PlayStation

NTSC | U/C

PlayStation

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-00449

MIDWAY PRESENTS

ARCADE'S GREATEST HITS

THE ATARI COLLECTION 2



PAPERBOY®

GAUNTLET®

RoadBlasters™

CRYSTAL CASTLES®

MARBLE MADNESS™

MILLIPEDE®

6 GREAT ARCADE HITS IN 1 PACKAGE!

MIDWAY®

WARNING

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.

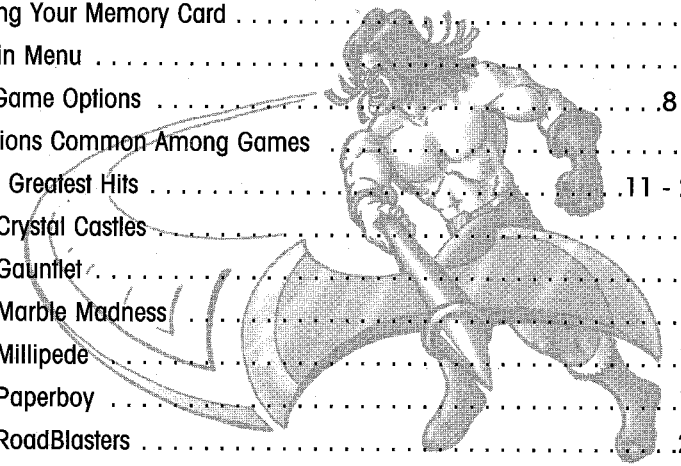
HANDLING YOUR PlayStation™ DISC

- 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.

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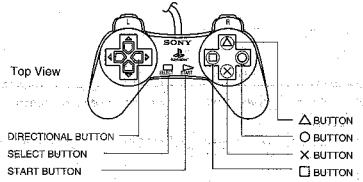
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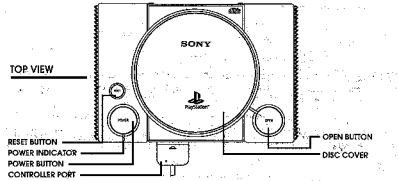
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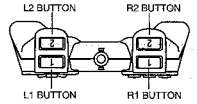


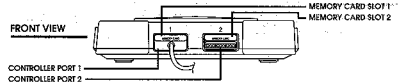
GETTING STARTED

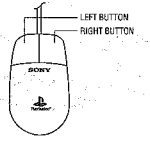
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Arcade's Greatest Hits: The Atari Collection 2* disc and close the CD disc cover. Insert game controllers and turn on the PlayStation™ Game console. Follow the on-screen instructions to start a game.











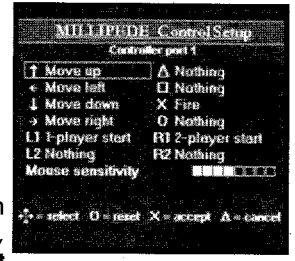
When playing a game that supports the Mouse, you must start the game with the standard controller in Controller port 2.

This game also supports the Sony® Dual Analog Controller™ (*Crystal Castles, Marble Madness* & *Paperboy* Only) and the neGcon™ analog steering wheel (*Roadblasters* & *Paperboy* Only).

MENU SELECTIONS

- **Directional button Up**, **Down**, **Left** or **Right** to highlight options
- Press the **X button** to select an option
- Press the **▲ button** go back to the previous menu screen

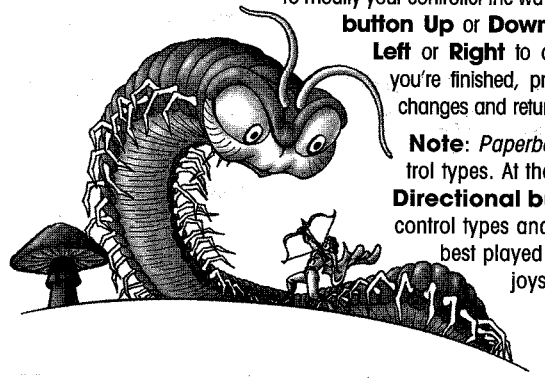
CONTROL SETUP



The Control Setup Screen for each game can be found when you select **Controller(s)** from any game's In-Game Options Menu, see **IN-GAME OPTIONS** pg. 8.

