

# A.P.E.

ATARI PORTABLE ENTERTAINMENT NEWSLETTER



SUMMER 1991 : ISSUE NUMBER 5

## 1ST ANNIVERSARY!!!

Welcome to the 1st Anniversary issue of the APE Newsletter. The first year was great fun, I filled you in on what was going on, let you in on some nifty hidden things in your games, and I've met many well informed people who help me keep you on top of what's happening in the world of the Lynx. Here's hoping year 2 is even better. To start things off, APE has it's annual Summer CES coverage provided by yours truly, Clinton Smith.

### SUMMER CES REPORT

When I originally heard that Atari wasn't going to be at McCormick Place and instead was going to have a hotel suite at the Barclay Hotel, I was a little put off. When I got to the hotel I was pleasantly surprised. Atari had most of the 11th floor and it was full of Lynxs and new games.

#### THE NEW LYNX

The new model of the Lynx was everywhere and I finally got some hands-on experience with it. It's very light, looks good, and the rubber grips on the bottom of the unit make it a joy to hold. I didn't get any official confirmation, but I have heard from sources that the unit will feature true stereo sound via the headphone jack.

The big question is when we will see this new model. Supplies of the original model have been steadily decreasing and official word at the show indicated an August appearance. I have heard recently that we may even see it in July.

#### GAMES

Atari was showing quite a few new Lynx games and most looked like they were nearing completion or finished, so it looks like we may be seeing a lot of new games in the next couple months. For those who think that Atari isn't trying, Steve Ryno is working 15 hour days trying to get stuff completed.

### ARCADE GAMES

**NINJA GAIDEN:** This was one of my favorite arcade games and the Lynx version(which is done and should be showing up this month)is a perfect translation. Smooth animation, detailed graphics, and the same play action as the arcade combine to make Ninja Gaiden one of the best arcade translations ever.

**APB:** This is a terrific translation of the Tengen coin-op(it's due this month or August)and has tons of clear digitized sound from the arcade game.

**PACLAND:** This Namco run and jump game featuring the famous dot gobbler also comes to the Lynx in fine style(also

due July or August).

#### TOURNAMENT

**CYBERBALL:** I didn't get a chance to try this out but I did see it get demo'd for a French reporter and it looks almost completed(and pretty good at that).

**XYBOTS:** Saw it demo'd and the graphics and gameplay are dead-on.

#### In This Issue

CES News	1-5
Rumors	5
The Jaguar	6-7
Release Schedule	8
Bill and Ted Mall	8
Chess Tips	8
Warbirds Tips	10-11
Star-Linx Rating	12-13
Editor's Desk	15

**ROLLING THUNDER:** Wasn't on display.

**TOKI:** This was available for play and it's looking good. This spitting monkey, platform romp is coming along nicely and I can report that the first level is done(I got to the boss creature)so it shouldn't be too long.

**HARD DRIVIN':** The Atari coin-op 3-d driving hit has come over very well to the Lynx. The 3-d is smooth and they even have the crash replays.

**STUN RUNNER:** Wasn't on display.

**CABAL:** Wasn't on display but the game is an Operation Wolf style contest with your soldier onscreen.

## SPORTS GAMES

**BASEBALL HEROES:** A Lynx baseball game is on the way and it's looking pretty good. Still needs some work(the version I was playing didn't have any sound yet).

**HOCKEY:** A 1 to 4 player hockey contest with fast, smooth graphics and a great closeup fight sequence(still needed sound to be added).

**WORLD CLASS SOCCER:** Didn't see it but the screenshots I've seen look promising.

**NFL FOOTBALL:** Saw it being demo'd and it looked pretty good. Also, it is a strictly vertical Lynx game(like Klax and Gauntlet).

**GOLF CHALLENGER:** Wasn't on display.

**BASKETBRAWL:** Saw the 1 to 4 player, street rules basketball being demo'd and it's looking pretty good.

**CHECKERED FLAG:** The 1 to 6 player racing game is coming along and it's looking good.

## ORIGINAL GAMES

**TURBO SUB:** If you've seen a screenshot of this game and thought it looked sort of like Blue Lightning, think again. They've redesigned the game and the action is now viewed from inside the turbo-sub cockpit. First you fight aliens in the

the sky and then you dive down into the murky depths to fight them under the sea. The graphics are gorgeous(I especially liked the flying stone heads you fight in one of the aerial levels)and the game has some neat little touches(when you surface, a windshield wiper quickly wipes the water off your windshield). The gameplay is all there and it just needs some more levels to be added.

**SCRAPYARD DOG:** This long awaited Lynx title is nearly completed(they needed to spruce up the ending)and it looks and plays great. Steve Ryno, head of the Scrapyard Dog project, used a secret level select to show me some of the levels and the graphics are excellent. There are loads of hidden items, warps, to keep things interesting. You even get to hop in a vehicle for some sections(I tried out the submarine in the sewers). Scrapyard Dog looks and plays hot and should be out soon.

**LYNX CASINO:** Didn't get to see it but it features roulette, poker, black jack, craps, and slot machines.

**GRID RUNNER:** This 1 to 4 player future sport is still being worked on but it looks promising. A Ballblazer-esque contest, it's set in an arena with a checkerboard pattern on the floor and ceiling and when you start moving it get's rather hypnotic. To make things interesting, the field has obstacles like stone columns for you to steer around.

