

TELEGAMES

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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 displays the 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 the 'special' program demos. Note that one of the letters is selected and continuously spins around itself. You can choose another letter by pressing the joystick right or left. When you press button A or B the chosen program will be started. Please refer to the specific instructions for the games on the other page for details. Some basic controls are common among the 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 'hiscore' 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 of recyclable 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 MEMORY CHIP. CAREFULLY INSERT THE CARD INTO THE LYNX AND AVOID SHORT CIRCUITS BETWEEN THE COMLYNX CABLE AND THE CHIP'S PINS. ANY MANIPULATION OF THE CARD WILL VOID THE WARRANTY.

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