



**Get Atari Flashback®6 Accessories at
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ATARI **FLASHBACK® 6**
classic game console



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AtGames Digital Media Inc. www.atgames.us

**BUILT-IN 100 GAMES
INSTRUCTION MANUAL**

(MODEL NO: AR2680)

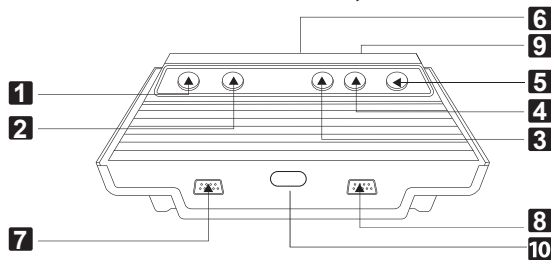
IMPORTANT: READ BEFORE USE

In very rare circumstances, some people may experience epileptic seizures when viewing flashing lights or patterns in our everyday life. Flashing lights and patterns are also common to almost any video game. Please consult your physician before playing ANY video game if you have had an epileptic condition or seizure OR if you experience any of the following while playing - Altered vision, eye or muscle twitching, mental confusion or disorientation, loss of awareness of the surroundings or involuntary movements.

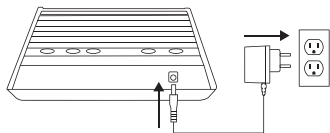
It is advised to take a 20-minute rest after 1 hour of continuous play.

Game Console Appearance and Button List

The image below shows the location of the output ports and buttons. (The illustration is for reference only.)



- | | |
|--|-------------------------|
| 1 Power Button | 6 DC 5V Input Port |
| 2 Start Button (Original Reset Button) | 7 Left Controller Port |
| 3 Difficulty Button – Left Player | 8 Right Controller Port |
| 4 Difficulty Button – Right Player | 9 AV Cable |
| 5 Select Button – Game Option | 10 IR Receiver |



AC Adapter Specification

INPUT: 100V -240V AC/50HZ -60HZ
OUTPUT: 5V DC/500mA
PLUG: --(+)

NOTE:

Must use the AC adapter included as power supply to the console. Do not connect the AC adapter to the power input other than the above specifications.

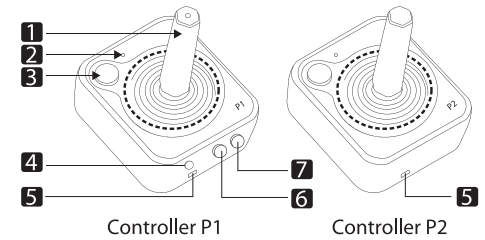
AC adapter is not a toy.

The socket-outlet shall be installed near the equipment and shall be easily accessible

1

Controller Appearance and Button List

- 1 Joystick
- 2 Power Indicator
- 3 FIRE Button
- 4 RESET
- 5 ON/OFF
- 6 SELECT
- 7 START

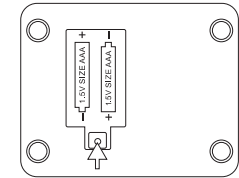


NOTE: POINT CONTROLLER AT CONSOLE FOR BEST EXPERIENCE

Changing The Batteries For The Controller

Remove the battery compartment cover using a screwdriver.

Place two AAA batteries into the battery compartment. Make sure they are inserted with the correct polarity as shown inside the battery compartment.



Secure the battery compartment cover by clipping it back to place and using the screwdriver to tighten the screw.

(Screwdriver is not included in the package of this product.)

Requires 2 AAA batteries. Expected battery life up to 150 hours.

Battery Safety

- * Never try to short-circuit the battery terminals.
- * Rechargeable batteries are to be removed from the toy before being charged.
- * Rechargeable batteries are only to be charged under adult supervision.
- * Do not charge non-rechargeable batteries.
- * Batteries are to be inserted with the correct polarity as indicated inside the battery compartment.
- * Do not mix old and new batteries. Do not mix batteries of different types: standard (carbon-zinc), alkaline, or rechargeable (nickel-cadmium)
- * Remove batteries during long period of non-use.
- * Always remove flat batteries from the product.
- * Dispose batteries safely. Do not dispose this product or any batteries in a fire.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

2

How to connect the ATARI console to a TV?

Connect the game console to TV using the enclosed AV cable. Configure the TV input source to AV in, then press the POWER button on the game console. The console will detect the presence of a TV and display the game menu on TV screen automatically.

NOTE: For Plasma & LCD TV of over 32", please adjust your TV to the following setting for the best display result.