**BILL and TED'S EXCELLENT ADVENTURES:** Bill and Ted's time travelling exploits seemed like a natural for a quest game and that's what this is. The game has an overhead view and the screen scrolls smoothly in 8 directions. 1 or 2 players can search around for objects to solve puzzles and you can find things out by touching people who are walking around. The game has some fun with the time travelling aspect. For example you may have a puzzle to solve in Egypt in the year 1500. In your travelling you find a page from the circuits of time phone book with the number for Egypt in 1300. Head for the phone booth and you can travel back 200 years. The level will be different in a number of ways, and you may find what you need to solve that future puzzle.

The game is rather big so it can give you a long password that let's you go back to where you were. In keeping with Bill and Ted's non-violent style(they'd rather run than fight)you don't shoot anything but rely on your feet and your wits. The game will be present at the Bill and Ted's Bogus Journey mall tour(later this issue) and it could benefit a great deal if the new Bill and Ted movie is as funny as it looks and sounds.

**GEO-DUEL:** This multi-player game is a Tron light cycle style contest where you drive around a grid leaving a colored wall behind you. It still has work to be done on it.

**KUNG FOOD:** Here's a real new one. You control a green martial arts guy who must fight various kinds of food villains such as giant carrots with nasty looks on their faces. The graphics look great.

#### COMPUTER GAMES

**BLOCKOUT:** We've went over this before and you can expect it any day now.

**ISHIDO:** The ancient puzzle game which has shown up on various computers and game systems.

#### IN 92

These games weren't on display and will probably be showing up next year.

**HYDRA:** An Atari Coin-op aquatic shoot'em up

**PIT FIGHTER:** The Atari Coin-op beat'em up.

**VINDICATORS:** The Atari Coin-op shoot'em up which seems to be taking an awful long time.

**TAXI: ???**

**720:** The Atari Coin-op skateboarding contest

**BARBARIAN BODYGUARD:** An original title which looks to be a horizontal hack and slash game.

**PINBALL SHUFFLE:** A pinball title based on three Williams pinball games

#### THIRD PARTY GAMES

Leading the third party Lynx charge was Telegames who had a booth at McCormick Place

and had a Lynx kiosk setup to show their games. Along with the recently released Ultimate Chess Challenge, they were showing:

**KRAZY ACE MINIATURE GOLF:** A good looking and fun to play miniature golf game playable by up to 4 players on 1 Lynx. Each 3-d hole is larger than the screen and you can scroll around it to see where you're headed. They only had 3 holes done(and I played them over and over). Krazy Ace is slated for November.

**QIX:** This Taito classic was a favorite of mine back on the 5200 and has recently been showing up on everything from the Gameboy to the Genesis. The Lynx version plays great and the title theme is cool. Look for QIX in October.

**R.C. DESTRUCTION DERBY:** This one's still in the early stages(they didn't have anything at the show). It's going to be a comlynxable driving combat contest(I'm drooling already). Look for it January 92.

I got a chance to chat with Terry Granthum, president of Telegames and I found out some things.

Chess is so difficult, in the final testing stages they had to hire an Eastern European chess player who was attending a nearby college to make sure the program was working properly at the higher difficulty levels.

It looks like QIX might not be Telegames only licensed game. Since they were first out of the blocks with 3rd party Lynx games, they've been contacted by quite a few companies who would like to license their games for the Lynx format. They are looking carefully at every offer that comes their way.

### STAR-LINX BBS

300/1200/2400 baud

1-602-464-4817

For Lynx Enthusiasts

I didn't get to see it but Shadowsoft will be releasing ROBOTRON this month and will be following it with Joust in September. They also have a number of original titles still in the design stages.

I also didn't get to see Crystal Mines 2 from Color Dreams but it is finally slated for a September release. The following is a press release for the game that I got off of Star-Linx BBS.

Color Dreams will be shipping Crystal Mines II for the Atari Lynx in 1991. This game is the greatly enhanced sequel to the original Color Dreams hit, Crystal Mines for the NES system. As in the first version of the game, the player runs a mining operation - using remote-controlled robots to collect valuable crystals in underground caverns. To complete a level, the player must use a single mining robot to collect a variable quota of crystals, then locate the exit before time runs out.

There are over 100 unique levels in the game, many with hidden treasure rooms, and each with its own descriptive name and 4-character password. In addition, there are some secret bonus levels that are reachable only by finding special doorways hidden throughout the game. Levels vary up to more than 11 screens in size, and an unlimited number of mining robots are provided for the player to use in solving each action-packed puzzle. Players who just can't seem to master a particular level are eventually given the option to skip ahead to the next level, preventing them from being stuck there forever.

Crystal Mines II makes full use of the Lynx's display, using the entire screen area to display the action with status indicators for such things as remaining time, number of bombs, crystal quota, and the current gravity setting overlaid in the corners of the screen. Gravity setting? That's right, gravity may always pull things downward in the real world, but in this game gravity can pull in any direction, and can even be changed during game play by gravity "switches". These switches may not only be operated by the robot, but also by falling boulders and some of the creatures of the mines - with very interesting results. The game includes over 120 different objects and prizes

