



NTSC U/C

PlayStation™



SLUS-00201

Williams® ARCADE'S GREATEST HITS™



Six Great Arcade Hits In One Package!

Williams® 
Williams Entertainment Inc.

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.



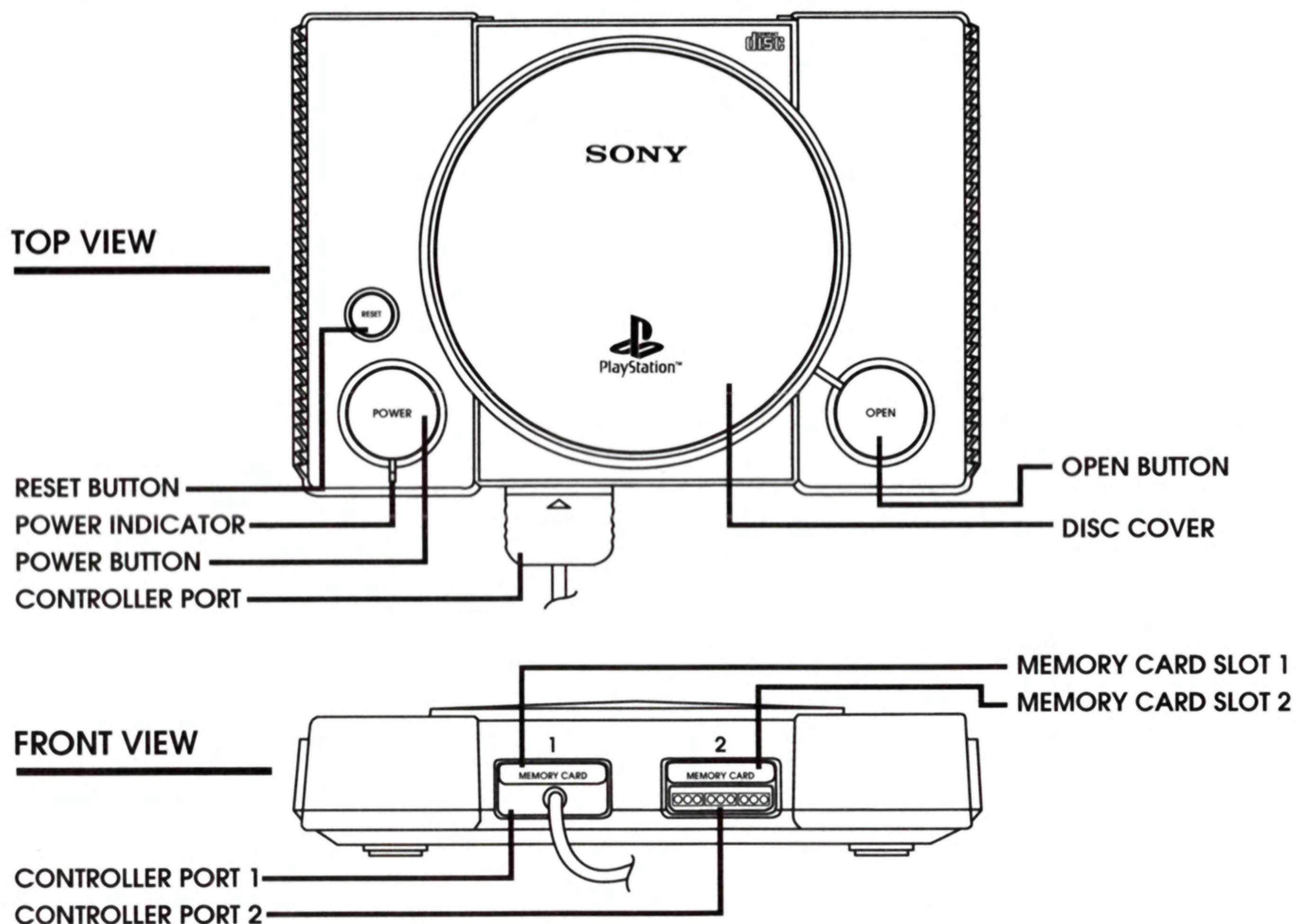
TABLE OF CONTENTS

SETTING UP.....	2
GAME SELECTION.....	3
GAME HISTORY.....	4
MEDIA GALLERY.....	5
IN GAME OPTIONS.....	6
CONTROLLING THE GAMES.....	9
ROBOTRON.....	10
JOUST.....	11
DEFENDER.....	12
DEFENDER II.....	13
BUBBLES.....	14
SINISTAR.....	15
HIGH SCORES.....	16
CREDITS.....	18
WARRANTY.....	20

SETTING 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 GREATEST HITS™ disc and close the CD door. Insert game controllers and turn on the PlayStation Game Console. Follow the on-screen instructions to start a game.



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.



