

# A.P.E.



ATARI  
PORTABLE  
ENTERTAINMENT  
NEWSLETTER

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## LYNX DIVISION MOVES TO CALIFORNIA

If there's one thing that doesn't change about Atari it's that things are always changing at Atari. The Entertainment division has moved out to California leaving the Midwest as a barren wasteland. Why did they put everything out on the West coast again? Most likely, it was an attempt to streamline operations. Having a division operating in a different part of the country from the main company does pose problems. They also say they did it because they're gearing up for the Jaguar system.

I'm not exactly thrilled about this (it makes things alot more difficult, information-wise) but what can you do but roll with the punches. The move has also caused personnel shake-ups. Larry Siegal (president of the division), Dana Plotkin (vice president), Tom Crosby (marketing) and Steve Ryno (who acted as producer on several Lynx games) are no longer with the company.

How will this affect the Lynx? Probably not a great deal. A lot of the Lynx games lately have been programmed by outside developers so it shouldn't hurt the release of upcoming Lynx titles. If the Jaguar is getting closer to release, that would definately be good news (I've got some rumors about the Jaguar in the issue). I will miss having Atari in my close vicinity but it was great while it lasted.

### JAGUAR RUMORS

The mysterious Jaguar system is yet again lurking around the rumor mills. Lynx User, an English magazine devoted to the Lynx, recently passed on some Jaguar tidbits.

The Jaguar is supposedly going to be running off

a high-speed RISC processor. One of the Lynx development firms is working on Jaguar titles and they've said the system is much more powerful than the Neo-Geo system. The only Jaguar title they have definatle word on is Batman Returns.

Jag News from our shores:

The Jaguar's RISC (that stands for Reduced Instruction Set) technology will allow it to do high-speed shaded polygon graphics (incredibly realistic 3-d graphics).

Atari's getting ready to unleash their new 32-bit computer, Falcon. The system has some powerful audio-visual capabilities and there are several games in development for the system. I'm betting that there's a good chance these titles may also be ported over to the Jaguar.

**Space Junk** by Imagitec: A space adventure

**Road Riot 4WD** by Images: Arcade driving game

**Steel Talons** by Koveos: 3-d helicopter simulator

**Llamazap** by Jeff Minter: A game by the European gaming guru

**Raiden** by Imagitec: Arcade shoot'em up

**Cyber Assault** by Koveos: ?

Since software development takes awhile, the Jaguar probably won't make an appearance until the 93 Summer CES. If the mysterious cat does put in an appearance, I'll let you know about it. If I hear anything else about the Jaguar before then you'll read it here in APE.

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## LYNX GAME AND HARDWARE RUMORS

Here are some Lynx hardware and software rumors from Lynx User. I don't have any official confirmation on any these things.

### Hardware

**Game Gear Adaptor** by Ultra: A Taiwan company is working on an adaptor that will let you play Game Gear titles(yawn) on the Lynx. Although it could be nice for those of you who want a portable Sonic.

**Lynxvision** by Innovation: A company is working on a device that will let you play your Lynx favorites on a TV.

### Software

**Aliens Vs Predator:** A fighting game featuring those vicious movie monsters.

**Addams Family 2:** A game based on the in-development sequel of the hit movie

**Populous:** The very popular computer strategy game

**Tower Toppler:** The classic tower climbing game that has appeared on several formats

**Wolfenstein 3-d:** The first person shoot'em up based on the Nazi combat classic

**Wolfman:The Curse Lives:** Perhaps a companion piece to the upcoming Dracula

**Legionaire:** ?

**Escape from the Planet of the Robot**

**Monsters:** Yet another Atari arcade game translation

**Relief Pitcher:** A baseball game

**Zorro:** A game about the hero of old Los Angeles

**Astral Path:** ?

**Indiana Jones and the Last Crusade:**

Probably a conversion of the Indy running/jumping/fighting game

**Ren and Stimpy:** The wickedly funny and obnoxious cartoon duo. Since Nickelodeon is owned by Warner and Atari does have a good relationship with Warner, this could be possible.

**Tiny Toons:** Yet another Warner property.

**Defender and Stargate and Defender 2:** The arcade classics and an update of the concepts designed by Jeff Minter

**Spot:The Video Game:** The othello-style contest which features the 7-Up mascots

**Faceball 2000:** The update of the ST computer classic Midi-maze

**Kick Off:** The extremely popular European soccer game

**Jurassic Park:** Rumors have been popping up that Atari has picked up the rights to Steven Spielberg's "dinosaurs run amuck" blockbuster slated for a summer 93 release. Lynx and Jaguar versions are possible.

**Desert Strike:** Electronic Arts' popular helicopter game for the Genesis and Super Nes is supposedly coming to the Lynx via Telegames.

**European Club Soccer:** Another soccer title, this one is from Telegames.

## LYNX SECRETS

There was a mild screwup with the Awesome Golf tip in the last issue. It should 've read " Enter your

name as Landlord. Press Option 2 and your golfer hits a perfect maximum power shot. Now comes the real fun. Press Option 2 while the ball is in flight and it will go right to the hole and voila, HOLE IN ONE."

We've got 2 secrets that we don't have all the details on.

**LYNX CASINO:** If you do a certain something while standing by the plants below the blackjack table.

**BATMAN RETURNS**(courtesy of Kale Swindell)  
The game has a hidden level select.

**BASKETBRAWL**(courtesy of Todd Ellering):  
Select your player and when the password selection screen shows up enter MJAA. It will go back to the title screen and then select your player and enter your level code. You'll find yourself with an onscreen teammate. Hm... MJ... I wonder who that could be?

