PlayStation™

NTSC U/C

PlayStation™

MIDWAY®

PRESENTS

ARCADE'S GREATEST HITS™

THE ATARI® COLLECTION 1

Six Great Arcade Hits In One Package!

KIDS TO ADULTS™

CONTENT RATED BY ESRB

SLUS-00399

MIDWAY®

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.

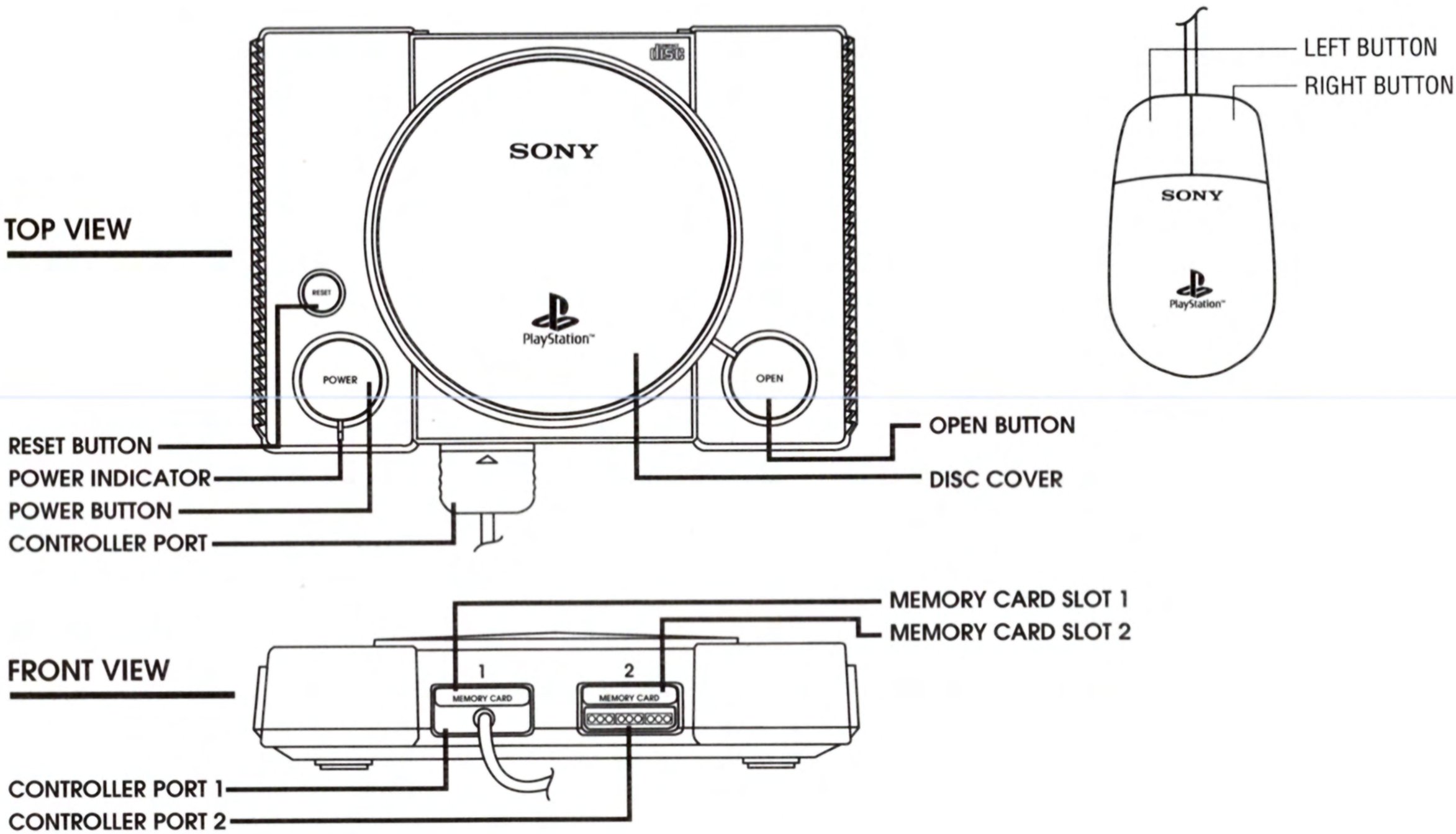
TABLE OF CONTENTS

SETTING UP.....2
GAME SELECTION.....3
GAME HISTORY.....4
IN-GAME OPTIONS.....5
EXIT OPTIONS.....8
CONTROLLING THE GAMES.....9
- Asteroids.....10
- Battlezone.....11
- Centipede.....12
- Missile Command.....13
- Super Breakout.....14
- Tempest.....15

MORE IN-GAME OPTIONS.....16
CREDITS.....18
WARRANTY.....20

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 Greatest Hits™ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.



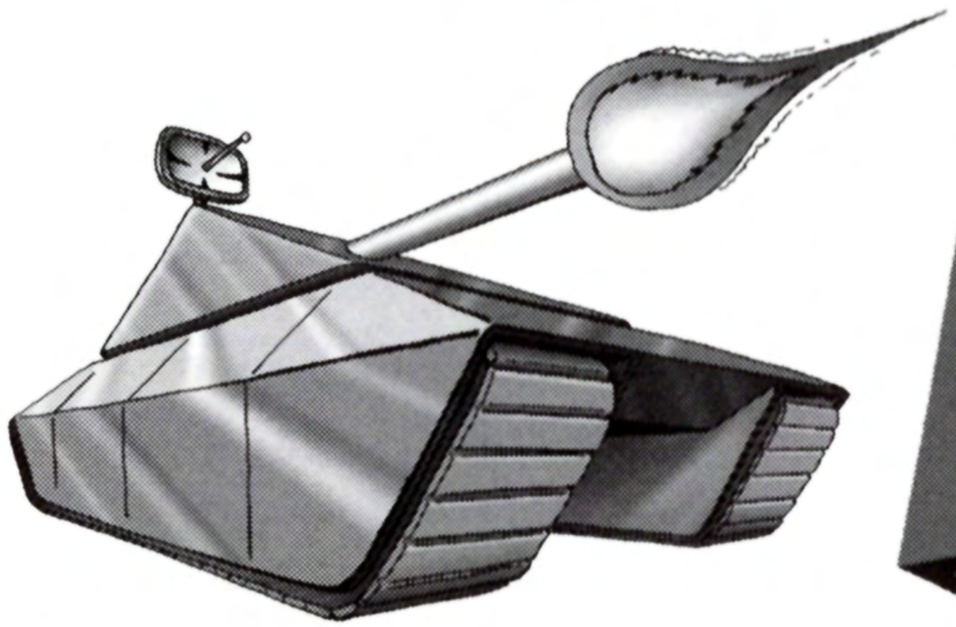
GAME SELECTION

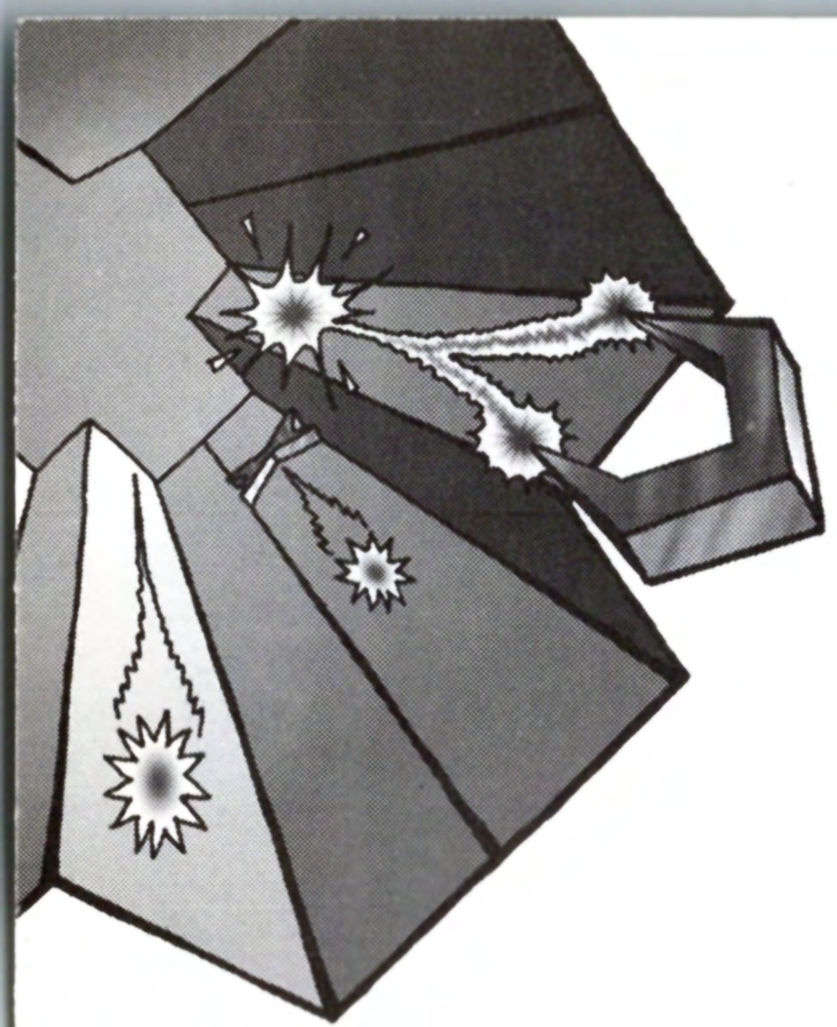
After the Game Intro, the Arcade will appear. Select the classic game you wish to play, then use the controls indicated below to select a game. If you wait a few seconds before selecting a game, a demo of the highlighted game will run. Press the **START Button** to play the game displayed in the demo, or press any other button to end the demo.

