

A.P.E.

ATARI PORTABLE ENTERTAINMENT NEWSLETTER



SPRING 1991 : ISSUE NUMBER 4

THE LYNX IS HOT!!!

by CLINTON SMITH

We're still waiting on new Lynx titles(they're due real soon now...more on that inside)but there is still a lot of very exciting things going on which indicate that the Lynx is turning into a successful video game system.

RECORD LYNX SALES IN FEBRUARY

Atari reports that they sold more Lynx systems in February than in any other month of the system's existence. They also sold more Lynx systems in February than they did in the entire 4th quarter of 1990. The reason for the amazing sales increase is the price cut on the full Lynx package and the release of the \$100 base unit. You would think that the majority of the sales would be accounted for by the \$100 unit, but over half of the Lynxs sold were the \$150 complete package.

Just in case you think this is just BIG TALK, the signs are very obvious when you go to Toys R Us. When the price was lowered on the full package, both of the TRUs I frequent had plenty of claim tickets. In less than a month, the pouches that held those tickets were bare. I also noticed that their supplies of Lynx carrying cases and sun shields had sold out. Another telling sign: Quite a few people I've had correspondence with who were thinking about getting Lynxs, have bought them now. Some guy that lives next to me, who I'd never even talked to about the Lynx and whose ownly other gaming experience was with an NES, bought one.

I really have to applaud Atari for not waiting for the new model(see last issue)before they released a \$100 Lynx. They're getting some great sales, building a sizeable system base(something

that third party developers look for),and they got a jump on Sega's Game Gear which might've been some competition but now looks woefully overpriced for what it does and isn't going to be available on a national scale til summer.

ATARI STOLE THE WINTER CES

At least that's what many magazines said. Atari's announcement of a \$100 Lynx and reductions on the full package received very good press. Coverage of the Game Gear also had references to the low-cost Lynx and I doubt that Sega enjoyed that very much. The strongest praise came from European game magazines. Many said that the Lynx is the handheld to watch now. Europe(like most of the rest of the world these days) is cost conscious and the new pricing makes the Lynx very competitive against the underpowered Gameboy(which is just getting underway in the European market). All of this has one very important impact. With the growing number of Lynxs in the states and the very real possibility of the same thing happening in Europe, the number of Lynxs out there will be a tough market for developers to ignore.

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ATARI ENTERTAINMENT MOVES

As I've mentioned previously, Lynx development takes place in Illinois (Lombard to be exact). Until recently the business end of the Lynx such as sales and marketing was handled out of Sunnyvale, California. Needless to say, it was hardly the optimal way to be doing things. In a very smart move, Atari has consolidated everything out in Lombard so Atari's Entertainment division is now completely based in Lombard.

Lawrence Siegal, who was vice president of software development in Lombard, has been appointed President of the Entertainment division. Siegal, who has held sales and marketing positions with firms such as Sega, Seeburg, and Williams, should be able to provide just the kind of marketing experience the Lynx needs (you can already see it in the increased sales). The Lombard office will be building up a sales and marketing staff and they will also be adding more software development staff (so they can go into overdrive on all the games they're working on).

BUY EGM NUMBER 21!!!

If you haven't already done so, pick up a copy of Electronic Gaming Monthly issue number 21. Inside is a 16 page full-color supplement all about the Lynx. It is jam-packed with screenshots of upcoming titles and goes into detail on Ninja Gaiden, Tournament Cyberball, and Blockout. If by the time you read this, you can't find the issue check at Toys R Us. They tend to keep older issues for quite a few months.

One very nice thing is that the supplement finally verifies a number of rumored titles and tips us off to some we haven't heard of before:

Hard Drivin, Hockey, Hydra, 720, Casino, Basketbrawl, Bill and Ted's Excellent Adventure, and Golf.

One final thing to look for, in the text they mention an original game called Barbarian Bodyguard. They don't have a screenshot inside but there appears to be one on the cover, lower left corner. It looks wild.

WARBIRDS AND BLOCKOUT

PREVIEW

When the Entertainment division moved to Lombard, they decided to get a local public relations firm to handle the Lynx. They just happened to choose a Chicago firm (very handy for me) called Edelman Public Relations Worldwide. I gave them a call and interestingly enough, they had heard of me (good sign) and they invited to come down to their offices and check out some new Lynx games. The next 2 Lynx games which are due to be out very soon (hopefully by the time you're reading this) are Warbirds and Blockout.

Warbirds is a 3-d, World War 1 dogfighting game where you fly through the skies engaging enemy aircraft. The surprising thing is that this isn't the shoot'em up that you would expect on a video game system. Instead, it's more like the flight simulators that you're used to seeing on 16-bit computers like the ST. You view the game from your biplane's cockpit. Since they didn't have radar back then, you have to scan the skies with your eyes to find your opponent. Holding down your B button and moving your joypad will let you look behind you and off to your left and right. Warbirds features some exceptional graphics.

The game can really pull you into its world. The 3-d environment is very smooth and even has clouds which you can hide in. When an enemy plane is damaged, smoke starts pouring out of its tail. As you fire you can tell if your bullets are making contact by little metallic ping sounds. The game even takes gravity into account, when you dive your plane's speed increases. The game also has some nicely detailed, digitized shots at the end of the mission (the skull when you die is especially nice). If you feel like making your friends crash and burn, you can Comlynx up to 6 players.

Blockout is a 3-d puzzle game which is already available for most computers. It's very similar to Tetris except the action is viewed from above. 3 dimensional blocks fall into a pit and you must rotate them as they fall so they will fit together. Fill up an entire level and those blocks disappear. If

your block placement isn't very good, the blocks will start to stack up and once they reach the top of the pit, that's it. The 3-d graphics of Blockout fit in perfectly with the Lynx's 3-d scaling abilities. Like other puzzle games of this sort, it's extremely addictive and will be eating up a lot of your time.

