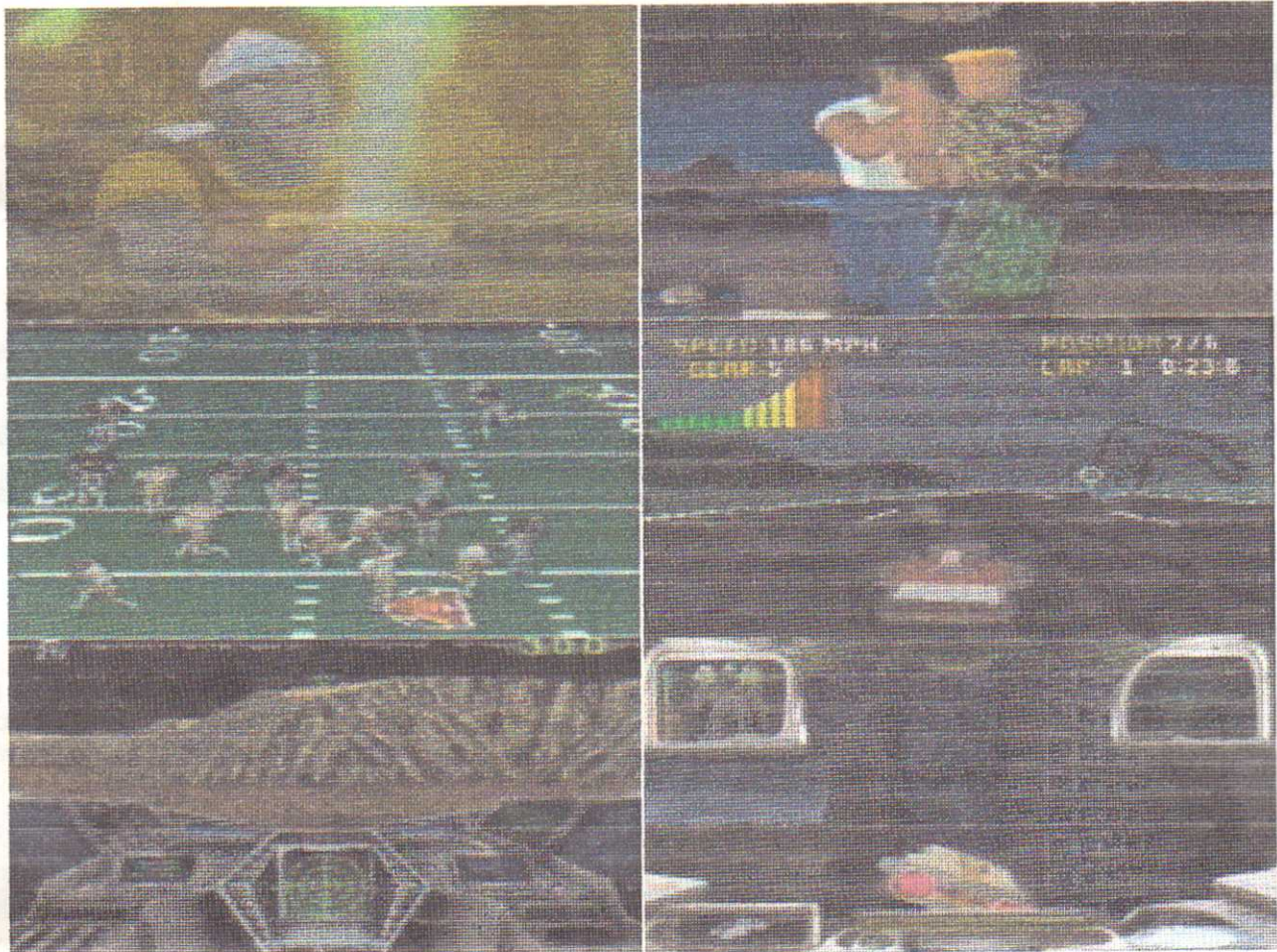


Wild Cat!

The Games Arrive!



Well, the games are arriving, slowly but surely. Here are some pics from some new Jaguar games. Dirk gets the magic sword in **Dragon's Lair CD** (UL). Two virtual guys beat up on each other in **Fight For Life** (UR - notice the camera view in the bottom left). **Troy Aikman Football** (CL) is vaguely 3-D. **Checkered Flag** (CR) has cool hills and neat weather - can you see the rain? **Hover Force** (LL) is a texture-mapped tank game. In **Iron Soldier** (LR), you're not that little ship, you're the big robot chasing it!

"November", 1994 issue:

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Letters to the Editor

Dear Phil,

I hate to rain on anyone's parade but I cannot help myself from becoming increasingly skeptical towards the future of the Jaguar. I know, I know - you think this is just another spontaneous, "Atari was late in releasing AvP so I hate Atari today!" (actually they were refreshingly one week early with the release here in NJ) but it is not that kind of letter. I have been calling Atari on a weekly basis for the past several months just to hear it straight from the horse's (or Jaguar's) mouth. I just happened to call today and was unhappy but not very surprised at the news. When I asked for any new release dates for the Jaguar, the receptionist glumly admitted there were only three releases by Christmas. Three!? For months, I have been calling Atari and hearing about their grandiose plans to release at least 25 to 30 titles by Christmas. I thought that maybe, just maybe, if Atari pulled off 25 to 30 releases by the holiday season, they could win back their faltering audience and perhaps gain a new customer base in the process.

This could occur only under ideal circumstances and Atari doesn't even have that going for them. Here in NJ, retailers are vicious. I don't know if they hate Atari more or the people who purchase Atari's wares. When I bought AvP, the grumpy old man behind the cash register said, "see you in 6 months for the next Jaguar release". In another store, I witnessed a young boy and his mother being talked out of buying Jaguar and talked right into buying something else like, oh I don't know, a 3DO maybe. The point is that there were no smiles and joking here like the first 6 months Jaguar was out. This is all out war and Atari is Iraq. No one is taking them seriously because they have no nukes (games).

Another example of my frustration is illustrated perfectly in some major game mag this month. In it, they preview Air Car Wars for the Jaguar. The screen shots look all right but above them appear some stats. According to Atari or the developer (I forget the company) the game is 40% finished and will be released in November of this year. Maybe November of next year but this year? Now someone is lying and I don't know what the magazine could gain by lying so it must be Atari. So far as I can tell, they have been lying ever since the planned big release for this past summer, but that is only the software.

