



Atari at Winter CES

Unlike the past several Consumer Electronics Shows, Atari actually had a booth on the floor at the show. It wasn't a huge booth but it was busy. Atari had a steady stream of retailers and developers dropping by and magazines took notice.

Jaguar—An Award Winner

3 video game magazines presented Atari with "Best New System of 93" awards at the show. Diehard Gamefan, Video Games, and Game Informer each picked the Jaguar for the honor. Electronic Games had one more award for Atari. They chose Tempest 2000 as the best game of the Winter CES.

Lynx at CES

Jaguar wasn't the only cat in Atari's booth. Atari was showing several Lynx titles along with games from Telegames and Beyond Games.

ATARI

Raiden: This arcade shooter is already out for the Jaguar and Lynx owners will soon have their chance to take on the alien armada.

Ninja Gaiden 3: The NES classic platform game.

Eye of the Beholder: The 4-meg, battery-back up, 4 player, dungeon adventure is finally done and will be headed for stores soon.

TELEGAMES

Krazy Ace Miniature Golf: Hopefully, you'll soon have a chance to play one of my favorite Lynx games(based on playing it at CES shows).

Super Off Road: The popular Tradewest arcade classic.

BEYOND GAMES

Ultra Vortex: Have you been wanting some street fighting action on your Lynx. This title should fill the bill.

Jaguar Games

I caught some footage from the show on CNN and

got a chance to see two upcoming Jaguar games in action and all I can say is WOW. Forget any of the early screenshots you saw of Alien Vs. Predator, it's light years beyond now. The graphics look incredible(seeing a Predator come jogging down a hall after you is quite a sight). Also, forget the early shots of Kasumi Ninja. The game now features digitized, smoothly animated, fighters which are a half a screen tall. Other games announced at CES include...

Double Dragon 4 by Tradewest: The Lee brothers are back for more street brawling action. A very early version was being shown but it supposedly looked really good.

Club Drive: We've mentioned this one before but there was some new info on it. The San Francisco section is going to be 70 square miles!

Doom by ID Software: The folks who rocked the PC world with Wolfenstein 3-D are now bringing their latest hit, Doom to the Jaguar. A 3-d action adventure pitting you against evil creatures in a space station with plenty of grisly action(one of your weapons is a chainsaw). Look for a warning sticker on this game.

Return to Zork(CD) by Activision: Activision's computer hit with full motion video of live actors comes to the Jaguar.

Hosenose and Booger by ASG(All Systems Go) Technologies: If you want something a little off the wall for your Jag, this game will probably be right up your alley. Hosenose has managed to accidentally suck his girlfriend, Hotshot, into his brain. Travel through a disgusting environment meeting characters like, Micki Mewkus, Logjam Sam, Vicki Virus, and Dr. Bile.

Battlewheels by Beyond Games: The Lynx hit is getting juiced up to 64-bit and is slated to allow up to 8 players.

Ultra Vortex by Beyond Games: Ten street-fighting martial artists duke it out in the future for the chance to take on the Vortex Guardian.

European Soccer Challenge by Telegames: Soccer enthusiasts should enjoy this title. 170 teams with complete team and individual stats and each player has his own personality and performance capabilities. The game also has an expanded season and playoff format.

Ultimate Brain Games by Telegames: Remember the very tough Lynx chess game? This is the Jaguar version which also includes Checkers and Backgammon.

Brutal Football by Telegames: An extremely over-the-top sports contest where heads will roll...literally! If you like sports games with a violent edge, Brutal Football will be your game. Expect a warning sticker on this one.

Commando by Microids: This isn't the old arcade game. Lead a team of commandos through the jungle on various missions using a first-person perspective.

Evidence by Microids:(Since they mention that the game includes full motion video, I'm guessing that this is a CD title) You're a reporter framed for a murder you didn't commit. Find a way to escape from prison and expose the real killer.

Dungeon Depths by Midnite Software: A medieval, multi-player, role playing arcade adventure utilizing 3-d texture mapped dungeons.

Car Wars by Midnite Software:(this may be based on the popular role playing game) Road combat set in the future. No word on if this is an arcade-style game or strategic game.

HOT STREAK

To continue my misadventures from last issue... after checking back with Babbages, I was pretty sure they weren't going to be able to help me. The week before Christmas, I trekked off to a mall I'd never been to before. This mall also had a Captron store and an Electronic Boutique. I got on both their waiting lists(I was pretty far down on the Captron list but I was only 4th on the EB one). The Captron actually had a copy of Crescent Galaxy, so I bought it before I even had the system. All that week, I hoped somebody would call but no luck. Christmas came and still no Jaguar.

