

A.P.E.

ATARI PORTABLE ENTERTAINMENT NEWSLETTER



WINTER 90/91 : ISSUE NUMBER 3

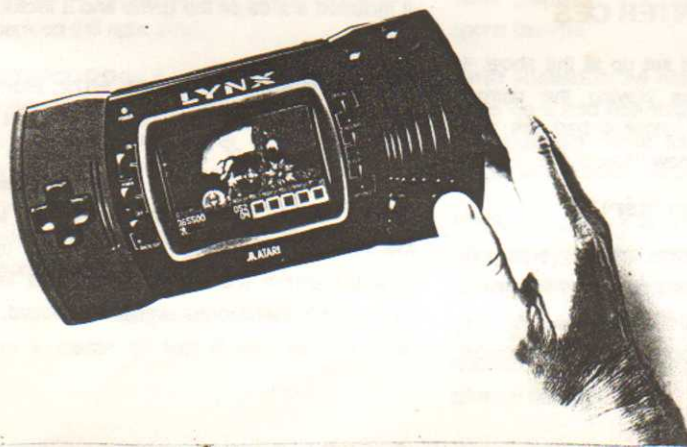
WINTER CES COVERAGE

by CLINTON SMITH

I wasn't able to personally attend the Winter Consumer Electronic Show(Darn it!!!) but thanks to some excellent support,APE has got some terrific coverage. Todd Ellering,Jeff Kovach(both of Star-Linx BBS)and some friends personally attended the show and filled me in completely on what they saw. Marken Communications(Atari's wonderful PR firm)also helped out by providing me with a press kit,full of useful info.

NEW LOW COST LYNX and LOWER PRICE on FULL LYNX PACKAGE

While the Lynx has received much praise for it's many advanced features, the one thing that some people have balked at is it's \$180 price tag. In order to more effectively combat Gameboy,Atari has redesigned the Lynx,making it more compact,lighter,and less expensive. The new model of the Lynx(shown below)will be available at a price of only \$99.95. To get down to this price, Atari has had to leave out some accessories which will be made available seperately. The new Lynx doesn't come with an AC adaptor(the press kit lists a \$19.95 price but as far as I know,the adaptors are available for \$9.95),ComLynx cable(probably \$4.95),or California Games(available seperately soon). The new model features a backlight shutoff(so you can conserve battery power while on pause or if you have a reasonable source of light),is much lighter than the current model,and has had it's cartridge slot moved to the back of the system(just behind the screen). Although I didn't hear anything specific from my sources, I have read in a European magazine that the new Lynx will have true-stereo sound. If you look closely at the picture,it appears that there are speaker slots on the right and left of the screen. Continued on page 2...



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People who've had a chance to use the new Lynx indicate that it is a joy to play with and that they actually prefer it to the original.

Probably the best thing about it is that it still has all the features of the original (despite early rumors both the 3 1/2 inch screen and the left handed screen flip are both present). One especially nice thing



about the smaller size is that it should make it easier to deal with vertically oriented games like Klax and Gauntlet 3.

I don't have an official confirmation on this, but I have heard that this new model could be available within a month (sure hope so). Hopefully I'll be able to get my hands on one in time to give you a report on it for the next issue.

The original Lynx is going to be available as sort of the Lynx a la carte. Most importantly, it's getting a price reduction down to \$150. This will provide a nice option for those who want to buy a fully loaded Lynx right off the bat. There is also going to be a special offer where purchasers of the complete Lynx set-up can send in a coupon to receive a free game (Chip's Challenge, Electrocop, Gates of Zendocon, or Blue Lightning).

GAMES AT THE WINTER CES

Atari had 8 of their kiosks set up at the show. 4 had the older-style Lynxs playing the current library of games and the other 4 had the new model of the Lynx playing new titles.

THESE TITLES WERE ON DISPLAY

BLOCKOUT: From California Dreams, (1 player). The player works (with a bird's eye view) to solve a three-dimensional construction puzzle. A 3-d tetris-style game. Todd reports that it looks almost completed.

SHANGHAI: This computer favorite has already been released and should be available in your area soon. A Mediagenic title, reminiscent of the ancient game Mah-Jong, Shanghai is a testing ground of strategy and concentration. There are 6 Shanghai levels with 144 tiles, each representing a old Chinese proverb. The player starts with the Dragon puzzle, masters the suit of Bari, then catches the for winds of the world. As in the original Mah-Jong, the game can be played solitaire or with another player who is either competitor or ally. I had a chance to try this at the recent Chicago Atarifest and the graphics are very clear and detailed..

NFL FOOTBALL: With play action licensed from the NFL, (1 to 4 players)... Get off that couch and onto the field! Todd reports that the game utilizes the Lynx both horizontally and vertically. The press kit included a slide of the game and it looks pretty good.

TOURNAMENT CYBERBALL 2072: From Atari Games, (1 to 4 players)... Equipped with jet packs and lethal bags of tricks, these robots make today's football about as exciting as a game of solitaire Twister. And if that's not enough to give Joe Montana heartburn, the ball heats up and explodes unless it's moved down field in time. Todd reports that it looks almost completed.

XYBOTS: From Atari Games,(1 or 2 players). This arcade title has the player running through mazes (as seen from behind your character)taking on all kinds of nasty robots. This version eliminates the original 2-player split screen and provides each player with his own view on his screen.

PAC LAND: This side scrolling action game features that round yellow guy running through various locales taking on those nasty ghosts. Super Mario-ish. Todd reports that the game's graphics are just like the arcade game.