**TOKI**(courtesy of Steve Ryno through Kale Swindell): Start the game and let yourself get killed 4 times. When toki jumps into the air after the 4th death, hold option 1 and the joypad up. Keep doing this until the continue time runs out. You'll see some little specs in the center of the screen. Press the A and B buttons rapidly and the specs will grow until you see a digitized picture of the programmers.

**Freakout mode:** Want to see something wierd? When the opening sequence starts, move the joypad up, down, left, then right. Reset the game by pressing Option 1 and pause. Keep holding down Option 1 and press the joypad up. After the name credits fall down, everything will go nuts. Press joypad in different directions to hear the game's sounds.

## The 2nd Annual Lynx Buyer's Guide

Christmas is quickly approaching and just so you know what's out there to choose from, APE is glad to provide you with this complete listing of Lynx stuff. There's bound to be some more game releases between now and Christmas so keep your eyes peeled.

## Systems:

### Lynx Base Unit(\$99.99)

Basic Lynx system that comes with no accessories.

### Lynx Deluxe Package(\$129.99)

A Lynx system with batteries, Comlynx cable, California Games, and a carrying pouch.

## Accessories:

### System Carrying Case(\$19.99)

A full size carrying case for your Lynx, games, and accessories.

### Carrying Pouch(\$14.99)

A smaller pouch that can handle the Lynx, several game cards, and a comlynx cable.

### Card Wallets by Realm(\$5.95)

A folding wallet that allows you to carry 9 to 18 game cards.

### ComLynx Cable(\$9.99)

A cable that lets you hook up multiple Lynx systems to play games with your friends.

### AC Adaptor(\$14.99)

A power source when you use your Lynx at home.

### Auto Cigarette Lighter Adaptor(\$19.99)



**LYNX CARD WALLETS NOW \$5.95**

**PROVIDE YOUR GAMES WITH EASY TO CARRY, PROTECTIVE STORAGE. EACH WALLET HOLDS 9 TO 18 GAME CARDS.**

**CALL (502)267-7024 FOR ORDERING INFORMATION.**

An adaptor for use on the road. Two power outputs lets you run 2 Lynx systems at once.

### **Screen Shield/Sun Visor(\$4.99)**

Protect your screen and use your Lynx without the sunlight bugging you.

### **Battery Pack(\$14.99)**

Run your Lynx for 25 to 30 hours off of 6 D batteries. Perfect for extended portable play.

## **GAMES**

### **Arcade Conversions**

**APB:** Drive your patrol car around town arresting various kinds of criminals

**Gauntlet 3:** Guide your adventurer through maze-like levels as you try to retrieve the Star Gem. Up to 4 players can Com-Lynx.

**Hard Drivin':** Drive your car through a 3-d course. See if you can beat the speed or the stunt track.

**Hydra:** Take on hordes of enemy vehicles as you try to deliver top secret objects around the world.

**Klax:** Catch falling blocks and connect them tic-tac-toe style. Very faithful to the coin-op.

**Ms. Pac Man:** Move Ms. Pac Man around mazes, gobbling dots and avoiding ghosts.

**Ninja Gaiden:** Use your ninja skills on a variety of enemies as you try to rescue the city from evil. Very faithful to the coin-op.

**Pacland:** Move Pac Man through horizontally scrolling levels, jumping over obstacles and avoiding ghosts.

**Paperboy:** Ride your bicycle through the neighborhood, delivering newspapers to your subscribers and taking revenge on non-subscribers.

**Pinball Jam:** Play pinball on video versions of Elvira and the Party Monsters and Police Force.

**Qix** by Telegames: Fill in the screen with color as try to box-in the elusive Qix.

**Rampage:** Use your monster to smash and destroy cities. Up to 4 players can Com-Lynx.

**Rampart:** Use your cannons to wipe out an opponent's castle or attacking ships. 2 players can Com-Lynx.

**Roadblasters:** Drive and shoot your way through levels full of enemy vehicles.

**Robotron:** Blast your way through armies of enemy robots as you try to save the last members of the human race. Very faithful to the classic coin-op.

**Rygar:** Guide your warrior through the horizontally scrolling landscapes, jumping and fighting monsters.

**Steel Talons:** Take on 12 missions of enemy tanks, guns, planes, and choppers in this 3-d helicopter simulation.

**Stun Runner:** Drive your extremely fast vehicle through intricate 3-d tunnels while fighting mechanical nightmares. Very faithful to the coin-op.

**Toki:** Jump your way through jungles and caves, spitting at attacking creatures as you try to save your girl.

**Tournament Cyberball:** Lead your robotic football team of the future to victory. Up to 4 players can Com-Lynx.

**Xenophobe:** Destroy the evil aliens who've overrun our space stations. Up to 4 players can Com-Lynx

### **Strategy/Thinking**

**Blockout:** Maneuver the falling blocks so they fill up the empty spaces of a 3-d pit.

**Chip's Challenge:** Help Chip work his way through 144 brainteasing puzzles.

**Chess Challenge** by Telegames: An extremely challenging chess simulation. Up to 2 players can Com-Lynx.

**Crystal Mines 2:** Guide your mining robot through 150 levels and 31 bonus levels.

**Ishido:** Place stones of the same shape or color next to one another.

**Lynx Casino:** Play games of chance such as

**Slots, Draw Poker, Roulette, Black Jack and Craps.** 2 players can Com-Lynx.

**Shanghai:** Remove pairs of tiles off the layout until none are left. 2 players can Com-Lynx.

## Shooters

**Blue Lightning:** Destroy the enemy war machine with your high powered attack jet.

**Gates of Zendocon:** Take on the forces of the evil alien spider, Zendocon, in 51 horizontally scrolling levels.

**Turbo Sub:** Rid the skies and waters of alien attackers in this first person blast'em up. 2 players can Com-Lynx.

**Zarlor Mercenary:** Face a huge variety of enemies on 6 vertically scrolling levels as you attempt to wipe out the mendicant threat. Up to 4 players can Com-Lynx.

