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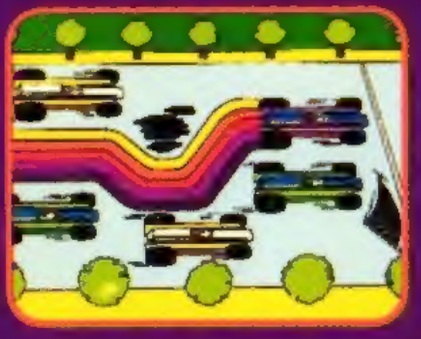

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Table of Contents

Action Pack for Windows® 95 2
- Minimum System Requirements 2
- Before Inserting the CD 2
- To Start *Activision's Atari 2600 Action Pack* for Windows® 95 2
- Title Screen Button Functions 4
- How to Play the Games 5
- Uninstalling *Action Pack* 5
- Troubleshooting Tips 6

Action Pack for Windows® 3.1 9
- Minimum System Requirements 9
- Before Installing 9
- To Install *Action Pack* from Windows® 3.1 10
  - Speed Test 11
- How to Play the Games 11
- Troubleshooting Tips 12

Action Pack for Macintosh® 18
- Minimum System Requirements 18
- Optimization Tips 18
- Installing *Action Pack* on your Macintosh® 19
- How to Play the Games 20
- Troubleshooting Tips 21

Customer Support in the US 25

Customer Support in the UK & Australia 27

Warranty 28

Action Pack for Windows® 95

Minimum System Requirements

- A 100% Windows® 95-compatible computer system (including 32-bit Windows® 95-compatible drivers for CD-ROM drive, video card, sound card and input devices)
- 486/33 MHz
- VESA Local Bus or PCI video
- 256-color SVGA (640 x 480)
- 8 MB RAM
- CD-ROM drive
- Windows® 95 operating sytem
- Mouse

Optional
Joystick or Gamepad

Before Inserting the CD

We strongly recommend that you run the program under the following conditions:

- Your color resolution in Windows® is set at 256 colors.
- You have 8 MB of RAM.
- You have 1 MB of hard drive space.

To Start Activision's Atari 2600 Action Pack for Windows® 95

1. Insert the **Action Pack** CD into your CD-ROM drive.
2. Wait a few moments for the **Action Pack** title screen to come up; then click on the button displaying the game you wish to play.
3. Enjoy your blast to the past!

If the **Action Pack** title screen does not appear, try performing the following steps:

1. Double-click on the **My Computer** icon on your desktop or right-click on the icon and choose the **Open** option.
2. Select the **Refresh** option located in the **View** pull-down menu.
3. Double-click on the **Action Pack** icon in the window or right-click on the icon and choose the **AutoPlay** option.
4. After the **Action Pack** title screen appears, click on the **Play** button.

If the AutoPlay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.
2. Your CD-ROM driver may not be optimized for use with Windows® 95. To verify this, perform the following steps:
   a. Open the Windows® 95 **Control Panel** folder and double-click on the **System** icon.
   b. Click on the **Performance** tab.

      If any of your hardware drivers are not fully optimized for use with Windows® 95, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

Title Screen Button Functions

More... – Click this button to access the Technical Help, About Action Pack, About Activision, On-Line Registration and Uninstall Action Pack buttons.

Exit – Click this button to close the title screen and exit *Action Pack*.

Technical Help – Click this button to view the latest technical information that was not included in the online help files.

About Action Pack – Click this button to view the credits.

About Activision – Click this button to view information on how to contact Activision.

On-Line Registration – Click this button to register your copy of *Action Pack* over the modem. The **Registration** screen will automatically appear upon launching *Action Pack* the first time.

Uninstall Action Pack – Click this button to remove all **Action Pack** files from your computer.

Less... – Click this button to return to the initial title screen.

How to Play the Games

Look for information from the 15 original game manuals in the online **Help** files within each game!

Click on the button displaying the game you wish to play and press the **F1** key or from the **Help** menu, select the **Contents** option and browse through the original game designer's tips on *How to Play*, *Scoring* and *Hints*. Under *Game History* you'll find recent interviews with the original game designers — find out what inspired them to create these games and what they're doing now!