Also keep an eye out for Shadowsoft's conversion of the Williams arcade classic Robotron. Atari's next release after Warbirds and Blockout should be Ninja Gaiden.

THIRD PARTY UPDATE

I was hoping to have a more comprehensive report on what's going on with third party games but a lot of them still haven't responded with info. I do have some tidbits to pass along.

David Cagle of Atari has passed on the info that Color Dream's Crystal Mines 2 is set for release in late April (no word yet on Hellraiser...we'll tear your Lynx apart).

From the Star-Linx BBS:

FROM: ERIC GINNER @ Atari

TO: RAFAEL MUNOZ

The Lynx version of Robotron is very good, as long as you like Robotron. The waves are identical to the arcade version, and the sounds are digitized directly from the arcade version. You won't be able to tell the difference. There are 3 ways to control your player:

1. You can fire in the direction you are moving
2. You can rotate your firing direction with the B button and start and stop firing with the A button
3. (the best way) Option 1 toggles firing on and off, A rotates your firing direction one way, B rotates your firing direction the other way

Loricel (one of the top French developers) is working on a game called Superskweek. Superskweek is a sequel to a popular computer game, which consists of 225 levels of arcade action. In the game, you must repaint tiles, rescue imprisoned skweekettes, and kill monsters. There's a 2 player mode and you'll be able to buy new weapons and life points at shops.

The game is still being worked on and should be ready in the next few months.

My pals at Star-Linx tell me that Accolade is interested in developing for the Lynx but all their people are busy with projects. Let's hope they find somebody (please do Hardball 2)

THE RUMOR MILL

Sorry but there's really nothing juicy or groundshaking this month but I do have some possibility observations

Atari has a lot of Tengen licensed games (Atari Coin-op) in their stable and in development:

Gauntlet, Klax, Roadblasters, Paperboy, 720, Tournament Cyberball, Hard Drivin, STun Runner, Rolling Thunder, Vindicators, Hydra, APB, and Xybots.

If this trend continues we may see some of the following:

Ramparts: An unusual title where you must bombard castles while building up your own

Skull and Crossbones: An action adventure where you and a friend play swashbucklers who plunder ships rescue girls, and fight horrible creatures

Badlands: An overhead driving game like Super Sprint where up to 3 players compete.

RBI 2: A baseball title

Thunderjaws: An action-adventure set in an underwater city with lizard people and robotic sharks

Pit Fighter: This martial arts free for all features digitized graphics, sounds and scaling. It's been mentioned a couple of times for the Lynx recently.

STAR-LINX BBS

300/1200/2400 baud

1-602-464-4817

For Lynx Enthusiasts

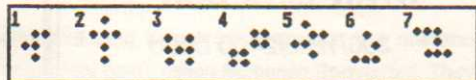
LIFE BACKGROUND

In the Lynx secrets section there are instructions for accessing the hidden LIFE simulation in Zarlor Mercenary. In case you want a little background on LIFE itself, here it is courtesy of Star-Lynx BBS.

1-31-91 MESA, AZ: From the SysOps who discovered the secrets of Slime World, news has come of the discovery of the newest Easter Egg in Lynx gaming. The game of LIFE has been discovered in Zarlor Mercenary. Before we proceed, let us give you some background information. The game of LIFE was developed by mathematician John H. Conway in 1969-70. Using the following four simple rules, cells, represented by squares on graph paper, or pieces on a chessboard, or pixels on a computer screen, give birth and die in an orderly fashion.

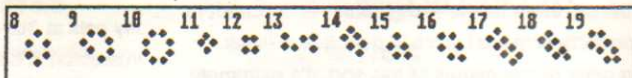
1. A single living cell that is in contact (horizontally, vertically, or diagonally) with zero or one living cells will die from loneliness.
2. A living cell that is in contact with two or three other living cells will survive.
3. A living cell is born in any empty position bounded by three living cells.
4. A living cell bounded by four or more other living cells will die from overcrowding.

Much has been written about LIFE, and programs that simulate LIFE have been written for virtually every computer system. Amazing patterns that repeat forever, 'machines' that animate and propel themselves across the screen, 'guns' that fire projectiles called 'gliders', and animated objects that repeat their patterns in a fixed position have all been developed, and people are always finding new fascinating lifeforms in LIFE. The following are some of the more simple 'lifeforms' and the names they have been given:



1. R PENTOMINO
2. LATIN CROSS
3. LETTER H
4. BEACON
5. CLOCK
6. GLIDER
7. LAUNCHER

In addition, all of the stable 'lifeforms' have names, here are some of them:



8. BEEHIVE
9. LOAF
10. POND
11. TUB
12. BLOCK
13. SNAKE
14. BARGE
15. BOAT
16. SHIP
17. LONG BARGE
18. LONG BOAT
19. LONG SHIP

One problem with LIFE has been speed. Doing the computations by hand, as John Conway first did on graph paper, is excruciatingly slow, even for the smallest patterns. LIFE computer programs are faster and are popular, but definitely not due to their speed, with most taking from several seconds to several minutes to compute the next 'frame'. It is a complex process, with the screen being scanned pixel by pixel, each pixel tested against the rules, and the results stored on another screen for the next 'frame'. LIFE on your Atari Lynx is the most amazing and fun 'Easter Egg' you have ever seen. It is lightning fast (an estimated 30 frames per second), and contains a library of lifeforms for you to experiment with and bring to life. It also contains a powerful drawing tool that has a copy buffer which can be flipped and placed anywhere on your screen. It is truly amazing to see John Conway's game brought to life on your Lynx.

KNIGHT NOTES

Here are some items of interest from Star-Lynx BBS that were posted by third party developer, Knight Technologies.

Hello, we're a third party Lynx developer. If any of you all have any Lynx questions, we could try to answer them for you right now were doing an original title for Atari called Dirty Larry.

