

A.P.E.



ATARI
PORTABLE
ENTERTAINMENT
NEWSLETTER

Summer 93: ISSUE NUMBER 11

The Jaguar Lurks at the Summer CES

The Jaguar wasn't at the CES (in person so to speak) but it was officially announced. The following is Atari's press release.

ATARI LAUNCHES THE PHENOMENAL JAGUAR

The First 64-Bit Multi-Media Entertainment System and Made in the U.S.A.

Sunnyvale, CA- June 1993- Atari Corporation, the founder of the video game industry and the creative force behind some of the world's best known titles, has announced the launch of a revolutionary new multi-media entertainment system, the Atari Jaguar. The launch will be supported by aggressive advertising, promotion and marketing efforts to be centered in the New York market in the Fall, with a national rollout of the product within one year.

The Atari Jaguar, housed in a futuristic casing, is an interactive multi-media system based on an Atari-designed proprietary 64-bit RISC processor. The 64-bit system is four times the technology currently seen in the market today. The Atari Jaguar features over 16 million colors in 24-bit true color graphics and produces shaded 3-D polygons to be manipulated in a "real" world in real time. The Atari Jaguar also has real time texture mapping and creates spectacular video effects.

The sound system is based on Atari's proprietary, high-speed, Digital Signal Processor dedicated to audio. The audio is 16-bit stereo CD quality and processes simultaneous sources of audio data, allowing for very realistic sounds, as well as human voices, which are essential for future multi-media applications.

The Atari Jaguar is truly expandable and will include a 32-bit expansion port which allows for future connection into cable and telephone networks, as well as a digital signal processing port for modem use and connection to digital audio peripherals such as DAT players.

The unit will also have a compact disc peripheral, which will be double-speed and will play regular CD audio, CD+G(Karaoke), and Kodak's new Photo-CD(R).

Currently, there are multiple software titles in development, which will be available on MegaCart(TM). Atari, known for such groundbreaking 3-D titles as **Battlezone 2000(R)** and **Tempest 2000(R)**, will issue spectacular new versions for the Atari Jaguar. New 3-D game titles will include **Cybermorph(R)**, **Alien vs. Predator(R)**, **Jaguar Formula One Racing(TM)** and many more. Atari will license third party publishers to join the Jaguar family.

"The Atari Jaguar system will revolutionize the state of home entertainment as we see it today," said Sam Tramiel, president of Atari. "The idea of a 64-bit system is earthshattering and kids and adults will be amazed at both the imagery and manipulative capabilities. And we are proud that our entry into the multi-media entertainment category will be fully made in America."

The Atari Jaguar will retail for approximately \$200 and will be available nationwide next year. The Atari Jaguar packaged unit will include one software experience and a Power Pad(R) Controller with a ten-key pad, and other special features.

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Atari didn't have a booth(again) but they did have a presence at the Telegames area. They had a monitor and VCR set-up and showed a short (roughly a minute) Jaguar tape. They had a digitized picture of a cheetah (that looked like a photo)and showed how the system could manipulate it by stretching, rotating, etc. They also showed some very smooth 3-d filled polygon graphics, and some sample game screens that looked pretty impressive (including a title screen to a Tiny Toons game). They also had some photos of the system itself and it looks pretty slick. It's a very sleek design that's charcoal grey. When I get more info on this, I'll pass it on to you.

LATE BREAKING JAGUAR NEWS

Hot Off The Presses

Is Atari serious about the Jaguar? It sure sounds like it. Atari has announced that the system is going to be manufactured here in the US via IBM's factory in Charlotte, North Carolina. An Atari system being built in an IBM facility? Boy things have sure changed in the world.

In other news, Atari has licensed the use of the powerful compression technology, Cinepak from SuperMac. Cinepak allows for high quality compression/decompression of video for multimedia purposes. 3DO is making use of it in their software and Sega is going to be using it in their CD titles(allowing for larger full motion video in their games). If this doesn't have something to do with the Jaguar's CD games, I'll eat my hat.

ATARI LYNX TITLES

Atari was showing several new Lynx titles at the Telegames booth.

Jimmy Connor Tennis: A good looking easy to play tennis title.

Basketball(there's more in the title but I don't recall it right now): A real basketball game from the same folks who brought us Lynx Hockey. It has some nice graphics(the players are a little larger than the hockey game) and looks pretty comprehensive.

Malibu Beach Volleyball: A volleyball game with nice graphics.

Road Riot 4WD: The crash and bump arcade racing game. Good use of scaling and faithful graphics.

Dinolympics: Terrific cartoon graphics and challenging puzzle action(it's very similar to the Humans title which is out for several systems because they're based on this game). Use your cavepeople to help one another reach goals.

Lemmings: The very popular computer puzzle game has been done justice on the Lynx. Easy to deal with controls and excellent graphics. Very challenging.

Powerfactor: A run around and blow things up title with large well-animated graphics(look for it soon).

