



Reports of Jaguar Death are Premature!

You've probably seen the headlines in the various video game mags...Atari R.I.P....Jaguar is Dead...The Former King is no More. As usual, the journalistic skills of these publications is more than a little lacking. In EGM's anniversary issue, they say that Atari has officially dropped the Jaguar. In actuality, Atari has said again and again that they plan to keep supporting the system for at least the next year. So, what's behind all this misinformation?

Unfortunately, a string of bad events seemed to be giving credence to a concept that game mags had long talked about...the death of Atari or the dropping of the Jaguar.

1. The resignation of Atari President Ted Hoff- Many Atari fans had big hopes pinned on the latest game company exec to take the helm at Atari. Despite the fact that he didn't really do much while he was there and his previous tenure as head of Fox Interactive (hardly a stunning success story), news that he was leaving sent fans and journalists into a tizzy. Then there was an article in Variety supposedly quoting him that Atari was getting out of the game business(which Atari denied and Mr. Hoff claimed he never made those statements). Mr. Hoff was recently hired by Sega as a Vice-President.
2. Atari lets go most of their internal development staff- Most mags had a field day with this one. Even though the majority of Jag titles have been developed by outside developers(even titles released by Atari), game journalists took this news to be the beginning of the end.
3. Atari lets Jeff Minter go- I have to admit, this wasn't exactly music to my ears either. Jeff is responsible for some of the best Jag titles that ever came out. The truth is that it was Jeff's decision to move on. The split was very amicable and he hasn't ruled out doing some future work for them. Good luck to Jeff on his future endeavors.
4. On-Line publication predicts Atari getting out of game business and merging with a computer hardware company-This was the big one. An

internet-based publication predicted(based on info from an ex-Atari employee)that Atari was getting out of the video game business, getting out of their barely started PC software house(Atari Interactive),and getting into the computer hardware peripheral business.

Well, when the news hit that Atari was merging with JTS(a hard drive company) the vultures put 2 and 2 together and came up with 5. If the one piece of info was true, the others must be true as well.

The Facts- According to published information, the combined company will take the JTS name and Atari will continue as a division in the company(handling the Jaguar and the Atari Interactive concerns). Atari has stated that they plan to continue to support the Jag for at least the next year. On the negative side, this pretty much says that Jag software is probably going to disappear next year. On the bright side, we can still look forward to some good games coming out through 96 (something 32X owners can't say).

?????- The one thing you should always count on as far as Atari's concerned is the unexpected. The original details of the JTS deal involved Atari,the Tramiel family,and the Atari stockholders receiving 40 percent control of the company while the remaining 60 percent would belong to JTS(giving them controlling interest in the company). Evidently, the Tramiels have engineered something because Atari now holds the 60 percent giving them control of the new company. As a result, Atari stock has been on the rise. How this affects things remains to be seen.

ATARI GAMES ON PC

Atari's PC software division has been one of the question marks in recent months. Will it happen? Won't it? We do know that Atari has released a

shareware/demo version of the PC version of the Jag classic Tempest 2000. This version is available at Atari's internet site as well as showing up on all of the computer game mag's demo CDs in recent months. The PC conversion was handled by Imagitec(the company that handled the music in the Jag version as well as programming Jag games such as Raiden, Dino-Dudes, Bubsy, Zool 2,etc...).

The demo(compared to some of the multi-megabyte monsters floating around cyberspace) is only around 1 megabyte and fits quite nicely on a single floppy(if you want to give a copy to your friends to try it out). So how does this PC version compare to the Jag original?

Control-If you're using a 4 button joypad, the controls are equal to the Jag version. If you use a 2 button joypad, you'll have to jump using the spacebar.

Audio-The Jag version of Tempest 2000 received quite a bit of attention for the quality of it's soundtrack. Unfortunately, the PC version only supports a few of the PC soundcards and the Soundblaster version of the music is sort of tinny sounding and nowhere near as cool as the Jag version of the music. However, the full PC version comes on a CD which has the CD music from the T2000 soundtrack. I tried the demo out with my copy of the soundtrack and voila, much better sounding.

