



## ATARI GROWLS AT THE SUMMER CES!

Atari's area at the Summer CES(it's still a little odd saying that Atari ACTUALLY had an area at a CES)was in a great location(as you entered McCormick North, the hot spot for games at the show, Nintendo was on the left, Acclaim was in the middle, and Atari was on the right) and it was consistently packed for all 3 days with buyers, developers, the press and interested game players. IT WAS GREAT! Of course, there were some great new titles being shown and some of the titles we've been waiting for are nearing completion and looking good. On to the info...

### CES AWARDS

At every CES, the EIA(Electronics Industries Association) presents their Innovations awards for the most innovative new hardware and software. In the hardware division, the Jaguar won an award as did ASG's new Video Jukebox device. In the software division, Cybermorph and Tempest 2000 both won. Congratulations.

### THE CD UNLEASHED

As you approached the Atari booth, the first thing you saw was the Jaguar CD display. They had a Jaguar kiosk(the kiosks are VERY nice by the way) with the CD-Rom running a demo of the Jag's full motion video capabilities. The video output could be viewed on the kiosk's monitor as well as on 2 larger 19 inch monitors. The demo was being done using just the built-in Cinepak compression and it was excellent. I saw many people's eyes bugging out and their jaws dropping(which was soon followed by their grabbing one of the Jag CD flyers at the display). Unlike the Sega CD, there was hardly any graininess(if you looked close you could spot pixelation but it was hardly noticeable), thousands of colors were being used, and the sound quality was great. The FMV demo consisted of...

The climatic battle between Roy Schieder and Bruce the shark from "Jaws" in letterboxed format.

The dogfight between the Millenium Falcon and the

tie fighters from "Star Wars". Full screen.

The sequence from "Back to the Future 3" where the train sends the DeLorean back to the future and then it crashes off the edge of the unfinished bridge. Full screen.

The preview of the recently released "Maverick". Full Screen.

Hopefully, we won't be seeing too many of the "bad movies pretending to be games" that have plagued the Sega CD and that developers will use the excellent FMV to provide between-level storytelling to enhance game's plots as well as giving us some interesting endings for once.

Behind the FMV wall, the Jag CD was strutting it's stuff in another way with it's built-in "Virtual Light Machine". Instead of the standard "looks like a CD player" interface most systems have, we'll get to play while we play our music. VLM creates a video light show based on the music that is being played. This involves a bunch of complex computer related stuff that I'm not going to go into. Let me just say that it looks really cool. Plus you can play around with tons of different things to make it do all kinds of neat effects. Jeff Minter, the guy who did Tempest 2000, did most of the work on VLM(with some help from some talented number-crunching friends) and if you liked the wild visual style of T2000, you'll love VLM. If you were lucky at CES, you had VLM demoed to you by Mr. Minter himself(who signed quite a few autographs at the show).

Since the Jag was designed from the start to use the CD-Rom, the Jag CD doesn't require a seperate power supply. All the juice it needs is supplied by the Jaguar. The CD-Rom also doesn't come with some wimpy amount of memory for game saves(as an owner of both a Turbo CD and a Sega CD, I can tell you how annoying it is when you quickly fill up the game save space). Instead, you'll buy save cartridges

which plug into the cartridge slot and allow you to save stats, high score list, game saves, etc. This opens up the possibility of using cartridges with CD's. For example, you could buy a sports game and instead of buying a new version each year, you could pick up a low-cost CD data disc with that year's stats. The possibilities are limitless.

A MPEG cart will be available to let you view CD movies(such as the ones that are available for CD-I) and is slated to only cost \$150(about \$100 cheaper than competitors MPEG add-ons). The Jag CD-Rom is slated for a late October release and it's still carrying the suggested price of only \$200.

They weren't showing any CD games(they did have an early version of Blue Lightning which was running a level off of a cartridge) but there are several titles in the works from Atari and 3rd parties that are expected in time for Christmas. CD Titles mentioned in the Jag CD press release include...