Default controls differ for each of the six games included in *The Atari Collection 2*. To view each game's default controls, select the game from the Main Menu, then press the **Select button** once the game's demo screen appears.

When the Option Screen appears, select **CONTROLLER 1** or **CONTROLLER 2**, then press the **X button** to view the game's default controls. (In *Gauntlet*, the option is **Controllers**, because *Gauntlet* supports the multi-tap for four-player play).



To modify your controller the way you want, press the **Directional button Up** or **Down** to highlight a control, then press **Left** or **Right** to cycle the available settings. When you're finished, press the **X button** to accept the changes and return to the In-Game Options Screen.

Note: *Paperboy* and *RoadBlasters* offer 4 control types. At the Control Setup Screen, press the **Directional button Left** or **Right** to view the control types and configurations. Both games are best played with a dual analog joystick, in joystick mode.

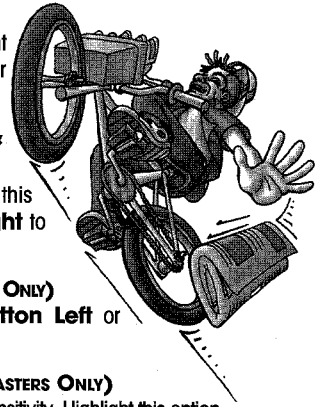
CONTROL SETUP

IN-GAME SENSITIVITY SETTINGS

Each game has its own types of Sensitivity Settings that you can adjust the way you want. Some games have none. Once you've made an adjustment, play the game for a minute or two to test the movement and determine whether it works well for you. If not, return to the menu and make more adjustments to fine tune your controller speed.

ANALOG SENSITIVITY (CRYSTAL CASTLES, MARBLE MADNESS & PAPERBOY ONLY)

In games where Analog controls are available, highlight this option, then press the **Directional button Left** or **Right** to adjust the controller movement sensitivity.



MOUSE SENSITIVITY (CRYSTAL CASTLES, MARBLE MADNESS & MILLIPEDE ONLY)

In games where Mouse controls are available, highlight this option, then press the **Directional button Left** or **Right** to adjust the Mouse movement sensitivity.

CONTROLLER SPEED (CRYSTAL CASTLES & MARBLE MADNESS ONLY)

Highlight this option, then press the **Directional button Left** or **Right** to adjust your controller speed.

STEERING AND GAS/PEDAL SENSITIVITY (ROADBLASTERS ONLY)

In RoadBlasters, you can adjust the game's Steering and Gas Sensitivity. Highlight this option, then press the **Directional button Left** or **Right** to adjust your controller sensitivity.

SOFT RESET

During any gameplay situation, while holding the **Start button**, press and hold the **Select button** for two seconds. You will return to the Title Screen.

USING YOUR MEMORY CARD

With a Memory card inserted in your PlayStation game console, you can save High Scores and any game options or controller preferences. With the Auto-save Game Option ON, your preferences will automatically be saved whenever you exit a game, and reloaded if the card is present when you next power-up. You can also manually load and save with **Save Now** or **Load Now**. (See In-Game **Options**, pg. 9 for more information.) If two cards are available, you will be asked "save to where?" Select the slot where you want to save the game data.

If you are saving to a card for the first time, and it is full, you will see the "Delete A Memory Card File" screen. It displays any files that are already on your Memory card and allows you to delete one to make room for *Atari Collection 2*. (*Atari Collection 2* only requires one Memory card block.)

Press your **Directional button Up** or **Down** to highlight a slot, then press the **O button** to delete the selected file. If you change cards, press the **X button** to update the list of files. If you do not wish to delete a file, press any button other than the **X button** to cancel.

WARNING: DO NOT INSERT OR REMOVE A MEMORY CARD DURING A SAVE OR LOAD OPERATION.

USING THE MULTI TAP WITH GAUNTLET

A 4-player version of *Gauntlet* is available through Gauntlet's Game Options (see pg. 14).

