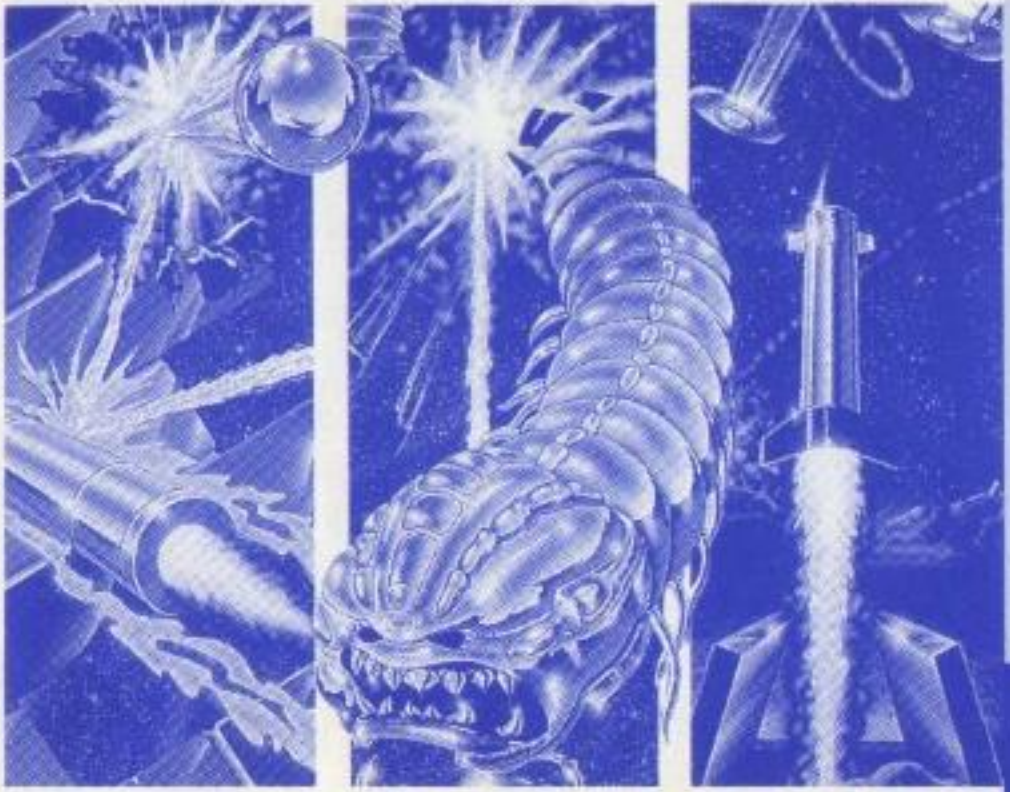
arcade smash hits



SEGA

for M/S & M/S II (8 bit)

Virgin GAMES

ARCADE SMASH HITS

Sega Master System/Master System II

STARTING UP

Set up your Sega Master System/Sega Master System II (Fig 1) as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.

Ensure the Power Switch is OFF. Then insert the Arcade Smash Hits Cartridge, its label facing towards you, into the System and press it down firmly.

Turn the power switch ON. After a few seconds, the Sega Screen will appear. When the Arcade Smash Hits Title Screen is shown you are ready to play Arcade Smash Hits!

IMPORTANT! If the Sega Screen doesn't appear, turn the Power Switch OFF. Ensure your System is set up correctly and the Cartridge is properly inserted. Then turn the Power Switch ON again. Always ensure the Power Switch is turned OFF before inserting or removing the Sega Cartridge.

INSERT SEGA CARTRIDGE

Fig 1: the Sega Master System



INSERT CONTROL PAD 1 INSERT CONTROL PAD 2

WELCOME!

Welcome to Arcade Smash Hits: a collection of three classic arcade blasts from the past in one cartridge. Can you defend innocent cities from a never-ending nuclear attack in Missile Command™? Or bounce a ball with a bat to bash bricks in Breakout™? Or even take on a vast army of mutant insects in the mushroom-packed garden of Centipede™? Play away and find out...

