



ARCADE

Classics

FOR MACINTOSH

ATARI

EVERYONE E	Mild Animated Violence	www.esrb.org
	Game experience may change during online play.	



©2004 Atari Interactive, Inc. All rights reserved. CENTIPEDE®, PONG®, BREAKOUT® and ATARI® are trademarks or Atari, Inc. BREAKOUT designed and developed by Supersonic Software, Ltd. Macintosh version published and distributed by Destineer, Inc. under its MacSoft label. Destineer and MacSoft are registered trademarks of Destineer, Inc. All rights reserved. All other trademarks are property of their respective owners.

P/N 10316-2

Contents	5
Installation	5
BREAKOUT®	5
CENTPEDE®	5
PONG®	5
System Requirements	5
BREAKOUT	
Welcome to BREAKOUT	7
Starting Your Game	7
The Launch Screen	7
Display Settings	8
Detail Level	8
Configuring Controls	8
Reconfiguring a Controller	8
Single Player vs. Multiplayer Controls	8
Default Game Controls	9
The Main Menu	9
The Single Player Menu	9
The Options Menu	10
The Pause Menu	10
Multiplayer Mode	10
Multiplayer on a Single Computer	10
Multiplayer Level Options	11
Gameplay	11
Multiplayer Levels	11
Network and Internet Setup	12
Host Player	12
Joining Player	12
How to Find Your IP Address	12
Playing the Game	13
The Characters	13
Controlling the Direction of the Ball	14
Angling the Paddle	14
Shaped Paddle	14
Power-Ups	15
Coach Steel's Prison Cell Training	15
Prison Map	15
Playing a Level	16
Completing a Level	16
Completing the Game	17
Challenge Mode	17
CENTPEDE	
Introduction	19
The Story Begins	19
Main Menu	19
Single-player Game	19
New Game Screen	19
Select a Game Screen	20
Level Select Screen	21

Two-Player Game.....	21
Two-Player Connection Screen.....	21
Options.....	22
Options Screen.....	22
Controls.....	23
Pausing the Game.....	23
The Arcade Game.....	24
The Shooter.....	24
The Targets.....	24
The Adventure Game.....	24
The Shooter.....	26
The Power-Ups.....	26
The Targets.....	28
The Worlds.....	30
Tally Up Those Points!.....	33
PONG	
Introduction.....	35
Setup.....	35
Starting Pong.....	35
The Game Controls.....	36
Beginning a Game.....	36
The Zones.....	36
Inside a Zone.....	36
Level Guardians.....	37
The Game.....	37
Power-Ups.....	38
Power-Up Examples.....	38
The Pause Menu.....	39
Saving Your Game.....	40
Configuring Controls.....	40
Multipayer Pong.....	41
Getting Started.....	42
Multipayer Scoring.....	42
Multipayer Network Options.....	42
How to Find Your IP Address.....	43
Pong—a Brief History.....	44
Arcade Debut: 1972.....	45
Technical Support.....	45
Ordering MacSoft Products.....	47
Contacting MacSoft.....	47
Credits.....	47
.....	48

INSTALLATION

BREAKOUT®

1. Close all open windows and applications on your computer.
2. Insert the *BREAKOUT* CD-ROM into your computer's CD-ROM drive.
3. Double-click the CD-ROM icon to open the *BREAKOUT* CD-ROM window..
4. Drag the *BREAKOUT* game folder onto your hard drive.

CENTIPEDE®

1. Close all open windows and applications on your computer.
2. Insert the *CENTIPEDE* CD-ROM into your computer's CD-ROM drive.
3. Double-click the CD-ROM icon to open the *CENTIPEDE* CD-ROM window..
4. Drag the *CENTIPEDE* game folder onto your hard drive.

NOTE: You must have the *CENTIPEDE* CD-ROM in the CD-ROM drive to play.

PONG®

1. Close all open windows and applications on your computer.
2. Insert the *PONG* CD-ROM into your computer's CD-ROM drive.
3. Double-click the CD-ROM icon to open the *PONG* CD-ROM window..
4. Drag the *PONG* game folder onto your hard drive.

SYSTEM REQUIREMENTS

CENTIPEDE/BREAKOUT: Any Macintosh with a 400MHz or faster processor, Mac OS X v10.1.5 or later, 256MB RAM, 16MB video card, CD-ROM drive.

PONG: Any Macintosh with a 400MHz or faster processor, Mac OS X v10.2.8 or later, 256MB RAM, 16MB video card, CD-ROM drive.

(Internet or LAN connection required for on-line play.)

WELCOME TO BREAKOUT!

A world not so dissimilar to ours has some very strange inhabitants—tall, fun, flexible, strong-willed and quite unlike anything we know.

Bouncer lived happily with his girlfriend Daisy on a beautiful desert island. He has many friends—some are other paddles like him, and others are balls, a paddle's natural companion. All was happy and quiet until Batnix entered the scene. On seeing Daisy he vowed to have her at any cost.

One day, while Bouncer was swimming far out to sea to rescue a ball, Batnix and his evil henchmen kidnapped the beautiful Daisy. On Bouncer's return to the island they zapped him from behind and imprisoned him in a dark and dank prison. Knowing of Bouncer's strong and loyal friends, Batnix ensured that they couldn't mount a rescue by scattering them in prisons across the world.

In his smelly and wet cell, Bouncer is chained to a ball, his punishment since his latest failed escape attempt. His only consolation is a picture of Daisy pinned to the wall.

But then, as the noise of the guards grows distant, things start to happen. The steel ball gives a quick sideways glance, leaps into the air and smashes the chains. Freed from his chains, Bouncer gives his friend the ball a mighty whack, demolishing the cell walls and launching the latest dash for freedom.

Will Bouncer succeed? Can he rescue all of his friends? Ultimately, can he save Daisy and defeat Batnix once and for all? It's up to you!

STARTING YOUR GAME

THE LAUNCH SCREEN

Each time you run *BREAKOUT* a launch screen will be displayed. Use your mouse to select from among the following options:

New Game: Click on **New Game** to create a new game of *BREAKOUT*.

The standard Macintosh "Save" dialog box will be displayed; enter a name for the new game and click **Save** to continue.

Continue Game: Click on the **Continue Game** button to display the standard Macintosh "Open" dialog box. Locate the game you wish to continue and click on **Open**.

Controls: Click on the **Controls** button to reconfigure the in-game controls. Please see the "Configuring Controls" section on the next page for details.

Quit: Select this to **Quit** the game and return to the desktop.

DISPLAY SETTINGS

It is important to select the best display settings for your machine prior to starting the game. If the game runs slowly, or otherwise behaves poorly, adjust the settings.

DETAIL LEVEL

Adjust the detail level by clicking the appropriate button. If your game runs slowly with a high detail setting, then select a lower detail setting.

CONFIGURING CONTROLS

BREAKOUT can be played as either a single-player or multiplayer game with a keyboard or a mouse. You can change the default control settings by clicking on the **Controls** button in the launch screen; the Controller screen will be displayed, allowing you to choose the mouse or the keyboard for basic controls. Click on the appropriate **Reconfigure** button to change individual control settings.

RECONFIGURING A CONTROLLER

Click the **Change** button for the key to be changed. The key to be changed will now flash. Press a new key to change the setting. If the key does not change, then your new command setting has not been accepted; if this happens, choose another key.

Click on the **Defaults** button to reset the selected controller set to its default configuration. Click **OK** to accept your changes and return to the Controller Screen, or click on **Cancel** to discard your changes and return to the Controller Screen.

NOTE: If you choose the same key/button for different actions, the game may play unpredictably.

SINGLE PLAYER VS. MULTIPLAYER CONTROLS

Up to four players can play a game of **BREAKOUT**. Multiplayer games are played as a "hot seat" game, where all the players compete on the same computer, using a variety of controllers. If more than one player has selected the same controller settings, a warning box will appear. If you intend to play a single player game you may ignore this warning. If you want to play a multiplayer game you must ensure that each player has a different controller.

DEFAULT GAME CONTROLS

The following are the default controls. **NOTE:** These controls will not be the same if you have reconfigured them.

KEYBOARD CONTROLS		MOUSE CONTROLS	
ACTION	COMMAND	ACTION	COMMAND
Move Up	Up Arrow	Move Up	Mouse up
Move Down	Down Arrow	Move Down	Mouse
Move Left	Left Arrow	down	
Move Right	Right Arrow	Move Left	Mouse left
Use Current Power-Up	RETURN	Move Right	Mouse right
Select Power-Up	P	Use Current Power-Up	Mouse click
Change Paddle Shape	B	Select Power-Up	P
Change Paddle Menu	C	Change Paddle Shape	B
Angle Paddle Minimum Left	Q	Paddle Select Menu	C
Angle Paddle Medium Left	A	Angle Paddle Minimum Left	Q
Angle Paddle Maximum Left	Q+A	Angle Paddle Medium Left	A
Angle Paddle Minimum Right	W	Angle Paddle Maximum Left	Q+A
Angle Paddle Medium Right	S	Angle Paddle Minimum Right	W
Angle Paddle Maximum Right	W+S	Angle Paddle Medium Right	S
Toggle Camera View	F1	Angle Paddle Maximum Right	W+S
Pause/Quit Pause	ESC	Toggle Camera View	F1
Accept Selection	RETURN	Pause/Quit Pause	ESC
Return to previous menu/		Accept Selection	RETURN
Refuse selection	F1	Return to previous menu/	
		Refuse selection	F1

THE MAIN MENU

After the introductory movie, you will arrive at the Main Menu. You can select **Single Player**, **Multiplayer**, or **Options**.

