



NTSC U/C

PlayStation™

Williams®

ARCADE'S GREATEST HITS™



Six Great Arcade Hits In One Package!

KIDS TO ADULTS



AGES 6+

SLUS-00201

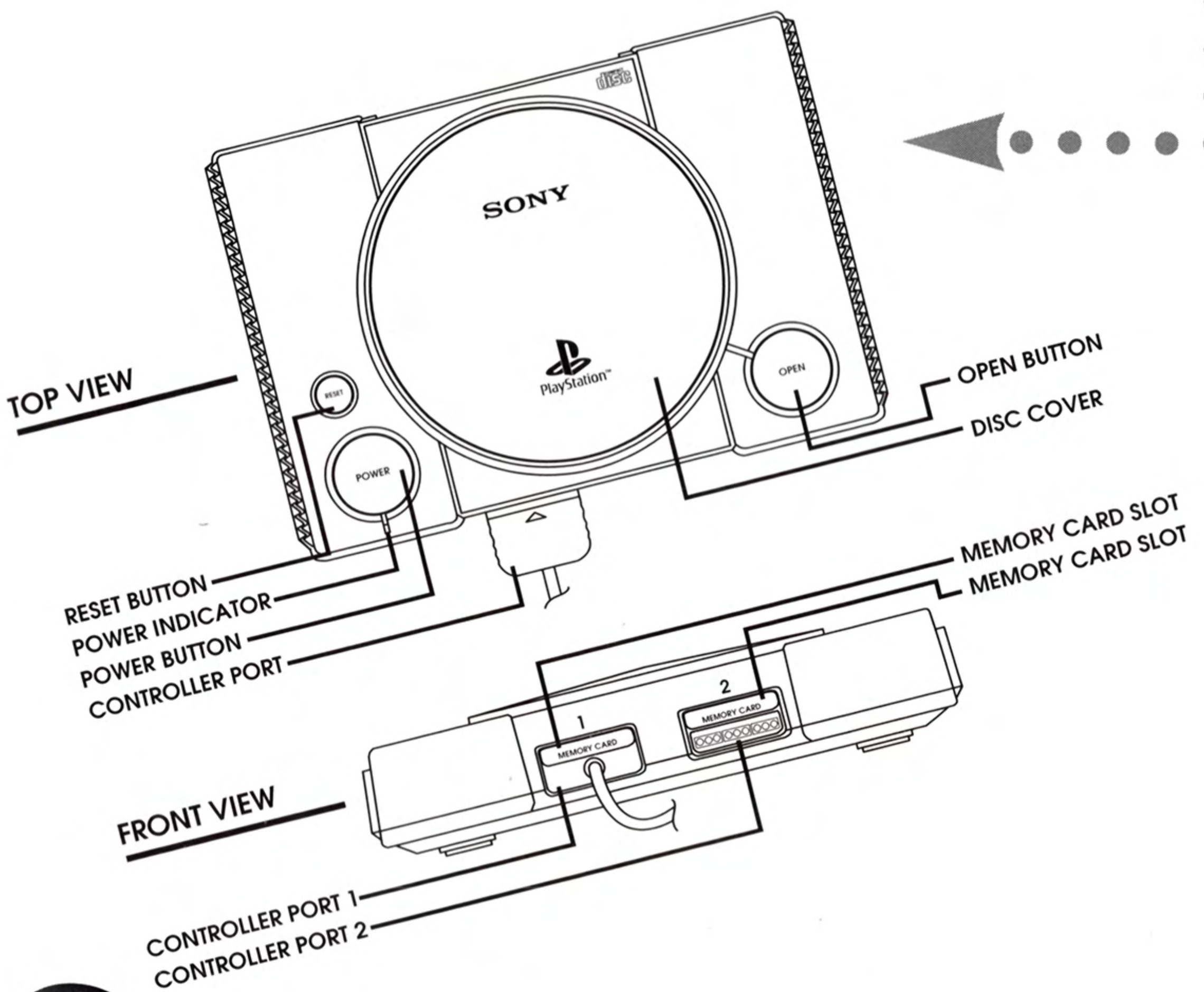
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TABLE OF CONTENTS

SETTING UP.....	2
GAME SELECTION.....	3
GAME HISTORY.....	4
MEDIA GALLERY.....	5
IN GAME OPTIONS.....	6
CONTROLLING THE GAMES.....	8
ROBOTRON.....	8
JOUST.....	9
DEFENDER.....	10
DEFENDER II.....	10
BUBBLES.....	11
SINISTAR.....	11
CREDITS.....	12
WARRANTY.....	13

