TWO NEW GAMES FROM ATARI

"THE GREAT ROAD RUNNER VS. WILE E. COYOTE CHASE"

Starting in July players will be seeing a new Atari game called "ROAD RUNNER." As you might guess, this game re-creates the popular cartoon by the same name. Players take on the role of the Road Runner in his humorous attempts to outwit his relentless pursuer, Wile E. Coyote.

The player controls the Road Runner character trying to pick up as many of the bird seed piles that appear along the roadway for maximum points. Sounds easy but not so, because Wile E. Coyote is right behind with a load of gags to help him out. If the Road Runner gets too far ahead, he comes back to the chase with rocket skates or super sneakers. His other tricks include riding on a rocket, placing mines on the road, riding on a pogo stick, setting off an avalanche, and using an air hopper to throw dynamite sticks.

Road Runner features a brand new joystick control which responds in any direction and has a variable speed effect (the further you move the control, the faster the Road Runner goes). The game also has a "boop" button which is used to jump over hazards like mines and oil slicks. Each time Road Runner hops, players hear the infamous "Beep Beep!"

The Road Runner game was designed on the same hardware system as Atari's Marble Madness, Peter Pack Rat, and Indiana Jones and the Temple of Doom. Graphics look just like the original cartoons, and many of you will also recognize the music scores from Road Runner and other Looney Tune shows. As always we like to give members of the club some special game playing hints. Here's how you can get maximum scores:

☆ Pick up all the bird seed is the best strategy for points. The value of each seed pile increases for every consecutive pile that you get.
☆ Letting Wile E. Coyote follow as closely as possible will result in faster accumulation of points.
☆ Making Wile E. Coyote's tricks backfire gives extra points. For example, try to make him run into a mine, or get ran over by a truck, or fall off a cliff.
☆ In later stages of the game, you will see a lemonade booth appear along the path. Stopping to drink the lemonade is worth extra points, but watch out because this gives Wile E. Coyote a chance to catch you.
☆ Eating the steel gashalt piles causes the coyote to come after you with a magnet which will slow you down. Extra points are awarded if you catch it.
☆ Again in higher levels, you will see a can of paint along the road. If you use this paint, the Road Runner has invisible traits, making it even harder to be caught.
☆ Road Runner also has a game continuation feature which lets you start another game where you last played. By taking the "Short Cut" entrance that shows up in the beginning of the first level, you will be awarded the score from your previous game. Have fun with this one!

"THE ADVENTURE CONTINUES WITH GAUNTLET II"

Last November, Atari Games introduced GAUNTLET, which has turned out to be one of the most successful games ever in the 14-year history of the coin-op video industry. Some of you may have seen a new cabinet version of the original Gauntlet... in June we came out with a two-player game which could fit into any type of location. In our January Players Club newsletter, we held the GAUNTLET MAZE DESIGN CONTEST and members responded with many terrific ideas for new mazes and game features. (Winners of the contest were published in the April issue.)

Coming out locations this August is the all-new GAUNTLET II. For those of you who have been into the original Gauntlet, this new version is going to be a very different experience. We've added over 100 new mazes, many of which were submitted by you club members. Not only are the maze layouts new, but many of these mazes will be different each time you view them. Randomly changing features like hidden traps, food, potions, exits, and walls are added for extra challenges and more variety.

Like the original game, Gauntlet II has four heroes which players can select. This time, however, players can pick the same hero that anyone else may already be playing. For instance, if someone is playing Thor the Warrior, and you want to join in the game using the same character, you can select Thor and your character will be a different color.

Gauntlet II also has a variety of new creatures and adversaries including:

☆ A fire-breathing DRAGON that players must defeat to get out of the maze. Hidden behind the dragon is a special reward for the player who can get to it first.
☆ The "IT" creature that chases after players and if it catches you, you become "it" and all the monsters in the maze will be attracted to you. You can't destroy this guy but you can stun him with your shots.
☆ The MUGGER comes after the player with the most goodies, and if he catches up to you he'll steal food. The mugger requires two shots to kill.
☆ SUPER SORCERER will appear, take a shot at the player and then disappear again. He will keep doing this until someone shoots him.
**The Adventure Continues**

- SUPER THIEF also tries to steal from the players. He is a smart creature who is able to detect shots and avoid them. Magic will stun him.

There's even more to keep players guessing in the mazes because Gauntlet II has new features like movable walls, secret destructible walls, invisible walls, closed treasure chests (could contain something good or something bad), stun tiles, moving traps, forcefields, poisoned food or potions, and acid puddles. To name a few.

- To give players a helping hand, Gauntlet II has some new potions in addition to all the same original potions.
- INVULNERABILITY which protects player from all harm for a limited amount of time.
- REPULSIVENESS which causes monsters to avoid the player temporarily.
- TRANSPORTABILITY lets the player walk through anything but makes it difficult to pick up any goodies until the potion wears off.
- REFLECTIVE SHOTS will make all player's shots bounce off three walls before disappearing, which can be used for shooting around corners. This potion wears off once player exits from the maze.

In the Secret Room players are given a task to perform.

**Contest!**

TO ALL PLAYERS CLUB MEMBERS WHO WANT TO TAKE ON THE GAUNTLET II CHALLENGE:

READ ON! Atari Games is sponsoring the GAUNTLET II PLAYER QUEST which is the first contest of its kind. Prizes worth over $12,000 will be awarded to winning players. Players can enter at participating game locations. Look for the poster announcing the PLAYER QUEST. Entry forms will be available at these locations or you can use the one enclosed in this newsletter.

How to qualify: Get into the SECRET ROOMS on Gauntlet II, and complete the assigned task within the time specified. If you succeed, you will be asked to enter your name. A secret code will then appear on the screen. Record this code and the name you entered. Submit this with an official entry form to Atari Games. This entry form also gives detailed rules and entry requirements for the contest. Your verified entry will qualify you to win part of the prize package. A random drawing of all valid entries will take place at Atari Games Corporation on January 5, 1987. First-place winner is awarded a U.S. government savings bond valued at $5000. A total of six winners will be drawn. As a bonus, the first 500 valid entries will receive a special Gauntlet II Player Quest t-shirt.

TIPS ON HOW TO REACH THE SECRET ROOM: Finding the Secret Room is part of the Player Quest. By performing a secret trick in one of many mazes, you will advance to the Secret Room. Opportunities to enter a secret room will appear frequently in the game. The secret tricks required to get into a Secret Room are not dependent on the number of people playing, the character played, or the health/wealth of your character. Only one player will advance to a Secret Room at any one time. All other active players will be suspended from play and will resume play on the next level.

Various hints on how to get into a Secret Room will appear during the game. For example, after destroying the fire-breathing dragon, a special hint will appear. For players who like to play Gauntlet II with a fixed strategy, you might want to try mixing your strategy to help you achieve the required secret tricks which will advance you to the Secret Room.

Good luck to all the club members who accept the PLAYER QUEST challenge!