SEE GAME HISTORY

PLAY GAME

ROTATE GAME SELECTION





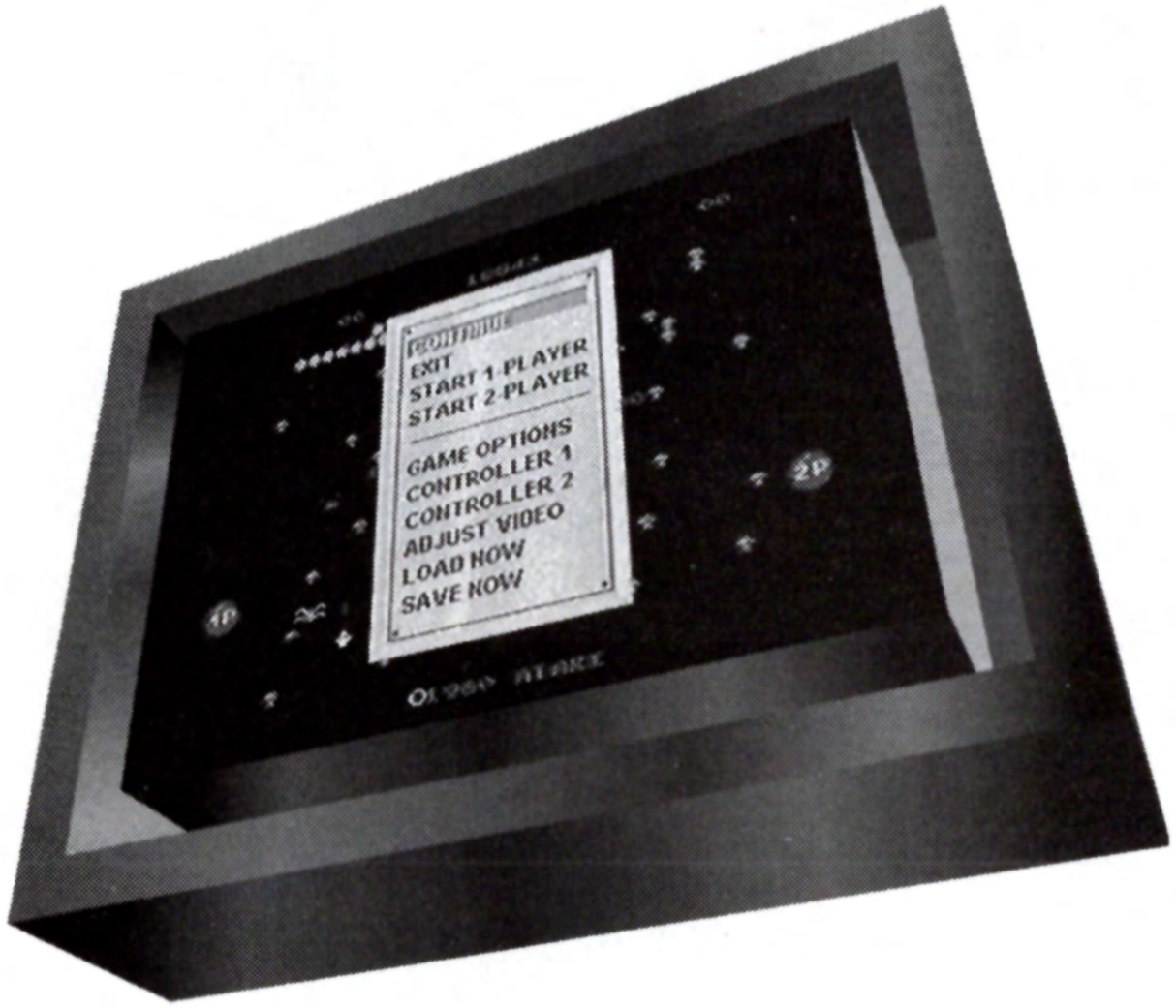
GAME HISTORY

At the Game Selection Screen, press the ▲ **Button** to go to the Game History Screen. Then, sit back and watch the entire documentary, featuring original Atari team members who helped create these great games.

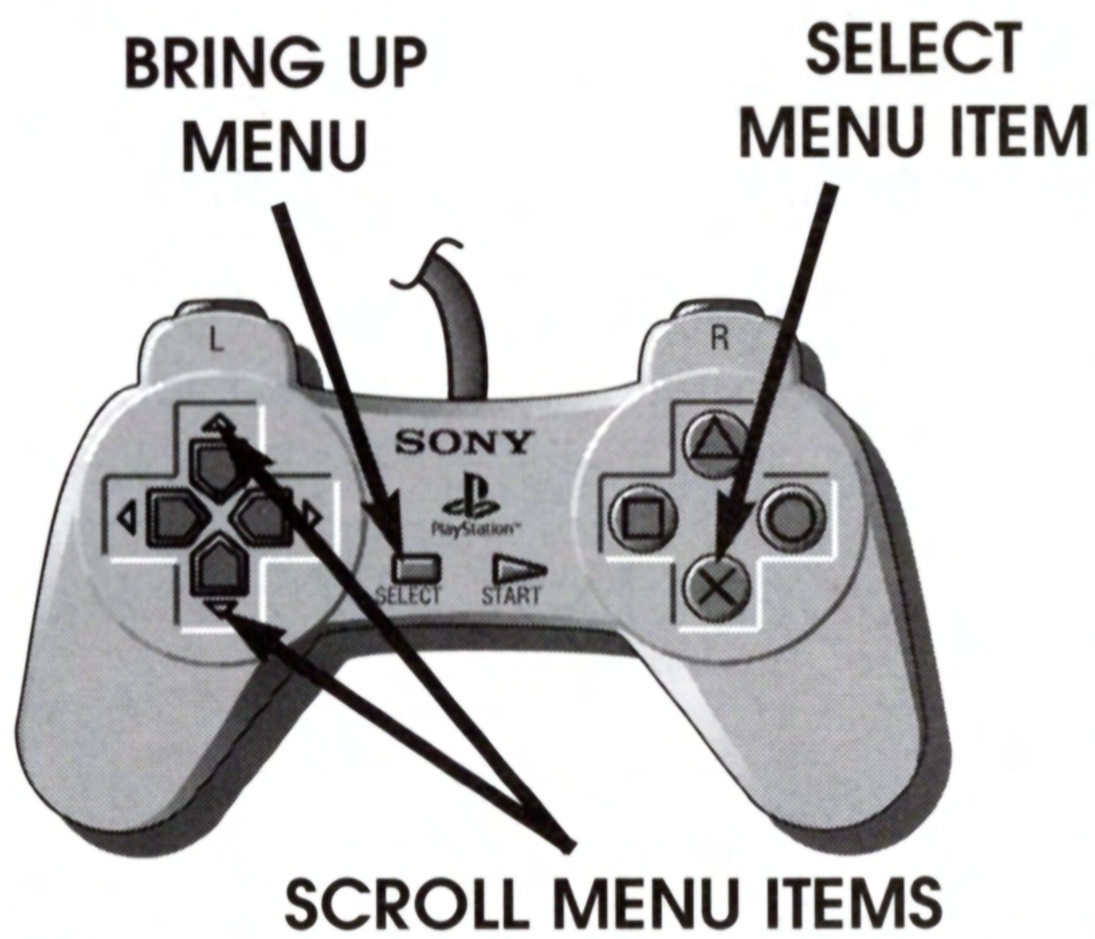
If you want skip to a particular section, press the **X Button** to bring up the index. Press the **Directional Button Up** or **Down** to highlight a chapter, then press **Right** or the **X Button** to see a list of sections in that chapter.

Highlight a section, then press **Right** or the **X Button** again to skip to that part of the documentary. Within the menu, press **Left** or the ▲ **Button** to go back one step. Press the ▲ **Button** during the documentary to return to the Game Selection Screen.