## Action

**Batman Returns:** Become the caped crusader as he jumps and fights the minions of the Penguin.

**Electrocop:** Guide Electrocop through the 3-d maze levels as he fights killer robots in an attempt to save the president's daughter.

**Kung Food:** You're small, green and you're surrounded by killer mutant food. Use your fighting skills to save the day.

**Scrapyard Dog:** Help Louie get through the challenging horizontally scrolling as he tries to save his dog scraps.

**Slime World:** A Lynx Classic. Walk, jump, and shoot your way through the huge slime filled caverns of a slimy world. Up to 8 players can Com-Lynx.

**SuperSkweek:** Paint the tiles with Skweek on hundreds of levels.

**Switchblade 2:** Run, Jump, and shoot your way through a futuristic world.

**Viking Child:** Help Brian jump and fight his way through huge levels as he tries to save his family from Loki.

**Warbirds:** Take to the skies in your World War 1

biplane in this 3-d flight combat simulator. Up to 4 players can Com-Lynx.

## Sports

**Awesome Golf:** Play golf on three challenging courses. Up to 4 players can Com-Lynx.

**Baseball Heroes:** Play baseball, along with a homerun derby and 3 flies up. Up to 2 players can Com-Lynx.

**Basketbrawl:** Take on gang teams in a vicious variation on basketball. Up to 2 players can Com-Lynx.

**California Games:** Participate in California themed events such as BMX bicycling, Surfing, Skateboarding, and Foot Bagging. Up to 4 players can Com-Lynx.

**Checkered Flag:** Drive your Formula one race car to victory on 18 courses. Up to 6 players can Com-Lynx.

**Hockey:** Play Hockey, along with a penalty shoot-out and hockey brawl. Up to 2 players can Com-Lynx.

**NFL Football:** Compete using real NFL teams. Up to 2 players can Com-Lynx.

**Robosquash:** Hit the ball past your opponent in this futuristic variant of squash. Up to 2 players can Com-Lynx.

**World Class Soccer:** Take on teams from around the world in this soccer simulation. Up to 2 players can Com-Lynx.

## Adventure

**Bill and Ted's Excellent Adventure:** Guide those excellent dudes through time as they solve puzzles in an attempt to find their beloved princesses. Up to 2 players can Com-Lynx.

**Shadow of the Beast:** Take off on a quest to defeat the Beast lord. Find objects in huge levels.

**STAR-LINX BBS**

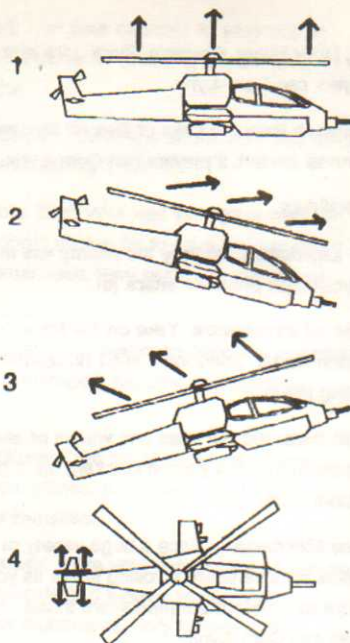
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I thought that it might be helpful if you had a little better understanding of the dynamics of helicopter flight. A helicopter's 2 main controls are the collective and the cyclic joysticks. The collective controls the vertical dimension of flight. Steel Talon's collective is activated on the Lynx by holding down the B button and pressing up or down on the joypad. The helicopter's blades pull it upward (Illustration 1).

The cyclic joystick is the normal movement of the joypad. By pushing forward, you point the nose of the chopper down toward the ground. The position of the blades now have the effect of giving your chopper forward motion (Illustration 2). When you pull back on the stick, it points the nose of the chopper skyward. The position of the blades now pulls your chopper backwards giving you reverse motion (Illustration 3). By moving left or right, the blades pull you in that particular direction.

The final key control is your tail rotor. Along with stabilizing the chopper, it also allows you to spin your chopper to the left or right. This is achieved by holding down button B and pushing left or right on the joypad (Illustration 4).



## General Tips

1. Use the inside the cockpit perspective. Besides looking neater it also makes it a lot easier to play.
2. Speed is of the essence if you want to pass the missions so keep on the move.
3. Use the targeting computer/map often. You can figure out what your next move should be and you'll know what the target is that you're engaging.
4. When you're facing an enemy target, don't just come straight at it. Use a zig-zag motion, giving them a more difficult target. Even if you're using a homing missile, you should turn slightly after firing.
5. Depending on what kind of target you're going up against will determine which weaponry you should use.

**Homing missiles:** You only get 8 of these so only use them against things that can shoot back.

**Rockets:** These don't home in, so you have to have your cursor directly in line with your target.

**Machine guns:** These are best for non-hostile targets but if you've used up your missiles, they are just as effective against hostile threats (just be

prepared to take a some damage in the process).

