

A.P.E.

ATARI PORTABLE ENTERTAINMENT NEWSLETTER



SUMMER 1990 : ISSUE NUMBER 1

LYNX NEWS FROM THE SUMMER CES

After giving people a brief glimpse of the Lynx at last year's Summer Consumer Electronics Show, the Lynx was officially debuted at this year's show and had a very prominent role in Atari's excellent display. 24 Lynx were set up and running the current Lynx library of games and many of it's upcoming titles(most of which still had work to be done on them). New titles being shown were:

SLIME WORLD

The most talked about Lynx game was Slime World. The game is a shoot'em up adventure(for up to 8 players), set within the caves of a dripping, slimy world(the Lynx does great oozing slime effects). There are 6 huge levels which provide hours of gameplay. As you explore the bowels of the planet, you can wipe out evil beasts(who burst into globs of slime)and pick up goodies like:extra firepower, a mega bomb(which can wipe out everything in a section of cave), cleanser(which can turn a slime pool into water so you can use it to wipe slime off of yourself, or a rocket pack so you can fly over hazards. The game is really something when you have a group of players exploring at once. Some levels require you to work as a team(if you start to get slimy,another player can shoot it off of you)while others arm you with slime guns and make you shoot it out with one another. They had 4 Lynx hooked together playing Slime World and it was constantly attracting crowds. I had a 4 player game going with some guys from England, and it was incredibly fun. Slime World will be dripping your way in July.

KLAX

The immensely popular, colored block, stacking arcade game from Atari Coin-op was debuting on most major game systems at CES(including the Lynx). Klax uses the Lynx's screen vertically(like Gauntlet 3). Colored tiles come tumbling toward you on a conveyer belt and you must catch them with your paddle. You can then flip them into a bin and try to stack 3 of the same color in a row(thus forming a Klax). Each of the 100 levels requires you to form certain kinds of Klaxes(such as vertically,

horizontally, or diagonally). Klax has very attractive graphics and some of the best sound yet on a Lynx game(when you complete a level, you're the recipient of a round of applause). Klax is very addictive and will be out in July.

PAPERBOY

This arcade classic is a near perfect conversion on the Lynx. As you ride your bicycle down the street, you must deliver papers to the houses that subscribe to your paper and use your extra papers to break the windows of those who don't. You must also avoid obstacles such as cars, lawnmowers, and pedestrians that get in your way. At the end of each day you must navigate an obstacle course at the end of the street. The gameplay is very solid and they just need to add a couple more levels to finish it up. Coming this Fall

3-D BARRAGE

Take breakout and give it a first person perspective and you get 3-D Barrage. You must whack the ball with your paddle so it wipes out the various colored blocks. There are also a number of symbols which endow you with special powers(such as holding the ball). You can take on the computer or another player(who is in control of the paddle off in the distance). Coming this Fall

ROAD BLASTERS

In this arcade driving shoot'em up you must fight your way through 50 rounds of enemy vehicles. Along the way you can also pick up special weapons such as a photon bomb, an electro shield, and a nitro-injector and fuel so you can keep on motoring. The graphics are just like the coin-op and they still need to add some digitized sound effects from the coin-op, before it's ready. Coming This Fall

RYGAR

A Tecmo arcade game that features a warrior

fighting his way through a horizontally-scrolling landscape. They still have a lot to do on this one, but the demo features some beautiful parallax scrolling and graphics that were ported directly from the arcade game. Coming This Fall

RAMPAGE

This arcade monster smash(one of my all-time favorites)still needs some work on the gameplay but it's looking good. Some of the features that are being added to Rampage include:Some buildings will have flagpoles which can be used to whack the other monsters with and as an overall goal you will be trying to reach the mad scientist who turned you into a monster. Up to 4 people can play and joining George, Lizzie, and Ralph in their Rampage is Larry the Lab Rat. Coming This Fall

XENOPHOBE

A popular arcade game that let's you go on a "bug hunt" (to steal a phrase from a popular movie). Nasty alien lifeforms(in various states of growth have infested our space stations and one to four players can team up to wipe the creatures out. You can pick up bombs and special weapons to aid you in the devastation. The graphics look pretty good (the opening

