



5th ANNIVERSARY

## VR at E3, Fun N Games, and CD Date Set

### VR at E3

Atari attracted more than a few curious people to its booth to check out its attempt to introduce affordable high-quality virtual reality gear for the home.

The lines were long to try out one of Virtuality's games, *Zone Hunter*, which will be coming to the Jag. This has prompted some of the thicker (intelligence-wise, not page-wise) publications, such as *Next Generation*, to claim Atari was trying to pull a fast one and was trying to convince show-goers that the VR gear they were trying was the actual Jag VR. Fact is that the Virtuality people told people quite freely that it WASN'T the Jag VR but the technology in the headsets is virtually (hey a pun) identical. They also said *Zone Hunter* was the arcade version running off of PCs but the Jag version should look just as good (albeit with a few less polygons). *Zone Hunter* is a doom-ish style shoot'em up.

The real deal (an actual working Jag VR prototype headset) was being shown behind closed doors complete with an early VR game running off the Jag. One of Virtuality's first Jag VR projects is (fanfare please) **Missile Command 2000 VR**. Even though it was only 2 months along at the time of the show, MC 2000's quality was shining brightly with incredibly fast polygons (the Virtuality programmers evidently know how to do polygons). In the game you're standing on a platform with several domed cities on the ground before you. Missiles come down from the sky and by moving your head you can get them in your sights and blast them.

The headset is very light (less than a pound) and transmits its movement to the Jag via an infrared docking station. The docking station can also track an optional handgrip joystick (or you can use your standard controllers). The system is very fast and there is no lag time (meaning when you move your head left, your view immediately pans to the left). In fact, Jag VR's tracking is 4 times faster than Virtuality's arcade hardware.

Jag VR isn't super cheap at a targeted retail price of \$300 but it is much less than comparable VR headset systems. It's due in early '96.

### Jag Carts at E3

Even with the rapidly approaching Jag CD-Rom, Atari is not forgetting about the people who want to start small with just the Jag console. They had plenty of new cart games on display at the show.

**Defender 2000**: Okay, you're probably confused. First, D2000 was going to be a cartridge and then it was going to be a CD. Well, it's a cartridge again. Atari decided that they wanted to be able to sell D2000 to the majority of Jag people (even those who may not be opting for the CD) and it could also be a good system seller to attract new consumers to the Jag console. The only major difference was that they were going to use real music for the CD. Imagitec has already shown that they can do kick butt music on cart (in *Tempest 2000*) and this time they'll have more memory to work with so the music should still rock. If you're still interested in the CD music, Atari is going to be releasing a soundtrack of the CD tunes and Jeff Minter is going to include the option that will allow the cart to play the music off the Jag CD (isn't technology grand?).

As for the game, the Classic and Plus modes are finished and Jeff is full-tilt on the 2000 mode. The Plus mode looks great with the rendered ships and the wild aurora effects around the mountains. Gameplaywise it's very similar to original *Defender* with the addition of a stargate and some new weapons (the lightning laser and 2 AI drone ships). Jeff has recently discussed some of the ideas he's working into 2000 mode. 2000 has vertical screen movement as well as horizontal. It has several layers of parallax scrolling. There are going to be several

new enemies. As you rescue humanoids, they'll link up into a human chain underneath your ship. Some humanoids will be soldiers and they'll actually help you out by shooting at enemy ships after you picked them up. Jeff also may have humanoid imposters who will kill your humanoids once they grab onto the chain and you'll need to shake them off before they kill all your little friends. Sounds like 2000 will be a blast. Look for *Defender 2000* to hit the shelves in November.

**Ultra Vortek**: You may be going HMMMMM once again. No, it's not a spelling mistake. To avoid possible confusion with another title called *Vortex*, *Ultra Vortex* is now called *Ultra Vortek*. Whatever it's called, it's a great looking, great sounding fighting game. It was supposed to be out by now but along with the name change, the gang at Beyond had to tweak some code (the game had a slow down problem with PAL (like in the UK) Jag units where the game speed fell to 1/3rd its normal rate of 30 frames per second...it's fixed now). There was also some concern that they were going to remove support for the still upcoming voice modem. Word is that the code is still in there and they've been making sure that it's up to snuff as well. *Ultra Vortek* should now finally be in production and will be popping up in August or September.

**White Men Can't Jump**: The rather nifty looking street basketball game is finally done and set to make its appearance on July 31st. It's also the first Jag game to support the Team Tap adaptor that will let 4 people play at one time. The neatest news though is that for the time being, the Team Tap will be packed in with WMCJ absolutely free. All you have to worry about is getting your hands on 2 more controllers.

**Flip Out**: Jag owners have been waiting for something new in the puzzle category. Hopes



Somehow it seems fitting that 5th anniversary issue of APE should be late. Most of the other 19 issues have been, so why not this one? It's hard to believe that I started this newsletter 5 whole years ago. It's even harder to believe that Atari is still around after all the gloom and doom predictions over the years.