Eye of the Beholder: The Lynx is finally getting a good RPG(role playing game). Based on the computer hit, you must lead your party of four heroes through a deadly first person maze, fighting creatures and solving puzzles. Very detailed graphics.

Super Asteroids/Super Missile Command: 2 updated classics on 1 cart. The asteroid playfield is now larger than the screen and you must use radar clues to locate all the asteroids and destroy

them before time runs out. You can now purchase special weapons upgrades to help deal with the incoming missile attacks. A lot of tough, arcade fun.

Ninja Gaiden 3: Tecmo's successful NES hit jumps to the Lynx. Really cool cinema displays move the story along as you fight evil with the ninja, Ryu.

TELEGAMES LYNX TITLES

Telegames themselves also had new Lynx titles on hand.

European Soccer Challenge: If you were less than thrilled by Atari's soccer game, cheer up. This is an excellent soccer game. Good graphics and controls. It could be out by the time you read this.

Krazy Ace Miniature Golf: They've finally added some more levels to my favorite miniature golf game (and they're really tough). Still no release date though.

Double Dragon: The arcade classic street fighting game is a carbon copy of the coin-op. Due in August.

Super Off Road: The arcade driving classic is coming along and is due in October. The small graphics didn't do much for me however.

Desert Strike: An extremely close translation of the Electronic Arts Genesis and Super NES chopper combat game. A European developer is doing the programming and it's due December.

In case you haven't already heard, Guardians: Storm Over Doria has been shelved indefinitely. The cost of a 4 meg cart with battery back up would've been pretty high (\$80) plus they can't get a good quantity of them. Let's keep our fingers crossed and maybe the situation will change.

BEYOND GAMES

The newest third party developer Beyond Games also had a booth at CES where they were showing off their hot title **Battlewheels** (which should be out as you read this) and their next title **Cybervirus**.

Battlewheels allows up to 6 players to Com-Lynx and take each other on in heavily armed cars. The best way to describe this first person game would be Warbirds in cars. The gameplay is very hot and a real thrill when you get a couple of people together. Battlewheels picked up a 1993 Summer CES Innovations Award.

CYBERVIRUS (Tm)

The will to survive is strong—especially in artificial intelligence infected with the virus, "Sir.vive.X". Not only do BAD-1200 Series robots want to stay alive, but they also are out for your hide. The situation has escalated to the point where only one option remains for humans—destroy the computers infected with the virus or be destroyed.

You have been chosen to seek out the Braincore of this cybernetic resistance and obliterate it. It won't be easy. The infected robots are stronger, smarter, and faster than the average human, and they're determined to stop you at any cost.

But without you, humankind is doomed.

With some help from your Commander at P.A.C.C.O.M. Headquarters, you must infiltrate the Sirius Combine R&D Compound, gather information, destroy all laboratories, robots, and weapons, while rescuing any human hostages you might find along the way. Luckily, you'll have a machine gun, body armor and some grenades to help you perform your mission. But don't be fooled, the BAD-1200s play for keeps.

CyberVirus (Tm) pushes the Atari Lynx to the max with full-scaling 3-D graphics and 30-plus levels of in-your-face non-stop action for one player. CyberVirus (Tm) will be released in September 1993 and will retail for \$39.95.

I had a chance to chat with Beyond's president, Kris Johnson, and I found out some other neat stuff. Beyond is also working on a Fantasy-Role playing action game and a multi-player space combat game.

Alot of dealers that Kris talked to who had dropped the Lynx were seriously considering picking it up again.

Evidently, Lynx development is strong in Europe. Several companies have talked with Beyond about selling their programs here in the states. Kris was pretty stunned when they actually had 3 completed titles to show him.

Beyond already has a Jaguar development kit and they're very impressed. They do plan to wait to see how things go first before investing time in developing for the system.

CES MISCELLANEOUS

I'm pleased to report that there is some Lynx advertising out right now. Just check out the pages of DC Comics. Almost every DC title I've seen recently has a one-page Lynx ad in it.

It was rather strange seeing some familiar faces at the show(who are no longer with Atari).

Craig Erickson is now with Sega.
Steve Ryno is now with Black Pearl software(a third party Sega developer whose president is former Entertainment Division head Larry Siegal).
Black Pearl has just been bought by THQ(who supports Nintendo and Sega systems).

LYNX SECRETS

Are you one of the many gamers who's been frustrated to no end by the mega-difficult Batman Returns? Well, this equally difficult to execute trick will allow you to skip levels(and make you invincible).

Press Up on the joystick 8 times.
Press Down on the joystick 12 times.
Press left on the joystick 15 times.
Press right on the joystick 19 times.
Finally press the Option 1 button, 27 times.

If you did this correctly... Start the game. While in level 1, press pause. When you press Option 1 the screen should go black. When you unpause, you'll see the name of the next level. Keep doing this and you'll get to Level 4. Press Option 2 for invincibility. Good Luck with the fowl fiend.

LETTERS FROM THE READERS

APE has received yet another letter from(you guessed it) Mark Brooks. As usual, we've got questions and here they are.

