

# A.P.E.

ATARI PORTABLE ENTERTAINMENT NEWSLETTER



SPRING / SUMMER 92: ISSUE NUMBER 9

## HOLY SUMMER CES, BATMAN!!

### Batman Returns at the Summer CES

The new Batman sequel is bringing a flood of licensed products with it and that includes videogames on several formats. Konami will be releasing the caped crusader to all three Nintendo systems (NES, Gameboy, and Super NES) while Sega will be doing Genesis, Game Gear, and Sega CD versions (the CD version features digitized, animated intermissions direct from the film and a batmobile section that really cooks with the Sega CD's scaling abilities). Most of these versions will be showing up later this year and early 93... except for one!

Only one Batman Returns game will be released at the same time as the movie and that's the Lynx version. The guys over at Atari were working overtime over the last few months to get this baby ready and it's a beautiful action-adventure game. A large (about half of the screen tall) well-animated Batman takes on hordes of criminals and huge bosses in this 2-meg cart. As you would expect, a major license such as this does come with a cost. Batman Returns has a suggested retail price of \$49.99. This price point also carries some significance (see next story).

Atari will be supporting the release with print and television advertising. The next issue of Electronic Gaming Monthly has an article on Batman videogames and has a 2 page spread on the Lynx game.

### Atari Goes Batty With Their Summer Promotion

Atari's taking advantage of all the Batmania this summer with their special summer deal. Anyone

buying a Lynx system between now and September 1st can send in their proof of purchase along with a special in-store coupon and they'll be sent the Batman Returns game for free. It's nice to see Atari using this license for all it's worth.

### NEWS FLASH!!!!

To be honest, I was a little skeptical that Atari would have the game out at the same time of the movie (Atari has received quite a bit of ribbing in the past for missing delivery dates). More so than any other Lynx game, hitting this release date was a must. I was pleasantly shocked when I heard that stores had started getting them in on June 12th. Atari actually beat the movie's release! So, after you wait in a huge line to see the flick, take a trip down to your game dealer and pickup the game or get the game first so you'll have something to do while you're in that line.

### Atari Unveils New Game Prices

Up until now, Lynx games have either been \$34.99 or \$39.99. Atari is going to be adding 3 new price points for their games. Expect to start seeing Atari's earlier games going down to \$19.99 and \$29.99.

The most interesting new price point though is \$49.99. The first game at this price is Batman Returns. This price is also going to apply to Atari's new 4 megabit Lynx games. That's right, Atari's games are finally breaking the 256 kilobyte ceiling and the results should be even better games. The first 4 megabit titles will be:

**Pit Fighter.** The arcade hit fighting game which features digitized graphics.

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**Ninja Gaiden 3:** The Nintendo hit chops it's way to the Lynx. Interestingly enough, the NES version was only 3 megabits.

**Dracula The Undead:** An adventure game with some stunning sepia-tone graphics.

The 3 Lynx role players, **Guardians**, **Eye of the Beholder**, and **Daemonsgate** are also slated to have 4 megabits and battery backup to allow you to save your game.

## Telegames Shows Off the Lynx at CES

Atari wasn't on the CES show floor(they were at a nearby hotel suite)but third party developer Telegames had several Lynx kiosks on hand to show off their stuff. During the consumer days when many people found it difficult to even get near the Sega or Nintendo exhibits, many folks headed for the Telegames' booth so they could get to play some games.

**Krazy Ace Miniature Golf:** A very fun, 3-d miniature golf game.

**The Guardians:Storm Over Doria:** Despite the recent review and fact-file in EGM stating 100% completion, it's really 90% finished and it's looking tremendous. Great graphics and animation and a large quest. The game will also have battery-back up for save games and it is rumored to be 4 megabits.

**Double Dragon:** They've got 2 levels ready and so far this is a marvelous conversion. The characters are large (half a screen tall) and detailed. If you're a Double Dragon or fighting game fan, you'll love it. (1 or 2 players)

**Super Off-Road:** They've got 8 tracks done (they look great) and they plan on 8 more. (1 to 4

players)

Don't expect to see a Lynx Battleloads anytime soon. Tradewest is still playing very close to the vest and isn't giving out the rights lightly. When they do give Telegames the rights, development time will take quite a while so don't expect til 93 at the earliest.

## New Lynx Games

(Please remember that release dates aren't carved in stone)

Along with the just released **Batman Returns** and **Rampart**, keep your eyes peeled for:

**Basketbrawl:** Fighting basketball (June)

**Hydra:** Another pixel perfect coin-op translation. (July/August)

**Lynx Casino:** A simulation of games of chance with a guest appearance by an Elvis impersonator. (June)

**Hockey:** A hockey simulation (July/August)

## UPCOMING TITLES

I got to try some of the upcoming Lynx games and we're in for some big fun.