**6. Dogfighting:** Taking on enemy choppers isn't a problem. You can easily use your guns or a homing missile. Jets are an entirely different kind of animal. They can easily outrun your missiles (except at close range) and trying to chase them and shoot them with your guns is futile. In a mission with enemy jets save them for your final targets. Come to a complete stop and hover. Check your map to see what their flight path is. Turn so that you'll be facing them head on as they come toward you. Even if you don't have homing missiles left your guns will be just as effective.

## Missions

**Training Mission:** Fly through the rings as fast as possible. Use the collective to maneuver through the rings over the hill.

**Mission 1:** As in the later missions, try to have a course in mind. I take out the targets in a counter-clockwise pattern.

**Mission 2:** When you come upon a bunch of non-hostile targets, slow down just enough so you can waste them with your guns in one pass.

## CASINO/HYDRA

Mission 3: This is a real test of your flying skills.

Floor it and don't overdo it on turns.

Mission 4: Your first encounter with enemy planes, remember general tip 6.

Mission 5: Stay at medium height and keep moving. Watch out for helicopter squadrons.

Mission 6: Head straight to take out the jet on the runway.

Mission 7: Go high here and watch out for heavy enemy fire.

Mission 8: Go high and take the middle route. It can be useful to turn using the tail rotor.

Mission 9 and 10: Heavy concentration of planes and choppers.

Mission 11: Stay low, the fog will provide you cover from the airborne target till you want to nail them.

Mission 12: Keep moving and watch out for hills. Good Luck.

## LYNX CASINO

### General Tips

1. When playing slots or video poker, bet the full \$5. You have a better chance of a payoff and a chance of a larger payoff.

2. I've never understood much about craps, even when I saw it in a movie like Guys and Dolls. The variety of bets is very confusing. The easiest one to deal with is the Pass line bet. If you roll a 7 or 11, you win. If you roll a 2,3, or 12, you lose. If you roll anything else, you have to roll that number a 2nd time before you roll another 7.

3. Roulette: Always bet on Black! Just kidding. It's always best to bet on several numbers to give yourself a better chance at winning.

4. If you want a chance at winning big money in Casino, Blackjack is your best bet. This is the only thing in the casino where some real skill is involved. I like to play 2 hands at \$500 a piece.

## HYDRA

### General Tips

1. Your most important commodities are fuel(run out and you're dead)and money(you need to load up on higher power weapons if you want a chance at getting through the higher levels).

2. Save your boosts for airborne money and dangerous airborne enemies like helicopters and zeppelins. Be careful when you start to come in for a landing, make sure that you're over water or you'll crash into the ground.

3. If you crash, go after the black thief vehicle immediately. Shoot it and get back your cargo. Arriving at your dock without your package is a big no-no. If you miss the cargo after you shoot him, slow down. He'll reappear shortly and you'll get another crack at your cargo.

4. Take advantage of the bonus dome to load up on extra money.

5. Watch out for obstacles like trees floating in the river, they can be just as dangerous as any bullet to a speeding boat.

6. Use special weapons conservatively. They don't have unlimited firepower and you don't want to waste them.

7. If you're running low on fuel, try to reach the next section as quick as you can. They replenish your fuel for you. If you're almost at the end of the level and out of fuel, use your boost to carry you the rest of the way.

### STE COMPUTER OWNERS

Are you interested in an STE newsletter?

Contact: Jeff Payne

3023 West Vassar Ave.

Visalia, CA 93277-4141

## General Tips

1. One important offensive move to learn is the jump kick. To execute this successfully, slide your thumb from right to left across the buttons.
2. At the start of the game you have a lot of different ways you could go. To get started off on the right path, first wait for the little guy to light the cannon. Punch it so it faces him. It will go off, eliminating him and a large monster off to the right. He will also drop a gun. Get the gun. Head to the left. You can't do much to the bats, so just try to get through without much damage. When you get to the tree, go in it and you're off.
3. Don't waste your gun's power, you'll need it later in the game. You can beat most creatures with your fists.
4. To beat the first boss, you need a magical object that's located deep in the first underground section. While you're down there, you also need to pick up a key(it comes in handy later).
5. To fix the machine you find in the second underground level, you need an object that's not far away from it.
6. To get the object trapped in the electric field, you need to find the switch that shuts it off. Hint: You need to fix the machine in tip 5 to reach the switch.
7. To beat the second boss, you need the object in tip 6.
8. Is the castle a little dark? You need an object from back in the second underground level.
9. You can punch out the wooden barrels but the others have to be avoided.
10. The chests on the top floor of the castle contain health powerups.
11. Do you wish you could lower that chandelier? Try hitting the wall.
12. To beat the third boss, you already have the weapon to do the job but there is something in the castle that you'll need for your weapon.
13. When you exit the castle, you'll have some

garden variety creatures to fight and then you face the final boss. You don't need a special weapon for it, you have the power within you.

## Beating the Bosses

**Boss 1:** You must beat this monster with the power of the orb. Crouch at a specific spot on the screen(you'll know where) where his fire breath will go right over your head. Blast away at him and he's finished.

**Boss 2:** To beat this creature, you need the glove that was trapped in the electric field. When the metal spike goes down, jump over it and punch the creature. Jump back over the spike before it comes up again to avoid the creature's fire breath. Repeat this process until it's dead.

