

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-enacts the popular cartoon by the same name. Players take on the role of the Road Runner in humorous attempts to outwit his relentless pursuer, Wile E. Coyote.

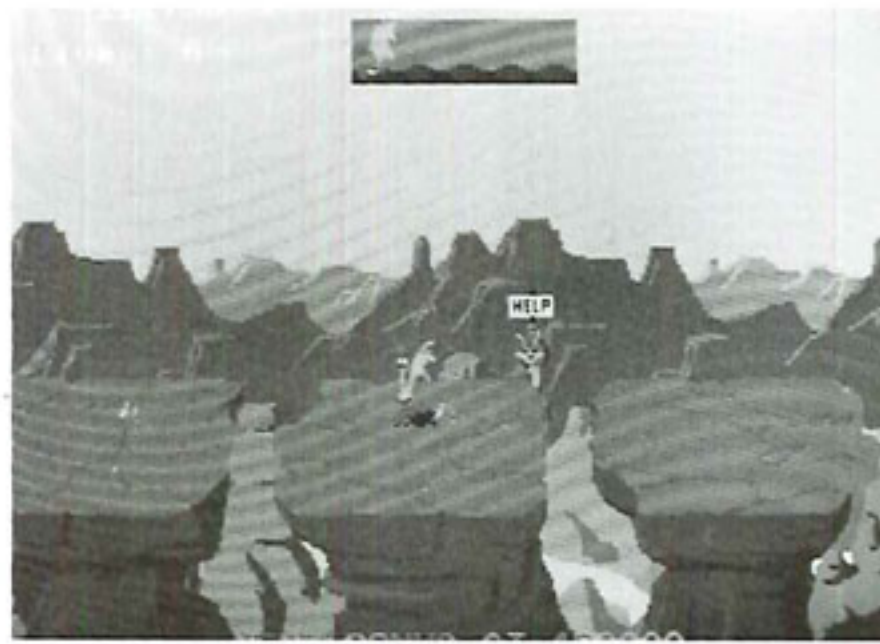
The player controls the Road Runner character trying to pick up as many of the bird seed piles that appear along the roadway for maximum points. Sounds easy but not so, because Wile E. Coyote is right behind with a load of gags to help him out. If the Road Runner gets too far ahead, he comes back to 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 chopper 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 "hop" 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

Hop over the crevices to avoid falling to the depths of the Grand Canyon.



Maneuver on the narrow path and don't let Wile E. Coyote spring on you.



If you eat the steel shot it is difficult to keep your distance from the magnet wielding coyote.



hints. Here's how you can get maximum scores:

- ☆ Picking 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 run over by a truck, or fall off a cliff.
- ☆ In later stages of the game, you will see a lemonade bottle 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 gunshot piles causes the coyote to come after you with a magnet which will slow you down. Extra points are awarded if you aren't caught.
- ☆ 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!

