



## LYNXES and JAGUARS and CDs...OH MY!

### LYNX NEWS

I mentioned last issue that the Venture store chain had started carrying the Jaguar. Well, that's not the only cat on their shelves. Just in time for the holidays last year, they began carrying a special Lynx package. The package consists of a Lynx and 4 games. They have 2 different packages. One comes with Batman Returns, Ninja Gaiden, Hard Drivin', and NFL Football. The other has Batman Returns, Pit Fighter, Checkered Flag, and World Class Soccer. These packages (whose original value is about \$270) have a price of only...\$80. Even better, Venture had them on sale the day after Thanksgiving and the week before Christmas for only \$70. The Lynx deal was on the front page of their sales circulars for those important sales periods.

The Venture store near me sold around 50 Lynx units (their entire stock) the day after Thanksgiving. I bought one for my niece and nephew as a Christmas present...they were thrilled. The week before Christmas, my Venture got around 160(!) Lynxes. They sold 90 of them by Christmas Eve. I've also heard that this package also showed up in other store chains in other parts of the country. Venture isn't carrying any of the Lynx carts but a mail order catalog is included with some excellent prices on Lynx titles (many are only \$15). The Lynx was also spotted on the Home Shopping channel where several thousand units were sold.

Atari selling more Lynx units is great news but I bet you current Lynxers would like to see some new games. Guess what. Atari announced at the Winter CES that 4 new games are in production and should be available soon. These games were also being shown and are supposedly quite good. The 4 titles are Eye of the Beholder (classic PC Dungeons & Dragons RPG), Fat Bobby (rock and roll themed action game), Battlezone (comlynxable tank classic), and Asteroids/Missile Command (updated versions of 2 Atari classics). Hopefully I'll have some tips for some of these games in future issues.

### HOT HARDWARE

There was quite a bit of news on the hardware side of things at the Winter show.

**Core System**— Atari is going to come out with a Jag unit without a pack-in game (a fairly common practice these days with Sega and Nintendo) for only \$200. The concept was well received by dealers and should be popping up fairly soon.

**Jag/Jag CD Combo unit**— A case design for an all-in-one unit was on display. The unnamed unit (Jag 2 is already reserved for the next generation of hardware) should be showing up later this year.

**New controller**— A new version of the Jag's joystick is also on the way and it's rumored that it may already be in production. The most notable change is that it sports 6 fire buttons instead of 3. This would of course make it very handy for fighting games and such. The 3 extra buttons are said to duplicate some of the keypad buttons so games that support the new controller will also be playable with the standard controller that we have now. The controller is also said to have 2 new index finger buttons at the front (similar to the L and R buttons on SNES and 3DO controllers). Atari solicited the opinions of on-line users to help design the new controller.

**Voice Modem**— Work on the modem is continuing and probably won't make it out until the 2nd half of the year. On the up side, it is slated to sell for under \$150.

**Jag Link cable**— This is something I'm sure all you Doom fans are eagerly awaiting. This \$30 cable will allow you to hook up 2 Jag systems that are up to 100 feet away from each other. Look for it to appear between April and June.

**Catbox**— The long awaited peripheral was being shown at CES and is finally nearing completion.

Look for it RSN (real soon now).

Before we talk about THE main piece of hardware of interest, a brief item about how Atari plans to move some of its current hardware. Towards the end of the year, Atari had an offer for purchasers of the Jaguar. Buy a Jaguar get a free game (from a choice of Dino-Dudes, Crescent Galaxy, and Raiden). Now that the deal is over, Atari has a new one which started on January 31 and runs through May 3rd. If you buy a complete Jaguar system you get a free game (from a choice of Wolfenstein 3-D or Tempest 2000) AND a second controller by mail. It's a great deal and is just the enticement if you've been waiting to buy a Jag (or if you have a friend who's been waiting). The in-store coupons should already be at your local Jaguar dealer.

### COOL CD

Atari had hoped to get the Jag-CD out sooner but it came down to a choice.

1. Come out with the CD with little or no software (and get crucified by the gaming press as well as gamers) or...
2. Wait a little while longer and launch the CD with 5 or 6 titles available.

Atari chose number 2 and I think it was the right choice. We've seen some software-weak launches in the past few years (not just the Jag but the Sega CD, 3DO, and 32X) and it was imperative to get off to a good start on the CD.

The Jag CD should be showing up in late March. In case you haven't heard there is one VERY good piece of news. Forget the \$200 price tag that was always talked about as the suggested price. It's dropped \$50 bucks down to the very attractive price of **\$150**. Along with the built-in Virtual Light Machine program, it will come with a game (which still



Hmmmm, now here's a problem I don't think I've ever had to deal with before. I actually have too MUCH info to fit into the issue. As a result, I've had to hold off on the tips for Dragon, Brutal Sports Football, Bubby, Val D'esere Skiing and Snowboarding, and Iron Soldier until next issue. I also just picked up Cannon Fodder(which is a lot of fun and very addictive) and I may also be picking up Checkered Flag. I was scared off buying it because of what people were saying about the controls(I'm sure some of you were as well). Now Electronics Boutique is selling it for only \$20! I don't know about you but I'm more than willing to take a chance for only \$20. Because I have most of the stuff done the next issue will probably pop up as soon as mid-April(Hopefully all the game tips will be prefaced by a hands-on look at the Jag CD).

