

A.P.E.

ATARI PORTABLE ENTERTAINMENT NEWSLETTER



FALL 1991 : ISSUE NUMBER 6 LYNX 2 ON THE SHELVES

It took awhile but the smaller Lynx, whose picture graced the cover of the Winter issue, is now available for purchase. It is still basically the Lynx but there have been a number of enhancements.

The new model is 9.25 inches wide compared to the 11 inch width of the original. The new Lynx is a great deal lighter thanks to the use of a durable plastic body. Another advantage of the plastic is that it won't suffer from the paint rubbing off (due to extensive use) like with the original Lynx.

On the back of the new Lynx you'll find the game card slot. The original flat game cards, which were something of a pain to deal with on the original model, slide out with ease. Located on the left and right sides, near the edges, are molded rubber handgrips which make the unit very comfortable to hold. There are also 2 metal clips which will presumably be used in the future for a carrying strap.

The brightness knob has been moved to the left side on the top of the unit. The volume knob (which was located on the left) is now at the right side on the top of the unit. The option and on/off buttons which were horizontal on the original model are now vertically oriented. The 8-way joystick is much larger on the new model and works well. A backlight shutoff button has also been added.

The battery compartment has been moved from the back to the bottom of the unit. The automatic shutoff, which automatically turns off the Lynx after 5 minutes of non-use while running off of batteries, has been eliminated in favor of the backlight shutoff button. This allows you to turn off the backlight (to conserve battery power) while you're on pause. While the backlight is shutoff

you cannot use an alternate source of light to view the game. Due to changes in the system, you now get 5 instead of 4 hours of battery power.

The biggest change in the new Lynx is that it supports true separated stereo sound via the headphone jack. While future games will probably make greater use of this feature, a handful of the currently available Lynx games already support it to varying extents.

Klax: The theme song is in stereo and tiles coming down the left side of the conveyor belt are heard in the left speaker while right side tiles are heard in the right speaker.

Xenophobe: Doors opening on the left and right are heard through the appropriate speaker. If an explosion goes off in the room to your left you'll hear it in your left ear.

Roadblasters: The theme song is in stereo.

RoboSquash: The theme song is in stereo and you hear some sound effects via the left speaker and others via the right.

By the time you're reading this, you may have heard about the "blinking pixel" which has showed up in the Lynx 2s. This blinking pixel usually appears in the lower left area of the screen. My unit also has this but it's nothing to be very concerned over. Unless you're really looking for it, it's hard to find and when it is noticeable, you're talking about 1 out of 16,000 pixels.

The Lynx 2 is a solid update to the design of the Lynx and makes it even more competitive in the portable market.

P.S. The new model has been nicknamed the "BatLynx" by many Lynx enthusiasts.

IN THIS ISSUE

LYNX 2 REPORTS	1,2	LYNX SECRETS	4
GAMES ON THE WAY	3	HINT BOOKLET	5
INTENSE GAMING	3	USED GAMES	5
TELEGAME'S RPG	3,4	MANDELBROT SECRETS	6,7,10
RELEASE LIST	4	GAME GUIDES	10
RUMORS	4	GAME TIPS	11-14

To LYNX II or Not To

By Tom McComb

Now that the new LYNX II is in wide distribution many people are wondering which is 'best', the original version of the LYNX or the new so-called LYNX II. I presently won both so perhaps I can offer some insight and perhaps help you decide.

I have always been very pleased with my original LYNX. I always felt it was VERY well designed, very 'ergonomic'. SO why did I go and purchase a new LYNX II? Well you see I live near a toxic waste dump and I recently began growing second set of arms and a third eye. They became jealous and demanded their own LYNX. Actually some of the features of the LYNX II intrigued me, it was on sale, I needed a 'back-up' unit soooooo...

Here's what I like about the new unit: The LYNX II outputs stereo through the headphone jack for games which have been so programmed (KLAX, Xenophobe, RoboSquash etc.) It has a button to turn off the backlight and the auto-shutoff feature has been disabled. The game cards are also easily inserted into the top of the unit. The LCD screen is masked very nicely so you don't see any of the white backlight around the borders as you do on some of the original units. Supposedly uses less power.

Here's what I don't like: I don't think the design is as 'ergonomic' as the original. Because of the units smaller size the joystick is very close to the left edge of the unit. I find it difficult to properly move my thumb to depress the LEFT segment of the joystick. The normal resting position of my thumb is farther to the right, and winds up precisely centered on an Original LYNX. The OPTION/Pause buttons are too recessed and require much more effort to

depress correctly. I find the batteries more difficult to remove, however you do have access to all six at once. On the original unit it's possible to get a battery stuck up inside the case. Volume of the external speaker doesn't seem as loud (volume at the headphone jack is fine). Most (all?) LYNX II units have a flashing pixel in the lower left corner of the screen. The pixel is annoying at first but soon forgotten.

