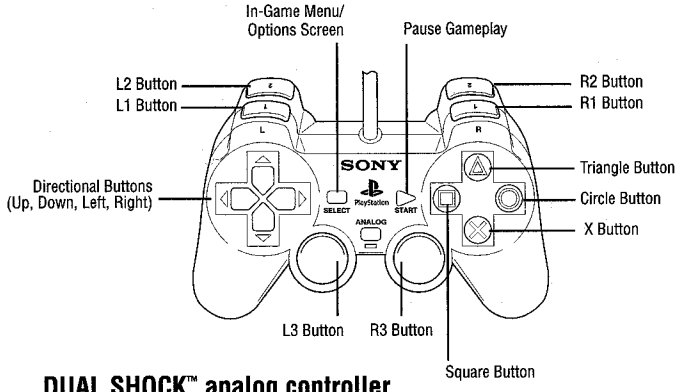

PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00906
1000947.221.US
BASEBALL
FROG BOG
SPACE BATTLE
FOOTBALL
ASTROSMASH
SKIING
A COLLECTION OF
CLASSIC GAMES
FROM THE
INTELLIVISION™
INCLUDES 30 GAMES
ACTIVISION

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DUAL SHOCK™ analog controller

Game Reset

To abort a game in progress, press the **SELECT** button to pause the game. Choose **Quit Game** from the menu to return to the Intellivision Classics title screen.

Soft Reset

You can reset to the Intellivision Classics title screen at any time during gameplay by holding down **SELECT**, then pressing and holding **START** for two seconds.

Timing Out

On the original Intellivision Game system, if a game has been left standing alone for a period of time the screen will "Time Out." To reactivate the screen just hit the Directional Button and the game will pop back up. If you hit the **START** button to pause, this will bypass the "Time Out" section.

MAIN MENU

NEW GAME: Lets you choose a game to play. Press the ✖ button to confirm the selection.

LOAD GAME: Load a saved game.

MOVIES: An inside view into the gaming industry back in the days.

OPTIONS: Lets you adjust game and CD sound.

OPTIONS

IN-GAME OPTION SCREEN

The player can access the In-Game Options Menu by pressing the **SELECT** button during any game. Once **SELECT** is pressed, the player can use the Up/Down Directional Buttons to select an option.

CONTINUE: Lets player continue current game.

RESTART GAME: Lets the player restart the current game.

QUIT GAME: Lets the player quit the current game.

SAVE GAME: Save a current game.

MUSIC: Lets player adjust music settings.

TV ADJUST: Allows the player to adjust the screen. Use the Up/Down Directional Buttons to adjust the screen. Press the ✖ button when finished.

THE GAMES

THE KEYPAD

The Intellivision Game System included two controllers consisting of a control disk, four side buttons (2 on each side) and a 12-button keypad. You can toggle this keypad by pressing the L1 + L2 Buttons for Controller 1 Keypad and R1 + R2 for Controller 2 Keypad. The keypad can be activated / deactivated at any time. Only one player can have one Keypad open at a time. For example, if Player 1 has keypad 1 open, he must close it before he can open keypad 2. If player 1 has keypad 1 open and player 2 wants to access it, player 1 must close keypad so player 2 can open it. The keypad has the numbers 0 – 9 and "C" (clear) and "E" (enter). Use the Directional Buttons to move the cursor around the keypad. The functions of the keypad vary from game to game (See game descriptions).

ARMOR BATTLE (2 PLAYERS)

Note: Once only, during tank combat on each battlefield map, either player can lay a mine. Don't forget to move your own tank out of the way. Mine will go off after 5 seconds! All mines are invisible, will blow up any tank (yours included) on contact! Lay mines anywhere on the map.

ASTROSMASH (1 PLAYER)

OBJECTIVE: To score as many points as possible.

AUTO RACING (1 – 2 PLAYERS)

OBJECTIVE: 1 Player: Complete 5 laps in the shortest possible time. 2 Player: Score 50 points before your opponent does.

Select Course: 1 (Easy) – 5 (Hard), press enter. **Select Vehicle**: 1 –5 (see specifications, players can't select same car).

Car #	Color	Top Speed	Cornering
1	White	55	Excellent
2	Green	65	Good
3	Red	75	Good
4	Tan	90	Fair
5	Blue	90	Fair

BASEBALL (2 PLAYERS)

Home Team (Player 2) is blue, **Visitor** is red team. Player 1 always bats first.
Pitching the Ball. ← Inside Curve, → Outside Curve, ↑ Fast Ball, ↓ Slow Ball, ↖ Faster Curve, ↗ Faster Curve, ↙ Slower Curve, ↘ Slower Curve.