Back-Light: 100 Brightness: 36 Contrast: 70
Color: 60 Sharpness: 60 Aspect Ratio: 16:9

How to connect the wireless controllers with the console?

Switch the ON/Off button on the controllers to ON and the controllers will automatically connect with the console.

What are the two controller ports on the console for?

These ports are for the wired controllers (optional) and wired paddles (optional). These ports are also compatible with the original Atari 2600 wired controllers and paddles.

How to connect the wired controllers?

(Wired controllers are not included in this product.)

For 1-Player Games: Connect a wired controller to the left controller port.

For 2-Player Games: Connect a wired controller to the left controller port for player one, and connect another wired controller to the right controller port for player two.

How do I play the 4-player games?

The 4 player games are designed to be played by paddles. Please plug in your paddle controller(s) into controller port(s) on the game console.

How do I start playing?

1. Press the POWER button to turn on the game console. Press the POWER button again if you like to turn off the game console.
2. Use the player 1 (P1) wireless controller or use the wired controller that is connected to the left controller port to browse menu and select game: Move the joystick of P1 controller left and right to navigate the menu pages, and move the joystick up and down to highlight games on each menu page. Press the FIRE (red) or SELECT button on the wireless controller to enter the selected game.

3. Press the "START" on the game console to begin the game.
(For the games Aquaventure, Fatal Run , Gravitax and Swordquest: Earthworld, press the "FIRE" button on the controller to begin the game.)

How do I pause / unpause the game?

To pause, press and hold the FIRE button and a few seconds the SELECT button for a few seconds.

To unpause, press and hold the FIRE button and the START button for few seconds.

How do I switch back to game menu while playing a game?

Press the START and the SELECT buttons simultaneously on the main console, or press the RESET button on the wireless P1 controller, and the screen will go back to the game menu.

How do I adjust the game level?

Press "SELECT" on Main console, and then press "START" to begin the adjusted level.

PROBLEM	SOLUTION
No picture on the screen	Connect the AC adapter Connect the A/V cable Turn the console unit on Turn the TV on Set the TV to A/V input
Screen flickers or no color	Adjust TV color controls
No game sound	Increase or turn on the TV volume Connect the A/V cable
Picture on TV screen is unsteady	Adjust the vertical and horizontal hold controls on your TV until the picture becomes steady Re-connect A/V cable
Picture is blinking or distorted	Power off the console and then power on the console
Picture background color varies at the beginning or end of the game	This is normal Press START to enter or restart the game

Safety Notice:

Do not submerge the game console in water or expose it to extreme heat or to strong magnetic fields. Doing so may cause permanent damage to your device. Always use dry towel to clean the game console and controllers.

Transformers suitable for indoor use only.

Transformers and power supplies for toys are not intended to be used as toys, and the use of these products by children shall be under the full supervision of parents.

Warning: Changes or modifications not expressly APP by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Repair and Exchange Service

If the unit is damaged due to its improper use or simply wear and tear, and if the place where the product was originally purchased can't do exchange of this product, a standard repair and exchange program can be offered to help.

Please visit http://www.atgames.us/Repair_c2.htm to find out more details and purchase the Repair and Exchange program.

3D Tic-Tac-Toe (1 OR 2 PLAYERS)

Place four X's or four O's in one horizontal, vertical or diagonal row, or through all the panes. Play against an opponent or against the computer. To win, complete your row first.

Adventure (1 PLAYER)

The object of Adventure is to rescue the "Enchanted Chalice" and return it to the "Golden Castle", without getting eaten by evil dragons.

Adventure II (1 PLAYER)

Rescue the Enchanted Chalice and place it inside the Golden Castle where it belongs.

Air-Sea Battle (1 OR 2 PLAYERS)

The object of this game is to score points by hitting moving objects such as planes, ships, targets, helicopters and submarine. Air-Sea Battle™ is made of six different shooting games with total of 27 game variations.

Aquaventure (1 PLAYER)

Discover what the ocean depths hide as you dive to retrieve the hidden treasure.

Asteroids® (1 OR 2 PLAYERS)

The object of the game is to destroy as many asteroid boulders as possible and keep your ship in space as long as possible. Use your Joystick Controller to maneuver your ship through space and press the red (fire) button to shoot.

Atari Climber (1 PLAYER)

A sunny weekend afternoon of baseball behind Atari's corporate headquarters becomes an adventure through the halls of the great video game company. A home-run ball lands on top of the roof of the building and you'll need to sneak in and get it back. On your way up you'll need to avoid moving obstacles. Hurry, as time is of the essence!

