
PlayStation
NTSC U/C
PlayStation
SIX ARCADE CLASSICS COME TO YOUR HOME!
ARCADE
Party
Pak
720°
SMASH TV
KLAX
RAMPAGE
SUPER SPRINT
TOOBIN'
MIDWAY
TEEN
CONTENT RATED BY ESRB
SLUS-00952

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.

USE OF UNOFFICIAL PRODUCT:
The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

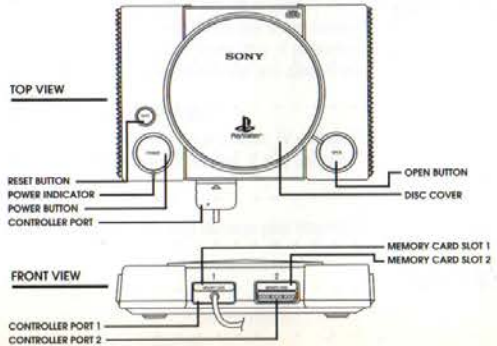
HANDLING YOUR PLAYSTATION DISC:
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended 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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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 Party Pak) disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

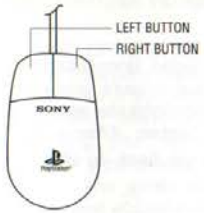


Press Start to pause the game. To quit a game in progress, press Select to bring up the Confirm Exit Menu. To abort a game, select YES. To return to your game, select NO. Please see Pages 5-7 for information on other menus in the game.

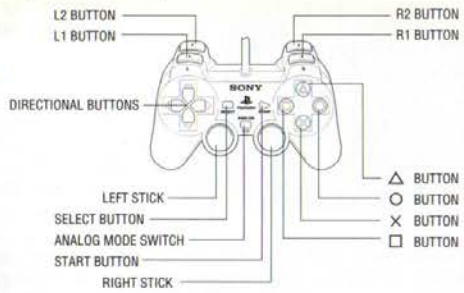
CONTROLLER

Some games in Arcade Party Pak support the DUAL SHOCK™ analog controller (analog mode only) and the PlayStation® Mouse. Please refer to the appropriate game in this manual for the button configurations.

PlayStation® Mouse

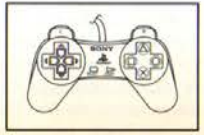


Dual Shock™ analog controller



NOTE: Compatible only in Digital and Analog mode
or
Compatible only in Digital and Vibration mode
or
Compatible only in Digital mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



The above peripherals will be displayed if a game is compatible with them. If a game does support the PlayStation® Mouse or DUAL SHOCK™ analog controller, the appropriate diagram will be displayed. For game location in this manual, please refer to the Table of Contents on Page 2.

MAIN MENU

The first screen you'll encounter in Arcade Party Pak is the Main Menu. The Main Menu will display all six classic arcade games in Arcade Party Pak. These games are Toobin', Klax, 720°, Smash T.V., Rampage and Super Sprint. To select a game to play, highlight the game using the Directional button and press the X button. This will take you directly to the game you chose. For information on how to play the games, refer to the Table of Contents (Page 2) for the location of the game.



You can also view a video presentation from the creators of the original arcade games. To watch the different movies, highlight the game you want to see and press the △ button. After a few seconds, the video will play. To go back to the Main Menu, press the X button.

Arcade Party Pak also allows you to adjust each game's settings via the Options Menu. To access the Options Menu, select the game you want to change the options to from the Main Menu, then press the ○ button. Each game's options can be adjusted. Each option can be selected by pressing the Directional button Up and Down. You can switch between games by pressing Left or Right on the Directional button. When selecting options, highlight the option and press the X button to accept the adjustments made. To go back to the Main Menu, press the △ button. For information on the Options Menu, see the next page.

To exit back to the Main Menu while a game is in progress, press Select. A screen will be shown asking you to Confirm Exit. Highlight Yes and then press the X button.