BASKETBALL (2 PLAYERS)

Passing Zones
The pass keys buttons designate an area on each offensive half court. Example: Each team on the offensive is going left to right so the basketball passkey applies to the right (offensive) half court. Thus, #1 passes the ball to an area at the top of the court just inside the mid-court line, #5 passes to an area just under the basket.

BOXING (2 PLAYER)

Color	Characteristics	Color	Characteristics
Blue	Strong Defense	Dark Green	A balanced fighter
Red	Offensive Power	Light Green	A balanced fighter
Tan	Exceptional Endurance	Yellow	Unpredictable

CHECKERS (1 - 2 PLAYERS)

OBJECT OF THE GAME: To sweep the board of your opponent's men (checkers) by "jumping" them, or to trap them so that your opponent is unable to make a move.

SOME BASIC CHECKERS RULES. Your moves must be DIAGONAL, one space at a time. You MUST jump your opponent's man when he occupies a black square adjacent to and in front of your man, and when there is an empty square beyond him into which you can jump. Press the "C" button on the keypad to change move.

CHESS (1 - 2 PLAYERS)

Select Modes: Player vs Computer (P vs C) Player vs Player (2 Player P vs P) and Computer vs Computer (C vs C). Press ENTER on Player 1 Keypad to switch between game modes. You can switch difficulty levels at any time by pressing the CLEAR button on Keypad # 1.

Keypad 1

1	Bishop	2	Rook	3	Queen
4	Knight	5	King	6	Pawn
7	Sides	8	Color	9	New Game
C	Difficulty	0	Blank	E	Mode

Keypad 2

1	Bishop	2	Rook	3	Queen
4	Knight	5	King	6	Pawn
7	Setup	8	Timing Options	9	Retract
C	Clear Board	0	Blank	E	Replay

Force Move: Press the Force Move button on either controller pad and it forces the computer to immediately respond with the best move it has found. If an "H" appears next to the skill level the computer does not have a move yet. You must press FORCE MOVE again in order for play to continue. The computer now starts all over again trying to find a move. When you press force move you are not playing at the skill level you choose. You are forcing a move before it is ready. If you are forcing the computer to move often, you should play at a lower skill level.

Difficulty Modes
Level 1 – Is for beginning chess players. The computer makes its moves fairly quickly, and plays a simple game of chess.
Levels 2-4 – The computer progressively plays a more difficult game. As the level increases, the computer takes longer to move.
Levels 5-6 – For serious chess players. The computer may take hours to decide on a move. If you choose level 5 or 6 see "Timing Options."
Level 7 – The computer continually looks for a better move until you force it to move. If you choose level 7, see "Timing Options."
Level 8 – You set up a board position and the computer tries to checkmate in the least number of moves. This is a problem-solving level. The more complex the checkmate, the longer it will take the computer to move. If you choose level 8, see Set Up Special Moves.

TIMING OPTIONS: The screen automatically goes blank after about 4 minutes if no keys or buttons are pushed. To reactivate the screen, press the Directional Button. Or, Press the Timing Button on the Player 2 controller keypad then the computer opponent will "gong" when it is finished with its move. Hit the Directional Button to reactive your turn. **SPECIAL GAME MOVES: CASTLING**: When this move is legal, move the King two squares towards the Rook. The rook then automatically makes the correct move. **PAWN PROMOTION**: When a pawn reaches the other side of the board, press any legal chess piece on either keypad. You can promote to a Queen or Under-promote. **EN PASSANT**: When this move is legal, move the Pawn to the proper square and the opposing Pawn will automatically be removed. **SET UP SPECIAL MOVES**: You can enter Set Up during a game to delete or add pieces, then continue your

game. Or you can enter Set Up, clear the board and create an entirely new board situation. Once you set up the board to your liking, return to play in order to use any of the other game features. Use FORCE MOVE to begin game.