1. Is Psygnosis planning to release any more cards for the Lynx?

Response: Look for Lemmings soon.

2. Dracula has a 1991 copyright yet it came out in '93 what's the deal?

Response: Most likely the title "Dracula the Undead" was copyrighted back in 91 before the game was developed.

3. Football was disastrous, Baseball was rather blah, Hockey was great, Basketbrawl was utter garbage. Does Atari plan to release any more sports related titles? Some should be redone.

Response: Well, depending on the future of the Lynx there's a good chance we'll see updates of Baseball and Football. As for right now, a real Basketball game is on the way(by the developers of Hockey) as well as a Tennis game and a good Soccer game from Telegames.

4. Does Atari have a Lynx telephone line anymore and do they plan to release anymore of those grossly inaccurate yet interesting promos usually found in EGM?

Response: Atari does have a new Lynx hint-line. It's 1-900-737-ATARI and it costs 95 cents a minutes and requires a touch-tone phone. I've seen a new insert but so far only in the magazine Game Informer. No sneak previews of upcoming games though, only games that are actually out.

5. Oh yeah! Congrats to the people behind the making of Basketbrawl for making it to VG&CE's top ten worst games of '92. What an honor.

Response: Hey! I liked Basketbrawl.

6. Once again, how many Lynxes have been sold in the US and is there a future for it?

Response: Once again, the only figure I've heard is about a million. I think there's a future for it(seeing the new games at CES and Beyond Games' stuff

gives me hope.)

7. Is Telegames still around? I haven't heard from them in ages.

Response: Check out the CES report for what Telegames is up to.

8. How many Game Gear owners does it take to screw in a lightbulb? 100- 1 to put the light in the socket 99 to turn the ceiling. Yuk. Yuk. Yuk...

Anyway the mag is still great so keep up the good work.

Your Letter Writer, Mark Brooks

We also have a letter from Mark Bodnar and his brother-in-law Norris Freedman.

Dear Clinton,

My brother-in-law and I are awaiting your next newsletter. We will try to keep this letter as brief as possible to conform to space constraints. First of all, we think that Atari and their developers are starting to get their act together in distribution of new games. Realistically you can only play so many games at one time.

Questions:

1. What about the last three levels in Toki?

Response: Well...I've had to delay them into the next issue along with some other things. What can I say? Stuff happens.

2. You mentioned that the guy from Atari showed you a secret level select in Scrapyard Dog. Could you tell us how to access it. I've completed the game(thanks to your tips and help), but would like to play certain levels again without having to replay and use the warps.

Response: Unfortunately, he did it so quickly I couldn't tell how he did it. But it doesn't matter anyway since they stripped it out of the final version.

3. Are there any Easter Eggs for Pinball Jam, or any of the newer games, ie> Dirty Larry/ Switchblade/Shadow of the Beast/ Steel Talons/ Kung Food.

Response: Haven't heard of any.

4. Do you subscribe to Prodigy? If so, could we have your ID so we can write to you directly?

Response: My personal computer of choice is my Atari ST and they never came out with Prodigy software for it.

5. Are any games scheduled to come out that are similar to Intellivision's Night Stalker?

Response: I actually do remember Night Stalker but I haven't seen or heard about anything similar to it coming to the Lynx.

6. We enjoyed Dracula. Are there any other RPG's coming out soon. Will they take longer to complete ie. password feature and more megs.

Response: Eye of the Beholder is on the way and should fit the bill. Also Beyond Games has a Fantasy RPG in development.

Thanks again,

Mark Bodnar Norris, Rachel, and Zachary Freedman.

PS, See, not the same MB initials from Mark Brooks and me again. A little variety.

Lynx at Electronic Boutique

Norris Freedman passed on some info he heard from Electronic Boutique. Atari is taking back their older titles from the stores(such as Chip's Challenge, Blue Lightning, etc) and they're going to be repackaging and selling them at reduced prices through their own catalog. In return, the stores will be receiving new titles on a regular basis.

They're also going to be reducing the prices on the Lynx itself. The base unit will be going for only \$59.95(only \$10 more than Gameboy) and the full package is going to be about \$85 to \$90. Hopefully we might see these new prices at other Lynx dealers as well.

If you hear any new Lynx(or Jaguar) info be sure to drop me a line here at the usual APE address (and I'll list your name in **BOLD** too!

General Tips

1. If you can't get into something, chances are you'll need an object to open it that is found later on.
2. To get the best ending, you'll have to use your notebook 6 times. If you see something suspicious or if it's something that has to do with Drac, use your notebook.

The Antechamber

1. Is there anything important I need in here?

The only object you need is found in the drawers. Also note that there is a window located on the wall you're looking through and there is a door on the right/towards the screen.

Jonathan's Bedroom

1. How do I open the window? It's locked from the outside?

You have to open it from the outside. You'll get the chance in a while.

2. What do I need here?

There are 2 items and one is mega-important.