In these last 5 years, APE has gone from full-page to booklet form and back to full-page again. It started out covering a 16-bit portable and now it primarily deals with a 64-bit home console. I started out playing 1 meg(128k) games and now I'm up to 32 meg(2048k). When APE began, a Lynx and 1 game went for around \$170 to \$180. Now you can get a Lynx and 4 games for only \$70.

I've written game tips for 78 games and including this issue, I've written 236 pages. Whew, that's a lot of games. I've received correspondence from gamers throughout Europe, 1 or 2 from Africa, and even a free issue request from Operation Desert Storm.

Probably the most amazing thing to me is that when I started this, I ran each issue off by hand with my home copier. 20 issues would take around an hour to do. Now, I get over 150 run off in half that time at an office supply store. Ah progress.

Where does APE go from here? Who knows? I do know that there's a lot of exciting games coming up on the Jag and you can be sure they'll be poked and prodded for tips in upcoming issues. We're entering a very interesting time and I hope you will all come along for the ride with me.

**JAG TIPS BOOK IS RELEASED**

I'm sure you've seen the cards packed in with your Jag carts. Well, the Official Gamer's Guide to Atari Jaguar is finally available. Check where you buy your Jag games and hopefully they'll have it. I haven't had a chance to check it out myself so I can't confirm this but yours truly might have a mention in the book. One of the authors was asking on-line for tips on getting through the last level of Jag Doom. I responded and he said that my strategy would appear in the book credited to me. I've got my fingers crossed.

**CLINT BUYS 3DO...REALLY**

Yes, it's true. I am now also the owner of a 3DO system. Before you tar and feather me, I must tell you that I'm a sucker for good bargains and I was able to pick up an almost brand new Goldstar 3DO for only \$140 at a used game store. At that price I couldn't resist. Don't worry, the newsletter isn't going to start covering 3DO now. It's a nice system(although the controllers bite)and I've been buying mostly used and reduced titles for around

\$20. I still like the Jag more and after getting this taste of CD technology, I can't wait for Jag CD.

**GAME MARKET HEATING UP**

As many of you probably know, Sega jumped the gun and launched Saturn in May(mind you there haven't been any new Saturn games for over 2 months since the launch). That \$400 price tag though is nasty. August and September is when things will really start cooking. August sees the release of Nintendo's Virtual Boy(ewwwwww) and Jag CD, while September sees the launch of Sony's Playstation. September is also when Atari plans to start hitting the airwaves with it's new ad campaign touting the Jag and Jag CD's low prices. Will Atari be able to stand up to the big boys? We'll just have to wait and see. At least Nintendo had the courtesy to delay their new 64-bit system back until April of 96. Thanks guys.

**WATCH YOUR MAILBOX**

Be sure to send at least one of your cart warranty cards in(I know some people don't bother) or you might miss out on stuff. For example UBI SOFT's recent Rayman sticker mail-out. On the advertising front, Atari seems to be following the lead of some of it's fellow game companies and is now mailing out postcard ads to tout it's latest games. They started with Super Burnout and their latest postcard features the upcoming White Men Can't Jump. No word on wether they'll be doing this for most of their upcoming games or just special ones.

**FLASHBACK TIME...MAYBE**

If you've been waiting for the Jag version of Flashback, you might not have to wait much longer. Word is that it may be showing up on July 31st along with WHite Men Can't Jump. If you don't already own Flashback for another system, it's a great game and a lot of fun.

**Next Time...**

I should have the rest of the Bubsy tips next time(no room this issue) along with(fingers crossed), the first hands-on coverage of the Jag CD. Possibly some tips for White Men Can't Jump and Flip Out and who knows what else(maybe Power Drive Rally, Ultra Vortek, Rayman...provided I can afford all this stuff).The 21st issue of APE should hopefully be out late September/early October.

Til then, keep gaming.

Got some Lynx News or Info you want to pass on? SEND IT TO:

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**CHICAGO, IL 60639**

Or contact me via Genie, my mail address is **C.SMITH89**

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**WILD CAT**

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

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were high for the Tetris-like Phear but that game was bought out by some unnamed rival hardware company. Flip Out to the rescue. This game is also done and is slated for release in mid-August. There's actually several different kinds of puzzles present. The game's most striking aspect is it's wacky alien stars who are clay-animated models. It's a pretty wild game and it's getting some good word of mouth.

**Rayman:** What more can be said about Rayman. It has gorgeous graphics and some great platform gameplay. He was due out in June (UBI Soft sent a neat info packet along with a sheet of stickers to registered Jag owners to trumpet his arrival and the box was on the shelves at Babbages and Electronics Boutique with a Coming Soon sticker) but UBI wanted to make sure he was perfect and did some last minute touch-up work. The game should now be in production and is due on the shelves in August or September.