**Battlemorph:** A true 3-dimensional experience in over 50 all-new virtual worlds. Player chooses at will between fighter, tank or submarine with complete 3-d movement. The many features include texture mapped enemies and structures. Play inside caves, underwater, on land, and in the sky. Work with the resistance to bring down the Pernitia Empire.

**Jack Nicklaus Cyber Golf:** This CD package includes True Color photos of Murfield Golf Course with access to CD quality voice to help with each hole. Study Jack Nicklaus' golf swing to improve your own game with full motion video of him and other golfers.

**Highlander:** A game based on the popular movies and syndicated series. There can be only one.



Well, before I get on with the good stuff, I need to address the Lynx coverage. I had hoped to get some Lynx game strategy for the issue but it didn't work out. So, I'm sending the call out to you guys. APE is looking for game strategy for Ninja Gaiden 3, Desert Strike, Double Dragon, Power Factor, or anything else that we haven't covered. Just follow the standard format of general tips and then giving level-specific stuff. Send it to me at the address or you can send it me via the Internet.

**Summer CES Wow!**

To say that the Summer CES presence of Atari was great would be an understatement. Seeing the upcoming games(many of which are exceptional) was fun but the amazing thing was watching the amount of interest in the Jaguar coming from gamers and the industry alike. Atari is once again a contender in the game market.

My personal favorite among the new games had to be Club Drive(I'm a polygon nut). It's nice to see something different in the genre of driving titles. Kasumi Ninja and Ultra Vortex will make fighting enthusiasts very happy and are future contenders for Game of the Month titles. Doom looked promising and AvP is a true sight to behold. RayMan is gorgeous and should make Ubi Soft a household name. Iron Soldier kicks butt and will blow you away.

As for the immediate future(this month in particular), Wolfenstein 3D has already appeared in limited release(word from the people who snagged them is that it's hot)and should be widely available within another week or so. The end of the month will see the appearance of the first 3rd party Jaguar game,

**Creature Shock:** An action game from Argonaut software.

**Demolition Man:** A game based on the movie. No word on if this will be like the 3DO title or something new.

More on CD titles later in the issue.

**THE GAMES**

The majority of games were being shown in Atari's area on their multitude of Jag kiosks with one or two other titles being shown in their respective companies' booths. Actually, this is only a small sampling of the many titles that are in development, so expect to see quite a few third party titles showing up later this year which weren't in attendance at CES. Along with some much anticipated titles(like AvP), there were more than a few very pleasant surprises.

Telegames' Brutal Sports Football. BSF is a lot of fun(especially with 2 players going head to head...and throwing those heads at each other).

**The JAG CD**

I remember when I was at the Summer CES 2 years ago and Sega was showing off their Sega CD for the first time. They showed some partial screen, grainy, washed out, FMV and I was impressed. Up until that time, the only FMV I had ever seen was on the TurboGrafx CD which was even worse. The Sega CD looked alot better than that. I had heard that the Jag CD could do a pretty impressive job with FMV but I didn't know how good until I saw it in action(the Star Wars clip was especially good). In case you're wondering...NO, I don't want to see the kind of barely interactive FMV movie games that Sega has flooded their CD with. This high quality FMV will be very effective at helping to tell a game's story though(Flashback is a good example). I'm also hoping that Atari manages to swing that CD-I license with Phillips(it would be ironic since Nintendo's long promised but never delivered CD-Rom was supposed to have CD-I compatibility).

The Fall issue of APE should be out mid-October with some game tips for Wolf-3D, Brutal Sports Football, and probably a number of other new Jaguar games. We've got some great games coming our way, keep hanging in there Big Cat faithful.

**Atari**

Not suprisingly, many of the titles which were being shown are going to be coming from Atari themselves.

