jaguar.

Sigma, who created the ReelMagic MPEG adapter card for PCs, has licensed the Jag technology. They're going to be releasing a PC card that incorporates their MPEG card and the Jag hardware to allow PC gamers to play Jag CDs. It will work on PCs that have double-speed CD-rom units and will be available before Christmas for under \$500. I also wouldn't be suprised if Sigma had a hand in the MPEG add-on that's slated for the Jag.

ATARI SECRETS

Tempest 2000 really rocks doesn't it? However, it can get very difficult so I bet you'd like a level skip wouldn't you? At the game selection screen, hold down buttons 1,4, and 7 on the keypad and press fire button A. You'll hear "Excellent" in a deep voice. During the game, a press on the option button will take you "Outta Here" to the next level.

Want some practice on the bonus warp rounds? If you've activated the level skip cheat, it's easy. Press button 6 during play to enable the warp(it's like you've already grabbed three warp icons) and then press Option to finish off the level to get into the warp rounds.

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PRESS RELEASE: May 5, 1994

Severna Park, MD - Toad Computers is proud to announce new pricing on all of its Atari Lynx products. Effective immediately, the price on the Lynx base unit is \$59.00. The new price on the Deluxe Lynx package is \$74.99. This includes California Games, batteries, and a ComLynx cable. In addition to new pricing on the Lynx unit itself, almost all of the games have been lowered in price. Game prices now range from \$14 through \$47, with the majority of the games priced at \$14-\$19!

This is a dramatic price decrease for this system, and in conjunction with Atari's Jaguar marketing efforts, should go a long way towards making the Lynx a more effective competitor in the handheld video game marketplace. Toad Computers is very excited to be able to offer this new pricing immediately and we hope that you will call if you have any questions at all.

A complete price list of Lynx games and accessories follows. Thank you from all of us here at Toad Computers and we hope you enjoy the new, more affordable Lynx game system!

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And soon you'll be able to plug the Lynx into Jaguar for use as a tricorder or as another player. The possibilities are endless! And check out this cool list of accessories, too! Order your Lynx TODAY and get in on the coolest and best videogame system around! Works on AC Adapter or six AA batteries!

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\$19

A.P.B., Batman Returns, Blue Lightning, California Games, Crystal Mines II, Dinolympics, Dirty Larry, Dracula, Gordo 106, Hockey, Jimmy Connors' Tennis, Lemmings, Malibu Bikini Volleyball, NFL Football, Pit Fighter, Power Factor, Scrapyard Dog, Shadow of the Beast, Steel Talons, Switchblade II, Turbo Sub, Viking Child

\$29

Awesome Golf, Ninja Gaiden III, Pacland, Paperboy, TOKI, Vindicators, Warbirds

\$35

Battle Wheels

\$39 CS=Coming Soon

Battlezone 2000, Cabal, Cyber Virus(CS), Demonsgate(CS), Double Dragon, European Soccer Challenge, Full Court Press(CS), Heavyweight Contender(CS), Joust, Krazy Ace Miniature Golf, Ninja Nerd(CS), Qix, RAI-DEN(CS), Relief Pitcher(CS), Road Riot 4WD(CS), Rolling Thunder, Strider 2(CS), Super Asteroids/Missile Command(CS), Super Off Road, Ultimate Chess Challenge, Ultra Star Raiders(CS), Wolfenstein 3D(CS)

\$47

Return to the Gulf:Desert Strike

\$49

Alien Vs. Predator(CS), Eye of the Beholder(CS)

BATTLE GEAR: Lynx Accessories!

Lynx Kit Carrying Case \$24.00 Store game cards, adapters, the Lynx, and other peripherals with stylish ease.

AC Adapter \$17.00 Don't use so many darned batteries! Wherever there's an electric outlet you can use your Lynx!

Carrying Pouch \$19.00 Stores Lynx and several

game cards in an easy to carry belt pack. Made of acrylic and nylon.

Auto Cigarette Lighter Adapter \$17.00 Now you can take the Lynx on the road without worrying about batteries!

ComLynx Cable \$10.00 Connect up to eight Lynxes for fast-paced action in certain multiplayer games. Amazing!

SunVisor \$ 8.00 Cover your screen to see in the sun! (Lynx II only)

Battery Pack \$18.00 This rechargeable battery pack will save you money by saving batteries. A must for a true gamer.

Lynx Wallet \$15.00 Fold and hold all of your Lynx games!

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Cybermorph Continued...

Last issue, I left you stranded in sector 4 surrounded by the evil Pernitians. Fire up the T-GRIFFON and let's make like a bakery truck and get your buns out of there...

Grunge

Pod carriers are taking pods to be destroyed in a grouping of vortex towers. Hang out by the towers and grab the pods when they're dropped off. Be quick, they like to drop them right into the anti-matter.

