

ACTIVISION[®] ANTHOLOGY

Over 45 Radical Games in One



Featuring
Totally Awesome
'80s Tunes

The Activision classics from the Atari[®] 2600 are back!



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

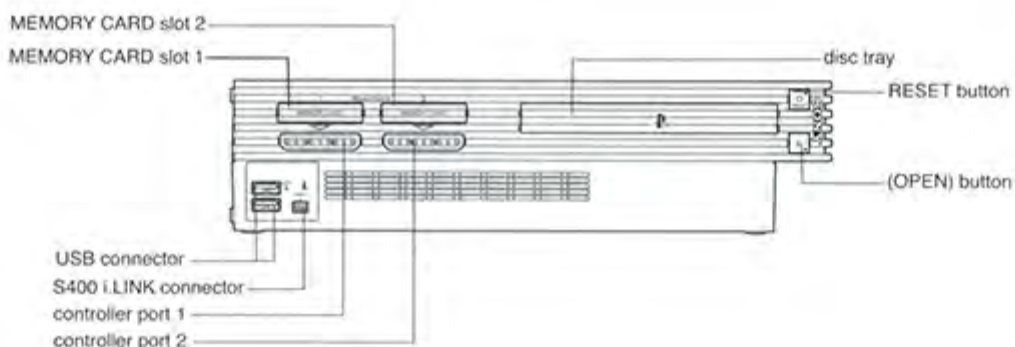
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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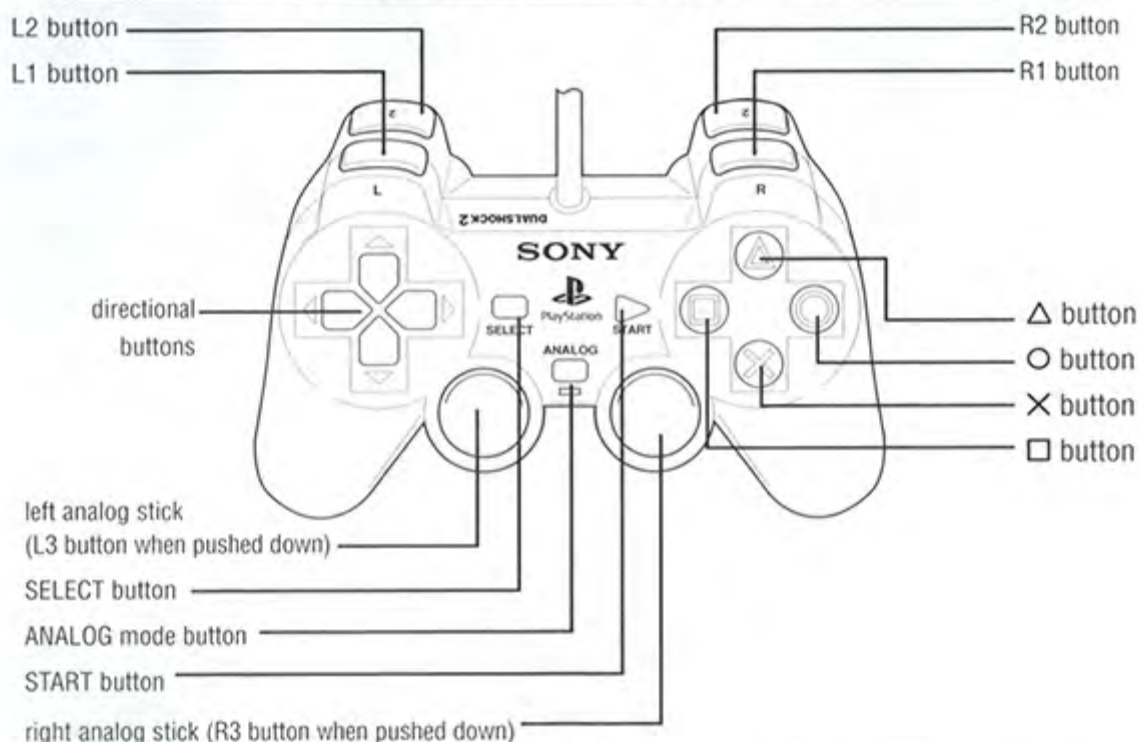
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Activision® Anthology disc on the disc tray with the label side up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 analog controller



