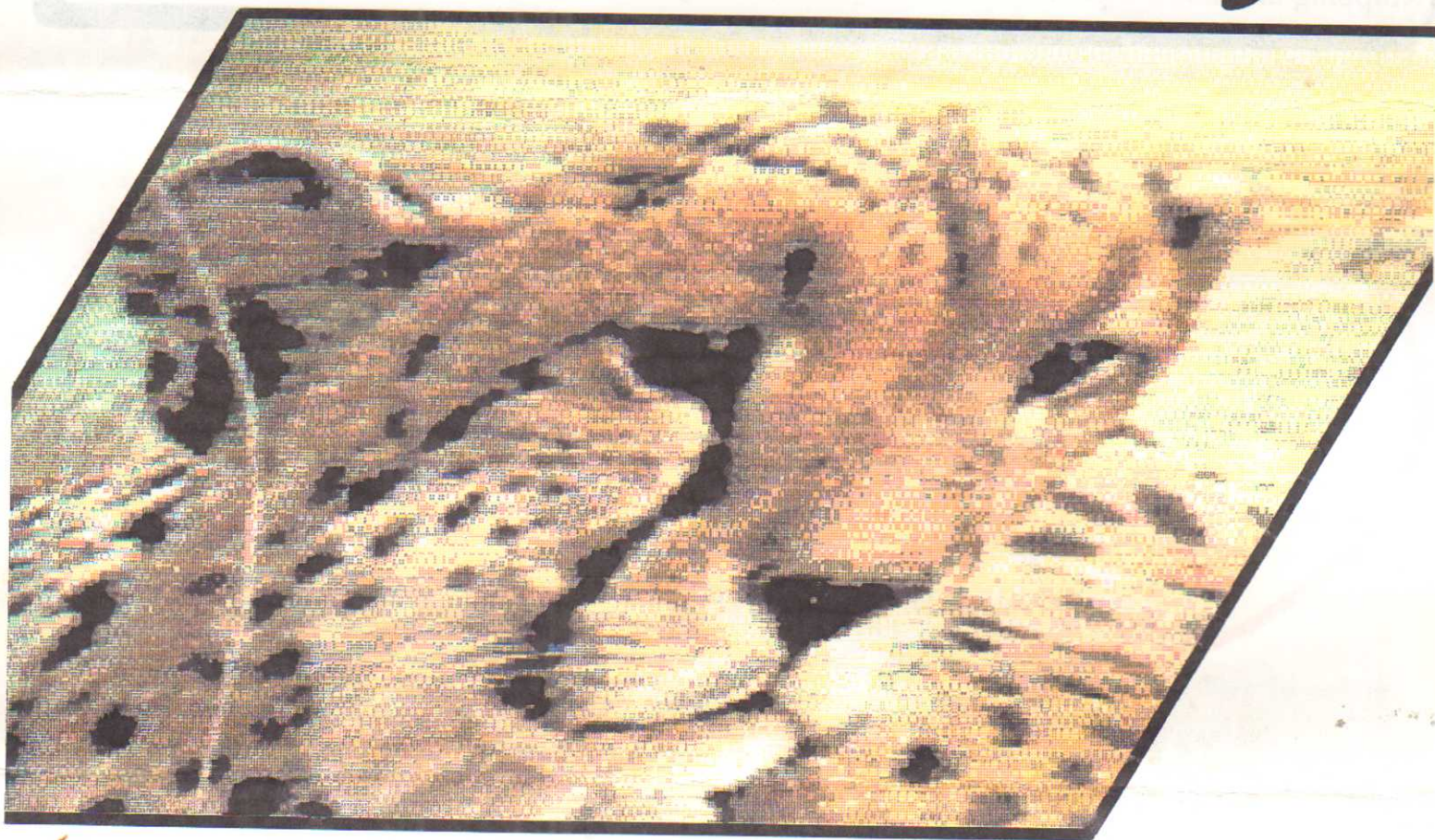


Wild Cat!



The jaguar is on the move once again, but so are his enemies. Now he must move quickly, attack bravely, and fight ferociously to become the victor. Else he will be beaten back, retreat, and fade away into obscurity. But if he wins the many battles ahead of him, a glorious future awaits the Atari jaguar....

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TidBits: Truth and Nothing But

ATARI = A U.S. Based European company with a Japanese name.

Try sitting around for a few minutes and watching the Tempest 2000 title screen. You'll start to hallucinate and see strange bovine creatures floating and rotating in front of your face.

Software Etc. is now selling 3DOs for \$499 (at a loss). But they get 2 shares of 3DO stock! Still the thing won't sell - that same 3DO machine has been sitting there since Christmas.