The day after Christmas, I went out looking again and I actually managed to find a Power Rangers toy at a Toys R Us so I bought it for my nephew. I wasn't even looking for those things and I managed to snag the HOT Christmas toy. I figured my luck had to be changing. The next day(Monday) my phone rings about 5:30 in the evening. It's the first Captron store I had went to just after Thanksgiving. They had gotten 3 Jags in, sold 2, and wanted to know if I wanted the third one. Two hours later I had 64-bits of raw videogaming beast hooked up to my TV.

HANDS ON

The first thing you notice about the Jag is it's box. No picture of the system on the front like most boxes. It's black with the Jaguar name in big blood red letters. Over the name are two menacing feline eyes. In the upper left is "ATARI, MADE IN THE USA" and at the bottom is "64-BIT, INTERACTIVE MULTIMEDIA SYSTEM". It's probably the best game system box I've ever seen. The system is charcoal grey and takes up about the same space as a SNES or the new Genesis model. It has very sleek lines and you can see the area on the top of the unit where the CD-Rom will fit.

National Rollout Underway

The Jaguar is currently going national via Babbages, Electronic Boutique, and Toys R Us. I haven't seen any activity at Toys R Us yet but I have heard that Babbages around the country have started to get healthy numbers of the systems in.

The Jaguar will start hitting other stores in the Top 10 markets in February and March. Advertising will be hitting these markets at that time as well. Look for Jag ads during the top 15 teen audience shows. The rollout will increase to the top 20 markets from April through June.

Also, keep an eye out for Jaguar mall events and movie theatre ads. Atari will also be sponsoring the

Using the pin-outs that were up on Genie and some stuff I had laying around from other projects, I had constructed my own composite video/stereo sound cable(I had made it about a month before I got the Jaguar). If you have a stereo setup and a way to input a composite video signal(like through a VCR's video in plug), this is the way to go with your Jag. Even though the cable from Atari is \$20, I still recommend it highly(Putting my own together was something of a pain and it would've been almost as expensive if I didn't already have a lot of the stuff laying around).

The controller feels really good in your hands and is one of the best joypad units I've ever used. Game overlays fit snugly over the keypad and it's very responsive(light years beyond the old 5200 controllers).

When you first turn on the Jaguar, you know that you've got something special. You hear a digitized growl as the Jaguar logo pops up on screen. 3-d letters tumble down to form the word ATARI as the system does a little musical rendition of the classic "Have you played Atari today" jingle. Finally, a spinning 3-d cube with a photo-like image of a Jaguar(the animal) on each side appears. It's really cool.

THE GAMES

Initially I only had Cybermorph(the pack-in) and Crescent Galaxy to play with but a week after I had the system, I picked up Raiden and a 2nd controller. Some neat facts: So far the games are all 16 megabits and feature battery-backup. Crescent Galaxy and Raiden were only \$50(good luck on finding a 16 meg SNES game with battery-backup for \$50). Thanks to the battery-backup, the games save their high score lists and your personal sound selection. What

14 city tour of the rock group, the Scorpions, as a tie-in with Aliens Vs. Predator(it's rumored that they'll be providing music for the game).

More Lynx Games on the Way

Atari is hoping to release a Lynx version of Alien Vs Predator around the time of the Jag version.

Other upcoming Lynx titles include: Fat Bobby(a rock and roll themed action game), Super Asteroids/Missile Command., Full Court Press, Heavyweight Contender, Road Riot 4wd, and Relief Pitcher(a baseball title based on the popular Atari coin-op).

Atari has licensed Q-Sound. The process which

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does that mean? Well, if you pause during a game you can set the volume levels on different sound elements. You can make the music louder than the sound effects or vice versa. Don't like the music? Turn it all the way down and keep just the sound effects. It's alot cooler than just turning the volume down on your stereo and losing everything. Also, all of the games support true seperated stereo sound in one way or another.

Cybermorph: Fast, smooth 3-d with some fantastic color shading. Sound effects are heard on the left and right depending where they're coming from. It has more of strategic edge to it and adrenaline jockeys may not be able to get into it easily but give it time. A very good freebie game.

Crescent Galaxy: A visually stunning horizontal scrolling shooter. If you don't like this type of game though, this won't convert you. Sound effects are spatial.

Raiden: The best vertical shooter I've ever played. Tons of stuff gets thrown at you at once with no slowdown. Killer stereo music.