THE SINGLE PLAYER MENU

From the Single Player Menu you can select:

- **Start New Game:** Play the game from the beginning. Your first task will be to escape from the prison cell with the help of Coach Steel!
- **Continue Game:** Continue from where you left off. This option will only be enabled if you have previously saved a game.
- **Challenge Mode:** Replay previous levels for practice, and to succeed at better rankings. Challenge mode is a unique single player option.

THE OPTIONS MENU

The Options Menu can be accessed from the Main Menu, or by selecting **Options** from the Pause Menu.

Use the **UP** and **DOWN** Arrow keys to highlight an option and then press **RETURN** to select an option. Use **F1** to cancel the option. You can alter the following options:

- **Sound:** Adjust the volumes for Sound Effects and Music.
- **Ranking:** Alter the difficulty setting in each level in Challenge Mode.

Onscreen instructions tell you how to alter each option. The **LEFT** and **RIGHT** Arrow keys may also be used to adjust sound volume.

THE PAUSE MENU

Press the **ESC** key during a Single Player game to pause the action and activate the Pause Menu. Use the **UP** and **DOWN** Arrow keys to highlight an option and press **RETURN** to select it.

- **Continue with Game:** Continue from where you left off. This option will only be enabled if you have previously saved a game.
- **Restart Level:** Start the level over again.
- **Change Level:** Choose to play another level.
- **Options:** Change game settings. See "The Options Menu" above.
- **Quit:** Exit the game.

NOTE: The exact contents of the Pause Menu will change according to where you are in the game and how many players are playing.

MULTIPLAYER MODE

MULTIPLAYER ON A SINGLE COMPUTER

If you select **Multiplayer** from the Main Menu you will then be asked for the number of players who wish to compete on a single Mac. Up to 4 players can play simultaneously.

Once you have chosen the number of players you will be taken to the Challenge Mode Map, described on page 17. Use the **LEFT** and **RIGHT** Arrow keys to highlight a level on the map, and then press **RETURN** to select the level to play.

MULTIPLAYER LEVEL OPTIONS

Use the **UP** and **DOWN** Arrow keys to choose an option and then press **RETURN** to select one of the following:

- **Play Level:** Start your Multiplayer game.
- **Back to Map:** Change the level or return to the Main Menu.
- **Number of Players:** Change the number of players competing (up to number of controllers available).
- **Game Adjustments:** Alter how the game is played.
NOTE: This is not available on the Farm Multiplayer level.

GAMEPLAY

Each of the players occupies their own arena within the level and must use all of their **BREAKOUT** skills to be the first player to clear their arena of bricks and other obstacles. During the game players can compete in two ways:

1. Attempt to clear their arena as quickly as possible.
2. Hinder their opponents by creating bricks or other obstacles in the opponent's arena. You can do this by hitting colored targets in your arena; obstacles such as additional bricks will then appear in the arena of the player with the corresponding color.

Special power-ups and secrets are also available in the Multiplayer game, so keep your eyes peeled for these bonus features!

MULTIPLAYER LEVELS

There are a total of four Multiplayer games available within **BREAKOUT**. Each game features a different challenge for the players to overcome.

Egypt: Hit a flashing, colored brick and send extra bricks over to your opponent's arena. The more colored bricks that are linked the greater the trouble you'll cause your opponent.

Castle: Hit large collections of colored bricks to send extra knights to your opponent's arena. Power-ups trigger fire-breathing dragons that can fry your opponents!

Space: Blast your other players by firing rockets at them. Hit a colored **Launch** button and the rocket will launch against the opponent of the that color.

Farm: Get up on two legs and fill your hencoop before your opponents! Scare your opponent's hens away with the deranged ducks! This level is not available in Network or Internet play.

NETWORK AND INTERNET SETUP

If you wish to participate in a network two-player game, one player must HOST the game and the other player must JOIN the game. The player hosting the game will run the game on their computer, so the player with the best computer usually should host the game.

HOST PLAYER

- Click on **HOST GAME**.
- You need to determine your IP Address and enter it into the **HOST NAME** field. Important! Players who wish to join your game will need to know your exact IP address. See "How to Find Your IP Address" below for more information on finding your IP address.
- You can specify a password by entering a password in the **PASSWORD** field.
- The **HOST PORT** should be left at the default value of **18332**.
- Enter your name in the **PLAYER NAME** field and click **OK** to create the game. You will then wait for the other player to **JOIN** the game.
- Once your opponent has joined, choose the multiplayer level to play and begin the game.

JOINING PLAYER

- Click on **JOIN GAME**.
- Type the host's IP address in the **HOST NAME** field. Typically, the **HOST PORT** should be left at the default value of **18332**.
- If the Host has specified a password for the game, enter it in the **PASSWORD** field.
- Enter your name in the **PLAYER NAME** field and click **OK** to join the game.
- Wait for the game to start.

HOW TO FIND YOUR IP ADDRESS

Before you Host a network game, you will need to determine your computer's IP Address by clicking on the Network panel of the System Preferences application in Mac OS X. You will need to communicate this number to the other player who will be joining your game.

PLAYING THE GAME

THE CHARACTERS

Bouncer

Heroic, determined, fearless and intelligent, Bouncer faces the toughest of challenges. He must rescue his friends, journey with them to save Daisy, and then, with their help, defeat the monstrous Batnix.

Daisy

Daisy is Bouncer's spirited girlfriend. Her determination and strong will are an inspiration to Bouncer and his friends, but are no match for the evil of Batnix.

Batnix

Batnix is a dangerous and evil bully who will stop at nothing to achieve what he wants. He must be stopped at all costs.

Coach Steel

Experienced in the ways of knocking things down and the cunning ways of Batnix, Coach Steel will be there to help Bouncer throughout the game.

Bouncer's Friends

Bouncer's friends are a varied bunch, but each of them has a unique skill that he'll find invaluable in achieving his mission.

Enemies

Beware. Not everyone is your friend in the strange world of *BREAKOUT*...



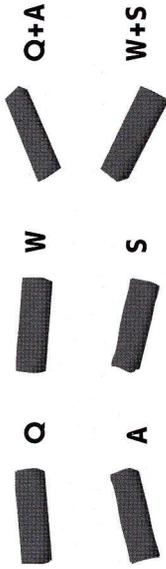
CONTROLLING THE DIRECTION OF THE BALL

During the game you'll want to control the direction of the ball so that you can hit objects that aren't directly in front of your paddle. There are two methods for angling the ball. One method is to change the angle of the paddle. The other is to choose the shaped paddle that will hit the ball at different angles. You can switch between the two methods by pressing the **B** key during the game.

ANGLING THE PADDLE

The angle of the paddle determines the angle at which the ball will be returned.

By using **Q**, **A**, **W** and **S** (or other controls, described in "Default Game Controls" on page 9) you can automatically make the paddle assume a certain angle.

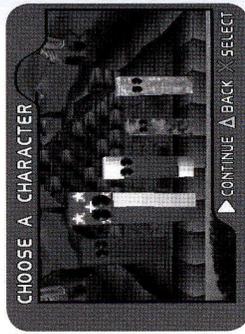


SHAPED PADDLE

If you are using the curved paddle, the place where the ball hits the paddle determines the angle at which the ball will be returned.

As you progress, you will rescue more of Bouncer's friends. Each of these friends has special strengths that you can use to your advantage.

To choose among the paddles you have rescued, press **C** to bring up the Paddle Select Menu. Press the **Left** or **Right** Arrow key to choose which paddle you want to use and press **RETURN** to select. Press **F1** to re-select your current paddle.



POWER-UPS

Power-ups are crucial to your success in *BREAKOUT*. Most of these special powers are temporary, or allow only a small number of uses. Be careful not to waste them!

Press **P** to cycle through the Power-Ups you've collected.

Press **RETURN** to activate the current power-up.

Here are some power-ups you may come across:



Extra Life: Gives you an extra chance to keep on playing.



Big Paddle: You're less likely to miss a ball with a big paddle.



Grab Ball: Allows you to grab the ball and reposition it before shooting it at an object.

There are many others to collect, but you'll have to discover their powers for yourself.