To become a Lynx developer, the best thing to do is, of course, call Atari... Unless you already have an Amiga (2000 or better) with a hard disk, expect to shell out over \$6000 (depending on what kind of Amiga you get). What you get for that money is, in MY opinion, the BEST software development system available. It took ME about 2 weeks to make my first (very stupid) game. Also, don't even think about developing unless you know or plan on

Atari is also very helpful. If you have questions about the system, or even programming in general, they have a Developers BBS monitored by their in-house developers.

No other company can (in my opinion) come close to the "Bang for your buck" in the Lynx development system.

The Lynx does NOT have stereo sound last I knew. It DOES have that capability, however, and most games will be compatible with stereo when it becomes available.

As far as colors, the lynx is basically an Amiga in 16-color mode (16 colors per line from 4096, if you don't mind the slow down, or 16 colors per SCREEN with no slow-down). 16 colors may not seem like much, but it really depends on who does your art. Most of the lynx games to date have barely scratched the surface of what it is capable of doing. The key element in game design is how much room do you have on the Cart.

As a question, would anyone out there be willing to pay \$90-\$100 for a Lynx game with a save game feature?

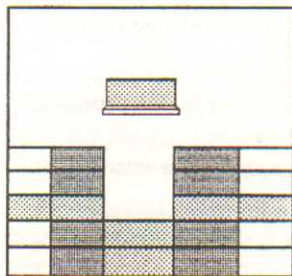
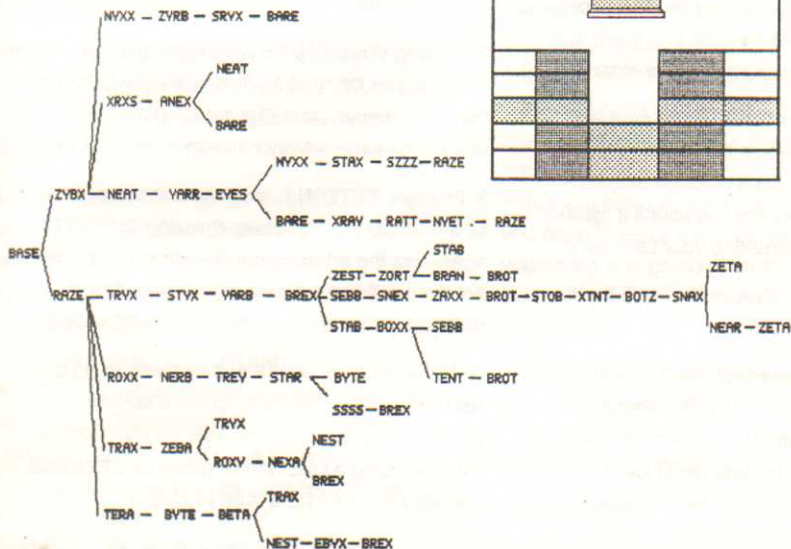
I've been receiving lots of interesting tips and other items from the growing APE readership and you're going to start seeing more and more of it in the issues.

CALIFORNIA GAMES: In the halfpipe, press Option 2 to zoom out for a full view of the event. That comes from Scott Stiphen of Harding,PA.

GATES OF ZENDOCON: Scott also sent in a map of the levels and you see it below. Also,if you keep your A button pressed your shield will still be active even after it disappears. That's from Todd Ellering of Tempe,AZ.

ELECTROCOP: If you drop all of your weapons, the flying saucer-type robots won't attack you. That's from Billy Smith and was passed on to me by Frank Kweder,both of Ft. Myers,FL.

XENOPHOBE: If you stand in front of a grenade machine,you can load up on grenades by pressing Option 1. To stop it from spitting them out at you,you have to find tools and then press Option 2 when you're in front of it. That came from Tom McComb of Staten Island,NY.



KLAX: This comes from Eric Ginner(Atari) via the Star-Linx BBS. Set up your tiles like the picture. When you drop the tile on your paddle,it will complete the vertical klax, the 5 across horizontal klax,and then the upper tiles will fall,thus completing 4 vertical klaxes. You'll get 260,000!

Last issue I mentioned that there was a hidden Life simulation in Zarlur Mercenary. Well here it is, courtesy of Star-Linx BBS.

ACCESSING LIFE: The game of LIFE is accessed through the character selection screen of Zarlur Mercenary. Turn on your Lynx with the Zarlur Mercenary game card inserted. Press the fire button twice to get to the character selection screen. At this point you must hold down OPTION 1 while moving the joypad as follows: Up, Down, Left, Right, Up. Note that if you are playing multi-player Zarlur Mercenary, all players will be taken to LIFE, but there are no multi-player features in LIFE and each unit becomes independent. At this point your screen should say LIFE and there will be a LIFEform known as a 'glider' moving across the screen diagonally. It will go off the edge of the screen and return on the bottom, eventually running into the cells forming the word LIFE and causing the chain reaction that destroys the title screen. Before the title screen is destroyed you may try the following controls:

1. Moving the joypad or pressing either OPTION button or PAUSE will stop the current evolution of LIFE.
2. Pressing OPTION 1 to continue the evolution puts LIFE into a mode where cells that reach the edge of the screen wrap around to the other side.
3. Pressing OPTION 2 to continue the evolution puts LIFE into a mode where cells that reach the edge of the screen behave as though they have reached a solid wall. This may be useful if 'gliders' that are launched are disrupting your LIFEforms.
4. Pressing either BUTTON A or BUTTON B puts LIFE into DRAWING MODE.

DRAWING MODE: Access DRAWING MODE by pressing BUTTON A or BUTTON B while LIFE is evolving or after the current LIFEform has reached a stable state. You can tell you are in DRAWING MODE because the joypad will be in control of your cursor, a set of green crosshairs.