A.P.B.: From Atari Games,(single player action). This arcade title casts the player as a police officer trying to fill his traffic violation ticket quota. Todd reports that the game has digitized sound from the arcade game.

WARBIRDS: An Atari original, (1 to 6 players). Unlike any other flight-simulation game, "Warbirds" recreates the drama and intensity of the infamous dog fights of years past. Todd reports that the game looks almost completed.

VINDICATORS: From Atari Games,(1 or 2 players). In this popular coin-op hit, players drive a tank through alien stations to find the main control areas and destroy them. Surprises lurk around every corner. Todd reports that it looks almost completed.

STUN RUNNER: The 3-d vector racing arcade hit is being worked on for the Lynx. The version being shown was still pretty early on(you could fly out of the tunnel off to the left,out into empty space and come back on the right side).

SCRAPYARD DOG: An Atari original(1 player). Louie's dog has been kidnapped! After collecting the ransom money, the player must lead Louie through the worst part of town to deliver the cash. Todd reports that it's a Super Mario-style contest with loads of hidden stuff and lots of playability and that it looked almost completed.

GOLF: This was being shown as an unplayable demo(as a matter of fact it was labeled Golf Demo)

TURBO SUB: An Atari original, (1 or 2 players). Aliens have infested Earth's oceans and the fate of the world lies in the player's hands. The submarine is surrounded and it will take some crafty maneuvering to keep this tin can airtight. Better sink those ships and down those planes fast! Todd reports that the game looks very good and is in a Blue Lightning vein and features a vehicle which can fly in the air and also dive into the ocean to take on aquatic targets.

VIKING CHILD: A 16-bit computer game from Europe. Wonderful cartoony graphics highlight this platform romp. Todd reports that the Lynx version has excellent graphics.

GEODUEL: A 3-d game that features a ship floating over a 3-d landscape. Not much else to report as yet.

NINJA GAIDEN: 1990 Arcade game of the Year from Tecmo,(1 or 2 players). In this game, the player will have to do a lot of fancy footwork to rid the streets of chaos and Turmoil. Only by mastering the required arts will it be possible to conquer the nastiest neighborhoods known to man. The press kit includes a slide and the graphics look very close to the arcade game.

THE FOLLOWING WERE ANNOUNCED BUT NOT ON DISPLAY

WORLD CLASS SOCCER: An Atari original,(1 to 4 players). Fast reflexes and strategic planning are only two of the skills players will need in order to score points in this high-kicking, head-bopping sports favorite.

GRID RUNNER: An Atari original,(1 to 4 players) While on a wild ride through tubes and construction sites, the player must destroy enemy ships and cross the finish line before time runs out.

TOKI: This game was listed on one of the kiosks. I did some checking and found out that it's a strange,cute platform coin-op.

ROLLING THUNDER: A NAMCO coin-op which features an agent making his way through enemy infested hallways.

CHECKERED FLAG: An Atari original, (1 to 6 players). It's pedal to the metal and a quick shift to high gear in this unique Formula 1 racing challenge. The fast-paced action turns the crowd into a blur. Once the player has mastered all of the racing courses, new ones can be created and saved for later play. A slide is included of the game in the press kit; you view the game from inside of your racing car and you even have a pair of side mirrors so you can see if anybody's coming from behind you.

Many of these games are slated to be available by June.

THIRD PARTY UPDATE

A couple of things to report on the third party developer front. There are now 12 registered 3rd party developers. They include:

Alpine Software, APTI Game Systems, Color Dreams, Cyber Labs, John Handy, Knight Technologies, Lore Games(UK), Loricel (France), Reflex Software, Shadowsoft, Telegames, US GOLD(UK).

Some of these will be marketing their own titles while others will be marketed through Atari. I hope to have more info on what these firms are up to in the next issue.

Telegames was showing their Fidelity Chess game at CES and Todd reports that it's a very comprehensive chess title. Along with a 2 player Comlynx mode, the game will also let 2 players compete using 1 Lynx. It should be out early February.

I also received some info from Cyber Labs. Cyber Labs is currently working on two games for the Lynx. The first one is called Outpost: Mars and is a horizontally scrolling arcade-type game. The player flies a ship and uses a laser weapon to protect a group of energy pods from alien invaders. The current schedule for this game has it being available in June.

The second game is a futuristic role-playing adventure that is currently untitled and scheduled for release late in the year.

APE AT CHICAGO ATARIFEST

I had the great pleasure of having a table at the recent Chicago Atarifest which was held November 11th. Hats off to the Lake County Atari Computer Enthusiasts user group for putting on a great show.

Basically I was at the show for three purposes.

1. Sell some subscriptions(which I did)
2. Show off the Realm softcase to Lynx owners(and alot were interested)
3. Give people a chance to get some hands on with the Lynx(which they did...heavily)

Just after I setup, I got a chance to meet one of my local subscribers, Jason Kimes. Jason and I got into some heavy Lynx discussion and he spent the vast majority of the day hanging out at the table and helping out. Jason also brought his Lynx along, so we got a power setup going(thanks to the various folks who contributed to the effort) and had 2 Lynx running for folks to try out. I had my complete set of games(it was also pretty cool since I had just picked up Xenophobe the night before and very few Lynxers had had a chance to try it yet.)and there was always a crowd of people(especially youngsters)waiting for a turn.