The hardware from Atari is great. Just two years ago, no one could have envisioned a 64-bit platform for as low as \$250 but Atari bridged that gap beautifully. Not to mention the modem for Jag (AT&T backed out of modems for 3DO and Sega) for under \$100 and the CD-ROM for under \$200. No one is disputing the power of the Jaguar or even how great their games are, but most are questioning the future of Atari and answering that question by simply looking over at the 3DO game shelf. Anyway I was hoping you could suggest some possible alternatives to Jaguar. I am starting to see some feature articles on 128-bit systems but they still seemed pretty obscure (like pumped up Neo-Geo systems) and there is always the Sony Playstation but I don't feel like waiting that long for a US release. Ultra-64 is another long wait and Saturn should be showing it's colors in about 6 months. 3DO is all over the place and I predict it will sell well this X-mas though I still would take AvP over 6 months of 3DO releases. That leaves only 32-X from Sega which will probably be dead before Jaguar. I guess I just deleted all of my alternatives but if you have any specs on these systems that point to a clear winner, please send me some. That's all for now. I think I'll go play AvP and pretend I'm Hudson from Aliens. Game over man!!!

Sincerely, Craig Schober

P.S.: Could you verify a wacky rumor that Sega just bought something like 40,000 shares of Atari stock giving them some sort of control over Atari because I don't know what to make of it. Thanks, later.

Dear Craig,

Whoah there boy. "Win back their faltering audience..."?! "Perhaps gain a new customer...."!?! This is prime doom and gloom and just the sort of stuff I love to set straight. No Jaggies I know are faltering, and Jaguar sales have been continually rising for the whole year. You can sure bet that Jaguar will sell this Christmas - check out the massive media barrage. It's insane! I've never seen the Fuji symbol in so many places, except for maybe Bladerunner ;-). Anyway, I really think you are in need of a California Chill Pill because you are way too into it, man! Stop bugging the Atari people - they have more important things to do, like get out Iron Soldier by Christmas! 3 games! I don't know who said that (maybe somebody on their first day on the job). They got 3 games out this week! I think that it's very possible they make 25 games, provided the 3rd party developers come through. I know that the game you mentioned, Air Cars, is already out, so I don't think your suspicions of "somebody lying" are justified. I played it just last week at Toadfest and it rocked in multiplayer mode with the ComLynx cable (it's a pretty weak Cybermorph clone otherwise). Anyway, my point is that I think you are having paranoid delusions - no nuclear war is scheduled for this holiday season, last time I checked anyway.

Remember not to get too caught up in the "bit" thing. What makes systems worthwhile is their games. I think, for instance, that the SNES is finally maturing into a good system with games like Donkey Kong Country. Similarly, the Jaguar is approaching maturity with it's fast-growing library of good games like AvP, Doom, and soon.....Iron Soldier. I think all the new systems except for the 32-X will survive and prosper, but don't buy anything until it has a game you want for it out in stores, on the shelves.

The point you made that I really agree with is the anti-Atari sentiment of retailers on the East Coast. It's insane. I hope that gradually Atari, with some advertising and more games will convince these people that they mean business (or "war" as you put it). The CD-ROM drive will indeed come out, but in January not December. However, as if to make it up to us, Atari has reduced the price to \$150. Hopefully we will eventually see games that fully use the Jaguar's capabilities and also see games that support its networking, voice-modem, CD-ROM, and VR capabilities. Until then, though, try not to kill yourself from frustration. Sit back and enjoy a nice relaxing game of Alien vs. Predator....;-) By the way, Sega did buy stock. Read my article on Page 6. It's not part of a buyout but is a court settlement. 'Cya later -

Phil Patton

Chris Morin Speaks

It seems to me that a lot of WildCat readers worry about Atari going out of business. Atari's far from out of business. They have in fact won a big agreement with SEGA that will set Atari financially forever. I gave a special report on all the details to Phil - so all true hearted Atari people can read it!

When a game company makes a great game like Atari's AVP it takes at least one year to come out. I don't know if you remember, but when SEGA first came out it only had about four or five games for the system - in the first year! Read all the mags and all the editors agree with my point.

So, do you want Atari to make a game in two months that'll be a peice of junk?!? I don't think so! Atari has not even been out a year yet, around the country. So put two and two together!

Now even EGM is starting to really hype the Jaguar, but's it's too late for EGM. They should have been behind the Jag the whole time - it's made in the USA! But EGM was too busy hyping the 3DO and it's "Interactive Movie Games". EGM thinks about Japan too much - that is sad.

Here's my diagram to show why Atari should be ahead of the 3DO (the Do Nothing)....

Atari 64-bit	3DO 32-bit
Jag with one game: \$249.99	3DO with two games: \$399.99
Jag-CD with one game: \$199.99	NO CARTRIDGE
Total CD-system price: \$449.98	Total: \$399.99
The Jaguar should be: \$200.00	
Then total price is: \$399.99	Complete CD-system: \$399.99

What would you want for \$399.99?
64 bits or 32 bits? Readers you tell me!

And now, my review of Alien vs. Predator:

We have been waiting a year or so for this one, and it's finally here! It's a great game, but there are still flaws in it. That's just too bad. Oh well. I'm going to tell you what they should have done to make it perfect!

I got the game on 10/17/94 and played it for 20 hours non-stop before reviewing it. The 1st flaw is that there is no music. They should've had an option to have the music on or off. If Atari can have music on Tempest 2000, they could've done it on AvP! Tempest music was perfect! I know you agree because you want the best from Atari like me!

The 2nd flaw is that you can't adjust the skill level to easy, medium, or hard. It's set on very hard!!! Why?

The 3rd flaw is that you can't change the controller to modify it to your suiting.

The 4th flaw is that when you kill an alien in a small hallway and have to go through the acid bood, it takes your power away!!! Unfair!!!

The graphics are great. The huge levels are great. But for 64 bits, it should've had all the extra stuff that I talked about. Maybe Atari should've made it 24 megs for more power? It's tuff being honest, but hey - for 16 megs it's great!

Here is my grading breakdown, on a scale of 1 to 10, with ten being the best.
Graphics: 10, Sound: 5, Control: 10, Playability: 5
Overall this is: 80%. AvP gets a B.

Thanks a lot for your contribution, Chris. If everyone were as enthusiastic and helpful as you my job would a lot easier (watch out for those subtle hints)!

I agree with most of your points, although some of your data is slightly misleading. Here are some things I noticed:

The \$90 million dollar with SEGA will not set Atari up financially forever. It will definitely help for advertising this Christmas season, though.

The SEGA system you refer to is the Genesis, right? I recall that the original Master System had many more games in the first year.

Atari has been around for almost 18 years now, around the country. I assume you are referring to the Jaguar in this case (just nitpicking).

I hardly think you can expect the magazines to hype a machine just because it is made in the USA! I must admit Atari's games are much more original than the Japanese's repetitive clone-games, but really I think you are expecting too much from these independant mags. EGM is evil, though. :-)

The 3DO pricing is misleading because 3DOs are often sold at a discount for \$350 or so. And the Jag is usually sold for \$239.99.

Please remember that bits don't mean a thing!

20 hours?!? Isn't that slightly dangerous? Remember to eat and sleep! We don't want any deaths blamed on Atari now, do we?