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animated sequence is really something)and the gameplay is good. They are still doing some fine tuning on the graphics(those nutty Atari perfectionists). Coming This Fall

ZARLOR MERCENARY

A vertically scrolling shoot'em up from Epyx. One to four players can take on hordes of enemy ships and ground installations. Money earned by destroying stuff can be used to purchase extra weaponry(you can outfit yourself with some heavy firepower)from the shop at the end of each level. Zarlор has some great graphics and some huge enemy opponents(at the end of one level, you face off against 2 massive tanks who fire tons of missiles at you. As they move they actually leave tread marks behind.) They still need to add some more levels to it but what there is so far is great. Coming This Fall

WARBIRDS

This World War 1, dogfighting title features very smooth filled 3-D graphics (like those in 16-bit flight simulators). Up to 4 people can take to the sky and duke it out(when it's finished you'll even be able to hide in the clouds). When you press the B button you can press the joystick to look out the left, right, or rear of your plane(so you can spot where an attacker is coming from).They 're still not quite happy with the 3-D graphic engine(they want to make it even faster). Such a 3-D engine could be a big help if they did Hard Drivin or STUN Runner on the Lynx.

VINDICATORS

This arcade game lets one or two players drive their tanks through vertically scrolling futuristic worlds, You can fight enemy targets, collect bonuses, and gather fuel. The graphics and gameplay are good but they still have to add the enemy's offensive capabilities. Coming This Winter

THE FOLLOWING WERE ANNOUNCED BUT NOT ON DISPLAY:

NFL SUPER BOWL FOOTBALL

One to four players can compete as the NFL team of their choice(each team has various attributes which aid or hinder them). Coming This Winter

CHECKERED FLAG

A one to four player, Formula 1 racing game. It even includes a track construction set that will let you design your own track and then it will give you a code so you can use it later. Coming This Winter

TOURNAMENT CYBERBALL 2072

One to four player, futuristic, robot football played with an explosive ball. Coming This Winter

PINBALL SHUFFLE

A collection of three Williams pinball games come to the Lynx. Coming Early 91

WORLD CUP SOCCER

One to four player Soccer game. Coming Early 91

NINJA GAIDEN

Tecmo's popular martial arts arcade adventure. 8 rounds of ninja action for 1 to 2 players. Coming Early 91

A.P.B.

Arcade game where you drive your police car around, arresting traffic offenders. Coming Early 91

GRID RUNNER

One to four players drive around a 3-D arena using a first person perspective(sounds like TRON) in a futuristic sports game. Coming Early 91

SCRAPYARD DOG

This game was in 7800 format at the show, and is a Super Mario style game where you must control a cute little guy with a big nose as he tries to get money so he can rescue his kidnapped dog. Coming Early 91

TURBO SUB

Subs battle against ships,planes,and other attackers in subs. 1 to 2 players. Coming Early 91

BLOCKOUT

A 3-D puzzle game. Coming Early 91

LYNX ACCESORIES

The following accesories will be coming out for the Lynx (they were being mentioned at CES)

Extended Play Portable Power Pack

Something to help you save on battery costs when you want to go portable.

Carrying Case

Sun Shield

For when you want to play your Lynx outdoors on a sunny day.

DC Car Adaptor

If your kids want to Lynx on the road, it even has 2 power outputs if they want to link up 2 systems.

THE RUMOR MILL

The following pieces of information were picked up at CES and may or may not be true.

A designer can have 20 layers of parallax scrolling on the Lynx if he wants to.

Ms.Pac Man will have new mazes and 2 player simultaneous action.

A casino games simulation is being worked on for the Lynx.

LYNX SECRETS

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

GATES OF ZENDOCON

On level TRYX, as soon as your ship leaves the base, press the joystick down and to the right. When the level starts, your ship will go down through a secret hole in the steel floor.

Go through the tight squeezes until you reach a gate. Enter the gate, and you will reach a secret level. The level has all 4 of the weapons and your opponents are the heads of the Lynx designers and programmers!

