

SEGA™

GENESIS™

*Williams*  
**ARCADE'S  
GREATEST HITS**

INSTRUCTION MANUAL



Five Great Arcade Hits in One Package!



*Williams*   
Williams Entertainment Inc.

LICENSED BY SEGA ENTERPRISES, LTD. FOR  
PLAY ON THE SEGA™ GENESIS™ SYSTEM. 



# EPILEPSY WARNING

## **EPILEPSY WARNING**

### **READ BEFORE USING YOUR SEGA VIDEO GAME 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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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 TV'S:**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### **HANDLING YOUR SEGA CARTRIDGE**

- X The Sega™ Genesis™ Cartridge is intended for use exclusively on the Sega™ Genesis™ System.
- X Do not bend it, crush it or submerge it in liquids.
- X Do not leave it in direct sunlight or near a radiator or other source of heat.
- X Be sure to take an occasional break during extended play, to rest yourself and the Sega™ Cartridge.

### **ESRB RATING**

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.

### **WILLIAMS CUSTOMER SUPPORT:**

**903 874-5092**

**10:00AM - 6:30PM / CENTRAL TIME**

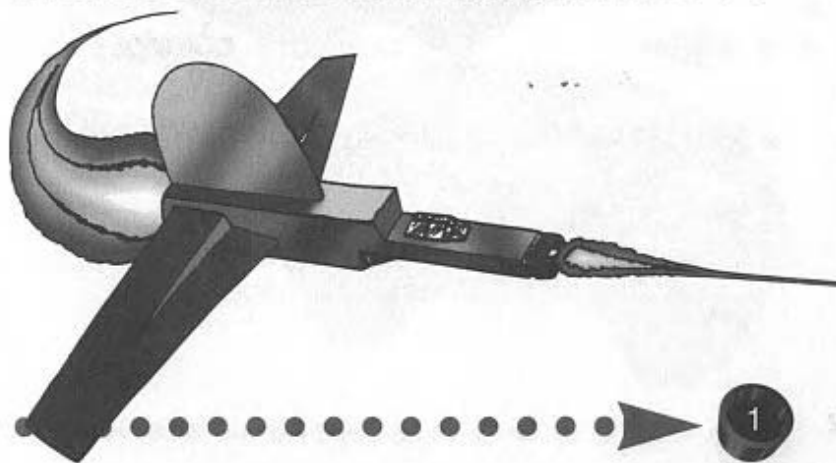
**MONDAY - FRIDAY**



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA GENESIS™ SYSTEM.

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# SETTING UP

- Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. This game is for 1 or 2 players. Plug in Control Pad 1 for 1 player, or plug in Control Pads 1 and 2 for 2 players.
- Make sure the power is **OFF**.
- Insert the Arcade's Greatest Hits™ Cartridge into the Genesis System Console. With the label facing toward you, press the Cartridge firmly into the Cartridge slot.
- Turn the power switch **ON**. If nothing appears on the screen, recheck the Cartridge insertion.

GENESIS  
CARTRIDGE



CONTROL  
PAD 1

CONTROL  
PAD 2

- Press **START** to get to the Game Select Screen.

**IMPORTANT:** Always make sure the Genesis System is turned **OFF** before inserting or removing your Genesis Cartridge.

# GAME SELECTION

After the Game Intro you will see the Game Select Screen. This is where you select which of the greatest hits you wish to play. Use the **Control Pad** to move the arrows up and down and then press any button to select a game. If you wait a few seconds before selecting a game, a demo of the games will run.

Press any button to end the demo.