Music in AvP? OH MY GOD! What are you thinking??? This game would be totally ruined with background music. The whole atmosphere of the game is built up so perfectly that continuous music would absolutely kill the suspense factor (which is what the game is all about). Besides, the extra space needed would jack up the cost of the cartridge. Anyway, the game already has cool background sound effects (like the humming of the ship) that are almost music-like at times and certainly set the mood far better.

"Too hard, too much slime, unfair" - oh come on. Quit your whining & complaining. This is a highly realistic game, with a "simulation" theme. Use your brain, not your hormones. This isn't Doom - don't rush into a room with guns blazing. You have to use strategy and lure the aliens into open spaces so their acidic blood will be easy to avoid. Besides, there are basically three levels built in - Marine, Predator, and Alien. If you want an easier time, try the Predator or Alien.

Change the controller? Well, you obviously can't change the templates. You could change the A,B,C button scheme, but why?

The game is great, huh? It is so huge and convoluted. But again, you can't expect the number of bits of the Jag to have anything to do with anything. These "flaws" (which I consider strengths, by the way) are that way because the programmers chose them to be so. The game is already 32 megabits, not 24 (and that's compressed!)

One final note: (10+5+10+5)/40 = 75%, not 80%. That's a C!

TidBits: Truth and Nothing But

This is an interesting one: Look at the name of the ship on the box of the Lynx game **Rampart**. It's the "HMS Jaguar".

Check this out: I think **Yak is a Jedi-knight**. First there's Attack of the Mutant Camels, which was a really tough game. Then there's Llamatron, which was physically possible for a bit, but after a while quickly become incomprehensible to a sane mind. Now there's T2K and the only way to win is let your intuition run free, and let the force guide you. There's the proof; Jeff Minter is Jedi Knight disguised as a strange hippy programmer, and T2K is actually a Jedi training program.

Don't complain about the low-resolutions of the current Jag games. It's a trademark thing: you see, those are **Jaggies**. Hm-hah.

A guy on the Net hooked up his Jaguar to a projection screen in a theatre where he worked. He played **Alien vs. Predator on the big screen** and a friend of his actually wet himself when an Alien attacked him from behind! True story.

Uh-huh. And now for some **Lynx Jokes**. One disclaimer: I did not write these!

Q: What does the Terminator grow in his garden?

A: Robosquash

Q: What do you get when you cross a Game Boy and a Lynx?

A: Mario in Slime World

Q: How many Lynx owners does it take to screw in a light bulb?

A: Up to 8, provided each has a Lynx, Comlynx Cable, and a lightbulb.

Q: What do you have when your Klax cartridge goes bad?

A: Ex-Klax

Little Willie was learning his alphabet when the teacher asked what came after X and Y. "Bots" was his reply.

Easter Eggs

In DOOM for the Jaguar:

- 1) Press * and pause for God mode
- 2) Press # and pause for Full ammo, all keys, full everything. Kewl.
- 3) Press any number (0-9) and pause to skip to level 0-9
- 4) Press A, Pause, and any number to skip to level 10-19, your choice.
- 5) Press B, Pause, and a number from 0-4 to skip to level 20-24.

In AvP for the Jaguar:

During the game, hold down pause & then Option. Press 1 and then 3. Hold 2,5,7 & 9 down together and the Predator will laugh. Now you can push Option plus the keys specified below for cool stuff:

- 1-4) Weapon of your choice
- 1,2,3 & 4) All weapons are recharged
- 6) Raise security level, 9) Lower security
- 8) Motion Tracker on/off

In **Checkered Flag**, highlight the weather on the Options screen. Press 8,4,7 and 3. It's night driving time!

Missing Lynx Games

Whatever happened to.....

- > GEODUEL and Hyperdrome? They were finished but were cancelled because they were "unplayable". Perhaps a simple tweakin' would have saved these two games?
- > Guardians: Storm over Doria? Cancelled by Telegames because it would have cost too much (\$80+). There are supposedly a few betas out there - I know I would pay boccu bucks for a copy.
- > Vindicators? The programmer quit Atari, and the second programmer they hired tried to rewrite the entire thing (and apparently failed, because the game still doesn't exist).
- > Cybervirus and Mechtiles? I honestly have no idea. I had actually not even heard of these two until this guy named Eric from Austria started bugging me about them....;-)

ALIEN vs. PREDATOR

I have
have an excellent
excuse for why this issue is
so darn late. It's called AvP.

This game is so huge, so
conniving and evil, so
entrenching. It has a devious
difficulty curve, and it
combines an arcade element
with an involving storyline
and "adventurelike" gameplay.
This game was definitely
worth the one year wait, and
is destined to be an Atari
classic (in my humble opinion
of course).

One reason for the
game's durability is that it is
basically three games in one.
Posing as a "simulator", the
game allows you to play the
role of the Marine, Predator,
or Alien. When you get
bored of one, you can quit
and play a different one.
Each scenario (i.e. each
character) has an entirely
different plot, goal, interface,
and challenge. They really
seem like separate games.

The Alien is quick, darn
quick, and starts with three
nasty weapons (like the
scarily powerful snapping
jaws of his second mouth)
that can effectively take out
an entire platoon in the hands
of a master, like myself ;-].
This is, however, the last
solitary Alien, whose goal is
to rescue the Alien Queen
from the Predators. The Alien
cannot heal, but can cocoon
humans that, if given enough
time, will grow from embryo
into a full-fledged Alien (you
can see the status of your
"babies" on the left side of
the display). When you die,
your "hive-mind" is trans-
ferred over to the new Alien
so that you basically have
unlimited lives (although you
can only have 3 alien cocoons
at one time).

The Predator is fun to
play, although rather boring
at first. To get fun weapons
when playing him, you first

score a jillion points (read: run
around and kill a bunch of
humans). Actually, that pretty
much describes the Predator
game. You wreak havoc in a
path toward the Alien Queen,
whose skull you seek as a
trophy.

But it is fun. You get to
hunt down humans while
invisible, using your infrared
viewer, then suddenly
materialize behind them and jab
them with your Combi-Stick.
Still, those humans breed like
flies - they're everywhere, so
strategy and caution are
needed. Once you play for
awhile and get a lot of points
you are rewarded with cool,
fun weapons like the Smart
Disc and Shoulder Cannon.

The Marine game is much
more substantial. Here we
have a detailed plot that is
revealed to you only if you
survive long enough. Accessing
the computer logs will let you
figure out where you need to
go, and how to get there. But
as you proceed, you will find
that it is not quite so easy. You
see, some levels have been re-
shaped by the Aliens - there is
secreted slime walls all over the
place. Some elevators are
jammed. And to enter some
areas, you need high clearance
security which means tracking
down security cards to enter.
Of course you could bypass
that by crawling through the
airducts (if you're faint of heart,
I don't recommend this
procedure)! Security cards also
get you other benefits, which I
won't mention here.....