The big treat of the day came when Steve Ryno from Atari Lombard(that's where they develop many of the Lynx games)dropped by. He had with him, prototype carts of all the upcoming games(at that time)and loaned them to us to let people try out. We got a chance to try out titles like Roadblasters, Paperboy, Rampage, Zarlur Mercenary, and Shanghai weeks before they hit the shelves.

I'd have to say the most asked for game to try out was Klax(a big crowd favorite). I also got to try out 2 player competitive Slime World with Jason and it was a blast(the slime beat me with a kamikaze move....I will get revenge). I also got a confirmation from Steve that 720 is being worked on for the Lynx. Thanks to all who stopped by and I'm looking forward to the next fest(hope to see you all there).

I recently became a LYNX owner after waiting patiently for about a year to see if Atari was actually going to support this little gem. I didn't want to get stuck with another Atari Orphan. Well once the new game cards actually started showing up on dealers shelves I took the plunge.

Along with the LYNX I picked up both Chips Challenge and Todd's Adventures in Slime World. I love the attention to detail that is so prevalent in each of the LYNX game cards produced to date. They are all top notch.

The day after I purchased the LYNX I picked up the parts needed to put together a "Big Daddy 'D' Cell" power pack. I highly recommend building one of these babies! They last twenty five hours or more! If you're all thumbs you may want to wait a bit, REALM (makers of the best LYNX Case) is rumored to be making ready to run 'D' cell power packs that will look as good as their Cases!

So where's this exploding LYNX? Well I'm getting to that! Don't rush me. I now had several options for powering my LYNX- internal 'AA' alkalines, internal 'AA' ni-cads (yep, I went for a charger too, again I highly recommend one of these, you'll see why), external 'D' power pack and the AC adaptor. I like having lots of options. I'm getting close to the explosion part so keep reading.

I kept hearing from other LYNX users on GEnie how KLAX was the best thing since ____ (fill in the blank with whatever you want). So ofcourse I just had to have one of those too. There I was sitting on my couch playing KLAX on my LYNX. What a blast! The digitized samples in KLAX are simply the best digitized sounds I have ever heard on any computer system. Mind you, I had never seen KLAX before and each new sound brought a smile to my face and chuckle to my lips. I had the sound on the LYNX turned up pretty high to clearly hear all the great sounds (applauding audiences, sighs, words of encouragement, oooohs and ahhs) Suddenly (finally- the explosion part!) there was such a realistic explosion sound that I actually let go of the LYNX and let it fall into my lap. I started laughing foolishly- "Boy, that was realistic!". But

wait, the backlight started to flicker a little bit. Maybe it was a real explosion! Nah-can't be! The LYNX is still working just fine, it's probably just the set of alkalines I have in it getting low. So I plugged into the big 'D' cell power pack and went back to KLAX wondering what I had to do to get it to make that explosion sound again.

The following day the internal alkalines seemed OK again so I ran the LYNX off them for awhile till they died down again. My Ni-cads weren't finished charging so I ran off the A/C adaptor the rest of the day. That night I decided to pull the alkalines and put in the freshly charged Ni-Cads. When I opened the battery compartment two of the 'AA's failed to slide out. Hmmm. After a bit of thumping one of them came out but the end of it was covered in this slimy black and white stuff. Gee, I hadn't even been playing SLIME WORLD that day, what could it be? I thumped the LYNX a little more vigorously and the last 'AA' slid and slurped out of the socket. It had EXPLODED OPEN! The black and white gunk was all over the deep recessed portion of the battery compartment. After thirty minutes work, 50 Q-Tips and several rolled up paper towels, I managed to clean out the alkaline slime and save my LYNX.

Now for the moral of this story. One- don't use Radio Shack Alkalines in a \$170 LYNX. Two- If the Explosion Sound from a LYNX Game sounds incredibly real, maybe it was real- check your batteries! Three- Don't leave batteries inside the LYNX for extended periods without frequently checking them. Four- Build a big 'D' Cell power pack. It lasts for 25+ hours and won't hurt your LYNX if a battery leaks.

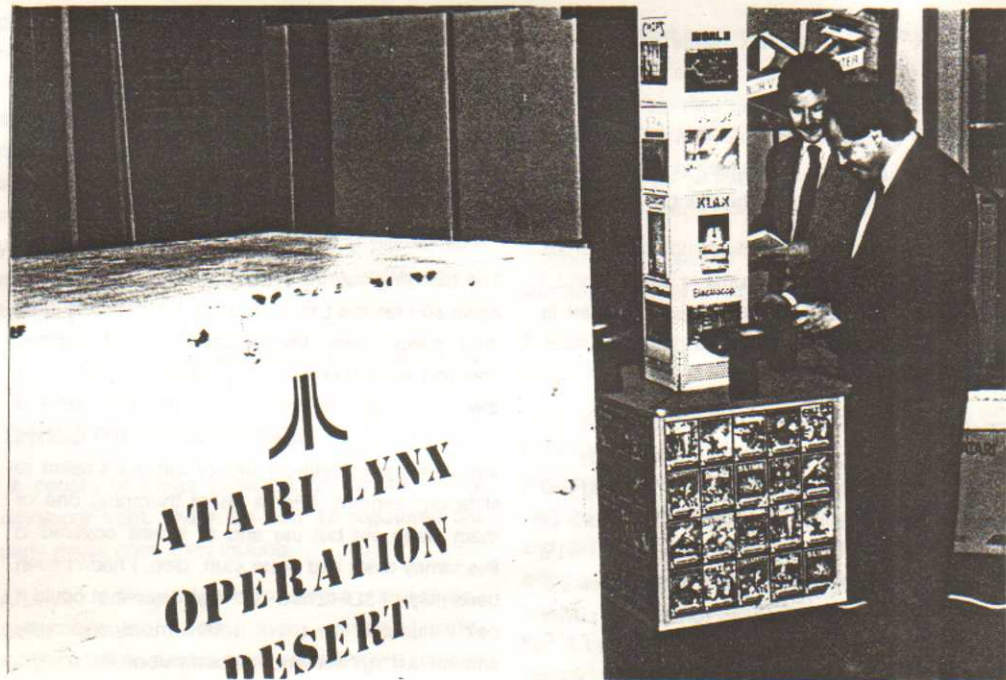
Happy LYNX'n everybody!