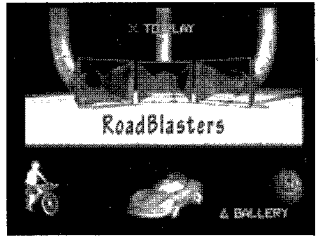
If you're planning to use a Multi tap for multiple players (up to 4) in Gauntlet, you'll need to plug the Multi tap into Controller Port 1 or 2. When using the Multi tap, at least one controller must be connected to Port A of the Multi tap, or additional controllers will not be detected.

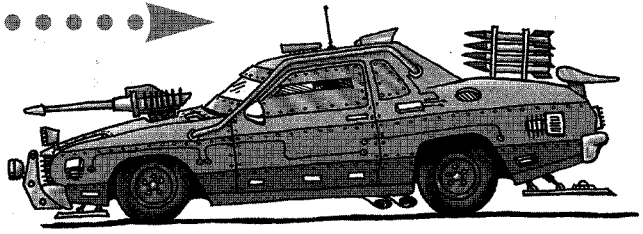
If you are using a Memory card with the Multi tap, insert your Memory card into the slot NOT used by the Multi tap. This should be done prior to starting *Gauntlet*.

MAIN MENU

The Main Menu displays an animated game selection screen. Press the **Directional button Left** or **Right** to cycle through the games.

Press the **X button** to select a game to go to that game's demo Screen. At that game's title screen, press the **Start button** to begin a game or press the **Select button** to view that game's In-Game Menu.





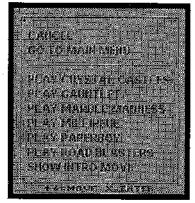


Press the ▲ **button** to select **Gallery** and view some original arcade artwork, cabinets and promotional material as well as some Arcade Classic trivia and little known facts! Pretty cool stuff!

IN-GAME OPTIONS

After you've selected a game from the Main Menu, press the **Select button** to view the In-Game Menu. Make selections from these options:





Exit

This options exits the current game and takes you to the Exit Game Screen. The Exit Game Screen offers options to return to the Main Menu, select a new game or view the game's Intro Movie.

Start 1 Player/Start 2 Player

Choose a one or two player game. In 2 Player mode, players will alternate turns when playing **Crystal Castles**, **Millipede**, **Paperboy**. **Gauntlet** allows up to 4 simultaneous players, and **Marble Madness** offers cooperative 2 player games. **RoadBlasters** is a 1 Player game.

(In *Gauntlet*, each player can start or join a game separately. Each player should select "Join/Add Health" from the In-Game Options Menu, using the controller he/she will be using to play. By default, you may also press the **L1 Button** to quickly join or press the **R1 Button** to add health.)

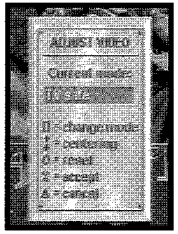


Game Options

Each game includes options specific to the game you select. See **The Classics**, pgs. 11 - 22, for details on options specific to each game.

IN-GAME OPTIONS

CONTROLLER 1/CONTROLLER 2 ('CONTROLLERS' in GAUNTLET)
View the game's default controller configuration, or configure the controller(s) the way you want. See **CONTROLS SETUP**, pg. 4 for details.



ADJUST VIDEO
The Atari Collection 2 has adjustable TV Modes. The Adjust Video Screen displays controls to make your video adjustments. Select the Video mode that works best for your television or monitor. Where applicable, TV Safe mode fits everything on-screen for all televisions. (In *Paperboy*, TV Mode brightness reduces glare.) If your TV will support it, you can play in a more accurate Arcade mode in these games. This setting is saved to your Memory card if **Auto-Save** is on, or if you select Save Now from the In-Game Options Menu.

LOAD NOW
With a Memory card inserted in your console, you can load your saved High Scores, as well as Options and Controller Configurations.

SAVE NOW
Choose this option, and your Options and Controller Configuration, as well as your High Scores, will be saved to your Memory card.

