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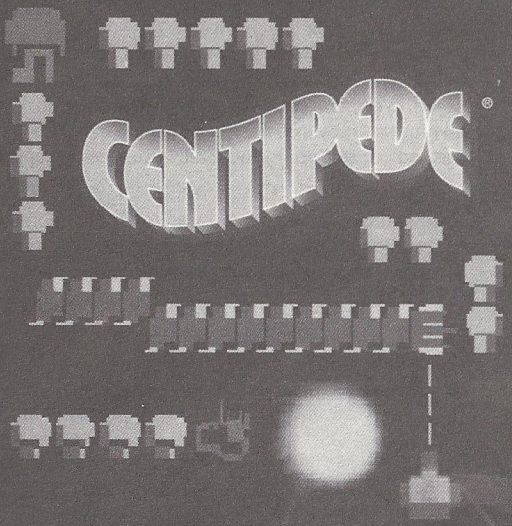
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SEGA®

GENESIS®

INSTRUCTION MANUAL

ARCADE CLASSICS



MISSILE COMMAND™

OFFICIAL SEGA® SEAL OF QUALITY

KIDS TO ADULTS
AGES 6+

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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 TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- 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 break during extended play, to rest yourself and the Sega cartridge.

ERSB RATING

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

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Missile Command

Battle the Krytolians to the finish as a missile commander in the game that helped make arcades what they are today. They don't call this game a "classic" for nothing.

Centipede

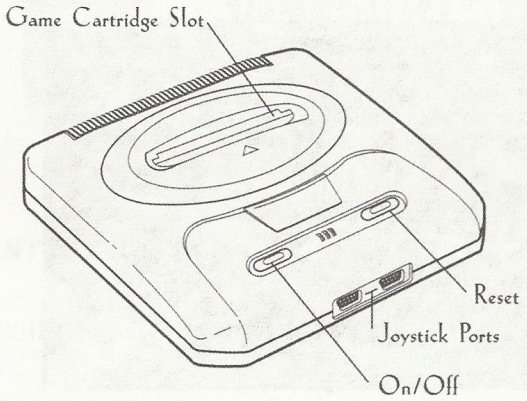
Battle the infamous creatures of the Enchanted Forest in this original shoot-'em-up!

ULTRA PONG

Play solo or challenge a buddy in the video game that started it all. Featuring classic **Pong** and **Hockey!**



GENESIS GAME CONSOLE



GETTING STARTED

1. Set up your Sega Genesis® System as described in its instruction manual.
2. Make sure the power switch is OFF. Insert the Arcade Classics cartridge into the Genesis unit.
3. Turn the power switch ON. In a moment, the Arcade Classics Title Screen will appear.
4. If the Title Screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Turn the power switch ON again.

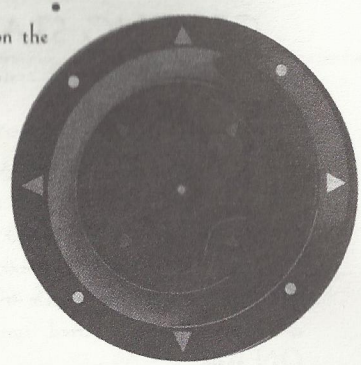
IMPORTANT: **Always make sure the power switch is turned OFF before inserting or removing the Genesis cartridge.**

MAIN GAME MENU



D-Pad

To make a selection on the Main Game Menu, press the D-Pad UP or DOWN to position the cursor beside a game selection. Press the START Button to enter that selection.



MISSILE COMMAND

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INTRODUCTION

Aliens from the planet of Krytol have begun an attack on the planet Zardon. Zardon is the last of the peaceful planets. The Zardonians are skillful and hard working people. Their cities are well built and rich in resources, truly creating a planet void of crime and violence.

Zardon has built a powerful defense system by establishing several antiballistic missile bases within the cities of Zardon. The Zardonians are ready for this attack and are prepared to fight to save their cities.

As base commander, it is your responsibility to protect and defend six Zardonian cities. The Krytolians have begun firing interplanetary ballistic missiles aimed at your cities and missile base. Your only defense is to fire back with antiballistic missiles (ABMs). But watch out, the Krytolians are sly, they also have cruise missiles. Cruise missiles look like tiny satellites, but they are just as deadly.

Use your ABMs to stop the enemy before your happy and harmonious planet is destroyed!

USING THE CONTROLLER



TO AIM SIGHT:
Press the Directional Pad in any direction.

