

# A.P.E.



WINTER

ISSUE #8

## WINTER CES

While Atari didn't have anything earth-shattering at this year's Winter CES (like the new Lynx last year) there was still a lot of interesting info.

### NEW \$129 PACKAGE

The special holiday package that sold for \$129 and included: the new Lynx, California Games, AC Adaptor, Comlynx cable, and carrying pouch sold very well over the holidays and Atari has decided that they really like that price point. There will be one change in the upcoming \$130 setup, instead of an AC Adaptor it will come with batteries. It's still an excellent value and it will be replacing the \$150 package which will now be history.

### NEW ACCESSORIES

The following info comes from Jeff Kovach of Star-Linx BBS (1-602-464-4817).

The new Lynx is much easier to use in sunlight than the original model was but wouldn't be neat if they had a sunscreen for it like they have for the original Lynx? Well, now they do. The new sunscreen grips on the top and bottom of the new Lynx and has the same pop-up design.

Here's something all of us have been waiting for. How would you like to run your Lynx for 25 to 30 hours without changing batteries? The long awaited battery pack is coming and it uses 6 D batteries to give you a huge amount of playing time. How much will this beauty cost? Only around \$15. The battery pack can be worn on a belt or carried with a shoulder strap. Plug the cable into your Lynx and you're set.

Both of them are in stores now. In order to get the battery packs out as soon as possible, the initial shipments are in rather unattractive black and

white boxes. They know the boxes don't look good and the next batch will be in their official 4 color packaging.

### THIRD PARTY NEWS

Probably the biggest Lynx news of the show was that Telegames has signed a deal with arcade game company and Nintendo Licensee, Tradewest, giving them the rights to do Lynx conversions of their popular titles. The following is from Telegame's press release.

Telegames, Inc. is pleased to announce a long-term relationship with Tradewest, Inc., one of the leading U.S. based coin-operated games manufacturers. As a result of this relationship, Telegames will publish selected Tradewest properties for the Atari Lynx. Telegames' initial Tradewest releases will be DOUBLE DRAGON™ and SUPER OFF-ROAD™, both #1 arcade hits.

DOUBLE DRAGON is the story of twin brothers who learned to fight on the cold, tough streets of the city. Their expert knowledge of the martial arts, combined with their street-smarts, has made them both formidable fighting machines. But now, they are faced with their greatest challenge ever! Their friend, Marian, has been kidnapped by the Black Warriors, the savage street gang of the mysterious Shadow Boss! Using whatever weapons come to hand—knives, whips, bats, rocks, oil drums, even dynamite—they must pursue the gang through the slums, factories, and wooded outskirts of the city to reach the hideout for the final confrontation with the Shadow Boss! Double Dragon may be played by one player, or by two simultaneous players. Double Dragon will arrive at stores during July, with a suggested retail price of \$39.95.

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**SUPER OFF-ROAD** is an all-out dirt grinding race with up to four simultaneous players! Players must negotiate mud holes, jumps and other obstacles on 8 different stadium tracks and a total of 16 configurations. Players may trade in winnings for accessories at the Speed Shop to improve their chances for victory. From match-offs to spin-outs, Super Off-Road is as close to genuine short-course racing as you can get! Super Off-Road will arrive at stores in August, with a suggested retail price of \$39.95.

Don't be suprised if you start seeing other companies licensing their titles to current Lynx developers. Many companies have started to get their titles onto several platforms in this manner (Example: Tradewest also licensed Double Dragon and Super-Off Road to Accolade for the Genesis market).

The most exciting possibility of the Telegames-Tradewest deal is that Tradewest's extremely popular slugfest, **Battletoads**, could now come out for the Lynx. Don't rejoice just yet though, **ELECTRONIC GAMING RETAIL NEWS** has reported that Telegames is interested in doing a Lynx **Battletoads** but Tradewest isn't ready to give the rights to their premiere title to anyone just yet. Don't feel too bad though, Tradewest hasn't given Accolade the Genesis rights yet either. Maybe we'll have some progress on this by the Summer CES.

Telegames was also showing their nearly finished **GUARDIANS: STORM OVER DORIA** which is scheduled for a March release at a price of \$44.95. This long awaited role playing game is shown in the Fact Files section of the March **ELECTRONIC GAMING MONTHLY** and the graphics look excellent.

Shadowsoft, who did an exceptional job on **Robotron**, is following up with another Williams

classic arcade game, **JOUST**. It is scheduled for an April or May release. Shadowsoft is also developing two original titles for the Lynx, a puzzle game and a superhero title. Like Telegames, Shadowsoft is also looking to license more popular games for conversion to the Lynx.

### NEW GAMES

The following info comes from Jeff Kovach of Star-Linx BBS(1-602-464-4817)

Atari was showing several sports titles that are all scheduled for an April release (If you want to get a good look at these games, hunt down the February issue of **Gamepro**, it's got a great feature on upcoming Lynx sports titles).