Select the **Commands** option for *Description of Shortcut Keys* and *Menu Options*. And for a quick cheat-sheet of game commands, select *Shortcut Keys*. Have fun!!!

Uninstalling Action Pack

1. Click the **More** button on the **Action Pack** title screen.
2. Click the **Uninstall** button.
3. Click the **OK** button if you are sure you want to uninstall *Action Pack*.
4. All of the **Action Pack** files are now completely removed from your hard drive.

Troubleshooting Tips

PROBLEM	SOLUTION
AutoPlay does not function	1. Make sure the CD is clean and properly placed in the CD-ROM drive. 2. Your CD-ROM driver may not be optimized for use with Windows® 95. To verify this, perform the following steps: a. Open the Windows® 95 **Control Panel**. b. Open the **System** program. c. Click on the **Performance** folder. If any of your hardware drivers are not fully optimized for use with Windows® 95, they will be listed here, along with an explanation of what the exact problem is, and suggestions on how to fix it.
Video Problems	*Action Pack* requires a Super VGA (SVGA) display at a resolution of 640x480 with 256 colors. If you run at a lower or higher resolution than this, you may run into problems. If you experience video problems while using this program, you should first make sure you have the latest Windows® 95 drivers for your video card. The Windows® 95 drivers are found on the diskette that came with your video card. If you purchased your video card before Windows® 95 was made available, updated drivers may be obtained in a variety of places. The dealer who sold you your hardware should have access to the most recent video drivers. Most video card manufacturers maintain a BBS containing the latest drivers for free downloading. Drivers are available on CompuServe, America Online, The Microsoft

PROBLEM	SOLUTION
	Network and other popular online services. We have provided a list of video card manufacturers, containing Technical Support and BBS numbers, that can be accessed from the **Technical Help** button located on the title screen. Please make every effort to install the latest video drivers before calling Activision Customer Support.
Error Message	*Your sound card/driver does not support high speed PCM wave-form changes.* When *Action Pack* installs for the first time, it attempts to automatically determine the optimal sound configuration for your hardware setup. Depending on the processing speed of your CPU, and the particular sound card you use, *Action Pack* will allow you to choose one of two methods, **Most Accurate** or **Fastest**. **Most Accurate** is suggested when *Action Pack* thinks your system is fast enough to play the PCM sounds without any noticeable delays. **Fastest** is suggested when *Action Pack* thinks you might experience slow-downs and delays during gameplay.
Error Message	*This program has performed an illegal operation and will be shut down.* a. This error message may be caused by a video card that is configured to display more than 256 colors. This occurs with *any* video card that is set to display more than 256 colors. The display should be reconfigured for 256 colors. Contact your video card manufacturer if your current driver is unable to do this.

PROBLEM	SOLUTION
	b. On slower machines, this error is often caused by having your graphics hardware acceleration set too high. To change this setting, perform the following steps: 1. Open the Windows® 95 **Control Panel**. 2. Open the **System** program. 3. Click on the **Performance** folder. 4. Click on the **Graphics** button. 5. Lower the acceleration speed until *Action Pack* loads smoothly.
Partial Sound	1. Adjust the PCM and FM bars under *All Games* in the **Settings** menu until a desired sound level is achieved. 2. Make sure you are using the latest sound driver for your sound card. 3. Some sound card manufacturers do not have Windows® drivers that take full advantage of all Windows® functions. Because of this, some drivers will not allow all of the sounds of the original games to be played. We experienced this particular problem with the Media Vision Pro Audio Spectrum and Gravis Ultrasound drivers for Windows®.

For additional troubleshooting information, press the **More** button on the title screen and then press the **Technical Help** button.