TO LAUNCH YOUR ABMS:
Press Button B or C.

TO PAUSE GAMEPLAY:
Press the START Button.

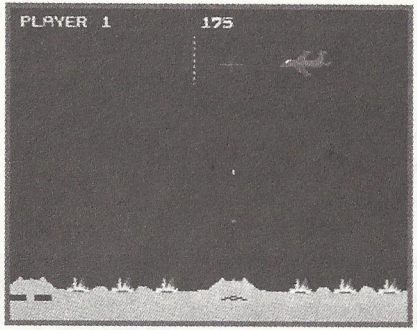
TO EXIT ANY LEVEL:
Press the A,B,C, and START Buttons simultaneously.

The object of the game is to defend your cities and missile base. The enemy fires interplanetary ballistic missiles and cruise missiles, both of which are aimed to destroy your cities and missile base. There are two types of cruise missiles; smart cruise missiles, which try to evade your ABM's, and dumb cruise missiles, which fall in a straight path.

The best way to shoot down an enemy is to place the target control directly in the path of the interplanetary ballistic missile. To do this, the ABM must make contact with the head of the enemy's interplanetary ballistic missile and be destroyed by the ABM's explosion.

Use the D-Pad as a target control for your ABMs.Choose between fast target control and slow target control. Move the D-Pad to place the sight on the target where you wish your ABM to explode. Once you have fired your ABMs, you can move to a new target and launch again while the first ABM is still in flight.

GAME PLAY



The enemy attacks in a series of waves that vary in the number of attacking interplanetary ballistic missiles. Each consecutive wave moves faster. The faster the wave, the more difficult it is to defend the cities, but, the higher the scoring.

See SCORING for details about waves and scoring.

With each wave, 30 ABMs have been supplied for defense. The missile base contains only 10 ABMs at a time. As each set of 10 ABMs is fired, 10 more from the underground missile dump will be received. Once all 30 ABMs have been fired, the cities are defenseless until a new wave begins.

Protect the missile base from enemy fire. All currently available ABMs will be destroyed if the missile base is hit. However, the remaining missiles in the underground dump are still available. The game ends when all of the cities are destroyed.

GAME MENU

To make a selection, press the D-Pad UP or DOWN to select a game and press the START Button to enter your selection.

You can also select Classic/Sega versions. To make a selection, press the D-Pad DOWN to select a version and press the D-Pad LEFT or RIGHT to toggle between the selections under that option.

OPTIONS MENU

The options are as follows:

Control

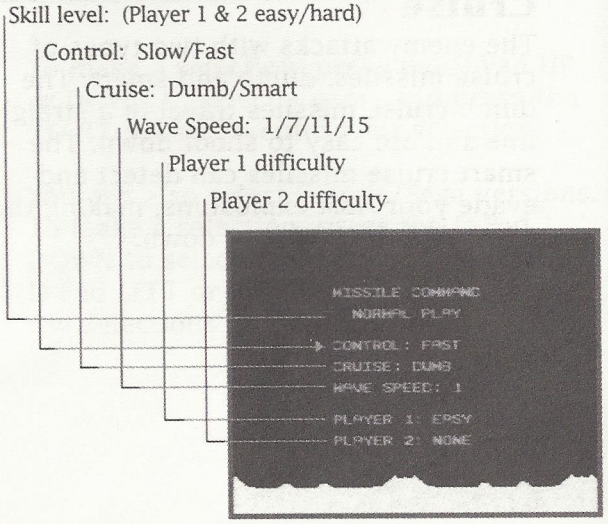
Adjust the target control speed here. This means that the cursor will either move quickly or slowly around the screen. The faster the target control moves, the more difficult it is to control.

Cruise

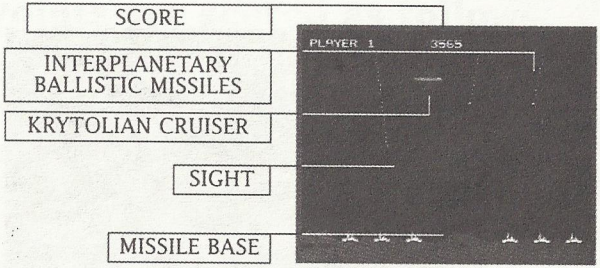
The enemy attacks with two types of cruise missiles: dumb and smart. The dumb cruise missiles travel in a straight line and are easy to shoot down. The smart cruise missiles can detect and evade your ABM explosions, making them more difficult to shoot down.