NOTES:
- When you enable "Auto-save on Exit" from a game's Game Options Menu, your PlayStation will automatically save your High Scores, as well as your Options and Controller Configuration upon exit (see **OPTIONS COMMON AMONG GAMES**, next page).
- If your Memory card is inserted in your console the next time you power up, your PlayStation will automatically load your High Scores, as well as your Options and Controller Configuration if "Auto-Save on Exit" was turned on.

OPTIONS COMMON AMONG GAMES

Each game includes options specific to the game you select. See **THE CLASSICS**, pgs. 11 - 22, for details on options specific to each game. The following options are common in all Game Option menus. To make adjustments, highlight an option, then press your **Directional button Left** or **Right**.

VOLUME
Adjust the game's Music and Sound Effects volume.

BONUS LIFE EVERY (CRYSTAL CASTLES, PAPERBOY AND MILLIPEDE ONLY)
Some games offer an option to adjust the score required to receive a bonus life. You can set the score low or high depending on how difficult you want to make your game.

DIFFICULTY
Increase or decrease the game's difficulty level.

LIVES TO START (CRYSTAL CASTLES, PAPERBOY, MILLIPEDE ONLY)
Select the number of lives you want to start your game with. Choose a small amount to make your game difficult or select a high amount to extend your game.

SHOW TEST MODE (CRYSTAL CASTLES AND MILLIPEDE ONLY)
Turn this option **ON** to view the original arcade game's test mode, which included diagnostics and game setup. The L1 and/or R1 Buttons (in the default controller setup) may be needed to step through options. Remember, changes made within Test Mode will change your settings in the Game Options Menu.

CLEAR HIGH SCORES
Select **YES** to clear your High Scores table.

AUTO SAVE ON EXIT
Select this option to save high scores, game options and controller configurations to your Memory card each time you exit a game.

GREATEST HITS



Once upon a time, there lived a bear named Bentley. He wandered over the land in search of his fortune. Ruby gemstones is all that could content this clever bear. While roaming the lands of Crystal Castles, Bentley gathered these jewels, then showered fame and fortune on this rarest of the bears.

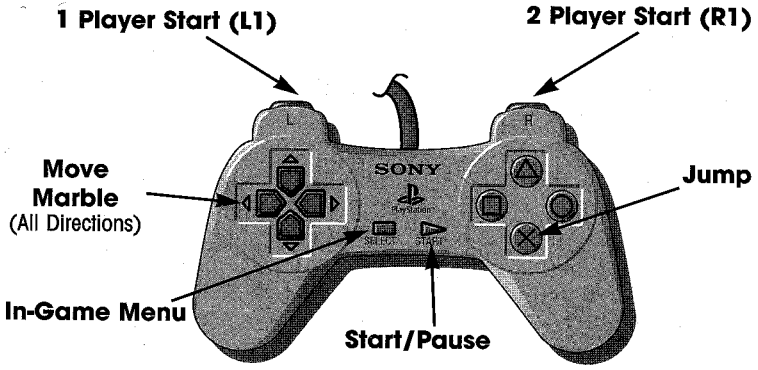


Bentley walks the crossroads between waves of tempting trails of ruby gemstones winding all around a 3D super maze structure that varies in 16 different playfields, including a castle fortress, palace and even a dungeon. There are tunnels to explore, elevators that take him from one plateau to another and sometimes a hidden ramp!

The trick is to escape all the scary creatures that chase him along the way and do their share of gem gathering to lessen his chances. If he is able to beat out his competition and get the last gem in a wave, he also captures a handsome bonus.

Each level of the game progresses through four separate maze waves, and it is on every fourth wave where Berthilda the Witch lives. The demise of Berthilda is worth 3000 points to Bentley, but he can only do her in while wearing the magic hat positioned somewhere on the screen. Warps are waiting to be discovered in later waves. Warping benefits Bentley with one bonus life, and two if the player warps to level 4 or above. Have fun!

DEFAULT CRYSTAL CASTLES CONTROLS



ADDITIONAL GAME OPTIONS SPECIFIC TO CRYSTAL CASTLES

COLOR SCHEME

Choose one of four different color schemes available in the game.

SHOW TRAK-BALL LIGHT?