**Baseball Heroes:** A great looking baseball game that even includes a home run competition and a fly ball contest.

**Basketbrawl:** Street basketball with weapons.

**NFL Football:** The LONG(and I do mean LONG) awaited Lynx football game that has all 28 pro teams.

**Hockey:** A great looking and playing, in-depth hockey contest(if you think it looks sort of similar, to Mario Lemieux Hockey on the Genesis it's because Alpine Software did both of them. Ed Ringler, head of Alpine, is also the designer of the classic ST hockey game, **Superstar Ice Hockey** which was released through Mindscape.)

**World Class Soccer:** Another great looking sports title that includes over 100 international teams.

**OUT SOON**(these carts are in production and should be arriving very soon)

**SuperSkweek:** A cute puzzle-action game from French developers Loricel.

**Toki:** A cute arcade game with loads of playability. Yet another dead-on Lynx translation of an arcade game.

**Crystal Mines 2:** A big puzzle game which plays like an advanced version of the classic Boulderdash.

### MARCH

**Hyperdrome:** A souped-up Ballblazer-style contest.

**Lynx Casino:** A gambling simulation with craps, poker, blackjack, slots, and roulette.

### APRIL

**Sports Games**(mentioned earlier)

**Dirty Larry:** A beat'em up game with big sprites.

**Pit Fighter:** A beat'em arcade hit with digitized graphics.

### IN DEVELOPMENT

**Daemonsgate 1:** RPG developed by Imagitec(Viking Child). Has 24 ingredients which can be mixed to create different potions.

**Kung Food:** Karate action in your fridge with terrific graphics.

**Dino Quest:** A lemmings-like game where you must position cavemen so one of them can reach the end of the level.

**Battlezone 2000**(no info)

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

**Steel Talons:** A 3-d combat helicopter

simulation.

**Rampart:** A Tengen arcade hit that has up to 2 players trying to destroy each other's castles.

### UPDATE....UPDATE....UPDATE

I just received word that the following games are in final testing, so they are close to production.

Hydra, Casino, Baseball Heroes, Hockey, Rampart, Kung Food, Dirty Larry, Basketbrawl, and (fanfare please) NFL Football.

### ATARI HIRES NEW AD FIRM

If you've been waiting for Atari to give some more advertising push to the Lynx, you don't have to wait much longer. Atari has hired a Chicago-based ad agency to develop a new aggressive ad campaign for the Lynx. Look for something to start in April.



**LYNX CARD WALLETS NOW \$5.95**

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## MAGAZINE STUFF

I've spotted some interesting Lynx related items in game magazines and I thought you might like to hear about them.

### LYNX GAMES WIN IN VGCE's 91 AWARDS

3 Lynx titles picked up honorable mentions and a rather surprising award in Video Game and Computer Entertainment's 91 game awards. Klax received an honorable mention for best sound, Blockout for best strategy game, and APB for arcade translation. APB also won the award for most innovative game of the year award thanks to it's unique game play.

### LYNX TRANSLATIONS OUTCLASS GENESIS

The Lynx version of Klax was widely regarded as being the best translation of that game and it seems Atari hasn't lost it's touch. In a recent issue of an ALL Sega magazine, reviewers stated that the Lynx version of California Games was much better than the new Genesis conversion and the upcoming Lynx conversion of Toki was a much better and accurate translation than the Genesis version.

### 2600 CONNECTION GETS MENTION IN FANDANGO

Tim Duarte's 2600 Newsletter received a very complimentary mention in Video Game and Computer Entertainment's Fandango column that critiques gamer fanzines. Congrats Tim.

## RUMORS

Don't be expecting a Jaguar under your tree this Christmas. Development is coming along quite nicely but getting everything just right in coming out with a product like this takes time. It does look like Atari will have the Jaguar ready for a 93 release however. An interesting item: it seems the folks at SNK were asking questions about the Jaguar at the Winter CES. It couldn't be that they're a little concerned that someone will be coming out with something that's more powerful than their Neo-Geo at a much lower price? If you've ever thought Neo-Geo was a pretty strange system name, I think I've figured it out. Neo is latin for New

and Geo is Latin for Earth so the Neo-Geo actually means New Earth. Pretty deep name for a game system.

This isn't really a rumor but more of a speculation. US Gold has picked up the worldwide rights to make Olympics games on ALL console formats. Since US Gold has already done the upcoming Strider 2 for the Lynx, it's possible we could get some Gold medal action. Imagine how cool it would be if you could compete against 3 other people in track, swimming, and cycling events. Here's hoping US Gold gets the idea.

Wacky rumblings are coming from portable competitor Nintendo. Supposedly they were talking behind closed doors about a color version of Gameboy dubbed the Super Gameboy (wow...great name). It will be about \$100 and come out later this year and be able to play all current black and white carts in black and white. But here's the kicker folks, to keep the price down, Nintendo will be using a low-quality dot-matrix screen (like the current Gameboy). Hooray, a square color screen with motion blur when the screen scrolls. I can't wait.

## LYNX SECRETS

How would you like to zip all the way up to day 99 of APB (if you complete it, it will continue to be day 99 except you'll have to get different quotas), and have fuel and time that doesn't run out. Well, you can thanks to this tip sent in by Derek Furman of Bronx, NY.

