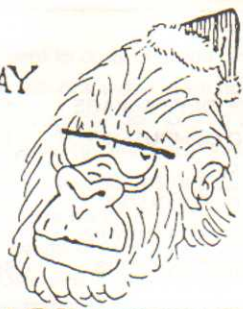




1991  
WINTER HOLIDAY  
EDITION  
ISSUE #7



## LYNX HOLIDAY PACKAGE

To get even more people to buy the Lynx, Atari has unleashed their special Holiday Deluxe package. This terrific setup features: The New model of the Lynx, Ac Adaptor, Comlynx cable, California Games card, and a carrying pouch. You may be saying, "other than the new Lynx and the pouch what's so terrific about it?" How about a price of \$130!

When I told some people about the package after I found out about it, the first reaction was, "When are they going to get it in stores...January?" How about right now. This fully packed, low-cost beauty is already available at Babbages, Electronic Boutique, and Software Etc. One of the dealers had them at the Chicago Computerfest for \$125 and they were selling like crazy.

Along with the excellent 32 page supplement that appeared in the November issue of Electronic Gaming Monthly, Atari is also doing some TV spots just in time for Christmas. When I asked if they were going to be doing any TV ads to support the \$130 package I was told that they weren't going to. Imagine my surprise when I started hearing from people who saw ads starting on Thanksgiving. It was a great kind of surprise though.

The ads were made using bits and pieces from their other TV spots along with some footage of new games like Checkered Flag, Turbo Sub, Etc. The ads will be running through December. Strong emphasis is on the West Coast but they will be around the country and Atari also has one or two nationally televised ads lined up. The Lynx also got shown on ABC's Good Morning America.

While the deluxe package and ads are nice, what's even nicer is we're seeing a ton of games. Recent

weeks have seen the release of Turbo Sub, Scrapyard Dog, Checkered Flag, Ishido, Qix, Viking Child, Robotron, Hard Drivin, Stun Runner, Bill and Ted, and Awesome Golf. Tournament Cyberball could be on the shelves by the time you're reading this.

We truly have much to be thankful for and it looks to be a very Merry Christmas for the Lynx.

### CHICAGO COMPUTERFEST

At last year's Atarifest, the only real Lynx presence was at the APE table where we had 2 Lynxes setup so people could try out the 9 Lynx games available (and some Eproms of upcoming games provided by Steve Ryno). What a difference a year makes.

This year's fest was considerably bigger than last year's show and was awe-inspiring to say the least. I had always heard about big fests like this but I had never seen one in person. STs were everywhere and you could see TTs and even the ST Notebook up close and personal. But enough about computers, let's get to the important stuff.

Atari Entertainment had a booth in the main hall with some of their kiosks setup so people could try the latest batch of Lynx games. They even had 4 Lynxes comlynxed for Checkered Flag.

The big Lynx showing though was in the open gaming room which was being run by MilAtari (they also run the huge Atari area out at the Gencon show). Around 20 Lynx systems were setup for people to play with. For \$2 you could play with a Lynx for an hour and play as many games as you want. It was especially fun since they had copies of the most recently released Lynx titles Hard Drivin, Stun Runner, and Bill and

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Ted(which had just started shipping out that Saturday) along with every other Atari-released title(30 titles in all).

I was helping out in the area and my 6 year old nephew Alex was giving tips to older kids on how to get through the early parts of Bill and Ted(he's so cute). While lots of people came in to try out Lynxes, very few people signed up for any of the tournaments. We did get enough people to get a Checkered Flag and a Warbirds contest together. We had 5 people competing at once in Checkered Flag and they were having a ball(even some rude comments got tossed back and forth between the competitors). Adam Gross won the competition and a Lynx pouch. We managed to get 4 people for Warbirds and they were regular competitors so it was quite interesting. You can't appreciate how good the graphics are on Warbirds until you see 3 guys dogfighting through the gravesight. A guy named Marcus handily won every match and a copy of Gates of Zendocon. Thanks to Tom Crosby of Edelman Public Relations for the game cart prizes and I provided free subscriptions for the second place finishers.

The real high point of the 2 day event was a seminar entitled "New Games and Systems" Bob Schuricht(pronounced Shirt). Bob is the National Sales Director of Atari Entertainment. About 40 people showed up and we got to ask Bob about the Lynx etc.

The Holiday Deluxe package is probably the basis for the New deluxe package and next year could see the inclusion of a different game(maybe Warbirds since that is the game pictured on the Lynx on the Box).

Market research has shown that while people think that the idea of a TV tuner is neat, very few people would actually buy one. So don't be looking for a

Lynx tuner on the horizon.

1 million Lynx systems have been sold worldwide with more than half of them in them in the US.

Bob hinted that the game Dirty Larry may have a connection to the fact that Atari Entertainment's President is Larry Siegel. I wonder if that also has something to do with that lab rat's name in Rampage?

The office is full of Elvira paraphenalia supposedly due to Elvira Pinball being one of the games on the Pinball Jam cart.

The game Kung Food(which I mentioned in my CES coverage Issue #5)is a martial arts game set in a refrigerator.

Epyx is looking into doing some more Lynx titles. Atari will be releasing some type of extended play power pack in the first half of 91.

If you don't like the poster instructions, you'll be happy to know that they're going back to a manual format. If you like the posters, you'll be happy to know that they're also planning to include a poster as well.

I'm definately looking forward to next year's show.

### Softcase Game Card Wallet NOW \$5.95!

Greetings from Realm...

A couple years ago Realm introduced the Softcase System. It was comprised of 3 pieces that acted individually or together. One of those pieces was the Game Card Wallet. Do to the overwhelming cost of the system and cheaper cases being released we had to discontinue the other two pieces. The Wallet is and will be supported for a long time to come.