So this game has something
for everyone. You can be a
powerful Alien and mow
through ranks upon ranks of
humans, a good action game for
the young and bloodthirsty.
The Predator game is for those
of us who have always wanted
to be invisible - it's a great
game of stealthful strategy with

some pretty
tough combat. But the
Marine game is by far the
most developed, with adventure
and arcade elements mixed
perfectly - the Marine starts out
with basically nothing and
must proceed much like in a
RPG. In fact, this game
represents a whole new genre
of game. The 3-D interface has
been perfected in other games,
like Doom, that are simple
shoot-em-ups. But now this
immersiveness has been
combined with an involving
plot and realistic action so that
while playing it feels more like
you are part of a movie than
just "playing a video game".
People wandering into the room
actually asked me what movie I
was watching. Somehow,
Rebellion has managed to make
one of the first truly "interactive
multimedia" games, and they
did it without a CD. Total
interactiveness is the key.

I fell I should warn you:
this game is like a drug, the
constant suspense causing
adrenalin to pump through your
system. When the Predator
hisses into your ear, "Over
here...." or a Facehugger grabs
onto you for the first time, the
adrenalin rush may cause heart
attacks or similar problems.
This game reaches out and
grabs you, and doesn't let go:
DO NOT, I repeat, DO NOT
play this game alone at night
with the speakers on maximum.

So if you haven't yet
bought his game (yeah right) go
play it, buy it, and show it off
to your friends. I wish I could
tell you everything about this
game, but there isn't enough
space. You'll just have to trust
me: This is a great game, with
a little bit of something for
everyone. Nice high-res
rendered graphics (it makes
Doom look like a cartoon),
superb digitized effects, loads
of challenges and extras - we've
got a real system seller here. It
has total involvement and
mind-blasting fright.

The BIG News

What's the big news? Sega bought \$40 million worth of Atari stock! That set it shooting up to ~\$7 a share until Dorfman interceded again and sent it back to around \$4. I thought I was rich there for a few weeks!

It's all part of a court settlement between Sega and Atari that ended up in Atari's favor, including a \$50 million payment for copyright infringement. So Atari made a net of \$90 million, which will help immeasurably during the Christmas season. Not only that, it sets a precedent for Atari to also sue Nintendo and other game makers who have used Atari's scrolling techniques over the years.

It was not a takeover as some wild rumors had it. Sega now owns about 7% of Atari's stock, which is significantly less than Time-Warner for instance, who owns 27%. The Tramiels still own 49% of the company.

The nifty thing about this deal is that marks the start of a new cooperative effort between the companies; they now have the right to make versions of each other's games: so Sega can make *Tempest 2000* for their Saturn or whatever, and Atari can make a Jaguar version of all the great Sega titles. One sad point: *Sonic* and *Alien vs. Predator* are excluded. Atari is supposedly already working on one of Sega's big games. I'm hoping for *Ecco the Dolphin*.

Diminishing Expectations

It seems like every day we get more and more reports saying, "This game's not gonna be ready by Xmas", "You'll have to wait for '95 for this one", etc.

It's all rather disillusioning when this is supposed to be the Christmas that determines the Jaguar's fate.

The plan now is that Atari will release at least 20 key games that will sell the Jaguar during the shopping season, and then the rest of the games (and the CD drive) will arrive slightly behind schedule but be ready for sale by January. It is true that January is the big month for software sales - people want games for their new video game systems. But without a good game selection (and that CD-drive), few will buy the Jaguar system in the first place!

So we'll see if Atari blew it or not. Certainly they are coming out with some quality games, but the continued support of the Jaguar (and the continued existence of Atari) rests on the Jag's success. Maybe the 3rd party games will be the secret; so far they haven't been too incredible, I must say. But whatever you do, don't depend on those silly release-date lists: they are always wrong. Just hope for the best: *Iron Soldier* out in time for Christmas!

The good news: two games came out this week! At that rate, Atari just might make it. The bad news: One, the Bruce Lee game, is a generic beat-em-up. The second, *Doom*, is kinda "pixelly" although very fast.

Future Games

Maybe people will see this list of games, salivate, and go buy a Jaguar. Who knows? Here's what's coming up for our favorite 64-bit system....

Val D'isere Skiing & Snowboarding: Yes! Where did this game come from? It looks hot - a 3-D, downhill sports game with nice graphics. Ready by Xmas too!

Sensible Soccer: Word on this one is that it is so zoomed out the players are "blips". Is it playable and fun, though?

Troy Aikman Football: The voice-over is cool but the animation is blocky. Needs work.

Burn Out: This motorcycle game is looking better and better, approaching *Road Rash* for the 3DO but without the CD-delays.

Hover Attack: This is what was formerly "*BattleZone 2000*". A tank-game with bit-mapped terrain, neat explosions that light up the hills. Kinda slow but very smooth graphics.

Air Cars: Another Cybermorph clone, right down to the Skylaresque voice.

Fight For Life: Atari's texture-mapped 3-D fight game where you have to fight your way out of hell. Nifty cameras n' stuff.

Legion of the Undead: This is a "fantasy AvP" (by Rebellion), but including enhancements like angled walls, lighting effects, tilting your "head" up & down, animated texture, and more puzzles!

