



ATARI FLASHBACK[®] 8

INSTRUCTION MANUAL

MODEL NO: AR3220



AtGAMES

AtGames Digital Media, Inc.

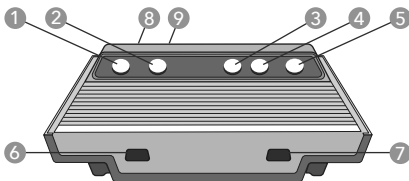
IMPORTANT: READ BEFORE USE

In very rare circumstances, some people may experience epileptic seizures when viewing flashing lights or patterns in our everyday life. Flashing lights and patterns are also common to almost any video game. Please consult your physician before playing ANY video game if you have had an epileptic condition or seizure OR if you experience any of the following while playing - Altered vision, eye or muscle twitching, mental confusion or disorientation, loss of awareness of the surroundings or involuntary movements.

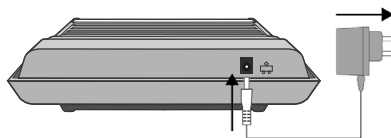
It is advised to take a 20-minute rest after 1 hour of continuous play.

Classic Game Console Appearance and Key List

The image below shows the location of the connectors and buttons. Each function is outlined below (the illustration is for reference only).



- | | |
|--|---|
| 1 Power
Turn the game console's power ON/OFF. | 6 Left Player Game Controller Jack
Game controller connected to this jack controls games in 1-player games and controls the first player in 2-player games. Note that some 2-player games alternate use of the left player. |
| 2 START (Original RESET Button)
Press this button to begin or reset most games. | 7 Right Player Game Controller Jack
Game controller connected to this jack controls the second player in 2-player games. |
| 3 Difficulty Button - Left Player
Press this button to switch between one of two difficulty levels in most games. | 8 AC Adaptor Jack (DC 5V)
The power adaptor plugs into this port, then into your AC outlet. |
| 4 Difficulty Button - Right Player
Press this button to switch between one of two difficulty levels in most games. | 9 AV Cable
Audio and video output. |
| 5 SELECT
Select game option. | |



AC Adapter Specification

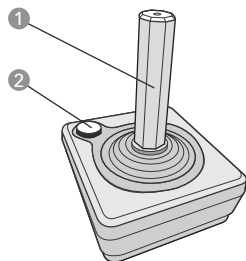
INPUT: 100V-240V
AC/50HZ-60HZ
OUTPUT: 5V DC/500mA
PLUG:

NOTE

- Must use the AC adapter included as power supply to the console.
- Do not connect the AC adapter to the power input other than the above specifications.
- AC adapter is not a toy.
- The socket-outlet shall be installed near the equipment and shall be easily accessible.

Wired Game Controller Appearance and Key List

The image below shows the appearance and key list of the wired game controllers (the illustration is for reference only).



- Joystick**
Push joystick to move.
- BUTTON**
Press button for most in-game actions.

How to connect the console to a TV?

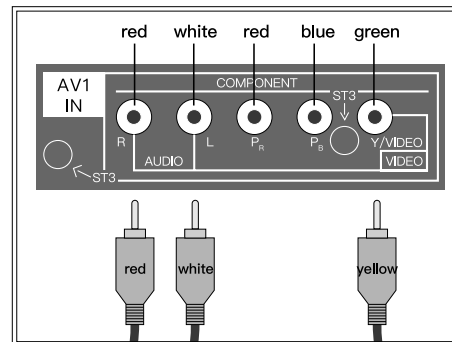
1. Connect the game console to TV using the enclosed AV cable.
2.  Press the power button on the game console after configuring the TV input to AV or Composite input.

NOTE

Display results will vary by TV. Consult your TV's manual to adjust Brightness, Sharpness, Contrast, Aspect Ratio, and other features for best display results.
Do not unplug AV cable when console is on. Otherwise, please press POWER button to restart the console.

Input Instruction

If your TV does not have a dedicated composite input, it may support such a connection through a shared component input. For TVs with shared component inputs, the diagram below indicates a typical setup, with the yellow composite video connector plugging into the green component video input. Refer to your TV's manual for additional information on available ports and how to change inputs once connected.



What can I do if my TV can only support HDMI input?

Check out with your local distributor for products that support HDMI.

What are the two controller ports on the console for?

These ports are for the included wired joysticks and optional paddle controllers. These ports are also compatible with original Atari 2600 wired joysticks and paddle controllers.

How to connect wired controllers?

For 1 player games: Connect a wired controller to the left controller port.
For 2 player games: Connect a second wired controller to the right controller port for player two.

How do I start playing?

1.  Press the button to turn on the game console.
2. Use the player 1 (P1) controller that is connected to the port to browse menu and select game. Move the joystick of P1 controller left and right to navigate the menu pages, and move up and down to highlight games on each page.
3.  Press the button on the controller to select the highlighted game.

How do I play the 3- and 4-player games?

The 3- and 4-player games are designed for paddle controllers. Please plug your paddle controllers into each controller port on the game console.

How do I adjust the game level?

-  Press the button on the game console.   Press the button to begin the selected level in most games.

How do I go back to game menu while playing the game?

-  +  Press the START button and SELECT button on the console simultaneously, and the screen will go back to the game menu.

What do I do when the controller is not working?

If you only have a controller plugged into the P2 socket, turn off your console and connect the controller to the P1 (left) controller port. Then, turn on the console and try it again.

You might notice slight delay with joystick controller in games which are designed for paddle controllers. Please plug your paddle controllers into each controller port on the game console.

What do I do when the power supply is not working?

You might be using the wrong AC adapter. Please use the one included in the package, which is rated for 5V/500mA.

How do I play with wireless controllers?

IR-based controllers from previous AtGames' consoles are not supported.

PROBLEM	SOLUTION
No picture on the screen	Connect the AC adapter. Connect the A/V cable. Turn the console unit On. Turn the TV On. Set the TV to AV input.
Screen flickers or no color	Adjust TV color controls.
No game sound	Increase or turn on the TV volume. Connect the AV cable.
Picture on TV screen is unsteady	Adjust the vertical and horizontal hold controls on your TV until the picture becomes steady. Connect the AV cable.
Picture is blinking or distorted	Power Off the console and then power On the console.
Picture background color varies at the beginning or end of the game.	This is normal. Press START to enter or restart the game.

Safety Notice

- Do not submerge the game console in water or expose it to extreme heat or to strong magnetic fields. Doing so may cause permanent damage to your game player.
- Always use dry towel to clean the game console and controllers.
- Transformers suitable for indoor use only. Transformers and power supplies for toys are not intended to be used as toys, and the use of these products by children shall be under the full supervision of parents.

With certain TV models, e.g., Vizio VOJ320F1A, SONY KDL-32BX310, SONY KDL-32EX308, SONY KDL-46HX729, SONY KDL-50R550A, LG 47LA6900, LG 55UB8500, Samsung UN40C7000WF and Panasonic TC-58AX800U0, this console may be incompatible and cause undesired effects, like display shifting, which results in the picture not being centered on the screen. Or horizontal display noise, it might move up and down on the screen. If this happens, try the console on a different display or return the console to the point of purchase.

PRECAUTIONS

Pour votre sécurité pendant l'utilisation de ce produit, nous vous conseillons de lire attentivement ce mode d'emploi et de conserver ce document pour pouvoir les consulter ultérieurement. A lire avant toute utilisation d'un jeu vidéo par vous-même ou par votre enfant.

PRÉCAUTIONS À PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDÉO

Évitez de jouer si vous êtes fatigué ou si vous manquez de sommeil. Assurez-vous que vous jouez dans une pièce bien éclairée en modérant la luminosité de votre écran. Lorsque vous utilisez un jeu vidéo susceptible d'être connecté à un écran, jouez à bonne distance de cet écran de télévision et aussi loin que le permet le cordon de raccordement. En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

AVERTISSEMENT SUR L'ÉPILEPSIE

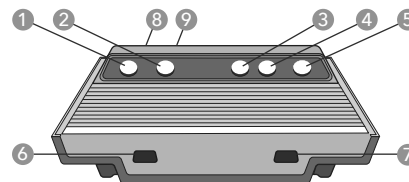
Certaines personnes sont susceptibles de faire des crises d'épilepsie comportant, le cas échéant, des pertes de conscience à la vue, notamment, de certains types de stimulations lumineuses fortes : succession rapide d'images ou répétition de figures géométriques simples, d'éclairs ou d'explosions. Ces personnes s'exposent à des crises lorsqu'elles jouent à certains jeux vidéo comportant de telles stimulations, alors même qu'elles n'ont pas d'antécédent médical ou n'ont jamais été sujettes elles-mêmes à des crises d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, consultez votre médecin avant toute utilisation. Les parents se doivent également d'être particulièrement attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, trouble de l'orientation, mouvement involontaire ou convulsion, perte momentanée de conscience, il faut cesser immédiatement de jouer et consulter un médecin.

SYNDROME LMR : LESIONS DUES AUX MOUVEMENTS REPETITIFS ET TENSION OCULAIRE

Après quelques heures, les jeux vidéo peuvent irriter les muscles, les poignets, la peau ou les yeux. LMR signifie « Lésion due aux mouvements répétitifs ». Le syndrome LMR apparaît suite à de petits mouvements se répétant en permanence. Des symptômes typiques sont des douleurs dans les doigts, les poignets, les bras ou la nuque. Si vous ressentez des douleurs, des engourdissements ou des faiblesses au niveau de ces parties du corps, veuillez consulter un médecin dans les plus brefs délais. Veuillez suivre les instructions suivantes afin d'éviter des problèmes tels que la tendinite, le syndrome du tunnel carpien, l'irritation de la peau ou la tension oculaire. Évitez les périodes trop longues de jeu. Il est recommandé aux parents de s'assurer que leurs enfants jouent pendant des périodes adéquates. Même si vous ne croyez pas en avoir besoin, faites une pause de 10 à 15 minutes à chaque heure de jeu, levez-vous et marchez un petit peu. Si vous éprouvez fatigue ou douleur au niveau des mains, des poignets, des bras ou des yeux, cessez de jouer et reposez-vous pendant plusieurs heures avant de jouer de nouveau. Si vous avez les mains, les poignets, les bras ou les yeux endoloris pendant le jeu ou après, cessez de jouer et consultez un médecin.