which are used to create the levels. Crystals come in white, red, green, purple, and yellow -each with different properties and a different value. Rock may exist as solid rock, movable blocks, or boulders and types include soft, hard, explosive, radioactive, impervious, and anti-gravity. Other objects include different kinds of dirt, blocks which have their own idea of the correct direction of gravity, and many more. There are also liquid-type objects in the game that grow, including mud, slime, lava, and tar. These "liquids" produce very unusual and often useful results when shot or bombed by the robot. Even more fantastic objects in the game include pipes that boulders can oves through, wire mesh that the robot can move behind, special one-way & two-way blocks that can be used as "elevators", and even black holes that suck up anything that ventures too close. There are many useful prizes and power-ups in the game that can help the mining robot to reach its goal. Piles of bombs can be found on many levels that the robot can use to blast rock and obliterate the nasty creatures that try to dismantle it. The energy blast that the robot normally uses to dig and destroy can be enhanced by a power-up to become a powerful cannon, and other power-ups will increase the number of shots allowed at once, and the range that they travel. There is a power-up that gives the robot the ability to cut through rock like it's made of butter, and another that allows the robot to move through mud and lava. Some prizes give the robot temporary protection from such things as explosions, radiation, creatures, heat, and falling boulders. Other prizes include level maps, bonus time, silver, gold, platinum, and even a nasty trap that briefly immobilizes the robot - giving the creatures a chance to catch up to it. Creatures made of rock roam some of the levels and are deadly to the robot on contact. These rock monsters may be made of soft, hard, explosive, radioactive, or impervious rock and may hibernate as normal looking boulders -waking up when least expected. Crystal creatures also live in the mines, and they have an appetite for crystals, but bombing them can produce very rewarding results. Other creatures include blobs made of tar, mud, lava, and slime, a gaseous monster that can pass through rock, and different types of spinners, bouncers, droppers, and fireballs.

Color Dreams has also begun work on several additional Lynx games.

Loriciel's SuperSkweek was at Atari's suite and it's pretty well along. Graphically it looks very close to the ST screenshots I've seen. The game has received some high marks in ST Action magazine.

Last issue we had some comments from Knight Technologies. It looks like Atari is going to be releasing that firm's Dirty Larry game and it's looking great. Large well animated characters and smooth scrolling detailed backgrounds abound in this beat'em/shoot'em up.

US Gold will be releasing their sequel to Strider, Strider 2 on the Lynx (look back at issue 2 for a bit of clairvoyance). The conversion is being done by Tiertex, the guys who did the ST conversion of Strider (and a great version it was). Atari has seen a copy and it's almost in the finishing stages.

UK developers Imagitec are converting their 16-bit computer game, Viking Child to the Lynx. The company also have a number of other things in the works. When I hear more, I'll let you know.

Things are supposedly beyond the talking stages with Psygnosis and we could be seeing Lynx conversions of their computer hits, Shadow of the Beast and the extremely popular Lemmings.

## FREE GAME OFFER EXTENDED

The offer where you receive a free Lynx game when you buy the full \$150 Lynx package has been extended until September 1st.

If your dealer doesn't have the mail-in certificate anymore, do the following.

1. Cut out the UPC symbol from the Lynx box.
2. Write a card with the following info:

Name, Telephone

Street Address, Apt. No.

City/State, Zip code

and which game you want: Electrocop, Chip's Challenge, Gates of Zendocon, and Blue Lightning.

Attach the original dated cash register receipt.

mail it in to:

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Thanks to David Cagle of Atari for the extension info.

## RUMORS

We got some real juicy ones for you this month.

Ninja Gaiden on the Lynx is a conversion of a martial arts coin-op from Tecmo. Tecmo also released a game called Ninja Gaiden for the NES which was nothing like the arcade game and was more of a Shinobi-style contest. The NES game was very successful and spawned a successful sequel called Ninja Gaiden 2. Ninja Gaiden 3 is now on the way for the NES and looks to continue the winning streak. What does this have to do with us? Guess what other system will be getting Ninja Gaiden 3?

What will Atari be doing after September 1st to push the \$150 setup as it's value package? Look for them to possibly include a free Lynx pouch in the package. Also, it looks like California Games will be replaced as the free pack-in. No official word but the inside scuttlebutt is that the new packed-in cartridge will be WARBIRDS!

As you may or may not have heard, Atari has scrubbed the 16-bit Panther console. The good news is that they have instead decided to go with an even more powerful console called Jaguar.

There's a lot of rumors floating around about this, so I thought I'd take a little time to fill you in on what is known, some possibilities, and some observations.

## THE JAGUAR

To be honest, I'm not even 100% sure if Jaguar will be it's name. This was the name Atari people were using at CES but there have been some recent press mentions that indicate they don't have a definite name yet (it will probably be cat related anyway).

Official word is that Atari was simultaneously working on 2 consoles. The 16-bit Panther and the Jaguar. The Panther was to be released this year with the even more advanced Jaguar to show up 2 years from now. Panther is a good 16-bit system, equal to the abilities of the Super NES. Rumors indicate that Atari rounded up some strong European developer support(13 firms in the UK alone)for the Panther.

As things went on, the development work on the Jaguar went extremely well and it became a working viable product way ahead of schedule. Rather than release a system which was as powerful as other systems out there(and have their developers dealing with 2 systems down the road) they decided to throw everything into the Jaguar.

Up until now, I haven't mentioned what bit rating the Jaguar is. To be honest, it's up in the air. I had been hearing that it would be a 32-bit system but recent rumors indicate it may be a 64 bit. We could be talking about multiple 68000 processors or even a 68030 chip could be involved. Whatever we're talking about processor wise, the numbers of bits that are involved means a lot of speed and power,

The one rumor about the Panther that everybody agreed on was it's 16mhz clock speed. That's a very impressive speed and we could be looking at even more speed in the Jaguar.

