

A.P.E.

ATARI PORTABLE ENTERTAINMENT NEWSLETTER



FALL 1990 : ISSUE NUMBER 2

THIRD PARTY LYNX GAMES COMING!

by CLINTON SMITH

During the summer, the first third party software developers for the Lynx were announced. Six firms (some familiar, some not so familiar) are readying 14 new Lynx games which will be available toward the end of this year and early 91. Here's the info I've been able to obtain and some interesting possibilities.

TELEGAMES USA

This Texas based firm is a distributor for a variety of video game systems and has developed a number of games for the Atari 2600, 7800, and XE Game Systems.

Their first three Lynx titles include:

The Fidelity Ultimate Chess Challenge— This product is based on the latest, most powerful, chess-playing technology from the laboratories of Fidelity Electronics—the premier manufacturers of dedicated chess computers—developers of the world's only USCF Certified Master Rated(2325) chess program.

Scheduled release is November 1, 1990. MSRP \$39.95

Krazy Ace Miniature Golf— This product consists of conventional miniature golf gameplay, enhanced with 3-D graphics, player designed courses, stunning animation, and several surprises.

Scheduled release is December 15, 1990. MSRP \$34.95

A third game— Currently untitled, will be a simultaneous, multi-player, comlynx product utilizing driving, stalking, shooting, and strategy.

Scheduled release is February 1, 1991. MSRP \$34.95

APTI GAME SYSTEMS

APTI (?) is doing 2 games for the Lynx.

Battle Universe— a multi-player game that has players fighting each other for control of the universe.

Alternate Earth— a 4 player game where the players must save the Earth.

SHADOWSOFT

Shadowsoft (?) is doing 1 game for the Lynx.

Bugs— An action game in which you fight against... you guessed it.

REFLEX SOFTWARE

Reflex (?) is doing 1 game for the Lynx.

Cards— A multi-player game with versions of cribbage, gin, hearts, and solitaire.

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CYBER LABS

Cyber Labs has 2 games in the works for the Lynx.

1. An action game where players maneuver a vehicle in 2 or 3 dimensional space.
2. A first person mythological battle game.

U.S. GOLD

U.S. Gold is one of the biggest, and one of the most successful, European game developers. Their first batch of Lynx titles include a number of popular computer games.

Leaderboard— A conversion of the classic Access golf simulation. (No word on what effect this will have on the long rumored Epyx 3-D Golf)

E-Motion— Released here in the states by Accolade as Game of Harmony, E-Motion is an addictive action-puzzle game. You must cause like-colored atoms to collide with each other to eliminate them. Cause different colored ones to collide and they multiply making your task more difficult.

Rotox— An action-strategy shoot'em up where you must guide a cyborg through alien-infested landscapes. Using a specially developed technique called Rotoscape, the playfield rotates(when you move your control left or right)and moves while your cyborg stays centered on the screen. Weapon power-ups add that something extra.

Gold— I don't know of any current U.S. Gold games that have the name Gold(could be a Lynx original), but they do have a new side-scrolling adventure out called Gold of the Aztecs.

Italy 90— A soccer simulation(European companies are very big on soccer simulations)based on the recent World Cup(No word on wether this will affect Atari's previously announced World Cup Soccer)

U.S. Gold acts as a distributor for many American game companies(such as Access,Lucasfilm,Epyx, and SSI) so any of their titles could be possible on the Lynx. U.S. Gold also handles arcade translations for Sega(I wouldn't hold my breath for Golden Axe on the Lynx though)and Capcom. Capcom has been known to license their games

a little more freely than other companies so games such as Ghouls and Ghosts, Forgotten Worlds, and Strider could be possible. An even greater possibility: U.S. Gold is developing a Strider sequel(Strider 2)for home computers which will then be a basis for an arcade game. This might have a better shot at reaching the Lynx.

We should be finding out more about the 3rd party games from the Winter CES(and hopefully even more 3rd party developers).

NEW LYNX ACCESORIES FROM ATARI

The following accessories have been announced in a press release from Atari:

Nylon Kit Case— The case was designed to hold a complete game system, including 12 game cartridges, cigarette lighter adaptor, ComLynx cables, a sun visor and spare AA batteries. The designer-style bag features transparent pockets for easy game card selection and padded compartment walls to protect the unit.

Removable velcro hinges allow players to customize the interior. Available in dark gray, the bag includes a carrying handle and an adjustable shoulder strap. The kit case has a SRP of \$19.95.