**Steel Talons:** Warbirds had us tooling around the skies of World War 1 in a biplane. Welcome to now! Based on the arcade hit, this time around you're piloting a modern combat helicopter armed with radar missiles and machine guns. Smooth 3-d graphics and responsive controls make this worth waiting for. (July/August)

**Kung Food:** When I got my first glimpse of this at last year's show, I knew it would be something special. I was right. Kung Food has large, well animated cartoon-style characters that look great.



You are a scientist who has fallen victim to a new experimental chemical and now you must fight hordes of mutated food. Oh one thing. The chemical shrunk you and turned you green. You must battle the food on it's own turf...the refrigerator. The karate action is easy to control and there's some neat powerups. The game even has a cool death sequence (your skin dissolves, leaving your skeleton and then the bones collapse). (July/August)

**Pinball Jam:** This long-awaited Lynx title is almost here and it's pretty cool. Atari has taken 2 real arcade pinballers and shrunk them down onto a gamecard. Elvira and the Party Monsters features the Mistress of the Dark and even includes her digitized voice from the arcade version. Police Force includes digitized voices of dispatchers and beat cops. (July/August)

**Dinolympics:** A game in the vein of Lemmings but different enough to be interesting in it's own right. Each level features an objective you must reach. You are given a set number of cute cavefolks. Let's say you need to climb onto a cliff. You select a cave guy and have him stand under the cliff. Select another and have him use his friend as a ladder to reach the cliff and continue the journey. You can also find tools such as spears and fire to help you out. You can use the spear as a weapon against a dinosaur or use it to pole vault over a hole. This brainteaser should be a real crowd pleaser. (September)

**Dirty Larry:** Want some rough and tumble fighting action. In Dirty Larry you get to use your fists and gun on all kinds of street thugs. Another great game with big graphics. (September)

**Shadow of the Beast:** Way back in issue 2, I listed some computer games I thought could be done justice on the Lynx. Well, Shadow of the Beast is coming and it's a solid translation. Well animated graphics and parallax scrolling make this game a treat to look at and play. The Lynx version stacks up nicely to the Super NES and Turbo CD versions I saw. (September)

**Daemonsgate:** An indepth role playing adventure. The graphics are a little on the small side but the gameplay should make up for it.

(September)

**Eye of the Beholder:** This computer translation is looking pretty good and should please adventuresome Lynxers. (October thru December)

**Power Factor:** Run around blasting everything you can see. Big well animated graphics and smooth controls make this something to look forward to. (October thru December)

Didn't get a chance to try these but I have seen some screenshots, etc.

## JULY/ AUGUST

**Hyperdrome:** Ballblazer-style contest for up to 4 players.

**Pit Fighter:** The arcade fighting hit. 2 players can play this 4 megabit conversion with digitized graphics.

**Rolling Thunder:** A classic running-jumping-shooting arcade game.

**World Class Soccer:** Soccer simulation.

## SEPTEMBER

**Baseball Heroes:** Baseball simulation.

**Battlezone 2000:** A 3-d tank simulation for up to 2 players.

**Dracula, The Undead:** A 3-d adventure game with stunning sepia-tone graphics.



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**Jimmy Connors Bad Boy Tennis:** Tennis simulation with the digitized voice of the famous tennis champ.

**Malibu Beach Volleyball:** Volleyball simulation.

**NFL Football:** Football simulation.

**Switchblade 2:** A popular European computer action game that has you running-jumping-shooting.

## OCTOBER THROUGH DECEMBER

**720:** Arcade skateboarding game.

**Blood and Guts Hockey:** Hockey with a violent twist. A first person perspective puts you down on the ice.

**Cabal:** Arcade shoot'em up.

**Full Court Press:** Basketball simulation with high school, college, and pro league teams.

**Heavyweight Contender:** Boxing simulation

**Lemmings:** Those classic Psygnosis critters finally make their way to the Lynx.

**Ninja Gaiden 3:** A 4 megabit conversion of the popular NES sequel.

**Ninja Nerd:** An action adventure game which has you traveling through time to discover why you're becoming a nerd. As Wayne says, "Exsqueeze Me?"

**Rai-Den:** A scrolling arcade shoot'em up.

**Road Riot 4WD:** Arcade driving blast'em up.

**Space War: ?**

**Super Asteroids/Missile Command:** Updates of the classic shooters.

**Vindicators:** The arcade shoot'em up that's been taking a while.

## ATARI LYNX POUNCES TO COMPU SERVE

Gamers who have accounts with CompuServe, the world's largest electronic information and communication network, can now share information with other Lynx players by typing the command GOLYNX.

The bulletin board has a message board, data library, help files, game-solving tips and graphical images of the games. Every day, you can exchange information with thousands of other gamers. Ask questions, discuss strategies, get all the the latest news and check maps on some of the games.

Todd Ellering and Jeff Kovach, two Lynx experts, are on-line every other day to take questions about the system and games. They review games and assist players in getting through tough areas of games. They also provide Easter Eggs, which are surprises hidden in games, such as super power-ups, hidden levels and mini-games.