Backgammon (1 OR 2 PLAYERS)

*Please do not use the wireless joysticks while paddles are plugged in.

The Backgammon Game Program™ has four skill levels – with instructional features for the beginner, yet challenging to the most advanced player – and follows the full rules of the game. Also contains four variations of the game Acey-Deucey.

Basketball (1 OR 2 PLAYERS)

Each player can move in eight directions with the joystick; the player with the ball constantly dribbles it. Score by shooting the ball to the basket. The player with the highest score after four minutes is the winner.

Black Jack (1 TO 3 PLAYERS)

*Please do not use the wireless joysticks while paddles are plugged in.

Why go to Vegas when you can gamble on your Atari? Now this is exciting! Atari Flashback 4, brings you real casino-style Blackjack where you and up to two of your buddies can try your luck against the computer dealer. The object of is to obtain a hand of cards that adds up to total higher than the dealer does, without going over 21.

Bowling (1 OR 2 PLAYERS)

To bowl a strike, (knock down all 10 pins in one try) position your player so that the ball hits in the middle of the first pin, causing a chain reaction and resulting in a strike. Press the FIRE button to roll ball towards pins.

Breakout® (1 TO 4 PLAYERS)

*Please do not use the wireless joysticks while paddles are plugged in.

Anyone who had an Atari in the '80's knows what this is. It's a classic. Use your paddle to bounce the ball into the brick wall. Each time you hit a brick it disappears. Once you break through, the ball will bounce around the top knocking out blocks rapidly. Try to get rid of all of the bricks on the screen. It's harder than it sounds. High scoring bricks speed up your ball, and hitting the ceiling shrinks your paddle.

Canyon Bomber™ (1 OR 2 PLAYERS)

*Please do not use the wireless joysticks while paddles are plugged in.

Now this is an interesting concept for a game. Bomb the dirt before your opponent bombs the dirt. Actually there's a bit of strategy involved as the point values can change depending on which clump of dirt you hit.

Centipede® (1 PLAYER)

Aim your magic wand and shoot sparks to stop these pests in their tracks.

Championship Soccer (1 OR 2 PLAYERS)

To score a goal you must kick the ball completely into the goal. The ball cannot touch the goal line or stop partway into the goal. To kick the ball after your player traps it, move your Joystick in the direction you want the ball to go and press the red fight button.

Circus Atari™ (1 OR 2 PLAYERS)

*Please do not use the wireless joysticks while paddles are plugged in.

POP! POP! POP! Pop the balloons and score points. A wall of red, blue, and white balloons will appear at the top of the screen. You must pop balloons by catching a clown on the teeter-totter and bouncing him up to the balloons.

Combat® (2 PLAYERS)

Arm yourself against the enemy with tanks, planes or jet fighters. Blast your opponent as many times as you can for the highest score.

Combat® 2 (2 PLAYERS)

Compete against your partner for control of an expansive terrain, where strategy plays as big a part as pure guts.

Crystal Castles® (1 PLAYER)

Move the bear through the castle and pick up the gems, but avoid all of the creatures chasing you. Though this game is similar to Pac-Man, it's a bit more complicated, as there are numerous mazes and stairs to climb. Here's the basics on the creatures: the ball-shaped gem-eating monsters can be killed by touching them when they are eating. Trees can be stunned by jumping over them. Bees appear when you're not moving fast enough, and the witch can only be avoided by wearing a magic hat.

Demons to Diamonds™ (1 OR 2 PLAYERS)

*Please do not use the wireless joysticks while paddles are plugged in.

The player must shoot demons whose color matches that of the gun. If successful, the demon transforms into a diamond, which can itself be shot for additional points. If a player shoots a demon of a different color, the demon transforms into a skull.

Desert Falcon® (1 OR 2 PLAYERS)

You are the royal Desert Falcon questing for precious games and Egyptian hieroglyphics hidden in the endless desert. Watch out for the flying beasts, blazing firepots, and howling sphinxes as they guard the jewels you seek.

Dodge 'Em (1 OR 2 PLAYERS)

Collect as many as dots as possible. It's you against the computer crash car. Accelerate. Change lanes. Each driver gets three heats. A crash ends the heat. If your score looks too good, another crash car comes on course. Different levels of difficulty keep the game a constant challenge.

Double Dunk™ (1 OR 2 PLAYERS)

Double Dunk tests your strategy as you race against the clock to lead your team to victory. As OFFENSE, use the controller and fire button to choose your plays, set picks, pass, jump, and shoot. As defense, use the fire button to block shots and grab rebounds.