Less is known about the Panther's graphics abilities(other than the fact that it was to have hardware scaling). Some rumors included: a palette of 256,000 colors, a number of resolution modes with a standard resolution of 320 by 200 pixels, 256 colors onscreen at once, and multiple fields of scrolling(parallax). Again, some impressive specs and if Jaguar surpasses these, it could be something to see. Also, rotation could be a strong possibility(this was not one of Panther's rumored capabilities).

Soundwise, Panther was slated to have a high sampling rate, stereo sound, and a whopping 32 sound channels. This is very powerful and I doubt that we'll see a change in the Jaguar.

The biggest controller rumor suggests that the Panther controller will have a built-in keypad. This probably wouldn't change for Jaguar. A keypad suggests that we'll be seeing more complex games that require a greater number of buttons. The lack of buttons on current system's controllers have limited how sophisticated, developer's could get with RPGs and simulations..

The ability to play Lynx games on the Panther was always somewhat doubtful and it probably won't materialize on Jaguar. It would be nice if they keep the rumored networking capability(allowing you to hook up certain Lynx and Jaguar games) plus it could be cool if you could hook up 2 Jaguars and play a high powered dogfight simulation against each other(or fly as a team)

Another strong Panther rumor that could be very likely on the Jaguar is a CD-ROM interface. CD-ROM drives are becoming a standard high-end game system peripheral(the TurboGrafix 16 has one, the Genesis should have one early next year, and the Super NES may have one by the end of next year)and I'm sure Atari probably has one in the works for it's high end wonder.

Atari has always been very capable at delivering high tech hardware at good, low prices. Atari is shooting for a \$200 price tag for Jaguar.

## OBSERVATIONS

The bulk of initial Jaguar software will likely come from Europe. The Atari ST has been very popular in Europe with game players and game developers. These guys have done some great stuff with the ST's hardware and ought to do even more impressive games with the power of the Jaguar. Also, don't be surprised if the Jaguar gets initially launched in Europe. The only 16-bit console officially available in Europe is the Sega Megadrive(our Genesis). The NEC PC Engine(our Turbo-16)is only available as a higher priced import and will most likely never be officially released in the European market. The Super Famicom(Super NES) is also only available as an import and isn't slated for official European release until 1993. It's a ripe market and Atari could give some stiff competition to Sega and beat Nintendo

into the Euro console market.

Based upon what we've heard about the Panther's speed, graphics, and audio capabilities (and taking into consideration that the Jaguar will be even more powerful) it could be very capable of handling the high-end computer games that companies like Origin, Sierra, and Dynamix have been developing for high speed VGA IBM clones. A CD-ROM unit would probably be a necessity for these games due to the large amount of data these games use.

When will we see the Jaguar? It could be debuting at the Winter CES in January and appearing on store shelves by the second half of 92. Keep checking APE for more info on the Jaguar in the coming months.

## 2 NEW LYNX NEWSLETTERS

In the last month, 2 more Lynx specific newsletters have started up.

The first one, ON TARGET, is published by Matthew Szewczyk. ON TARGET is published 6 times a year and a subscription costs \$4.

The first issue of ON TARGET includes a comparison between the Lynx and other handhelds, Lynx rumors and gossip, Lynx accessories, new Lynx games, reviews of Xenophobe and Warbirds, and tips and hints and codes.

If you'd like to subscribe, send your check or money order (made out to Matthew Szewczyk) to:

### ON TARGET SUBSCRIPTIONS

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If you have any questions you can call Matt at (401) 658-3917

The 2nd newsletter, GAMEMASTER, hasn't had it's first issue yet but it's being published by Stan Swanson who also puts out ST CONNECTION (a newsletter covering public domain and shareware ST software).

Okay all you Lynx players—get ready! The first

issue of GameMaster, the Newsletter for Atari Lynx Players, is in production and will be available soon. GameMaster, published by Computer Publications, Unltd. (ST CONNECTION) will bring you news and information on all the newest games and hottest hits for the Lynx Game System. You will also find a minimum of 2 reviews each issue, a full page of tips and hints and a current listing of which game cards are now available or coming soon! GameMaster will be published 10 times per year, giving you more issues annually than any other Lynx publication! And for just \$10, you can get every issue mailed directly to you—1st class! And if you want to check us out first, send us your name and address to receive a FREE issue!

### GAMEMASTER

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GENIE: STCONNECTION

\$10/10 Issues

## LYNX SECRETS

**RAMPAGE:** This was sent in by tons of people so thanks to everybody. At the selection screen, pause and unpause then pick a monster. On the newspaper screen, hold option 1 and move the joystick til you're at day 6. Pause and unpause. Hold option 1 and move the joystick til you're at day 15. Pause and unpause. Press Option 1, Option 2, and Button B at the same time. Keep pressing button A until you get to the digitized picture of the programmer.

Send any hidden stuff you find to:

### LYNX SECRETS

2104 NORTH KOSTNER

CHICAGO, IL 60639

GENIE mail address is C.SMITH89

We have 2 release schedules to give you an idea of what's coming out when(remember releases schedules have a way of changing). The 1st one was released by Atari in May. The 2nd one is from the Marketing plan which was in Atari's CES press kit.