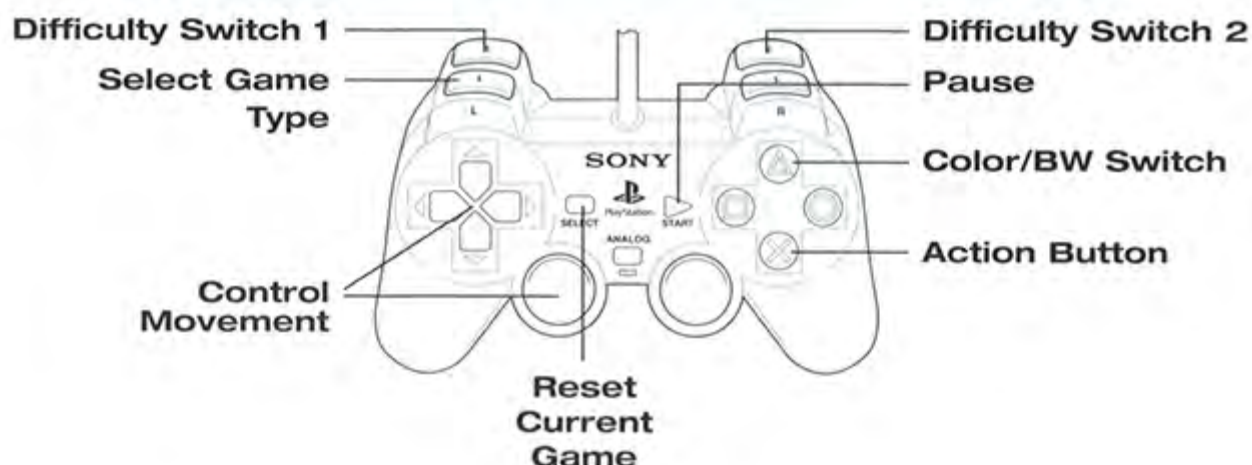
To select menu options, use the directional buttons to navigate the menu options. Highlight the desired option and press the X button to accept. To select an option within the menu, follow the on-screen button prompts and press the X button to accept or the Δ button to go back and navigate through the other menu options.

Activision® Anthology supports the DUALSHOCK®2 analog controller. The left analog stick works the same as the directional buttons.

BASIC CONTROLS – MENU



BASIC CONTROLS – GAME



SAVE GAME

Activision Anthology requires a memory card (8MB) (for PlayStation®2) with at least 154KB of free space inserted into MEMORY CARD slot 1. Every time you unlock an awesome new bonus feature, the game will ask you if you want to save your game data to the memory card (8MB) (for PlayStation®2) when you choose to quit the current game and return to the Main Menu.

Note: *Activision Anthology* does not save high scores. The game saves the bonus features unlocked during the course of the game.

OLD SCHOOL GAMING AT ITS BEST!

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

MAIN MENU

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



Press the X button to activate your selection.

Unlocks List

This list keeps track of your unlockables. A number next to the title displays the number of bonus features available for that game. The more highscores you beat, the more awesome bonus features you'll receive!



Watch for new gameplay modes (see page 10 for Gameplay Mode descriptions), patches and commercials.

Cartridge Rack

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

Press the directional buttons left/right to rotate the Cartridge Rack. Each side contains a wide variety



of games. Once you've selected a row of games, press the directional buttons up/down to select a cartridge, then press the X button to select a game.

Once a game is selected, you will be presented with an image of the cartridge. Press the directional buttons left/right to switch between the game manual, original box

art or commercial (if you've unlocked one) and then press the X button to read/view the selection. With the box or cartridge selected, you can use the right analog stick to rotate the view; use the R1 and L1 buttons to zoom in and out; or press the X button to go to the TV and start playing!

TV

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



Game System

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

Board of Rewards

Patches that you earn by playing various games will appear on this corkboard (methods to unlock patches vary per game and not all games have patches). Press the X button to view the unlocked patches close-up. Press the Δ button to back out to the Main Menu.

The Boom Box

Rock on! This is your own personal stereo system! Press the X button to start or stop the tunes. Use the R1 button to skip to the next song. Press the L1 button to restart the current song. Use the directional buttons up/down to select a sound option, then use the directional buttons left/right to adjust the volume level.