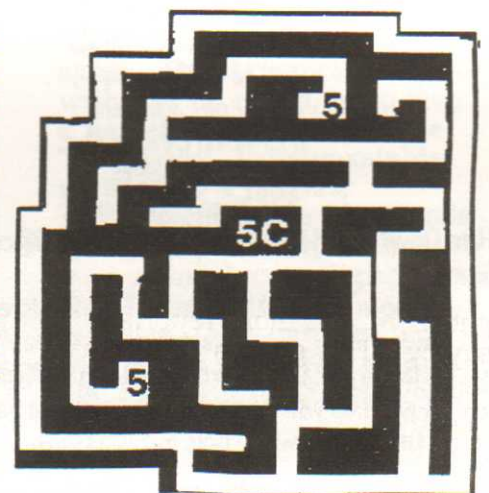
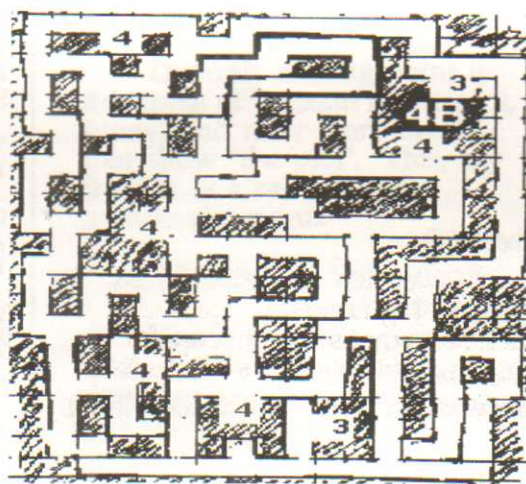
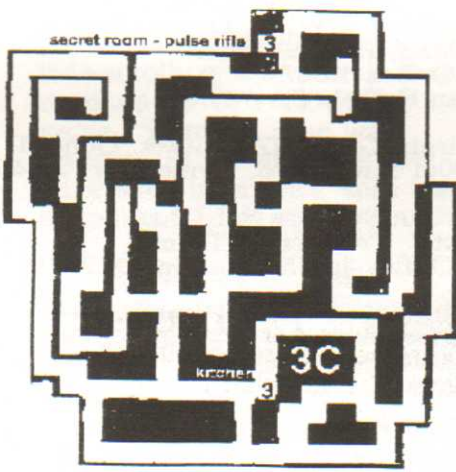
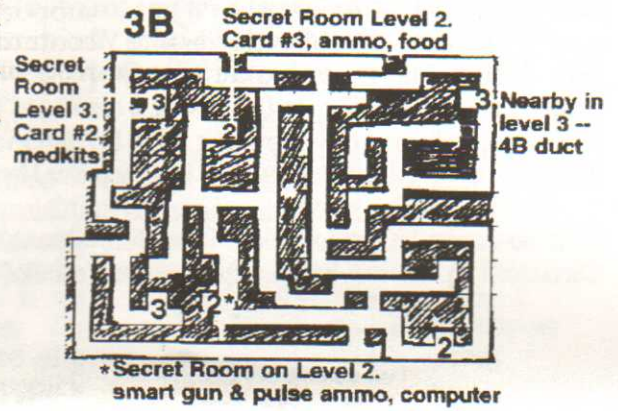
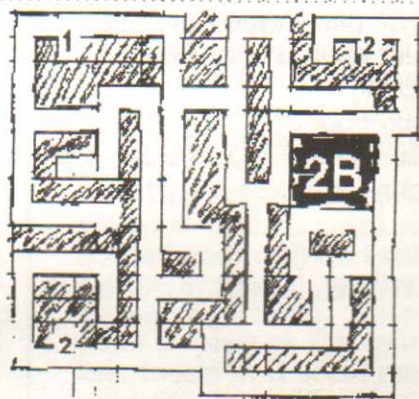
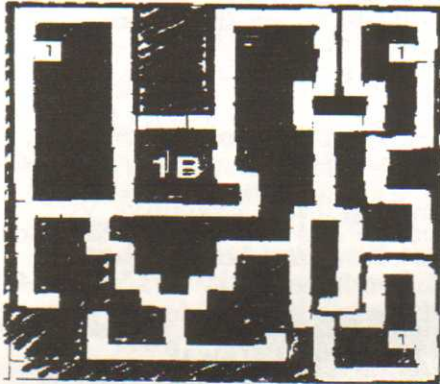
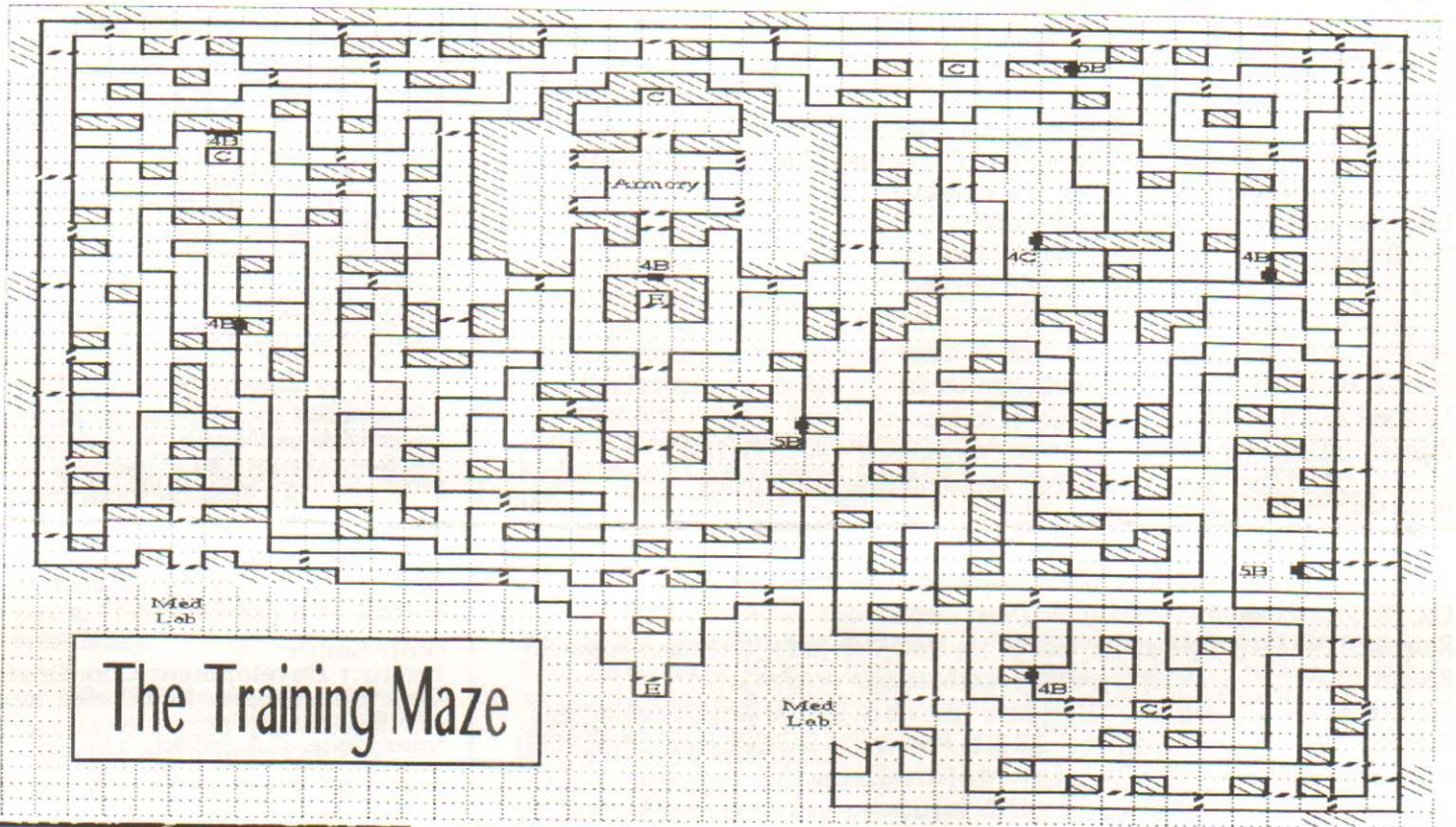
Hammerhead: Another by Rebellion, this is a 3-D shoot-em-up in a futuristic city with a flight simulation element.

Tyrant and Typhoon Omega: Other secret projects in the works by Rebellion.

(continued on The Back Page.....)

ALIEN VS. PREDATOR MAPS: FOR WIMPS ONLY

Here are maps for some of the harder-to-map areas (the Training Maze and Airducts). The "C"'s represent Computer Consoles, the "E"'s are Elevators, and the Number-Letter codes are Airducts.