IN-GAME OPTIONS



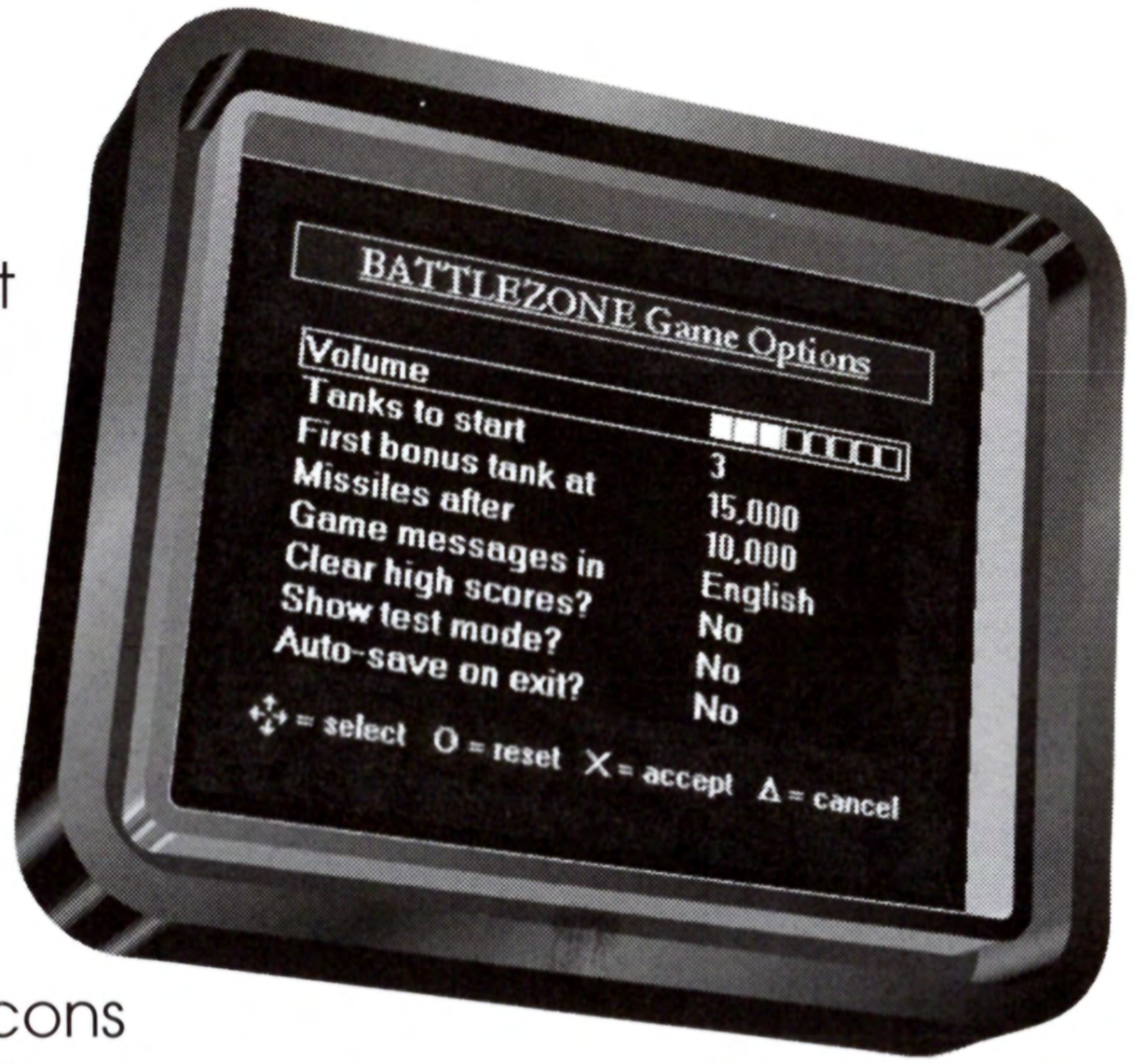
At anytime during a game, you can call up the In-Game Options Screen. Use the controls indicated below to make various changes to the game's settings:



Continue lets you exit the menu and return to the game. Select **Exit** to leave your current game and view the Exit Options Screen (see **Exit Options**, pg. 8). The **Start Game** Option will restart the game at the very beginning. You can also select from these options (next page):

Game Options

The Game Options Screen varies slightly for each game. You can adjust the **Volume** level, the amount of **Lives** to start the game, the amount of points needed to achieve a **Bonus Life** and the **Game Difficulty** level. Controls for menu selections are displayed at the bottom of the screen. Select from these options:



Show Panel Lights - Enable or disable the flashing red **1P** and **2P** icons that appear on-screen prior to starting a game.

Clear High Scores - To reset the High Scores to their default values, select **Yes**, then press the **X Button**.

Show Test Mode - The original arcade games included a program that tested the machine to make sure it was working properly. Select **Yes** to view the original program.

Auto-Save On Exit - Select **Yes** to let the game automatically update your Memory Card when you exit a game.

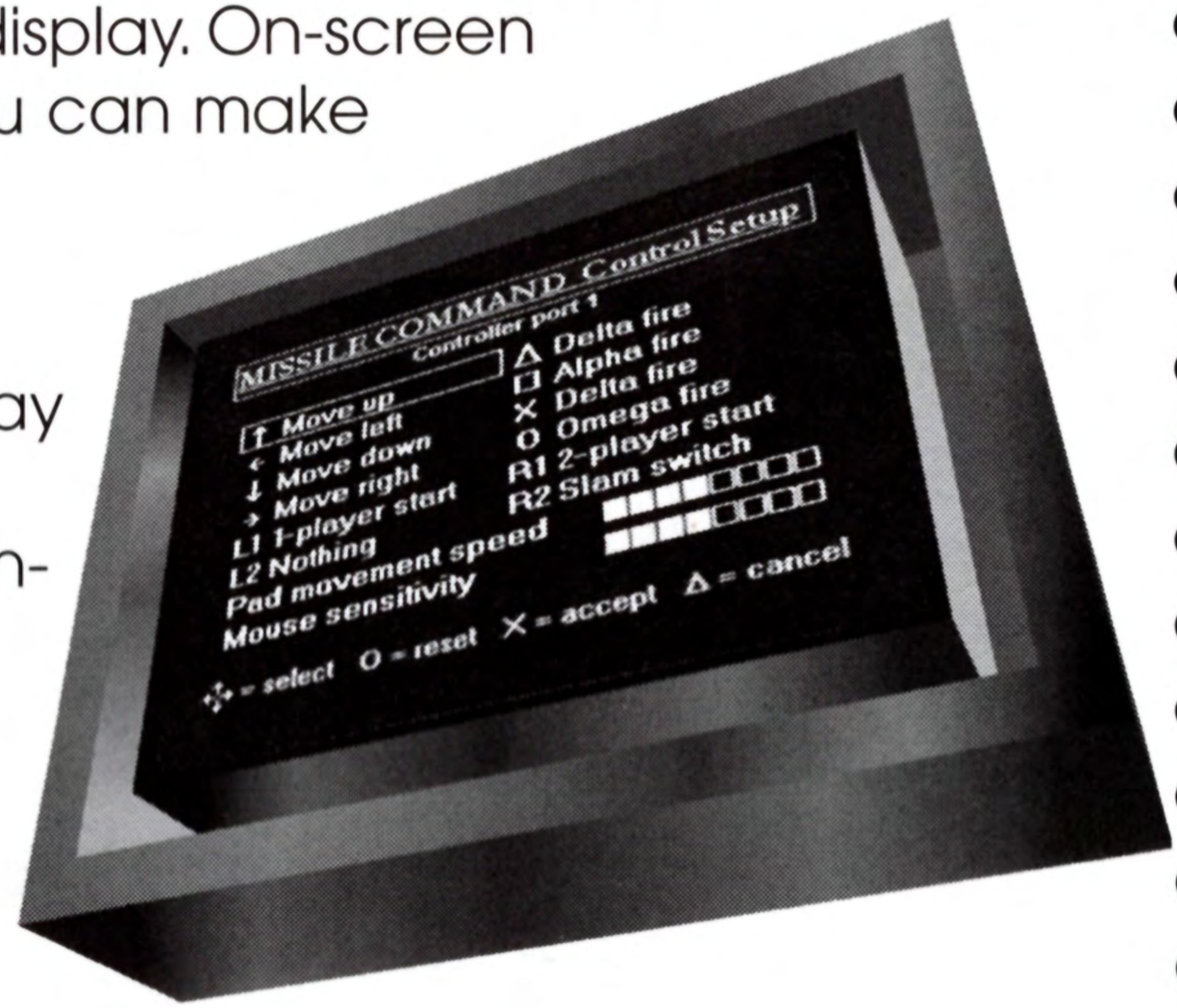
Some options within the Game Options Menus are specific to the game you're accessing the menu from. For details, see **More Game Options**, pg. 16.

Note: Changes to game options do not take effect until a new game is started.

Adjust Video

Make adjustments to your video display. On-screen controls describe the changes you can make (see **More Options**, pg.16).

Controller 1/2



Reconfigure game controls the way you want. Press the **Directional Button Up** or **Down** to highlight controls, then press **LEFT** or **RIGHT** to cycle through the available controller options for that button. Some games include adjustable sensitivity for the various controllers available. Controls for menu selections are displayed at the bottom of the screen.

Load/Save Scores and Settings

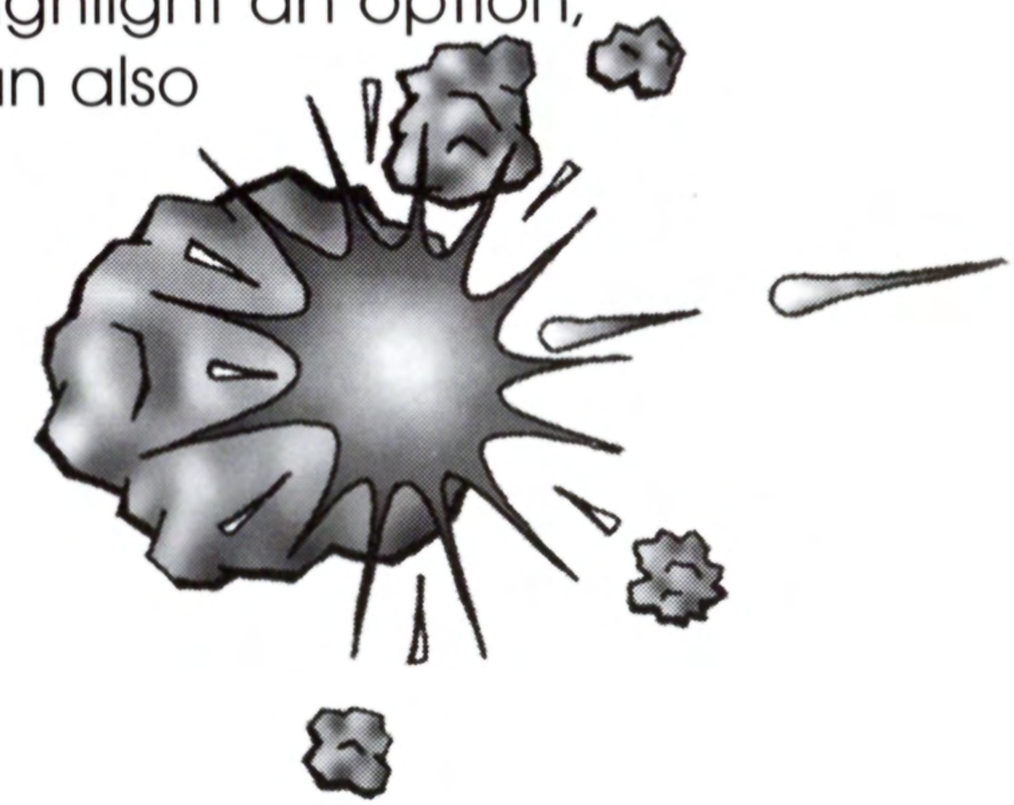
With a Memory Card inserted into your PlayStation, you can load saved scores and settings. If you have two cards present, you'll be asked which card you wish to save to. If a file exists on both cards you will be asked which one you wish to load from.

