

# ACTIVISION® ANTHOLOGY

## REMIX EDITION



Featuring  
Totally Awesome  
'80s Style Tunes

**Game Manual**



**ACTIVISION®**



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## GETTING STARTED

Thank you for purchasing Activision Anthology: REMIX EDITION (AARE). You are about to take a trip back in time, to a decade where video games were about fun, not frame rate. But first, you will need to follow these instructions to unlock the amazing power of the ATARI 2600 on your Macintosh. Check that the system meets the minimum requirements for this game.

Operating System:	Mac OS X, 10.2.8 or later
Processor Type:	Power Macintosh G4 processor, 400MHz or better
Memory	128 MB RAM
Video Card:	3D accelerated video card with 16 MB RAM or higher

## STARTING UP

The Startup Menu provides an interface that allows the players to configure AARE to satisfy their own personal preferences. This interface allows changes in Video Modes, Controller configurations and music preferences. The interface is described below:

### VIDEO OPTIONS

This menu allows the player to specify the video mode to play the game in. AARE allows for both "windowed" as well as "full-screen" mode. Available modes may vary depending on the player's particular hardware configuration.

### CONTROLLER OPTIONS

Among the AARE games are both 1-player and 2-player games. The Controller Menu allows the player or players to assign the keyboard or other input devices to player-1 and player-2. If attempting to play a 2-player game that requires 2 controllers, the controllers must be assigned in this menu otherwise they will not be available at game time. This only applies to games that require 2 controllers. The keyboard and mouse are the default controller. You must have an additional controller, such as a joystick, connected to your system to assign a controller to player 2.

### START GAME

At this point, you are ready to start the game!!!



## BASIC CONTROLS

<b>ESC</b>	This is the "back" key to return to a previous menu. It is also used to quit the current 2600 game that's in progress.
<b>Q</b>	Quit out of AARE.
<b>Left/Right Arrows</b>	The L/R arrows are used for selection in all locations of the Main Menu.
<b>Up/Down Arrows</b>	The Up and Down key are used for volume selection in the Radio Menu and scrolling.
<b>Arrow Keys</b>	Used to scroll while viewing the manual.
<b>Space</b>	The Space Bar is used to make a selection. During a game it is used as the "red button" for <i>fire</i> or <i>action</i> .
<b>Return</b>	Same as the Space Bar.
<b>F1</b>	Used to bring up and close down the help menu.
<b>F2</b>	This is used for <i>Game Reset</i> .
<b>F3</b>	This is the <i>Game Select</i> button.
<b>F4</b>	Left Difficulty. (Novice)
<b>F5</b>	Right Difficulty. (Expert)
<b>F6</b>	Color or Black and White (not available for all games).
<b>F7</b>	Load a game that has previously been saved.
<b>F8</b>	Save the current game.

## SAVE GAME

This will save a record of the patches that are unlocked as well as the game modes, commercials and some of the high scores. Use the F8 key to save the records for all the games to disk. Pressing the F7 key will load the current save file, replacing all current unsaved settings. Some audio settings will be saved as well.

## OLD SCHOOL GAMING AT ITS BEST!

That's right! Feathered hair, one-hit wonders, and the golden age of video games are back! Right here in the comfort of your own bedroom. Radical, dude! Remember kicking back on your beanbag and trying to get *Pitfall Harry* past the third pit on the right? How about breaking 15,000 points on *River Raid* to earn a patch? Those were the good ol' days. Well, they're back with a vengeance! Crank up the radio, pop in a cartridge, and take a step backwards in time. Totally awesome, man!!!

## MAIN MENU

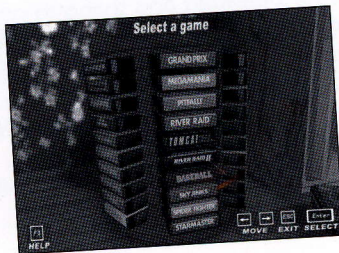
Welcome to your bedroom!  
Here you've got everything  
you could ever want to amuse  
yourself—a state of the art  
entertainment center. Press  
the arrow keys left/right to  
select the Unlocks List,  
Cartridge Rack, Game  
System, TV, Board of  
Rewards, the Boom Box or the Credits list,  
then press the Space Bar to activate your selection.