MOVE  
ARROWS UP  
AND DOWN



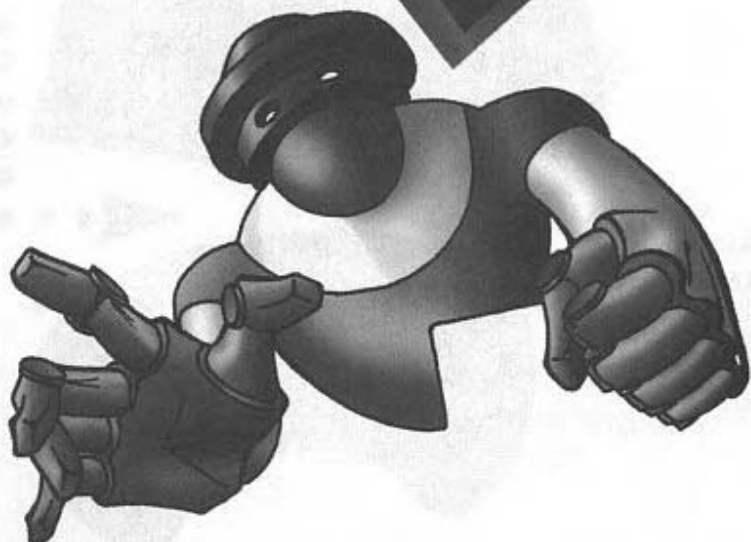
After you have selected a game, you will see the Game Start Screen. Use the **Control Pad** to move the arrows up and down and press any button to make a selection. Your choices are:

**1 PLAYER START** : Begin one player game.

**2 PLAYER START** : Begin two player game.

**GAME OPTIONS**: Go to Game Options Screen.

**EXIT** : Go back to Game Select Screen.



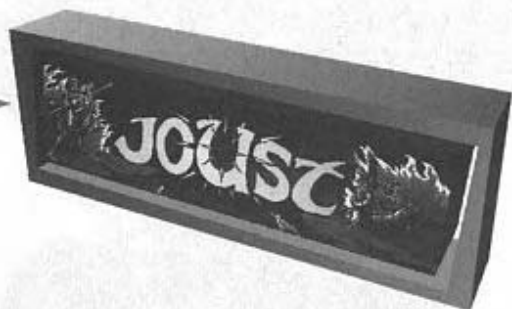
# IN-GAME OPTIONS

When you choose **GAME OPTIONS** from the Game Start Screen, you will see a screen like the one shown below. Use the **Control Pad** to move the arrows up and down. Press any button to adjust the options. Here you are able to change game difficulty, number of lives and other options. If you select **RESET OPTIONS**, the game options will be restored to the original settings. Selecting **EXIT** will return you to the Game Start Screen where you can jump into the fun!



# CONTROLLING THE GAMES

Before you get started here are a couple of helpful general controls. Pressing **START** will pause the game. To stop the game press **A, B & C** simultaneously. The following diagrams show you how to control game play.



MOVE LEFT

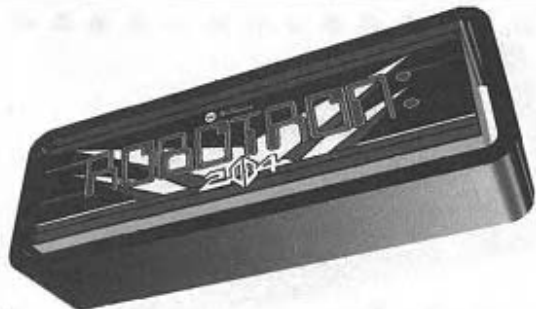


MOVE RIGHT

FLAP WINGS

**NOTE: ONLY IN JOUST ARE BOTH CONTROLLERS USED IN TWO PLAYER MODE.**





MOVE PLAYER  
IN ALL  
DIRECTIONS



FIRE  
CLOCKWISE

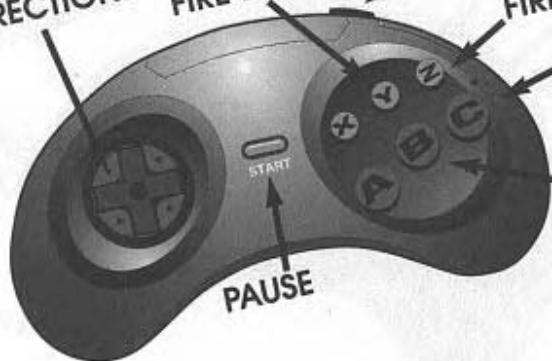
FIRES IN  
DIREC-  
TION YOU  
ARE  
MOVING

FIRE  
COUNTER  
CLOCKWISE

**NOTE:** WHEN PLAYING  
ROBOTRON, THE CONTROL  
PAD ON THE 2ND PLAYER  
CONTROLLER MAY BE USED FOR  
DIRECTIONAL FIRING.

