San Leandro Computer Club Journal

November 1994

ALIEN™ is PREDATOR

The Politicans' Prop. 187 Scapegoat Game To Convince You *They* Didn't Cause Your Current Problems

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*Atari Explorer On-Line

November

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OUR LATEST 8-BIT D.O.M.

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1211.DOC
NOVEMBER 1994

GENERAL COMMENTS

The main feature this month is on the back side; it's a most impressive set of Music and GRaphics DEMOs- from Europe (mostly Poland).

The hints promised last month for NIGHTSHADE, are here as NITESHAD.TXT. It's in this month's SL Journal, with library index p. 29, and TEXTPRO.DOC.

D.O.M. SUMMARY

This DOM has 2 Games (1 with its own DOC.); 1 gRaphics program; 1 Text file; and 1 UTIL/EDU. program- on the front. The back (in enhanced density) has 5 major DEMOs from Poland.

CONTENTS- DISK #1210:-
Front:-

*SLCC1211.DOC	028	TITLE	011
AUTORUN .SYS	002	MENU	034
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FANTAN .DOC	093	GEDIT .BAS	042
LOSTCITY.BAS	144	NITESHAD.TXT	019
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000 FREE SECTORS

Back:- EXTENDED DENSITY!- [No BASIC]
Five "CHAOS" DEMOs and loader menu:

STOP	373	MUAD'DIB	402
HELL	125	PEWEX	066
HILLEMAN	026		

018 FREE SECTORS

PROGRAM DETAILS

FANTAN.BAS (& DOC)- was published in PAGE 6 magazine (#222). I found it on an OHAUG Library disk. The game is also called SEVENS or STOPS. Its DOC is very complete and clear, including a section on strategy. Play against 3 computer opponents, using a Joystick. Craig Preator is the programmer.

GEDIT.BAS- by Robin Alan Sherer, (ANTIC- 6/88) is a drawing program or TUTorial(?) for the Atari gRaphics 10 mode. GRaphics 9 has one color and 16 luminances; gR 11 has 16 colors and 1 luminance; but gR 10 has 9 colors and independent hue & lum. settings. All are variations on gR 8; each one has 80 columns and 192 rows. This program lets you create GR.10 drawings, SAVE them to disk, and LOAD them later. It uses a J/S and key/bd. commands. When RUN, it shows you a palette of colors at the bottom of the screen, and four flashing marks to define the cursor. Press [C] to pick a color. Hold the button to draw. [CTRL][Arrow] changes cursor size. [SHIFT][CLEAR] erases a whole screen. [E] changes the cursor color- to erase lines. [S] SAVES and [L] LOADS drawings. For further info look up the article.

LOSTCITY.BAS- an action Game for one player with Joystick- from PAGE 6 #222. By Brandon Clark, it's in five levels, and includes instructions.

NITESHAD.TXT- is a collection of seventeen hints for solving the Game NIGHTSHADE;- a TeXT ADVenture on last month's D.O.M. (SLCC #1210). It's by Clayton Walnum and is like the NEVER ENDING STORY. The original magazine article included 17 encrypted hints. I gave the first one in the Disk DOC, with instructions for using them all. Here they are- along with a repeat of the instuctions. I hope you solve it without using any hints!

STATWHIZ.BAS is by Bernard Sparks III, from ANTIC Feb.'90. It analyzes numerical data and yields statistical interpretations, but you need a basic knowledge of statistical methods and terminology. It supports descriptive and inferential statistics and offers both independent and dependent T-test as well as 1 and 2-way ANOVA, Pearson correlation, chi square, and regression. (That's what the article states, and more- look it up!)

CHAOS is a full, enhanced-density disk with 5 great European DEMOs. It uses the whole back side. There is a loader menu for STOP, MUAD'DIB, HELL, PEWEX, & HILLEMAN. Press [SPACE] for changes in MUAD'DIB. Boot w/o BASIC. It's #6635 in the Genie Library.

