



Good News for Jag and Lynx Fans!

NEW GAMES FROM TELEGAMES

Atari may be gone but the Jaguar and even the Lynx aren't quite ready to say goodbye just yet.

Telegames released the eagerly awaited role playing game, **Towers 2**, and the update of one of Atari's earliest classics, **Breakout 2000**, in time for Christmas and fan reaction was extremely positive. Word of mouth is that the games are great.

I do have some mild bad news. If you're anxiously awaiting **Worms** and **Zero 5**, you'll have to be patient a little longer. Zero 5 has been pushed back to April and Worms was knocked all the way back to May. If you have a Jag CD though, you're going to have something to occupy you until then...

TELEGAMES IS RELEASING IRON SOLDIER 2 AND WORLD TOUR RACING FOR THE JAG CD

Yes, even the Jag CD still has some kick left in it. The long awaited sequel to one of the Jag's most popular and critically acclaimed games, **Iron Soldier**, will get to see the light of day. It's slated for release in February. **World Tour Racing**, which will hopefully wipe all memories of **Checkered Flag** from our minds, is set to follow in March.

I know that there are still some Lynx fans out there who may be feeling a little left out. Telegames hasn't forgotten you and February will also see the release of **Raiden** and then March will bring you **Fat Bobby**.

Don't put those Jags and Lynxes in the closet just yet (or if you already have, drag those bad boys out) because they still have some new stuff to play.

JAG Stuff Aplenty at EB

A few weeks before Christmas, I found myself browsing at my nearest Electronics Boutique. I was quite delighted to see that they had a healthy stock of Jag games. They came darn close to having every title that had come out for the Jag and Jag CD. They had also lowered the prices on most games to the

\$20 and \$30 range. The best thing though was the return of the \$50 Jaguar. I snapped one up and gave it to my niece and nephew for their Christmas present. I haven't been by recently but if you're still looking for titles to fill out your collection (or want to snag an extra Jag for upcoming multi-player Battlesphere), check at your nearest Electronics Boutique.

A Little Respect

During the course of its life, the Jag received more than its fair share of critical barbs from the gaming press. As a matter of fact, it still receives the occasional snipe. In a recent review of the Playstation version of **Tempest 2000** the writer begins with the line, "Now the 5 people who owned Jaguars can finally get rid of them..." Ha, ha what a funny guy. I am happy to report that it has started to get some much long overdue respect. In some reviews of **Tempest X**, reviewers actually said that they preferred the original Jag version and that it seemed a little faster.

Probably the item that I enjoyed most occurred over at the Next Generation website. In their daily question and answer section, someone had asked if there was going to be anything similar to VLM coming out for the Playstation. NG responded that they had heard of something along those lines but that it apparently disappeared into the cracks. A few days later a non-Atarian asked what VLM was. NG's response knocked me off my chair. They glowingly talked about VLM but the thing that really surprised me was that they were actually telling people that since the Jag and Jag CD were quite affordable now they should pick them up just for VLM. The final capper came when a disgruntled 3DO owner brought up the fact that you could pick up a 3DO system cheap and it had something similar to VLM. NG's response? They replied that the 3DO's lightshow wasn't

anywhere near as cool or as interactive as VLM.

I know all this falls under the category of "too little, too late" but it still brought a smile to my face.

Where are They Now?

Many of the developers who created our favorite Jag games have moved on to other projects. Here's an update...

ATD (Attention to Detail) created the very first Jag game, **Cybermorph**. They also handled the work on its CD sequel **Battlemorph** and the Jag CD pack-in, **Blue Lightning**. Their latest project is the new **Incredible Hulk** game from Eidos Interactive. It's out on the Saturn and Playstation (and possibly on PC).

Rebellion has the rather dubious honor of having created one of the best and also one of the worst Jaguar games. Their standout title was of course, **AvP**, which was mostly well-received by the gaming press (except for the boneheads at EGM). Their stinker was **Checkered Flag** which probably shows they spent most of their effort on **AvP**. Their eagerly awaited **AvP** follow-up, **Legion of the Undead**, has unfortunately faded away into the mists. However, their final Jag project, the 3-D flight sim **Skyhammer** is rumored to be finished and may actually be released at some point. The company does appear to be doing pretty well. They recently signed a deal to do PC games for Microsoft and their first effort is a multi-player arcade tank combat game with the emphasis on fun. It's very cartoony and it's named **Mr. Tank**.