The Lynx bulletin board is accessible 24 hours a day, every day. Lynx players who would like to sign up on CompuServe can dial 800/848-8199 and ask for operator 198.

## \*\*\* USED LYNX GAME CARDS NOW AVAILABLE FROM BRE SOFTWARE \*\*\*

After carrying Atari Lynx Game Cards since the introduction of the Atari's Portable Color Game System, BRE Software now offers Atari Lynx users a more economical way of enjoying a wide selection of video games. BRE Software now has used Lynx Game Cards available. While the cartridges have been previously used by other Lynx game players, they include the original box and original instructions and have a 90 day warranty. Lynx game players can also "trade in" the Lynx game cards that they are no longer using.

The following are the current prices for Lynx game cards and are valid through July 31, 1992.

We sell used \$19.95/ We buy \$10.00

APB, AWESOME GOLF, BILL AND TED, BLOCKOUT, BLUE LIGHTNING, CHECKERED FLAG, CHIP'S CHALLENGE, ELECTROCOP, GATES OF ZENDOCON, GAUNTLET 3, HARD DRIVIN, ISHIDO, PACLAND, PAPERBOY, QIX, RAMPAGE, ROADBLASTERS, ROBOSQUASH, ROBOTRON, RYGAR, SCRAPYARD DOG, SHANGHAI, SLIME WORLD, TURBO SUB, VIKING CHILD, XENOPHOBE, XYBOTS, ZARLOR MERCENARY



We sell used \$24.95/ We buy \$12.00

NINJA GAIDEN, TOURNAMENT CYBERBALL,  
ULTIMATE CHESS CHALLENGE, WARBIRDS

We sell used \$29.95/ We buy \$15.00

CRYSTAL MINES 2, TOKI

We sell used \$14.95/ We buy \$8.00

California Games

All Used Lynx Cartridges must include box and instructions. When selling back Lynx cartridges, we only offer store credit and not cash or a check. You may use your credit at the time you sell back your cartridges or we will send you a credit slip which can be used by phone or mail at a later date

For more information or details, please contact BRE Software's videogame department at (209)432-2684 or FAX (209)432-2599.

For a complete and current videogame catalog and price list including cartridges for Sega Genesis, Game Gear, TurboGrafx 16, Lynx, Super Nintendo, Nintendo, Nintendo and Game Boy, send your Name, Complete Address and \$1.00 for postage & handling to:

Videogame Price List  
P.O. Box 25151-PR  
Fresno, CA 93729-5151

## Lynx Secrets

Our first two oddities come from Kale Swindell (see elsewhere in the issue on how to order his Lynx Info Pack).

**CRYSTAL MINES 2:** Enter the code ZERO to start on a level full of goodies.

**SUPER SKWEEK:** These hidden things will allow you to get extra money, extra lives, let you select any island, and see the end of the game.

**3000 Extra Zargs:** Position Skweek over the lake in the middle of Pagalagos Island. Zoom in. You'll see a skweek in an innertube. Go down as far as you can and press option 1 when you're directly over it.

**2 Extra Lives:** Position Skweek over the little island just to the right of the main Welcome Island. Zoom

in. You'll see a skweek with a palmtree. Go down as far as you can and press option 1 when you're directly over it.

**No more forbidden lands:** Position Skweek over the letter O in the word Gargouil' Land. Zoom in. You'll see a skweek wearing a snorkel. Go down as far as you can and press option 1 when you're directly over it.

**Bravo Cheat:** This one can be tricky to find. Zoom in til you can just see the snorkel sweek in cheat 3. Move just below the word Gargouil' and then move to the left. You'll see a whale. Go down as far as you can and press option 1 when you're directly over it. Reset by pressing option 1 and pause. Select a random game and you'll see the ending.

Want truly awesome scores in **AWESOME GOLF?** This comes from Tom McComb.

Enter your name as Landlord. Press Option 1 and your golfer hits a perfect maximum power shot. Now comes the real fun. Press Option 1 while the ball is in flight and it will go right to the hole and voila, HOLE IN ONE.

Tom McComb passed along this wierd oddity from Rampart

by Rob Rams of Corner Pub BBS (718)351 4304

Play beginner level Clear first level Pick next level- pick the board to the right of the one you just picked. Clear the board. Again pick the next level to the Right. Clear the board. This will leave you with the last coice- all the way to the left. DON'T PICK IT! Instead, move the joypad to the upper right. The white box cursor will disappear. Depending on how many times you hit it in that direction, you will wind up on one of several 'mystery boards'.

### LYNX GAMING PACKET

115 pages filled with codes, helpful hints, level maps, special tricks & secret games.

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## Atari Lynx Hosts Giant Video Game Contest at Taste of Chicago

Chicago residents will have the opportunity to play and win one of at least 45 Atari Lynx Color Portable Video Game Systems during the 1992 Taste of Chicago. Atari Entertainment, based in Lombard, will have 125 Lynxs, the world's first color portable video game system, at Taste of Chicago in Grant Park June 27-July 5.