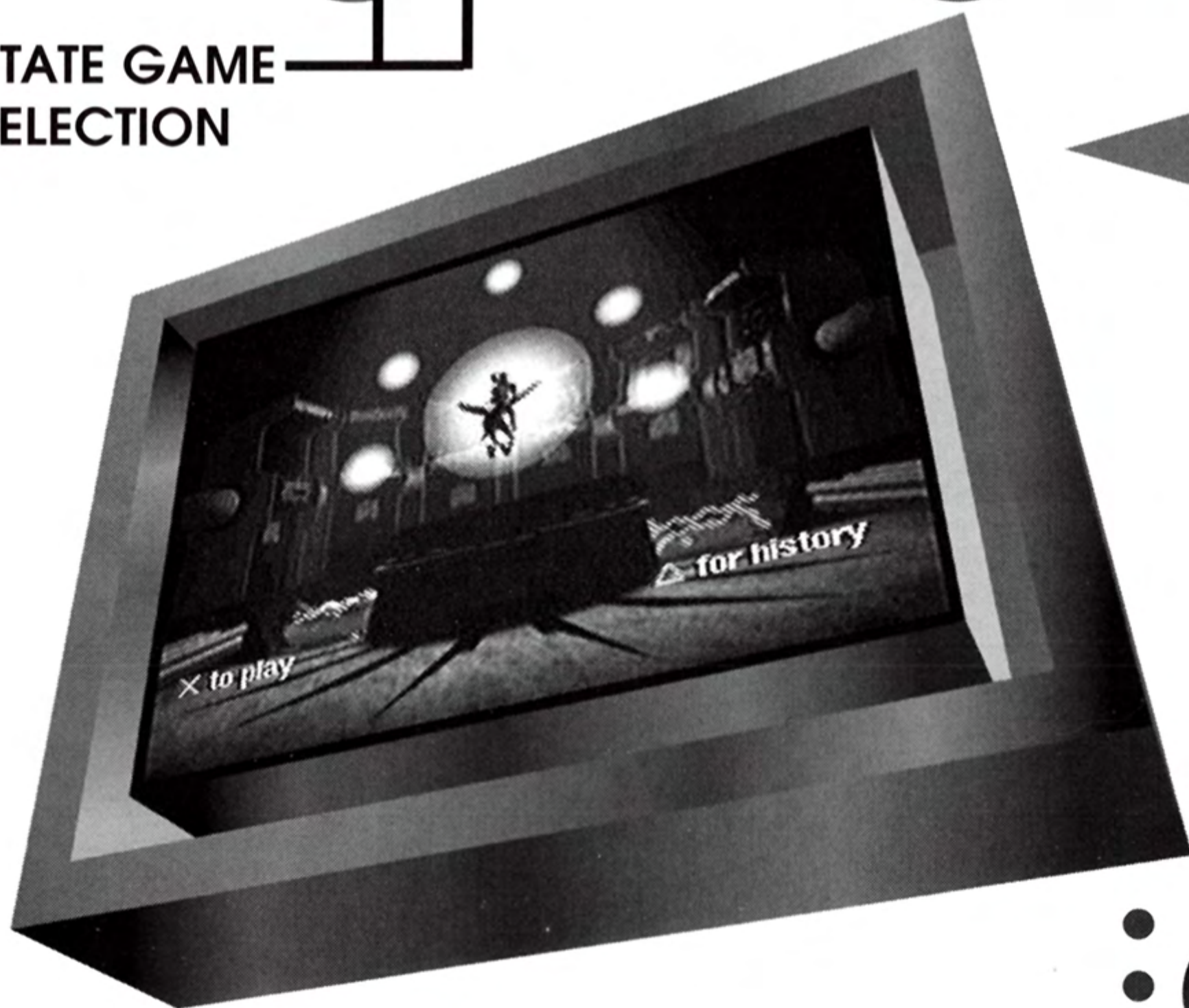
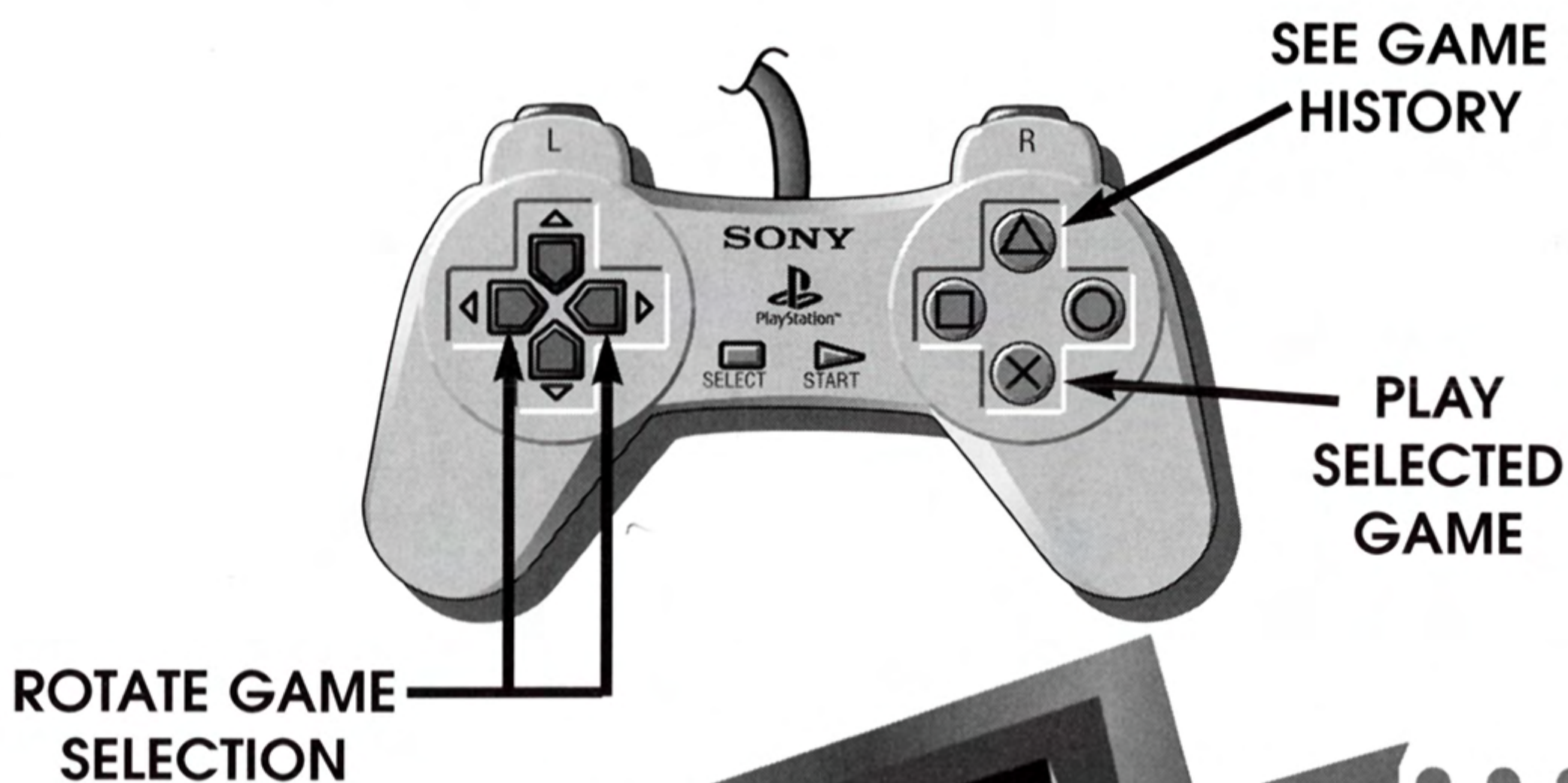
SETTING UP