Hey, the Super Gameboy is finally out, now you can play your Gameboy games on the big screen! Just plug them into the Super Gameboy cartridge on your SNES, and you can see all your cool old games colorized, a la Ted Turner.

[It takes a SNES to emulate a Gameboy! Haha...]

Version 3.0 of the 3D Construction Kit is in the works. It supposedly will feature texture-wrapping and more expandability - 3D glasses, datagloves, etc. Maybe higher-res than 320X200!!

POWER TIPS

The codes for level 2 and 3 of Desert Strike for Lynx are: KKAPMIGLICUG and PKAPMIFUPCUG.

An interesting thing to note in Tempest is that if you get a powerup while warping (and hear "yes yes yes yes") then the **next powerup** you get in the next level will automatically be an A1 Droid. Que padre!

In Dino Dudes for the Jaguar, go to the level selection screen. Use AC twice to clear the screen, then type in one of the following codes for a permanent cheat until the game is turned off: TIME STANDS, OK, AC, STILL FOREVER - Disable Timer. ONCE DEAD, OK, AC, TWICE BORN - Unlimited lives. A burp will signal the cheat's activation.

On the main game-selection screen on Tempest 2000, point toward the game you want to play. Now hold down 1,4,7, and * and push A. During the game, at any point, pressing Option 1 will now warp you to the next level! "Outta here!" You can also now skip to the level's warp stage by holding down 3,6,9,# and hitting the option button.

If you want to skip some levels in Dino Dudes, here are some codes:
Level 8 - Oil Drum, Level 10 - Hard Rock, Level 13 - Big Country
Level 19 - Pony Express, Level 23 - Wide Seat
Level 27 - Surf up, Level 31 - Soda fountain.

ARGUMENT. I AM EATING MACARONI, MAC AND CHEESE. I CANT BELIEVE YOU ARE ACTUALLY READING THIS. YOU MUST BE VERY BORED, YOU ARE PROBABLY MY
AN ANIMAL. STAGOTS IS AN PEOPLE STRIKING ME DOWN ALWAYS MAKES FOR AN INTERESTING DAY. YOU CAN QUOTE ME ON THIS. OR SAY I SAID THAT. THE
ED TERM. OKAY. NO, I MEAN OSEY. OSEY IS ACTUALLY A CORRECT AFFIRMATIVE FORM OF THE WORD. WONDER IF CLINTON SMITH IS READING THIS. I DOUBT IT. HES
URE TO TRY TO READ SOMETHING LIKE THIS. YOU KNOW WHAT THIS REMINDS ME OF. THAT GERMAN SEND FOR THE PAILON. WHATS IT CALLED. I FORGOT. THIS
AN ENGLISH TEACHER WOULD CALL FRE ASSOCIATION. TOO BAD THAT YOU CAN ONLY READ PART OF MY FREE ASSOCIATING. HA HA HA. YOU'LL NEVER BE ABLE TO
URE OUT WHAT HAPPENED UNDERNEATH THE LETTER BECAUSE IT IS HIDDEN FROM THE LIGHT OF DAY FOREVER. YOU KNOW, FROM A DISTANCE THIS STUFF LOOKS LIKE STRANGE
JEN WRITING. BY DISTANCE, I DONT MEAN THE SQUARE ROOT OF X2 PLUS Y2 PLUS Z2. I MEAN FULL WIDTH ON PAGESCREEN. AFTER ALL, I LIVE IN A PAGESCREEN WOR

James Dillenberg writes:

.....Now I have an important question: In light of the new Japanese hardware (Safurn, PS-X, and Project Reality), do you think it would be wise to sell my Jaguar now while I can? Could you send me or print the exact specifications of all systems so I can make a well-informed decision.

Well, James, I wouldn't sell your Jag yet. Those systems are all scheduled to be released in the last quarter of '95, a year and a half away. That is plenty of time for Atari to conquer the entire high-end market, or at least to become a solid game platform. And of course, even when those systems do come out, it will take a half a year or so for good games to arrive. That is what is happening right now in the Jaguar arena. The new generation games, which really take advantage of the 64-bit technology, are finally being released. Atari knows that only games like Quake and Doom are going to make people switch to the Jag and have scheduled their national rollout and media barrage accordingly (watch for it this summer)

As to the Safurn and Project Reality and stuff, no one knows their exact specifications because they don't really exist yet. I got a big kick out of Nintendo's Project Reality (should be called Nintendo's Fantasy) hype. It shows that Nintendo and Sega are really scared - as soon as the Jag was released, they threw out a bunch of sketchy stuff about some systems that are nowhere near to being ready for release. The Project Reality system (based on Silicon Graphics' graphics workstations), for instance, can't currently even fit in a case small enough for home use.