South Wing Landing

1. How do I open the jammed door?

As the game hints, you'll have to pry it open. The object you need is found later on.

South Hallway

1. How do I open the door on the left side of the screen?

You can't...ever.

2. How do I open the clock?

You'll need a key that you won't find for a while.

3. Where does the door on the right lead?

It goes to the library and the door on the wall you're looking through goes to the dining room.

Library

1. It's too dark to read the books?

You'll get the chance later on.

Dining Room

1. What do I need here and what do I do?

You'll find something important on the table. Go and talk with Dracula.

2. Dracula killed me!

You cut yourself shaving and he loves fresh blood. However, if you know your vampire lore, there is something that will make him keep his distance. I suggest you sleep on it.

3. I talked with Dracula, now what do I do?

Go back upstairs and enjoy the view from the Antechamber.

South Wall

1. Where should I go?

The wall is basically a maze so you have to find the correct path to get across the wall. Aside from the Antechamber window, there are only 2 other windows you can enter. We mentioned one earlier and the second one is pretty obvious based on what you saw out the window.

Dracula's Study

1. What is the pile of papers for?

I guess Drac is into recycling. They aren't important.

2. How do I open the door?

You can't.

3. How do I open the desk drawer?

You'll need a key that you find later on.

4. Are the papers on the table and the map over the desk important?

They certainly seem noteworthy, don't they?

5. I've opened the door on the right but it says that it's too dark for me?

What you need is on the table. To use it, you'll need to use 2 objects you found before.

Dracula's Money Room

1. All right! How much can I take?

There isn't much call for money in this game, so they only let you take a little (but you find something even more useful in the process).

2. The door is locked. Where is the key?

You're so warm.

Musty Catacombs

The catacombs are laid out very weird so it's difficult to truly map it. However, there are only 4 main locations you have to find so it's not too bad. Here's a freebie: You have to do something to your lantern or you may end up dead as you search.

Ladder to the Stables

1. The horse won't let me past.

You'll find something later on that Mr. Dead will like.

Bloody Rock

1. What's the deal with the bloody rock?

Think of this as a road sign that something is nearby.

Dracula's Coffin

1. Dracula killed me!

Maybe your personality is a little too bright.

2. How do I open the coffin?

ARE YOU NUTS! Leave sleeping bloodsuckers where they lie. You're not Rambo for god's sake. Besides you can't open it anyhow.

Dracula's study

1. Can I take the lantern with me?

No.

Jonathan's Bedroom

1. My door is now locked and Dracula's brides plan to have me for supper. What do I do?

It's a lucky thing you unlocked your window now isn't it.

Sewing Room

1. What do I do here?

There is nothing of any importance in this room. You're wasting time. Move your butt.

South Hallway

1. Now the Library door is locked. I'll never get to read those books.

You will get a chance back to the Library but it's a secret (and later on).

Dining Room

1. Anything new in here that I need?

There's something on the table that will satisfy someone's sweet tooth.

Dracula's Money Room

1. Darn all the money's gone!

Yes, but now you have access to something important.

Catacombs

1. Anything I still need down there?

Check out where Drac use to nap.

Stables

1. How do I get the boards off the well?

You'll need a tool of some kind.

2. Okay, I removed the boards, now how do I get that rope at the bottom.

You need to make use of 2 items together to get it.

Storeroom

1. How do I open the doors?

You can't. You have to find another way out.

That should be enough help to get you through Dracula. However if you need even more assistance, a complete walkthru may be found on the next 2 pages. Read at your own risk (or if you want to finish the game on your own).

Dracula the Undead-Walkthru**Antechamber**

Open Drawers, Get Notebook, Walk over to the door (towards the screen and to the right), Open Door and then walk through.

Bedroom

Examine Table, Get Tinderbox, Examine Bed, Get Crucifix, Use Crucifix. Go back to Antechamber.

Antechamber

Go to the door to the right of the cupboard, Open Door and then walk through.

South Wing Landing

Walk to the left to the stairs.

South Hallway

Walk down the stairs and walk towards the screen.

Dining Room

Examine Table, Get Oil, walk over to Dracula, Talk To Dracula, select "I'LL EAT MY MEAL NOW" when you want to end conversation, Use Notebook, exit dining room and go back to the Antechamber upstairs

Antechamber

Walk towards screen, Look Window, Use Notebook, Open Window, Climb Window.

South Wall

Go right 6 times, go up, go right, go up, go right 3 times, go down 2 times, go right 6 times, go up into bedroom window.

Bedroom

Open Window, Climb Window.

South Wall

Go right 4 times, go up 2 times, go right 3 times, go up, go right 4 times, go down 2 times, go right, go down, go right 7 times, go up 3 times, go right 9 times, go down 3 times, go right 8 times, go up, go right 6 times, go down, go right 6 times, go up into Dracula's study.

Dracula's Study

Examine Table, Use Notebook, Get Lantern, Use Oil With Lantern, Use Tinderbox with Lantern, Turn Lantern, Examine Desk, Use Notebook, walk to the door on the right of the desk, Open Door and enter it.