VOL#	PROG/FILE ID	DESCRIPTION	TYPE	SOURCE	DATE	SECTORS
71	ANTSPANT.BAS	Ants in your pants!	GAME	AT.EXPL	7,8/88	082
71	INFERNO.BAS	Burning bldg. rescues	GAME	ANALOG>	->1/89	143
71	AIRKILL.MIC	Title screen - PICture	PIC			062
71	DUNGLORD.OBJ	Maze chase -EXCELLENT!	GAME	Bradley		047
71	THINKER.BAS	Has bugs! See below.	AI DEMO			182
71	IN1T.BAS	RUN for THINKER pgm.	UTIL.			029
71	(Back)IRRDOS	IDOS, Docs, Util. only	DOS (?)	(c.f.)		517
72,3	STARIDER.OBJ	Space shoot'em up.	GAME	ANALOG>	->2/89	062
72,3	CAVE.BAS	Like Lunar Lander.	GAME	GERMANY	2,3-89	056
72,3	DNGRHUNT.BAS	Danger Hunt - puzzle.	GAME	GERMANY	2,3-89	073
72,3	DEFWORLD.BAS	Like Missile Command.	GAME	GERMANY	2,3-89	071
72,3	JMPGHOST.BAS	Jumping Gh.-maze chase	GAME	GERMANY	2,3-89	085
72,3	PICTURE	Cover screen + loader	PIC		2,3-89	073
72,3	ROLLER.BAS	Logic+time; J/S:-EXC.!	GAME	GERMAN?	2,3-89	067
72,3	FIRST.BAS	Numerology program	UTIL??		2,3-89	096
72,3	KEYALIAS.xxx	7 Func.-key gen. pgms.	UTILITY		2,3-89	213
72,3	HAL.COM	Program aid (& Doc.)	UTILITY		2,3-89	027
72,3	TAX1040.xxx	2 Tax prep'n. aids	UTILITY		2,3-89	201
72,3	TRIGQUAD.xxx	Trig; quad. eq. & Doc.	UTILITY		2,3-89	058
72,3	DECISION.BAS	Use, to make decisions	UTILITY		2,3-89	034
74,5	CAVE.BAS	See SLCC Vol.7; #2,3.	GAME		4,5-89	056
74,5	JACKPO1,BAS	Center "JACKPO1"!	GAME		4,5-89	072
74,5	PICTURE	Cover screen + loader.	PIC		4,5-89	073
74,5	(Disk back)	XMAS nitemare text Adv	GAME	Johnson	4,5-89	486
74,5	'Supertrogs'	Has 6 files - see Doc.	GAMES	(c.f.)	4,5-89	375
76		=> NOTE! <=			9-89	
76	(Front)	->For 130XE Only<-			9-89	
76	DRAW7.xxx	All files on front.	UTILITY		9-89	701
76	DRAW7.IN1-5	(Back) Docs for front	DOCs		9-89	524
76	MENU	Loading Menu	UTILITY		9-89	044
76	ROLLERV2.BAS	Rev.-see Disk V.7;#2,3	GAME		9-89	069
76	MONTE.BAS	Monte Carlo solitaire.	GAME	COMPUTE	->9/87	030
81,2	TETRIX.OBJ	like TETRIS-Excellent!	GAME	D. Yong	1,2-90	132
81,2	TETRIX.DOC	TETRIX instructions	DOC	D. Yong	1,2-90	030
81,2	STEREO.TXT	POKEY stereo upgrade	DOC/txt	Steinmn	1,2-90	089
81,2	GUMBY.COM	VBI stereo for XL/XE	UTILITY	Steinmn	1,2-90	010
81,2	GUMBY.BAS	User Interface	UTILITY	STEINMN	1,2-90	047
81,2	GUMBY.DOC	Instr'ns. & parts list	DOC	Steinmn	1,2-90	024
81,2	34 Songs	See disk directory.	DEMO	Various	?	227
81,2	TEXTVIEW	Reader (fast; limited)	UTILITY		1,2-90	019
81,2	MENU	Loading menu	UTILITY		2,9-90	045
81,2	FEDTAX89.DOC	Spreadsheet Instr'ns.	DOC		1,2-90	017
81,2	FEDTAX89.VC	Form 1040 (VISICALC)	UTILITY		1,2-90	066
81,2	ASMED1.TXT	M. Ratcliff's opus for	TUTOR'L	ANALOG	>11/89	264
81,2	ASMED2.TXT	Ass/Ed Cart. (2 parts)	TUTOR'L	ANALOG	>12/89	232
81,2	READER	Rd/prt.(slow,no limit)	UTILITY		1,2-90	014
81,2	README	Read first for side 2!	DOC		1,2-90	010