Lynx Score Hall of Fame

Jaguar Letter Writing Campaign

APB: 73,225 (day 15) by exuhag@exu.ericsson.se (James Hague)
BlockOut: 99,864 (3-d mania) by Mikko S Nykyri (mnykyri@cc.helsinki.fi)
California Games: 11,245 on Surfing by Jaime Villacorte (jaime@tcville.hac.com) on /30/90
1,410 on BMX by Dave Litchman (dave@admiral.uucp)
29,386 on Halfpipe by Chris Frost (c.j.frost@ncl.ac.uk)
1,234,184 on Footbag by Douglas Dorman
Gauntlet III: 35,506 by Jim Leonard (trixter@trxhome.mwc.com)
Hard Drivin': 167,605 by Mikko S Nykyri (mnykyri@cc.helsinki.fi)
Joust: 600,000 by Benjamin L. White (whit0085@student.tc.umn.edu)
Kung Food: 26,200 by Jim Leonard (trixter@trxhome.mwc.com)
Ms. Pac man: (Large) 16,160 and 16,770 (Small) by scrooks@wiley.b11.ingr.com (Steve Crooks)
Ninja Gaiden: 140,600 (game completed) by Mark Bradley (by712@cleveland.freenet.Edu)
Pac-Land: 83,820 (starting from phase two) by Jim Leonard
Paperboy: 290,520 (Hard Way) by Justin Scott (VBCSC09E@VAX.CSUN.EDU)
27,155 (Easy Street) by scrooks@wiley.b11.ingr.com (Steve Crooks)
Pinball Jam: ~79,000,000 on Elvira by phvezda@pnfi.forestry.ca (Peter Hvezda)
27,788,000 on Police Force (hard mode) by phvezda@pnfi.forestry.ca (Peter Hvezda)
Pit Fighter: 1,671,820 (completed) by Mikko S Nykyri (mnykyri@cc.helsinki.fi)
Qix: 48,384 by scrooks@wiley.b11.ingr.com (Steve Crooks)
Rampage: 3,043,875 (completed with "George") by Steve Wells (wells_s@kosmos.wcc.govt.nz)
Rampart: 53,109 (veteran mode) by jonke@kong.gsfc.nasa.gov (Stephen Jonke)
RoadBlasters: 630,530 (died at level 37) by Jaime Villacorte on 12/10/90 (jaime@tcville.hac.com)
Robotron: 2,986,425 (Control scheme C, skill 3) by Mark Bradley (by712@cleveland.freenet.Edu)
Rygar: ~1,800,000 (died on level 23) by Larry Neal (larryn@col.hp.com)
Stun Runner: 596,600 (Level 23, warped at 12) by by712@cleveland.freenet.Edu (Mark Bradley)
Slime World: 6,293,000 on Adventure 1 by Jim Leonard on 11/6/94 (trixter@trxhome.mwc.com)
1,326,500 on Adventure 6 by Jaime Villacorte on 10/04/90 (jaime@tcville.hac.com)
Toki: 74,750 on 11/6/94 by Jim Leonard (trixter@trxhome.mwc.com)
Xenophobe: 3,925,885 (23 clear, 0 destroyed, 0 overrun) by Mark Bradley
Xybots: 1,423,600 (won game; warped at 38) by by712@cleveland.freenet.Edu (Mark Bradley again)
Zarlor Mercenary: 2,173,320 ("Xeterog", Rank: Supreme Merc) by Mark Bradley

Speed Records

California Games: 1:03 left to go on BMX by jshardy@stan.b30.ingr.com (Stan Hardy)
Checkered Flag: All times by Dominique Rodriguez (domino@machtnix.anacad.de), qualifying lap only.

1'04"11 on Coldwater Pass
1'04"16 on Mountain View
1'05"05 on Black Canyon
1'12"66 on Palm Spring
1'13"88 on Darlinton
1'13"94 on Great Bend
1'16"88 on Victorville
1'18"77 on Eagle Bend
1'23"88 on Death Valley
1'24"38 on Phoenix
1'29"16 on Logan Speed

Hard Drivin': 1:14.8 by Mikko S Nykyri (mnykyri@cc.helsinki.fi)

Shanghai:

Dragon - 8:49 with 0 hints by Fredrik Ljfgren (dleaf@dtek.chalmers.se)
Butterfly - 7:26 by Sabrina Helenius (dleaf@dtek.chalmers.se)
Hawk - 6:22 by Sabrina Helenius (dleaf@dtek.chalmers.se)
Fish - 8:08 with 0 hints by Jaime Villacorte (jaime@tcville.hac.com). All 144 tiles on 03/02/91.
Turtle - 6:23 with 0 hints by Brian Green.

Tired of not getting the games you want for the Jaguar? Quit complaining - join me in a national letter writing campaign to urge these companies to support the Jaguar. Include reasons for supporting the Jaguar (more advanced games possible, etc.) and stats (200,000 Jags out there, CD-drive, technical abilities, etc.) In the brackets are some of their best games you can mention.

Ronald J. Bueche, CEO
Microprose Inc. (Civilization, Colonization, Masters of Magic)
180 Lake Front Drive
Hunt Valley, MD 21030-2245

Louis J. Nicastro, CEO
WMS Industries, Inc. (MK II)
3401 North California Ave.
Chicago, IL 60618-5889

Scott Smith
Product Development Coordinator
Capcom USA Inc. (SSFII and more)
475 Oakmead Parkway
Sunnyvale, CA 94086

Lawrence F. Probst III, President
Electronic Arts Inc. (millions)
1450 Fashion Isle Boulevard
San Mateo, CA 94404

Kenneth A. Williams, President
Sierra On-line Inc. (King's Quest / Quest for Glory on CD, Outpost)
P.O. Box 485, Coarsegold, CA 93614

Alan Higginson, Executive VP
Dynamix Inc. (Betrayal at Krondor, Aces of Pacific, Loderunner)
P.O. Box 978, Oakhurst CA 93644

Konami Inc (Jillions of side-scrollers)
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

LucasArts Entertainment Co.
LucasArts Game Division (Rebel Assault, X-Wing, Loom, Monkey Island, Indiana Jones)
P.O. Box 10307
San Rafael, CA 94912

Virgin Games (7th Guest, Dune II)
18061 Fitch Ave., Irvine, CA 92714

Origin Systems (ULTIMA!)
Attn: Production Teams
P.O. Box 161750, Austin TX 78716

Edmund R. Auer, President
Broderbund Software Inc. (Myst)
500 Redwood Blvd.
Novato, CA 94948 - 6121

Barry J. Folsom, President
Spectrum Holobyte (Falcon 4.0)
2490 Mariners Square
Alameda, CA 94501

Lynxed out!

We have reached a strange point in Lynx history. The user base, after a years with little change, is now once again rapidly expanding...which is of course perplexing for such an old system. We have only Atari to blame for the increased sales. Their insane prices for Lynx with the huge array of games selling for virtually nothing coupled with an excellent mail-order marketing strategy by Atari has sold tens of thousands of Lynxes in the past months. The Home Shopping Network, for instance, sells thousands each time they appear on TV and declared the Lynx, "This Holiday's #1 gift" or somesuch.