The Wallet was created to overcome some of the limitations of permanently attached pockets. The

largest being no expansion room once full. Plus the inconvenience of having to drag the case along, even if your moving one chair over for the big Comlynx match.

The Wallet itself is basically the size of a sheet of paper and folds similar to a letter. It has an outer lining of Black DuPont Cordura and an inner lining of 1/8" foam backed headliner. Sewn to the headliner is 3 rows of 3 Clear vinyl pockets topped with black edging. The Wallet folds compactly so that all games are held securely in place. It holds 9 (over \$250 worth) of games or you can double stack and get up to 18.

Now for the good news! As of this message the Wallets will be \$5.95 ea plus shipping (that's down from \$12.95!). Shipping will be \$3.00 up to 3 then \$1.50 for each additional 3. For Example: If you order 1-3 Wallets shipping will be \$3.00. If you order 4-6 Wallets shipping will be \$3.50 and so on... Full Money Back Guarantee!

In order to accomplish such a great price I had to go direct only. You can send a Check or Money Order to REALM, 10504 Easum Rd., Louisville KY 40299, Call 502-267-7024 for info or leave E-Mail on GEnie to REALM (it will be answered the same day). All orders are shipped in 1 Day or less (10 minutes being the record). Please send a UPS'ble address (No PO's) if possible.

Thanks for the support! Joey Sherman Owner

## REALM READIES NEW CASE

Realm is working on a new Softcase and we have the details.

REALM: What I want to do is offer the case for \$12.95 or \$16.95 with one wallet. Each additional wallet will be \$5.95. I've decided to drop the dealers in favor of a better end price. Basically the case is shaped like a box but with the same fabric and velcro'd lid. There will be two sizes of the main case. One for the Old Lynx and one for the New Lynx. The Lynx pulls out of the end. Now there's two pockets roughly an 8-1/2" by 4" by 1" thick and an 8-1/2" by 3" by 1" both with velcro lids. They're sewn together to form an L shape. The pockets then velcro to the back and one side. On the other side is a wrist strap. The large pocket holds a Wallet with 18 games and a couple directions or a pad and pen. The other pocket holds a Comlynx cable, Small headphones and the Car adaptor. I velcro'd the pockets so I can remove them for other types of holders.

Editor's Note: The case won't be ready for a while but if you want more info, you can call Realm at (502)267-7024 or leave a message on Genie to Realm.

## 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



RAY FOERSTER 1991

**Systems:**

**Lynx Base Unit(\$99.99):** The basic Lynx system that comes with no accessories. Most of these are now the new model but there may be some of the older model around.

**Lynx Deluxe Package(\$149.99):** The older model Lynx with Ac Adaptor, Comlynx cable, and California Games card. Some stores like Babbages have been discounting it to \$115.

**Lynx Holiday Deluxe Package(\$129.99):** The new model Lynx with Ac Adaptor, Comlynx cable, California Games, and a carrying pouch.

**Accessories:**

**Kit Carrying case by Atari(\$19.99):** A full size carrying case for your Lynx, games, and accessories.

**Carrying Pouch by Atari(\$14.99):** A smaller pouch that can handle the Lynx, several game cards, and a Comlynx cable.

**Card Wallets by Realm(\$5.95):** A folding wallet that allows you to carry 9 to 18 game cards.

**ComLynx cable by Atari(\$9.99):** A cable that lets you hook up multiple Lynx systems to play competitive games with your friends.

**AC Adaptor by Atari(\$9.99):** A power source for when you don't need to be portable.

**Auto Cigarette Lighter Adaptor by Atari(\$9.99):** An adaptor for use on the road. Two power outputs let you run 2 Lynx systems at once.

**Cleaning Kit by Doc's High Tech(\$10.00)**

**Cleaning Kit by High Frequency(\$8.00)**

**Games(all from Atari unless otherwise noted)**

**Arcade Conversions**

**APB(\$35 to \$40):** Drive your patrol car around arresting various types of criminals.

Tips:Issue #6, Page 14    Secrets:Issue #7

**HARD DRIVIN(\$40):** Drive your car through a 3-d reality. See if you can beat the speed or the stunt course. Tips:Issue #8

**STUN RUNNER(\$40):** Drive your extremely fast vehicle through intricate 3-d tunnels while fighting off competitors. Very faithful to the coin-op.

Tips:Issue #8

**RYGAR(\$40):** Guide your warrior through the horizontally scrolling landscapes, jumping and fighting monsters. Tips:Issue #3, Page 14

**ROADBLASTERS(\$40):** Drive and shoot your way through levels full of enemy vehicles. Lots of digitized speech.(Music in Stereo on New Lynx) Tips:Issue #3, Page 12    Secrets:Issue#3,Page 7

**PAPERBOY(\$40):** Ride your bicycle through the neighborhood, delivering newspapers to your subscribers and taking revenge on non-subscribers. Tips:Issue #3, Page 9

**RAMPAGE(\$35):** Use your monster to smash and destroy cities. Up to four players can Com-Lynx. Tips:Issue #3, Page 11    Issue #4, Page 8-9  
Secrets:Issue #4, Page 7    Issue #5, Page 7

**KLAX(\$40):** Catch falling blocks and connect them tic-tac-toe style. Very faithful to the coin-op. (Stereo music and sound effects on New Lynx) Tips:Issue #2, Page 6    Issue #4, Page 5

**GAUNTLET 3(\$40):** Guide your adventurer through maze-like levels as you try to retrieve the Star Gem. Up to four players can Com-Lynx. Tips:Issue #1, Page 10    Issue#4, Page 8