**Alien Vs. Predator:** This long awaited Rebellion developed goodie is nearing completion and it lives up to all that hype we've been hearing. The 3-d movement is very smooth and the detail is terrific. The character animation (especially on the Aliens) is great. Digitized sound is used to great effect and the sound of your motion tracker(digitized straight from the movies)can really start to get you nervous. As the marine you have a choice of a shotgun(cool but slow to reload), pulse rifle, flame thrower, and one of those big harness mounted muthas like Vasquez had in Aliens. It has a ton of spooky atmosphere and pulls you into it(you start ducking when a Predator shoots

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

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**WILD CAT**

A newsletter covering Atari Computers, the Lynx, and the Jaguar.

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LYNX JAGUAR

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at you, stuff like that). It won't be much longer now(a rough cut of the AvP commercial is ready as you read this).

**Battlezone 2000:** This update of the classic 3-d tank game is still very early. It looks promising though with tons of texture mapping and large 3-d enemies(I remember seeing something like the scout walkers from Empire and Jedi).

**Blue Lightning:** ATD(the guys who did Cybermorph) is doing this one and it's going to be on CD(this early version was running a level off a cart). Imagine the Lynx game with higher res and greater detail. The texture mapped mountains look cool. The finished game will have 36 levels and you'll be able to choose between 8 different air-craft(dependent on what special needs are required for the level). F-14 and F-18 fighters, A-10 Warthog(for tank busting), and some European and Soviet craft(it's a multi-national mission). Should be a blast.

**Checkered Flag:** Another Rebellion title. The good news: Fast, smooth, 3-d which compares favorably to Virtua Racing. The bad news: Currently, the control isn't quite what it should be. That should be rectified though by the time it's ready(and a driving control would probably be helpful as well). You can choose between 6 different views on the fly(2 more than Virtua). The final version will have 10 or more tracks(probably minus the bow-tie the only track which was present in the CES version) and a 3-d pit crew.

**Club Drive:** This is actually an Atari programmed effort. There's still work to be done on the San Francisco and Future World sections but the House and Wild West ones seemed to be pretty well finished and they're a blast. In the house, you drive a toy sized car through various rooms as you attempt to complete your task(you can set the game for a timed checkpoint race, picking up objects, etc.). In one of the rooms you'll spot a fireplace which has a texture mapped animated flame effect but the neatest trick involves the tv set. The living room tv set is showing the same view that you're looking at on your screen(kind of a video camera effect). The tv set in that tv set also has the view. Watch out for the giant rubber squeak mouse in the kitchen. If you run over it, you'll flip out(and you'll hear a convincing digitized squeak). The programmers are also considering having the giant cat(which just sits in his cat box for right now)walking around, playing with the mouse. The Wild West area has you driving through a convoluted series of canyons(which also have some tunnels laid into them).

You can choose from several views: inside the car,

external fixed camera (as you drive along, the view switches to various cameras that have been placed in the area) and chase camera(this view follows behind your car or in front if you're reversing). The chase camera is my favorite(you get to see your car's windows, they're transparent). You can play 2 player with a vertical split screen and race an opponent or play tag with them(you set a time and the person who's it for that amount of time loses). The tag mode is a lot of fun. Club Drive has built-in support for a driving controller and also allows 2 players over modem(more on this later). Keep an eye out for Club Drive.

**Iron Soldier:** This comes from a firm called Eclipse and Atari is releasing it. This was one of those pleasant surprises I mentioned earlier. Iron Soldier puts you at the controls of a giant battle robot. You maneuver it around very smooth 3-d polygon landscapes. The level they had running in this early version was a cityscape with high-rises and small houses as well. Remember how things would just pop up in the distance on Cybermorph? Not so here. You see buildings off in the distance and as you approach them, they get bigger. Once you have your robot moving you can look up or down to aim your weapon's sight(when you look down, you actually see your robot's smoothly animated polygon legs as they tromp along. You can even watch as you step on enemy targets.) When you blast buildings, they explode in a flurry of about 20 to 30 cubes with no noticeable slowdown (it's a great effect). Of course, walking around with no opposition is no fun. Also present were enemy giant robots(they didn't fight back yet but the animation as these things walk is stunning). On one of the streets, you spot a camouflage texture mapped helicopter sitting there. As you approach, it takes off(with appropriate helicopter sound) flies in a realistic fashion and then it makes a beeline for you with guns blazing. The game will also have 2 player capability via modem and Jaguar Network(more on that later). You will be hearing a lot about Iron Soldier in the coming months.