FOOTBALL (2 PLAYERS)

HOME TEAM (Player 1): 4 Orange Players (Computer Controlled) and one red player (Player 1 Controlled). VISITING TEAM (Player 2): 4 light blue players (Computer Controlled) and one black player (Player 2 Controlled)

OFFENSE

To Run: 1) Press the RUN Key (#7), 2) Choose an Offensive Formation (#s 1 – 9), 3) Press Enter 4) Hike **To Pass**: 1) Press the PASS Key (#9) ,2) Choose an offensive formation (#s1 – 9), 3) Choose a Receiver (either #1 or #2), 4) Select a passing zone (#s1 – 9), 5) Press Enter 6) Hike **To Kick**: 1) Press the Kick Key (#8) 2) Press Enter 3) Hike

FOOTBALL FORMATIONS PLAYS (Offensive)
X = Linebacker, X (QB) = Quarterback, X (#1) = Eligible Receiver # 1, X (#2)= Eligible Receiver # 2

# 1 I-Formation	# 2 Split End Left	# 3 Split End Right	# 4 Slot Back Left	# 5 Slot Back Right	# 6 Split-T Left
X	X (#2)	X (#1)	X (#2)	X (#1)	X (#2)
X (QB) X (#1)	X (QB)	X	X (QB)	X	X (QB)
X (#2)	X	X (QB)	X	X (QB)	X (#1)
	X (#1)	X (#2)	X (#1)	X (#2)	X

# 7 Split T Right	# 8 Double Tight End Strong Right	# 9 Double Tight End Strong Left
X	X (#2)	X (#1)
X (#1)	X	X (QB)
X (QB)	X (QB)	X
X (#2)	X (#1)	X (#2)

Passing Zones

6 4 8 1	2 X X (QB)
9 5 7	3

DEFENSE

1) Choose formation (1 – 9), 2) Press Enter 3) Wait for offense

Football Formations Plays X = Linebacker, (P) Player Controlled

#1) 3-1-1 R / P	#2) 3-2 R	#3) 3-2 R	#4) 3-1-1 R / P	#5) 3-1-1 R	#6) 3-2 P
X	X	X	X	X	X
X (P) X X	X X	X (P)	X (P) X	(P) X X	X X
X	X (P)	X	X	X	X

#7) 3-2 P	#8) 4-1 R	#9) 4-1 R
X	X	(P) X X
(P) X	X	X
X	X	X
X	(P) X X	X

FROG BOG (1 - 2 PLAYERS)

OBJECTIVE: Catch more bugs than your opponent.
SKILL LEVELS in Frog Bog can be changed at anytime during the game. Press ■ for easy, frog will jump the same way every time. Press ● to control direction and when to flick tongue. Press ▲ to control direction.

GOLF (UP TO 4 PLAYERS)

(Important: both controllers control the ball in play. When your Opponent is up, do not press buttons or the Directional Buttons on your Controller since this will affect his shot. **Playing the Game** 1) Select a club (1 = 1 driver, 2 = 3 wood, 3 = 5 wood, 4 = 3 iron, 5 = 5 iron, 6 = 7 iron, 7 = 9 iron, 8 = wedge, 9 = putter). 2) Use the Directional Buttons to aim your swing. Ball will travel in direction indicated by arrows. If you press the Directional Button UP, ball will travel straight UP from its present position. 3) Take your swing: You have a choice of LONG, MEDIUM or SHORT SWING ON EVERY SHOT. The white number at the bottom indicates which player is up.

HOCKEY (2 PLAYERS)

OBJECTIVE: Score the most points possible.

HOVER FORCE (1 PLAYER)

OBJECTIVE: Eliminate terrorists and put out as many fires as possible.

Aerial Map: In the air, the screen automatically selects aerial view. In the center is your gun sight and directly below are two landing pads. You'll need to remember where these are because you'll need to land there for repairs, refuel and return after a mission. To land you must have the gun sight aligned over one of the two helipads. You can only land twice per mission.

Radar Map: Press the TRIANGLE BUTTON for the radar map. As the radar sweep (the vertical white line) passes over the map, blips will appear briefly showing the location of the terrorist helicopters (yellow blips) and fires (red blips). Destroy all the terrorist helicopters and put out as many fires as possible. Don't forget – to end a successful mission you must return to base.

LAS VEGAS POKER & BLACKJACK (1 - 2 PLAYERS)

The following procedures apply to all of the card games:

DEALER and PLAYERS – In all games, when Dealer appears on the screen, letters P1 (Player #1) and P2 (Player #2) will also appear.

Note: If one player wants to play alone, he should enter a zero WALLET on the Player two's Keypad, press 0 followed by ENTER.

Flashing Arrow will appear next to whichever player has the next turn. At the end of each hand, the letter "W" will appear beside the player who WINS. An "L" will appear beside the player who LOSES.