**NINJA GAIDEN(\$35 to \$40):** Use your Ninja skills on a variety of enemies as you try to rescue the city from evil. Very faithful to the coin-op. Tips:Issue #6, Page 11

**MS.PAC MAN(\$35):** Move Ms.Pac Man through mazes, gobbling dots, and avoiding ghosts. Tips:Issue #3, Page 9    Secrets:Issue #3, Page7

**PACLAND(\$35):** Move Pac Man through horizontally scrolling levels, jumping over obstacles and avoiding ghosts. Tips:Issue #6, Page 12-13    Secrets:Issue #7

**XENOPHOBE(\$35):** Destroy the evil alien creatures that have taken over our space stations. Up to four players can Com-Lynx.(Stereo on Lynx 2) Tips:Issue #3, Page 10    Issue #4, Page 5 and 8

**QIX by TELEGAMES(\$40):** Fill in the screen with color as you try to box-in the elusive Qix. Tips:Issue #7

**ROBOTRON** by SHADOWSOFT(\$40): Blast your way through hordes of enemy robots as you try to protect the last members of the human race. Very faithful to the classic coin-op. (Stereo Music on New Lynx) Tips: Issue #7

**TOURNAMENT CYBERBALL**(\$40): Lead your robotic football team of the future to victory. Up to four players can Com-Lynx. Tips: Issue #8

### Strategy/Thinking

**CHIP'S CHALLENGE**(\$35): Help Chip work his way through 144 brainteasing puzzles.

Tips: Issue #1, Page 7

Secrets: Issue #1, Page 4 Issue #2, Page 4 Issue #6, Page 6-7

**ISHIDO**(\$40): Place stones of the same shape or color next to one another. Tips: Issue #7

**SHANGHAI**(\$40): Remove pairs of tiles off the layout until none are left. Up to 2 players can Com-Lynx.

Tips: Issue #4, Page 10 Secrets: Issue #4, Page 7

**BLOCKOUT**(\$35): Maneuver the falling blocks so they fill up the empty spaces of the 3-d pit.

Tips: Issue #6, Page 13

**FIDELITY ULTIMATE CHESS CHALLENGE** by

**TELEGAMES**(\$40): An extremely challenging chess simulation. Up to 2 players can Com-Lynx.

Tips: Issue #5, Page 8

### Shooters

**TURBO SUB**(\$35): Rid the skies and waters of alien attackers in this first person blast'em up. Up to 2 players can Com-Lynx. Tips: Issue #7

**BLUE LIGHTNING**(\$35): Destroy the enemy war machine with your high powered attack jet.

Tips: Issue #1, Page 6

**GATES OF ZENDOCON**(\$35): Take on the forces of the evil spider Zendocon in tons of horizontally scrolling levels.

Tips: Issue #1, Page 9 Issue #4, Page 5

Secrets: Issue #1, Page 4 Issue #4, Page 5

**ZARLOR MERCENARY**(\$35): Face a huge variety of enemies on 6 vertically scrolling levels as you attempt to wipe out the mendicant threat. Up to 4 players can Com-Lynx.

Tips: Issue #3, Page 13 Issue #4, Page 8

Secrets: Issue #4, Page 4, 6-7

### Action

**SLIME WORLD**(\$35): Walk, jump, and shoot your way through the huge slime-filled caverns of a slimy world. Up to 8 players can Com-Lynx.

Tips: Issue #2, Page 5 Issue #4, Page 9

Secrets: Issue #3, Page 7

**SCRAPYARD DOG**(\$35): Help Louie get through the challenging horizontally scrolling levels as he tries to save his trusty dog Scraps. Lots of hidden rooms and warps. Tips: Issue #7

Secrets: Issue #7

**ELECTROCOP**(\$35): Guide Electrocop through the 3-d maze levels as he fights killer robots in an attempt to save the president's daughter.

Tips: Issue #1, Page 8 Issue #4, Page 5

Secrets: Issue #7

**WARBIRDS**(\$35): Take to the skies in your World War 1 biplane in this 3-d flight/combat simulator. Up to 4 players can Com-Lynx.

Tips: Issue #5, Page 10-11

**VIKING CHILD**(\$40): Help Brian jump and fight his way through huge levels as he tries to rescue his family from Loki. Tips: Issue #7

### Sports

**AWESOME GOLF**(\$40): Play golf on three challenging courses. Up to 4 players can Com-Lynx. Tips: Issue #8

**CHECKERED FLAG**(\$35 to \$40): Drive your Formula one race car to victory on the 18 courses. Up to 6 players can Com-Lynx. Tips: Issue #7

**ROBOSQUASH**(\$35): Hit the ball past your opponent in this futuristic variant of squash. Up to 2 players can Com-Lynx. Tips: Issue #3, Page 9

**CALIFORNIA GAMES**(\$40): Participate in California themed events such as BMX bicycling, Surfing, Skateboarding, and Foot bagging. Up to four players can Com-Lynx. Tips: Issue #1, Page 5 Secrets: Issue #2, Page 4 Issue #4, Page 5

### Adventure

**BILL AND TED'S EXCELLENT ADVENTURE**(\$40): Guide those excellent dudes through time as they solve puzzles in an attempt to find their beloved princesses. Up to 2 players can Com-Lynx.

This look at what's on the way is based on Atari's latest list, info that Bob Schuricht mentioned at the Computerfest, and the release dates come from their 32 page supplement. If you missed the supplement in the November EGM, Atari is sending the slightly updated version out to Lynx dealers.