Holster pouch— For short excursions, players can carry Lynx, ComLynx cables, spare AA batteries and game cartridges in the new holster-style pouch. Available in dark gray, the pouch features a wrist strap and belt loop. The Lynx pouch has a SRP of \$14.95.

Sun visor/screen guard— The Lynx sun visor/screen guard is ideal for playing outdoors. By snapping the sun visor over the LCD screen, players can enjoy Lynx's high-res graphics and sharp color in any sunny setting. When finished playing, users can fold the sun visor down to protect the screen from scratches and knocks.

The Lynx sun visor/screen guard has a SRP of \$4.95.

Cigarette Lighter Adaptor— The cigarette lighter adaptor allows players to plug into any standard car lighter for hours of play with Lynx, without wearing down the unit's batteries. The adaptor features two power outlets, allowing

up to two players to compete simultaneously. The cigarette lighter adaptor has a SRP of \$19.95.

AC Adaptor- While Lynx systems include an AC adaptor with purchase, replacement adaptors will be available at a SRP of \$9.95.

LYNX ACCESSORIES FROM REALM

I was very pleasantly surprised recently when I received a Lynx carrying case from a company called Realm.

I was also surprised because instead of a standard form letter(which I usually receive), Joey Sherman(Creationist in Charge) went to the trouble of writing a personal letter. Here are some excerpts that give a behinds the scene look at Realm.

" I just founded REALM and I'm doing everything myself in order to keep the cost down. I originally got my Lynx on October 19,1989(I remember it well!) Two days later I decided to make my own case so I learned how to sew in about 15 minutes. Spent the next day designing, building and testing. Actually, it took me about six hours to finish, and about three month's of pushing to get it shipping.

Several things kept me from doing the job I expected to do. First, the manufacturer had trouble sewing the cases and I had to keep taking them back. Now, I have a new manufacturer with quantity discounts and a lot higher quality but I haven't been able to purchase any new ones, yet. Since, I can only afford low volume production runs my cost was too high to carry dealers, they could only make 25%. When this happened I dropped the price to \$29.95(\$9.95 for Wallets)and only sell direct. This pretty much killed any hopes of large sales and then Atari finally came out with a case that lists for \$19.95. You can see what that does to me.

Right now I have a 6 D'Cell Battery Pack(6-8 weeks) under construction (I've had one since June and just now put in my second set of batteries). It allows about 24 hours of continuous play. I've also made improvements to the case and wallets. The case will have a 2" piece of

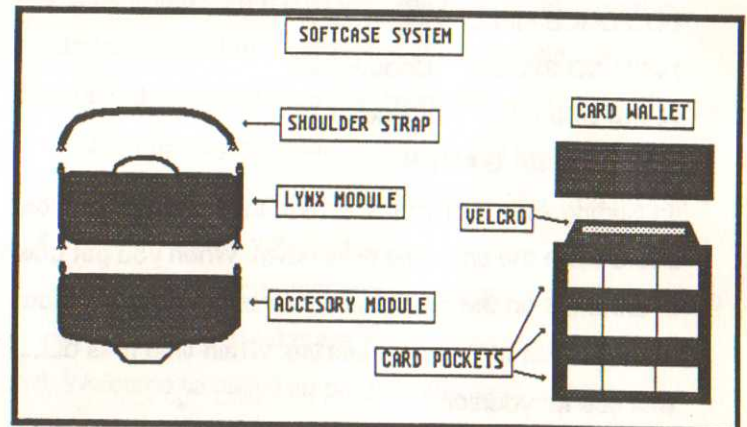
elastic across the inside divided into three pockets. Two small pockets hold 3 AA Batteries on each end and one large pocket holds the Com-Lynx Cable and Small headphones. Plus, they have a better feel to them because of the better sewing job. The Wallet will be square and seambinding will run across the top of the clear pockets. I really don't like the raw edge especially since some of them aren't cut very straight.

I'm getting ready to move the wallet into Sears and Babbages if I can get some samples. They will be repackaged and contain a Softcase order form(along with information for your newsletter if you would like). I haven't sent any samples yet but the people I talked to at least seemed interested.

I would just like to say that I founded REALM in order to allow a place for me to create and allow others access to the things I make. I really don't wish to make a lot of money or run a business(thats why it's just REALM). I will do my best to supply the best product at the cheapest price possible,always!"