The bottom line: If one or more of the primary users is going to be a child then I must recommend the LYNX II. My reasons are as follows: Lighter, easier for small hands/fingers- the joystick is closer to the left edge and the rear units have a rubber grip. The grip does nothing for me with my large adult hands, it's in the wrong place for them. It's also easier for a child to insert and remove the game cards. If you normally use your LYNX with your headphones then the II is for you- the stereo effects are pretty dramatic on some of the games (and hopefully more of the new ones!). If you can live without the stereo and have normal to large hands go with an Original LYNX.

In my dreams: I see an Original LYNX with stereo output. It has a backlight on/off button that also disables and enables the auto-shut off feature. But I really don't expect to see it when I wake up.

NEW GAMES ON THE WAY

Happening to live in the same town where Atari's public relations firm is located, definitely has it's perks. Recently they called me up and wanted to see if I could come down to try out some of the latest new Lynx titles. Of course I said no... YEAH RIGHT. All of the games were final versions so you should see them soon (I just heard that Turbo Sub, Scrapyard Dog, and Checkered Flag are out).

ISHIDO: This is a conversion of a popular computer strategy title. You must place stones of the same shape and color next to each other on a gameboard. The game starts off with a fireworks display (first time I've seen one at the start of a game) and has simple but effective graphics.

HARD DRIVIN': The Lynx really struts it's stuff by turning in a highly accurate conversion of the 3-d arcade driving hit. It's too bad the Lynx doesn't have a steering wheel or this would be perfect. The 3-d graphics move very smooth, it has the external view crash replays, and you can even hit the 3-d cow and hear it's digitized moo.

TURBO SUB: A very good, first person shoot'em up that puts the Lynx's scaling abilities to great use. Shoot down weird aliens as you fly through the air and then dive into murky waters and take on the invaders under the sea.

SCRAPYARD DOG: If you've been waiting for a Lynx game in the Mario, Bonk, or Sonic genre, your wait is over. Guide cute, little Louie through tons of levels looking for weapons, money, and secret rooms as you try to save your faithful dog from a gang of ruffians.

CHECKERED FLAG: Up to 8 players(or maybe 6) can comlynx and race against each other in this slick POLE POSITION-style racing game. There's a number of different courses and you should keep an eye out for all the billboards promoting Atari, ST computers, and a LOT of different Lynx games. There's a digitized "Gentlemen start your engines" and if you win, you get kissed by a member of the opposite sex.

VIKING CHILD: This 16-bit computer title from Europe has translated very nicely to the Lynx. Guide a heroic little adventurer around multiple levels, finding powerups, fighting bosses, and trying to rescue... you guessed it! Yet another princess. Don't hold that against it however, it's a terrific game.

STUN RUNNER: This is my pick hit from this latest batch of Lynx titles. The arcade hit featured fast 3-d graphics which defied translation onto a home system (the ST and Amiga conversions were universally panned). Until now that is. Stun Runner

looks just like the arcade game, has fast 3-d graphics thanks to the scaling, and sounds just like the arcade game thanks to a generous use of digitized speech and effects. If you're a fan of the coin-op you'll want this.

THIRD PARTY UPDATE

INTENSE GAMING

Yet another third party developer has jumped on the Lynx bandwagon and their name is Intense Gaming.

The company has three titles in development:

Space Canyons: A 3-d flying game set in outer space for up to 4 players.

Release date: December 91

Time Gates: A time travelling adventure for up to 4 players.

Release date: February 92

Driving Demons: A driving game for up to 4 players which use digitized graphics and a variety of options.

Release date: April 92

I'm currently trying to dig up some more info on Intense and it's games and I'll hopefully have some more details by next issue.

TELEGAMES

Lynx enthusiasts have been eagerly awaiting a role-playing game for their powerful portable. There are quite a few in the works but we haven't heard anything solid on them... until now that is.

The Guardians: Storm Over Doria from Telegames will be the long awaited first traditional RPG for the Atari Lynx color portable videogame. This is the fourth product published by Telegames for the Lynx.

This 2 meg product casts the player (or up to four ComLynxed players) as a Guardian, one of a legendary, roving band of heroes. Each player will select his character from an onscreen display of the Guardians, each Guardian with a unique set of attributes such as strength, wisdom, dexterity,

charm, endurance, speed, magic, etc.

The Guardians have been summoned to the Kingdom of Doria to help locate Quellin, the Master of Mystical Arts. Quellin has kidnapped Prince Creshin and stolen Doria's crown, the Crown of Versailles, which gives the wearer the power to control the weather. If King Fredrick of Doria does not renounce the throne in his favor, Quellin will condemn the Prince to eternal slavery and Doria to eternal winter. The Guardians must locate and rescue the Prince and the Crown, and then find and defeat Quellin in physical and magical combat. Failure will bring the ultimate extinction of the Kingdom of Doria.