**Kasumi Ninja:** It's bloody(if you want it to be), it's bad, and it was drawing crowds. People were having a ball with this Handmade programmed effort and it's not even finished yet. After selecting your fighter from a texture mapped dungeon, you head out onto one of the stunning looking photo-realistic backgrounds which feature multiple layers of parallax scrolling. Current character choices included: 2 ninjas, an

Indian warrior, a kickboxer, and a peasant-type guy. Each has a variety of different kicks and punches and several special moves. The ninjas can teleport from one part of the screen to the other, several of the characters can throw fireballs, and the indian can fling a big mean knife. Gameplay-wise I'd say this is closer to Street Fighter 2 than Mortal Kombat(each fighter has their own personal repertoire of punches and kicks as opposed to the "everybody has the same basic moves" of MK). The fighting is also more the speed of the original Street Fighter 2(if you like your fighting faster, there is going to be a hidden Turbo mode)

Along with 2 player fighting, the final version's one player mode should be something special. As you fight characters, you'll gain their special powers and you'll also retrieve objects from them that will gain you access to deeper areas of that dungeon I mentioned until you get your chance to face the main bad guy. They still needed to add the in-game music and the final version will also have more voices and sound effects as well. You can also expect there to be some hidden characters lurking about. Now about that blood...yes, there is an awful lot of it. Everytime you hit someone, blood flies to the ground and stays there until the match is over. Not to mention, the blood dripping off your sword energy meter.

And yes, Kasumi Ninja does have fatalities. I saw several of them(I even figured out how to do 2 or 3 of them) and they are very neat. I won't spoil the surprise(ok, I'll hint about one of them...remember the Indian's knife? He

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uses it in a very painful way at the end of the fight. You'll really save on haircuts afterwards.)

Now, if you're a parent and you don't want your kid exposed to the more violent aspects of Kasumi, fear not. The game allows you to key in your own personal password to lock out those elements. You can change it at any time to something new if you want. Sorry kids, Gamepro can't help you on this one. If you like fighting games, Kasumi Ninja should be on the top of your list.

**Rally:** This early title from Rage Software is a very cool looking, slightly angled overhead driving game. The graphics are very detailed(as you turn you can see your car's tires moving).

**Space War:** This horizontally split-screen title allows 2 players to blast away at some cool looking texture mapped space fighters. It's still very early but I saw some people really getting into it.

## TELEGAMES

They released the first third party title for the Lynx so it's not too strange that they're also going to be the first out of the block with a Jaguar game.

**Brutal Sports Football:** Are you hankering for some sports action with a little extra gratuitous violence? Brutal Sports Football delivers. Despite the title, this plays less like American football and more like a mix between soccer, rugby, and Mortal Kombat. Actually, if you were ever a fan of the computer games, Speedball or Speedball 2, this is a lot like those except it's played from a horizontal angled perspective. In non-stop action, you carry the ball down the field passing it from player to player so you can get close to the goal and chuck it in. The graphics look great and your players are well animated. What's so Brutal about it? To get the ball back from the other team, you'll be launching yourself in flying tackles to knock it loose. You can also punch it out with the opposition and pick up various kinds of weapons(the swords are especially nice). If a player loses too much energy, they'll be knocked unconscious or lose their head(which can also be picked up and flung). If time runs out and the game is tied, you go into sudden death(and I do mean sudden death). No more scoring, you have to completely wipe out the other side to win. Cool sounds and music and great presentation complete the picture. BSF is a lot of fun, especially for 2 players. BSF is in production right now and will be available at the end of July.

