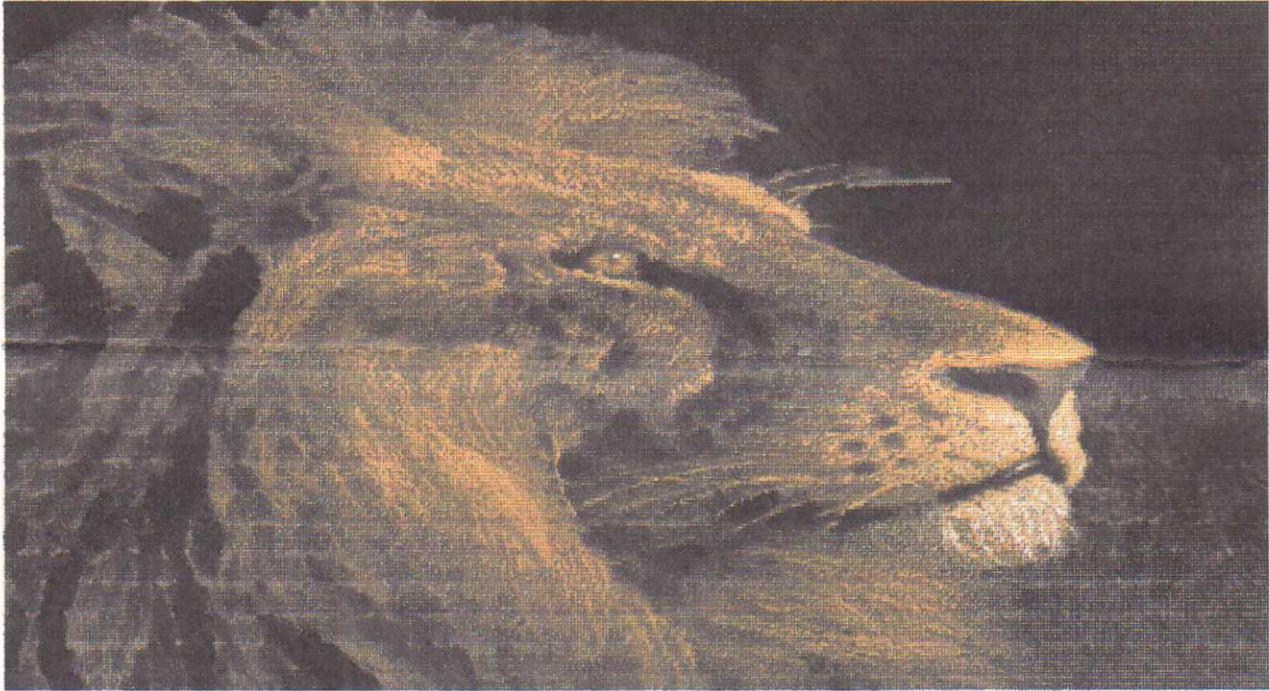


Wild Cat!



Reflecting on the Year Past

Well the Holiday season is over and the games have come and gone (some games went quicker than others). In this short issue, I summarize my thoughts about Ataris performance in '94 and try to squeeze in as many game reviews as possible. Hopefully this will give you ideas of how to spend your Xmas cash! If you got stuck with a bunch of lemons, you'll get some clues on what to trade them in for.

So I hope every one had a Merry Christmas (or Channukah) and a Happy New Year and all that. Have fun with your Ataris, and hang on because the Winter CES is coming soon and I'll report all the new news in my next issue. Until then, may the Lynx be with you....always!