Special thanks to my brother Arnold for trekking to Vegas to gather CES info for me. Next Issue: Mid-April, more Jag and Lynx news and game tips. See ya.

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gives a more dimensional feel to sound is already in use on many Sega CD titles. Look for it in upcoming Jag games. The Jaguar can also handle surround sound encoding, so you might also see that in future games.

Atari had further talks with Capcom at the CES. They may be developing once there are more Jags out there(I'm hoping for Super Street Fighter 2).

Jaguar Developer List(Fact and Rumors)

The list of Jaguar developers keeps getting larger and more info has been coming in on what's being worked on. I've also got some rumored third party developers(I hope some of these will turn out to be true) and I've also added some rumored titles which are supposedly being worked on.

Accolade: Accolade has licensed their games to Atari and Atari will be doing the Jag versions themselves.

Bubsy, Hardball 3, Jack Nicklaus Golf, Charles Barkley Basketball, and Brett Hull Hockey

Activision:

Return to Zork(CD)

Rumored: An updated version of the classic, Pitfall

Anco Software:

Kickoff 2/World Cup

Argonaut Software:

Creature Shock(CD)

ASG Technologies:

Hosenose and Booger, Jukebox(?)

Atari Games: The coin-op Atari has licensed the Jaguar technology for arcade games. We might conceivably see home versions from them.

Rumored: Race Drivin, Pit Fighter

Atari:

Battlezone 2000, Club Drive, Star Raiders 2000(being done by Rob Zydbel of Warbirds fame), Tiny Toons, Dracula(CD), and Space Pirates(CD)

Rumored: A game based on Batman: The Animated Series

ATD: This company did Cybermorph for Atari.

Cybermorph 2: Battlemorph and Blue Lightning

Beyond Games:

BattleWheels and Ultra Vortex

Rumored: Mechfiles

Borta& Associates: Ron Borta is best known for his terrific Atari 8-bit versions of arcade games such as Wizard of Wor, Gorf, and Pac-Man.

Brainstorm:?

Broderbund(Rumored): A Jag version of Prince of Persia 2 would be nice if they did sign on.

Dimension Technologies:?

Domark(Rumored): This euro-developer has a popular racing title(Formula 1) and a couple 3-d flight simulators that would work nicely on the Jag.

DTMC: This developer has a couple of SNES games out, DR. Franken(cute platform game), Lester the Unlikely(action-adventure with rotoscoped animation), and Ranma 1/2:Hard Battle(weird Japanese cartoon martial arts). They could possibly do Jag versions.

Elite(Rumored): This euro-developer is doing some 3-d polygon racing games using the FX chip on the SNES. One of them, Power Slide, is rumored for the Jaguar.

Epic Megagames: This is a developer of some popular shareware titles.

Eurosoft:?

Gremlin Graphics:

Zool 2

Rumored: Nigel Mansell's World Championship(racing game)

Handmade Software:

Kasumi Ninja

High Voltage Software:?

ICD(Rumored):ICD is a long standing supporter of Atari computers. It's been rumored that they'll be doing some Jaguar stuff for other companies.

ID Software:

Doom: Evil Unleashed

Rumored:Wolfenstein 3-D

Imagitec: They did Raiden and Dino-Dudes for Atari

Infogrames(Rumored): Alone in the Dark is a popular computer game and is the rumored title from this rumored company.

Interplay:

BattleChess(CD)

Rumored: Other titles including a Jag version of Out of This World

Llamasoft: Jeff Minter is also supposed to be doing some more titles for Atari..

Tempest 2000

Loricel: ?

Maxis: ?

Microids:

Commando and Evidence(possibly CD)

Microprose UK and Microprose US:

3-D Gunship 2000

Rumored: More simulations, Star Trek:The Next Generation from Spectrum Holo-byte(Spectrum merged with Microprose)

Midnite Software:

Car Wars and Dungeon Depths

Millenium Interactive:

Brutal Football(through Telegames)

Ocean:

Rumored: Jurassic Park

Origin(Rumored): Good bets would be Wing Commander or Ultima titles if true.

Park Place: This noted sports developer just lost a lot of programmers to Sony so their football title for Atari may be affected.

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Phalanx:?**Photosurrealism:?****Rebellion:**

Alien Vs. Predator, Checkered Flag 2, and Legions of the Undead

Silmarils:

Robinson's Requiem(?)

Sunsoft(Rumored): A producer of very popular video games. A Jag version of their cute platform hit, Aero the Acrobat, is rumored.