While in DRAWING MODE, your controls behave as follows:

1. Moving the joypad with BUTTON A depressed will allow you to draw.
2. Moving the joypad with BUTTON B depressed will allow you to erase.
3. Pressing OPTION 1 or OPTION 2 will allow your LIFEform to evolve, as described in 2 and 3 in the above ACCESSING LIFE section.
4. Note that the screen cannot be flipped, but attempting to RESTART the game will cause the screen to be cleared, and you will remain in the DRAWING MODE.
5. Pressing PAUSE and BUTTON A will put you in COPY MODE.
6. Pressing PAUSE and BUTTON B will put you in PASTE/ERASE MODE.

COPY MODE: Access COPY MODE by holding down PAUSE and pressing BUTTON A while in DRAWING MODE. You can tell you are in COPY MODE because the green crosshairs will be onscreen with the word COPY in green below and slightly to the right of the crosshairs. While in COPY MODE, your controls behave as follows:

1. Pressing either OPTION 1 or 2 will return you to drawing mode.
2. Holding down PAUSE and pressing either OPTION 1 or OPTION 2 will evolve your LIFEform frame-by-frame. Note that the OPTION button used determines whether screen wrap is on or off.
3. Pressing BUTTON A sets one corner coordinate of a box that you can draw. Pressing BUTTON A again sets the other corner coordinate of the box. Anything within the box is now in your COPY BUFFER. You are now in PASTE/ERASE MODE.
4. Holding down PAUSE and pressing BUTTON A takes you to the LIFEform library, a screen full of goodies for you to put into your COPY BUFFER. After selecting a LIFEform or group of LIFEforms, you will be in PASTE/ERASE MODE.
5. Holding down PAUSE and pressing BUTTON B takes you directly to PASTE/ERASE MODE, using whatever was last put in your COPY BUFFER. If

you haven't yet selected anything, you may get garbage.

PASTE/ERASE MODE: Access PASTE/ERASE MODE either by holding PAUSE and pressing BUTTON B while in DRAWING MODE, or by going to COPY MODE and selecting LIFEforms from your screen or the library screen. You can tell you are in PASTE/ERASE MODE because your joystick now controls whatever you have in your COPY BUFFER. While in PASTE/ERASE MODE, your controls behave as follows:

- 1. Pressing either OPTION 1 or OPTION 2 will return you to DRAWING MODE.
- 2. Pressing BUTTON A will allow you to paste your COPY BUFFER.
- 3. Pressing BUTTON B will allow you to erase using your COPY BUFFER.
- 4. Holding PAUSE and pressing BUTTON B will flip your COPY BUFFER any one of eight possible ways.
- 5. Note that the screen cannot be flipped, but attempting to RESTART the game will cause the screen to be cleared, and you will remain in the PASTE/ERASE MODE.
- 6. Pressing PAUSE and BUTTON A will put you in COPY MODE.

CREDITS: Documentation and discovery of LIFE by Jeff Kovach, SysOp STAR-LINX BBS. Discovery of COPY MODE and LIFEform library by Todd Ellering.

Well, that about sums up our instructions for the game of LIFE. We have discovered a number of new LIFEforms and are sure you will do the same. We welcome you to call STAR-LINX BBS in Mesa, AZ at 602-464-4817 to gain access to our system and join our Lynx Club, with members from all over the U.S.A., Canada, England and Australia. Share your LIFEform discoveries with us and we will include them in our next press release. Post your high scores, rate and review Lynx games, read the latest press releases from Atari and 3rd party Lynx developers, play on-line games, and stay on top of the latest Lynx news with STAR-LINX BBS.

We also have several Lynx game developers who call us regularly, and they are more than happy to answer your questions and listen to your comments. Be sure to have an Atari Lynx game card handy when you call so that you can get FULL access to our Lynx Club.

The above press release is (c)1991 STAR-LINX BBS and may be freely distributed, providing this statement is included.

SHANGHAI: Want to see the victory screen? Go to the high scores screen, Pause, then hold down the Option 1, Option 2, Button A, and Button B. While you're holding them down press the joystick up and to the right. Todd Ellering heard about this from Steve Ryno.

RAMPAGE: Small mixup last issue. Forget about pressing up to keep the bomb from going off. But if you throw the bomb and then look down, it will go off.

Want to skip levels? While you're on the monster selection screen, press pause. Unpause and select a monster. When you see the newspaper screen, hold down Option 1 and move the joystick to go to whatever level you want. Todd tipped me off to this one.

ROADBLASTERS: This one comes from Kale Swindell and was passed on to me by David Cagle. Start the game on Level 1, hold down B and drive down the left shoulder of the road. Keep B pressed down and soon you will hit a tree. You will see a digitized picture of one of the programmers and by pressing Option 1 you can start on higher levels. When you press A, you'll continue on level 1. When you finish it, you'll go to the level you picked. If you hit the tree growing on the right shoulder of the road, you'll see a picture of the other programmer.

Send any hidden stuff you find to:
LYNX SECRETS

2104 NORTH KOSTNER

CHICAGO, IL 60639

GENIE mail address is C.SMITH89

In case you're planning on com-lynxing with some friends (or enemies as the case may be) anytime soon, here's some tips to help you along. First off thanks to Marken Communications and Edelman Public Relations for providing me with the evaluation copies that made these tips possible. Also thanks to my chief play assistants Alex Smith(my 6 year old nephew) and Ray Prince.

ROBOSQUASH

1. When you serve, move erratically to throw your opponent off.
2. If your opponents been splatted, aim your shot for the splatted part of his screen.
3. The shooter powerup is very effective at distracting your opponent. The explosions can throw your attention.

GAUNTLET 3

1. Stay together. The creatures will have to face more formidable firepower. Be careful walking around though, the slightest contact between players will cause both of you to lose health points.
2. Let the person who's weakest in a particular trait pickup those potions and scrolls.
3. Share food and health potions equally. The stronger your team is the better chance they'll have.

