SEGA

GENESIS™

Williams® ARCADE'S GREATEST HITS™

INSTRUCTION MANUAL

Five Great Arcade Hits in One Package!

OFFICIAL SEGA SEAL OF QUALITY

Williams
Williams Entertainment Inc.

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

KIDS TO ADULTS
KA
CONTENT RATED B
ESRB

GmuMovies

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

✗ The Sega™ Genesis™ Cartridge is intended for use exclusively on the Sega™ Genesis™System.

✗ 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 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 at1-800-771-3772.

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.

TABLE OF CONTENTS

SETTING UP 2

GAME SELECTION 3

IN GAME OPTIONS.....5

CONTROLLING THE GAMES.....6

JOUST 6

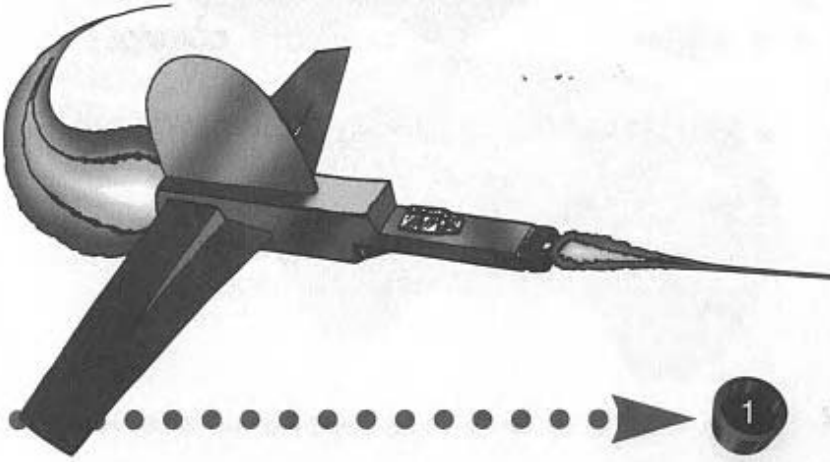
ROBOTRON 7

DEFENDER.....8

SINISTAR 8

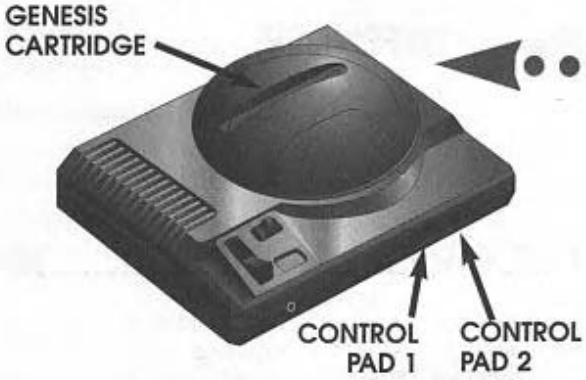
DEFENDER II 9

HIGH SCORES 10-11



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.



- 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.

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:

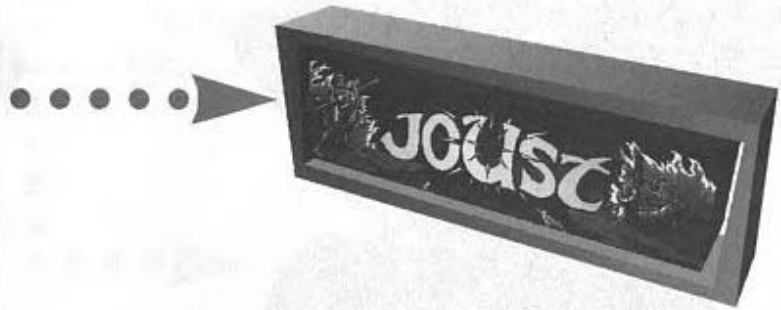
1 PLAYER START : Begin one player game.
2 PLAYER START : Begin two player game.
GAME OPTIONS: Go to Game Options Screen.
EXIT : Go back to Game Select Screen.

IN-GAME OPTIONS

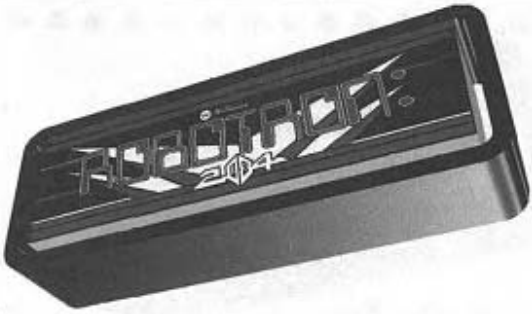
When you choose **GAME OPTIONS** from the Game Start Screen, you will see a screen like the one shown below. Use the **Control Pad** to move the arrows up and down. Press any button to adjust the options. Here you are able to change game difficulty, number of lives and other options. If you select **RESET 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.