July: APB/ NINJA GAIDEN/ PACLAND

August: BILL&TED'S EXCELLENT ADVENTURE/  
LYNX CASINO/ GRID RUNNER/ NFL FOOTBALL/  
ROLLING THUNDER/ SCRAPYARD DOG/  
TOURNAMENT CYBERBALL/ TURBO SUB/  
VIKING CHILD/ WORLD CLASS SOCCER/ XYBOTS

September: GOLF CHALLENGER/ HARD DRIVIN/  
TOKI/ BASEBALL HEROES

October: BASKETBRAWL/ HOCKEY/ STUN  
RUNNER/ ISHIDO/ CABAL

November: CHECKERED FLAG/ GEODUEL/ DIRTY  
LARRY

January 92: HYDRA/ PIT FIGHTER

MARCH 92: VINDICATORS/ TAXI

July: NINJA GAIDEN/ BLOCKOUT

August: BILL AND TED'S EXCELLENT  
ADVENTURE/ APB/ SCRAPYARD DOG/  
PACLAND

September: WORLD CLASS SOCCER/ TURBO  
SUB/ GRID RUNNER/ ROLLING THUNDER/  
VIKING CHILD

October: NFL FOOTBALL/ TOURNAMENT  
CYBERBALL/ XYBOTS/ BASEBALL HEROES/  
DIRTY LARRY/ GOLF CHALLENGER/ HARD  
DRIVIN/ TOKI/ CABAL/ LYNX CASINO

November: CHECKERED FLAG/ PIT FIGHTER/  
HYDRA/ BASKETBRAWL/ GEO-DUEL

## BILL&TED'S MALL TOUR

To promote the sequel, Bill and Ted's Bogus Journey, a mall tour is traveling the country. Atari will be participating and showing off their new Bill and Ted's Adventure video game. Their will also be a drawing for a Lynx system and Lynx kiosks

for people to try out the Lynx firsthand. The mall tour will be coming to the following locations.

July 26-27

New York/New Jersey-Paramus Park

July 27-28

San Francisco-Stonestown Galleria

Atlanta-Town Center at Cobb

August 3-4

Los Angeles-Lakewood Center

Philadelphia-Plaza King of Prussia

Chicago-Yorktown Center

I went out and caught Bill and Ted's Bogus Journey yesterday and it is a very funny sequel. It has the same wierd sense of humor of the first film and it is a godd film in it's own right(I loved the stuff with the Grim Reaper).

## FIDELITY ULTIMATE CHESS CHALLENGE BY TELEGAMES

Giving playing tips for a chess game isn't easy(you run the risk of sounding like a chess instructional manual). Here's a couple tips for this very challenging chess simulation.

1. The 3-d display is nice to look at but it's much easier to play and keep track of what's going on with the 2-d display.
- 2 The computer is a very offensive opponent. Your best shot at holding out against him is to play a defensive game. Keep countering his moves until a hole opens up for you to strike.
3. The queen is one of your key offensive weapons. For this reason, the computer will tend to concentrate on eliminating it. Protect your queen,you'll need it later.
4. Before you make a move, be sure to think about what moves it may open up for the computer. Many times I've thought I would get him on my next turn and then he'd do something I hadn't expected.





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**THE LYNX**

A newsletter that covers the Lynx, XE  
 Game system, ST and PC line of  
 computers. Contact:  
**PHIL PATTON**  
**131 DAKE AVE.**  
**SANTA CRUZ, CA 95062**

**A.P.E. Fans**

Are you missing any back  
 issues of the best(or so I've  
 heard from you guys) Lynx  
 publication around? Back  
 issues are available for \$1 a  
 piece. Issues #1, #2, #3, and  
 #4 are available. Send  
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**ARE YOU A 7800 ENTHUSIAST?**

There's now a quarterly newsletter  
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**STE COMPUTER OWNERS**

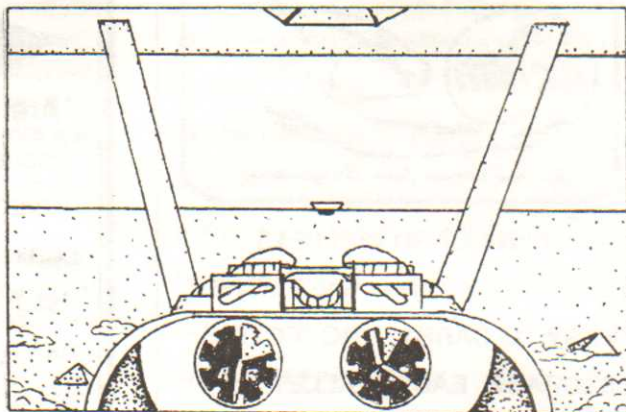
Are you interested in an STE  
 newsletter?  
 Contact: Jeff Payne  
 3023 West Vassar Ave.  
 Visalia, CA 93277-4141

Warbirds was an eagerly anticipated Lynx title that seems to be meeting most player's high expectations. It's so popular that someone even sent in their own tips for the game. So this time, you're not just getting my words of wisdom but a bunch of tips from Ryan Foerster of San Antonio, Texas. Ryan also did the great looking illustration. Thanks for writing Ryan.

### RYAN'S TIPS

I was lucky enough to pick up a copy of Warbirds a few weeks ago before we went on vacation. I played this game quite a bit using my DC adaptor while my dad was forced to drive (heh-heh! I'm only 14). It's a terrific game, but would have been "perfect" if there were missions, good guys to help you out, and better sound. Anyway, here are a few tips and a bit of strangeness I've come across.

