GAME BOY ADVANCE

AGB-AAVE-USA

ATARI

ANNIVERSARY ADVANCE

INSTRUCTION BOOKLET

INFOGRAMES™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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Return to the '80s with Atari®!

Atari® presents six of the best arcade games ever made, mega-hits that launched the video game revolution — *Asteroids*®, *Battlezone*®, *Centipede*®, *Missile Command*®, *Super Breakout*® and *Tempest*™. Each game is reproduced down to the last detail, and each one is just as easy and fun to play. Whether you're a diehard fan or a competitive newcomer, you've got to play the games that started it all!

GETTING STARTED

1. Turn OFF the POWER switch on the Nintendo® Game Boy® Advance system. Never insert or remove a Game Pak when the power is ON.

2. Insert the *Atari Anniversary Advance* Game Pak into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.

3. Turn ON the POWER switch.

4. When the title screen appears, press **START** to proceed to the Game Menu.

MENU NAVIGATION CONTROLS

GAME MENU NAVIGATION	
KEY	**ACTION**
+ Control Pad ◀ ▶	Choose between the different games
+ Control Pad ▲▼	Modify game options
A Button	Confirm selection and begin game



OPTIONS MENU NAVIGATION	
KEY	**ACTION**
+ Control Pad ▲▼	Select option to modify
+ Control Pad ◀ ▶	Change option variable
A Button	Return to Game Menu

Note: Gameplay controls vary. See individual game pages for details.

Pause

Pressing **START** will pause the current game and bring up the Pause Menu. From there, select from the following:

Continue Game

Return to your game in progress, exactly where you left off.

Quit and Return to Main Menu

End the current game and return to the Game Menu. You will not be able to resume the game where you left off, even if you choose to go back into the same game.

Note: Pressing the **A Button** + the **B Button** + **START** + **SELECT** simultaneously during gameplay will return you to the Game Menu.

GAME MENU

Select from the following games:

Asteroids®
Battlezone®
Centipede®
Missile Command®
Super Breakout®
Tempest™
Trivia Challenge

THE DIFFERENT GAMES

Carry your favorite Atari arcade games with you wherever you go! Plus, test your knowledge on each of the games included in the collection.

Asteroids®

Retro Recap

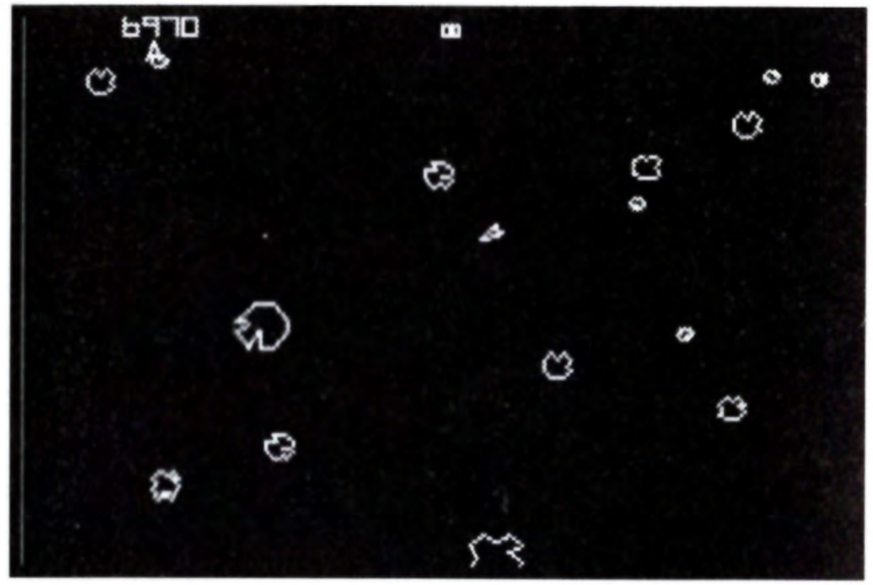
Arcade Debut: 1979

Other Happenings That Year:

- The Knack's *My Sharona* hits #1 on the *Billboard* charts.
- Mother Teresa wins the Nobel Peace Prize.
- *The Deer Hunter* wins Best Picture.
- The Pittsburgh Steelers defeat the Dallas Cowboys to win the Super Bowl.
- Actor Lee Marvin is sued for "palimony."
- Margaret Thatcher becomes Europe's first woman Prime Minister.