STAR-LINX BBS

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For Lynx Enthusiasts



To give military personnel participating in Operation Desert Shield a healthy way to release pent-up energy and to alleviate some of their boredom, Atari Corporation has made arrangements with the Defense Logistics Agency (DLA) and the USO to supply Lynx™ portable color video game system kiosks and video game cartridges to military recreation centers in Saudi Arabia.

The display kiosks that are being shipped have four Lynx systems installed as well as complete libraries of game cards. "We've packed the Lynx kiosks so they can be taken right from the palettes, plugged in and used by the men and women who are temporarily stationed in Saudi Arabia," said Meade Ames-Klein, president of the consumer products game division. "We're confident that the game systems will be in the recreation centers before the Christmas holidays."

Ames-Klein said that the idea of shipping Lynx systems to Operation Desert Shield was discussed shortly after the first group of troops arrived in Saudi Arabia. "Our military personnel hadn't been there a month when we received a letter from an

Army sergeant requesting that we ship him a sun visor/screen guard for his Lynx so he could play his system more easily when he was off duty," Ames-Klein recalled.

"Since then," he noted, "We've received dozens of letters from military personnel who have told us about endless hours of having nothing to do. They've requested accessories such as sun visors, carrying pouches and additional game cartridges. Others, have seen someone else stationed there with a Lynx and have wanted to buy their own system and games."

"When it became obvious that our troops were going to be in the Middle East for some time," he continued, "we thought the Lynx systems and game cartridges would help improve morale and would provide the men and women stationed there with a little entertainment. Perhaps, for at least a short period of time, the Lynx will let them escape from the reality of their surroundings."

He added that, depending on how long U.S. military are stationed in the area and the feedback they receive from USO officials, additional Lynx systems may be sent to the area.

We have an awesome 'Secrets' column this month thanks to Todd Ellering, Co-Sysop of Star-Linx BBS. (602)464-4817

SLIME WORLD: Todd discovered this after he was told about the existence of it by David Cagle of Atari. Go to the summary section and when you get to the screen with the slimed Todd (no, not Todd Ellering). Press option 1 and you're in the zit-popping game. A green zit is on screen and you must press your fire buttons and move the joystick to make the zit grow bigger and bigger until it pops. The computer is also making movements, trying to make your zit shrink down to nothing at which point you'll lose. Real fun comes when you link up with other human players. You are split up into teams and try to make your zit pop and your opponent's zit shrink.

ROADBLASTERS: Todd was told about this one by Craig Erickson of Atari. Get your multiplier up to 10 (your best shot at this is on the first couple of levels). Crash into the cannons that appear on the side of the road. When you reach the end of the level, your tally will ring up 20,000 bonus points. You will get 20,000 points for every cannon you crash into while your multiplier is at 10. This was also a secret in the arcade game.

MS. PAC MAN: How would you like 5 extra lives and a lightning speed-up whenever you want (even in the regular mazes).

You can only do the 5 lives trick once during a game, so you might want to wait till you've lost all but your last life.

Pause: Option 1: Buttons B,B,A,A: Option 1: Unpause

To get the speed-up, do this:

Pause: Option 1: Button A: Option 1: Unpause

RAMPAGE: I haven't been able to check the accuracy of this one because I believe it requires multi-players. After you pickup an explosive, look up and it won't go off. You can throw the explosive and when you want it to go off, just look down.

ZARLOR MERCENARY: I don't know if this bit of wierdness was intentional or not. If you press Option 1 and pause to restart the game and hold them down, it sounds like a train tooting (OK, so they're not all oscar winners).

Other rumored secrets include: A Life simulation hidden in Zarlор Mercenary (a 5 button code is said to activate it) and a graphics test in Rampage. If you find these or any other hidden stuff (there is supposed to be at least one hidden thing in every Lynx game) send it to:

LYNX SECRETS

2104 NORTH KOSTNER

CHICAGO, IL 60639

or drop me a line up on GENIE. my mail address is

C.SMITH89

ATARI EXPLORER IS BACK

Atari's own magazine is finally back and they're doing some Lynx coverage. The latest issue features reviews of a number of Lynx games and there is an excellent technical article that covers how the Lynx does what it does. It goes into some detail on a number of subjects and is a must read for real Lynx fanatics. They're going to be getting a Lynx development setup and doing a series of articles on the development process.

Look for it at bookstores and Atari dealers.