Telegames:

Ultimate Brain Games, European Soccer Challenge, Casino Royale, and Brutal Football

3D Games:?**Tiertex:?****Titus: ?****Tradewest:**

Double Dragon 4

Rumored: More titles

Trimark Interactive: The games division of Trimark films has 2 games they're doing that may go to Jaguar. Moto X(a motorcycle racing game) and an action game based on the Warlock movies.

21st Century Software:

Pinball Fantasies

UBI Soft(UK) and UBI Soft Intl:

Jimmy Connors Pro Tennis

Rumored:More titles

US Gold:

Flashback

Virgin:

Rumored: Dragon(Bruce Lee) and Aladdin

Virtual Experiences(Retour 2048):

Indiana Jags, Zozziorn

V-Real Productions:

Horrorscope and Arena Football

Williams/Midway(Rumored): This arcade company is rumored to be going into the home business. An even juicer rumor is that a Jaguar version of Mortal Kombat is being done by Iguana Software(they did the home versions of Midway's NBA Jam for Acclaim).

ATARI SECRETS

I've changed the name of this to Atari Secrets due to the fact that along with Lynx secrets we're going to also have Jaguar secrets from now on as well.

Here's something neat for Lynx Hockey from David Margala.

Enter the password BATSXPBE. The X will change to a heart. Press your button to select OK. You'll see an animated bat and a portion of "Baa Baa Black Sheep". Press A to continue. Go through the usual game selection process. When you get to the team selection, you'll notice that team colors are different(LA has their old dorky colors). Plus, Group D has a new team called the Bats whose stats are all perfect.

Our first Jaguar secret is something new, a secret that's built-in on the system itself.

When the Jaguar opening gets to the 3-d spinning cube, hold down your controller's pause button. Pushing down on the joypad makes the cube shrink off into the distance while pushing up makes it come back to the foreground. Tap the joypad to the left to cause the cube to spin in that direction, right to spin in that direction. If you keep tapping in a direction, the cube spins faster and faster.

Next is something to help you on Cybermorph.

During any planet select screen, enter the code 6009 via the keypad. You'll be sent to a sector which contains only 4 planets. 3 planets are loaded to the gills with enemies but the lower right one has tons of power-ups and 4 extra lives. Go to the lower right planet to power-up and when you get back to the select screen, enter the code to get back to your previous sector. You can only do this once during a game. (Just so you know, this mystery code can be found in the game. On the planet CODEX in the first sector, you can fly through a narrow valley and you'll find a large field. The numbers 6009 are on the ground in HUGE numbers. If you didn't know what they were, you probably wouldn't even realize it.)

Crescent Galaxy has a really comprehensive cheat. I got the secret code from Bob Brodie of Atari but I figured out the various controls myself.

This is easier to do if you have 2 controllers but it is do-able with only one.

With the controller plugged into port 1, enter the code 1193 at the title screen.

Start the game and then plug the controller into port 2.

Pressing left on the joypad will stop the screen from scrolling.

Pressing right on the joypad will speed it up(and do I mean speed it up).

Pressing Option will skip you to the beginning of the next game section.

Pressing button 4 on the keypad will make your ship invincible, press it again to turn it off.

Pressing fire button C will fire whatever super weapon is currently selected without depleting your supply of that weapon.

Pressing fire button A will speed up the scrolling of foreground scenery and the B button will slow it down.

Press keypad button 0 to cycle through the game's sound effects and button * to play it.

You'll have to switch the controller back to port one whenever the game asks you to "PRESS FIRE TO CONTINUE".

Finally, Help with Dino-Dudes from Bob Brodie. These only work on an American Jaguar.

For infinite time, enter the password TIME STANDS then use AC to clear out the password ROUND ONE and then enter STILL FOREVER.

To have dead dudes reincarnate, enter the password ONCE DEAD, use AC and then enter TWICE BORN.