COACH STEEL'S PRISON CELL TRAINING

At the beginning of the game, Bouncer is imprisoned in a dank prison cell. You've got to help him break out and rescue his friends and the beautiful Daisy. But in order to defeat Batnix, you'll need to learn a few skills. Before you break out of prison, Coach Steel will teach you all the skills you'll need to defeat Batnix. Over a total of four challenges he will explain a new skill and then test you. Once you have completed all four challenges he will help you break out of the prison and will also rank you on your escape. Your ranking will determine the difficulty level of the game. The higher your ranking, the more difficult the challenge you'll face.

HINT: If you're finding things too hard, try lowering your ranking. If you're finding things too easy, try increasing it. But be careful: set it too high and you may find Batnix is more than a match for you.

PRISON MAP

Batnix left behind a partially complete Prison Map that shows where some of Bouncer's friends have been imprisoned. Once you have escaped prison, you'll be taken to the map. Initially, you'll only be allowed to visit the first few locations on the map. Each location contains a chapter, with various levels, which you'll have to play through. Once you've completed the initial chapters, you'll be able to visit other locations and play through additional chapters.

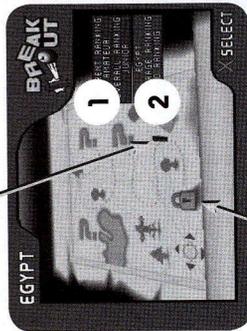
1. Game Stats:

Average Ranking: Shows how well you are doing at the game.

Current Ranking: Shows how Batman rates you as an opponent. You can increase your average ranking by completing levels with a higher current ranking.

2. Chapter Stats: Shows your average ranking for the chapter.

Un-opened Chapter



Opened Chapter

To Select a Level

Use the **UP** and **DOWN** Arrow keys to move Bouncer from one Chapter to another and press **RETURN** to enter the Chapter. You will then be given a choice of Levels to play within the chapter. Use the **UP** and **DOWN** Arrow keys to choose a Level, then press **RETURN** to enter the Level.

PLAYING A LEVEL

In most levels, you hit the ball to demolish and knock down obstructions. Other levels are a bit more difficult and require you to do other things, such as hitting targets in a specific order. Yet other levels require Bouncer to get up on two feet and tackle new challenges!

During the introduction to each level you will see some on-screen instructions that will tell you how to play and complete the level. For extra help, you can always access Coach Steel's hints at any time by selecting **Hints** from the Pause Menu.

COMPLETING A LEVEL

Each time you complete a level Coach Steel will update your current ranking according to how well you performed. He may increase, or decrease your ranking, or he may leave it unaltered.

After you complete a level, you will open up the next level in the chapter. Once you have completed all of the levels in the chapter, you'll return to the prison map, where you'll discover new chapters to tackle. You can only play those chapters you have discovered, and can only play those levels that you have previously opened by completing the previous levels.

COMPLETING THE GAME

To complete the game you must achieve three goals:

1. Rescue all of Bouncer's friends.
2. Save Daisy.
3. Defeat Batnix.

If you manage all three, congratulations! You've rid Bouncer's world of the evil menace!

But the critical Coach Steel isn't satisfied with mere winning. He will grade your entire performance, just as he did your escape from prison. There are 11 different rankings you can receive:

1. **Beginner**
2. **Junior**
3. **Novice**
4. **Amateur**
5. **Challenger**
6. **Contender**
7. **Expert**
8. **Professional**
9. **Master**
10. **Champion**
11. **Superstar**

To improve your overall ranking, try replaying the game with your newfound skills. But remember: The better you play the harder Batnix will fight back! Complete the game with an Average Ranking of "Superstar" and you will truly be a **BREAKOUT** master.

CHALLENGE MODE

If you wish to replay levels and improve your ranking, select **Challenge Mode** from the Main Menu.

You will first be asked to select a ranking to play. You may change this at a later time by selecting **Ranking** from the Options Menu.

You will then be taken to the Challenge Mode map, which is similar in appearance and function to the Prison Map. **NOTE:** You will only be able to play those levels that you have previously completed in Single Player Mode.

In Challenge Mode, you will not automatically move onto the next level in the chapter. Instead, you will be asked if you wish to replay the level or quit to the Challenge Mode map, where you can select another previously completed level.

INTRODUCTION

THE STORY BEGINS

The story begins every hundred years. It always begins the same way, with a Legend awakening. Legend says that a multitude of armored beasts emerge from the dark core of the Earth. They swarm to the surface drawn by their master. Every hundred years they try to overtake our world and we always think we've destroyed them. The Legend also has it that every hundred years, we're wrong!

When word came down that the Legend had come to life, we built The Shooter. But we needed a hero to fly it. This year the magic stick didn't point to the usual hero. It pointed to Wally Gudmunzsun. Now Wally wasn't one of the usual heroes. In fact, he wasn't a hero at all. He was just a simple bean counter. But when you're asked to save the world, you don't ask why. You just make it happen.

MAIN MENU

Single Player: Click on this button to begin a single-player game. This will take you to the New Game screen.

Two Player: Click on this button to begin a two-player game. This will take you to the Two-Player Connection screen.

Options: Click on this button to configure the sound effects and music volumes, game controls, and to view the game credits.

Quit: Click on this button to exit the game and return to the desktop.



SINGLE-PLAYER GAME

NEW GAME SCREEN

The New Game screen is where you choose between playing the Arcade version or the Adventure version of CENTIPEDE. You may scroll through the choices with the Arrow keys on the keyboard. Select a choice by highlighting it and pressing RETURN on the keyboard.



Adventure: This selection takes you to the adventure-style game of *CENTIPEDE* where you must aid Wally in stopping the hordes of Centipedes, Fleas, Spiders, Scorpions — and a slew of new and deadly bugs — from taking over the land.

Arcade: This selection starts the classic *CENTIPEDE* arcade game.

Arcade 3D: This selection takes you to the arcade-style *CENTIPEDE* game, featuring the same addictive gameplay you remember and a whole new 3D look! Once your game is over, you will see the High Score list. If you qualified for a high score, you will be asked to input your initials to be saved in the High Score list. Use the keys on the keyboard to input your initials. Once you have entered your initials, press **RETURN** for another Arcade game, or **ESC** on the keyboard to return to the Main Menu.

High Scores: View a list of high scores.

SELECT A GAME SCREEN

From this screen you may choose to continue a pre-existing Adventure-style game or begin a new game. If you wish to start a new game, highlight the uppermost box at the top of the list, type in the name of the new game, and then press **RETURN** on the keyboard. This will take you to the first level of the adventure game.

You can select a pre-existing game by scrolling up and down the list of saved games (ranked top to bottom by high score) with the up or down Arrow keys on the keyboard. Press **RETURN** on the keyboard to make a selection. This will take you to the Select Level screen. You may also delete a previously saved game by highlighting that game and pressing the **DEL** key on the keyboard. If you wish to return to the New Game screen, press **ESC** on the keyboard.



LEVEL SELECT SCREEN

This screen is where you choose the level you wish to play. As the game progresses, new levels and new worlds open up for play. You may replay previously completed levels, or continue on in the adventure to the next newly opened level. To select a given world, highlight its corresponding mushroom to the right side of the screen by scrolling up and down with the up and down Arrow keys on the keyboard.

NOTE: You may only scroll up and down if there is more than one mushroom (denoting each world) available.

To select a level of a given world, highlight the corresponding world mushroom and scroll side-to-side. Select by highlighting a choice and pressing **RETURN** on the keyboard. You may press **ESC** on the keyboard to go to the Main Menu screen.

TWO-PLAYER GAME

TWO-PLAYER CONNECTION SCREEN

Network Play

The Two-Player Connection screen is where you may choose between starting or joining a two-player network game. Choose from the following network setups:

Start Game: Click here to host a new two-player Adventure game. You will be asked to enter a name of the game. Once another player has joined your game, the game will immediately begin.

Join Game: Click here to join a two-player Adventure game. If you are connected to a network, you will see the available games to select from, or you may enter the IP address of the host's computer to connect via the Internet. You must be connected to the Internet before you create or join an Internet game of *CENTIPEDE*.

How to Find Your IP Address

Before you Host a network game, you will need to determine your computer's IP Address by clicking on the Network panel of the System Preferences application in Mac OS X. You will need to communicate this number to the other player who will be joining your game.



Split Screen

Select **Split Screen** to begin a two-player Adventure game on the same computer. The computer screen will be divided in half, with one player playing on the left side and the other playing on the right side. You may set up both players' controls through the Options Menu prior to playing.

NOTE: If you wish to return to the Main Menu, press **ESC** on the keyboard. You may also scroll through the choices with the Arrow keys. Select a choice by highlighting it and pressing **RETURN**.

OPTIONS

OPTIONS SCREEN

The Options screen is where you may change various settings for the game.

Sound: Lowers or raises the volume of sound effects within the game.

Music: Lowers or raises volume of music within the game.