**Boss 3:** To beat this multi-headed beast, you use your gun and the gun reload that you found in the castle. Go as far to the right as you can until you can shoot the spot in the creature's butt. Keep shooting til your gun is empty and then reload it and shoot until it's dead.

**Boss 4:** To beat the final thing, you've got to get up next to it and use your jump kick. Be sure to avoid it's fire breath.

## Walkthru Shadow of the Beast

### Above Ground

Punch the cannon after it is lit. Pick up the gun. Go the left. Avoid bats. Enter tree.

### Underground 1

Go to the right. Jump backwards over the shot. Go down ladder. Go left. Go down ladder. Go right. Hop from platform to platform to reach the bottom of the screen and punch out the creature. Go to the left. Jump on the platform moving back and forth. Get on the up and down platform and jump off to the right. Advance carefully and watch out for the spikes coming out of the ceiling as you punch out the monsters. Go up the ladder. Go to the right. Go down the ladder. Hop from platform to platform to reach the bottom. Punch out the creature and grab the health replenisher. Go to the left. Move slowly to let the ice spikes fall



harmlessly just in front of you. Go down the ladder. Jump on the swinging vine (watch out for the deadly red drops). Move across the platforms and jump on the second swinging vine. Go down the ladder. Go to the left and get on the moving platform. Duck down when the creature shoots fires. Punch the orb and then duck again. Keep it up until you get the orb. Drop off the ledge to get down to the next level. Punch the creature and get the key. Drop off the ledge and get the health replenisher. Go to the right and watch out for the jumping snakes. Keep going up the ladders til you see a strange looking box. Touch it to warp to a higher point in the level. Go up the ladder. Head to the right to take on Boss 1.

## Underground 2

Go to the right and punch out the monsters. Go down the ladders. Go to the left. Stand where the snakes will pop up and punch them. Watch out for flying bats from the right. Grab the gear. Go right. Go up the ladder. Go left and put the gear on the machine. Punch the switch to lower the elevator. Get on and punch the switch to go up. Grab the torch on the right. Go left and punch out the creatures. Punch the switch to turn off the electric field. Go right and go up the ladder. Go left and avoid the bouncing eyeballs. Wait for the fire breath to stop and then grab the key. Wait to the left of the dragon's head until the fire stops. Go to the right. Grab the health replenisher. Go to the left. Go down the ladder. Go to the right. Go down the elevator. Go right. Go down the ladder. Go left (deal with the snakes the same way). Go down the ladder. Go right. Punch monsters. Press switch to activate bridge. Go left. Punch switch to activate platforms. Go right and punch out monsters. Go down ladder. Go left across platforms. Grab glove. Go right across platforms. Go down ladder. Go left. As the creature flies by dropping bombs, position yourself between the falling bombs and wait for them to go off. Go down ladder. Go right and jump over the spikes popping out of the ground. Punch out the creatures. Jump over the spikes (duck down to avoid the fireballs coming from the right). Go down the ladder. Go to the left. Rat creatures travel back and forth across the ceiling: Use whatever orb power you have left or jump and selectively shoot with your gun. Punch the ghost. Jump down and

punch out the other ghosts. Go down the ladder. Go the left, avoiding the rocket thrusts. Jump over the spike and punch the ghost. Beat the boss. Open the door with the yellow key. Climb up the well.

## Above Ground

Head to the right. Punch out the flying things. Hit the rocks just as the running creatures reach them. Push the ball swiftly through the field of spikes. Nudge the ball gently to let it plug up the hole in the ground. Punch out the flying eyeballs. Move a little bit at a time through the trees so you only have to take on one porcupine (at least that's what they look like to me) at a time. Punch the statue til it explodes and releases the creature. Just keep punching it as it runs at you. Get past the spiders and spikes as quick as you can and get the health replenishers just after. Keep running and the materializing eyeballs won't hurt you much. Duck down to let the flying creature pass you and then punch it when it comes at you from the front. Keep running and jump over the bomb, the dragon drops. Move quickly through the buzzing insects. Wait for an opening between the sets of spikes, then start moving. Punch out the buzzers as they come at you. Punch out the creature that runs at you just after the buzzers. Run and jump-kick as you go by the castle to avoid the falling rocks and arrows. Enter the castle.

## The Castle

Go to the left. Punch the jumping creatures. Hit the switch (this opens a door elsewhere in the castle). Go to the right. Go up the ladder. Wait for the stone to pass and then start moving, punch out the wooden barrel, and then go up and down the next ladder to avoid the next barrel and the next stone. Keep this pattern up til you reach the top. Hit the switch (this also opens a door). Go up the ladder. Go to the right and punch the jumpers. The chests contain health. Use them only if you need them. Punch out the 4th chest (it's a hiding place for an archer). Use jump kicks to avoid the axes. Get the wrench and go back to the left. Get health if you need it. Go down the ladder you came up and simply keep running ahead of the flow of rocks and barrels to reach the bottom. Go to the right.

Move slowly so you can jump the effects of the bombs. Punch out the bouncing balls carefully. Go down the ladder. Go to the left. Punch out the flying creatures. The 2 doors should be up if you hit those switches earlier. Punch the giant mouths as they lunge at you. Go down the ladder. Go to the right. Get health. Go to the left. Avoid the rocks as they fall to the left of the ladder. Go up the ladder past the rocks. Duck in the hole to avoid the rocks as they bounce over. Go to the left. Go down the ladder. Get the gun replenisher. Go down the ladder. Go the right until you see the flying creatures. Go to the left and hit the wall to launch the rockets at the creatures. Go to the right. Watch out for axes. Punch the spider to make it get out of the way. Use the wrench on the machine to disable the energy wall. Go up the ladder. Go to the left. Hit switch to disable rockets. Go right. Go down ladder. Beat Boss 3. Use blue key to open the door.