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General Tips

1. Take advantage of the fact that there isn't a time limit. If your energy is still good after you've collected all your pods, fly around and nail any leftover bad guys. You might be able to pick up some extra power ups.
2. If you come across a rotating radar dish on a planet, take it out. Most Pernitian fighter craft are computer controlled drones. Without the radar support they stop dead in their tracks and become sitting ducks. (This doesn't affect ground weaponry though). Blast them where they stand.
3. Learn to recognize the power-up icons, especially for the super weapons. There's nothing worse than losing the Thunderquakers by picking up a Nitro. The most important power-up has an "X". That's an extra life. Extra lives are like gold in Cybermorph.
4. Use recognizable landmarks like bridges, roads, and buildings to help you navigate around the planet's surface. Keeping that in mind, don't destroy buildings or things that you don't need to.
5. The T-Griffon's ability to fly backwards while shooting is a strong offensive capability. It's harder for a bad guy to hit you while you're moving away from him. This is also one of the best ways to take out worms. Be careful that you don't run into stuff while you're flying backwards.
6. If you find a power ring and your energy is still high, leave it alone. Remember where it is and save it for when you need it.
7. Effective use of your weapons is a must. Your standard shot and double shot are very effective in most situations but their power level is pretty low. The triple shot is best for destroying squadrons of fighters. Cruise bombs allow you to take out ground based weaponry from a distance(they'll even zip over hills). The neatest weapon is the incinerator. This intense flame cannon carries a major hit potential and will even zip over the landscape(it's the airborne equivalent of the cruise bomb).
8. The first planet you go to in a sector should be one that's rich in power-ups so you'll have an advantage going into the other planets. You may even want to go to the world which has the bonus portal so you can get really well-armed.
9. While the cockpit view is nice, you'll find that it's easier to negotiate through valleys or close buildings with the forward view(with your ship on screen).

Here are some tips to help you through the various planets.

Sector 1

Olope

There are plenty of power-up carriers here. Keep an eye out for the bonus world portal.

Zuel

To find the last 2 pods, take the red portal near the vortex tower. Keep an eye on the radar for worms.

Emeth

Take out the robot crabs from a distance.

Codex

Keep looking to pick up the last extra pod after you've filled your quota.

Kapitol

You can grab the pods by the buildings if you move carefully. A radar is nearby one of the sets of buildings.

Otto Bahn

Keep looking in the valleys to find all the pods.

Ennis Stay by the vortex and the pod grabbers will bring most of the pods right to you. When the direction arrow is gone from your radar, go off to find the others.

Griz Madre

Turn right at the bridges to find the radar. You'll be able to find most of the pods on the roads(that's where the grabbers are dropping them).

Boss

It's a big flying head. Rush in and grab your pods and then wait for the head to come after you. Nail him with the incinerator.

Sector 2

Metropol

Turn around and take the road. Resuce the pods from the canyon(destroy the crab). Exit and fly around the outside of the canyon. In back, you'll find the bonus world portal. To the right of the canyon that's being defended by kamikaze ships(there's a bridge leading up to it), you'll find a radar. Destroy it so you can safely go in and get the pods. The final canyon is blocked by a force field. It's power source is found at the end of a road.

Galitzia

The joker heads are tough. Only take them on if you have missiles. Other wise just open the pod holders from a distance and then zip in and retrieve them. 3 pods are hidden in fake brown trees guarded by crabs.

Rosam

There's a radar by a yellow and a red portal. Use

the red portal to get to several pods. There is a grouping of pods in a valley whose entrance has a vortex in front of it. The exit portal is located in a valley by the vortex and the purple portal.

Bross

Your radar is being jammed! If you spot a diamond shaped ship skimming around, blast it to get your radar back.

Karavostas

Watch out for worms. To find the last pod, you have to locate a bunker over by a grouping of buildings. Destroy the bunker to reveal a portal that will take you to the extra pod.

Allris

Follow the roads to locate the spike controllers. After you blast 3 of them it's safe to get the pods from the lake.

Ulmtri

Head right along the lake bank and you'll find 3 pod holders(watch out for the crabs and from surprises attacks from ships cruising the lake). Head out into the lake, grab the pod that's there, and then take the red portal to get the rest of the pods in the valley.

Fragocia

The pods are being herded behind a force field. To the left of a bridge, you'll find a bunker amongst some buildings. Blast it and enter it's red portal. You can now destroy the generator that powers the force field. There's a radar nearby the bridge. After you've collected the pods, use the red portal to get to the exit portal.

Boss

You now have to deal with 2 gun battle stations. They are positioned on either side of the pods. Quickly rescue the pods. The battle stations can be nailed from a distance. Hit their guns with the incinerator or missiles. If you attack from the correct angle their shots won't connect. After it's guns are gone, it makes a kamikaze run. Just blast it and then repeat for the second one.

Sector 3

Greenstone

Hmmm, no pods show up on your radar? They've been hidden inside trees. Don't waste your time, only blast the short trees. Also, they're only inside the short trees right near bodies of water. Watch out for the many crabs and especially the worms.