CHIP'S CHALLENGE

For your starting level code, enter MAND. This drops you into a Mandelbrot fractal graphic generator program. It takes a couple minutes to generate a picture, but it's worth it. Here are the controls for the program:

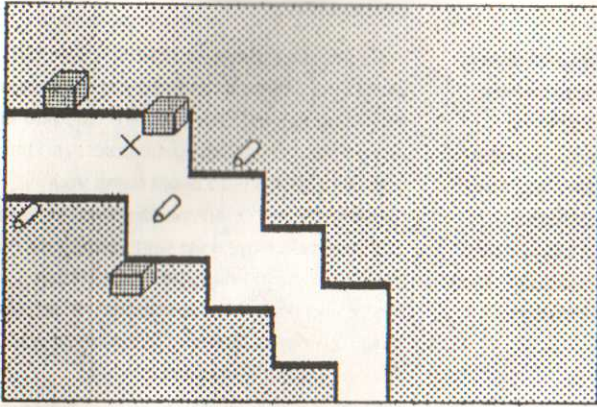
PAUSE: This activates a menu where you can change the values that make the fractal.

(While in menu mode)**OPTION 2:** This changes it to Julia Set mode(I know very little of fractals, so I'll leave up to you to find out what all this means)

(While in menu mode)**OPTION 1:** This returns you to the drawing mode.

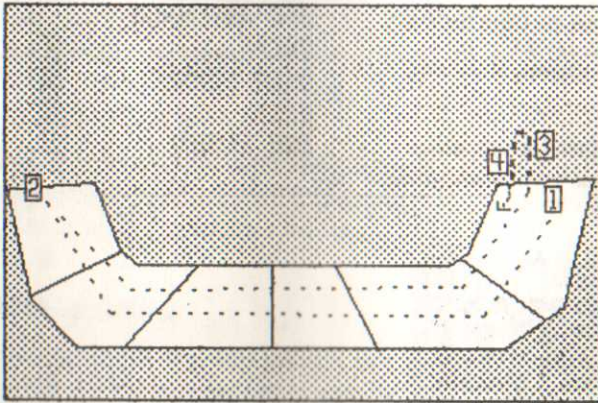
(While in drawing mode)**OPTION 1:** This turns on a zoom window that you can move around with the joystick. Pressing **A** will zoom in on the picture and **B** will zoom back out.

(While in drawing mode)**OPTION 2:** This toggles on color cycling(colors shift in their palette positions causing neat animation effects).



BMX RACING

The maximum point earning flip is a quadruple. I've found one spot where you can achieve this elusive 200 pointer. The spot is at the course's first really big drop. You have to press button A (that's the jump button) just before your front tire is even with the bail of hay (see illustration). If you've done it right, your rear wheel will catch the last cliff and send you into a violent spin. Voila, 200 more points for your score.



FOOTBAG

1. The key to high scores is to keep the bag in the air. If you let it touch the ground, your tally will go back to 0. Your score can really rise when every kick earns you 1,000 points.
2. An easy way to rack up the points is with a double arch. Kick the bag with the side of your left foot (the bag has to be just to your left), then move to the left so you can do the same thing on the right side.
3. Hit the bird in the beak whenever possible. Don't hit him in the wings or your bag may be deflected out of your reach.

BLUE LIGHTNING

GENERAL TIPS

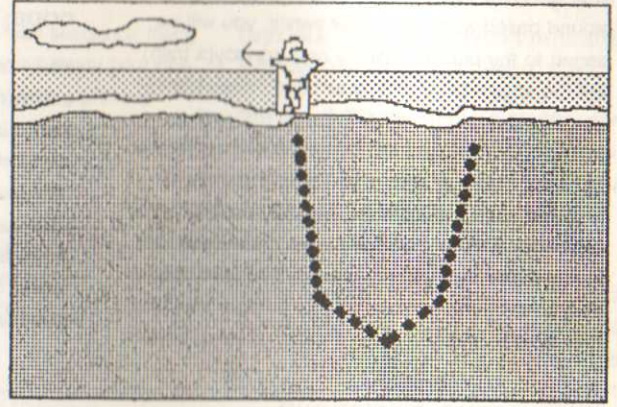
1. Making a hard turn in the opposite direction of where a missile is coming from works just as well as a barrel roll.
2. If it comes down to being hit by a missile or smacking into a hill, pick the missile. You will have lost a life but you don't have to start from the beginning of the mission.
3. Don't attack armed targets head-on since this

will allow them to lock their missiles on to you. Come at it from slightly to the left or right. When you get close, turn hard towards it while firing with your cannon.