Wave Speed

With each new wave, the faster the enemy missiles attack. The game starts at a slow attack mode and progresses to a faster attack mode. The games that start at a faster attack mode are fast in the beginning and progress even faster as you advance.



MAIN GAME SCREEN



Score: Player 1
Score is displayed.

Score: Player 2
Player Two's score is displayed (in 2-Player game only).

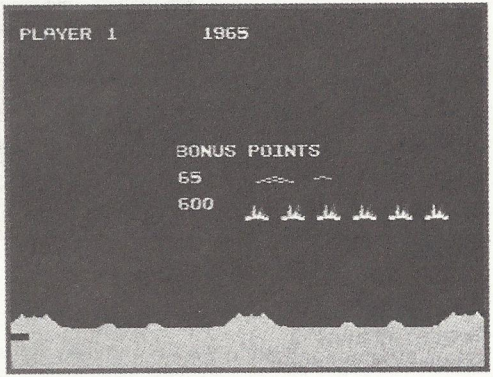
Sight
This is the target sight. Use this to pinpoint exactly where the ABMs should strike.

Missile Base
The ABMs are launched from here.

Interplanetary Ballistic Missiles
The Krytolian missiles of destruction! IMBs descend toward Zardon and, if not intercepted, can destroy a city.

Krytolian Cruisers
Blow these Krytolian air-raiders into the stratosphere and collect big points!

SCORING



Score points by shooting down interplanetary ballistic missiles and cruise missiles. Points are also scored for unused antiballistic missiles and saved cities. Because each wave of interplanetary ballistic missiles moves faster, the points for the higher numbered waves are multiplied. For example, waves 9 and 10 are worth 5 times the original point value.

Points are scored as follows:

Destroyed Interplanetary Ballistic Missiles	25 pts.
Destroyed Enemy Cruise Missiles	125 pts.
Unused Antiballistic Missiles	5 pts.
Saved Cities	100 pts.

Scoring Multiplier

Waves 1-2
Single Scoring

Waves 3-4
Double Scoring

Waves 5-6
Triple Scoring

Waves 7-8
Four Times Scoring

Waves 9-10
Five Times Scoring

Waves 11 and ABOVE
Six Times Scoring

Unused ABMs and saved cities are tallied at the end of each wave. Between each consecutive wave, the cities fall and rise again. A bonus city is awarded every 10,000 points.

If the score reaches 10,000 points at the end of a wave and all six cities are destroyed, a bonus city will be awarded. Another wave of interplanetary ballistic missiles will then attack. Bonus cities accumulate if none of your cities are destroyed. A musical tune is played each time a bonus city is awarded or used.

HELPFUL HINTS

1) Six ABMs may be fired simultaneously. After pressing the fire button, move to the next enemy site and fire again. Don't wait for the explosion before moving.

2) Once a city is destroyed, no longer defend it. Concentrate only on the missile base and other surviving cities. Ignore enemy fire aimed at cities already destroyed.

Centipede

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INTRODUCTION

Youre trapped in the perilous Enthanted Forest. Dark, dangerous mushrooms push up through the squishy forest floor, snaring you on every side. Threatening thumps and evil buzzings fill the air.

Something slimy is racing through the mushrooms. Suddenly, glaring eyes and quivering antennae jump right at you! It's the Centipede — and it's attacking!

Quick, grab a stick and jab it at the evil eyes. Watch out as sparks blast from the magic stick, turning the Centipede's head into a mushroom. Watch as another head grows back! Jab and jab again, so as to destroy the Centipede before its diminishing body can grow new parts!

But worse perils lurk in the forest — other, fiercer Centipedes, deadly Spiders, venomous Fleas and poisonous Scorpions.

USING THE CONTROLLER



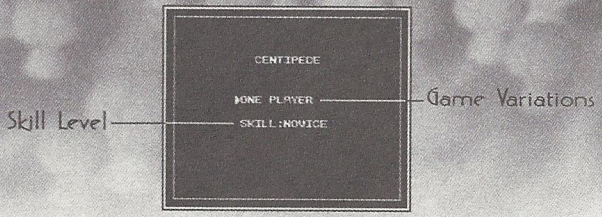
MANEUVERING THE MAGIC WAND:
Press the D-Pad UP, DOWN, LEFT OR RIGHT.

FIRING THE MAGIC BEAMS:
Press B or C Button.