With a 3/4 overhead perspective, the player will have to journey across the Land of Doria (and under it in some of its dungeons) searching for clues to the Wizards's whereabouts. Game elements include 30 different magical spells, 23 different monsters, multiple weapons, and the ability to talk to anyone on the streets. An internal clock will vary responses and activities based upon time of day and day of the week. A command menu will allow you to GET, OPEN, BREAK, TALK, etc.

An original soundtrack and superior graphics will make this a "must have" title for every Lynx gamer's library.

The Guardians: Storm over Doria will be completed during December and arrive at stores during February. The suggested retail price is \$44.95, and a hint book will be available separately.

NEW LYNX RELEASE LIST

If there is one thing you can be sure of in life, it's that game release schedules have a tendency to change. So here's the latest one and remember that dates may change.

September:

Ishido, Checkered Flag(8 players), Turbo Sub, Scrapyard Dog

October:

Bill and Ted's(2 players), Hard Drivin, Rolling Thunder, Viking Child

November:

Bad Boy Tennis(2 players), 720, Hockey(4 players), NFL Football(4 players), Robotron, STUN Runner (may be released earlier), Tournament Cyberball(4 players)

December:

Cabal, Hydra, Lynx Casino, Strider 2, Toki, World Class Soccer, Baseball Heroes, Basketbrawl, Dirty Larry: Renegade Cop, Geo Duel, Hyperdrome (formerly Grid Runner)

RUMORS

Atari has a huge release list that shows every game that is slated to be released between now and the middle of next year. As much as I'd like to give you the big picture on things, they won't even let me know what's coming out after December. They did say that a number of RPGs are in the works and we'll be seeing several games that have been available on computers and other game systems.

One info snippet from the BIG LIST: Atari is going to be coming out with Lynx versions of classic games on combo-cards. You'll get 2 classic games on one Lynx card. An Asteroids/Missile Command teaming is a good possibility.

Jaguar is being officially called a 64-bit system. The current word is that it will be driven by a 64-bit RISC(reduced instruction set chip) processor.

Atari has talked with SSI but there hasn't been anything firm about a Lynx Advanced Dungeons and Dragons game. Don't discount the possibility of one somewhere down the line though.

LYNX SECRETS

SCRAPYARD DOG: It just came out and Todd Ellering has already found something. At the start of a level, move Louie. Pause the game and press B. Voila you get a shield.

Send your hidden Lynx items to:

APE NEWSLETTER
2104 NORTH KOSTNER
CHICAGO, IL 60639

Or contact me on GENIE at C.SMITH89

LYNX HINT BOOKLET

Are you a Lynx Fan looking for gaming secrets? Get all the gaming info and secrets you have ever wanted in the LYNX GAMING PACKET!! 84 pages filled with codes, helpful hints, level maps, special tricks & secret games with games to play!! If you're interested in receiving one of these packets, send a check for \$15.00 to:

Lynx Packet 4353 Vista Place La Canada, CA 91011

For more information, call 818-248-7398. Ask for Kale. Shipping will take 1 to 3 weeks.

NOW BUYING YOUR USED LYNX GAME CARDS!!!

If you have Lynx games just sitting around gathering dust, GameMaster is now buying used Lynx game cards. The following purchase prices are valid until September 30, 1991:

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\$ 3.00: CALIFORNIA GAMES

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\$12.50: ELECTROCOP MS. PACMAN
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THE ABOVE PRICES ARE FOR COMPLETE GAME PACKAGES including BOX, INSTRUCTIONS & GAME CARD. Please subtract \$2.00 for missing boxes and \$1 for missing instructions.

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Please package your game properly and send to:

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The code MAND, entered into CHIP'S CHALLENGE, activates a Mandelbrot Generator. I'm no expert on Mandelbrot graphics, but I can tell you how to use the LYNX implementation to see more than you would just fooling around at random. When you first type in "MAND" and press "A", you get a screen full of colored static which slowly begins to draw -- line by line -- a funny picture of a round circle with an odd-shaped figure in it. The center of the figure is black, and, if you are watching closely, you will notice the cursor moves very slowly when going through the black area. This slow speed is the first thing we need to fix after we learn the button/joypad functions. PAUSE - press this key to enter the Control screen. If you do not input any information, the Control screen will switch off after about 10 seconds. Here is what you will see on the screen: MANDELBROT EXPLORER

```
X: FE.0000000000
Y: FE.0000000000
STEP: 00.0800000000
DEPTH: 0100
PALETTE: 00
CYCLE RATE: 04
XJUL: 00.0000000000
YJUL: 00.0000000000
```

OPTION 1 - press this key to exit the Control screen without waiting 10 seconds.
 OPTION 2 - press this key to toggle back and forth between MANDELBROT EXPLORER mode and JULIA EXPLORER mode (see top of screen).
 JOYPAD L/R - move the joy pad left and right to move the blinking cursor along the line it is on.
 JOYPAD U/D - move the joy pad up and down to move the cursor between lines.
 A - press to increase the value of the number the cursor is on.
 B - press to decrease the value of the number the cursor is on.