Action Pack for Windows® 3.1

Minimum System Requirements

- IBM PC or 100% compatible
- 486/33 MHz or faster
- 4 MB RAM
- CD-ROM drive or 3.5" HD (1.44 MB)
- Hard disk drive with 10 MB available
- 256-color SVGA (640 x 480)
- MS-DOS®/PC-DOS™ 6.0 or higher
- Microsoft® Windows® 3.1
- Mouse
- Sound Blaster or 100% compatible sound card

Optional
Joystick

Before Installing

- Close all other applications.
- Do not install this program to a shared network copy of Windows®. The program needs to make changes to the \WINDOWS\SYSTEM directory that are not possible under shared network versions.
- Do not install this version of Action Pack if you are using Windows® NT or Windows® 95. While the program may function on these versions of Windows®, you may experience problems. If you are using Windows® 95 we recommend you install Action Pack for Windows® 95. Please refer to page 1.
- For proper installation and best performance make sure you are running Windows® in Enhanced Mode with at least a 10 MB permanent swapfile.

- We do not recommend installing this program to a compressed drive. If possible, install to a non-compressed drive and run the program from there. If you do need to install to a compressed drive, the disk space requirements listed above are 20 MB of free disk space rather than 10 MB.
- Make sure that the video driver you are using supports 256 colors.

To Install Action Pack from Windows® 3.1

1. Open Microsoft Windows® as you normally do: type **win** at the DOS prompt, and press **<ENTER>**.
2. Insert the 3.5" **Action Pack** disk #1 in the 3.5" HD (1.44 MB) **–or–** the **Action Pack** CD-ROM disc in the CD-ROM drive.
3. Pull down the **File** menu in the Program Manager and select **Run**...
4. Click on the **Browse** button.
5. Select the disk drive where you inserted your **Action Pack** disk. For example, if the **Action Pack** disk is in drive A, click on the drive A icon in the lower right corner.
6. Double-click **SETUP.EXE**, click the **OK** button in the **Run** dialog box, and follow the on-screen instructions to install *Action Pack* on your hard drive.

When setup is complete, your Program Manager will display the fifteen **Action Pack** game icons in the **Activision** window. You can then double-click on any of the game icons and start to play. Have fun!

Speed Test

This product uses the new WinG graphical libraries for Microsoft® Windows® 3.1. If you have never used a WinG product before, there are some steps you should be aware of. Once the program has installed successfully, a video speed test will play. DO NOT interrupt this test. This test will run for a few minutes and determine the fastest way to send video to your existing hardware. This test will only run one time, and will not run again unless you change the video driver or resolution, reinstall the program, or install the program again.

How to Play the Games

Look for information from the 15 original game manuals in the online **Help** files within each game!

Double-click on the game you wish to play and pull down the **Help** menu. From the **Help** menu, select the **Contents** option, or press the **F1** key, and browse through the original game designer's tips on *How to Play*, *Scoring* and *Hints*. Under *Game History* you'll find recent interviews with the game designers — find out what inspired them to create these games and what they're doing now!

Select the **Commands** option for *Description of Shortcut Keys* and *Menu Options*. And for a quick cheat-sheet of game commands, select *Shortcut Keys*. Have fun!!!

You can also view these **Help** files by using **File Manager** and double-clicking on the appropriate **.HLP** file in the directory where you installed the games.

Troubleshooting Tips

PROBLEM	SOLUTION
Game freezes	1. Make sure your computer has at least 4 MB of RAM. 2. Make sure you are using Windows® 3.1. 3. Close all other Windows® applications while playing the **Action Pack** games. 4. Mute the sound effects and music by clicking in the corresponding box under the *All Games* section of the **Settings** menu. If this helps, see #5. 5. Update your Windows® sound drivers. If an updated driver does not correct this problem, you will have to mute the sound effects to play the games.
Unable to play any game	1. Make sure the game was properly installed according to the install instructions. 2. Make sure you are playing on an uncompressed drive. Doublespace and other drive compression utilities are not supported. 3. Please refer to the **ACTPACK.WRI** file for more information. You can access this file by double-clicking on the **Action Pack Read Me** icon in your **Activision** window.