Présentation de la console et de ses boutons

Présentation de la console et de ses boutons L'illustration ci-dessous présente l'emplacement des ports de sortie et des boutons. (Cette illustration est non contractuelle.)



1 Bouton d'Alimentation ON/OFF
Allumer ou éteindre la console de jeu.

2 Bouton d'Alimentation

3 Bouton Difficulté - Joueur de gauche

4 Bouton Difficulté - Joueur de droite

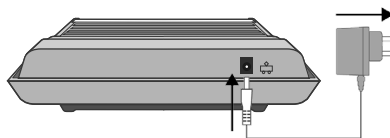
5 Bouton de Sélection
Options du jeu

6 Port d'entrée manette gauche
La manette connectée à ce port contrôle le joueur en mode 1 joueur et le 1er joueur en mode 2 joueurs. A noter, certains jeux en mode 2 joueurs utilisent alternativement le joueur de gauche.

7 Port d'entrée manette droite
La manette connectée à ce port contrôle le joueur 2 en mode 2 joueurs.

8 AC Adaptateur Jack (DC 5V)
Port d'entrée pour alimentation DC 5V.

9 Câble A/V
Sortie Audio et video.



Caractéristiques de l'adaptateur AC

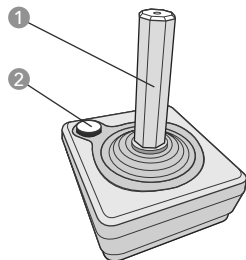
Alimentation: 100V-240V
AC/50HZ-60HZ
Voltage: 5V DC/500mA
Fiche:

NOTE

- Il faut utiliser l'adaptateur AC fourni pour alimenter la console.
- Ne pas connecter l'adaptateur AC à un port d'alimentation autre que celui décrit ci-dessus.
- L'adaptateur AC n'est pas un jouet.
- La prise de courant doit être installée près de l'équipement et doit être facilement accessible.

Présentation des manettes

L'illustration ci-dessous présente les fonctionnalités d'une manette (cette illustration est non contractuelle).



- 1 Joystick**
pour les mouvements.
- 2 BUTTON**
pour les actions de jeu.

Comment connecter la console au téléviseur?

1. Connectez la console de jeu à la TV en utilisant le câble A/V fourni.
2. Configurez la TV pour qu'elle soit en mode A/V, ensuite appuyez sur le bouton "POWER" de la console.

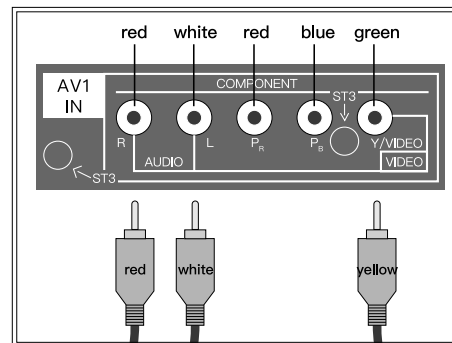
NOTE

Le rendu écran dépend du téléviseur. Consulter la notice du téléviseur pour ajuster la luminosité, la netteté, le contraste, le rapport d'aspect, et autres caractéristiques pour optimiser les résultats d'affichage. Ne pas débrancher le câble AV quand la console est en marche. Sinon, appuyer sur le bouton Power pour redémarrer la console.

Instructions de branchement

Si votre téléviseur ne possède pas d'entrée dédiée, il peut prendre en charge une telle connexion via une entrée de composant partagée. Pour les téléviseurs avec entrées partagées compo permanent, le diagramme ci-dessous indique une configuration typique, avec le connecteur vidéo composite jaune branché dans l'entrée vidéo composante verte.

Reportez-vous au manuel de votre téléviseur pour plus d'informations sur les ports disponibles et sur la façon de modifier les entrées une fois connectées.



Que faire si mon téléviseur n'a qu'une entrée HDMI?

Consultez votre distributeur local pour connaître les produits compatibles HDMI.

A quoi servent les 2 ports sur la console?

Ces ports sont pour les contrôleurs filaires (en option) et des palettes filaires (en option). Ces ports sont également compatibles avec les Atari 2600 contrôleurs et palettes filaires originales.

Comment connecter les manettes?

Pour jeux à 1 joueur : Connectez la manette à l'entrée gauche.
Pour jeux à 2 joueurs : Connectez la manette à l'entrée gauche pour le joueur 1 et l'autre manette à l'entrée droite pour le deuxième joueur.

Comment jouer?

1.  Appuyez sur "POWER" pour allumer la console.
2. Utilisez la manette du joueur 1 (P1) qui est connectée au port pour naviguer dans le menu et sélectionner un jeu. Déplacez à gauche et à droite le joystick de la manette du joueur (P1) pour naviguer dans les pages de menu, et vers le haut et vers le bas pour mettre en surbrillance les jeux sur chaque page.
3.  Appuyez sur le bouton de la manette pour sélectionner le jeu en surbrillance.

Comment puis-je jouer les jeux 4 joueurs?

Les jeux 4 joueurs sont conçus pour être joués par des palettes. S'il vous plaît brancher votre contrôleur (s) de paddle dans le port (s) du contrôleur sur la console de jeu.

Réglage des niveaux



Comment revenir au MENU en cours de jeu?

 +  Appuyez en même temps sur les boutons START et SELECT de la console : le MENU s'affichera sur l'écran.

Que faire si une manette ne fonctionne pas?

Si vous n'avez qu'une manette branchée sur la prise du joueur 2 (P2), éteignez la console et connectez la manette au port de gauche (P1). Rallumez la console et essayez de nouveau.

Il se peut qu'il y ait un léger décalage avec les joystick dans les jeux conçus pour des manettes avec palettes. Dans ce cas, branchez vos manettes avec palettes dans chaque port de la console de jeux.

Que dois-je faire lorsque l'alimentation ne fonctionne pas?

Vous avez peut-être utilisé un adaptateur non compatible. Bien utiliser l'adaptateur fourni de 5V/500mA.

Comment jouer avec les manettes sans fil?

Les manettes IR des consoles AtGames[®] antérieures ne sont pas prises en charge.

PROBLEME	SOLUTION
Pas d'image sur l'écran	Connectez l'adaptateur AC Connectez le câble A/V Allumez la console Allumez la TV Réglez la TV pour qu'elle soit en mode A/V
L'image tremble ou absence de couleur	Faites les réglages couleur sur la TV
Pas de son	Augmentez ou allumez le son de la TV Connectez le câble A/V
L'image de la TV est instable	Réglez la linéarité verticale et horizontale de la TV jusqu'à ce que l'image soit stable Connectez le câble A/V
L'image clignote ou est déformée	Éteignez et rallumez la console
La couleur de l'image à l'arrière plan varie à la fin et au début de chaque jeu.	Ceci est normal. Appuyez sur START pour accéder ou sortir du jeu.

Précautions

- Ne pas submerger la console de jeu sous l'eau ou ne l'exposez pas à de fortes températures ou champs magnétiques trop forts. Ceci pourrait endommager votre console de façon permanente.
- Utilisez systématiquement un chiffon sec pour nettoyer la console et les manettes..
- Les transformateurs sont uniquement dédiés à un usage intérieur. Les transformateurs et adaptateurs sont pour les jeux mais ne sont pas des jeux, et l'utilisation de ces objets par des enfants doit toujours se faire sous la surveillance d'un adulte.

Avec certains modèles de téléviseur, par exemple, Vizio VOJ320F1A, Sony KDL-32BX310, Sony KDL-32EX308, Sony KDL-46HX729, Sony KDL-50R550A, LG 47LA6900, LG 55UB8500, Samsung UN40C7000WF et Panasonic TC-58AX800U0, cette console peut être incompatible et provoquer des effets indésirables, comme des décalages d'affichage générant le décentrage de l'image sur l'écran. Ou encore des parasites générant le déplacement de l'affichage vers le haut et le bas de l'écran. Si cela se produit, essayez la console sur un autre écran ou rappez la console sur le lieu de vente.

UTILISATION ET MANIPULATION

Si l'appareil fonctionne de manière anormale, s'il émet des sons ou des odeurs anormales, ou encore s'il est tellement brûlant que vous ne pouvez plus le toucher, arrêtez immédiatement de l'utiliser, débranchez son cordon d'alimentation de la prise électrique et déconnectez les autres câbles éventuels. Maintenez le système et les accessoires, y compris les attaches de câbles et autres liens, hors de portée des jeunes enfants. Ne connectez pas de câbles autres qu'un câble USB lorsque le système est allumé. Ne touchez ni le système, ni les câbles, ni les accessoires connectés pendant un orage. N'utilisez pas le système ou les accessoires à proximité d'une source d'eau. Ne laissez pas de liquide, de petites particules ou tout autre objet étranger s'introduire dans le système ou les accessoires. N'exposez pas le système à la poussière, à la fumée ou à la vapeur. Par ailleurs, ne placez pas le système dans une zone soumise à une poussière excessive ou à de la fumée de cigarette. L'accumulation de poussière ou les résidus de fumée de cigarette sur les composants internes peuvent entraîner un dysfonctionnement du système. N'exposez pas le système ou les accessoires à des températures élevées, à une humidité excessive ou aux rayons directs du soleil. Ne placez pas le système ou ses accessoires sur des surfaces instables, inclinées ou soumises à des vibrations. Ne positionnez pas le système autrement qu'à l'horizontal. Également, ne changez pas la position du système lorsqu'il est mis sous tension. Soyez prudent lorsque vous portez le système. Si vous ne le saisissez pas fermement, le système risque de tomber et d'entraîner des dégâts ou blessures potentiels. Ne déplacez pas le système et ne changez pas sa position si une cartouche est insérée. Les vibrations risqueraient d'endommager la cartouche ou le système. Ne mettez pas le système hors tension lorsque des données sont enregistrées ou chargées. Les transformateurs sont uniquement dédiés à un usage intérieur. Les transformateurs et adaptateurs sont pour les jeux mais ne sont pas des jeux, et l'utilisation de ces objets par des enfants doit toujours se faire sous la surveillance d'un adulte.