NOTE: If the value is "0", pressing "B" will change the number to "FF". In case you don't know, the number system used is hexadecimal. You count -- 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A (10), B (11), C (12), D (13), E (14), F (15), 10 (16). At "0F" when you

increase by 1 the "F" cycles back to "0" and a "1" is carried to the next column. The maximum value is "FF" (255). Actually, as used here, "FF" represents "-1". On the screen, the value at "X:" is FE (254) which represents "-2". Complicated, huh? Don't worry. You don't need to understand all of this. I just mention it so you don't have to wonder why the numbers seem to be screwed up. The buttons and the joy pad have some different functions on the Picture screen. I'll get to those later. The first two entries in the Control table, (X: and Y:) are the coordinates of the picture on the screen in the Mandelbrot Set. The next entry (STEP:) has to do with the extent of MAGNIFICATION as you look more closely at a small piece of the Mandelbrot picture. These values are generated by manipulations that you do on the Picture screen. These values, plus DEPTH:, XJUL: and YJUL:, can be written down and re-entered at a later time to recreate a picture you want to show again. DEPTH: is a very important parameter. The number you see here is "100". If you recall what I said above, then you know that FF+1=100, which we know as 256. What does this mean? To draw the picture a formula is recalculated over and over. This parameter tells you how many times to repeat the calculation. If a certain value is not equaled or exceeded after 256 calculations, the color black is plotted. Otherwise, a color is plotted depending upon how many calculations (less than 256) are needed to equal or surpass that value. This is the reason the plotting moves very slowly through large black areas. A smaller value for DEPTH: will more quickly decide on a color or black value and speed up the plotting. Your first rule for using this program is to set this value to 30. The plotting will now proceed at an appropriate rate for quick exploring. Later on I'll tell you when and why to adjust this value upward. PALETTE: allows you to adjust the colors used in painting the picture. There are 13 different sets (0-C). Some are multicolored and some are many shades of one color. CYCLE RATE: adjusts the speed of rotating colors on the Picture screen when you activate the animation process available on the Picture screen. XJUL: and YJUL: are the coordinates of the Julia Set. You can think of the Julia Set as sort of a

"cat-scan" of the Mandelbrot Set. At this point both are set to zero. These are the coordinates you alter to search for interesting patterns. Remember, the X: and Y: above are generated as you operate on the Picture screen. At this point, you should have altered DEPTH: to 30. Now press OPTION 1 to exit to the Picture screen (you should, by the way, still be in MANDELBROT EXPLORER mode). If you recall, we left the Picture screen full of color static, drawing slowly. Now you should see things have speeded up. When the drawing gets to the bottom of the screen, it starts over at the top. Now, back to the buttons and joypad which mostly operate differently on this Picture screen. When you press "A", or move the joypad, an outline box appears. After 10 seconds, it will disappear if you do nothing. If you press "A" again, the screen will ZOOM UP on the enclosed area and begin to redraw that area, full screen, starting over at the top. Likewise, press "B" and the box will appear -- or, if the box is already there, the screen will ZOOM DOWN and the screen will redraw with more of the surrounding area revealed. Whenever you want to get rid of the box (without waiting 10 seconds) press OPTION 1. Use the joypad to move the cursor/box around to choose interesting areas to view. Press OPTION 2 to animate your picture. The colors will cycle first in one direction, and, after another press, in the other direction. Press again to stop. The box will appear, so wait 10 seconds or press OPTION 1 to remove it. The colors will be the ones you chose with the PALETTE: parameter and the speed is controlled by the CYCLE RATE: parameter. You may leave the colors cycling and go to the menu to make adjustments. When you return to the picture screen, they will still be running. The drawing continues while cycling goes on, but it is slowed down. Now, how to use this information? You have already reduced the DEPTH: parameter to 30. Now go back and switch to JULIA EXPLORER. When you come back to the screen, a new drawing will be started from wherever the cursor left off, not necessarily at the top. You may often not see anything. The best way to start is ZOOM DOWN repeatedly until you see a small globe on the screen. This is your starting point for exploration. Adjust the XJUL: and YJUL: values and go back to

this globe pattern. When you see something interesting develop, go back and explore by zooming in on interesting multicolored parts. If you zoom up many, many levels -- you may find increasingly large black areas. This is when you must adjust the DEPTH: parameter upwards. You may fine tune it to get just the right amount of black in your picture. I have found very little need to go higher than 70. So far, I have found more interesting pictures in the JULIA EXPLORER mode, but once you have found an interesting area, you may switch over to MANDELBROT EXPLORER and try your luck. Happy hunting! Here are some sets of parameters to try. The XJUL: and YJUL: values should give you an idea of the kinds of numbers to try. In the interest of brevity, I have not put in all of the trailing zeroes.