Anyway, the Safurn looks pretty cool (if's CD-based) and could be a real threat if the games play as well as the demos I've seen look, but the Project Reality machine seems to have pretty much the same capabilities of the Jaguar with it's built in SGI graphics chips and cartridge-based games. Anyway, my advice is to stick with your Jaguar for another year or so (what else would you buy anyway - a 3DZero?)

64 bits! Do the Math! - Phil Paffon

Phil,

....I'm trying to sell a DUO with 5 controllers and 12 games in great condition for \$350. If you know anybody who is interested, let me know. Thanks!

Also, what are some good Lynx games? I'm gonna buy some in Atari's summer game sale. Jimmy Connors? Checkered flag? Dracula, Ninja Gaiden III, Off Road? What are your faves?

I have Chess, Bafflewheels, Hydra, Viking Child, Gauntlet and Baseball Heroes and am willing to sell or trade them. Respond ASAP! Thanks - Josh Logan

Hopefully, with this free publicity, you'll get a buyer for the DUO of yours. (for interested buyers, his address is 218 James Rd., Bolivar, TN 38008)

I used to have a "Ultimate Game Pub" service for people like you and others who wanted to trade/buy/sell stuff, but recently there has not been much interest. If enough people send me their lists, I'll put it together. But reader interest really determines what happens in a 'zine like this.

As to good Lynx games: Jimmy Connors I haven't played yet (I can't seem to get a hold of a copy). Checkered flag is perhaps the best (at least, the most addictive) Lynx game out there which I highly recommend. Dracula is a mixed-bag (read my review in a back issue for more info). The review of Ninja Gaiden III is in this issue so check it out. And Off-Road looks good but isn't out yet. My "favs" (you sound like a natural Californian) are Slime World (multiplayer), Blue Lightning, Warbirds, Rampart, Klax, Scrapyard Dog, Shadow of the Beast, and of course - Checkered flag.

Trading: I'll put out an offer before anyone else can! How about Tournament Cyberball, kung food, or European Soccer Challenge for either Bafflewheels or Chess? Hope to hear from you again -
Phil Paffon, Editor in Chief

Atari's Rivals Dropping Like Flies

Well, the big news is that Commodore is dead. Yes, that's right. They went belly-up. Filed for Chapter 11. Bit the bullet. Turned their toes to the daises. Atari's arch-rival since the price wars of '83 has finally been killed. We won the war - so how come I don't feel happy?

Maybe it's because Commodore was so much like Atari that it was like losing a brother (an evil brother). So Atari finally won the Amiga-ST War. But was it worth the fight? Both computers are now totally obscure, and the Falcon030 is the last non MAC/PC machine out there - even the NeXT is gone!

The Video Toaster is doomed to die along with the Amiga. My question: where is the Video Roaster for the Falcon? We could attract a significant share of the Amiga population if we had that.

Oh well. Here's a toast to good rivalries, and better memories.

In other news, 3DO is in financial trouble. Their 3DO systems aren't selling, even though they have currently beat the Jaguar in terms of software. They recently required a cash infusion. Trip Hawkins, the evil president, had to fork over 10 of his many personal millions to keep 3DO afloat. The future looks bleak for this company, especially considering the Jaguar assault planned for this summer.

Sega is scared and running. Because they won't be able to get their Saturn out in time to stop the Jaguar flood, they have produced a stopgap called 32X. It is a \$150, funky-looking thing that hooks on top of the Genesis like a bloated Game-Gear.

It acts as a kind of graphics-coprocessor and proprietary video enhancer. It is based on 2, 32-bit RISC processors running at 23 mhz. It ups the capabilities of the Genesis to 32,000 on-screen colors and 50,000 polygons per second. It also has 520K RAM (used as a video buffer for that 16-bit color, probably). And it can do 1 graphics-plane overlay on top of standard SegaCD video.

So software with this thing will be slightly nicer-looking and the CD-games will be more flexible (although it still won't speed up than ancient, single-speed drive).

But it is really no competition for the Jaguar, which does 16 million colors on-screen and over a million polygons per second with gouraud shading, no prob.

The SATURN, however, is more of a threat. And contrary to what I wrote on the previous page, it will be out early next year. I have been reading up on the vague stats on this machine (it too is based on two 32-bit processors), but even in the FAQ I read the author admitted it isn't up to the Jaguar's standards in terms of raw power.

Jaguar on Prowl

There's lots going on in the Jaguar world, but it's all behind the

scenes. Let me fill you in on all the cool stuff coming soon!

Carbox - This is THE Accessory for the Jaguar, made by ICD. It'll hook you up to stereo systems, RGB monitors, SVHS, RF(yay!), and headphones. Then it has a RS232 port for modems, VR helmets, and the like! \$50.

Jukebox - This plugs into the Jaguar's cartridge port and holds all your games in one box. You can then switch between them easily. Cost - unknown.

