



LYNX



## Welcome!

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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

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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

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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

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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

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/Atari Lynx						
ROM	Ninja Gaiden III - The Ancient Sh					
ROM	Pac-Land (1991).lnx					
ROM	Paperboy (1990).lnx					
ROM	Pinball Jam (1992).lnx					
ROM	Pit Fighter - The Ultimate Compet					
ROM	Power Factor (1992).lnx					
ROM	Qix (1991) (Telegames).lnx					
ROM	Raiden (1997) (Telegames).lnx					
ROM	Rampage (1991).lnx					
ROM	Rampart (1991).lnx					
ROM	RoadBlasters (1990).lnx					
ROM	Robo-Squash (1990).lnx					
ROM	Robotron 2884 (1991) (Williams).lnx					
①	UD	Move Line	A	Select	01	Up Dir
	LR	Scroll	B	More	02	Options
②	UD	Move Page	A	Game Info	01	Up Dir
	LR	Move Name	B		PS	Screenshot

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### ① Standard button control set

<b>More:</b>	<b>Hold</b> for alternate button functions
<b>Select:</b>	<b>Enter</b> folder or select game to play
<b>Up Dir:</b>	Go <b>back up</b> one <b>directory</b> level
<b>Move Line:</b>	<b>Move</b> up or down one <b>line</b>
<b>Scroll:</b>	<b>Scroll</b> through <b>name</b> (auto-scroll off)
<b>Op ons:</b>	<b>Move</b> to <b>options</b> screen

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### ② Alternate control set with B held down

<b>Move Page:</b>	<b>Move</b> up or down one <b>page</b>
<b>Move Name:</b>	<b>Move</b> to prev/next <b>letter</b> of <b>alphabet</b>
<b>Game Info:</b>	<b>Show</b> details about <b>selected</b> game
<b>Screenshot:</b>	<b>Show</b> preview <b>images</b> for game

## Preview Image Screen

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<b>Move Line:</b>	<b>Change the selected game</b>
<b>Move Pic:</b>	<b>Change preview image for this game</b>
<b>Launch:</b>	<b>Launch the selected game</b>
<b>Hide Bar:</b>	<b>Hide / show the menu bar</b>
<b>Exit:</b>	<b>Return to the file screen</b>

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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

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Game Trainers	
infinite time	no
Infinite Energy	no
One Hit Boss Kill	no
UD   Move Line	A   Play 01
LR   Change	B   Cancel 02

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- 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**
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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

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Options	
Colour Scheme	Dark
Capitalise Filenames	No
Auto-scroll Filenames	Yes
Auto-scroll Speed	Medium
Menu Sound	Yes

  

UD   Move Line	A	01
LR   Change	B	02   Files

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**Move Line:** Move up or down one **option**

**Change:** Change selected **option**

**Files:** Return to the **file menu**

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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

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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...

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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

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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/>







info@retrohq.co.uk



www.retrohq.co.uk

@TheRetroHQ



RetroHQ



[www.retrohq.co.uk](http://www.retrohq.co.uk)

