LEXIS

FOR THE ATARI LYNX

Thought you had those falling brick puzzles beat? Wait until you try a new twist – ***Lexis*** for the Atari Lynx! There are plenty of options to choose from: multiple play modes, difficulty level, and even an electronic dictionary containing over 20,000 words!

Getting Started:

1. Insert your ***Lexis*** 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 screen appears. Press A or B to advance to the ***Lexis*** main menu.

4. Choose your options, and select 'Play Lexis' to start your game.

The premise behind Lexis is simple -- spell words. Specifically, 3-11 letter words, and lots of them. The more words you spell, and the quicker you spell them, the better you will score. Lexis consists of 3 different game types:

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STANDARD The STANDARD game is simple, spell as many words as you can before the page (play area) fills with letters. Spell large words for a higher score.

PAGES The PAGES game has 99 pages or levels, and each level has a unique goal to clear the page. The different goals are:

* Word: spell a certain number of words
* Horizontal: spell words horizontally.
* Vertical: spell words vertically.
* Forward: spell words horizontally from left to right.
* Backward: spell words horizontally from right to left.
* Letter: spell as many words as you can from 25 letters.
* Timer: spell as many words as you can in 30 seconds.

CHALLENGE The CHALLENGE game has 7 different skill levels. In each game you will have a different number of random letters. The object of the challenge is to spell a word with one letter on the bottom as quickly as possible. The letter you need to spell a word with is highlighted and your goal is to spell a word in the shortest amount of time. Don't worry about spelling large words, speed is the goal here.

How To Play Lexis

The active letter will appear at the top of the screen. Press LEFT or RIGHT on the joypad to move the active letter left and right as it slides down the page. Press down on the joypad to drop the active letter to the bottom of the page on top of any letters that are currently there.

Also at the top of the page is a preview of the next letter. This letter will be the next letter to slide down the page when the active letter is set at the bottom of the page.

As you spell words, they will appear on the left page of the Lexis book. The total number of words that have been spelled are displayed at the top of the page. The current 'Skill Level' is displayed at the bottom of the page.

Words can be spelled in any direction; left to right, right to left, top to bottom and bottom to top.

When you spell a word or words, they will glow red, and then fade away. Any letters that were above the words that disappear will slide down to fill in any gaps. If new words are subsequently spelled, they, too, will glow and disappear.

Each size of word that you spell is worth a different number of points. Your current score is displayed at the bottom of the page. 3 letter words are worth 50 points. For each additional letter you add to the length of a word, the score

doubles for the word. For example, a 4 letter word is worth 100 points, a 5 letter word 200 points all the way up to an 11 letter word which is worth 12,800 points. Therefore the bigger the word you spell, the more points you score.

As well as the points scored for each word you spell, there is also a bonus multiplier. Let's say you spell the word 'RARE'.

- you score 100 points for 'RARE'
- you score 50 points for 'ARE'
- you score 50 points for 'ERA' (remember backwards counts)

This gives you a total of 200 points and 3 words. Your score for spelling this word is 3 x 200 or 600 points. The bonus multiplier can be as high as 9. Also, if you spell a word and then letters slide down and spell new words, the bonus multiplier from the first word or words spelled is carried over to the second set of words spelled. So if you spell 2 words, the letters slide down and 2 more words are spelled, the bonus multiplier would be 4.

Press OPTION 1 while playing the game to display the Lexis dictionary.

Setup Page

Game Type: select Standard, Pages, or Challenge game type.
Drop Width: Determines where new letters will be placed at the top of the screen. 0 indicates all letters will be centered, 5 indicates random placement.
Skill Rating: Starting skill rating. For every 10 words you spell, the rating will automatically increase by 1 during the game. Ranges from 1 to 20.
Return: Return to the Table of Contents screen.

Hints

Try spelling different words that describe cheats you might hope to find. Certain words can have interesting effects, such as allowing you to skip levels or clear words of a certain length.

Try solving all 99 levels in the Pages game for a special bonus!

Credits

Several individuals have contributed significantly in order to get Lexis published on the Lynx. They are:

Dave Dies of Shadowsoft, Inc. -- Game designer and developer
Carl Forhan of Songbird Productions -- Publisher and manual/packaging design
Todd Yuen -- Hardware designer and supplier

** NEW GAMES **

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