GAME LIST

Favorites for the Atari® 2600

Atlantis



Barnstorming



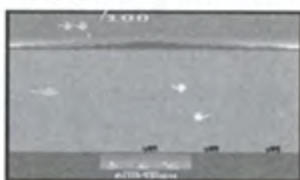
Boxing



Checkers



Chopper Command



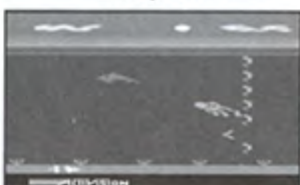
Cosmic Commuter



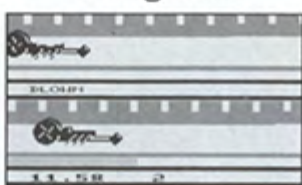
Crackpots



Dolphin



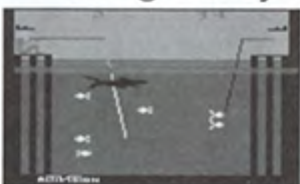
Dragster



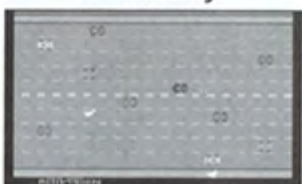
Enduro



Fishing Derby



Freeway®



Frostbite



Grand Prix



H.E.R.O.



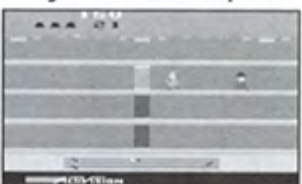
Ice Hockey



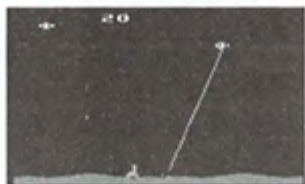
Kaboom!®



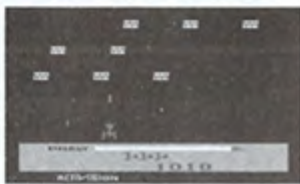
Keystone Kapers



Laser Blast



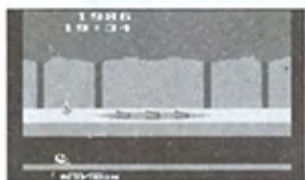
Megamania



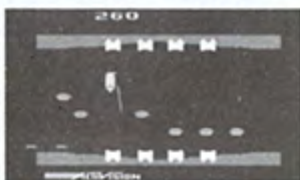
Oink!



Pitfall!®



• Plaque Attack



Pressure Cooker



Private Eye



River Raid®



River Raid® 2



Seaquest



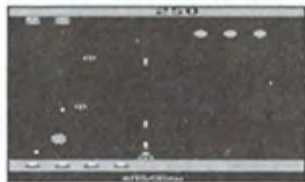
Skiing



Sky Jinks



Spider Fighter



Stampede



Starmaster



Tennis



Title Match



Previously Unreleased on any Activision Compilation

Baseball



Beamrider



Bridge



Commando™



Decathlon



Demon Attack



Moonsweeper



Pitfall® 2



Robot Tank



Space Shuttle



Tomcat: The F14 Flight Simulator



Never Before Released

Kabobber



Thwocker



GAMEPLAY MODES

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

1. **Classic**

A perfect emulation of the classic Atari 2600 game screen. This is the default setting.

2. **Cube**

A cube spins in the center of the screen. On each of its faces is the texture of the game being played. Only the most mentally dexterous player will be able to compensate for the movements.

3. **Ricochet**

In this mode the game is drawn onto a bouncing rectangle, deflecting off the sides of the screen. This view changes gameplay subtly, as the player must compensate for and track the motion of the game screen, putting a new spin on these classic games.

4. **Whirl**

The game screen will slowly rotate 360°, making even the best players a little sea-sick. As gameplay progresses, the rotation will become faster.

5. **Bungee**

The game screen zooms in and out of view like a camera suspended from a bungee cord. This makes two-player games even more fast-paced and exciting.

6. **Tilt-O-Vision**

The game screen moves on its center axis as if its corners are being pulled in various directions. This motion changes over the course of gameplay.

7. **Motion Blur**

Motion blur is added to the game to enhance the feeling of movement.

8. **Breathing**

The game screen is stretched over a surface which changes from concave to convex, giving a changing, distorted "fisheye" effect to gameplay.

9. **Warped**
Blocks of the image are given a height. The closer the block is to a screen corner, the closer it will draw to the camera, yielding an interesting warping 3D effect.
10. **Distortion**
Similar to Warped, various animated ripple effects and waves dynamically change the heights of the blocks.
11. **Starfield**
The background of the game becomes a mass of stars moving rapidly past the screen.
12. **Hyperspace**
Similar to Starfield, but the stars are now streaking directly towards the player's view. Far out, man!
13. **V-Hold**
This Gameplay Mode is just like Classic, but, from time to time, the image scrolls vertically as if on an old TV that needs vertical hold adjustment. Sure to drive you crazy!
14. **Multi-Screen**
The game is displayed as nine smaller images which flicker and disappear randomly, causing the player to have to choose a new image to concentrate on.
15. **Disco**
The entire screen is tinted with brilliant colors that slowly spin and pulse. Whoa, dude!
16. **Cloud-Cover**
The background is drawn as slowly drifting cloud cover and a slight cloud cover is drawn over the foreground, for a soothing journey in the sky.