Ladan

There are only 3 pods but they're defended by a large number of fighters and 1 is trapped between 2 force fields. Southeast of the pods you'll find a red portal. Use it and you'll end up in a valley with the power generator. Destroy it. Nearby, in another valley you'll find a radar. Destroy it. The pods should be a snap now.

Mauluk

Speed is important here. Find the bunker and blast it. Use the green portal. Use the yellow portal. Blast the swarm of green fighters(some have thunder quakers). Blue portal. Red portal(blast the radar). Purple portal. As you travel, save the pods from the vortex towers. The exit is by the green portal.

Monicalia

Some of the pods are protected by spikes on an island. The controller can be found at the end of a road across the bridge. There is also a radar near the island.

Spykre

Just follow your radar to pick up the pods. Watch out for the crabs and worms.

Levov

A lot of attack fighters here. Once you've picked up all the free pods, keep looking for enclosed pods.

Pico

Blast the generator near your starting location. A radar can be found near some buildings. The pods can be found in a valley at the end of a road.

Jojo

Most pods can be found lying in the open or in holders. There are 6 pods in the middle of a lake. These are protected by spikes. But there is no spike controller, what can you do? Simple, blast open one of the bunkers by the shore of the lake. Inside is a pod grabber. Let him fly over and bring the pods to a safe spot where you can grab them. THEN YOU BLAST HIM.

BOSS

This time you face a head hunter and some twin guns. Use the same strategies as before.

Sector 4**Olyotris**

The bonus portal can be found in a small valley whose entrance has a small body of water in front of it. A lot of deadly fighters guard the pods in the

holders. Use the red portal, it comes out near several pod holders.

Grand Piton

No radar(and no way to un-jam it). Just keep flying and searching. Deal with the crabs.

Girdell

This is a real nasty piece of work. A red portal takes you to a junction of portals.. Green leads to three pods and an energy portal. Yellow leads to three more and blue leads to a swarm of fighters and more pods(one is encased in a triangle on the water). The exit is located out in the maze of pathways. Take red to get back out there.

Squib

The pods are out in the open in the cove but don't go for them. They're protected by spikes. Let the grabbers take them and then follow them to their drop off points. Watch out for the bio-blobs.

Artizic

Take the red portal and then the blue portal to get to the pods.

Due to space limitations, I'll cover the rest of sector 4 and Sector 5 next issue(besides, it'll give those of you who don't have your Jaguars yet a chance to pick one up and work through Cybermorph on your own.

CRESCENT GALAXY**General Tips**

1. In the space scenes, don't shoot the asteroids until you've got your guns fully powered up.
2. Don't forget that you also have bombs. These can be real nice against attackers that are coming from below you.
3. No more than one power-up can be onscreen at once. So grab a power-up quickly or you may miss the chance to get others from stuff you're shooting.
4. On some of the planets, you'll run across a circle reserves base that can supply you with power-ups. Activate a shield and then position yourself right on top of it to get as many power-ups as you can.
5. The order that you take on the planets is very important. Osseous and Grottoneria are rich with

power-ups but Zephyria and Equilibriumite aren't. I like to go to Osseous first, get loaded up with weapons, then take on Zaeephyria and Equilibriumite. I then go to Grottoneria to load up for my assault on Cosmolite.

6. Don't be shy about using your special weapons(they're the key to victory). Some are best for the space and planet's surface levels(magnet, tracer, ring, and bolt) while others are more effective against bosses (beam, missile, cutter). The flash is good for both situations and the shield is an excellent defensive maneuver.

Bosses

Osseous(Space) A big green ship. Hit the brown thing sticking out the bottom first. Stay far to the left and avoid it's missiles.

Osseous(Surface) A skeletal nightmare. He fires shots at your location so wait in a spot and move out of the way as he shoots. I also like to get above him and drop the occasional bomb on his head.

Zephyria(Space) A big bird. Keep moving up and down as you fire(it follows your movement).

Zephyria(Surface) A fire-breathing dragon. Take out it's wings first and watch out for his fireballs.

Equilibriumite(Space) Nail this space bug's lower gun and then his arms.

Equilibriumite(Surface) Bonus tip: Stay low as you take on the surface and keep blasting. Once you make it through, you face a giant mudman. Watch out for the large mudballs he throws. There's no safe spot, so keep on the move.

Grottoneria(Space) A big spinning purple and gold robot. He's armed with guns in his midsection and on his arms. Just stay low and close by his feet and blast him.

Grottoneria(Surface) The ancient Quezecoati monster. He's fast and deadly. Let him have it with some of your special weapons.

Cosmolite(Space) A heavily armed space robot. You can gain some slight relief by blasting it's head.