PROBLEM	SOLUTION
Game window and Help window appear simultaneously	1. In this situation the game window appears, the **Help** window appears, and then the game window overlays the **Help** window again. You will see a white screen and portions of the graphics that will redraw themselves as you move the cursor. Press **Escape** to stop the game and then exit the game. Close the **Help** window and restart the game. Pressing the **F1** and **F2** keys simultaneously may have caused this to occur. Be sure you press the function keys one at a time.
No sound	1. There must be a 100% Windows®-compatible sound card capable of playing sounds at 22 kHz in your computer. Check the specifications of your sound card to see if your card meets this requirement. 2. Make sure your speakers are plugged in correctly, turned on and the volume is turned up to an audible level. 3. Make sure you have the latest sound drivers for your sound card. 4. Make sure your *Mute Sound Effects & Music* box is unchecked under the *All Games* section of the **Settings** menu. 5. Adjust the PCM and FM bars under *All Games* in the **Settings** menu until the desired sound level is achieved.

PROBLEM	SOLUTION
Partial sound	1. Adjust the PCM and FM bars under *All Games* in the **Settings** menu until a desired sound level is achieved. 2. Make sure you are using the latest sound driver for your sound card. 3. Some sound card manufacturers do not have Windows® drivers that take full advantage of all Windows® functions. Because of this, some drivers will not allow all of the sounds of the original games to be played. We experienced this particular problem with the Media Vision Pro Audio Spectrum and Gravis Ultrasound drivers for Windows®.
Game colors are faded in appearance	1. Make sure you are using a video driver capable of displaying 256 colors. 2. Some game colors may not appear exactly like the originals simply because of the conversion from the cartridge to the emulated version. Some colors had to be hand "tweaked" to match the original games, and a few colors could not be matched exactly. However, most of the games do closely resemble the originals in color.
Controls do not work	1. Check under *This Game* in the **Settings** menu and make sure a Key Setup, Joystick or Mouse (Kaboom! only) is selected as the controller for each player. 2. When choosing Key Setup, make sure the correct buttons are selected under the *All Games* section of the **Settings** menu.

PROBLEM	SOLUTION
Joystick does not work	1. Make sure it is securely plugged into the correct game card. 2. Use the joystick calibration program to make sure your joystick is calibrated properly. NOTE: Make sure that the cross appears in the center of the black screen (or close to it) during the Test in the joystick utility. Otherwise, the joystick will not respond correctly.
Using the joystick calibration program in Windows®	1. Open the **Main** program group window in the Windows® Program Manager. 2. Double-click on **Control Panel**. 3. Double-click on **Joystick**. 4. Click on the **Calibrate** button. 5. Follow the on-screen instructions. 6. When the calibration screen disappears, choose the **Test** button. 7. The joystick is calibrated if the white cross is in the center of the black screen. If it is, click on the **Done** button. If not, click the **Done** button and go back to #4 above to re-calibrate the joystick. 8. When done with the joystick utility, click the **OK** button.
Game too slow	1. If your computer has a turbo button, make sure it is ON (or set to the highest MHz possible). 2. Make sure you are running *Action Pack* on a 486/33 or higher system. Any 486/25 or lower system will not usually perform at a speed comparable to the original Atari 2600 game speed.

PROBLEM	SOLUTION
	3. Make sure your video driver is running in 640x480 256 colors. A driver that supports a greater number of colors may actually slow down the games. 4. Make sure you are using the latest driver for your computer's video card. Older video drivers may not be compatible with WinG. Please refer to the **ACTPACK.WRI** file for more information regarding video drivers under WinG. You can access this file by double-clicking on the **Action Pack Read Me** icon in the **Activision** window. 5. Move the **Animation** slide bar to a faster FPS under *This Game* in the **Settings** menu. 6. Use the small window to run the games. The larger maximized window runs a little slower than the small window. 7. Turn the sound effects off by clicking on the *Mute Sound Effects & Music* box in the *All Games* section of the **Settings** menu.
Game too fast	1. If your computer has a turbo button, make sure it is turned OFF (or set to the lowest MHz possible). 2. Move the **Animation** slide bar to a smoother FPS under *This Game* in the **Settings** menu. 3. Use the maximized window to run the games. 4. Turn sounds on by making sure the *Mute Sound Effects & Music* box is unchecked in the *All Games* section of the **Settings** menu.