Fill your day's quota and then do this. Hold down Option 1 and Option 2 (just like you did with last month's level skip) but instead of picking up a donut, drive into your parking spot. You'll hear a deeper "yeah" than Bob usually gives and you'll go up to 99 with infinite fuel and time. Your speed is souped up and you'll have the gun. Be careful, at the higher speed you may find yourself crashing into stuff easier (and racking up demerits). Thanks for the trick Derek.

If you find any hidden stuff in your games, send them to:

APE NEWSLETTER  
2104 NORTH KOSTNER  
CHICAGO, IL 60639 or contact me on GENIE

## ACE 92 TO FEATURE GAMES AND 8-BIT

ACE '92, the Atari Canadian Exposition, will be held in Toronto on April 4th and 5th. As part of the many different events scheduled for the two-day exposition, two separate games areas will be set up with equipment provided by Atari Canada. A nominal charge of \$1.00 will be levied for admission to each area, with all funds raised here to be donated to Sick Children's Hospital in Toronto. Admission to the Games Area is in addition to the regular admission charge.

### Area 1 - THE LYNX CHALLENGE.

The \$1.00 contribution admits participants to a timed game playing session. The high score in each session is registered. At the end of each day, a special prize package will be awarded to the high score of the day. The package will be provided by Atari Canada and will include: One Lynx machine, AC adaptor, and a collection of games.

### Area 2 - GST AREA (Games - Sampling and TryOut)

\$1 contribution admits the participant to sample one game cartridge. A variety of games for the Lynx will be available, but each "Tryout" requires a separate admission to the area.

Many of the dealers present will be offering special discounts on a wide range of game for different Atari machines, as well as significant savings on games cartridges and games programs. Although most of the exposition will feature more "serious" applications on the Atari platform, there will be a good selection of games available, and serious players to share hints and help.

ACE 92 will be held at the Skyline Hotel on Dixon Road, near Pearson International Airport. Further information, exhibitor's kits, advertising rates and advance ticket sales may be obtained by contacting

ACE '92 c/o TAF  
5334 Yonge Street  
Suite 1527  
Willowdale, Ontario M2N 6M2

Contact: John R. Sheehan, SJ (TAF President)

(416) 926-1518

TAF BBS: (416) 235-0318

TAF InfoLine and Voice Message: (416) 425-3537.

Are there going to be any Lynx competitions coming up in your area, at an Atarifest or some other type of show? Let APE know about it and I'll pass the info onto my readers.

### GAMERS FORUM BBS

Latest info, talk and hints for ALL the major video game systems, handhelds, and computers.

Sysop: Todd Ellering

1200/2400 Baud

(602)897-7828

### STAR-LINX BBS

300/1200/2400 baud

1-602-464-4817

For Lynx Enthusiasts

### STE COMPUTER OWNERS

Are you interested in an STE newsletter?

Contact: Jeff Payne

3023 West Vassar Ave.

Visalia, CA 93277-4141

### LYNX GAMING PACKET

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## EGYPT 1700 BC

How do I get past the guard?

Perhaps something shiny might help.

How do I keep the lions from eating me?

You'll receive an item that can help after you return the staff.

Where can I find the lost staff?

The staff will be found in Egypt 1500 BC.

## EGYPT 1500 BC

How do I keep the bugs from swarming all over me when I leave the booth?

A gift you received in 1700 BC should "scare" them.

How do I fix the holey boat?

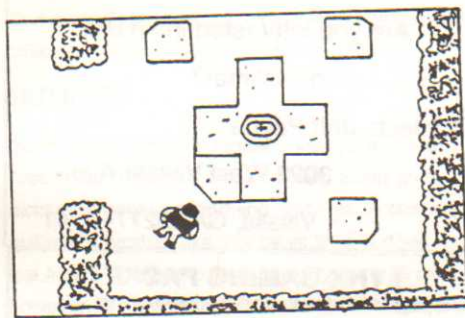
Look at the shape of the hole. What you need is somewhere in 1700 BC.

How do I keep the lions from getting me so I can get the true staff?

The item you need is in a building in the vicinity of the pyramid.

## ROME 60 BC

One of the townspeople mention a broken fountain. What does it look like and how do I fix it? This illustration from Ryan Foerster should give you a clue.



How do I get past the building full of guards so I can get to Caesar's Lyre?

You'll need something that's located in Europe 1700 AD.

How do I get back into the town past the guard?

He says he's hungry and you should find

something that will fill him up in a structure in the lower right corner of the forest.

How do I get past the lion in the dungeon?

You'll be able to get past the lion with something Ceasar gives you but not at THIS time.

## EUROPE 1700 AD

How do I get past the moving furniture?

Pay close attention to the carpet.

Where is the red key that opens the building in the cemetery? It's in the cemetery and rather close by.

Where is the gold key for the other building?

You won't find it til much later. It's in a really hot place. Boy is it hot.

How do I kill the vampire?