GAME OPTIONS

Each game has its own options that can be adjusted. To enter the Options Menu, press the ○ button at the Main Menu. To select a game to adjust, press the Directional button Left or Right. To select an option, highlight the option by pressing Up and Down on the Directional button. To activate your game settings, press the X button. To exit back to the previous menu, press the △ button. You can also reset the settings by pressing the ○ button.

MEMORY CARD OPTIONS (LOADING AND SAVING):

Memory card options (Loading and Saving) can only be performed if you have a Memory card inserted into either Memory card Slot 1 or Slot 2. When saving your options, highlight the "Save to Memory card now" option and press the X button. The game will search for the Memory card and automatically save the settings. When loading, highlight the Load option and press the X button. The game will automatically load your settings (if a Memory card is inserted).



ADJUST GENERAL SETTINGS:

The General Settings options include the Effects and Music Volume as well as an Auto-Save feature. The Effects and Music volume can be adjusted by pressing Left and Right on the Directional button. You can choose to Auto-Save on exiting the game by selecting Yes or No (you can adjust them by pressing Left and Right on the Directional button again). The Auto-Save feature will automatically save your game data to an inserted Memory card upon exiting the game.

GAME OPTIONS

ADJUSTING GAME SETTINGS:

Each game has its own unique settings. Some of these settings include the game's difficulty and how many lives (or credits) you will begin with. You can also clear the game's High Scores. One option the games all share is the VIDEO MODE option. You can select between TV Safe and Arcade. The difference between the two is that TV Safe will fit your television screen so that you won't miss any of the action. Arcade format can appear "stretched" if played on a small-screen television. Every option in the Game Settings menu can be adjusted by pressing Up and Down on the Directional button to highlight the option, followed by pressing Left and Right on the Directional button to adjust the option.

SETUP CONTROLLERS:

To configure your Controller to your liking, highlight the button or buttons you wish to change and press Left or Right on the Directional button until you have selected the action you want. If you are satisfied with your changes, press the X button.

CALIBRATING CONTROLLERS:

If the game you want to play is compatible with the analog controller, you can calibrate your controller under the SETUP CONTROLLERS menu. The bottom of the menu will lead you to more controller options. You can calibrate your analog controller by centering the Left Stick and then pressing Start. You can also adjust the sensitivity of the controller here as well. To adjust the sensitivity of the controller, highlight SENSITIVITY and adjust by pressing Left and Right on the Directional buttons.

If you are using the PlayStation® Mouse (720° and Super Sprint only), you can reverse the button configuration of the mouse for 720°. You can adjust the sensitivity of the mouse for both games.

TOOBIN'

There's no time to relax in Toobin'! The classic can-tossing arcade game is back with the same action and fun that make it a legend. Winding rivers filled with danger await you. Hop on an innertube and make waves as you try to reach the finish line!

PLAYING THE GAME:

When you start the game, you will see the characters hop into the river. If you are playing a One Player game, you will race against the computer. Scoring points in Toobin' requires you to navigate through flags along the course. Each flag will decrease in point value every time you bump into it. Try to make it through the flags the first time. Flags can be worth anywhere from 150 to 25,000 points! Hidden letters that spell the word "TOOBIN'" are hidden in every race. Each letter will give you additional bonus points!

These waters are treacherous! Beware of things in the water and on the shore that will sink you. Luckily, you will find soda cans floating in the water. Find these cans and use them to temporarily stun the bad guys. Aim your rafter's legs in the direction you want to throw and press the X button. Be sure to keep some cans handy because with all the danger you'll encounter, you're going to need a helping hand. Besides, you're not here to throw cans, you're here to win a race!