PROBLEM	SOLUTION
Cannot play two-player game	1. Make sure the game you are playing has a two-player option in *How to Play* in the **Help** menu. 2. Make sure you have used the **F4** key to select the correct game number for a two-player game. NOTE: The game must be in progress in order for the **F4** key to be used. 3. Make sure there has been a controller type chosen for Player #2 under *This Game* in the **Settings** menu. 4. Make sure a different controller has been selected for each player. The same controller cannot be used for both players.
Shots appear to go through the enemy	The *Action Pack* emulation is only able to detect a "collision" (i.e. a laser hitting a meteor) when it checks certain areas on the screen for such an occurrence. In order to keep the game speed close to the original games, the emulator has small gaps where it may not be checking for a collision while it processes graphics on the screen. Because of this, some shots may appear to miss the target by passing right through it.

Action Pack for Macintosh®

Minimum System Requirements

- Macintosh® or 100% compatible
- 68LC040-25MHz or PowerPC 601-60 MHz processor (Sound not supported on AV models) Note: Powerbook 520c and 540c compatibility ONLY
- 8 MB of RAM (need 4.1 MB available)
- CD-ROM drive or 3.5" High Density (1.4 MB) floppy disk drive
- Hard disk drive with 6 MB free space available
- 640 x 480 – 256 color or gray-scale (8-bit) graphics
- 13" monitor or Powerbook 520c/540c Color LCD Display
- System 7.1 to 7.5

Optional: Joystick or Gamepad

This Installation Guide assumes that you are familiar with common Macintosh® usage and basic mouse functions such as clicking, double-clicking, dragging and selecting. If needed, please refer to your Macintosh® manuals and the Macintosh® Basics provided by Apple Computer, Inc.

Optimization Tips

To install and run *Action Pack* optimally, perform these steps:

1. Turn off File Sharing by going to the **Control Panels** folder (located under the **Apple** menu) and double-clicking on **Sharing Setup**. Under the File Sharing section, make sure File Sharing is OFF (the button should read **Start**). If it is not off, hit the Stop button to turn it off.

2. Turn off **AppleTalk** by going into the **Chooser** (located under the Apple menu) and hitting the **Inactive** button in the AppleTalk section.
3. In the **Memory** control panel (located under the **Apple** menu in the **Control Panels** folder), make sure Virtual Memory is OFF, Modern Memory Manager is ON and 32-Bit Addressing is ON (depending on the type of computer you have, not all of these options will be available).
4. Turn off any unnecessary extensions. (For Mom, leave Sound Manager on!)
5. Restart your computer so that any changes you made will take effect.

Installing Action Pack on Your Macintosh®

Turn off any virus detection software before installation.

If you are installing the CD-ROM version:

1. Insert **Activision's Atari 2600 Action Pack** disc into your CD-ROM drive.
2. Double-click on the **Action Pack CD-ROM** icon.
3. Double-click on the **Action Pack Installer** icon in the **Action Pack** window.
4. Click on the **Activision** install screen.
5. Drag the **Action Pack** icon onto your hard drive icon located on the right side of the installer window.
6. Once installation is complete, click **Quit** to leave the installer. You may now eject the **Action Pack CD-ROM** disc from your CD-ROM drive.
7. Look for the **Action Pack** folder on your hard drive.

If you are installing the 3.5" HD (1.4 MB) Floppy disk version:

1. Insert **Activision's Atari 2600 Action Pack** 3.5" HD (1.4 MB) floppy Disk One into your disk drive.
2. Double-click on the **Action Pack Disk One** floppy disk icon.
3. Double-click on the **Action Pack Installer** icon in the **Action Pack Disk One** window.
4. Click on the **Activision** install screen.
5. Drag the **Action Pack** folder icon onto your hard drive icon located on the right side of the installer window.
6. When the installer prompts you for the disk "Action Pack Installer 2," remove Disk One and insert Disk Two into the disk drive.
7. Once installation is complete, click **Quit** to leave the installer.
8. Look for the **Action Pack** folder on your hard drive.