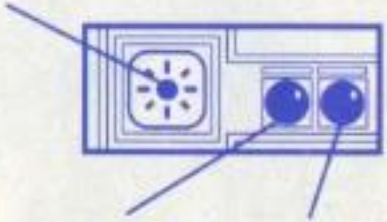
PLAYING ARCADE SMASH HITS

TAKE CONTROL!

Before you begin to play Arcade Smash Hits, take the time to familiarise yourself with the movements and functions of the Control Pad (Fig 2).

Fig 2: the Sega Master System Control Pad

DIRECTIONAL BUTTON (D-Button)



BUTTON 1 BUTTON 2

HEEEEERE'S WIDJEE!



This is Widjee _ your host for the Arcade Smash Hits Cartridge. Watch out for him. His crazy antics will make you smile.

TAKE YOUR PICK!



Fig 3: the Software Selection Screen

Once the Sega Screen and Virgin Games Credits have been shown, you will be presented with a Software Selection Screen (Fig 3). From here you can choose to play any one of the three Arcade Smash Hits: Missile Command™, Breakout™ and Centipede™.

Press the D-Button up or down to move Widjee and his arrow up or down.

Press Button 1 to select the Arcade Smash Hit at which Widjee's arrow is pointing.

Note that if the Sega Master System/Master System II and the Control Pad are not touched in any way for 30 seconds, you will be shown an attract sequence and brief demonstration of each Arcade Smash Hit in action. This will help to familiarise you with the way the three Arcade Smash Hits play.

OPTIONS

Once an Arcade Smash Hit has been chosen, you will be presented with an Options Screen showing the following...

START GAME .
NUMBER OF PLAYERS 1/2
NUMBER OF LIVES 4/7

Press the D-Button up or down to highlight an option.

Press Button 1 or Button 2 to change the highlighted option.

When you are happy with the option settings, select 'START GAME'. A short animated introductory sequence starring Widjee will be shown before play begins.

HIGH-SCORES

Each Arcade Smash Hit has its own High-Score Table which holds 10 top scores. Note that the High-Score Tables are cleared when the Sega Master System/Master System II's Power Switch is turned off.

If you get a score worthy of a High-Score Table, you will be invited to register it with three letters of your choice.

Press the D-Button in any direction to move the box over the letters.

Press Button 1 or Button 2 to select the letter inside the box.

SELECT THIS ARROW TO REMOVE A LETTER

SELECT THIS ARROW TO REGISTER THE CHOSEN LETTERS

THOSE ARCADE SMASH HITS IN FULL

MISSILE COMMAND™

Alert! Alert! Wave after wave of enemy missiles are raining from the skies. Shoot them all down before they reach your cities and missile bases below and all will be well... until the next attack.



You begin with six cities. These are defended with three missile bases each holding eight missiles. The destination of missile is determined by the position of a crosshair.

Press the D-Button in any direction to move the crosshair.

Press Button 2 to highlight the base from which you wish to launch missiles.
Press Button 1 to launch a missile from the highlighted base.

Press the Pause Button on the Sega Master System/Master System II to freeze the action. Press Button 1 or Button 2 on the Control Pad to resume play.

Points are scored for every enemy killed. If you manage to survive an attack you will receive 200 points for every city remaining and 20 points for every unused missile.

When your six cities have all been destroyed it's Game Over.

KNOW YOUR ENEMY



MISSILE
The standard Missile moves down the screen in a straight line.
VALUE: 100 POINTS

BOMBER
Moves across the screen and drops a Smart Bomb.
VALUE: 80 POINTS

SATELLITE
Behaves like the Bomber.
VALUE: 80 POINTS

SMART BOMB
Dropped from Bombers and Satellites. Moves at high speed down the screen.
VALUE: 150 POINTS