Let's Play!

Destroy the asteroids with your ship's blaster. As you break the bigger rocks up, the smaller ones come at you faster! Use your ship's thruster to get around the screen and when death is certain, hyperspace your way out. Watch out for the aliens who shoot back at you. Take them out for more points!



Select your Options:

Number of Players: 1, 2
Control Scheme: Default, Alternate
Ships to Start: 3, 4
Game Messages in: English, German, French, Spanish

Asteroids® offers two different control choices, as well as 1- or 2-player mode. The default control settings for the game are as follows:

GAME CONTROLS – DEFAULT	
KEY	**ACTION**
+ Control Pad ◀	Turn ship left
+ Control Pad ▶	Turn ship right
+ Control Pad ▲	Thrust
A Button	Fire
B Button	Hyperspace
L Button	Fire
R Button	Fire

Press **SELECT** to switch to the alternate control choice, which works as follows:

GAME CONTROLS – ALTERNATE	
KEY	**ACTION**
+ Control Pad ◀	Turn ship left
+ Control Pad ▶	Turn ship right
A Button	Fire
B Button	Hyperspace
L Button	Thrust
R Button	Fire

Battlezone®

Retro Recap

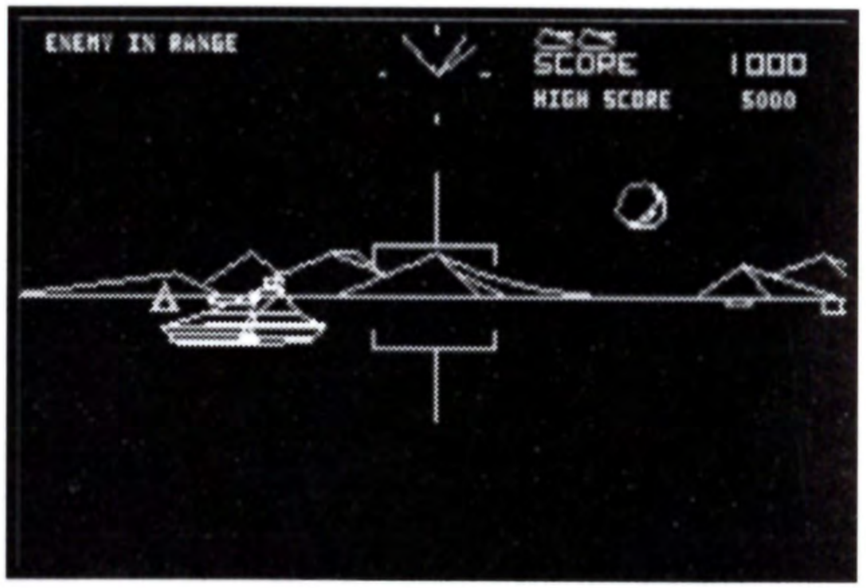
Arcade Debut: 1980

Other Happenings That Year:

- The rock group Queen sends toes tapping with *Crazy Little Thing Called Love.*
- The worldwide eradication of smallpox is announced.
- Lech Walesa becomes chairman of Poland's new independent trade union — Solidarity.
- The Cable News Network (CNN) goes on the air with a speech from its owner, Ted Turner.
- "Designer" jeans become the latest status symbol.

Let's Play!

Steer your tank around obstacles as you destroy enemy tanks, cruise missiles and saucers.



Select your Options:

Control Scheme: Default, Alternate

Tanks to Start: 2, 3, 4, 5

First Bonus Tank at X Points: Never [no bonus tank awarded]; 15,000; 25,000; 50,000

Missiles After X Points: 5,000; 10,000; 20,000; 30,000

Game Messages in: English, German, French, Spanish

Battlezone® offers two different control choices. The default control settings for the game are as follows:

GAME CONTROLS – DEFAULT	
KEY	**ACTION**
+ Control Pad	Control tank's movement
A Button	Fire
B Button	Fire
L Button	Fire
R Button	Fire

Press **SELECT** to switch to the alternate control choice, which works as follows:

GAME CONTROLS – TREAD MODE	
KEY	**ACTION**
+ Control Pad ▲	Left tread forward
+ Control Pad ▼	Left tread reverse
A Button	Right tread forward
B Button	Right tread reverse
L Button	Fire
R Button	Fire

Note: Although the alternate control choice (Tread Mode) is a more accurate representation of the original arcade controls, they may be more difficult to master. For that reason, we recommend that you familiarize yourself with the **Battlezone**® game before switching to Tread Mode.