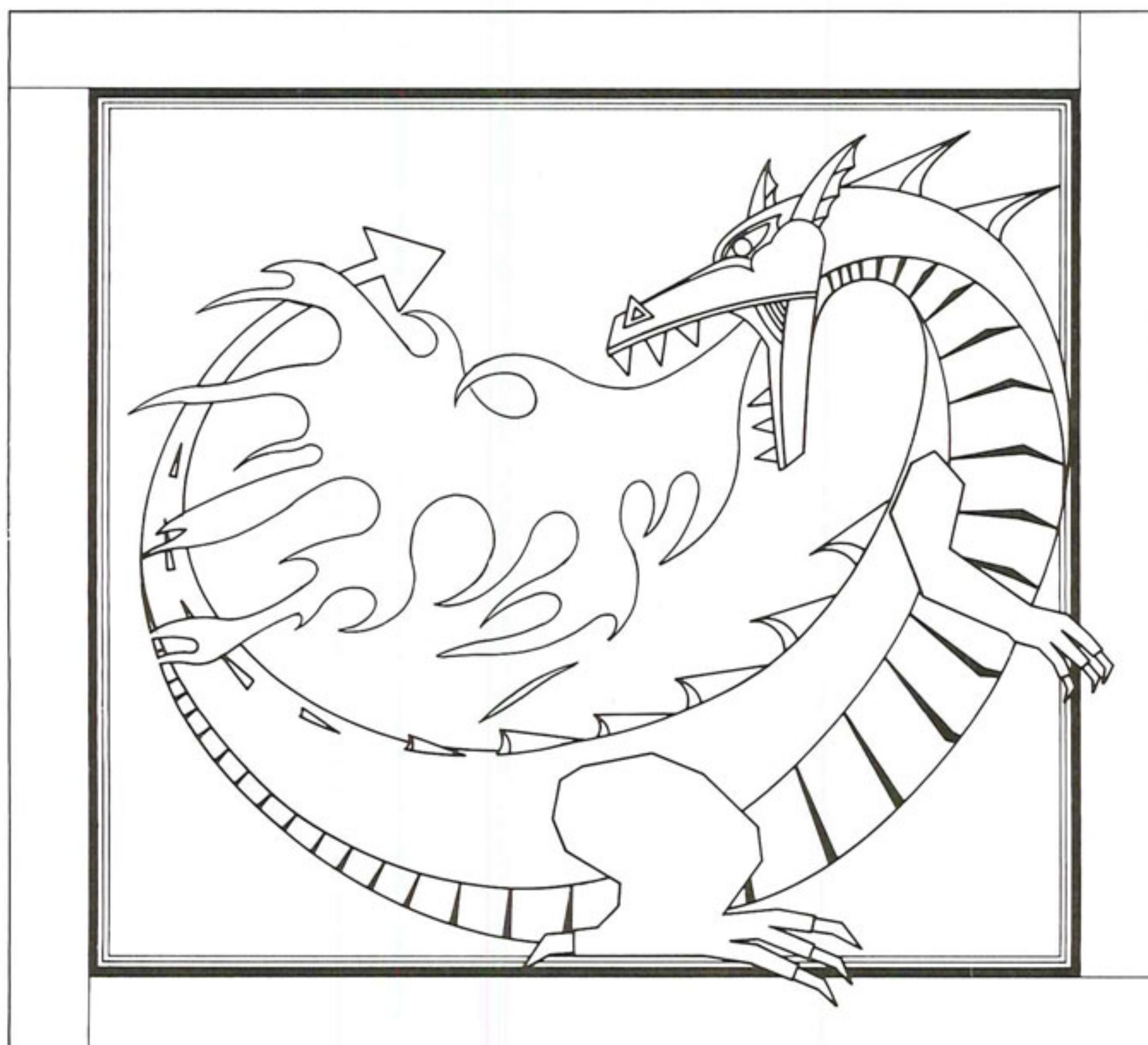
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"THE ADVENTURE CONTINUES WITH GAUNTLET II"

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 to 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 see 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 se-



lect. 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 tags 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 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.

continued

"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 you guessing in the mazes because Gauntlet II has other new features like movable walls, secret destructible walls, invisible walls, closed treasure chests (could contain something good or something bad), stun tiles, multiple traps, force fields, poisoned food or potions, and acid puddles . . . to name a few.