I wish Joey all the luck in the world and I must say that the Softcase system is great. Until recently,my poor Lynx was forced to reside in a dresser door and is now residing comfortably in the padded splendor of the Softcase. My game cards were even worse off, sitting in the little blue plastic bag that California Games came in. They're now in their own pockets in the handy wallet.

If you're interested in any of REALM's products check out the ad elsewhere in the issue.



THE RUMOR MILL

The hottest rumor in Lynx-land concerns the Lynx Mark 2. The next model of the Lynx, which will probably make it's debut next year (we could have more info after the Winter CES), will be a smaller more compact device (and probably with a lower cost). Despite some earlier rumors, the word now is that the screen will still be the same size as the current Lynx.

The following titles have been mentioned for the Lynx but no official announcement yet:

720 Degrees: A skateboarding arcade contest from Atari

Coin-op

Baseball: The obligatory system baseball contest. I can't wait to see how the Lynx will handle America's Pastime.

Golf: This 3-d golf game from Epyx is supposed to feature a ball's-eye view as the ball soars through the air.

Hockey: Hockey is a quick sport which should be done justice by the speedy Lynx.

LYNX SECRETS

Did you know that most Lynx games have hidden extra things in them? It's true. Here are hidden extras in Chip's Challenge and California Games.

CHIP'S CHALLENGE

While I was goofing around entering codes, I stumbled upon the code for level 146. I still believe there's one more hidden level (145). If you find the code, please send it on in.

146: CAKE WALK Code: JHEN

147: FORCE FIELD Code: COZA

148: MIND BLOCK Code: RGSK

149: SPECIAL Code: DIGW

CALIFORNIA GAMES

In Surfing, lose 2 of your lives and then just stay on your board while the time limit ticks down. When you get down to around 3 on the clock, steer your board off the bottom of the screen to lose your last life. When time runs out... well see for yourself.

Other rumored secrets include: 1 more hidden level in

Chip's Challenge and a Zit popping contest in Slime World. If you know how to get to these, or if you found something in another Lynx title, let your fellow Lynx owners know about it. Send them to:

LYNX SECRETS

2104 North Kostner

Chicago, IL 60639

READER TIPS

This new column is for YOUR game tips! Our first tip is from Jack Reedy in Lowell, Michigan for California Games BMX:

Ride your bike down on the bottom of the trail not quite touching the grass—you can then avoid all logs and hay stacks.

Send your tips to the APE address!



Softcase System

\$29.95

Game Wallets

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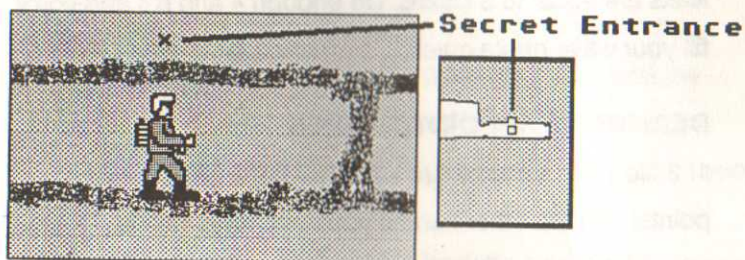
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SLIME WORLD

GENERAL TIPS

1. A slime shield protects you from red creatures but not from the red boogers that are sent flying through the air when they explode. Same goes for when Super Slime Gems are shot.
2. The slime shield is also ineffective against the snappers (the venus fly-trap type creatures which hide under the slime). Shoot them if they are above ground or learn their locations and avoid them altogether.
3. The slime shield is also ineffective against the brown headsucking creature. Shoot them on sight or if they manage to grab you, head for a water pool.
4. Use the slime bait in rooms with a lot of creatures. When they all gather around it, pump'em full of water (and watch out for the resulting boogers)
5. Try to save the cleanser for rooms with large slime pools. If you are in desperate need of a cleaning though, use it in the nearest small pool.
6. Touching a water or slime pool with an activated jet pack has the same effect as a mega bomb going off (you will lose your life in the process though).
7. You can use your map to locate hidden ceiling and floor exits. Look for little notches which don't appear onscreen.



8. Don't shoot it out with maggots. These nasty beasts will just be replaced by more and the resulting booger showers could cause serious damage.
9. The radioactive crosses (which wipe out your inventory) usually mean you're headed in the right direction.

10. If a room is full of creatures and you have a slime shield, sometimes it's better to run like hell and try to get to the next room.