**NEWS FLASH..NEWS FLASH..NEWS FLASH**

Atari has just fired a big first salvo in the next generation systems war. A Jaguar with Cybermorph now sells for only \$190! That's terrific but this also affects the soon to be released Core Jaguar(no pack-in) which is mentioned on page 1. Forget that \$200 price. It's now going to be \$149 to \$159! Anybody else think that it's going to be a lot easier selling Jags now?

**BIG RUMOR**

It's been reported by a European game magazine that Electronic Arts is going to be porting some of it's hit 3DO titles over to the Jag CD. No official confirmation yet but let's hope this one pans out.

**DOOM TROUBLES**

One of the readers wrote in about this and I've heard of a couple other people who had similar problems. Some people have had a problem getting Doom to run on their Jaguars...it's not a widespread thing but it has happened to some folks. One remedy that worked for someone, was to play another game for awhile(to get the Jag warmed up) and then play Doom and it worked fine. If you are having a problem getting Doom to run, contact Atari and they might be able to help.

**NEW TV SPOTS**

Atari has a trio of new spots that have been getting ample play. The Doom ad is my favorite(THE BEST DOOM) but the Kasumi and Iron Soldier spots are really good too.

**BOOK MENTION**

If you spot a copy of Tom Clancy's new book "OP Center"(coming later this month to NBC), check out page 127. There's a mention of Atari, Jaguar, and Trevor McFur.

**JAGS ON DEMAND**

Time Warner is running a test of a new interactive cable system down in Florida. One of the interactive options is the ability to download Jag games and play them(much like the Sega Channel). You can even print out Jag game instructions on a color printer. No word on when the rest of us will ever get this option on our cable systems.

**GOODIES FROM ATARI**

Atari has quite a few neat items available other than games. Would you like a cool Alien Vs. Predator poster or maybe an Iron Soldier poster? How about the awesome Tempest 2000 soundtrack on CD? You can order these via Atari's customer service line 1-800-GO-ATARI(462-8274) or contact Don Thomas through the internet(jaguar\$@genie.geis.com) for ordering info.

The best item that Atari is offering though is a Demo video which has 45 minutes of footage of all the current Jag games and early video of upcoming titles like Fight For Life, Dragon's Lair, and VLM. It also has the AvP, Teacher, and Tempest tv ads. Footage of 31 games all together. This video was primarily meant for in-store promotion but Atari figured we'd like it to. They plan to have new videos every couple of months with footage of upcoming games. It goes for around \$14(after shipping and handling) and you can order it just like the posters and stuff.

You can also write for ordering info to...

ATARI CORP  
P.O. BOX 61657  
SUNNYVALE, CA 94089-1657

**JAG GAMES SCORE ON CBS**

Last year CBS This Morning held a toy test which included video games. They let 15,000 players try out games from Sega, Nintendo, and Atari at a science center in Seattle. The top scoring games were announced on the show and they also had a booklet listing the top 20 that parents could send off for. Overall, Atari games finished 2nd, behind Nintendo but ahead of Sega. Atari had 7 of the top 20 games. AvP(4) Wolf 3-D(8) Raiden(9) Doom(13) Trevor McFur(14) Iron Soldier(18) and Brutal Sports Football(19).

See you in April...

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

APE  
2104 NORTH KOSTNER  
CHICAGO, IL 60639

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

I can also be reached via INTERNET at c.smith89@genie.geis.com

**WILD CAT**

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

For more info, write to:

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hasn't been announced yet). Atari has already got the ball rolling for the unit with 2 page ads in most of the major gaming magazines.

Atari was showing several CD titles at the CES and the general word from attendees is that they were great. To catch you up to speed, some of the CD titles we were aware of...

**Battlemorph.** The sequel to the first Jag game Cybermorph. Larger levels and the ability to fly underwater and through underground tunnels are just some of it's features.

**Blue Lightning:** An update of one of the first Lynx games. Choose from several different fighter craft as you fly through incredible looking texture-mapped battlezones.

**Highlander.** An action-adventure(described as Out of This World-ish) based on the movies and cartoon series with some stunning graphics and roto-scoped animation. There are supposedly 2 follow-ups already in the works, so this will be a continuing series of adventures.

**Demolition Man:** A game based on the hit film. This appears to be a port of the 3DO version of the game which has been very well recieved by critics.