But the increased user base has (surprisingly?) not been reflected with new games released. The nearest we have to substantial games are collector's edition EPROM games by Telegames - Bubble Trouble and Super Off Road.

However, I realized that it doesn't matter that there aren't any new games! There are so many games even I "missed" when they first came out that I don't have to worry about it. And the old games are so cheap too. Wow - \$14 or \$19 bucks, and some are actually good!

Dirty Larry: Renegade Cop

This is a barely-playable side-scrolling beat-em-up that reminds me of a CD-ROM game. So much time was invested in the graphics and "cinematic interludes" that the actual gameplay stinks.

Unlike most of the hundreds of Double Dragon clones, this game doesn't even include the blinking arrow which tells you when to move

on. The screen just suddenly stops scrolling right for awhile and you bump against the edge of the screen. After you kill some people, the scrolling resumes.

The amount of violence and killing in the game can only be described as absurd. Not only can you take about 50 bullets and keep on ticking (the enemies can take 2 or 3 or 4), the enemies repeat and the same sprites attack you again and again. This is okay up to a point, like in Batman, but in this game the 3 enemies get repetitive after 10 seconds!

So you can walk right and left, fire a weapon, duck, and take these huge 10 foot high leaps. Ducking is absolutely useless as far as I can tell; it doesn't avoid any type of attack. Jumping will dodge shots, but is pretty uncontrollable. And there are no multiple levels for movement, like in Batman. You cannot avoid enemies, you must kill them before you scroll on.

This senseless, repetitive violence with no point would not only be a bad influence on a young mind, it is utter trash for anyone's mind. There is no point in playing this game. The few twists in it seem more like annoying bugs (like if you pick up a weaker gun you suddenly lose your good one).

The only shining point in this mess of a game is the cool, funny, and nifty story-breaks that show "the plot". This, my friends, is a sad wannabe multimedia game.

Malibu Bikini Volleyball

This is the best sports game I have ever played! I don't believe it! I never

expected Volleyball would be my favorite. This game not only has more options and variety than you'd expect, it combines a mean game of V-Ball with accessibility so anyone can play.

It's just really easy to learn. And, because of the tremendous amount of levels and speeds you can set it on (even more than Jimmy Connor's Tennis), even I was able to just pick up the game and figure it out while I played. What I liked was that, on these easy levels, the other players and even my own teammate were just as bad as I was and made silly mistakes. This put me in a great, laid-back mood where I grooved to the tunes, watched the swimmers and sharks in the background, and tried to do an overhead jump serve without caring about winning or losing. I almost felt like I was on the beach.

I learned quickly and was soon able to perform many nifty moves, just by trial and error. Competition didn't scare me, I was just having fun - and in doing it, I got really good so that I can now play proficiently at the faster, more exciting levels.

HandMade software (Golf, Tennis) has done it again. This is a slick game with lots of extras, including: a powerfully programmable "CD player", Comlynxability with up to 4 players, Tournament Mode (the stands fill up as you progress into later rounds), cute digitized sounds and gorgeous graphics. This is truly the best sports game I've ever played. I still don't believe it.

THE TEMPLE OF THE FALCON



It's strange, I kind of quit thinking about the Falcon as a "game machine" for awhile there. Maybe it was because the Jaguar has preempted the Falcon as the ultimate Atari graphics/game machine. But more likely, there is just too much useful and productive software for the Falcon to cover!

Anyway, lately there has been a quasi-explosion of good new Falcon games. I'll have to buy some of them to fully review - but if any of you want to, get them and write a review for me!

Ishar III: The third in the series is already out and I'm still working on the second. Wow, this one looks nice and also has a better plot, interface, and more roleplaying possibilities.

Boom: A flying/shooting game with sideways and first-person (a la Maximum Overkill) viewpoints. Then you go down into a planet for a Wolfensteinesque (Doom?) ground mission. All this is played to a killer soundtrack. Weird combo-game.

Shanghai: A very nice rendition of the classic Chinese game, with a cool tile motif, nice interface, and good music. Or, if you want to be cheap, you can get....

Mahjongg II: Don't pay money to play this game. Get the shareware version. It's beautiful in 256 colors and makes use of the Falcon's high-res graphics. No nifty sound or music, though.

Robinson's Requiem: A first-person action-roleplaying game, where you explore a 3-D modeled, futuristic landscape and must survive. Kind of like Cybermorph on foot, I suppose. A 32Mhz Falcon is recommended.

Llamazap: By Jeff Minter (need I say more)! It's like the Atari 2600 game "Empire Strikes

Back" with 90 foot tall, laser-spitting, neutronic-shielded death-camels with bad attitudes. And guess who you are? You're the guy in the little ship! (A Jaguar Joypad is needed for this one)

Dino Dudes: The same cutesy Jaguar game is out for Falcon finally. Almost identical.

Steel Talons: The Falcon version is out and I have it. An almost-fully featured helicopter simulator, this in an excellent conversion of the arcade game. Compared to the sluggish and annoying Lynx version, this is a slick product with response that flies.

Bubble Bobble/Trouble: I forgot which one (it's the one with the cutesy little dinosaurs). Or is one a sequel of the other? Anyway, I played a very early version of this one and it looks pretty bad, but still easy to play and fun. Why did they choose 320 X 200 resolution, though?

Ishar II

This game deserves slightly more than a mini-review: it is a huge, epic, RPG that is one of the only RPG series to make it to the Falcon and it really shows off the Falcon's graphic capabilities - the detail present is truly amazing. The sun rises and sets in glorious color tones and shadows, and then sinks into a mysterious (and scary) night landscape. The land even has different terrain levels, so when you go up mountains the altitude rises

This game sports an improved mouse interface, and worse (it's really horrid) sound. But the real improvement is that this one is much bigger - it consists of many islands than you can sail between, each with different terrain types and even different architectural styles! Because of this vastness, the plot isn't readily apparent, but the scope of the game is truly epic and it provides enough challenge to keep you going until Ishar III arrives.....;-)

HEY!
IT'S TIME TO

BASHING

These mags have got me just a wee bit ticked off. So I think it's time to Bash....

Their crippling fault is their massive lead time which makes their "news" more like "speculation" into the future that, by the time the magazine hits the shelves, is the past. To compensate, they review earlier versions of game and thus don't get a full picture of what the game is going to be like.

Don't worry, I'm not going to get into another one of my "fanzines are better" arguments. It's just that lately this has been hurting Atari greatly and I'd like to point it out.

AvP, for instance, was given a pretty bad review by EGM and The Edge (a UK mag) while every other mag gave it a 90%+ rating (which it deserves). You can tell by reading their lengthy "reviews" that they were in such a hurry to get their article out that they didn't give the game the full chance it deserves. They passed it off as a cheap Doom clone without experiencing the great depth and complexity of the game.