UTILISATION DU CORDON D'ALIMENTATION

Pour garantir une utilisation sûre, vérifiez régulièrement le cordon d'alimentation. S'il est endommagé, arrêtez immédiatement de l'utiliser. Utilisez uniquement le cordon d'alimentation fourni. Ne modifiez pas le cordon. Ne touchez pas la fiche du cordon d'alimentation avec des mains mouillées. Protégez le cordon d'alimentation en le plaçant à l'écart des lieux de passage et en évitant qu'il soit pincé, particulièrement au niveau des fiches, des prises et du point de sortie du système. Ne déposez pas d'objets lourds sur le cordon. Ne placez pas le cordon d'alimentation à proximité d'un appareil de chauffage et n'exposez pas le cordon à la chaleur. Débranchez le cordon d'alimentation de la prise électrique avant de nettoyer ou de déplacer le système, ou encore si vous n'avez pas l'intention de l'utiliser pendant une période prolongée. Quand vous déconnectez la fiche d'alimentation de la prise électrique, tirez-la en saisissant la fiche. Ne tirez jamais sur le cordon proprement dit et surtout pas de biais. Ne désassemblez ou ne modifiez jamais le système ou les accessoires. Utilisez le système et les accessoires conformément aux instructions de la documentation du produit. Toute modification non autorisée du système en annule la garantie. Il n'existe aucun composant réparable par l'utilisateur à l'intérieur du système.

Mise en garde: Des changements ou des modifications qui n'ont pas été APPROUVÉES par le responsable pour la mise en conformité pourraient annuler le droit d'usage de l'équipement de l'utilisateur.

IT

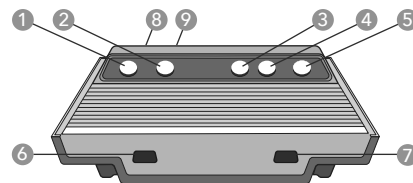
IMPORTANTI PER LA SALUTE

Sindrome LMR: lesioni ripetitive sforzo e l'affaticamento degli occhi - /!\ ATTENZIONE: L'utilizzo di controller, tastiere, mouse o altre periferiche elettroniche di ingresso potrebbe causare gravi lesioni o disturbi

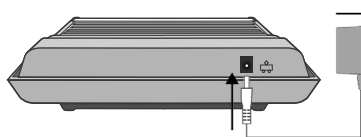
Dopo alcune ore, i videogiochi possono rendere i muscoli, le articolazioni, pelle o degli occhi. MRL significa "lesioni da sforzo ripetitivo". La sindrome MRL sembra derivare da piccoli movimenti si ripetono costantemente. I sintomi tipici sono il dolore alle dita, polsi, braccia o al collo. In caso di dolore, intorpidimento o debolezza in queste parti del corpo, vedere un medico al più presto possibile. Si prega di seguire le seguenti istruzioni per evitare problemi quali tendiniti, sindrome del tunnel carpale, irritazione cutanea o affaticamento della vista. Evitare troppo lunghi periodi di gioco. Si raccomanda che i genitori assicurarsi che i loro figli per periodi di gioco appropriate. Anche se non credo che ne avete bisogno, fare una pausa di 10-15 minuti ogni ora, alzarsi e camminare un po'. Se si verifica la stanchezza o dolore alle mani, polsi, braccia o gli occhi, smettere di giocare e riposarsi per alcune ore prima di giocare nuovamente. Se le mani, polsi, braccia doloranti o gli occhi durante o dopo il gioco, smettere di giocare e consultare un medico. Durante la riproduzione di video giochi: Sedersi o stare il più lontano possibile dallo schermo; Gioca sullo schermo più piccolo disponibile; Non giocare se si è stanchi o se avete bisogno di riposo; Gioca in una stanza ben illuminata; Fate una pausa di 15 minuti ogni ora.

Console E Lista Dei Pulsanti

L'immagine sotto riportata mostra la posizione delle porte di output e dei pulsanti. (l'immagine è ad uso esemplificativo).



- | | |
|---|---------------------------------|
| 1 Pulsante d'accensione | 6 Porta sinistra del controller |
| 2 Pulsante di avvio (pulsante di reset) | 7 Controller destro |
| 3 Pulsante di difficoltà (giocatore sinistro) | 8 AC Adaptor Jack (DC 5V) |
| 4 Pulsante di difficoltà (giocatore destro) | 9 Cavo AV |
| 5 Pulsante di selezione opzioni di gioco | |



Specifica Adattatore AC

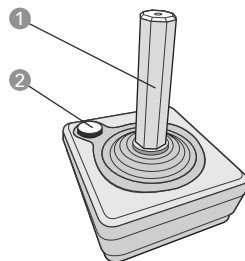
INGRESSO: 100V-240V
AC/50HZ-60HZ
USCITA: 5V DC/500mA
POLARITÀ:

NOTA

- L'adattatore c.a. in dotazione deve essere utilizzato per alimentare la console.
- Non collegare l'adattatore c.a. ad una porta di alimentazione diversa da quella sopra descritta.
- L'adattatore AC non è un giocattolo.
- La presa elettrica deve essere installata vicino all'apparecchiatura e deve essere facilmente accessibile.

Aspetto del controller di gioco ed elenco dei tasti

L'immagine sotto riportata mostra la posizione delle porte di output e dei pulsanti (l'immagine è ad uso esemplificativo).



① Joystick

② Pulsante Fuoco

Come collegare la console a un televisore?

1. Collegare la console di gioco al TV utilizzando il cavo a/v in dotazione.
2. Impostare il televisore in modalità a/v, quindi premere il pulsante "Power" sulla console.

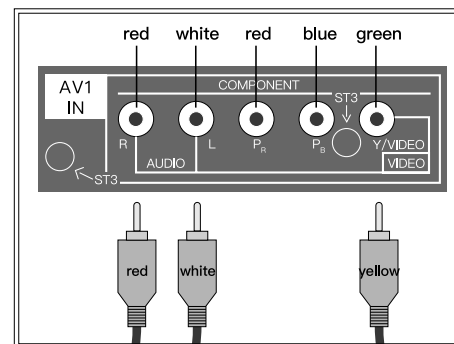
NOTA

I risultati del display variano in base alla TV. Consultare il manuale del televisore per regolare luminosità, nitidezza, contrasto, proporzioni e altre caratteristiche per ottenere risultati di visualizzazione migliori.

Non scollegare il cavo AV quando la console è accesa. In caso contrario, premere il pulsante di accensione per riavviare la console.

Istruzioni di input

Se il televisore non dispone di un input composito dedicato, può supportare tale connessione tramite un input di componente condiviso. Per i televisori con ingressi nent compartecipati, il diagramma sottostante indica una configurazione tipica, con il connettore video composito giallo che collega l'ingresso video Component verde. Consultare il manuale del televisore per ulteriori informazioni sulle porte disponibili e su come modificare gli ingressi una volta collegati.



Cosa posso fare se il televisore può supportare solo l'ingresso HDMI?

Check out con il distributore locale per i prodotti che supportano HDMI.

Quali sono le due porte del controller sulla console per?

Queste porte sono per i joystick cablati inclusi e controller paddle opzionali.

Queste porte sono compatibili anche con i joystick originali Atari 2600 cablati e i controller paddle.

Come Connettere I Joystick?

Per I giochi con 1 giocatore: connettere il joystick alla porta sinistra del controller. Per I giochi con 2 giocatori: connettere il joystick alla porta sinistra per il primo giocatore, e l'altro joystick alla porta destra per il secondo giocatore.

Come si Gioca?

1.  Premere il pulsante di accensione
2. Utilizzare il controller del lettore 1 (P1) collegato alla porta per sfogliare il menu e selezionare gioco. Spostare il joystick del controller P1 a destra ea sinistra per navigare le pagine del menu, e spostarsi su e giù per evidenziare i giochi su ogni pagina.
3.  Premere il pulsante sul controller per selezionare il gioco evidenziato.

Come faccio a giocare i giochi a 4 giocatori ?

I 4 giocatori sono stati progettati per essere giocato da pale. Si prega di inserire il controller paddle (s) nella porta del controller (s) sulla console di gioco .

Come Configurare Il Livello Del Gioco?



Come Ritornare Al Menu Mentre Si Gioca?

 +  Premere I pulsanti START e SELECT simultaneamente, e sarete indirizzati al menu del gioco.

Cosa devo fare quando il controller non funziona?

Se si dispone solo di un controller collegato alla presa P2, spegnere la console e collegare il controller alla porta del controller P1 (sinistra). Quindi, accendere la console e riprovare.

Si potrebbe notare un leggero ritardo con il controller joystick nei giochi che sono progettati per i controllori paddle. Si prega di collegare i controller paddle in ogni porta controller sulla console di gioco.

Cosa devo fare quando l'alimentatore non funziona?

Si potrebbe utilizzare l'adattatore CA errato. Si prega di utilizzare quello incluso nel pacchetto, che è valutato per 5V/500mA.

Come si gioca con i controller wireless?

I controller basati su IR delle console AtGames precedenti non sono supportati.

PROBLEMA	SOLUZIONE
Non ci Sono immagini sullo schermo	Connettere l'adattatore ac Connettere il cavo av Accendere la console Accendere la tv Configurare la tv su av input
Immagine tremolante o assenza di colori	Controllare la tv
Assenza di suono	Aumentare o accendere il volume Connettere il cavo av
l'immagine sullo schermo non è costante	Sistemate I controlli orizzontali e verticali Connettere il cavo av
l'immagine lampeggia o è distorta	Spegnere e riaccendere la console
Il colore di background varia all'inizio e alla fine del gioco.	Premere START per entrare e ri-iniziare il gioco.