Dracula's Money Room

Get Money, Get Box, Open Box, walk to door, Use Iron Key with Door, Open Door and enter it.

Catacombs

Go right, go down, Get Twine, go up, go up, go up, go down, go right, go down, Examine Coffin, Use Notebook, Get Crowbar, walk around til you find the stairs back to the money room. Go back to the study and Climb Window. Go back across the wall to your bedroom window.

Bedroom

Walk through the bedroom and antechamber out to the South Wing Landing.

South Wing Landing

Walk to the jammed door, Use Crowbar on Door, enter doorway.

Bedroom

Use Notebook, Climb Window, go to the antechamber window.

Antechamber

Walk down to the Dining room.

Dining Room

Examine Table, Get Sugar, walk back up to Antechamber.

Antechamber

Climb Window, go to Dracula's study.

Dracula's Study

Get Lantern, Use Tinderbox with Lantern, go through the door.

Dracula's Money Room

Use Lever, walk towards screen to go through secret passage door.

Library

Examine Books, Get Book, go through the money room and enter the catacombs.

Catacombs

Go to where coffin is, Examine Coffin, Get Brass Key, go to ladder, Climb Ladder, Use Sugar.

Stables

Walk to the right.

Storeroom

Get Spade, walk to the left.

Stables

Use Spade on Well, reenter catacombs and get back to Study, Climb Window, go to Antechamber and go downstairs to South Hallway.

South Hallway

Use Brass Key on Clock, Open Clock, Get Small Key, go back to Antechamber, Climb Window, go to Dracula's Study.

Dracula's Study

Get Lantern, Use Tinderbox with Lantern, Use Small Key on Drawer, Open Drawer, Get Hook, go through the catacombs and get back to the stables.

Stables

Use Twine with Hook, Use Fishing Line with Well, Climb Well, and you're free!



World Class Soccer

General Tips

1. This is a pretty unplayable soccer title but we're going to muddle ahead anyway.
2. I don't know if your country choice affects how well your team plays but if it does...don't pick the USA team. Come on, soccer just isn't our game.
3. Knocking the ball away from an opponent with a sliding tackle is pretty tough(button B). It's a lot easier to just step in front of them to try to swipe the ball.
4. Don't hold on to the ball for very long and pass frequently(button A). Be sure to get rid of the ball if an opponent starts to get close.
5. Don't let the other team get anywhere near your goal. Controlling the goalie is a real pain and most likely they will score on you.
6. When you get close to the opposing goal, don't head straight at the goalie. Try to fake him out and then rifle the ball in(button B).

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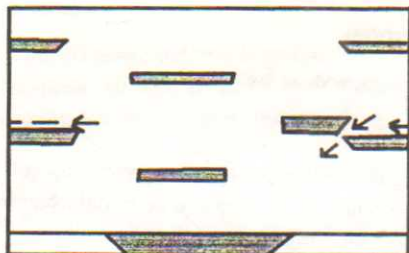
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General Tips

1. This is classic Joust so any of your old strategies will work fine here. But for you newcomers...
2. Stay high by flapping hard and then drop gently down from above on to the evil riders. Keep your left and right movement to a minimum. Grab the egg that appears as soon as possible. If you can catch it while it's still in mid-air you get an extra 500 points. If you leave the egg alone for too long, it'll hatch into a tougher form of rider. You have to get him before a new bird comes out for him to ride.
3. In single player games, don't take unnecessary chances during the survival waves. If you make it through without losing a life you earn a healthy 3000 points. In two player games, it's a little easier for team waves. Just don't kill your partner for the 3000 payoff.
4. In two player games, resist the urge to dismount your partner during the gladiator waves. You get 3000 points but if you want to get far, you'll both need as many lives as possible. (Unless you're really ticked at them. In that case, go for it **HA HA HA HA** (maniacal laughter)).
5. In Egg Waves, move as quickly as you can to pick up all the eggs. If they start hatching you'll be up to your eyeballs in enemy riders. A good strategy is to start on the high platforms and work your way down (it's a lot quicker going down than trying to flap your way up).
6. Pterodactyls are a major pain and difficult to kill. They show up during the Pterodactyl wave or if you take too long in finishing a level. You can kill them but only if your lance is right on their beak. Hover in one spot and let it come to you (you might have to make a last second height adjustment to make the kill).
7. Don't be walking around on the lower section when Level 2 ends. It starts burning away and you can fall in the lava. Be wary of the lava troll who reaches out of the lava and tries to grab you. If he grabs you, your only way out is to flap as fast as you can. The troll can also help you out though by

grabbing the enemy riders so you might try luring them close to the lava.

8. There's a cute little shortcut you can execute for strategic purposes. Fly towards the platform in the illustration. You've got to come in low enough so your bird will skid along on it's belly. When it reaches the crack between the platforms, you'll slip right through. A nasty surprise for anyone down below.