Games - Yes, those are neat too. **DOOM** - Check out the pictures below! The game is almost done, and'll sell a ton of Jags. Hot!

Star Trek: TNG - by Spectrum Holobyte who did the computer versions. It'll be a "nice" adventure game.

Robinson's Requiem - by Simarils, makers of the RPG Ishar and the trading game Transarctica.

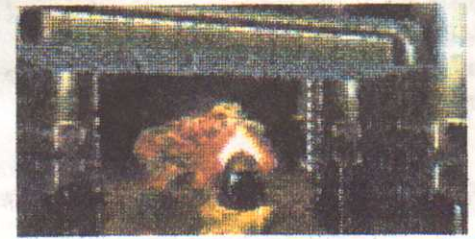
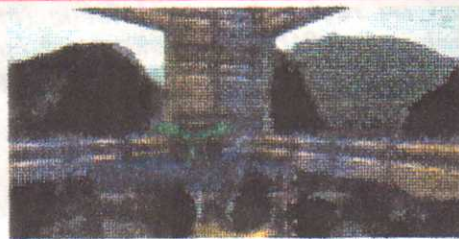
Hosenose and Booger - a disgusting game where you journey into a disgusting brain. Accolade.

Batman - Atari is doing a version of either the comic or the cartoon.

Pinball Fantasies - by 21st Century, this'll be out in September.

Horrorscope - by V-REAL. Some sort of astrological VR horror game? Just a wild guess.

Power Slide - I got the complete news packet on this one. Looks like a kind-of-cool off-road driving game....(continued on The Back)...





LYNXED OUT

Ninja Gaiden III The Ancient Ship of Doom

Finally! It's good that these games are finally showing up in stores, but geez - 2 years late!?!

Anyway, if you didn't die from holding your breath, you can still enjoy this cool new game. I wouldn't say it was worth a 2 year wait, but it is a good, new game - and we don't get many of those now, do we?

Yes, it's a port-over from the NES version. Yes, it's a simple side-scroller. But it was one of the best of the NES side-scrollers, and now we can play it anywhere!

The first thing I noticed was that the graphics are so small! Usually when games are adapted to the Lynx, they are zoomed in a bit so we get nice large characters (a la Xybots, Rygar, etc.) But in this case, they wanted to preserve the gameplay as much as possible by emulating exactly the Nintendo screen.

So the graphics aren't the greatest. And the enemies aren't the smartest. In fact, the enemy ninjas are so slow and mindless they move about 1 pixel per second back and forth.

However, there are much nastier enemies, and harder challenges in this game. And the great thing is that your ninja is so easily-

controllable and flexible with a wide variety of nifty moves with intuitive controls. The ninja is much like "spiderman" in that he can cling to just about anything, and then jump down on his enemies while firing off a variety of strange magic attacks.

There are powerups galore, a variety of levels, and some very cool scenes. My favorite is when you must quickly climb out of a cave, handling enemies and traps, while lava is boiling upward beneath your feet!

There are more goodies too, like the cartoon segments in-between scenes that explain the plot. It still doesn't make sense to me, though. This guy in the lab at the end of the first level tells you to go to Castle Rock. For some reason you believe him, and go to a cave in the desert. No castle, no rock. Whatever. It is translated from Japanese, okay - what do you expect?

This is the classic type of side-scroller that anyone can pick up and start playing. Not everyone will enjoy it, but it had enough "good stuff" to keep me coming back (and of course you do get 3 lives and 5 continues!!!)

HOCKEY

This is the best sports game for the Lynx that I've ever played, but that's not saying much. I mean, look at

Baseball Heroes or World Cup Soccer. Those games looked good, but were basically unplayable.

This game looks good, and is **very** playable. I mean, even the referee looks like a referee! I don't know how they made the graphics so crisp and clean and small. But they did, and the result is an all-around good game that's very fun.

It *feels* like Hockey. And that perhaps is the most important thing. The way you skid, skate, gain speed, and pass the puck. The way the puck bounces off the goalie and then you smash it in. This game captures it all. And, unlike other sports games I've played, it seems to empower you instead of limiting your actions.

Besides just playing a great game of Hockey, there are many extras. The game includes a ton of teams with stats that affect how they play, as well as having a two player mode. It includes a couple of close-up scenes: face-offs (is that what they are called?), shootouts, and fights. The fight game alone is worth the \$35 - it is classic boxing action with cool Batmanesque effects (pow! Ooof!). And if you're bored, you can play the shootout scene and have the goalie breakdance. So if you want a sports game, get this one. It's the best. Not only that, it's *really really good*.