TEXTPRO Version 5.20x
(From SLCC1210)

TextPRO originated as a (more powerful) revision of Charles Brannon's SpeedScript. Ronnie Riche and Mike Collins have improved it to its present form. Many others have added features and improvements. Frank Walters has published a number of articles (in CURRENT NOTES) on Macros and Add-Ins in the program (see below, under REFERENCES). TEXTPRO- ver.5.20X (for XE)- is the latest update (6-30-94). Our library has earlier versions on- SLCC0902 and SLCC0805. The final version is scheduled for December release. It is to include PLUS and LOMEM versions and a full set of documentation files. It is to be distributed as Shareware on various bulletin boards and on the commercial on-line services.

The addition of "Add-ins" is the biggest change between this TextPRO and earlier versions;- and a major new feature. They are machine language (M/L) modules which can be loaded into the macro buffer and be called from the keyboard-, with the [CONTROL]+[j] keys. There is a detailed, technical discussion, and a list of the add-ins included in version 5.20X in the file TPDOC5F.17. To write an add-in requires some Assembly language or M/L. The necessary programming information, including the complete source code for TextPRO, is to be furnished only to registered users.

SOME OTHER CHANGES/IMPROVEMENTS:-
1) The editor has commands for DOWN SCREEN and UP SCREEN.
2) Press [ESC] first to type in the !, _, \, and ^ characters.
3) Editor; FIND; and GLOBAL SEARCH/REPLACE functions are much faster.
4) Key repeat and key click commands are revised.
5) Use of extended banks expanded and commands changed.
6) Version and bank selection information can be displayed in editor.
   (See the DOC and HELP files for detailed information re above.)

In spite of its potential versatility (and complexity) it can be used as a simple, but most powerful and convenient 8-bit word processor. I have put together a (minimum) set of program files to make up such a convenient, but simple, word processor. It uses DOS 2.5, in single density format. I recommend that you copy it, as is, to make a TP work disk. You could even delete the last six or seven files (I did) to provide a generous amount of Free Space- for temporary storage &/or other working files.

WHAT'S ON THIS DISK (SLCC1210)
This disk DOES NOT include 24 SouRCe and Add-in files which were ARCed on the Distribution Disk (see TPDOC5F.17 for information and reference).

AUTORUN.SYS (151 Sectors) is the main working file here (it's TEXTPRO, of course). Others are DOS, AATP520QK.HLP, TEXTPRO.MAX, and a group of 13 TPHELP files (#.00 thru #.12). There are also 2 (locked), alternate files, and 7 text files (including this #.DOC). These are as follows:-
DOS:- I selected ATARI DOS 2.5, but many others would do.

AATP520QK.HLP is the updated revision of my 'On Line Quick Reference' (AATPQIK.REF) which was designed for use with version 4.54. It's a set of drastically abbreviated references to the commands used most often. It is included as an extra convenience, since this disk does have an on-line Help

Menu and set of Tables which are available at boot-up, and all other times. To use it you merely need to call the Menu ([CTRL]+[M]);- it will appear on the top of the list with the bar cursor resting on it. Then press [V] (for View) and it will scroll onto the screen! Don't lock it or it will display near the end of the Directory list. Also, if you reconfigured TP to delete the alphabetical Directory sort,- it won't work as well!

TEXTPRO.MAX has been locked to indicate that it shouldn't be deleted, since it includes the LISTBANK add-in and the key macro for the START menu and the Help screens.

TPHELP on-line HELP screens (t.00 thru t.12) are available at boot-up and from the Editor, at all times. Obviously, they must be on the disk to be accessed;- they are not memory resident. TPHELP.00 has the Index to all the other twelve. It displays at boot-up; or from the Editor, press [HELP] or [OPTION]+[?]. Others are displayed with an [OPTION]+[key] press. This on-line help system (an earlier version, of course) was in TP version 4.56, but, somehow, it did not get included on our library disk.