**Creature Shock:** An action-adventure from Argonaut(the company that did StarFox on the SNES).

**Dragon's Lair:** The classic animated coin-op.

**Robinson's Requiem:** A first person adventure game that is very popular in Europe.

CES provided us with info on even more CD goodies that are on the way...

**Varuna's Forces:** I mentioned this title awhile back(as a matter of fact all we had was a title). Word from CES was very strong for this full motion video/action game. Take charge of 4 soldiers in what's been described as a "Doom-ish" type of game. The game is due out in April.

Time Warner announced that the Jag version of their arcade fighting smash, **Primal Rage** will be a CD title and will be out towards the end of the year.

Also on the fighting front, Atari has a new CD based fighter due later in the year titled **Thea Realm Fighters**. The game will feature a whopping 25 fighters. The most interesting thing about this Mortal Kombat-ish digitized fighting game though is that several of the actors being used had their fighting game debuts as characters in Midway's mega hit fighting series. The martial artists who played Liu Kang(Ho Sung Pak), Shang Tsung (MK2)(Dr. Phillip

Ahn), Kitana, Mileena, and Jade(all 3 by Katalin Zamiar) and Johnny Cage and the ninjas(all by Daniel Pesina) are now lending their talents to Atari's new fighting game. Thea Realm Fighters will be out towards the end of the year.

There are also several CD sports games on the way. **Brett Hull Hockey**, **Jack Nicklaus Cyber Golf**, and **CD League Bowling**(by V-Real) are all due in the first half of the year.

Although I wouldn't classify it too highly as an actual game, the Jag CD is also getting **Vid-Grid**. Vid-Grid scrambles up the image of a music video and it's up to you to rearrange the pieces. While it's probably not something you'd spend hours and hours with, it should really show off how high quaiity the CD's FMV is.

Core Design, one of the few companies to get any decent results out of the Sega CD, has also come aboard. They're currently working on a Jag CD conversion of their popular Sega CD shooter **SoulStar**. It should be done this summer.

Atari is also working on a Lemmings-style puzzle game called **Baldy**. We also have 2 name changes. I mentioned a game called **Dreadnaught** last issue. It's now called **Redemption**(still no word on what it is though). Finally on the CD front, the long awaited **Chaos Agenda** is now going under the nifty new title **Black Ice/White Noise**.

## COOL CARTS

If you don't plan on getting a CD(Why not?) there are also plenty of great cartridge games on the way as well.

## COMPUTER WEST

First off, we have the next Jag game due out. It's the very popular European hit, **Cannon Fodder** which is being published here in the states by newcomers Computer West. Cannon Fodder is a strategy-action, toungue-in-cheek, gory, military game. CF should be on store shelves by February 17th(or the 24th depending on who you talk to).

Computer West is also handling North American distribution for **Pinball Fantasies**, a collection of 4 pinball games. PF is due for an early April release. Computer West has at least 2 more Jaguar titles in the works as well.

You can call them at (805)546-9036 or send a message for the owner Peter Curry at Genie via

his address P.CURRY3 (that would be p.curry3@genie.geis.com via the Internet) for more info on their products.

## TIME WARNER

Atari's former parent company(and still a strong share holder) also has some carts to go along with their big CD release of **Primal Rage**.

## Power Drive Rally

This game was on display in early form at the Summer CES(if you got the AEO tape, it's on there). It's a cool looking slightly angled overhead driving game. There are over 50 tracks and you get to drive through hazardous weather conditions such as ice, snow, and rain. Look for **Power Drive Rally** in May.

## Wayne Gretzky and the NHLPA All-Stars

Brett Hull isn't the only big name hockey star getting a Jag game this year. Full season play and playoffs will be on tap along with 600 real hockey players when the game shows up in the Fall of 95.

## HYPER IMAGE

Remember how Iron Soldier just sort of popped out of nowhere at the Summer CES? This time one of the excellent supprises was the debut of the first Jaguar title from some very talented programmers called Hyper Image. **Hover Hunter** is a game with incredible graphics which most people compare graphically to the visually stunning PC helicopter game **Commanche**. **Hover Hunter** put you in command of a combat

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hovercraft which you pilot through incredibly realistic looking three dimensional landscapes. The game will also support the Catbox's networking option to allow multi-player combat.

Hover Hunter is slated for release this Summer. Jeremy Gordon, President and Senior Programmer of Hyper Image can be reached via the Internet at [jgordon@hyperimage.com](mailto:jgordon@hyperimage.com)

#### BEYOND GAMES

They've had some delays but the eagerly awaited fighter **Ultra Vortex** is finally about to go into production. The game should be popping up late March/early April. At the CES they were showing the game in an arcade-type cabinet which Beyond is hoping to actually get into the arcades.

#### OCEAN

The Jag versions of **Syndicate** and **Theme Park** will be coming out in March. Syndicate is a action-strategy contest where you command a group of cyborg assassins through deadly missions. Theme Park is a Sim-City-ish simulation where you get to build and run your own amusement park.