THE TEMPLE OF THE FALCON



The Falcon is finally taking off, no thanks to Atari, of course. The 3rd party developments have been phenomenal for a computer such as this, one getting little to no support from it's creator.

But those Germans! Man, they know how to program! And luckily, a lot of their stuff is available in English versions over the Internet (or imported and sold, commercially). There are also a lot of cool French games and some nifty demos from the Netherlands. So here's a look at some of the more recent programs arriving in the Falcon arena.

Of Lasers and Men (roughly translated) looks to be a promising game. When you play it, you will instantly recognize it as a clone of Wolfenstein 3D. But this game shows much promise, and the graphics are far superior to that of Wolfenstein thanks to our friend, Mr. True-Color.

The game is the basic "you're-in-a-maze" game, but there is one big difference: you have friends. Lots of them. In fact, this game is more realistic because you are on a "team" or army of sorts and you fight together against the enemy team in the dungeon playfield. It's going to be cool. Especially when Networked. This will be the MidiMaze for the 90's, folks.

Right now, your fellow teammates are pretty dumb. And the enemies are pretty scary and nasty too. So it is still basically you versus the world. Your only weapon, your laser beam, however, is very powerful and very satisfying too! And there are extras like doors and triggers, smoke fields and pits, columns, furniture, etc. This game is going to be cool. As Yan would say, "It'llbecool!"

Another promising game, this one from France, is called *Space Junk*. It is a Lucasfilm-lookalike game but the graphics are amazing in True Color. You wander around gorgeously-painted planets, consulting your computer and talking to people a la Monkey Island. However, when talking, it shows a close-up picture of who you are talking to and the digitized actors move realistically as they talk. It is

an incredible site to see them come alive, and look so real. It must be 20 fps, at least. This will be an incredible game if it ever makes it to the market. I don't know how many disks it's going to take up, though, with all that full-motion video.

The Falcon computer has created a boom in the CAD-3D market of the Atari world. A plethora of products have shown up, some of them actually affordable, some even usable!

I got demo versions of the complete Lexicor design package. This includes *Raystart*, *Phoenix*, and *Prism Paint II*. When used together, they are a complete system for creating incredibly realistic 3-D movies and animations.

First you design the basic shapes in *Raystart*. You draw circles, rectangles, and functions based on mathematical properties like Sine. You determine how they look in three dimensions. Putting these primitives together, you can make realistic looking objects like a spaceship, car, or futuristic computer. *Raystart* is easy, uses GEM, cheap (\$70) and is very very slow. It does do renderings, but for that and more complicated functions you should switch over to.....

Phoenix: The Ultimate Renderer. This thing comes with a ton of textures that you can wrap around your objects, making them look realistic. You can also wrap TIFS or other pictures around them or use Phong or Gouraud shading with up to 255 light sources, all in True-Color. It's a really nice and powerful program, that also is a memory hog when using True Color (I could only render half my scene before running out of memory). With a math coprocessor and 14 megs, you could do some amazing things with this program. You can set up animations, and then render each frame. With the saved pictures, you then import them into the final step....

Prism Paint II. This is a complete art package that costs \$100 and includes all the normal art tools you'd expect plus a billion you've never seen before. The main use of it is to import your animation frames and touch up each one with special effects, overlays, bitmaps, text, etc. The results can be an amazingly professional-looking animation. (Page 6)

STUFF

ST-game production is still in high gear in several key areas: the public domain & shareware market, Europe, and in step-down compatability of games made for the STE/TT/Falcon.

As such, you can get cool games for cheap! Recent shareware games like **Winglord** (a joust-clone) and **Dynabusters** (a Super Bomberman clone) will run on STs even though they are meant to be played on STEs or Falcons. You just don't get the cool digitized sound and super-fast gameplay.

One word on Dynabusters: download this game - and get the joystick expander. This game is truly hectic with 6 players. The music rocks, the sound effects are cool, and more importantly the gameplay is a blast (literally). Although a clone of Bomberman, this one is better than the original.

Another source for ST games is Europe, where the market is still quite large. One recent game, **Elite II: Frontier**, sold 250,000 copies for the ST alone! That's an amazing amount on any platform, let alone a 9-year old computer like the ST.

Other hits are available from Europe as well. I got **Populous II** a couple of years ago, and recently aquired **Wrath of the Demon** and **Ultima VI**. These are hard to find in stores, but just inquire on the Internet and you'll be able to locate a copy. Buying from people off the Internet, I've found, is reliable, fast, and cheap! I bought **Ultima VI** for \$25 and it arrived **one day** later. Let's see TOAD beat that!