Graphics-The PC version is very close but they have lost some of the melt-o-vision TM effects in the conversion. The bonus round with the rings and the "river of fire" suffers in particular. The river looks rather chunky. Using a scan converter, I can play my PC games on my TV. Interestingly, when output to the TV,

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THE EDITOR'S DESK BY CLINTON SMITH

APE is late again. Big surprise huh? I do have a good excuse though. I've been trying to pin down exactly what the situation is with Atari, the Jag, future software, etc. after the merger. Unlike the so-called professional mags, who hear a rumor and then proclaim it to be fact, I wanted to let you know what was really going on. I have read so many magazine stories in the last few months saying that Atari has officially dropped the Jag. The only problem with that is that Atari hasn't said that. They've made numerous statements that they're still working on Jag games and coming out with them this year. Yet, the game magazines sit around with their thumbs in their ears and just keep saying what they feel like. As if that's not bad enough, their Atari obituaries are usually full of historical inaccuracies (ie claiming that PacMan was an Atari arcade game, etc.). And these are the people who we're supposed to go to for our news?

On a downbeat note, it's with a heavy heart that I announce that a year from now, APE will come out with it's last issue. Although the Jag isn't dead yet, something tells me that after 96, software support will be history. So it's 4 more issues and then APE takes it's final bow. If your subscription is due to be up in the next couple of issues, don't worry about it. Anyone who is currently a subscriber will get these last 4 issues. To anyone who subscribed for more than a year in advance (I believe there's only one person right now who falls into that category), at the end of these 4 issues you'll get your money back for the year left on your subscription. Well, on to more cheerful things...

GREAT DEALS

With the gloom and doom rumors floating about, some stores have been slashing prices on Jag stuff. If you're missing some games from your collection, now is the time to stock up. Awhile back, there was also a killer deal where you could get a Jag for only \$50! Quite a few folks decided to snag one. It now looks like they're back up at \$99 however. Personally, I took advantage of Babbage's generosity and picked up FlipOut for only \$22 and even more amazing, Defender 2000 for only \$29.99!

DEFENDER 2000

Speaking of Jeff Minter's latest (which will be covered hints and tips-wise next issue), it's excellent. I don't like it quite as much as Tempest 2000 (then again neither does Jeff) but it's still a great deal of fun. My big beef is how easily you can die in the game (which was always a beef of mine with the original game so many years ago). It's very busy and it's so easy to run into enemy ships. The music is excellent (Imagitec scores again and shows that a CD version wasn't a necessity), the rendered graphics on 2000 mode are fantastic (love those humanoids), and the addition of powerups (nothing like carrying an army of humanoids underneath the ship as they exact vengeance against their alien attackers) is the icing on the cake. It's kind of sad that this great game only got like a 35 from ST Format. Why they've assigned their Jag reviewing to the guy they have now is a complete mystery. He must have compromising photos of someone.

FINALLY FFL

The long awaited Fight For Life is finally out and getting some good word of mouth from Jag owners (who cares what the videogame mags are saying). Check your local Jag dealer.

COMING UP

Atari has stated that they plan to release at least 1 or 2 titles per month.

Some of the stuff you can look forward to soon...

Iron Solider 2 (CD)

Breakout 2000

NHL Hockey (formerly Brett Hull)

Possibly

Soul Star (CD)

Towers 2

I also did a little surfing on the World Wide Web and Accent Media is still listing a Jag version of their long awaited CD title, Varuna's Forces.

Keep your fingers crossed.

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

One big bright spot, work is still going on for the long awaited space dogfighting title, Battlesphere. Hopefully, they'll finish it soon and we can finally see what all the hype has been about.

Next Issue...

I'm shooting for a July release (crossed fingers). Look for tips on Battlemorph and Defender 2000, possibly some others and hopefully some kind of good Jag news (unfortunatly Atari will not be showing at E3).

JEFF'S ATARI OUTPOST

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XE ST

LYNX JAGUAR

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Tempest 2000 PC looks a lot like the Jag original.

Tempest 2000 PC hasn't been released yet (Atari is supposedly still working out some details concerning distribution of their PC titles). It's slated to go for an attractive \$30.

Other upcoming Atari Interactive titles include...

Highlander 1: The PC version of the Jag CD's Alone in the Dark style adventure. \$40

Flipout: The wacky puzzle game. \$35

Baldies: The strategy game with the bald little guys. \$30

Atari supposedly has other titles in the works including...

more Jag conversions such as Attack of the Mutant Penguins and an update to the arcade classic, Crystal Castles.

ATARI OR ATARI?

Some people are still having a problem grasping the whole 2 Ataris thing (don't feel too bad if you're in that group, even the so-called knowledgeable guys at video game mags still get confused by it as well), so I thought I'd take the opportunity to straighten the situation out.