Although Rebellion isn't directly involved, I thought you'd be interested in knowing that Fox Interactive is finally getting around to bringing out Playstation, Saturn, and PC versions of **Alien Vs. Predator**. This title...pg 3

THE EDITOR'S DESK BY CLINTON SMITH

Well, this was supposed to be the holiday issue. I guess we'll have to go with ST. Patrick's Day :)

The Games Are Out There

Unlike the 32X and 3DO, the Jaguar is still getting games and I'm pleased to see it. A big thanks is owed to Telegames for keeping software flowing. Word is that Electronics Boutique is going to be offering Iron Soldier 2 via mail order and if response is good they may carry the new Jag titles at their store locations.

May the Force Be With You

I've had this odd sense of *deja vu* lately. It's almost like I'm 11 years old again. Of course I'm talking about the 20th anniversary of Star Wars and it's recent and extremely successful rerelease. Star Wars had a big effect on my life (the foundation of a friendship with one of my best friends was forged through a shared interest in the film) and was also one of the catalysts in my interest in videogames. Watching the heroes run through the hallways of the death star, the light sabre fight, and of course the climatic dogfight to destroy the death star made we want to be able to participate in such activities. Alas, when my friend and I played light sabre duel with some sticks we discovered that it was a rather painful activity and running around with toy guns and shouting "I got you" only to get "No, I got you" in response was also quite unsatisfying. Video games (which were in their infancy at the time) were crude substitutions but they were as close as you could get. Here we are 20 years later and the games have finally caught up with those childhood fantasies. Lucasarts' upcoming Dark Forces 2: Jedi Knight and X-Wing Vs. Tie Fighter look to give us those definitive Star Wars experiences that we could only dream about back then.

The VLM Files

If you enjoy the VLM experience on your Jag CD and also follow the exploits of Agents Mulder and Scully, I heartily recommend the new music CD, The Truth and the Light-Music from the X-Files. Don't confuse this with the "Songs in the Key of X" CD which consisted mostly of rock songs with a loose connection to the series. The Truth and the Light is a collection of music that was composed for the series by Mark Snow. They don't tell you which episodes the various tunes were composed for and the titles won't help you out much unless you're good at latin but they do throw in some vocal snippets here and there for cool effect. The many songs lack fade outs at the end so if you listen to it from beginning to end (which I highly recommend for your first time out) it sounds like a seamless 48 minutes of music. Set the VLM to random and just sit back. It's also quite

cool to hear the entire rendition of the theme song, *Materia Primoris*. You only hear the first 40 seconds of it on the show but there's another 2 minutes 40 seconds to it.

Nintendo 64, 3D cards, etc...

The Nintendo 64 did bang up business this past Christmas. It was rather satisfying watching people desperately running around looking for them while I knew I had one already sitting at home. Having said that though, I also have to say that I haven't bought any new games for the system since Mario 64 and Pilotwings. I'm interested in *Shadows of the Empire* (gee, big surprise huh?) but it's in short supply and sale prices on it have been rather blah (they think \$67 is a sale!).

My main entertainment has been via my PC which received a healthy power boost via a Creative Labs 3-D Blaster a couple months before Christmas. Thanks to it, I've been playing versions of games such as Quake, Descent 2, and Tomb Raider which look as good (if not better than) as my N64 games. The big difference? I was able to buy Quake for \$20, Descent 2 for \$10, and Tomb Raider for \$35. That would've been able to buy me one N64 title.

Sympathy

I'd like to pass on my condolences to Dan Iacovelli, the Editor of "The Atari Zone" newsletter on the recent passing of his father. Losing a parent is one of the most difficult things we have to face in our lives (my father died when I was 19) but the sorrow does eventually fade. Our thoughts are with you.

In happier news, the Atari Video Club now has a web site on the internet. Check it out at <http://www.angelfire.com/ia/AtariVideoClub/AVC.html>

The Soap Box

After NBC's recent airing of the largely uncut "Schindler's List", a Senator or a Congressman (I don't recall which) complained about the showing. After he was nailed by fellow politicians (and rightly so), he quickly backpedaled and tried to do some damage control. He explained that he was concerned that young viewers who watch television unsupervised might have seen the disturbing images in the film. Okay, how many of you out there think that a 7 or 8 year old channel surfing on a Sunday night is going to go, "Cool, it's a black and white film about the holocaust. I think I'll watch this."

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

Gimme a break. Is anyone else concerned that a bunch of people who seem to be so completely out of sync with everything think they should be monitoring entertainment and telling us what they think is right and wrong. Politicians talking to us about right and wrong, what a concept.

The Spring issue should (hopefully) be out by the end of April. The conclusion of the Battlemorph tips along with tips for a bunch of other Jag titles that I've been saving up. Keep playing and remember...

2 TO GO

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	LYNX	JAGUAR	

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is slated to use the Jag version as a starting point but look for it be taken a little farther thanks to advances in technology in recent years. I'm guessing we might see a truly 3-d enviroment a la Quake.