### Final Above Ground

Go to the right. Hit ghosts that come at you from behind. Hit tombstones for health. Punch out the bats and the skeleton warriors. Punch out the jumpers. More tombstones and bats. When you get past the large bunch of bats turn to the left and punch them as they come at you. Go to the right. Punch out the second batch of bats as they come toward you. More jumpers. Beat Boss 4. You win.

## Kung Food

### General Tips

1. The clock is against you here so don't waste a lot of time dispatching your foes.
2. Snag invincibility, extra lives, and power punches whenever possible. If your energy is full, don't grab energy when you find them. Save them until you've defeated your current bunch of attackers or if they start to really weaken you.
3. Be sure to check on the upper shelves in levels for powerups, energys, and opponents. Also, look behind cans and other objects.
4. Get in front of rolling tomatoes or lines of peas,

crouch down and start kicking. You should deal with them easily.

5. Your first priority in a situation should be to destroy carrot sacks and potatoes. If you don't destroy them quickly, you'll find yourself quickly surrounded.

### Levels of Interest(1-3)

#### Level 1: The Freezer

1. The ice warriors are very nasty and can be responsible for a lot of lost energy and lives. Get right in their face and finish them off as quick as you can.
2. Keep an eye for groups of small black holes on the floor. This is where the very destructive ice spikes will pop up. Jump over these spots or you'll get skewered.
3. Check the upper shelf just after the first group of peas for an invincibility power up.
4. To defeat the ice king, get close by his feet, crouch down and kick like crazy. If he gets any hits on you, run over and grab some extra energy.

#### Level 2: The Refrigerator

1. There are lots of extra lives near the end of this level. You'll need them.
2. To beat the big batter man, first nail the potato generators quickly (you don't want to be up to your ears in mash men). Batter man is big but all you have to do is get close to him, crouch and kick him in the feet.

#### Level 3: The Floor

1. Flies are a big pain to deal with here. Go stand by the wall to lure them over and wait for them to land on the wall. Get next to them and jump and kick them.
2. Water can hurt you so avoid contact with it.
3. To beat the rat-riding sausage men, get in a good spot and kick like crazy. The rats and the riders will come to you.

Next issue: more Kung Food

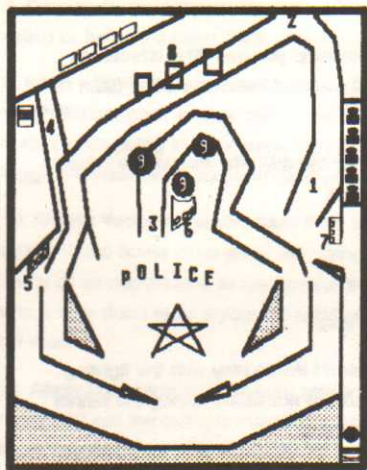
## Elvira Tips

1. Lighting up the three Bat Lanes(1) has very beneficial effects. The bonus multiplier gets increased and when you shoot the ball up the Monster Slide Ramp(3) you get an Elvira letter. The ball lock is also activated.
2. If you light all of the Elvira letters, it will light up the Skull passage(4) and you will get 3 million points by shooting the ball there.
3. If you shoot a ball in the Skull Passage(4) after the ball lock is on, it will keep your ball. Shoot another ball here and it will free the ball and you get to play with both of the balls at the same time.
4. If you keep shooting into the Monster Slide Ramp(3), the point values keep getting larger up until a whopping 1 million.
5. If you complete all the Wake The Dead Head targets(7), one of the Dead Heads(10) will light up. Light up all 3 dead heads to activate a 1 million point bonus the Boogie hole(9).
6. Completing the Pizza targets increases the Pizza Passage value. The pizza passage is located underneath the party punch ramp(2).
7. Keep shooting up the Party Punch ramp(2) and you eventually get an Extra Ball.



## Police Force Tips

1. Your plunger shot can be of great importance. How hard you pull back determines what kind of shooting range bonus you pick up. I recommend about a 3/4 strength shot. This will net you 75,000 points and a police letter.
2. If you light up all the police letters it activates the Top Cop Bullseye. The Bullseye is located just to the left of the GUN lanes(8). Hit it and you net 3 million points.
3. If the ball goes through the right drain lane, you are told to go for the Hot Sheet bonus. Hit the ball into the Machine Gun Croc tunnel(4) and you'll get one of the following: A police letter, 100,000 points, 1 extra ball, forced multi-ball, or 15 extra balls.
4. Light up all the Gun Lanes(8) to activate the jail's ball lock. Shoot the ball up the right ramp(1) to lock your ball. Shoot another ball there to play both balls.
5. To earn big points, you must do the following. First put Croc in jail by shooting the ball up his tunnel(4). Then by completing the 3 targets on each of the criminal targets will put them in jail. The criminals are 5,6, and 7. After putting them in jail, shoot the ball up the right ramp to earn 4 million points.