You can also get a copy by calling

1-708-279-5969 or by writing to:

ATARI

330 NORTH EISENHOWER LANE

LOMBARD, IL 60148

### Games in Final testing (slated for January Production)

**Xybots:** The arcade maze shoot'em up (January). They've gotten the final EPROM of this in so the date looks pretty solid.

**Toki:** Arcade platform game (February)

**Baseball Heroes:** Baseball (February)

**Hockey:** Hockey (February)

**Super Squeek:** Tile coloring action game

**Crystal Mines 2:** Action-puzzle game (January). Final EPROM of this is in also.

**Strider 2:** Running, jumping, fighting platform game.

### Nearing Completion

**Lynx Casino:** Gamble at Craps, Poker, Blackjack, Slot Machines, and Roulette wheel.

**World Class Soccer:** Soccer (February)

**NFL Football:** Football game (February)

**HyperDrome:** Ballblazer-style game (January). I haven't heard about a final version so that date may be doubtful.

**Basketbrawl:** Fighting basketball (February)

**Dirty Larry:** Fighting (January). Again, doubtful.

**Cabal:** Operation Wolf-like Arcade shoot'em up (April)

**Geo Duel:** Tron light cycle-style contest. (June) This is listed as cancelled but it is shown in the updated supplement and Bob did mention it.

**Pit Fighter:** Arcade fighting (March)

**720:** Arcade skateboarding (June)

**Hydra:** Arcade shoot'em up (March)

**Rolling Thunder:** Platform shoot'em up (May)

**Vindicators:** Arcade shoot'em up (June)

**Pinball Jam:** Formerly Pinball Shuffle, this is a collection of Pinball games. One of them is definitely the Elvira Pinball game.

**Raiden:** Vertically scrolling arcade shooter (June)

**Space War:** ? Could be similar to the classic Asteroid-style computer game.

### New 91/92 Projects (Development has begun on these)

**Lemmings by Psygnosis:** Those mischevious critters are going to be digging and climbing their way to the Lynx. (September)

**Shadow of the Beast by Psygnosis:** A scrolling fighting game with intricate graphics. (March)

**Bad Boy Tennis:** A tennis game

**Malibu Bikini Volleyball:** A volleyball contest with a VERY INTERESTING title screen according to Bob.

**Dracula:** A spooky game that uses dark sepia tone graphics.

**Battlezone 2000:** An update to the 3-d tank combat classic. If they throw in multi-player via the Com-Lynx, I can't wait!

**Dino Quest**(this may be called Dino Dudes): ?

**Daemonsgate:** A RPG from Imagitec

**Ninja Nerd:** Funky name but no more info yet.

**Ninja Gaiden 3:** Tecmo's third Ninja game for the NES comes to the Lynx.

**Asteroids/Missile Command:** 2 arcade classics updated and put on one card.

**Switchblade 2:** A rip-roaring platform action game from Europe.

**Eye of the Beholder by SSI:** SSI is bringing their Dungeon Master-style game to the Lynx on a whopping 512 kilobyte or 768 kilobyte game card.

**Blood and Guts Hockey:** A fighting hockey game along the lines of Basketbrawl.

**Heavy Weight Contender:** Boxing

**Full Court Press:** A more realistic rendition of basketball as opposed to Basketbrawl.

**Gordo 106: ?**

**Road Riot:** A driving-combat arcade game from Atari Coin-op. The arcade machine features scaling and two monitors for 2 player action (tailor-made for the Lynx and the Com-Lynx).

**Rampart:** Based on the Atari Coin-op castle building/destroying coin-op.

**Batman Returns:** A tie-in to the upcoming Batman sequel.

**Steel Talons:** A 3-d helicopter combat simulator from Atari Coin-op. Like Road Riot, the unit features a 2nd monitor for 2 player cooperative and dogfighting gameplay.

**Operation Desert Storm:** Atari picked up the rights to the name during the conflict but there's nothing set on what kind of game it will be.

## LYNX SECRETS

It seems that there is a bit more to getting that free shield in Scrapyard Dog than what I gave you last issue. Here's how from Todd Ellering of Gamers Forum BBS (602)897-7828.

**SCRAPYARD DOG:** Actually, the way the free shield works is:

1. Your current level on (Not city 1, or junkyard 1), the number you have actually played, this plus the number of money bags must add up to an odd number.

2. then if the first condition is met, it checks to see if the last two digits in your time are the same (ie. 299, 155, 66). If this condition is also met, the game must be paused, and you need to press the B button.

Those instructions are from a technical aspect,

basically, if your money + the number of levels played (counting the one you are on) = an odd number, then wait for the last two digits of your time to be the same, then pause and hit B.

This will allow you to get a free shield on every level. (only one per level).

Todd also provided these 2 tidbits from Electrocop and APB.

## ELECTROCOP

This was found by Kale Swindell on a tip from Greg Omi. First, at the title screen, turn off your music by pausing and pressing Option 2. Then push up and to the left on the joystick, and keep pressing both button A and B. Keep tapping them both until the airships disappear and the text pops on and off, then instead of saying "Teleporting to Level 1" it should just say "Level 1" now you can select your levels by using the joystick and A/B to start.

## APB

If you hold down Option 1 and Option 2 and run into a donut (or through the donut shop) your quota will be filled and you will be returned to the station and proceed to the next level.

This one comes from the new Lynx Supplement

## PACLAND

Get the high score and enter 3 3 0 N E. You'll start the game with 10 extra lives.