Ultima VI: The False Prophet

This game has been sucking a lot of hours up lately (one excuse why this issue is slightly late). I've been drawn, once again, into the world of Britannia. It's like returning home, sort of, but finding all sorts of exciting changes to discover and explore. Origin's slogan is truthful: they do "Create

Worlds". And it is so much more believable than other roleplaying games because the characters you meet and talk to, from the King down to the lowliest peasant, seem real. When you talk to them, they respond to what you say realistically - and they have knowledge and interests of a wide variety of subjects.

The detail is magnificent. The people in this kingdom go about their daily business, each with different jobs and homes. There are houses, pubs, museums, armories, fletchers, and of course, dungeons. It is like living in a renaissance-era city. And then there's the plot. Intricately woven, deviously crafted. This is another perfect Ultima game that we are lucky to be able to play on our STs. However, I do have some gripes and kudos:

Gripes	Kudos
◆ EGAesque headshots look really foul.	◆ Cool, smooth animated intro-movie.
◆ The sound effects are bad to nonexistent. Ultima IV had better special effects!	◆ Characters butt into conversations, tell jokes about each other. Nice conversational conflicts.
◆ The music is cheap compared to today's MOD soundtracks.	◆ Huge game: the entire world is now on a human scale (each bush, each shrub...)
◆ Need hard drive A Can't use numeric keypad! No diagonals!	◆ More complicated than ever.
◆ What happened to Paladins, thieves, priests, and tinkers?	◆ Dungeons are seen from overhead and are much larger & nastier!
◆ Cool cloth map is now a cheap paper thing.	◆ Day & night cycles. People sleep, eat, etc.
◆ Took me about 100 hours to find the plot!	◆ Took me about 100 hours to find the plot!

Wrath of The Demon

This game reminds me of **Shadow of the Beast**. It has such incredible graphics (even impressive here in 1994), and it looks and sounds so cool. But when you actually play it, joystick in hand, you realize it is all icing an no cake.

Sitting here watching the title-screen demo on the ST monitor, I am awed. There is this incredible Disney-esque movie at the beginning that I didn't even notice before. And this game runs off of floppies!
(Continued on the Back Page)

VR

Unbeknownst to most of the population, Atari computers are perfect for Virtual Reality applications.

With their relatively high-speed screen update speed (compared to PCs), their RF port for TV-hookup, their multitude of built-in ports, and their relative cheap cost - the Atari computer line is perhaps the best computer available for low-end virtual reality.

The Falcon, especially, with it's amazing 3D effects and super-fast DSP is possible of incredible things in the VR field.

But for now, there is very little software to take advantage of the Falcon's graphics. Still, there is ST software that runs fine (and fast) in low-resolution.

The 3D Construction Kit 2.0

DOMARK has now released version 2.0 of their 3D Construction Kit - and slowly, it's getting better. By the way, this is exactly the same product that is sold as "Virtual Reality Studio" for the PC line.

It enables you to create a bunch of primitive shapes (spheres, cubes, rectangles, etc.) and assemble them into objects in your 3D world, then walk through it. You can make multiple areas that are connected by doors, portals, etc. Included is an extremely simple (yet mildly powerful) language that lets

you tell your objects how to behave - what happens when the player interacts with them.

So you can make 3D games or flight simulators! Or build a dream house and modify it. Or create psychedlic worlds of floating shapes. The possibilities are endless.

It does take a lot of work though. Luckily, many objects and mini-worlds are included on a "clip-art" disk. These include pretty mundane things such as trains, planes & automobiles, household items and furnishings, animals, etc.

Special features include the ability to import sounds (or digitized music) that can be triggered by key events, bitmapped animations, borders for play/info screens, and special effects. New to this version are spheres, fade patterns, a built-in VCR, and the very useful (and weird) flexicubes.

As I said, they are getting closer. This version is much more useful. However, it is actually slightly less usable due to a worse interface, some irritating bugs and a tutorial-based manual that tries to be funny, and fails miserably. It leaves out details, has no index, and is useless for reference. Obviously written by an English scum-type.

If you want a better idea of what this program is about before you shell out \$70, write to me and I'll send you a runnable copy of one of my virtual worlds. It's a lotta fun!