### Cartridge Rack

This is where the games are stored. Let the fun begin!

Press the arrow keys left/right  
to rotate the Cartridge Rack.  
Each side contains a wide  
variety of games. Once  
you've selected a column of  
games, press the arrow keys  
up/down to select a cartridge,  
then press the Space Bar to  
select a game.



Once a game is selected, you will be presented with an  
image of the cartridge. Press the arrow keys left/right to  
switch between the game manual, original box art or  
commercial (if you've unlocked one) and then press the  
Space Bar to read/view the selection. With the box or  
cartridge selected, press the Space Bar to go to the TV and  
start playing!

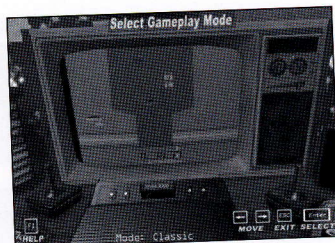
### High Score Sheet

AARE has added a new feature where the high scores of  
select games are recorded and displayed. Please note that  
for some games the "current" score is recorded instead of  
the best score.



## TV

This is where you finally get to play those classic games! After selecting your cartridge in the Cartridge Rack, select your Gameplay Mode by pressing the arrow keys left/right, then press the Space Bar to proceed. Once the game appears on screen, press the Space Bar button to begin the game and the F6 Key to switch between black and white or color modes.



## Game System

If you've already selected a game and you don't want to select a Gameplay Mode, you can simply select the Game System and start playing right away.

## Board of Rewards

Patches that you earn by playing various games will appear on this corkboard (methods to unlock patches vary per game and not all games have patches). Press the Space Bar to view the unlocked patches close-up. Use the Left/Right Arrow Keys to cycle through the patches. Press the Escape Key to back out to the Main Menu.

## The Boom Box

Rock on! This is your own personal stereo system! Press the Space Bar to start or stop the tunes. Use the arrow keys up/down to select a sound option, then use the arrow keys left/right to adjust the volume level. To change radio stations, use the Up/Down Arrow Keys to select the radio tuner. Use the Left/Right Arrow Keys to change between the 7 stations.



# GAME LIST

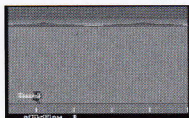
Atlantis



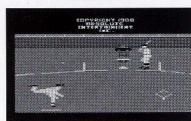
Atlantis 2



Barnstorming



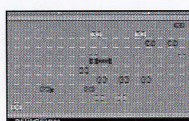
Baseball



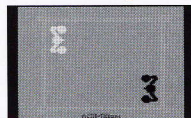
Beamrider



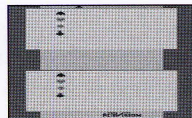
Bloody Human Freeway



Boxing



Bridge



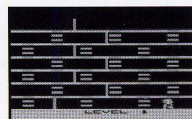
Checkers



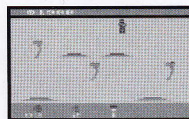
Chopper Command



Climber 5



Commando™



Cosmic Ark



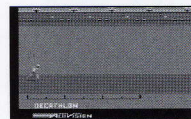
Cosmic Commuter



Crackpots



Decathlon



Demon Attack



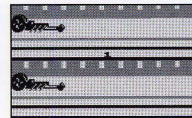
Dolphin



Dragonfire



Dragster



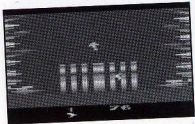
Enduro



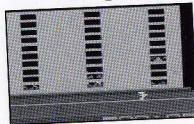


# GAME LIST

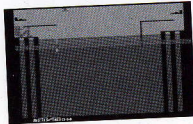
Fathom



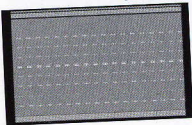
Fire Fighter



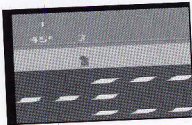
Fishing Derby



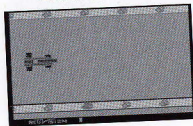
Freeway®



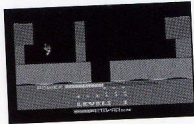
Frostbite



Grand Prix



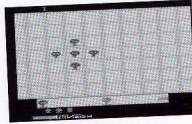
H.E.R.O.