SEE GAME HISTORY

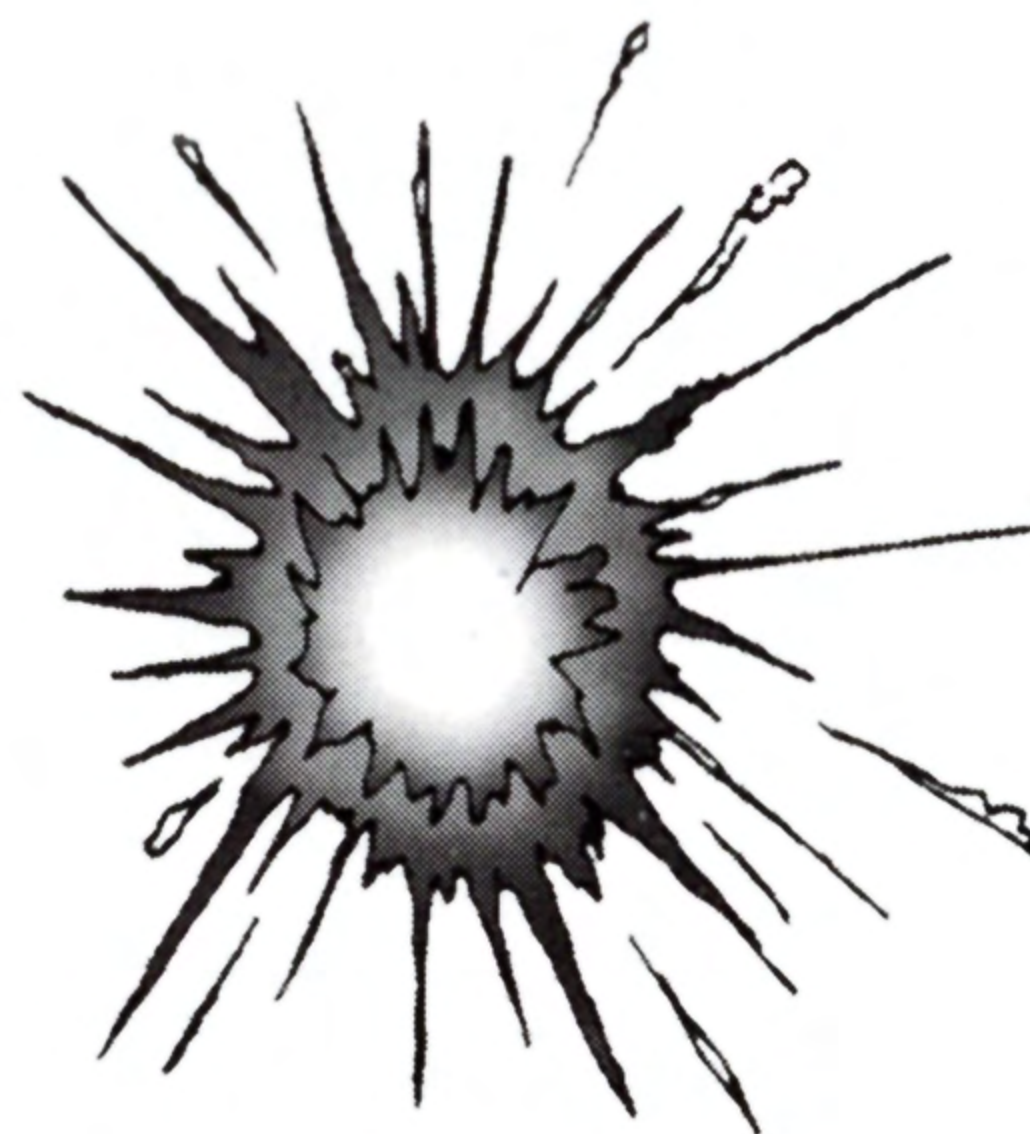
PLAY GAME

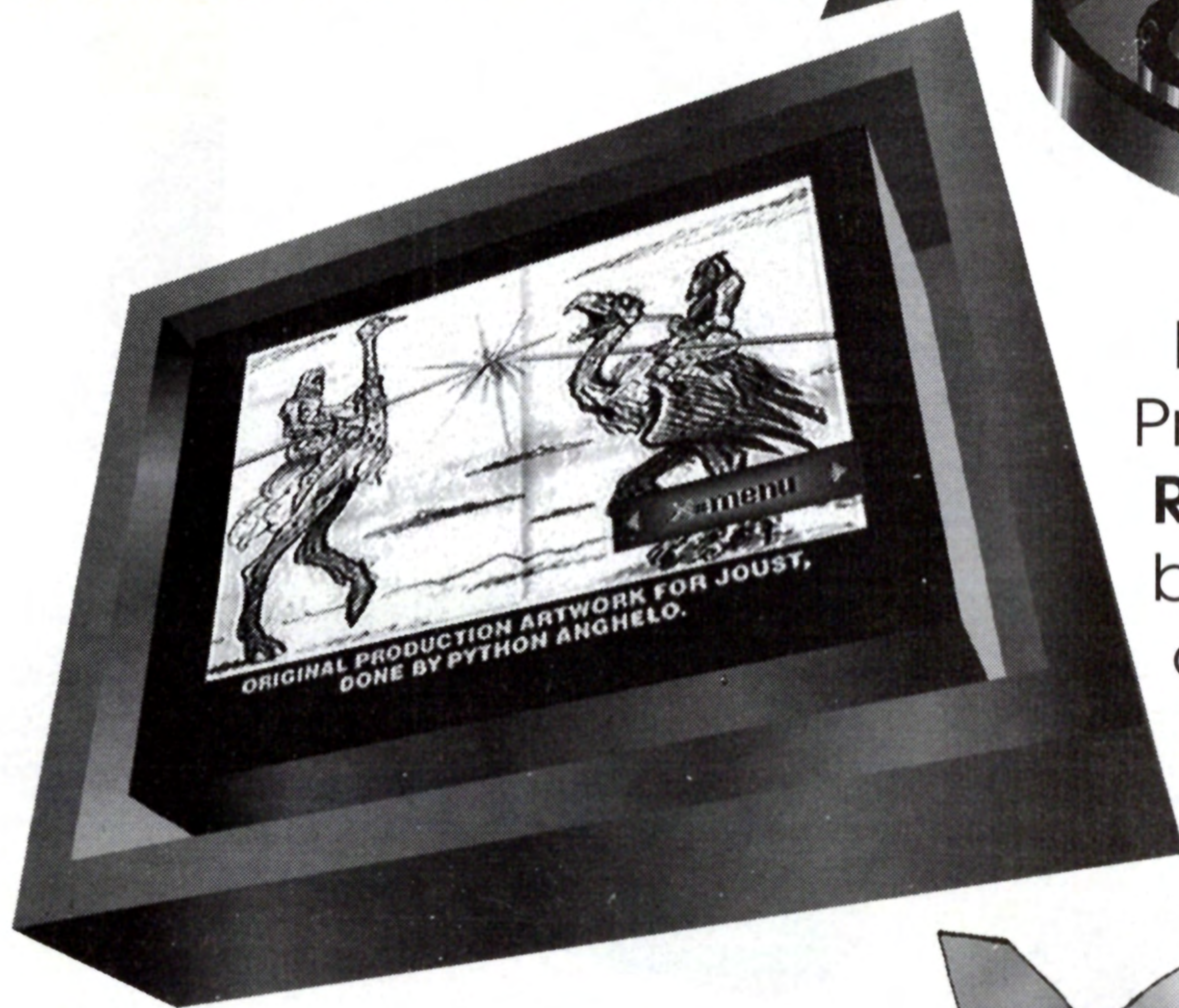
ROTATE GAME SELECTION



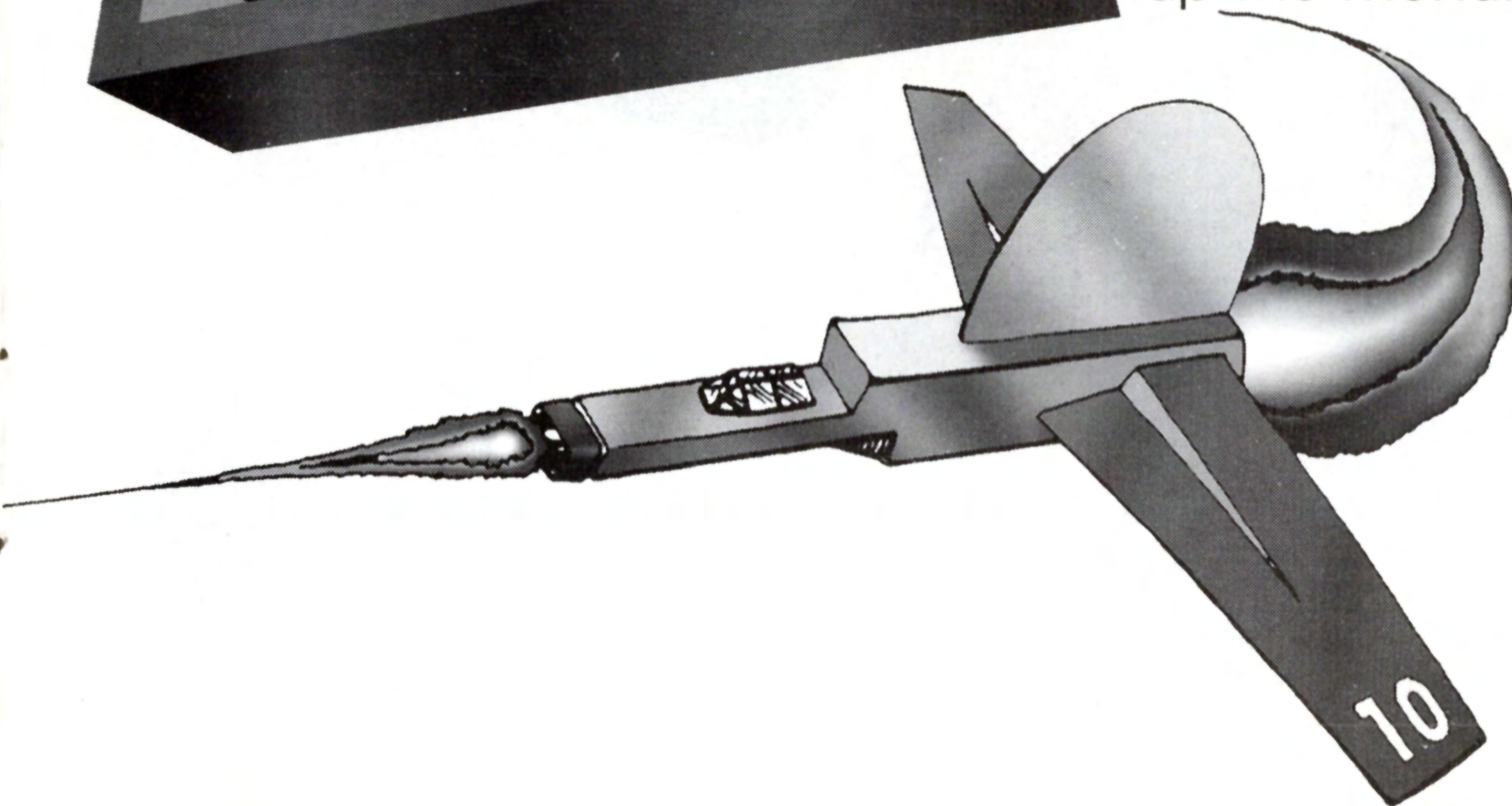
GAME HISTORY

In the Game History Screens 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 things to choose from. Use the **UP** and **DOWN Buttons** to change your menu selection and then press the **START** or **X Button** to pick your selection.





In the Media Gallery
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.