XENOPHOBE

Teampay

1. Stay together. You can keep an eye on your partner's back and the more firepower the better..
2. Share health liquids equally, you'll all last longer.
3. On the fire levels, have one person pickup a fire extinguisher and the other pickup an electrogun. While one person is putting out the fires, the other can be providing cover fire to wipe out any annoying Xenos who try to get in the way.

Anti-Teampay

1. When you're a snottpillar, pickup everything you can. It will thoroughly tick off your opponent.
2. When you're a snottpillar, you can bug people by calling the elevator. You can also sit in the elevator waiting for an unsuspecting victim to call it.

ZARLOR MERCENARY

Teampay

1. After level 1, stay together(sense a theme here?) . Enemies will be facing greater concentrated firepower, thus keeping you safer
2. If your partner's energy is really low, shield him with your ship until a heart or a super-shield pops up.
3. Share power globes equally.
4. Multi-Player can be very effective against the boss ships. This is especially the case in level 5 when you're facing the 2 tanks. You can double-up on each one or one person can engage one while your partner engages the other.

Anti-teampay

1. Zarlор really doesn't work very well as a player vs. player game so don't even bother with it. The money spent on the rear shooter and invisibility is better spent for other things.

RAMPAGE

Teampay

1. Destroy, destroy, destroy!!!
2. Cover your partners butt by taking out anybody who might be posing a threat such as a diving chopper, a tank, or a placed explosive by the building he's climbing.
3. In towns with train tracks, listen for the trolley whistle. Get to ground level and hit it back and forth with your partner until it goes boom.

Anti-teampay

1. Take cheapshots whenever possible and when they least expect it.
2. Take advantage of the secret explosive detonation(see Lynx Secrets column). Flip an explosive towards your enemy and make it go off right in their kisser.
3. If you want to really annoy an opponent, get rid of their potion. You can drink it(which will hurt you slightly)or destroy the building that it resides in.
4. Another mega-annoyer: eat the people that your opponent can hang on to for points. That drives my nephew nuts.
5. If you find and drink your potion, your opponent will be completely unable to see you. Don't give yourself away by smashing indiscriminately. Instead, sneak up on them and let them have it.
6. If your opponent becomes invisible, take away their advantage by destroying the city as soon as possible. It only lasts for the one level.

SLIME WORLD

Teampay

1. Stay together. It's the standard "more firepower" thing I've been bringing up.
2. If your partner starts to get really green, clean him off with your shots.
3. If you want to eliminate the snappers that pop-up out of the slime, have one person act as bait. When the snapper eats him, have a steady stream of water going to kill it.

Anti-Teampay

1. The secret passages that connect rooms make a great hiding place. Simply hang there(so your body isn't showing) and wait for your opponent to pass by and then jump him. This can also be useful when someone's chasing you. After they go past you into the next room, double-back to clean off, look for weapons, etc.

2. Don't underestimate the usefulness of kamikaze attacks(especially if you have more lives than your opponent). Some of the most interesting kamikaze attacks include:

Jet pack- If you have a jet pack you can utilize it as a makeshift megabomb. Stand in a pool of water and wait for your opponent to come in the room. Turn on the jetpack and bang!!!

Red Slime Gem-Stand by a red slime gem, wait for your opponent to come closer and then shoot it. This should also work if he has a slime shield on.

Pop- If your opponent is very green, wait for him to get close and then pop yourself. Your slime should finish him off.

Dead End-When you have a mega bomb, let him chase you into a dead end tunnel. When you reach the end of the tunnel, toss the bomb.

3. Pickup slime recharges and the gun powerup for a triple slime shot which is very effective.

4. The megabomb is one of the most amusing ways to ice your enemy. Use your map to figure out when he's entering a room and then toss in the megabomb. This is most effective in big rooms(so he doesn't know the bomb is there until it goes off). There is a really big room in the combat level, a couple of rooms down from where you start out.

5. Here's one from my nephew(who can be a very sleazy player when he wants to be). While someone will clean off the slime when they're in a water pool, if you slime them quickly enough as they're trying to wash it off you can kill them.

STE COMPUTER OWNERS

Are you interested in an STE newsletter?

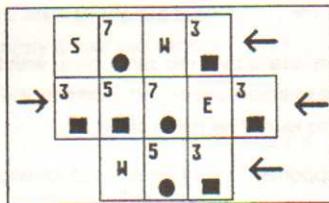
Contact: Jeff Payne

3023 West Vassar Ave.

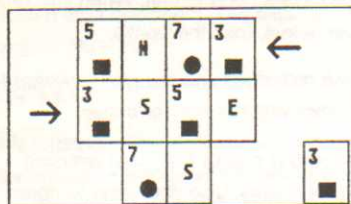
Visalia, CA 93277-4141

GENERAL TIPS

1. Don't rush yourself. Take your time and try to think a few moves ahead of yourself.
2. The best situation you can have is to have all 4 of the same tiles, freely moveable



3. When 3 of the same tile are on screen and 1 is completely clear, discard the other 2.



4. Try to save completely clear tiles for later on.
5. The spider puzzle is supposedly the easiest to get through (according to the Shanghai programmers) with the hardest being the turtle.
6. While the music selections are really nice to listen to, during a game they can start to grate on your nerves. Preserve your sanity and play without the music.
7. Clear out the higher tiles as early as possible.

Best Shanghai Times

These are the best times that Eric Ginner of Atari (one of Shanghai's programmers) has seen. This comes from Star-Linx BBS.

These are without using hints and finishing the game.