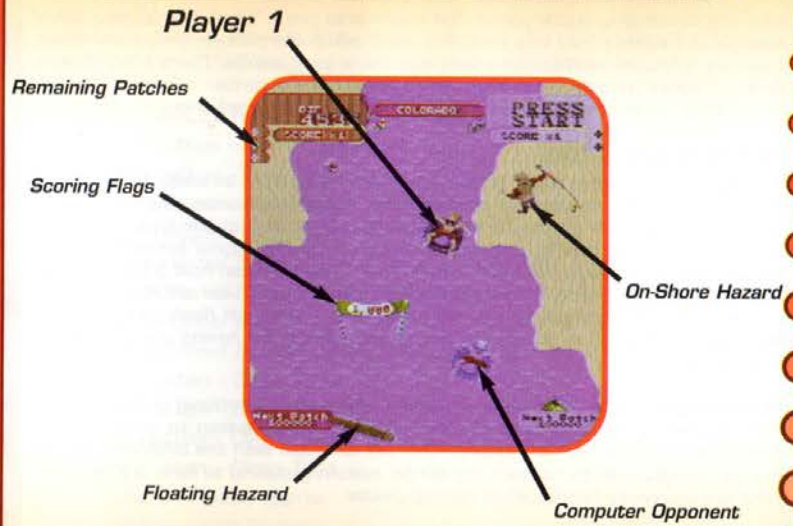
During the game you'll travel to such exotic locations as the Arctic, the Mars Canals and even back to the Age of Dinosaurs! Every location has its own perils, so keep your eyes open and remember, don't slow down or the alligator will get you!

Here are the default controls for Toobin'. The Controller configurations can be adjusted under the Toobin' portion of the Options Menu (see Page 7).

CONTROLLER CONFIGURATION:

L1 button - Left Paddle Forward
R1 button - Right Paddle Forward
L2 button - Left Paddle Reverse
R2 button - Right Paddle Reverse
Directional button Left - Turn Counter-clockwise
Directional button Right - Turn Clockwise
Directional button Up - Paddle Reverse (both hands)
Directional button Down - Paddle Forward (both hands)
△ button - Not Used
○ button - Not Used
✕ button - Throw Cans
❑ button - Not Used
Start - Pause Game
Select - Exit Game

NOTE: Toobin' is not compatible with the DUAL SHOCK™ analog controller or the PlayStation® Mouse.



When you see the current flowing in the water, try to float with it. You will not only move a little bit faster, but most of the time you can avoid danger.

Always keep your eyes out for danger. It can come from anywhere at anytime!

Klax is a challenging puzzle game. The object is to get a "Klax" by matching three tiles (of the same color) in a row. You must catch the tiles as they come down the ramp and deposit them into the wells below your paddle. There are different types of waves (or stages) in Klax. Some will require a certain number of Klaxes to advance, while others require a specific kind of Klax to advance.

PLAYING THE GAME:

To drop the tiles, press the X button (the other three work as well). Try to match them up vertically, horizontally or diagonally. As the tiles come down the ramp, you can press Down on the Directional button to speed up the tiles. Once you catch a tile on your paddle, you can press Up on the Directional button to launch the tile back onto the ramp. Keep in mind that the paddle can hold 5 tiles and the well can hold 25 tiles. When you get a Klax, the selected tiles will flash and disappear. Once they disappear, any tiles that form a Klax will flash and vanish as well. It can be tough to do but the points you will get for having a multiple Klax are worth it!

Now once you catch a tile on your paddle, move the Directional button Left or Right to select a well to drop the tile in. Press the X button to drop the tile. Sometimes a "Wild Tile" will appear. This tile will flash with the different tile colors and can be used to connect any tile (of matching colors) to form a Klax. Wild Tiles are extremely helpful when scoring points.

There are many different waves in Klax. A Klax Wave requires a specific number of Klaxes to advance. A Diagonal Wave requires a specific number of diagonal Klaxes to advance to the next level. Horizontal Waves requires horizontal Klaxes. A Point Wave requires that you score a certain number of points to advance. Finally, Secret Warp Waves will warp you to another level when you get a Klax.

Here are the default controls for Klax. The Controller configurations can be adjusted under the Klax portion of the Options Menu (see Page 7).

