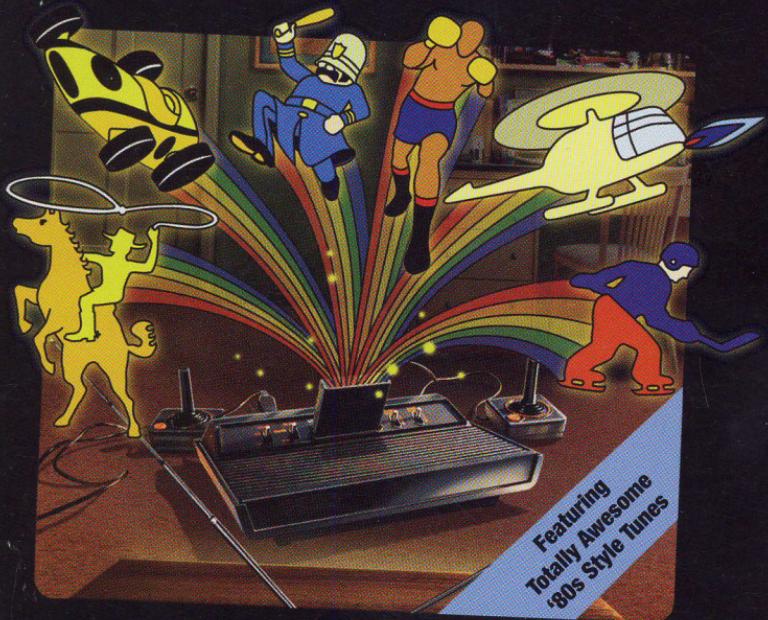


ACTIVISION® ANTHOLOGY REMIX EDITION



Featuring
Totally Awesome
'80s Style Tunes

Game Manual



MacPlay™

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

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

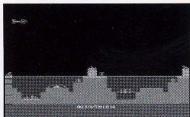
The Boom Box

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



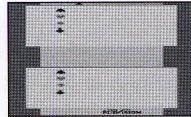
Bloody Human Freeway



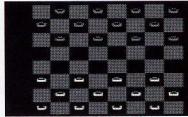
Boxing



Bridge



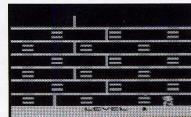
Checkers



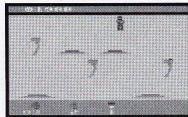
Chopper Command



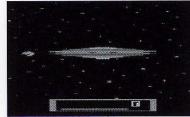
Climber 5



Commando™



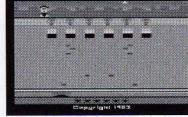
Cosmic Ark



Cosmic Commuter



Crackpots



Decathlon



Demon Attack



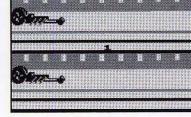
Dolphin



Dragonfire



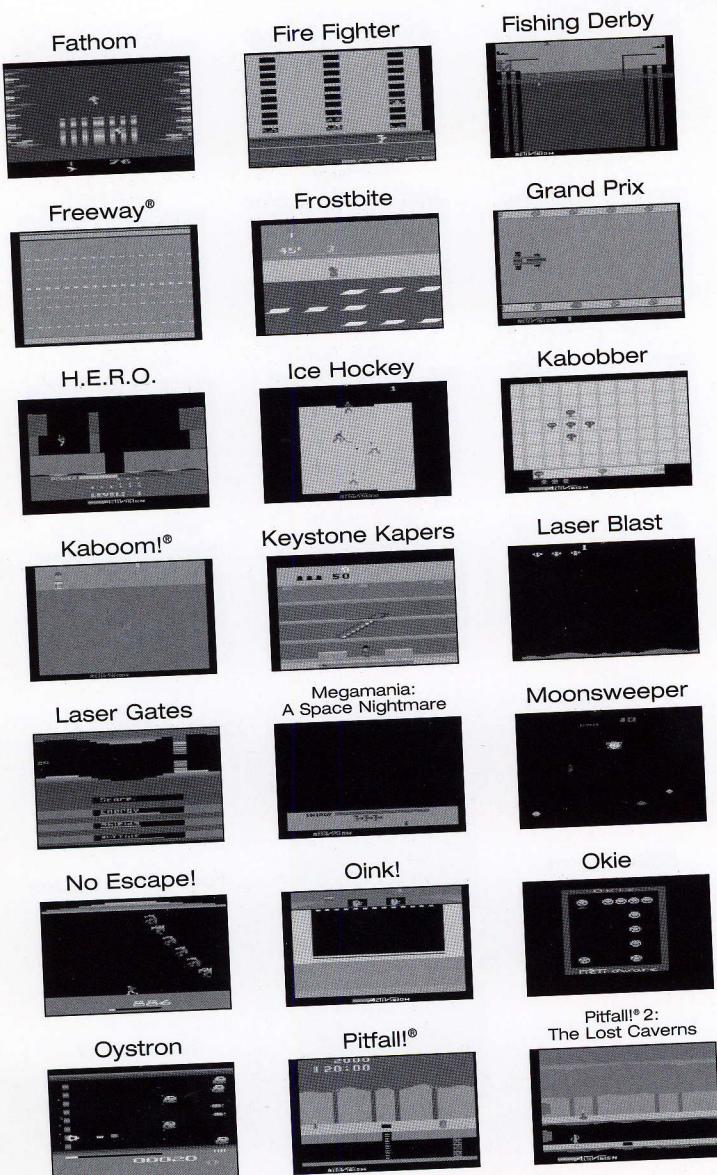
Dragster



Enduro



GAME LIST



GAME LIST

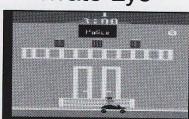
Plaque Attack



Pressure Cooker



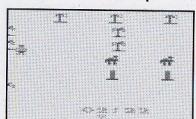
Private Eye



Quick Step



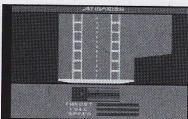
Riddle of the Sphinx



River Raid®



River Raid® 2



Robot Tank



Seaquest



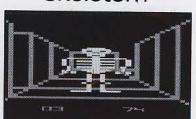
Shootin' Gallery



Skateboardin'



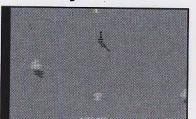
Skeleton+



Skiing



Sky Jinks



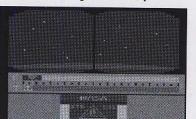
Sky Patrol



Solar Storm



Space Shuttle:
A Journey Into Space



Space Treat Deluxe



Spider Fighter



Stampede



Starmaster



GAME LIST

Star Voyager



Subterranea



Tennis



Thwocker



Titlematch
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

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brought to you by:

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OYSTRON

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Designed and Programmed by:
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SYNC AND MASTER:

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Zomba Songs Inc. (BMI)
Performed by Kool Moe Dee
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"Dancing In Heaven (Orbital Be-Bop)"

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Performed by Q-Feel
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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
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TECHNICAL SUPPORT

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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.

HOW TO REACH US BY FAX

MacPlay Support Fax: (214) 855-5980.

HOW TO REACH US BY MAIL

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support@macplay.com

WORLD WIDE WEB

<http://www.macplay.com>

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MacPlay, LLC
Warranty Division
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Dallas, TX 75202-1704

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