THE RUMOR MILL

The Lynx rumor from last month definately panned out as you can see in this issue. Guys from Atari at the CES did verify the existence of Atari's rumored 16-bit home system, the Panther. The only thing they did say about it is that it runs at a speed of 16 mhz (which makes it even faster than the current super system, the Neo-Geo). Other rumored capabilities include smooth background scrolling and visual scaling. Another nifty rumor is that it may have an adaptor that will let it run....Lynx games. Many of its features sound ready made to provide Lynx emulation. There will probably more to report after the Summer CES.

More Rumors...

Some more Winter CES tidbits:

Atari has signed a deal with Tengen where if Tengen releases a game for any other video game system such as NES, TurboGrafix, or Genesis, Atari has the option to do a Lynx version.

The Lynx is capable of having more than 16 colors on the screen at once. Using a process much like display list interrupts on the Atari 8-bit computers, each horizontal line can have it's own 16 color palette. In theory, you could have 200 lines with 16 different colors on each line thus having 3200 of the Lynx's 4096 colors onscreen at once.

8 Before you get too thrilled though, this process slows down the Lynx. If you have heavy extra palette use, it would only be useful for still screens.

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MS. PAC MAN GENERAL TIPS

1. Most tried and true pac-strategies will work here, so if you have any old books or magazines that have tips for other versions of Ms.Pac Man, you can dig'em up and use them.
2. If you're having trouble using the Lynx joystick to play Ms.Pac Man,try to anticipate where you'll be turning and push the joystick in that direction ahead of time.
3. You travel slower while you're eating dots so if ghosts are hot on your trail,you may want to head down a corridor you've previously cleared.
4. Ghosts travel slower when they go through the side tunnels. If a ghost is chasing you,head into the tunnel and you'll buy yourself a little time to lose him.
5. If there are some dots on the left side of the screen you need to get,do this. Go to the right side of the screen and wait till the ghosts head over there. Go through the tunnel,and you'll have a couple seconds till they start coming over to the left side of the maze. This can also be done in reverse if the dots are on the right side.
6. Wait until you've got 3 or 4 of the ghost on your tail before you go for a power pill. This way you can gobble more of the ghosts while you're powered up.
6. If you manage to grab the lightning speed boost, save it until you only have a couple dots left. Trying to negotiate the maze at this speed is very difficult.
7. If you're chasing a blue ghost and he starts to blink, it's time to break off the chase(unless you feel lucky).
8. The bigger mazes are actually easier to clear than the standard mazes because once you draw the ghosts to a side of the maze,you have more time to clear out dots before they get back over to your side.
9. You could try to figure out patterns but generally it's more fun to just play by the seat of your pants.

ROBOSQUASH GENERAL TIPS

1. Getting 3 splats on the computer is tough(especially on the higher difficulty settings),so you're better off trying to clear the screen to get a shot at the mechanical spider.
2. Learn where you have to place your paddle to hit certain blocks(this spatial skill comes in handy when using the shooter or holder).
3. The best power-up you can get is the holder(mouth). You can then pick off all the bricks on the screen. Then nail any remaining power-ups(the spotter or the shooter are the best choices. You can use the spotter to keep volleying with the computer till any other powerups are gone and with the shooter you simply blow away the remaining powerups) Once the screen is clear,the spider will come out. Try to bat the ball to where you think the spider will be.
4. Don't go nuts with the shooter. The resulting explosions can obscure your view of the returning ball.
5. If a ball splats directly in the middle of the screen, try to hit the spotter(the eyeball) or use the ball's shadows to figure out where the ball's coming from.
6. If you can't see where the computer is serving the ball from because of tons of bricks.

PAPERBOY GENERAL TIPS

1. Don't ride too fast or you'll miss scoring opportunities.
2. The best place to ride is on the sidewalk since things show up quicker on the road.
3. Perfect delivery runs provide great bonuses so be careful not to break subscriber's windows. Also,be wary of paper boxes which are near windows. A porch delivery may be preferred.
- 4.Don't waste too many papers on non-subscriber houses. At most,send a volley of 3 papers at the grey houses to break what you can.
5. Human targets have the biggest point values.

GENERAL TIPS

1. Keep your health up by picking up potions, pails, and mugs.
2. The best weapon in terms of distance of power and distance is the electrogun.
3. Crawling is the best offensive and defensive position because it keeps you at a level with most of the Xenos and protects you from the gaze of the festors.
4. To deal with a festor, crawl up to it and raise your gun. Don't stand up or szzz!
5. To deal with rollerbabies, you can either push it to the end of a room with shots and then throw a grenade at it or wait till it rolls to a stop. When it stops, it will open up and you can shoot it.
6. Pickup all objects. Everything in your inventory is worth 1000 points at the end of each level and it can really add to your score.
7. If you pick up a disk, it can be used to activate a ship's transporter system. Stand in front of the screen which is next to the Xenos percent report. Only use it in emergencies though because it may zap you into a room crammed with Xenos.
8. If you see spit flying through a doorway, snotterspillers are in the next room.
9. For most of the levels, it's a good idea not to self destruct since you will receive health points if you complete them.
10. A comlink is a must since it will allow you to keep up to date on how many Xenos are left. When you get the Xenos down to 5% just sit tight since the remaining ones start blowing up on their own.

XENOPHOBE LEVELS

Level 1: An easy to deal with level.

Level 2,9,16: Pick up any fluids you can find to build up your health. Move through the grenade machine room quickly or you'll get blasted.

Level 3,10,17: You can find a handy comlink here. Don't mess with the fiery pit which is located on the lowest floor. If you miss your jump, it can mess you up pretty bad. If you have a jet pack on the later editions of this level, you can fly over it.