Fatal Run (1 PLAYER)

The object of the game is to drive through all 32 levels and release the life-saving satellite. Along the way you must distribute the radiation vaccine throughout the major cities, while collecting the pieces of the launch code. If you complete the code and all levels, the satellite launches and you win the game.

Flag Capture (1 OR 2 PLAYERS)

The object is to find a flag which is hidden somewhere in the 9x6 grid of squares. Clues under each square can tell you how far you are from the flag or in which direction it lays. Watch out for the bombs!

Football (2 PLAYERS)

This game is so realistic you can virtually smell the pigskin. Yeah right. Each player has four men (3 linemen and a quarterback). Offensive and defensive plays are selected, and the ball is hiked. Though the men follow the set play, each player can control various men individually. Touchdowns and safeties are included, but field goals are not. moving fast enough, and the witch can only be avoided by wearing a magic hat.

Frog Pond (1 OR 2 PLAYERS)

The object is to leap and catch as many insects as you can with your frog's tongue, trying not to miss any of the insects. Depending on the game variation, you have 4 to 9 misses before the sun sets on the pond and you go to bed hungry!

Front Line™ (1 OR 2 PLAYERS) © TAITO CORP.1982

In this adaptation of Taito's arcade game of the same name, you single handedly take on the bad guys with one commando. He starts out just running around shooting his gun. Later, he jumps into a tank, then into a better tank. In the end he gets back on foot and throws grenades to destroy the enemy fort. magic hat.

Fun with Numbers (1 PLAYER)

Complete the equation by selecting the correct number. Pick from addition, subtraction, multiplication, and division.

Golf (1 OR 2 PLAYERS)

Try nine holes of golf on our course. You control the direction and the power of your shot. But, watch out for the rough, it may cost you penalty strokes. The computer automatically records your score.

Gravitar® (1 PLAYER)

Your Galaxy is under threat of attack from Gravitar. The only possible way to stop him is to break his hold on the four galaxies. You can either destroy the bunkers on all the planets, or activate the reactor at the core of the Alien Reactor Blast and escape before the deadly explosion.

Hangman (1 OR 2 PLAYERS)

Your object? To complete the Hangman Word within eleven incorrect letter guesses. Games 1, 2, 3 and 4 are one-player games in which one player competes against himself and the computer. During two-player games of Game 5, 6, 7 and 8, two players compete to guess the Hangman Word first within eleven incorrect guesses. In Game 9, one player composes the Hangman Word for the opponent to guess.

Haunted House™ (1 PLAYER)

You are stumbling around in a dark and dusty haunted mansion. To escape, find the pieces of magic urn. You'll encounter giant hairy tarantulas, vampire bats and a menacing ghost.

Home Run (1 OR 2 PLAYERS)

Pitcher: To pitch a ball, depress the red button. Control the ball pitches by moving the joystick in different directions after the ball leaves the pitcher. Batter: Swing the bat by moving your joystick from middle to any other position. If the hit is successful, the player will keep running until you press the red button.

Human Cannonball™ (1 OR 2 PLAYERS)

Shoot a man out of the cannon and into the water tower. To accomplish this, you must calculate the angle of the cannon, the speed at which the man travels from the cannon, and the distance between the cannon and the water tower.

Indy 500™ (1 OR 2 PLAYERS)

14 on-and two-player racing games and variation. Steer your car around on of the many tracks, racing around hairpin turns to get to the finish line before your opponent.

Jungle Hunt™ (1 PLAYER) © TAITO CORP. 1982

Sir Dudley Dashly is trying to rescue his wife from the not-so-friendly natives. First, swing from vine to vine through the jungle. Then swim through crocodile-infested waters. You can kill the croc's with your knife, but don't go near them when they open their mouths. Next, avoid a landslide of boulders by jumping over the small boulders and ducking under the big ones. Finally, carefully jump over the cannibals and save the lady in distress.

Maze Craze (1 OR 2 PLAYERS)

Each player controls a blue or red cop. Your cop's beat is a maze of city blocks, and you must move the cop from the left side of the maze to the exit on the right.

You'll hear the footsteps of cops, as well as the sound effects when someone bumps into a dead end, or the special sound effects when someone exits from a maze. You'll also experience the unique sound that occurs when a robber captures a cop!

Miniature Golf (1 OR 2 PLAYERS)

MINIATURE GOLF is a nine hole course complete with moving obstacles. You'll need a good sense of timing along with the ability to judge distance, to beat the par for each hole. The lower your score the better.