Note: If you have **Auto-Save on Exit** set to **Yes** in the Game Options, your file will automatically be saved whenever you exit to the Game Selection Screen and automatically loaded whenever you select a new game from the Arcade Screen.

EXIT OPTIONS

When you select **Exit** from the In-Game Options Screen, the Exit Options Screen appears. From there, you can exit the current game and return to the Main Menu. You can also exit the current game you're playing, then select a different game. The Exit Options Screen displays an option for all 6 games.

Press the **Directional Pad Up** or **Down** to highlight an option, then press the **X Button** to select it. You can also select one of these two options:



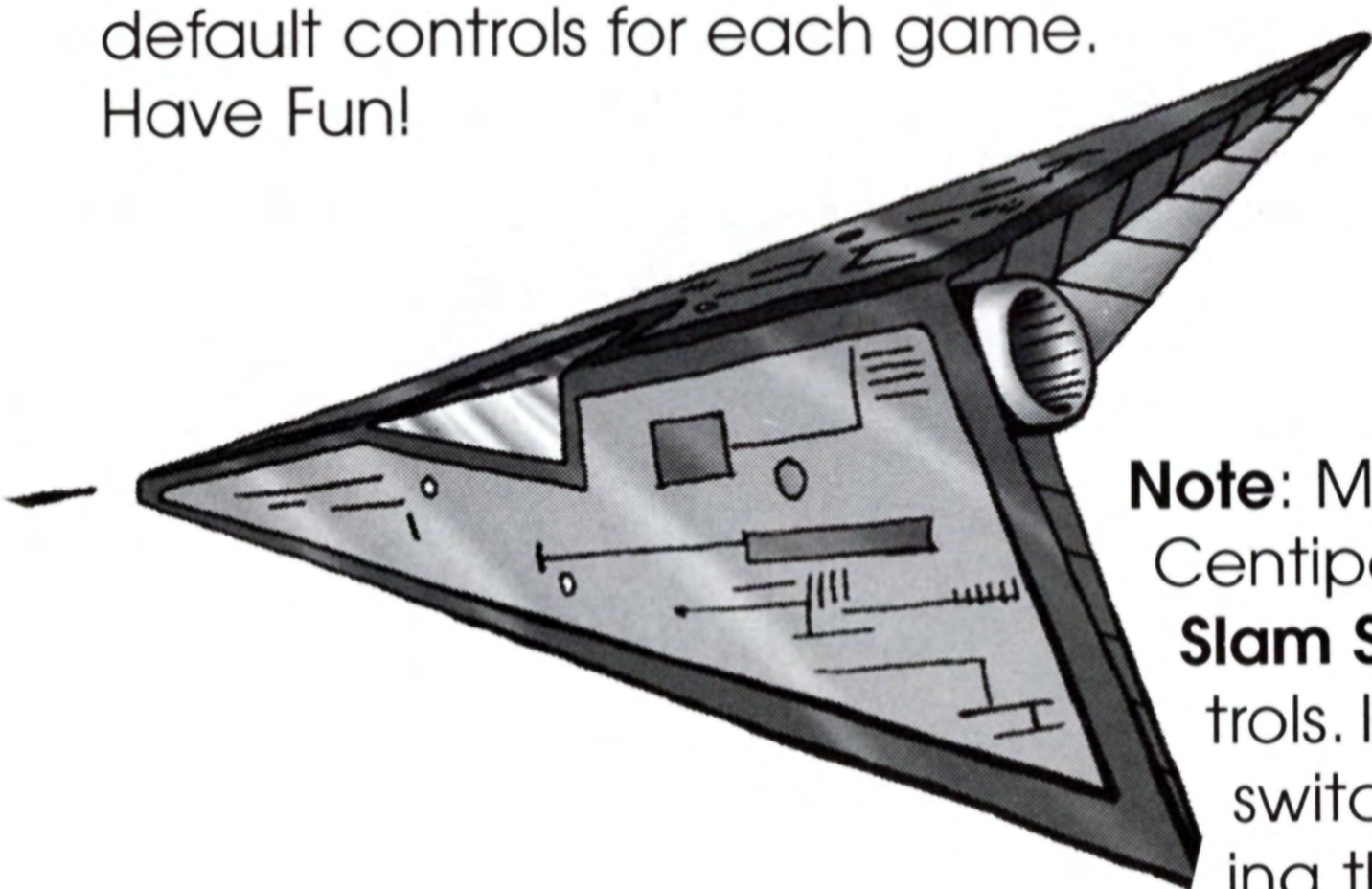
Go to Documentary
Select this option to review the games' history (see **Game History**, pg. 4).

Show Intro Movie
Watch the game's opening cinematics.

CONTROLLING THE GAMES

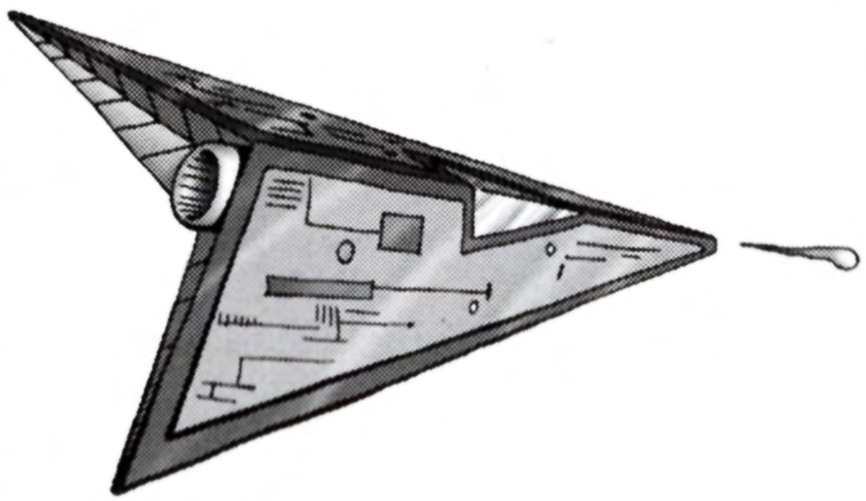
In all games (by default), pressing **L1** is a shortcut to starting a 1 Player game, and **R1** (except in *Battlezone*) starts a 2 Player game.

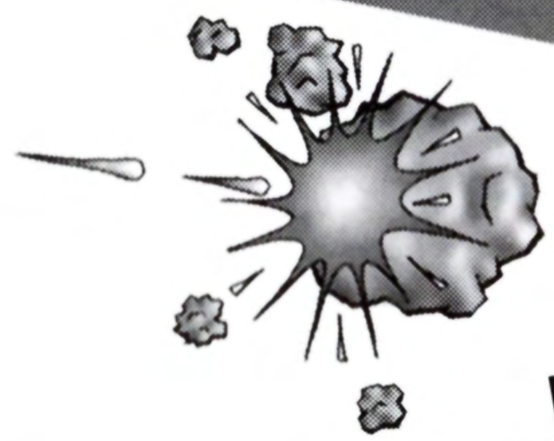
The following diagrams display the default controls for each game. Have Fun!