CONTROLLER CONFIGURATION:

L1 button - Not Used
R1 button - Not Used
L2 button - Not Used
R2 button - Not Used
Directional button Left - Move Paddle Left
Directional button Right - Move Paddle Right
Directional button Up - Throw Tile Back
Directional button Down - Speed Up Ramp
△ button - Drop Tiles
○ button - Drop Tiles
✕ button - Drop Tiles
□ button - Drop Tiles
Start - Pause Game
Select - Exit Game

NOTE: Klax is not compatible with the DUAL SHOCK™ analog controller or the PlayStation® Mouse.

KLAX



When playing Klax, please note that the Tile Wells can only hold up to 25 Tiles at a time (5 wide and 5 high) and your paddle can only hold 5 Tiles. It's a good idea to try and think ahead of what your strategy will be.

720°

The classic skateboarding game of the late 80's is back. Navigate through Skate City as you make your way to four Skate Parks (Ramp, Downhill, Jump and Slalom). Along your way, be sure to avoid the countless obstacles you'll face. Everything from cars, rival skaters and even bodybuilders will try and get in your way.

PLAYING THE GAME:

In the game you must skate around Skate City in a quest to earn park tickets. A ticket will earn you admission to ONE of the four parks. While in the parks, you must compete against the clock for medals. There are four medal classes to earn. The medal order from highest to lowest is Gold, Silver, Bronze and the Stamp Licker (a Tongue medal that will earn you zero points). Try the highest medal class you can in the time allowed. This will help you earn points which will get you tickets.

You will also score some cash for your efforts (unless you got the Stamp Licker!) which can be used to purchase gear at four Skate Shops in the city. Each shop (Shoes, Pads, Helmets and Boards) features gear which will improve your skating abilities. New Shoes will help you jump higher, new Pads will help you get up faster after you fall, new Helmets will help you land more tricks and new Boards will help you do more spins.

As you skate around, make sure you make it to a park before the timer runs out. When you hear the words "Skate or Die!", skate as fast as you can to a park. If you don't have a ticket to get in, you better find one fast because a swarm of angry bees will be after you. If they catch you, you lose a credit.

Here are the default controls for 720°. The Controller configurations can be adjusted under the 720° portion of the Options Menu (see Page 7).

CONTROLLER CONFIGURATION:

L1 button - Player 1 Start
R1 button - Player 2 Start
L2 button - Not Used
R2 button - Not Used
Directional button Left - Turn Left
Directional button Right - Turn Right
△ button - Not Used
○ button - Kick
✕ button - Jump
□ button - Not Used
Start - Pause Game
Select - Exit Game



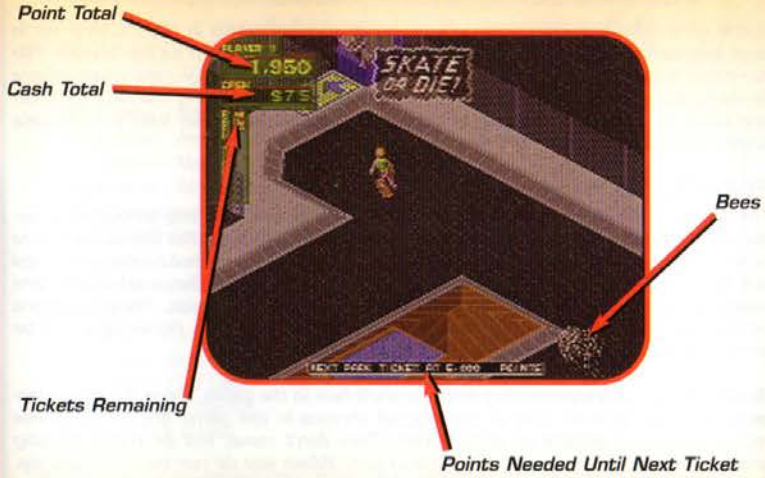
**NOTE: If using an analog controller, the Left Stick can be used to steer or move the player. The Analog Mode Switch must be activated first.*

MOUSE CONFIGURATION:

Left button - Jump
Right button - Kick

**NOTE: The mouse can only be used in a Two Player game. When playing, the mouse must be inserted into Controller port 2.*





As you skate along in Skate City, you will notice four skate parks in the middle of town. These parks are "free" and do not require a ticket. Try skating in them to earn some pretty big points.