Controls: Allows for the custom configuration of the default game controls.

Credits: Allows you to view the list of people who worked on **CENTIPEDE**.

NOTE: If you wish to return to the Main Menu, press **ESC**. You may also scroll through the choices with the Arrow keys. Select a choice by highlighting it and pressing **RETURN**.



CONTROLS

CENTIPEDE may be played using the keyboard, a mouse, or a combination of the two. The controls are used to pilot The Shooter. Below you will find the default settings. These settings may be reconfigured within the Options screen.

Action	Keyboard	Mouse
Forward	Keypad 8	Mouse Forward
Backward	Keypad 2	Mouse Backward
Turn Left	Keypad 4	Mouse Left
Turn Right	Keypad 6	Mouse Right
Strafe Left	Keypad 1	Keypad 1
Strafe Right	Keypad 3	Keypad 3
Strafe Left*	Keypad 4	Mouse Left
Strafe Right*	Keypad 6	Mouse Right
Jump	SHIFT	SHIFT
Fire Primary Weapon	CONTROL	Mouse Button
Fire Special Weapon*	SPACE BAR	SPACE BAR
Next Special Weapon*	Keypad +	Keypad +
Previous Special Weapon*	Keypad -	Keypad -

*Used only with the Arcade-style game

NOTE: Pressing the **TAB** key on the keyboard will allow you to configure the controls for the second player for the Two-Player Split Screen mode. The **ESC** key will return you to the Options Menu.

PAUSING THE GAME

You may pause the action by pressing **Command+P**. To resume play, press **Command+P** again.

THE ARCADE 3D GAME

THE SHOOTER

The Shooter is your means to destroy the oncoming attack waves. It can move forwards, backwards, and side-to-side, always facing the same direction (forward). The Shooter may be moved freely within the lower quadrant of the game screen. Pressing the primary weapon button for The Shooter fires out a single shot. Pressing the primary weapon button, and keeping it depressed, will make The Shooter fire a stream of continual shots. Be careful! There can only be one shot from The Shooter on screen at one time. This means that during the time the last shot fired, no other shots may be fired until the previous shot hits a target or flies off the top of the screen.

- A. Points
- B. Remaining Shooters

BONUS! You receive additional Shooters for every 12,000 points earned.

THE TARGETS

There are five targets you must destroy to gain points. If a target touches The Shooter, it destroys The Shooter on contact.

Centipedes: These enemies are the primary targets of the game. They start at the top of the playing field at the start of each attack wave, then wind their way down towards your Shooter. A single shot from your Shooter destroys a Centipede link and plants a mushroom in its place.



Head Segment = 100 Points

Body Segment = 10 Points

SPIDERS: These enemies are both elusive and dangerous. They start from either the left or right side of the Shooter's playing field of movement, zigzagging from one side to the other. Spiders will eat mushrooms that they come in contact with.

Fleas: Fleas start at the top of the playing field during a Centipede attack wave and descend in a straight path towards The Shooter. As the fleas make their way down, they plant mushrooms at random intervals.

Scorpions: The scorpions' main role is to poison mushrooms. They start from either the left or right side of the playing field, and move in a straight line from one side to the other while poisoning any mushroom they come in contact with.



1000 Points

Mushrooms: Mushrooms are the core of the game, coming in two different forms and interacting with the other targets in different fashions. Destroying Centipede links will create mushrooms in their place. Fleas plant mushrooms. Spiders eat mushrooms, and scorpions poison mushrooms. Poison mushrooms make Centipedes head straight down to the bottom of the play field if they touch each other. All mushrooms take four shots to destroy completely.



Destroyed Mushrooms = 1 Point

Poisoned Mushrooms = 1 Point

NOTE: Players receive 5 points per damaged or poisoned mushroom at the reset of a wave when a player loses a Shooter.

THE ADVENTURE GAME

THE SHOOTER

When word came down that the Legend had come to life, we built The Shooter. The Shooter is the combination of magic and mechanics. Wally, our reluctant would-be hero, and you, his partner, will pilot The Shooter through dangerous lands in hopes of ridding the insect threat.

The Shooter hovers just above solid objects. It can, when needed, spring up into the air, jumping over obstacles or reaching otherwise inaccessible areas. Unfortunately for you and Wally, The Shooter doesn't fair well over water, lava, or any other liquids.

The Shooter comes equipped with a primary magic laser weapon that will prove useful in exterminating the bug menace that has risen. It can also clear away the mushrooms that populate the land. The magic that powers the primary weapon never depletes. A good thing — you and Wally will need everything to stop the invasion.

You and Wally will not have to rely solely on The Shooter's primary weapon to get the job done. Wally's home is a land full of magic and The Shooter can utilize that magic for limited amounts of time. The magic comes in the form of power-ups that can be found throughout the various landscapes. If you destroy a mushroom while it is flashing, a power-up will also appear.

NOTE: You may change the camera view at any time during gameplay by pressing **F1**, **F2**, **F3**, or **F4** on the keyboard.

THE POWER-UPS

Power-ups give The Shooter a variety of abilities, some for a limited amount of time, others for a limited number of uses.

Special Power-Ups



Ladybug Shield: The Shooter can hold up to 3 of these at one time. Each shield makes The Shooter invulnerable to a single hit from an enemy, projectile, or poisonous mushroom.



Invulnerability: Makes The Shooter invulnerable to hits from an enemy, projectile, or poisonous mushroom for a limited amount of time.



Extra Life: Gives the player an additional Shooter.

Laser Power-Ups

(These last for a limited amount of time only.)



Double Shot: Magic laser upgrade that shoots 2 alternating beams three times as fast as The Shooter's primary magic laser weapon.



Triple Shot: Magic laser upgrade that shoots in 3 directions at once.



Side Shot: Magic laser upgrade that, like the Triple Shot, shoots in 3 directions, only this one fires directly forward and from each side of The Shooter.



Spray Shot: Magic laser upgrade that explodes into a spray of 6 smaller lasers upon contact with a target. These smaller lasers, in turn, do damage to anything within close proximity.



Ground Skimmer: Magic laser upgrade that hugs the ground terrain. This allows The Shooter to destroy bugs that are on higher or lower slopes.



Airborne Shot: Magic laser upgrade that fires one shot straight ahead and two shots into the air. This is useful against flying enemies.

Special Power-Ups

(These have a limited inventory.)



Rocket: When fired, tends to track the closest winged adversary within an area. A player receives 5 shots after picking up this power-up.



Lob Bomb: Enables player to throw bombs at the intended target. The longer the player holds down the special weapon fire button, the farther the bomb will travel. Be careful! Bombs may damage or destroy The Shooter just as easily as they do the enemy. A player receives 5 shots after picking up this power-up.



Flame Thrower: Enables the player to shoot out a curving flame for a brief period of time. A player receives 5 shots after picking up this power-up.



Mine: Enables the player to drop a mine. If anything runs into the mine, including the player, it explodes. A player receives 4 mines after picking up this power-up.



Shrapnel Mine: Enables the player to drop a mine that damages its victim as well as anything in the surrounding area. If anything runs into the mine, including the player, it explodes. A player receives 2 mines after picking up this power-up.



Missile: When fired, tracks the closest flying enemy within the area with a much greater accuracy than the Rocket. A player receives 4 shots after picking up this power-up.



Burst: When fired, shoots out multiple projectiles in a radius away from The Shooter. A player receives 5 shots after picking up this power-up.



Throwing Star: When released, this large spinning blade mows through everything in its path until it hits the ground. A player receives 3 shots after picking up this power-up.



Super Missile: When fired, tracks the closest aerial opponent with speed and efficiency superior to that of the Missile. A player receives 2 Super Missiles after picking up this power-up.

THE TARGETS

The Queen Pede will stop at nothing to ensure that, this time around, it's "Game Over" for the Wee inhabitants of Weedom. She has carefully stocked her ranks of evil bug minions with adversaries of the past (Centipedes, Fleas, Spiders, and Scorpions) and enemies of the present (Enforcer Flies, Bore Bugs, Fire Beetles, and other vile pests). Our Wee observers have seen and reported back on most of the enemies. Unfortunately, we have very little information about E-vile, the dreaded home of the Queen Pede.

Centipedes: are your main opponent. Any collision between a Centipede and your Shooter results in the loss of life, unless The Shooter has a special power-up invoked. The Centipedes wind through the levels on a traversing path. Centipedes are capable of destroying Wee buildings and harming Wee people. A single shot from The Shooter will destroy any segment and cause a mushroom to grow. In the adventure game, a Centipede will change direction if you cross its path. Use this tactic to draw Centipedes away from vulnerable ground targets you are trying to protect.