Zahav

Most of the pods are encased and scattered about. The red portal(which leads to the craters) can be found in between 4 pillars with a black ground(yet no vortex tower is present). After you collect all the pods, the exit can be found via the green portal.

Leksey

All but one of the pods has been hidden in a valley which is sealed off by forcefields. You'll be able to find an entrance into an area that has a bunker in it. Be careful, the area is swarming with bio-blobs. Grab the one pod in the area and then destroy the bunker to reveal a red portal. This portal will take you right into the valley. Once there, find the radar and blast it to disable the fighters in the valley. Scoop up all the pods and exit.

BOSS

If you hate worms, you'll really hate this. Along with a couple regular worms, there's a mutant worm who can shoot at you and can't be destroyed by just shooting it's head. It has to be destroyed segment by segment. Use your favorite worm fighting technique(I like mines myself).

Sector 5

Hellfire

One of the most stunning looking planets but also one of the most deadly. Try to head in with a full load of weapons. Joker faces, bio-blobs, and a headhunter are your main opposition. Keep moving and try not to stop for any reason. Track down pods in the open with the radar. The rest are being held in vortex infested areas. Don't worry about getting extra pods, get out as soon as your quota is filled.

Gantlet

There are 3 ways to deal with this level. This level is a huge circular trench. The pods are stored behind a force field at one end(go right)and by a wall of pillars if you go left. They're also trapped with a vortex tower that is slowly wiping them out. The force field

is powered by a generator that's behind the force field. The only way to destory it is with a detonator.

Method 1: You can find detonators by the wall of pillars. Fly back the other way and use it to open the force field. Unfortunately some pods will be lost in the time it takes you to do this.

Method 2: You can actually fly between the 2 and 3rd pillars from the left. Some pods will be lost.

Method 3: Enter the level already equipped with detonators. Go to the right and take out the force field. You should be able to get there before any pods are lost.

Aquaton

The open pods are protected by spike traps. Watch out. You have to let the pod carriers get them. There's a series of vortex towers that are hard to patrol so be careful. The final pods are inside some pyramids in a ship graveyard(you'll know it when you see it). If you use a detonator to free them, they're automatically saved, no pickup required. Near the exit, there are 2 bunkers. One holds a worm but the other has an extra life.

Jenwelch

You start out in an open area with some portals and one end is closed off by a force field. Take the blue portal. From here, take the yellow portal. From here take the blue portal and destroy the force field generator. Take a reverse route through the portal. You can now grab all the pods. The exit is nearby the vortex tower but don't use it yet. Do a little exploring in the maze and you'll find the bonus portal. Use the vortex marker on the radar to guide you back to the exit. Watch out for a worm and some enemy craft patrolling the maze of canyons.

Booshka

Only 1 pod! This must be easy, right? Don't bet on it. You'll never look at bunkers quite the same way again. Keep blasting bunkers(watch out, some contain enemy fighters) until you find the purple portal. Use it. This time you're looking for a light gray portal. Use it. Red portal(a bunker close to the wall has an energy ring inside). Next, a blue portal (another energy ring is here). Next, a green portal(yet another energy ring). This batch of bunkers is in a canyon, find the yellow portal and use it. Get the pod and blast the force field generator. Use the yellow portal and then fly out the canyon exit(where the force field was).

Thetazon

The pods are inside snake gorge. Get your flying skills ready, you're going to need them. Fly through the red portal and blast the field generator. Go back through the portal(the entrance to the gorge is right by where you come out). Grab pods as you fly but don't stop if you miss one, this place is heavily defended. An energy ring can be found halfway through the gorge by some pillars. Keep going til you get the 2 pods just past the vortex tower. Head back through the gorge and get what you missed. The exit is halfway through the gorge.

Eelaz

Your scanner is being jammed. Most of the pods are encased and each one is on it's own heavily protected island guarded by robot crabs. You can unjam your scanner momentarily(for a second) by shooting the radar gun(it doesn't do anything unless you shoot at it) that's near one of the islands. Use it to find loose pods. The exit pops up right by the radar gun's position.

Arannib

Use the red portal. Turn around and fly through the canyon until you find the blue portal. Use it and blow the field generator. Fly back and use the red portal(you can only fly through it in one direction though because it's right next to a wall at the exit point). You can now enter a side tunnel where most of the pods are being held(with a vortex tower). Rescue the remaining pods(they have things floating above them). The exit is near where the field generator was.