You can't dude but there is an item near him that you need.

How do I get the pipe organ? It's too big!!!

The vampire tip should give you a clue.

## TEXAS 1880 AD

What can I use to buy the railroad ticket?

Money of course. Don't have any you say? There is some here in Texas but you have to look in the right spot. And that's no bull.

How do I bust Billy out of jail?

You need something explosive and it may be found in San Dimas(ok...so it's really hell).

## SAN DIMAS(Hell)

How do I get past the swarm of creatures in the Northern section?

A little country and western music should get rid of most of them.

How do I get in to the area where the Grim Reaper is?

I see him. You had to wait a while to get the item but the gold key let you get it.

I was able to grab all the notes and now I have the babes. How do I get out of here?

You'll have to head to the right a little bit and then you go down a little bit and then you go left awhile and the rest is up to you to figure out.

The Grim Reaper won't let me in the booth. What should I do? To get rid of him, you're going to finally make use of what you've been picking up throughout the game.

## PARADOXES

I can't leave Egypt.

Be sure to put the staff note behind the column in Egypt 1700 BC.

I can't go to Texas from Rome.

An item you picked up in Rome and then used in Europe has to be put back in the same place place you found it.

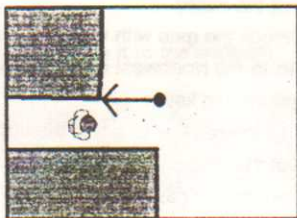
I can't go San Dimas from Texas.

An item you've found in Texas will match something you used back in Egypt. Go back to Egypt and use it to replace what you used.

## GENERAL TIPS

1. Getting back through the castle after you get the pipe organ or getting back through hell after you get the dynamite can be major pains. How would you like to get back to your phone booth with the goodie you just acquired? Press your A button lil you get to the password, write it down, then reset your game. Enter the password and you'll be at the start of the time zone with what you picked up. Now you can go on your merry way.

2. Tough getting past the swinging blades in the European castle? Hold down button B and run through when the blade looks like the illustration.



3. After you leave the Roman colliseum, you'll have 64 notes. BE SURE TO PICK UP ALL 16 notes in Rome before you travel to Europe. If you leave before you get all the notes, the ones you missed may be gone when you come back. This bug can cause some major frustration.

A Bill and Ted walkthrough can be found on Pages 8-9.

## HARD DRIVIN'

### GENERAL TIPS

1. A light touch is everything if you want to succeed. Just give the joystick a light tap to steer. Hold the tap a little longer for steeper turns.
2. If you want to face the Phantom Photon, the speed track is your best bet at getting the record lap time.
3. Following the suggested speeds on the stunt track is more or less a necessity but just ignore the speed track speeds. A skilled driver can handle the track at the top speed of 140 mph.
4. When you get the best lap time you get to face the Phantom Photon in a one on one challenge race. Do you want to beat Photon? I'll tell you how. Phantom Photon drives on the stunt track so they've blocked the entrance to the speed track with turn signs in an attempt to force you to drive on the stunt track. Guess what? Just drive right through the signs and you can race on the speed track and beat the photon to the finish line, no problem.
5. The loop is probably the toughest stunt. To make it through the loop, stay on the right side of the road and as you go through the loop, keep giving light right taps on the joystick.
6. Stay well on the right side of the road as you drive. Oncoming traffic can be a big pain but as long as you're to the right of the yellow line you should be able to avoid any unwelcome fender benders.

### ARE YOU A 2600 FAN!

There is now a bi-monthly newsletter for you. The 2600 Connection. 1 year's subscription costs \$6

Make check or money order payable to

Timothy Duarte.

**THE 2600 CONNECTION**

**14 BLACKBURN STREET**

**FAIRHAVEN, MA. 02719-4334**

**Warning: This gives away most of the game and will ruin it for you if you want to figure it out yourself.**

**Don't look if you don't want to know.**

### EGYPT 1700 BC

Get the gold nugget (it's up north next to the river)  
Give the gold to the guard

See the man in charge and he'll give you a Scare Stone

Go to the maze full of beetles and collect the 16 notes and you'll receive the phone page to Egypt 1500 BC

Go to the lower right hand corner of Egypt and go through the shallow water to pickup the ankh

### Egypt 1500 BC

Use the scare stone before you leave the immediate area surrounding your booth (this will keep the beetles from swarming you)

Pickup the next 16 notes from around Egypt

Also pick up the staff message in the maze

Fix the holey boat with the Ankh

Make your way through the maze of water to the island that you found the ankh on in 1700 BC

Enter the temple and get the harp

Enter the pyramid Ignore the green staff (it's fake)

Get the blue and red keys

Play the harp to freeze the lions

Unlock the doors to get to the real staff

### Egypt 1700 BC

Give the staff to the man in charge and he'll give you a flute

Hide the staff message by the column in the beetle maze

Play the flute and the lions won't swarm you to the north of the pyramid

Pick up the next 16 notes(they're hidden in the trees north of the pyramid) and you'll get a phone page for Rome 60 BC