Wallet – This is your pretend Bank. At the start of play, the Dealer will ask "WALLET?" Each player then inputs the theoretical amount of money he wishes to play with. He does this by pressing the DIGIT keys on his Controller pad corresponding to the amount he wants in his WALLET, and by pressing the ENTER to confirm. If you change your mind about the amount of your WALLET, press the CLEAR key before pressing ENTER. Once ENTER is pressed, the amount cannot be changed. If a player loses his entire WALLET, he is out of the game and his controller becomes inoperative. If both players lose their WALLETS, the DEALER will say "BANKRUPT!" followed by "WALLET?" and the players can then enter new WALLETS. If only one player has lost his WALLET and wants to get back into the game, select Reset Game, this will eliminate the WALLET of the remaining player who can then re-enter the same WALLET he had before pressing RESET.

Ready – After both players have entered their WALLETS, the DEALER will ask "READY?" This is the time to select the game you want to play, which you want to play, which you do by pressing the corresponding name key on your Controller Pad. You can also let the DEALER choose the next game by pressing "DEALER'S CHOICE." Only a player who is still in the game (still has a WALLET) can select the next game.

Bet – Rules of theoretical betting vary with each game (see instructions for individual games) but the following procedure applies to all games:

Initially, when the DEALER asks "BET?" you input your simulated BET by pressing the DIGIT keys corresponding to the amount you want to BET, then pressing ENTER to confirm. In poker, to call, press CALL (Enter). To raise, press amount (say $25) followed by RAISE (Enter). If you want to change your simulated BET, press CLEAR before pressing ENTER, then BET again. The amount of the BET will appear in each player's column just above the amount of the WALLET. As a player wins or loses, the amount of the BET will be added to or subtracted from his WALLET.

Las Vegas BLACKJACK

Object of the Game: To score as close to, but no higher than 21 points in a single hand while beating the dealer's total. If you are dealt a card that puts you over 21 points, you lose.

HOW TO PLAY

The DEALER asks, "READY?" Now select BLACKJACK by pressing the BLACKJACK by pressing the BLACKJACK key (same as #4 key). Either player may select. The DEALER will announce "BLACKJACK," and computer will automatically shuffle a full deck.

The DEALER will ask "BET?" The flashing arrow will appear next to P1 and he will make his first simulated BET by pressing the DIGIT keys for the desired amount, then pressing ENTER to confirm, or CLEAR if he changes his mind. After both players have BET, the DEALER will deal the cards.

Important:
* You cannot BET more than $999 on one BET.
* Also, you cannot BET more than your WALLET.
* Minimum BET is $1.
* If you disregard any of these rules, you will hear a loud buzz, try again.
* Remember, in BLACKJACK, the DEALER does not BET. He merely acts as a banker.

The DEALER says "HIT?" and the flasher appears next to P1, so he must decide whether or not he wants a "hit," that is, another card. If he decides he wants another card he presses HIT. If, however, he decides to "stick" with his first two cards, he presses STAND. A player can ask for as many HITS as he likes so long as he does not exceed 21 points. If he goes over 21 an "L" (for "lose") will appear in his column.

The flasher will then move to P2 and Player will decide whether he wants to HIT or STAND. If, suppose, he decides to STAND, the DEALER will then reveal his "down" card. As in Las Vegas rules, if the DEALER has a total of 17 or more points on his first two cards, he cannot draw another card. If, however, he has fewer than 17 points on his first two cards, he must continue to deal himself cards until he reaches 17 or more points -- then he must stop.

Double Down: If a player is dealt a total of 9, 10, or 11 points on his first two cards, it may be advantageous to DOUBLE DOWN, that is, double his original simulated BET. He does this by pressing the DOUBLE DOWN. He can do this only after his first two cards, and he will be dealt one additional card only. He cannot DOUBLE DOWN, however, if by doing so his BET would exceed his WALLET. Thus a player with a $50 WALLET whose original BET was $30, cannot DOUBLE DOWN as the resulting $60 BET would exceed his WALLET. A loud buzz will inform a player who makes this error and his BET will be disallowed. If a player DOUBLES DOWN, the DEALER will say "DOUBLE" and immediately deal the card.

Las Vegas POKER

In all POKER games, the highest hand wins.

Las Vegas 5-CARD STUD

OBJECT OF THE GAME

To draw the highest Poker hand. Only the "house" (DEALER) "settles up" (pays and collects simulated bets), but you must beat both the DEALER and the other player. There is only one winner per hand.

HOW TO PLAY

Ante Up – The DEALER requests an ANTE, which is a simulated $1 per player (for all POKER games). The POT then shows $3, since the DEALER and both players have theoretically anted $1 each (automatic ante). Each player has $1 subtracted from his WALLET. The cards are dealt, one "down" and one "up" to each player.