1. Your machine gun fire should be directed towards the bottom of the baddie you're aiming at (see drawing)
2. Minimal damage is no easier than critical damage because your opponents have the same damage setting you do. Critical damage is easier because the sooner you blow that nasty, old Red Baron out of the sky, the less chance he'll have at crashing into you.
3. I find it easiest to get behind 'ol Red' by flying in circles.
4. Button B works in pause mode.
5. While switching around from view to view, if the plane you're looking for is in the clouds you can sometimes see it for a split second before the Lynx has a chance to cover it up with a layer of clouds.
6. If you are firing when you land, the firing continues while you're on the ground.
7. After you die, if you press pause just as the roses and skulls border the screen, you can look



around by moving the joypad and change views by pressing button A. Of course since you're in pause mode, the other planes are frozen. There "is" a way to access the Grave sight feature for multi-player games using only one player. You can follow the other planes around, and they'll still try to fire at you. I've done this several times by accident, and all I know is that it involves pressing pause.

### GENERAL TIPS

1. The key to successful dogfighting is knowing what your plane can do. Trying to execute a loop when you don't have enough airspeed can leave you as a sitting duck. Airspeed is a crucial factor for your plane. If you don't have enough airspeed, you could find the door to a number of defensive maneuvers closed to you. To minimize airspeed loss, make gradual turns and keep climbs to a minimum. To regain lost airspeed, execute a dive.
2. The 2 most advantageous positions to be in during a dogfight are:
  - a. Directly behind your opponent (being on a pilot's 6 in pilot terms). These planes aren't equipped for rear firing, so you've got a damage advantage.
  - b. Above your opponent. Your attacker can't see you and will be looking around like crazy. Plus, the only way your opponent can engage you is by pulling a steep climb which will use up his airspeed quickly and he won't be able to keep on the attack.

3. To keep the game interesting, as you become more skilled, start using the harder settings(such as less ammo and and harder damage settings).

4. Tournament damage is the best setting since it places an importance on where your shots hit. This gives the combat more of a tactical edge.

5. When playing against the computer pilots (especially the expert ones) don't have collisions. They have a nasty tendency to fly right at you during combat.

6. Try to stay out of head to head situations. You'll inflict heavy damage on your attacker but chances are you'll get the same.

7. To make things interesting always play with the random start.

8. The quickest way out of a bad situation is a power dive straight down. You'll achieve some killer speed and your opponent will find it difficult to keep up. Unfortunately the power dive won't do you much good if you're at a low altitude.

9. Pull back on the stick(press down on the joystick) to pull tighter turns.

10. Practice dogfighting while flying upside down. During air to air combat you can end up in some awkward positions and if you have some experience you can even turn the situation to your advantage.

11. Here's an interesting way to finish off an opponent. For this to succeed you had to have inflicted sufficient damage(his tail will be smoking) on the attacker without receiving much damage yourself. Pull into a slight climb, the opposing plane's engine will be weaker and he won't be able to maintain your climb angle and his shots should go whizzing by underneath your plane. Pull back on the stick until you're flying upside down headed for the opposing plane. Let the bullets fly and he's history.

12. Hiding in the clouds can be effective against the less intelligent computer pilots but the Red Baron-class guys seem to have a knack for finding cloud lovers.

13. When playing with limited ammo, only fire in short bursts or you could run out of ammo(landing and reloading can be extremely rough when a bogey is pelting you with bullets) When in Tournament damage, save the bulk of your fire for the enemy's cockpit area since this is the area which is most susceptible to damage.

14. When dogfighting against several computer planes, keep moving. Try not to get into situations where you're hanging on a guy's tail for a good length of time. His buddies will zero in on you and end your day rather quickly.

#### **MULTI-PLAYER TIPS**

1. Use your best poker face. Don't tip how badly you're damaged or if you're out of ammo.

2. Clouds are very effective in hiding from human opponents(they don't have quite the tracking ability of computer pilots).

3. If you run out of ammo, try to lose your attacker in the clouds and then head for your base. Be careful, he may figure out what you're up to and may clean your clock when you're at your base.

4. If you're in a multi-player match of 3 or 4 players, you may want to consider double or triple teaming one of your opponents(especially if they're a good pilot). When he's eliminated it's everyone for themselves.

5. If you find yourself on the wrong end of tip 4(the target of 2 or 3 biplanes), power dive and head for the clouds. If they follow you in, you may have a chance at picking them off one at a time.

6. If you tire of blowing each other out of the sky why not try a little formation flying. Line up side by side, execute some maneuvers and try to keep in formation. Just to make things really interesting, turn on collisions for this. Another fun little diversion is "Follow the Leader". Designate one of the players as the leader. Have everyone form up in a straight line behind the leader. The leader then has to execute aerial maneuvers such as loops and turns to throw the others off. The followers must try to duplicate the leader's maneuvers and stay on his tail.

Star-linx BBS has started a new on-line service that allows it's users to rate the various Lynx games. If you'd like to try it out, here are the instructions.

Welcome to the STAR-LINX Game Rating & Review System. Each LYNX CLUB member will have the opportunity to rate and review each LYNX game one time.

You will first be asked to choose a game to review, then you must rate the game for each of the following factors:

**Graphics:** This includes backgrounds, choice of colors, and level of detail. How good do the non-animated graphics appear?

**Animation:** This includes moving objects and scrolling. Are there enough animation frames to create smooth animation? Are movement and scrolling smoothly done? Is sprite scaling effectively used?

**Sound Effects:** This includes any non-musical game sounds. Are the sounds clearly heard? Are they appropriate? Are these new sounds or have they been heard in other Lynx games? If this is an arcade conversion, how does the sound compare?