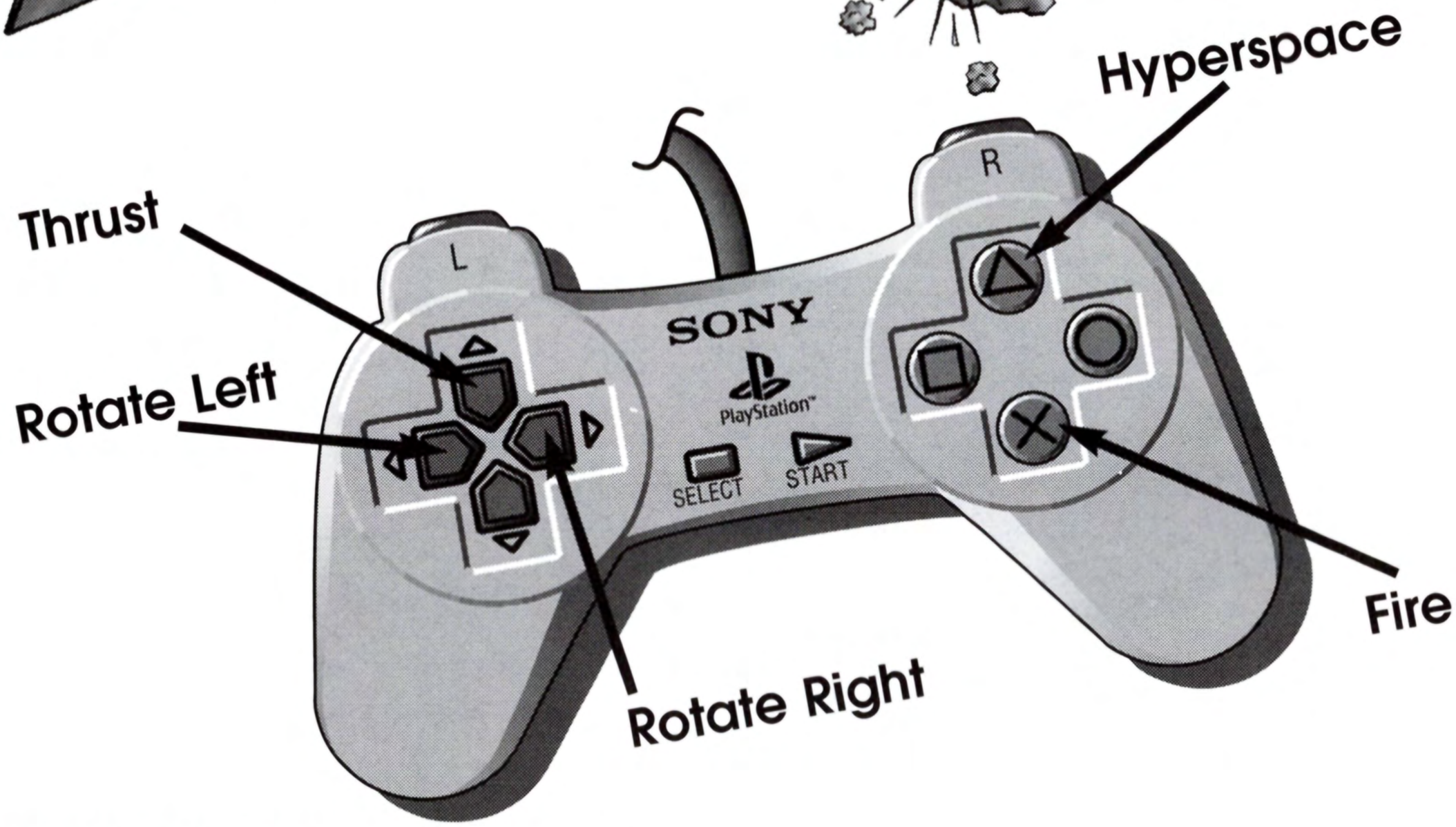


Note: Missile Command, Centipede and Tempest offer a **Slam Switch** option in their controls. In the coin-op versions, this switch detected people abusing the machine (kicking, punching, etc.), but was also used in some of the games' test modes to step through options. The **Slam Switch** exists here for use in those test modes.

ASTEROIDS

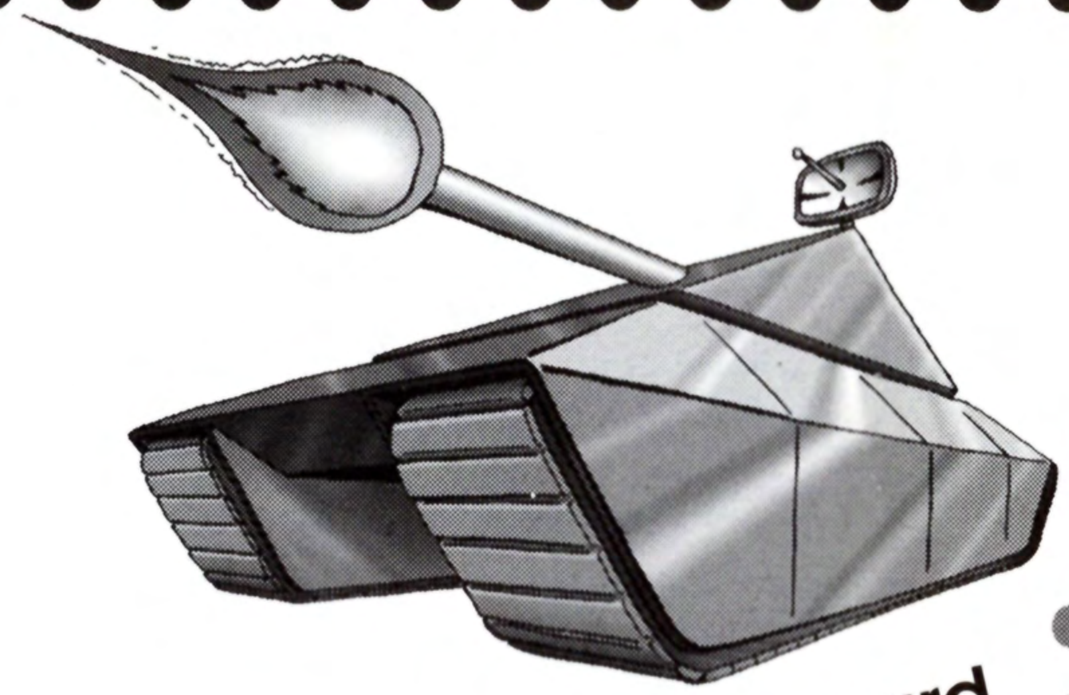


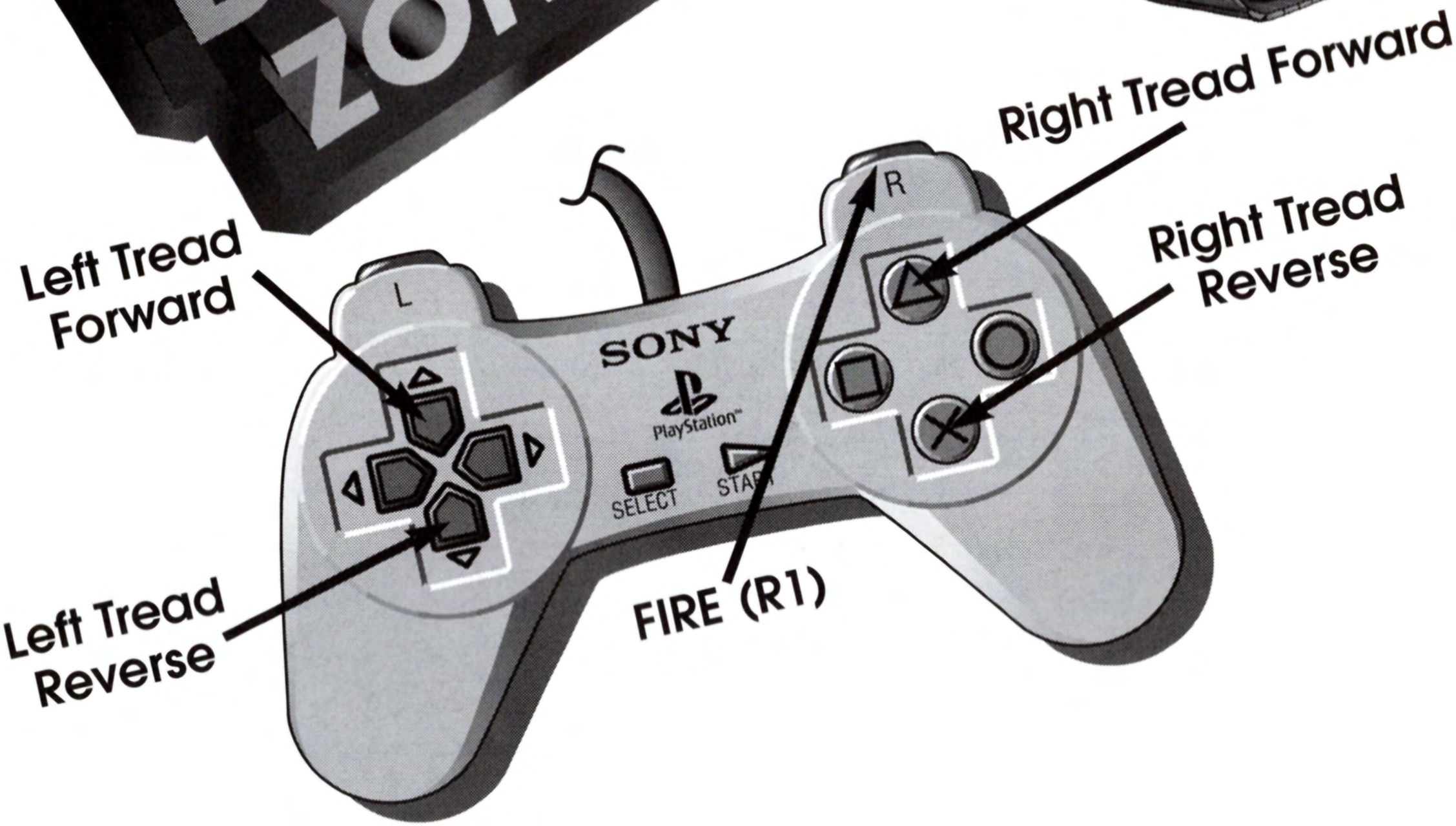




Object of the Game

Destroy the floating Asteroids and any hostile space ships you encounter! The large space ships don't aim and fire too well, but look out for the smaller ships....