Special Holidays '94 issue:

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Editor: Ramblings for the New Year

17 games, by my count. That's a far cry from the 35 games Atari initially promised us. Less than half, if my math is anywhere near Chris Morin's capability ;^). But that's Atari for you. They just aren't good with churning out the software. You know why? Because all their games are substantial. I mean, look at all the 17 games released in '94. Some are really "bad", in one form or another. But all have substance. All of them - **especially** Trevor McFur ;-] - have the depth, challenge, and extended play value that can keep the interest there for weeks if not months. Now, that kind of quality is a far cry from the shovelware of the 3DO or the clone-games of the other two platforms where you play the same game over and over and over, with different graphics. I'm personally glad that only 2 out of the 17 games for the Jag are side-scrollers. With the Jaguar, we have a lot of variety of games and a lot of variety within the games.

And, if you look back through the history of Atari's home systems, most of the great games released were not by Atari. Activision, Epyx, Lucasfilm, Beyond Games - the third party, the small upstarts - those are the people who continually make the best games through the whole industry. Their games are then sold by the big distributors like Electronic Arts or whatever, but it is small 5-man teams like ID or Bullfrog that make the best games. Comradarie leads to a concentrated, group effort.

So the third-party developers are where the best games will come from. Imaginative people like Jeff Minter who master the Jag hardware by playing around and inventing cool effects like Melt-O-Vision and following ingenuity up with a year or two of hard work: that's where the best games come from, in my opinion. I can't wait for Defender 2000, Highlander CD, Starnet, Hammerhead and others that sound truly innovative. The video game market is stifling due to these two dimensional (literally and figuratively) games. If Atari is going to survive the video game crunch that is coming up (5 new systems - ach!), it will have to show the people that it has new and original game concepts and games that push the frontiers of not just home systems, but of all video gaming. I hope we see in '95 a movement more in this direction with the release of the voice-modem and Cybermaxx VR helmet .

So if the games didn't make it into your stocking this year, don't stress. The Jaguar sold well during the season and is now a viable system. The third party games that Atari was counting on for their Christmas lineup are going to arrive, albeit a bit tardy, and we are gonna have quite a bit of fun I daresay. '95 is going to be a great year! Cool stuff is coming and I can't wait! The focus in the Jag arena has shifted now from Atari bringing out the hardware, to the game developers bringing out the software. So, Craig, you can stop bothering Atari's secretaries and start to work on the receptionists at Origin, Electronic Arts, Microprose, Broderbund.....

POWER EGGS

Here's the second part of the AvP cheat. Enter this anytime during the game. Hold down Pause + Option + 6 + 1 + 3 and release. Then type: B,A,9,A,9,A (that spells "BANANA"), *, Option, 6 (STOPS), #, *(POST), *, Option (STOP), 2, Option (TOP).

The Predator will laugh to confirm that the cheat is activated. Now you can push Option plus the keys below to get different effects. 1 through 4 activates the different weapons, 1+2+3+4 reloads all your ammo, 5 toggles unlimited hit points & ammo, 6 raises your security level, 8 toggles the Motion Tracker on & off, 9 lowers your security level, A raises you up one level through all the maps, B lowers you one level. In the Queen's lair, if you save your game and reload the Queen will be frozen. You can unfreeze her by walking through the entrance.

If you enable the Warp Cheat in Tempest 2000 (hold 1,4,7 and * then press A on the main menu) you can not only go to the warps (press 6) and skip levels (option) you can also (here's the new part) play on an Invisible Web which is kinda cool. Just skip levels until you get to the rainbow levels. They are invisible!

To get to a secret world in Club Drive, press 2 + 4 on the world select screen (and the selected world will go dark). Now go back to the main menu and a world called "Planet Todd" will be the selected world. Kinda kewl + weird.

In Ishar II, if you die with an object in your hand (i.e. it is the mouse pointer), when you start a new game it will still be there and you can put it into your inventory! Use this to get the idol!

Here are the early-level codes for Bubsy: 392652, 458227, 958936, 739294, 184792, 812615, 781367, and 126712. Joy!



Club Drive

Sheesh this game got bad reviews: and I can see why. It's a rude, crude, weird driving game that has no point! And that's precisely why I love it!