Many years ago, back in the days when Warner owned Atari (early 80's), there was the consumer division that handled the video game and computer systems and then there was the coin-op division who came out with titles such as Asteroids, Centipede, and Tempest.

When the video game market crashed and the small computer market was devastated by price wars, Warner decided to sell off Atari. But Warner didn't want to sell all of it. They still wanted to hang on to the profitable arcade division. They eventually sold the video game and computer division to Jack Tramiel.

Warner still hung on to some ownership of the NEW Atari via stocks. The Warner owned Atari arcade division came out with numerous arcade games such as Gauntlet, Stun Runner, Hard Driv'n, Steel Talons, Klax etc. The 2 Ataris maintained a friendly relationship, that's why we were treated to home versions of those games on the Lynx.

Things started to get cloudy when Time-Warner decided to come out with home versions of their arcade titles for home game systems like the Nintendo Entertainment System, Sega Genesis, and TurboGrafix-16. So as not to confuse people, they called their home division Tengen. Tengen wasn't

too keen on Nintendo's heavy handed licensing practices so they tried to come out with NES carts without going through Nintendo. This led to a big legal battle which was eventually settled just a few years back.

Tengen's name was changed within the last few years to Time-Warner Interactive. This company released the home versions of their biggest coin-op hit in years, Primal Rage, on pretty much all the various game systems including the Jaguar CD. So what's the latest on the OTHER Atari? Time-Warner just sold Time-Warner Interactive (which primarily consists of the Atari coin-op division) to the arcade conglomerate WMS/Midway (makers of the Mortal Kombat and NBA Jam series). So basically, 3 of the biggest players in the arcade market of the 80's... Atari, Williams, and Bally-Midway are now all under one corporate roof.

LYNX WRITE-IN CAMPAIGN

One of my readers, Chris Purviance (who is a die-hard Lynx fan) has started a write-in campaign called the Lynx Coalition...

"The following individuals at the following companies need to hear from Lynx users. They want to hear from **you**. They have stated that no new Lynx games will be released **unless**, the Lynx owners and users **say** they want to see more on the market. **Tell** them the games that you want to buy and play. Be it 1 game or 24 of them, at least this many are completed and waiting to go into production at Atari and Hand Made Software alone. This isn't including several that Telegames and Beyond Games have to release for the Lynx. Let them hear from you, show them your support and tell them what you want now. The games are waiting for you.

Beyond Games
c/o Kris Johnson
P.O. Box 2754 Salt Lake City, UT 84110

Telegames
c/o Terry Grantham
1001 E. Pleasant Run
DeSoto, TX 75115

Atari Interactive
c/o Sam Tramiel
455 South Mathilda Ave.
Sunnyvale, CA 94086

or
PO BOX 61657
Sunnyvale, CA 94089-1657

THE BUZZ

Quite a few games have been slashed from the Jag list, including notables such as Phase Zero, Alien Vs Predator 2 (CD), and Battlewheels. HyperImage (Phase Zero) have moved on to Playstation and PC development with versions of Phase Zero for those systems. Beyond Games (AVP2 and Battlewheels) have taken a similar path with their main priority being a PC version of their Lynx classic, Battlewheels.

If you've been wondering what Virtuality has been up to since the Jag VR deal fell through, wonder no more. Evidently they've signed a deal with the Japanese firm, Takara. Takara is a big toy company and is most known in the video game field for the Playstation hit, Tohshinden. Before you start feeling too bad, their rumored \$300 VR headset is supposed to work with currently available systems but the unit lacks tracking capabilities so it's basically like wearing a TV on your head. Plus, from what I've seen of VR units in the PC realm, the big problem is image quality (one of the reasons Atari shot their unit down, ditto for Sega). The \$800-\$900 VR units don't have the resolution to show graphics at the same quality as they appear on your monitor. At \$300, I can't help but wonder what kind of picture quality this unit will have. It looks like good quality, affordable home VR is still several years away.

I heard a rumor from a former reader that Atari had handed over the marketing and distribution of Jag (and possibly Lynx)

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hardware and software to a third party firm. If I hear anything else concerning this, I'll pass it along to you.

If you've been out shopping lately, you've most likely been spotting some killer values on Jag games and Jag hardware. Some have taken this to be a sign of stores closing out the system, but don't take things so literally. For example, Jags were selling for only \$50 but that was a limited time offer and they're back up to \$99 again. Babbages/Software Etc. is currently having a Super Sale and are selling many of the Jag games at killer prices but some of the games are still going for \$50 to \$60. The best deal though has to be Defender 2000 which is going for only \$29.99! CD fans can also get their hands on Battlemorph and Highlander for the same price.