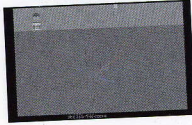
Ice Hockey



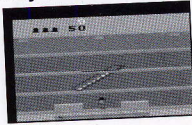
Kabobber



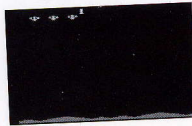
Kaboom!®



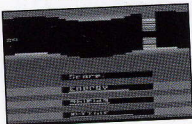
Keystone Kapers



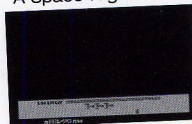
Laser Blast



Laser Gates



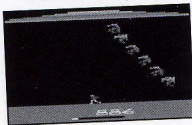
Megamania:  
A Space Nightmare



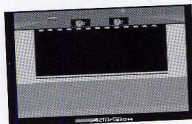
Moonsweeper



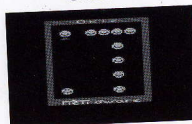
No Escape!



Oink!



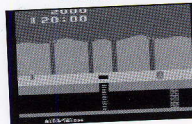
Okie



Oystron



Pitfall!®



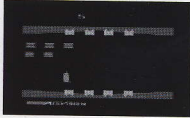
Pitfall!® 2:  
The Lost Caverns





## GAME LIST

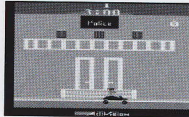
Plaque Attack



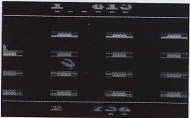
Pressure Cooker



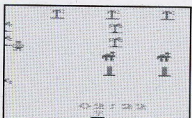
Private Eye



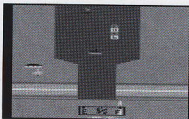
Quick Step



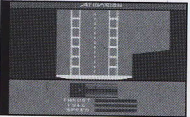
Riddle of the Sphinx



River Raid®



River Raid® 2



Robot Tank



Seaquest



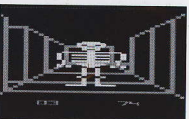
Shootin' Gallery



Skateboardin'



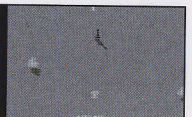
Skeleton+



Skiing



Sky Jinks



Sky Patrol



Solar Storm



Space Shuttle:  
A Journey Into Space



Space Treat Deluxe



Spider Fighter



Stampede



Starmaster





## GAME LIST

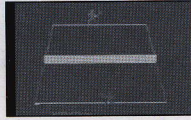
Star Voyager



Subterranea



Tennis



Thwacker



Titlmatch  
Pro Wrestling



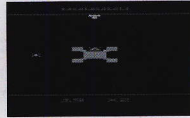
Tomcat:  
The F14 Fighter Simulator



Trick Shot



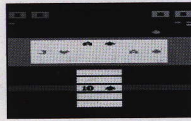
Vault Assault



Venetian Blinds  
(A Technology Demo)



Video Euchre

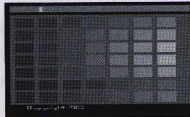


Wing War

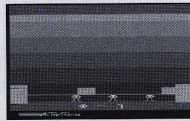


### Also Included

Unreleased -  
Activision Prototype #1



Unreleased -  
Activision Prototype #2





## GAMEPLAY MODES

When you start the game, only Classic Mode is available. However, as you play through various games, you will unlock more modes to play in.