**Fight For Life:** First, the good news. Despite many snotty magazine comments about Fight For Life's quality (especially compared to other next gen 3-d fighters) many show-goers thought the game was pretty darn good. Judging from what I've seen, it's miles better than Saturn Virtua Fighters. Now for the not-so-good news. Atari wasn't thrilled with the latest version they saw (they've recently started enacting higher standards) and they've sent it back into development for a major overhaul. They're hoping to get a much better looking game (graphics and animation-wise) and they're looking into making use of a faster software engine. In the long run we should end up with a much better game but don't look for it soon.

**Phase Zero:** In yet another name change, what was previously known as Hover Hunters is now called Phase Zero. Visually it's very strong but they still have a lot of work to do on the gameplay end and they also want to improve the graphics as well. On the plus side, Hyper Image is supposedly very keen on Jag VR and Phase Zero may be adding support for that device.

**AirCars:** You've seen the low review scores and the nasty comments and unfortunately, based on what I've seen, it probably deserved them. The polygons don't look horrible but they're rather simple and the ship movement seems off. The audio (especially the voice) is rather weak. Nevertheless it should be out soon.

**Pinball Fantasies:** This is already out and if you liked Pinball Jam on the Lynx, this should be your cup of tea. 4 different tables to play with.

**Ruiner:** If your pinball tastes fall more to video pinball like the classic Alien Crush on the TurboGrafix, Ruiner should be your choice. Only 2 pinball games here but they are massive. Tower (which has a hellish theme) has a field which is about 6 screens high. Ruiner (which has a military, war-ish theme) has a field which is like 2 machines next to each other both 4 screens high. Cool looking graphics and some nifty sounds and music.

**Charles Barkley Shut Up and Jam:** Another street basketball game, this is more along the lines of NBA Jam. They had some attractive game option screens at the show but no sign of gameplay. This is being handled by Ringle (the folks responsible for Lynx Hockey) and is slated to support the 4 player adapter.

**Power Drive Rally:** Time Warner's very cool overhead driving game is also finally done (well very close actually). It looks great (the rendered cars are terrific), has some cool visual details (like the reflection of the sky in the water), and some cool music and voice. Word is that it won't be showing up until September because they wanted to add a 2 player split-screen option.

**Battlesphere:** 4-Play's 3-d dogfighting game is coming along great. Smooth, fast, 3-D and some terrific sound (the music is excellent). There is some question as to whether they can keep their laser sound effect. They used the sound of the photon cannon from the 8-bit classic Star Raiders. Amazingly enough, this sound effect from the early 80's sounds perfect in this game of the 90's. Hopefully, things will work out and they can keep it in.

**Hyper Force:** This side-scrolling effort is the next title due from C-West (publishers of Cannon Fodder and Pinball Fantasies). On the upside, it's kind of reminiscent of Switchblade 2 on the Lynx. On the downside, the visuals are kind of stiff and it has one of the most annoying sound effects imaginable. It's still being worked on so hopefully those deficiencies will be fixed.

**Deathmatch:** This platform game looks rather promising and bears something of a resemblance to a popular game that features an earthworm. It's still early but bears keeping an eye on.

## CDs at E3

We've waited, and waited, and waited. Thankfully, our persistence is finally going to pay off because the Jag CD finally has a solid

release date. The units will start shipping on August 24th and should be in stores the last week of August and the first week of September. For \$150 you'll get the Jag CD, Virtual Light Machine built-in, Vid-Grid (the music video mixed-up puzzle game), a copy of the Tempest 2000 soundtrack, and Blue Lightning (the CD update of the classic Lynx jet fighter shoot'em up).

Titles due to be released with the unit include: Creature Shock, Highlander 1, Myst, and Dragon's Lair.

That will be followed in September with the release of: Baldies, Battlemorph, Demolition Man, Hover Strike CD, Robinson's Requiem, Soul Star, and Space Ace.

Needless to say, there were many Jag CD titles on display at the show.

**Myst:** This is the extremely popular graphic adventure that has swept the PC world. Unfortunately, while it has some stunning graphics it consists mostly of still pictures. If you're into puzzle oriented adventures, you should like it.

**Dragon's Lair:** Dirk the daring has been on pretty much every other CD platform, now it's the Jag CD's turn. Some great animation combined with simplistic controls (push the joystick in the right direction at the right time to survive). You either love or hate this type of game.

**Highlander 1:** This adventure game is based on the cartoon series which runs on the USA cable network. A very cool 3-D adventure game along the lines of the Alone in the..

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Dark computer games. Stunning backgrounds combined with a polygon based hero you control. The game also includes FMV of footage from the cartoon series to help the story along. 2 more installments are already in the works, due for release in the coming months.