Head Segment = 100 Points



Body Segment = 10 Points



200 Points

Fleas: Constantly thwart your mushroom-destroying efforts by creating new mushrooms. Unlike other classic monsters, it takes two shots from The Shooter's default laser to destroy a flea. Fleas cross the levels in straight lines, planting mushrooms as they go. Fleas plant both normal mushrooms and flashing mushrooms. If a player shoots a flashing mushroom while it is still flashing, the mushroom will generate a power-up. So, killing fleas can actually reduce the number of potential power-ups that you may have access to. However, you will most certainly lose a life if you make contact with a flea.

Spiders: are one of your major opponents. They bound around the level, seeking you out, destroying all mushrooms and power-ups that they come in contact with. While their mushroom-destroying capabilities may actually benefit the player, leaving a spider unattended can easily lead to them sneaking up and destroying you.



At Close Range = 900 Points
At Medium Range = 600 Points
At Far Range = 300 Points



1000 Points

Scorpions: Traverse the levels in straight paths, turning all mushrooms that they come in contact with into poisonous mushrooms. If a Centipede comes into contact with a poisonous mushroom, it will change its course and move swiftly towards The Shooter. Mushrooms that have been touched by a scorpion will remain poisoned until they are either destroyed or you lose a life, at which point they change back into normal mushrooms.



400 Points

Bore Bugs: Have the awesome ability of being able to drill through any object with their diamond tipped noses. Bore bugs will attack city gates, buildings, and any mushrooms they encounter on their path of destruction.



300 Points

Mortar Bugs: Are bomb-lobbing, fiendish opponents. They steadily stalk their targets and then launch destructive mortar shells at them. Even at the moment of death, they find the energy to lob a grenade in a final attempt to cause additional destruction.



600 Points

Enforcer Flies: Are the first of many winged adversaries you will encounter. They patrol the skies on paths of destruction. When they come within range of you, they will begin launching deadly bombs. Your only defense is to acquire the aerial power-ups and use them against this dreaded beast.



500 Points

Fire Beetles: Nothing is more frustrating in your quest to save the Wee folk than the dreaded Freezer Beetle. This foe freezes the Wee people of Frostonia into blocks of ice from which they can not be rescued. Freezer beetles may also create exploding Ice Mushrooms as they crawl around the land.



700 Points

Mosquitoes: Talk about a big pest. Mosquitoes buzz around looking for Star Crystals so they can suck the mystical energy from them. Mosquitoes will not hesitate to make a quick snack out of The Shooter if it gets in the way.



600 Points

Fire Beetles: Lob four fireball projectiles at once from the vents on the top of their shells. You must use great care when encountering this diabolical beast. Fire Beetles wander the levels of Infernum blowing up as many objects as they can while transforming normal mushrooms into dangerous Fire mushrooms.



800 Points

Dragonflies: Are winged, fire-breathing adversaries. Dragonflies mercilessly pursue you through the smoke filled skies of the Infernum levels. You must be quick to react and use your secondary weaponry to destroy these monsters before being turned into burnt toast.

Killer Mushrooms (Fungus Slayiforous): These mushrooms, when standing still, look like any other mushroom in Enigma—but don't take your eyes off of them! They have legs of their own and will get up and go when you least expect it. If one runs into The Shooter, it could be disastrous.



At Close Range = 1200 Points

At Medium Range = 900 Points

At Far Range = 600 Points

THE WORLDS

A hundred years have passed and the Dreaded Eclipse has returned, bringing with it the Legend awakening. You and Wally must travel across 5 dangerous regions and many treacherous lands, in your heroic quest to save all of Weedom from the legions of vicious insects, terrible bug hordes and ultimately, the Queen Pede.

During your quest, you will be called on to perform special tasks such as saving Wee people and protecting Wee buildings. Although you do not have to perform these objectives to move on in your quest, you will be rewarded for doing so and they will determine just how much of a hero you are.

WEEDOM

This is where your adventure begins. You and Wally must confront the enemy for the first time as the bug hordes try and destroy everything in their path, including the Wee villages and towns. Together, you and Wally must exterminate or push back the bug menace from the areas, saving the buildings and rescuing the Wee people that are in harms way.



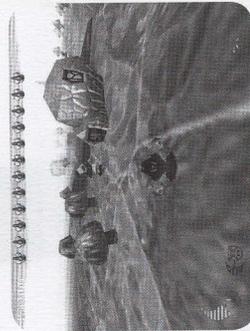
Wee Buildings



Wee Citizens



Star Crystals



FROSTONIA: This magical, mountainous region is home to both Wee Citizens and Wee Druids alike. This is a place of great power for the Wee Druids, who study and harness the magic in hopes that one day they may understand the Dreaded Eclipse and stop the Centipedes from ever attacking again. In Frostonia, you will encounter the sacred Star Crystals. These powerful gems are used by the Wee druids to study the eclipse. You will need to defend the Crystals against the Mosquitoes, who can drain their mystical energies.



Eskiwees



Star Crystals



Ice Mushrooms: Created by Freezer Beetles. When destroyed, this mushroom explodes into shards that damage anything they touch



Wee Buildings



Talismans



Stone Mushrooms: These mushrooms can sustain more damage before being destroyed.



Wee Druids



Hero Statues

INFURNIUM: Infurnium is one of the hottest lands known to the Wee people. It is also the only place that holds the precious Star Crystals in abundance. You and Wally must vanquish the bug minions of the Queen Pede in this region, as well as save the poor Wee Miners, their dwellings, mining equipment, and extracted Star Crystals.



Wee Miners



Wee Dwellings



Mining Equipment



Extracted Star Crystals



Mining Carts



Fire Mushrooms: created by Fire Beetles. When destroyed, the mushrooms explode into four deadly fireballs.



Amber Mushrooms: Shots fired at these mushrooms double and bounce off in a new direction.

ENIGMA: This land is not really a land at all, but rather another plane of existence where the Wee Druids "visit" while meditating and where the **CENTPEDE** Wee heroes of the past now rest. Very few Wee people have ever physically visited this place, and now you and Wally must go there to stave off the Queen Pede's invasion into this mystical realm.



Wee Miners



Wee Dwellings



Mining Equipment



Rubber Mushrooms: These mushrooms look just like regular mushrooms; however, they are much more difficult to destroy as they will rebound back to life, just when you think you have destroyed them. They must be destroyed a number of times before they will actually be gone for good.



Multiple Mushrooms: Another mushroom disguised as a normal looking mushroom. Once destroyed, the multiple mushroom creates a new 3x3 patch of mushrooms. Just when you think you're out of the mushroom forest...



Inverse Mushrooms: These mushrooms are indeed an enigma! When shot, they get larger rather than smaller until they finally pop out of existence. They, too, look like normal mushrooms.

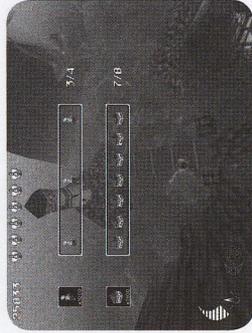
E-VILE: The name alone should tell you this is no place for you or a Wee person to venture. But you must. It is this region that Wee people dread, and rightly so. It is dark and foreboding for starters, and is now home to the Queen Pede. It's going to take all of your skill (and a bunch of courage from Wally!) to meet this menace at her front doorstep and rid Weedom of the terrible Legend forever.



Metallic Mushrooms: When destroyed, these mushrooms explode into harmful shards of metal mowing down anything in their path.



Reflective Mushrooms: Shots bounce off in random directions. Be careful that a shot doesn't come back at you!



TALLY UP THOSE POINTS!

At the end of each level, you will get to see how well you did. A number of bonus points will be awarded according to the bonus objectives of the level performed. With the addition of bonus points, you may receive additional Shooters (at every 12,000 points). The higher your score, the better hero you have proven to be.

INTRODUCTION

You must take control of a *Pong* and battle your way through multiple challenges in the *PONG* world. If you win through, you will be declared a *PONG* Master.

To win, you must tackle each successive challenge by battling against the wildly different environments and taking on the *PONG* *Gladiators*. Each victory you score will earn you a number of Golden Bars that will let you progress to tougher (and sneakier) challenges. You must complete all the Zones, all the Levels and all the different variations in the Levels to be a true *PONG* Master.

Remember that *PONG* is about having fun and, of course, showing off your quick reactions, skill, superior tactics and new Levels to your friends.

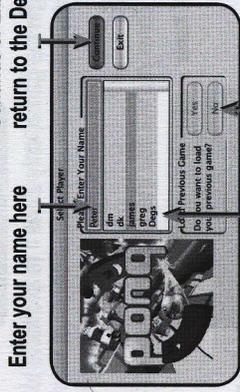
Scattered and hidden throughout *PONG* are many Secrets and Bonuses that will let you change the way you play and give you many "special powers." Look out for these and happy *PONG*ing!

SETUP

STARTING PONG

Each time you run *PONG* you will see this dialog box:

Continue or Exit: Start the game or return to the Desktop



Enter your name here

Select a previously-entered name here

Load Previous Game: Choose whether to continue your game from where you last finished or restart from scratch; note that choosing NO will permanently undo all the progress you have made in *PONG*.