Missile Command® (2 PLAYERS)

The object of the game is to defend your cities and missile bases. The enemy fires interplanetary ballistic missiles and cruise missiles, both of which are aimed to destroy your cities and missile base. There are only two types of cruise missiles; smart cruise missiles, which try to evade your anti-ballistic missiles (ABMs), and dumb cruise missiles, which fall in a straight path.

Millipede® (1 PLAYER)

Creepy, crawly bugs – jumping spiders, buzzing bees, bouncing beetles, mosquitoes, dragonflies, inchworms and earwigs – have invaded your little garden patch. And you've got to blast fast to get rid of them! But watch out! The millipedes – cousins to the famed CENTIPEDE – are the most insidious insects of all! And if you're not careful, you might be caught in a swarm of bees, mosquitoes, or dragonflies. Fast action graphics and real bug sounds make this game just like the arcade smash hit.

Motorodeo (1 OR 2 PLAYERS)

The MotoRodeo, the biggest truck challenge ever, is about to begin. There are death-defying jumps, cars to crush, walls to knock down, mud to plow through, and a variety of other obstacles, each as bad as the last. To be King of Road, you will have to outscore your competitor in the most dangerous obstacle course ever devised. Only the best and bravest will win.

Night Driver™ (1 PLAYER)

*Please do not use the wireless joysticks while paddles are plugged in.

Night Driver is a simple two-dimensional driving game. Your perspective is from behind the wheel of the car as you drive down the highway. The object is to score points by getting as much distance as possible in the least amount of time.

Off the Wall (1 OR 2 PLAYERS)

The objective in Off The Wall is to score the highest number of points. Play against another player or try to beat your best score. Score points by using the ball to knock bricks out of the wall, hitting the dragon beyond the bricks, or catching the Mystery Token for bonus points. When the player clears four brick waves, he automatically advances to the next skill level.

Outlaw (1 OR 2 PLAYERS)

Squeeze the trigger and your gunfighter draws, kneels, and aims. Release the trigger and the lead starts flying. Blow away walls, stage coaches and cacti. If your opponent won't give you a clean shot, nail him with a clever ricochet. Build up notches on your gun with 16 games and variations.

Polaris™ (1 OR 2 PLAYERS) © TAITO CORP. 1980

You're the commander of a Polaris class nuclear submarine. Your mission is to defend your country from enemy attack. War has been declared and you find yourself deep in enemy water with no help. In your battle, you will be required to defend against wave after wave of enemy planes and dive bombers. To make things worse, the enemy has sent their own subs and destroyers. In the course of your battles, you will need to maneuver through dangerous channels full of mines. Don't expect a short war as the battles get rougher. How many of the enemy can you destroy before they get you?

Pong (1 TO 4 PLAYERS)

*Please do not use the wireless joysticks while paddles are plugged in.

The games are a collection of "bat and ball" style games including pong, soccer, volleyball, hockey, and basketball.

Radar Lock (1 PLAYER)

The safety of a nearby aircraft carrier is in your hands. You are the ace of a supersonic F-22, the latest, most powerful airborne weapon yet created. Below is the carrier. Above is enemy. Your buddies are nowhere in sight and it is up to you to clear the skies of devilish interceptors, stealth fighter and bombers.

Realsports® Baseball (1 OR 2 PLAYERS)

Hit a home run, make a spectacular catch, or force a triple play! Here's your chance to prove your skills on the baseball diamond. Your job – to guide your team to victory. You control the ballplayers and the strategy. Play against your friends or the computer.

Realsports® Basketball (1 OR 2 PLAYERS)

This is a 2-on-2 game with characters. One player uses the upper half of the court, while the other moves around the lower court. Shoot the ball to the basket to score.

Realsports® Soccer (1 OR 2 PLAYERS)

Defend the soccer championship in your own home! Fast moving player-control lets you kick, pass and dribble the ball down the field, around your opponents and on to victory!

Realsports® Volleyball (1 OR 2 PLAYERS)

The trick is that you have to judge the height of the ball from its shadow. Interestingly, as the sun sets, the shadow disappears, and you're on your own.

Return to Haunted House (1 PLAYER)

The object of the game is to find the three pieces of the magic urn and carry them back to the main entrance of the mansion, before losing all 9 of your lives. Your score is based on the number of matches you use during your search, and the number of lives you use.

Saboteur™ (1 PLAYER)

Use your Joystick's fire button to start the game.