Set up your PlayStation™ Game Console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the ARCADE'S GREATEST HITS™ disc and close the CD door. Insert game controllers and turn on the PlayStation™ Game Console. Follow on-screen instructions to start a game.



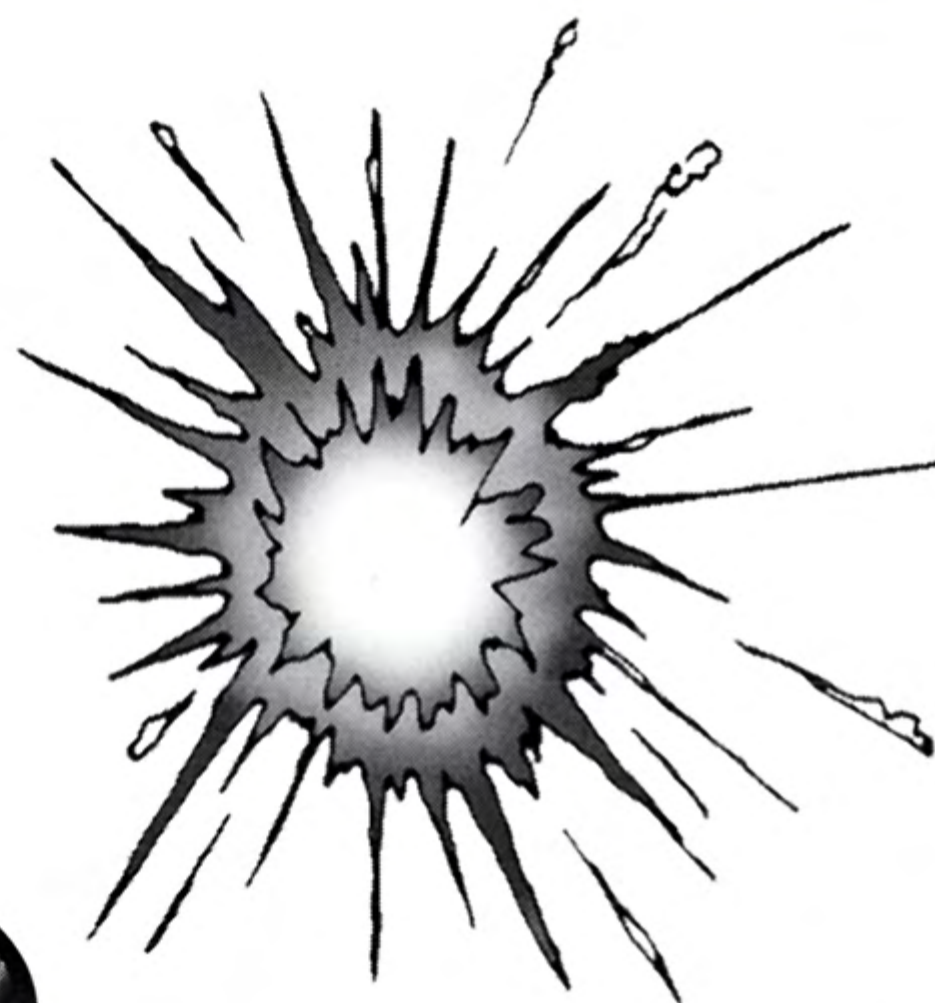
GAME SELECTION

After the game intro you will be in the Arcade Room, this is where you select which of the classic games you wish to play. Use the controls indicated below to select a game. If you wait a few seconds before selecting a game, a demo of the highlighted game will run. Press **Any Button** to end the demo.