Once you enter or select a name and click **CONTINUE**, *PONG* will start.

THE GAME CONTROLS

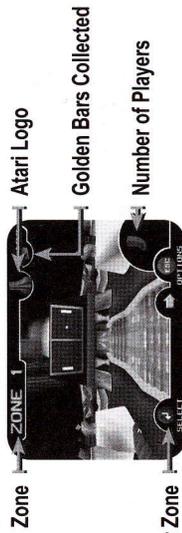
Action	Key
Move/Aim Bat	Arrow Keys
Choose Power-Up	Right SHIFT
Use Selected Power-Up/ Select Menu Item	RETURN
Pause Menu/Cancel Action	ESC

BEGINNING A GAME

Once you've signed in you will find yourself at the World Menu.

THE ZONES

PONG is made up of different Zones from around the World. As you progress through the game you will discover more and more of these Zones. From this World screen you will be able to select which Zone you wish to enter by using the Arrow keys.



Press RETURN to Enter Zone

When you first begin the game, only Zone 1 is available to you (we've all got to start somewhere!).

INSIDE A ZONE

Once you enter a Zone you will see the following screen:



Note: The Atari logo will slowly change to gold as you complete the many Levels in the game. If you fill in one bar of the Atari logo you will get a reward (accessible on the Options screen). If you fill in all three bars of the logo you will have completed the game and be a PONG Master.

LEVEL GUARDIANS

Once inside a Zone, the first things you will see will be the Level Guardians.



Each animated Guardian represents a different challenge in the Zone. These Guardians also have a particular number embossed on their stands. This number refers to the amount of Golden Bars that you must win before that Guardian will let you enter that challenge or exit to the next Zone in the sequence.

At the start of the game most Guardians are covered by sheets – these are unavailable to you until you have gathered enough Golden Bars.

As you progress through the PONG world, these Guardians will give you access to strange and twisted variations of their initial challenges. The challenge will be BIGGER, but the rewards will be GREATER towards becoming a true PONG Master.

If you get stuck on a specific level, try searching the other Zones to find a new variation to play – you may win enough Golden Bars to skip a tough level until you're confident enough to face it.

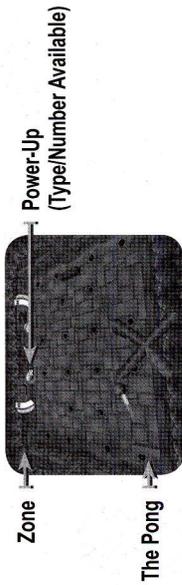
NOTE: Each level (or variation) that you open in Single-Player mode may then be playable in Multiplayer mode. Not all single player levels are playable with multiple players.

Now let's get to the game itself.

THE GAME

- Press **RETURN** to enter the currently-selected level.
- Select a Level Type using the Arrow keys and press **RETURN** (if you've just started you won't be able to choose more than the first Level Type).

You will now enter your first game. Remember to press the **ESC** key to Pause the game and take a breather (if it's all getting too hot for you!) and to access the Game Options.



Remember to move the *Pong* using the Arrow keys and "aim" the ball by moving the *Pong* as the ball hits it – the faster you move the *Pong* the more you will angle the ball.

POWER-UPS

When you begin playing *PONG*, you'll soon realize that Power-Ups are very important to your success in the game. Power-Ups give you special powers that enable you to change your *Pong*, or even change the game environment. Most of these special powers are temporary, or for a limited number of uses – so be careful not to waste them!



Power-Ups initially appear as Spinning Tops on the game arena.

- To access a Power-Up, you must first hit it with the ball: The spinning Power-Up Top will begin to move towards your *Pong*.
- To collect the Power-Up, you need to move the *Pong* into its path. But beware, it's still possible for your opponent to hit the Top and bring it back towards him.

Some challenges may give unlimited powers to a *Pong* (enabling unlimited use of Power-Ups), always check the screen display to see what's available to you.

In the more advanced challenges you will sometimes be able to collect more than one type of Power-Up.

- Use the **Right SHIFT** key to cycle through your Power-Ups, and press **RETURN** to activate the Power-Up you have selected!

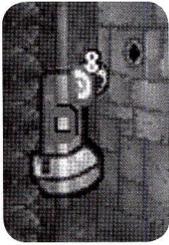
Each Power-Up has a different icon on its top surface and, with experience, you will learn what each Power-Up does. We could tell you here but it's more fun finding out for yourself! Watch out for the tips that appear on the screen – these may help you work out the best way to use a specific Power-Up.

POWER-UP EXAMPLES

Unlimited Use

An ∞ symbol shows you have an unlimited number of uses of the Power-Up.

There are many Power-Ups to be collected in the game, here are just a couple with tips on how to use them:



Grab

- Hold down **RETURN** to prime your Pong to grab the ball. The ball will be "grabbed" by the Pong.
- Aim using the Arrow keys.
- Release **RETURN** to release the ball



Whack

If you are using the "Whack" Power-Up, the timing of release will affect where the ball goes and how fast it travels.



Now that we've got you started, let's look at some of the many Options available in the game.

THE PAUSE MENU

Throughout the game pressing the **ESC** key will open the **PONG Pause Menu**. The actual contents of the Pause Menu will change according to where you are in the game. Here are the Options screens you might encounter during the game.



Pause Menu



Options Menu

- Select any option by highlighting it with the **Up/Down Arrow** keys and pressing **RETURN**.

SAVING YOUR GAME

PONG will automatically save your progress as you play the game.

Each time you start **PONG** you will be asked if you want to load the last game. If you select **YES**, you are able to pick up where you left off.

If more than one person wants to play **PONG**, or if you want to go back to an earlier point in your game, you can access previously saved games by selecting **Load Previous Game** from the Pause Menu.

To select a previous game, simply move up and down through previous Saves (using the Arrow keys), and press **RETURN** to load. You will be able to identify the game you want by its title; this will show the player's name, the date and time of the game and the number of Golden Bars collected.

CONFIGURING CONTROLS

PONG can be played on the Keyboard or with a Mouse.

If you are playing a multiplayer game (one to four players) you will need to set up the controls for each person.

- Enter the Pause Menu and select **OPTIONS** then **CONTROLLERS**.
- Choose **CHANGE DEFAULTS** if you want to remap the Controller buttons, alternatively select **CHANGE CONTROLLERS**.
- Next choose the player whose controls you want to configure. You will then see this screen:



Use the **LEFT** and **RIGHT** Arrow keys to scroll through all available controls.

Press **RETURN** to confirm the changes.

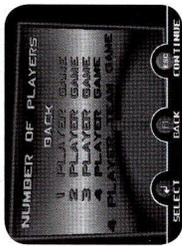
NOTE: Only two people may play via the keyboard at any one time. A warning will appear on screen if you select to use the same control device for more than one player.

If using the keyboard, the default keys will be selected when you first run the game. You are able to change these default keys by changing the keyboard option for Player 1 as described above.

MULTIPLAYER PONG

GETTING STARTED

You can change the number of players at any time by pressing the **ESC** key to open the Pause Menu Options (shown on page 40).



- Select the number of players with the Arrow keys and press **RETURN** to select.

NOTE: if you do not have enough controllers connected to your Mac, some of the Options will be "ghosted out." Only two people are permitted to use the keyboard at the same time.

At the start of the Multiplayer game, you can only play all of the Levels and variations contained within Zone 1.

- Choose a Zone, environment and type variation as you would in the Single Player game.
- To play other Levels you must first gain access to them through the Single Player game.

MULTIPLAYER SCORING

The game will keep score of each player's successes.

Two-Player Scoring

This works in the same way as the Single Player game.

Three and Four-Player Scoring

When a three or four player game begins you will be told to how many points you are playing. You will score points by being the Last *Pong* Standing – preventing the ball from going into your color-coded goal. Multiplayer *Pongs* can bash into each other, or bash opponents into the wall. This will stun them for a brief period of time.

The first *Pong* to let a goal past gets zero points, the next *Pong* to let a goal in gets 1 point and so on.

If you let a ball drop into your goal, it will seal up and your game colour will dim down. A goal cannot be scored against you for the remainder of that round, but be aware that you can still influence the game (see below).

Once a *Pong* has been knocked out of the scoring, the player can focus his/her attention more intently on obstructing his/her opponent(s) – this makes him/her more powerful than before. You may have missed out on points this round, but you can make sure your arch-rival doesn't get a good score either (sneaky!).

When all but one of the goals are closed, the last active *Pong* is the winner of that round and is awarded full points, then a new round begins. Watch carefully when a new round begins as *Pong* positions will change between the game rounds.

The first *Pong* to achieve the target score (declared at the beginning of the game) is declared the winner!

MULTIPLAYER NETWORK OPTIONS

PONG allows you to play multiplayer games in a number of different ways: On one computer, Local Area Network (LAN), or via the Internet.