MISSION ONE: DOGFIGHT

This one is just a turkey shoot. Shoot every enemy plane you see.

**MISSION TWO: BOMBING RUN
CODE: PLAN**



SURFING

You can earn a lot of points by doing rapid 360 degree flips in mid-air. Go over the top of the wave and move the joystick to the left while pressing button A just as your board starts to clear the wave (see illustration). Move the joystick to the right to stop your rotation for your landing. This move takes quite a bit of practice (especially in perfecting your landings) but can give you a lot of points.

HALF PIPE SKATEBOARDING

The key to skateboarding is building your momentum:

1. As you go down the ramp, press down and as you go up, press up.
2. Press A and you'll turn around, and then repeat step 1.
3. As your speed picks up, you'll go higher and higher into the air.
4. The longer you press A while in the air, the longer you'll hold on to the board while turning. If you wait till the last possible second to let go of A, you'll score more points for the turn (1,000 points max).

Destroy the ground and sea based targets while using general tip 3.

**MISSION THREE: CONVOYS
CODE: ALFA**

The first convoy is traveling through snow covered valleys. These valleys make a direct assault impossible. Climb to about cloud level, and dive toward the targets from above. Keep repeating this process until the convoy is disabled.

After crossing over some water you must engage ground based weaponry. After awhile, you will be alerted to the presence of the next convoy(a train) and the approach of enemy air cover. Keep low to the ground and steer away from the oncoming planes. The train cars are located in a desert region behind a stretch of hills. After the train convoy is disabled you must wipe out a group of tanks which are on the road of a wooded area. Once again you must contend with enemy planes, The tanks can be hard to spot amongst the foliage but you can locate them by the smoke trails of missiles coming upward

MISSION FOUR: CANYON RUN

CODE: BELL

Here you must destroy enemy units that are hiding in some desert canyons. Your plane cannot fly higher than the canyon tops so you have to negotiate the twisting passages. You can get some whopping points by firing your afterburners and flying through the canyons at high speed. One Afterburner will earn you the gutsy bonus of 30,000 while 2 Afterburner activations give you the lunatic bonus of 65,000. The best time for the first activation is just after you take off. This way you only have to navigate a small portion of canyon while on afterburners. The best time for the second activation is a wide open section of canyon about halfway though the mission. You'll know the section when you see it.

MISSION FIVE: ISLANDS

CODE: NINE

You must destroy radar stations which are located on islands. As you approach an island, the first thing that becomes visible on the horizon is a grey and white building. Get lock on it and let fly with a missile. Be careful of later islands, where enemy tanks guard the stations.

MISSION SIX: COURIER

CODE: LOCK

You must deliver secret papers to hidden airstrips. Destroy ground targets when you can but make generous use of general tip 1 to avoid the hordes of enemy missiles. When you spot an airstrip off in the distance, line up with it and go down when you go over it. Don't be fooled by the train tracks which have been made up to look like airstrips.

MISSION SEVEN: TOP SECRET

CODE: HAND

You must penetrate deep into enemy territories and destroy their radar stations. You must tackle enemy ship, air, and ground targets. General tip 1 gets heavy use.

MISSION EIGHT: NIGHT RUN

CODE: FLEA

You must penetrate an enemy city and destroy enemy radar stations. Do not engage enemy planes and avoid missiles which are being randomly fired or your presence will be detected and you'll be in the middle of heavy fire, making your surprise attack on the radar stations impossible. Also don't collide with any enemy planes or they'll also know where you are. Once past the city, take out the enemy stations.