Another thing you will find are the Maps. Simply skate on top of one of these and a city map will be displayed. After a few seconds, the map will vanish. Each map will show your current location as well as the parks.

SMASH T.V.

It is a dark future. Television is still the most popular media in the country. As in days long before, the game show is the most watched program on the screen. The top rated show is none other than Smash T.V.! Yes, Smash T.V., the game where contestants go up against hordes of mutants and weapon-toting maniacs for cash and fabulous prizes! The winner of this game gets to walk away with the ultimate prize...their life!

PLAYING THE GAME:

The object of the game is basically kill or be killed. Shoot your way through the levels while collecting valuable Bonus Icons and Power-Up Icons. The Bonus Icons are tallied after you complete (if you can) a boss level. These bonuses include things like Toaster Bonuses, Cash Bonuses and even Automobile Bonuses! Points are awarded for these bonuses as well as exterminating your enemies. Power-Up Icons include rockets, shields and grenade launchers. All of these Power-Ups can be extremely helpful in beating this very fast-paced game.

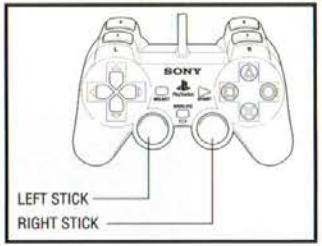
Besides the usual weapon-toting maniacs you'll face in the game, there are other dangers to be cautious of. One of the biggest threats in the game are mines. These round mines are located on some levels. They don't move, but as you're running around shooting it's very easy to run into one. When you do run into one, you die. Another danger you'll face are the exploding mutants which walk around the perimeter of the arena. When they start flashing they will explode shortly afterwards. When they do blow up, watch out for the shrapnel they spray; one hit will kill you. Well, you've been briefed. The curtain is almost up and it's time for the number one game show...Smash T.V.!!! The next contestant is YOU!

SMASH T.V.

Here are the default controls for Smash T.V.. The Controller configurations can be adjusted under the Smash T.V. portion of the Options Menu (see Page 7).

CONTROLLER CONFIGURATION:

L1 button - Not Used
R1 button - Not Used
L2 button - Not Used
R2 button - Not Used
Directional button Left - Move Left
Directional button Right - Move Right
Directional button Up - Move Up
Directional button Down - Move Down
△ button - Fire Up
○ button - Fire Right
✕ button - Fire Down
□ button - Fire Left
Start - Pause Game
Select - Exit Game

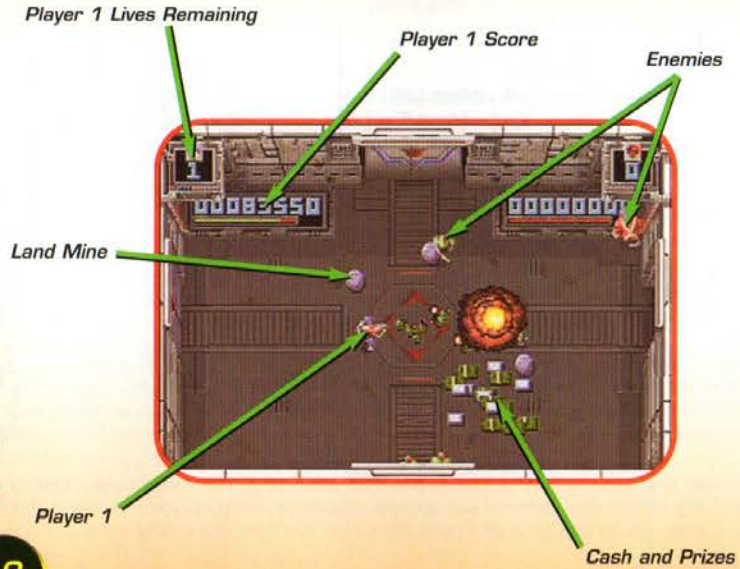


**NOTE: If using an analog controller, the Left Stick can be used to move the player in all directions. The Right Stick can be used to fire in all directions. The Analog Mode Switch must be activated first.*

You can fire diagonally by pressing two Fire buttons at the same time. Holding down any of the Fire buttons will engage automatic firing on your weapon. This helps when you're trying to eliminate the numerous enemies on the screen.

