

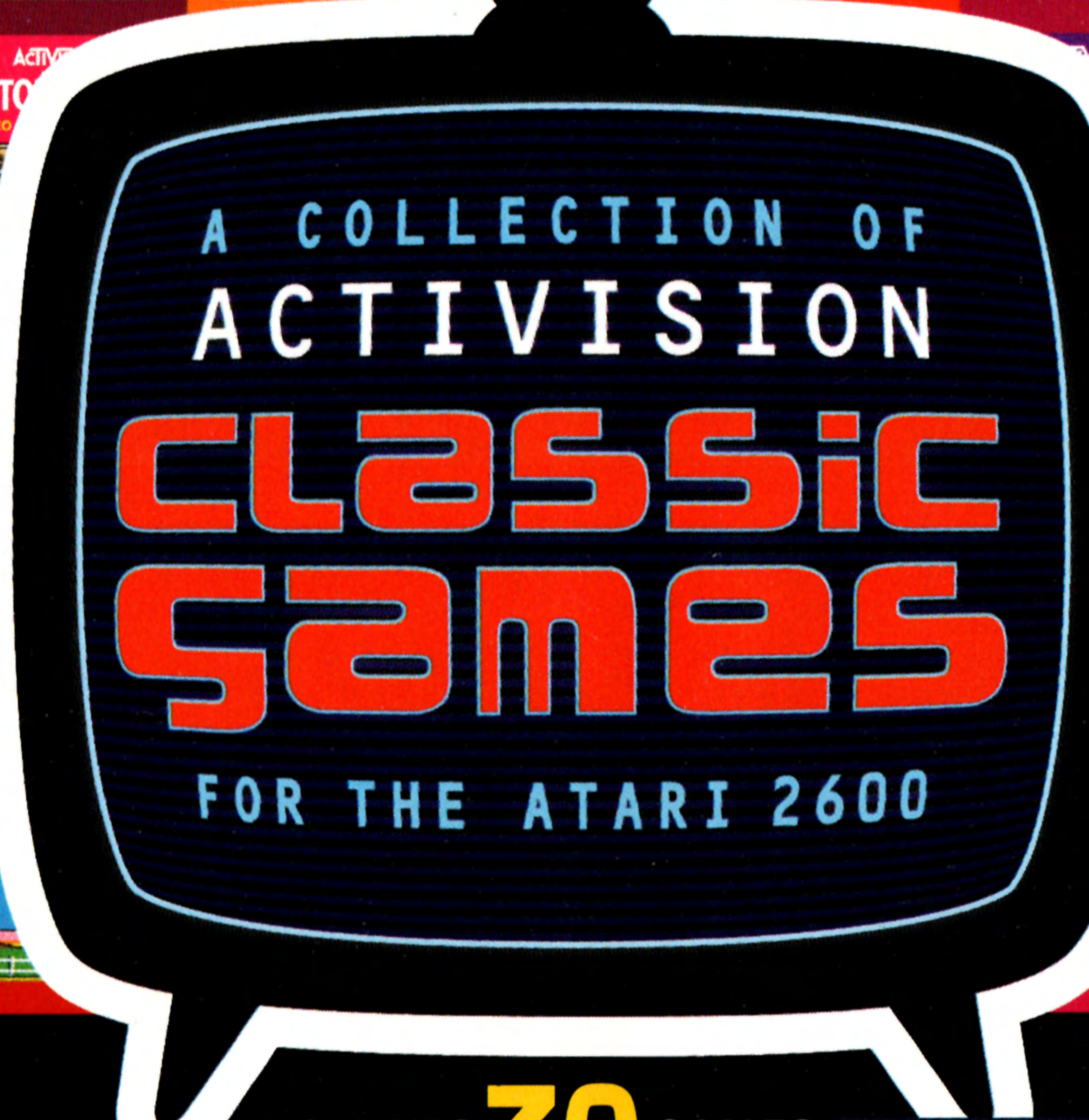


NTSC U/C

PlayStation



SLUS-00777  
1000381.221.US



A COLLECTION OF  
ACTIVISION

# CLASSIC GAMES

FOR THE ATARI 2600

INCLUDES **30** GAMES

ACTIVISION

## **WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

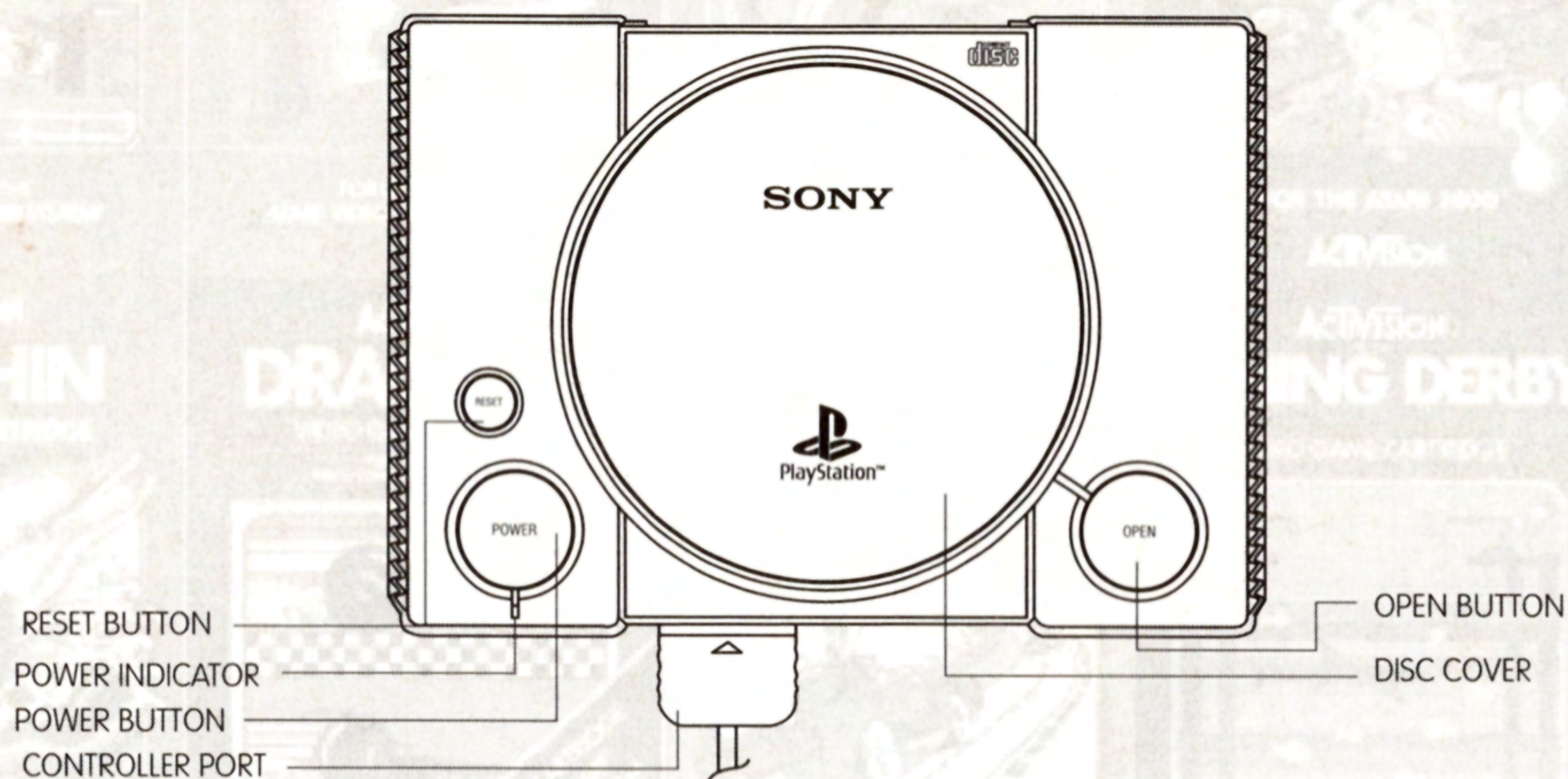
## **HANDLING YOUR PLAYSTATION® DISC:**

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# TABLE OF CONTENTS

Starting Up .....	2
Game Controls .....	2
Main Menu .....	4
In-Game Option Screen .....	4
Atlantis .....	6
Barnstorming .....	6
Boxing .....	7
Chopper Command .....	7
Crackpot .....	8
Cosmic Commuter .....	8