Like Trevor McFur, this is a game that I could have programmed had I the spare time and the artistic talent. The gaming engine appears rather simple. So I rather enjoy playing these simple games, viewing them as "peer efforts": seeing what Atari has done artistically and creatively within the constraints of the 3-D engine. With Club Drive, it actually amazed me: this has a pretty advanced 3-D world engine, with well used although rare texture maps. They put together mini-areas into large coherent maps, and turned that big weakness (small map areas) into a big plus for the two player game. Tons o' variety.

The actual game is silly. You can either play "Collect", "Race", or "Tag" in one of four areas: San Francisco, a giant House, an Old West town with nearby canyons and caves, and a futuristic driving park. San Francisco is far too small - and for someone who visits there often, I can't forgive the designers for forsaking Lombard street. I mean, what kind of S.F. is it without Lombard street? At least they got the gawky colored houses and trolley car alright! ;-)

As to the other maps, the Old West is cool and substantial, the giant house is kinda neat although not as cool as you'd think, and the futuristic city thing is a really lame version of Hard Drivin'. Another problem is that when you play "race" you get to play a full version of the location, but with collect and tag you are limited to a tiny area like a parking garage in the S.F. area!

So this game was really fun for about a half an hour while I explored all the worlds and checked out all the cool details of the 3-D world (there are some nice textures and surprises :^) I flipped through the radio stations provided in the game and found a groovy song I liked, and then cruised down the cliffs from S.F. to the beach, which kind of reminded me of Santa Cruz. This is a nice relaxing game, I thought.

Just driving around does get boring after awhile, but then I realized that this game is not a "game" - it is a "toy". It is more fun to just play around and see all the weird things you can do than try to accomplish the inane goals that the game sets for you. Try the different camera angles: the "chase" camera is neat as you zoom around the hills of S.F. (or along the cliffs - you can actually drive along like Spiderman). Try going for weird crashes (the secret world is great for this). You can even plan out and record little "movies" with the different camera angles. In Tag or Collect mode, try dropping a camera (push 6) on a high spot and then zoom around like an RC car.

This game is exactly like an RC car: it's just "okay" until you get a friend racing with you. Then it gets really hectic and vastly more fun. Forget trying to win the race or collect the powerballs, the game quickly turns into a hilarious competition to see who can smash into the other guy in the most bizarre fashion!

So if you like RC cars, stunt driving games, or 3-D games in general, try Club Drive. In these areas it is actually technically impressive and has some truly original features. This game may not be worth \$50, but I've already gotten many hours of enjoyment out of it. If you can, rent it- don't take it too seriously - just play around, especially try two-player mode. This is a pure "fun-game".

Checkered Flag

This game is a clone of Virtua Racing, and in that respect it succeeds. But then we must ask ourselves: was that a worthy goal for a 64-bit system such as the Jaguar?

As I see it, Checkered Flag has several major flaws. The first is the controls, which are actually worse than I feared. People on the Net said you got used to them in about 10 minutes or so; it took me around an hour until I felt comfortable with them. The controls are set up like analog controls, so that the more you push the direction the more it steers you in that direction. The result: when you first play you will start turning in a direction and then quickly swerve, skid, and rapidly lose control. Later you learn to how to keeping tapping the controls over and over to retain control, but this just doesn't feel anything like driving: the interaction is minimized, the driving isn't continuous.

The other major problem is that there is no possibility of multiple players. What happened to the voice modem? What makes racing games great (and especially the original Lynx Checkered Flag) is the interaction with the other racers. In this game the other cars are so small compared to the big track. You rarely get into fun, jockeying situations were you are smashing into each other as you approach the finish line. When you do, it stands out: it's obvious this basic interacting is what this game needs more of. Even split-screen would've been nice.

When racing (tap...tap tap...) you have so little interaction with the course it's crazy. You can drive right through the cactuses and road signs! Crashing into more substantial

(continued on Page 4.....)

a "flip car and show sparks" effect or simply bump you straight back with little effect. Bumping into the penguins on the Arctic level is cool, although it is flawed: this time, geographically ;-).