How to Play the Games

1. Open the **Action Pack** folder on your hard-drive and double-click on the icon for the game which you want to play. Have fun!
2. If you want information on the games contained in *Action Pack*, you can find it in the 15 original game manuals in the online **Help** files within each game by pulling down the **Help** menu. From the **Help** menu, select the **Contents** option and browse through the original game designer's tips on *How to Play*, *Scoring* and *Hints*. Under *Game History*, you'll find recent interviews with the game designers—find out what inspired them to create these games and what they're doing now!

3. Select the **Commands** option for *Description of Shortcut Keys* and *Menu Options*. And for a quick cheat-sheet of game commands, select *Shortcut Keys*. A list of these shortcut keys is also located at the end of this manual. (*Action Pack* also supports joystick control. Consult your joystick operation manual for proper calibration and use.)
4. You can record your high scores by selecting Top Scores from the **File** menu. Once in the **Top Scores Hall of Fame** dialog box, enter your name and score or time.

Please see the README file on your **Action Pack** CD-ROM or Disk Two for more updated information.

Troubleshooting Tips

PROBLEM	SOLUTION
Unable to eject my CD-ROM disc	Try turning file sharing off. This is accomplished by following step 1 in the *Optimization Tips* section on page 16.
The game speed is too fast	Use the **Animation** bar to slow down the pace of the game by raising the Frames/Second (towards Smoother) to a more comfortable level. It is located under the **Settings** menu in the **All Games** submenu.

PROBLEM	SOLUTION
The game speed is too slow	Use the **Animation** bar by lowering the Frames/Second (towards Faster) to adjust the pace of the game to your preference. It is located under the **Settings** menu in the **All Games** submenu. If the gameplay is still not satisfactory, make sure you have performed all of the steps in the *Optimization Tips* section on page 16 of this guide. If the game speed is still too slow, try running your Macintosh® without extensions (however, this may disable Mom sounds). You can do this by restarting your computer and holding down the **Shift** key during start-up (it will say "Extensions Off"). Once you are done playing *Action Pack*, restart your computer (do not hold down the **Shift** key). Your Macintosh® will be back to "normal" and you will then be ready to run programs other than **Action Pack.**
The computer says there is not enough memory available when I try to play the game	Make more memory available for *Action Pack* by performing one or both of the following steps: 1. Close any other programs which are currently open (e.g., try quitting out of EHelpEngine). 2. Turn off all extensions. See the previous problem for instructions.

PROBLEM	SOLUTION
Error message: "Nagging feature could not be initialized..."	Makes sure the icon for the game you are trying to play is located in the **Action Pack** folder. Next, check that your Sound Manager extension is being loaded (System 7.1.x users only). If needed, you can get this extension from your local Apple dealer or commercial online service.
The game pauses or is jerky during play	First, check if you have other *Action Pack* games open. If you do, quit out of them (this will free up processor power for the game you are playing). Second, you may have set the **Animation** bar (located in the **All Games** submenu in the **Settings** menu) to a low Frames/Second value. Try moving the value higher; this should smooth out the play. Finally, if the problem still persists, you may need to turn File Sharing and Virtual Memory off. Follow the steps outlined in the *Optimization Tips* section on page 16.
The colors of the game seem to be incorrect	Make sure your **Monitors** control panel is set to 256 colors by going into the **Control Panels** folder (located under the **Apple** menu) and double-clicking on the **Monitors** control panel. Click on the number **"256."**
Controls do not respond properly	Check the key assignments in the **All Games** submenu (under the **Settings** menu) and be sure that the proper keysets are assigned to the respective players.

PROBLEM	SOLUTION
My shots appear to go through the enemy and/or the collision detection seems to be off	The *Action Pack* emulation is only able to detect a "collision" (e.g. when a laser hits a meteor) when it checks certain areas on the screen for such an occurrence. In order to keep the game speed close to the original games, the emulator has small gaps where it may not be checking for a collision when it processes graphics on the screen. Because of this, some shots may appear to miss the target by passing right through it—this problem will become more prevalent as you increase the speed of the game via the **Animation** bar.
When playing *H.E.R.O.*, there are times when my player dies very quickly for no apparent reason	This problem occurs for the same reason as mentioned above. Make sure that the **Animation** bar is set to 60 Frames/Second. Go into the **All Games** submenu (under the **Settings** menu) and click on the left arrow of the **Animation** bar until the square is at the far left end of the bar and it reads 60 Frames/Second.
When playing *Kaboom!*, the game goes into the background unexpectedly	This problem occurs if the mouse button is accidentally hit when the cursor is off of the game screen. When playing, be sure not to depress the mouse button outside of the play screen.
The sound is not working	First try cleaning out your ears! Then, make sure that the game sound is turned on by pressing ⌘- **S**. Volume can be adjusted in the **Sound** control panel. The **Control Panels** folder can be found in the **Apple** menu.