Dolphin .....	8
Dragster .....	9
Enduro .....	9
Fishing Derby .....	10
Freeway .....	10
Frostbite .....	11
Grand Prix .....	11
Hero .....	12
Ice Hockey .....	12
Kaboom! .....	13
Keystone Kapers .....	13
Laser Blast .....	13
Megamania .....	14
Pitfall .....	14
Plaque Attack .....	15
River Raid .....	15
River Raid 2 .....	16
Seaquest .....	17
Skiing .....	17
Sky Jinx .....	18
Spider Fighter .....	18
Stampede .....	19
Starmaster .....	19
Tennis .....	23
Credits .....	24
Customer Support .....	25
Software License Agreement .....	26

## STARTING UP

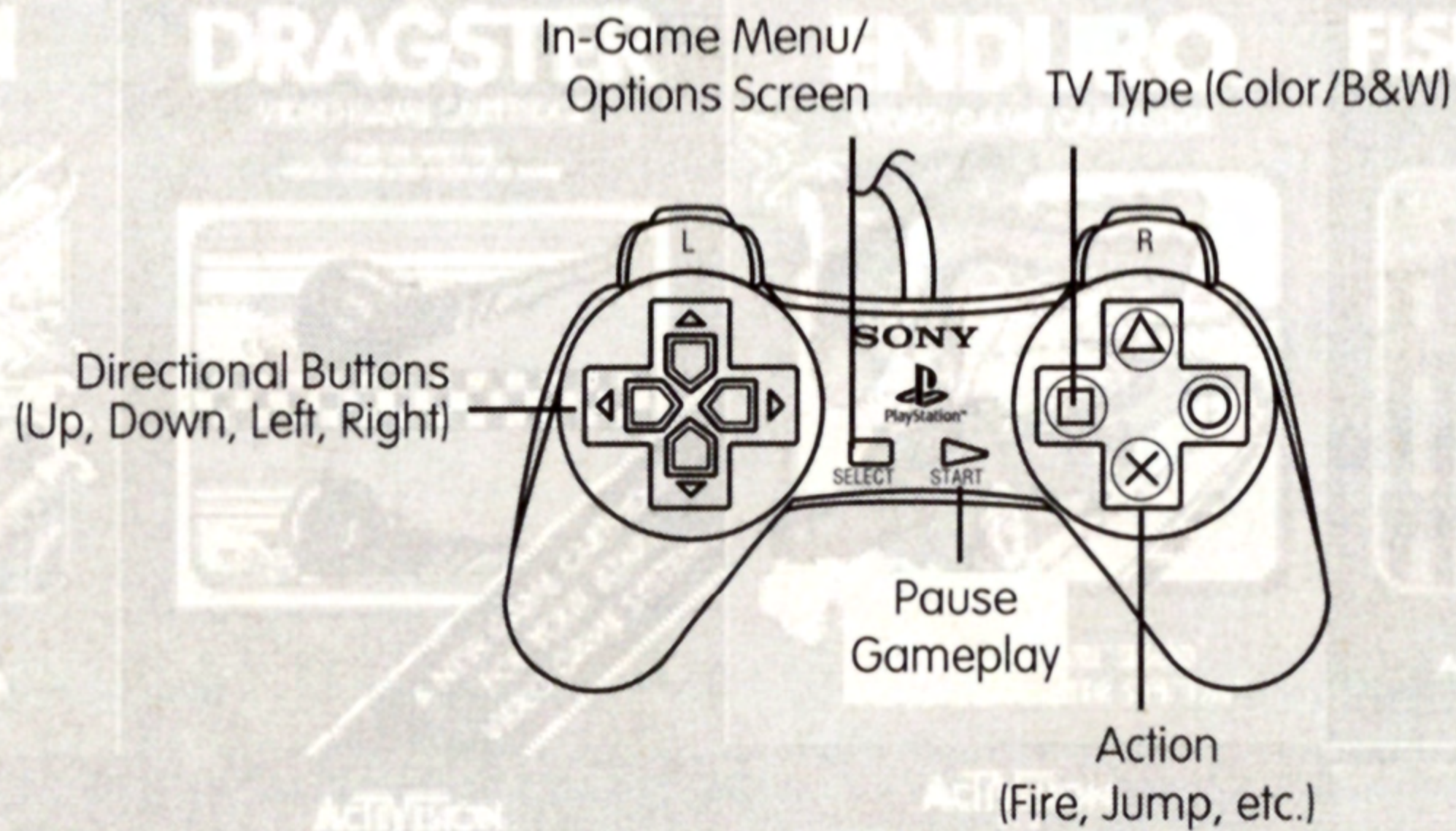
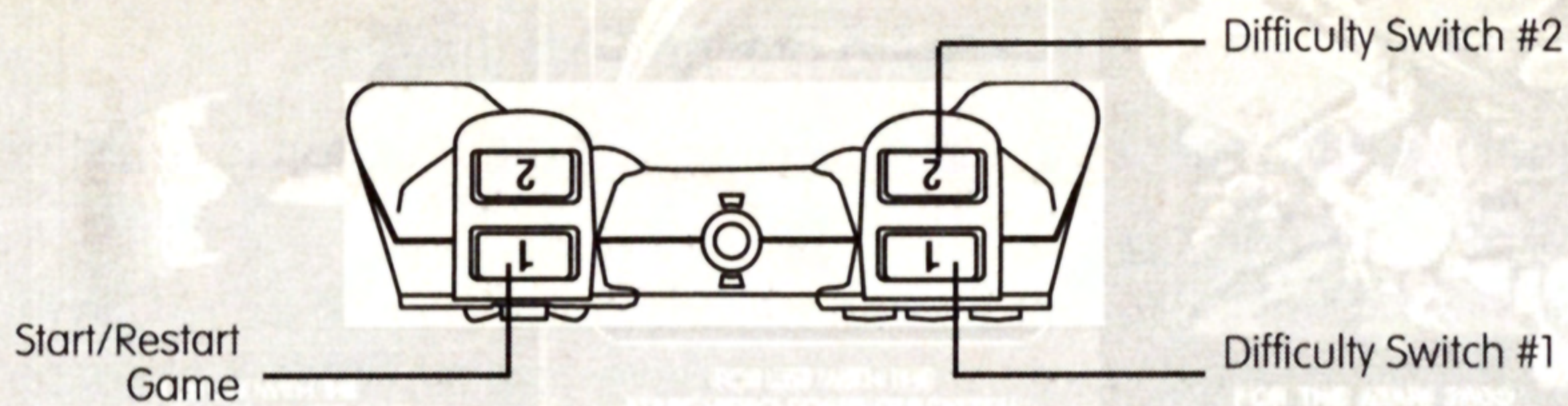


- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Activision Classics disc and close the disc cover.
- Insert game controllers and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

## GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual will refer to the default controller configuration. You can change the controller configuration in the Options screen accessed from the Main menu screen (see page 4).

To select menu options, use the **Directional Buttons** Up/Down to navigate through the menu options, highlight the option you want to select, and hit the **X** button to accept. Screens without menus will have button press options listed on the bottom of the screen.



## Game Reset

To abort a game in progress, press the **SELECT** button to pause the game. Choose **Quit** from the menu to return to the Activision Classics title screen.

## Soft Reset

You can reset to the Activision Classics title screen at any time during gameplay by holding down SELECT, then pressing and holding START for two seconds.

## Game Over!

A game ends when time runs out, the game objective is not met, when all lives have expired, etc. At this point, the game screen will not respond to your control(s). To reset the current game 1) press the RESTART button or 2) go to the In-Game option menu and select RESTART CURRENT GAME.

## MAIN MENU

Scroll through the list to choose a game to play. Press the X button to select the game.

### Game Options Menu

Many of the games have different game/level choices to choose from. Use the Up/Down Directional Buttons to select what type of game/level to play. Press X to confirm the selection.

## IN-GAME OPTION SCREEN

The player can access the In-Game Options Menu by pressing the SELECT Button during any game. Once SELECT is pressed, the player can use the Up/Down Directional Buttons to select an option.

### Continue

Lets the player continue current game.

### Restart Current Game

Lets the player restart the current game.

### Quit Game

Lets the player quit the current game.

### Controller 1 & 2

Control Configuration: Pressing the X button allows the player to alter the control buttons in the game. You can reassign the controls by using the Directional Buttons. First select the control you want to change by pressing the Up/Down Directional Button and then using the Directional Button Left/Right to change the setting. Press the X button when finished.

### Difficulty Setting 1 & 2

Use the Directional Buttons Up/Down to select this function. You can switch between the A and B setting by using the Directional Buttons Left/Right. Most games in Classics have a Difficulty Setting that varies per game. Select either A or B for both switches (some games only use Switch #1). The default varies with each game, as does the indicator of difficulty (sometimes A is more difficult; sometimes B). Difficulty settings for each game are described in this manual.

## Audio

- Use the GAME SOUND to adjust the sound in the game. Press the X button when finished.
- You can listen to audio CD's while playing Activision Classics. Place the audio CD in the PlayStation. Use the CD TRACK to change tracks on the audio CD. Press the X button when finished.
- Use the CD MUSIC LEVEL to adjust the CD music volume.

## TV Adjust

Allows the player to adjust the screen. Use the Up/Down Directional Buttons to adjust the screen. Press the X button when finished.

## Load Game

Load a saved game

## Save Game

Save a current game.







## CRACKPOTS

### Game Objective

Score as many points as you can before the bugs gobble up your home.

### Game Controls

- To move Potsy left or right, push the left or right Directional Button.
- To push a pot over the ledge, press the action button when Potsy is standing behind the pot.

## COSMIC COMMUTER

Pick up space commuters in your Astrobus and deliver them to Grand Central Space Station while staying on schedule. Watch your fuel level. When the indicator drops to 3, your engines will sputter. Refuel by flying into a purple fuel pod. Fuel pods are unavailable once you've completed the route.

### Game Controls

- To land the rocket module, push the up Directional Button to thrust and guide your Astrobus to a soft landing.
- Use the Directional Buttons to move your astrobus.
- Press the X button to fire lasers.
- To pick up commuters, fly over their heads and quickly push the down Directional Button.
- When you've completed your route, a continuous beep will sound. Fly to the end of the line to meet the rocket module. When it appears, land the Astrobus directly on top of it.

## DOLPHIN

Guide your dolphin through openings in the seahorse schools by listening to sonic tones and catching waves. Periodically, a seagull will fly overhead. Have your dolphin leap up, touch the seagull and then quickly turn and touch the squid.

Listen to the sonic tones. The higher the tone, the higher up the opening will be in the upcoming school of seahorses. A lower tone means the next opening will be lower on your screen.

## Difficulty Settings

**Difficulty Setting #1** Setting A: Player one's dolphin will have only two seconds to touch the squid after intercepting a seagull.

Setting B: Player one's dolphin will have four seconds.

**Difficulty Setting #2** Setting A: Player two's dolphin will have only two seconds to touch the squid after intercepting a seagull.

Setting B: Player two's dolphin will have four seconds.

## Game Controls

- Use the Directional Buttons to move your dolphin.

## DRAGSTER

### Game Objective

Beat your opponent across the screen, or race against the clock for best time.

### Game Controls

- To shift gears, clutch by pushing the left Directional Button and shift by letting it go.
- Press the X button for gas.
- To steer, push the Up/Down Directional Buttons.