Avviso di Sicurezza

- Non immergere la console in acqua o esporla ad alte temperature o a forti campi magnetici.
- Usare sempre la salvietta per pulire la console e i controller.
- I trasformatori sono per uso interno. I trasformatori e i caricatori per giochi non devono essere usati come giochi, e l'uso di questi prodotti da parte dei bambini deve essere sotto la supervisione dei genitori.

Con alcuni modelli di TV, per esempio vizio VOJ320F1A; Sony KDL-32BX310, Sony KDL-32EX308, Sony KDL-46HX279, Sony KDL-50R550A, LG 47LA6900, LG55UB8500, Samsung UN40C7000WF e Panasonic TC-58AX800U0, questa console può essere incompatibile e causare effetti indesiderati, come lo spostamento del display, che si traduce nella foto non essere centrato sullo schermo. O rumori di visualizzazione orizzontali, potrebbe spostarsi su e giù sullo schermo. In questo caso, provare la console su un display diverso o restituire la console al punto di acquisto.

WICHTIGE GESUNDHEITSWARNUNG

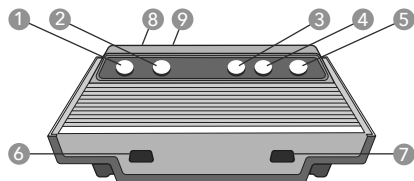
Muskel-Skelett-Erkrankungen - /!\ **WARNUNG:** Die Verwendung von Spiele-Controllern, Tastaturen, Mäusen oder anderen elektronischen Eingabegeräten kann schwere Verletzungen oder Krankheiten nach sich ziehen..

Beim Spielen von Videospielen, wie bei vielen Aktivitäten, können Sie gelegentliche Beschwerden in Ihren Händen, Armen, Schultern, Hals oder anderen Teilen des Körpers auftreten. Allerdings, wenn Sie Symptome wie anhaltende oder wiederkehrende Beschwerden, Schmerzen, Pochen, Schmerzen, Kribbeln, Taubheitsgefühl, brennende Empfindung oder Steifheit, **NICHT IGNORE DIESE WARNING SIGNS. PROMPTLY SEE** eine qualifizierte **GESUNDHEIT PROFESSIONAL**, auch wenn Symptome auftreten, wenn Sie nicht spielen ein Videospiel. Symptome wie diese können mit schmerzhaften und manchmal dauerhaft deaktivieren Verletzungen oder Störungen der Nerven, Muskeln, Sehnen, Blutgefäße und andere Teile des Körpers zugeordnet werden. Diese muskuloskeletale Störung (MSDs) schließen Karpaltunnelsyndrom, Tendinitis, Tenosynovitis, Erschütterungssyndrome und andere Bedingungen ein. Während Forscher noch nicht in der Lage, viele Fragen über MSDs zu beantworten, gibt es allgemeine Übereinstimmung, dass viele Faktoren können mit ihrem Auftreten, einschließlich medizinische und körperliche Bedingungen, Stress und wie man es bewältigt werden, die allgemeine Gesundheit und wie eine Person Positionen und Verwendet ihren Körper während der Arbeit und andere Aktivitäten (einschließlich der Wiedergabe von Videospielen). Einige Studien schlagen vor, wie viel Zeit eine Person eine Aktivität durchführt, kann ein Faktor sein. Dies sind einige Richtlinien, die Ihnen helfen können, zu arbeiten und spielen mehr komfortabel und möglicherweise reduzieren Risiko für alle MSD: Positionieren Sie sich bequem zu benutzen, nicht umständlich, Haltungen; Halten Sie Ihre Hände, Finger und andere Körperteile entspannt; Unterbrechen; Entwicklung eines gesunden Lebensstils.

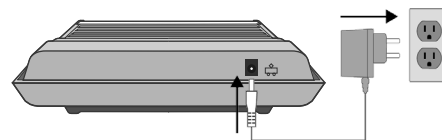
Wenn Sie Fragen haben, wie Ihre eigenen Lebensstil, Aktivitäten oder medizinische oder körperliche Verfassung mit MSDs zusammenhängen, sehen Sie eine qualifizierte medizinische Fachkraft.

Ansicht der Spielkonsole und Liste der Schaltflächen

Ausgabeports und Schaltflächen werden auf dem Bild unten angezeigt. (Die Abbildung dient nur als Referenz)



- | | |
|---|-------------------------------------|
| 1 Einschaltknopf | 5 Spielauswahlmöglichkeit |
| 2 Startknopf (Ursprünglicher Reset-Knopf) | 6 Linker Controller-Anschlussbuchse |
| 3 Schwierigkeitsknopf - Linker Spieler | 7 Rechter Controller |
| 4 Schwierigkeitsknopf - Rechter Spieler | 8 AC Adaptor Jack (DC 5V) |
| | 9 AV-Kabel |



Wechselstrom-Adapter-Spezifikation

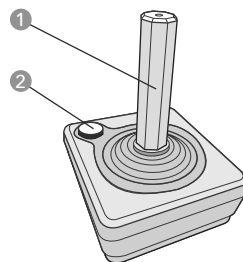
EINGANG: 100V-240V
AC/50HZ-60HZ
AUSGANG: 5V DC/500mA
STECKER:

BEMERKUNG

- Verwenden Sie den im Lieferumfang enthaltene Adapter für die Stromversorgung der Konsole.
- Do not connect the AC adapter to the power input other than the above specifications.
- Der Wechselstromadapter ist kein Spielzeug.
- Wechseln der Batterien für den Steuerpult Entfernen Sie den Deckel des Batteriefachs mit einem Schraubendreher.

Wired Game Controller Darstellung und Schlüssel-Liste

Das untenstehende Bild zeigt die Darstellung und die Liste der Wired Game Controllers (die Illustration ist nur für den Verweis).



- 1 Joystick
- 2 **Schaltfläche**
Drücken Sie die Taste für die meisten Aktionen im Spiel.

Wie verbinde ich die Konsole mit einem Fernsehgerät?

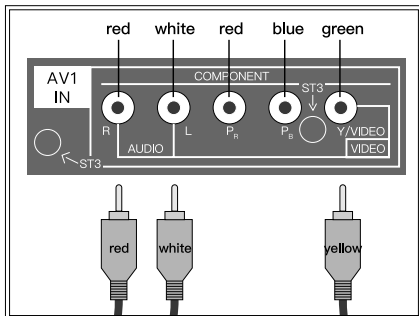
1. Schließen Sie die Spielkonsole mit dem beiliegenden AV-Kabel an den Fernseher an.
2. Drücken Sie die Power-Taste auf der Spielkonsole, nachdem Sie den TV-Eingang zum AV-oder Composite-Eingang konfiguriert haben.

Hinweis

Die Ergebnisse der Anzeige variieren je nach TV. Konsultieren Sie die Bedienungsanleitung Ihres Fernsehgeräts, um Helligkeit, Schärfe, Kontrast, Seitenverhältnis und andere Funktionen für die bestmögliche Anzeige anzupassen.
Trennen Sie das AV-Kabel nicht, wenn die Konsole eingeschaltet ist. Anderenfalls drücken Sie die Taste Power, um die Konsole neu zu starten.

Input-Instruktion

Wenn Ihr Fernsehgerät nicht über einen dedizierten Composite-Input verfügt, kann er eine solche Verbindung über einen Shared Component Input unterstützen. Für Fernsehgeräte mit freigegebenen COMPO-nent weist das nachstehende Diagramm ein typisches Setup auf, wobei der gelbe Composite-Video-Stecker in die grüne Component-Videoeingang eingesteckt wird. Weitere Informationen zu den verfügbaren Anschlüssen finden Sie im Benutzerhandbuch Ihres Fernsehgeräts und wie Sie die Eingaben ändern können.



Was kann ich tun, wenn mein Fernsehgerät nur HDMI-Eingang unterstützen kann?

Erkundigen Sie sich bei Ihrem örtlichen Distributor für Produkte, die HDMI unterstützen.

Wofür sind die beiden Controller-Ports auf der Konsole?

Diese Anschlüsse sind für die mitgelieferten Kabel-Joysticks und optionale Paddle-Controller.

Diese Anschlüsse sind auch mit originalen Atari 2600 Wired Joysticks und Paddle Controller kompatibel.

Wie kann man verkabelte Controller anschließen?

Für 1 Spieler Spiele: Verbinden Sie einen Wired Controller mit dem linken Controller-Port.

Für 2 Spieler: Verbinden Sie einen zweiten Wired Controller mit dem richtigen Controller-Port für Spieler Two.

Wie beginne ich zu spielen?

1. Drücken Sie die Taste, um die Spielkonsole einzuschalten.
2. Verwenden Sie den Player 1-Controller (P1), der mit dem Port verbunden ist, um das Menü zu durchsuchen und Spiel auszuwählen. Bewegen Sie den Joystick des P1-Controllers Links und rechts, um die Menü-Seiten zu navigieren und nach oben und unten, um Spiele auf jeder Seite hervorzuheben.
3. Drücken Sie die Taste auf dem Regler, um das markierte Spiel auszuwählen.

Wie Spiele ich die 3- und 4-Spieler-Spiele?

Die 3- und 4-Spieler-Spiele sind für Paddle-Controller konzipiert. Bitte stecken Sie die Paddle-Regler in den Controller-Anschluss an der Spielkonsole.

Wie passe ich das Spiel an?

- Drücken Sie die Taste auf der Spielkonsole. Drücken Sie die Taste, um die gewählte Ebene zu beginnen.

Wie gehe ich zurück zum Spiel-Menü während des Spiels?

- + Drücken Sie die Start-Taste und wählen Sie die Taste auf der Konsole gleichzeitig, und der Bildschirm wird wieder zum Spiel-Menü.