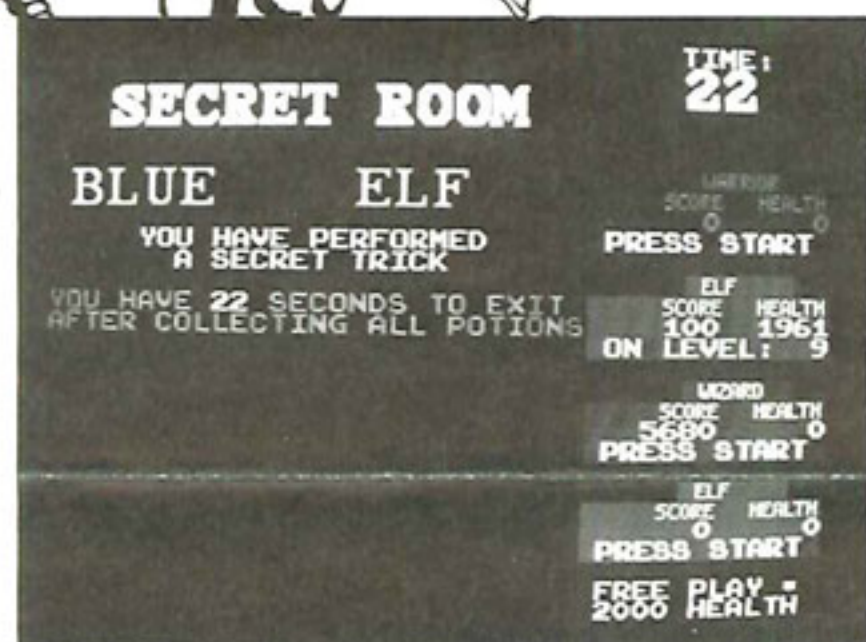
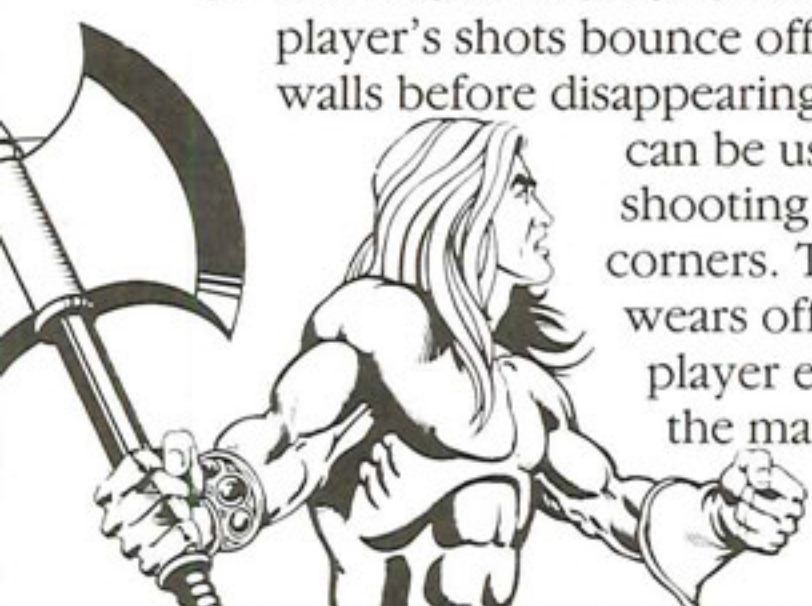
To give players a helping hand, Gauntlet II has some new potions in addition to all the same original potions:

☆ INVULNERABILITY which protects player from all harm for a limited amount of time.