## ENDURO

### Game Objective

Speed past a certain number of cars before reaching the finish line. If you don't pass the required number of cars by daybreak, the game ends.

### Game Controls

- To move your car left or right, push the Left/Right Directional Buttons.
- The action button is your accelerator.

## FISHING DERBY

### Game Objective

Catch 99 pounds of those beautiful fish.

### Difficulty Switches

**Difficulty Switch #1** Setting A: Fish will only bite if you get the end of your line right under its nose for player one.

Setting B: Fish will bite if you get the end of the line near its mouth for player one.

**Difficulty Switch #2** Setting A: Fish will only bite if you get the end of your line right under its nose for player two.

Setting B: Fish will bite if you get the end of the line near its mouth for player two.

### Game Controls

- To move your pole out or back, press the Left/Right Directional Buttons.
- To lower or raise your line, press the Up/Down Directional Buttons.
- To reel your line in quickly, push the action button.

## FREEWAY

### Game Objective

Score as many points as you can by guiding your chicken across the 10 lanes of traffic as many times as possible in two minutes and 16 seconds.

### Difficulty Settings

**Difficulty Switch #1** Setting A: Player One's chicken will return to the curb (the beginning) after being struck by a vehicle.

Setting B: Player One's chicken is knocked back one lane when struck by a vehicle.

**Difficulty Switch #2** Setting A: Player Two's chicken will return to the curb (the beginning) after being struck by a vehicle.

Setting B: Player Two's chicken is knocked back one lane when struck by a vehicle.

## Game Controls

- Press the Up/Down Directional Buttons to move your chicken ahead (up) or back (down).
- Your chicken can move forward and backward only, not side-to-side.

## FROSTBITE

### Game Objective

Help Frostbite Bailey build igloos by jumping on floating blocks of ice. Be careful to avoid these deadly hazards: killer clams, snow geese, Alaskan king crab, grizzly polar bears and the rapidly dropping temperature.

Each time Frostbite Bailey jumps onto a white ice floe, a block is added to the igloo. Once jumped upon, the white ice turns blue. When all four rows are blue, they will turn white again. The igloo is complete when a door appears. Frostbite may then jump into his igloo.

Frostbite always starts working when it's 45° outside. You'll notice this steadily falling temperature at the upper left corner of the screen. Frostbite must build and enter the igloo before the temperature drops to zero, or else he'll turn into blue ice!

### Game Controls

- Use the Directional Buttons to move Frostbite Bailey.
- To reverse the direction of the ice floe you are standing on, press the action button. But remember, each time you do, your igloo will lose a block unless it is completely built.

## GRAND PRIX

### Game Objective

Complete a race circuit in the shortest possible time.

### Game Controls

- Pressing the up Directional Button moves your racer toward the top of the track
- Pressing the down Directional Button moves your racer toward the bottom.
- Press the X button for gas.

## HERO

### Game Objective

Rescue all the miners possible before running out of lives. One must locate a miner on each level before moving lower in the mine. Mine shafts extend vertically and horizontally deep into Mount Leone. Some dead end; others are blocked by walls. Some walls and surfaces glow blue; these contain magma deposits, molten lava behind the rock. Like lava rivers, magma deposits cost one a life, should one be careless enough to touch them. A heat-resistant raft floats on certain stretches of the lava river. It can carry R. Hero across the river when one lands on it. If R. Hero runs out of dynamite, he can burn through walls with his Microlaser Beam.

### Game Controls

- To run or fly left or right, press the left or right Directional Button.
- To fly up, press the up Directional Button; to hover, tap the up Directional Button.
- To land, press the down Directional Button.
- To fire, press the action button. For continuous fire, press and hold the action button.
- To place and ignite dynamite, press the down Directional Button when standing near a wall.

## ICE HOCKEY

### Game Objective

Score more goals than your opponent in the three-minute time period.

### Difficulty Settings

**Difficulty Switch #1** Setting A: Players one is handicapped with a 25% skating speed reduction.

Setting B: Players one is not handicapped.

**Difficulty Switch #2** Setting A: Players two is handicapped with a 25% skating speed reduction.

Setting B: Players two is not handicapped.

### Game Controls

- You will be controlling the player on your team who is holding the hockey stick. This will always be the player closest to the puck.
- Use the Directional Buttons to move your player.
- Use the X button to pass or shoot the puck.

## KABOOM!

### Game Objective

Catch as many bombs as you can and get as close as possible to the 999,999 maximum points.

### Difficulty Settings

**Difficulty Switch # 1** Setting A: Player One Buckets are half size

Setting B: Player One Buckets are full size

**Difficulty Switch #2** Setting A: Player Two Buckets are half size

Setting B: Player Two Buckets are full size

### Game Controls

Press the Left/Right Directional Buttons to move the buckets left or right.

## KEYSTONE KAPERS

### Game Objective

Capture the Krook before he escapes from the roof and before time runs out.

### Game Controls

- Keystone Kelly will run to the left or right when you press the left or right Directional Buttons.
- Kelly will jump when you push the action button. For a long, running jump, press the button while pressing the Left/Right Directional Buttons.
- Kelly will duck down when you press the down Directional Button.
- Kelly will step into an open elevator when you press the up Directional Button; he'll step out when you press the down Directional Button. The elevator can take Keystone Kelly up and down to any floor except the roof. Place Kelly in front of it and wait until the door opens. Then press the up Directional Button to move Kelly into its blue interior. Press the down Directional Button to exit. Kelly can also ride up on an escalator just by touching it. An escalator is the only way to get to the roof.

## LASERBLAST

### Game Objective

"Fire and fly" and rack up as many points as possible.

## Game Controls

- Use the Directional Buttons to move the ship.
- Use the X button to fire wepaon.

## MEGAMANIA

## Game Objective

Your goal is to accumulate points by knocking out as many enemy objects as possible before your fleet is destroyed.

## Difficulty Switches

**Difficulty Switch #1** Setting A: Player One missiles travel at slow speed

Setting B: Player One missiles travel at high speed

**Difficulty Switch #2** Setting A: Player Two missiles travel at slow speed

Setting B: Player Two missiles travel at high speed

## Game Controls

- Use the Directional Buttons Left/Right to move ship.
- Use the X button to fire missiles.

## PITFALL

## Game Objectives

Guide Harry through a maze of jungle scenes, jumping over or avoiding many deadly dangers, and helping Harry grab the most treasures in the shortest possible time.

## Game Controls

- To run left or right, press the Left/Right Directional Buttons.
- To jump over dangers, press the X button while running left or right.
- To climb up or down ladders, press the Up/Down Directional Buttons.
- To grab a swinging vine, press the X button while running to the left or right.
- To let go of the vine, press the down Directional Button at the end of a swing.
- To collect a treasure, just run right over it.