### Rome 60 BC

Pick up the 16 notes in the coliseum and it's dungeon Get the black and blue keys that are in

the lower left and lower right corners of the dungeon

Go see Ceasar and he'll tell you to go find his Lyre

Leave the coliseum via the southern gate

Pick up the 6 notes in the town

Go the Southeast corner of the town and push the fountain pieces back together. After the statue is launched, repair it again and stand where the statue was. You'll be launched into the air and land in the garden

Get the 4 notes that are there

Let a guard throw you out of the garden

Go through the forest maze and pick up the final 6 notes and the phone page for Europe 1700 AD Go to the building in the southeast corner of the forest Go through the maze in the building until you find an apple

Go to the hungry guard, who blocks your way back into the town, and give him the apple

### Europe 1700 AD

Enter the castle

If you are stepping on piece of carpet with a green dot, the furniture can't get you. Make your way from dot to dot til you can get to the rising-falling floor sections

Get the white key

Work your way through the platforms

Make it through to the large areas of regular floor

Head north, get through the platforms, until you exit the castle

Unlock the gate with the black key

Go to the Northwest corner of the cemetery and get the red key

Use the red key to get in the upper left building

Get the magic wand near Dracula

Reenter the castle

Head to the upper right side of the castle

Use the wand to shrink the organ

Make your way back to the phone booth

### Rome 60 BC

Use the fountain to get to the garden

Play the organ and enter the garden building

Go through the building and get the Lyre

Return the black key to the room in the coliseum dungeon Go see Ceasar and he'll give you his Lyre



and the phone page to Rome 70 BC

### Rome 70 BC

Enter the coliseum dungeon

Open the room with the lion in it

Play the Lyre and the lion will leave

Open the next door with the white key and get the phone page to Texas 1880

### Texas 1880

Pick up the notes and be sure to look under the cow skulls to find a note, a coin, and a gold nugget

Go to the train station and buy a ticket with the coin

Use the ticket to get on the push car to get the rest of the notes

When you get the last note, you get a phone page to San Dimas(it's actually hell)

### Egypt 1700 BC

Replace the gold nugget

### San Dimas(Hell)

Get the 4 notes along the rising-falling platforms

Make your way to the lower left corner of hell to get dynamite

### Texas 1880

Use the dynamite to free Billy and he'll give you his harmonica

### San Dimas(Hell)

Use the harmonica and make it to the northern maze

As you get notes, the rocks which block the way will disappear so you can get the rest of the notes

When you get the 16th note you'll get a gold key

### Europe 1700 AD

Get all the notes, 5 are in the castle.

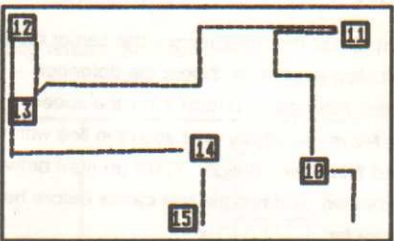
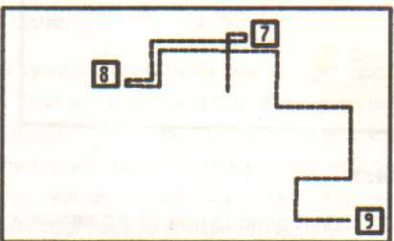
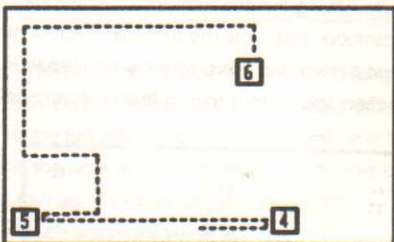
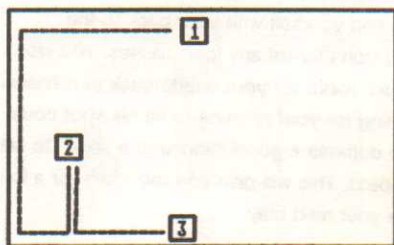
Open the building with the gold key and get the mandolin

### San Dimas(Hell)

Go to the southwestern part of the maze area.

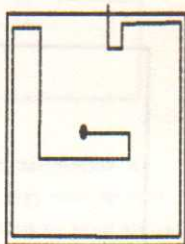
Play the mandolin and you can enter the room where the Grim Reaper is.

After you pick up a couple of notes, the pattern of the room will change giving you access to some more notes. If you don't do this right, you could miss one and you can't finish the game. No worries though, these illustrations will help you through.



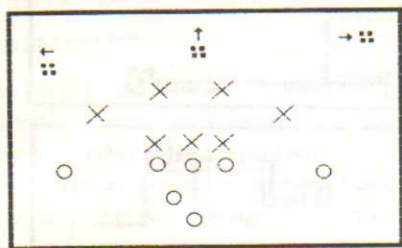
After the 15th note, you can get to the babes. To escape the room, follow the pattern in the illustration.

Make your way back to the phone booth. To beat the Grim Reaper, play your song on your guitar. You've done it.