TEXTPRO.TNF is locked to indicate that it should be retained, on disk, for possible future use. It is a 'configuration' file, which I've disabled by garbling the extender portion. You guessed right- it should normally be named TEXTPRO.FNT. If you rename it, it will boot up with the screen font "Square Roman". I prefer the ATARI font, so I disabled this feature, but set it up for easy re-enablement (or for any 9-sector font you prefer).

TEXTPRO.VNE is another (temporarily?) disabled file, for optional use. It would have been named TEXTPRO.CNF in earlier versions of TP. TPDOC5F.16 explains that the TEXTPRO.CNF file structure has been changed internally, and is now called TEXTPRO.ENV(ironment) to avoid confusion with previous t.CNF files. Again, all you have to do is to rename it in order to restore the original boot-up (or "default") values of the Distribution Disk, as it was released. They were:- (1)no Key click; (2)no display of 'RETURNS'; and boot-up in Insert mode. I disabled this (t.ENV) file also, but left it on the disk,- and emphasized its presence by locking the file.

The remaining seven items on this disk are all text files. The first three (CONTENTS.ARK, CONTENTS.TXT and CONTENTS.DOC) are lists of the files to be found in various portions of the Distribution Disk. The 4th (called LICENSE) is a duplicate of the introduction to TPDOC5F.16, with a few notes added. The next two items (TPDOC5F.16 & TPDOC5F.17) are the main DOCs for the entire disk- they were in a large ARCed file (TP520DOC.ARC). The first one (t.16), is written for TP users whose main interest is word processing. It describes this versions features and changes in general terms. The next item (t.17) is more specifically directed toward Assembly Lang. programmers and is much more technical. The last item is this DOC, which I intended as an overall summary and general informational document.

OTHER REFERENCES
Frank Walters has written 8 articles on TextPRO emphasising the use of macros- with many specific examples. I recommend them highly! They are in CURRENT NOTES Magazine (April 1993 thru Aug./Sept. 1994). The two main DOC files, listed above, note that he is a major contributor to TextPRo.

NIGHTSHADE HINTS

The TeXT ADVenture Nightshade, by Clayton Walnum,
(on SLCC #1210) concerns the experiences of ten-year
old Denny Wayne in the land of "NIGHTSHADE"- which he
discovered in an old book. The article in ANALOG had
17 encrypted hints- I included the first set. To use
the following hints during play;- type HELP, then one
of the proper hints. Be sparing:- it's more fun!

    1)How can Denny get out of his room?
IF!NVTU!TMFFQ/   -or-   MPPL!JO!UIF!DMPTFU/   -or-
NPWF!UIF!DMPUIFT/ (these were given last month!)
    2)What are the trees for? - FYBNJOF!UIFN/   -or-
POF!DBO!CF!DMJNCFE/   -or-   POF!IBT!B!EPPS/
    3)How can Denny cross the swamp?
WJTJU!UIF!FMWFT/   -or-   UBML!UP!UIF!FMWFT/
    4)How can Denny cross the pond?
EJE!IF!HFU!JO!UIF!CPBU@   -or-   MPPL!BU!UIF!NVTJD/
-or-   EFOOZ!JT!B!HSFBU!TJOHFS/
    5)Where's the page from the book?
JO!B!TUPOF!SPPN/   -or-   VTF!UIF!NJSSPS/   -or-
FYBNJOF!GBJOUFE!USPMM/
    6)What about the dwarf? - UBML!UP!IJN/
    7)Troll won't let Denny leave?
SFGMFDU!PO!UIBU/   -or-   IF(T!BXGVM!VHMZ/   -or-
HJWF!IJN!UIF!NJSSPS/
    8)How can Denny survive the silver door?
IF!DBO(U/
    9)How can Denny open the fancy box?
IBWF!UIF!CMVF!TDSPMM@   -or-   TFF!XIBU!JU!TBZT/   -or-
TBZ!QSFTUP/
    10)What about the giant? - UBML!UP!IJN/
    11)How can Denny get the hammer?
IF!NVTU!CF!TUSPOHFS/   -or-   EPFT!IF!IBWF!UIF!QPUJPO@
-or-   FYBNJOF!JU/   -or-   ESJOL!UIF!QPUJPO/
    12)What about the stream? - FYBNJOF!JU/   -or-
HFU!UIF!BMHBF/
    13)What about the old hag? - UBML!UP!IFS/   -or-
CBE!JEFB-!IVI@   -or-   TIF!IBT!OPUIJOH!PG!VTF/
    14)What about the boulders?
EFOOZ!OFFET!DSZTUBMT/   -or-   CSFBL!UIFN!PQFO/   -or-
XJUI!UIF!IBNNFS/
    15)How can Denny make the glue?
SFBE!UIF!SFD!JQF/   -or-   VTF!UIF!KVH/   -or-
QVU!FBDI!JUFN!JO!UIF!KVH/
    16)How can Denny get back to his room?
VTF!UIF!CSBTT!EPPS/   -or-   SFBE!UIF!TJHO/   -or-
VTF!UIF!SFE!TDSPMM/   -or-   TBZ!TFTBNF/
    17)How can Denny fix the book?
HFU!CBDL!UP!IJT!SPPN/   -or-   OFFE!HMVF-!QBHF-!CPPL/
-or-   HMVF!QBHF!PS!HMVF!CPPL/