Time to Bet – DEALER says "BET?," meaning it's time to place a simulated BET but no BET has been made as yet. Remember, in all POKER games the DEALER can BET, RAISE, and CALL just like the players.

The flasher appears next to the player with the highest card showing and he BETS first. (This could be the dealer.) To BET, press DIGIT keys followed by ENTER. The maximum simulated BET (per turn) is $99. You can never BET more than your WALLET. However, you can CALL (match preceding BET) and go in the "hole," resulting in a minus WALLET.

Want To Drop – if you don't think you can win and want to drop out ("fold" your hand) -- press the ✖ Button, DEALER will announce "DROP" and your cards will disappear from the screen.

Las Vegas 7-CARD STUD

The rules for 7-CARD STUD are identical to the rules for 5-CARD STUD except for the following:

1. Each player is dealt seven cards instead of five.
2. There are three "down" cards instead of one. They are the first, second, and seventh cards.
3. The first round of simulated betting takes place after the third card ("up" card) is dealt.
4. You use the best bet out of your seven cards to make your highest hand.

With above points in mind, follow 5-CARD-STUD Instructions to play 7-CARD STUD.

Las Vegas 5-CARD DRAW

OBJECT OF THE GAME

To draw the highest Poker hand. Only the "house" (DEALER) "settles up" (pays and collects simulated bets), but you must beat both the DEALER and the other player. There is only one winner per hand.

HOW TO PLAY

Ante Up! – The DEALER requests an ANTE, which is a simulated $1 per player (for all POKER games). The POT then shows $3, since the DEALER and both players have theoretically anted $1 each (automatic ante). Each player has $1 subtracted from his WALLET.

The cards are dealt, five "down" cards to each player.

Want to See Your Cards? – Press the Directional Buttons to see your cards. Ask the other player to look away at this point, since you must beat him as well as the DEALER!

Time to Bet! – DEALER says, "BET?" (0), meaning it's time to place a simulated BET but no BET has been made as yet. Remember, in all POKER games the DEALER can BET, RAISE, and CALL just like the other players.

The flasher appears next to Player #1 and he BETS first (Player #1 always BETS first in 5-CARD DRAW). To BET, press DIGIT keys followed by ENTER (see BET in General Instructions). The maximum simulated BET (per turn) is $99. However, you can never BET more than your WALLET. You can CALL (match preceding BET) and go in the "hole," resulting in a minus WALLET.

Discard? – After all simulated first run BETS have been called, the DEALER will ask, "DISCARD?" and each player starting with Player #1 will decide how many cards in his hand, if any, he wants to replace. To do this press DIGIT keys 1, 2, 3, 4, or 5 which correspond to your cards reading from left to right.

NIGHT STALKER (1 - 2 PLAYERS)

Players 1 and 2 play alternate turns for one combined score.

PINBALL (1 - 2 PLAYERS)

Objective: Score the most points possible.

SEA BATTLE (2 PLAYERS)

How To Play: Create Your Fleets in the Strategy Phase. In the Strategy Phase, you control only one fleet at a time: the one that's flashing. To switch command from fleet to fleet, press ENTER until the fleet you want to move flashes. You can deploy a fleet with one, two or three different ships in it. Press CLEAR, enter 1-3 ships individually on the keypad, press DEPLOY. You'll hear a buzz if you try to enter two of the same kind of ships in one fleet, or if that ship's already deployed or sunk. Your flagship is the first ship you enter. If the first ship is destroyed, the second becomes the flagship. Press DEPLOY. The first fleet now appears in your harbor. If you change your mind before pressing DEPLOY, just push CREATE and begin again. IMPORTANT: All ships look alike. Remember what ships you deploy! Use the Directional Buttons to move the fleet out of your harbor. Your ships will continue in one direction until you press STOP. Protect your home base! Lay a mine just outside the harbor. Or lay one on the approach path. Lure enemy into mine zone. **Engage in Battle**: When the fleets are flashing. Press ENGAGE. Press AIM and the crosshair is activated and appears on the TV screen. Move it away from the ship by holding down AIM BUTTON and pressing the Directional Buttons at the same time. The crosshair moves a maximum distance, equal to that ship's weapon range. If the enemy ship is beyond range, release AIM and press the Directional Buttons only. This moves the ship and the extended crosshair. Once you're in range, press AIM and the Directional Buttons to control crosshair again. When the crosshair is over the enemy ship, press the FIRE button. Crosshair disappears and you see the weapon being fired. (Whenever you want crosshair to disappear, press STOP, change control to another ship, or fire weapon.)