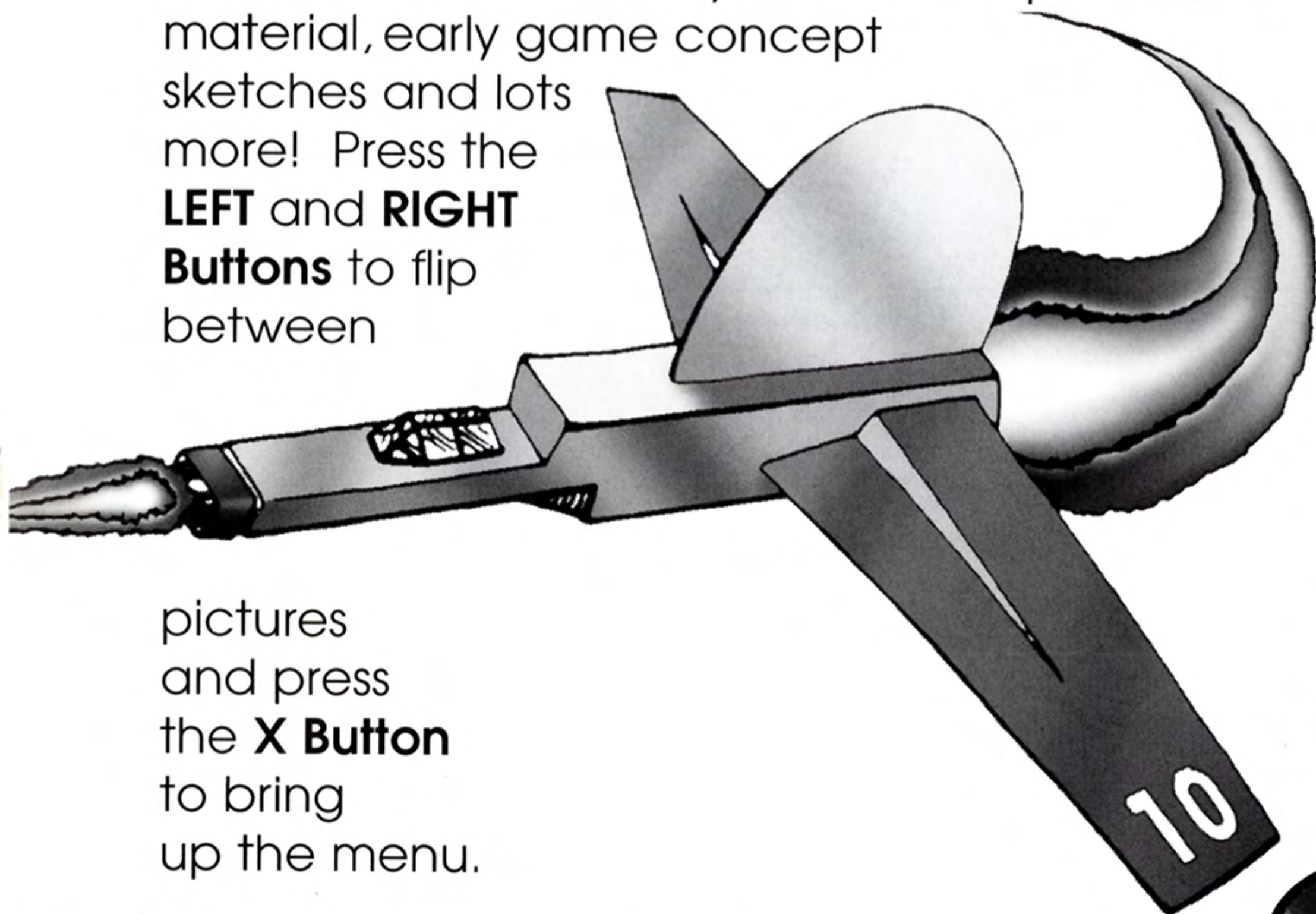
GAME HISTORY

Ever wonder how these games were developed? Check out Game History and get the real story behind your favorite game! Use the **UP** and **DOWN Buttons** to scroll through the text. If you press the **START** or **X Button**, a menu will pop up giving you a variety of subjects from which to choose. Use the **UP** and **DOWN