#### WILLIAMS

**Troy Aikman NFL Football** and **Double Dragon 5** are also slated to finally make their Jag appearances in March. Troy Aikman is (suprise) a football game and Double Dragon 5 is a Street Fighter-style fighting game featuring the characters from the popular cartoon series.

#### 4PLAY

StarBattle is no more. A lot of people thought the title was a little too bland(plus there's a whole bunch of games coming out with Star in their titles). It's now called **BattleSphere** and it's progressed far beyond it's slide show demo at the Summer show. The game has some fantastic 3-d graphics and the gameplay should be excellent. The programmers are extremely active up on Genie and have been getting input from Jag owners from day one on this game. Along with a one player mode(which they describe as Star Raider-ish), the game will have extensive multi-player support (modem play, 2 players on one system with one acting as pilot while the other is the gunner, and network combat via the Catbox). They're still working on it but it should be out in a couple months and it sounds well worth waiting for.

#### TELEGAMES

The first company to release a third party Jag cart has a lot of other stuff up their sleeves this year. **Sensible Soccer** is coming out in March (March is going to be a very busy month). Sensible Soccer has been a monster hit in Europe in it's previous incarnations. The players are tiny (it's from the

people who developed Cannon Fodder) but the gameplay is supposed to be incredible.

Other Jag titles due this year include...

**Ultimate Brain Games:** Chess, Checkers, and Backgammon with some stunning graphics.(March)

**Casino Royale:** Bridge, Roulette, Poker, and BlackJack with stunning graphics. (April)

**World Class Cricket:** Ummmm, it's cricket.(April)

**Operation Starfish:James Pond 3:** The fishy adventures of the popular European video game star.

**Wild Cup Soccer:** It's the soccer sequel to Brutal Sports Football. Look for more heads to roll(or bounce as the case may be).

These next 2 actually should've been mentioned with the CD stuff but...

**Virtuoso:** A Doom type game with a rock and roll theme.

**Powerslide:** A very fancy looking 3-d driving game.

#### MIDNITE

Midnite had hoped to have their multi-player game **AirCars** out by now but the reaction to their game was less than spectacular from magazines and from people at the show. As a result, they've gone back to the drawing boards and they're trying to spice it up. Look for it later in the year.

#### TRIMARK

TriMark was showing a further along version of their game **White Men Can't Jump**(this time there was a ball...something naysayers had been whining about back at the summer show). No word yet on when those White men will be jumping on our Jaguars.

#### DOMARK

More than a few people were disappointed with Checkered Flag(especially the control). You'll be happy to know that according to CES attendees that Domark's upcoming **F1 Formula Racing** has very good control.

#### US GOLD

The Jag version of **Flashback** should also be out soon(if not March then probably April). Many people are disappointed since it doesn't look significantly different from the earlier 16-bit versions but if you've never played it before and don't have one of the earlier versions it is worth

picking up.

#### UBI SOFT

The long-awaited cartoony platformer **Rayman** is going to have to be awaited a little bit longer. UBI has pushed it back to May or June. They're beefing it up to 32 megs and they're working on making the music equal to the graphics.

#### ATARI

Naturally Atari was also showing a number of new carts for their cat...

**Batman Forever:** Atari tapped into the Time/Warner connection a few years back to get the rights to do a Lynx game based on the film Batman Returns. The latest Batman sequel is on the way and Atari has snagged the rights to do a Jag game based on it. Look for Batman and has partner Robin to be taking on the Riddler and Two-Face in 64-bit style. Look for it around September.

**Charles Barkley-Shut Up and Jam:** Two on two street basketball. Due around June.

**Hardball Baseball:** In this adaptation of Accolade's popular baseball series you get to customize teams or play one game, a playoff series, or an entire season. Your players' statistics change as games are played.

**Fight For Life:** Atari's answer to Virtua Fighters is still coming along and some people at the show thought it was at least as good as the Saturn game. It still has work to be done on it, so don't look for it for at least a few more months.

**Phear:** If you've been hoping for an addictive Tetris-style game, Phear might be the answer to your wish. The gameplay isn't easy to describe... you have to remove colored pieces from the layers of an approaching sphere so you can get to it's core. That probably didn't help you much but people who've seen it say it's visually amazing and a lot of fun. Watch for it in the summer.

**Burn Out:** A terrific looking motorcycle game that moves like greased lightning. It looks and sounds like an arcade game and has a 2 player spilt-screen mode.

**Hover Strike:** This was originally Battlezone 2000 but it now goes by the name of Hover Strike. Pilot an armed and armored hovercraft against enemy forces. It has some neat 3-d effects and is due out in the next 2 or 3 months.