BRING
UP
MENU

SELECT
MENU
ITEM

START TWO
PLAYER GAME

SCROLL
MENU ITEMS

PRESS BOTH
FOR ORIGINAL
GAME
CONTROLS

COIN
DROP

START ONE
PLAYER GAME

MENU OPTIONS • • • • •

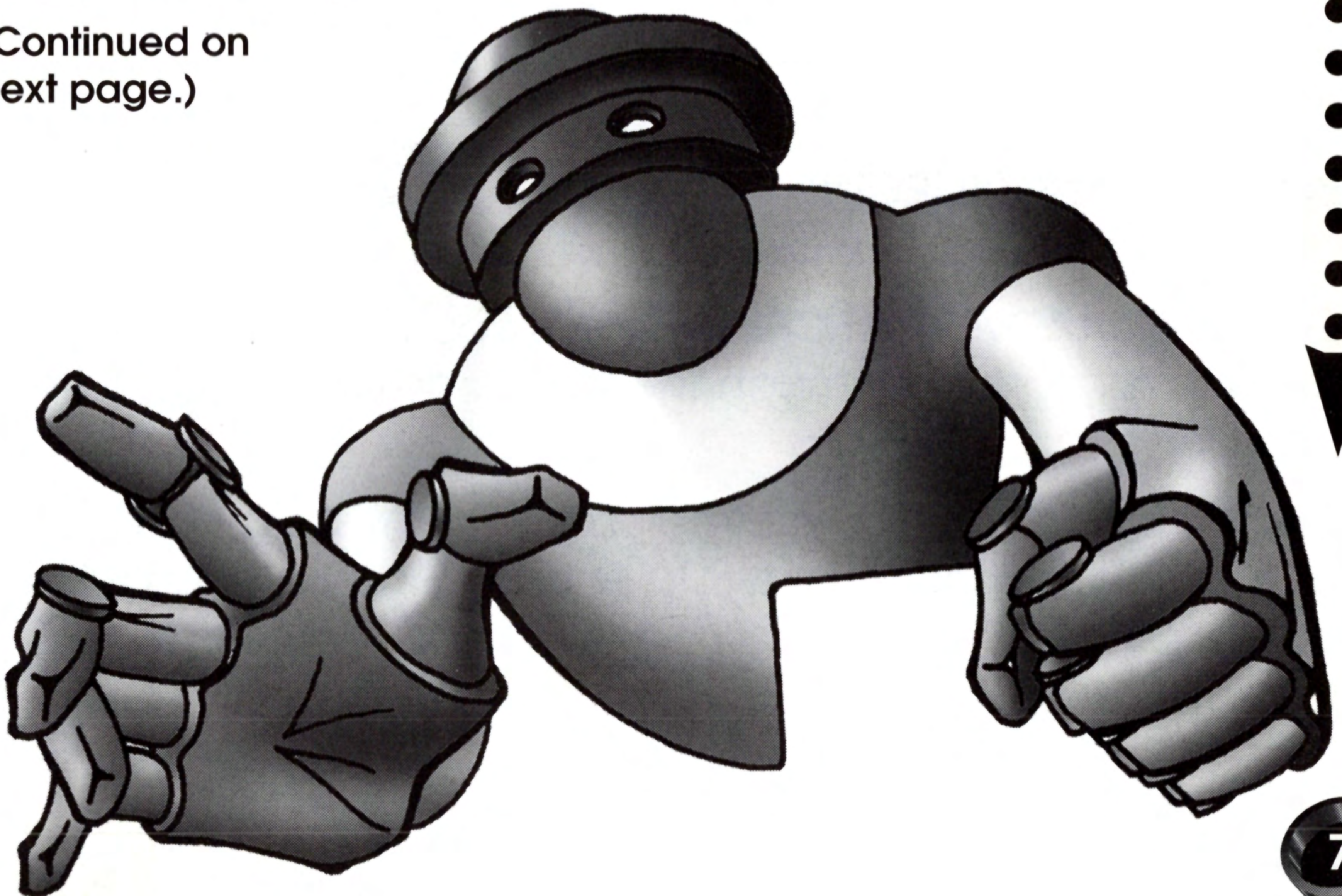
CONTINUE: Select to continue game play.

EXIT: Select to to exit game.

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.

(Continued on
next page.)



MENU OPTIONS

LOAD: Select to load changes on memory card.

SAVE: Use this to save changes to memory card.

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

ORIGINAL GAME CONTROLS

If you press the **L2** and **SELECT Buttons** together you will see special screens that only the arcade operators used to have access to!

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 to play to the number of extra plays!

