IMPORTANT

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

MIDWAY CUSTOMER SUPPORT
903 874-5092
10:00am - 6:30pm / Central Time
Monday - Friday

LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.
# Table of Contents

- **Getting Started** ............................................. 1
- **Controller** .................................................. 1
- **Game Selection** ............................................. 2
- **In-Game Options** .......................................... 3-6
- **Controlling the Games** ................................... 7
  - Asteroids ..................................................... 8
  - Battlezone .................................................... 9-10
  - Missile Command .......................................... 11
  - Centipede ..................................................... 12
  - Super Breakout ............................................. 13
  - Tempest ....................................................... 14
- **Credits** ....................................................... 15-16
- **High Scores** .................................................. 17-19
- **Warranty** ...................................................... 20
WARNING: Never Try to Insert or Remove a Game Pak When the Power is ON!

- Turn the power OFF on your Super NES®.
- Make sure a Controller is plugged into the #1 Port of the Super NES® System.
- Insert the Game Pak into the slot on the Super NES®. Press firmly to lock the Game Pak in Place.
- Turn the power switch ON.
- When you see the Title Screen, Press the Start Button.

CONTROLLER

Before you begin your game, familiarize yourself with the Super Nintendo controller.
Following the title screen, the Game Selection Screen will appear. Select the classic game you wish to play, then use the controls indicated below to start a game. If you wait a few seconds before selecting a game, a demo of the highlighted game will run. Press the **START Button** to play the game displayed in the demo, or press any other button to end the demo.
To access In-Game Options for a particular game, select the game from the Game Selection Screen, then select Game Options (see Game Options, next page).
1 **Player Start** - Play a 1 player game.

2 **Player Start** - Play a game with friend. Players alternate turns against the computer (not available in Battlezone).

**Game Options** - The Game Options Screen for each of the games varies slightly. They are specific to the game you’re accessing the menu from. You can make simple adjustments to settings such as the amount of **Lives** to start the game, the amount of points needed to achieve a **Bonus Life**, the **Game Difficulty** level and **Player Speed**.
**Player Speed** (Not available in Battlezone or Asteroids) - This options speeds up or slows down the paddle, shooter or crosshair used during the game.

**Missiles After** (Battlezone only) - You can select the amount of points (5,000 - 30,000) to be achieved before those loud, evasive missiles start to make things difficult for you. The higher the setting, the longer it will be before you see them.
**Minimum Rating** *(Tempest only)* - When set to 9, new players will always be able to skip ahead to at least level 9 on the start screen. If set to **Variable**, new players may be able to skip ahead further if the high score is sufficiently high.

**Demo Mode** *(Tempest only)* - Turn this option **ON** to allow access to all levels on the Start Screen. You will also be able to skip ahead levels during gameplay by pressing the **SELECT** Button.

**Note:** With this option set to **ON**, you will not be able to enter new high scores.
The following diagrams (next page) display the controls for each game. Have Fun! All games may be played with as many as 2 players with the exception of Battlezone.

**NOTE:** To abort a game and return to the Game Menu, press **Select, Start, L** and **R** simultaneously.
**Object of the Game**
Destroy the floating Asteroids and any hostile space ships you encounter for points. The large space ships don’t aim and fire too well, but look out for the smaller ships. Use Hyperspace to escape serious trouble.
Native Controls

- Rotate Left
- On the Spot
- Forward
- Turn Left
- While Moving
- Reverse
- Turn Right
- While Moving
- Select
- Start
- A
- B
- X
- Y
- Fire

Pause Game

Rotate Right
On the Spot

Switch to Arcade Controls
Object of the Game

Eliminate all enemy Tanks, Missiles and Super Tanks. The Radar at the top of the screen will track your enemy. Look for a red dot flashing on the Radar screen, then seek and destroy!
Object of the Game

Save the world from nuclear annihilation. Destroy incoming warheads with your defensive missiles. Conserve your missiles, you’ll need them all. The velocity and amount of enemy missiles increases as you reach the higher levels.
**Object of the Game**

Shoot all Centipedes, Spiders and any other Insects for points. Shoot Mushrooms to clear a path for your shooter.
Object of the Game

Keep the ball between your paddle and the bricks. Attempt to break through the bricks, and clear them out completely. Complete various levels and accumulate points.
Object of the Game

Move quickly around the perimeter of the hole. Fire at your enemies as they attack and try not to let them reach the top. Of course, the intensity increases as you reach the higher, more difficult levels!
Digital Eclipse Software Team

Andrew Ayre
Andrew served as Executive Producer of Arcade’s Greatest Hits™, The Atari Collection 1 and is President of Digital Eclipse Software.

John Kowalski
John co-authored Atari Collection 1 with Matt Schneider. John was responsible for Asteroids, Battlezone, Super Breakout and game sounds. In his spare time, John enjoys working with his obsolete color computers.

Matt Schneider
Matt co-authored Atari Collection 1 with John Kowalski. Matt was responsible for Centipede, Missile Command and Tempest. Playing these games in the arcade 17 years ago, Matt never would have guessed he’d be translating them to a home system.

Jeff Vavasour
Jeff served as Producer and Technical Consultant.

Doug Jefferys & Dave Larson
Doug and Dave provided additional sounds for Battlezone and Asteroids, respectively.

Midnight Design & Image Impressions
Midnight Design and Image Impressions provided additional artwork.

Dan Filner
Dan provided additional technical support.
CREDITS

ATARI GAMES TEAM

V.P. of Product Development
Bill Hindorff

Producer
Wallace Poulter

Testing Manager
Mike Kruse

Lead Testers
Jesse Meza II, Jose Amparan & Randy Slafsky

Testers
Todd Papy, David Ortiz, Alex Beran, Matt Gilbert, Pablo Buitrago, C.J. Perez, Donald Gavino, Kevin Dines & Rob Reininger

Special Thanks
Howard Lehr, Debra Heinz, Greg Allen, Brian Fritts and Finn Jensen - Manager of the Scandia Family Center in Suisun, Ca.

Special Thanks to the Original Atari Team Members
Ed Rotberg, Ed Logg & Dave Theurer

Midway Home Entertainment Team

Print Design and Production
Debra Austin, Jon Mongelluzzo, Shawn Murphy, Robert Shepherd, Erin Shems & Dave Young

Special Thanks
Deborah Fulton, Don Knapp & Bruce Adams
MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MIDWAY HOME ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY HOME ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Midway Customer Support
903-874-2683
10:00AM -6:300PM Central Time
Monday - Friday

Midway Home Entertainment Inc.
1800 S. Business Hwy 45
Corsicana, TX 75110

Patent Numbers: U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792; Europe Nos. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999