To choose which option you would like to use:

- Enter the Pause Menu.
- Select **Network Play** and press **RETURN**.
- Choose which **Connection** you would like to use.
- Choose whether you wish to **Host** a new game, or **Join** one that someone else is hosting.
- Select (or type in) a session name.
- Enter the Lobby and wait for other players to join.

In the Lobby you can chat to the other players by sending messages. All players will receive the message that you send.

The host of the session chooses when to begin the game, and what Level Type you will play.

During play, the game can be paused as normal by pressing the **ESC** key. This will take the players back to the Lobby. Only the player who paused the game may restart it again.

Players can leave network games via the Lobby.

Warning! PONG requires a fast and lag-free connection to the other computers. Otherwise the game may become very "jumpy," if this happens the only options are to:

- Try another Level;
- Try at another time of day (Internet traffic varies according to where you live and the time of day);
- Find someone else to play against or;
- Invite them over to your house for a game on the same computer (Hotseat play).

NOTE: A limited set of Level Types are available over the various network modes. For more information on multiplayer play and for troubleshooting see the ReadMe file.

HOW TO FIND YOUR IP ADDRESS

Before you Host a network game, you will need to determine your computer's IP Address by clicking on the Network panel of the System Preferences application in Mac OS X. You will need to communicate this number to the other players who will be joining your game.

PONG—A BRIEF HISTORY

ARCADE DEBUT: 1972

In this historical classic game, you must try to get your opponent to miss the ball by simply hitting it back with cleverly angled shots.

Other Happenings That Year:

- Marlon Brando is Don Corleone in *The Godfather*.
- Governor George Wallace is shot by a gunman and left paralyzed.
- Mark Spitz wins a record seven gold medals at the summer Olympics in Munich; terrorists kill 11 Israeli athletes.
- Seven people are indicted for the Watergate break-in.
- M*A*S*H begins an 11-year television run.
- U.S. baseball great, Jackie Robinson, dies.
- Bobby Fischer wins the world chess title from Boris Spassky.
- The military draft is phased out in the U.S.
- The Dow-Jones Index closes above the 1,000 mark for the first time.
- Don McLean takes a ride to the top of the charts with "American Pie."
- The movie *Deliverance* shakes up audiences.

We hope you enjoy our version of this classic game.

TECHNICAL SUPPORT

Support Info Online: <http://www.macsoftgames.com>

Email: support@macsoftgames.com

Phone Support: (763) 231-8050 in the U.S., Canada, Australia, and New Zealand. Live support is available most weekdays between 9:30am and 6:00pm Central Time. We may be closed on major holidays.

ORDERING MACSOFT PRODUCTS

Our toll-free order line is: 866-512-9111. You may also order MacSoft games by visiting our website at <http://www.macsoftgames.com>.

CONTACTING MACSOFT

MacSoft
13755 1st Ave N, Ste 500
Plymouth, MN 55441

Phone: 763-231-8100

Customer Service: service@macsoftgames.com

BREAKOUT CREDITS

SUPERSONIC SOFTWARE LTD.

Designed & Developed by
Supersonic Software Ltd.

Jim Allison
Andrew Fussey
Craig Justice
Alastair Latcham
Nic Watt
Trisha Wheatley
Andrew Williamson
Peter Williamson

Music & Sound Effects by
Gerard Gourley of E.F.X. Ltd.

Special Thanks
Julie Macdonald
Saranjit Nijjar
John Turpin

HASBRO INTERACTIVE WORLDWIDE

Producer
Kevin Mullard
Executive Producer
Chris Down

European Development Director
Sam Baker

Product Managers
Dave Blundell
Paula Singleton

Senior Product Manager
Harvey Eagle

Q.A. Manager
Andrew Luckett

Q.A. Supervisor
Dan Luton

Lead Tester
Chris Knaggs

Testers
Richard Lewis-Hood
Andrew Maddison
Darren Newall
Matt Nation
Luke Williams
Joel Langton

Hardware Compatibility Testing Lab
Ian Pallfrey
Alan Clark

Localisation Project Manager
Charlotte Virgoe

Art Director
Ken Tse

Manual Manager
Sam Hart

Documentation Writer
Bill Martin

Strategic Marketing Director
Kate Webster

Commercial Director International
Chris Noone

Special Thanks
Kellie Rice
Shahid Ahmad
Louise McTighe

INFOGRAMMES INTERACTIVE, INC.

Producer
Kevin Mullard
Product Manager
Matt Collins

Executive Producer
Chris Down
Director of Quality Assurance
Michael Craighead

Q.A. Certification Manager
Kurt Boutin

Q.A. Testing Managers
Randy Lee
Bill Carroll

Q.A. Certification Lead
Mark Huggins

Director of Marketing
Mark Goodreau

Manager of Creative Services
Steve Martin

Manager of Editorial & Documentation Services
Elizabeth Mackney

Graphic Designer
Paul Anselmi

Documentation Writer
Mark Russell

Copywriter
Paul Collin

CENTIPEDE CREDITS

DEVELOPED BY LEAPING LIZARD SOFTWARE, INC.

Director of Product Development
Eric Albers

Director of Research and Development
Chris Green

Project Manager
Elaïne Albers

Lead Level Designer, Senior Artist
Mark Bullock

Lead Designer, AI Programmer
Richard Rouse III

Senior Programmers
Eric Albers
Sergey Datskovskiy
Chris Green
Gary Skinner

Senior Artists/Animators
Jane Miller
Steve Ogden

Programming Interns
John Marzulli
David Smith

MONDO MEDIA

Producer
Melissa Kangerer

Art Director/Designer
Dean MacDonaid

Artists
Bob Jeffery
Cindy Harrison
David Horowitz
Manny Marquez
Kathryn Liu
Kelley Lamsons
Leila Noorani
Aubrey Ankrum
Britt Anderson
Marco Bertoldo

PONG CREDITS

DESIGNED AND DEVELOPED BY SUPERSONIC SOFTWARE LTD.

Andrew Fussey
Gordon Hartgreaves
Craig Justice
Alastair Latcham
Nicholas Watt
Andrew Williamson
Peter Williamson
Additional Development
Craig Weeks/Aqua Pacific
Music and Sound Effects
Gerard Gourley/EFX Ltd.

INFOGRAMMES INTERACTIVE

Producer
Kevin Mullard

Product Manager
Harvey Eagle

Director of Marketing
Mark Goodreau

Executive Producer
Chris Down

Creative Director (Packaging)
Steve Cross

Senior Designer (Packaging)
Ken Tse

Localization Project Manager
Jenny McKeamey

Manual Coordinator
Sam Hart

Localization (US)
Liz Mackney

Technical Services Manager
Roger Carpenter

Lead Tester (Worldwide)
Darryl Shaw

Testers (Hasbro UK)
Stuart Thody
Wayne Gardner
Christine Fisher

Lead Tester (US)
Jake Hopkins

Director of Marketing
Rich Cleveland

V.P. of Marketing
John Hurlbut

Director of Public Relations
Dana Henry

Director of Creative Services
Steve Webster

Art Director
Steve Martin

Graphic Designer
Jennifer Brackett

Editorial Specialist
Elizabeth Mackney

Administrative Support:
Michelle Bailey
Sarah Perry
Denise Wiley

V.P. of Finance
Ron Parkinson
Donna Mahan
Bruce Kelly
Donna Fuchs
Linda Ferris

Special Thanks:
Jimm Geitz
Debbie Shlens
Eric Hayashi - Hasbro
Interactive's undisputed
CENTIPEDE champ.

Tom Zahorik

Alisa Baker, General Council Assoc.

Heather Barclay

Absolute Quality

Ed Logg

Donna Bailey

1205 Recording
Greg Sweeney

HASBRO INTERACTIVE

President of Hasbro Interactive
Tom Dusenberry

Producer
Jeff "Bootch" Buccellato

Executive Producer
Michael "Big Mike" Glosecki

V. P. Product Development Worldwide
Kevin Gillespie

V.P. Research and Development
Tony Parks

Senior Designer
David Walls

Associate Game Designer
Scott Balaban

Director of Business Development
John Sutyak

Operations and Special Projects Manager
Tracy Kureta

US Project Coordinator
Rik Alexander

Localization
Sam Baker
Anton Lorton
Ulrich Muhl

Testing
Mark Huggins
Chris Carr
Dan McJilton

Quality Assurance Supervisor
Kurt Boutin

Director of Quality Assurance
Michael Craighead

Manager of Technical Service
Tony Moreira

V.P. of Technology
Rich Reilly

Product Manager
Mark Goodreau

BABEL MEDIA

Studio Heads

Ben Wibberley
Alberto Schiannini

Lead Tester

Will Morgan

Testers

Simon Lawrence
Erik Jalevik
Mark Wherry
Chris Spender Sperry
Anu Koskela
Angela Vermond
Ben McFarland
Mike Troouji
Louis Skaggy Campbell

AO INC.