Mandelbrot Explorer

X: 00.4D12C8	Y: 00.05D87	STEP: 00:001044
DEPTH: 40	XJUL: FF.F	YJUL: 00.D5
X: FF.27C	Y: FF.C4B8	STEP: 00.0004
DEPTH: 36	XJUL: 22	YJUL: 22
X: FE.D23C172	Y: 00.4AC40F	STEP: 00.0005
DEPTH: 35	XJUL: 05.05	YJUL: 5F
X: 00.4F2F9D	Y: 00.068B5C	STEP: 00.0002088
DEPTH: 50	XJUL: FF.F	YJUL: 00.D5
X: FF.DA6	Y: FE.FA8	STEP: 00.0008
DEPTH: 1A	XJUL: 00.61	YJUL: 00.11
X: FE.5DDC	Y: 00.0003	STEP: 00.0001
DEPTH: 36	XJUL: F2.0	YJUL: 06.0
X: FF.1ECC	Y: FF.BD54	STEP: 00.0001
DEPTH: 36	XJUL: 50.0	YJUL: 01.0
X: FF.4DF4	Y: FF.87B6	STEP: 00.001
DEPTH: 30	XJUL: FF.F	YJUL: 00.F

JULIA OR MANDELBROT EXPLORER

X: FD.8F22	Y: FE.6D7C	STEP: 00.08
DEPTH: 20	XJUL: 00.5	YJUL: 00.05
X: FF.4E	Y: FE.DE	STEP: 00.01
DEPTH: 28	XJUL: 00.5B	YJUL: FF.F
X: FF.BCE	Y: FE.E5A	STEP: 00.004
DEPTH: 28	XJUL: 00.61	YJUL: 00.61

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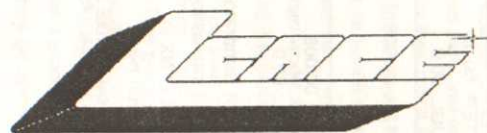
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JULIA EXPLORER

X: 00.A54 Y: FF.35F STEP: 00.002

DEPTH: 1A XJUL: 00.55 YJUL: 00.0

X: FF.F6 Y: FF.F98 STEP: 00.002

DEPTH: C XJUL: FE.0005 YJUL: 00.0

X: FF.6C066 Y: FF.9BFB STEP: 00.02

DEPTH: 30 XJUL: FE.A YJUL: 00.0

X: FF.EC066 Y: FF.DEFB STEP: 00.008

DEPTH: 24 XJUL: FE.A YJUL: 00.1

X: 00.61C Y: FF.A77 STEP: 00.008

DEPTH: 36 XJUL: 00.55 YJUL: 00.0

The formulas used in this Mandelbrot Generator are not the only ones which generate interesting figures. Perhaps the programmers at LYNX in Lombard, IL will put a new version with new formulas in their sequel --CHIPS CHALLENGE II (hint, hint, guys!).

ATARI LYNX GAMEGUIDES AVAILABLE SOON FROM GAMEMASTER

GameMaster, a company specializing in Lynx product support and publishers of the GameMaster newsletter, has announced the creation of GameGuides for the Atari Lynx game system.

"GameGuides are an innovative concept that is currently unique to the video game industry," says GameMaster editor and publisher Stan Swanson. "We introduced our GameMaster newsletter to provide Lynx enthusiasts with product news, game reviews and game tips. GameGuides will add another dimension for Lynxers as each guide will provide information on specific game titles."

Each GameGuide will focus on the newest game available for the Lynx each month. Guides will consist of 8 pages and will include the following information:

GAME OVERVIEW: Each overview will include information on the company releasing the game title, the release date, suggested retail price and the name of the programmer or programmers. The overview will also supply readers with a general idea of what the game is about, game objectives and what type of gamer the title is directed toward.

GAME REVIEWS: Each GameGuide will contain not just one, but three reviews written by 3 different Lynx gamers. This offers Lynx players with 3 separate viewpoints on the game. Each GameGuide reviewer is a member of our GameGuide staff and all are avid video game enthusiasts with lots of gaming experience.

GAME RATINGS: Our 3 reviewers will also provide ratings in each issue of GameGuide. These ratings will include such factors as sound/music, graphics, playability and challenge categories. The ratings will also be combined for an overall GameGuide Master Rating.

GAME TIPS, HINTS and COMMENTS: Each GameGuide will also supply you with several tips and hints on playing that particular game title. Also included will be general comments from other Lynx enthusiasts on what they think about the game.