Lynx EPROMS

I just received word about several new Lynx EPROMS that are becoming available in limited quantities. Some of you may be asking, "What's an EPROM?". These rather plain looking cartridges are used by companies when they try out their in-work software on a piece of hardware. Companies also used to send out their review copies of games on these(for example the copy of Battlewheels that Beyond Games sent me came in this form, alas they also wanted it back). EPROMs generally look like a circuit board with a chip plugged into it. Telegames actually sold some of their Lynx titles in this form awhile back.

1. **Lynx Diagnostic Program Card**- This is evidently a tool that's used to check out your Lynx. Not much replay value but an interesting item for Lynx collectors.
2. **Road Riot 4WD**- This is the conversion of one of Atari's coin-ops. It's an off-road racing game and people who've played it have had high praise for it.
3. **Dragnet**- I have no idea what this is except that it's described as a demo game.
4. **Loops**- A version of one of those "connect the pipes" kind of games.
5. **Marlboro Man**- Yes, it's first pro-smoking game which has you collecting packs of smokes....just kidding. It's actually a motorcycle racing game.
6. **Zoop**- The puzzle game which pretty much came out for everything(even the Jag) now hits the Lynx. It was entertaining but hardly the "next tetris" which Viacom wanted it to be.

If you're interested, check with your usual Lynx sources.

LYNX WRITE-IN CAMPAIGN

One of my readers, Chris Purviance(who is a die-hard Lynx fan)has started a write-in campaign called the Lynx Coalition...

"The following individuals at the following companies need to hear from Lynx users. They want to hear from **you**. They have stated that no new Lynx games will be released **unless**, the Lynx owners and users **say** they want to see more on the market. **Tell** them the games that you want to buy and play. Be it 1 game or 24 of them, at least this many are

completed and waiting to go into production at Atari and Hand Made Software alone. This isn't including several that Telegames and Beyond Games have to release for the Lynx. Let them hear from you, show them your support and tell them what you want now. The games are waiting for you.

Beyond Games
c/o Kris Johnson
P.O. Box 2754 Salt Lake City, UT 84110

Telegames
c/o Terry Grantham
1001 E.Pleasant Run
DeSoto,TX 75115

WANTED!

Chris Purviance of Avant-Garde Gaming(see ad on page 8) is looking for the following items...

1. Atari Explorer Magazine: Looking for issues after June 1992
2. Gamemaster/Gamemaster News: Want all issues of this Atari Lynx publication. It started hitting a limited amount of newsstands between October 1991 and January 1992. It was also available by subscription.
3. Lynx User: This Atari Lynx publication from the United Kingdom(Europe) saw only 2 or 3 issues before it stopped. Want all the issues. It was only available by subscription.
4. The Lynx/Wild Cat!: This was done by Phil Patton in Santa Cruz, California. It was available only by subscription starting in October/November 1990 through December 1992 for the "The Lynx". Then "Wild Cat!" took over from January 1993 through January 1995. The last issue was shipped on January 7th 1995. Want all issues of "The Lynx" and January 1993 through April 1994 of "Wild Cat!"
5. On Target: This Atari Lynx Publication was done by Matt Szewczyk in Cumberland, Rhode Island. It started in October 1991 and ended in December 1992 or possibly a little later. Looking for entire series that was published.
6. Color Hands: Another Atari Lynx publication that was started in October of 1991. This one was done by Mark Nelson of Brooklyn, New York. It stopped in July or August 1992(later?). Want entire series that was printed.
7. Also wanted!! Lynx prototypes, Lynx Alpha and Beta game cards, other system prototype

games, Atari press kits, Lynx Promotional literature. Anything you may not want anymore. Even used Lynx and Jaguar games. Also Lynx accessories. Classic hand-helds too!!

8. I need a pair of SegaScope 3-d LCD shutter glasses for 3-d games(Sega Master System).Either "New in Box" complete or very good used and complete with docs.

JAGFEST 97

A JagFest is in the planning stages and is currently set to happen around June or July. Current plans are for it to be held just outside of Chicago but there has been talk of combining it with the MIST show being held in Indiana this Summer. A Battlesphere tourney is slated to be a centerpiece of the event. As I get further info, I'll pass it along.

ATARI SECRETS

I've been threatening to continue with the Battlemorph tips for the last couple of issues. They're finally in this issue but perhaps you'd like some EXTRA help.

At the end of a mission you can receive some goodies depending on the last 2 digits of your score...

- 99 - two free ships
- 42 - 99,958 bonus points

The only catch is that the only way you can get these scores is by blasting the trees(worth 1 point each)

For some wierdness enter "A Name" as your name. This activates comedy mode. Your ship's dashboard is wacky and Skyler's voice gets a gender switch.