Level 4,11,18: Along with the elevators, there are also holes which connect the floors. After you find a jetpack, you can use these to get from floor to floor quicker. If you still have Xenos to kill even after you've swept through all 4 floors, recheck floor number 3. Some of the Xenos fall through the holes above and fall down to here.

Level 5,12,19: Your first objective is to find the security card. Until you find this and reprogram the security droids via security central on the first floor you're fair game for their lasers. After you find the key you may then open up the holding area. Toss grenades through the open door to help eliminate the ton of Snotterpillars that are hiding there.

Level 6,13,20: This station is on fire and is in a bad way. Pick up the water pails to perk up your health. Use a fire extinguisher to clear a way down to the second floor, where the self destruct is located. After you clear some fires, be sure to go back and get your electrogun to deal with any Xenos threats. Be sure to have your gun with you when the destruct goes off or you'll be forced to start the next level with a puffer gun.

Level 7,14,21: It's a small station but it's a Xenofest! Use your grenades strategically (mostly on big congregations of Snotterpillars and rollerbabies).

Level 8,15,22: This is a big station with no elevators and travel is only possible with jet pack via floor holes. The main type of Xenos are the festors. While you can hover and blast them, it can be dangerous. If they hit you with an egg, you'll fall and you may lose your gun. Instead, head for the lowest floor and destruct the place.

Level 23: Xenoworld. Be sure to have some grenades for the snottor hordes. Crawl behind the huge Xenos mother and blast her. Voila.

GENERAL TIPS

1. If you want to survive for any great length of time, eat lots to keep your health up. Soldiers are an excellent source of monster nutrition because there's a lot of them. Be careful though, they shoot like crazy when their faced with the concept of becoming a snack.

2. Each monster has a special kind of human they can grab and hold on to for bonus points. After a while they will free themselves and then it's chomp time.

George- The woman Lizzie- The man

Larry- The reporter Ralph- The businessman

3. Each monster also has a special potion which makes them invincible for the rest of the level.

George- Green potion

Lizzie- Green with red in it

Larry- Green with a white circle

Ralph- Green with blue in it

4. Get out of the way of a chopper strafing run as quickly as you can. This can do major damage to your health.

5. If you see a chopper heading straight up, watch out because it's going to be dropping a bomb.

6. Open windows generally indicate food. You usually have to give it 2 hits(one at the top of the window and one at the bottom)to reveal the food.

7. If you hear the wind-up toy sound of a tank, watch out. Find where it is and jump over it. Once you are behind it, it's easy pickings.

8. If the level you are in, has a bridge jump on it and destroy it. Stay clear of the water because it slowly takes away your health. Any tanks that come along, go for a swim and are never seen again. Humans(such as the demolitions soldier) can swim and come up on the other side.

9. If you hear lightning, move immediately. Lightning bolts hit where you were when they left their cloud.

10. Only hit electrical devices when they are in their off state or you'll get a nasty shock.

11. If you want to get a quick indication of your monster's health(without glancing over at your health bar), check his(or her)facial expression. If the health is ok, the monster has a smile. However if the health is almost gone, the monster's mouth is wide open with a look of terror.

12. If a soldier or person is in a hard to reach spot (such as the middle window on a floor), leap past the spot and punch at your soon to be meal.

13. You can jump from one building to another by pushing up on your joystick as you reach the other building.

14. If you're not done ravaging a building to your liking and a bomb gets placed to blow it up, grab it and either jump and throw it high in the air or throw it off screen(if you throw it in the direction of other buildings it may destroy one of them). Watch the timer though, you don't want to have it in your hand when it goes off(unless you're invincible)

15. If you're chasing some food, it's faster to jump than it is to walk after them.

16. In later rounds when the demolitions men start parachuting down, be careful. If you grab them in mid-air, their explosives will fall and could wipe out the building you're hanging on.

17. Bathrooms are a plentiful albeit disgusting source of eats. Sometimes these facilities are initially empty but if you wait a little bit, someone will show up.

18. Motor vehicles(such as police cars, trucks, and taxis) are choice targets thanks to their 1000 point values. Smash them whenever possible.

19. If you make it to the last level, you have to grab the scientist(he'll be popping in and out of the group of buildings on the left side of the screen), go to the big building on the right side of the screen, and climb up it's right side. When you reach the roof, the doc will fix up the potion you need.

GENERAL TIPS

1. Fuel is the most important thing here. In a choice between extra fuel pods and a auxiliary weapon,take the fuel.
2. Floor the accelerator and leave it there. Time and fuel is not on your side.
3. To avoid mines, ride on the shoulder of the road. It's alot safer than stradling the white lines in the road,since mines can show up there.
4. Only use the nitro-booster in an emergency since driving at the increased speed is dangerous.
5. If cannons are on the left and right side of the road, stay right in the middle lane and you should be safe. If cannons are on the left,drive in the left lane. If cannons are on the right,drive on the right lane. You can also use blue cars as shields against cannon fire.
6. Always use the warp screen to go to the highest possible level available. The bonus really boosts your score and you get farther on in the game quicker.
7. The cruise missile is particularly effective on levels where the fuel pods are contained in the yellow cars. Fire it and the cars will vaporize, leaving their fuel pods behind.
8. The UZI Cannon is very effective against the off road jeeps(and it's a little safer than firing like crazy at them) .and also does a number on motorcycles.
9. The best place to increase your multiplier is on levels with lots of yellow cars. Line yourself up with one and take a shot and then move to the next one.
10. If your multiplier gets up there, keep an eye out for the UZI Cannon. You can blow away enemy vehicles without decreasing the multiplier and you'll get a nice bonus at the end of the level.