BOSS

What if the pernitians threw a party and everyone came? You get to face all of the bosses here! Hurry about and grab the pods(move swiftly, the vortex area is guarded by the twin gunships). Take on the three headhunters first(the incinerator is my weapon of choice against them). When they're gone, go after the gunships. Deal with them like you did back in sector 2. When they're gone, you'll face off against some more worms(the go-in-reverse, use mines method works well). Wipe out any remaining bad guys, fly through the exit and you've defeated Cybermorph, the first Jaguar game. Congratulations

Yes, You Can Use a Rotary Control(But...)

If you're an arcade purist and you'd really like to play Tempest 2000 with a rotary control, you'll be pleased to know that support for that kind of control is built-in on the game. You'll need 2 Jag controllers to activate it. Go to the options screen and press option and pause on both controls at the same time. A new option, Controller Type, will be present. From here you can select between the standard joypads or you can select rotary controllers.

Now we come to the But part. The option is in there but there is no rotary controller available. Also, Atari doesn't have the resources to work on one right now(hopefully, a 3rd party company might come out with one first). Developers do have access to the info to add rotary control to their programs so there's a good chance that future games(hopefully driving games) will support this option. If I hear about a rotary control, I'll be sure to pass the info on to you in a future issue.

General Tips(these will work with Tempest, Tempest Plus, and in some cases, Tempest 2000)

1. Try not to sit still. Keep shooting and moving. Don't wait for shots to connect before you head for your next target.
2. The locked web view is generally the best view. With the other 2 views, you sometimes can't see part of the web and you might get a nasty surprise as you move about from an attacker you didn't see. There are some levels where the other views come in handy but they're few.
3. If you're gunning for your last attacker, start scanning for a spike free corridor to go down. If the last attacker is a spiker, you can earn some extra points by whittling down spikes before you blast him.
4. One of the best things to learn is to spot where and what enemies are coming on the web by the colored dots off in the distance at the core. For example, pulsars appears as yellow dots before they get on the web.
5. One problem I tend to have is that I sometimes forget I have the superzapper when I'm wrapped up in blasting. If you find yourself becoming overwhelmed, use it. Also, if you use it again, it will destroy one more enemy.
6. Tankers are those annoying objects that carry 2 objects. The trick is to blast it and then lay down a spread of shots across the corridors on both sides of it.
7. Fuseballs aren't vulnerable as they come up on

corridor boundaries. You must wait for it to move into the corridor to shoot it. Shoot them as soon as you can, you don't want fuseballs up on the rim. They severely limit where you'll be able to move on the rim and you'll have to use a superzapper to take care of them.

8. If you're on a circular-style web(one you can spin around without stopping), you can keep spinning around and blasting like mad. This doesn't require finesse but it can be effective in some situations.

9. When stuff reaches the rim, don't move. Sit in one spot and fire like crazy. You should be able to blast everything as they flip into your corridor(this doesn't work as well in Tempest 2000...I'll explain later). If you're lucky, everything will reach the rim and you'll automatically finish the web.

Tempest Plus

1. This is basically basic Tempest with some of the 2000 pyrotechnics added. If you need a little help, select the AI Droid. He'll make the going a lot easier.
2. If you're playing the 2 player mode, split the web with your partner. You take one half and let them take the other.

Tempest Duel

1. Don't help out your opponent by blasting the flippers that are going to attack him. If you're on the left, only blast the red flippers. If you're on the right, blast the blue flippers.
2. On later levels, a nasty cube or cubes appear. You can push it towards your opponent by shooting it. If it reaches the other side, it will fry them. Be careful and don't let it reach your end.
3. If you've just been blasted, you're temporarily invincible when you reappear. Just touch any flippers on your rim to destroy them.

Tempest 2000

1. The biggest addition to Tempest 2000 are the power-ups. A power-up will appear after you blast a couple of attackers. They generally appear in the following order: Particle laser, bonus points, Jump, bonus points, AI Droid, warp token. Sometimes, they're nice and they'll slip you the AI Droid as your first power-up. It can sometimes be hard to keep track of things with all the explosions going off. The key is to recognize when and where the power-up is forming by it's particular sound and the red vector ball it starts out as.

2. The jump power-up is probably the most important. This allows you to deal with enemies who've made it to the rim and gives you a greater margin of protection in attacks. On tougher levels, just keep jumping, spinning and blasting like crazy.

3. The pulsars are annoying in regular Tempest but they're far worse in 2000. In the original, when a pulsar reached the rim, it acted like a flipper and could be dealt with by sitting in one spot and blasting him as he flipped into your lane. In 2000, the pulsar turns into a deadly electric charge which zips around the rim until it destroys you. Blast pulsars before they can reach the rim(watch out for when they electrify the corridor... only attack in between corridor zaps). If they do reach the rim you better have the jump. Jump and blast them as they move rapidly along the rim.