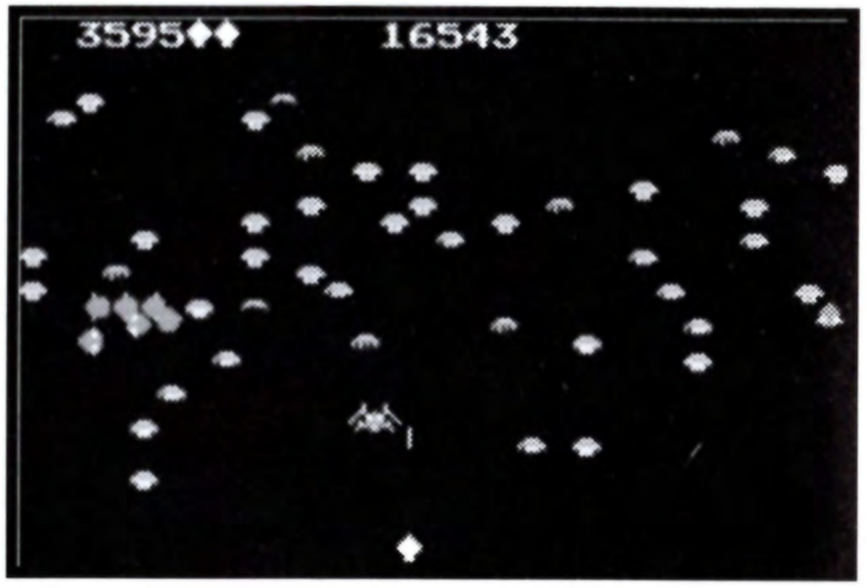
Centipede®

Retro Recap

Arcade Debut: 1980

Other Happenings That Year:

- *Another One Bites the Dust* is a hit for Queen.
- Alfred Hitchcock, master of suspense, dies at age 80.
- 710 families are evacuated from the Love Canal area of Niagara Falls, N.Y.
- John Travolta and Debra Winger star in *Urban Cowboy*.
- Fugitive Abbie Hoffman gives himself up.
- The Philadelphia Phillies win their first World Series in 98 years.



Let's Play!

Stop the insect infestation with your bug blaster! As the centipede winds its way down the screen, dodging mushrooms, shoot it, but watch out! If you hit it in the middle, it splits and leaves a mushroom behind! Shoot the centipede and clear the mushrooms to make things easier. Watch out for the spiders, which like to cramp your style. Shoot them up close for more points! Fleas will drop down the screen and leave mushrooms behind. Blow them away before they do too much damage. Scorpions are the worst menace. They poison the mushrooms, which drive any centipede that touches them straight down towards you. Each wave brings meaner and faster enemies.

Select your Options:

Number of Players: 1, 2
Game View: Landscape, Portrait
Lives to Start: 2, 3, 4, 5
Bonus Lives Every X Points: 10,000; 12,000; 15,000; 20,000
Game Difficulty: Easy, Hard
Game Messages in: English, German, French, Spanish

Centipede® offers two different view modes. The game's default control settings are as follows:

GAME CONTROLS – DEFAULT	
KEY	**ACTION**
+ Control Pad	Control movement
A Button	Fire
B Button	Fire
L Button	Fire
R Button	Fire

To play the game in Portrait Mode, turn the Game Boy® Advance system counterclockwise 90 degrees, and press **SELECT** to switch to the alternate view, which works as follows:

GAME CONTROLS – PORTRAIT MODE	
KEY	**ACTION**
+ Control Pad ▲	Left
+ Control Pad ▼	Right
+ Control Pad ◀	Down
+ Control Pad ▶	Up
A Button	Fire
B Button	Fire
L Button	Fire
R Button	Fire

Note: Although the alternate game view (Portrait Mode) is an accurate representation of the original arcade game's graphical aspect ratio, it can be more difficult to master and may take some getting used to. For that reason, we recommend that you familiarize yourself with the **Centipede**® game before switching to Portrait Mode.