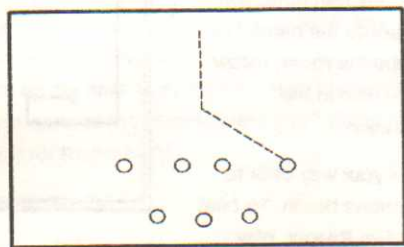


**GENERAL TIPS****OFFENSE**

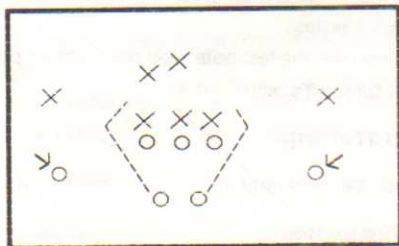
1. Running successfully is very tough and passing is your best shot at yard gaining.
2. If you find yourself with your back to the endzone don't try for any long passes. You won't have much room for your quarterback to maneuver and waiting for your receiver to hit his spot could give the defense a good chance at a sack. Go with a short pass. This will give you the room for a long pass on your next play.
3. If you're having trouble with your passing game. See illustration. Wait until the receiver reaches his spot. Just before you pass, move your joystick in the direction shown to throw to that receiver spot.

**DEFENSE**

4. Hold button A down to give your defender a speed boost.
5. Want to nail the other team's ball carrier on the kick off. See illustration. Select the defender indicated. Hold down button A for the speed boost. Move diagonally until you're in line with the ball and then head straight. You'll go right between the defenders and nail the ball carrier before he gets very far.



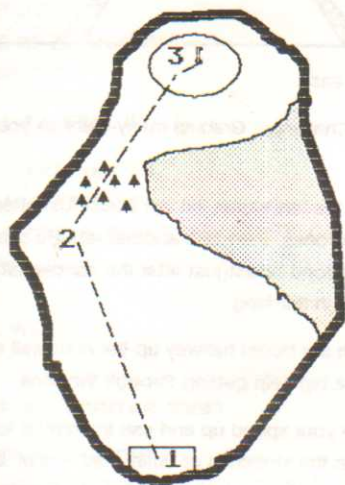
6. I basically use one defensive play and it works pretty good. See illustration. Choose short defenses then select the Line Backer Blitz. Press your button to switch to one of the outside defenders(if there's only one wide receiver choose that side if there are 2 take your pick)and let the computer handle the blitzing linebackers. Most times you'll be able to keep them from gaining too much yardage on pass receptions. If the other team has their back to the goal line, they'll either try to throw the ball away quickly(their receiver won't have enough time to get into position)or if they try to wait, the linebackers may pull off a safety.

**AWESOME GOLF****GENERAL TIPS**

1. The US course is probably the toughest with the Japan course being the easiest.
2. Always use the correct club in the right situation. Using a fairway club in the rough usually results in a useless shot. Also, be sure you can get the distance you need with the club.
3. To get decent scores, practice time on the driving range is essential. Get a feel for how far you can hit the ball if you're using only half power.
4. Driving a shot straight at the hole isn't always the best strategy. Learn to steer your way through the hazards of the course. See illustration. In this situation you may end up in the water if you try to hit it straight. You also want to be sure not to get in the trees when you go around the water. On shot 1, you'd hit the ball to the left of the trees. On shot 2, you go for the green(and if you get a good shot, you may sink it in 2 shots). If you didn't sink

it, your third shot would be a putt into the hole.

5. When you get within 100 yards of the hole, the pitching wedge is an excellent choice. The ball doesn't roll much when it lands so it can set you up for some nice putts. If your aim and distance is good, you may even sink the shot.



## XYBOTS

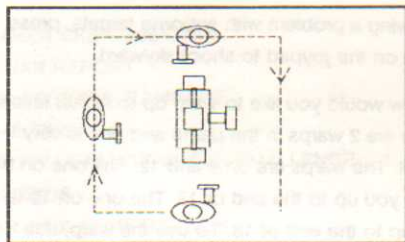
### GENERAL TIPS

1. In some situations, it's a good idea to move around levels using the map screen. It's most helpful when you're dealing with a complex maze where it's easy to get lost. Hold down option 2 and use the standard movement controls.
2. The monster mapper, guard mapper, and wall mapper are essential purchases before each level. They don't cost much and they give you a complete view of what you have to deal with in a level. The only time you don't need the mappers is when you're going to face a Master Xybot.
3. Don't bother with the Zap. It uses up your energy very quickly and its effectiveness is questionable.
4. The repel 5 shots is very helpful when you're going to face a Master Xybot.
5. Save energy capsules for when you really need them. You only have 1 life, lose it and you're gone.