## PLAQUE ATTACK

### Game Objective

Destroy the waves of attacking food before they touch and decay your beautiful, healthy teeth.

### Difficulty Switches

**Difficulty Switch #1** Setting A: Player One slow continuous fire  
Setting B: Player One fast continuous fire

**Difficulty Switch #2** Setting A: Player Two slow continuous fire  
Setting B: Player Two fast continuous fire

### Game Controls

- Use the Directional Buttons to move your toothpaste.
- Press the X button to squirt toothpaste.

## RIVER RAID

### Game Objective

Score as many points as possible by destroying enemy tankers, helicopters, fuel depots, jets and bridges before your jet crashes or runs out of fuel.

### Difficulty Switches

**Difficulty Switch #1** Setting A: Player One missiles streak straight ahead  
Setting B: Player One controls the direction of missiles after they have been fired by steering them.

**Difficulty Switch #2** Setting A: Player Two missiles streak straight ahead  
Setting B: Player Two controls the direction of missiles after they have been fired by steering them.

### Game Controls

- To bank left or right, press the left or right Directional Button.
- To accelerate your jet, press the up Directional Button; to slow your jet, press the Down Directional Button.
- To fire missiles, press the X button.

- You have a limited amount of fuel, so always keep an eye and an ear on your fuel gauge. Fuel is used up at a constant rate, regardless of speed. When your fuel drops below one-fourth full, a warning siren sounds to alert you — it's time to refuel! The slower you fly over a depot, the more fuel you receive. A bell will sound while you are refueling. This sound changes to a higher pitch when your fuel tank is full.

## RIVER RAID 2

### Game Objective

Complete your missions while accumulating as many points as possible along the way.

### Difficulty Switches

**Difficulty Switch #1** Setting A: Player One Expert Position — allows unguided missiles and torpedoes to shoot straight ahead only

Setting B: Player One Novice Position — lets you guide your missiles and torpedoes with the Directional Buttons after firing

**Difficulty Switch #2** Setting A: Player Two Expert Position — allows unguided missiles and torpedoes to shoot straight ahead only

Setting B: Player Two Novice Position — lets you guide your missiles and torpedoes with the Directional Buttons after firing

### Game Controls

- To increase altitude, press the down Directional Button; to decrease altitude, press the up Directional Button. Increasing your altitude will slow you down; decreasing your altitude will speed you up.
- To bank left or right, press the Left/Right Directional Buttons.
- To fire missiles at helicopters and jets, press the action button.
- To drop torpedoes on enemy sea vessels, tanks, water towers, landing strips, buildings or bridges, press the action button while pressing the down Directional Button.
- To land, look for calm seas appearing below; this indicates that your aircraft carrier is close by. The radar screen will display your altitude and proximity to the ship.
- You have a limited amount of fuel, so always keep an eye and an ear on your fuel gauge. Fuel is used up at a constant rate, regardless of speed. When your fuel drops below one-fourth full, a warning siren sounds to alert you — it's time to refuel! The slower you fly over a depot, the more fuel you receive. A bell will sound while you are refueling. This sound changes to a higher pitch when your fuel tank is full. To refuel, fly over the gold refueling

planes that are flying in your direction. These planes appear only over the ocean, so watch your fuel gauge. At the river, you can refuel by flying at low altitude and picking up the gold buoys floating in the water.

- To take off, hold down the Directional Button and the X button until you clear the carrier.
- Press the down Directional Button to maintain your altitude.
- Hold down the action button; the thrust bar replaces the altimeter. Increase your thrust until you reach the aircraft carrier.
- As soon as you're over the carrier, release the action button and quickly push the joystick forward to land.

## SEA QUEST

### Game Objective

Retrieve as many treasure divers as you can, while dodging and blasting enemy subs and killer sharks . . . all before your oxygen runs out!

### Difficulty Switches

- Difficulty Switch #1**
- Setting A: Causes slow continuous fire for Player One
  - Setting B: Causes faster continuous fire for Player One
- Difficulty Switch #2**
- Setting A: Causes slow continuous fire for Player Two
  - Setting B: Causes faster continuous fire for Player Two

### Game Controls

- Use the Directional Buttons to steer your submarine.
- Press the X button to fire torpedoes..

## SKIING

### Game Objective

The object of slalom racing is to run through all gates (between the poles) in the fastest time; the object of downhill racing is to reach the bottom of the hill in the fastest time.

### Difficulty Switches

- Difficulty Switch #1**
- Setting A: You can direct your skier off the trail and through the woods.
  - Setting B: The ski run passes by vertically but does not change horizontally, so your skier cannot ski off the course.

- Difficulty Switch #2** Setting A: In slalom runs, trees will appear on the course in front of the gates. In downhill runs, you must press the action button to make your skier jump over any moguls in your path (they are the gray patches in the snow).
- Setting B: In slalom runs, trees will only appear off to the side. In downhill runs, your skier will automatically jump each mogul.

## Game Controls

- To move your ski tips to the left or right, press the left or right Directional Button.
- To move diagonally, press the down Directional Button and the left or right.
- To restart Games 1-5, push the X button.
- To jump over moguls in Games 6-10, push the X button.

## SKY JINX

### Game Objective

Race your P41 racer through the pylon course in the shortest possible time.

### Difficulty Switches

- Difficulty Switch #1** Setting A: Trees are randomly placed directly in your flight path along the course.
- Setting B: Trees are removed from the direct flight path.

### Game Controls

- To bank your plane to the left or right, press the left or right Directional Button.
- To accelerate, press the X button.

## SPIDER FIGHTER

### Game Objective

Protect your fruit orchard from insect fruit thieves, scoring points by exterminating the attackers.

### Difficulty Switches

- Difficulty Switch #1** Setting A: Regular Game
- Setting B: Expert Game

**Difficulty Switch #2** Setting A: Straight Pellets  
Setting B: Guided Pellets

## Game Controls

- To move the mobile blaster left or right across the screen, press the left or right Directional Button.
- Use the X button to fire poison pellets.
- Your fruit orchard is growing oranges, grapes, strawberries and bananas. You must protect each variety of fruit from waves of insects. Four waves attack oranges, grapes and strawberries. Then unlimited waves of insects attack your bananas. Each wave starts out with three fruit and four Master Nests.

## STAMPEDE

### Game Objectives

The object of this game is to score as many points as possible by roping as many dogies as you can before too many stray behind you.