If you have more than one ship in battle mode use the deploy button followed by the ship you want to move (Battle ship, Sub, etc.) The round ends when all the ships in one fleet are destroyed. After either ship is sunk, the battle automatically goes back to the Strategy Chart. Now go for his home base!!! Press RETREAT and you'll hear the retreat sound. Press your Directional Buttons to dodge enemy fire. After 15 seconds, chart goes back to the Strategy Phase. **Repair and Regroup Fleet**: You want to repair ships that lost resilience by taking hits and running into land. Or after seeing enemy strength, you want to regroup and deploy a different combination of ships. In either case, steer the fleet into your harbor in the Strategy Phase, push STOP. Now deploy your new fleet. Partially damaged ships are as good as new. Mine layers, however, do not re-load. No matter how many times they're brought back for repairs, they lay four

minefields total. You can repair and/or regroup three times only! **Laying a Mine**: You must deploy a minelayer, maneuver to the desired space, then press the minelayer key (#7 on the numerical keypad) in order to lay mines. **To Win the Game**: You must bring a troop transport or an aircraft carrier into your opponent's home base in order to win. Only when all troop transports and aircraft carriers are destroyed can you win the game by bringing some other ship into your opponent's harbor.

Keypad

1 – (1) Aircraft Carrier	2 – (1) Troop Transport	3 – (2) Battleship
4 – (1) Sub	5 – (3) Destroyer	6 – (2) PT Boat
7 – (1) Mine Layer	8 – Engage or Retreat	9 – (2) Mine Sweeper
C – Create	O – Stop	E – Deploy

Ship Characteristics

	Aircraft Carrier	Troop Transport	Battle-ship	Sub-marine	Des-troyers	PT Boats	Mine Layer	Mine Sweeper
Shape								
Armor	25	25	30	15	15	5	15	20
Weapon	Gun	Gun	Gun	Torpedo	Gun	Torpedo	Gun	Gun
Weapon Strength	10	7	12	20	9	12	6	6
Weapon Range	Long	Very Short	Long	Very Long	Moderate	Short	Very Short	Very Short
Speed	Slow	Sluggish	Average	Quick	Quick	Very Quick	Average	Average

SHARK! SHARK! (1 - 2 PLAYERS)

OBJECTIVE: Score points by quickly gulping smaller fish and nibbling the black shark's tail. For every 1,000 points your fish gets bigger and can then eat bigger fish.

SKIING (1 - 6 PLAYERS)

Select Slopes: 1 (Flat Grade) – 15 (Steepest)
Select Course: 1 (Downhill) ; 2 (Slalom)
Each skier has three chances for the fastest time. Skiers all race in order through heats 1, 2 and 3. A clock records the time from the start of the race to the finish line.

SHARP SHOT! (1 - 2 PLAYERS)

Football Passing – Throw the ball to either blue receiver until clock reads 0. If two play, take turns.

Space Gunner – Fire at spaceships in gun sight until clock reads 0.

Submarine – Sink as many ships as you can until clock reads 0. If two play, take turns.

Maze Shoot – Hit as many monsters as you can until clock reads 0. Try to get them before they steal points from your score. Two can play at the same time.

SNAFU (1 - 2 PLAYERS)

Select Game Variations: (Vert = Verticle, Horiz = Horizontal, Diag = Diagonal)

	Variation 1	**Variation 2**	**Variation 3**	**Variation 4***
Movement:	Vert / Horiz	Vert / Horiz	Vert / Horiz	Vert / Horiz
# Of Trails:	4	4	2	2
Trails after Hit:	Disappear	Remain	Disappear	Disappear
Obstacles:	No	No	No	No
	Variation 5	**Variation 6**	**Variation 7**	**Variation 8***
Movement:	Vert/Horiz/Diag	Vert/Horiz/Diag	Vert/Horiz/Diag	Vert/Horiz/Diag
# Of Trails:	4	4	2	2
Trails after Hit:	Disappear	Remain	Disappear	Disappear
Obstacles:	No	No	No	No
	Variation 9	**Variation 10**	**Variation 11**	**Variation 12***
Movement:	Vert / Horiz	Vert / Horiz	Vert / Horiz	Vert / Horiz
# Of Trails:	4	4	2	2
Trails after Hit:	Disappear	Remain	Disappear	Disappear
Obstacles:	Yes	Yes	Yes	Yes
	Variation 13	**Variation 14**	**Variation 15**	**Variation 16***
Movement :	Vert/Horiz/Diag	Vert/Horiz/Diag	Vert/Horiz/Diag	Vert/Horiz/Diag
# Of Trails:	4	4	2	2
Trails after Hit:	Disappear	Remain	Disappear	Disappear
Obstacles:	Yes	Yes	Yes	Yes

* Denotes 2 player "Bite" games. Maneuver your serpent to make contact between the head of your serpent and the end of your opponent's serpent's tail "biting" off one link.