SMASH T.V.

Here's some information on what to look for when you're the next contestant!



RAMPAGE

What do you do when three normal humans are transformed into towering monsters bent on destroying the country? Take control of one of them and go on a Rampage of course! The original version of Rampage comes home with all of the elements which made it an arcade classic!

PLAYING THE GAME:

Control one of three gruesome beasts and travel from city to city destroying everything in sight! George the Ape, Lizzie the Lizard and Ralph the Wolf make up the terrible trio of monsters. In your quest for destruction, you must climb buildings and pound them into the ground. Make sure you jump from the collapsing buildings. A fall from those heights will seriously injure you. During the game you will have to fight past the many enemies such as helicopters, tanks and snipers! Destroy these enemies before they destroy you. Once you have destroyed all of the buildings you can advance to the next city.

Each building features items which will give you strength, power or cash as well as items which will hurt you. Punch holes in the buildings and punch again to grab the various items in them. All food items will help restore some of your health. There are cash items such as safes and money bags that will help boost your point total. Another way to gain health is to eat people. These can be either people on the street or people in the buildings you're destroying. Just make sure they're not holding any bombs. If you happen to swallow a bomb, you'll be spitting fire and that's not a good thing!

IMPORTANT INFORMATION ON RAMPAGE

Most games in this compilation are Two Player games. You can play a Three Player game with Rampage. To play a Three Player game you must have a Multi Tap (sold separately).

NOTE: If you choose to use the Multi Tap, remember that a controller must be plugged into either Controller Port 1-A or Controller Port 2-A on the Multi Tap before you connect the Multi Tap to Controller Port 1 or Controller Port 2 on your PlayStation game console.

Here are the default controls for Rampage. The Controller configurations can be adjusted under the Rampage portion of the Options Menu (see Page 7).

CONTROLLER CONFIGURATION:

L1 button - Not Used
R1 button - Not Used
L2 button - Not Used
R2 button - Not Used
Directional button Left - Move Left
Directional button Right - Move Right
Directional button Up - Climb Up
Directional button Down - Climb Down
△ button - Not Used
○ button - Jump
✕ button - Punch
□ button - Not Used
Start - Pause Game
Select - Exit Game

You can use different button combinations to help maximize your destruction. For example, press Down on the Directional button plus Punch (X button) to Punch a building while you're climbing down.

NOTE: Rampage is not compatible with the DUAL SHOCK™ analog controller or the PlayStation® Mouse.

Next time you decide to tear up the town, remember what to look for!

Player 1 Stats (Points & Health)



Player 1

SUPER SPRINT

The classic Formula-1 racing game returns! Steer your vehicle around a variety of tracks to the checkered flag. Each track features unique obstacles such as oil slicks, water and even tornadoes! Avoid these obstacles or you'll crash and burn.

PLAYING THE GAME:

Just like a real car race, you must successfully complete laps around the track and place First in the race. Some tracks feature Bonus Wrenches. Once a player collects 3 Bonus Wrenches they will be able to enhance their car with one of three features. These three features (selectable after the race) are: Super Traction, Higher Top Speed and Turbo Acceleration. You may also choose to Increase Score. This will add 1,500 points to your score. Each of the three features can be upgraded 5 times during the game (if you're good enough). Just remember that you need three Bonus Wrenches before you can upgrade your car!

When you cruise around the tracks, you might want to go slowly at first and get a feel for your car. These cars go pretty fast and it's easy to crash. When you do crash, a helicopter will fly by and drop off another car for you. The helicopter might drop you off at a different spot from where you crashed, so be prepared to floor it to catch up!