**Creature Shock:** This stunning looking game from Argonaut(creators of Nintendo's FX chip and Starfox) got mixed reviews in it's PC debut but word is that gameplay is being beefed up in the Jag version. This title features some of the best looking FMV on the Jag CD. Well, it's not actually FMV in the basic sense. Basically, they load a block of animation frames into memory at once and then they play them. As a result, you don't get the blockiness you usually get with compressed video that's running directly from the CD. There is a noticeable pause between sequences(as the next block is loaded in)but it only lasts for a second.

**Blue Lightning:** The Jag CD's official pack-in has recieved some weak word of mouth. A lot of people picked on the visuals of the version at E3. However, word is that the graphics in the final version are much better. Based on what I've seen, if you liked the Lynx version you should like the Jag version. I can say for sure that the game's FMV stuff(intros and intermissions) looks amazing and it's very high quality(it made my nephew's jaw drop wide open).

**Vid-Grid:** The popular PC program is one the Jag CD's other pack-ins. Take a music video, scramble it up, and try to put the pieces in the correct spots. That sounds easy until you take into account that the image is MOVING. Not so easy. You scramble it up a little or into a very challenging 36 blocks. It could prove to be a fun little diversion.

**Primal Rage:** Most people only got to see some title screens for this title but there was a further along version being shown behind closed doors. It's coming along quite nicely and it's looking very close to the arcade version. Time Warner is also going to be adding a cool looking computer graphic intro to the CD versions of this game that wasn't even in the arcade game.

**SoulStar:** They didn't have the actual gameplay on display but the FMV intro is amazing looking.

**Nerf Max Force:** No, I'm not kidding. Nerf is entering the video game field with a game based on their new line of toy guns which includes the RazorBeast. They had a FMV of their commercial running at the show. Their game is slated to show up on several systems but the Jag gets it first. Who knows? This might turn out to be a good game. Plus, they've been advertising the toy line like crazy(and they could add something to their

spots touting the Jag game). We'll find out later this year.

**Baldies:** I've mentioned this game before but just to remind you... strategy game that combines elements of Populous, Cannon Fodder, and Lemmings with cute little bald guys at your disposal.

**Varuna's Forces:** An action-strategy game that draws heavily from the film, Aliens. Guide a group of space marines on a series of missions. Some excellent quality FMV(in case you haven't noticed, the Jag CD can do some great looking full motion video).

**Skyhammer:** This was a very early title but what there was looked very promising. Rebellion's(the guys responsible for AvP) next Jag game is a fully texture mapped combat simulator. Maneuver through city streets taking on an enemy army.

**Thea Realm Fighters:** The former stars of Mortal Kombat were on hand at E3 showing off their martial arts skills and touting their new game. The version at the show was very early(the animation needed the most work) but the quality of the digitization of the fighters and the backgrounds was excellent. In the finished product you'll get to be one of 12 different fighters. Along the way you'll also face sub-bosses and 5 hidden characters making for a grand total of 21 fighters you'll be able to face in a game.

**Brett Hull Hockey:** This is looking great. It's also being handled by Ringler. Some great looking graphics and you also get actual NHL teams and players.

**Battlemorph:** If you loved the first Jag game, this should make you VERY happy. Great looking FMV spots, texture-mapped enemies and objects, a less annoying Skyler, in-game music, very cool underwater areas, more realistically shaded landscapes, and a whopping 60 levels. Bring on those darn Pernitians!

Atari was also showing an interactive movie behind closed doors that they're co-developing with Time Warner. Before you start groaning, the whole point of what they're working on is to create something that's a heck of a lot more interactive than what we've seen so far on CD systems. Let's hope they succeed.

### Atari Extends a Hand to Media at Fun N Games Day

You've probably noticed that Atari's relationship

with the media(especially game magazines) isn't that great. As a result, this sometimes leads to misinformation(like the constant "Jag isn't really 64-bit" comments). In an effort to patch up these problems, Atari recently invited members of the media to a special event called "Fun N Games" at Atari's HQ out in Sunnyvale.

Atari showed off several upcoming titles, clued in reporters on their upcoming advertising and marketing strategies, attempted to clear up this whole "64-bit" question, treated the reporters to lunch, and gave them free passes to a nearby amusement park.

In the info packets that were given out, Atari went into great detail on how game systems work and gave solid technical arguments that prove that the Jag is truly a 64-bit system. I don't know if this will help or not but it certainly couldn't hurt.

Many of the games that were shown, I've already mentioned in the E3 article. However, there were a number of new titles being shown as well.

### Carts

**SuperX:** Supercross is a dirtbike racing game that utilizes courses constructed of texture mapped polygons.

**Breakout 2000:** This is something of a shocker. Yet another of Atari's classics(and one of my all-time faves) gets the 2000 treatment. Look for more of a 3-d perspective on this version and the addition of various kinds of power-ups. (If you have any ideas for the game, the programmer has a topic up in the Jaguar message area on the Genie on-line service and is willing to listen).