MISSION NINE: BATTLEFIELD

CODE: LIFE

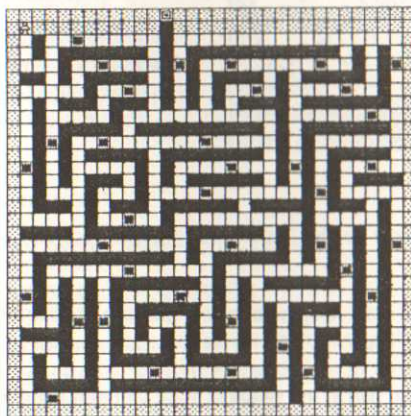
You have the enemy on the run. You must assist your tanks and destroy the enemy units they're engaging. Your units are blue and the enemy ones are their regular color. The best course of action is to avoid using your missiles (they also lock on to your units) and destroy the enemy units with your guns. You must then avoid enemy air cover while destroying enemy radar stations. Finally, you have to wipe out enemy planes which are fleeing. Voila! You've won the war.

CHIP'S CHALLENGE

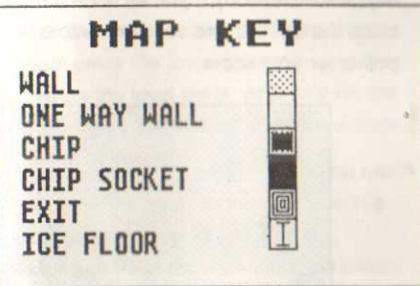
GENERAL TIPS

1. The most important skill you can learn for Chip's Challenge is moving dirt blocks through a set of complex hallways. Quite a few levels require you to move a ton of blocks through twisting halls. Always think a move ahead and leave yourself room to move the block around.
2. Learn how the various creatures move and what can affect them.

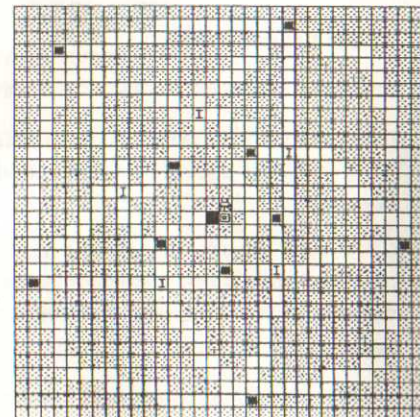
To help you out, I've included maps of two of the harder levels, so you can figure them out on paper.



LEVEL 105: SHORT CIRCUIT: Collect all the chips and you can only go through a path once because of the one way walls which seal up as you pass over them.



LEVEL 142: PENTAGRAM: As with level 105 you can only pass through a way once because of the one-way walls. The ice criss-crosses make things a little more interesting.



ELECTROCOP

GENERAL TIPS

1. Ignore the manual's advice to keep looking around while the ICEBREAKER program is trying to break a door code. Instead, pass the time by playing the games.
2. STASIS not only freezes the robots but also shuts off the white and red floor squares. You may safely pass over these until STASIS runs out.
3. The smart bombs(referred to as EMP DISRUPTOR by the computer)will also destroy any red or white squares that are in the area.
4. Use the STASIS program whenever you can. This renders your targets as sitting ducks or lets you bypass them entirely.
5. If your only weapon is a shoulder mounted plasma cannon, it is only effective against robots while you are in a ducking position.
6. Make maps of every level and be sure to write down the door codes once you've cracked them. This will help you get through faster in later games.
7. To get through the opening and closing doors: go towards the door while it is closed, and you will go right through when it opens.
8. To get through the force fields: Get as close to it as you can and watch the pattern the 3 beams have. Just before all 3 disappear move through the doorway.

ORDER OF LEVELS

To give you a push in the right direction, here is the order of levels that you must visit to reach the criminal brain. 1-2-7-9-11-12-8-6-5

LEVEL 1: Just a bunch of robots on this level. Pretty easy to deal with. Behind Door number 3 is a complete set of top of the line weapons(Tri-laser, Smart bomb, and plasma cannon)

LEVEL 2: Here you encounter the viruses(hopping robots). Activate STASIS at a terminal and you can plug them while they're standing still.

LEVEL 7: On this level your main opposition are pythons(columns which pop up from the floor and release a bomb). Learn their locations and shoot them as soon as they pop up.

LEVEL 9: Floating mines are littered throughout this level. Deactivate them with stasis or line yourself up with them(not too close or they'll go off) and blast them.

LEVEL 11: Here you must face stingrays(flying saucers which zap you severely) Never take one head-on. Move close to a doorway without actually stepping out in front of it. When you see just the edge of a stingray, use a smartbomb to destroy it.

