

Welcome!

Thank you for purchasing the Lynx GameDrive (LynxGD) cartridge from RetroHQ! The LynxGD allows you to play Atari Lynx game and homebrew ROM's directly from a memory card. Your EEPROM save games (where supported) will also be stored on the memory card alongside your games, so everything is in one place.

Getting Started

The LynxGD cartridge needs to be initialised with the latest firmware before it will function. To do this, insert the LynxGD cartridge and power on your Lynx. A screen will be displayed with a QR code and a website address (similar to the one shown below). Either scan the QR code or visit the website manually to download the latest firmware. Follow the instructions given on the web page to install the firmware.



Firmware Updates

Periodically you may wish to check for firmware updates. To do this, press the OPTION1 button when instructed to do so as the cartridge is booting. A screen similar to the initial firmware setup screen will be displayed with QR code and website address. Either scan the QR code or visit the website manually to check for a firmware update.

Selecting and Playing Games

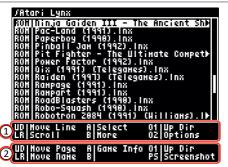
Copy your Lynx games to a memory card (LNX, LYX and O are recognised game file formats), insert the memory card into the LynxGD and power on your console. The cartridge will boot to the game selection screen.

The game selection screen displays the folders and recognised files on your memory card, allowing you to navigate the folder structure and select a game to play. The button functions are shown in the bar at the bottom of the screen.

If a game has **preview images** associated with it, you can **view** these images with the **screenshot function**. When **launching** a game, if it has any **cheats available**, these will be selectable from the **game trainer screen**.

If the game supports **save data**, it will be **saved automatically** in a file named the same as the game ROM image, but with the extension E2P.

Game Selection Screen



1 Standard button control set

More: Hold for alternate button functons
Select: Enter folder or select game to play
Up Dir: Go back up one directory level

Move Line: Move up or down one line

Scroll: Scroll through name (auto-scroll off)

Op ons: Move to options screen

2 Alternate control set with B held down

Move Page: Move up or down one page

Move Name: Move to prev/next letter of alphabet
Game Info: Show details about selected game
Screenshot: Show preview images for game

Preview Image Screen



Move Line: Change the selected game

Move Pic: Change preview image for this game

Launch: Launch the selected game
Hide Bar: Hide / show the menu bar

Exit: Return to the file screen

Each game may have one or more 16 colour bitmap images (.bmp files) associated with it, which can be viewed from here. The naming convention for images and pre-made packs of images for well known games can be found by visiting the support forum pages.

Preview images load extremely quickly and games can be selected and played directly from the preview image screen, so it's a great way to find new games to play if you don't know the Lynx game library well!

Game Trainer Screen



Move Line: Move up or down one trainer option
Change: Toggle trainer option on / off

Play: Launch the selected game

Cancel: Return to the file / preview screen

If a game has trainer options available they will be displayed when the game is selected. Choose the trainer option by moving up and down through the list and enable or disable the option as desired.

You can either choose to play the game with the selected trainers enabled or return back to the game selection or preview image screen.

If you have any **requests** for **cheats** not currently available, please visit the **support forum**.

Options Screen



Move Line: Move up or down one option
Change: Change selected option

Files: Return to the file menu

To **personalise** your **experience** when using the **LynxGD** you can **change** various **options** from this screen. Any **changes** you make are **persisted** to the cartridge.

If you have any requests for features or options which are currently not available, please visit the support forum.

Compatibility

The LynxGD is compatible with all Lynx games up to 512KB in size including EEPROM save games, as well as the ComLynx interface for multi-player games.

The LynxGD is compatible with all FAT and FAT32 formatted memory cards up to 32GB in size.

The LynxGD is compatible with both Lynx 1 and 2 consoles as well as all known LCD screen upgrades.

Thanks to...

With thanks to Matt Smith for his testing, assistance and suggestions during development.

Thanks to **Albert Yarusso** and all that have followed the development of this cart at **AtariAge** as well as my **Twitter** and **YouTube** followers for their **support**.

Support

Additional support and information about the LynxGD can be found on the support forum pages. Scan the QR code below or visit:

http://retrohq.co.uk/lynxgd/





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