At the Rocket Construction Site, press your Joystick left or right to move either left or right. To fire, press your Joystick's fire button while simultaneously pressing the Joystick up or down to shoot up or down. At the Warhead Factory and Warhead Showdown, press your Joystick up, down, left or right to move in the same direction. Press your fire button while aiming the Joystick up, down, left or right to fire in those directions.

Save Mary (1 PLAYER)

The player controls a crane at the top of the valley that picks up crates. Move joystick direction down to pick up crate by holding red the button. Pile up the crates to build up a platform to save Mary.

Secret Quest™ (1 PLAYER)

Vicious creatures now occupy eight vital space stations in their effort to conquer our peaceful solar system. It is up to you to destroy these locations and their evil inhabitants in order to save the human race. It's furious, non-stop action and you'll need speed, courage, combat skills, and a sharp sense of directions.

Sky Diver (2 PLAYERS)

You're ready for the big jump. The longer you can wait to open your chute, the more points you score. Steer your chute against the wind to guide yourself towards the bull's-eye.

Slot Machine (1 OR 2 PLAYERS)

Various symbols make up the wheels of this slot machine, but the standard rules apply. You start out with 25 coins, and can bet up to 5 at a time. You can choose from a traditional "jackpot" type, in which you win based on which 3 symbols show up in the center, or a "payoff" game, in which additional coins allow a payoff if a winning combination shows up in the top, bottom, or diagonal lines as well. In two player games, the game sort-of ends when a player runs out of money, but you can add 25 coins to each player's stash by pressing the game reset switch.

Slot Racers (1 OR 2 PLAYERS)

The goal of this game is to shoot your opponent more times than he shoots you. You drive a "car" around a maze and shoot a missile that bounces around until it hits something (if it hit's you, you can shoot it again).

Solaris™ (1 PLAYER)

Save the brave Solaris™ Pioneers from the vicious Zylon fleet! Speed your StarCruiser through the galaxy, firing photon torpedoes to show 'em you mean business. Blast those Cobra Ships, Star Pirates, and Mechnoids before they blast you!

Space Invaders™ (1 OR 2 PLAYERS) © TAITO CORP. 1978

Each time you turn on SPACE INVADERS you will be at war with enemies from space who are threatening the earth. Your objective is to destroy these invaders by firing your "laser cannon". You must wipe out the invaders either before they reach the earth (bottom of the screen), or before they hit you three times with their "laser bombs".

Space War (1 OR 2 PLAYERS)

Blast off into space with 17 game variations for one or two players. Take control of your starship and penetrate the boundaries of strange galaxies. Drift invisibly through hyperspace, but beware of the gravity of a strange sun.

Sprintmaster (1 OR 2 PLAYERS)

Speed into the Sprint Master hall of fame! Choose your track, from practice-caliber squares to the curvaceous championship courses. Rev up at the starting line, and take off! Keep a good grip on the controls. You'll need a delicate touch and a cool head to avoid sliding into the wall on those arcing curves.

Star Ship (1 OR 2 PLAYERS)

Destroy as many spacecrafts and robots as possible within a time limit, all while dodging asteroids and avoid asteroids and other varied space objects to cover the greatest distance possible.

Steeplechase (1 TO 4 PLAYERS)

*Please do not use the wireless joysticks while paddles are plugged in.

Here's your chance to compete in a challenging STEEPLCHASE. One to four players can take part in games. In one player games the computer players at three different skill levels. So mount up and get ready for an exciting STEEPLCHASE.

*For multiple players, press the FIRE button on the join-in players' controllers within 5 seconds after entering the game from the menu page, or the first player will play against the CPU.

Stellar Track™ (1 PLAYER)

The objective of your mission is to destroy the Aliens in the galaxy with PHOTONS or PHASORS before they destroy you. If you run out of time (STARDATES) or fuel (ENERGY), we Terrans are lost!

Street Racer (1 TO 4 PLAYERS)

*Please do not use the wireless joysticks while paddles are plugged in.

A bunch of multiplayer racing games make up this game. They are all very simple, but enjoyable. They include car racing, slalom skiing, jet shooting, number crunching, and more. Most games can accommodate 4 players.

Submarine Commander (1 OR 2 PLAYERS)

You are at the helm of a submarine equipped with radar, sonar depth charge indicators, torpedoes, and fuel and temperature gauges. As commander of the submarine, you must sink the enemy ships before running out of fuel. Once your fuel level reaches 0, the game is over.