Taste of Chicago is a nine-day celebration of food, fun and entertainment, featuring more than 70 restaurants, world-class performers and the best and newest Lynx video games.

"We have four great new games, some of them never before seen in public," Larry Siegel, president of Atari Entertainment, said. "Contest will run all day and at the end of each day, we'll award Lynxs to the top scorers. Winners' names will be posted at our tent."

In addition, Atari will provide Lynx stickers for game players to wear during Taste. Every day, lucky sticker wearers will be spotted at random by FOX 32 Television and will be awarded Lynxs on "The Koz Zone" with Rich Koz.

"We think this is the largest single-location video game contest ever," Siegel said. "It's certainly the first time something like this has been done at Taste of Chicago, and it's the largest video game competition ever held in the Chicago area."

Players will be challenged and awed by the four blockbuster games; Batman Returns, NFL Football, Hydra and Pinball Jam.

Batman swoops onto the Lynx in Batman Returns, based on the record-breaking movie. This tough superhero thriller features fast action and beautiful graphics.

NFL Football lets you select your team and call your plays. You can run, pass, and even use special teams.

In addition to these games, Hydra, a super-fast hydroplane battle game, and Pinball Jam will give players exciting action under the Lynx tent.

In the Lynx tent 128 game players will compete at one time. Throughout the course of the nine-day

event, Atari will give away more than 45 Lynxs between the daily high score winners and random winners.

"We hope to make this an annual event," Siegel said. "We're providing something unique -- a taste of Chicago's hottest video games."

### Atari's New Ad-Mag

Atari's latest 32 page full color catalog/magazine is out and it's called Grey Matters (gee I wonder if that's a dig on the Gameboy). Batman is featured prominently on the cover and there's a 2 page spread on the Batman Returns game. 14 pages of current games, and there's also 5 pages of upcoming games like Lemmings, Pit Fighter, and Dracula.

You can get it in the July issue of EGM.

### Lynx TV Ads!!!!

A few months back, I was quite suprised to see a Lynx ad during primetime on the local FOX channel during the popular "Married with Children". Well, that was just the tip of the iceberg folks.

Having a hot license like Batman Returns and getting it out in time for the movie was great but you have to let people know about your coup. No sooner had the movie opened and Atari's new Batman Returns' ad was on the airwaves. The ad shows off the game and promotes Atari's "buy a Lynx, get Batman free" offer. The spot was running regularly during the successful "Disney Afternoon" on WGN. Perfect to reach the kiddies.

Now that's good but how about something on one of the Big three networks. The ad also ran during Saturday Night Live and Blossom on NBC. Good show Atari.

### STE COMPUTER OWNERS

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Visalia, CA 93277-4141



## GENERAL TIPS

1. After a few tries you may fool yourself into thinking that the best way through the game is to run fast and avoid fighting anything. While occasionally this can work, most times you'll end up with a little energy left. The key is knowing what to fight and what to avoid.

### Rogue's Gallery

**Tattooed Man**- An annoyance but not very dangerous. They take 3 punches to eliminate and while you're fighting with one something more dangerous may show up. Just jump over them and avoid them.

**Thin Dynamite Clown**- These guys are real bad news. Their dynamite can hurt you a lot and leave you lying. Don't jump much around them or they'll flip a stick into your face. However they do only take one punch and the following explosion will take out any enemies who are by the body. Fight these.

**Motorcycle Riders**- You can't punch these but you can use batarangs. Don't waste your 'rangs on them though, it's easier to just wait til you hear them coming then jump over them.

**Big Bomb Bowling Clowns**- These big boys are slow and take several punches to get rid of. Just run by them and jump.

**Knife Throwing Ladies**- Their knives don't do you much damage and they only need one punch to disappear so rack up the points and knock them out.

**Machine Organ Grinder**- This monkey-toter lets loose with a very nasty volley of ammo. Jump and land right next to them and punch them.

**Cops with Pistols**- Their single shots are annoying but that's about it. Don't waste batarangs and just run and jump over these guys in level 2.

**Cops with Shotguns**- These are big trouble and should be stopped at first sight with a batarang. Their shots can send you crashing to the ground as you leap from building to building.

**Penguin Commandos**- These aquatic warriors are

armed with rockets but they're pretty slow. Run quick and jump or duck the shots as necessary.

**Big Penguins**- These big boys are armed with a multiple rocket launching system which is much worse than their smaller counterparts. Hit them with a batarang when you see them.

2. Get past doorways quickly and you should be able to avoid any sucker explosives that come out of them. The sewer grates are a different story. Get past them as fast as possible and hope you get by without taking too many blasts.

3. The white bat symbols(batarangs) and yellow ones(energy) should be grabbed at any cost. The blue ones(extra points) aren't worth taking any risks for.