ROADBLASTERS LEVELS OF INTEREST

Level 11: Cruise Missile and a string of fuel pods on the left side of the road

Level 12: UZI Cannon

Level 13: Electroshield and a string of fuel pods running from left to right across the road.

Level 23: UZI Cannon and Electroshield

Level 24: Nitro Booster and fuel on the left, UZI Cannon, then fuel on the right,and then the left again.

Level 25: Nitro booster

Level 26:Cruise Missile

Level 35: UZI Cannon

Level 37: Fuel on the right, UZI Cannon, Nitro Booster, and a zig-zag pattern of fuel pods

.Level 38: Cruise missile

Level 39: Electroshield

Level 40: Nitro Booster or Fuel on the left side of the road, Cruise Missile

Level 41: Electroshield, Nitro Booster

Level 42: Electroshield

Level 43: Nothing but yellow cars and UZI Cannon. Pick off any that get in your way and you can get your multiplier up in the process.

Level 44: Nothing but blue cars and electroshield. .Stay on the shoulder of the road to get through as fast as possible while avoiding the cars. When you get the Electroshield you can get back on the road and take out some of the cars.

Level 45: Nothing but Cycles and Nitro booster. Use the shoulder again. After you get the booster, get

Level 46: Nothing but the merging off road jeeps and UZI Cannon. Fire for your life at them until you get the UZI.

Level 47: Nothing but Cannons and UZI Cannon. Use tip 4 to get through.

Level 48: Nothing but mines and Electroshield. Use the shoulder again.

Level 49: Pretty easy if you have some gas in your tank. Yellow cars and fuel pods,and a booster.

Level 50: You get a full tank,one chance, and face a little bit of everything. Good Luck.

GENERAL TIPS

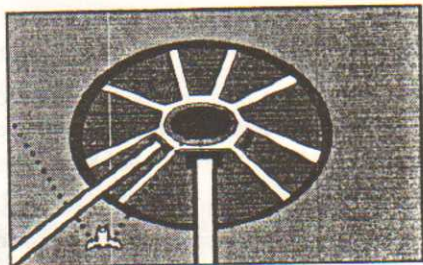
1. The best warrior to use is the robot, XQ49. It's wing cannons allow you to do quick damage to ground targets and it gives you a wider range of fire at air targets.
2. If you hear the power-globe sound and don't see one onscreen, move over to the other side of the screen.
3. Use your thumb to press buttons A and B at the same time. This will give you simultaneous laser and cannon fire.
4. Save megabombs for dire situations only.
5. Buy extra ships early on when they're cheapest. If you haven't lost any important weaponry in the later rounds you may want to spring for extra ships now and then.
6. Don't buy megabombs, these are readily available in power-globes.

ZARLOR LEVELS

Level 1: Wipe out every ground installation you can see. You can earn some major bucks that can help out at the end of level shop. The boss for this level is a big attack saucer which shoots projectiles. Circle around the ship, while blasting it with your lasers and cannons. It will eventually lose all its shielding and you'll finish the level. You should have at least 80,000 points. Use this to buy 2 extra ships.

Level 2: Air attackers are much more plentiful here. Be wary of the swarms of little flying objects. The round green projectiles are the most dangerous, so if it's a choice between a fireball and one of those, head for the fireballs. This level's boss is sort of a flying wing that is armed with 2 powerful lasers on the ends and some bomb launchers in the middle. Always keep on the move (if you stay in one spot, the lasers will get a lock and... major pain.) and blast away with your lasers and cannons. At the shop, buy some side cannons and if you have enough, get an extra ship.

Level 3: The biggest pain here are large aerial trains which zoom through the sky down the screen. If you stay near the right screen edge, you can avoid them. Leave this spot only to pick up power-globes (and keep your eyes open for the trains). The bosses on this level are 3 underwater bases which surface and open fire with lasers and bombs. You face them one after another and your best shot against them is the wing cannons. Check the illustration to see where you have to be to successfully destroy them. At the shop, boost your offenses and anything else you think you'll need because it's going to be tough from here on.



Level 4: Tons of attacking aircraft and plenty of ground targets to blow away. There is a ton of megabombs floating around for you to pick up. The boss is a large round ship that is protected by smaller colored globes which encircle it. Once it is blown up (you may opt for a megabomb), it turns into a number of ships that fire deadly green shots. Keep moving and take them down with your lasers and cannons.

Level 5: Even more flying vehicles, ground installations, and some more mega bombs. The bosses of this level are 2 huge tanks (one on each side of the field) protected by rows of ships. The tanks are armed with 3 missile launchers. You have to avoid the ships and get in close on the tank (while avoiding its shots) and blast its missile launchers (the wing cannons are very helpful for this).

Level 6: The worst yet. If you can get through the heavy defenses and reach the boss, make sure you've got some bombs in reserve. This thing has super deadly lasers (one shot... there goes a ship). Use all your mega-bombs and hopefully it'll be history.