If you have the CD and haven't picked up a memory track cart, now is the time to do it. I've seen it going for \$10 to \$15 and one place even had one for \$4.99!

ATARI SECRETS

Super Burnout

This motorcycle racing contest is one of my favorite Jag games. But don't you wish there was a cycle that didn't have tradeoffs in various categories? You need the Punisher.

At the title screen enter the numbers 2,1,7,9,and 4. You'll hear a beep if you properly entered the code. You can now select the ultimate bad boy bike. The Punisher has high grip, high acceleration, and a max speed of 218 mph.

Ultra Vortek

While on the Eye title screen, press these buttons at the same time(1,2,3,7,9, Option). You get a new Option Screen that will let you change the following.

1 hit Kills Player 1: If on, player one can be killed with 1 hit.

1 hit Kills Player 2: If on, player two can be killed with one hit(this also affects your computer opponents).

#back to daze - this sets how many hits it takes you to get dazed(1 to 3)

H-Flip: If on, this wierd option flips every screen to it's horizontal mirror image.

Annhiliation Extra Time - If on, you get more time to finish off your opponent.

TABLET ON:This number sets you on specific battles 0 - Fight all 10 - Fight Guardian

New Fatalities

Dreadloc: A couple steps away, Away, Forward and Jab

Grok: Jump toward your opponent, while above them press Down and Punch+Kick.

Stage Fatality

On the Inner City Chaos Stage Press Down, Down, Down, Punch or Kick(it's different for each character). This let's you pull a little looney toon action on your opponent.

Poopality: With a name like that, it's bound to be something odd. Unfortunately, I haven't been able to pull the move off. Maybe you can. 3 of the characters can pull it off, Lucius,Dreadlock, and Buzzsaw.

I've seen 2 different methods listed...

Down,Down,Away,Forward,Away,Jab,
Punch,Hold Kick

or

Down,Down,Forward,Away,Jab,Punch,Kick

Defender 2000

What would a cool Jeff Minter game be without some neat easter eggs? Here's 2 doozies.

1. Get a high score on any of the Defender variations. Enter "Nolan" as your name. You'll now have a 4th game to choose from...Plazma Pong. It's pretty much just classic pong but it has a freaky psychadelic backdrop and you can play 1 player against the computer if a 2nd person isn't around.

2. Get a high score on any of the Defender variations. Enter "Ovine" as your name. Select Defender Plus and press button B to get to the options screen for the game(where you select the number of players, ai drones,etc.) and then start the game with button A instead of B. The humanoids are now llamas and your ship is Flossie the sheep(I don't even want to know where that rocket exhaust is coming from).

One really nice thing...once these codes have been entered, they're saved onto the cart so you don't have to keep re-entering them. Whenever you turn on the game, you have instant access to Plazma Pong and Flossie's Revenge.

VLM SPECIAL

Editing your Own VLM effects!!!!

One of the neatest thing about the Jag CD for most folks is the Virtual Light Machine. Well, a nifty new easter egg has been revealed that let's you tweak around with it.

Unfortunately, there is no way to save your

edited effects and there are lot of things you can do that will cause it to crash or slow down to a crawl. Also, this wasn't designed for users so the interface is a real pain to work with.

On the upside, when you reboot your system everything will be restored to it's default settings so you can't screw up your VLM on a permanent basis.

To access this hidden treasure trove, hold down *,1,3,0 and then press A. This brings up a menu entitled Spectrum and Triggers. Now press up,down,up,down,..etc. After doing this up,down motion 8 times, the screen will change to the Edit mode.

There's a ton of stuff you can change on each effect. Frankly, it can be pretty daunting with all these terms you've probably never heard of before. It's best to edit an effect while you have some music playing so you can see what changes you're causing.

To get you started, switch to effect 3-4. Under the "Choose a subeffect slot to edit" menu, select "Colour plasma area type 1".

Pick "Edit Source Function" play around with the "X amplitude" and "Y amplitude". You can get some pretty weird stuff happening.

Have fun.

WANTED!

Chris Purviance of Avant-Garde Gaming(see ad on page 8) is looking for the following items...

1. Atari Explorer Magazine: Looking for issues after June 1992

2. Gamemaster/Gamemaster News: Want all issues of this Atari Lynx publication. It started hitting a limited amount of newsstands between October 1991 and January 1992. It was also available by subscription.