Besides these flaws, there is a decent one-player race game hiding here if you give it a chance. This game excels in terms of options and variety. You can play in fog (it looks cool with the mega-zoomed-out view), rain, or at night. There are 10 different courses, which are kinda neat - all they're lacking is texture maps and it would be just like Daytona. You can customize your car, and view it from 6 views including from inside the car (although this is really hard as things whip by quickly - higher frame rate needed?) Playing the tournament level is pretty fun and you can get into a nice groove. But then you win the tournament (it's pretty easy) and you ask yourself: what's next? The answer is: not much.

So it looks like I too (much like the mags that I just flamed last month) am also flaming this game. But that's not entirely true; I'm just saying it's flawed. It's still a good game, just not as good as I hoped. Everyone has a generic 3-D racing game. Atari needed something special and Checkered Flag just doesn't have it (the voice-modem feature would've done it, however). Oh well, don't worry, 3rd party developers are bringing out some pretty cool racers soon like Burn Out! Until then, rent Checkered Flag.

Iron Soldier

I'd place this game tied with Alien vs. Predator (right below T2000 of course ;-) on the list of "must-haves" for the Jaguar. This is one hot game. It's big. It's bad. And it's in 3-D!

You are a guy in a 50-foot robot, and you have orders to blow things up. You're working for the rebels in a war against the Iron Fist corporation or

something, but that isn't important: stomping on stuff and blowing up buildings, that's what's fun!

You can look all around you (and even see your feet below you and your arms swaying to either side), and control your speed forward or backward - it's all very intuitive. The whole view sways as you move and you hear your footsteps boom and get faster as you go. It's cool. The whole theme of the graphics seems kinda-almost cartoonish (anime), a cool mix of hand-drawn backgrounds, rad texture maps, and straight polys. The maps are very complicated and detailed, with many texture-mapped buildings. The first time you see a helicopter flying at you you will just die. It is so smooth, so graceful, all nicely rendered and light-shaded. It's almost a pity to shoot them down.

But shooting things is cool because there are huge bitmap explosions. Smoke and flames are everywhere, and blocks of buildings go flying everywhere without a trace of slowdown. It's rather impressive, I daresay.

What's more impressive to me, though, is the challenge level and strategies you have to use. Sometimes you will actually need to hide behind skyscrapers. It would be funny to see, I must admit. The amount of different scenarios (16) and weapons (9) allow for some very complicated situations and objectives and yes, there are other mechs to fight - they're really tough. But not if you have the chainsaw, cruise missile, and a ton of grenades!

Like all games since AvP, the sound is weak. That's the only weakness in an otherwise perfect game. I mean, I could make some outrageous demands like: I want 50 players with voice-modem network! I want hundreds of human beings on the ground, running everywhere! I want Godzilla, in Dolby surround sound!

The truth: I am absolutely 100% satisfied with this game. And that's the closest you're ever gonna get to a number-rating from this editor!

DOOM

Reviewed by Chris Confreras

Having had the privilege of playing this new release on the Jaguar I am going to present my most humble review of it. The first thing I would like to say is that I have never played the original PC version of this game and all I really know about it is what I have seen or read in the magazines. So any comparisons are not from firsthand experience.

Anyway, the Jaguar version of this game is fast, and I mean real fast. The speed is comparable to, if not equal to the speed at which Wolf-3D plays for the Jag. This game has two speed settings just like W3D (walking and running). It goes so fast that sometimes it's hard to hit a door just right to escape from getting your head blown off.

The texture mapping is really good, and should have you admiring the scenery (if you are not too squeamish). The game is more than a little on the dark side. Bodies hanging from the walls and Satanic symbolism are hard to ignore and should be considered by anyone with religious objections, before buying.