Buttons** to change your menu selection and then press the **START** or **X Button** to pick your selection.





Enter the Media Gallery to view old photos, PR material, early game concept sketches and lots more! Press the **LEFT** and **RIGHT Buttons** to flip between



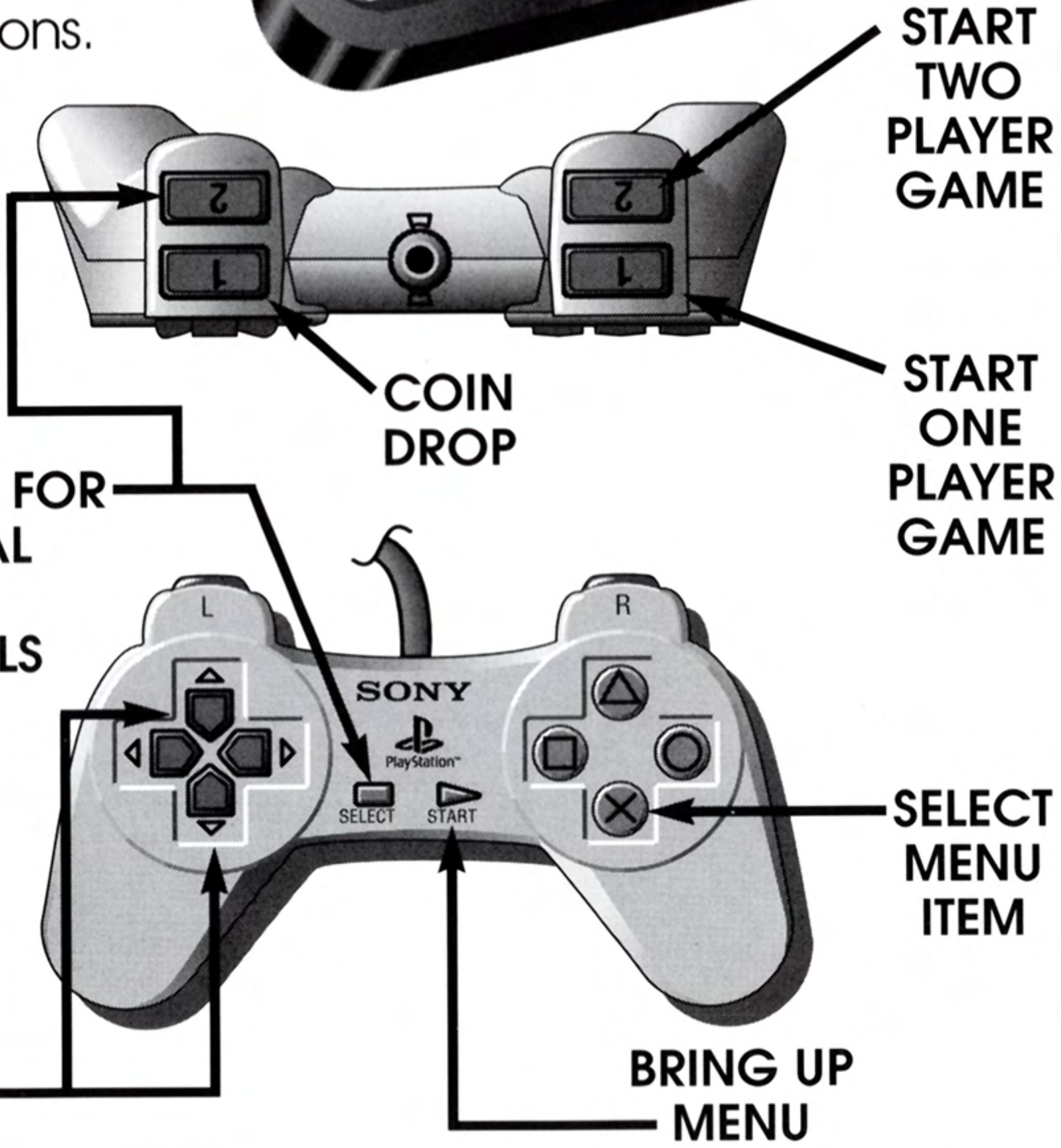
pictures and press the **X Button** to bring up the menu.