Was mache ich, wenn der Controller nicht funktioniert?

Wenn Sie nur einen Controller an den P2-Socket angeschlossen haben, schalten Sie die Konsole aus und verbinden Sie den Controller mit dem P1 (links) Controller-Anschluss. Schalten Sie dann die Konsole ein und versuchen Sie es erneut.

Sie bemerken möglicherweise geringfügige Verzögerung mit Joystick-Controller in spielen, die für Paddle-Controller konzipiert sind. Bitte stecken Sie die Paddle-Regler in den Controller-Anschluss an der Spielkonsole.

Was mache ich, wenn die Stromversorgung nicht funktioniert?

Möglicherweise verwenden Sie den falschen Netzadapter. Bitte benutzen Sie die im Paket enthaltene, die für 5V/500 mm bewertet wird.

Wie Spiele ich mit drahtlosen Controllern?

IR-basierte Controller aus früheren AtGames-Konsolen werden nicht unterstützt.

PROBLEM	LÖSUNG
Kein Bild auf dem Bildschirm	Schließen Sie den Wechselstromadapter an Schließen Sie das A/V-Kabel an Schalten Sie die Konsole ein Schalten Sie das Fernsehgerät ein Stellen Sie das Fernsehgerät auf den A/V-Eingang
Bildschirm flackert oder keine Farbe	Stellen Sie die Fernsehgerät- Farbregelungen ein
Kein Spiel-Sound	Erhöhen oder schalten Sie die Fernsehgerät-Lautstärke ein Schließen Sie das A/V-Kabel an
Bild auf dem Fernsehbildschirm ist unruhig	Stellen Sie die vertikale und horizontale Halteregelelung an Ihrem Fernsehgerät ein, bis das Bild beständig wird Schließen Sie das A/V-Kabel an
Bild blinkt oder ist verzerrt	Schalten Sie die Konsole aus und dann wieder ein
Bildhintergrundfarbe variiert zu Beginn oder am Ende des Spiels.	Dies ist normal. Drücken Sie START, um das Spiel aufzurufen oder neu zu starten.

Sicherheitshinweis

- Tauchen Sie die Spielkonsole nicht unter Wasser und setzen Sie diese nicht extremer Hitze oder starken Magnetfeldern aus. Dies kann zu dauerhaftem Schaden an Ihrem Spielgerät führen.
- Verwenden Sie immer ein trockenes Tuch, um die Spielkonsole und den Controller zu reinigen.
- Transformatoren sind nur für den Gebrauch in Innenräumen geeignet. Transformatoren und Stromversorgung für Spielzeuge sind nicht dazu gedacht, als Spielzeuge verwendet zu werden und die Verwendung dieser Produkte durch Kinder darf nur unter absoluter Kontrolle der Eltern erfolgen.

Mit bestimmten TV-Modellen, z.B. Vizio VOJ320F1A; Sony KDL-32BX310, Sony KDL-32EX308, Sony KDL-46HX279, Sony KDL-50R550A, LG 47LA6900, LG55UB8500, Samsung UN40C7000WVF und Panasonic TC-58AX800U0, diese Konsole kann inkompatibel sein und unerwünschte Effekte verursachen, wie die Verschiebung der Anzeige, die auf dem Bild nicht zentriert auf dem Bildschirm resultiert. Oder horizontale Display-Geräusche, kann es nach oben und unten auf dem Bildschirm. In diesem Fall versuchen Sie, die Konsole auf einem anderen Display zu verwenden oder die Konsole an den Punkt des Kaufs zurückzugeben.

ES

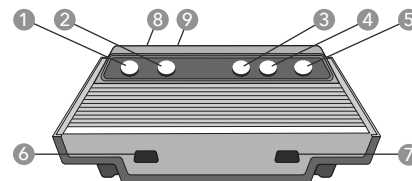
ADVERTENCIA IMPORTANTE PARA LA SALUD

Síndrome de LER: Lesiones por esfuerzo repetitivo y tensión ocular - !\ ADVERTENCIA: El uso de joysticks, teclados, ratón u otros dispositivos de entrada pueden causar la aparición de trastornos o lesiones graves

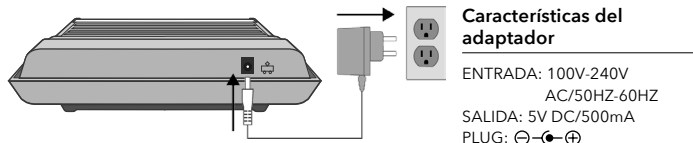
Después de unas horas, los videojuegos pueden hacer que sus músculos, articulaciones, piel u ojos. LER significa "lesión por esfuerzo repetitivo". El síndrome de LER se produce después de pequeños movimientos repiten continuamente. Los síntomas típicos son dolor en los dedos, las muñecas, los brazos o el cuello. Si usted experimenta dolor, entumecimiento o debilidad en estas partes del cuerpo, consulte a un médico tan pronto como sea posible. Por favor, siga estas instrucciones para evitar problemas como tendinitis, síndrome del túnel carpiano, irritación de piel o vista cansada: Evite el exceso de tiempo para jue Se recomienda que los padres vigilen a sus hijos por períodos de juego apropiados; Mientras que usted no cree que lo necesita, tomar un descanso de 10 a 15 minutos cada hora, levántese y camine un poco; Si siente cansancio o dolor en las manos, muñecas, ojos o brazos, deje de jugar y descanse durante varias horas antes de continuar jugando; Si sus manos, muñecas, brazos u ojos doloridos durante o después de jugar, deje de jugar y consulte a un médico. Cuando juegas un juego de vídeo: Siéntese lo más lejos que se puede detectar ; Jugar la pantalla más pequeña disponible; No juegue si está cansado o si usted necesita para descansar; Juegue en una habitación bien iluminada; Tome un descanso de 15 minutos a cada hora.

Apariencia de la consola de videojuegos y lista de botones

La imagen a continuación muestra la ubicación de los conectores y botones. (La ilustración es para referencia únicamente.)



- | | |
|---|--------------------------------|
| 1 Encendido | 6 Puerto control izquierdo |
| 2 Botón de INICO | 7 Puerto control derecho |
| 3 Botón de Dificultad - Jugador Izquierdo | 8 Entrada para adaptador DC 5V |
| 4 Botón de Dificultad - Jugador Derecho | 9 Cable AV |
| 5 Botón de Selección - Opción de Juego | |

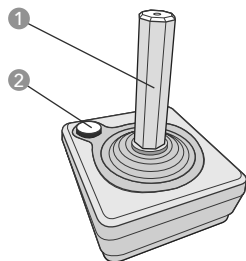


NOTA

- Debe usar el adaptador de corriente incluido como suministro de energía
- No conectar el adaptador AC en cualquier otra toma de corriente que no sea la especificada.
- El adaptador de corriente no es un juguete.
- El tomacorriente eléctrico debe ser instalado cerca del equipo y debe ser de fácil acceso.

Los mandos

La imagen a continuación muestra la ubicación de los mandos. (La ilustración es para referencia únicamente.)



① Palanca de mando

② Botón de fuego

Conectando la consola a tu TV

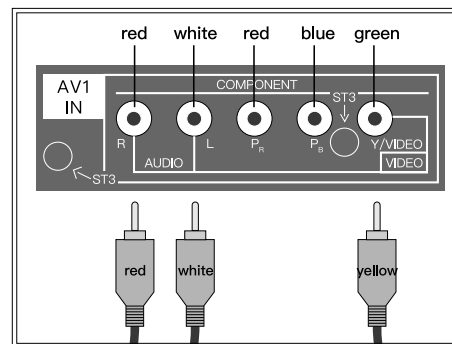
1. Conecta la consola de juego a la TV usando el cable AV incluido.
2. Configura la entrada de la TV a entrada AV, entonces presiona el botón de "Encendido" de la consola de videojuegos.

NOTA

La representación de la pantalla depende del televisor. Consulte las instrucciones del televisor para ajustar el brillo, la nitidez, el contraste, la relación de aspecto y otras características para optimizar los resultados de la visualización. No desconecte el cable AV cuando la consola esté en funcionamiento. De lo contrario, pulse el botón de encendido para reiniciar la consola.

Instrucciones de conexión

Si el televisor no tiene una entrada dedicada, puede soportar dicha conexión a través de una entrada de componente compartida. Para televisores con entradas compartidas permanentes Compo, el diagrama de abajo muestra una configuración típica, con el conector de vídeo compuesto amarillo enchufado en la entrada de vídeo de componente verde. Consulte su manual de TV para obtener más información sobre los puertos disponibles y cómo cambiar las entradas cuando esté conectada.



¿Qué pasa si mi TV sólo tiene una entrada HDMI?

Consulte a su distribuidor local para productos que admitan HDMI.

¿Cuáles son los dos puertos de controlador de la consola para ?

Estos puertos son para los controladores de cable (opcional) y paletas de cable (opcional). Estos puertos son también compatibles con los originales del 2600 controladores de cable y remos.

Para conectar los controles joystick

Para 1 jugador: Conecta un control joystick en el puerto izquierdo.

Para 2 jugadores: Conecta un control joystick en el puerto izquierdo para el jugador uno, y conecta el otro control joystick en el puerto derecho para un segundo jugador.

¿Cómo activo el videojuego?

1.  Presiona el botón de "Encendido" para activar la consola.
2. Utilice el mano del jugador1 (P1) conectada al puerto para navegar por el menú y seleccione un juego. Muévete a la izquierda y a la derecha el joystick del joystick del jugador (P1) para navega por las páginas del menú, y arriba y abajo para resaltar los juegos en cada página.
3.  Pulse el botón del controlador para seleccionar el juego resaltado.

¿Cómo juego a los juegos de 4 - jugador ?

Los 4 juegos de un jugador están diseñados para ser interpretado por las paletas . Por favor, conecte su controlador (s) de paleta en el puerto (s) en el controlador de la consola de juegos.