3. Lynx User: This Atari Lynx publication from the United Kingdom(Europe) saw only 2 or 3 issues before it stopped. Want all the issues. It was only available by subscription.

4. The Lynx/Wild Cat!: This was done by Phil Patton in Santa Cruz, California. It was available only by subscription starting in October/November 1990 through December 1992 for the "The Lynx". Then "Wild Cat!" took over from January 1993 through January 1995. The last issue was shipped on January 7th 1995. Want all issues of "The Lynx" and

January 1993 through April 1994 of "Wild Cat!"

5. On Target: This Atari Lynx Publication was done by Matt Szewczyk in Cumberland, Rhode Island. It started in October 1991 and ended in December 1992 or possibly a little later. Looking for entire series that was published.

6. Color Hands: Another Atari Lynx publication that was started in October of 1991. This one was done by Mark Nelson of Brooklyn, New York. It stopped in July or August 1992 (later?). Want entire series that was printed.

7. Also wanted!! Lynx prototypes, Lynx Alpha and Beta game cards, other system prototype games, Atari press kits, Lynx Promotional literature. Anything you may not want anymore. Even used Lynx and Jaguar games. Also Lynx accessories. Classic hand-helds too!!

8. I need a pair of SegaScope 3-d LCD shutter glasses for 3-d games (Sega Master System). Either "New in Box" complete or very good used and complete with docs.

FLIP OUT

General Hints

1. Always try to think at least one move ahead of yourself. When you flip a tile, start eyeing the location you're going to put it in and start thinking where you're going to put the tile that's already there.
2. At the start of a tile flipping match, place your cursor on the lone unflipped tile. Once it flips, simply flip the tile that took it's place into the air and the original colored tile will come down there. Voila, 1 tile in it's correct location.
3. If you get in any trouble, you can always keep flipping 2 tiles in one space while you figure out your next move.
4. FlipOut's controls can be a little over-reactive so if you're having a hard time hitting the right spot with your cursor, just flip the tile where you're at to give yourself a chance to get to the right spot.
5. Keep an eye out for strange colored aliens in the crowd (ie not green). If you see any, you can be expecting them to interject themselves.

Rodeo rider: These guys will hop onto a tile and hang on like they're riding a buckin bronco and they won't let you flip it without a fight. If he hops on one you need to change, flip a tile and then quickly move over to his and start pumping your button, if he's not off yet, flip another one in the air and go back to work on Mr. Cowboy. If he's on one you already changed, just let him be.

Red Barons: You'll hear him flying over to the board. He acts like a tile so when you see him coming, keep at least 2 tiles in the air or a tile could end up without a place to land.

Wizards: These magical fellows can be quite a nuisance. They can change the color of tiles (you won't see their correct color until you flip them) and turn tiles to stone. If it's a tile you've already changed, leave it be. Otherwise, treat it like the rodeo rider.

Flippers: Arghhhh! Some of the biggest pains. You're busily arranging your tiles and then one of these goons walks out and start flipping your tiles into the air, screwing with your hard work. Flip them when you get the chance and then patch your work back up.

Goopy: These guys are mega annoying. They act like tiles (a la Red Baron) so you have to keep 2 tiles in air at the same time.

Tile eaters: He eats the tile and you have to keep flipping him til he spits it out.

Cursor decoy: This fellow turns into a doppelganger of your cursor and will begin flipping tiles unless you flip him off first.

The Puzzles

Cheese World

These are pretty easy to deal with. The aliens who wander out onto the field can be annoying but they're not much of a problem. You might see one of the major pests on the last puzzle of round.

Yellowstone

Instead of using general tip 2, focus on your first flip being the skinny yellow guy with the water wings. Also, Keep your eyes open for the annoying orange guys who jump in and plug up the geysers. Deal with them like you handle a rodeo rider.

Mount Rushmore

This one can be a little tough because it's hard to gauge when a piece is getting close to falling into place because of the strange perspective. You can work on arranging the faces by body parts. Bottom row, chins. 2nd row, noses. 3rd row, eyes. Top row, hair. Plus, Roosevelt is the only face that points straight out (not at some odd angle). The graffiti guy can make things difficult. Once a piece is painted, it is unmoveable. If he's sprayed one you need, you may have to juggle 2 free pieces until the cleaning guy wipes it off.

Sphorkle Diner

This alien eatery isn't too much trouble. If you flip the food quickly enough, Sluggy (the owner's dog) won't effect you very much.