Turn the Trak-Ball Light **ON** or **OFF**.

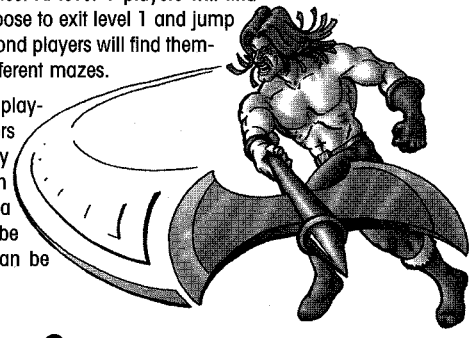
See **OPTIONS COMMON AMONG GAMES**, pg. 10, for details on other **CRYSTAL CASTLES** Options.

GREATEST HITS



Players choose any of the four Gauntlet characters to portray. Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard or Quester the Elf. Each of these heroes has their own unique capabilities. Thor the Warrior is skilled at hand-to-hand combat. Thyra the Valkyrie has strong armor, Merlin the Wizard the best magic and Questor the Elf the fastest speed.

The action begins as the players cooperate to combat waves of attacking monsters while competing for food, treasure and magic potions. Every game is a unique event as different players team up combining new skills and strategies. At level 1 players will find exits going to other levels. Players may choose to exit level 1 and jump as far ahead as level 8. On level 8 and beyond players will find themselves on any one of over one hundred different mazes.



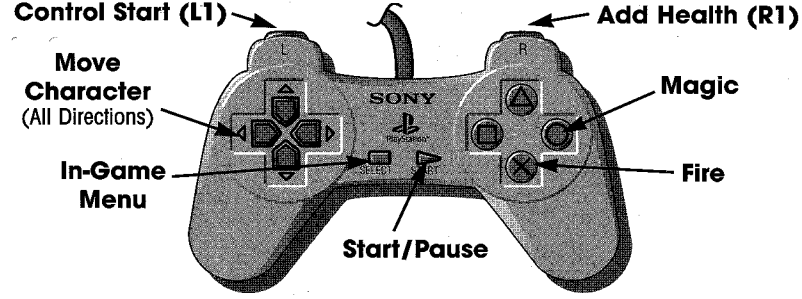
How long a player lasts depends upon the player's "health". At the start of the game players set the amount of health with which they would like to begin their adventure. Health is lost by contact with the monsters and as a function of elapsed time. Health can be regained by picking up the food which can be found in most of the mazes.

Other Game Options Specific to Gauntlet

Reduce Help

If you're an experienced player, set this option to **YES** to reduce the number of game-play hints at you see when you begin a new game.

Default Gauntlet Controls



Other Game Options Specific to Gauntlet

Gauntlet Version

By default, you will play the 2 Player version of *Gauntlet*. If you have a multi-tap, you can select the 4 Player version by changing this option. **Note**: Each controller is forced to play a pre-assigned character in the 4-player version.

Health Per Coin

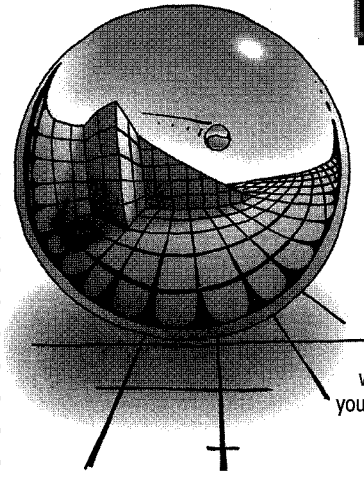
You can adjust the amount of Health you get per coin. But remember, it isn't necessary to crank your Health to numbers in excess of 10,000. If a player only uses one credit and achieves a score of 30,000, then his score on the High Score table will be 30,000. If a player uses three credits to achieve the same score, then his score on the High Score table will only be 10,000. The idea is to survive with style; not by pressing a button to rake in the credits.

Disable Speech

Select **YES** to turn off the games speech; select **NO** to hear speech.

See **Options Common Among Games**, pg. 10, for details on other *Gauntlet* Options.