My VR Helmet

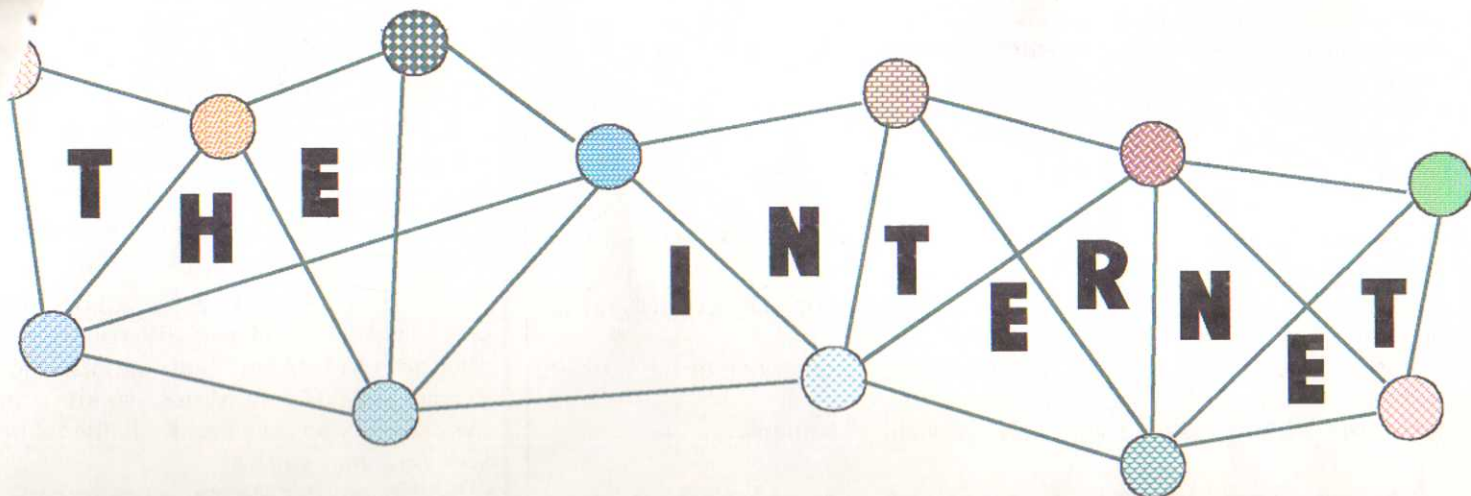
The 3D Construction Kit has one problem: it isn't really immersive. Very few people are going to be fooled into thinking they are really in your 3D world, because all they are really doing is staring at a flat screen.

To solve this problem, I have built my own cheap HMD (Head Mounted Display). It cost less than \$200, and it works with the 3D Construction Kit.

I wouldn't say that it looks real, because the images generated by the software are not that realistic. But the system does succeed in immersing a person in my artificial worlds, which have their own rules. It doesn't feel like the real world, it like a different world. !-S

The primary ingredients were two LCD televisions, which you can find pretty cheaply at flea markets, etc. If you can find some for cheap, by all means buy them. I invite you to follow along with me next month as I explain how to build your own.

It was a fun project, and it works with any computer or game system that has headphones and RF (TV) output (like a Falcon, Jag, or any ST with an 'M' in the title). Well, that's it for this month. I'll see you in cyberspace!



Places to Go and People to Know

If you've been reading my awesome column lately, you already know that there is an amazing amount of things you can do on the Internet.

This month, I'll get you started down that interactive freeway.

The first stop is the news group *comp.sys.atari.st* for Atari computer owners, or *rec.games.video.atari* for Jag wannabes. Lynx owners should check out *rec.games.lynx*.

From there, asking the right questions can solve all your problems. Asking the wrong questions may get you flamed (an educational, not-very-pleasant experience).

All the latest news can be found in these newsgroups. For more support, try telnetting to the Cleveland FreeNet. Type: *telnet freenet-in-a.cwru.edu* (if that's busy, substitute the *a* for a *b* or *c*).

If you have a lust for data, ftp to: *atari.archive.umich.edu* (the Atari archives at the University of Michigan). They dominate the world as the #1 source of stuff for Atari owners. If that is busy (it always is), go to

wuarchive.wustl.edu and go through the Atari "mirror" in the */systems/atari/umich.edu* directory.

Remember, to ftp, enter the ftp program (type *ftp*) then type *open* followed by the address. Type *anonymous* as your login name and then your address as your password. And then you're into their system!

Other good ftp sites for Atari owners are:

cnam.cnam.fr
ftp.tv-claus.thal.de
ftp.uni-kl.de
phlem.ph.kcl.ac.uk (The Officially Unofficial Jaguar Resource)

Once you fill up your hard drive, take a rest in a MUD. MUDs are interactive text adventures with hundreds of players at once where everyone participates to make the Multi-User Dimension. Try telnetting to: *lambda.parc.xerox.com 8888* and try out the lambdaMOO, the most famous MUD around.

To learn about a person, try fingering them. Type *finger* followed by their name@address. Some people describe themselves, others write huge long journals. For instance, try fingering *zap@ucsb.ucsc.edu* and capture his story in your buffer. After reading that, you'll basically know the guy.

If you need help or have any questions, my temporary email address is *scoec@ucsb.ucsc.edu*.