**Space War 2000:** This game was due awhile back but the programmer wanted to work on improving the graphics. I've heard this described as being Warbirds-ish(not too suprising, since the guy who programmed that Lynx game is also doing the duty on this).

### CDs

**Robinson's Requiem:** A very indepth survival simulation on an alien world. Perhaps a little TOO indepth, since one of the options you have is amputating one of your own limbs. It does sound interesting though.

**Commander Blood:** A sprawling adventure



that has you piloting a spaceship through black holes in an attempt to witness the beginning of the universe ...THE BIG BANG. You'll travel to a number of planets, meet various aliens, get involved in local wars, etc. Sounds EXTREMELY promising.

**Demolition Man:** The 3DO hit is coming to the Jag CD. The Jag version has better quality FMV sequences and word is that Virgin is also fixing up some of the gameplay.

**Black ICE/ White Noise:** This cyberpunk adventure set in New San Francisco is also coming along very well and there's a strong buzz about it. You get to play a good guy who does things on the up and up or a bad girl who doesn't.

## LYNX News

It's only fitting since APE started out covering the Lynx that I'd have at least some kind of good news for you Lynx faithful. Word is that Atari does have 2 new Lynx games in production. Super Missile Command(no word on whether it still includes the Asteroids update) and the eagerly awaited Battlezone 2000. BZ2000 is supposedly a blast with 4 players comlynxed and gameplaywise sounds like Warbirds with tanks.

## Updates, Rumors, ETC...

The Jag has a new name to go along with a big advertising and marketing push slated to begin in September. The Jag's name is now officially the "Jaguar64". Atari is presumably doing this to further emphasize the fact that the Jag is a true 64-bit system.

You can also expect the Jag to begin popping up in more stores as well. It's already in the Spiegel catalog and is also slated to make an appearance in the return of the Sears Christmas Wishbook. If you bought your Jag at a Venture store, you'll also be pleased to hear that the chain is slated to carry the Jag once more beginning in October.

Since I don't give much credence to release lists, I'm not going to show you Atari's latest(that way you won't be disappointed if it doesn't work out) but there were several new titles listed and I will pass those along to you...

**HoverStrike CD:** The Jag hovertank game is getting a CD overhaul and is supposed to be faster than the cart version along with a lot more missions.

**Arena Football:** Okay, this isn't exactly new but I thought I'd update you. It's still coming out and it's now slated to have 4 player capability with the Team Tap.

**Attack of the Mutant Penguins:** Hmmm, the

only thing I've heard is that this game has Rayman quality visuals and it's slated to come out on cart and CD.

Readysoft's whole slate of FMV games (**Dragon's Lair**, **Dragon's Lair 2**, **Space Ace**, and their latest **Braindead 13**) are headed to the Jag CD.

**Starlight Bowl—a-Rama** CD is the new name for V-Real's bowling title.

If you liked MarioKart on the SNES, Atari has a similar game on the way called **Atari Kart**. Advance word is that it looks pretty good.

**Formula 1 Racing** CD is a great looking 3-d driving game from Domark. Hopefully it will make you forget that Checkered Flag ever existed.

The rumor about a Jag CD version of Bullfrog's very cool PC game, **Magic Carpet**, is no longer just a rumor.

**Sudden Impact** is a new cart title but all I have is that name.

Due early next year are...

**Dune Racer** CD(some kind of racing game)

**Iron Soldier 2** CD(a sequel to the Jag's mech hit)

**Alien Vs. Predator: The CD**(the CD sequel is being handled by Beyond Games)

**Mindripper** CD(a game based on an upcoming horror film)

**Ironman**(a possible Acclaim title based on the popular Marvel hero)

**Dante** CD(?)

**Rocky Horror Interactive** CD(something to do with the cult classic film)

Along with the surprise news that Beyond is handling the AvP sequel, word is that work is coming along quite nicely on their Jag version of **Battlewheels**. It's due early next year and it's going to have voice modem support.

Sega recently laid off a number of their programmers. Rumor has it that many of them interviewed for possible programming positions at Atari.

In other personnel news, Atari recently hired several new big wigs to help with the Jag. They include...

Senior Vice President of Marketing: Dean Fox

Mr. Fox recently headed up marketing for Rocket Science Games and was also in charge of the launch of the Sega CD.

Vice President of Software Product Development: Jon Correl

Mr. Correl recently held the position of Manager of Development Administration at Sega of America.

President of North American operations: Ted Hoff

Mr. Hoff recently held the top spot over at Fox Interactive.

These are some heavy hitters and hopefully their experience will be put to good use.