9. When playing two player, divide the screen in half. One of you cover the left side while the other covers the right. The closer you are the greater chance you may accidentally kill each other.
10. As the levels progress, platforms start to disappear. This gives your enemies a lot more flying room and makes them much more dangerous (they start actively coming after you). Stay as high as you can in the middle of the screen and let them come to you. If you're lucky they'll hit you from below and do the job for you.
11. The worst place to be as the game gets harder is below the lowest platform. If there are several enemy riders zipping around, you don't have a lot of time to try to gain height superiority. If you are killed and appear via the creator pad in this area, try to vacate as quickly as possible and get higher on the screen.
12. You can use the creator pads to your advantage. If you want to keep enemy birds from materializing on the highest platform at the start of a level, simply stand on it. No riders will appear there. If you want to try to take out riders as they appear, hover just to the left or right of the pad and nail them as they take off.

BattleWheels

General Tips

1. **KEEP MOVING.** Standing still in this game is the kiss of death. You might as well hang a sign that says "kill me" on your windshield.
2. Driving in reverse is one of the handiest things you can master. As a car chases after you, you can let him have it with your missiles. His forward motion lets the missile reach him faster. If he fires at you, you're traveling away from his missile and you should be able to avoid it by turning. You can also use your mines(it's actually easier than if you tried to mine him when he was behind you). The only problem is that you must stay aware of when you're getting close to the boundaries or if you're coming up on an obstacle. Bump into either and you'll stop and become easy prey for a few seconds while you get your car going again.
3. Flame throwers can be very nasty but if you stick in one spot, you'll be subject to theirs as well. Your best bet is to zip past a car(all the better if he's already under attack from another car)and scorch him as you go by.
4. The paint sprayer is tough to master but it can give an opponent fits. Driving becomes very difficult if you can sufficiently spritz his windshield and obstruct his view. You can clean off the paint by exiting and then re-entering your car. If you can get someone to exit their car, they'll be ripe for the picking. If you're on the receiving end of the situation though, you might want to wait til you can get some distance between you and your playmates before taking care of the paint.
5. If your car is on the verge of exploding, be sure to slow down before jumping out on foot. Otherwise, you're street pizza. Also be careful that nothing is blocking your driver-side door or you won't be able to get out.
6. Being on foot while everyone else is driving around is a BAD situation and should be avoided at all cost. Your best hope is to find some structure to use for cover and wait for the others to eliminate each other. If that isn't possible, try to nail their car from an angle. An on-foot attack from the front or rear leaves you very vulnerable.
7. There is one other chance when you're on foot but the opportunity is rare. If you're lucky you might be able to use somebody else's car that they abandoned. The problem is, they had to have gotten out(probably to pick up money or clean their windshield) and then got killed. Most of the time a driver only abandons their car as it's about to explode. You do not want to hop into somebody else's deathtrap.
8. You can deal with money bags in 2 ways.
 - a. Only hop out and pick one up if nobody else is nearby. The Bank level is a special case. Drive as fast as you can to the square of buildings. Hop out and walk between the buildings. Race around and grab the 4 money bags quickly and then run back to your car and hop back in.
 - b. Hang out near a money bag and wait for someone else to try for it and run them over.
9. The wait for the others to eliminate each other strategy is also handy when you have a car. Let everybody else duke it out and then come in like a desert scavenger and pick their bones. When they start hopping out of their cars, it's time for a remake of the classic David Carradine picture DeathRace 2000.
10. Always be aware of where you are, where you're going, and where your opponents are. Frequent use of your radar map and keeping an eye on your windshield compass will let you do this. An informed warrior always has the advantage.
11. Along those lines, be aware of your dashboard indicators. They can let you know when a particular area of your car is severely damaged and how much ammo you have left. Most important though are the attack direction lights. If you hear your car being attacked but see no attacker this is the quickest way to know where it's coming from.
12. When under attack by several opponents at the same time, get away quickly. They might follow you but hopefully they'll start concentrating on each other and give you a chance to re-group and come up with a counter-attack.

General Tips

1. To really do a number on an opponent, you first need to knock them down (a good punch or kick or an object in their face generally does the trick). While they're face down, press the joystick towards them and press the kick button. You'll keep pummeling them until they manage to get up again. Depending on the opponent, you can sometimes nail them as they're getting up and send them to the floor again and repeat the process.

2. Each of the fighters has a super move which can be executed by pressing Option 1. This does use up some of your energy. It's especially helpful if you're down to a little bit of energy. Then you can use it like crazy.

Ty has the easiest to use with the flying kick. He spins slightly and then unleashes a strong jump kick. The timing is easy to deal with.

Kato has the dragon punch. This requires several presses of Option 1 to release and an opponent can interfere with you in the middle of it.

Buzz will either body slam the opponent (if he is face to face with them... which is a vulnerable place to attack from) or pile drive them (if he is standing behind them... generally if they're just getting up from the ground). Be careful, he tends to pose afterwards which leaves him vulnerable if they get up quickly.