## BASKETBRAWL

### General Tips

1. Biff is a good choice for a player. His life and speed are pretty good and his high skill helps him make good shots.
2. Don't waste a lot of time by fighting. A good strategy is to jump kick or use whatever weapon you can find on the ball carrier to get possession of the ball. If it's a good weapon (like a whip) you may want to keep using it on the guy til he's unconscious. This is most effective in one on one matches.
3. If you knock the only opposing player out, you can take as many shots in a row as you want. Plant yourself under the net and rack up those points.
4. In the later rounds when you find yourself up against a ton of opposing players (and referees), grab the ball and make a run for the net and hope the refs will help out by going after the other team.
5. Punches don't do much and while throwing the ball at an opponent can be painful, it's not a good idea to give them a chance at possession.
6. In a 2 player Com-Lynx game, have your partner duke it out with the other team leaving you open to go for the score.
7. Grab any powerup you see. The effects are beneficial and you don't want the other team getting them.
8. Watch out for the guy who throws the knives from the sideline.

## HOCKEY

### General Tips

1. I generally don't like to play with the fighting enabled. It's sort of ridiculous having the winner not get penalty time.
2. In the shoot out, wait until the puck is about level with your head. The following shoot out tips are from David Adams.

Following this pattern should help you win the shoot out.

For the first shot push up and to the right.

For the second shot push up and to the left.

For the third shot push down and to the left.

For the fourth shot push down and to the right.

3. Try to win face offs. He who has the puck can score the goals.
4. While it can be fun to always be the guy going for the goal, don't be afraid to pass it to a computer player who might have a better shot at a goal.
5. Mix up your shots. Hit some low and hit some high (by double pressing the button).
6. When your goalie grabs the puck, start heading toward the goal. Press B to flip it towards your player so you'll have a chance at a one-on-one situation with their goalie.
7. If the opposing team gets past you with the puck, switch to your nearest guy with Option 1 and put the pressure on.

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**NFL FOOTBALL****General Tips**

1. The best team to choose is Da Bears. Actually, try out your favorites and see who works for you best.
2. During runbacks, zoom in using Option 2. It's make easier to deal with the defense. Run at an angle up and to the right, you should get some decent yardage.
3. The zip along is a good pass play. Hold down B to have your quarterback fall back. Move your cursor to the upper right(your receivers should be in the clear)and throw the ball. The XLR8 also works for good yardage. Passing can yield good benefits but it can be a challenge. Keep an eye on the defensive rush, you don't want to wait too long for an open receiver. As long as the cursor is close to the receiver's location he should be able to catch it.
4. On Defense, hold your man back and be ready in case of a pass. The computer controlled guys should be able to handle any runs.
5. The Big End is a good running play but be careful. It just doesn't work against some of the stronger teams. After the snap, move the quarterback down and to the right. Hand off to the runner with Button A.
6. Save time outs for when you really need them. This is especially true if you find yourself behind in the 4th quarter.

**BASEBALL HEROES****General Tips**

1. Play alot of Homerun Derby to get the hang of hitting and 3 Flies Up to get used to playing the outfield.
2. When picking your starting players, take their speed and strength into account along with their batting averages. When you get to your outfielders pay particular attention to their speed. You don't want lead foots out there or you'll be giving up

extra bases all day long.

3. When you pick a pitcher, look for a good balance between arm speed, accuracy, and endurance.
4. When batting, move as far away from the plate as you can. Step into the plate to take the swing. The batter's swing is a little slow so start swinging while the ball is still a little bit away from you. A couple sessions of Home Run Derby should get you used to it.
5. When pitching, give the ball a little extra curve or a little more drop on your fast balls. Don't overdo it though or you'll just be giving them a bunch of base on balls. Give it just enough to catch the batter off guard while still hitting the strike zone. A good accuracy pitcher will be a big help in this department. Throwing anything straight at a batter is just asking for trouble.
6. Use the shadow to help you judge where the ball is coming down in the outfield. Start positioning yourself before it switches to the outfield view. It's always better to be too far back and have to come in for it than it is to have to backpeddle.
7. During a rundown, wait to throw til the last second. Then bring the baseman just off the bag.
8. Only try to steal if your runner has a high speed rating or he'll be a dead duck.
9. Keep a tight rein on your runners during a pop up. Pull them back to their bases unless you're sure it's not going to be caught. This is one of the biggest causes of double and triple plays.
10. Always throw to the 2nd base from the outfield. Rifling it into home plate gives the runners too much of an opportunity to run all over the place., which they don't have if you use a throw to the cut off man.
11. Always be ready to have your fielder jump or dive(don't get the buttons mixed up). This is especially helpful if a hit is just to the left or the right of an infielder or if your outfielder is just out of position(and that kind of grab looks great).

Our old pal, Mark Brooks has some more questions.

Dear Mr. Smith,

Hello again. I hope you are feeling better. Thank you for printing my letter in your newsletter. And once again keep up the (still) excellent mag. But, guess what? More questions! How'd you guess?

Anyway...

1. If I remember correctly, you said a few issues ago that the Lynx could somehow show over 1,000 colors onscreen, I don't remember exactly how many because I don't have that issue anymore(hint, hint). Will this "feature" be seen in future Lynx games?

Response: The highest you could have would be 1600 colors onscreen but there would be a lot of slowdown. However the odds are pretty good that we will see games with more than 16 colors onscreen in the future.

2. Mario, Sonic, Bonk. Everybody and their mother knows these characters and what system they mascot for. These three characters have basically been the reason why people originally bought their system. Think about it, where would the Genesis be without Sonic? True, Sonic and Mario have very good games behind their name, but why doesn't Atari get itself a mascot? Please don't mention Louie, compared to Lame Gear Sonic or the Super Mario Land games Scrapyrd Dog was embarrassing. Does this idea make sense?

