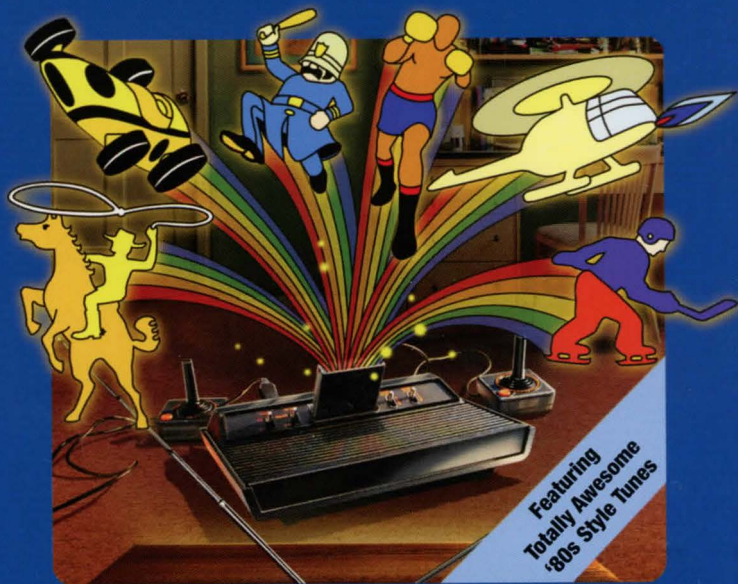


# ACTIVISION<sup>®</sup> ANTHOLOGY REMIX EDITION



Featuring  
Totally Awesome  
'80s Style Tunes

**Game Manual**

**PC  
CD  
ROM**

**ACTIVISION<sup>®</sup>**

**Jimbo  
Jimbo<sup>™</sup>**

**EVERYONE<sup>®</sup>**  
**E**  
CONTENT RATED BY  
**ESRB**

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## GETTING STARTED

Thank you for purchasing Activision Anthology: REMIX EDITION (AARE). You are about to take a trip back in time, to a decade where video games were about fun, not frame rate. But first, you will need to follow these instructions to unlock the amazing power of the ATARI 2600 on your PC. Check that the system meets the minimum requirements for this game.

Operating System:	Windows 98 Second Edition, Windows ME, Windows 2000, or Windows XP
Processor Type:	Intel Pentium II 400MHz or compatible
Memory:	256MB RAM
Sound Card:	Sound Blaster or compatible
Video Card:	16MB VRAM with full Direct X 8.0 support
Optical Drive:	A 4X CD-ROM drive or compatible

A joystick or keyboard is recommended. An internet connection is required for streaming radio. A high-speed connection, such as DSL or cable is recommended.

## STARTING UP

The Startup Menu provides an interface that allows the players to configure AARE to satisfy their own personal preferences. This interface allows changes in Video Modes, Controller configurations and music preferences. The interface is described below:

### VIDEO OPTIONS

This menu allows the player to specific the video mode to play the game in. AARE allows for both "windowed" as well as "full-screen" mode. Available modes may vary depending on the player's particular hardware configuration.

### CONTROLLER OPTIONS

Among the AARE games are both 1-player and 2-player games. The Controller Menu allows the player or players to assign the keyboard or other input devices to player-1 and player-2. If attempting to play a 2-player game that requires 2 controllers, the controllers must be assigned in this menu otherwise they will not be available at game time. This only applies to games that require 2 controllers. The keyboard and mouse are the default controller. You must have an additional controller, such as a joystick, connected to your system to assign a controller to player 2.

### START GAME

At this point, you are ready to start the game!!!

## BASIC CONTROLS

<b>ESC</b>	This is the "back" key to return to a previous menu. It is also used to quit the current 2600 game that's in progress.
<b>Q</b>	Quit out of AARE.
<b>Left/Right Arrows</b>	The L/R arrows are used for selection in all locations of the Main Menu.
<b>Up/Down Arrows</b>	The Up and Down key are used for volume selection in the Radio Menu and scrolling
<b>Arrow Keys</b>	Used to scroll while viewing the manual.
<b>Space</b>	The Space Bar is used to make a selection. During a game it is used as the "red button" for <i>fire</i> or <i>action</i> .
<b>Enter</b>	Same as the Space Bar.
<b>F1</b>	Used to bring up and close down the help menu.
<b>F2</b>	This is used for <i>Game Reset</i> .
<b>F3</b>	This is the <i>Game Select</i> button.
<b>F4</b>	Left Difficulty. (Novice)
<b>F5</b>	Right Difficulty. (Expert)
<b>F6</b>	Color or Black and White (not available for all games).
<b>F7</b>	Load a game that has previously been saved.
<b>F8</b>	Save the current game.