### Difficulty Switches

**Difficulty Switch #1** Setting A: Shortens the rope  
Setting B: Lengthens the rope

### Game Controls

- To move your horse and rider up and down on the screen, press the Up/Down Directional Bbuttons.
- To throw the rope and lasso a dogie, press the X button.

## STAR MASTER

### Game Objective

You must protect your starbases by destroying all invading enemy starfighters before they destroy you or your starbases. You must accomplish your mission quickly, using the least amount of energy, sustaining the least damage.

### Game Controls

- To move your ship left or right, press the Left/Right Directional Button.
- To lower and raise the nose of your ship, press the Up/Down Directional Buttons..

- To travel to another sector of the galaxy, press  $\square$  and then move the ship in the appropriate direction to move the cross on the Galactic Chart display left, right, up or down.
- To begin warp travel to the selected sector, press the  $\times$  button.
- To dock, use the Directional Buttons to pilot your ship until the starbase, at its closest approach, is centered within your ship's sights.

## Mission Operations

During the course of your mission, you will make use of four distinct modes of operation: Galactic Chart Analysis, Warp Travel, Engaging the Enemy, and Docking with a Starbase.

### Galactic Chart Analysis

Display your ship's Galactic Chart by pressing  $\square$ . The chart displays three types of information:

#### Galactic Radar/Sector Analysis

Displays the relative locations in the galaxy of your ship (indicated by a plus cross), your starbases, and enemy starfighters (shown as white blips on the radar). There are 36 sectors of the galaxy (a 6 x 6 matrix) shown on the radar.

### Mission/Attack Control Computer (MACC) Information

Displayed below the Galactic Chart:

- E, L, W or S: Game option
- W: Energy required to warp between sectors of the galaxy
- S: Stardate (elapsed time of your mission)
- E: Energy remaining (your ship starts with 9,999 units)
- D: Damage Control Status

### Color of Computer Panel Display

- Green: You are in or flying to an empty sector.
- Red: You are in or flying to a sector occupied by enemy starfighters.
- Blue: You are in or flying to a sector occupied by a starbase.

In Galactic Chart/Sector Analysis your object is to locate enemy starfighters or your starbases. After consulting MACC, select a sector of the galaxy to which to warp, to either engage the enemy or dock with a starbase for refueling and repairs.

## Meet MACC

Your on-board computer is code-named MACC (Mission/Attack Control Computer). It is an extension of your senses, monitoring the vital functions of your spacecraft. It is critical to the success of your mission.

## Energy Reserves

MACC provides you with a constant reading of your energy reserves (E:     ). You should check this constantly. Firing your laser cannons, taking a hit from meteors or incoming enemy fire, traveling at warp speed from sector to sector, even cruising peacefully at normal speed — all cost you precious energy.

MACC will activate the energy reserve alarm (a yellow hazard light on the control panel) when energy drops below 1,000 units. If your ship runs out of fuel, your mission cannot be continued, and the game is over. Do not be caught short! Always leave enough to complete your mission or reach a starbase and refuel. If you run out of energy, your mission is ended.

When you are selecting a sector to reach by warp travel, MACC will instantly calculate the energy needed to warp (W:     ). Be sure to check your energy reserves against the warp energy needed. Remember, the warp energy needed will be twice as high when warp engines are damaged.

To repair damage and/or refuel, you must reach one of your starbases and dock.

Your mission evaluation is affected by how many times you have to dock with a starbase to refuel. Use your energy wisely for best performance.

- **Stardate**

MACC keeps you continuously informed of the elapsed time in your mission (S:     ). Each Stardate represents about four seconds of Earth time. Your evaluation is affected by how long you take to complete your mission. Though this factor is not as critical as others in the final evaluation, every second counts when the enemy is closing in.

After much practice, you will develop a sense of how much time is necessary to complete a successful mission. Monitor your performance against that target as each mission progresses. Keep moving forward to complete your mission with all deliberate speed.

- **Damage Control**

This is MACC's most crucial function — to warn you when your ship has been damaged. When a damage alert sounds (you will hear an explosion), MACC will instantly tell you the problem(s):

- L: Laser cannons destroyed. You cannot fight the enemy, nor can you blast away meteors during warp travel. Return to starbase immediately for repairs.
- S: Shields destroyed. This is the most dangerous and critical damage you can sustain. Your shields protect your ship from enemy fire and meteor collisions. When your shields are gone, one burst of energy fire or a collision with a meteor will destroy your ship and end the game.
- This is a life and death situation and requires your immediate return to a starbase for repairs. Do not continue to fight. Dodge all enemy fire. Steer past all meteors.
- W: Warp engines damaged. Your ship will use twice as much energy during warp travel, so don't be caught short. Leave enough fuel to make your way to a base for refueling.
- R: Radar damaged. This is not a critical situation until you need to consult your Galactic Chart. With radar damaged, enemy fighters can no longer be detected and are not displayed on the Galactic Chart. Starbases will continue to appear.

The only ways to locate the enemy after radar damage has been sustained are to (1) rely on your memory of enemy locations when you last consulted the chart or (2) return to a starbase to have the radar damage repaired. Since the enemy is constantly moving from sector to sector, relying on memory can be a hit-and-miss proposition. A return to base is almost always the wisest decision.

If radar damage occurs during a fight with the enemy, you usually can proceed to clear the sector of enemy fighters before returning to base, without any great risk.

### **Warp Travel**

In this segment of your mission, you will be traveling at warp speed from one sector of the galaxy to another. Be alert to meteors that enter your path — either steer around them or destroy them with your laser cannons. Each meteor that hits your ships drains 100-500 units of energy from your shields, and could result in even greater damage to your ship.

During warp travel, MACC will provide only Energy and Damage Control Status.

### **Engaging with the Enemy**

When you enter an enemy sector, your ship's laser gun sight will begin to flash, indicating the presence of enemy starfighters. Your object is to destroy all enemy fighters in the sector, in the fastest time, using the least amount of energy and avoiding damage to your ship.

A red explosion occurs when an enemy ship is destroyed. A blue explosion occurs when you destroy incoming enemy fire. A yellow explosion results when your ship is hit by enemy fire. Each firing of your laser cannons requires 100 units of energy; each time you are hit by enemy fire, you lose 100-500 units of energy, depending on the severity of the damage.