SOCCER (2 PLAYERS)

OBJECTIVE: Score the most goals.

SPACE ARMADA (1 PLAYER)

OBJECTIVE: Score the most points by blasting away enemy ships.

SPACE BATTLE (1 - 2 PLAYERS)

OBJECTIVE: Protect the Mother Ship by shooting down all five computer-controlled alien squadrons. You control three squadrons of three fighters each. They are color-coded BLUE, WHITE, and GOLD. You can do 3 things with any squadron: 1. Dispatch it. That is, send it after an alien squadron. 2. Return it to base (the Mother Ship). 3. Go to battle with it...after it reaches an alien squadron and starts blinking.

KEYPAD INSTRUCTIONS: **Dispatch Squadrons**: Press 1 (Blue squadron), 2 (White Squadron), 3 (Gold Squadron). **Return to Base**: Press 4 (Blue squadron), 5 (White Squadron), 6 (Gold Squadron). **Go In to Battle**: Press 7 (Blue squadron), 8 (White Squadron), 9 (Gold Squadron) **Return to Radar Screen**: Press Clear. **Select Alien**: Press Enter. This function lets you pick which alien squadron. Each time you press it a different alien squadron turns from white to purple. This is the alien you are going after when you hit a Squadron key.

Two Player: Two people can play together against the computer. One person controls the Directional Buttons to move the gunsight. The other person rides shotgun on the Fire Button. Both controllers are used, to play the game in this manner.

SPACE HAWK (1 - 2 PLAYERS)

Press thrust to activate the hunter's backpack jet. At game start, you are in "Drift" mode. When you release the thrust button, your hunter keeps drifting through space. To change direction, press the Directional Buttons to turn the figure — then press thrust again. Any time during the game, you can switch over to "DIRECT" Drive by pressing L2. This gives you more immediate control when you press THRUST (because there's no inertial movement). You can switch back and forth between DRIFT and DIRECT whenever you want to. To hit anything, first aim the hunter's arm at the target, and then press fire. At game start, you're in single shot mode. If your hunter is hit by any bubble, comet (when score goes over 10,000), amoeba (when score goes over 40,000), or a Hawk (any time), you lose points and one of your hunters. When all your hunters are gone the game is over and your Peak Score is displayed.

Two Player

ALTERNATE CONTROL: Players take turns controlling the space hunter, switching off every time he gets hit. Try to build the highest possible Peak Score together. 2 TEAMWORK: One player controls aiming and thrust while the other player fires the blaster... or, one player shoots and uses thrust while the other aims and controls HYPERSPACE. Many combinations are possible as you both play to get a high Peak Score. 3 SABOTAGE: One player tries to get the best possible score, while his opponent uses the other Hand Controller to change shooting, drive and aiming modes — everything except HYPERSPACE.

SPIKER! SUPER PRO VOLLEYBALL (1 - 2 PLAYERS)

Note: When playing a one player game you must use Keypad 2 to select computer opponent skill level.

Service: Press L1 to Serve. The ball automatically goes to the server on the side with possession of the ball. The keys determine the accuracy of the serve. The first press tosses the ball up and the second press hits it. Time the second press carefully. Hitting the ball too early or too late can cause you to hit the ball out or into the net. The keys you press determine the speed and direction of the serve. The first number you press determines the speed and direction of the serve. The First number selects the speed; the second selects the zone on the opponent's side. Use the clear button to cycle through teammates.

Defense: Use the Directional Buttons left or right plus the SQUARE button to dive for the ball. Use the **X** button to block shots at the net. Keypads 1 – 9 select the zone to hit to. Use the **X** button to spike / block shots. Run towards the net and hit the **X** button to do a super strike.

STADIUM MUD BUGGIES (1 - 2 PLAYERS)

OBJECTIVE: Complete laps in the shortest possible time.