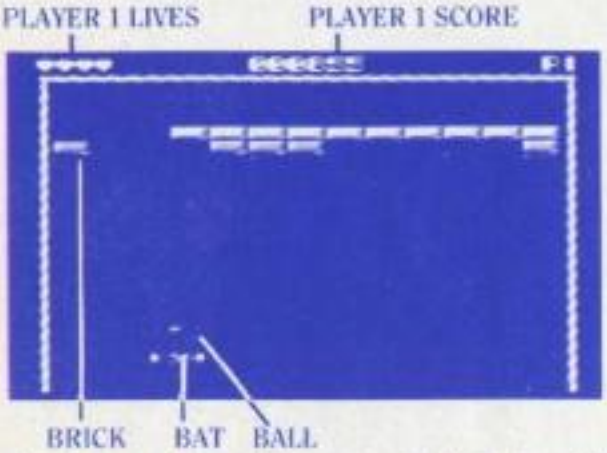
CLUSTER BOMB
Moves down the screen and releases four missiles.
VALUE: 150 POINTS

H BOMB
Behaves like the Cluster Bomb.
VALUE: 100 POINTS

ADVICE
Use your ammunition sparingly. Anticipate where the enemy missiles' paths will cross and send a missile to meet them.

BREAKOUT™

Take control of a flat bat and hit a ball against coloured bricks to break out! There are 100 different brick arrangements to conquer. Beware! Some bricks are harder than others! Points are scored for each brick destroyed.



Press the D-Button left or right to move the bat left or right.

Press Button 1 to launch the ball from the bat. Note that if the ball isn't in play after five seconds it's automatically launched from the bat.

Press Button 2 to speed up the bat.

Press the Pause Button on the Sega Master System/Master System II to freeze the action. Press Button 1 or Button 2 on the Control Pad to resume play.

When all the bricks on the screen have been destroyed another arrangement will be presented.

Don't let the ball bounce behind the bat or a life will be lost. When all your lives are lost it's Game Over.

KNOW YOUR BRICKS



STANDARD BRICK

A single hit with the ball destroys a Standard Brick.
VALUE: 10-30 POINTS

TOUGH BRICK

It takes three or four hits with the ball to destroy a Tough Brick.
VALUE: 5 POINTS PER HIT

ADVICE

Follow the general direction of the ball with the bat.

CENTIPEDE™

Use your manoeuverable missile base to shoot the many different types of mutant insect found in this mushroom-filled garden. Points are scored for EVERYTHING destroyed.



MISSILE BASE

Press the D-Button in any direction to move the missile base.

Press Button 1 to fire a bullet.

Press the Pause Button on the Sega Master System/Master System II to freeze the action. Press Button 1 or Button 2 on the Control Pad to resume play.

If the missile base is hit by an enemy, a life is lost and any partly-destroyed mushrooms will be replaced by whole ones. When all your lives are gone, it's Game Over.

KNOW YOUR ENEMY

CENTIPEDE

Snakes down the screen, turning whenever it hits a mushroom. Each segment shot turns into a mushroom.
VALUE: 10 POINTS PER SEGMENT



MUSHROOMS

They get in the way, so shoot them!
VALUE: 1 POINT



SCORPION

Moves across the screen leaving mushrooms behind it.
VALUE: 1000 POINTS



CRAB

Behaves like the Scorpion.
VALUE: 1000 POINTS



SNAIL

Comes in two forms: one which moves across the screen and one which moves down the screen. Both forms leave mushrooms behind them.
VALUE: 200 POINTS



STARFISH

Comes in three different sizes. Bounces across the screen leaving mushrooms behind it.
VALUE: 300 POINTS, 600 POINTS, 900 POINTS



SPIDER
Comes in three different sizes. Moves down the screen leaving mushrooms behind it.
VALUE: 300 POINTS, 600 POINTS, 900 POINTS



FLY
Behaves like the Spiders.
VALUE: 200 POINTS



MOSQUITO
Behaves like the Fly.
VALUE: 300 POINTS

ADVICE

Make every shot count-only one bullet can be on screen at a time.

Keep away from the edges of the screen.

Virgin Games reserves the right to make improvements in the product described in this manual, at any time and without notice.

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HANDLING THIS CARTRIDGE

This Cartridge is intended exclusively for the Sega Master System/Master System II.

For Proper Usage

- Do not immerse in water!
- Do not bend!
- Do not subject to any violent impact!
- Do not expose to direct sunlight!
- Do not damage or disfigure!
- Do not place near any high temperature source!
- Do not expose to thinner, benzene, etc!
- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.
- Be sure to take an occasional recess during extended play.

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