**Space War 2000:** This was originally supposed to be Star Raiders 2000 but it was straying too far from their concept so they changed it into Space War 2000(they are still working on a souped up version of the 8-bit computer classic). Duke it out in space with enemy forces or take on a friend(or enemy) using a split-screen 2 player mode. Also due in the next 2 or 3 months.

**Conan:** To be honest, I don't know if this is an Atari project or not but I thought I'd include it in this section anyway. Conan is a Streets of Rage/ Golden Axe type of game(a genre I've been eagerly awaiting on the Jag).

**Tiny Toons:** This wasn't on display at the show but I picked up some new info on the only one of the originally announced Jaguar games that hasn't made it out yet. Tiny Toons IS still being worked on and is now slated for a summer release. It's been said that the game uses stunning 24-bit (16 million color) graphics, so it should definately be a looker.

**Defender 2000:** This also wasn't at the show but I was pretty sure you'd like to hear the latest on it. Atari was originally giving a conservative release date of 96. Thankfully Jeff Minter is hardly a conservative person and has been doing such a bang up job that Defender 2000 is now slated for an August 95 release(YEAH!). The game features a dead-on copy of the arcade original(complete with digitized sound from the coin-op). There's also an enhanced version called Defender Plus with new weapons, the Stargate(from the arcade sequel), and 24-bit computer rendered enemies. Expect even more enhancements in the actual Defender 2000 mode. Jeff has some amazing graphics effects on tap for the new versions and the people who did the music for Tempest 2000 are also back(they're going more for hard rock guitar sound this time). Start saving up for this one.

## MISCELLANEOUS, RUMORS, ETC...

The 2 big releases that made it out in time for Christmas, Kasumi Ninja and Iron Soldier, are both slated to get sequels by the end of this year. Iron Soldier's programmers, Eclipse, are also working on several other Jag projects. Hurrah!

Atari has started work on their own football title. They were recently getting ideas from gamers up on Genie as to what they wanted to see in the game. Atari is also working on a new motocross racing game tentatively titled SuperCross 3-D.

Activision has finally started work on Jag software. Look for a Jag version of their popular Pitfall: The Mayan Adventure around Christmas.

One of the AvP programmers. Andrew Whittaker. left

Rebellion and joined Atari. When Atari decided to phase out in-house programming in the UK, Mr. Whittaker was out of a job. Fortunately for us, a new company has signed him up. Springersoft has started work on a new role playing adventure which is due for release next year on PCs, Sega Saturn, Sony Playstation, and the Jaguar.

The BIGGEST rumor floating around currently is about the PC smash, Magic Carpet, from Bullfrog. Word is that there is going to be a Jag CD version of the title. If I hear anything more, I'll let you know.

## ATARI SECRETS

We have a healthy batch of hidden goodies this issue.

**AvP:** Still haven't taken care of that nasty xenomorphic tag team yet? These will give you the help that you need.

Pick your character and get into the game(these are primarily for the marine but they do have some use for the alien characters).

Press Pause, Press Option, Press 6, Press 1 and 3 at the same time, press the following in sequence: B, A, 9, A, 9, A, \*, Option, 6, #, \*, \*, Option, 2, Option. You will hear the predator laugh.

To raise your security clearance press Option + 6 To lower your security clearance press Option + 9

To get a motion tracker press Option + 8. Press it again to turn it off.

Press Option and the number key(1-4) to give you the various marine weapons.

All Weapon Ammo: Hold Option and press 1,2,3, and 4 at the same time.

Go up a level: Press Option + A Go down a level: Press Option + B

Still not enough for you? Press Option + 5. This activates a special part of the cheat. If you use up all the ammo on a particular weapon, it will automatically replenish your supply. Also, you will still take damage and lose energy but when you run out, you won't die. Your energy meter will be empty but you can keep going on your merry way.

**Doom:** Having a hard time in hell? Worry no more.

Level Select: On the option menu, hold down the number of the level you wish to go to. For

levels higher than 9 you have to press an additional button. Example: 10 thru 19, A and the second digit. 20 thru 24, B and the second digit. Don't try anything higher than 24 or the non-existent level will crash the game. While holding your number level, press Pause to go to your level of choice.

Remember God Mode and the all weapons, ammo, and keys from Wolf 3-D? They're here too.

All Weapons, Ammo, and Keys: Press Option to go to the options menu. Press Pause and # at the same time for all the goodies. Press Option to return to the game.

God Mode: Press Option to go to the options menu. Press Pause and \* at the same time to make yourself the baddest dude in the netherworld. Press Option to return to the game(you'll know if it worked by your glowing eyes).

**Iron Soldier:** After entering these codes, the screen border will flash to confirm.

Unlimited ammo: At the options screen enter the following code. 2,7,2,8,3,7 There's nothing like an endless supply of grenades, rockets, and cruise missiles to make a mech pilot feel good.

Last level and all weapons: At the options screen enter the following code. 3,7,6,6,8,2,4,2. Exit the options screen and then select the load game option. You'll have the first 15 levels done and all the Iron Soldier weapons.