## LEVELS

Level 1(use your fists until you reach the boss)

As you exit the batmobile, your first opposition will be a bunch of tattooed men with a few dynamite clowns. To get the acid, jump from the top of the left edge of the large box. After the motorcycles burst from the box, go into it to get energy replenishment and extra batarangs. There is an extra point in the tree just before the cola machine. Jump up to get the batarangs behind the stop lights. Next are the big clowns. Check behind the 2nd street light after the 1880 building for more acid. Next are the knife throwers. Two street lights hide an extra energy and extra points. As you pass the mailbox, Sreck's Store will start to explode (MEOW). Use the mailbox as a shield to protect you from the blast. More tattoo guys and dynamite clowns follow. Be sure to grab all the powerups you see. Next are the organ grinders. More dynamite clowns and then 3 tattoos and you've reached the first boss. Switch to batarangs and jump on the ledge. Hit the penguin's duck mobile right in the eye several times and it's history. Be sure to grab the extra energy at the very end of the level.

Level 2(keep it on batarangs)

Cops and more cops. Take out the shotgun cops and make sure to make good leaps from rooftop





# THE GUARDIANS™

## STORM OVER DORIA™

The Guardians have been summoned to the Kingdom of Doria to help locate Quellin, the evil Master of Mystical Arts. Quellin has kidnapped Prince Creshin and stolen the Crown of Versailles, which gives the wearer control over the weather. The Guardians must locate the Prince and Crown, then find and defeat Quellin in physical and magical combat. Failure will bring on the destruction of Doria. Magical spells, monsters, multiple weapons and the ability to talk to people on the streets are all part of the search and rescue mission of the Guardians.



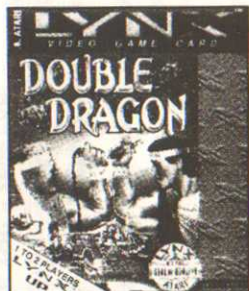
### TELEGAMES

### Quality Handheld Excitement



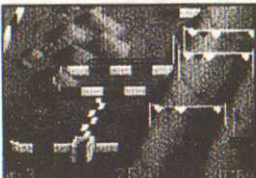
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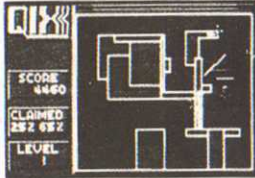
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to rooftop. Avoid the red triangle marked crates, they explode from time to time. You'll know you're at the end of the level when you see an energy powerup above a bunch of crates at the left edge of a building. Switch to your acid. When you see catwoman, throw acid and then jump back and do it again. When you reach the edge of the building jump past her and head to the right fighting her in the same manner. After a couple hits she'll fall. Be sure to grab the energy at the far right of the building.

**Level 3(switch back to batarangs)**

Welcome to the sewers. Tons of penguins who are armed and deadly here. Look out for the toxic waste especially the little floating patches. This can be especially painful if you get shot and fall in the waste. When you reach the end of the level (there's a pipe coming out of the right side of the screen with penguins coming out of it) you must get rid of a lon of penguin commandos that come out of the pipe and from the left side of the screen. Finish of enough penguins and you head to the last level.

**Level 4(batarangs)**

You've found the penguin's secret headquarters in the zoo. The tall sections of pier start to fall when you jump to them. Jump from one to the next as quickly as possible. When you get past the pier switch to acid. The penguin (now in his long underwear) will shoot at you with his umbrella. Hit him with a couple vials and he'll dive into the water. Throw a ton of acid at the box with the lightning bolt on it to blow it up and keep Max Shreck's cage from lowering into the toxic waste. The penguin will return with a sword umbrella. Let him have it.

**CRYSTAL MINES 2**

**GENERAL TIPS**

1. Be sure to check how much time you've got to complete a level. The less time, the quicker you'll have to think.
2. Learn which rocks and boulders can be

destroyed by which methods. Generally a darker rock will require something more than your laser. Be wary of boulders, these are sometimes creatures in disguise and will attack if you shoot them.

3. Learn what can kill the different kinds of monsters. Sometimes the correct falling boulder is just as effective as an explosion.
4. When an explosion occurs be careful of falling objects. They can end your life as quickly as a monster.
5. Always remember where you find dynamite in a level. On many levels it's the key to success.
6. The exit isn't always out in the open on the later levels. Keep looking and remember to keep an eye on the clock.
7. The buzzsaw is an incredibly effective tool against all kinds of rock but doesn't do a thing to monsters. Be ready to use your laser if you run into any unfriendly mine inhabitants.
8. If you've cleared everything and you're still short on crystals, start checking the outer walls for weak spots. They could hide hidden areas or crystals.

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# RAMPART

## GENERAL TIPS

1. Choosing the correct castle to defend can sometimes be the key to victory. Generally it's best to avoid castles which are in cramped areas or are too close to the edge of the screen. These can be difficult to repair if you don't get the right kind of pieces. Get castles in wide open areas if possible. In later rounds (when you don't start with many cannons) it's a necessity to be near the shore so your shots won't have to travel as far and you can inflict greater damage on the attackers.