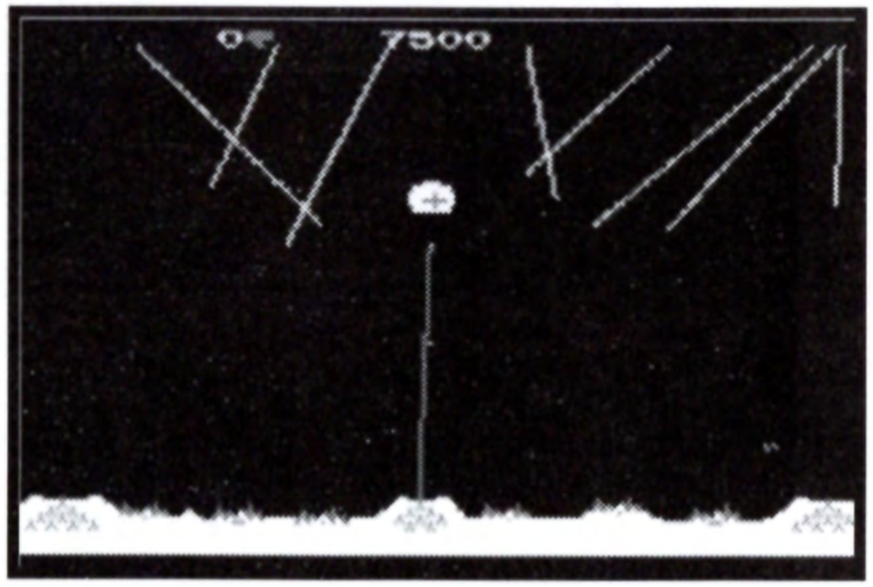
Missile Command®

Retro Recap

Arcade Debut: 1980

Other Happenings That Year:

- Kenny Rogers hits big with his ballad, *Lady*.
- Mary Decker becomes the first woman to run a mile in under 4 1/2 minutes.
- Mount St. Helens erupts in Washington State.
- *Private Benjamin* opens with Goldie Hawn.
- Marvin Hagler becomes the new world middleweight champion.
- President Carter announces the United States will not take part in the Moscow Olympics.



Let's Play!

Missile attacks on your cities must be stopped! Take command of the Alpha, Delta and Omega bases. Fire your own missiles into the skies in an attempt to thwart the destruction of your cities. Watch out for all kinds of attacks as the enemy forces attempt to destroy your offensive capability. Aim the cross hair where you want the missiles to go, but watch out for the time it takes for your missiles to arrive at the target!

Select your Options:

Number of Players: 1, 2
Control Scheme: Default, Alternate
Cities to Start: 4, 5, 6, 7
Bonus City Every X Points: Never [no bonus cities]; 8,000; 10,000; 12,000; 14,000; 15,000; 18,000; 20,000
Game Messages in: English, German, French, Spanish

Missile Command® offers two different control choices. The default control settings for the game are as follows:

GAME CONTROLS – DEFAULT	
KEY	**ACTION**
+ Control Pad	Control cross hairs
A Button	Fire missile from Delta Base (middle base)
B Button	Fire missile from Delta Base (middle base)
L Button	Fire missile from Alpha Base (left base)
R Button	Fire missile from Omega Base (right base)

Press **SELECT** to switch to the alternate control choice, which works as follows:

GAME CONTROLS – ALTERNATE	
KEY	**ACTION**
+ Control Pad	Control cross hairs
A Button	Fire missile from Delta Base (middle base)
B Button	Fire missile from Alpha Base (left base)
L Button	Fire missile from Omega Base (right base)
R Button	Fire missile from Omega Base (right base)