PAUSING GAMEPLAY:
Press the START Button.

OPTIONS MENU

Select the type and skill level of each game as follows:



PLAY (Game Variations)

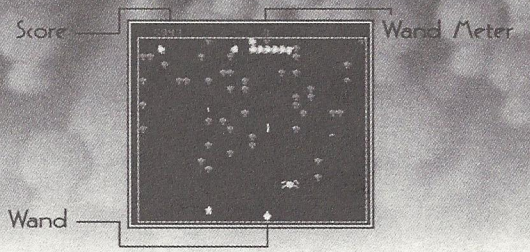
Choose to take on fierce Centipedes, deadly Spiders, venomous Fleas and poisonous Scorpions alone in a One Player game, against a friend taking turns in a Two Player Alternate game, against a friend at the same time in a Two Player Competition game, or as a team.

SKILL LEVEL

Set the skill level at Novice, Standard, Advanced or Expert. The higher the skill level, the faster the enemies move, the more intense the combat experience!

MAIN GAME SCREEN

This is where the battle takes place.



SCORE

Score is displayed.

WAND METER

Displays amount of magic wands remaining.

WAND

Use this to blast Poisonous Mushrooms and creatures of the Enchanted Forest. You start the game with three magic wands. Use these to spark the enemy and score points. Be sure to plan a strategy in order to avoid paralyzing insect bites.

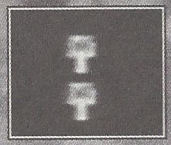
PLAYING THE GAME—
Sparking The Evil Insects

The Centipede attacks in 12 distinct waves. In Wave 1, it has a head attached to 11 body segments. In Wave 2, it has a head attached to ten segments plus a detached head. The segments continue to transform into heads until Wave 12, where the Centipede has 12 independently attacking heads.

The Centipede attacks from the top of the screen and winds downwards. A segment becomes a powerless mushroom when sparked by the Magic Wand and the segment behind it becomes the head of a new Centipede. When every segment of a Centipede is hit, that wave is completed. The Centipede will then reappear at the top of the screen in a new and more fierce attack wave. The following is a list of all the evil pests that may be encountered in the Enchanted Forest.

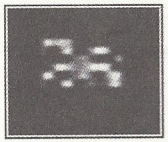
ENEMIES

MAGIC MUSHROOMS



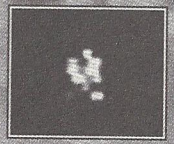
Dotting the forest floor are Magic Mushrooms. These act like shields, but can also speed the Centipede in its attack. The Centipede slithers along horizontally in one direction. When the Centipede gets to a mushroom or the edge of the screen, it turns down to the next row of mushrooms and slides in the opposite direction. Each time a mushroom is sparked, part of it is destroyed. It takes four hits to eliminate a mushroom entirely. If the wand is lost, all partially destroyed mushrooms are magically restored.

THE SPIDER



Trying to distract you from sparking the Centipede, the Spider jumps all over the Enchanted Forest, eliminating every mushroom it touches. The closer the Spider comes, the more points are awarded for zapping it.

THE FLEA



The Flea appears when most of the mushrooms are destroyed. It drops straight down, creating mushrooms as it falls. The Flea must be hit twice to make it disappear. But be warned for after the first shot, the Flea drops twice as fast!

THE SCORPION



Beginning with the third wave, the Scorpion scurries across the middle of the Enchanted Forest, poisoning every mushroom it touches. At first it moves slowly, but as the battle goes on, it moves faster and faster and appears more often.

POISONOUS MUSHROOMS



Poisonous Mushrooms are a different color from the other mushrooms. When the Centipede bumps into a poisonous mushroom, it goes crazy and plunges straight through the field of mushrooms. If the wand is lost, all whole and partially destroyed poisonous mushrooms are transformed back into Magic Mushrooms.

GETTING BIT

If you are bitten by the Centipede, Spider, or Flea, you will become temporarily paralyzed and a wand will be snatched away. Points are awarded, and the rejuvenated Centipede attacks again. The wave must then be replayed until the Centipede is totally destroyed.

STRATEGY

The Enchanted Forest is a challenging, but dangerous region. By learning what dangers might lurk behind every mushroom, you'll become a skilled and victorious wand-wielder!

Shoot away mushrooms in a straight line upwards to create a "corridor." When the Centipede reaches this gap it will fall straight down and can be easily shot.