STAR STRIKE (1 PLAYER)

OBJECTIVE: DON'T LET YOUR SPACESHIP CRASH... IT'S THE ONLY ONE YOU HAVE. You must successfully bomb 5 red targets before the Planet Earth is aligned with the center of the trench. The first red target that you miss after Earth is aligned with the trench will become a missile that blows up Earth, ending your game. Gauge your bombs by looking at your ship's shadow on the trench. You get points for shooting down alien spaceships as well. An alien ship can be destroyed when it is in front of you. Ships in front of you are denoted by a light blue color. Avoid hits from alien spaceships to keep your controls and lasers working. Press one of the "WARP" keys to avoid alien fire. WARP 1 is "Standard" (and is your flying speed at game start), WARP 2 is "Fast" and WARP 3 is "Super Fast." We recommend WARP 1 while you're learning the game. At the two highest skill levels, you have to hit all red targets the first time they appear. Get a high score by quickly bombing five red targets, and by hitting as many spacecraft as you can. If you crash into any part of the green space station, you lose!

SUB HUNT (1 OR 2 PLAYERS)

OBJECTIVE: If you sink 36 ships you win the game. The count of sinkings is shown at the left of the periscope view. You can also win by sinking so many enemy ships that they cannot form an invasion force to attack you. **HOW TO PLAY**: **Phase One**: Deploy Submarines. Up top (north) is the Enemy Staging Harbor. On the right side (east) is Your Home Base. Not too far (west) from you base are Your 4 Submarines. On the far left (west) side of the screen is the Convoy Location. In a few seconds, the first of six enemy convoys appears at the west edge of this ocean Map, heading eastward. Press CLEAR to activate a sub. Use the Directional Buttons to start it moving toward the convoy. Then send out your remaining subs. Press SELECT to turn a vessel dark, then deploy it toward the area between the convoy and its staging harbor destination. All subs stop when the first battle begins. SELECT sub nearest the convoy. Intercept the gray ship figure as fast as you can. When you contact the enemy, both ships start flashing, and it is time to start... **Phase Two**: General Quarters! D = DEPTH – In 20' Increments. At far left, fully submerged. At far right, fully surfaced. R = Rudder which shows rudder position relative to present heading. At far left, hard to port, at far right, hard to starboard. S = Speed which shows current sub speed. At far left, sub is in reverse, at far right, full speed ahead. Torpedoes, show current status. Green means armed, ready to fire. Red means torpedo tube not yet reloaded. The screen now shows the situation on your "sonar map". You are still east of the approaching convoy. You must select an engine speed to start moving toward your targets. At long range, press R2 to move at Full Speed. When you close in, and during your attack on the convoy, you should proceed at a slower speed. To go into reverse, keep pressing the SQUARE button. To resume forward speed, release the button. **ATTACK STRATEGY**: When you get near the convoy, your sub flashes more slowly. You are now almost within visual sighting range. Submerge to periscope level at this point, by pressing the circle button one time. Every time you press this key you dive 20 feet deeper. The sky color darkens slightly when you go from the surface to periscope depth. Destroyers can also detect your location at this range if your sonar is on. Turn your sonar OFF if you want to mount a sneak attack! A destroyer always leads the formation. At the 3 highest Skill Levels, each convoy includes two destroyers. If you're sighted, the escort ship leaves the convoy and chases you, firing its deck guns if you are surfaced, and dropping depth charges if you are submerged. The Destroyer tends to stay behind you, and you cannot outrun it. Try to torpedo the destroyer as it approaches you. If you miss, dive as deep as you can, stop the engine and turn off the sonar (because either of them give away your position). After a while, the destroyer may give up the hunt and return to escort portion. Depth charge sounds get fainter. When your sub starts flashing at a faster rate, press #6 on the keypad to circle around in front of the convoy. When you see the ocean map again you can start another attack. NOTE: You cannot use RETURN to escape when you're in close-range battle position. You must be far enough from the convoy so your sub is flashing at the fast, long- range rate. When you're near the convoy, you can see the ships through the periscope. You also see their position on the sonar map, as dots that are dimmer and smaller than your flashing sub figure. With some practice, you can relate these sonar blips to the periscope images, so you can maneuver to attack each sub in turn.You see the ships either from the side or head-on, depending on the approach direction. If a ship looms very large on the periscope, then disappears, it means you passed it. Press the SQUARE button to go into Reverse. The target ship will probably reappear. Hit enemy with torpedoes. Your maximum range is about halfway to the horizon, seen through the periscope. The torpedo direction is set at the center notch of the periscope view when you press the X button. You MUST be on the surface or at periscope level to fire torpedoes.

TENNIS (2 PLAYERS)

Directions to Serve: Press L1, L2 or R1 to pick up the ball and serve. When you are serving, you have a choice where you can serve the ball. X + L1 serves to inner court, X + L2 serves to center court and X + R1 serves to the outer court. SQUARE = Soft/Slow Serve.