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



MOVE PLAYER IN ALL DIRECTIONS

FIRE CLOCKWISE

FIRES IN DIRECTION YOU ARE MOVING

FIRE COUNTER CLOCKWISE

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

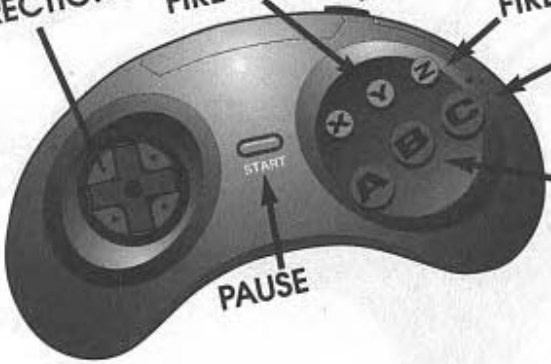
SWITCH BETWEEN 3-BUTTON/6-BUTTON MODE

MOVE IN ALL DIRECTIONS

FIRE LEFT

FIRE UP

FIRE RIGHT

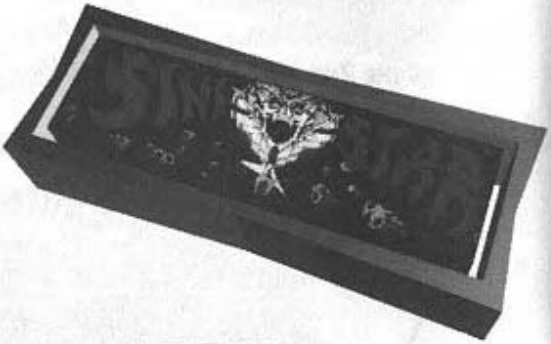


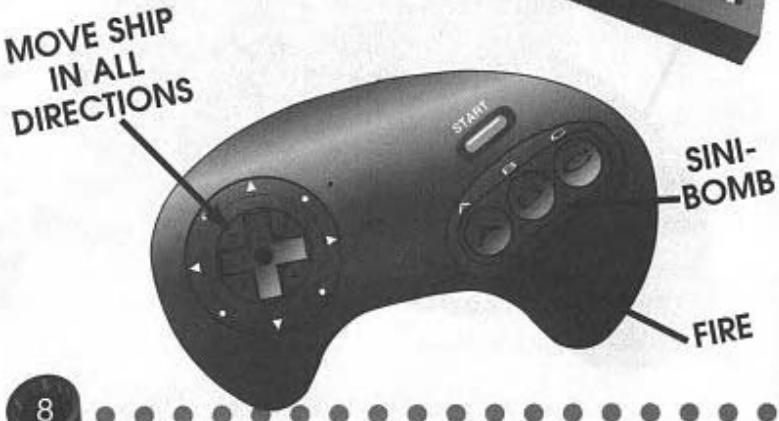
FIRE DOWN

PAUSE

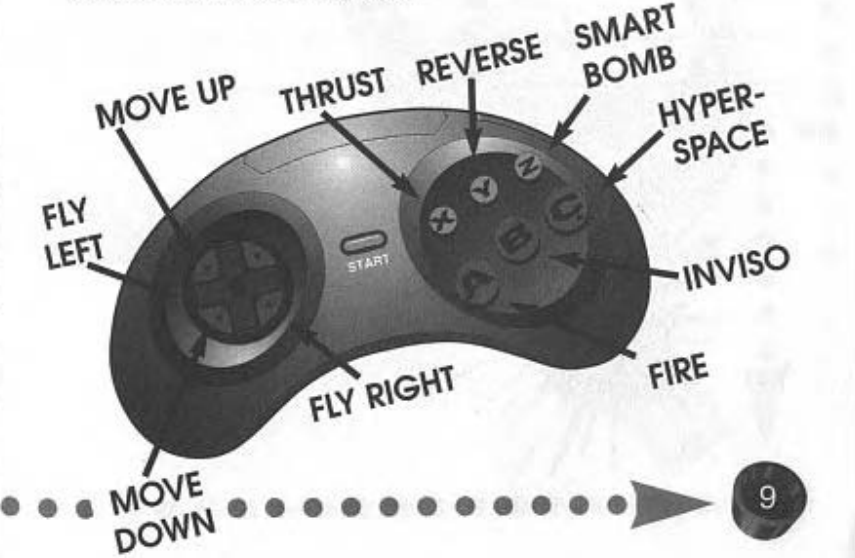
DEFENDER

HYPER-
SPACE
MOVE UP
FLY LEFT
START
SMART
BOMB
MOVE
DOWN
FLY RIGHT
FIRE



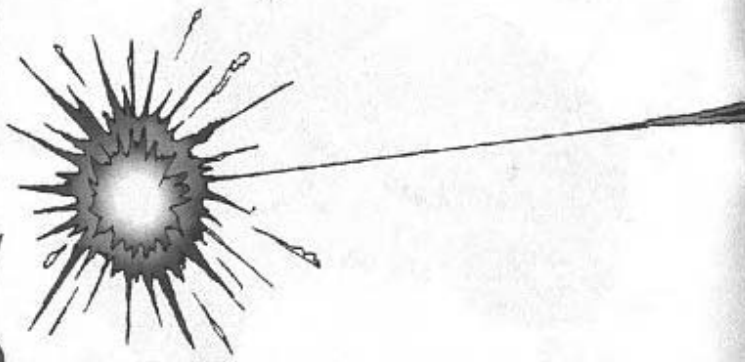

MOVE SHIP
IN ALL
DIRECTIONS
START
SINI-
BOMB
FIRE

NOTE: When not in game play, the game will switch to demo mode for instructions. By pressing any button, the High Score Screen appears.

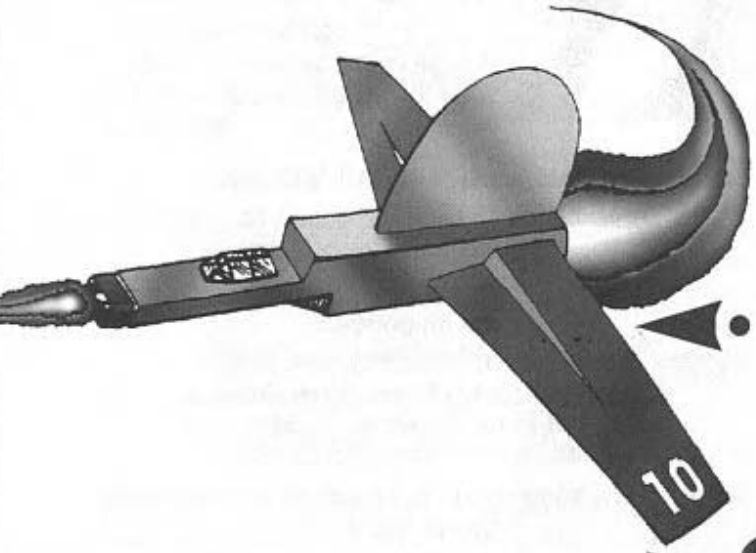


HIGH SCORES

GAME	SCORE



GAME	SCORE



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.

Williams Entertainment Inc. Team

Debbie Austin, Steve High, Shawn Murphy, Dave Young, Jon Mongelluzzo
Print Design and Production

Jason Shigenaka
Lead Tester

Sunny Chu, Dallas Nunn, Jason Barnes, Jeff Truax, Benjamin Larkin
Williams Entertainment Testing

Jim Flaharty, Brian Lowe, Justin Heber, Mike Rubinelli
Special Thanks

WILLIAMS ENTERTAINMENT INC. warrants to the original purchaser of this Williams 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 Williams Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Williams Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Williams Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Williams 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 Williams 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 WILLIAMS 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 WILLIAMS ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS WILLIAMS 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.

Williams Entertainment Inc.
1800 South Business 45
Corsicana, Texas 75151

PATENTS: U.S. #'s 4,442,486/4, 454,594/4,462,076/4,026,555; Europe # 80244; Canada # 1,183,276; Hong Kong # 88-4302; Singapore # 88-155; U.K. #1,535,999.

Williams Entertainment Inc.

Williams Entertainment Inc.
1800 So. Business 45
Corsicana, Texas 75151

Williams® Arcade's Greatest Hits™ ©1996 Williams Entertainment Inc. All rights reserved. Defender® ©1980, 1995; Defender® II ©1981, 1995; Joust® ©1982, 1995; Robotron ® ©1982,1995;Sinistar® ©1982, 1995 Williams Electronics Games, Inc. All rights reserved. Williams®, Defender®, Joust®, Robotron: 2084® and Sinistar® are registered trademarks of Williams Electronics Games, Inc. Used under license. Developed by Digital Eclipse Software, Inc.

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

SEGA AND GENESIS ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

PRINTED IN USA