GENERAL TIPS

1. Jump alot to find hidden bonuses.
2. To deal with the gryphons, leap and shoot them while they're in the air.
3. Wait until the fire jumps into the air and jump up and shoot.
4. If time runs out, run like crazy and hopefully you'll finish the level before a huge, ugly thing shows up and wipes you out.
5. When you reach a bat cave, run to the right a little bit and then jump up and fire to left to take out the bat.
6. If you miss a shot at a gryphon, jump up and you'll bounce off it's back and you'll get a second shot at him.
7. Shoot lava men as soon as they show up or you'll find yourself on the receiving end of some fireballs.
8. To deal with the big rhinos, stand just ahead of it and fire quickly. This is easier if you have the sun weapon.
9. Sounds can give you clues to what's about to attack you. Flying dragon's flaps and gryphon's screeches let you know when they're coming.
10. To make long jumps, you may have to let your foot hang slightly over the edge of the cliff. Jump quickly or you'll fall and lose your life.

RYGAR LEVELS OF INTEREST

Level 3: Gryphons come at you from the right.

Level 4: Watch out for the big rhino at the end of the opening cave. The rollerbabies are easy to deal with this on this level.

Level 5: Gryphons come from the right and the level ends with a bat cave.

Level 6: This level is mostly the smaller ground rhinos but watch out for the antmen which jump over the walls.

Level 7: Be careful on your leaps and now gryphons come from the left and right.

Level 8: Rollerbabies pop up right underneath you. Jump up and to the left immediately and then shoot them as they come at you.

Level 9: Like level 7 but with tougher leaps. A bat cave is at the end of the level.

Level 10: Lots of leaping fires. Keep your ears open for the dragons.

Level 11: Watch out for gryphons which come from behind you. A large rhino waits at the end of the level.

Level 12: Tons of rollerbabies and they start popping up underneath you at mid-level. Beware of gryphons also.

Level 13: Hordes of the big rhinos. Blow them away for big points.

Level 14: Nothing but flying dragons.

Level 15: Another gryphon level with jumping flames thrown in to complicate matters. A batcave is at the end of the level.

Level 16: A lot like level 12

Level 17: Tons of gryphons from the right and left.

Level 18: Rollerbabies, lava men, and flying dragons, OH MY! Add some big rhinos for good measure.

Level 19: Another gryphon cave with really hard jumps and jumping fires.

Level 20: A ton of Rollerbabies with the occasional lava man.

Level 21: There are 2 Rhinos right at the start, more rollerbabies, and the nasty gryphons.

Level 22: Some rhinos, rollerbabies once again, and lavamen.

Level 23: This level is sort of temple with nothing but stone pillars, or so it seems. When you reach the end of the level, you find yourself face to knee with a giant creature. You lose any special power ups you had, so you have to make do with your standard weapon. Jump up and shoot him in the head (his hair will flash). He will jump after you, so you will have to keep backing up and hitting him in the head as he comes after you.

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

Hey Clint! What happened to the newsletter? If you're wondering about the new smaller format that APE has adopted, here's the lowdown.

With the increasing amount of Lynx information that I have to pass along to you, it was clear that I had to come up with a new format for the newsletter. With this new format, I'm able to put double the information into the issue while using the same amount of paper. I can keep the mailing costs relatively low (this is in response to the upcoming increase in postage and for the future possibility of going bi-monthly with the issues), and make the issues in about half the time it would take with the old format.

I finally got my hands on Shanghai and it is very good. I'd never had any previous experience with the game (sort of wierd when you consider how many games I've played) but it's a nice, relaxing yet nervewracking way to spend some time. Nifty music too.

It was a real pleasure to see the wealth of new games that came out since last issue (and advertising to back them up). I'd have to say that my favorites of the bunch had to be:

Rampage: Great graphics and animation with some nifty new gameplay additions.

Xenophobe: Nothing like taking a leisurely stroll around the space station while a bunch of blood thirsty creatures are hunting you.

Zarlor Mercenary: A shoot'em up with wave after

wave after wave of enemy targets, big nasty boss craft, and load of firepower to use.

I'm very pleased to report the newsletter is doing quite nicely. In it's initial run, the 2nd issue was sent out to about 20 people. This issue is being sent out to over 4 times that (about 85 to be exact).

For you GENIE users out there, some of you may not know that there is a Lynx message topic (that covers various Lynx subjects). It's located in the ST roundtable's message section, topic 36. You can leave messages for folks from Atari and tap into a very knowledgeable base of Lynx users. APE even has it's own message section in topic 36, where you can leave questions to me or anything else on your mind.

Once again, I'd like to give big thanks to Todd Ellering and Jeff Kovach of Star-Linx BBS for their on the spot info from the CES. They also got to do some chatting with the Lynx game guys from Atari. When they got on the subject of Lynx publications, the guys from Atari said that they knew of a couple but that the best was.... well, modesty forbids.

I'd also like to thank Marken Communications (Atari's Public Relations firm) for their help. Along with the CES press kit, they've been very helpful in keeping me up to date on what's going on with the Lynx via press releases and they even provided me with some evaluation carts (and promised to send more in the future). It makes it much easier to provide you with a good, informative publication when you get support like this.

OOPS! Last issue's Klax tips had a goof-up in illustration 2. The pattern of tiles on the paddle should be from top to bottom: Dark, Light, Light instead of Light, Light, Dark.

Next issue should be out early April. I hope to have some hands on experience with the new Lynx by then and I'll fill you in. I'll hopefully have some more 3rd party info by then and I'll pass it along. I'm going to have some multiplayer tips for Gauntlet, Slime World, and Xenophobe. Also, tips for Shanghai and any other new games that are out by then. See you then, Lynx fans.

APE NEWSLETTER
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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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