Time Warner Interactive has 3 upcoming arcade games using the Jag hardware (actually it's been beefed up a little, they've added a 68030 just to handle sound). These titles will most likely eventually end up coming out for the Jag.

In other hardware news, Atari's next generation Jag system is almost in the hands of developers(so don't look for it to be released until at least late 96). This new hardware will be compatible with the current Jags so your library of games will work on it. The system bears the Shakespearean codename of Midsummer and has 2 chips named Oberon and Puck. It's rumored to be 2 to 4 times faster than Playstation and some big developers are already showing some interest.

Finally, we have news on even more games...

The Jag CD will be getting a version of the very popular 3DO game **Return Fire**. I've

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played the 3DO version and I can tell you that this is something to look forward to (especially if you like 2 player titles).

Word from Atari UK is that 2 Jag games slated for release early next year are **Zero 5** and **Gotchal**. All I have are those names.

Hot Euro developers Team 17 have 4 Jag titles in the works.

**RollCage** (an offroad game said to have Daytona quality graphics)

**Allegiance** (first person arcade strategy)

**Worms** (a strategy game that's supposedly VERY VERY addictive and a lot of fun)

**Witchwood** (a Zelda-like arcade RPG)

## ATARI SECRETS

### CHECKERED FLAG

Driving in this game is tough enough as it is but if you feel the need to tool around in the dark (actually it looks pretty cool at night), go to the options menu and highlight the weather option. Enter 8,4,7,3 on the keypad.

### KASUMI NINJA

This isn't a particularly useful secret but it's kind of wierd fun.

If you haven't entered a gore passcode yet, do so (use something simple like 111111). This secret requires 2 controllers.

Go to the options screen. Select change code and the code changing box will pop up. Hold down buttons A & C on controller 2 and enter 7,4,3,8,7,1 on controller 1. The game will say that you entered the wrong code.

Now when you play, you'll find that your character has become tiny and I do mean TINY. You'll still be able to fight but the game still acts as if you're normal sized (especially when fireballs are thrown).

### HOVER STRIKE

Last issue, I gave you a code to change any level into a night level and the code to access a secret mission in level 1. I've got even more this time...

On the mission select screen,

Press 4 or 6 to change the direction that the planet spins and press rapidly to make it spin faster.

For the following you have to press all the buttons at the same time.

Press Right (on the joystick) + C + 1 + 4 + 5 to change the frame around the External view.

Press Down + 3 + 4 + 6 + 7 to give your hovercraft

unlimited weapons, energy, and shields.

Press 3+6+9+# for extra lives.

Press 2+4+6+7+8+9 to skip to the next level.

There are also 4 more bonus levels.

Level 2: Down+2+6+7+8

Level 3: Right+3+5+6

Level 4: Up+2+5+8

Level 5: Right+2+4+5+6

## HOVER STRIKE

### General Tips

1. Your brakes are your friends. Use them generously to maintain complete control of your vehicle. If you want to make a turn, stop completely then rotate your vehicle and finally thrust in the direction you want to go. You can also go down steep surfaces without sustaining severe damage by using your brakes. Just as you start to go over the edge, hit the brakes hard and you should slide down safely. You can also use the brakes to steady yourself when you're bobbing on liquid surfaces. You won't be completely still but it can help just enough if you're trying to line something up in your crosshairs.

2. You can shoot down enemy rockets. This can give you an edge when you're engaging tanks but...the reverse is also true. They can shoot down your shots before they can reach them.

3. You can use the peculiar physics of hovercraft motion to your advantage. For example, you know that an enemy is waiting around a corner. Thrust forward. Turn your craft. The hovercraft will still be moving in the one direction but you'll be aimed at your attacker (sort of like the strafing maneuver in AvP, Wolf 3-D, or Doom).

4. The radar is an incredibly helpful tool. You can use it to see where enemy shots are coming from and it's very useful for gauging mortar shots (see tip 5). Also, the lock-on is more than just a means of identifying enemies and painting them for heat seekers. You can also use it to identify what type powerups are (weapons or fuel), on night missions you can use it to point you in the right direction of targets, and you can use it to see which direction a flying attacker is coming from (if they've flown over a mountain range and they're turning around to strafe you again).

5. The mortar is one of your best weapons because you can use it to destroy targets you don't have a straight shot. You can lob it over hills and buildings. The mortar's distance is determined by the elevation of your crosshairs. The higher it is, the further your shot goes. Monitor how far your shot is going in comparison with your target by using the radar. Make the necessary elevation adjustment.

6. Learn to anticipate where a flying vehicle is headed so you can shoot them more effectively.

7. Keep an eye out for mines, they tend to blend into the landscape. The radar will let you know when they're near.

8. Fuel pods and weapon pods can be destroyed by your shots so be careful when you're fighting around them.

9. When playing in night levels, lower your cannon when firing flares. That way you can see what's in the area nearest you. Also, always fires 4 or 5 flares at a time to give some sustained light.