1. **Classic**  
A perfect emulation of the classic Atari 2600 game screen. This is the default setting.
2. **Cube**  
A cube spins in the center of the screen. On each of its faces is the texture of the game being played. Only the most mentally dexterous player will be able to compensate for the movements.
3. **Ricochet**  
In this mode the game is drawn onto a bouncing rectangle, deflecting off the sides of the screen. This view changes gameplay subtly, as the player must compensate for and track the motion of the game screen, putting a new spin on these classic games.
4. **Whirl**  
The game screen will slowly rotate 360°, making even the best players a little sea-sick. As gameplay progresses, the rotation will become faster.
5. **Bungee**  
The game screen zooms in and out of view like a camera suspended from a bungee cord. This makes two-player games even more fast-paced and exciting.
6. **Tilt-O-Vision**  
The game screen moves on its center axis as if its corners are being pulled in various directions. This motion changes over the course of gameplay.
7. **Motion Blur**  
Motion blur is added to the game to enhance the feeling of movement.
8. **Breathing**  
The game screen is stretched over a surface which changes from concave to convex, giving a changing, distorted "fisheye" effect to gameplay.



9. **Warped**

Blocks of the image are given a height. The closer the block is to a screen corner, the closer it will draw to the camera, yielding an interesting warping 3D effect.

10. **Distortion**

Similar to Warped, various animated ripple effects and waves dynamically change the heights of the blocks.

11. **Starfield**

The background of the game becomes a mass of stars moving rapidly past the screen.

12. **Hyperspace**

Similar to Starfield, but the stars are now streaking directly towards the player's view. Far out, man!

13. **V-Hold**

This Gameplay Mode is just like Classic, but, from time to time, the image scrolls vertically as if on an old TV that needs vertical hold adjustment. Sure to drive you crazy!

14. **Multi-Screen**

The game is displayed as four smaller images which flicker and disappear randomly, causing the player to have to choose a new image to concentrate on.

15. **Disco**

The entire screen is tinted with brilliant colors that slowly spin and pulse. Whoa, dude!

16. **Cloud-Cover**

The background is drawn as slowly drifting cloud cover and a slight cloud cover is drawn over the foreground, for a soothing journey in the sky.

## CREDITS

### **ACTIVISION ANTHOLOGY**

brought to you by:

#### **MACPLAY**

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Brian Moon

##### **Chief Executive Officer**

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##### **Managing Director**

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##### **Creative Director**

Jay Boyd

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Vernon Franklin

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##### **Lead Designer/ Render-Monkey**

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##### **Lead Modeler/Artist**

Stephen Wells

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#### **Original Music**

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##### **Special Thanks**

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Joe Ridel  
Chris Jacobson  
Steven Norwalk  
Steve Accomando

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##### **Producer**

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##### **Licensing**

Justin Berenbaum

##### **QA Lead Tester**

Frankie Kang

##### **QA Testers**

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Jeremy Richards

##### **Special Thanks to the following contributors:**

Bradford Mott  
and the entire STELLA team  
Albert Yarusso  
Alex Bilstein  
Dale Crum  
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Sandy LeBrec  
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Adam Harvey  
Tim Duarte  
Sebastian "Jahfish" Clave  
Russ Perry, Jr.

Ben Liashenko  
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Cameron Pershall

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Philip Frey

**An INCREDIBLY  
HUGE THANKS To...**

David Lubar  
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Rex Bradford  
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Garry Kitchen  
Tom Sloper  
Michael Buetepage  
David Crane  
Jim Levy  
Jan Marsella  
Bruce Davis  
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Jim McGinnis  
Dave Lamkins  
Jim Charne  
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Bob Whitehead  
Steve Cartwright  
David Rolfe  
Larry Zwick  
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Mike Reidel  
Bob Polaro  
Dennis Koble  
Rob Fulop

Bob Smith  
Brad Stewart  
Dan Oliver  
Michael Greene  
Mark Klein  
Brian Dougherty  
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Members of the East  
Coast Design Center  
The Boston Design Center  
The Pasadena Design Center  
Woodside Design Associates