Easter Island

A big pain. Try to get the mouth row done first. If you get stuck in the mouth when it closes, simply keep juggling 2 pieces from there. To move into the middle mouth, move forward from the middle tile. Keep an eye out for the first appearance of the wizard. He can make an already irritating situation worse.

Hoopla World

Similar to cheese world, but look for a great deal of interference from flippers, cowboys, goeys, cursor decoys, tile eaters, you name it.

Planet Pigskin

Also very Cheese World-ish. Except this time you have to deal with an even larger crowd of those annoying alien types.

Zero Gravity Arena

OUCH! This is a real workout. Take the cheese world tile layout and add 2 6 tile walls to the mix. To say that movement can be difficult and confusing is an understatement. Throw in the fact that there are 21 different pieces and you've got a real ton of fun.

To move onto the left wall, you move to the left off the bottom set of tiles. Once you're there you have to switch to up movement. As if this wasn't tough enough they decided to throw in the dreaded Space Slime. They will make you curse the developers. A slime lands in the center of the board and will start flipping pieces into the air unless you zip over to him and flip him into non-existence.

Needless to say, if you have to start chasing him, you could end up flipping half your tiles until you eliminate him.

King Fluffy

You get one chance at the high mucky-muck. He'll change colors, turn tiles to stone a la the wizard but he can also flip a ton of tiles at once...the jerk. Keep banging away, watch what you're doing and you'll become the new king.

HIGHLANDER-Walkthru

The Dundee Village

As you start, a guard comes running toward you. Turn in his direction. Just as he gets near you, jump-kick to take him out. Take the bread, map, and orders off his body.

Walk towards the gate at the rear of the village. When you get near the hut by the rear gate, you'll see a second guard headed your way. Wait for him and jump-kick him. Take the bottle and orders off of him.

Go to the right and enter the 2nd hut. Get the wooden stick from the floor. Walk to the rear gate and use the stick. You'll break the lock and the gate will open.

Walk out until you reach the road. Hang a left and head up the mountain. Get to the top and you'll get a speech from Ramirez. After he leaves, claim your sword.

Go into the inventory and use the sword. Go back down the mountain and take the path back into the back way of the village. Climb up the guard tower and take care of the guard. Get the cheese, map, and orders from his body.

Re-enter the village and search the remaining huts. Eliminate the remaining guards and gather up any health improvers(cheese, bread, or ale) that you find. If you examine the locket you find in one of the huts, you'll get a flashback where your mother reveals your true identity after the attack and begs you to rescue the Dundee clan. Exit through the rear gate and go to the road.

This time take the road towards the right. Proceed cautiously and take on the guards one at a time. When you reach the front of the village, there's 2 guards. Walk carefully and you can lure them one at a time into fighting you.

Follow along the outside of the front gate and you'll find a wooden plank. Walk over to the nearby pier, you'll find Clyde's waterwheel. Examine it to get a flashback about how you first met Ramirez when you were a boy.

Head back and go along the left bank of the pond. When you're over by the pier on the other end, you'll attract the attention of the guard by the tank. Dispatch him.

To the left of the tank is a group of rocks, go in and you'll find a bottle of ale. Go past the tank and you'll find yourself in the desert canyons.

The Desert Canyons

As soon as this starts, a guard will head toward you and attack, be ready. Keep moving until you spot a

staircase off to your right. It spans over some quicksand. Use the board and it will fix the gap you find. Walk carefully across and watch your positioning. If you do accidentally fall in, move as quickly as you can back to the shore and try again. Continue up the staircase.

When you reach the top, there are 2 guards. It might be a good idea to run past them to get into a better fighting position. When you've dealt with them, continue on.

You'll eventually reach a fork in the canyon. Take care of the enemy bunker you see on your right first. As you approach, 2 guards will exit toward you. Take them out and search the bunker. You'll find a lever over by the console. Make a note as to how full the green gauge setting is on the screen. Go back and take the left fork.

As soon as you walk through, you'll be attacked so be ready. Watch out for the arrival of a second guard. Off to your left is some mild quicksand. Wade through on the left end of it and get the gas gun.

Head over to the bunker in this area. Again, 2 guards will come out to greet you. Deal with them, then enter the bunker. Check the blue gauge setting.

Backtrack your route until you're back in the main canyon. As you walk out, you'll spot another staircase, just across the way. Go up this staircase.

Keep going til you spot yet another bunker. There's also a nearby guard. Walk up the steps and use the lever. The bridge will be lowered. Cross it. Hold back and wait for the guard to come to you.