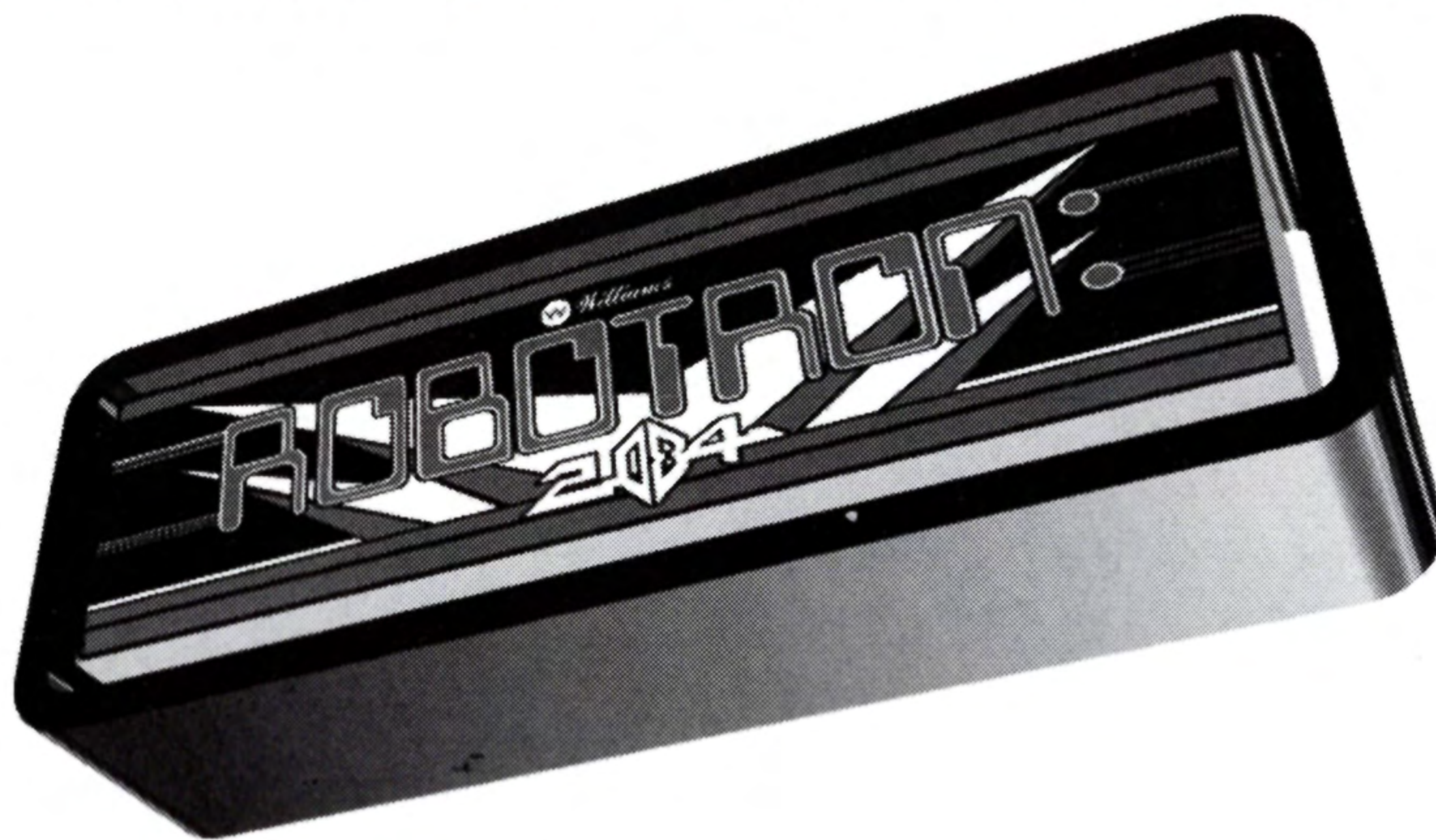
Remember, if you turn off free play you must push the **COIN DROP Button** to play! To **exit**, continue pressing the **L2** and **SELECT Buttons**.

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

CONTROLLING THE GAMES

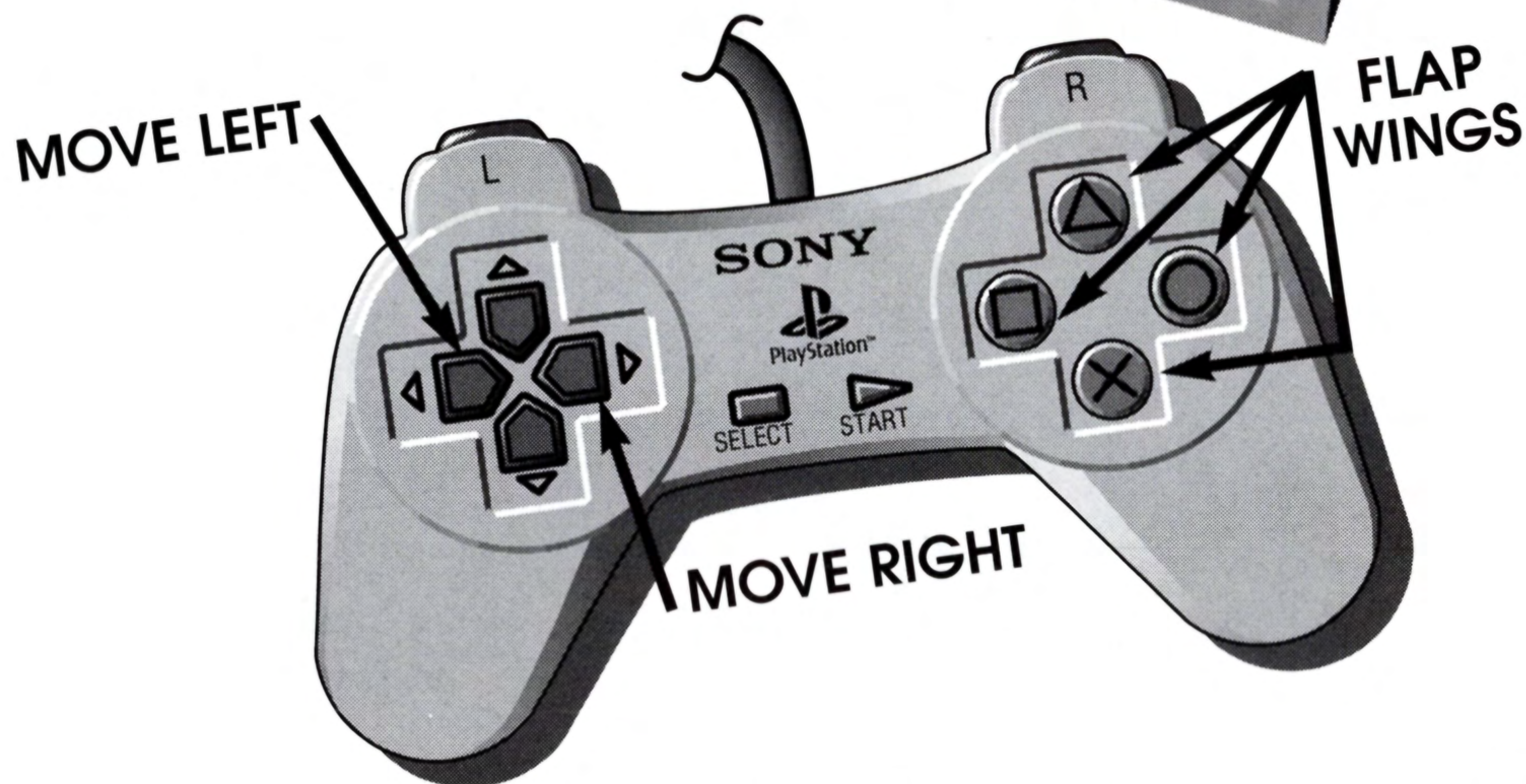
The following diagrams
show you how to control
game play for hours of fun.