Finally, if you want to skip ahead to later levels (complete with the extra weapons you would've picked up) enter the following codes as your name...

- ATDC2 Carmine cluster
- ATDC3 Ferial cluster
- ATDC4 Pan Alma cluster
- ATDC5 Straussen cluster
- ATDC6 Pyroxine cluster
- ATDC7 Cygnus cluster
- ATDC8 Pernish cluster

Lynx Buyer's Guide

Systems:

Lynx Base Unit: The basic Lynx system that comes with no accessories.

Accessories:

System Carrying case: A full size carrying case for your Lynx, games, and accessories.

Carrying Pouch: A smaller pouch that can handle the Lynx, several game cards, and a Comlynx cable.

ComLynx cable: A cable that lets you hook up multiple Lynx systems to play games with your friends.

AC Adaptor: A power source for when you don't need to be portable.

Auto Cigarette Lighter Adaptor: An adaptor for use on the road. Two power outputs let you run 2 Lynx systems at once.

Screen Shield/Sun Visor: Protect your screen and use your Lynx without the sunlight bugging you.

Battery Pack: Run your Lynx for 25 to 30 hours off of 6 D batteries. Perfect for extended portable play.

Games

Arcade Conversions

Super Asteroids/Missile Command: Two of Atari's all-time classics get updated for the 90s.

APB: Drive your patrol car around arresting various types of criminals.

Battlezone 2000: Updated version of classic 3-d tank game. 4 players can Com-Lynx.

Double Dragon by Telegames: Help the Lee brothers take on the minions of the Shadow Boss as you try to rescue your friend Marion in this very faithful adaptation of the classic street fighting coin-op. 2 players can Com-Lynx.

Gauntlet 3: Guide your adventurer through maze-like levels as you try to retrieve the Star Gem. Up to four players can Com-Lynx.

Hard Drivin': Drive your car through a 3-d course. See if you can beat the speed or the stunt course.

Hydra: Take on hordes of enemy vehicles as you try to deliver top secret objects around the world.

Joust by Shadowsoft: Duel enemy riders from a feathered steed. Very faithful to the classic coin-op.

Klax: Catch falling blocks and connect them tic-tac-toe style. Very faithful to the coin-op.

Ms.Pac Man: Move Ms.Pac Man through mazes, gobbling dots, and avoiding ghosts.

Ninja Gaiden: Use your Ninja skills on a variety of enemies as you try to rescue the city from evil. Very faithful to the coin-op.

Pacland: Move Pac Man through horizontally scrolling levels, jumping over obstacles and avoiding ghosts.

Paperboy: Ride your bicycle through the neighborhood, delivering newspapers to your subscribers and taking revenge on non-subscribers.

Pinball Jam: Play pinball on video versions of Elvira and the Party Monsters and Police Force.

Pit Fighter: Take control of Ty, Buzz, and Kato as they try to survive no holds barred street brawling in the pit. 2 players can Com-Lynx.

Qix by Telegames: Fill in the screen with color as you try to box-in the elusive Qix.

Raiden by Telegames: A vertically scrolling alien shoot'em up.

Rampage: Use your monster to smash and destroy cities. Up to four players can Com-Lynx.

Rampart: Use your cannons to wipe out an opponent's castle or attacking ships. 2 players can Com-Lynx.

Roadblasters: Drive and shoot your way through levels full of enemy vehicles.

Robotron by Shadowsoft: Blast your way through hordes of enemy robots as you try to protect the last members of the human race. Very faithful to the classic coin-op.

Rygar: Guide your warrior through the horizontally scrolling landscapes, jumping and fighting monsters.

Steel Talons: Take on 12 missions of enemy tanks, guns, planes, and choppers in this 3-d helicopter simulation.

Stun Runner: Drive your extremely fast vehicle through intricate 3-d tunnels while fighting mechanical nightmares. Very faithful to the coin-op.

Super Off-Road by Telegames: Dirt track racing game

Toki: Jump your way through jungles and caves, spitting at attacking creatures as you try to rescue your girl from the evil clutches of Vookidemo.

Tournament Cyberball: Lead your robotic football team of the future to victory. Up to four players can Com-Lynx.

Xenophobe: Destroy the evil alien creatures who've overrun our space stations. Up to four players can Com-Lynx.

Strategy/Thinking

Blockout: Maneuver the falling blocks so they fill up the empty spaces of a 3-d pit.

Chess Challenge by Telegames: An extremely challenging chess simulation. Up to 2 players can Com-Lynx.

Chip's Challenge: Help Chip work his way through 144 brainteasing puzzles.

Crystal Mines 2: Guide your mining robot through 150 levels and 31 bonus levels

Dinolympics: Help cavemen work their way through puzzling levels.