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Tougher difficulty: Is Hard not hard enough for you? Want something a little rougher? At the options screen enter the following code. 6824. Check the difficulty settings and you'll find a new one called INSANE. Good Luck...you'll need it.

**Club Drive:** The fixed cameras and the drop camera are usually only available in the collect and tag worlds. There is a way to gain access to them in the racing worlds. Press 8 and 6 at the same time. Your speedometer will be replaced by some cryptic numbers and you can now use the fixed cameras and the drop camera.

Would you like an extra world to drive around in? Go to the world select option. Press 4 and 2 at the same time. None of the worlds are now highlighted. When you press your button and return to the menu the world is now listed as "Todd's World". You now have another racing section and another collect zone to play with.

Club Drive also has a hidden control option to get analog control for a future driving controller. No word on how to access it yet(they'll probably let us know when the driving control comes out).

**Kasumi Ninja:** This game has a couple hidden things but they're being rather tight-lipped about them...but we do have one.

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 6, 2, 1, 5, 4, 4 on controller 1. The game will say that you entered the wrong code.

However, during a 2 player game now, both players will be able to choose the same fighter. The 2nd player's character will be shaded darker than player 1's character.

### AvP tips continued...

Before I finish up with the walkthrough, I've got a few small items to touch on. You may have noticed last issue that I didn't mention access card 5. I had found it but I forgot where it was and since it wasn't an absolute necessity, I skipped over it. As I was going back through the game I found it again. It's actually pretty cool because if you've got the guts you can go after it at the start of the game and not even have to mess with security cards 1-4.

**Security card 5:** Go down to level 5 (if you're doing this at the start be sure to grab the motion tracker). To the south of the elevator is a forked tunnel. One branch heads straight West while the

the other tunnel goes off in SouthWest direction. Take the SouthWest fork. Ignore the first door you come to. Keep following the tunnel til you reach another door. Go inside. Head South, you'll find the Access 5 card on a body.

Backtrack to the elevator and go up to level 4. Go into the armory. You'll find a pulse rifle and ammo in one of the rooms.

### Now here's the conclusion to last issue's walkthrough...

Go back through the duct, and back track to the elevator(you may want to go to the armories to replenish your ammo).

Go up to level 1. Go to the room south from the elevator(there will probably be generous helpings of alien blasting during this). Grab Access card 7 from the body. Go down to the level 2 armory and get the flame thrower. Go back up to level 1. Head north, then west. Go through one of the doors and you'll be in a big room(you'll see lots of barrels). Go north to the airlock door. Go to the western door in the room. Close it after entering then open the door to the ship. Watch out for Predators (listen and watch the motion tracker). Head north til you hit a wall. Go west, go north and take the first door on your left. Get Access card 9 off the body. Get back to the hallway and go north and then east. Keep following the hallway, til you reach the big room. A couple of predators wait within. Grab the smartgun off the body and run like heck.

Get back to the elevator and go to the armory on level 2. Grab fuel, and the various other ammo. Go down to level 4. Go back to duct 4c and get over to the med lab. Exit the med lab into the training maze. The western elevator is close by. Take it down to level 5 and work your way north to the airlock. The alien ship is a long twisty maze but just keep following the way and you'll be fine. When you reach the main egg room, nail the first couple of eggs from the doorway. Enter the room and keep blasting the queen with your smartgun til she falls. Wipe out the other eggs and work your way to the back of the room. One of the cocooned bodies has the Access 10 card. The queen will revive but you can run around her. Leave the ship and get back to the eastern elevator on level 4. Reload, replenish your health(the med lab computers will now fix you up 100%).

Go down to level 5. Head to the south, then the west, and then to the south(wiping out aliens as

you go). Make sure the doors to the escape pod are open. Go back up to level 2. Go to the command center(there's a predator and some aliens in there) and activate the destruct via the computer. Run to the elevator, go down to level 5 and follow the way back to the escape pod. Get on board and launch. Whew, that was tough.

## CLUB DRIVE

### General Tips

1. Club Drive's handling does require some practice to get the hang of. Steer with a light touch. Making a big turn at high speeds can be tough. Tap it out in little pulses.
2. The best viewpoint for driving is the chase camera. You get the best feeling for turns and you can see where you're going in reverse.
3. The car is tougher to handle at the fast setting but the speed increase is worth it for killer times.
4. You ever see in movies or tv shows when somebody pulls off a 180 degree turn(they go in reverse, slam on the brakes, and turn the wheel so the car spins around and faces in the opposite direction real quickly)? You can do it Club Drive and no brakes are required. Hit reverse and then press down and to the left or right.
5. I prefer to drive myself out of bad situations(Example: Slipping off the mountain roads in San Fran) but it can be a time eater. Remember you can reverse yourself back to a safe point using the option button.