## SAVE GAME

This will save a record of the patches that are unlocked as well as the game modes, commercials and some of the high scores. Use the F8 key to save the records for all the games to disk. Pressing the F7 key will load the current save file, replacing all current unsaved settings. Some audio settings will be saved as well.

## 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 arrow keys 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 Space Bar to activate your selection.



### Cartridge Rack

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

Press the arrow keys left/right to rotate the Cartridge Rack. Each side contains a wide variety of games. Once you've selected a column of games, press the arrow keys up/down to select a cartridge, then press the Space Bar to select a game.



Once a game is selected, you will be presented with an image of the cartridge. Press the arrow keys left/right to switch between the game manual, original box art or commercial (if you've unlocked one) and then press the Space Bar to read/view the selection. With the box or cartridge selected, press the Space Bar to go to the TV and start playing!

### High Score Sheet

AARE has added a new feature where the high scores of select games are recorded and displayed. Please note that for some games the "current" score is recorded instead of the best score.

## 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 arrow keys left/right, then press the Space Bar to proceed. Once the game appears on screen, press the Space Bar button to begin the game and the F6 Key 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 Space Bar to view the unlocked patches close-up. Use the Left/Right Arrow Keys to cycle through the patches. Press the Escape Key to back out to the Main Menu.

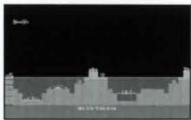
### The Boom Box

Rock on! This is your own personal stereo system! Press the Space Bar to start or stop the tunes. Use the arrow keys up/down to select a sound option, then use the arrow keys left/right to adjust the volume level. To change radio stations, use the Up/Down Arrow Keys to select the radio tuner. Use the Left/Right Arrow Keys to change between the 7 stations.



## GAME LIST

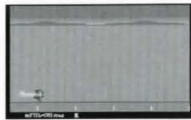
Atlantis



Atlantis 2



Barnstorming



Baseball



Beamrider



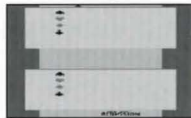
Bloody Human Freeway



Boxing



Bridge



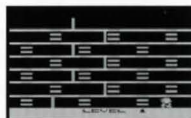
Checkers



Chopper Command



Climber 5



Commando™



Cosmic Ark



Cosmic Commuter



Crackpots



Decathlon



Demon Attack



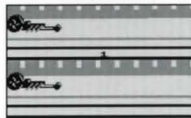
Dolphin



Dragonfire



Dragster



Enduro

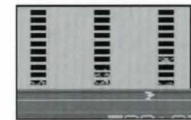


## GAME LIST

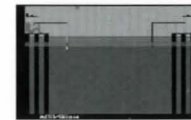
Fathom



Fire Fighter



Fishing Derby



Freeway®



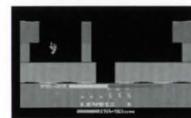
Frostbite



Grand Prix



H.E.R.O.



Ice Hockey



Kabobber



Kaboom!®



Keystone Kapers



Laser Blast



Cosmic Ark



Cosmic Commuter



Crackpots



Laser Gates



Megamania:  
A Space Nightmare



Moonsweeper



Decathlon



Demon Attack



Dolphin



No Escape!



Oink!



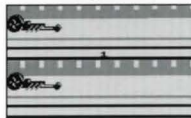
Okie



Dragonfire



Dragster



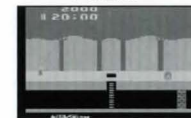
Enduro



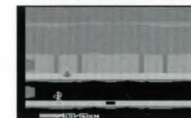
Oystron



Pitfall!®



Pitfall!® 2:  
The Lost Caverns



## GAME LIST

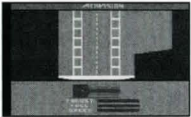
Plaque Attack



Quick Step



River Raid® 2



Shootin' Gallery



Skiing



Solar Storm



Spider Fighter



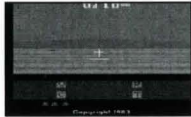
Pressure Cooker



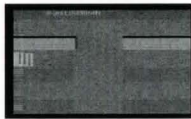
Riddle of the Sphinx



Robot Tank



Skateboardin'



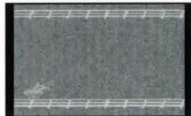
Sky Jinks



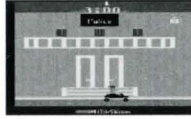
Space Shuttle:  
A Journey Into Space



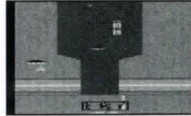
Stampede



Private Eye



River Raid®



Seaquest



Skeleton+



Sky Patrol



Space Treat Deluxe



Starmaster



## GAME LIST

Star Voyager



Thwocker



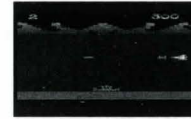
Trick Shot



Video Euchre



Subterranea



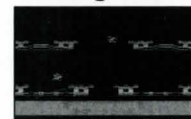
Titlmatch  
Pro Wrestling



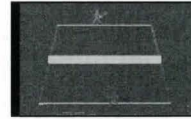
Vault Assault



Wing War



Tennis



Tomcat:  
The F14 Fighter Simulator



Venetian Blinds  
(A Technology Demo)