JAGUAR™ Review

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ALIEN™ vs PREDATOR

Here it is, a review of the release version of Alien vs Predator (AvP) for the Jaguar. The ROMs weren't in a case yet, but I did get a manual. (Lots thicker than the previous games.) First up, it was the release version, and I spent several hours playing it, everyone got that? Good.

I'll let you know now that I'm an avid Doom fan, but I didn't like Wolfenstein 3D. I've played System Shock & Blake Stone too, all of the same genre: texturemapped rooms with beasties in them. Okay, that's a generalization but it's supposed to be, it's the same genre that Jaguar AvP is in. Don't expect this to be an "Oh Gosh!" nothing-but-praise review.

If you haven't seen any of these games, I'll describe how they're played. Basically, you view the world through your character's eyes. The world is populated with objects residing in rooms made up of texturemapped floors and ceilings and walls - meaning that, instead of flat polygons or dull colors, the walls look more "real", since photographic quality "textures" or images are mapped into the 3rd dimension onto those surfaces. Also, your movements are not constricted to 90 degree turns and 10 foot lunges - in AvP, the view can be rotated smoothly around, and you move freely within the game.

If done right, the end result is amazing - you actually feel that you're -in- the game. Things can come at you from any angle, so you have to constantly look around and check for beasties. Again, if done properly, this type of game can really pull you into the gaming drama.

So by now, I hope you've figured out that this isn't like the other Alien vs. Predator games out there, namely Activision's SNES cartridge and Capcom's arcade game, both which are side scrolling beat-em-ups. Also, AvP is not a Doom wannabe, AvP is a slower paced game, so I suggest those people who want a Doom-like game... well... buy Doom when it comes for the Jag. I saw it the same day I played AvP - it's running very fast, and the sounds are great.

Atari Jaguar Alien Vs. Predator is a total rush - the best ever adaptation of a movie concept to the video game world. As you get to play three different characters: the Marine, Predator, and Alien, you get to use all of their gizmos, weapons and tenacity however you see fit. I'll start with a run down of the characters, and why they're on ROM.

Species Roll-Call

//// The Alien (Xenomorph)

This is a game of species survival. Your queen has been lost to the Predators, and it's up to the Xenomorph soliders to get her back. Your claw, tail, second mouth, and unearthly speed are your weapons. Unable to heal yourself like the other

races on the station, you have to cocoon Marines to be impregnated with a Xenomorph egg. (This basically "buys" you a new life after you die.) You may have up to three gestating eggs at one time, but at least one must be full grown in order for them to be of use. If you die with a fully gestated egg at the ready, you'll start life again where you cocooned your victim.

You have free reign of the airducts, so it's easy to hide and wait for your eggs to grow. This is probably the most challenging character to play.