IN-GAME OPTIONS



After the game has loaded, use the controls indicated below to select the various options.



MENU OPTIONS

CONTINUE: Select this to continue game play.

EXIT: Select this to exit game.



MENU OPTIONS

CONTROLLER: Use to reconfigure game controls. Use the **Up** and **DOWN Buttons** to scroll thru the menu, and the **LEFT** and **RIGHT Buttons** to see options. Select Save to apply the changes.

LOAD: Select to save settings and scores from memory card.

SAVE: Use this to save scores and settings on memory card.

There is also a list of all the other games. You can select one to exit your current game and start a new one.

ORIGINAL GAME CONTROLS

While the game is in Attract Mode, you can press the **L2** and **SELECT Buttons** together and see special screens previously visible only to Arcade Operators!

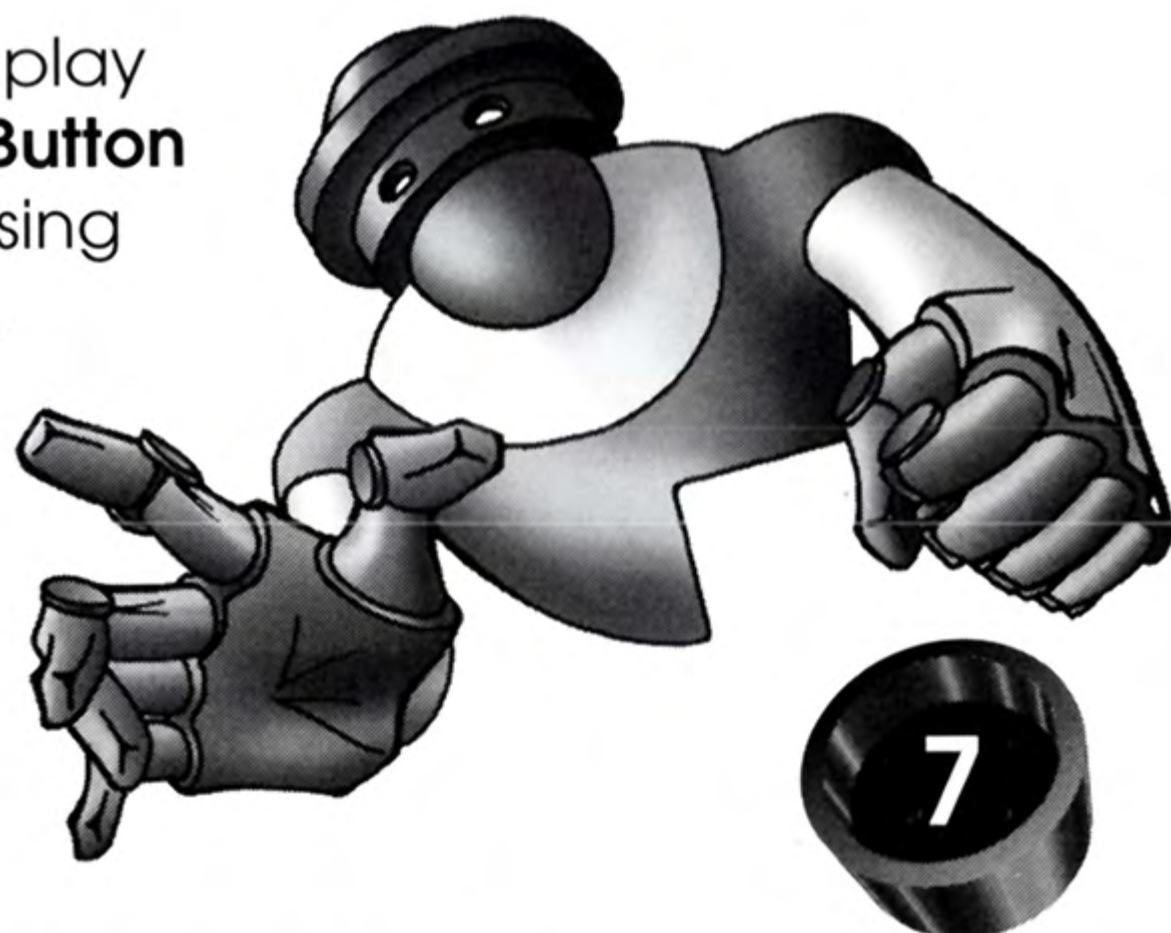
BOOKKEEPING SCREEN: Check out how well your customers have been playing!