3. The manual says that you can pick up opponents or objects by pressing Option 2 and down on the joystick. It doesn't mention that you can also pick up objects by instead pressing button B and joystick down (a lot easier if you need to quickly pick up a barrel to heave it at someone). It doesn't work for picking up opponents or power pills though.

4. On several levels a power pill is hidden inside an object. Picking it up makes your hits several times more powerful. You DO NOT want to pick up the object that these are in and smash your opponent in the head with it! The pill will drop out right by them and if they get up quickly, they'll pick it up and you won't be able to dent them for awhile.

Instead, let them try to pick up the object and punch and kick them as they do it (actually this is a handy time to attack them on any occasion). When they fall down, the object will fly farther away from them and shatter. You'll have a better chance at getting it then.

5. One of your handiest defensive moves is the evade. When you press option 2, your fighter will roll away. Do this several times to put some distance between you and your opponent. If your opponent manages to grab a power pill, simply keep using the evade to stay away from them until their extra power runs out (their energy will stop flashing).

6. Stay away from the sides of the pit. Nasty spectators will take a shot at you or push you back towards an opponent when you don't want to.

7. A grudge match pits you against someone who looks just like you. You must score three knockdowns before they do to win. If you're Ty, use your flying kick. If you're Buzz, one regular kick will take your opponent off his feet. If you're Kato, a rapid series of punches will do the job.

The Opponents

Level 1: The Executioner. Use general tip 1.

Level 2: Southside Jim. Pick up the crate and knock him out and then start using general tip 1. When he gets up use a series of punches and kicks to put him back down.

Level 3: Angel. Angel is a very bad and tough lady. She's especially dangerous when she flips toward you. You can hit her with the barstool or let her grab the barrel (a power pill is inside) and nail her via tip 4 and then use general tip 1. When she gets up, back off and then use punches when she comes after you.

Level 4: CC Rider. Hit him with the objects and use tip 1. Be careful when he gets up and don't go toe to toe with him.

Level 5: Chainman Eddie. This is one big guy. There is a power pill hidden in the barrel and it's very helpful if you get it. Ty is a good choice against Eddie (just keep nailing him with the flying

kick).

Level 6: Heavy Metal. Hit him with the objects and use tip 1. Sometimes he will spin out of the way while slugging it out. Wait for him to get back in your face and then deck him.

Level 7: Angel's back and she's just as bad. Hit her with the motorcycle and try to get the power pill from the barrel. The same punching strategy works again.

Level 8: Mad Miles. Nail him with the motorcycle and use tip 1. Pick up the big stick and keep whacking him with it til it breaks.

Level 9: Southside Jim's back and he's even worse. The power pill in the barrel can really help you out.

Level 10: Chainman Eddie and his twin gang up on you. Sometimes they'll even beat on each other. Ty and his flying kick are once again effective.

Level 11: The Boss. He's big and bad. Hope you have some credits left. Ty's flying kick is also useful here.

Dirty Larry

General Tips

1. 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.
2. Tread carefully. Take a couple of steps then stop to see if someone is going to attack you.
3. Don't waste bullets. Use just enough to kill an attacker. For example: The gunmen take 2 shots.
4. Save bullets by using your fists on some of the slower thugs such as the chain women and the big, bald muscle guys.
5. 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.

6. If you're jumped by two or more attackers, don't worry about conserving bullets, let them have it. You're health is more important.

7. When you defeat Mr. Snuff you get some grenades. Be careful when you press button B to switch between your gun and your fist. You now have to give an extra press to cycle past the grenades or instead of punching you'll end up wasting the grenades.

The Thugs of the first level

The Street

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

Chainwomen: Get to the left or right of the screen and duck down. When she comes at you, punch her in the knees.

Motorcyclist: Shoot at the cycle and then jump over him. Repeat this 3 times and he's dead.

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: Shoot him then jump back. Keep doing this til he's gone. The last one has a machine gun. You also have to deal with gunmen here.

The Building

Big, bald guys: Walk towards him and punch him when you're next to him and keep walking. Turn around and repeat this back and forth process til he's gone. You also have to deal with gunmen here.

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.

NEXT ISSUE: More Dirty Larry levels

General Tips

1. Keeping your health high is a top priority. Don't pick up a food item if you are already at full strength. Go terminate some robots and then come back for it (but don't let your energy get too low before you come back for it or you could accidentally lose one of your precious lives).
2. Hiro can jump very high but watch it when he's coming back down. If he falls too far a distance he loses health.
3. Avoid fires at all cost. These annoying little things can take their toll on you in the long run.
4. Use your sword on most enemies but save your distance weapon for hard to nail enemies.
5. Don't buy an extra life the first time you get 50 coins. You're better off keeping your health energy in shape and buying a weapon. If your energy is fine and you have extra firepower the next time you reach a shop with 50 coins buy an extra life. Also, don't waste your hard earned credits on info. They don't tell you anything, you don't already know.
6. Speaking of weapons...don't waste your money on a dragon. They're expensive, they don't last very long and they can leave you vulnerable to attack sometimes. Stick to the laser, the missiles, or the spinblades. Also, you lose a special weapon when you lose your life. If your energy is low, concentrate on finding energy instead of duking it out with robots.
7. Walk slowly. Some areas have little spikes that pop out of the floor on intervals. A sharp eye will let you avoid any unnecessary damage.
8. Although it can be profitable to take on every robot in a section, sometimes it can be a lot safer for you to just make a run for the exit.
9. Dealing with lasers: Wait until after it fires then jump next to it and nail it with your sword (it's a lot quicker than jumping and shooting it).