11. Two of the nastiest creatures are the spitters and the slime bubbles. When you find out where the spitters are hiding (they hide under the slime like snappers), get past as fast as possible. Their booger spitting is very effective and you'll soon find yourself very slimy if you don't hurry. When a bubble starts to form, shoot it immediately or run away from it. If it gets big enough it's slime shower time.

Multiplayer Tips

1. When you're working as a team, clean off a slimy ally by shooting him with your gun.
2. Save mega-bombs for when your opponents enter the same room. Toss the bomb and then get out.
3. Can't nail an opponent cause he's using a slime shield? If there's a red creature (or red super slime gem) around, shoot it for the effect in General tip 1.

Missions:

1. Not too difficult. Keep heading to the right to find the exit. Use general tip 7 to find hidden rooms full of the valuable red slime gems.
2. Similar to mission 1, but even larger.
3. Another big planet, loaded with creatures and sneaky screen setups. Also watch out for heavy snapper activity.
4. Mushrooms are the all important commodity on this mission. Since the mushrooms can only delay slime world's destruction for a maximum of 5 minutes, don't pick up any mushroom's after you've got the timer up to 5 min. You can come back and get them later after you've lost some of that time you built-up.
5. Your gun doesn't work and you've got a puzzle game to deal with. Slime shields are like gold and watch your step.
6. Welcome to hell! You get no extra lives and there are hordes of beasties to deal with. Just keep plugging away and eventually, some day you may get through.

KLAX

GENERAL TIPS

1. When you make a klax, the tiles and the conveyer belt stop for about 2 seconds. You are still able to move during this, so take advantage and drop any tiles that you need to and get in position to catch the next one on the conveyer belt.
2. Your paddle can hold up to 5 tiles at once. Use this to help you wait for tiles you need. Don't get too picky though and juggling this many tiles when the action picks up later in the level can be very difficult.
3. Don't get so intent on forming complex klaxes that you miss simple easy-to-make ones.

CREATING LONG VERTICAL KLAXES

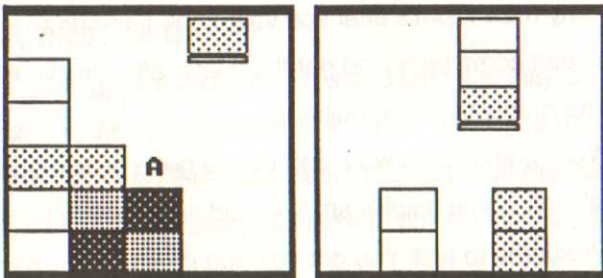
To make 4 and 5 tile vertical klaxes, do the following:

1. Get the bin set up like illustration 1. Place the tile to complete the horizontal klax at point A, and the 2 tiles will fall forming a 4 tile vertical klax.
2. Another way to make a 4 tile vertical klax is to make use of the delay mentioned in general tip 1. As seen in illustration 2:

Set up a 2 tile pile and another 2 tile pile, then catch 2 tiles which are the same color as pile 1. Next catch the tile that will complete pile 2. Make the klax and when everything freezes, zip over and drop the 2 tiles on pile 1.

You may also use this method to make the elusive 5 tile vertical klax. The only change is that you have to catch 3 tiles for pile 1.

Illustration 1 Illustration 2



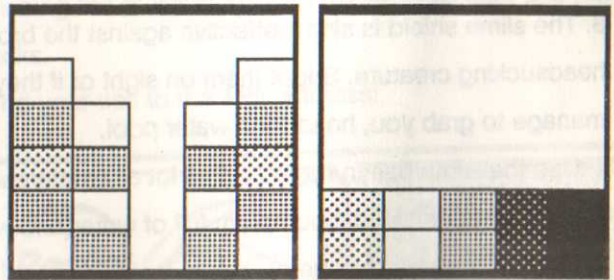
Pile 1 Pile 2

THE BIG X

The X formation will enable you to warp on some levels and is one of the most difficult formations to set up.

1. Setup the 1st, 2nd, 4th, and 5th rows first (see illustration 3). Save the middle row for last. You can use this row to get rid of extra unneeded tiles by making simple vertical klaxes with them. Keep practicing and hope that you picked a good color.

Illustration 3 Illustration 4



DEALING WITH TILE WAVES

1. One of the best ways to clear out tiles is using a 5 pile method (illustration 4). As the tiles come down, complete the vertical piles and start forming new ones.