### Jerome's Pad

Want to see a secret area? Drive into the fireplace(you'll need to be in fast mode to get over the fireplace's base) in the room where the starting line is. The exit from the secret area is a glowing doorway inside the castle.

If you're like I was, you usually take the same route through the house. You hang a right and go up the ramp into the dining room. The only problem is the path through the room with the desk in it can be tough and hitting the cardboard box ramp as you go from the hallway to the music room isn't easy either.

For a better time, go the reverse route. Drive up that cardboard box ramp and you'll jump into the hallway(this only works on fast setting).Go down the hallway and hang a left into the desk room. It's a lot easier navigating



through there from this entry point.

**Old West**

You can shave some serious time off here. Take the right fork. Drive through the canyon until you see a cave up on your left. Enter it. As you drive through the mine, you'll spot a glowing square. Enter it and you'll be in a secret area with an Atari building in it. The exit is on the rear of the building. It will warp you just outside of the town on the other end of the course. Cross the finish line. If it's a 2 lap race, head back. When you come to the 4-way crossing, keep headed straight. You'll see a mine entrance on your right. Take the right fork in mines and you'll see a black square on the wall. This will warp you to another secret zone. Exit through the glowing square by the pond. This takes you right into the starting town.

**San Francisco**

Due to the complexity of the building area, some slowdown can pop-up. You should be able to maintain control though. After you cross the bridge, turn right. Go past the first 2 intersections and then go left up the next street. Keep going til you get to nothing but cliff face. Turn left til you get to the tunnel entrance. Take it easy through the moutains. Let up on the accelerator now and then to keep your speed reasonable.

**Velocity Park**

This is a tough section and requires some real skill to master. Always enter the outside of the turns. The inner portion has a bump that will send you flying. Don't floor it through the jumps. Watch your speed so that you can land with some degree of control.

**KASUMI NINJA**

**General Tips**

1. A very basic yet effective combo...do a flying jump kick towards your opponent then uppercut them after you land.
2. The computer is very susceptible to projectile attacks.
3. It's very handy to know the special moves for the characters. These moves are achieved by holding down the C button and then doing various joypad motions. It can be fun to figure these out on your own but if you're the impatient type, here are the characters various special moves and their infamous death moves.

To make this as easy to understand as possible, I'm using the following numbers to correspond to joypad directions. Use A if you're on the left and

your opponent is on the right. Use B if you're on the right and the opponent is on the left.

<b>A</b>	<b>1</b>	<b>B</b>	<b>1</b>
8	2	2	8
7	3	3	7
6	4	4	6
5		5	

**Habaki and Senzo:** The ninja brothers have the same moves except for their death moves.

**Fireball:** Move the joypad in a half circle motion 7,6,5,4,3

**Spinning Kick:** 7,7,3,3

**Teleport:** 1,1 (Editor's Note: You can do a special version of the teleport. Hold down C and press up. Let go of C and jump towards or away from your opponent. Press C once again and do the second press up. If you do all this quickly enough you'll teleport in the middle of your mid-air flip and you can confuse the heck out of your human opponent.)

**Habaki Death Move:** Half-circle 5,6,7,8,1

**Senzo Death Move:** 1,5

**Chagi:** He's a tough kickboxer with a vicious repertoire of kicks.

**Hammer kick:** 8

**Fireball:** 7,3,3

**Knee shots to the chest:** 3,3,Button B(This is a devastating move that will take off a big chunk of your opponent's energy. It's best to start this move when your opponent is still on the ground from your last attack.)

**Chagi Death Move:** 7,3,7,4+Button A

(Editor's Note: I personally haven't been able to get this particular death move to work but this is currently the only info I have on how to do Chagi's move. If you find a more effective way to do it(that works) please let me know about it.)

**Alaric:** A rough and tumble celtic brawler who can be very tough to beat.

**Goth Hammer:** 2

**Dynamite throw:** Half-circle 5,6,7,8,1

**Slide:** Half-circle 7,6,5,4,3

**Alaric's Death Move:** 7,3,7,4+Button B (Ditto for what I said about Chagi's death move.)

**Danja:** DA by day, vigilante by night.

**Teleport:** 5,1,1

**Exploding bolo throw:** 7,7,7,3 (Danja is

rumored to have some more moves(pretty nasty ones at that). If you find any more moves for her, drop me a line.)