2. Get used to using the B button to move your targeting cursor around quicker. This is a must when the ships are spread out.

3. Take out the most threatening attackers first like ships that are nearest the shore and will be dropping off troops or the red fireball ships.

4. Try to use just enough shots to destroy a ship and then move to the next one. Remember to fire where you think the ship will be in a second or two (the time it's going to take for your cannonballs to hit).

5. During the rebuilding phase, fixing your castle's walls are your first concern. Don't waste much time trying to fit pieces in perfectly, speed is of the essence. Once your castle is fixed you should:

a) No enemy troops on land: Try to surround other castles to give the enemy more targets to shoot at (they won't fire on your main castle as much).

b) Enemy troops on land: Try to box in the enemy forces. If you complete a wall around them, they'll be destroyed.

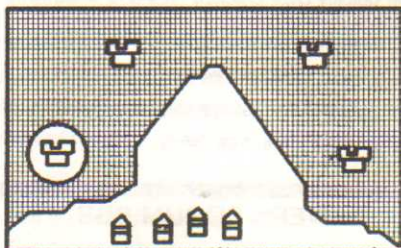
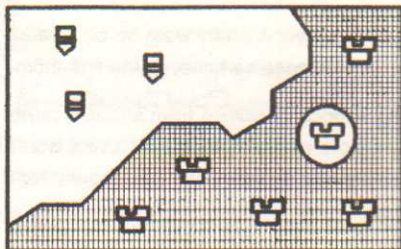
c) Fortify: If you prefer, you could also thicken your castle's walls in an attempt to lessen the possibility of severe damage.

6. Resist the temptation to keep adding cannons when you've got one castle. Having all that firepower is nice but you'll have a lot more wall to fix and it could be your downfall after a severe attack.

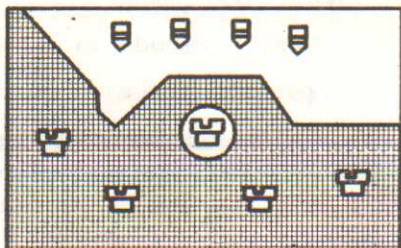
If you have any 2 player tips, please send them in.

## CASTLE SUGGESTIONS(1-4)

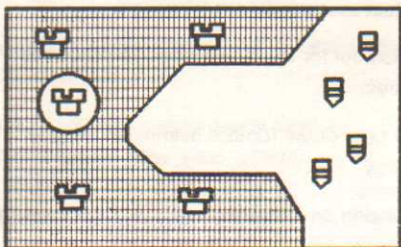
These are the castles I usually pick on the first 4 levels.



You can also pick the castle on the right shore. Since your cannons will be limited in the first battle, you need to be close to effectively deal with the ships.



Once again the closer proximity is needed due to the lack of initial firepower. It really helps when your shots don't have far to go.



The 2 shoreline castles are closer but the space makes the castles difficult to repair.



## General Tips

1. Skweek is a speedy little fellow and it's very easy to bump into enemy creatures. This is magnified if you get the speedup powerup.
2. Regular firepower is pretty weak so be sure to pick up shot enhancers whenever you find them.
3. Buying weapon powerups from shops is pretty silly since there are so many on the levels. Some weapons are free though. Save your money for extra time.
4. Move quickly over cracked tiles and ones with bombs.
5. The lightning bolt symbol flips tiles from one color to another. If most are still blue, go for it. If you turned most pink, stay away.

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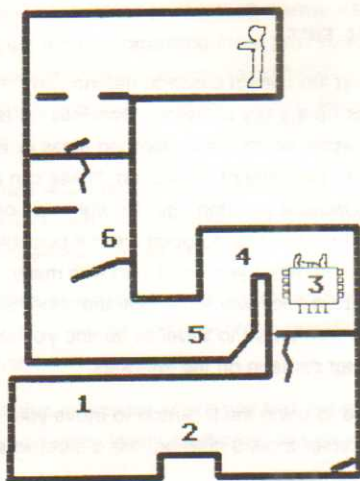
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## TOKI

### General Tips

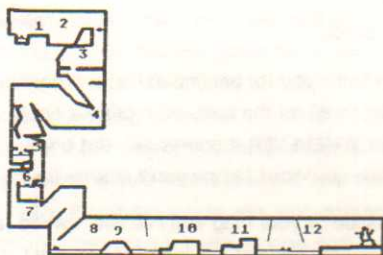
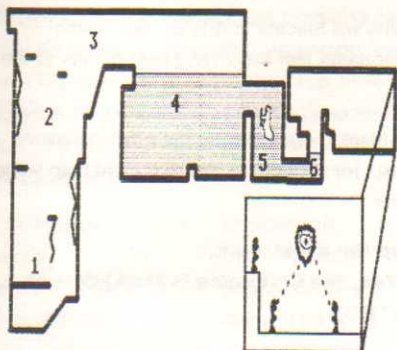
1. Grab powerups whenever possible.
2. Take out creatures with long distance shots.
3. Collect as many coins as you can.
4. Watch out for the debris when you shoot certain creatures.
5. The front of the football helmet will destroy creatures.
6. Bouncing on creature's heads is sometimes the only way to get through certain parts of levels.