**World Class Cricket:** Here's a sport you don't see too often on a game system. This was still early but the graphics were looking pretty good. It's slated for an October release.

Telegames also has 6 more titles in the works for

the Jaguar(these weren't being shown at CES though).

**Ultimate Brain Games:** Chess, Checkers, and Backgammon. Slated for November.

**Casino Royale:** A gambling simulation.

**European Soccer Challenge:** A soccer game.

**Virtuoso:** ?

**Operation Starfish:** Since Brutal Football was developed by Millenium, it's not too strange that they're bringing their hero James Pond to the Jag. Operation Starfish is the third game in the series.

**Powerslide:** This is Elite's 3-d driving game that utilizes realistic driving physics. The SNES version uses the FX chip and only uses 4 megabits to keep the price down. The Jag version won't be limited by such constraints.

## ID

**Wolfenstein 3-D:** The PC classic is actually done(they had it running off actual production carts at the show). It's fast, sounds good, and has graphics that are double the res of the PC version and 4 times the res of the chunky SNES title. The Jag version also has a flamethrower that's not found in any of the other versions. An early production run has already hit some stores(you may even have Wolf 3-D right now) and the rest of the carts will be available not long after.

**Doom:** This was still early(there were no enemies and the program had a tendency to lock up)but it's coming along nicely. The graphics looked good and moved fast and smooth. The final game will support 2 player over the modem and possibly 4 players over the network.

## Beyond Games

They blew our minds with Battlewheels on the Lynx and now they're set to do it again with Ultra Vortex.

**Ultra Vortex:** Having one excellent fighting game(Kasumi Ninja) is nice but having 2 is even better. Ultra Vortex uses digitized fighters duking it out over cool photorealistic backgrounds(the detail is awesome). This early version had 3 warriors and several more are being added. Buzzsaw, a robotic warrior who can fling a buzzsaw blade at opponents, rocket across the screen and many other cool moves. Dreadloc, a bad dude who wields a spear type weapon to great effect. Volcana, a wily female fighter who

can teleport, throw fireballs, etc. One of the other warriors will be a shapeshifter who can change into different forms. Along with digitizing actors, Beyond is also doing some work with clay animation and other things to make some wild fighters to choose from. You can also expect the standard fighting game stuff such as secret characters, multiple fatalities, and the game will also have a parental gore password like Kasumi. The sound was also excellent with techno music on a par with Tempest 2000 and one of the most evil announcer voices I've ever heard. Look for this beauty to clock in at a whopping 32 megabits(possibly the first 32 meg Jag game) and Beyond hopes to have it done in about 2 more months.

## Williams Entertainment

**Double Dragon V(The Shadow Falls):** This could best be described as Street Fighter Lite. The gameplay is alot like that well known fighting game(the three action buttons are for various strength punches while 3 of the keys on the keypad are for kicks). The backgrounds look really good. The only problem I foresee is that the cartoon character fighters don't look like much next to the digitized fighters of Kasumi and Ultra Vortex. Slated for around October.

**Troy Aikman NFL Football** This title was still early but it's looking good. Great presentation screens and a very comprehensive set of options. The animation on the players was rather jerky at this point because they were still lacking most of their animation frames.

## Trimark Interactive

**White Men Can't Jump:** This is a street basketball-style game being programmed by High Voltage. It's still early but the digitized players look good and the scaling effect as

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you move up and down the court is very smooth. It's slated for 1st quarter release in 95.

In an industry trade publication at the show, one of Trimark's higher ups said that they have "a number" of titles under development for the Jag.

High Voltage was also showing an early pinball game called **Ruiner**(no word on if this is for Trimark).

## Imagitec

The people behind Raiden, Dino-Dudes, and the Tempest 2000 music were showing 2 Mario/Sonic type games that they're programming for other companies.

**Bubsy:** Accolade's famous bobcat is coming along on the Jag and looks promising. The game's graphics are a lot more detailed than the original SNES and Genesis versions.