10. The trap door gun turrets can be a major pain. In some cases, it's actually better to try and ram them then sit around trying to nail them with your guns or rockets as they pop up.

11. On volcanic missions, keep an eye out for ornamental buildings, they indicate entrances down into the lava flows.

12. Don't always try to duke it out with overwhelming numbers of enemies. Sometimes it's better to just run and get out of a dangerous situation.

### Missions of Interest

#### Level 1:

**Industrial Assault:** This is a great mission to start out with. Weapons pods are in big supply and you can stock up on the various types of missiles.

#### Level 2:

**Crossing Ridges:** This level has a large cross shaped ridge standing between your 4 targets. This could force you to do a lot of traveling to reach your targets...but if you follow the ridge, you can find a way up on to it. Drive on it and you'll have easy access to all 4 of your targets.



Level 6:

This is your final mission and it can be pretty tough. The three big guns are located in a maze-like landscape. You can use your compass to get through the following way: Go West, North, and then East for a long time until you reach the start of a river. Follow it NorthEast and then NorthWest. Look to the right as you follow the river and take the NorthEastern branch. Keep following the river as it flows NW, NE, NW, SW, and NW. Look to the left as you follow the river and take the SouthWest branch. Keep following this and you'll reach the guns. Good Luck.

## THEME PARK

### General Tips

**Warning!** Always make sure to have around 3 to 4 hours of free time to devote to a good game of Theme Park.

1. Use the 1-way arrows to guide the people through your park and keep a good traffic flow. I always like to turn the right path into an exit path and lead the parkgoers around the park in a clockwise direction.

#### 2. Personnel

**Mechanics:** Always hire plenty of mechanics. It's worth 10,000 at the end of the year if your ride repairing has been well handled.

**Handymen:** A clean park is a happy park. You only really need these guys around food stands so be sure to set their paths when you hire them (pick the worker with the 3 button, select the set path icon (2nd on the left), select the erase old path icon (the one with the red cross), and then set the new path with the set path icon (it's next to the erase one)). It's also a good idea to hire 1 or 2 guys to roam free. If a parkgoer let's er rip, you can just carry one of your unassigned guys over to clean it up.

**Entertainers:** The rhino guy is the best, so why bother with the other? Place at least one rhino guy right near the entrance so he can cheer folks up as they enter.

**Security Guard:** You only need to hire one of these guys if you spot somebody shady (for example: someone beating up your rhino guy). Once he's eliminated the interloper, fire him.

3. **Negotiations:** Keep moving your hand to the right at a steady pace. Not reaching a deal can have devastating effects so keep an eye on the biscuits and bite the bullet moneywise if you have to.

4. **Stocks:** The stock market is a great place to make money but don't bother buying other people's stock (you have no control over those). Once you've got your starting balance to a good level (around 4 to 500,000), the first thing you should do when you start your park is to buy all the stock in it. If you keep your park growing and successful, the stock value will keep increasing and the stock will split (they'll give you 2 stocks for every one you own). I've been able to turn a 100,000 investment into 650,000 after only a couple year.

#### 5. Shops

You only need one of these in your park (balloon world, novelty shop, toy shop, souvenir shop) since people will only shop there once. These are great investments though and will bring in a ton of cash.

The best place to put a food and drink place is in a spot after people have been on a lot of rides. NEVER put more than one food place together because the people will only go to one of them. The same applies to drink places. You can have a food and drink place together (my favorites are the saloon and the steak house...they really rake in the big bucks).

Be sure to check your supply of food goods every once in awhile and be sure to reorder often.

#### 6. Loans

Don't bother. Why be beholden to the bank? You can increase your own cash flow to good levels with a couple good parks.

#### 7. Rides

It can be a good idea to have 2 of some rides (the ghost house for example) since people who can't get on the first one will take the second one. Stay away from multiple easy-break-down rides like the bouncy castle or the merry-go-round. They'll take too much time from your mechanics.

Have at least one of each ride (even the crappy ones), it makes your ride complement look good and earns you 10,000 at the end of the year.

The rubber tubing ride and the cars ride are great. They can handle a large amount of your park goers and they earn you cash awards at the end of the year. Don't make them too long though (you don't want your people spending all their time on 1 ride when they could be buying food). With their large traffic flows, they also

require a lot of maintenance so try to keep a mechanic nearby.

The roller coaster is fun to build and gets you a cash award if yours is the longest, highest, and most expensive BUT...they can only handle a handful of people and they need a full-time mechanic to fix them every 3 or so runs or people go flying.

The shows (clown, cowboy, medievil, and dolphin) are terrific. They handle a large group of people at once.