Cosmolite(Surface) Hello Odd-it! It's wierd and my only advice is keep blasting and using those special weapons.

General Tips:

1. Most of these tips should also be useful on the upcoming Lynx version.
2. To score big bonus points at the end of a level, you have to pick up the medals that are left behind after you destroy certain structures or guns. If your ship is destroyed though, you'll lose any medals that you've collected. At the end of the level, the number of medals is multiplied by the number of bombs you still have. If you can make it through without dying or using many bombs, you can score a large bonus.
3. Having powered-up weapons is the only way you're going to survive. The gun power-ups are inside a specific type of enemy ship and also in large speedboats on level 3. Wait for it to turn into the color that you need before you snag it. Missile powerups are inside brown sheds on the ground. Once you've got a weapon powered-up several levels, if you grab the other type(for example if you switched from machine gun to laser) it will maintain that power-level. The P power-up will crank up your gun and missiles to their maximum level.
4. If your weapons aren't well powered-up and you're heading into a deadly area, use your bombs freely. When you die, they give you three more anyway so you might as well make use of them if it doesn't look good for your ship.
5. You can disable many of the smaller vehicles(like small tanks and boats) with one shot. It destroys their cannon and eliminates them as an offensive threat.
6. I generally prefer the direct fire missiles to the homing kind. The homers are slower and can go after targets that aren't much of a threat. the direct fires give you that much more offensive capability forward.
7. Lasers are extremely powerful but they also require that you take on something head-on(which can be deadly in certain circumstances). The machine gun can have a wide spread but this also lessons it's concentrated fire. Use them according to your situation.

Stage 1(laser) Your first fight takes place over a grassy field(keep an eye out for the cows on the ground). Want 10,000 bonus points? There's a river running lower left to upper right(there are 4 gun emplacements on one side and a power-up ship with an extra bomb). If you fire, you'll notice your weapon is hitting something on the river bank towards the right side of the screen. Keep blasting and a fairy will fly out(I have no clue what a mythical pixie is doing here either)grab it for a 10,000 point bonus.

The Boss: A large tank with multiple cannons will roll out of a bunker onto some tracks. Stay just left of it's center and blast away(watch out for his spread of shots). You'll have to make a quick move to the left to take out some ground forces. Get back to your position and keep shooting til it blows. Now you have to deal with it's twin on the right side. Stay left of center on this one and finish him off.

Stage 2(machine gun): Grab the first red power-up to switch to the machine gun. You need the spread for the annoying squadrons of fighters. There are tons of medals on the roofs of buildings. You'll come upon a section of road running left to right. Get on the right side and move left while firing. You should be able to blast the small moving car that zips across for 10,000 more points. Blast the big green fighters quickly(if they get past you, they come up from behind you flying the other way). Power-up ships containing a bomb and a gun power-up will be in the water on the right side. You'll come upon a diagonal running highway. Move over to the right and blast away (you should be powered-up nicely)to deal with the tons of planes and ground vehicles.

The Boss: A big armed carrier. You first have to blast off his 2 wings(this is easiest with angled shots from the machine guns and missiles). Nail the left one. Watch out for the shots from his midsection as you zip over to the right side. By now, he'll start launching squadrons of fighters. Keep blasting from off to the side until the squadrons stop and he's on fire. He'll start launching spread out shots. Just follow his movements and stay just ahead of where he's shooting. He'll then stop and unleash a large volley of shots. Stay even with where his middle was and you won't get hit. Keep avoiding and blasting to finish him.

Stage 3(laser): Welcome to the waterfront. Lots of tanks on the docks and boats in the water. Power-up ships are in the middle of the water. Just past the docks, a big gun ship will come from the right side. Shoot it right in the center to finish it. 2 big green fighters follow. Hit them head on or their diagonal shots will get you. Another gun ship from the left. You'll get a P power-up just before the boss.

The Boss: You should have a fully powered laser so this should be fun. You're facing a really big well-armed ship. Stay just left of center on it to avoid his volley of shots. When they stop, the top panels will open on it's deck guns. Just before that happens, lob a bomb. The panels

will open 2 at a time and your explosion should take out all of them in one try. Next, some large forward battleship-style guns will appear. Hit these with a bomb(if your timing was really good on your first bomb, it may have already taken them out). Finally, stay just left of center once more to avoid his shots and roast him.