Super Breakout®

Retro Recap

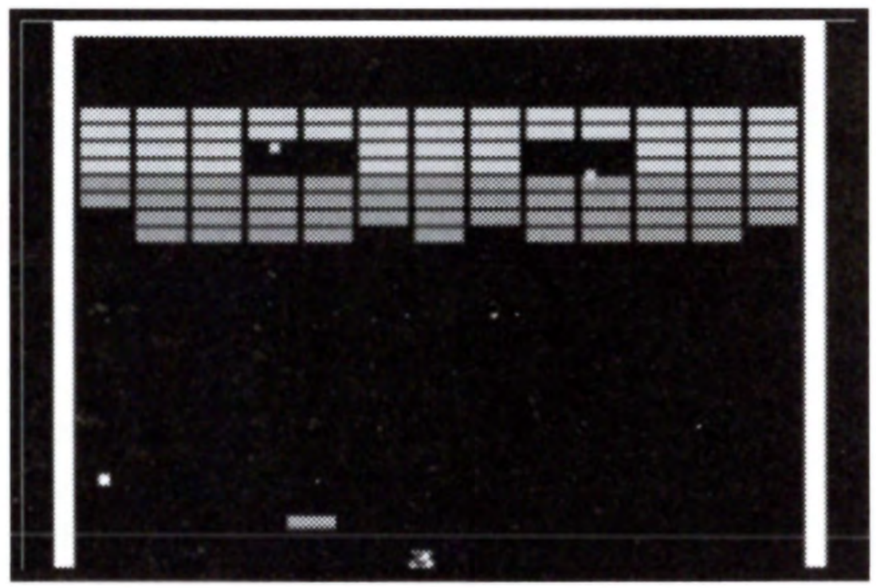
Arcade Debut: 1977

Other Happenings That Year:

- 80 million viewers watch Alex Haley's *Roots*.
- The Volkswagen Beetle is phased out in favor of the Volkswagen Rabbit.
- Millions of fans mourn the death of Elvis Presley.
- White polyester suits become fashionable thanks to *Saturday Night Fever*.
- A massive blackout in New York City leaves 9 million people in the dark.
- Debby Boone sings *You Light Up My Life*.
- *The Love Boat*, *Three's Company* and *CHiPs* all make their television debut.

Let's Play!

All three modes of play provide the same simple but brutal challenge. Return the ball to smash the wall! There are many gameplay variations, including multiple balls, speeding up balls, diminishing bat size, etc., but you've just got to keep that ball bouncing back and breaking out through the bricks until they're all wiped out!



Select your Options:

Number of Players: 1, 2
Game View: Landscape, Portrait
Game Length: 3 balls, 5 balls
Game Type: Cavity, Double, Progressive
Game Messages in: English, German, French, Spanish

Super Breakout® offers two different view modes. The game's default control settings are as follows:

GAME CONTROLS – DEFAULT	
KEY	**ACTION**
+ Control Pad ◀	Move bat left
+ Control Pad ▶	Move bat right
A Button	Serve ball
B Button	Switch game types*
L Button	Move bat left
R Button	Move bat right

* *Must be selected before game begins.*
Note: See Game Types on page 22.

To play the game in Portrait Mode, turn the Game Boy® Advance system 90 degrees, and press **SELECT** to switch to the alternate view, which works as follows:

GAME CONTROLS – PORTRAIT	
KEY	**ACTION**
+ Control Pad ▲	Move bat left
+ Control Pad ▼	Move bat right
A Button	Serve ball
B Button	Switch game types*
L Button	[None]
R Button	[None]

* *Must be selected before game begins.*

Game Types:

Cavity: The brick wall has two large open areas, each containing a ball. Clear away bricks to set the balls free.

Double: You begin with two bats, one above the other. Two balls are served at the same time.

Progressive: As you clear away bricks, additional rows are added, moving the wall closer to the bat.

Note: Although the alternate game view (Portrait Mode) is an accurate representation of the original arcade game's graphical aspect ratio, it can be more difficult to master and may take some getting used to. For that reason, we recommend that you familiarize yourself with the **Super Breakout**® game before switching to Portrait Mode.