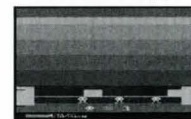


## Also Included

Unreleased -  
Activision Prototype #1



Unreleased -  
Activision Prototype #2



## 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 four 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

## **ACTIVISION ANTHOLOGY**

brought to you by:

## **MUMBO JUMBO**

### **President:**

Mark Cottam

### **Managing Director:**

Ron Dimant

### **Chief Financial Officer:**

Brian Moon

### **Chief Technology Officer:**

Lane Roathe

### **Director of Sales**

### **and Marketing:**

Henry Price

### **Creative Director:**

Jay Boyd

### **QA Leads:**

Daniel Naruta

Larry Parker

Michael Sanford

## **BARKING LIZARDS**

Drew Fisher

Karl Whinnie

Mac Anderson

Rayfield Wright

Vernon Franklin

## **CONTRABAND ENTERTAINMENT**

### **Emulator Programming**

Bill Heineman

### **Internal Producer**

Kyle Shubel

### **Lead Designer/ Render-Monkey**

Scott Campbell

### **Lead Modeler/Artist**

Stephen Wells

### **Additional Art**

Bennett Bellot

## **Original Music**

Dee Briggs

### **Special Thanks**

Richard Cowgill

Joe Ridel

Chris Jacobson

Steven Norwalk

Steve Accomando

## **ACTIVISION DEVELOPMENT TEAM**

### **Producer**

Ken Love

### **Licensing**

Justin Berenbaum

### **QA Lead Tester**

Frankie Kang

### **QA Testers**

Alex Hirsch

Paul Fortin

Jeremy Richards

### **Special Thanks to the following contributors:**

Bradford Mott  
and the entire STELLA team

Albert Yarusso

Alex Bilstein

Dale Crum

Dave Exton

Sandy LeBrec

Tony Silveira

Theodore Zanaglio

Ken Anderson, Jr.

Adam Harvey

Tim Duarte

Sebastian "Jahfish" Clave

Russ Perry, Jr.

Ben Liashenko

Russel DeMaria

Chuck Bremer

Leonard Herman,

Chris "Osmeroid" Wilson

Mike Gedeon  
Dan Einstein  
Cameron Pershall

### **Additional**

### **Atari 2600 Programmers**

Thomas Jentzsch  
Philip Frey

### **An INCREDIBLY HUGE THANKS To...**

David Lubar

Larry Kaplan

Dan Kitchen

Mike Lorenzen

Rex Bradford

Alan Miller

Garry Kitchen

Tom Sloper

Michael Buetepage

David Crane

Jim Levy

Jan Marsella

Bruce Davis

Matthew Hubbard

Larry Miller

Steve Kitchen

Jessica Stevens

Charlie Heath

Tom Lopez

Jim McGinnis

Dave Lamkins

Jim Charne

Mike Brodie

Bob Whitehead

Steve Cartwright

David Rolfe

Larry Zwick

Carol Shaw

Mike Reidel

Bob Polaro

Dennis Koble

Rob Fulop

Bob Smith

Brad Stewart

Dan Oliver

Michael Greene

Mark Klein

Brian Dougherty  
Action Graphics  
Members of the East  
Coast Design Center  
The Boston Design Center  
The Pasadena Design Center  
Woodside Design Associates

## **Homebrew Credits:**

### **CLIMBER 5**

Designed and Programmed by:  
Dennis Debro

### **SPACE TREAT DELUXE**

Designed and Programmed by:  
Fabrizio Zavagli

### **SKELETON+**

Designed and Programmed by:  
Eric Ball

### **OYSTRON**

Designed and Programmed by:  
Paul Cavina

### **VAULT ASSAULT**

Designed and Programmed by:  
Brian Prescott

### **OKIE**

Design and Programmed by:  
Bob Colbert

### **VIDEO EUCHRE**

Designed and Programmed by:  
Eric Eid

## SONG CREDITS

### **SYNC AND MASTER:**

All of these masters are  
Courtesy of Jive Records  
Under license from BMG Film &  
Television Music Division

### **"Eye In The Sky"**

written by A. Parsons, E. Woolfson  
Careers - BMG Music Publishing, Inc.  
(BMI) o/b/o Woolfsongs, Ltd.  
Performed by Alan Parsons Project  
Courtesy of Arista Records  
Under license from BMG Film &  
Television Music Division