MARBLE MADNESS



In Marble Madness, you control a marble and race against time (and an opponent in a 2 Player game) to reach the goal line at the bottom of the playfield. Crashing or collision with playfield obstacles causes a loss of time to complete the race.

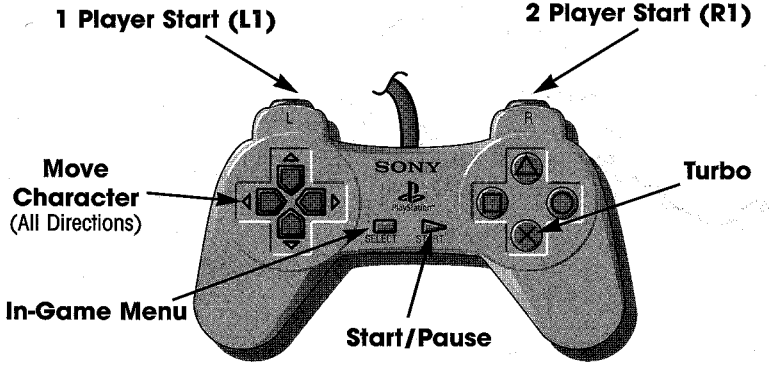
Six different waves provide increasing challenge. Playfields, obstacles and colors will change as you complete each level. Wave 5 is the "silly wave" where preceding rules and laws are backwards. You can attack obstacles for points and generally experience different laws of gravity. It's a break or "bonus" wave. Wave 6 is the final "ultimate wave". Complete this difficult level, then you can call yourself the king of Marble Madness!

Other Game Options Specific to Marble Madness

Continues (2P only)

You can turn this option **ON** or **OFF**. When set to **ON**, you can continue after your time is up if you're playing a 2 player game. If you set it to **OFF**, your game will end when you lose all your marbles.

Default Marble Madness Controls



Other Game Options Specific to Marble Madness

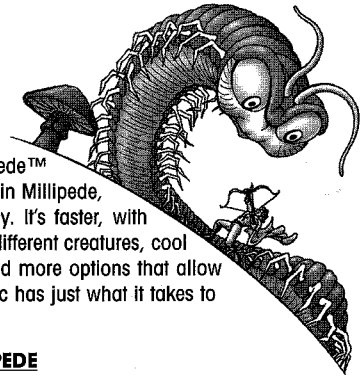
Control Orientation

This option is found on Marble Madness' Control Setup Screen. You can adjust your controller's orientation. Select **Normal**, and your Directional button will move the marble Up, Down, Left and Right (North, South, East and West) on your screen.

Select **45 Degree**, and the marble will move Up, Down, Left and Right as if you were standing on the Track. Up, Down, Left and Right on your Directional button will move the marble Northwest, Southeast, Southwest and Northeast respectively.

Note: See **Options Common Among Games**, pg. 10, for details on other **Marble Madness** Options.

Millipede



The bugs are back! The creepy crawlers of Centipede™ have given way to the ultimate generation of "nasties" in Millipede, the classic one or two player video adventure fantasy. It's faster, with continuous high energy excitement. You'll experience different creatures, cool sounds effects, a player starting score select mode and more options that allow you set various levels of difficulties. This arcade classic has just what it takes to challenge and entertain people of all ages!

Other Game Options Specific to Millipede

Difficulty Settings

There are several enemy difficulty options that allow you to set up your game to meet your skill level. Set the difficulties for the Spider, Beetle and Millipede to **Easy** or **Hard**.

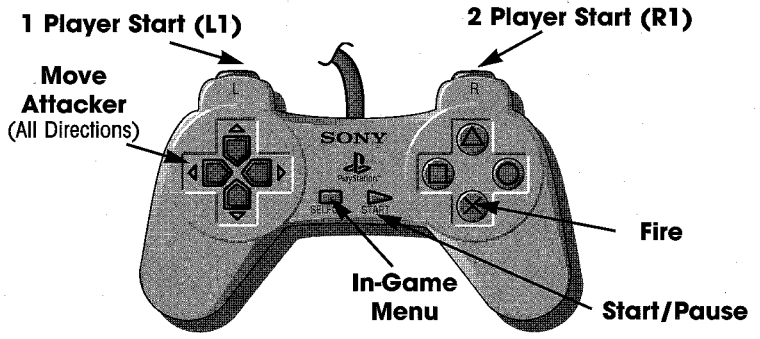
Minimum Rating Range

This selects the minimum range of scores available on the Select Screen (if on). It is expressed as a multiple of the Bonus Score. For example, if you set "bonus life every 20,000" and set the range to "2 x Bonus", the Select Screen will allow you to start at 0, 20,000, or 40,000 points.