Tempest™

Retro Recap

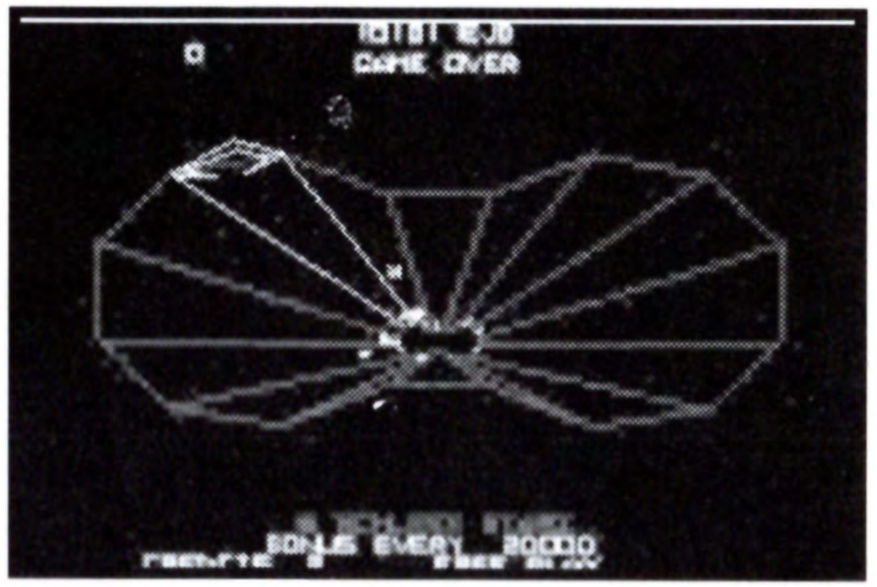
Arcade Debut: 1980

Other Happenings That Year:

- Pink Floyd's *The Wall* album tops the *Billboard* charts for 15 weeks.
- John Lennon is murdered in New York.
- U.S. speed skater Eric Heiden wins five gold medals at the Lake Placid Winter Olympics.
- Ronald Reagan becomes the 40th President of the United States.
- Everyone wants to know "Who Shot J.R.?"

Let's Play!

Aliens from another dimension? Blast them back to where they came from before they reach the edge of your tube and destroy you! Rotate left and right, then use your blaster to fire down the channels of the tube to destroy the varied and colorful enemies. When the going gets tough and you're crowded out, go for the Super Zapper to clear the tube temporarily of all enemies. The secret of this great classic is to get into a rhythm of rotating and firing.



Select your Options:

Number of Players: 1, 2
Game View: Landscape, Portrait
Lives to Start: 2,3,4,5
Bonus Lives Every X Points: Never [no bonus lives]; 10,000; 20,000; 30,000; 40,000; 50,000; 60,000; 70,000*
Game Difficulty: Easy, Medium, Hard
Game Messages in: English, German, French, Spanish

Tempest™ offers two different view modes. The game's default control settings are as follows:

GAME CONTROLS – DEFAULT	
KEY	**ACTION**
+ Control Pad ◀	Move claw left
+ Control Pad ▶	Move claw right
A Button	Fire
B Button	Super Zapper
L Button	Fire
R Button	Fire

To play the game in Portrait Mode, turn the Game Boy® Advance system counterclockwise 90 degrees, and press **SELECT** to switch to the alternate view, which works as follows:

GAME CONTROLS – PORTRAIT MODE	
KEY	**ACTION**
+ Control Pad ▲	Move claw left
+ Control Pad ▼	Move claw right
A Button	Fire
B Button	Super Zapper
L Button	Fire
R Button	Fire

Note: Although the alternate game view (Portrait Mode) is an accurate representation of the original arcade game's graphical aspect ratio, it can be more difficult to master and may take some getting used to. For that reason, we recommend that you familiarize yourself with the **Tempest**™ game before switching to Portrait Mode.

* If you start at an advanced level from the Rate Yourself screen, the bonus points awarded for completion of that level do not factor into the points needed for bonus lives. For example, if you complete Level 9, you receive 54,000 bonus points. But even if you selected the Option to receive bonus lives every 10,000 points, you will not receive five bonus lives for the completion of Level 9.

Trivia Challenge



The Trivia Challenge is a test of arcade knowledge and Atari folklore. Once the game begins, you will have to answer 20 questions as quickly as possible. The faster you answer the questions, the more points you get. The timer runs horizontally across the middle of the screen, and your score is displayed in the upper left corner of the screen.

Each question has four possible multiple-choice answers, each corresponding to either the **A**, **B**, **L** or **R Button**. True or False questions will use only the **L** or **R Buttons**.

If the timer runs out on a question, you miss that question. If you miss three questions (answer them incorrectly or run out of time before you can answer), the game is over.

Note: There are no Options for the Trivia Challenge.

INFOGRAMES WEB SITES

Infogrames has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

http://www.us.infogrames.com

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Technical Support
- Hints and Tips
- Demos
- Interviews
- Competitions
- Community
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

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Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.ina-support.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive **Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.)

Note: Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time).
Note: We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

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CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

Epilepsy Warning

WARNING

READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. 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 or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement

CAUTION

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement

CAUTION

This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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