Ishido: Place stones of the same shape or color next to one another.

Lemmings: Keep the lovable little Lemmings from marching mindlessly to their doom and help them get home.

Lynx Casino: Play games of chance such as Slots, Draw Poker, Roulette, Black Jack and Craps. 2 players can Com-Lynx.

Shanghai: Remove pairs of tiles off the layout until none are left. Up to 2 players can Com-Lynx.

T-Tris: A puzzle game which bears a certain resemblance to a popular russian game.

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Shooters

Blue Lightning: Destroy the enemy war machine with your high powered attack jet.

Gates of Zendocon: Take on the forces of the evil spider Zendocon in 51 horizontally scrolling levels.

Turbo Sub: Rid the skies and waters of alien attackers in this first person blast'em up. Up to 2 players can Com-Lynx.

Zarlor Mercenary: Face a huge variety of enemies on 6 vertically scrolling levels as you attempt to wipe out the mendicant threat. Huge bosses. Up to 4 players can Com-Lynx.

Action

Batman Returns: Become the caped crusader as he jump and fights his way through the minions of the evil Penguin.

Battlewheels by Beyond Games: Drive your heavily armed and armored car through arenas of the future. Up to 6 players can Com-Lynx.

Bubble Trouble by Telegames: Guide your bubble-encased hero through dangerous levels.

Desert Strike by Telegames: Fly your gunship into battle against the forces of the desert madman. A conversion of the Electronic Arts Genesis and Super NES game.

Dirty Larry: A horizontally scrolling beat'em/ shoot'em up as you control Dirty Larry on his search for the evil Mr. Big.

Gordo 106: Guide Gordo the lab monkey as he tries to escape from the laboratory.

Electrocop: Guide Electrocop through the 3-d maze levels as he fights killer robots in an attempt to save the president's daughter.

Fat Bobby by Telegames: A rock and roll themed action game.

Kung Food: You're small, green, and you're surrounded by killer mutant food. Use your fighting skills to save the day.

Ninja Gaiden 3: Control the heroic ninja, Ryu, as he tries to clear his name. A conversion of the popular Tecmo NES title.

Power Factor: Help Redd Ace take on hordes of space enemies.

Scrapyard Dog: Help Louie get through the challenging horizontally scrolling levels as he tries to save his trusty dog Scraps. Lots of hidden rooms and warps.

Slime World: A Lynx classic. Walk, jump, and shoot

your way through the huge slime-filled caverns of a slimy world. Up to 8 players can Com-Lynx.

SuperSkweek: Paint the tiles with Skweek on hundreds of levels.

Switchblade 2: Run, jump, and shoot your way through a futuristic world. **Viking Child:** Help Brian jump and fight his way through huge levels as he tries to rescue his family from Loki.

Viking Child: Help Brian jump and fight his way through huge levels as he tries to rescue his family from Loki.

Warbirds: Take to the skies in your World War 1 biplane in this 3-d flight/combat simulator. Up to 4 players can Com-Lynx.

Sports

Awesome Golf: Play golf on three challenging courses. Up to 4 players can Com-Lynx.

Baseball Heroes: Play baseball, along with a homerun derby and 3 flies up. 2 players can Com-Lynx.

Basketbrawl: Take on gang teams in a vicious variation on basketball. 2 players can Com-Lynx.

California Games: Participate in California themed events such as BMX bicycling, Surfing, Skateboarding, and Foot bagging. Up to four players can Com-Lynx.

Checkered Flag: Drive your Formula one race car to victory on 18 courses. Up to 6 players can Com-Lynx.

European Soccer Challenge by Telegames: A comprehensive soccer simulation. Com-Lynxable.

Hockey: Play hockey along with a penalty shoot-out and a hockey brawl. 2 players can Com-Lynx.

Krazy Ace Miniature Golf by Telegames: A miniature golf gamer.

Malibu Beach Volleyball: Hit the beach for volleyball action. Com-Lynxable.

NFL Football: Compete using real NFL teams. 2 players can Com-Lynx.

Robosquash: Hit the ball past your opponent in this futuristic variant of squash. 2 players can Com-Lynx.

World Class Soccer: Take on teams from around the world in this soccer simulation. 2 players can Com-Lynx.

Adventure

Bill and Ted's Excellent Adventure: Guide those excellent dudes through time as they solve puzzling situations in an attempt to find their beloved princess babes. 2 players can Com-Lynx.

Dracula The Undead: Assist Jonathan Harker as he tries to escape from the clutches of the prince of darkness himself.

Shadow of the Beast: Take off on a quest to defeat the beast lord and his creatures using objects you discover.