But those of us who are not saddled with such restrictions are in for one heck of a good time. When first playing this game I couldn't see why everyone found this game so addictive. But after a few hours I was pretty well hooked. The feel of the hunter and the hunted really gets you into the game and the puzzles are pretty devious and challenging. Not to mention blowing the heads off imps, demons, and Hellbarons.

While playing the game there is no music, and the only sounds are the grunts and snarls of the denizens of Doom, and the hisses of flying fireballs coming your way.....(continued on the back page)---

THE TEMPLE OF THE FALCON



Robinson's Requiem

Jag and PC owners pay attention, because this game is due out soon for your machines! This is a hot game that is quasi-revolutionary. Simarils has combined many recent technological advances with classic game elements and come up with a truly intriguing and exciting adventure game.

It even has a plot! I won't go too far into it, but basically you are an explorer who maps out and explores uncharted planets. You have been betrayed, however, and are forced to crash land on a prison-planet. You must survive and explore and live long enough to figure out how to escape.

You get to build stuff! Any game in which you get to build stuff is cool, in my opinion. You start with basically nothing but the clothes on your back and your handy strap-on computer, and must build fires, shelters, bows, etc. This game even has diseases and things - if you drink water without boiling it first you can get dysentery! How realistic should we get here? Once my arm got infected and I had to chop it off! This is my type of simulator.

Sounds cool? Now combine the basic coolness of a survival game with a full 3-D, AvPesque, wilderness environment. You walk around through forests and jungles, with fractal mountainous terrain. You can even go into cool caves and swim around in lakes by waterfalls. You can pick up wild plants to eat, and even wild animals (like those big scary tigers) all in high-res true-color graphics. There is a full day and night cycle (there's even rain, lightning and thunder!), and you can run, crawl, and tilt your head up and down. The landscape is astonishingly realistic, except for one teeny little bug: Once I wandered over this mountain and to some cliffs. I looked down the cliffs and there was nothing there - no ocean, just sky going down forever. I eventually walked right off the cliff and kept on going! It was weird, to say the least.

Anyway, the rather simple and fun exploratory and survival element is made vastly more complicated by the intricate plot. I mean, within the first few minutes you are attacked by an old friend of yours (a yearbook from your class is included in the box) who then morphs into a werewolf in front of your eyes! Killer.

All in all, this is an epic game that will consume as many of your hours as your character spends wandering about. One reason: the game moves rather slowly. Get an accelerator card and then buy this hot new game!

Ishar III

Well, I finally got it: the long-awaited sequel is out for the Falcon. And it was worth the wait. Although hard(er) to get into than the first games, the series is finally showing some cutting edge features with this third installment. In this one, entitled *The Seven Gates of Infinity*, you travel back and forth through time in order to rewrite the past and thus change the present (and the future!) At the center of the plot is an evil sorcerer (of course) but thus far I have only encountered foreshadowing of his presence. That's what I love about all the Ishar games: the plot isn't spelled out to your face with a huge long boring FMV sequence, it is revealed through conversations and clues.

At the heart of the game is the well put-together cityscape. I must say I was slightly impressed - as you wander around, you really get the feeling you are in a city - not a dungeon whose walls look like buildings. There are lots of people in the streets, moving about and doing their business (one problem: they are always facing you), you hear city noises both nearby and distant. At night, lanterns light up the streets (sunset & sunrise look a bit too orange though :^). Bells ring the hour off in the distance. There is an extravagant rich section of town, and shanties surrounding it. There is a theater, museum, library, observatory, and of course a palace. It's a living city.

And it is inhabited by more realistic people. They are not just a picture and a line of text. They are believable looking (their faces animate as they talk) and believable feeling (they have moods, can be bribed, etc.). It's very impressive for only 6 megabytes (that is 48 "megs" for you vid-heads).

Finally, in this game you get to design your own party from the ground up instead of merely recruiting party members at bars as you go. This makes you more attached to them, although they still bicker, steal from each other, and sometimes assassinate one another.

Although I haven't gotten very far yet, this

Game Trading

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(continued from Page 4...)