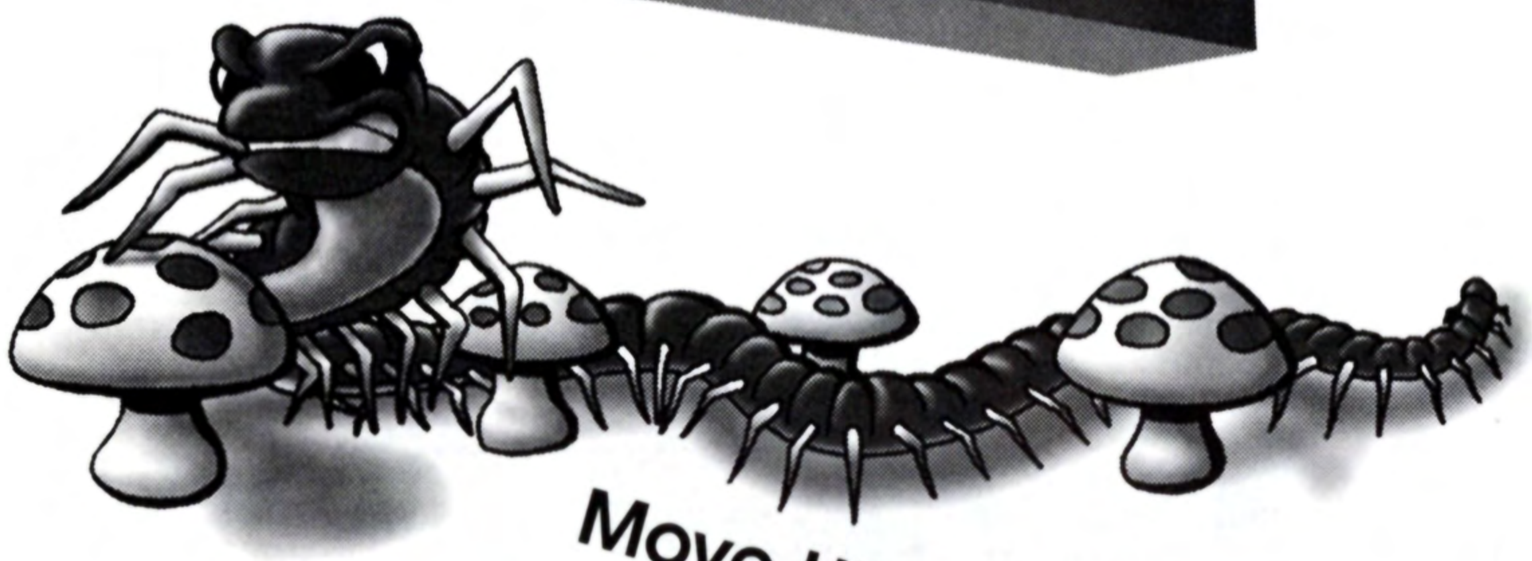


Object of the Game

Eliminate all enemy Tanks, Missiles and Super Tanks. The Radar at the top of the screen will track your enemy. Look for a red dot flashing on the Radar screen, then seek and destroy!

Note: Battlezone also supports the Sony® Dual Analog Controller™.

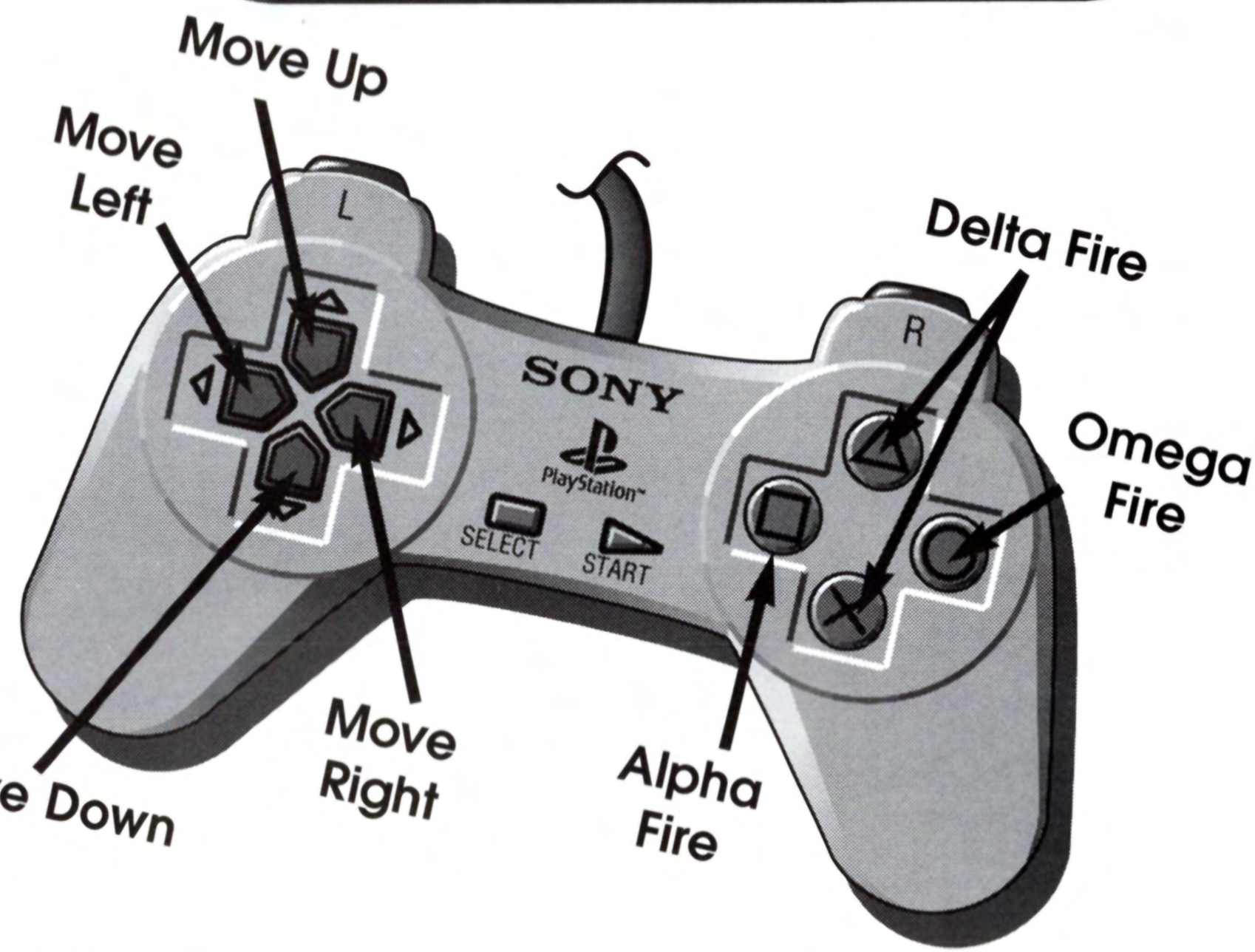
CENTIPEDE



Object of the Game

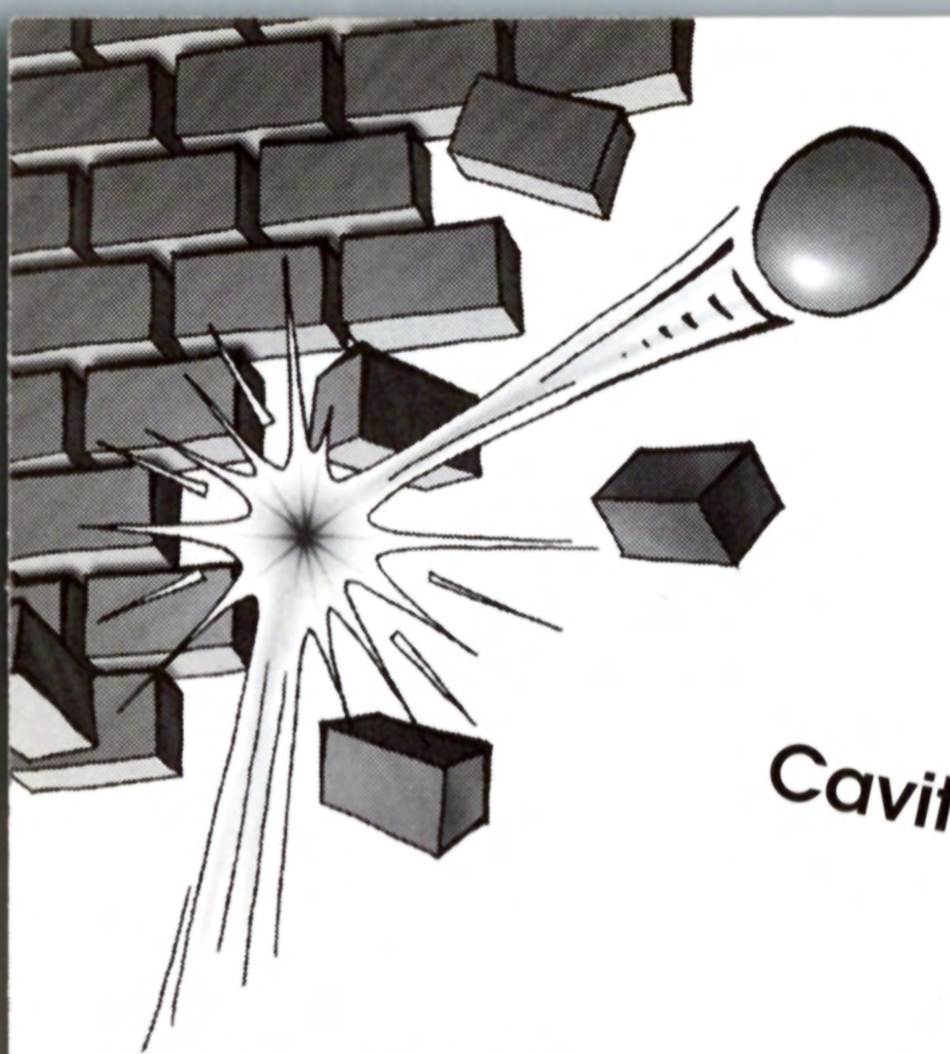
Shoot all Centipedes, Other Insects and Spiders as they approach. Shoot Mushrooms to clear a path for your shooter.