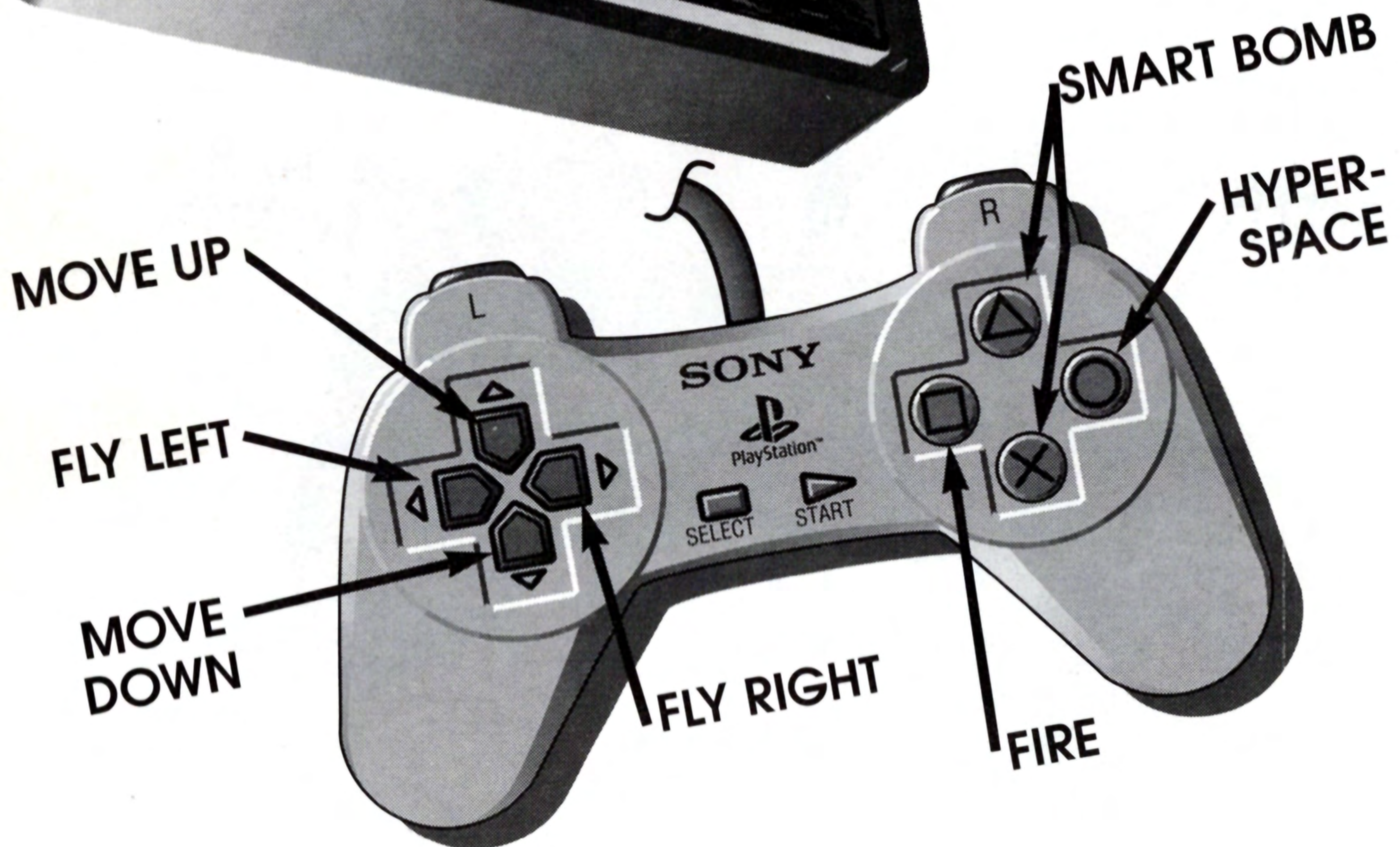


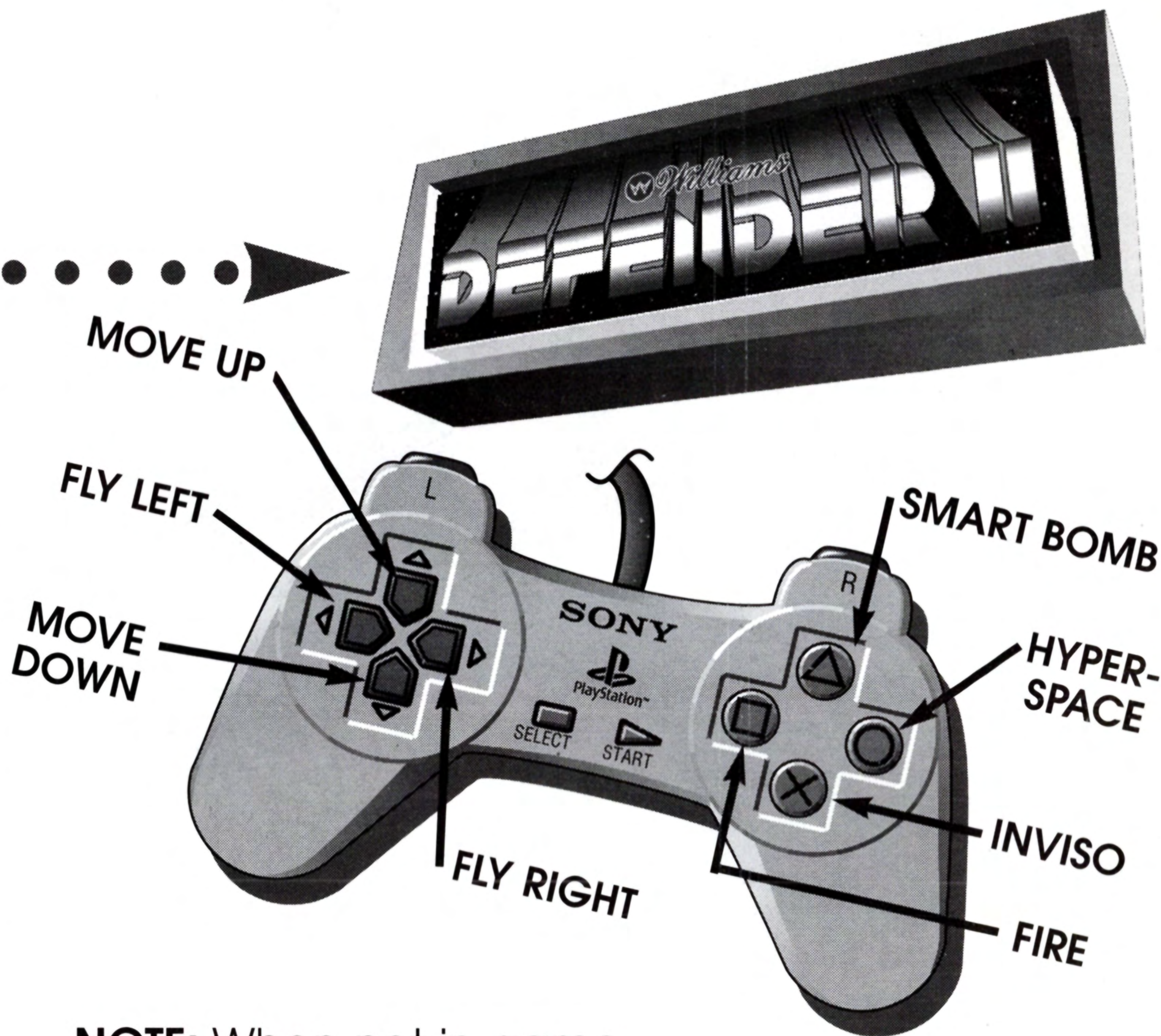
MOVE PLAYER
IN ALL
DIRECTIONS



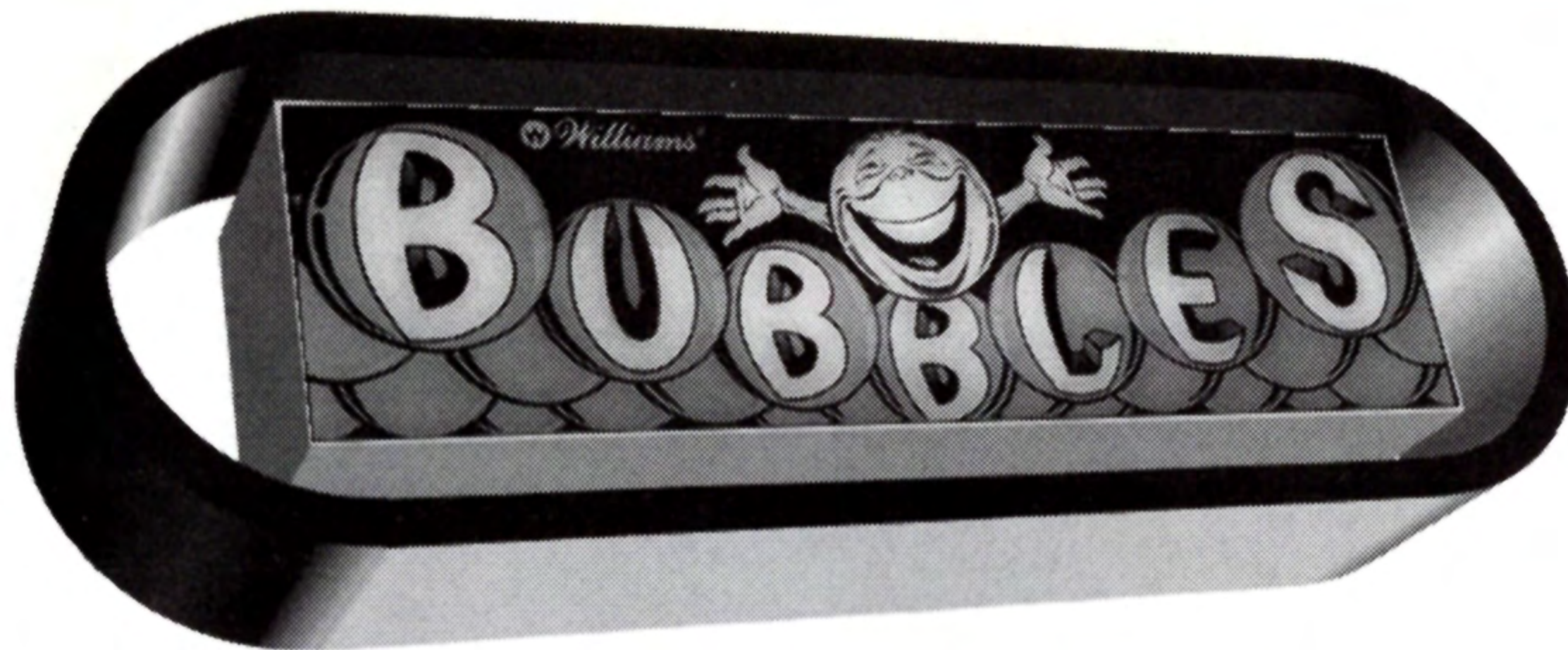


NOTE: Only in Joust are both controllers used in Two player mode.





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



● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●

SCORE

[illegible]



SCORE

[illegible]



CREDITS



Digital Eclipse Software, Inc. Team

Andrew Ayre