Super Baseball (1 OR 2 PLAYERS)

Super Baseball brings the plays and thrills of real baseball to your video screen! As the batter, you can take extra bases or play it safe. As the pitcher, you can throw curves, screwballs, fastballs, or change-up pitches. As the outfielder, you can move around the field to catch the ball and make putouts.

Super Breakout® (1 OR 2 PLAYERS)

*Please do not use the wireless joysticks while paddles are plugged in.

Super Breakout is extremely challenging with terrific new game sounds. Try your hand at Double, Cavity, Progressive or regular Breakout.

Super Football (1 OR 2 PLAYERS)

Play against the computer or against another player. It's hot, fast, action against the clock. When you're playing against another person, he can pick his own defensive plays. After four downs, he calls the plays and you, "hold that line", or rush the quarterback.

Surround (1 OR 2 PLAYERS)

Trap your opponent before he traps you. You control a moving wall, while strategically forcing your opponent's wall to a checkmate. This game of speed and skill has 14 game variations for one or two players.

Swordquest: Earthworld™ (1 PLAYER)

Armed with only your wits, you descend into a fantastic netherworld on a mysterious quest. Step by step, you must make your way through the labyrinth, and uncover the enchanted treasure.

Swordquest: Fireworld™ (1 PLAYER)

You are a detective, an explorer, and a courageous warrior all in one, blazing a trail through a fiery netherworld. Use your skill and cunning to find the magic Chalice and solve the Fireworld puzzle.

Swordquest: Waterworld™ (1 PLAYER)

Join the SwordQuest Challenge. Dive into the depth of WaterWorld and search for clues to win the Grand Prize of the WaterWorld contest- a jewel-encrusted Crown. You'll need expert hand-eye coordination to navigate the school of octopi, the sea of sharks, and the fast-moving ice floes that block your journey. You'll also need detective-type mind to figure out the numerical clues of this adventure-puzzle game.

Tempest®(1 PLAYER)

The object of the game is to survive as long as possible and score as many points as possible by clearing the screen of enemies that have landed on the playing field. The game takes place in a closed tube or open field which is viewed from one end and is divided into a dozen or more segments. The player controls a claw-shaped spaceship that crawls along the near edge of the playfield, moving from segment to segment. This ship can rapid-fire shots down the tube, destroying any enemies within the same segment, and is also equipped with a Superzapper, which destroys all enemies currently on the playfield once per level.

Video Checkers (1 OR 2 PLAYERS)

VIDEO CHECKERS offers 19 game variations for one or two players. Play regular one- or two-player checkers or play giveaway checkers. VIDEO CHECKERS has nine levels of difficulty to challenge both the young and the old.

Video Chess (1 PLAYER)

Try this sophisticated approach to the classic thinking man's game. As in any chess game, the object is to capture the opponent's king. VIDEO CHESS offers eight skill levels from beginner to expert.

Video Pinball (1 OR 2 PLAYERS)

Okay, pinball lovers get set for the ultimate video pinball challenge, complete with electronic sounds and flashing colors. Hit bumpers, spinners, targets, and rollovers to rack up points. VIDEO PINBALL offers four exciting games for one or two players.

Warlords® (1 TO 4 PLAYERS)

*Please do not use the wireless joysticks while paddles are plugged in.

The object of the battle is to destroy the other three warlords before your warlord is destroyed. Use the Paddle Controller to protect your castle and your warlord (your warlord is located inside the castle). Turn the knob on the controller to move your shield around your castle and block the ball.

Wizard (1 OR 2 PLAYERS)

Both you and the imps have "damage points" that keep track of how good your health is, denoted by the counters at the far right and far left of the screen respectively. Get hit by an imp's magical bolt or touched by an imp and your damage goes up by 2 points. Hit an imp with your own magical bolt and their damage goes up by 2. If your counter goes up to a 100, it's game over! If the imp's counter goes up to a 100 its curtains for them. However, the Flame seems to have a mind of its own and goes deeper in to the catacombs after each confrontation. So it's onward to a deeper and much harder level of the catacomb and deadlier imp for you.

Yar's Return™ (1 OR 2 PLAYERS)

After enduring countless centuries of tyranny under the rule of the Qotile Empire, the Yarians plan an assault deep within the hive of the Qotile Homeworld. Three brave Yarians are sent to venture deep within the heavily guarded underground complex of the Qotiles. Their ultimate objective- the Master Qotile chambers and to do battle head to head against the Master Qotiles. Once defeated, move your Yarian quickly into the next complex and see out another Master Qotile.