MISSILE COMMAND

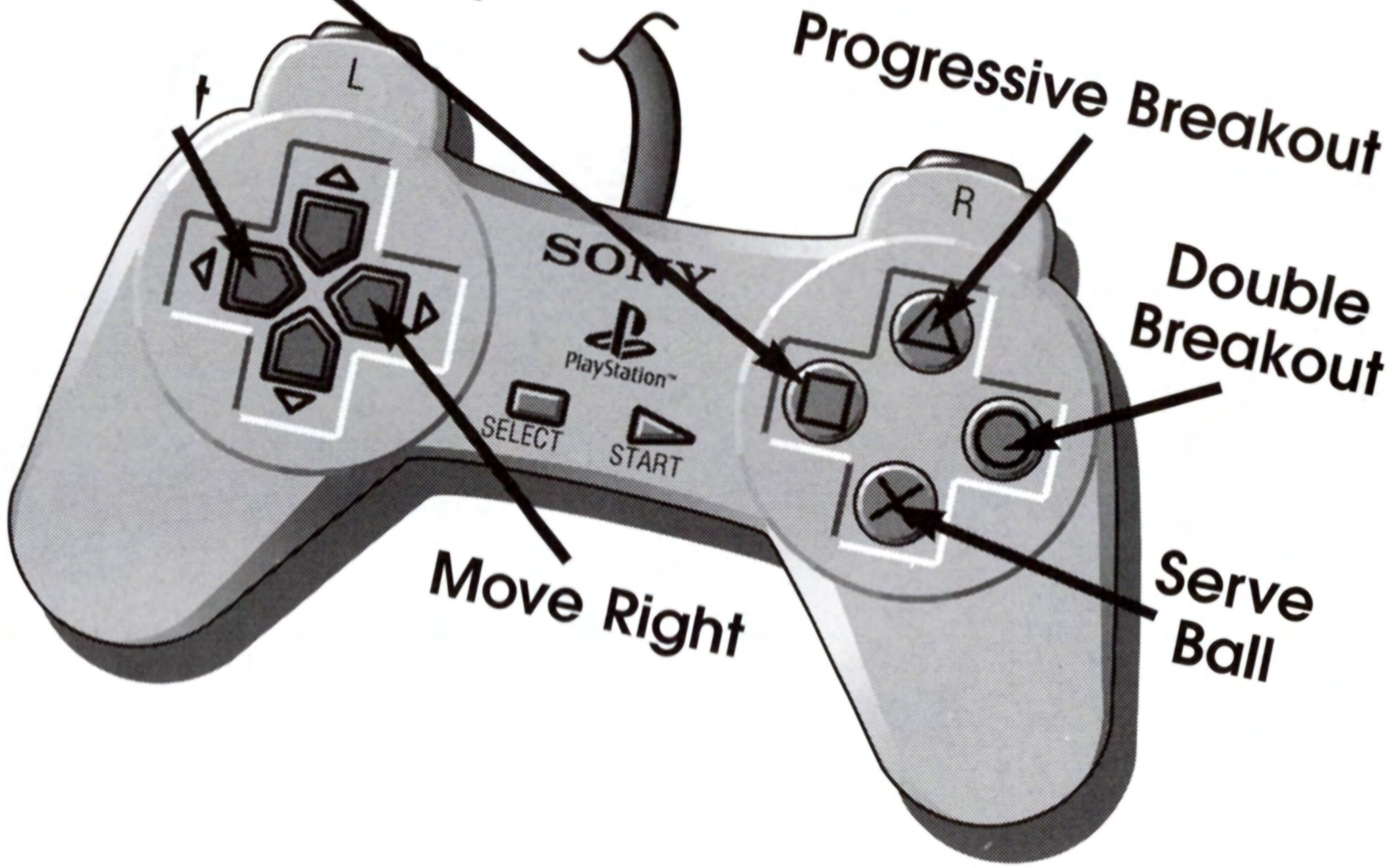


Object of the Game

Save the world from nuclear annihilation. Destroy incoming warheads with your defensive missiles. Conserve your missiles, you'll need them all. The velocity and amount of enemy missiles increases as you reach the higher levels.



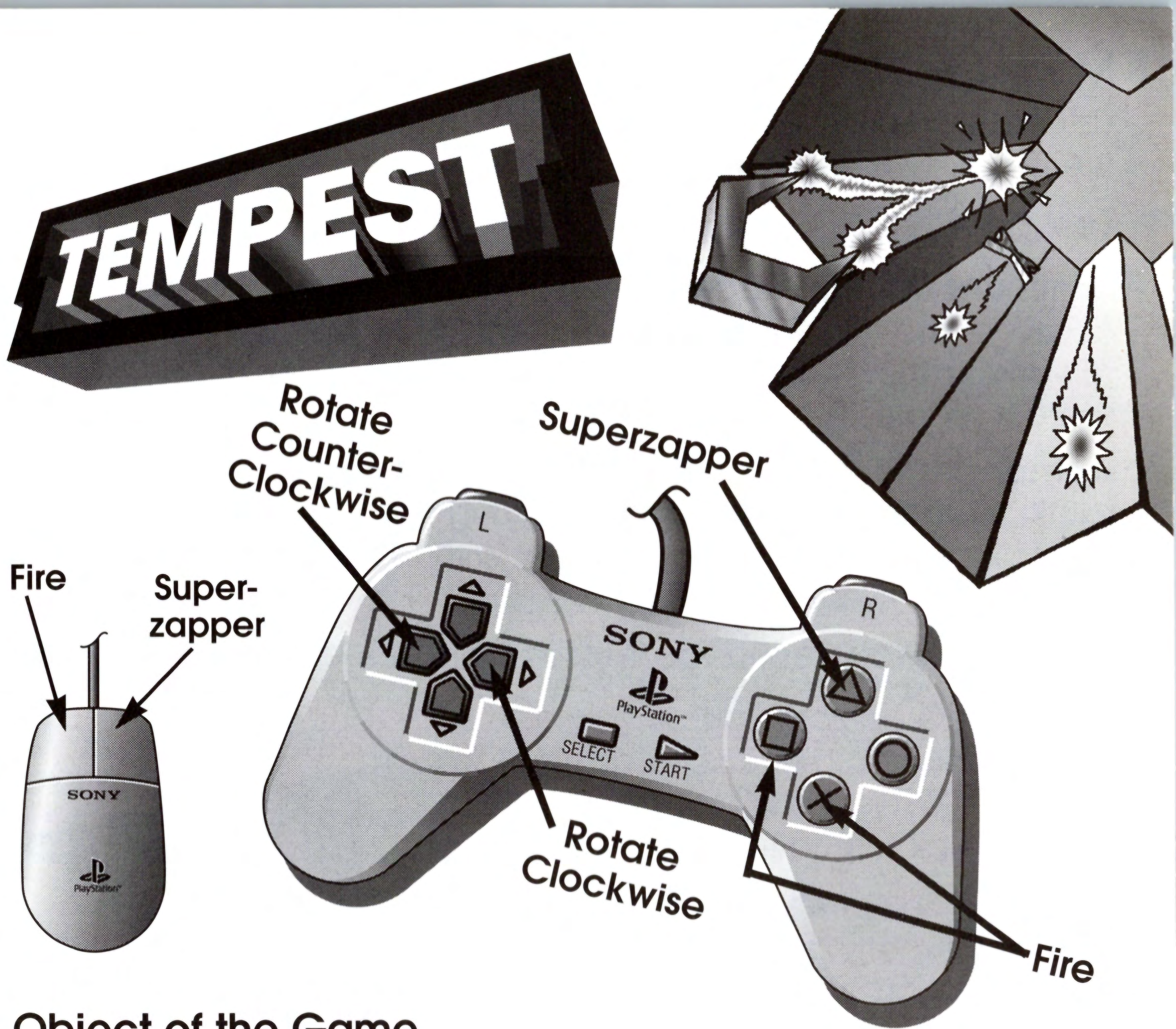
SUPER BREAKOUT



Object of the Game

Keep the ball between your paddle and the bricks. Attempt to break through the bricks, and clear them out completely. Complete various levels and accumulate points. **Note**: Super Breakout also supports the Sony® Dual Analog Controller™.

TEMPEST



Object of the Game

Move quickly around the perimeter of the hole. Fire at your enemies as they attack and try not to let them get to the top. Of course, the action gets more intense as you play the higher levels! **Note**: Tempest also supports the Sony® Dual Analog Controller™.

More In-Game Options

Listed below are the games and other available options found within the In-Game Options Menu.

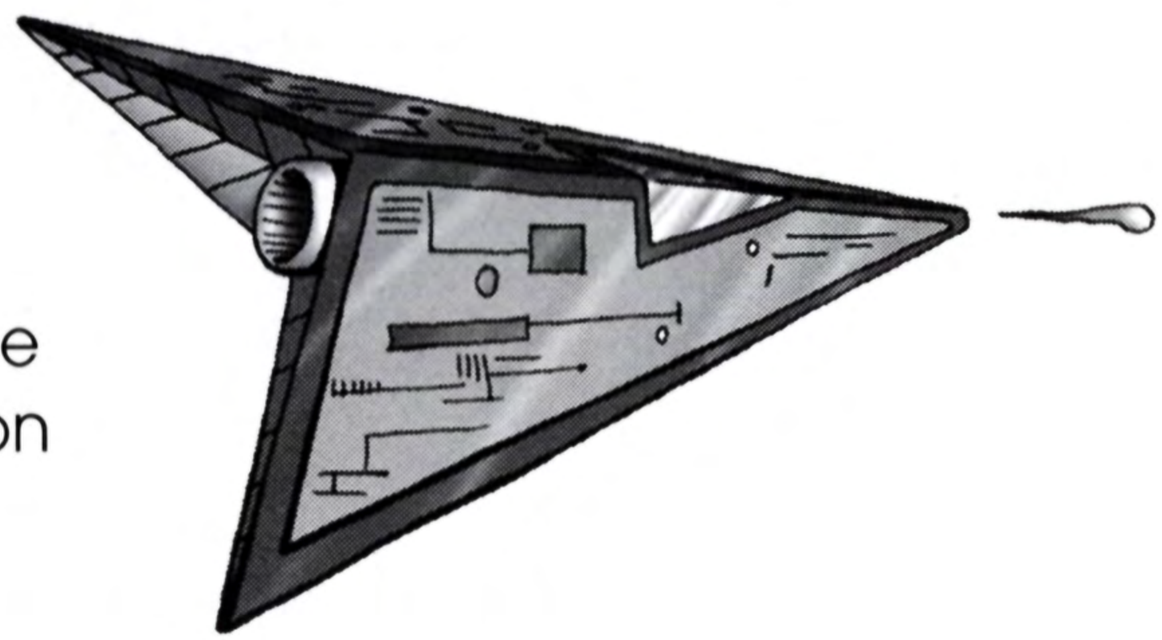
Tempest

Minimum Rating Range - When set to **1, 3, 5, 7, 9**, new players will always be able to skip ahead to at least level 9 on the start screen. If set to **Variable**, new players may be able to skip ahead further if the high score is sufficiently high.