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 at C.SMITH89

## LYNX GAMING PACKET

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

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## GENERAL TIPS

1. Pick up every money bag you can find (especially the red ones). It's going to take a lot of supplies to get through this and to buy them you need money.
2. Shields are very important. They keep your life going longer and they're less expensive than extra lives. Try to get a full load of 9 to be safe.
3. Check every place for hidden items and shops. Push forward, squat, and jump to check for something. Always check signs (they all seem to have stuff). Some things can only be found after you shrink, so be thorough when you're smaller.
4. When you find a piano room, try to get the tune right the first time. This can net you an extra goodie or two. If you're having a tough time playing the tune, move on. It's not worth losing your time in most cases.
5. Try to finish a section by touching the kidnapper's note. If you finish the level by hitting the edge of the screen you won't get bonus points.
6. Duck into a shop to make any animals who are on the screen to disappear. Be careful, it may bring back something you already eliminated. You can also use this to keep picking up the same bag of money again and again.
7. If you find a stun shop on the later levels, buy as many as you can. The stun freezes everything on the screen and makes creatures vulnerable to your touch. They make the Ice and Castle levels much easier to deal with.
8. The longer you hold down the button, the farther the flamethrower will shoot.
9. The ice gun (which shoots out blocks of ice) is very handy when you need to cross a body of water or a long patch of ice. Shoot a block, jump on it and so forth. Be careful, they melt after awhile.
10. If you find an invincibility flare (the flight of the valkyries song starts playing and you blink), run like crazy. You wipe out anything that's in your way

and it gives you a chance to cover a good section of ground.

11. If you find a shrink, it usually means that a warp is nearby.

12. The bosses have a set movement-firing pattern. Learn them and they'll be history. Try to have some shields built-up when you take them on.

## LEVELS

### Junkyard 1

Nothing too difficult here. Take the opportunity to build up your money.

### Junkyard 2

Be careful jumping over the hole with the crane over it. You'll have to give the jump button a light tap to make it. Squat on the stack of tires just past the 2 rolling barrels. If you're able to pick the right can, you'll get a shrink. There's an extra life in the first tree you come to. Make your way to the spot shown in the illustration and squat on the toilet to activate a warp door. This warp will take you to the forest.



WHAT IS THIS? CRAPYARD DOG?

### Junkyard 3

Take out the fencesitting cats with a jumping can throw. Watch out for the cranes. Watch your timing on the tire swings and watch out for the gun dog after the fourth tire. Check the doors at the end of the levels for some goodies.



**Junkyard 4**

The dumpsters can warp you all over the level(Hint:Use the first one marked Tin that has the cat on it). The tree that has hubcabs on it, has some good stuff in it's branches including a shrink. Make your way to the tree that has a blue can with a cat just to the right of it. Push on the hole in the tree bottom and a warp door will appear on the cloud just above the barrel. It will warp you to the mountains. When you finish this level you meet the tank boss. Hint: Duck Louie.

**City 1**

Go to the window just to the right of the ice cream. Push it to get a shrink. Knock on the door of the ice cream shop to make the warp door appear. Jump up to it and you can warp to the desert. The fruit packing building has a shield shop.

**City 2**

You can go vertical on this level and explore the rooftops. Most of the good stuff is at ground level so stay on the street.

**City 3**

You get to explore the sewers. The pipes can warp you all over the level. There's a life shop in the pipe next to the 40th st. sign. Watch out for the twin gun dogs just to the right of 50th St.

**City 4**

This is a scrolling shoot'em up level with you in charge of a mini-sub. Watch out for drips and sudden rushes of water. At the end of the level you face a flying boss ship. Hint: Stay low down in the water.

**Forest 1**

A shrink is in the fallen tree. Jump over the snake to reach the tree door in the illustration. Enter to make the snakes disappear. Squat on the stump and a door will appear. The warp will take you to the ICE Level.

**Forest 2**

You can also go vertical on this level and there's some good stuff up in the tree tops so get up there. Watch out for the speedy little trolls.

**Forest 3**

Go to the little house with the blue roof and the white door. Get the shrink. Check the little houses for some good items. Watch out for the gun dog that's waiting at the end of the moving logs. Hopping on the rocks that pop up out of the water is tough (find the ice gun shop jsut before the water to assist you)

**Forest 4**

Another scroll n' shoot. You're riding on a big bird that shoots fire. Nail the gun dogs before they can shoot and watch out for the shooting plants. You face a giant frog at the end of the level. Hint: Stay high and wait for an opening.

**Mountain 1**

Lots of animal threats here and some treacherous jumps on rocks and bridges. Beware of collapsing bridge boards.

**Mountain 2**

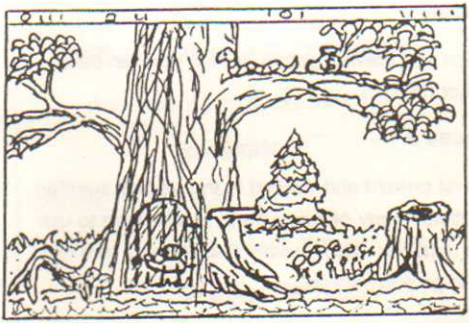
You're up in the mountaintops and it's tough. Be sure to buy a tri-laser if you can find one.

**Mountain 3**

Down into the caves you go. Nail bats quickly, they can be annoying. Also, look out for bears. Use the mine carts to reach the higher cave openings.

**Mountain 4**

Fly your blimp through the valley of dogs. Stay high and beware of clouds and birds. At the end of the level you face a rocket pack wearing raccoon (The Raccoonteer?). Avoid his bombs and shoot him.



**Desert 1**

Watch out for all the animals and tumbleweeds.

**Desert 2**

Be careful, there's some particularly tough jumps over water. Also, watch out for falling coconuts.