//// Predator

His is a game of sport, Predator style. The Predator in question is a greenhorn, sent to prove himself in battle by eventually killing the Queen Xenomorph to claim her skull. The only weapon availible at first is the wrist claw. While the Predator does have the whole shebang—wrist claw, "Combi-stick" (telescoping spear), killer discs, shoulder-mounted plasma gun, medi-kit, and the cloak—the weapons are activated as you gain honor points. You gain use of the Combi-stick at 150,000, the disc at 350,000, while the plasma gun is up somewhere around 750,000. You get 5000 points killing a Marine with the stick or claw, and 10,000 for an Alien. The catch is that you must kill while uncloaked! Otherwise you *lose* honor points when you kill something. (Sometimes, you get in a situation where you feel you have to play it chicken and attack while cloaked. Don't get too caught up in playing it safe though—after all, you're a Predator aren't you?)

With the cloak comes the Pred-o-vision, with 5 different filters availible to you. Some are useful, and some can be inhibiting, depending on your surroundings. The idea at the start of the game is to single out

a Marine (they like to travel in packs, but you can catch one alone if you wait), uncloak near him (you can do so from behind), gut him with your claw, then immediately cloak again. The cloak is useless against Xenomorphs, and if you're not careful, Marines can get a good idea of your presence.

//// Colonial Marine

The Marine's game is one of personal survival. Being the only human alive on an infested space station (you've just been released from a 90-day brig sentence during which separate Alien & Predator invasions of your station happened), you must gather clues from the various computer consoles to figure out what occurred, and what you need to do to save yourself. Hints gleaned from the data logs guide you to new weapons and security cards. The cards are used to open certain doors, or access certain computers. The weapons you gain help keep you alive by allowing you do waste the aliens more effectively. They include: a pump shotgun, a pulse rifle, flame thrower, and the best of them all, the "smart gun". The motion tracker is around there too, but it has to be found just like the rest. The Marine's job is to get enough security level passes to set the base's self-destruct, and leave on the escape pod. No easy task, since that requires searching 5 levels (plus airducts) and 2 alien ships!

Yes, you will have to travel through the Alien-infested airduct system, and retrieve items from both ships. Good luck, soldier.

Details, Glorious Details

Each character has their own overlay for the keypad, and their own Heads Up Display (HUD), the HUD is a ghosty image that can be brightened or dimmed if need

be. The Alien HUD shows the status of your eggs to the left, and your three attacks and their readiness to the right. Using a claw constantly will reduce its effectiveness. Waiting between blows allows for the "pull back" of a big swipe to happen. The Predator HUD has a sound oscilliscope and his medi-kit to the left, and weapons active on the right. (The oscilloscope reacts to nearby enemies, but I heard things better instead of watching this readout.) The Marine's motion tracker (if found) is on the left, weapons and ammo on the right. All scores are at the top of the HUD.

Each weapon has a number or letter by it, as a reminder of which button is used to select it. All characters can bring up an automap that is overlayed in the middle of the screen. The map rotates as you do, so "up" is always the way you face. The map fills in as you move along, but it is lost as you move between levels - which brings up a good point, as you play, you are free to go anywhere you want, there isn't some lameo "boss monster" guarding the elevators or guarding anything in fact. Zero boss monsters in this game, HOORAY!

The controls are similar for each. For the Marine & Predator, "A" is use, "B" is fire, and "C" (in combination with Left and Right) is "strafe", or side step. The number keys select weapons, "8" is the map on/off, "7" and "9" are alternate "strafe left" and "strafe right" keys. Pause/Option brings up the HUD brightness control and Save game menu. "6" changes the vision filter for the Predator, and Option toggles the cloak. The Predator can use Marine food and medi-kits, but they are stored/ converted in the Predator kit, which is then activated by pressing "5". This lets you heal when needed, and as much as you need. The Marine will use up all of a medical kit, even if its not all needed.

The Alien is a bit different though, "A" is claw/open door, "B" is mouth, and "C" is tail. In order to Cocoon a Marine for impregnation, you hit the Marine with a claw, a tail, and a claw. This brings up a message saying "Cocoon the enemy!" as you walk over the Marine, you hear a nice painful, gurgling sound, and the Marine is cocooned.

Most sound in the game is straight from the movies. The one to listen out for is that characteristic Predator snarl if it's nearby (which is always un-nerving, as Predators are deadly). The Predator also laughs when a new weapon is aquired. (Billy's laugh from Predator 1.) The Aliens squeal when wounded, and doors open up with that unique winch sound.