Not that I object. If I want music, I'll just turn on the radio (Ed: try playing the Tempest 2000 soundtrack, available now on CD!). The graphics are a little pixelly at times, such as the upclose view of the other demented marines. The other creatures are a wee bit pixelly too, but are real close to what I have seen of the original version of the game (if not the same). Other than that, it is excellent in the graphics department with blood enough to satisfy the most gore hungry game player as bodies blow left and right from exploding barrels, rockets, etc., etc...

One of the best parts of the game is how the different types of creatures attack each other if they get caught in crossfire. It's pretty cool to watch them tear each other apart. But, don't worry, chances are not all of them forget about you.

The only other thing I can mention is that there are no "bosses" and it's pretty much a straight run from level 1-23. From what I understand there are two bosses in the original version that seem to have been left out of this version (Editor again: cool - the fewer bosses the better, IMO. And the Jag does have some extra levels not featured on the PC version). All in all, I think this is an excellent 3-D game and well worth buying. So all you 3-D fans and DOOM fanatics (which I am quickly becoming) should rush right out and buy this game. And while we are all waiting for the sequel to come out, I'll see you in hell.

(continued from Page 5)

looks truly promising. I found one of the gates of infinity and travelled back in time to a beautiful primeval forest. The rich graphics of the redwoods, mosses dead tree trunks and such are incredibly gorgeous. The sounds of the distant waterfall, the far off bird calls - it is all so engrossing. And there are no silly "paths" - you wander freely through the land. And that spirit of freedom and exploration pretty much sums up my feelings about the Ishar series. Great RPGs we got here.

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(The Back Page)

Back Issues

Due to overwhelming demand, here again is the list of all the old "The LYNX" issues remaining. They are selling at \$2 a pop, so check them out before they disappear forever (yes I lost my backups!)

March 1991: New Atari computers (MegaSTE, TT), Danther (hah), Dalacin + Sundog (ST), Travelling with Lynx, Roadblasters, Sim Earth, Programming.
April 1991: News on ST Dad & ST Book. "New" ST games. DM & Tower Toppler (ST). Rygar & accessories for Lynx. Sad PCs. Programming.
July 1991: "New" Products. Lemmings (ST). Warbirds (Lynx). Tips & Tricks. Prince of Persia, Heroes of the Lance (DC). Map of Zendocan.
September 1991: Turrican II & Flimbo's Quest (ST). Ninja Gaiden, Zarlur, and Dac-Land (Lynx). Detailed Tips. Bard's Tale III & DDCs. Fanzining.
October/November 1991: Double length, 1-year anniversary issue. DD Parade. Blockout, A.D.B., Shanghai, Turbo-Sub (Lynx). 3 pages of strategy. Robosport & Tracker (DC). Lynx Opinions. Dr. Zario fixes Lynx.
December 1991: DD Parade. Checkered Flag, Scrapyard Dog (Lynx). Lynx BBSs. Tips. Star Control, SimAnt, Police Quest 3, Ultima VII (DC).
January 1992: Tidbits. Dragon's Lair II & 3D-Kit (ST). Champions & Journey for PC/Mac. Bill & Ted's, STUN Runner, Xybots (Lynx). Memoirs.
February 1992: Conqueror, Day of the Viper, Venus Fly Trp (ST). Viking Child (Lynx). History of Atari. Dr. Zario vs. Blob. Fanzining.
March 1992: Awesome Golf (Lynx). You Wish Lynx games. Strategies. Captive, Carried Command (ST). Zining. De Jargon. Docum. Originality?
June 1992: CES Report. Conflicting Opinions. Ms. Dac Man & Ishido (Lynx). Commie strategies. STuff. Blob from Space. Phil's Fables. Da' Zines.
July 1992: Conflicting Opinions. Batman. Qtips. Rampart (Lynx). Top Lynx survey. Secrets. Eye of Beholder vs. DungeonMaster. STuff.