**Zool 2:** Gremlin's platformer is also looking good and has some nice animation.

## 4Play(formerly Phalanx)

**Star Battle:** This first person space game was still in early form at the show but the demo of the game's smooth 3-d light shaded graphics looked great. Choose from a variety of ships(my favorite was the Castrator)and take on the computer in a Star Raiders-type game or go head to head against a human opponent(s) over the modem or via the Network.

## UBI Soft

**RayMan:** I briefly mentioned this title last issue. Little did I know what we were in store for. RayMan was on display in the Atari section and over in UBI's booth. This game looks amazing. The backgrounds are gorgeous 24-bit images with multiple layers of parallax scroll. They look like something out of a Disney film. You control a cartoony looking fellow named RayMan as he bops along the landscape. The animation is 24 frames per second and smooth. He sticks his tongue out, jumps, punches, kicks, and even walks on his hands as he takes on animated baddies. Wait til you see the pictures on this one. It's still early so it'll probably show up later in the year.

## US Gold

Over at the US Gold booth, they were showing an early version of **Flashback** on the Jag which looked just like the Genesis version(except it was faster). Don't believe magazines that think it's almost done. Flashback is going to be on the Jag CD and will have new music and high-quality workstation created animation sequences complete with voice.

I saw the Sega CD upgrade and it should look even better on the Jag CD. Look for it later this year.

## V-Real

**Arena Football:** This early title had some nice graphics and will also support the modem for long distance play.

## THE LYNX

The Lynx was present at Atari's booth. They had 6 kiosks set up. Most of them were playing older titles though. Atari did include their Lynx catalog with the packets of info they were handing out. The one bright spot was a new limited edition release title from Telegames called **Bubble Trouble**. It should be out this month.

**Bubble Trouble:** The game is centered around a research scientist called Travis who works at a high energy institute experimenting with dense matter and the theoretical creation of black holes for interstellar travel. You are Travis, arriving in a huge world built of bubbles. Travis is luckily rescued by a friendly denizen of this bubble world, one of the rare free floating air bubbles. The bubble is able to help him in a variety of ways. He can use it to negotiate the world, and to protect him from the hostile environment. The only hope of survival is to find the right radioactive deposits that will allow Travis to use the projector to go home again. Meanwhile he can use his equipment to help defend the bubble, by causing it to manipulate the surface of the bubble and send shots streaking across the void.

Travis can wander around a level freely to search for the deposits that will send him home. There are 5 sections to the world where radioactive deposits of the sort needed can be found, starting in the core of the bubble world where Travis arrives. Travis must traverse each level, looking for all the deposits that exist there before he can afford to waste the energy for the short jump to the next section. When all of the radioactive deposits on a level have been collected, the level fades away as Travis teleports into the unknown.

## JAGUAR HARDWARE

There were quite a few developments on the Jaguar hardware front. The 2 most significant came from Atari.

**Voice Modem:** Later in the year, Atari will be introducing a modem which allows you to play games against an opponent over the phone and

also allows you to talk to them via a headset, all using only 1 phone line. The modem was developed by a firm called Phylon Communications. The first compatible titles will be Doom, Club Drive, and Iron Soldier. Did you ever have your call waiting disconnect your modem connection? Not so with this system. The Voice Modem detects the call waiting signal, pauses the game at both ends, let's you answer the incoming call and let's you go back to the game when you're done. The stereo headset will let you hear the game's stereo sound as well as the taunts of your opponent. Future software will let you use the modem to access online services.

**Jag Network:** Previously known as com-lynxing, this device will allow you to hook up several Jaguar systems together to allow multi-player gaming. It can support up to 32 systems hooked together(but no games have been mentioned that would support that many). You won't even need special cables, the hookup is achieved using standard RJ11 phone cable(readily available). Doom and Iron Soldier are the first titles slated to allow networked Jags.