**Desert 3**

A tough test of your jumping skills. The eagles pose a big problem.

**Desert 4**

A spooky ghost town with objects that come to life and attack you. The end of the level has you facing a ghostly gunman who pops in and out. Hint: keep shooting and hope you hit him.

**Ice 1**

Watch out for the patches of ice.

**Ice 2**

Down in the ice caves. Watch out for falling icicles and polar bears. Be wary of giant snowballs as well.

**Ice 3**

Travel across ice blocks floating on the water. An ice gun can be helpful.

**Ice 4**

More fun on the ice. At the end of the level you'll have an icicle spitting abominable snowman. Hint: The far left part of the screen provides some protection when he comes in close.

**Castle 1**

Traps and animals galore. A stun gun can be a major help.

**Castle 2**

Travel onward and upward in this vertical scrolling section. Plenty of warps here, just be sure to use the right one. Also, there's a spot where you can keep getting shields.

**Castle 3**

You're up on the castle roof and you get to meet

all the bosses AGAIN. After a boss, you'll have a choice of a couple doors. Some will hide shops, some will get you towards your next opponent, and one will warp you backwards forcing you to refight the boss you just defeated. Owww!

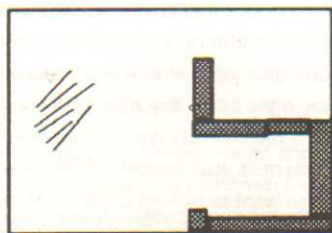
**Castle 4**

A load of opposition and then you get to face Mr. Big (and boy is he BIG!) as you try to save Scraps. Hint: Have plenty of shields and Mr. Big will be easier to deal with if you're standing on something.

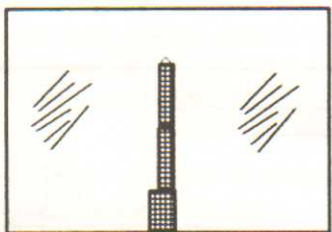
**CHECKERED FLAG****GENERAL TIPS**

1. Gear shifting is a pain, just stay with automatic.
2. Get used to watching the road and stealing quick glances at the map. You can use it to anticipate turns and see when you're closing on a competitor (or if somebody is closing on you).
3. When you come into a tight turn, let up on your accelerator. If it looks like you won't make the turn, then use your brakes to slow down quicker (it's better to lose a little speed rather than lose it all if you hit something on the side of the road).
4. The start of the race can be especially tough when a bunch of cars are all jockeying for position (and you're not in the pole position). Take it slow and let them start to spread out before you make your move.
5. Passing another car should only be attempted on straightaway sections of the track. It's very easy to have a fender bender when you're both attempting a high speed turn.
6. If you do hit a roadside object be careful when pulling back onto the road. Cars that were behind you will be coming by at high speed and could easily clip you. This can also be hazardous if you have to slowdown too much to make a turn.
7. Use your side mirrors (and the stereo effects if using a new Lynx) to see which side of the road a car is coming at you from. Block them when they try to pass.

1. On the early levels, take your time and try to cover more than the required percentage.
2. You can use slow-draw early on but on the later levels the Qix will be moving way too fast for you to safely do it.
3. If a spax is chasing you on your line, complete your box and it'll reverse direction.
4. Your best bet against the Qix on the later levels (when it's zipping around at top speed) is to set a trap for him. See Illustration 1. Build it in small blocks to be safe. Wait for him to go in one of the traps and close the door.



5. Splitting the double Qix is the best move on the double Qix levels. See Illustration 2. Build it in small blocks. Wait for them to split up and split them.



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**THE 2600 CONNECTION**

**14 BLACKBURN STREET**

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1. Take your time and think how your stone placement could affect your later moves.
2. When you see 2 diagonal stones, start to think through the possible stones you'll need to execute a 4 way match. Remember, the middle stone will have to match 2 in color and the other 2 in shape. Take into account that there are only 2 of each stone. Be careful or you'll be waiting for a stone that isn't coming.
3. While your first urge will be to put stones together just by shape, fight it and try to put some by color. This will give you a better chance at making some 4 ways later on.
4. Even though the "always show moves" option will disqualify you from the high scores, it can be helpful when you're just starting out.



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#### STE COMPUTER OWNERS

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1. Do a lot of jumping to find hidden items, especially money.
2. Buying an extra life or two as backups is a good idea, but if you're running low on energy the multi-hearts are a better purchase. They replenish all your energy (giving you a similar effect to an extra life) and they're cheaper.
3. Only buy special weapons when absolutely necessary. Your money is better spent on energy when you find it.
4. One of the more annoying obstacles are the platforms that open and close (this includes the rotating platforms in the forest and the ones that disappear and reappear), dropping you. Wait until it's almost ready to drop you and then jump. You should land right as it's okay to stand on.
5. With some of the faster monsters, it can be a good idea to just avoid them by jumping over them.
6. Learn the locations of the shops that carry the multi-hearts.

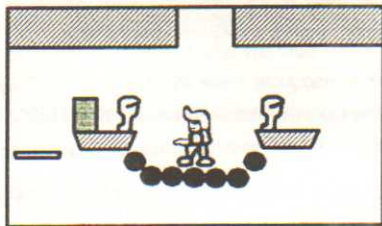
## LEVELS

**VILLAGE:** Pretty easy to deal with. Be sure to buy some bolos (you'll need them at the start of the next level) and the occasional heart to keep your energy up. The boss creature isn't too difficult. Keep jabbing him in the face and when he jumps over you, jab him in the butt.