4. UFOs don't start showing up til late in the game but they are deadly. They hover just above the rim zapping corridors. You have to jump above them to blast them. There is a way to keep them from bugging you. If you spot one coming up a corridor, start blasting it. If you push it back to the core, it's destroyed.

5. Mirrors can be a major annoyance. They'll reflect your shots back at you. The trick is to fire at them and then move out of the way quickly. The jump makes it even easier. Simply jump back off the rim, fire at them and move out of the way(the extra distance provides you with more safety).

6. Two of the nastiest levels are 31 and 32(they're also repeated later on). 31's tight edges makes it difficult to see exactly which corridor attackers are coming up and 32's odd shape is also a pain to deal with. You may want to get 2 warp tokens and then wait and get the third on level 30, so you can try to skip these.

Bonus Warps

The ring warp: On this warp, you have to steer through a heavy number of rings. The trick is quick precise movements. The closer you are to going through the center of a ring, the more points you score. The second time you go through this warp, is a pretty straightforward series of rings (requiring only vertical adjustments). Many of the rings have speed-ups which can make things tough. You

General Tips

1. These tips should also apply to the Lynx game, Dinolympics.
2. It can sometimes get confusing if there are a lot of dudes on a level. Time is ticking away and you're picking number after number trying to select the right one to move (this can be really bad if they're stacked up as a ladder). All you need to do is practice good managerial skills. When stacking, stack the dudes in order. For example, Dude 1 first and then Dude 2 on top of him and Dude 3 on top of Dude 2, etc. When you need to un-stack them, just select dudes in the reverse order. Also, if several objects are in use have a specific dude carry a specific item. For example, make Dude 1 the rope bearer, Dude 2 the torch bearer and so on.
3. Once a Dude is climbing up or down (a ladder, a rope, or a dude ladder) it's an automatic process. He'll keep moving without your assistance. You can use this to your advantage. While he's climbing, select another Dude and move him. This can save a lot of time especially if you have a group of Dudes climbing one after the other.
4. A spear doesn't necessarily have to be thrown. It's just as lethal if you drop it from a ledge. If your timing is good, it makes an attack on a T-Rex much safer.
5. Can't find a spear? Or maybe you don't want to sacrifice a dude to the witch doctor for one? If there's a bad cave guy walking around, you're in luck...kind of. He will throw his spear at you but he has good aim. The trick is to pop up close enough to him so he'll throw the spear but be so close that his throw will go over your head. This is easiest to

do if he's walking on a platform and you can use a ladder to pop up right next to him as he patrols. You can also follow right behind him so when he turns around, he'll throw it past you (if he gets to where the spear landed he'll pick it right up again so watch out).

6. Let's say you're leading a group of Dudes and they have to head down to get to their goal. It's too far to drop so you have one of your dudes lower a rope and everybody climbs down. One problem though, now the rope Dude is stranded and can't come down. Maybe not. Have the other Dudes stack up and form a ladder and have him climb down. Interesting fact: The Dude stack doesn't have to be higher than the ledge for him to climb down.

7. I initially thought that you could only put one Dude per bonus plant next to the goal. Put as many as you can on these spots, you get a 1,000 point bonus per Dude.

8. If you have the wheel, you can fall greater distances than you normally can. Just remember to jump off just before the wheel is about to hit the ground.

9. Even though it isn't pleasant, you sometimes have to sacrifice a dude for the good of the rest of the tribe (my, how Spock-like). If a T-Rex is in between your tribe and a necessary item, have one Dude wait in his path. Be ready to send another dude past while the T-Rex is enjoying his snack.

10. The red bird who carries you across certain spots is very strong. You can even create Dude ladders on his back (this can be helpful in certain

situations).

11. Don't tick off the witch doctor. If you roll over his toes with the wheel or accidentally set him on fire, you're dead meat.

Last Minute Updates

Add 2 more companies to the list of Jag developers. Rage Software UK and Sinister Developments (boy, what ominous names!).

Pixis Interactive is best known for it's adult oriented pc software but look for their Jag software (at least, early on) to be aimed at the wider family audience.

UBI Soft is doing an action adventure called RayMan and a football game (they're looking into getting an NFL license). It looks like they aren't doing Jimmy Connors Tennis.

Atari has acquired a license to use the Gameware development software from Wavefront Technologies. The Gameware software runs on Silicon Graphics workstations and allows a developer to create realistic animation, detailed 3-d objects, etc for use in game programs. Atari is also endorsing Gameware as THE graphics development tool for the Jaguar and is suggesting that 3rd party companies use it as well. Game companies already making use of Gameware include Acclaim, Accolade, ARC Development, Argonaut Software, Capcom, Core Design, Electronic Arts, Midway Manufacturing, Namco, Ocean Software, Sega, SNK, Spectrum Holobyte, Taito, Tiertex, US Gold, and Williams Entertainment.

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