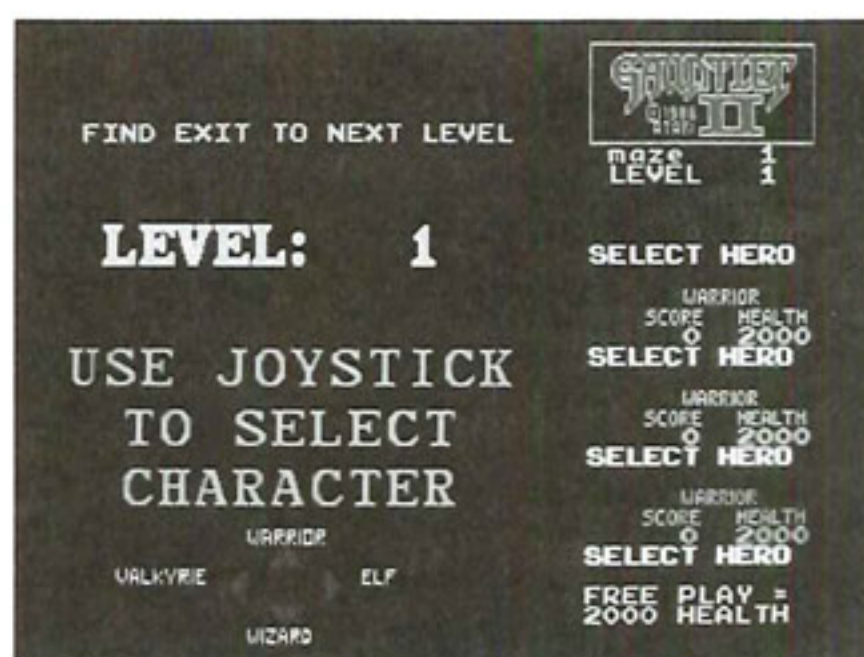
☆ REPULSIVENESS which causes monsters to avoid the player temporarily.

☆ TRANSPORTABILITY lets the player walk through anything but makes it difficult to pick up any goodies until the potion wears off at the end of the maze.

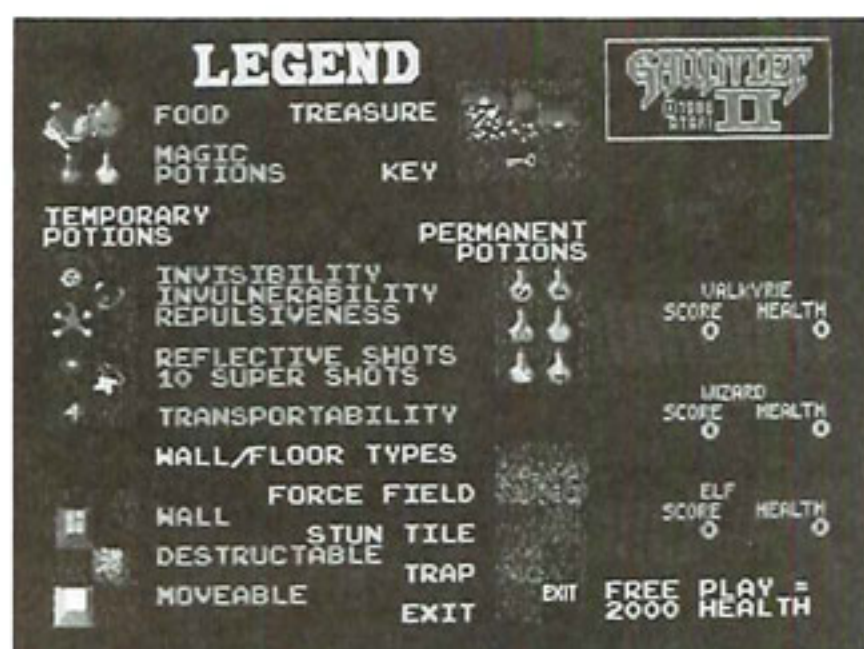
☆ REFLECTIVE SHOTS will make all player's shots bounce off three walls before disappearing, which can be used for shooting around corners. This potion wears off once player exits from the maze.