**CASTLE:** Things are starting to get hairy. Use the bolos to shoot the birds in the tower you start out in. Use the money you've built up to buy a life or two. A firesprite will also be helpful against the boss. The boss creature is an armor wearing ogre. Hit him with the firesprites and then keep jabbing him.

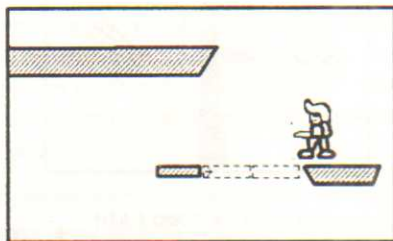
### PASSWORD: OMEGAMAN

**FOREST:** A huge maze of trees. Only buy the occasional heart to keep your strength up. You will eventually enter some underground caves. Later on in the caves you'll drop down a hole and land on the bridge in the illustration. Go to the shop. You'll get 8 firesprite for what you usually pay for 4. Buy 2 loads of them and one load of stuns.



Nearby, you face a flying witch who is the boss creature. Keep firing your firesprites(it'll take 8) and the boss is history.

**MOUNTAIN:** A very difficult section that can drive you to acts of desperation. Your main problems are jumping on moving platforms(see illustration). Wait until it is 2 platform lengths away(coming toward you), then jump. You should land on it as it heads back in the other direction. Find the shops that have the multi-hearts (you'll need them to fix you up if you miss your jumps). On the way up, you may also want to pick up a shield. At the top of the mountain is a castle. The boss creature(a large dragon) resides here. He spits fire at you while little dragons come out of him. Throw the stuns (to take care of the little dragons) and then get right in front of the dragon. Keep jabbing and you'll take care of the little dragons and the big one.



### PASSWORD: PATRICIA

**LANDBRIDGE:** Not too difficult. Keep your health up.

**LAKE:** Under the waters you go. Again not too bad.

### PASSWORD: REDDWARF

**LABYRINTH:** Don't get lost and keep your health up. Resist the temptation and don't buy the 200 Sword. The boss is a large dog who moves just

like the first boss. Handle him the same way.

**MUDFLATS:** Not too hard, just stay out of the mud. Lots of money you can get here.

**VOLCANO:** Watch out for lava. Now you can buy a 300 Sword which is more powerful. The boss here is a large green fellow who has a bad attitude and a big hammer. Jumping and jabbing should fix his clock.

#### **PASSWORD: DEWSBURY**

**DESERT:** Not too hard and you should be able to find some nice money.

**PYRAMID:** It's big, needs a lot of jumping, and there's quite a bit of money to be had. The boss is a huge mummy who's a lot like the dragon of the mountain level. Deal with him in the same way.

**ISLAND:** This last level is rather tough and has those annoying disappearing platforms(see tip). Reach the end and you face Loki, a big guy. Keep jabbing and you'll win.

## **ROBOTRON**

### **GENERAL TIPS**

1. Keep on the move but watch where you're going. Deftly avoiding an enforcer's shots only to run into an electrode isn't going to do you much good.
2. The family members are worth big points so pick them up whenever possible. They're the key to building up extra lives. The brain waves (every 5 levels) are especially plentiful.
3. Try to destroy spheroids and quarks before they can start pumping out enforcers and tanks. If quarks do manage to pump out some tanks, blast them quickly or you'll be caught in a storm of their bouncing orbs.
4. If you want to succeed you're going to have to learn how to move in direction while you fire in the other. This is especially true when you're being chased by a Brain cruise missile.
5. Take advantage of your temporary invincibility

when you zap into a level by wiping out any robots that pose an immediate threat, grab any nearby people, or make your way to a better defensive position.

6. The grunts are programmed to head right for you. Use this knowledge to help you destroy these one dimensional thinking robots.

## **TURBO SUB**

### **GENERAL TIPS**

1. The best items to buy at the end-of-level shop are the tracking option and the range mis-siles(which automatically give you multi-blasters). With any gems that are left over buy an extra life and a megabomb or maybe fuel.
2. To deal with Gamma charges, stay low in the water and steer around them.
3. Use short, quick turns to avoid the underwater pillars and the lasers.
4. When you destroy an alien craft be sure to avoid any debris or shots they manage to get off. This is especially true with the underwater flak cannons.
5. Your shots can destroy gems, so be careful when you're mixing it up underwater.
6. When you take on the bosses, keep moving and shooting. You can use megabombs but be sure you save enough for the final boss (your only chance against it is A LOT of MEGABOMBS).
7. Keep your eyes open for astro-foils. These valuable objects can give you an extra ship or more fuel.

### **STAR-LINX BBS**

300/1200/2400 baud

1-602-464-4817

For Lynx Enthusiasts

Back in the spring issue I answered some questions from Mark Brooks. Mark has sent some more in so here we go again.

Dear Mr.Smith,

1. Besides being smaller and giving the user the ability to adjust the brightness of the backlighting does the new Lynx have any other technical differences from the "old" Lynx?
2. The Game Gear while being only slightly superior in the resolution, color, and sound department seems to be racking up a lot of third party software from Japan and these companies(at least Namco is)are starting to advertise in different gaming mags. Will Atari ever get third party support from "known"(big name)companies?
3. I'm a wargame, RPG fan and I'm wondering if there will be any for the Lynx. I've seen some on the Lameboy and the best of them is only okay so hopefully the Lynx should be able to do something worthwhile.
4. You know the Atari customer support number for the Lynx (1-800-443-8020) is still around although I never see it in ads or articles , most people don't know about this. However when asking about some of the hot titles that are supposed to come out the one lonely guy who works there usually says "I don't know", or one of your favorite words "soon" or "we're trying our best. Also he can't/won't tell me why Atari cards come out so slowly maybe you could tell me who to contact. 20 or so games in two years really sucks.
5. Atari had a few ads out for Lynx games a while back mostly on MTV or in DC comics and then poof! nothing. Where are the ads for individual games at or any ads at all. There are none on TV. So what's up with Atari.
6. Just how much memory in K(bytes that is)does an Atari card carry and with 64K bytes in the system how big can a Lynx game get?
7. What do these games have in common: Warbirds, Rygar, Ninja Gaiden, Slime World, Gates of Zendocon. Give up? No? Try again. No that's not it! What they have in common is cool to

fantastic graphics but bad to horrid sound. Except for maybe Klax, Lynx games have suffered pretty bad sound fx. Why is that? I thought the Lynx had superb sound? Where is it?