Shoot Centipede heads to create new heads from the body segments left behind. Since heads are worth ten times more than body segments, more points will be awarded.

Since the Flea doesn't appear until most of the mushrooms are destroyed, set up a mushroom shield to prevent this lightning-fast pest from striking. To do that, don't shoot away all mushrooms in a specific area.

Each creature makes a distinct sound. Learn these sounds so you'll know without looking what is attacking and where it is. Each time 12,000 points are scored, a bonus wand is awarded and musical fanfare exalts your bravery. You can have a total of six magic wands at one time. The game ends when the last wand is lost.

SCORING

Point values are listed below:

CENTIPEDE:

Head	100 pts.
Body Segment	10 pts.

SPIDER:

Close Range (look out!)	900 pts.
Medium Range	600 pts.
Distant Range	300 pts.

FLEA: 200 pts.

SCORPION: 1,000 pts.

MAGIC MUSHROOM:

Shot 1 To 3 Times	5 pts. when restored (when you lose a wand)
Totally eliminated	1 pt.

POISON MUSHROOM:

Not shot at all/ Shot 1 To 3 Times	5 pts. when restored
Totally Eliminated	1 pt.

ULTRA PONG

The game that started it all is back!

Hold court — or take the ice — in the arcade classic that ignited the video game revolution ...over 20 years ago. Go solo or take on a buddy in classic Pong or Hockey.

The ultimate game of skill and reflexes is in your hands. Now get out there and discover how "the old folks" used to blister their thumbs.

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GAME CONTROLS

RACKET/PLAYER CONTROL:

Press the D-Pad UP or DOWN to move your racket (Pong) or move your player (Hockey).



TO PAUSE GAMEPLAY:

Press the START Button.

GAME SELECT MENU

To make a selection, press the D-Pad UP or DOWN to position the cursor beside an option. Press the D-pad LEFT or RIGHT to toggle between the selections under each option. Press the START Button to enter your selections and begin play.



CHOOSE FROM THE FOLLOWING OPTIONS.

Game
What'll it be, Pong or Hockey?

Style
How good are you? Choose the game style from Regular, Super, Hyper or Ultra. Super, Hyper and Ultra are two-players-per-team games. The position of each player varies with each game style.

Barriers
Care to add some excitement to the game? Elect to play with or without field barriers.

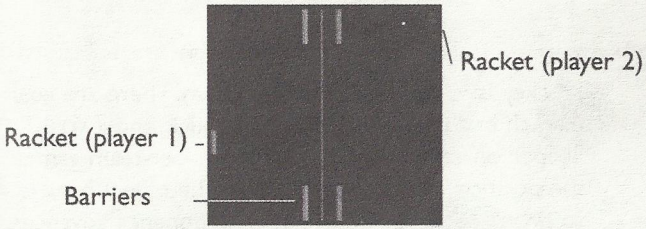
Play
Go solo or take on a buddy. You can even play doubles!

Play Left Side/Play Right Side
Choose which goal to defend.

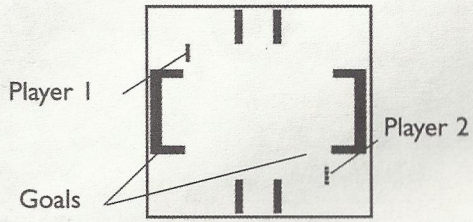
Main Game Screen

The Pong and Hockey playing fields appear as below (one-player game styles shown):

Pong



Hockey



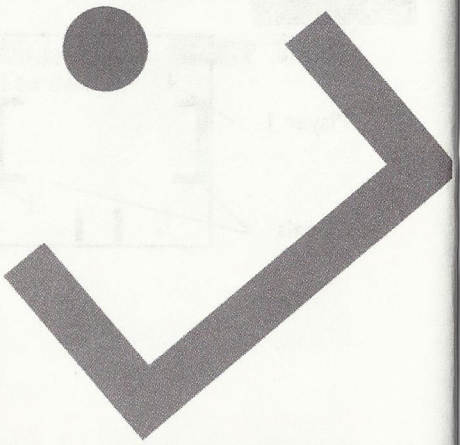
GAME DESCRIPTIONS

PONG

Classic Pong is very similar to tennis in that the object of the game is to return the ball to your opponent until the ball is missed. Whenever a player misses the ball, the player who last hit the ball gets the point. The first player to score 15 points wins the game.