## CREDITS

Developed By: LTI  
Manager: Mike Livesay  
Atari 2600 Emulator Technology: Mike Livesay  
Shell / Menu Programming: Jason Maynard  
Hardware / Support / Special FX Programmer: Daniel Zahn

### **Publisher: Activision**

Producer: Murali Tegulapalle  
Associate Producer: Bryant Bustamante  
Art Director: Jody McMurrien  
Games Analyst: Dan Atkins  
Art Guru: Larry Paolicelli  
Intro Movie Director and Motion Graphics: Dave Dalzell  
Intro Movie / Demo / Shell Music: Brian Bright  
Video Post: Chris Hepburn, Kenny Ramirez, Matt Stubbs  
Sound: Brian Bright, Michael Schwartz

### **Activision Studios**

Senior VP of Studio: Alan Gershenfeld  
VP of Console Group: Steve Crane

### **Creative Services**

Creative Director: Ron Gould  
Art Director: Erik Jensen  
Associate Creative Director: Veronica Milito  
Copywriter: Lori Ellison  
Production Artist: Ron Graening  
Documentation Manager: Mike Rivera  
Manual Layout: Sylvia Orzel

### **Marketing and Public Relations**

Director of Console Marketing: Mark Metis  
Product Manager: William Kassoy  
Marketing Associate: Alison Horstmeyer  
Sr. Dir. of Corporate Communication: Maryanne Lataif  
Corp. Comm. Coordinator: Allene Kim  
Senior Publicist: Julia Roether  
Publicist: Amy King

### **Quality Assurance**

QA Sr. Lead: Tim Vanlaw  
QA Project Lead: Marilena Morini  
QA Associate Lead: Matt Powers  
QA Sr. Tester: Tim Harrison

### **Special Thanks**

Sarah Cigliano, Brian Clarke, Seth Gerson, Jay Halderman, Gary Jesdanun, Teresa Landgraff, Heather Maxwell, Scott Pease, Jean Powell, George Rose, David Silverman, Dave Stohl, Mikhail Ulinich, Stacey Ytuarte

### **Extra Special Thanks**

Dad, Mom, Debbie, Lorrie, Brandy, Mark, Bob, Jim, Maria, Putter

# CUSTOMER SUPPORT

## *Online Services with Activision Forums, E-Mail and File Library Support*

- **Internet:** support@activision.com or <http://www.activision.com>
- **America Online:** Use keyword "Activision" to locate the Activision forum.
- **CompuServe:** 76004,2122 or [GO ACTIVISION]
- **Activision BBS:** (310) 255-2146 Up to 33,600 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

## *Other Contact Methods*

**Fax** (310) 255-2151, 24 hours a day

**FaxBack** (310) 255-2153, 24 hours a day

**Mail** Activision, Customer Support, P.O. Box 67713, Los Angeles, CA 90067

**Phone** Call our 24-hour voice-mail system for answers to our most frequently asked questions at (310) 255-2050. Or contact a customer service representative at the same number between the hours of 9:00 a.m. and 5:00 p.m (Pacific Time) Monday through Friday, except holidays.

## Proof of Purchase

ISBN 0-87321-255-X



## For Hints and Tips on Activision Games Call:

**1 (900) 680-HINT\* U.S. (99¢ per minute)**

**1 (900) 451-4849\* Canada  
(\$1.49 per minute)**

\*Must be 18 years or older and have a touch tone phone.

### SOFTWARE LICENSE AGREEMENT

**IMPORTANT - READ CAREFULLY:** USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

**LIMITED USE LICENSE.** Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

#### YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations. By using this Program you are warranting that you are not a "foreign person," as defined by U.S. government regulations, or under the control of a foreign person.

**LIMITED WARRANTY.** Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

In the U.S. send to:  
Warranty Replacements  
Activision, Inc.  
P.O. Box 67713  
Los Angeles, California 90067