8. I showed your newsletter to the one store that sells all Atari mags in New York City. Even AtariUser(ever heard of it?)and they said they might be interested in putting your mag in the display rack? As Sally Struthers says on MTV "Would you like to make more money?" so what do I have to do to see your mag in the magazine racks of my favorite computer store?

Thanx a lot, Mark Brooks

Thanks for writing again Mark. Here's the answers you seek.

1. I pretty much covered the differences last issue but the big differences are true Stereo sound through the headphone jack and 5 hours of power instead of 4.
2. The Game Gear may have more resolution and can handle 32 colors at once naturally(the Lynx can do more than 16 with just a little bit of creative programming)but it's sound is not better than the Lynx. As for third party Game Gear, many of them aren't exactly giants in the Genesis market and here's a telling sign. When Electronic Arts was asked if they'd be doing any Game Gear titles they said,"No. We don't do 8-bit systems anymore." As for known third party companies, Psygnosis is now officially developing for Lynx with Shadow of the Beast and Lemmings coming next year. Also, SSI is converting Eye of the Beholder.
3. No words on any wargames but you can look forward to a couple of RPGs next year. Telegames is doing Storm over Doria(profiled last issue), Imagitec is doing Daemonsgate(more in this issue) and as I already mentioned SSI is doing Eye of the Beholder(also,more this issue).
4. Last I heard the 800 number was in fact, kaput. Atari has started up a Lynx hotline at 1-708-279-5969(CRY-LYNX). Since you sent me the letter a month or 2 ago your "20 games" comment isn't quite as valid. All in all, 35 games will be

available for the Lynx by Christmas. 35 games in 2 years isn't that bad. Why do games come out so slowly? The development time for a 16-bit game is something like 12 months and Atari has only so many development people. It looks like Atari has finally got it going so as soon as a project is completed another one is right behind it. Also, they're planning to double their staff soon to get Lynx things even more smooth and to handle Jaguar development.

5. Look on page 1 of this issue.
6. Most current games are either 128k-bytes or 256k-bytes. The Lynx uses it's cards almost the same way a computer uses a disk. It loads in what it needs as it needs it. Because of this, a Lynx card can be up to 2 megabytes(16 megabits in video game terms)even though the Lynx only has 64K.
7. Sound can be a matter of taste. For example I liked the sound in Ninja Gaiden, Slime World, and Gates of Zendocon. Also some recent games have had pretty good sound such as APB, Checkered Flag, Turbo Sub, Robotron, and STUN Runner(excellent). Actually alot of this has to do with what we were just talking about,memory. If a designer only has so much space on a card, he may have to skimp on the sound portion. They are getting better at squeezing in both but we probably won't see excellent graphics and excellent sound until larger memory cartridges start to come into play.
8. There are a lot of factors in selling a publication through stores and such that can make it a lot more trouble than it's worth. Who knows, maybe someday?

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

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

## EDITOR'S DESK BY CLINTON SMITH

Welcome to APE's first Holiday issue. Hope you had a good thanksgiving and Atari is giving us quite a bit to be thankful for this Christmas. The holiday package is an exceptional deal (if I didn't already have 3 Lynxes, I'd buy one)and it's out and they're advertising it. It's also nice to see the steady flow of games.

Games Update: Tournament Cyberball is hitting stores as I write this. Crystal Mines 2 and Xybots both look like they're going to hit the shelves in January. This just in! The final EPROM of TOKI has showed up at Atari's PR offices and it's a heck of a lot of fun. It should be able to make it's February release date.

Big thanks to **Ryan Foerster** for the illustrations he contributed to the issue. He did the special Holiday APE on the cover, the cartoon on page 3, and the 2 Scrapyard Dog illustrations. Ryan will be contributing some drawings for each issue.

### BIG WINNERS

I'm proud to announce the winner's of the MERRY CHRISTMAS FROM APE contest.

The following three subscribers win a year's extension on their subscriptions.

Aric Friesan of Scottsdale,AZ

Nathan Pffor of Spring Green,WI

Rafael Munoz of Miami,FL

The following six subscribers get a copy of Chip's Challenge courtesy of Atari.

Scott Stilphen of Harding,PA

Carson Murray of Lockport,IL

Al Backiel of Ridgewood,NJ

Thomas Peck of Rochester,NY

Scott Haynes of Cincinnati,OH

Willie Macris of New Orleans,LA

The Winter 91/92 issue of APE will be hitting your mailboxes in late January. We're going to have Winter CES coverage, and game tips for Hard Drivin', Stun Runner, Bill and Ted's Excellent Adventure, Awesome Golf, Tournament Cyberball, and hopefully Xybots, Crystal Mines 2 and anything else that pops up. See you then!

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Are you missing any back issues of the best (or so I've heard from you guys) Lynx publication around? Back issues are available for \$1 a piece. Issues #1, #2, #3, #4, and #5 are available. Send payment to the usual APE address.

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