Stage 4(laser): Welcome to the desert/jungle. Be wary at the start. There are some big well armed tanks here. Nail them quickly. Also, watch out for the guns that are in the ground. As you pass over some water, you'll face some big green ships. Their shots go out at an angle so attack them head on. At the start of a field you'll find a pair of really well-armed and armored tanks that are headed the same way you are. If you're well powered-up you may want to try to destroy both or just take out the one on the left and then just hide on that side of the screen until the other one stops moving. Be careful of the medium-sized tanks, they have some fierce fire-power.

The Boss: It's a BIG tank. Take out the large section that detaches from the left side and then head over to take out the right one(watch out for a lot of shots from the sections and the main body). Position yourself right in the middle and it's shots will completely miss you for now. There are 4 shielded gun bays(2 up front, 2 in back) that are only vulnerable when they open to shoot. Use a bomb to at least take out the front guns. After awhile, it's main weapon will start firing. There's a pattern to it's firing. Avoid the shots and keep blasting it.

Stage 5(laser): You're flying over some kind of industrial complex. Dispatch the trios of medium tanks quickly. Stay at the bottom the screen to avoid the fighters that dart down and then fly back up the screen. Take care of the guns riding on the tracks(they fire quickly). A power-up ship holds a "P" super power-up.

The Boss: You're up against another tank-like vehicle. This one has 2 large wings that extend from it's side which carry extra firepower. Take out these wings first(watch out for quick angled shots from the main body as you do this). You also have to deal with 2 ground gun emplacements on either side. 2 spinning vehicles will exit from the front. Hit them with a bomb when you see them. They'll turn orange(this means they're

almost done) and then you can finish them off (watch out...when they stop, they launch shots in 12 directions). Keep shooting the main body while avoiding it's shots.

Stage 6(machine gun and homing missiles):

Space...the final frontier. Well, almost. Blast the asteroids and keep an eye out for the 2 power-up ships. You really need their machine gun power-ups to give you a wider spread for what's coming. Watch out for the medium tanks on the surface of the large asteroid. Stay low on the screen to help avoid the quickly moving fighters who are zipping around. They make snagging your power-ups a little more difficult. Just after you fly over some dinosaur bones, move up a little on the screen. A large missile ship flies up from behind you. Avoid it and then get under it and blast it (watch out for it's big missiles). More asteroids and another large missile ship from behind. After a big swarm of asteroids, a quartet of large ships appear. If you're powered up, just blast away. If not, lob a bomb right in the center of them.

The boss: Here you face 2 vehicles with 2 lions heads on them. The lion's heads spit out a large volley of shots at you. As you approach, lob a bomb on the first vehicle. It's heads will turn red and you'll just need a couple blasts to finish him. Oh, did I mention the asteroids? As you're fighting them, occasional asteroids will zip across the screen from behind you making your job that much more difficult. If you're highly powered-up, you really need to take out this boss without getting hit. Stage 7 will really drain your continues if you don't head into it with major firepower.

Stage 7(machine gun, homing missiles): A

quartet of large ships in formation show up immediately. Give'em a bomb! Fast moving fighters are your first obstacle as you fly over a huge alien battleship. If you're powered-up, stay low (but not all the way), fire like crazy and go up the middle up the ship. If you're not powered-up, pray (I'm not kidding). If that doesn't work, go up the left or right side of the ship and use generous amounts of your bombs (if you don't use them, you'll lose them). The final asteroid swarm is also a major chore.

The boss: The main ship detaches and tries to get away from you. As you start to close in on the front, lob a bomb and then get away to avoid the shots from it's various guns. Watch out for the vehicles that ride the structure at the bottom of the craft. Once you've dealt with the shielded guns, keep blasting at the damaged section. Watch out, it launches a ton of shots as well.

Stage 8(laser) It's the alien's last stand. A veritable horde of tanks, fighters, and gun emplacements. Watch out for a concentration of large tanks.

The boss:

An armored vehicle rolls down some tracks and gets fitted with some extra weaponry. Stay just right of center to avoid it's shots. After it's last upgrade, it locks into a structure. Avoid it's shots and take out the 2 targets on the structure on the right and then the 2 on the left. Then take out the 4 weapons upgrades he got. The vehicle starts moving again. You need to blast the 2 pieces of armor on top. If it's turret is moving it'll fire in a circular pattern. If it's stops it fires in 8 directions and you'll be safe from it's shots if you're just right of center. Keep blasting and bombing til he's done. You score a cool 1 million point bonus and take on the 8 eight stages once again (only tougher).

MAIL ORDER ADDENDUM

Got some followup for the mail order info from Issue 12.

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As always, release dates are subject to change.

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