Demonstration Mode - Turn this option **ON** to allow access to all levels within the game. Skip ahead by pressing the 1 Player and 2 Player start Buttons (L1 and R1 by default). **Note**: With this option set to **ON**, you will not be able to enter new high scores.

Adjust Video (Centipede/Missile Command/Super Breakout)

TV Safe - Graphics for these games are typically too big to fit on an average TV. This default setting will shrink the picture to fit your screen.



Arcade - Select this option to see the graphics exactly as they appeared on the original arcade machine. An advanced TV is necessary to fit the picture on the screen.

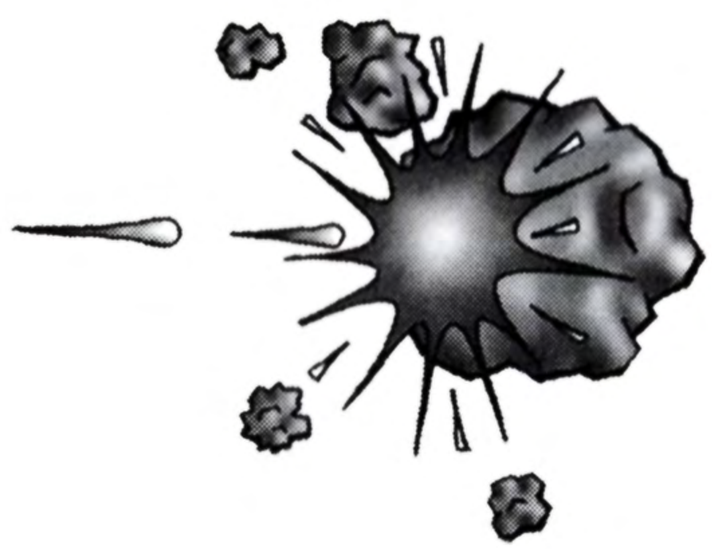
Note: *Centipede* and *Super Breakout* had their screens installed sideways, so the picture will be on its side.

Arcade Upright - In *Centipede* and *Super Breakout*, this turns the arcade picture upright, but the picture doesn't shrink. It will not all fit on the screen at once in this mode, so you'll need to adjust the centering to keep the important stuff on-screen.

Adjust Video (Asteroids/Battlezone/Tempest)

Standard TV - This mode is compatible with all televisions, but will not be as detailed.

S-Video - This is a higher detailed mode, but may look poor unless you have an S-Video-compatible or advanced TV.



CREDITS

DIGITAL ECLIPSE SOFTWARE TEAM

Andrew Ayre

Andrew served as Executive Producer of Arcade's Greatest Hits™ and is President of Digital Eclipse Software.

Jeff Vavasour

Jeff was the Lead Programmer. Jeff would like to thank his wife, Irene and his family for their patience & support during the many long hours that went into this project.

Tod Frye

Tod was responsible for the additional programming for the opening sequences, game selection, memory card access and interview movie playback.

Doug Jefferys, John Kowalski & Dave Larson

These gentlemen were responsible for producing the original game sounds.

Chris Charla

Chris conducted the interviews in the game history.

Flying Rhino Productions

Flying Rhino Productions provided digital post-production on the video interviews.

Earwax Productions

Earwax Productions provided production on the narrative.

Sandy Mahoney

Narrator

Midnight Design

Midnight Design provided original computer-generated animation.

Sue Ayre & Image Impressions

Provided additional still artwork.

ATARI GAMES TEAM

V.P. of Development
Bill Hindorff

Producers
Bill Hindorff and Wallace Poulter

Testing Manager
Mike Kruse

Lead Testers
Christopher Thornton, Jose Amparan, Jesse Meza II and Shubrian Butler

Testers
Todd Papy, Joseph Magome, T. Lewis, David Ortiz, Randy Slafsky,
Alex Beran, Pablo Buitrago, C.J. Perez, Marc Owen and Rob Reininger

Special Thanks
Howard Lehr, Debra Heinz, Greg Allen, Brian Fritts and
Finn Jensen - Manager of the Scandia Family Center in Suisun, Ca.

Special Thanks to the Original Atari Team Members
Ed Rotberg, Ed Logg and Dave Theurer

MIDWAY HOME ENTERTAINMENT TEAM

Creative Design and Production
Debra Austin, Shawn Murphy, Dave Young,
Jon Mongelluzzo & Robert Shepherd

Midway Testing
Jason Shigenaka

Special Thanks
Deborah Fulton, Don Knapp, Jill Uebel, Bruce Adams

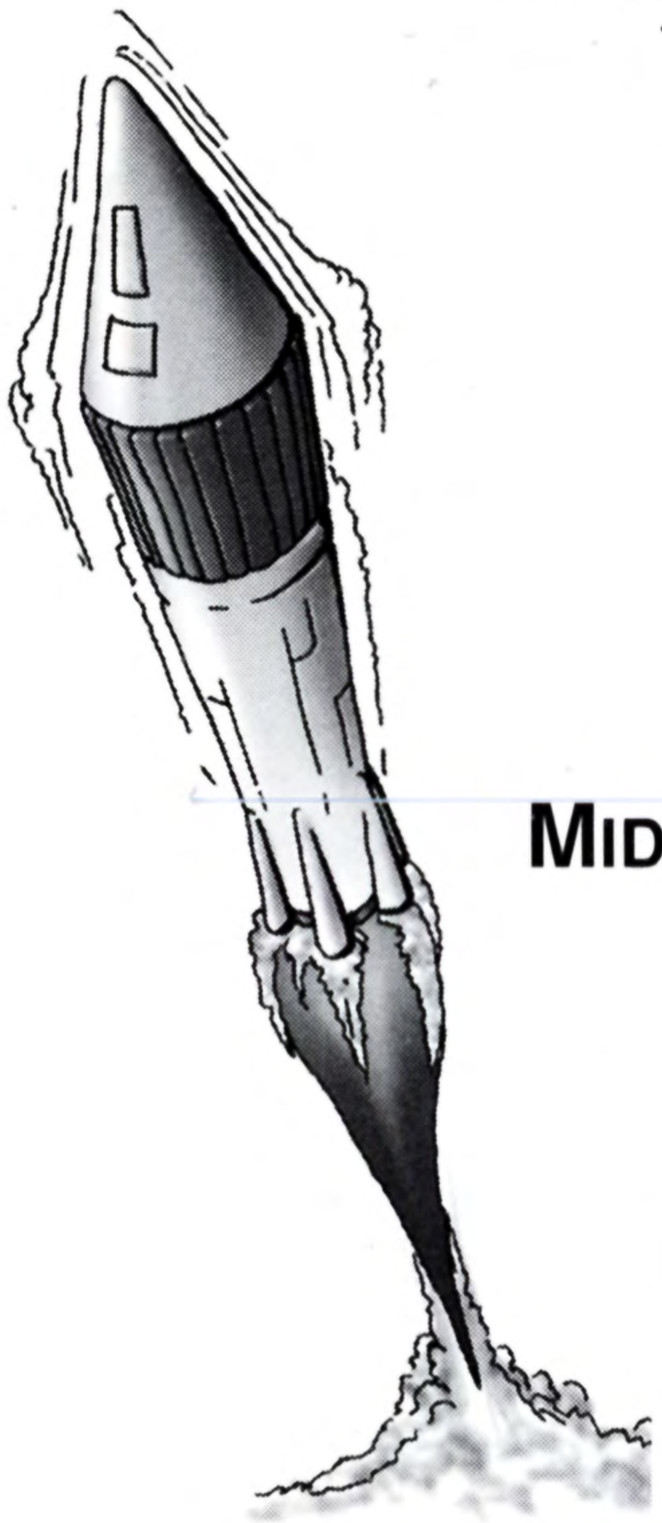
WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MIDWAY HOME ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY HOME ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

MIDWAY HOME ENTERTAINMENT, INC.
1800 SOUTH HIGHWAY 45
CORSICANA, TX 75110



MIDWAY CUSTOMER SUPPORT

903 874-5092

10:00am - 6:30pm

Central Time

Monday - Friday

MIDWAY®

Midway Home Entertainment Inc.
1800 South Business 45
Corsicana, TX 75110
http://www.midway.com

Video game, packaging and manual ©1996 Midway Home Entertainment Inc. All rights reserved. Midway is a registered trademark of Midway Games Inc. Used by permission. Atari®, Asteroids®, Battle Zone™, Centipede®, Missile Command™, Super Breakout® and Tempest™ are trademarks of Atari Corporation. Asteroids©1979, Battle Zone©1980, Centipede©1981, Missile Command©1981, Super Breakout©1982, Tempest©1981 Atari Corporation. All rights reserved. Used under license. Developed for PSX by Digital Eclipse Software Inc.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are 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.

PlayStation™

DIGITAL ECLIPSE