Jaguar Buyer's Guide

The majority of items listed are available now. Some games should be available in the next few months.

Systems:

Jaguar 64-Bit Interactive Multimedia System: A 64-bit game system that comes with a controller and an RF cable. (You can also find the Jag in special package deals from some retailers)

Accessories:

Jaguar CD-Rom: A double-speed CD-Rom lets you play CD-Rom games. The VLM(Video Light Machine) program is built-in and provides an interactive graphics display that responds to your music CDs. The CD-Rom also includes Blue Lightning, Vid-Grid, and a demo of Myst.

Memory Track Cartridge: A memory storage cart(save games) for use with the Jaguar CD.

Jaguar Controller: This controller lets you play 2 player games on your Jaguar.

Jaguar ProController: A controller with 6 buttons(leaning towards fighting games).

Team Tap: A 4 player controller adaptor(also packed in with White Men Can't Jump).

Composite Video Cable: A cable that will let you output stereo sound and hook your Jaguar to composite monitors(or TVs and VCRs with composite Video-In jacks).

S-Video Cable: A cable that will let you output stereo sound and hook your Jaguar to monitors, TVs, and VCRs which have S-Video jacks.

JagLink: An adapter that let's you connect 2 Jag systems together to play multi-player games.

Jag Guide

Catbox by ICD: A device that provides all the various audio and video outputs plus headphone jacks and DSP and RS-232 ports plus built-in Jag Network support and headphone jack volume control.

Games:

Arcade Games

Breakout 2000: An updated version of the all-time brick-busting classic.

Dragon's Lair(CD): Animated arcade classic starring Dirk the Daring.

Space Ace(CD): Animated arcade classic starring Ace and his less than heroic alter-ego Dexter.

Missile Command 3D: An updated version the coin-op classic with a new 3-d virtual mode.

NBA Jam Tournament Edition: The hit basketball coin-op.(4 players) Pinball Fantasies: A collection of 4 pinball games.

Primal Rage: Arcade beat'em up with dinosaurs.(2 players)

Raiden: Vertical scrolling arcade shooter classic. Defend the earth against hostile aliens.(2 player)

Ruiner: 2 videogame style pinball games.

Tempest 2000: Updated version of the coin-op classic.(2 player)

Strategy/Thinking

Attack of the Mutant Penguins: A Lemmings-ish puzzle game featuring aliens disguised as arctic birds.

Baldies: Guide a horde of bald little minions against their hairy foes.

Cannon Fodder: Lead your soldiers through deadly missions.

Evolution:Dino Dudes: Help your tribe learn to evolve by working your way through 80 challenging puzzles.

FlipOut: Puzzle game with claymation characters.

Syndicate: Build cyborg assassins and send them on missions against opposing forces.

Theme Park: Build and run your own amusement park. Try to keep the people who visit your park happy(and short on cash).

Vid-Grid: Try to put together a moving puzzle starring some of your favorite musicians.

Worms: Lead an army of worm soldiers into battle against each other.

Zoop: Manipulate colored objects to get through levels.

Fighters

Double Dragon 5:The Shadow Falls: Billy and Jimmy Lee take on the forces of the Shadow Master in one on one competition. (2 players)

Dragon:The Bruce Lee Story: Control Bruce Lee as he takes on martial artists. (2 players)

Fight For Life: 3-D polygon fighter game a la Virtua Fighters.

Kasumi Ninja: Face the personas of 7 of history's greatest warriors to prepare you for your fight with the evil Lord Gyaku. (2 players)

Ultra Vortek: Mortal Kombat-esque fighting action.(2 players)

Shooters

Blue Lightning(CD): Attack enemy forces with a variety of high-tech aircraft.

Trevor McFur in the Crescent Galaxy: Go up against the mysterious Odd-It's forces in the horizontal scrolling shoot'em up.

Action

Atari Karts: Cartoony driving game.

Battlemorph(CD): The Pernitians are at it again. Use your vehicle's new abilities to save the galaxy once again.

Battlesphere: Dogfighting in outer space with emphasis on multi-player networked action.

Bubby: The bobcat with attitude runs and jumps as he tries to fix fairy tales.

Cybermorph: Pilot the T-Griffon and liberate the planets from Pernitian rule.

Doom: The PC carnage mega-hit. Fight the denizens of hell itself.(2 players via Jag Network)

HoverStrike: A first person hovertank simulator.(2 players)

HoverStrike(Unconquered Lands(CD)):An enhanced version of the cart game with better graphics, sound, controls, FMV, and more levels. (2 players)

Iron Soldier: You control a huge battle robot. Smash the Iron Fist corporation in 3-d realtime combat.

Iron Soldier 2(CD): New levels, weapons, and enemies abound in this CD sequel.