**Homebrew  
Credits:**

**CLIMBER 5**

Designed and Programmed by:  
Dennis Debro

**SPACE TREAT DELUXE**

Designed and Programmed by:  
Fabrizio Zavagli

**SKELETON+**

Designed and Programmed by:  
Eric Ball

**OYSTRON**

Designed and Programmed by:  
Paul Cavina

**VAULT ASSAULT**

Designed and Programmed by:  
Brian Prescott

**OKIE**

Design and Programmed by:  
Bob Colbert

**VIDEO EUCHRE**

Designed and Programmed by:  
Eric Eid



## SONG CREDITS

### **SYNC AND MASTER:**

All of these masters are  
Courtesy of Jive Records  
Under license from BMG Film &  
Television Music Division

#### **"Eye In The Sky"**

written by A. Parsons, E. Woolfson  
Careers - BMG Music Publishing, Inc.  
(BMI) o/b/o Woolfsongs, Ltd.  
Performed by Alan Parsons Project  
Courtesy of Arista Records  
Under license from BMG Film &  
Television Music Division

#### **"Freaks Come Out At Night"**

written by L. Smith & J. Hutchins  
Zomba Music Publishers Ltd./Zomba  
Enterprises Inc. o/b/o itself and Funk  
Groove Publishing (ASCAP)  
Performed by Whodini  
Courtesy of Jive Records  
Under license from BMG Film &  
Television Music Division

#### **"I Ran"**

written by A. Score, M. Score,  
F. Mandsley, & P. Reynolds  
Zomba Music Publishers Ltd. (admin.  
in the U.S. & Canada by Zomba  
Enterprises, Inc.)(ASCAP)  
Performed by A Flock of Seagulls  
Courtesy of Jive Records  
Under license from BMG Film &  
Television Music Division

#### **"Space Age Love Song"**

written by A. Score, M. Score,  
F. Mandsley, & P. Reynolds  
Zomba Music Publishers Ltd. (admin.  
in the U.S. & Canada by Zomba  
Enterprises, Inc.)(ASCAP)  
Performed by A Flock of Seagulls  
Courtesy of Jive Records  
Under license from BMG Film &  
Television Music Division

#### **"Wild Wild West"**

written by M. Dewese  
Zomba Songs Inc. (BMI)  
Performed by Kool Moe Dee  
Courtesy of Jive Records  
Under license from BMG Film &  
Television Music Division

#### **"Dancing In Heaven (Orbital Be-Bop)"**

written by B. Fairweather & M. Page  
Zomba Music Publishers Ltd. (admin.  
in the U.S. & Canada by Zomba  
Enterprises, Inc.)(ASCAP)  
Performed by Q-Feel  
Courtesy of Jive Records  
Under license from BMG Film &  
Television Music Division

#### **"Get Outta My Dreams, Get Into My Car"**

written by Billy Ocean, R.J. Lange  
Aqua Music Ltd./Out of Pocket  
Productions Ltd. (Administered by  
Zomba Enterprises Inc. (ASCAP) in  
the US & Canada and by Zomba  
Music Publishers Ltd. for  
the rest of the world)  
Performed by Whodini  
Courtesy of Jive Records  
Under license from BMG Film &  
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#### **"Parents Just Don't Understand"**

written by J. Townes,  
W. Smith & P. Harris  
Zomba Music Publishers Ltd./Zomba  
Enterprises Inc. o/b/o itself and  
Jazzy Jeff and Fresh Prince  
Publishing Co. (ASCAP)  
Performed by Fresh Prince  
and DJ Jazzy Jeff  
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- Title of Game
- Operating system
- CPU type and speed in MHz
- Amount of RAM
- Video card
- CD-ROM/DVD-ROM Drive
- Joystick (if any)
- A description of the problem you're having

If you need to talk to someone on the phone, call us at (214) 855-5955 x20 Monday through Friday between 9:00 AM - 6:00 PM, Central Standard Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

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### HOW TO REACH US BY MAIL

MacPlay Technical Support  
2019 N Lamar St Ste 240  
Dallas, TX 75202-1704

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