If you're wondering where the **Catbox** is...it's late(what isn't?). ICD has been taking the time to take care of some incompatibility problems with Atari RGB monitors. Look for it around August along with a new **Catbox Plus**. The plus model is \$20 more and adds volume control for the headphone jacks and integrates in the new Jag Network hookup.

Along with their Video Jukebox, ASG also has something called the **InfraRAD** (Remote Access Device). You plug a special infra-red receiver into the system's joystick ports. You then plug your controllers into a special base unit which will send the infra-red signals to the receiver. The base unit also allows you to add features to your joypads such as Slo-mo and rapid fire. It basically allows you to turn your standard joypads into remote joypads with special features. InfraRAD will show up this fall for \$50.

Thrustmaster wasn't showing the Jaguar compatible versions of their controllers but they did have a really cool driving setup(a steering wheel with brake and accelerator pedals) which will be coming to the Jag.

VictorMaxx was showing their new **CyberMaxx** VR helmet but didn't have it hooked up to a Jag but they did prominently







variety of terrain and enemies. Upgrade your AIRCAR with weapons and engines by scavenging wrecks, finding ancient treasures, and purchasing new equipment. Battle various enemies to include tanks, trucks, local gangs, and other AIRCARS. Once you are good enough, accept the mission to obtain the needed elements to bring society back from the edge of extinction.

**DUNGEON DEPTHS**(1 to 8 players) You enter the dungeon and head into the fray. The sound of battle in the distance grows louder as you near. The enemy is now just around the corner and you are prepared for battle. You leap out into the dungeon hallway and attack. How you hate trespassers—but love to have them for dinner. Become the monster and defend your treasure horde against the invading adventurers. Choose from a variety of monsters and adventurers. Also, recruit or bribe other adventurers or monsters to aid you. As a monster you will have special abilities and complete knowledge of the dungeon. As an adventurer you will have superior armor, weapons, and magic to aid you. Unique sound and background music to enhance the feeling of being in the dungeon.

Kick Off 3 from Anco/Imagineer was supposed to be one of the first 3rd party titles out. They weren't happy with it yet so it's been delayed til later in the year(don't feel too bad, the Genesis and SNES versions were also delayed). In other Imagineer news, they're going to be releasing SNES and Sega CD versions of the computer game, SimCity 2000. Hopefully, a Jaguar version will appear as well.

It's finally been confirmed that Time Warner Interactive(formerly Atari Games Coin-Op, Tengen, etc.) will be using the Jaguar hardware in arcade games. The best news is that arcade games done using the Jag hardware will also become available in home versions(which should be just like the arcade original).

## JAG-WARE

Evidently, quite a few people have been clamoring for items such as Jaguar t-shirts, hats, etc. With the help of the Norscot Group(who's been providing corporate namesake products for nearly a quarter century), Atari has come out with the Jag-Ware catalog which features everything from the aforementioned t-shirts and hats, to watches, mugs, jackets, etc.

If you're a registered Jaguar owner, you'll be sent a copy of the catalog. The catalog will also be included in the Jaguar box from now on. If you want to request a copy through the mail, you can write to:

JAG-WARE Catalog  
Atari Corporation  
P.O. Box 61657  
Sunnyvale, CA 94089-1657

## ATARI EXPLORER ONLINE SCES VIDEO

AEO was present at the Summer CES videotaping all the cool stuff and now they're making it available to all the Jag fans. (They're also going to be including 2 new Atari commercials: A general commercial showing several games and the Alien Vs, Predator spot!).

### What is on the Video?

At least 1 hour, 55 minutes of:

Exclusive direct A/V feeds from all Atari titles present at SCES:

Alien vs. Predator, Club Drive, Ruiner, Arena Football, DOOM, Space War, Battlezone 2000, Double Dragon V, Star Battle, Blue Lightning, Iron Soldier, Troy Aikman NFL Football, Brutal Sports Football, Kasumi Ninja, Ultra Vortex, Bubsy, Rally, White Men Can't Jump, Checkered Flag, Rayman, Wolfenstein 3-D, World Class Cricket and Zool 2

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