When he is defeated, lure the other 2 out of the bunker. Once they're dispatched, get the crowbar and make a note of the red gauge setting.

Go all the way back to the village and use the crowbar on the locked chest in one of the huts. Inside is a guard uniform. You can't put it on yet, you'll get to use it later on.

Go back to the desert canyons.

Continue on from the staircases. You'll see a branch off to the left. Ignore it and keep going forward. You'll face another guard. When you reach the screen with the little purple flower, then head left.

Keep going and you'll face another guard. Go

right(Quentin's right). You'll see some guards up on the rocks. They'll be taking shots at you with guns. There doesn't appear to be an effective way of eliminating them so you'll just have to hope they don't hit you too much. Keep running to avoid their fire until you're through the mini-canyon. Watch out, there's a guard when you exit.

Go right(you'll see a guard off in the distance). Take care of him. You'll come upon another guard. And then another guard. When you exit from this section...you guessed it, another guard.

Head off to Quentin's right and you'll face two more guards. Keep heading in that direction and you'll be facing another guard(there will be some plants lining the left wall). A second guard follows him.

You'll come upon a locked bunker and a guard will come at you from off in the distance. Get the heavy key from his body. If you go look in the room that he came from, you'll find some ale.

Use the heavy key on the locked bunker's door.

These guards won't be lured out, so you'll have to go in and face them. Try and not let them get on either side of you or they can do a real number on you.

Walk by the controls and you'll get a full screen view of them. Set the color gauges(with your hand)to the settings you saw in the 3 bunkers. Then place your hand in the middle, push down on your pad and then press your button. The gate will open. Go on through.

Favellas

There are 2 guards waiting right by the entrance.

Take the stairs

You'll have to cross the bridge over the junk but there are sections missing and no board this time. Get as close as you can to the edge and then jump across. You only have to do it twice.

There is a big ugly dude waiting in the room for you when you come through. After you beat him, search his body to get his stopwatch.

You can take either tunnel to enter the sewers.

When you get to the big spinning blades blocking your path in the sewer, use the stopwatch and Quentin will jump right through.

Mogonda

Climb the stairs and follow the small tunnel til you reach a larger sewer tunnel that forks off to your left or right.

Take the left fork and watch out for the guard. Deal with him.

Keep following the path til you meet the next guard. Turn left and follow the path til you reach a T shaped section.

Turn right. You'll run into another guard. Go up the stairs til you reach a hallway

Follow the hallway and take a right. You'll hit a junction and there will be 2 guards off to your left. You'll find a door here but you can't go through it yet.

Go back and enter the room at the right fork. In the guard's bunkhouse, you'll face 2 more guards. Deal with them and get the 2 maintenance keys off the bodies.

Go back down the stairs, all the way back into the main sewer tunnel.

Go back to the T shaped bridge and head down the left route.

Walk up to the controls that you find by the big, steel door and use maintenance key 2. The tunnel door will open.

Keep following the path and then go up the stairs til you hit a hallway. There's a guard right by the entrance.

Go forward and then turn right. There's a guard off to your right at the junction.

Head left and search the tunnels for goodies like a gas gun, ale, and cheese.

Go back and enter the room at the right fork. It's some kind of guard training room.

There's a guard behind the netting. Lure him out of the netting and get him into a position where you can shoot him with the gas gun. Get the security key off of his body.

Go back to the sewers and head down to the right branch of the T shaped bridge. You'll face a guard on the way. Unlock this big, metal door with Maintenance key 1 the same way you handled the other door.

Follow the path to the hallway. Turn right. There are

2 guards here. Turn left and check the tunnels for bread, ale, etc.

Head back and go to the door with the Kortan symbol on it. Use the uniform and they'll open up for you.

Take care of the three guards. Get the door key off one of the bodies.

Go up the stairs and hang a right. Go through the tunnel til you hit the grating. Use the crowbar to open it.

Go back to the very first set of rooms you visited and open the locked door by using the door key by the controls.

The Core

Defeat the first guard. Take the stairs off to your left.

Defeat the 2 guards along the way, and then go up the stairs.

Arm yourself with the gas gun and then line yourself up on a horizontal plane with the sniper. Shoot him (you may have to be standing back by the railing).

Turn Quentin so he's facing you and then go down the stairs and then enter the room with the light over it.

Take care of the 2 guards inside and then make a note of the blue lock code on the screen.

Go back up the up stairs, keep going til you meet up with another sniper. Line up with and deal with him like you did the first one.