DEALING WITH KLAX WAVES

1. The 5 pile method can come in handy again here.
2. Remember: 4 tile klaxes are equal to 2 klaxes and 5 tile klaxes are equal to 3 klaxes. Do enough 4 and 5's and you'll fill your wave quota quick.

DEALING WITH POINTS WAVES

1. 3 tile vertical klaxes are a big no-no (only 50 lousy points). On the other hand if you're adventurous and can make 4 or 5 tile verticals, they're worth 10,000 and 15,000.
2. Diagonal 3 tiles are also quite good since they're easier to make than some things and they'll net a cool 5,000.

Klax programmer, Greg Omi, did a great job and is also responsible for the excellent ElectroCop. Kudos also to LX Rudis for the great sound and music (love that opening).

Got some Lynx News or Info you want to pass on

SEND IT TO:

APE

2104 NORTH KOSTNER

CHICAGO, IL 60639

Or contact me via Genie, my mail address is

C.SMITH89

THE EDITOR'S DESK BY CLINTON SMITH

Welcome to the second issue of APE magazine.

Sorry about the issue being late, but since Slime World didn't show up until the last few weeks it put a wrench in the production of the issue.

If you're going to be in the Chicago area on Sunday, November 11th from 10 AM to 4 PM you might want to check out the Chicago Atarifest. It's going to be held at American Legion Gurnee, IL. Post, Grand Ave. (IL 132), and Milwaukee Ave. (IL 21), 1 mile east of I-94. I'm going to have a table, promoting the newsletter, the Lynx, and I'll be showing off Realm's Softcase System. Stop by and say hi.

Also, if you are a Genie user, I've just signed up so I can now be reached there. If you've got any Lynx questions, game tips, or news and info leave me a message. My mail address is C.SMITH89.

Speaking of Slime World, the game was truly worth the wait. The music isn't as good as the early titles but the sound effects are great, the graphics are truly gross, the gameplay is challenging and the 6 levels will take quite a while to complete. (Took 2 1/2 weeks of heavy play. Level 6 is a monster)

Klax has also finally been released. It's been getting some very good press in the video game magazines, Most of the reviewers have given it high marks for it's faithfulness to the coin-op and many have agreed that the Lynx version is the best Klax there is... surpassing even the Sega Genesis and NEC TurboGrafix 16 versions! My opinion: Klax has the most amazing sound yet for a Lynx game and the game is very tough.

I've put together a personal wish list of games I'd like to see on the Lynx. If you have any, send them to me and I'll put them in an upcoming issue.

Midi-Maze: An ST computer favorite that was big on multi player action. Other enthusiasts have been singling this out for the Lynx, but I'd like to see more than just a straight port. Maybe add some multi-level mazes with elevators and ramps or the ability to enhance your firepower.

Star Raiders: A computer classic that broke lots of new ground. Combine the first-person simulation with multi player space dogfights and maybe add some type of quest element and you'd have something for the 90's.

Wrestling: I've always been a wrestling fan and I'd love to see a title for the Lynx. Multi-player capabilities (2 players against each other, 2 player tag team against a computer team, 2 player tag team against another 2 player tag team, a 6 man tag match or battle royale would also be nice) are a must.

Airborne Ranger: This Microprose title featured commando-style action with strategy and planning. If you could have 2 to 4 players tackling a mission as a team it would be wild.

Shadow of the Beast: This Psygnosis action game was very popular on the Amiga and has just been released on the ST. It's heavy parallax scrolling, stunning graphics, and great sounds could really show off the power of the Lynx.

Powerdrome: An Electronic Arts 16-bit game which featured futuristic racing through wild 3-d tunnels. A 2 player null modem option was available and it would be even better with up to 4 players on the Lynx.

Stunt Car Racer: A Microstyle title which featured races over wild 3-d roller coaster style tracks. It also allowed for 2 players. Add 4 player capability and it would be great.

Next issue:

Lynx news from the Winter CES and game tips for any new titles that are out by then.

See you in the Winter issue coming out late January and have a Merry Christmas and a Happy New Year.

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Is your user group or organization having an Atarifest or similar-type event? If you are looking for raffle prizes, APE would like to help out. Send in a request and APE will provide you with 2 free subscriptions to the APE Newsletter.

Send those requests to:

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If you send APE your product, I will write it up in the newsletter (I cannot promise glowing words for so-so products however)and you will receive free advertising space in APE.

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