GAME ADJUSTMENTS SCREEN: Here you can control everything from how much the game costs per play to the number of extra plays!

Except for Defender, this can also be done while you are in an active game. It will, however, throw you out of the game and send you back to the Attract Mode.

REMEMBER: If you turn off free play you must push the **COIN DROP Button** to play! To **Exit**, continue pressing the **L2** and **SELECT Buttons**.

NOTE: In all games except Joust, two players must share Controller #1.



CONTROLLING THE GAMES

The following diagrams show you how to control game play for hours of fun!



MOVE PLAYER
IN ALL
DIRECTIONS



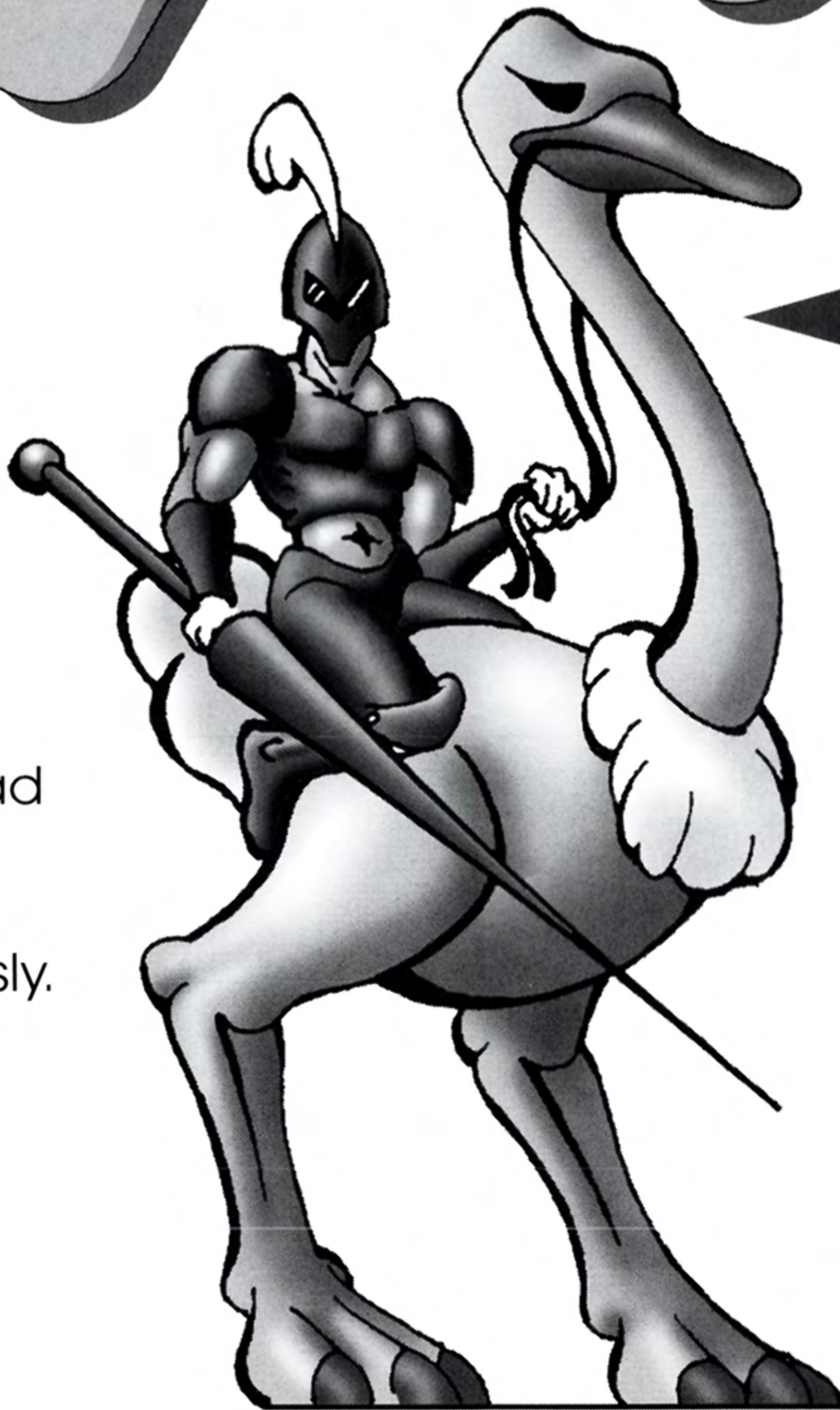


MOVE LEFT



FLAP WINGS

MOVE RIGHT



NOTE: Joust may be played head-to-head using both controllers simultaneously.