### **"Freaks Come Out At Night"**

written by L. Smith & J. Hutchins  
Zomba Music Publishers Ltd./Zomba  
Enterprises Inc. o/b/o itself and Funk  
Groove Publishing (ASCAP)  
Performed by Whodini  
Courtesy of Jive Records  
Under license from BMG Film &  
Television Music Division

### **"I Ran"**

written by A. Score, M. Score,  
F. Mandley, & P. Reynolds  
Zomba Music Publishers Ltd. (admin.  
in the U.S. & Canada by Zomba  
Enterprises, Inc.)(ASCAP)  
Performed by A Flock of Seagulls  
Courtesy of Jive Records  
Under license from BMG Film &  
Television Music Division

### **"Space Age Love Song"**

written by A. Score, M. Score,  
F. Mandley, & P. Reynolds  
Zomba Music Publishers Ltd. (admin.  
in the U.S. & Canada by Zomba  
Enterprises, Inc.)(ASCAP)  
Performed by A Flock of Seagulls  
Courtesy of Jive Records  
Under license from BMG Film &  
Television Music Division

### **"Wild Wild West"**

written by M. Dewese  
Zomba Songs Inc. (BMI)  
Performed by Kool Moe Dee  
Courtesy of Jive Records  
Under license from BMG Film &  
Television Music Division

### **"Dancing In Heaven (Orbital Be-Bop)"**

written by B. Fairweather & M. Page  
Zomba Music Publishers Ltd. (admin.  
in the U.S. & Canada by Zomba  
Enterprises, Inc.)(ASCAP)  
Performed by Q-Feel  
Courtesy of Jive Records  
Under license from BMG Film &  
Television Music Division

### **"Get Outta My Dreams, Get Into My Car"**

written by Billy Ocean, R.J. Lange  
Aqua Music Ltd/Out of Pocket  
Productions Ltd. (Administered by  
Zomba Enterprises Inc. (ASCAP) in  
the US & Canada and by Zomba  
Music Publishers Ltd. for  
the rest of the world)  
Performed by Whodini  
Courtesy of Jive Records  
Under license from BMG Film &  
Television Music Division

### **"Parents Just Don't Understand"**

written by J. Townes,  
W. Smith & P. Harris  
Zomba Music Publishers Ltd./Zomba  
Enterprises Inc. o/b/o itself and  
Jazzy Jeff and Fresh Prince  
Publishing Co. (ASCAP)  
Performed by Fresh Prince  
and DJ Jazzy Jeff  
Courtesy of Jive Records  
Under license from BMG Film &  
Television Music Division

## TECHNICAL SUPPORT

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions: <http://www.mumbojumbo.com>. If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

Title of Game  
Operating system  
CPU type and speed in MHz  
Amount of RAM  
Video card  
CD-ROM/DVD-ROM Drive  
Joystick (if any)  
A description of the problem you're having

If you need to talk to someone on the phone, call us at (214) 855-5955 x20 Monday through Friday between 9:00 AM - 6:00 PM, Central Standard Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

### **HOW TO REACH US BY FAX**

Mumbo Jumbo Support Fax: (214) 855-5980.

### **HOW TO REACH US BY MAIL**

Mumbo Jumbo Technical Support  
2019 N Lamar St Ste 240  
Dallas, TX 75202-1704

### **HOW TO REACH US BY E-MAIL**

[support@mumbojumbo.com](mailto:support@mumbojumbo.com)

### **WORLD WIDE WEB**

<http://www.mumbojumbo.com>

# MUMBO JUMBO LIMITED 90-DAY WARRANTY

Mumbo Jumbo warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the recording medium is found to be defective within such 90-day period, then Mumbo Jumbo will replace this Program, free of charge, upon its receipt of this Program and the other items set forth below, provided this Program is still being manufactured by Mumbo Jumbo. If this program is no longer being manufactured by Mumbo Jumbo, then Mumbo Jumbo shall have the right to substitute a similar program of equal or lesser value. This warranty is limited to the recording medium containing this Program as originally provided by Mumbo Jumbo and is not applicable to any other portion of this Program. This warranty shall not be applicable and shall be void if the applicable defect has arisen through normal wear and tear or through abuse, mistreatment or neglect. Any other warranties prescribed by statute are expressly limited to the 90-day period described above.

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## WARRANTY REPLACEMENTS

When returning this Program for warranty replacement, please send the original product CDs or diskettes in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you were running the Program; and (4) if you are returning the Program after the 90-day warranty period, but within one year of the date of purchase, then a check or money order for US \$10 per CD or diskette. All postage related to the delivery of these items to Mumbo Jumbo must be prepaid. Mumbo Jumbo recommends that all such items be sent by certified mail. Please send all such items to the following address:

Mumbo Jumbo, LLC  
Warranty Division  
2019 North Lamar Street, Suite 240  
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