My favorite emoticons:

- :-* Just ate something sour
- ;-) Crying
- ;-) So happy, s/he is crying
- :-# Wears braces
- ^.) Has a broken nose
- * From an Ivy League School
- :-& User is tongue tied
- ;-) Shaved one eyebrows off
- ;-) Same thing...other side
- |-) Asleep
- |-O Yawning/snoring
- :-Q Smoker
- :-? Smoking a pipe
- O-) Megaton Man On Patrol!
- O :-) An angel (at heart)
- :-P Nyahhhh-haha
- !-S Incoherent statement
- :-C Really bummed<
- :-/ A Skeptic
- C=-) A Chef
- *<-) Santa Claus
- :-o Uh oh!
- (8-o It's Mr. Bill!
- *o) And Bozo the Clown
- d8= Beaver w/goggles & hat
- E:-) Ham radio operator
- :-9 Licking lips
- [-) Wearing a walkman
- (I Egghead
- <-I A dunce
- K!P Wearing propeller beanie
- :-O No Yelling!
- :: Mutant Smiley
- The invisible smiley
- .-) Only has one eye
- .-) Ditto...but he's winking
- X-(Just died
- %\v Picasso
-] Gleep...a friendly midget
- :D Laughing midget
- { The headmaster midget
- :O Yelling midget
- :-' Spitting smiley
- =-) Punk-rocker
- C=>:*!O) The Mega-Smiley:
 A drunk, devilish chef with a toupee in an updraft, a mustache, and a double chin.

(NEWS Continued)....with realistic controls and accurate physics in a full 3-D world. A texture-wrapped version of Club Drive.

Flashback - Out of the blue, this game is suddenly done. A little bit of touch-up and it'll be out. Cool!

Checkered Flag - Still not sure on the name on this one. All the magazines are calling it "Redline Racing", but the latest word off the net is that Atari changed back to Checkered Flag. Latest screen shots still look the same, but apparently the frame rate is 25 fps! Nice and smooth.

Double Dragon 5 - Another surprise, and an unpleasant one. Do we really need all these clonish SFII games on the new platform?

Ultra Vortex - Is looking nice as it nears completion. Another one of the "clonish" things mentioned above, this one a MK wannabe.

Gunship 2000 - Microprose is supposedly "very close" with this one.

More 3rd Party Support for the Jag

Atari now has a whopping 160 3rd-party developers for the Jag (they're beginning to come close to 3DO in terms of ludicrity). **Sigma** is making a special Jag-PC board that plugs into PC computers and gives them Jaguar compatability for CD games. This will open up the Jag market to all the PC owners out there.

Other important new developers include **Readysoft** (here come the bad cartoon games), **Bullfrog** (Yess!!!), **Imagineer**, **Sculpted Software**, and tons more.

(from ST GAMES, Page 9)....

Oh well, the actual game is pretty boring. It's a bunch of "scenes", as most Readysoft games are. Some of the scenes scroll, some are single-scene fights. You do different activities like riding a horse (the old jump-or-duck routine), dodging goblin missiles (the old jump-or-duck routine) and running through a cave while things jump or shoot up at you (the old jump-or-duck routine).

It is so linear, the type of game you'll only play once or twice. Luckily, you can save after each scene to prevent repetitive boredom. But there are an amazing amount and variety of scenes on those 4 disks, and some are actually pretty fun. And there is a *tiny* bit of strategy as to when your magic potions. So there are some redeeming characteristics. And it's easier than Shadow of the Beast (it's also more generic). So, if you get a good deal for it (say \$10 or so like I did), then go ahead and buy it. It's a cool, cute little game with good graphics.

Lingo

For all you non-techies out there, here is your guide to survival in computerland. Following are the computerese terms & abbreviations you need to know. Learn them well, my son....

HMD - Head Mounted Display. These are special helmets or glasses that you wear on your head to fool your body into thinking you are in a different, virtual, world. Your eyes see it, your ears hear it. In the future, your nose may smell it!

FPS - Frames Per Second, a measure of speed for animations and the like. For lifelike TV-movement, you need 30 fps.

FAQ - Frequently Asked Questions. You'll find these things all over on the Net. Read 'em instead of asking lots of dumb questions and getting flamed.

Flamed - When a horde of people barrage your mailbox with nasty, profane letters telling you how stupid you really are.

Avp - Alien vs. Predator, the cool new Jag game being worked on furiously by Rebellion of the UK.

VR - Virtual Reality. A computer experience in which you are placed in a computer-created world and interact with it as you would the normal world. This is accomplished with computer-controlled gloves, suits, and HMD's (see above).

BTW - By The Way....

MODs - A standard for digitized soundtracks. This format of music uses digital sound samples and plays them like notes, forming music. Check out Tempest 2000 for some cool MODs.

Modem (ooohhhh) - A device that lets a computer use phone lines to call other computers and exchange information.

Filler - Text used only to fill space.

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(The Back)