¿Cómo ajusto el nivel de juego?



¿Cómo puedo regresar al menú de juego mientras estoy jugando?

 +  APresiona los botones "Inicio" y "Seleccionar" simultáneamente, y la pantalla volverá al menú de juego.

¿Qué pasa si un gamepad no funciona?

Si sólo tiene un controlador enchufado en el conector del reproductor 2 (P2), apague la consola y conecte el controlador al puerto izquierdo (P1). Vuelva a encender la consola y vuelva a intentarlo. Usted puede notar un ligero retraso con el controlador de joystick en los juegos que están diseñados para los controladores de paleta. Por favor, enchufe sus controladores de paleta en cada puerto del controlador en la consola de juegos.

¿Qué debo hacer cuando la fuente de alimentación no funciona?

Es posible que haya utilizado un adaptador no compatible. Utilice el adaptador suministrado de la 5V/500mA.

¿Cómo jugar con los controladores inalámbricos?

No se admiten los controladores IR de las consolas anteriores AtGames.

PROBLEMA	SOLUCION
No hay imagen en la pantalla	Connect the AC adapter Conecta el adaptador AC Conectar el cable A/V Cambia la consola a "On" Enciende la TV Cambia el modo de entrada de la TV a AV
La pantalla parpadea o esta sin color	Ajusta los controles de la TV
El juego no tiene sonido	Incrementa o enciende el volume de la TV Conecta el cable de A/V
Las imágenes en la pantalla de la TV Están inestables	Ajusta los controles vertical y horizontal de la TV Conecta el cable A/V
Las imágenes están distorsionadas o parpadean	Apaga y vuelve a encender la consola
El color de la imagen de fondo varía al principio o al final del juego.	Esto es normal. Presione "INICIO" para comenzar o reanudar el juego.

Aviso de seguridad

- No sumerja la consola en agua o no la exponga a altas temperaturas o a potentes fuentes de magnetismo. Podrían causar daño permanente a tu consola de videojuegos.
- Siempre utilice un paño seco para limpiar la consola y los mandos a distancia.
- Los adaptadores están hechos para usarse en interiores solamente. Los adaptadores y los suplementos de energía no están hechos para ser usados como juguetes, y el uso de estos productos por parte de menores debe ser estar bajo supervisión de los padres.

Con ciertos modelos de la TV, e.g. VIZIO VOJ320F1A; SONY KDL-32BX310, Sony KDL-32EX308, Sony KDL-46HX279, Sony KDL-50R550A, LG 47LA6900, LG55UB8500, Samsung UN40C7000WF y Panasonic TC-58AX800U0, esta consola puede ser incompatible y causar efectos no deseados, como el desplazamiento de la pantalla, que resulta en la imagen no se centra en la pantalla. O los ruidos de la pantalla horizontal, puede moverse hacia arriba y hacia abajo en la pantalla. Si esto sucede, pruebe la consola en una pantalla diferente o devuelva la consola al punto de compra.

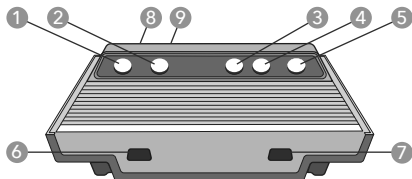
AVISO IMPORTANTE DE SAÚDE

Síndrome LER: repetitivo lesões por esforço e fadiga ocular - /!\ AVISO: Usar joysticks, teclados, mouse ou outros dispositivos de entrada pode causar o aparecimento de distúrbios ou lesões graves

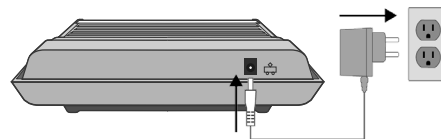
Depois de algumas horas, jogos de vídeo pode fazer a sua músculos, articulações, pele ou olhos. LER significa "lesão por esforço repetitivo". síndrome LER ocorre após pequenos movimentos continuamente repetidos. Os sintomas típicos são dor nos dedos, pulsos, braços ou pescoço. Se você sentir dor, dormência ou fraqueza nessas partes do corpo, consulte um médico o mais rápido possível. Por favor, siga estas instruções para evitar problemas como tendinites, síndrome do túnel do carpo, irritação da pele ou fadiga ocular: Evite tempo excessivo para Thu é recomendado que os pais monitorar seus filhos por períodos adequados de jogo; Enquanto você não acha que precisa dele, fazer uma pausa de 10 a 15 minutos a cada hora, levantar-se e caminhar ao redor; Se você se sentir cansados ou doridos mãos, pulsos, braços ou olhos, pare de jogar e descansar durante várias horas antes de voltar a jogar; Se suas mãos, pulsos, braços ou olhos doloridos durante ou depois de jogar, pare e consulte um médico. Quando você joga um jogo de vídeo: Sente-se, tanto quanto pode ser detectado; Jogando a tela menor disponível; Não jogue se estiver cansado ou se você precisa de descanso; Jogar em uma sala bem iluminada; Pegue a 15 minutos a cada hora.

Aparência do console clássico do jogo e lista chave

A imagem abaixo mostra a localização dos conectores e botões. Cada função é delineada abaixo (a ilustração é apenas para referência).



- 1 Poder**
Ligue/desligue o poder do console do jogo.
- 2 Start (botão Reset original)**
Pressione este botão para iniciar ou redefinir a maioria dos jogos
- 3 Botão de dificuldade-jogador esquerdo**
Pressione este botão para alternar entre um dos dois níveis de dificuldade na maioria dos jogos.
- 4 Botão de dificuldade-jogador direito**
Pressione este botão para alternar entre um dos dois níveis de dificuldade na maioria dos jogos.
- 5 Selecione**
Escolha a opção de jogo.
- 6 Esquerda jogador controlador de jogo Jack**
- 7 Jogador direito Jack controlador de jogo**
- 8 Jaque do adaptador AC (DC 5V)**
- 9 Cabo AV**



Especificação do adaptador AC

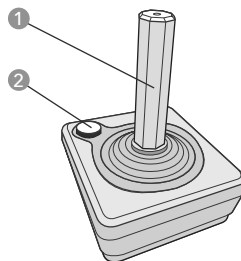
INPUT: 100V-240V
AC/50HZ-60HZ
OUTPUT: 5V DC/500mA
PLUG: ☉-☐-☐

NOTA

- Deve usar o adaptador AC incluído como fonte de alimentação para o console.
- Não conecte o adaptador CA à entrada de alimentação diferente das especificações acima.
- Adaptador AC não é um brinquedo.
- A tomada de corrente deve ser instalada perto do equipamento e será facilmente acessível.

Aparência do controlador de jogo com fio e lista de chaves

A imagem abaixo mostra a aparência e a lista de chaves dos controladores de jogos com fio (a ilustração é apenas para referência).



- 1 Joystick**
- 2 Botão**
Pressione o botão para a maioria das ações no jogo.

Como conectar o console a uma TV?

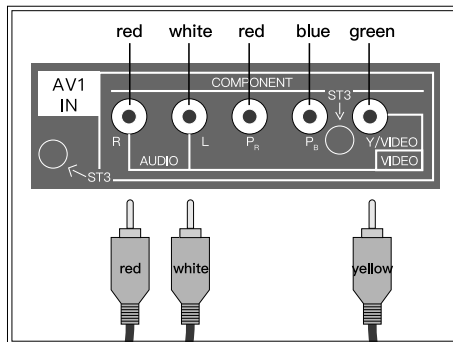
1. Conecte o console do jogo à tevê usando o cabo AV incluído.
2. Pressione o botão Power no console do jogo depois de configurar a entrada de TV para a entrada AV ou composta.

NOTA

Os resultados de exibição variam de acordo com a TV. Consulte o seu manual de TV para ajustar o brilho, nitidez, contraste, proporção e outros recursos para melhores resultados de exibição. Não desligue o cabo AV quando o console estiver ligado. Caso contrário, pressione o botão Power para reiniciar o console.

Input Instrução

Se o seu televisor não tiver uma entrada composta dedicada, poderá suportar tal ligação através de uma entrada de componente partilhada. Para TVs com entradas compartilhadas compo Nent, o diagrama abaixo indica uma configuração típica, com o conector de vídeo composto amarelo conectando-se à entrada de vídeo do componente verde. Consulte o manual do seu televisor para obter informações adicionais sobre as portas disponíveis e como alterar as entradas uma vez ligadas.



O que posso fazer se a minha TV só pode suportar entrada HDMI?

Confira com o seu distribuidor local para produtos que suportam HDMI.

Quais são as duas portas do controlador no console?

Estas portas são para os joysticks com fios incluídos e controladores de pás opcionais. Estas portas também são compatíveis com o original Atari 2600 com fios e controladores de paddle.

Como conectar controladores com fio?

Para 1 jogos de jogador: Conecte um controlador com fio à porta do controlador esquerdo.

Para 2 jogos de jogador: Conecte um segundo controlador com fio à porta direita do controlador para o jogador dois.

Como faço para começar a jogar?

1. Pressione o botão para ativar o console do jogo.
2. Use o controlador Player 1 (P1) que está conectado à porta para navegar no menu e selecione o jogo. Mova o joystick do controlador P1 para a esquerda e direita para navegar nas páginas do menu e mova para cima e para baixo para destacar os jogos em cada página.
3. Pressione o botão no controlador para selecionar o jogo em destaque.

Como faço para jogar os jogos de 3 e 4 jogadores?

Os jogos de 3 e 4 jogadores são projetados para controladores de remo. Por favor, conecte seus controladores de remo em cada porta do controlador no console do jogo.

Como faço para ajustar o nível do jogo?

Pressione o botão no console do jogo. Pressione o botão para iniciar o nível selecionado na maioria dos jogos

Como faço para voltar ao menu do jogo ao jogar o jogo?

+ Pressione o botão Iniciar e selecione o botão no console simultaneamente, e a tela vai voltar para o menu do jogo.

O que eu faço quando o controlador não está funcionando?