The Marine mainly just "ooofs" and "arghs", but they added a bit of "cheese" to the Marine in that any time he gets a weapon or gadget, he says something inane. For instance, while grabbing the shotgun from the body outside his cell, you hear, "What on Earth got ahold of this guy?" Upon getting the pulse rifle, the Marine busts out with, "Alright! Bug soup!" Probably the cheesiest comment occurs when you get the motion tracker, "You can run but you can't hide". The voice is one of those Hell's Angels-whiskey-and-cigarettes gravely voices that doesn't really match the Marine's face on the HUD. Thankfully, these are few and far between, but they do peg the cornball meter.

There is no music apart from the title sequence. (Which uses beautiful 24-bit rendered graphics.) During the game you hear the humming of the life support or the thrum of the Predator equipment.

During a good fight (as the Predator), gun shots and flame thrower exaust were all around as I quickly found myself outnumbered by about ten Marines. It's a toss-

up on whether music should have been in the game. I would have accepted some original Aliens or Predator music myself, but the lack of game music didn't annoy me though.

The Good

Jaguar AvP can be an intense game. The save game feature is a godsend, and there are 3 places to save your game at, so it's not like you have to play your way through the game in one setting. Rebellion did a great job on getting the atmosphere right: you have to wait for airlocks to pressurize; changing vision filters sounds just like it did in Predator 2; Aliens gather speed as they run; and their acid blood splashes on you (causing damage) at close range. Scampering facehuggers and Alien eggs that open when you near them are great touches. (Open eggs produce face huggers so beware.) The textures used are low contrast, so putting your face in the wall doesn't give that big chunky pixel effect. There are windows in walls to look through, and some doors as well. There's lots to explore, the levels are vast, and I think it'll be a while before they are all mapped out in your head.

One other good thing is that unlike Wolfenstein 3D, when you -know- there's an officer or a guard waiting behind a certain door each time you play, Jaguar AvP randomizes a lot of its enemies and items in the station. This greatly enhances the game's replay value, as in each game, you'll never really know what's waiting for you...

The game was a challenge, I don't believe I'd tire of it quickly. A particularly heart-pounding moment occured once when I got a pulse rifle - suddenly a Predator decloaked right in front of me. I let loose on the trigger while the Predator cloaked again. Green blood was still visible

as I unloaded a good 3 seconds of pulse rifle ammo into him. Finally, he decloaked and died. Whew! These Predators are tough fighters, and will often stalk a hapless Marine.

(Just wait until you're playing the Marine and walking down an empty corridor only to hear a voice come out of nowhere and whisper, "Over here...". You'll learn to scoot pretty fast.)

The Not so Good

The Alien bodies on the floor continue to hurt you when you walk over them. I recall from the movies that the acid ate through floors and stopped after about 3 minutes. Having just killed a bunch of Aliens, and then having to walk through the remains all kinda grated on my nerves, but you'd have to walk through a lot of acid to die.

Restoring a game resurrects all of the bad guys, so don't save in a room where you just killed 10 Marines. (Like I did.) I would say a good place to save would be in the elevator. (Or in an airduct, if you're playing the Alien.) Restoring a game also resets the ammo and medi-kits too.

Corellating the computer map with your map is difficult, since there isn't a "north" or "up" on your personal map. It took me a while to track down the various rooms I was supposed to go into.

Once I was playing the Predator and came across a Marine and an Alien in the same room. This bothered me. Interestingly enough, I entered the room and side stepped while watching the Alien. Suddenly, a flame thrower burst came from behind me and wasted the Alien. Thanks, buddy.

The Marines are trigger happy to the point of stupidity. I lined up about 5 Marines in a doorway and watched the

guys in back torch the guys in front. Maybe it's supposed to represent panic, but it's a little too much.

Overall

"The Edge" magazine gave this game a 4/10, and said something about lack of anything to do. Well, that's bullshit. It's true that it isn't a shooter, but I got my butt kicked many-a-time playing each of the characters. I'd say if you want a real killing spree, play the Predator. Suspense? Play the Marine. And the real challenge of the game is being the Alien. The - game- here is great, I had an excellent sense of being the characters, and hey, the audio and graphics are good too. I'm gonna buy this one.