6. Exit spaces that are behind locked doors are usually warps to higher levels.

### COMBAT STRATEGY

The box attack— See Illustration

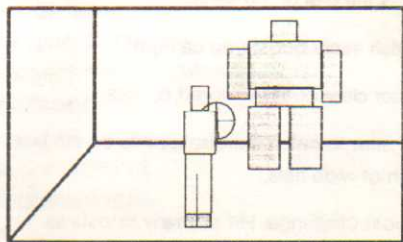


Most xybots are pretty slow and slow thinking. With some fancy footwork you can dispatch them. Run to the left when you're on their side and fire. Turn to the right and repeat. Keep doing this until they blow up. It's especially handy on the lanks (which are more vulnerable on the sides)

Long distance

Some xybots don't activate until you get close to them. Take advantage of this and shoot them while they're still a distance away from you. If they are already activated, this attack is still effective. You can take on a xybot, face to face. You can hit him with your shots (if you time it right) and you'll have time to avoid their incoming shots.

One step ahead— See Illustration



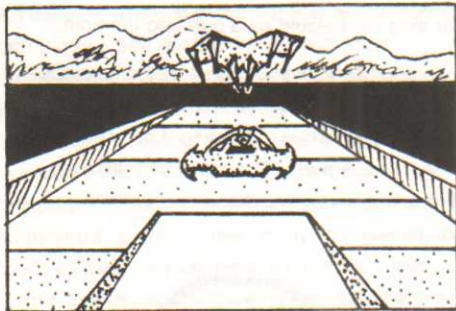
This can be effective but it's also dangerous. As you run to the left or right firing, you have to stay just ahead of the xybot's movement so your shots hit him but his don't hit you.

**GENERAL TIPS**

1. The boost pads are the most important item in Stun Runner. The key to success is knowing where the boost pads are, many levels can't be beat without them.
2. Having a problem with airborne targets, press down on the joystick to shoot skyward.
3. How would you like to warp up to higher levels? There are 2 warps in the game and one is very useful. The warps are on 9 and 12. The one on 9 takes you up to the end of 13. The one on 12 takes you up to the end of 18. To use the warp, ride halfway up the right wall at the start of the level. You'll hit a boost pad and you can use the high speed to maintain your position on the tunnel wall. You'll enter a branch tunnel that warps you ahead.
4. Keeping up your speed is imperative. Riding up on the tunnel wall reduces your speed so stay off at all costs. If you have to get on the wall, stay close to the ground.
5. Armored drones are a major pain. Steer around them or in desperate situations use a shockwave.
6. If you get a shockwave, save it until you need it.
7. If you have continues left and you know won't be able to finish, grab any shockwaves you can find. They carry over.

**Levels of Interest**

- 1- Extremely easy, just follow the path of red stars and get the feel of the vehicle.
- 2- Catch every boost you can get.
- 3- Steer clear of the armored drones.
- 4- Be sure to catch the boost pads on the last stretch of wide flats.
- 5- Boost Challenge: Hit as many boosts as possible.
- 6- Not too tough, just stay off the walls.
- 7- Keep your speed up, watch out for the air vehicles.
- 8- Take the right tunnel, the boost pads are very helpful.



9- Pretty easy.

10- Star Challenge: Grab as many stars as you can.

11- Take the left tunnel, hit the boost just after the armored drones, then take another left. Be sure to get the second boost (just after the narrow flats) or it'll be tough finishing.

12- Catch the boost halfway up the right wall at the start. It's a big help getting through the level.

13- Keep your speed up and use the ramps to jump over the stretches of unfinished tunnel. Don't bump any of the traffic, every second counts.

14- Take the right tunnel and learn where the boost pads are located.

15- Kill Challenge: Blow away everyone you see and watch out for the unfinished sections of tunnel.

16- Catch the boost pad near the end of the level.

17- Boost pad locations are important if you want to finish.

19- Miss the last boost pad just after the wide flats and you won't have a chance. Use a shockwave on the last 3 armored drones, steering around them will take too long.

20- Once again, pads are important. The construction areas can really mess you up here.

21- You must get the boost pad halfway up the tunnel after the narrow flats.

23- The Ultimate Challenge- They throw everything at you here. Learn where the many boost pads are to get you through this tough level.

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 CHECKERED FLAG  
 QIX  
 ISHIDO  
 VIKING CHILD  
 ROBOTRON  
 TURBO SUB

Dear Mr. Smith,

Once again I would like to express the pleasure I get reading your newsletter. I am looking forward to your Jan/Feb issue. But, first a couple of tips that differ from your last issue.

1. Turbo Sub.- I have found that by purchasing tracking, fuel, life, mega bombs & occ. shields, the levels are pretty much a breeze. I'm by no means a top rated player, but after playing the game on my third try I won the game. When you purchase the missiles your shooter is substantially slower than the single shot approach. Try it and you will notice the difference.

2. Viking Child- After you defeat the level one boss (rabbit), you receive the key. Where do you go and what do you do with it?

3. Scrapyard Dog- On the forest level, when you are on the boss frog, I have found that if you hide in the lower left below the tree stump, the frog's fire breath cannot reach you. When the frog jumps on the stump, simply shoot him repeatedly in the foot and he's toast in 3 seconds flat. This is much easier than hovering in the upper left corner waiting for an opening.

HELP!!!