Customer Support in the US

Before contacting customer support, please consult the **Technical Help** file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the **Technical Help** file you are still experiencing problems, please feel free to contact us through any of the services listed.

So that we can better help you, please be at your computer and have the following information ready:

1. Complete product title
2. Exact error message reported (if any) and a brief description of the problem
3. Your computer's processor type and speed (e.g. 486/66, Pentium 90, PowerPC Mac)
4. Video and sound card makes and models (e.g. Diamond Stealth 64 video, Sound Blaster 16 sound...)

Online

Services with Activision Forums, E-Mail and File Library Support

- Microsoft Network: From any MSN window, pull down the **Edit** menu and select **Go to** then **Other Location...**. At the prompt, type **Activision** and click **OK**.
- America Online: MEDIAJAKE or use keyword "Activision" to locate the Activision forum.
- CompuServe: 76004,2122 or [GO GAMBPUB]
- Activision BBS: (310) 479-1335 Up to 28,800 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Online (...continued)

Services with E-Mail Support

- Prodigy: ACTI10B
- GEnie: ACTIVISION

Internet support@activision.com or http://www.activision.com

For more information on how to use our listserver, please send e-mail to **CSbulletins@listserv.activision.com** with the word "help" in the subject line. If you are already familiar with listservers, send e-mail to the same address with the word "index" in the subject line of your message for a list of files available from this service.

Fax (310) 479-7355, 24 hours a day

Mail Activision, Customer Support, P.O. Box 67713, Los Angeles, CA 90067

Phone Call our 24-hour voice-mail system for answers to our most frequently asked questions at (310) 479-5644. Or contact a customer support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday through Friday, except holidays.

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Customer Support in the UK & Australia

For Technical Support:

In the U.K., please call **0990 143 525**.

In Australia, please call **(61) 2 869 0955**.

If you have any comments, questions or suggestions about *Activision's Atari 2600 Action Pack*, or any other Activision product, you can contact us in the UK on **0181 742 9400** between the hours of 1:00 p.m. and 5:00 p.m. (UK time) Monday through Friday, with the exception of holidays, or contact a customer support representative through the following online services.

Online

Services with Activision Forums, E-Mail and File Library Support

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Activision's Atari 2600 Action Pack (All Platforms) Registration Card

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Player's age: _____ ☐ M ☐ F **Purchaser's age:** _____ ☐ M ☐ F

About your computer: ☐ IBM Compatible ☐ Macintosh ☐ Power Mac ☐ Other _____

Processor: ☐ 386 ☐ 486 ☐ 68030 ☐ 68040 ☐ Pentium ☐ Power PC ☐ Other _____ **Speed:** ____ MHz

Memory: ☐ 2 MB ☐ 4 MB ☐ 8 MB ☐ Over 8 MB **Hard Drive Size:** _____ MB

Disc Drive(s): ☐ 5.25" ☐ 3.5" ☐ CD-ROM drive **Graphics:** ☐ VGA ☐ Super VGA ☐ Mac Color ☐ Mac B/W

Peripherals: ☐ Joystick ☐ Mouse **Modem Speed:** ☐ 2400 Baud ☐ 9600 ☐ 14,400 ☐ 28,800 ☐ Other _____