Go down the stairs, enter the room and take care of the lone guard and find out the green setting.

Go up the up stairs and then right down the down stairs. Run to the last room and take care of the 2 guards, and then get the red setting from the monitor.

Run up the stairs, line up with the sniper and take him out in a similar fashion to the other 2.

Go to the door controls and enter the code just like you did back at the gate in the desert canyons.

You'll be automatically transported inside so watch out for the final 2 guards. Take them out, go over to the cell lock and use the security key.

Go inside and you've saved the Dundeeds.
WHEWI

BATTLEMORPH

General Tips

1. Keep moving. A sitting target is a sitting duck.
2. Be careful when flying in reverse. This is how quite a few extraneous collisions occur making your energy dwindle ever smaller.
3. Whenever you start out on a planet, be sure to tag one of the question mark icons. They usually provide you with a little tidbit of useful info on your objective for that world.
4. Save your decoys for areas where you're under a lot of fire from several directions at once. They can draw the attention of your attackers giving you a chance to counter-attack. Use your missiles on gun emplacements. That way you can get them before you're within their range.
5. Energy is life in Battlemorph, run out and your dead. A grey power ring is the best but they're in scarce supply. Keep an eye out for glowing bodies of water, submerge for a little while and you're good as new. The most common situation though in emergency energy replenishment is diving into the nearest water you can find and do a little fishing. Also, weapon powerups will also turn into energy squares.
6. If you're not sure where you need to go, your best course of action is to generally follow the yellow arrow on your scanner. In most cases, it's pointing right where you need to go.
7. The map is a very valuable resource. If you're confused about your whereabouts or where you're trying to get to give it a quick look-see. Also, make use of the pointer. Set it where you want to go, and the white arrow on your scanner will lead the way.
8. If an energy leech hops on, head for the nearest water you can find ASAP and dive to get rid of him.
9. Thoroughly search each planet. Finding extra lives is a big priority. You'll need plenty of them in this game.
10. Many times, valuable powerups can be found riding on the top of transports, You can blow up the transports or just snatch them off the top as you fly by.
11. Be wary in tunnels. There are numerous

dangers lurking here, especially the automatic opening and closing doors. Time your move properly or they can mess you up severely.

ZEPHYR CLUSTER

Penter

You have to get four data pods that are being moved around the planet surface by heavily armed convoys.

Their firepower is too much for you to try to fly in snatch the data pods off. But the route that the convoys take passes over several bridges spanning a body of water.

Destroy the bridge supports and it's bye-bye bridge. When the convoy gets there, they fall into the water and they're destroyed and the data pods are left sitting on the bridge.

Peramer

Your job is simple enough, blow up the detonator

that's sitting in the valley.

Not so fast there Sparky. Before you do that, look around near the entrance to the valley and you'll find a planet cloaker. Destroy it and you'll gain access to a bonus planet.

Dyphor(Bonus)

Plenty of ammo sitting around and you can leave at any time.

Wait up though. Destroy the dome and go through the green portal that's hidden inside and you'll find an extra life that's sitting behind a force field.

Grab the red key to gain access to the two other structures. One contains an ammo powerup that lets you carry more ammo.

There's also an extra life being carried by a tank behind a force field but I haven't been able to find a way to get at it.

Silur

2 data pods are hidden in a cavern somewhere on the planet..

You'll find the blue key in the tunnel. Follow the glowing water and enter the other tunnel to reach the cavern.

Don't leave this world just yet. Located underwater, there's another tunnel(you'll see it on the map).

Take it and you'll find a big valley full of speed-ups(not very helpful) and roads.

Keep searching the area and you'll find not just 1 but 2 extra lifes.

Kalmer

Follow the roads and keep taking the transporters(they're sometimes hidden in buildings or underwater) til you reach the enemy HQ.

Destroy it.

You'll find an extra life sitting in the rubble. There's also a portal that takes you back to the exit portal.

Bandyr

Look around in the water you start out in. You'll find a green battery over by some of the underwater domes.

Surface and place the battery in the power station.

If you look around you'll find an extra life being carried on a transport.

Zephyr

You get to face the boss here. A giant killer bee.

Steer clear when the bee general is facing you, he unleashes a lethal volley of missiles. You can use decoys to try and take some heat off.

Follow behind him(watch out for the mines) and keep shooting him in the butt til he blows up.

Grab his plasma, and you're off to the Carmine cluster.

Next Time: The rest of the worlds.

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