Se você tiver apenas um controlador conectado à tomada P2, desligue o console e conecte o controlador à porta do controlador P1 (esquerda). Em seguida, ligue o console e tente novamente.

Você pode notar um ligeiro atraso com Joystick Controller em jogos que são projetados para controladores de remo. Por favor, conecte seus controladores de remo em cada porta do controlador no console do jogo.

O que eu faço quando a fonte de alimentação não está funcionando?

Você pode estar usando o adaptador de CA errado. Por favor, use o que está incluído no pacote, que é classificado para 5V/500mA.

Como faço para jogar com controladores sem fio?

Não há suporte para controladores baseados em infravermelhos dos consoles anteriores do AtGames.

PROBLEMA	SOLUÇÃO
Nenhuma imagem na tela	Conecte o adaptador AC. Conecte o cabo a/v. Ligue a unidade do console. Ligue a TV. Coloque a TV na entrada AV.
Flickers tela ou nenhuma cor	Ajuste os controles de cor da TV.
Nenhum som do jogo	Aumente ou ligue o volume da TV. Conecte o cabo AV.
Imagem na tela da tevê é instável	Ajuste os controles verticais e horizontais da preensão em sua tevê até que a imagem se torne constante. Conecte o cabo AV.
A imagem está piscando ou distorcida	Desligue o console e, em seguida, ligue o console
A cor do fundo do retrato varia no começo ou no fim do jogo.	Isto é normal. Pressione START para entrar ou reiniciar o jogo.

Aviso de segurança

- Não mergulhe o console do jogo na água ou exponha-o ao calor extremo ou aos campos magnéticos fortes. Isso pode causar danos permanentes ao seu jogador de jogo.
- Use sempre a toalha seca para limpar o console e os controladores do jogo.
- Transformers apropriados para o uso interno somente. Os transformadores e as fontes de alimentação para os brinquedos não se destinam a ser utilizados como brinquedos, e a utilização destes produtos por crianças deve estar a supervisão completa dos pais.

Com certos modelos de TV, por exemplo, Vizio VOJ320F1A; SONY KDL-32BX310, SONY KDL-32EX308, SONY KDL-46HX279, SONY KDL-50R550A, LG 47LA6900, LG55UB8500, Samsung UN40C7000WF e Panasonic TC-58AX800U0, este console pode ser incompatível e causar efeitos indesejáveis, como o deslocamento da exposição, que resulta na imagem que não está sendo centrada na tela. Ou ruídos de exibição horizontais, ele pode mover para cima e para baixo na tela. Se isso acontecer, tente o console em uma exibição diferente ou retornar o console para o ponto de compra.

Game Description

Game title: 3-D Tic-Tac-Toe

MENU TITLE: 3-D TIC-TAC-TOE

Place four X's or four O's in one horizontal, vertical, or diagonal row, or through all the panes. Play against an opponent or against the computer. To win, complete a row first.

Game title: Adventure

MENU TITLE: ADVENTURE

Rescue the Enchanted Chalice stolen by an evil magician and return it to the Golden Castle without getting eaten by evil dragons.

Game title: Adventure II

MENU TITLE: ADVENTURE II

In this remixed sequel, once again rescue the Enchanted Chalice stolen by an evil magician and place it inside the Golden Castle.

Game title: Air Raiders

MENU TITLE: AIR RAIDERS

As the pilot of your bomber, your mission is to blast the enemy out of the sky. But be sure to keep track of your fuel and ammo, you may have to land to refuel.

Game title: Air•Sea Battle

MENU TITLE: AIR. SEA BATTLE

The object of this game is to score points by hitting moving objects. Air-Sea Battle is made of six different shooting games that total 27 game variations.

Game title: Aquaventure

MENU TITLE: AQUAVENTURE

Discover what the ocean depths hide as you dive to retrieve the hidden treasure. Along the way you must avoid fish, sea horses, and other underwater creatures attempting to block your path.

Game title: Armor Ambush

MENU TITLE: ARMOR AMBUSH

Battlefield action with maneuverable tanks! A new battlefield every round!

Game title: Asteroids®

MENU TITLE: ASTEROIDS

Destroy as many asteroids as you can to keep your ship safe. Watch out for satellites and UFOs as well!

Game title: Astroblast

MENU TITLE: ASTROBLAST

The excitement of defending your planet! Falling meteors, missiles, and enemy spacecraft all might knock out your position, but you have both automatic and semi-automatic firing sequences to defend against the onslaught.

Game title: Atari Climber

MENU TITLE: ATARI CLIMBER

A home run ball has landed on top of the roof of a building and you'll need to get it back. On your way up, you'll need to avoid moving obstacles. Hurry, as time is of the essence!

Game title: Backgammon

MENU TITLE: BACKGAMMON

Backgammon has four skill levels and follows the full rules of the game. There are also four variations of the game acey-deucey.

Game title: Basketball

MENU TITLE: BASKETBALL

Get ready for a fast-paced game of one-on-one basketball!

Game title: Black Jack

MENU TITLE: BLACK JACK

It's real casino-style blackjack where you and up to two of your buddies can try your luck against the computer dealer. The object of the game is to obtain a hand of cards that adds up to total higher than the dealer does, without going over 21. Up to three players can compete at the same time.

Game title: Bowling

MENU TITLE: BOWLING

It's bowling fun for one or two players. Choose between curve ball, steerable ball, and straight ball variations!

Game title: Breakout®

MENU TITLE: BREAKOUT

A brick wall appears at the top of the screen, and your mission is to smash it off the playfield, one brick at a time! Up to four players can compete at the same time.

Game title: Human Cannonball™

MENU TITLE: CANNONBALL

Carefully judge angle, speed, and distance to launch your human cannonball to the target.

Game title: Canyon Bomber®

MENU TITLE: CANYON BOMBER

Fly over a canyon full of colored bricks. Drop bombs on more bricks than your opponent.

Game title: Centipede®

MENU TITLE: CENTIPEDE

Aim your magic wand and shoot sparks to stop the slithering Centipede, poisonous scorpion, mischievous spider, and pesky flea in their tracks!

Game title: Super Challenge Baseball

MENU TITLE: CHALL BASEBALL

Two players can capture the excitement of real baseball. Nine full innings of baseball - with extra innings if you need them. Pitch curve balls, hit, run, steal bases...even turn double and triple plays.

Game title: Super Challenge Football

MENU TITLE: CHALL FOOTBALL

Realistic gridiron action for two players! Choose your play option on both offense and defense. The scoreboard keeps you posted on quarter, downs, time remaining, and the score.

Game title: Championship Soccer

MENU TITLE: CHAMP SOCCER

Score more goals than your opponent in this fast-paced soccer game.

Game title: Chase It!

MENU TITLE: CHASE IT!

Chase It! is a game of chasing the red squares that appear randomly on the screen. It's blue against black! The goal is to reach the squares before your opponent. Whoever collects 99 squares first wins.

Game title: Circus Atari®

MENU TITLE: CIRCUS ATARI

Bounce clowns on a seesaw to pop all the balloons. Be sure to catch the clown on his way down!

Game title: Combat®

MENU TITLE: COMBAT

Arm yourself against your opponent with tanks, planes, or fighter jets in diverse stages in this two player game. Blast your opponent as many times as you can for the highest score.

Game title: Combat® Two

MENU TITLE: COMBAT TWO

Battle against your opponent's tank for control of an expansive terrain in this two player game.

Game title: Crystal Castles®

MENU TITLE: CRYSTAL CASTLES

Help Bentley Bear collect gems throughout various castle levels to escape Berthilda the Witch's evil clutches. Avoid the enemies, except when you wear the magic hat!

Game title: Dark Cavern

MENU TITLE: DARK CAVERN

Relentless robots are the attackers in the Dark Cavern. Eliminate one robot and it is replaced by an even smarter one. People-sized spiders, spider webs, and bats also spell trouble. Use your laser gun to destroy the attackers and score points.

Game title: Demons to Diamonds™

MENU TITLE: DEMNS TO DIMNDS

Shoot demons whose color matches that of your gun. If successful, the demon transforms into a diamond, which can then be shot for even more points. Take care, because shooting a demon with the wrong color transforms it into a skull!

Game title: Desert Falcon

MENU TITLE: DESERT FALCON

You are the royal Desert Falcon on a quest for precious gems and Egyptian hieroglyphics hidden in an endless desert. Watch out for the flying beasts, blazing firepots, and Howling Sphinxes as they guard the jewels you seek.

Game title: Dodge 'Em

MENU TITLE: DODGE 'EM

Steer your car at high speed around a maze to collect dots. Be sure to avoid the other car!

Game title: Double Dunk™

MENU TITLE: DOUBLE DUNK

Score the most baskets in this sophisticated two-on-two, half-court basketball game.

Game title: Swordquest: Earthworld™

MENU TITLE: EARTHWORLD

As you explore EarthWorld, you will traverse 12 rooms, each named after a sign of the zodiac. You will encounter danger such as the horns of a charging Taurus bull, and you will be called upon to demonstrate your skill and ingenuity. A variety of magical objects will assist you in the challenging journey ahead. By leaving the right combination of objects in the right zodiac chamber, you'll discover illuminating clues.

Game title: Escape It!

MENU TITLE: ESCAPE IT!

Escape It! is a one or two player game where the object is to escape from the ever changing maze.

Game title: Fatal Run

MENU TITLE: FATAL RUN

Drive through all 32 levels to release the life-saving satellite. Along the way you must distribute the radiation vaccine throughout the major cities and collect the pieces of a launch code. If you complete the code and all levels, the satellite launches, and you win the game!

Game title: Swordquest: Fireworld™

MENU TITLE: FIREWORLD

In this second game in the Swordquest series, you enter FireWorld as a mighty warrior. Your skill and courage will be tested with dangerous trials and obstacles. The object of the game is to solve the puzzle.