I-War: 3-d polygon action game.

Pitfall(The Mayan Adventure): Activision's 2600 hit gets an update for the 90's.

Rayman: Enter the magical world of Hereitscool to rescue your new friends from evil.

Wolfenstein 3-D: A translation of the popular computer game. Blast the nazis as you search through maze-like corridors.

Zero 5: A space shoot'em up

Zool 2: Help Zool and Zooz through their running and jumping adventure.

Sports

Brutal Sports Football: Pit teams of fantastic creatures against each other in a bloody football variant.(2 players)

Checkered Flag: Drive a formula 1 race car around 10 different tracks. Tons of options.

Club Drive: Drive through 3-d worlds(including someone's house). (2 players)

Fever Pitch: Soccer action.(2 players)

Power Drive Rally: An overhead racing game.

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based on the popular cartoon series.

Myst(CD): The big computer adventure hit.

Towers 2: A dungeon-based role playing adventure.

Battlemorph part 2

CARMINE CLUSTER

Aphelion

Plenty of trees, good for racking up the 99 point 2-ship bonus. Put the battery in the generator and a transport carrying an extra ship will emerge from the building. Enter the red transporter. Search the waterways for the towers, destroy them to get at the weapon fragments which will give you access to mines.

Haruspex

Be wary, pillbox cannons are plentiful. Keep an eye out for the transport that's carrying an extra ship. Again, there are plenty of trees. When you find the radar, follow the energy lines back to the generator. The red key for the generator is underneath it. Duck into the nearby lake to get underneath it. Open the generator and take out the battery. Destroy the radar but be careful, it's being heavily guarded by several tanks.

Sanctine

The yellow key can be found in the valleys near the red shield. Follow the grey road south that cuts through the big "Danger" sign. Open the yellow shield to gain access to a pool of glowing health water(P.S. there are a handful of attackers here as well). North of the pool is a cloaking device. Destroy it to gain access to the bonus world. Follow the power line from the submerged generator. The blue key is by the force wall. Backtrack to the submerged generator and remove it's battery. Enter the valley that used to be protected by the force wall. You'll find another force wall and the red key. Use the red key to gain access to that force wall's generator. Take out the 2 red pillboxes which are guarding the battle platform. Once they're gone you'll be able to destroy it with ease.

Camilari(Bonus)

Nothing but trees here. Use them to end up with 99 points.

Carnelius

Track down the nine data fragments via your map. They show up as white blocks. You'll have to keep on your toes since some of them are on the move. The water in the middle of the map heals you.

Tessitura

Follow the roads that connect the bridges and you'll spot the yellow key. Enter the northern underwater tunnel. You'll find the destructor. Blast it.

Carmine

The boss here is a walker robot. You can find a rapid fire in the glowing water beneath the Look in Here on the map. Get close to the walker and blast it to bits. Gather up the plasma and you're done.

FERIAL CLUSTER

Racker

This planet is crawling with those annoying gold fighter craft and the very annoying pod snatchers who will keep grabbing your powerups. The blue key can be found on the eastern edge of the map near the tip of the arrow marking. Enter the tunnel at the NorthEastern corner to get the first weapon fragment. Use the blue key to gain access to enhanced scanning. The red key is located in the SouthWest corner of the map. Open the red shield and descend into the water. Watch out for the enemy submarines. Snag the battery from the force field generator and grab the 2nd part of the incinerator. There's enough trees on this world to snag 99 points for the 2 ship bonus.

Razen

Follow the purple arrow to the blue key at the NorthEast section of the map. Open the blue shield and remove the battery. Get the weapon fragment from the NorthWest corner of the map. Enter the water near the exit and enter the tunnel. You'll find the final piece of the incinerator.

Tyran Tehr

This place is swarming with fighters and the energy sucking blobs. A cloaker is located at the northern edge of the map. Enter the underwater tunnel at the NorthEast section of the map. Inside you'll find a yellow key. Enter the yellow warp in the room. You'll end up in the body of water where the detonator resides. Blow it and head for the tunnel.

Brockshear(Bonus)

This planet is set to blow in one minute!!!! Exit the water and head to the red spot on the SouthWest section of map. Grab the red key. Go to the X on the map, open the red shield, snag

the extra life, then head on back to the exit point.

Phyrric

As the ? says, follow the yellow road. Grab the battery from the generator you come across. The blue key is hidden in a bunch of trees just SouthEast of where you find the battery. Open the blue shield and power up the energy line. An extra life is riding on a transport right by the exit.