Select Screen

When this option is **ON**, the select screen allows you to start at later waves in the game in return for a starting bonus. The range of scores will run through the minimum range, or as high as the second last life earned in your previous game, whichever his higher.

Default Millipede Controls



Other Game Options Specific to Millipede (continued)

Demonstration Mode

With this option set to **ON**, you cannot be killed by anything except the Spider.

Game Messages In

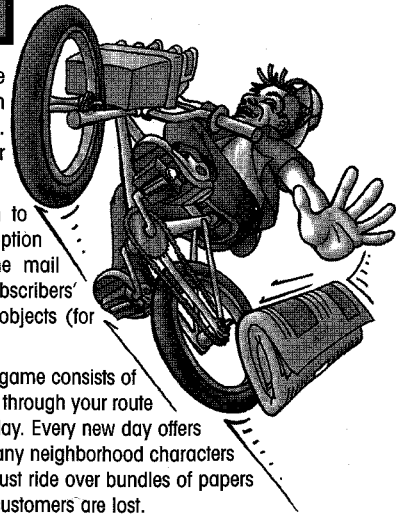
Select the language in which you want game messages to be displayed: **English**, **German**, **French** or **Spanish**.

Show Panel Lights

Panel Lights represent the lights on the arcade game, showing whether you are playing a 1 Player or 2 Player game.

Note: See **Options Common Among Games**, pg. 10, for details on other **Millipede** Options.





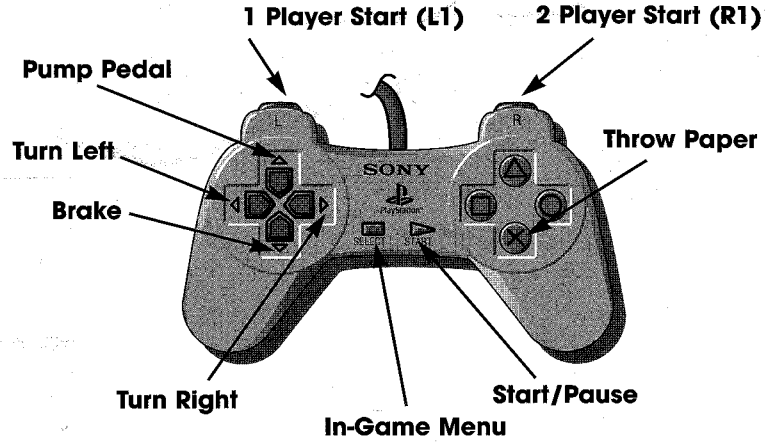
Players begin by selecting 'Easy Street', 'Middle Road' or 'Hard Way'. Once the street has been selected, the player is set for an awesome ride. You have full control of the bike's acceleration or tire screeching, sudden stops.

The object is simple. Use the 'Throw' button to deliver papers to the houses on your subscription route. (Most points are scored by hitting the mail boxes.) Papers can also be thrown on Non-Subscribers' house to break windows and hit other target objects (for fun of course).

Gameplay proceeds by days of the week. Each game consists of a 7-day week starting on Monday. You must get through your route each day and try to make it all the way to Sunday. Every new day offers more excitement and challenge in the form of zany neighborhood characters and obstacles. To keep the game going, you must ride over bundles of papers to restock your supply. The game is over if all customers are lost.