Levels 1+2

Level 1

Section 1: Nothing too difficult here. Hack and slash and collect the cash.

Section 2: Some robots can now shoot back. Avoid their fire and wait for them to turn around and walk the other way. Come up behind them and wham!

Section 3: You find a shop here. You should have a nice sum of money. I like to go for the beam laser (the longer you hold the button down, the longer and more hurtful the shot is). You come up against a missile firing boss at the end. He's not that powerful so you can get up close and hack away til he's gone or take him out from long range with your weapon.

Section 4: You're inside some kind of building here. Watch out, there's plenty of floor spikes so be careful. Rack up some extra coinage while you're here. There's also a shop. Look at the walls carefully, if it looks damaged you can slash through it to reveal secret rooms (and one has an extra life!).

Level 2

Section 1: Save the energy in the first room you see til you need it. Watch out for the big cannon on the right side of the level. Be careful with the many hovering robots here.

Section 2: Be careful hopping around here, it's easy to mis-time your jumps and fall too far. There's a shop here. Move slowly when you reach the upper right cliff and you can enter the room. If you go too far over the section ends.

Section 3: A pretty dangerous place. Be careful. The boss is a large cannon inside a wall at the upper left corner of the level. Stand even with the black line on the wall and you'll be okay. Jump up and fire so your shots will hit the large black globe. Keep it up til he blows.

Section 4: You're back in a building. Again, watch out for spikes. There's a shop and more secret rooms (including a 1 up).

Next Issue: The rest of the levels for Switchblade 2.

Got some Lynx News or Info you want to

pass on? SEND IT TO:

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Or contact me via Genie, my mail address

is C.SMITH89

I could make some excuse about why this issue took so long but I'm not going to.

It was definately nice to see the new Lynx games out at the CES. My 3 favorites had to be...

1. Lemmings: A great game that's been done justice on the Lynx.
2. Dinolympics: An excellent puzzle game with some great cartoon graphics.
3. Eye of the Beholder: I never played the computer version of this but it reminds me of the ST classic Dungeon Master.

It was also a hoot to meet Kris Johnson of Beyond Games. Keep an eye out for some impressive Lynx titles from this company(and maybe some Jaguar stuff) in the future.

Speaking of the big cat, I was going to be the typical Atari owner with the "I'll believe it when I see it" attitude. But I've instead decided to go with my "wide-eyed wonderment" attitude. I'm very excited about Jaguar.

At the CES, I got my first glimpse of the upcoming 3DO system. If you read video game magazines, you've read about Trip Hawkin's 32-bit multi-media monster. It is very impressive but it's main purpose for me was that it showed me just what the Jaguar is going to be capable of and then some. Jaguar matches 3DO in graphics and sound and features a 64-Risc processor that will make it even faster. If you want an idea of how good it's graphics are, consider that it's CD drive will allow you view Photo-CDs. If you've ever seen the image quality of Photo-CD you know what I mean.

The 3DO weighs in at a hefty \$700 to \$800(that does include it's CD-Rom drive which is 3DO's only software format). The Jaguar doesn't come with it's CD-Rom(which is also double-speed like 3DO's for faster access)but it's \$200 price and the option to play cartridge games makes it more accessible to most people's budgets.

SOFTWARE

This is always a concern of Atari-users. Atari does have some strong third party interest from Europe and developers who've seen the system are impressed. The large number of developers working on 3DO titles could be a boon. The Jaguar's similar capabilities could make it very easy for these companies to port over their titles for play on Jaguar. It's also promising that Atari has licensed the CinePak(see elsewhere this issue) compression technology which is also being used with the 3DO.

MARKETING

Well, this is the major thing. Will Atari finally support their hardware with the advertising muscle that's needed? Boy, I hope so. It can't hurt that this time they have the jump on everybody else with the first 64-bit system. Now, I don't have any problems with products made in other countries but many Americans do. The fact that Jaguar is being manufactured right here in the States could also be a big selling point.

Most of us will just have to read about the Jaguar for awhile(except for our friends in New York this Fall). I can't wait to give a big kitty a loving home in my entertainment center.

The next issue should(hopefully) be out in 2 to 3 months. I'm hoping to have more Jaguar info by then. We'll have tips for whatever games come out between now and then and a special tips section, "The Rest of the Levels". Yes, we're going to finally take a look at getting through the rest of Toki, Kung Food, Dirty Larry, and Switchblade 2.

See you next time.

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