CREDITS

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ANTHOLOGY

brought to you by:

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Lead Modeler/Artist
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Kenny Sedivy, Catie Sedivy

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Bob Polaro,
Action Graphics, Members of the
East Coast Design Center,
The Boston Design Center,
The Pasadena Design Center
and to the rest of the original
Activision family...

"You know who you are."

Song Credits

"We're Not Gonna Take It"
Performed by Twisted Sister
Written by Dee Snider
Courtesy of Snidest Music Co.
(Administered by
Zomba Melodies Inc.) (SESAC)
(P) 1984 Atlantic Recording Corp.
Produced Under License From
Atlantic Recording Corp.
By Arrangement with
Warner Special Products

"It's My Life"

Performed by Talk Talk
Written by Tim Friese-Greene &
Michael Hollis
Published by Zomba Music
Publishers Ltd. (Administered by
Zomba Enterprises Inc.) (ASCAP)
(P) 1984 EMI Records
Courtesy of EMI Film & TV Music

"Mexican Radio"

Performed by Wall Of Voodoo
Written by Gray, Moreland,
Nanini & Ridgway
Published by Illegal Songs Inc./
Big Talk Music (BMI)
(P) 1982 IRS Records
Courtesy of EMI Film & TV Music

"Tainted Love"

Performed by Soft Cell
Written by Edward Cobb
Published by Embassy Music Corp.
(BMI) (Administered by
Music Sales Corp.)
(P) 1981 Mercury Records Limited
Courtesy of Mercury Records
Limited Under License From
Universal Music Enterprises

"Walking In L.A."

Performed by Missing Persons
Written by Terry Bozzio
Published by
Private Life Music (ASCAP)
(P) 1982 Capitol Records
Courtesy of Capitol Records Under
License From EMI Film & TV Music

"The Tide Is High"

Performed by Blondie
Written by John Holt, Tyrone Evans,
& Howard Barrett (BMI)
(Administered by Music Sales Corp.)
(P) 1980 Chrysalis Records
Courtesy of EMI Film & TV Music

"Always Something
There To Remind Me"

Performed by Naked Eyes
Written by Burt Bacharach &
Hal David
Published by New Hidden Valley
Music (ASCAP) (Administered by WB
Music Corp.) (ASCAP) &
Casa David (ASCAP)
(P) 1983 EMI Records
Courtesy of EMI Film & TV Music

"Pulling Mussels (From A Shell)"

Performed by Squeeze
Written by Difford & Tilbrook
Published by
Almo Music Corp (ASCAP) o/b/o
Rondor Music London Ltd.
(P) 1980 A&M Records Ltd.
Under Exclusive License to
Mercury Records Limited
Courtesy of Mercury Records
Limited Under License From
Universal Music Enterprises

"Take On Me"

Performed by A-Ha
Written by Pal Waaktaar, Magne
Furuholmen & Morten Harket
Published by Sony/ATV Music
Publishing UK Ltd. (Administered by
Sony/ATV Songs LLC (BMI))
(P) 1985 Warner Bros. Records Inc.
Produced Under License From
Warner Bros. Records Inc.
By Arrangement With
Warner Special Products

"Harden My Heart"

Performed by Quarterflash
Written by Marvin Ross
Published by Bonnie Bee Good
Music & Narrow Dude Music
(ASCAP) Administered by
WB Music Corp. (ASCAP)
(P) 1981 Geffen Records
Courtesy of Geffen Records
Under License From
Universal Music Enterprises

"No More Words"

Performed by Berlin
Written by John Crawford
Published Universal-Geffen
Again Music (BMI)
(P) 1984 Geffen Records
Courtesy of Geffen Records
Under License From
Universal Music Enterprises

"Safety Dance"

Performed by Men Without Hats
Written by Ivan Doroschuk
Published by
Songs Of Universal (BMI)
(P) 1983 MCA Records
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MCA Records Under License From
Universal Music Enterprises

In Memory Of

Larry Zwick, Gene Smith,
Marc Moreland and Rob Fisher

Dedicated to Kids Everywhere

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Phone: (310) 255-2050

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