Single Player

Dragon: 3:52

Hawk: 4:46

Butterfly: 3:32

Fish: 3:38

Bear: 4:33

Spider: 3:02

Turtle: 5:00

2 Player Games

Dragon: 3:17

Hawk: 3:04

Butterfly: 2:27

Fish: 3:11

Bear: 2:37

Spider: 2:44

Turtle: 3:27

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 and #2 are available. Send payment to the usual APE address.

ARE YOU A 7800 ENTHUSIAST?

There's now a quarterly newsletter for you. To see a free issue write to:

7800 Update

2104 North Kostner

Chicago, IL 60639

Star-Linx BBS Info

You see it mentioned many times in APE and if you'd like to know a little more about it, read the following by Jeff Kovach.

Star-Linx BBS began with modest plans, in Oct. 1989. We were just planning on offering Lynx support for local callers, with other features on the side, but we soon discovered that a limited number of Lynx owners are also computer owners with modems, so we had a hard time getting people who were interested. We began advertising on Genie and other nets, and we now find ourselves with more and more Lynx owners from 23 states, ranging from NY to CA, FL to WA. About half of our users are Lynx owners (95% of the long distance callers are Lynx owners) and nearly half our users call long distance. We hear from them that Lynx info is hard to find on BBS's, and they like to meet other Lynx owners online and ask questions. We have lots of info and lots of sources, so we sometimes find ourselves asking some pretty technical questions. We have a special section called the Lynx CLUB that only Lynx owners have access to. It groups together everything on the BBS that is Lynx related, so it is all on a single menu and easier to access. From the one menu you can access the Lynx message area, read Lynx text files, and play Lynx trivia, as well as do some things that are not otherwise accessible, like get info about the other CLUB MEMBERS—names, location, phone#(optional), and a list of all the Lynx items they own, including APE subscriptions. We are planning on going 3 lines, and will be adding a fourth line that is accessible without toll from ALL of metro-Phoenix if warranted. We are nearing the 300 user mark. Over half are Lynx owners, and about half are long distance callers. Once we go multi-line we will start pushing the BBS locally more, as well as adding more non-Lynx features. Our eventual goal is to become 1) The #1 Atari Lynx BBS in the nation (this seems to have been achieved) and 2) The #1 Atari BBS in metro Phoenix. This shouldn't be too hard, as we will be the only multiline Atari BBS in the area. The next major addition to the Lynx Club of Star-Linx is going to be the game rating and review system.

Each Lynx owner will be able to rate each game's Graphics, Sound, Gameplay, Playability, etc. The BBS will keep track of the # of people who have reviewed each game, and the average ratings. There will also be an option to leave a short comment about the game, which will be appended to a text file for that game. This will assist Lynx owners in deciding which games to buy, for they will be able to easily get comments from a number of people without the tediousness of wandering through hundreds of messages in the message base.

CLEVELAND FREE-NET

The Cleveland Free-Net is a system which is similar to Genie or Compuserve. The difference is that there is no fee to use it. The Cleveland Free-Net is the first, free, open access community computer system in the world of it's kind. It is financially supported by Case Western Reserve University and run by the Cleveland Community. It has over 14,000 users and a large Atari Sig. Their Lynx section has recently been expanded and features Lynx news, reviews, game hints, and high scores.

You can call the Free-Net at (216)368-3888 or if you have access to Internet by telneting to 129.22.8.75

To get to the Lynx bulletin board type "Go Atari" or "Go Vgame". To get to the Lynx support section type "Go Lynx".

ARE YOU A 2600 FAN!

There is now a quarterly newsletter for you. The 2600 Connection.

1 year's subscription costs \$5

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Timothy Duarte.

THE 2600 CONNECTION

14 BLACKBURN STREET

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These high scores come courtesy of the Star-Linx BBS.

California Games: BMX

1. Andrew Cleasby 1027 3/18/91
2. Richard Stephenson 941 1/27/91

Surfing

1. Sean Bryant 10750 12/18/90
2. Mark Brown 10150 12/16/90

Halfpipe

1. Donny Harrop 28246 3/18/91
2. Todd Ellering 25076 1/28/91

Footbag

1. Sean Bryant 55725 12/18/90
2. Jeff Kovach 51543 12/15/90

Electrocop

1. Donny Harrop 540729 Finished 3/28/91

Gates of Zendocon: Hard Level

1. Tony Belding 10721700 4/13/91

Slime World: Single Player Adventure #1

1. Robert Cocco 3522100 Finished 2/4/91

Multi-Player Adventure #4

1. Steven Foust 4356700 Finished 3/19/91
2. Jeff Kovach 2478600 Finished 3/19/91
3. Donny Harrop 2193000 Finished 3/19/91

Multi-Player Adventure #5

1. Sean Bryant 1450125 Finished 3/12/91

Klax: Easy Level

1. Eric Ginner 3134235 Start: Level 1 Finished 1/17/91
2. Steven Foust 1267555 Start: Level 97 Finished 12/15/91

Hard Level

1. Steven Foust 710375 Start: Level 1 4/6/91

Xenophobe:

1. Eric Ginner 3559665 18 Bases Cleared
4 Bases Destroyed 1 Base Overrun
1/17/91
2. Donny Harrop 1114635 13 Bases Cleared
1 Base Destroyed 1 Base Overrun 3/20/91
3. Sean Bryant 1005815 10 Bases Cleared 4/11/91

Roadblasters: Starting at Level 11

1. Matt Kennedy 1721520 Finished 2/1/91

Ms. Pac Man: Standard Mode

1. Eric Ginner 96520 1/18/91

Zarlor Mercenary:

1. Eric Ginner 3323107 Finished 1/18/91
2. J. Greely 1155895 Finished 3/31/91
3. Steven Foust 918414 Finished 3/4/91

Shanghai: Single Player (No Hints)

Dragon

1. Jeff Kovach 10:29 2/15/91

Hawk

1. Matt Kennedy 6:51 2/14/91
2. Jeff Kovach 8:13 3/4/91

Butterfly

1. Jeff Kovach 6:12 4/6/91

Fish

1. Jeff Kovach 8:51 2/12/91

Bear

1. Jeff Kovach 6:03 2/27/91

Spider

1. Jeff Kovach 6:26 4/6/91

Turtle

1. Jeff Kovach 11:13 3/13/91

If you'd like to let your high score be known, give Star-Linx BBS a call.