LEVEL 12: Robots, mines, and disruptor floors are your obstacles here. The exit to level 8 is difficult to find but if you look real hard you can find it.

LEVEL 8: A lot of robots and a complex setup of disruptor floors and slippery floors make up level 8. Take your time and figure the best way across the floor. If you look around near the level's only door, you can find a complete set of weapons.

LEVEL 6: Robots and disruptor floors are your obstacles here. The exit to level 5 is behind door number 1(you have to look around for this one also)

LEVEL 5: An occasional stingray, some mines, and a ton of doors stand between you and the brain. When you encounter the Brain take into account the fact that he's not attacking you and the suspicions you voiced about Megacorp's secrecy to determine what you should do.

GATES OF ZENDOCON

GENERAL TIPS

1. Your craft's flaming exhaust can be an effective weapon. Touch enemy attackers with it when they get behind you.
2. Your shield is not effective against enemy laser shots. These must be dodged.
3. On the first level, take the first gate. The second gate will transport you to a higher level but the enemy opposition is extremely tough.
4. When you have a sonic dart be careful when entering a gate. Enter it low or your dart will get destroyed.
5. When you have a full set of weapons, tap the B button rapidly to fire everything. If you hold it down continuously, only the sonic dart and the laser will fire.

ATTACKERS

Flying Saucers: These small ships dart around the screen quickly and fire laser shots. Nail them as soon as you see them.

Crystals: These large crystals expand until they fall. Don't get caught below these.

Big Steel Blocks: These nuisances are no problem if you have a more powerful weapon. Otherwise, you have to find the ones which are already damaged and hit them with bombs.

Laser Dishes: These devices will reflect your energy back at you. Drop your bombs onto the pulsating eye of the dish from above and it will explode. Stay high or the resulting laser shots will take you out.

Giant Snakes: Hit these slithering horrors in the head. If it comes at you from behind, use your exhaust.

Rocks: If you have one of the powerful weapons, blast'em. Otherwise avoid them, since your shot shatters them into a bunch of small out of control rocks.

Walkers: These nasty robots are vulnerable just under their guns. You can only take them out with an extra weapon since their shots are even with you if you have to use your laser.

Vine Pods: These things grow from some vines and eat your ship. Shoot them as they start to grow on the vine.

Probe Droids: These space craft (which look like the probe droid from Empire Strikes Back) try to grab your ship with their arms and fly off with you. When their middle seperates, shoot them.

Jaws of Death: These huge teeth will try to crush you. Fly through them as soon as you see them since their teeth will start closing not long after.

Giant Hearts: These twin hearts will beat and grow larger and larger. Concentrate your fire on both of them or the other will become enormous and make maneuvering impossible. Keep blasting them till they shrink down to nothing.

Zendocon's Ship: You have to blast this behemoth in the cannon which is moving up and down. When it opens up (it looks like an eye)shoot it. This must be done twice to reach Zendocon.

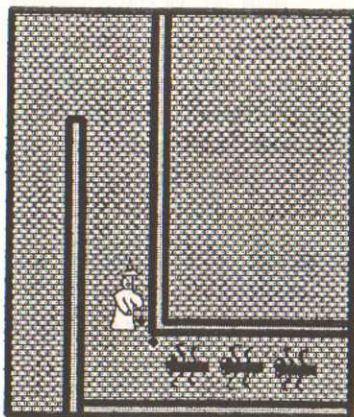
Zendocon: Shoot the giant spider in the eyes from the left side with your laser until he explodes. If no laser, ram him from the right with your exhaust.