MOVE UP

FLY LEFT

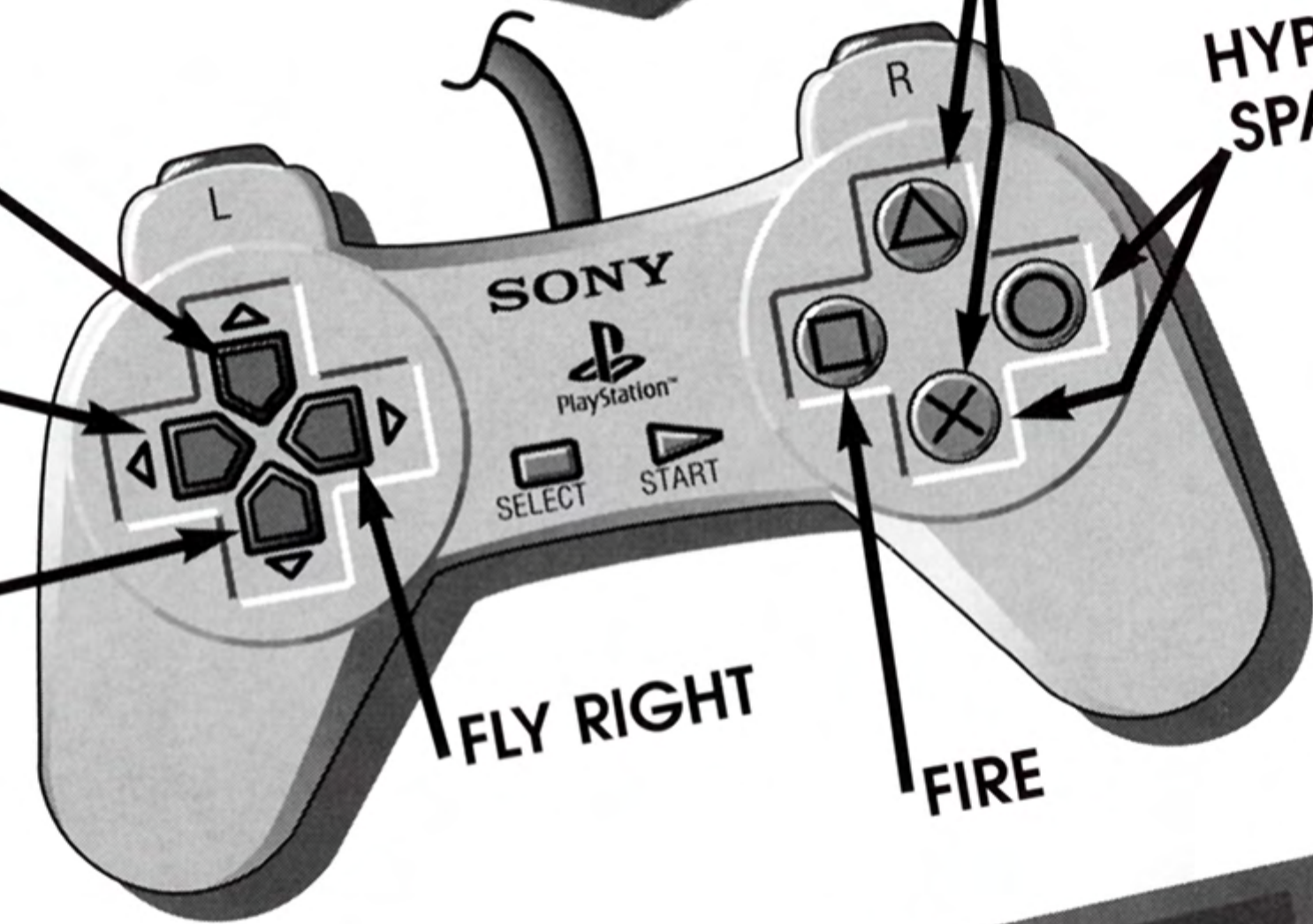
MOVE DOWN

FLY RIGHT

SMART BOMB

HYPER-SPACE

FIRE



MOVE UP

FLY LEFT

MOVE DOWN

FLY RIGHT

SMART BOMB

HYPER-SPACE

INVISIO

FIRE



NOTE: When not in game play, the **CIRCLE Button** will show high scores and the **LEFT Button** will show instructions.



MOVE PLAYER
IN ALL
DIRECTIONS



NOTE: When not in
game play, **UP Button** will
show high scores and
DOWN Button will show
instructions.



MOVE SHIP
IN ALL
DIRECTIONS



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