MAGAZINE BEAT

A new Atari-based monthly is coming out this month. ATARIUSER is done by the same folks who did ST JOURNAL. ATARIUSER covers the entire range of Atari products. The magazine is free (check with Atari dealers and user groups in your area) or will be available for a small charge from bookstores. By the way they have a great guy doing Lynx coverage. A Clinton somebody.

Also, the new issue of Atari Explorer is out and they have reviews of the Lynx games they didn't cover last issue, and be sure to check out the new products section, page 68. I could swear I know that gorilla from somewhere?

Welcome to the new Letter's section of APE. Quite a few readers have been asking for it, so here it is. Our inaugural letter comes from Mark Brooks.

Dear Mr. Smith

1. I've seen some of the photos of the Lynx games such as NFL Football(at last) and Ninja Gaiden and Warbirds(which looks like a must get). The problem is nobody in New York City has any idea when the hell the new cards are going to get here. All they say is "sooner or later."
2. Although I'm quite happy with my current Lynx will it be possible to "trade in" or give in the old Lynx and SMALL amount of cash for the new one.
3. Did Atari sell ANY Lynx last year and are we attracting any big name third party support.
4. Now that Nintendo has gotten rid of the exclusivity clause will the Lynx be getting better games?
5. Sega's new portable "Game Gear: should be in the stores by the time you read this. Can the Lynx take even more competition?
6. According to the ending of Electrocop, it gave one of those "...To Be Continued" messages. When will Part 2 come out?
7. Where's the third party cards? Particularly Chess
8. EGM has a special Lynx section with cool pics (unfortunately they retouched them very sloppily). They said some would be out now. EVERY mail order store says they haven't recieved anything since January
9. Why is Atari so slow to make new cards anyway?

Thanks for the coolest Lynx mag out and please write back/answer my questions in the next issue.

Thank you, Mark Brooks

Thanks for writing, Mark. OK here goes.

1. The new games will be here sooner. I've played final versions of Warbirds and Blockout and the store-ready cards should be on the way from China. Robotron is also due soon and Ninja Gaiden will be showing up next. From what I've been hearing, Atari has a lot of stuff in the finishing

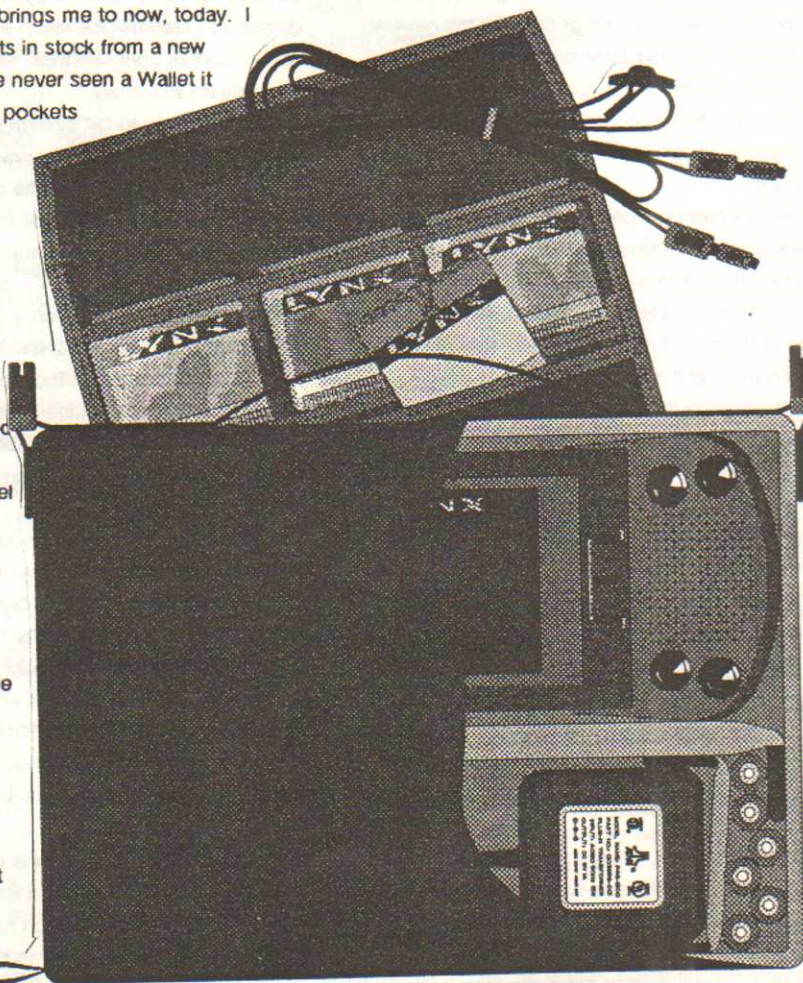
stages and they should be coming on a regular basis very soon