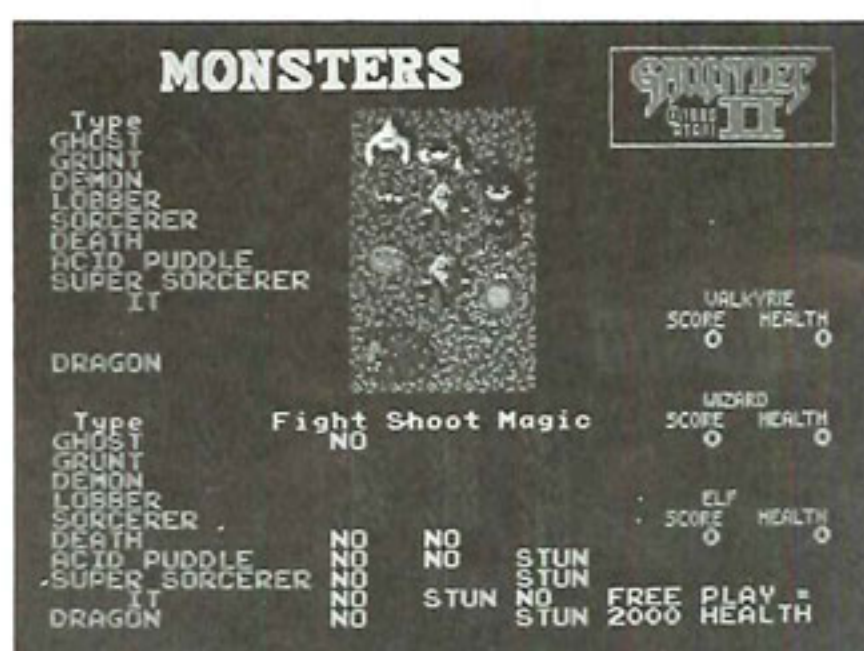
In the Secret Room players are given a task to perform.



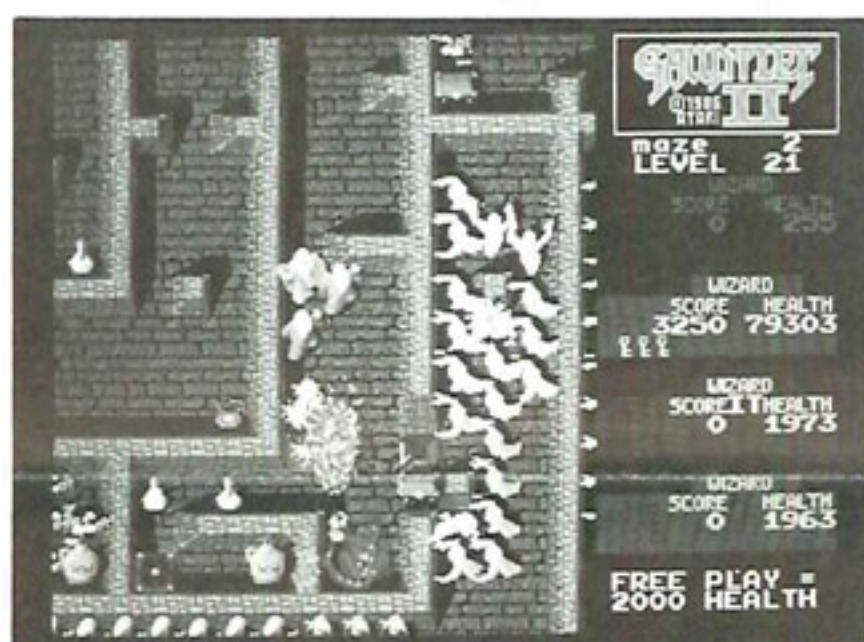
To begin the game players select a character to portray.



Description of objects players will encounter.



Adversaries and how to combat them.



Four Wizards team up to slay the fire-breathing Dragon.

Winners Of The "Atari Classic Games" Contest

In our last newsletter many club members responded to the mystery game contest. Players were asked to identify older Atari classic games by looking at a mosaic of artwork. Thanks for all your responses. The winners are:

Kill Haugland	Duluth, MN
Curtis Sheddon	Renton, WA
Lynette Nikiel	Minneapolis, MN
Brad Hallman	Pine Bluff, AR
Mike Hickman	Pine Bluff, AR
Edith Hickman	Pine Bluff, AR
David Alan Young	Penacook, NH
Tom Keil	Charlotte, NC
Jeff Yonan	Fremont, CA
David English	Santa Cruz, CA
Britteney Tyra	Pine Bluff, AR
Jayson Tyra	Pine Bluff, AR
Judy Tyra	Pine Bluff, AR
Leo Tyra	Pine Bluff, AR
Michelle Tyra	Pine Bluff, AR
Patrick Allen Tyra	Fayetteville, AR

This contest turned out to be a tough one, but it looks like the Pine Bluff, Arkansas members got their

heads together and came up with the right answers! Congratulations to all the winners.