Charnel

Follow the road(gray this time). Grab the rapid fire by the tunnel entrance. The first pool is healing water (you can backtrack to here to fix yourself). Enter the tunnel and get the blue key from the next pool. Watch out for subs. Enter the next tunnel. The next pool is the deadly red water, quickly grab the red key and move on. Snag the final key in the next pool and enter the final tunnel. Use the keys to disable the 3 force fields then blast the detonator. Just over the rise to the West of the first shield generator, is another cloaker tower. Blast it to gain access to yet another bonus world.

Kant Liur(Bonus)

This world only has a minute and a half before it blows. They suggest using the overhead view and with this maze like world it's a pretty good idea. Quickly grab the blue key(to the right of your starting position amongst the trees). If you can get to the generator and grab it's battery you'll disable the detonator and give yourself some exploring time. An extra life can be found behind the detonator. At this point it may be better to switch back to the rear view so you can deal with the tanks that litter the tunnels.

The right tunnel branch leads to powerups and a blue shield(it has an extra ship). The left tunnel branch has an extra life surrounded by mines. Blast the mines before you grab the life.

Acrist

Duck into the valley near your starting point to get the enhanced scanning. This planet is fairly straightforward. Follow the road(even when it goes underwater) and you'll get a battery, find it's corresponding generator and warp point. Blow the fuel dump and head home.

Streel

Go into the tunnel entrance on the NW edge of the map. You'll find the yellow and blue keys. Open the generator and get the battery. Destroy the fuel dump.

Ferial

A star shaped ship is the boss here. Just get him to follow you and then drop your mines as you go. After he blows grab his plasma. Don't leave too quickly though. Snag the battery that's in the valley in the NW corner of the map. Put it in the generator to set free a transport with an extra life on it.

PAN ALMA CLUSTER

Alamay

Enhanced scanning can be found in a tower on the Western edge of the map. The X marks the key spot clue is rather cryptic until you give a comprehensive search under the acid water. You'll find an x-piece shaped section of land. The x is at the yellow square

in the SouthEast section of the map. Go to the generator to the West of the exit. You'll have to dive into the water to reach it. Grab the battery then grab the red key that used to be behind the force field. Use it to open the other generator, grab it's battery, and then blow the fuel dump to bits.

Lubriki

This nasty planet is set entirely underwater. Along with crummy visibility you'll also have to deal with submarines and attack ships dropping depth charges on you(if you start hearing a clicking sound, the depth charges are being dropped). The key is to follow the underwater path(shown as a thin black line on your map). Take the long branch which runs North and South. The Keys you need are located in the branches at it's Northern end. The weapon fragments are guarded by a fleet of subs. Turnabout is fair play, use your mines on them. An extra ship is under the yellow shield in the SouthWest corner.

Moncrest

Go off the Southern end of the map so you can go through the narrow valley on the Northern end which leads to a tunnel entrance. Be careful! The valley has many mines. At the end of the tunnel is an evil room full of speed boosters that can send you smacking into the walls. There are numerous tunnel entrances but you can't go through most of them. The other tunnel that you can go through will have the yellow key in it. Use the yellow key and get the battery. Get the weapon fragment. You'll find the red key on the island on the western section of the map. Use the red key to grab the other weapon fragment. Congrats, you now have the mortar(it packs quite a wallop).

Tok Lahar

This underwater gauntlet is extremely nasty. Take the passageways slow and easy and wipe out the enemy vehicles as you go. If you need to replenish your energy reserves, you'll need to blast a couple of fish and then grab the energy that they drop.

Shau Yen

A planet cloaker tower is located at the NorthWestern intersection of underwater roads. The red key is located on the blue path on the Western portion of the map. The blue key can be found on the patch of blue path on the Eastern side of the map. Open the red shield, take the battery, and then exit to the surface of the planet. Find the gold fighter spawners and destroy them. Open the blue shield and take it's battery. Go to where the shield used to be and destroy the headquarters.

Tantau(Bonus)

Don't mess with the many blue domes that litter the landscape. The blue key can be located on the top of the hill in the midst of the floating rocks. Open the blue shield and enter the warp gate. Enter the tunnel(you'll get quite a ride through the tunnels and an extra life to boot).

Mehrcor

First, get the red key. It's in the middle of the underwater domes(It's a yellow square at the Northern edge of the map). Open the red shield and get the battery. Get the blue key. Open the blue shield. Get it's battery. Enter the underwater tunnel. Watch out for the chomper doors. When you reach the main room, slowly maneuver through the barriers until you can get into position to blast the detonator.

Pan Alma

The boss of this planet is a large battleship. He looks tough but he's actually a big pushover. Pack mortars for this mission. Use them to first blast the ship's 4 gun emplacements. Once it's defenses are gone, it'll be a big ol sitting duck. Keep hitting it with mortars til it blows.

NEXT ISSUE: Battlemorph's Conclusion with the final batch of levels.

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