SCORING

Delivery:	100 or 250
Breakage:	100 - 250
Jumps:	200



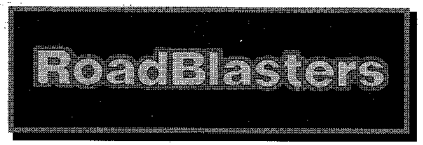
NOTE: See OPTIONS COMMON AMONG GAMES, pg. 10, for details on other *Paperboy* Options.

DRIVING CONTROLLER PEDAL MODE

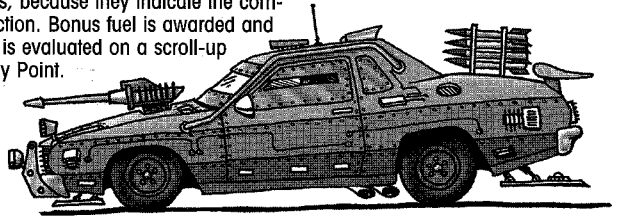
Pedal + Brake - This mode uses Pedal to accelerate and **Brake** to stop.
Pedal Only - Uses Pedal to accelerate. Release Pedal to stop. **Brake** does nothing.
Brake Only - Press **Brake** to stop. Release **Brake** to accelerate.
Half Pedal - Coast at 50% speed; use Pedal to go faster; use **Brake** to go slower.

GREATEST HITS

RoadBlasters is a futuristic warfare game where YOU battle evil opponents from behind the wheel of a high-performance armored car with unique special weapons.



The roadway leads you through a progression of countries, alternating checkpoints and rally points. Checkpoints are midpoint goals that award additional fuel as you race past. Rally Points are similar to finish lines in ordinary race games, because they indicate the completion of a race section. Bonus fuel is awarded and player performance is evaluated on a scroll-up display at each Rally Point.



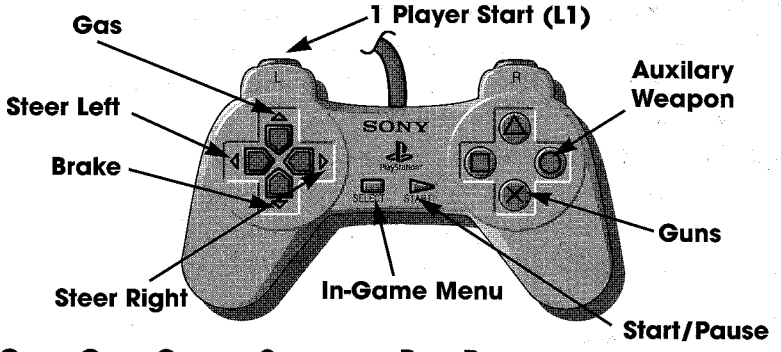
The sleek, fast Stingers, heavily armored Command cars, evasive and unpredictable Rat Jeeps and quick, darting Cycles combine forces to try and prevent you from reaching the next Rally Point. In addition, there are mines in the road, gun turrets shooting at you, bombs thrown by the opponent vehicles and other obstacles to be avoided. By docking with the special weapons pack dropped by a support jet, you can acquire special weapons like: A Cruise Missile, a Nitro Injector, a U.Z. Cannon or an Electric Shield.

The game ends when you run out of fuel. There are green and red fuel globes along the roadway that you can tag to obtain more fuel. Red globes are worth more fuel, but they're harder to obtain than the Green globes.

Driving Controller Gas Mode

Gas + Break - This mode uses **Gas** to accelerate and **Brake** to stop.
Gas Only - Uses **Gas** to accelerate. Release **Gas** to stop. **Brake** does nothing.
Brake Only - Press **Brake** to stop. Release **Brake** to accelerate.
Half Gas - Coast at 50% speed; use **Gas** to go faster; use **Brake** to go slower.

Default RoadBlasters Controls



Other Game Options Specific to RoadBlasters

Continuations

The amount of **Continuations** you choose determines how easy it will be to continue your game when you lose a vehicle. Choose **4**, **5**, **6** or **Unlimited**.

Demonstration Mode

When this option is **ON**, you are invulnerable, and can "tour" the game.

Stereo Music

If you have stereo capabilities, why not take advantage of them? Turn this option **ON** or **OFF**.

Note: See Options Common Among Games, pg. 10, for details on other **RoadBlasters** Options.