By the way, for those of you who want to know the correct answers, here they are:

1. Starship I
2. Crystal Castle
3. Superman
4. Red Baron
5. Drag Race
6. Dig Dug
7. Breakout*
8. Pole Position II*
9. Sprint 2*
10. Missile Command
11. Battle Zone
12. Centipede
13. Tempest
14. Asteroids
15. Atari Football*
16. Asteroids Deluxe

*If your responses were close to any of these answers, they were considered to be correct. (e.g., "Pole Position" instead of "Pole Position II" was accepted as a correct answer.)



More New Collector Items For Members!



Prices:

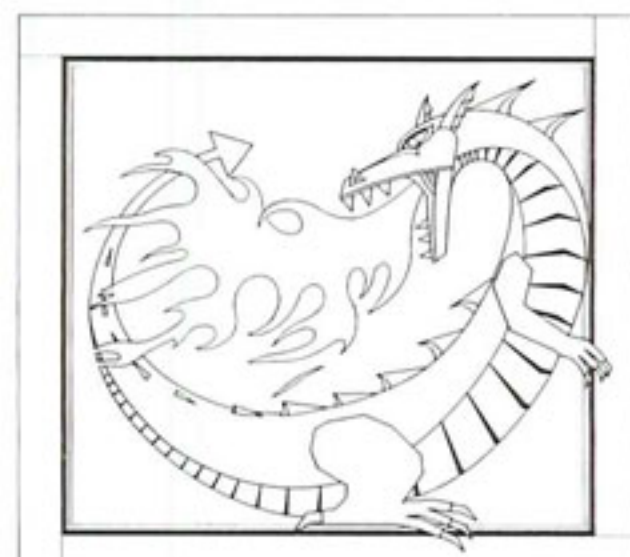
Road Runner T-Shirt	\$7.00 each plus tax where applicable
Road Runner Pencil Sharpener	\$2.00 each plus tax where applicable

With the launch of our new Road Runner game, we are offering special Road Runner collector items. T-shirts and Road Runner figurine pencil sharpeners are available from Atari if you order soon, as quantities are limited. Use the enclosed order form and write in the new item(s) that you want to order. Specify "Road Runner T-shirt or pencil sharpener" on the form and send it with a check or money order to: Atari Games Corporation, Players Club Collector Items, 737 Sycamore Drive, P.O. Box 361110, Milpitas, CA 95035. Be sure to include desired T-shirt sizes: Small, Medium, Large, or ExLarge.

CONTEST!

GAUNTLET II PLAYER QUEST

OVER
\$12,000
IN PRIZES



Gauntlet II has arrived!
Over 100 new mazes with more new creatures and features await players who are willing to accept the challenge and run the gauntlet. In addition to all new game play, Gauntlet II offers a special contest for players, with real-life rewards. You could win part of the \$12,000 prize package!

Find the secret here!
This location, in cooperation with Atari Games, is sponsoring a contest for players, the Gauntlet II Player Quest.

Accept the challenge. Find your way to the Secret Room, perform the required task and acquire your personalized secret code. Your secret code will qualify you to win one of several prizes totaling over \$12,000. Ask attendant for detailed contest information, rules and your official entry form or write to Atari Games, Gauntlet II Player Quest, 675 Sycamore Drive, Milpitas, CA 95035-1110. Entries must be postmarked by December 19, 1986. Drawing will be held on January 5, 1987.



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 total 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!