Yars' Revenge® (1 OR 2 PLAYERS)

The Yars are in trouble and have only you to help them battle the evil enemy. Journey to the distant Razak Solar System where mutant super space flies are battling for their very lives. The primary objective of the game is to break a path through the shield, and destroy the Qotile with a blast from the Zorlon Cannon.

Air Raiders™ (1 PLAYER)

As the pilot of your bomber, your mission is to blast the enemy out of the sky. Zero in on enemy planes, bank right or left, climb and dive. It's a hit! But be sure to keep track of your fuel and ammo, you may have to land to refuel.

Armor Ambush™ (1 OR 2 PLAYERS)

Battlefield action with maneuverable tanks! This two-player game provides hours of combat suspense as each player moves his tank around battlefield obstacles, aims, and fires on the opponent. A new battlefield every round!

Astroblast™ (1 PLAYER)

The excitement of defending your planet! Falling meteors, missiles, and enemy spacecraft all might knock out your position, but you have both automatic and semi-automatic firing sequences to defend against the onslaught. A one-player game with two levels of difficulty.

Dark Cavern™ (1 PLAYER)

Relentless robots are the attackers in the Dark Cavern. Eliminate one robot and it is replaced by an even smarter one. People-sized spiders, spider webs, and bats also spell trouble. Use your laser gun to destroy the attackers and score points.

International Soccer™ (1 OR 2 PLAYERS)

A two-player game that adapts the fast-paced movement of soccer to your video system. Realistic scrolling field action - feint, pass,...and score! All accompanied by exciting sound effects.

Super Challenge™ Baseball (1 OR 2 PLAYERS)

Two players can capture the excitement of real baseball. Nine full innings of baseball - with extra innings if you need them. Pitch curve balls, hit, run, steal bases...even turn over double and triple plays.

Super Challenge™ Football (1 OR 2 PLAYERS)

Realistic gridiron action for two players! Choose your play option on both offense and defense. The scoreboard keeps you posted on quarter, downs, time remaining, and the score.

Space Attack™ (1 PLAYER)

It's you and your squadron against the attacking aliens. Control the strategy and the action for defending your Mother Ship. Pinpoint alien attackers, then go to a close-up pilot's view for battle! One player game with two difficulty levels.

Star Strike™ (1 PLAYER)

Hair-trigger action as you hurtle your spaceship through a trench to destroy the alien force that is threatening the planet earth! Enemy starships try to blast you into bits as you bomb their alien missile silos. Three-dimensional action.

Frogs and Flies (1 OR 2 PLAYERS)

An exciting and fun-filled fantasy for the younger set. Frogs and Flies gives one or two players complete control of their frogs jump and scoring action as they try to catch the elusive flies! Great game for the young - challenging for everyone.

Sea Battle™(1 OR 2 PLAYERS)

Lots of action on the high seas, including fleets of ships, mines, and battle sounds. A two-player game that requires creative strategy to win.

Sword Fight™(1 OR 2 PLAYERS)

Two swordfighters face off. Attack, feint, block, strike!

Chase It! (1 OR 2 PLAYERS)

Chase It is a game of chasing the red squares that appear randomly on the screen. It's blue against black! The goal is to reach the squares before your opponent. Whoever collects 99 squares first wins. Games 1-9 are two player games. Games 10-15 are one player games against the computer. In games 16-20 the black square moves slower than the blue square; these games are handicapped versions for when an adult or older child competes against a younger person. Chase It is an exciting and challenging game that can be enjoyed by the whole family!

Escape It! (1 OR 2 PLAYERS)

Escape it is a one or two player game where the object is to escape from the ever changing maze. The players start at the lower left corner of the screen and must make their way to the upper right corner of the screen where the escape hatch is. In a two player game the player who makes it to the escape hatch first wins. In a one player game the player competes against the clock to attempt an escape in the least amount of time possible.

Miss It! (1 PLAYER)

Miss It is a one player game where the object is to keep your square away from all the other objects that are bouncing around the screen. It starts out easy at first with only one other square to avoid. Soon there are two other squares to avoid, and then three squares, then four, then five. Each new square that appears is preceded by a warning beep. Later on in the game small rectangles come out instead of squares. The rectangles are harder to see and more challenging to avoid. The longer the game goes on the crazier it gets. The game ends when you are touched by one of the other objects. How long can you last?

Shield Shifter (1 OR 2 PLAYERS)

Shoot your way through the shifting shields to give yourself a clean shot at the attacking Alien Queen!

Strip Off (1 PLAYER)

Try to keep the alien from stealing your planet's entire protective barrier!