**Musical Score:** Most Lynx games have music in at least one part of the game. Is the music appropriate? Is there enough variety in the music, or does it seem to drone on endlessly?

**Gameplay and Design:** A game may have poor graphics and music, but excellent gameplay. Is it a good idea for a game? Is it well thought out? Do the rules or limits to what the player can do seem fair? Are displays easy to read and understand? Do the controls react well, and are they easy to use?

**ComLynx Feature:** This item is only rated for multi-player games. Many games take on a whole new dimension when played in multi-player mode. Do you feel that the game is designed well for multi-player game play? Does the ComLynx Feature enhance gameplay? If a player dies, are they still able to view the continuing action?

**Excitement:** Would this game keep you up late at night, or would it put you to sleep? Does this game bring out the sweat on your brow?

**Challenge:** Great graphics, sound, and design mean nothing if the game falls in either extreme of the challenge scale. Hopefully the game is easy enough for you not to get discouraged, and hard enough for you to feel like you got your money's worth.

**Long Term Playability:** After you complete the game, do you think you will come back to play it again, or put it away?

**Presentation and Packaging:** We all know that not every game is all that it is cracked up to be. Was this game what you expected (or hopefully even better)? Does the packaging artwork, screenshots, and game description give an accurate portrayal of the game? Is the manual well done? Is there a good storyline behind the game?

Each of these factors is to be rated on a scale from 1 to 5: 5: Outstanding 4: Great 3: Good 2: Fair 1: Poor

These terms should be self-explanatory, but one clarification should be noted: Don't confuse Challenge with the term 'difficulty level'. A game that keeps your interest while still being difficult to complete would rate high on this scale, while one that is too easy OR too hard would rate in the low end of the scale.

After rating the game, you will be given the opportunity to leave your comments on the game, or even to give a short review. This will be appended to a file with other people's comments, along with your name/handle and the time/date stamp.

Your comments become the property of STAR-LINX BBS and may be edited (for clarity). They may also be distributed by the SysOps to other computer networks and services, or published in magazines and newsletters.

The following information is provided by Star-Linx BBS and it's users.

5-Outstanding  
4-Great  
3-Good  
2-Fair  
1-Poor

GR-Graphics  
AN-Animation  
SE-Sound Effects  
MS-Musical Score  
GD-Gameplay and Design  
CF-Comlynx Feature  
EX-Excitement  
CH-Challenge  
LP-Long Term Playability  
PP-Packaging and Presentation  
OV-Overall Score

**California Games** Rated by 9 Lynxers  
GR:3.6 AN:3.7 SE:3.0 MS:3.4 GD:3.2 CF:3.7  
EX:3.2 CH:3.3 LP:3.1 PP:2.8 OV:3.30

Comments: STEVEN FOUST 12:27:02 pm May 31, 1991

Even though this was the first game I ever played for the Lynx, I still have a blast trying to beat my high score in surfing and BMX. To this day I cannot help myself from twitching while doing a quad in surfing or doing a triple forward flip in BMX.

**Blue Lightning** Rated by 10 Lynxers  
GR:4.1 AN:4.1 SE:3.1 MS:2.2 GD:3.6 CF:N/A  
EX:3.5 CH:3.2 LP:2.9 PP:2.9 OV:3.22

Comments: JEFF KOVACH 01:18:52 pm June 8, 1991

This game is visually impressive, and was a sell-out during the Persian Gulf War. The gameplay is quite simple, even though there are 9 different missions. This is one of the only Lynx games that even a small child could play well. I prefer more complex, thought provoking challenges. Nevertheless, this is an excellent game to show off the Lynx's graphics and animation capabilities to prospective Lynx buyers.

**Electrocop** Rated by 8 Lynxers  
GR:4.5 AN:4.0 SE:3.6 MS:3.3 GD:3.3 CF:N/A  
EX:3.3 CH:3.6 LP:2.7 PP:2.8 OV:3.44

Comments: TONY BELDING This game requires dedication to play with any success. Mapping is hard.

**Gates of Zendocon** Rated by 6 Lynxers  
GR:4.0 AN:4.0 SE:3.8 MS:3.3 GD:3.5 CF:N/A  
EX:3.3 CH:3.1 LP:3.3 PP:2.8 OV:3.44

**Chip's Challenge** Rated by 6 Lynxers  
GR:3.5 AN:3.5 SE:3.0 MS:3.1 GD:4.3 CF:N/A  
EX:3.8 CH:4.3 LP:4.3 PP:3.3 OV:3.66

Comments: SEAN BRYANT 02:26:56 am May 26, 1991

Even though I finished this game I still pop it in now and then to just have some fun.

**Gauntlet 3** Rated by 6 Lynxers  
GR:3.1 AN:3.5 SE:2.5 MS:2.8 GD:2.6 CF:3.0  
EX:2.1 CH:2.8 LP:2.0 PP:2.6 OV:2.70

**Slime World** Rated by 10 Lynxers  
GR:4.6 AN:4.5 SE:3.4 MS:2.7 GD:4.4 CF:4.5  
EX:4.2 CH:4.0 LP:4.0 PP:3.4 OV:3.90

Comments: NORMAN BATES 01:43:24 am June 8, 1991

OUTSTANDING! This game is a must have! Kept a friend & I comlynxed from 1 am to 5 am playing Action from beginning to end! NOT for the faint of heart! I spent three days completing Logic. The zit-popping contest is just gross enough to make you play it!

