

# PONX™

*For the Atari*



**Ponx** brings the ball-and-paddle favorite that started it all to the Atari Lynx! But this isn't your ordinary game. You can select a play field color and the number of balls in play. Try adjusting the difficulty level of the Lynx controlled opponent, or in a throwback to classic handheld gaming, play against a friend on the *same* Lynx unit (no comlynx cable or second **Ponx** cartridge necessary)! **Ponx** will keep you occupied for many fun and furious hours of play.

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## **Getting Started:**

1. Insert your **Ponx** cartridge in your Lynx, with the label side facing the Lynx.
2. Turn on the machine. The Atari logo appears.
3. Wait a moment, and the introduction screens appear. Press A or B to skip these screens until you reach the **Ponx** title screen. Press Option 2 to turn off the title screen music.
4. Select one or two players with the joy pad, and press A or B to enter the options screen. Choose your options, and press A or B to begin the game.

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### Difficulty:

- Easy** Great starting level, especially for younger players. The ball travels at slow speeds, and the Lynx opponent is not as quick to respond.
- Normal** Faster ball speeds, but the Lynx opponent is not as quick to respond.
- Insane** Faster ball speeds, but the Lynx opponent is highly responsive. Don't get frustrated too quickly – even an Insane opponent can be beat!

### Field:

Choose from a black or green play field. Notice that black can sometimes provide better contrast.

### Balls:

Choose one or two simultaneously active balls for the game.

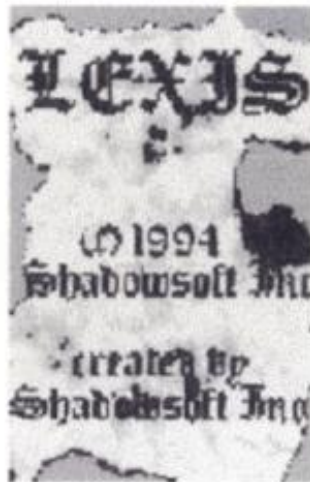
### Playing the Game:

- The left paddle is moved by the Joypad. If a second player is selected, use the B and A buttons to move the right paddle up and down, respectively. Both players should hold onto the Lynx unit, or set the unit on a table.
- The ball can be deflected at different angles based on where it strikes the paddle. The ball will speed up the longer it is in play.
- Pressing the Pause button will pause the game. The Flip feature has been disabled. Pressing the Reset combination (Option 1 plus Pause) will cause the game to return to the **Ponx** title screen.
- Be sure to play Ponx with your headphones on – **Ponx** utilizes stereo sound effects to help immerse you in a totally ballistic, ball-bouncing frenzy!
- The first player to score 10 points wins the game. Try playing the best two out of three or three out of five for a real challenge!

## \*\* NEW GAMES \*\*

Thought you had those falling brick puzzles beat? Wait until you play **Lexis** on the Atari Lynx, brought to you by Shadowsoft and Songbird Productions! **Lexis** puts a new twist on a classic game by making the player form words out of falling letters. Multiple game play options, special words that enable cheats and bonuses, and even an electronic dictionary containing more than 20,000 words!

**COMING SUMMER 1999.**



Looking for something unusual to feed your Lynx? Try **SFX**, the exciting new audio tool only for the Atari Lynx. Perfect for the hobbyist developer or the curious tinkerer, this sound utility will allow you almost full control over the four audio channels available on the Lynx. Blend several channels together at once, tinker with them on the fly – it's all possible with **SFX**!

**AVAILABLE NOW.**

To order or find more information on new games for the Atari Lynx and Jaguar, visit the **Songbird Productions** web site located at

<http://songbird.atari.org>

or reach *Songbird Productions* by email at [songbird@atari.org](mailto:songbird@atari.org).

NEW GAMES

**Programming, graphics, audio, and manual  
layout and printing by: Carl Forhan**

**Lynx cartridge by: Todd Yuen**