**Danja's Death Move:** 8,8,8(from a distance)

**Thundra:** Queen of the Jungle

**Flying attack:** 7,3,3

**Teleport:** 5,1

**Throat grab, Uppercut:** 3,3,3(when close)

**Thundra's Death Move:** 2,2,2(from a distance)

**Pakawa:** A powerful indian warrior

**Knife throw:** Half-circle 7,6,5,4,3

**Head Butt:** 3,3,3(when close)

**Buffalo Jump:** 8,8

**Pakawa's Death Move:** A circular motion 4,3,2,1,8,7

**Angus:** A bad scottish mutha

**Caber Toss:** 5,1

**Kilt Fireball:** Half-circle 7,8,1,2,3

**Headbutt:** 4

**Angus' Death Move:** Circular motion 3,2,1,8,7,6,5

4. Gyaku is a tough guy. Senzo and Habaki are good choices to go up against him since they have similar powers. Watch out, he can do something you can't. He can block a projectile and it will go flying back towards you. If you take him in the best of 5 series(in Hard or Ninja God setting), don't do a Death Move when the announcer tells you to show no mercy. Stand far away from him and Gyaku will...show his true form. I don't want to spoil it for you, so I'll save the tips on facing Gyaku the second time until next issue.

**DOOM**

**General Tips**

1. Listen. Sound effects have great importance in Doom. If you walk through a certain spot and you hear what sounds like a door opening up, look around the area you're in(you may have to run since they usually close up again).
2. Be careful going back through an area of the level you think you've already cleared of monsters. There might be a straggler and some levels have secret rooms of monsters that open up as you're walking around in another part of the level.



3. Keep an eye for walls that look out of place(different color than the surrounding wall or light shining on it). These are usually good indications of a secret passage entrance.
4. Tread softly and try to sneak up on the creatures. In many cases you can spot them before they see you and you can eliminate them.
5. The pistol is extremely ineffective, try to upgrade ASAP. The shotgun is a great general purpose weapon that pack quite a punch. You can find them lying about or you can shoot the zombies that are dressed in black (be careful since they'll be trying to use that shotgun on you at the time).
6. As you get the bigger weapons(Chain Gun, Rocket Launcher, Pulse Rifle, or the BFG), save them for the bigger beasts(Caco Demon, Hell Barons). The only exception is when you have an area jammed with a LOT of creatures that you must dispatch quickly. This is especially true of the BFG. It's extremely effective but it eats ammo at a wicked rate. Also, be careful with it since there's a slight delay between pulling the trigger and it firing(leaving you temporarily vulnerable).
7. The chainsaw is a devastating weapon but you have to be right up in a monster's face to use it. Taking on projectile toting creatures is tough. The beast of choice to use it on is the pink demons.
8. If you die on a level and lose your weapons, it can be tough sometimes (especially if it's an ill stocked level). Go back to a well-stocked level that you have a good handle on to load up.
9. Be careful shooting the shotgun zombies in doorways(especially if you want their shotgun). If

the door closes and the shotgun is in the wrong spot it will disappear.

10. The berserker packs(the black boxes)gives you the ability to punch out monsters. While fun to do and watch, it can also be dangerous since if you miss, they get a free shot. One REALLY nice thing about the berserker packs is that they boost your health back to 100%. If you spot one, you may want to save it til your health is in trouble.

11. One of the neatest things about Doom is the strategy of getting monsters to fight one another. This only works with different monsters(an imp won't retaliate against a fellow imp...but their shots will still hurt each other). Try to get monsters to shoot one another. Lure them into each other's line of fire. Seeing a pink demon duking it out with an imp is a lot of fun(and it rids you of some of your opposition).

12. Caco Demons(the big round red guy with one eye) are pretty tough. Stay far enough back so you can avoid his shots and let him have it(bigger guns are nice but a couple well placed shotgun rounds will also do the trick). Be careful when you're backing up. You don't want to get stuck while this guy is following you.

13. Barons of Hell are the absolute worse. These bad boys are extremely tough. Stay as far away from them as possible(you'll be doing quite a bit of running when fighting a Baron). Even if you have a berserker boost or chainsaw DON'T get in this guys' face. He will mess you up. The chain gun, rocket launcher, and pulse rifle are the best against him. You can use a BFG but

that delay leaves you wide open for his shots(which are devastating).

14. I'll let you work through the levels yourself(it's more fun that way) but the final level(23) can be quite tough so I've got some advice. Coming into the level fully armed is great but if you're killed you might think you're doomed to go back and restock. You start out in a snowflake shaped room(little rooms on the hub of a round room). Some of the rooms have weapons, while the others have 4(count'em) Barons. You can try to make a run for the weapons but the Barons will usually eat you up. There's a door that leads to another room. Inside are a horde of Caco Demons(from the frying pan into the fire). What do you do? Easy. Make a run for that room. Zip around collecting the various ammo and health(which will take care of any wounds you'll be incurring). By this point, those barons should've followed. Get the Cacos to fight the Barons. Neat huh? Run back into the snowflake room and get those weapons while the bad guys rumble. The barons will probably come looking for you but now you've got the firepower.

15. Jag Doom has a secret level(24). The entrance to it is on level 3. Be sure to thoroughly explore the level(and pull every switch you find). The way to 24 is right by where you start in the level(I think you'll be able to guess where it is...you can't get to it when you're starting out on the level).

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