**LIMITATION ON DAMAGES.** IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

**TERMINATION.** Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

**U.S. GOVERNMENT RESTRICTED RIGHTS.** The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

**INJUNCTION.** Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

**INDEMNITY.** You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

**MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

**ARNSTORMING**

VIDEO GAME CARTRIDGE



FOR USE WITH THE  
ATARI VIDEO COMPUTER SYSTEM

ACTIVISION

**DOLPHIN**

VIDEO GAME CARTRIDGE



FOR THE ATARI 2600  
VIDEO COMPUTER SYSTEM

ACTIVISION

**FROSTBITE**

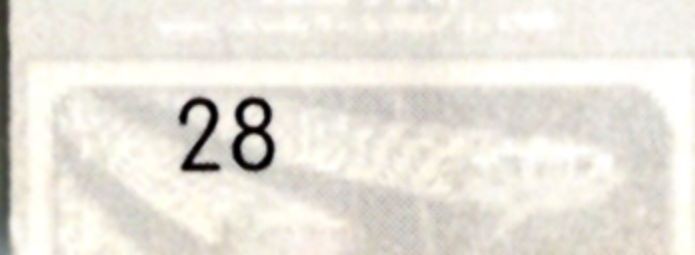


VIDEO GAME CARTRIDGE FOR THE  
ATARI 2600/7800  
VIDEO COMPUTER SYSTEM

ACTIVISION

**LASER BLAST**

VIDEO GAME CARTRIDGE



**LOOKING**

VIDEO GAME CARTRIDGE



FOR USE WITH THE  
ATARI VIDEO COMPUTER SYSTEM

ACTIVISION

**DRAGSTER**

VIDEO GAME CARTRIDGE



THIS GAME CANNOT  
BE PLAYED ON  
VIDEO GAME SYSTEMS

ACTIVISION

**GRAND PRIX**

VIDEO GAME CARTRIDGE

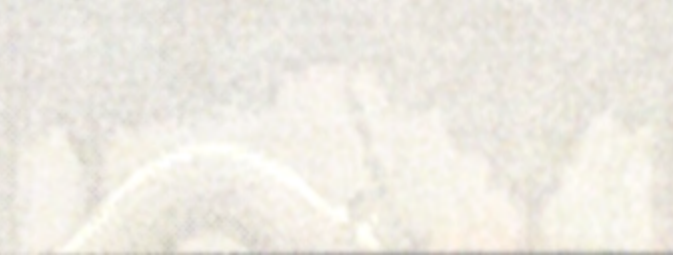


FOR USE WITH THE  
ATARI VIDEO COMPUTER SYSTEM

ACTIVISION

**PITFALL!**

VIDEO GAME CARTRIDGE



**DRIFT COMMAND**

VIDEO GAME CARTRIDGE



FOR USE WITH THE  
ATARI VIDEO COMPUTER SYSTEM

ACTIVISION

**ENDURO**

VIDEO GAME CARTRIDGE



FOR THE ATARI 2600  
VIDEO COMPUTER SYSTEM

ACTIVISION

**ICE HOCKEY**

VIDEO GAME CARTRIDGE



FOR USE WITH THE  
ATARI VIDEO COMPUTER SYSTEM

ACTIVISION

**PLAQUE ATTACK**

VIDEO GAME CARTRIDGE



**Commuter**

VIDEO GAME CARTRIDGE



FOR THE ATARI 2600

ACTIVISION

**FISHING DERBY**

VIDEO GAME CARTRIDGE



FOR USE WITH THE  
ATARI VIDEO GAME SYSTEM

ACTIVISION

**KABOOM!**

VIDEO GAME CARTRIDGE

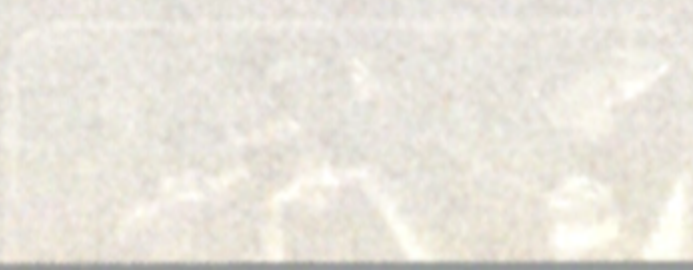


FOR USE WITH THE  
ATARI VIDEO COMPUTER SYSTEM

ACTIVISION

**RIVER RAID**

VIDEO GAME CARTRIDGE



**CRASH!**

VIDEO GAME CARTRIDGE



VIDEO GAME CARTRIDGE FOR  
ATARI 2600 VIDEO COMPUTER

ACTIVISION

**FREEVIA**

VIDEO GAME CARTRIDGE



FOR USE WITH THE  
ATARI VIDEO GAME SYSTEM

ACTIVISION

**KEYSTONE KAP**

VIDEO GAME CARTRIDGE



FOR THE ATARI 2600  
VIDEO COMPUTER SYSTEM

ACTIVISION

**SEAQUE**

VIDEO GAME CARTRIDGE



**NOTES**

# BARNSTORMING

VIDEO GAME CARTRIDGE



FOR USE WITH THE  
ATARI VIDEO COMPUTER SYSTEM

ACTIVISION

# DOLPHIN

VIDEO GAME CARTRIDGE



FOR THE ATARI 2600  
VIDEO COMPUTER SYSTEM

ACTIVISION

# FROSTBITE



VIDEO GAME CARTRIDGE FOR THE  
ATARI 2600™/2800™  
VIDEO COMPUTER SYSTEM

ACTIVISION

# LASER BLAST

VIDEO GAME CARTRIDGE



# BOXING

VIDEO GAME CARTRIDGE



FOR USE WITH THE  
ATARI VIDEO COMPUTER SYSTEM

ACTIVISION

# DRAGSTER

VIDEO GAME CARTRIDGE

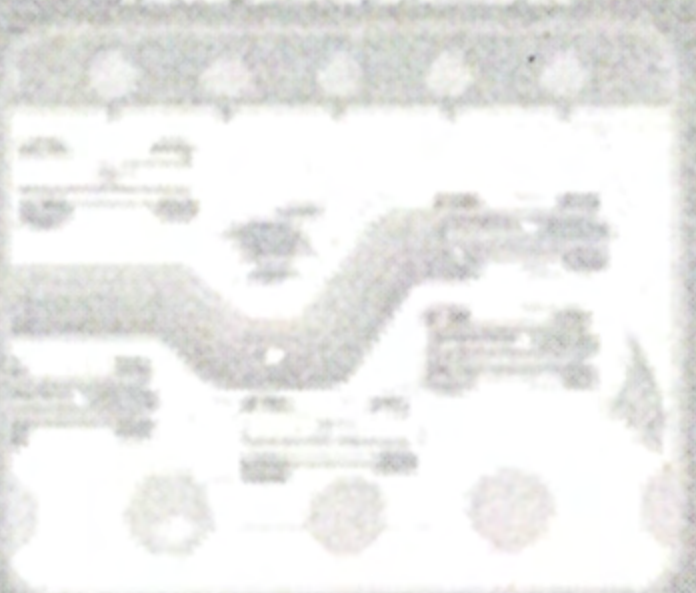


A NEW GAME CARTRIDGE  
FOR YOUR ATARI  
VIDEO GAME SYSTEM

ACTIVISION

# GRAND PRIX

VIDEO GAME CARTRIDGE



FOR USE WITH THE  
ATARI VIDEO COMPUTER SYSTEM

ACTIVISION

# PITFALL!

VIDEO GAME CARTRIDGE



# CHOPPER COMMAND

VIDEO GAME CARTRIDGE



FOR USE WITH THE  
ATARI VIDEO COMPUTER SYSTEM

ACTIVISION

# ENDURO

VIDEO GAME CARTRIDGE



FOR THE ATARI 2600™  
VIDEO COMPUTER SYSTEM

ACTIVISION

# ICE HOCKEY

VIDEO GAME CARTRIDGE



FOR USE WITH THE  
ATARI VIDEO COMPUTER SYSTEM

ACTIVISION

# PLAGUE ATTACK

VIDEO GAME CARTRIDGE



# Commuter

DESIGNED BY JOHN WATKINS



FOR THE ATARI 2600™

ACTIVISION

# FISHING DERBY

VIDEO GAME CARTRIDGE



FOR USE WITH THE  
ATARI VIDEO GAME SYSTEM

ACTIVISION

# KABOOM!

VIDEO GAME CARTRIDGE



FOR USE WITH THE  
ATARI VIDEO COMPUTER SYSTEM

ACTIVISION

# RIVER RAID

VIDEO GAME CARTRIDGE



# CRACKIN'

VIDEO GAME CARTRIDGE



VIDEO GAME CARTRIDGE  
ATARI 2600™ VIDEO COMP

ACTIVISION

# FREE W

VIDEO GAME CARTRIDGE



FOR USE WITH THE  
ATARI VIDEO GAME SYSTEM

ACTIVISION

# KEYSTONE K

VIDEO GAME CARTRIDGE

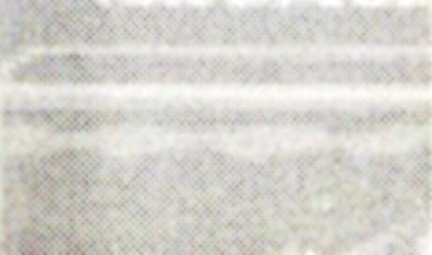


FOR THE ATARI 2600™  
VIDEO COMPUTER SYSTEM

ACTIVISION

# SEAQU

VIDEO GAME CARTRIDGE



**BACK TO ROCK THE NEW MILLENIUM.**

# ASTEROIDS™

Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067

Activision is a registered trademark of Activision, Inc. © 1998 Activision, Inc. Atari 2600 and Asteroids are trademarks of Atari Interactive, Inc., a Hasbro Company. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



**ACTIVISION**