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Lynx Multi-Game Card

S-I-M-I-S is a collection of four games plus a bonus pack of special demos for the Atari Lynx consoles I & II.

Please read the following instructions carefully to get most fun out of the card and its various programs:

After firmly inserting the card into the Lynx and booting the main menu by switching on the console, the multi-game displathe main menu with the S-I-M-I-S logo. Each of the five letters represents a game, except the last one that stands for t 'special' program demos. Note that one of the letters is selected and continuously spins around itself. You can choose a other letter by pressing the joypad right or left. When you press button A or B the chosen program will be started. Plea refer to the specific instructions for the games on the other page for details. Some basic controls are common among t four games:

Buttons A or B start the game, OPTION-1 and PAUSE reset the game when running, otherwise (from the title screen) this combination returns you to the game selection screen of S-I-M-I-S. PAUSE will temporarily stop the game until pressed again. Some games will flip the screen for left handed operation by pressing OPTION-2 and PAUSE.

The card contains a non-volatile memory chip that holds the games' hiscore information. Some games keep a complete 'his of fame' list of hiscores with initials of the players, others just save the highest score achieved so far. The memory chip retains the information for years, even if the Lynx is turned off or the card gets unplugged.

The bonus specials contain four demo programs that can be started one after another. Each time you choose the last 'S' the selection screen and press A or B the next demo will run. To return to the selection screen, you have to reboot the card by turning the power off and then on again. The combination of OPTION-1 and PAUSE has no effect on the demo. The four specials include a 3D texture-mapping maze, a 'marble madness' style demo-level, a comlynxable 'dungeon master level and a distortion/polygonal graphics screen to experiment with. Additionally, there's a reduced version of a well-known game hidden somewhere (although accessible somehow) on the card...

The robust plastic packaging of the game may be used as a safe transport box for up to three more games and is made recycable polypropylene (PP). To save natural resources, it shouldn't be discarded into your standard waste!

PLEASE NOTE:

THE GAMECARD MAY NOT BE BENT OR TWISTED, DON'T EXPOSE IT TO EXTREME HEAT OR ELECTROSTATIC FIELDS, DO NOT REMOVE THE PROTECTIVE LABEL FROM THE ME OFF CHIP. CAREFULLY INSERT THE CARD INTO THE LYNX AND AVOID SHORT CIRCUITS BETWEEN THE COMLYNX CABLE AND THE CHIP'S PINS, ANY MANIPULATION OF TRANSMITTER.

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THE PHOBYX LOGO IS USED WITH PERMISSION OF PHOBYX CREATIVE DESIGN, HUSUM, GERMANY.

MAIN PROGRAM (c) 1997-'98 BY BASTAN SCHICK, GÖPPINGEN, GERMANY. SUBPROGRAMS ARE COPYRIGHTED AS SHOWN ONSCREEN WHEN SELECTED. CARD DESIGN A LAYOUT (c) 1993-'96 BY LARS BAUMSTARK, STAUFEN, GERMANY. GAME INSTRUCTIONS AND TRANSLATION (c) 1998 LARS BAUMSTARK.

(TELEGAMES)

SNAKEBYTE

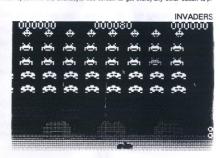


Invaders from space have to be stopped in this game by blasting them with your mobile ground defense. The invaders descend from the top of the screen towards Earth moving across the playfield in serpenties. The fewer alien ships remain in formation, the fatter the rest of them will rush on - until you shoot the last one... In the beginning there are three hovering shields between the invaders and the ground. These shields will be destroyed bit by bit through shots both by the invaders and yourself, or can be wiped out and overrun by the invaders. You can shift your defense laser left and right and fire single shots at the aliens. From time to time a "mother? UPCO speeds through the sky which allows you to gain extra points by shopting it. Onscreen displays show your remaining defense lasers, if and 2" players' scores and the highscore reached so far. The game ends when you lose your last defense laser by alien fire or when the invadeer resch the ground.

The highscores and information about the various types of invaders can be seen by pressing Option-1 in the Invaders title screen. A and B select one or two player games.

In this game the player controls a sinake trying to sat apples. With each as availlowed, the snake grows longer. The game's goal is to sat 10 apples per la without biting yourself or bumping into the wall. Each apple has to be satan who was a sound to be a sound to be a sound of the property of the of th

There's an options screen, where the game is adaptable to the player's skills ar preferences: You can choose between low and high game speed, blank and chquered background, snake- or topview-oriented control and four color palett: Press Option-1 in the Snakebyte title screen to get there, any other button to pi



Trying to isolate your opponent is the goal of this board game of strategy. The playfield consists of 8x8 gray titles. Each player can move his token (blue or purple) one step in any direction that holds a grey title. After this, the player has to remove one free title off the board, in this way the players take turns alternatingly, until one of the two can't move any further due to being isolated. To control your actions on the board you'll be given a cursor (a broken yellow) red line around a title) that you can move around in 8 directions. In the movin on hase your range will be limited to one step. Press button A or 8 to move your token to that location. In the second phase you can select any free tile of the board by placing your cursor on it, removing this tile by again pressing A or 8. You can play versus the Lynx or a second human player in a single game or a sames of games (best of \$, 1 for the answer to all questions). The winner of a game in a series scores a point in his token't colour. After the selected number of games, the player with more points win the duel.

In Mines you have to find a way through a mine field, diagonally from the top le to the exit at the right bottom of the screen. The mines, although not visible, ar deadly nonetheless when stepped upon. The only devices helping you to avoid thidden mines are a scanner and nine detonators that trigger the mines. The sea mer reports all mines that are in 1-step range from you. The number of those mines is displayed next to the bomb symbol at the top left of the screen. After each steyou should take a look at the scanner! A detonator can be used by pressibutions A or B and will clear all mines that may be hidden one step around yourse but won't affect any other mines. You have to reach the exit within a certain time span, otherwise all mines will be set off and thus end the game. A detonator use near the door will also make you lose the game...

ISOLATION