Lead Tester

Rick Blanco

Testers

Thierry Jauson
Gus Ferguson
Stephen Innes

Special Thanks To:

Neill Campbell
Louise McTighe
Kellie Rice
Rik Alexander
Shahid Ahmad
John Broomhall

Testing Coordinator

Susan D. Filippone

Varcon Beta-Testing Group

Dan Milka
Phillip Slater
Matthew Cohen
Alex Lawrence-Richards
Craig Luis
Brian Smith

MACSOFT

Product Manager

Al Schilling

Marketing Manager

Cindy Swanson

Licensing

LaNae Dover

Legal

Kerry Forsyth

Product Coordinator

Nate Birkholz

Creative Director

Keith Anderson

Packaging

David Stengel

ORIGINAL CENTIPEDE MAC VERSION CREDITS

WESTLAKE INTERACTIVE

John Butler

Brad Oliver

Additional Help

Nathan Strum

MACSOFT

Product Manager

Al Schilling

Marketing Manager

Cindy Swanson

Licensing

LaNae Dover

Legal

Kerry Forsyth

Product Coordinator

Nate Birkholz

Creative Director

Keith Anderson

Packaging

Christopher Odegard

PowerPC-optimized 6502
emulation provided by Aaron
Giles.

Pokey sound provided with
permission from Ron Fries.

ORIGINAL PONG MAC VERSION CREDITS

METIS INTERNATIONAL

Project Coordinator

Marc Diamond

Project Manager

Milo Grika

Lead Programmer

Vladimir Pomazan

Programmers

Dmitry Kozlov
Dmitry Kalmykov

ALPHABETAS, INC.

Lead Tester

Milo Grika

Testers

Adam Coleman

Bill Holmberg

James Robrahn

MACSOFT

Product Manager

Al Schilling

Marketing Manager

Cindy Swanson

Licensing

LaNae Dover

Legal

Kerry Forsyth

Product Coordinator

Nate Birkholz

Creative Director

Keith Anderson

Packaging

Christopher Odegard

ATARI ARCADE CLASSICS CREDITS

MACSOFT

President

Peter Tamte

General Manger

Al Schilling

QA Manager

James Robrahn

Testing

Bob Strenger

Dave Degnan

Greg Fa'NG Stutsman

Technical Support Manager

Greg Grimes

Technical Support

Jim Wroblewski

Dustin Schwartz

Marketing Manager

Cindy Swanson

Packaging

David Stengel

Documentation

Nate Birkholz

Public Relations

Steve Charbonneau

OS X VERSION PROGRAMMING BREAKOUT

Crescent Vision Interactive:

Glenn Seemann

David Bourg

CENTIPEDE

Westlake Interactive

Phil Sulak

Ken Cobb

PONG

Metis International

Special Thanks to

Nate Birkholz

LICENSE AGREEMENT

PLEASE READ CAREFULLY. BY USING OR INSTALLING THIS SOFTWARE, OR BY PLACING OR COPYING THIS SOFTWARE ON YOUR COMPUTER HARDWARE, COMPUTER RAM OR OTHER STORAGE MEDIUM, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THESE TERMS, PROMPTLY RETURN THE PRODUCT IN ITS PACKAGING TO THE PLACE WHERE YOU OBTAINED IT.

1. License. The software accompanying this license (the "Software") and the related documentation are licensed to you by us and are subject to this license. If the Software is configured for loading onto a hard drive, you may so load the Software only onto the hard drive of a single computer and run the Software off only that hard drive. You may not delete the copyright notices or any other proprietary legends on the original copy of the Software. If there is an editor incorporated into the Software, this license is also subject to Section 8 below. You agree that the Software will not be shipped, transferred or exported into any country in violation of the U.S. Export Administration Act (or any other law governing such matters) by you or anyone at your direction and that will not utilize and will not authorize anyone to utilize, in any other manner, the Software in violation of any applicable law. The Software may not be downloaded or otherwise exported or reexported into (or to a national or resident of) any country to which the U.S. has embargoed goods or to anyone or into any country who/which are prohibited by applicable law, from receiving such property.
2. Restrictions. The Software contains copyrighted material, trade secrets and other proprietary material. You may not decompile, modify, reverse engineer, publicly display, prepare derivative works based on the Software (except as permitted in Section 7, below), disassemble or otherwise reproduce the Software. You may not rent, sell, lease, sublicense or distribute the Software. You may not offer the Software on a pay-per-play basis or otherwise commercially exploit the Software or use the Software for any commercial purpose. You may not electronically transmit the Software from one computer to another or over a network.
3. Termination. This license is effective until terminated. You may terminate this license at any time by destroying the Software and related documentation. This license will terminate immediately without notice from us if you fail to comply with any provision of this license. Upon termination, you must destroy the Software and related documentation.
4. Disclaimer of Warranty on Software. You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software, related documentation and the media are provided "AS IS". Unless otherwise provided by applicable law, Destineer, Inc. ("Destineer") warrants to the original purchaser of this product that the Software storage medium will be free from defects in material and workmanship under normal use for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. DESTINEER EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. WE DO NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS. NO

ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY US OR ANY OF OUR AUTHORIZED REPRESENTATIVES SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

5. Limitation of Liability. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL DESTINEER OR ANY OF ITS OFFICERS, EMPLOYEES, DIRECTORS, AGENTS, LICENSORS, LICENSEES, SUBLICENSEE OR ASSIGNS BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OF OR INABILITY TO USE THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF SUCH PARTIES HAVE BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. In no event shall our total liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the amount paid by you for the Software.
 6. Controlling Law, Merger and Severability. This license constitutes the entire agreement between the parties with respect to the use of the Software and the related documentation and shall be governed by Minnesota law. Should any portion of this license be held void, illegal or otherwise unenforceable, such portion shall be severed from the license and the remainder of the license shall be enforced to the maximum extent possible.
- Editor and End-user Variations.
- (a) The Software may include an "Editor". An "Editor" is a feature that allows you to modify the Software or to construct new variations for use with it. These modifications and variations can be both playable and non-playable. An Editor includes its associated tools and utilities. An Editor is NOT shareware. You may not freely distribute it to any BBS, CD, floppy or any other media. You may not sell it or repackage it for sale.
 - (b) Using the Editor, you may create modifications or enhancements to the Software, including the construction of new levels (collectively referred to as "Variations"), subject to the following restrictions:
 - i. Your Variations must only work with the full, registered copy of the Software, not independently or with any other software.
 - ii. Your Variations must not contain modifications to any executable file.
 - iii. Your variations must not contain any libelous, defamatory, or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contains any trademarks, copyright-protected work, or other recognizable property of third parties.

iv. At least once in every online description and with reasonable duration on the opening screen, your Variation must prominently identify (i) the names and email addresses of its creators, and (ii) the words, "THIS LEVEL IS NOT MADE BY OR SUPPORTED BY Atari, Destineer, Inc., or any of such parties affiliates and subsidiaries."

v. Your Variations must be distributed solely for free. Neither you nor any other person or party may sell them to anyone, commercially exploit them in any way, or charge anyone for using them. You may exchange them at no charge among other end-users.

vi. By distributing or permitting the distributor of any of your Variations, you hereby grant back to Destineer an irrevocable, worldwide, royalty-free right to use and distribute them by any means.

vii. The prohibitions and restrictions in this section apply to anyone in possession of the Software or any of your Variations.

8. Copyright. The Software and all copyrights, trademarks and all other conceivable intellectual property rights related to the Software are owned by Atari, or its licensors and are protected by United States copyright laws, international treaty provisions and all applicable law, such as the Lanham Act. You must treat the Software like any other copyrighted material, as required by 17 U.S.C. section 101 et seq. and other applicable law. You agree that you are receiving a copy of the Software by license only and not by sale and that the "first sale" doctrine of 17 U.S.C. section 109 does not apply to your receipt or use of the Software.

Please do not make unauthorized copies. The program you've purchased was produced through the efforts of many people who earn their livelihood from its lawful use. Don't make copies for others who have not paid for the right to use it. To report copyright violations to the Software Publishers Association, call 1-800-388-PIR8 or write: Software Publishers Association, 1101 Connecticut Ave., Suite 901, NW, Washington, DC 20036

This program is protected by United States federal and international copyright laws.

All trademarks mentioned in this manual are property of their respective owners.

YOU MAY NOT DISTRIBUTE THIS VERSION OF THE SOFTWARE.

©2004 Atari Interactive, Inc. All rights reserved. CENTIPEDE®, PONG®, BREAKOUT®, and ATARI® are trademarks or Atari Interactive, Inc. BREAKOUT designed and developed by Supersonic Software, Ltd. Macintosh version published and distributed by Destineer, Inc. under its MacSoft label. Destineer and MacSoft are registered trademarks of Destineer, Inc. All rights reserved. All other trademarks are property of their respective owners.