2. I haven't heard anything about a Lynx trade-in from Atari but I do believe there are some mail-order firms who do things like this for other systems, so keep a look-out.
3. Yes, Atari did sell Lynxs last year but they've started selling even more of them now thanks to the new prices. No word on any BIG third party firms, but with the base of Lynxs growing like they are, we should start hearing from them in the near future.
4. Nintendo dropping the exclusivity clause is good news. I think that the Lynx already has good games so I assume you mean will the Lynx start getting games from Nintendo supporting companies? Hopefully.
5. Game Gear is an OK system but it's based on the 8-bit Master system's hardware. It has better vertical resolution but lacks the processing speed and 16-bit graphic features of the Lynx. Now that the Lynx is selling in big numbers, is boosting it's library with some great games, and has a lower price I just don't see the Game Gear as being all that competitive with the Lynx.
6. As an Electrocop fan I too am waiting for a sequel. I think Atari is a little more concerned with coming out with new original titles than coming out with any sequels yet. If I hear anything I'll pass it along.
7. The first third party titles should be showing up soon (I know how that word can start to bug Lynx owners). Both Robotron and Crystal Mines 2 are set for the end of April. Fidelity Chess Challenge from Telegames should be finished and on the way (yes I'm going to use that word again) soon.
8. I thoroughly enjoyed the EGM section and I have heard some complaints about the colors on some of the screenshots. As I said in response to questions 1+7 ...soon.
9. The big problem right now is that they have only so many people working on a ton of projects. Now that the Entertainment division has consolidated in Lombard they are supposed to be getting some more programmers which should help speed things up.

REALM UPDATE

The battery case I had intended to make was moving right along until I couldn't find a cord assemble to fit the Lynx. I can have one manufactured but it costs so much I felt it was better to put the money back into the Wallets and continue supporting them. And the softcase...? I set out last year to make the best Lynx Case possible. I wanted a case that could carry any amount of Lynx stuff. Thus the Softcase was developed and introduced. Unfortunately, no one broke down my door trying to buy them. People were discussing it on GEnie and I was incredibly happy that others were able to use something I had designed but I didn't even sell enough to cover my costs. This brings me to now, today. I have about 950 Wallets in stock from a new manufacturer If you've never seen a Wallet it contains 9 Clear Vinyl pockets that hold your Game Cards. The cards are completely covered and held snug when you fold it up. I'm working to get them distributed and they'll have a List price of \$12.95. The Softcase has been discontinued. However I have designed a new model (Softcase II [how original]) that is one piece and contains adjustable walls. It should hold every Lynx Product available including the new smaller Lynx. It also holds a lot of other things since it's adjustable. Unfortunately the List price on it is about \$54.00, ouch! I have to purchase a minimum of 1000 to get it that low.

14 By selling direct I can get the price down to \$24.95 without a Wallet or \$29.95 with one wallet plus \$4.00 Shipping. I'm not entirely anxious to invest the money based on the past but I really would like to make this case available. It's entirely padded with 1/4" foam backed grey headliner so everything's held snug and scratch free. It uses a cord zipper to keep dirt, dust and light moisture out and the outer black skin is weather resistant. It includes a removable Shoulder Strap and measures barely 11" Long, 8-3/4" Wide, 2-1/2" Thick I need to get some idea of how many people are interested in the Softcase II. If you're interested please send your name and address to: REALM, 10504 Easum Rd., Louisville KY 40299. If I receive a decent response to this article and the



wallets that ship in the next couple weeks you can expect the case to be available by the end of June. I will notify (yes or no) anyone who sends their name or address and give you free shipping if you order at that time. Thanks for sharing your time and effort! **Joey Sherman Founder**

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

As I write this, the next batch of Lynx games STILL isn't out yet. But I am at peace with myself because I have played what it on the way and it is worth waiting for.

Last month marked the first anniversary of buying my Lynx. I decided to celebrate, so I went out and bought another one. I picked up a \$100 base unit and I got a Lynx Ac adaptor at my local Atari dealer. Comlynxing with my nephew is great fun and I no longer have to be bugged when I'm playing a game, "I want to play the Lynx too!!!!".

If you have a Child World/Children's Palace toy store in your area, it may be worth checking out. They're clearing out their Atari software and for some insane reason they've also marked down Lynx games to \$5! Don't get too worried/excited by this. They've been a less than spectacular Lynx dealer and usually only have the early titles such as Blue Lightning, Chip's Challenge, Gauntlet 3, Electrocop, Gates of Zendocon, and sometimes Slime World. This has had a weird, unexpected effect. Many people who were considering buying a Lynx, saw a chance to start building a Lynx game library at a good price. After they got the games, they went out and bought Lynxs. Thanks Child World/Children's Palace.

OOOOPS... I've got a couple of things to straighten out concerning last issue. First off, my apologies to Steven Foust and Sean Bryant of Star-Linx BBS. I didn't get a chance to get everybody's names when I was putting the CES coverage together, so I just listed who I did have, Todd and Jeff. They all did a great job and deserve our thanks.

Next we have some new Lynx items to clear up. The AC adaptors are \$9.95 and Com-lynx cables are also \$9.95. You won't be able to play the Lynx with an alternate light source while the backlight is shutoff. The new Lynx is not stereo...at least not yet. Rumor has it that they may be adding that feature. In the rumors section I said that "in theory you could have 200 lines with 16 different colors on each line". That would be possible... if you were using 2 Lynxs since the vertical resolution is 102 lines. In the Rampage tips, the people that Lizzie and Ralph can hang on to are switched.

NEWS FLASH... Todd Ellering gave me a call to let me know that Best Computers now carries Lynx replacement parts! I don't have a complete listing yet but you'll be able to get new cartridge doors and screens. I'll have more on this next issue, but if you want to find out more now you can contact Best at:

BEST Electronics

2021 THE ALAMEDA

SUITE 290

SAN JOSE, CA 95126-1127

or give them a ring at (408)243-6950

Next Issue: The First Anniversary issue of APE!

That's right APE will have been going for a year with the release of the next issue. APE will have it's usual extensive CES coverage and there should be some tips for some new games like Warbirds, Blockout, and Robotron.

Look for the Summer issue of APE, in late June.

APE NEWSLETTER
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ATARI SHOW SUPPORT

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 3 free subscriptions to the APE Newsletter.

Send those requests to:

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Lynx related products?

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.

Send your product to:
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