On the mountain levels, where can I purchase shields? By the time I get to the blimp level I usually have only 2 or shields left. A couple of hits and I'm history. Even if I have 10 lives. Is it my imagination or is it easier to complete the ice and desert levels than the mountain?

GOSSIP:

I was Christmas shopping in the local mall and happened to stop in to a game store. The guy there said that the new Atari system out in 1992-93 would have a price tag around \$2000. Do you have any word on this? I sure hope he was mistaken, because there is no way that I would dish out that kind of money for any system. I thought Neo-Geo was a rip-off at \$650.

Thanks for all your help.

Warmest regard, Mark Bodnar

Thanks for writing Mark.

1. Turbo Sub: After getting your letter, I went back and played Turbo Sub and discovered that I made a slight error in my tips. I should have said to purchase the multi-blasters and you'll receive the missiles. Buying the missiles only gives you 2 shots. Buying the multi-blasters gives you a 4 shot spread that is quite effective.

2. Viking Child: After you beat the boss, you go right to a door and you'll find yourself back on ground level by the well. Keep heading right and you'll reach the end of the level.

3. Scrapyard Dog: Well sure you could do it that way if you wanted to do it easy. Just kidding. The method you mention works great. Actually, I didn't specify where you should hover. I always waited til he moved and then I hovered on the upper right corner. When he came back to the right, I ducked down and got some shots in on him.

I do know of a shield shop in the first mountain section. It's in a cave that comes just after the inflatable raft. I would have to say that the ice and desert levels are easier than the mountain ones.

Well, Atari hasn't really said much about Jaguar so I doubt this person heard that price through them. Atari does understand the importance of making a consumer product affordable so I seriously doubt that the Jaguar would cost more than say \$250 (and it'll probably be less than that). It could be that he figured since Neo-Geo costs so much and the Jaguar will be even more powerful, the price would be higher. Or some misinformed gamer might have mentioned the rumor to him. Or he doesn't want people sitting around saving up their money for a system he won't have for another year when they could be buying a Neo-Geo or something else from him now.

Thanks for writing Mark.

Got some questions that you'd like answered (and no your first name doesn't have to be Mark and your last name start with a B). Send them to APE and I'll try to answer them for you.

## EDITOR'S DESK BY CLINTON SMITH

I really have to apologize for the delay in getting the issue out. I was pretty well exhausted after all the new games and putting out the holiday issue for the first time. It also took awhile for me to roundup the Winter CES news. Hopefully the next issue should come out when I say it will. So expect the next one within the next 6 months. Just kidding, next issue should be ready early to mid-May.

APE is talking with a British Lynx newsletter about possibly sharing some articles, etc. I think that it could be very interesting to get a peek at what's going on with the Lynx in that part of the world. Hopefully, I'll have some more on this next issue.

Ryan Foerster has provided us with some more illustrations this issue (the comic strip, Stun Runner, Bill and Ted) and the special valentine's ape on the cover.

I don't have any word yet on Atari's plans for the Summer CES. Personally, I would like to see a bigger appearance on the actual show floor this time since this will be the first CES that they let consumers into. As with many of the European electronics shows, the public is going to be allowed to attend and see what's on the way. People will get to go on the weekend of the show (May 30-May 31). Attendance will cost \$8 and children under 10 will be admitted free as long as they're accompanied by a paying adult. Even if Atari isn't in attendance, I'd still recommend to Chicago-area people and people who will be in the area those days that they go. You'll get to see all

kinds of cool electronics stuff and most importantly... games, games, games. Sega and possibly Nintendo will be showing their new CD ROM units and you'll get to see (in person) how obscenely large the Nintendo area is.

Since it's the beginning of a new year, it's time for that time honored publication tradition of looking back at the previous year. 91 was the year that the Lynx started to really take off. The key to the Lynx's success was Atari's aggressive pricing strategies. In these tough economic times, it was an excellent move to get people interested. Interestingly enough, Atari started something of a trend as Sega and NEC both lowered their prices to spur sales.

Atari also started to get it's game situation in gear and released several excellent titles that received alot of attention. Warbirds hit the best selling games list in the 5th spot and was being bought in huge quantities. Atari US actually look other countries allotments to meet the demands. Third party firms Telegames and Shadowsoft released their first titles which showed great future potential.

The hottest thing this year had to be the release of the new Lynx. This updated model addressed all the deficiencies of the original model all in a sleek new design. The stereo sound is great (one round of Checkered Flag will convince you of that). Atari finished off the year with a bang when they released the special Holiday package at only \$130. The response from the public was excellent.

The only problem last year was in the advertising department. The 2 magazine supplements were great and well received but TV advertising wasn't as big as we all would have liked. It does look like Atari is taking some steps to correct that this year (see page 3).

Atari has a lot of neat games in the works for this year and it looks like 92 will be one heck of a ride for Lynx enthusiasts.

See you in the Spring issue with whatever I've got for you by then.

**Got some Lynx News or info you want to pass on? SEND IT TO:**

**APE  
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CHICAGO, IL 60639**

**Or contact me via Genie, my mail address is C.SMITH89**

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**CLINTON SMITH**

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