### LEVEL 1: LABYRINTH OF CAVES

1. Be sure to shoot down the flock (they provide you with a bunch of coins)
2. Stand on the rock and it will go down so you can grab the football helmet. Be sure to jump up before it hits bottom.
3. The mid-boss: Shoot out the rods coming out of it's bottom. Move to the right and shoot up to kill the spitting heads. Climb the vine and shoot the monkeys who are working the pumps.
4. Grab the fire powerup, roast the climbing creatures when they reach the top, and be sure to nail the bird before you head down the vine.
5. When you jump off the vine, face to the right and kill the creature who comes zooming out of the wall.
6. Be sure to nail the flying beasts with long distance shots.
7. The boss: A large nasty fellow who launches monkeys at you. Stay far to the left and fire a steady stream. A couple of your shots will hit the boss after the monkeys stop. Don't fire too many at him or he'll become real aggressive. Wait for the next batch of monkeys and then fire again. If he starts jumping around, avoid him til he starts launching monkeys again. Keep doing this til he's history.





**LEVEL 2: LAKE NEPTUNE**

1. Seems this monkey dropped by a RAMPART garage sale and got a good deal on a used cannon. Run up in between shots and spit at him. Prepare to move if he get's a shot off. It can be a good idea to shoot down the flying creature first.
2. There's a bunch of flying things here. If you can shoot the one in the middle, they all go bye-bye.
3. More coin birds and a football helmet await you. Watch out for the bouncing monkey. Be sure to keep your firebreath on high.
4. Into the briny deep. Be sure to use the powerups to lay waste to all the nasty fish. The yellow sharks can be very deadly with their quick darting pattern so be sure to eliminate them as soon as possible.
5. Mid-Boss: Sea Creature: This guy has taken the Neptune theme to heart and is assaulting you with fish. Keep firing just above his shield at his head and he'll be the seafood special.
6. Some nice goodies to pickup in this tunnel. Keep firing as you swim to nail the fish who are headed toward you.
7. End Boss: Eye Ball: First thing you should do is stand on the platform and fire at him. If he reappears close to the platform, move and attack from an angle as in the illustration.

**LEVEL 3: CAVERNS OF FIRE**

1. Don't get off the moving platform until the large fellow who pops on the other side is taken care of.

2. Watch out for the fire and be sure to send a diagonal volley of shots to take out the ghosts.
3. Mid-Boss: Don't get too close to this thing and take it out from a distance.
4. Want to skip over the next area. When you reach point 4, jump back onto the ramp you just came down. Keep going and you'll be walking just off the top of the screen.
5. Shoot the spider that's popping up and down before you go across the lava.
6. Watch out for the swarm here. Be sure to kill them before you cross this lava.
7. Mid-Mid-Boss: Handle him the same as number 3.
8. Eliminate the flying creatures and be sure to grab the 1 up. You can reach it.
9. Kill the first 3 cactus but jump over the last.
10. As you come off the vine, shoot to take out the coin creatures. Head to the right just enough for the egg to crack. Leap up to avoid the shell and shoot the little lizard.
11. Jump over to the right just enough to make the first egg open. Jump over and bounce on the lizard's head. Bounce to the right and the 2nd egg will crack, land on the 2nd lizard's head.
12. As you hang on this vine, shoot to destroy the bird and bouncing monkey.
13. End Boss: This disgusting fellow dances around while shooting the word "BURP" at you. Stay all the way to the left and jump up and down while shooting. You'll take out the letters as they come out and you'll hit him in his vulnerable spot.

Next issue: More Toki Levels



Dear Mr. Smith,

I'd like to thank you for printing my letters in your mag. I can't wait for the next issue of your cool newsletter WHENEVER it comes out. But once again a few questions I hope you'll answer for me:

1. Every issue of your mag that I've ever owned (all of them) except number 8 was destroyed and I was wondering if you could tell me:

a) How do the subscriptions to the other newsletters you advertise cost (don't worry you'll still get your 6 bucks a year). I noticed you don't print their prices.

b) Which issues did you print my letters. I've never had any magazine print any questions and I couldn't believe it when you did it twice (thanks) !!

2. In Scrapyard Dog how do you pass the Desert level where Louie has to deep into the canyon jumping from platform to platform? I can never pass the board.

3. Why doesn't APE have best/ worst games of the year issue. Now that games are actually coming out for the Lynx. I think you or readers could say which games had the best sound, graphics gameplay etc. Just a thought.