"We think GameGuides will prove invaluable to Lynx enthusiasts who are trying to decide which game title to purchase next," said Stan. "It seems like we've all purchased video games and computer titles only to have them end up on the shelf after just a few days. We have created GameGuides so that we can 'guide' Lynxers toward the games they will enjoy adding to their collection."

GameGuides are available on a subscription basis and will also be available as individual guides. Subscriptions are \$19.95 (for 12 issues) while specific GameGuides will sell for \$3.00 each. (Subscribers will be able to purchase individual GameGuides for \$2.00.)

GameGuide #1 is already in production and will be available in September. Each month thereafter, a new GameGuide will be available, focusing on the hottest new title for your Atari Lynx game system.

Subscriptions to GameGuides are available from GameMaster, Computer Publications, Unltd., P.O. Box 2224, Arvada, CO 80001. Additional information can be obtained by calling 303/423-6805 or with GENIE E-Mail addressed to STCONNECTION.

GENERAL TIPS

1. Break open every phone booth, crate, etc. that you see. You can either kick-punch an opponent into the object, shoulder flip them into it, or in desperate situations... let them throw you into it.
2. You can shoulderflip enemies that are on the floor above you. Do a regular flip and when your legs are over them, press button B to throw them.
3. If you're facing a big group of enemies, it may be a good defensive position to hang on a light post and swing kick them as they come toward you. Be forewarned, the tree carrying giants can knock you off with their tree before they are close enough for you to kick them.
4. The best powerup you can find (next to an extra life) is the sword. It can take out a ton of bad guys at once and is especially effective against the bosses.
5. In the pipe areas (like at the beginning of level 2) your best bet is to go hand-over-hand while hanging on the pipe. Use your swingkick to nail anybody who messes with you.
6. When you're facing off against a large gang of thugs, try not to let any of them get behind you. It's hard to defend yourself when some guy is kicking your butt from behind.
7. While you're fighting, don't keep moving towards the right. This will activate enemies that are waiting there and you could find yourself overwhelmed. This is especially important in levels 3-4.
8. After you get hit or lose a life, you blink for a couple seconds and you're temporarily invincible. Take advantage of this to get some extra shots in on the enemy.
9. If you catch bad guys with their backs up against a wall, you're in luck. Kick-punch them continuously. They won't go flying and just fall down. As soon as they get up, your hands and feet will be doing a number on them.
10. The best way to handle the big tree guy is to run right at him. He doesn't have the fastest reflexes and he'll be swinging his tree when you're

right on top of him. Flip him or kick-punch.

11. The White Ninjas are very deceptive. One kick or punch finishes them off but if you miss they carry swords which can mess you up.

Level 1: You be facing a ton of the Jason look-alikes here and remember to keep tip 1 in mind. You then reach the pipe area where you face a ton of Black Ninjas. Waiting at the end of the level is a large sumo wrestler who has some Jasons with him. He not too difficult to handle and flipping him works nicely. Don't let yourself get ganged up on though.

Level 2: You start off this level in a pipe area facing White Ninjas. Next you run into huge groups of Jasons, Tree guys, and White Ninjas. At the end of this level, amongst huge playing cards, you'll see what looks like a really tall guy. His robe opens to reveal the 3 Blade Brothers. DON'T kick-punch them! They go spinning off and then spin back towards you and can do severe damage. Shoulderflip them. Try to shoulderflip them into the objects on the screen or let them throw you into the objects. If one contains a sword, you can make quick works of them. If not, just keep flipping them til they're gone.

Level 3: Now it starts to get tough. You have to fight thugs by the ton. Next, you must cross a train bridge. If you run across real fast, you'll end up facing a horde of thugs at the end of the bridge in a cramped area. I like to cross slowly and take them out a handful at a time. At the end of the level you face the musclebound wrestlers, the Dragon Team. They also have a couple buddies to help them out. Flip them or kick-punch them and if you're lucky, the phonebooth might have a sword.

Level 4: Yet again, it's hordes of bad guys. Get through them and you'll run into the dragon team again. More thugs and then you must deal with the Blade Brothers yet again. Hope you have a sword by the time you meet up with them. Finally, you face the head boss, a very tall warrior who spits fire. If you have a sword, use it. If not, get behind him before he can roast you. Keep kick-punching him from behind and you'll finish him.

GENERAL TIPS

1. A key joystick movement is to give a light tap opposite of the direction you're running. This brings you to a complete stop and is helpful for not running into little ghosts that get dropped in front of you. The opposite tap is also very useful in the cliff and cloud areas. When you jump and you're over the spot where you want to land, tap and you'll land right where you want (plus you won't have any momentum that could carry you over the cliff edge).

2. The trick to getting big bonus points at the end of the round requires you to jump at the right time so you'll be close to landing as the round ends. If your heels are just touching the ground you'll get 7680 points!