GENERAL TIPS

1. Shooting at creatures at an angle from around a corner gives you a great deal of protection.(see illustration)
2. If you find yourself surrounded by slime creatures or any creatures for that matter, drop a bunch of stuff and it will form a protective wall around you. Gold is preferable.
3. If a plant grabs you(in order to spit you into the air) don't struggle because it will decrease your energy like crazy.
4. If it looks like there are sections of a level you haven't explored yet but you've been through all the hallways, push against walls while walking. You may have missed a secret passage.
5. The most important items you can pick up are: revive scrolls, apples, Grey Health potions and Heal Scrolls

LEVELS OF INTEREST

- Level 2: A revive scroll
 Level 6: A revive scroll
 Level 8: A ton of apples and a pair of heal scrolls
 Level 9: A revive scroll
 Level 14: Even more apples than level 8 and 3 heal scrolls
 Level 16: A couple apples and a pair of heal scrolls
 Level 18: A revive scroll
 Level 21: A ton of health potions
 Level 28: A massive number of apples
 Level 29: A bunch of apples
 Level 30: A revive scroll
 Level 32: As you pick up keys, stay even between the rows of slime creatures. Stray too far and you'll set them loose.
 Level 33: 4 revive scrolls!
 Level 38: A revive scroll
 Level 39: Use your key cards sparingly or you may find yourself stuck. Don't worry about destroying the dragon, use a blast spell to take out the evil monks and run under the dragon's wing.
 Level 40: You need to figure out which plants need to spit you out to reach the Star Gem. Here's a hint: the first plant is among the bottom ones. There are 2 possible endings: You can do what the terminal says or be greedy. Being greedy is much more pleasurable.



BUILD YOUR OWN LYNX STEREO CABLE

The Lynx has a tremendous sound system but you need more than it's built-in speaker to get the full effect. You can use a pair of headphones but the optimal solution is to hook it up your stereo system.

You'll need:

A set of headphones(even a cheap set will work)
 Dubbing cables with RCA type connectors(those are the ones they use for audio-video out on VCRs)

Remove the earpieces from the headphone cables and cut off the plugs from one end of the dubbing cables.

You should have something that looks like the picture.

You may have to strip some insulation away from some of the wires(if you're not handy with wire strippers or a pair of nail clippers(my favorite substitute) get someone who knows how to use them to strip the wires for you. These are sharp instruments after all) to get some bare wire to work with.

Connect the insulated wires from the dubbing cables to the insulated wires on the headphone cable and do the same with the uninsulated ones. You can simply twist them together and cover them with electrical tape. Plug the headphone plug into the Lynx and the RCA cables into your stereo and you've got a big stereo sound.

Although I can't see much of a chance that this project could cause any damage to your Lynx or your stereo (it's just some simple audio hookups), APE Newsletter and

Clinton Smith cannot be held responsible for any damage this cable might cause to your Lynx, Stereo system or any related equipment.

THE EDITOR'S DESK BY CLINTON SMITH

Welcome to the first issue of APE Newsletter
 This quarterly publication will do it's best to fill you in on what's going on in the world of the Lynx and tips for your favorite Lynx games.

Now is as good a time as any to fill you in on who I am. My name is Clinton Smith and I've been a video game enthusiast for many years(not suprisingly I've always owned Atari systems). It all started with an Atari Pong unit from Sears, and over the years I've owned an Atari Video Pinball(featuring Breakout) unit, a VCS(2600 these days), an 800 computer, a 5200, a 130XE computer, a 7800, a 520 ST computer, a MEGA ST 2 computer, and now a LYNX.

I've been writing about Atari computers and video games for about 4 1/2 years in my own on-line magazine (distributed via Chicago area BBS's) and I've been writing reviews of Atari computer games for the last year(mostly Atari Explorer and now some work for STart).

I've been playing my Lynx games quite extensively and I've done pretty well on them.

California Games: BMX Racing(800)
 Surfing(5,000) Half Pipe Skateboarding
 (22,000) Footbag(30,000)

Blue Lightning: Finished

Chip's Challenge: Finished

Electrocop: Finished with 500,000

Gates of Zendocon: A-Finished
 B-18,000,000

Gauntlet 3: Finished with 600,000

My favorite Lynx game: **Electrocop**. I enjoyed the gameplay, the neat music with some terrific percussion rifts, and the letter puzzle on the computer terminal(I used to play with one of those all the time when I was a kid).

Feel free to send in your own high scores (we're not going to have a high score list or anything(these scores are difficult to verify)

but others can use them as an inspiration to go higher. Also, tell me your favorite game and why it's your favorite game.

Next issue: Game tips for Slime World and Klax(and any other titles that show up between now and then). Also, any other Lynx news I can dig up. See you in the Fall issue coming out late September.

