

MegaPak 1



Songbird Productions

CF2010

LYNX

Soundtool Instructions

This is a versatile tool for the Lynx hobbyist. You can use it to adjust in real-time the instruments used by the built-in songs, or you can use it to create interesting sounds for your own amusement or hobby game development.

Getting started:

1. Use Opt 2 to select the desired song you wish to hear. If you select no song, then a single tone will be generated on the following screens.
2. Press Opt 1 to toggle among three screens: Instrument, Sound engine, and Envelope. Each screen is detailed below.

Instrument

Use Up and Down to select the instrument you wish to modify (note some songs ONLY use one or two instruments, e.g. The Entertainer only uses Piano).

Press B to enter the Save/Load menu, where you can save your current settings to EEPROM, load them from EEPROM, or erase them from EEPROM. Erase only affects Soundtool, and not saved data from other games.

NOTE: Once you enter the Save/Load menu, the only way to exit without selecting an option is to press Opt 1 + Pause, which will exit Soundtool and return you to the menu.

Soundtool Instructions (continued)

Sound Engine

Up/Down - Sets the octave for the instrument

Left/Right - Sets the waveform for the instrument

Pause - Toggles waveform integration on or off

A/B - Sets the waveform amplitude for the instrument

Experiment with each waveform option to learn how it affects the sound of the instrument.

Envelope

Up/Down - Adjusts the attack speed for all notes

A/B - Adjusts the hold time for all notes

Left/Right - Adjusts the decay speed for all notes

"Attack speed" is how quickly the note reaches full volume from the time the note is played. "Hold time" is how long the note remains at that volume level. "Decay speed" is how quickly the note fades away when it is finished.

Get creative and you can really change the fundamental sound of each instrument!

Chopper X Instructions

The object of this game is simple: bring your chopper home through four different stages, while striving for the highest score. The four stages are:

- Stage 1: Sea Scramble
- Stage 2: Caverns of Zinj
- Stage 3: DeBunker
- Stage 4: Zeppelin Country



You can adjust the chopper's speed by pressing Left or Right, and boost the elevation by pressing A or B. If you crash your chopper into anything, it will explode and you will lose one of your 3 lives. Also, if you run out of fuel you will crash, so don't fly too slowly. When you get to the end of a stage the fuel you have left will be added to your score.

You can play Chopper X in "Easy" mode or "Expert" mode. In "Expert" mode the gravity is much stronger, but you get a bonus score when completing each level. Beginners may want to play Chopper X in "Easy" mode until they have mastered the controls!

Strategy (Hints and Tips):

- * The faster you complete a stage, the more points you get for that stage.
- * Sometimes to avoid an obstacle you will need to adjust your speed.
- * If you cannot get past a certain stage, you can skip to the end of the stage by pressing Option 1. However, your score for that stage will be taken away.

Password Instructions

You must crack the password in eight mistakes or less. Each password is an English word consisting of exactly 6 letters, and each letter is used only once (so "letter" is not a valid password since there are two t's).

Use the joypad to move up and down or left and right through the letters, and press A to select a letter. The Lynx automatically fills in the letter if correct, otherwise you lose a guess and may continue.

Once you solve the password, you will receive one of many special rewards! If you are desperate, you may press Opt 1 once to get a free letter.

Lynx Sketch Instructions

This is the classic drawing tool, now available for your drawing pleasure on the Lynx! Use the joypad to move around, and press A or B to toggle drawing mode on or off.

Press Pause to enter the menu, where you can adjust the line color, line size, and cursor speed. Press Opt 1 to erase the screen and start over.

Blackjack Instructions

This is the traditional card game of Blackjack. You play 20 rounds against the Lynx dealer. During the game, press A for a "hit" (receive another card) or B to "stay" (keep your cards and let the dealer try to beat you). Press Opt 1 to cycle through the stats, which include score (SC), rounds left (LEFT), etc.

High Roller Instructions

Welcome to the classic game of high stakes and whimsical dice! One to eight players take turns rolling dice in attempt to gain the best score.

How to play:

1. Press A at the title screen to start the game.
2. Use Up or Down to select the number of players.
3. Use Up or Down to select the first letter of the initials for each player, and press A or Right to advance to the next letter.
4. The dice all start "in the cup" and thus their face values are hidden. Press A to roll the dice.
5. Use Left and Right to move the red cursor. Put a die "back in the cup" by pressing A. Some, none, or all dice may be re-rolled as desired.
6. Move the red cursor to the ROLL icon to re-roll the dice. You may re-roll the dice up to two times, as indicated by the red dots in the upper right corner. If you are happy with your current results, simply press A to continue until the red and blue arrow appears.
7. Use the joystick to move the arrow around. Open slots are shown in green, along with the score you would achieve by assigning the current dice roll to that slot. Assigned slots are shown in red and may not be changed.
8. Once you assign the score, the slot turns red. Press A to continue with the next dice roll. If two or more players are playing, pass the Lynx to the next player at this time.
9. Keep rolling until all your slots are filled! The Final Score screen shows a score summary for all players. Press Opt 1 to cycle through the details screens to see how each player scored. Press A to return to the title screen.

High Roller Instructions (continued)

Roll number (each player gets 3 rolls)

Red numbers indicate assigned scores, green numbers indicate open scores.

PLAYER 1 CEF				●●●
Ones	01	3 Kind	22	
Twos	04	4 Kind	00	
Threes	06	F House	25	Sub:
Fours	00	Sm Strt	30	11
Fives	00	Lg Strt	40	Total:
Sixes	00	Yahdice	00	128
		Chance	00	
				ROLL

Subtotal score

Total score

Dice "in the cup"

Red cursor

MegaPak 1 Developers:

Renya Izuka - Pontiac, Blackjack
Tony Rudzki - High Roller
Chris Vick - Lynx Sketch
Karri Kaksonen - LOL, Password, Soundtool, Treasure
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James Higgs - ChopperX, Soundtool
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Testers:

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Long live the Lynx!

Getting Started:

1. Insert your MegaPak cartridge in your Lynx, with the label side facing the Lynx.
2. Turn on the machine. The Songbird logo appears.
3. Wait a moment, and the menu screen appears. Move left or right for the various menus, and move up or down and press A to select an item. Press Option 2 to cycle through the available songs.
4. If a game was previously selected, press A to begin the game. Any changes you made to the menu styles will be saved automatically in EEPROM. You may exit any game by pressing reset (Opt 1 + Pause).

NOTE: Press Opt1 + Opt2 to enter the EEPROM menu where you can erase all high scores and other game data if desired.

Parafly Instructions

You control the catchers. The catchers can be moved to the left and right. Your goal is to catch the clowns before they hit the ground. If a clown hits the ground you get a miss. Three misses and you lose!

If you catch 500 clowns, you win! You get one point for each clown.

HINTS:

- At 400 points your misses are erased.
- The clown closest to the building will fall faster than the ones further from the building due to the shorter path. Stay sharp!