Operating System: ☐ DOS ☐ Windows ☐ Mac ☐ Other _____

Sound Card: ☐ Ad Lib ☐ Sound Blaster ☐ Roland ☐ Media Vision ☐ Other _____

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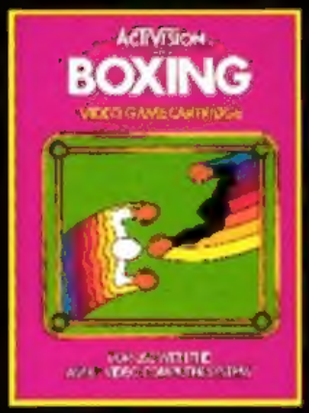

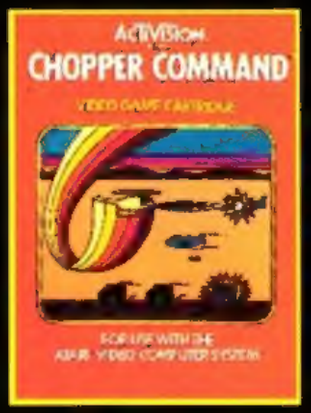

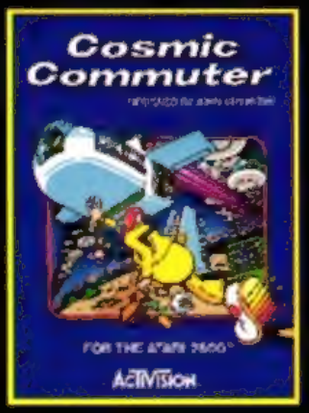

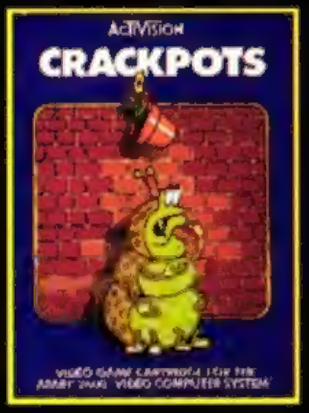

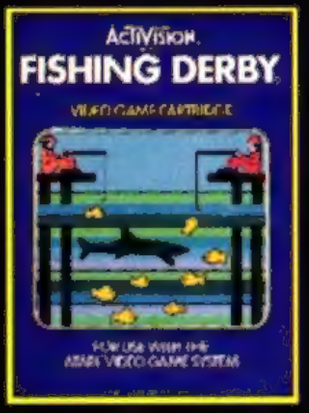

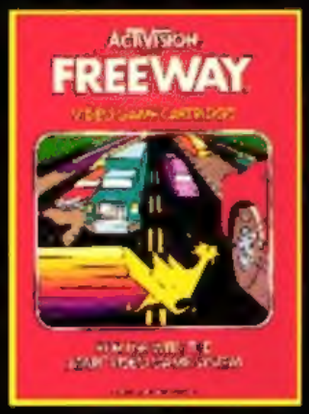

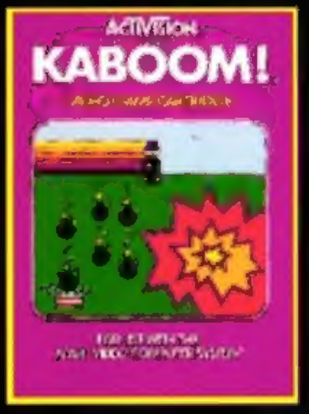

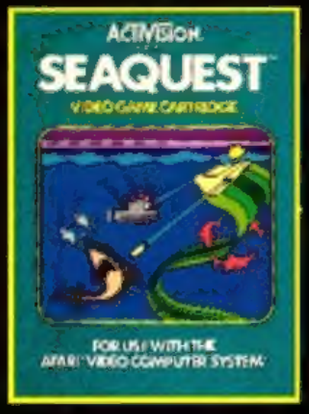

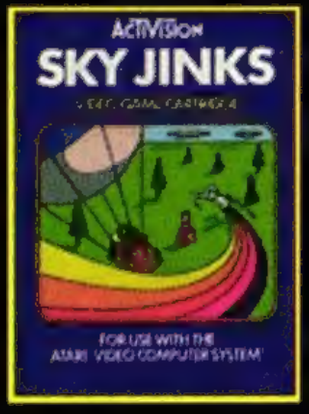

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