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

Jeff Vavasour

Jeff was the Programmer behind both the PC-based Arcade Classics emulation engine, and the opening arcade room animation. Jeff would like to thank his wife, Irene, and his family for their patience and support during the many long hours that went into this project.

Bert Monroy

Bert is the talented artist that lent his hand to creating all of the original artwork that appears in the opening arcade room.

Chris Charla and Jon Snyder

Chris and Jon brought you Behind the Scenes with their multimedia one-on one interviews with the original Williams Programmers.

Midnight Design

Midnight Design provided multimedia post-production, including additional artwork, for *Behind the Scenes*.

Williams Entertainment Team

Debbie Austin, Steve High, Shawn Murphy, Dave Young

Print Design and Production

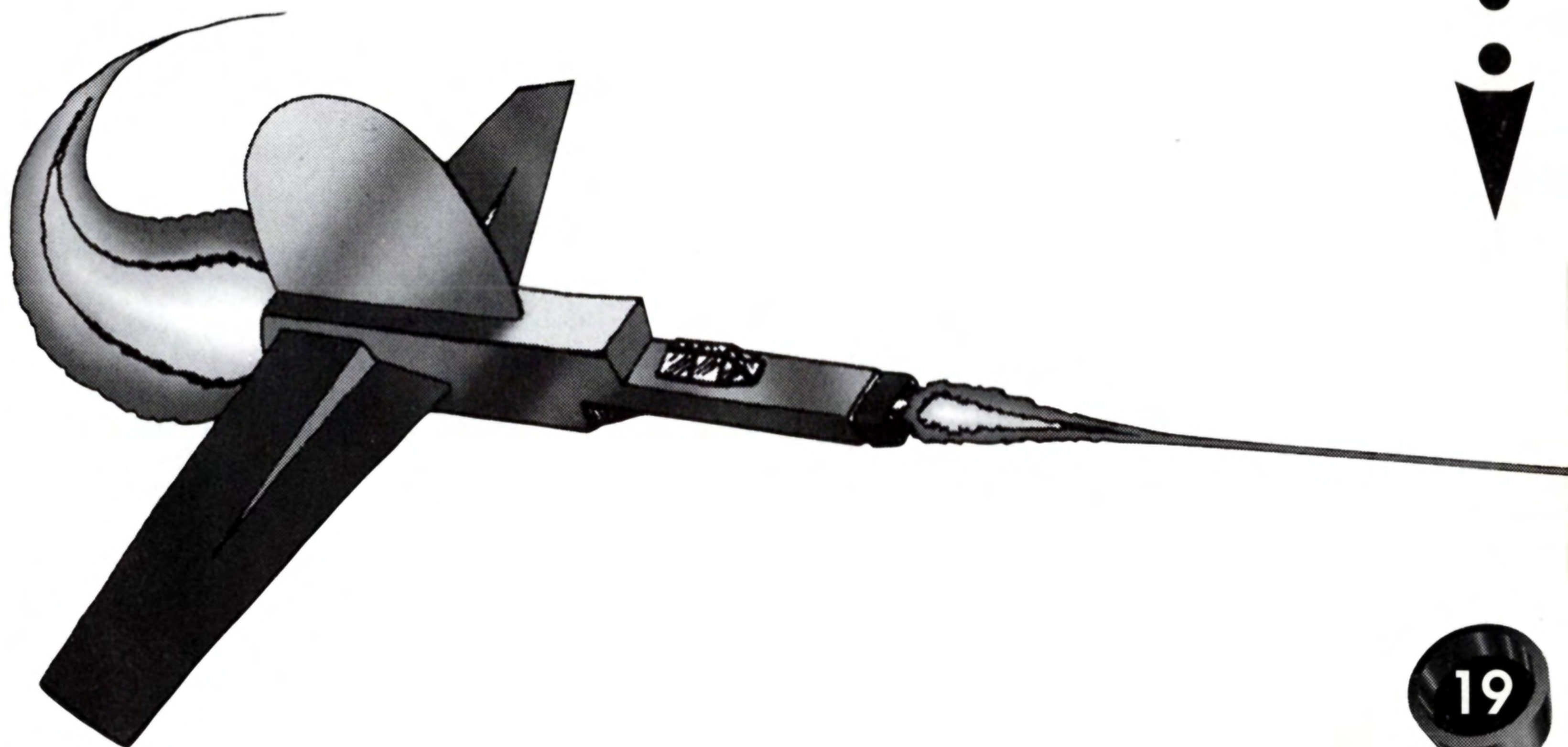
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