4. Could you please reprint the name and address of the store that you had said sold Lynx parts. I could use it. My pin in the power socket is broken and spending \$53.50 to have Atari replace it is not a good idea right now.

5. If U.S. GOLD is a British software firm what does the "U.S." stand for?

6. If I were to write a review of a new game for the Lynx and it was good would you print it? I'd keep it short and to the point, not much longer than an EGM review. If it's possible I'd like to review NFL Football (if I don't die of old age before it comes out). Get back to me on this.

7. Could you please give me the addresses and phone numbers of both Telegames and Shadowsoft?

8. Will SSI let other games come to the Lynx or for

that matter will Electronic Arts or some other computer game firm be porting over games to the Lynx.

Anyway thanks for answering my other questions and thanks for supporting the best hand held video game unit.

**Keep up the great work,**

**Mark (Yes, the first name is Mark) Brooks  
(with a "B")**

Thanks for yet another batch of questions, Mark.

1. Seeing as how you've supported APE with a steady supply of questions for the Letters to the Editor section, I'm sending you out new copies of issues 1-7.

a) I don't include their costs because prices change and newsletters can cease to exist. It's preferable to contact the newsletter in question to find out it's price, any special ordering instructions (such as who to make a check out to), and if it's still being published.

b) Your letters appeared in issue 4 and issue 7.

2. In the area of Scrapyard Dog you mention, take it slowly. Remember the longer you hold the button, the farther you jump. To take out the dog gunmen who are waiting for you on the next cliff, you have to jump up and throw your can at the top of your jump and be careful of the gunshots.

3. If the readers would be interested in voting on best games, graphics, sound, etc. let me know.

4. The firm in question is Best Electronics. Their address is:

Best Electronics  
2021 The Alameda  
Suite 290  
San Jose, CA 95126-1127  
(408) 243-6950

5. This is an easy one. U.S. Gold has always been very active in bringing successful American software to European computerists. So the U.S. stands for United States.

6. As a general rule, I don't have reviews in APE. It



all comes down to the fact that everyone has different tastes. A game that one person really likes may not be someone else's cup of tea. I wouldn't want someone to buy a game that I think is terrific and have them end up disappointed.

7. Telegames	Shadowsoft
Box 901	6715 Fifth Line
Lancaster, Texas 75146	Milton, Ontario
(214) 227-7694	Canada L9T 2X8
	(416) 875-2519

8. As more and more Lynxes are sold, more firms will be interested in getting their titles onto the Lynx format. Atari is taking some firm steps in marketing the Lynx so hopefully we'll see even more popular titles in the coming years.

Keep those letters coming folks.

## EDITOR'S DESK BY CLINTON SMITH

As you may have noticed, this is officially dubbed the Spring/Summer issue. Why didn't a Spring issue come out in the Spring? Well, I don't have any one overall excuse. I did run up against a shortage of info and a really annoying bunch of personal stuff came up. This doesn't count as 2 issues so you'll still be getting the number of newsletters you're supposed to get.

The fall issue of APE WILL be out by the end of September, I promise. I mean if Atari can start delivering things when they said they would so can I.

**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**

Speaking of on time, I must say that when Atari got the Batman Returns game out a week before the movie I was blown away. If Atari ever needed to get something out when they said they would, this was it and they did. Getting a license for THE big summer movie was impressive and then releasing it with the movie was also amazing but then they backed it up with a good summer promotion and heavy TV advertising. This is just the kind of boost Atari and the Lynx have been needing.

I have heard complaints from some folks about Batman being too hard with only 1 life and no continues. I've found that this limitation isn't too bad when it comes to this game. This is a real game player's kind of game and you really have to use your head to figure out what works best. I actually got to play the game before I saw the movie and it was interesting to see how well the graphics people really captured the images of the film. I did enjoy the movie, especially Michelle as Catwoman. Meow!

Just to show us that things are definitely on track, Atari has followed Batman Returns and Rampart with 3 more games. Hydra, Lynx Casino, and Hockey have hit the shelves. Look for tips on these next issue (I've already got some reader tips for Hockey)

I will be covering what Atari was doing at Taste of Chicago next issue but I did feel a need to mention it here. When Atari wasn't on the CES floor for consumers to see (besides Telegames), I thought they had passed up a great opportunity. However their wisdom is quite evident to me now. Instead of having a presence at an event which cost \$10 per person to get into and which attracted 100,000 people they opted for a free event which is attended by at least a million people. A terrific way to reach a lot of people.

See you in the fall issue.

Batman and all related elements are property of DC Comics, Inc., TM and copyright 1992.



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ATTN STAN SWANSON	ATTN MARK NELSON

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Are you missing any back issues of the best(or so I've heard from you guys) Lynx publication around? Back issues are available for \$1 a piece. Issues #1, #2, #3, #4, #5, #6, and #7 are available. Please make checks and money orders payable to  
**CLINTON SMITH**

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