Their flaw hurt Atari again when they reviewed Checkered Flag, and gave it poor marks for control response. This severely dampered the enthusiasm of their readers for the game. But the controls were tweaked in the last 3 days before the game went into production, meaning that the buying public isn't getting an accurate picture of the completed product!

EGM, in particular, seems to have a vendetta against Atari. They gave the Jaguar scores of 6's and 4's - worse than all other systems. I hardly think the Jaguar is *that bad*. They even had the gaul to give the Jaguar the reward for "Worst System Launch"! Now that's getting a bit out there, dontcha think? What about the CD32 launched by Commodore at the same time as the Jag - nobody (in the U.S. anyway)

bought that. Come on now, EGM, at least people know what the Jaguar is. Look at the facts: in the U.S., the Jaguar has outsold your precious little 3DO by far.

I don't know why EGM harbors this deep resentment towards Atari, but it really destroys their journalistic objectiveness. Without that, how can you trust anything they say?

STAK

For info, write to: Monjitas, 843 Oficina: 901, Casilla 51552, Correo Central, Santiago CHILE

There were several things I noticed when I first looked at it this magazine. First of all, the price for the issue was listed at \$1200. And you thought my fanzine was a rip off! Secondly (or shall I say, "segundo"), *todo el publicacion fue escrito en espanol - una problema? No!* This was excellent, practical, practice (so that's why they call it practice) for my Spanish. If you are learning Spanish and into Atari computers (from the 8-bits to the STE), I highly recommend ordering an issue.

This is not a slicky mag, but it is substantial (40+ pages) and has major advertising. It is probably the biggest Atari publication in South America. But who knows - there could be millions of Atari users in the jungles down there that we don't even know about! They certainly have some weird games that I've never even heard of - Magic Pockets looks cool, and so do some of these strange Ninja games. There were also some very cool-looking codes and secrets, but *desafortunadamente* - I wasn't able to decode most of them.

What amazed me the most was the amount of support the 8-bit line of computers had. They had all sorts of nice-looking games that I had never heard of. These people took the power of the Atari 8-bits farther than we gringos ever did!

Game Trading

"The Ultimate Game Pub" is back. Write to these people if they sound cool. Suggest a trade or offer some loot.

Bruce Greenberg (at 1308 N.E. 134th St., Suite D, Vancouver Washington 98685) runs a company called Toy-Tronics Inc. He has a jillion classic hand-held electronic games including the classic Mattel D&D game (yes!). He wants to trade for Lynx games like Checkered Flag, Blue Lightning, Pinball Jam, Pit Fighter, RoadBlasters, Rygar, Zarlol Mercenary, Hockey, Xenophobe, Baseball, Batman Returns, Gates of Zendocan, or others. Write to him and he'll give you a groovy catalog!

Steve LeMaster (257 S. Weston, Elgin IL, 60123): This dude fixes old 8-bits (Ataris and other brands), joysticks, and weird systems. He has crates full of stuff, and will fix anything Atari. So write him if you've got a dead system!

Jeff Logan (210 James Road, Bolivar TN 38008) has a DUO in great condition with 5 controllers and 12 games which he wants to sell for \$350. He has the Lynx games: Chess, Battlewheels, Hydra, Viking Child, Gauntlet and Baseball Heroes and am willing to sell or trade them. Respond ASAP!

Your name here: If you want your ad printed for free, send it to Phil at: 131 Dake Ave., Santa Cruz, CA 95062. It's free!

(From Page 5, The BIG News continues).....

Geez, there's so many games, not enough room. Here's the rest:

Rise of the Robots (ray-traced SFII), **Aero The Acro-Bat** (another 16-bitter), **Starnet** (VRish CD), **Grand Prix**, **Star Trek: The Next Generation**, **Horrorscope** (CD), **BLOS**, **Fear** (CD), **American Football**, **Assault: Covert Ops**, **Center Court Tennis**, **Cisco Heat**, **Droppings** (?), **Galactic Gladiators**, **Lobo**, **Warlock**, **Spanky's Quest**, **The Shadow Falls** (isn't this the Bruce Lee game already out?), **Mountain Sports**, **Nanoterror**, **Neurodancer**, **Rainbow Warrior**, **Cheesy** (!), **Cannon Fodder** (ugly), **Car Wars**, **Clay Fighters** (16-bit conversion), **Dino Dudes 2** (Nooooo!), **F-1 Racer**, **Lester the Unlikely**, **Kick Off 3**, **Casino Royale** (or is it Casino Action?), **Varuna's Forces** (CD), **Mad Dog Mcree** (CD), **Twin Crystals**, **Virtuoso**, **Warlock**, **World Cup**, **Grunge**, **Theme Park** (too low-res), **Synergy**, **Skid Marks**, **Military Might**, **Hardball III**, and that'zit!

This is getting a bit too ugly. Next month I'll put together a complete list of all the games we know about.

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....

Compression - By using special algorithms, it is possible to "scrunch" data into a smaller form so that you can hold more of it. With pictures, this can be accomplished by ignoring unimportant visual clues. JagPEG, the Jaguar's graphical compression scheme, achieves a 12:1 ratio! This allows 12 times as many graphical figures to be in a game.

EPROM - Last time I checked, this stood for: Erasable-Programmable-Read-Only-Memory. It is a special type of chip where the data can be written to it many times, instead of just being burned in once like most ROMs. Because of this they are: 1) more expensive, 2) used by game designers for the various "test versions" of games that are made but not mass-produced.

ROM - Read Only Memory, the chips that hold permanent system information or (more importantly), game data. This is what game cartridges consist of. Some also have a small RAM chip that is continually powered by a battery to hold special information - like high scores or "save games".

RAM - Random Access Memory. These chips can be written to and read from over and over again and form a computer's "memory". However, most chips of this type are "DRAM" and degrade quickly when power is lost....

DRAM - Dynamic Random Access Memory. The cheapest (and most common) types of memory chips - these chips constantly "forget" what they've been told (they are dynamic after all), and so you have to continually update them.

One-liner: There you go.

Subscription Info:

You will get a full-year of full-color fun. That includes 6 bi-monthly issues, each in full color and 12 pages long. You will also get a special CES Summer report and a Winter Holidays issue. That means you get a total of 8 issues, along with my wit and charm, all for only \$12 a year.

Notice that I don't give you any nifty little form to fill out, or toll-free number to call. That's because I want to receive a letter from you. In fact, I won't accept your subscription unless you tell me at least 3 things about yourself, your systems and interests, and what you think of my 'zine. I didn't get into the fanzine "business" to handle a bunch of paperwork with names. I got into fanzining to handle a bunch of paperwork with people. So write me a letter, include your address on the letter and send it to:

P.S.: You can buy single issues for \$1.75 and write all checks to Phil Patton. Thanks.

Phil Patton
131 Dake Ave.
Santa Cruz, CA
95062

Hope to be hearing from you!