Response: Hey I liked Scrapyrd Dog! Actually I'm sure Turbo Technologies would be interested in this theory since even with Bonk they're still in a distant third place. Coming up with an interesting new character and an interesting game for it is a difficult time consuming process and there's no guarantee the consumers will go for it. I'd love to see Atari come up with a viable mascot character(just as long as the game isn't just another Mario/Sonic running and jumping game).

3. As far as Atari's marketing campaign for the Lynx is concerned, in the New York area it is truly, truly pitiful, almost no ads for the Lynx on TV. And no

magazine ads at all. Besides actually attempting to market the Lynx, Atari should try to advertise individual games like everyone else does. Wouldn't it make sense to advertise NFL Football as the first color handheld official NFL game? What's wrong with these people?

Response: During the summer, their Batman Returns ads were all over the airwaves. I have seen a new spot on MTV which shows recent titles such as Baseball Heroes, NFL Football, and Pinball Jam.

4. Whatever happened to BRITISH software support in particular Strider 2 from US Gold?

Response: I have no word on the status of Strider 2. Most British titles are being done for release through Atari such as Daemonsgate, Switchblade 2, and Dracula.

5. Why doesn't Atari go after Japanese game makers for third party support? Only 99% of the best games come from Japan, but since Electronic Arts probably will never put out anything Lynx related it would definately be a good idea for Atari to make friends in Japan with as much viscosity as possible.

Response: Well don't count out the possibility of EA licensing their games to Lynx developers(such as Desert Strike). One problem is that Japanese developers develop mostly for the Japanese market. Over there the interest in color portables has become nil. And I'm not just talking about the Lynx, the Game Gear and Turbo Express also are dead there. Personally, I'm not that impressed when it comes to Japanese software(with the exception of Nintendo's own 16-bit stuff which I doubt they'd do for the Lynx). A lot of it is "get on the bandwagon" stuff. Street Fighter 2 was a hit, now every Japanese SNES developer has a ripoff clone in the works. I'd rather see some innovative American or European software on the Lynx.

6. Roughly how many Lynxs have been sold in the U.S.? How does this compare to the competition?

Response: Companies are very tight lipped when it comes to how many of their systems have been sold so I could only venture a guess. I would think

the figure is at least over a million. Game Gears, no idea. Game Boys have sold several million(thanks mostly to boring middle-aged corporate types who made IBM computers a standard).

7. I know I've read that the Lynx has 32-bit sound. So why hasn't Atari used it yet? Most Lynx games have rather drab sound,so what is the point of 32-bit sound with only 4 voices. Personally I don't believe the Lynx has 32-bit sound or even 16-bit sound, maybe you could clear this up for me.

Response: The Lynx has 4 sound channels. Each channel consists of eight bits. Add them together and you get 32-bit sound. Really good sound needs memory and as Lynx cards get bigger I'm sure you'll see an improvement in the game sounds. I'd recommend Shadow of the Beast if you want a really good sounding Lynx game.

Don't get me wrong, it seems like I'm Lynx bashing but I'm not. The Lynx has great graphics, not-so great sound and what few games that are out, most are pretty good. I'm just upset that Atari is not trying to push the best handheld on the market as they should. They're wasting potential and it's a shame.

Keep on doing what you're doing, Mark Brooks

Response: I can definately see where you're coming from Mark. I do have to question the "few games" comment though. The Lynx has over 50 games out. While this can't compare to some system's libraries, it's still a hefty number and a high percentage of the games are worth having.

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

**APE**

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**CHICAGO, IL 60639**

**Or contact me via Genie, my mail address**

**is C.SMITH89**

Take a bad case of game playing burnout, stir in a gallon of Atari moving out of the area and you got a delayed Fall/Winter Holiday combined issue.

This only counts as 1 issue towards your subscription. So as my first New Year's resolution I'm going to try like heck to actually get out 5 issues next year.

I am happy to report that there are now over 50 games out for the Lynx. The last batch was pretty good and we finally got more sports games. NFL Football was pretty unspectacular(yet with some solid basic gameplay)and Basketrawl was panned by most people(I enjoyed it, especially the flame throwers),but Hockey and Baseball Heroes are great(even with the small people). Pinball Jam is a blast and Kung Food's graphics are amazing. My biggest praise though has to go to Shadow of the Beast(one of the best playing,best looking, and best sounding Lynx titles there is) and Steel Talons(multi-player would have been nice but it's missions give it a single player appeal that Warbirds didn't have).

Kate Swindell called to say that he's seen a picture in a European gaming mag of the adaptor that let's you play Game Gear games on the Lynx. He also mentioned that they're working on a similar adaptor that would let Lynx games play on a Game Gear. While I think it would be much more difficult to do(requiring alot of the custom Lynx hardware) I would love for something like that to come out. I'm sure Game Gear owners would jump at the chance to play our games, and it would mean even bigger sales for Lynx titles.

The new Lynx TV ad is pretty good and could be a nice boost in Christmas sales. I just hope they run it on more places than just MTV. One other positive note: since Sega and Nintendo have gone to the basic and deluxe package concepts, Toys R Us is now carrying the complete Lynx package along with the bare bones version.Next time: in the winter issue due out in early February(let's all cross our fingers folks), we'll have Winter CES news and definately tips for the next couple of Toki levels, Switchblade 2, and World Class Soccer. And hopefully Dracula and Storm Over Doria will be available by then too.

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