3. After you grab 4 ghosts (even the little ones that are dropping from the plane count), grab Sue and a yellow ball appears. Grab it and you'll get all the bonus time you have left and your bonus time will be replenished. If you have a couple of planes that are ready to drop little ghosts, grab the power pellet, then grab all the ghosts (big and little) as they drop. Every ghost you collect after the first five is worth 7680 points. If there are 4 planes each with little ghosts and sue, you could rack up close to 35,000 points.

4. Some rounds (especially the cliff ones) can be a little easier if you can catch a ride on a ghost. Sue is especially helpful for getting over collapsing bridges. If you can hop a ride on a high enough plane, you might even be able to glide, without danger, to the end of the round.

5. If you find a powerpill but there are no ghosts around, don't grab it yet. Run back then come forward again and some may appear.

6. If you die during a round, all the hidden powerups in that round are shutoff and you won't be able to get them.

6. Be very careful of the flying carpet ghosts (or they could be riding flying saucers). While the pogo ghosts always touch the ground, these guys may come all the way to the ground or give you enough headroom to duck under.

ROUNDS OF INTEREST

TRIP 1

ROUND 1: As you journey through the town, jump on to hydrants to make cherries appear. Push the fourth hydrant towards the left to receive a hard hat that will protect you against dropping ghosts.

ROUND 2: Push the first big tree stump towards the left to warp ahead to Trip 3, Round 9.

ROUND 3: After making it through the treacherous cliffs, push the first cactus towards the left to become temporarily invisible to the ghosts.

ROUND 4: Push the first hydrant towards the right to release a bunch of balloons which can be grabbed for points.

TRIP 2

ROUND 5: Push the fifth hydrant towards the left to gain a hard hat.

ROUND 7: This level is a castle-like structure that sits over water. It's important to keep running and making jumps over the gaps to other platforms.

ROUND 8: Push the fifth tree stump towards the right to release balloons.

TRIP 3

ROUND 9: Push the first cactus towards the left for a hard hat.

ROUND 11: This is a rough set of cliffs with a difficult to cross, collapsing bridge. Wait for Sue, then ride over the bridge on her head.

TRIP

4 ROUND 16: Push the first cactus towards the right to release balloons.

TRIP 5

ROUND 17: After getting over the pools and getting through the forrest you'll reach a springboard. Make sure you have clear leaping space or you could run into a ghost as you fly through the air.

ROUND 19: Another nasty set of cliffs. Use Sue again and if you get the chance toward the middle

of the level, try to catch a ride on a plane near the top of the screen.

ROUND 20: This is a long level with little or no opposition. However, it's so long that you'll run out of bonus time before you can finish. Sue will start chasing you more quickly. Your only hope to avoid here is to keep jumping after you lose the magic shoes.

TRIP 6:

ROUND 21: This is a town with a lot of double decker buses. Make sure to get a running start when you jump one, and it may be a good idea to try to ride on top of one that's headed right.

ROUND 22: Another cliff level. Sue or a plane is definitely needed since crossing the logs that move in the water is extremely difficult.

ROUND 23: Another water fortress. Watch out for planes near the top of the screen.

TRIP 7:

ROUND 25: This is a monstrous forrest. Lots of stumps to jump over combined with low flying ghosts makes your journey rough. Don't use the springboard at the end of the forrest, there are too many airborne ghosts in the area.

ROUND 26: More cliffs which are even tougher than the last bunch. Riding Sue and jumping onto a plane isn't just a casual option here, it's a necessity if you want to get through the round.

ROUND 27: Somebody shut the lights off in this part of the forrest and all you have is a flashlight that let's you see a little bit of the screen. Keep moving, watch for the eyes of the ghosts, and if you hear the car horns get ready to jump.

ROUND 28: This isn't too bad but you have to be careful against the army of pogo ghosts. Be ready to stop on a dime.

TRIP 8:

ROUND 29: Yikes! After a leisurely run through the forrest, you come upon a pool and there's no springboard. Wait for Sue and take a running leap to catch a ride with her. You may get the opportunity to transfer to a passing plane.

The next part of the pool is a major job. You have to jump from moving cloud to moving cloud over the water. Good Luck.

I hope to have some more round info for you next issue (I'm still working on getting past round 29 of Trip 8). If you know of any more hidden warps or anything along those lines, drop me a note or leave a message to me on GENIE.

BLOCKOUT

GENERAL TIPS

1. When you're just starting out, use the pit's gridwork to help you with your block placement. After awhile, you should have a visual feel for when you have the block at the correct place to drop it.
2. Pressing Option 1 is the best way to rotate your blocks on their Z axis. You may accidentally drop the block if your B,A pressing is a little off.
3. The key to success in Blockout is never having to deal with more than 1 or 2 levels of blocks at once. Clear out the level of blocks as quick as possible so you'll have plenty of room to work with. This becomes critical as the game gets faster.
4. Get a feel for the 3-d shape of the blocks. When you look down into the pit, see what holes you have to fill in, then decide what position the block should be in to fill a particular hole to it's maximum effect.