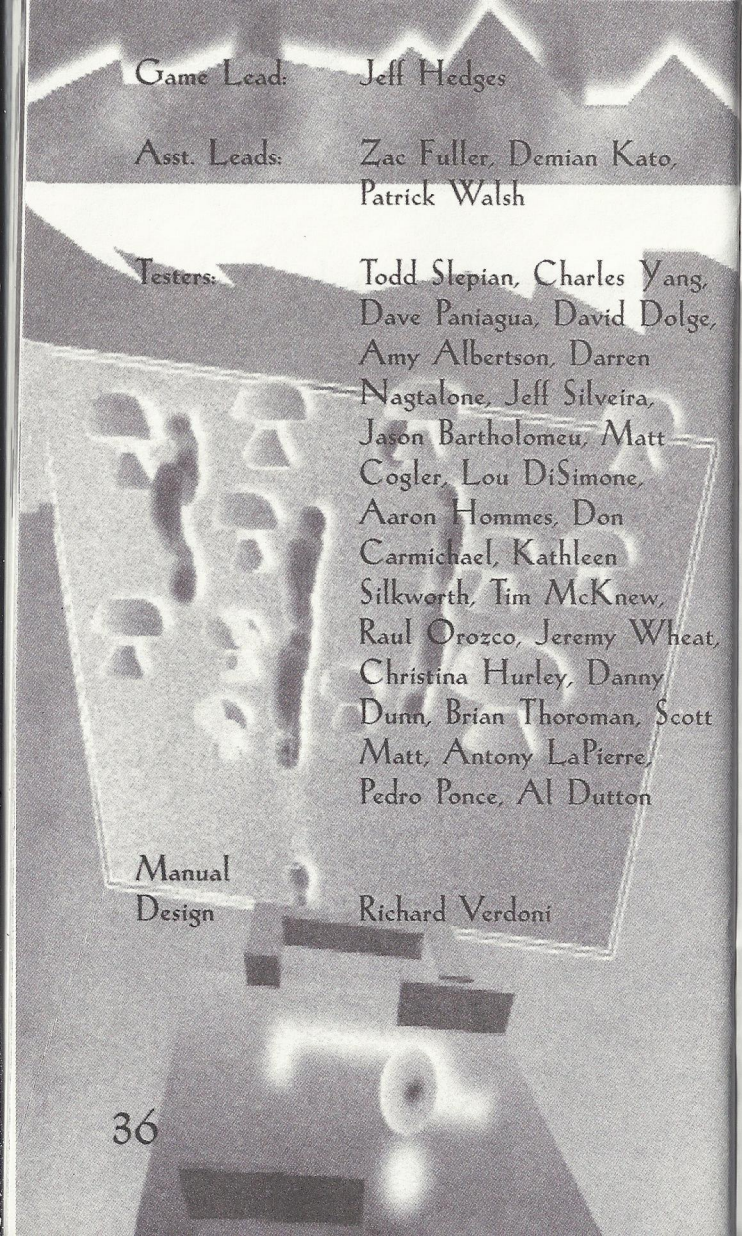
HOCKEY

Hockey is very similar to real hockey. There are goals at each end of the rink, a moving puck, and a goal-keeper on each side (in two-players-per-team games the position of the player varies). The object here is to protect your goal from your opponent's advances, and, of course, successfully hit the puck into the opponent's goal. The player to score 15 points first, wins.



Arcade Classics Genesis Credits

Game Design:	Atari, Jerry Markota, Marianne Arotzarena, Al Baker
Producer:	Marianne Arotzarena
Senior Producer:	Jerry Markota
Product Manager:	Bill Onderdonk
Product Specialist:	Clint Dyer
Developed by:	Al Baker and Associates
Programming:	Al Baker, Nathan Baker
Art:	Ernie Chan, Rose Red, Inc.
Sound:	Byte-Size Sound
Special Thanks:	Laury Scott, Jan Baker, Rosie Freeman, John Skruch



Game Lead:	Jeff Hedges
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Testers:	Todd Slepian, Charles Yang, Dave Paniagua, David Dolge, Amy Albertson, Darren Nagtalone, Jeff Silveira, Jason Bartholomeu, Matt Cogler, Lou DiSimone, Aaron Hommes, Don Carmichael, Kathleen Silkworth, Tim McKnew, Raul Orozco, Jeremy Wheat, Christina Hurley, Danny Dunn, Brian Thoroman, Scott Matt, Antony LaPierre, Pedro Ponce, Al Dutton
Manual Design	Richard Verdoni

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Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.
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