IMPORTANT INFORMATION ON SUPER SPRINT

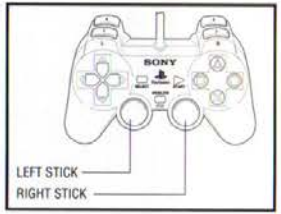
Most games in this compilation are Two Player games. You can play a Three Player game with Super Sprint. To play a Three Player game you must have a Multi Tap (sold separately).

NOTE: If you choose to use the Multi Tap, remember that a controller must be plugged into either Controller Port 1-A or Controller Port 2-A on the Multi Tap before you connect the Multi Tap to Controller Port 1 or Controller Port 2 on your PlayStation game console.

Here are the default controls for Super Sprint. The Controller configurations can be adjusted under the Super Sprint portion of the Options Menu (see Page 7).

CONTROLLER CONFIGURATION:

L1 button - Not Used
R1 button - Not Used
L2 button - Not Used
R2 button - Not Used
Directional button Left - Turn Left
Directional button Right - Turn Right
△ button - Accelerate
○ button - Accelerate
✕ button - Accelerate
□ button - Accelerate
Start - Pause Game
Select - Exit Game



**NOTE: If using an analog controller, the Left Stick can be used to steer the car. The Right Stick is used to accelerate. Press Up on the Right Stick to speed up. Press Down to brake. When using the DUAL SHOCK™ analog controller the Analog Mode Switch must be activated first.*

MOUSE CONFIGURATION:

Left button - Accelerate
Right button - Not Used
Steer your car by moving the mouse in the direction you want your car to turn.



SUPER SPRINT



The above screen will show you what to look for while you're playing Super Sprint. Remember that to play a Three Player game you need a Multi Tap (see Page 7) and three Controllers. Each player can also adjust their own Controllers as well.

HINTS

TOOBIN HINTS

- *Try to go through the flags the first time. Not only will you score more points, but you won't slow down as much either!*
- *When traveling downstream, keep with the current. Most of the time you will avoid submerged obstacles.*
- *Look for whirlpools that will transport you immediately to the next level.*

KLAX HINTS

- *Try to use the "Wild Tile" to the best of your abilities. Connecting five or more tiles will give you a lot of points!*
- *Each wave type is given before the game begins. Remember to get the Klaxes that are required so that you can clear the wave quickly.*

720° HINTS

- *Buy new gear as much as possible. It will help you perform better.*
- *Try jumping shortcuts on the Downhill parks. Be careful not to slide off the edge though!*
- *Skate the free parks (the colorful ones in the city). They're full of points!*

HINTS

SMASH T.V. HINTS

- *Watch out for turrets at the top of the screen!*
- *When trapped, move to a corner and shoot your way out!*
- *Upgrade your weapon as much as possible.*

RAMPAGE HINTS

- *Under the game's Options Menu, you can play as any of the three characters. Try to play them all.*
- *Don't eat the soldiers if they're carrying bombs. Explosives don't digest very well.*

SUPER SPRINT HINTS

- *Slow down on the curves!*
- *Remember that the helicopter may drop you off behind the other cars. Be prepared to catch up if you have to!*
- *Avoid the oil slicks and water puddles on the track. Try and get the Bonus Wrenches and other power-ups if you can.*

NOTES

Here's some room for you to write down any notes you may want to keep for yourself.

CREDITS

MIDWAY TEAM

PRODUCER	Dave Brooks
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RAMPAGE PROGRAMMER	Matt Schneider
720° PROGRAMMER	Allen Chen
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INTERVIEWER	Glenn Saunders
VIDEOGRAPHER	Ralph McCarron
VIDEO POST-PRODUCTION	Image Impressions
SOUND CAPTURE	Tom Johnson
SPECIAL THANKS	Andrew Ayre, Tim Mensch, Tod Frye, Marie Iden & Martin "Max" Theyer

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