GENERAL TIPS

1. Pick up money bags whenever you see them. They can add money to your tally (every \$5000 removes a demerit), take away a demerit, give you tips, and if you're very lucky it'll completely fill your quota.
2. The key to APB is knowing the location of gas stations and donut shops on each highway. Drive along, filling your quota, and then stop at your gas and donut stops to replenish your fuel and time. Be sure to get enough gas, so you can last until your gas stop comes around again.
3. To last for any great length of time, get used to pressing A and B simultaneously so you can accelerate and sound your siren at the same time.
4. Every other level, you can stop at the shop to soup up your patrol car. Work on higher speed first, then your acceleration and your armor. The radar gun can help your points but isn't absolutely necessary. The gun isn't very useful since you have to fire it with option 1. This isn't easy to deal with while you're accelerating with the B button.
5. APB criminals always hide in the same spot. Once you discover where they hide, you can come at them from the front and catch them off guard. You can ram them from the front and they'll have no way to escape.
6. Many of the early APB criminals can be found sitting outside of cowboy bars.
7. Donuts, hitchhikers, and broken down cars will reappear after you take them. Drive ahead a little bit, then turn around and head back. Voila they're back. This can be helpful to replenish time or to fill quotas.
8. You can't pull someone over til you've seen them break the law. If you've had your siren running for awhile, you'll have to shut it off and wait for them to do their dastardly deed before pulling them over.
9. Assault bikers don't fire too often so you may have to shadow one for a little while before you can snag him.
10. Murderer cars aren't going to just pull over and must be rammed.
11. If you're in pursuit of an APB suspect and lose him/her... don't worry. Just keep driving and you'll find them, even if you get onto another highway.

MERRY CHRISTMAS FROM APE

That "giving time of year" is almost upon us and APE wants to give thanks for all of it's loyal fans. If you're an APE subscriber, you're automatically entered in the MERRY CHRISTMAS FROM APE contest. Winners will be announced in the holiday issue. So far we are a little short on prizes. Currently up for grabs are:

3 APE SUBSCRIPTION RENEWALS

6 Chip's Challenge CARTRIDGES courtesy of ATARI

If you're a Lynx supporting company and would like to help out, either write or call APE by November 25th.

APE NEWSLETTER
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Thanks in advance for your help.

Got some Lynx News or Info you want to pass on? SEND IT TO:

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Or contact me via Genie, my mail address

is C.SMITH89

I'm happy to report that most of you decided to come back for year 2 and it will have been worth it. It appears that Atari is going into overdrive and we should have a wealth of new games for the holidays. Along with the finished games I mentioned earlier in the issue, I just heard that final Eproms of Awesome Golf and Tournament Cyberball have shown up at Atari's PR offices so those should also be popping up soon.

Atari Explorer is going once again and they're going all out on Lynx reviews. The latest issue (September 91) features reviews of Checkered Flag, Hard Drivin', Ishido, Scrapyard Dog, Turbo Sub, and Viking Child. Since these games are now showing up, it looks like Explorer is a good barometer on when games are coming. This being the case, the next issue of Explorer has reviews of Bill and Ted's Excellent Adventure, Tournament Cyberball, Awesome Golf, Qix, and Stun Runner.

Keep your eye out for a new Lynx ad supplement that should be showing up by December. My best guess is that it'll probably show up in EGM first. Atari will be following it up with new TV spots in January and February.

CHICAGO COMPUTERFEST BY ATARI

Last year's Atarifest was quite good but it was tiny compared to this year's extravaganza which will be on November 23rd and 24th. The Atari Lynx will play a big part at this year's fest. Atari's Lombard, IL video game development center, will manage the open gaming section of the show, as well as holding video and computer game competitions for the duration of the show. Atari's game design

staff will be on hand to show upcoming releases and offer clinics on video game playing technique. I will be personally involved with the Lynx portion of the fest (in what capacity, I'm not quite sure...possibly competition judging)but I will be there and if you attend be sure to say hi. I'll fill you in on what happens in the next issue. Check out the ad in the middle of this issue for more details.

See you in the first holiday issue of APE (due out early December) with a complete guide to everything that's out for the Lynx, a report on the Chicago Computerfest, and tips for Turbo Sub, Scrapyard Dog, Checkered Flag (and anything else that's out by then).

NEW LYNX HOTLINE

Do you need some help on a Lynx game? Call the Lynx hintline at (708)279-LYNX 5969 Thanks to the Freedmans for passing along the number.

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A.P.E. Fans

Are you missing any back issues of the best(or so I've heard from you guys) Lynx publication around? Back issues are available for \$1 a piece. Issues #1, #2, #3, #4, and #5 are available. Send payment to the usual APE address.

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