Final Ratings

Title: Alien Vs Predator   JagNet: No

Design: Rebellion   Players: One

Published by: Atari Corp.   Available: October 21 (US)   Price: $69US October 23 (UK)

Here's the summary ratings:
"*" is a whole
"+" is a half
5 stars maximum

Control: **** Strafing is slow, but most moves are similar between characters. No way of customizing.

Gameplay: ***** Lots of variety and freedom. I felt like I was playing a movie!

Graphics: ***+ Better than Wolf3D and its clones, but it's still all orthagonal. Great textures and a lack of chunky pixelated walls.

Sound: ****+ Clean samples, very atmospheric, with only title screen music. I miss the pulse rifle sound from the movie.

Overall: ****+ It's gonna get a place in my library. We've gotten what we were promised. I really hope Atari makes this a pack-in.

What they mean:

***** Oh wow! Forget work! This is AMAZING!

**** Hey. Uh huhuhuh, this is cool. Uh-yeah! Cool! Hehheheh.

*** Well, it's better than watching TV.

** My, that OJ Simpson thing sure is interesting.

* Where's my sledge hammer!?

JIM MORAN COMPLAINED THAT WE HAVEN'T RUN HIS PICTURE LATELY.

SO WE ARE.

Secretary Moran on a GOOD day.

The meeting of October 4, 1994 was called to order at approximately 8:06:21 by President Robbie Bridges. All Officers were present and accounted for.

Tonight's first order of business was to decide how to handle the two laser printers that were either to be auctioned or raffled. After much haggling a bit of bellyaching and some general complaining the membership decided to auction the Qume laser and put the NEC in the regular crooked raffle.

After a short question and answer period the auction was held. This Qume printer was one of very dubious parentage. Supposedly it was used by Playboy to print some of it's earliest issues. Along about 1980 old Hoodwinked took it in trade for a good used but slightly wrecked VW. The only reason it became available for this auction was the accidental bump that broke the case. made the laser print a little crooked. Not real bad just a little. Anyway the old piece of junk brought in a final bid of $200 dollars. (Which we collected quick before he realized what he did.)

8 Bit software chairman Bob Scholar started his presentation with some good news. The little problem reported last month about the bouncing check from the OLD Atari Classic magazine, turned out to be a slight misunderstanding and said check was replaced with a real one along with an apology.

This months floppy consists of a front side of mostly games, Hideseek, Krazyme, Nightshade and Rafferty, One of the games was named in honor of our own Bob Woolley, the second one. The biggie on this floppy has to be the latest version of Textpro which takes up the whole back of the disk. Version 5.20X.

After all the lousy tricks our assistant editor has pulled on poor old Robbie I have developed a fool proof system to get a proper picture of our President included in these minutes. With this correction I hope we can again get the meetings started on time.
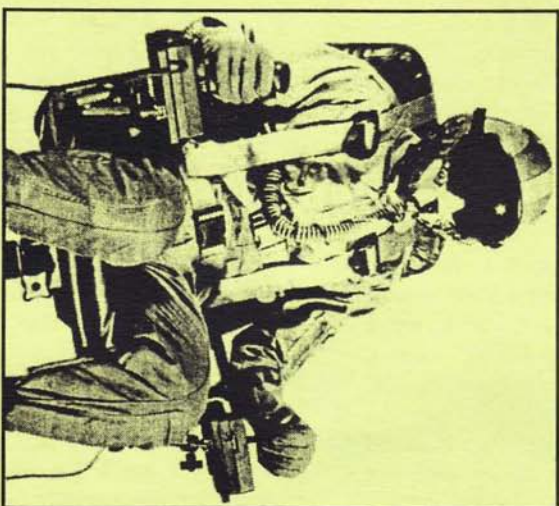

Robbie Bridges (on a bad day)

Meeting adjourned 9:40 PM.
Jim Moran - Secretary

San Leandro
Computer Club

P.O. Box 1506 • San Leandro, California • 94577-0374

President Bridges—1994

General Meeting: 11/1/94

Nathan Hood will demo ALIEN vs PREDATOR

Regular Time & Place

First Class Member

First Class Postage