**Klax** Rated by 6 Lynxers  
GR:4.5 AN:4.1 SE:5.0 MS:4.3 GD:4.6 CF:N/A  
EX:4.5 CH:4.5 LP:4.3 PP:3.6 OV:4.33

**Xenophobe** Rated by 5 Lynxers  
GR:3.8 AN:3.6 SE:3.2 MS:2.4 GD:2.8 CF:2.6  
EX:3.0 CH:3.0 LP:2.6 PP:2.8 OV:2.90

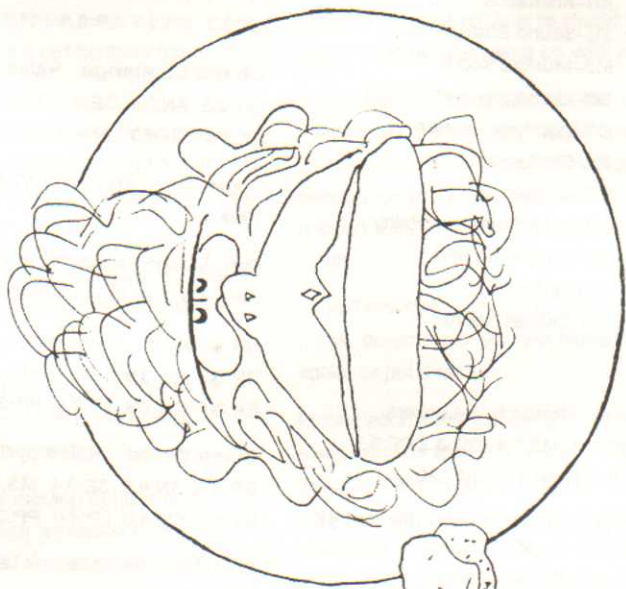
**Zarlor Mercenary** Rated by 7 Lynxers  
GR:4.4 AN:4.0 SE:3.1 MS:3.1 GD:3.5 CF:2.7  
EX:3.5 CH:3.4 LP:3.2 PP:3.1 OV:3.40

**Rygar** Rated by 5 Lynxers  
GR:3.6 AN:3.4 SE:2.8 MS:2.8 GD:3.4 CF:N/A  
EX:2.8 CH:2.8 LP:2.6 PP:2.8 OV:3.00

**Warbirds** Rated by 9 Lynxers  
GR:4.3 AN:4.6 SE:3.2 MS:3.0 GD:4.6 CF:4.8  
EX:4.5 CH:4.4 LP:4.7 PP:4.5 OV:4.30

Star-Linx BBS needs you! Give your ratings on Lynx games.

ATARI PORTABLE ENTERTAINMENT  
NEWSLETTER



Drawn by Ryan Foerster

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

First off, let me say I'm sorry for the issue being late. The combination of some late breaking info, blistering summer weather (Chicago can get very hot in July), and a sudden summer cold slowed things down.

Well APE has made it through it's first year and it's doing pretty well. A lot more people are reading this then I ever thought there would be. Quite a few subscription renewal forms are going out with this issue and I hope you'll all be resubscribing. If not, thanks for hanging around for the first year.

I've only got one change currently lined up for APE's second year. A lot of people have been asking for APE to go bi-monthly. Unfortunately, I don't know if I could handle doing another 2 issues a year. However I do think I can swing 1 more issue a year. That's right, APE is going quarterly+1. 5 issues a year. This issue will be coming out roughly end of November/beginning of December. It will be APE's Winter Holiday issue and it will feature the usual news, game tips, etc. plus it will have a listing of all available Lynx stuff for your holiday shopping.

I'd also like to throw together a holiday contest with prizes. If any of you Lynx companies, that I send this to, are reading this...would you be willing to donate some stuff? Don't send anything to me, just let me know what prize you're willing to offer. When the winners are decided, I'll give you their address and you can send it directly to them. Any help would be appreciated.

The games are at least starting to trickle out and Warbirds was well worth the wait. Telegame's Chess is also good but since chess isn't everybody's bag, most of you probably won't get a chance to see what they can do until Qix and Crazy Ace Golf.

As I write this, Blockout has been received out at Atari and has started hitting stores. Look for it your area soon. An interesting change has been made to the game instructions. Instead of a booklet, Blockout has a full color poster of it's box art and the instructions are on the back. Future Lynx games will also have these. Reaction has been mixed from Lynxers on Genie but Rafael Munoz of Miami, who just bought Blockout gave the poster/instructions a thumbs up. Personally, I usually only read the instructions once and put the booklet in a drawer after so I like the poster concept..

Next up should be Ninja Gaiden and I can't wait. This is a killer conversion of one of my coin-op favorites (Atari's PR firm even called me up to get a quote for possible inclusion in their upcoming press release for Ninja Gaiden. I feel so honored) and really shows that the Lynx is as capable as the big boys.

If you're going to be in the Milwaukee area, August 7th through 10th, you might want to check out the world's largest gaming convention, GEN CON. Local group MilAtari will be running a large area at the show featuring ST games and of course, the Lynx. They're also going to have some possible Lynx tournaments. GEN CON is held at the Milwaukee MECCA. Check it out.

Sega is going great guns with the Genesis (the price cut, free Sonic offer, and the Sonic commercial is all over the airwaves) and the system is selling rapidly.. What I haven't seen for awhile are Game Gear commercials. All of Sega's current effort is going into Genesis and they aren't doing much concerning Game Gear. Gosh what a shame.

See you at the end of September (I promise) with hopefully tips for a bunch of new games.

**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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Does your company produce

**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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