#### 8. Research and Development

Always try to sink a full 10,000 into one particular category (you get things much quicker). The new rides and new shops should get the bulk of your attention.

#### 9. Starting Out

England is your main place to build. Keep going there since you don't have to pay for the land. Keep building nice small parks and sell them off at the end of the first year.

When you have some good money, take it a few years longer (for bigger stock returns). Shops: Stop after you have a steak house. Rides: Stop after you build the coaster.

#### 10. The Advisor

Listen to him concerning admission prices but he can be sort of thick concerning shop prices.

#### 11. Tough Areas

Pay attention when you head into an area to build a park. Some of the countries have nasty little things you might not notice like killer inflation. In these countries, just get out after 1 year or you'll be throwing your money away. If it cost a lot to build there, just head back to England to recoup your loss.

#### 12. Basic Blueprint

Have a series of small rides, followed by a show and the tubing ride. Follow them with a saloon and a steakhouse. The whole trick is to have people get to ride many rides and then give them a place to spend their money on something to drink and something to eat (if they've been riding for awhile they're thirstier and hungrier).

13. Stay away from the sideshow games. They usually cost you more money in the long run than what you paid for them.



## SUPER BURNOUT

### General Tips

1. Picking the right cycle is the key to success. The Super Rabbit is a good starter bike. It has pretty good grip and decent acceleration. Use it to learn the tracks. If you want to give the drones any competition though you're going to have to master the Wheels of Terror. It has the best acceleration and it's grip is better than the Sliding Thunder.
2. If you're out in front and you have a spill, get your bike lined up with the dark part of the road as you start to get up to speed. The speeding bikers behind you will most likely take that part of the road. Hopefully they'll smack into you and wipe themselves out.
3. Mastering turns is right up there with picking the right bike. Always try to take a turn from the inside of the track. You'll need to figure out which turns you'll have to slow down for and which you can blast through at full throttle. You'll also have to decide whether you should slow down by letting up on the accelerator, applying the brakes, or by riding on the shoulder and turning at the last second so you'll just clip the dirt.
4. When racing against opponents, be careful. If you bump them, it may just slow you down but it might also send you flying. In the choice between slowing down to avoid a collision or making a risky passing maneuver (especially in a tight turn), slow down. If it's still early in the race, you can wait for a better place to pass (hopefully a straightaway).
5. In the championship series, your finishing position determines your starting position in the next race. Mastering the American track is key to good placement through the rest of the races. Let's face

it, it's easier to hold on to first when you start there. Playing catch-up from 7th position can be a real pain.

### Tracks

**America:** The first turn (a sharp right) can be tough. First time through, you'll have to deal with the other bikers. Subsequent runs, you'll be carrying a lot of extra speed from the straightaway. Cut it sharp and slow down if you need to. The next key point is what I like to call the slingshot turns. A quick left directly into a quick right. Take this properly and you'll be carrying some great speed. Your final major challenges on this track are the last 2 turns before the starting line. A steep left that you'll need to slow down for or you'll wipe out followed by what seems to be an okay right turn that has a nasty hook at the end of it.

**Australia:** It's a very twisty series of turns with a couple sharp ones you'll have to slow down for. One key spot to watch for: a right turn downhill. You'll pick up extra speed but you'll have to turn early to stay on the inside of the left turn at the bottom of the hill.

**Brazil:** This has a really nasty steep right at the bottom of hill. Let go of the accelerator and hit the brakes hard and you should be able to take the turn.

**Canada:** This is a great speed track. The only place you really have to watch for is a sharp turn at the top of the course. When you see the Racing Heat signs, let up on the accelerator to get on the inside of the turn and then floor it.

**France:** This has the most nasty turn in the game...an extreme hard right turn at the end of a

straightaway. When you're on the straightaway, get on the shoulder. As you come up to the turn, let go of the accelerator and hit the brakes hard while pushing the joppad to the right. This is followed up a nasty left turn that you're going to need to slow down for. France is one of the most challenging courses to master.

**Germany:** Another great speed track. Learn the sequence of sudden turns and you should breeze through. Watch out for the one turn just before the finish line though.

**Hungary:** Learn the turns and you should do fine.

**Japan:** This race has a particularly tough finish. A sharp left turn UPHILL followed by 3 hard rights and a very steep left into the final straightaway. Slow down for the uphill left, accelerate through the 3 right turns, and then hit the brakes to take the final steep left.

## CHECKERED FLAG

### General Tips

1. The key to driving in CF is quick movements. If you want to turn left, just give a quick tap. If you oversteer, tap in the other direction to straighten out.
2. The best view for driving is 4. I've also had some good results using the cockpit view.
3. If a drone car hits you from behind, you get a quick burst of speed. As long as you keep your car on the road, you'll retain the speed.
4. As you come up to a turn after a straightaway, take your thumb off the accelerator and coast through the turn.

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