SWITCH BETWEEN  
3-BUTTON/6-BUTTON  
MODE

MOVE IN ALL  
DIRECTIONS



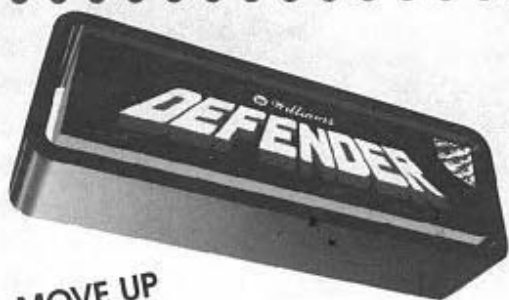
FIRE LEFT

FIRE UP

FIRE  
RIGHT

FIRE  
DOWN

PAUSE



MOVE UP

FLY LEFT

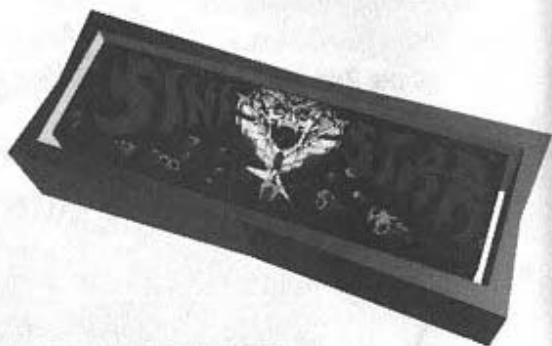
MOVE  
DOWN

FLY RIGHT

HYPER-  
SPACE

SMART  
BOMB

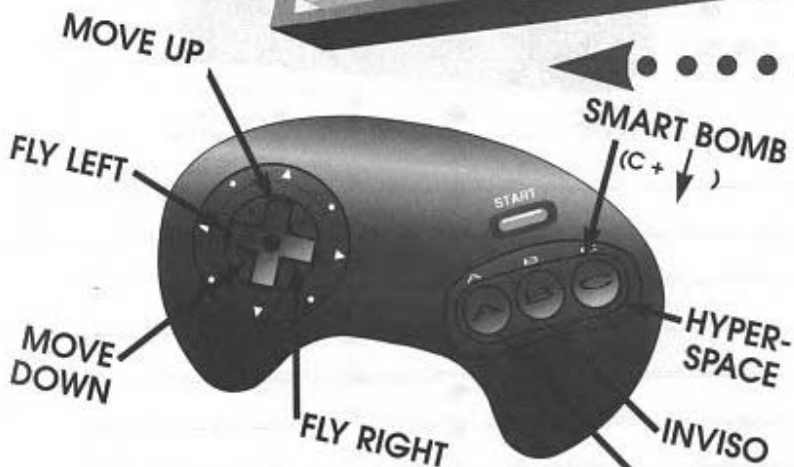
FIRE



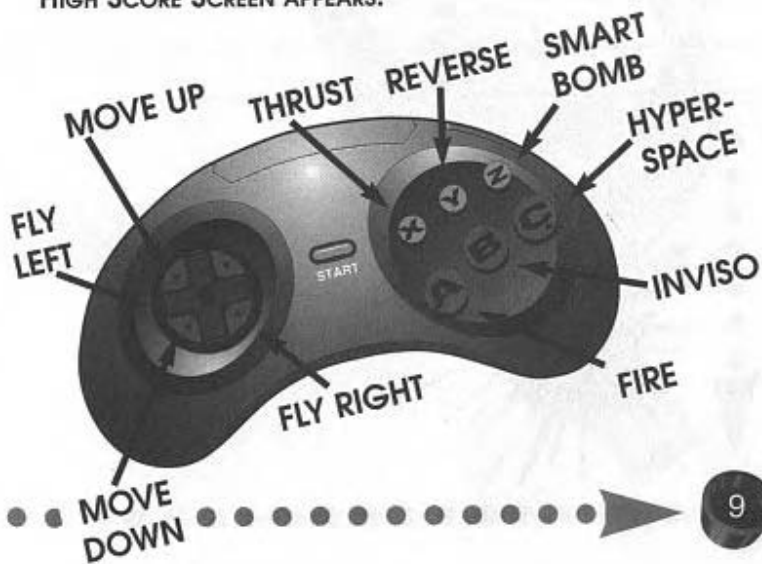
MOVE SHIP  
IN ALL  
DIRECTIONS

SINI-  
BOMB

FIRE



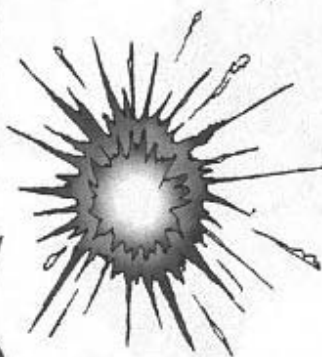
**NOTE:** WHEN NOT IN GAME PLAY, THE GAME WILL SWITCH TO DEMO MODE FOR INSTRUCTIONS. BY PRESSING ANY BUTTON, THE HIGH SCORE SCREEN APPEARS.



# HIGH SCORES

GAME

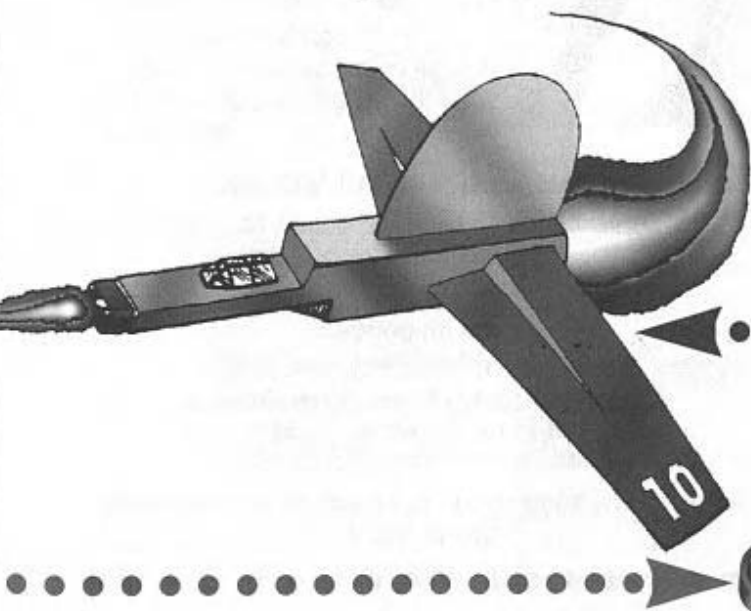
SCORE



GAME

SCORE

GAME	SCORE



# CREDITS

## DIGITAL ECLIPSE SOFTWARE, INC. TEAM

### Andrew Ayre

Andrew served as Producer of Williams Arcade's Greatest Hits™ and is President of Digital Eclipse Software.

### Dan Fliner

Dan was the Lead Programmer on Williams Arcade's Greatest Hits, responsible for Defender, Defender II, Sinistar, and Robotron conversions as well as the selection interface. When Dan isn't programming, he's usually on inline skates!

### George Phillips

George was responsible for the conversion of Joust.

### Peter Phillips & Terry Coatta

Peter and Terry did the sound conversion and programming for all the games.

### Bert Monroy

Bert was responsible for the detailed game selection artwork.

### Image Impressions

Image Impressions did much of the graphics conversion for this game.



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Special Thanks



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