Game title: Flag Capture

MENU TITLE: FLAG CAPTURE

Find the flag hidden somewhere in a 9x6 grid of squares. Clues under each square can tell you how far you are from the flag or in which direction it lays. Watch out for the bombs!

Game title: Football

MENU TITLE: FOOTBALL

This four-on-four football game focuses on high scoring touchdowns and defensive safeties. Field goals are not included, so go for the big score in this two player game!

Game title: Frog Pond

MENU TITLE: FROG POND

Leap and catch as many insects as you can with your hungry frog's tongue.

Game title: Frogger

MENU TITLE: FROGGER

It's tough to be a frog! Life isn't all lazy days and lily pads - it abounds with dangers. In fact, every leap Frogger takes could be his last! Help Frogger survive the perils and hop home to safety.

Game title: Frogs and Flies

MENU TITLE: FROGS & FLIES

An exciting and fun-filled fantasy for the younger set. Frogs and Flies gives you complete control over jumping frog and scoring action as you try to catch the elusive flies!

Game title: Front Line™

©TAITO CORP.1982

MENU TITLE: FRONT LINE

Single-handedly take on the bad guys and knock out their fortress with your soldier. Start out on foot, but find the tanks and create even more mayhem.

Game title: Fun with Numbers

MENU TITLE: FUN WITH NUMBERS

Complete the equation by selecting the correct number. Pick between addition, subtraction, multiplication, and division.

Game title: Golf

MENU TITLE: GOLF

It's nine holes of golf, where you control the direction and the power of your shot. Watch out for the hazards!

Game title: Gravitar®

MENU TITLE: GRAVITAR

The evil Gravitar has conquered four galaxies, each made up of three solar systems. Fight against gravity and break Gravitar's hold on the 12 solar systems under his power by destroying all bunkers on every planet, or by setting off the reactor in the alien reactor base.

Game title: Hangman

MENU TITLE: HANGMAN

Complete the Hangman word before you make 11 incorrect letter guesses.

Game title: Haunted House®

MENU TITLE: HAUNTED HOUSE

To escape the haunted house, find the pieces of a magic urn. Along the way, you'll encounter terrifying monsters like hairy tarantulas, vampire bats, and a ghost.

Game title: Return to Haunted House

MENU TITLE: HAUNTED HOUSE II

Find the skull of old man Graves and return it to the crypt under the cemetery by utilizing various keys and tools to explore the house and avoid the ghosts.

Game title: H.E.R.O.™

MENU TITLE: HERO

Guide R. Hero through caverns filled with flying critters, tentacles, moving walls, and other dangers. He's equipped with a jetpack, laser beam, and a limited supply of dynamite, all of which will be needed to negotiate a path to his ultimate goal, the trapped miners.

Game title: Home Run

MENU TITLE: HOME RUN

Play a scaled-back, fast-paced version of baseball, America's favorite pastime.

Game title: Indy 500™

MENU TITLE: INDY 500

Steer your car around one of the many tracks, racing around hairpin turns to get to the finish line before your opponent.

Game title: International Soccer™

MENU TITLE: INTL SOCCER

A two-player game that adapts the fast-paced movement of soccer to your video system. Realistic scrolling field action - feint, pass...and score! All accompanied by exciting sound effects.

Game title: Jungle Hunt™

©TAITO CORP.1982

MENU TITLE: JUNGLE HUNT

Help Sir Dudley Dashly swing on vines, swim through crocodile-infested waters, jump and duck through a landslide of boulders, and jump over cannibals to save his wife, Lady Penelope Dashly.

Game title: KABOOM!™

MENU TITLE: KABOOM!

You're about to face the world's most unpredictable and relentless "Mad Bomber." He hates losing as much as you love winning. So, to keep him frowning, grab your water buckets to catch and extinguish his falling bombs!

Game title: Maze Craze

MENU TITLE: MAZE CRAZE

Control a blue or red cop and patrol a maze of robber-infested city blocks as you try to make it to the exit.

Game title: Millipede®

MENU TITLE: MILLIPEDE

Blast the creepy, crawly bugs - jumping spiders, buzzing bees, bouncing beetles, mosquitoes, dragonflies, inchworms, and earwigs - that have invaded your little garden patch. But watch out, the millipedes - cousins to the famed centipede - are the most insidious insects of all!

Game title: Miniature Golf

MENU TITLE: MINIATURE GOLF

Play a nine hole mini golf course, complete with moving obstacles. To beat the par for each hole, you'll need a good sense of timing, along with an ability to judge distance. Win by getting the lowest score.

Game title: Miss It!

MENU TITLE: MISS IT!

Miss It! is a one player game where the object is to keep the square away from all the other objects that are bouncing around the screen. The longer the game goes on the crazier it gets. The game ends when you are touched by one of the other objects. How long can you last?

Game title: Missile Command®

MENU TITLE: MISSILE COMMAND

Defend your cities and missile base from waves of ballistic and cruise missiles.

Game title: MotoRodeo

MENU TITLE: MOTORODEO

Use your monster truck to power through death-defying jumps, car crushing, wall smashing, mud plowing, and more. To be king of the road, you'll have to outscore your competitor in this most dangerous obstacle course.

Game title: Night Driver™

MENU TITLE: NIGHT DRIVER

You're in the driver's seat and the track is just ahead of you. All you have to do is accelerate and steer your car through one of the four tracks. Each time you veer off the track and hit one of the pylons or hit an oncoming car, you'll crash. How far can you get before time runs out?

Game title: Off the Wall

MENU TITLE: OFF THE WALL

Play as Kung Fu Lu in your quest to crush an ancient, evil wall guarded by a mystical dragon and cunning blackbird. Use your staff to deflect the dragon's spell balls and destroy the wall.

Game title: Outlaw™

MENU TITLE: OUTLAW

As a gunslinger, take aim to shoot targets or your opponent's gunslinger.

Game title: Pitfall!™

MENU TITLE: PITFALL!

Guide Pitfall Harry through a maze of jungle scenes, jump over or avoid many deadly dangers, and grab the most treasures in the shortest possible time.

Game title: Polaris™

©TAITO CORP.1980

MENU TITLE: POLARIS

You're the commander of a Polaris class nuclear submarine and your mission is to defend your country from enemy attack. In your battle, you will be required to defend against wave-after-wave of enemy planes and dive bombers. To make matters worse, the enemy has sent their own subs and destroyers. In the course of your battles, you will need to maneuver through dangerous channels full of mines!

Game title: Pong (Video Olympics)

MENU TITLE: PONG

Compete in classic ball and paddle games like Pong, Soccer, Hockey, Handball, Volleyball, Basketball, and more!

Game title: Pressure Cooker™

MENU TITLE: PRESSURE COOKER

Help Short-Order Sam fill each order with the proper combination of tomatoes, onions, lettuce, and cheese. And don't forget the bun! Be sure to rush the completed orders to the Wrapping Room as fast as you can.

Game title: Radar Lock™

MENU TITLE: RADAR LOCK

The safety of a nearby aircraft carrier is in your hands. You are the ace of a supersonic F-22, the latest, most powerful airborne weapon yet created. Your allies are nowhere in sight, so it's up to you to clear the skies of enemy interceptors, stealth fighters, and bombers!

Game title: River Raid™

MENU TITLE: RIVER RAID

Your mission is to score as many points as possible by destroying enemy tankers, helicopters, fuel depots, jets, and bridges before your jet crashes or runs out of fuel.

Game title: Realsports® Baseball

MENU TITLE: RS BASEBALL

Hit a home run, make a spectacular catch, or force a triple play! Here's your chance to prove your skills on the baseball diamond. You control the ballplayers and the strategy in this sophisticated, action-packed sports simulation.

Game title: Realsports® Basketball

MENU TITLE: RS BASKETBALL

It's fast-breaking, two-on-two basketball excitement! Shoot the ball in the basket and score more points than your opponent.

Game title: Realsports® Soccer

MENU TITLE: RS SOCCER

Fast moving player-control lets you kick, pass, and dribble the ball down the field, around your opponents, and on to victory!

Game title: Realsports® Volleyball

MENU TITLE: RS VOLLEYBALL

Judge the height of the ball from its shadow in this fast-paced game of volleyball. As the sun sets, the shadow disappears, and you're on your own!

Game title: Saboteur®

MENU TITLE: SABOTEUR

Take the role of cybernetic life-form Hotot, who has discovered an alien missile base hidden on his planet. Manned by strange blue aliens, these evil intruders are using the planet as a launching site for their deadly warhead, which is poised to destroy the galaxy's power source. With the help of the bird-like Gorfons, you must destroy the warhead, and prevent the destruction of the galaxy in this multi-level shooter!

Game title: Save Mary

MENU TITLE: SAVE MARY

User your crane to drop blocks for Mary to climb on top of and escape the rising water level!

Game title: Sea Battle™

MENU TITLE: SEA BATTLE

Lots of action on the high seas, including fleets of ships, mines, and battle sounds. A game that requires creative strategy to win.

Game title: Secret Quest

MENU TITLE: SECRET QUEST

Vicious creatures now occupy eight vital space stations in their effort to conquer our peaceful solar system. It is up to you to destroy these locations and their evil inhabitants in order to save the human race. It's furious, non-stop action, and you'll need speed, courage, combat skills, and a sharp sense of direction.



 : Bring up the required status screen.

Game title: Shield Shifter

MENU TITLE: SHIELD SHIFTER

Shoot your way through the shifting shields to give yourself a clean shot at the attacking Alien Queen!

Game title: Sky Diver

MENU TITLE: SKY DIVER

You're ready for the big jump! The longer you can wait to open your parachute, the more points you score. Steer your parachute against the wind to guide yourself towards the bull's-eye.

Game title: Slot Machine

MENU TITLE: SLOT MACHINE

Standard slot machine rules apply in this Atari video adaptation. Choose from a traditional jackpot type, in which you win based on which three symbols show up in the center, or a payoff game, in which additional coins allow a payoff if a winning combination shows up in the top, bottom, or diagonal lines.

Game title: Slot Racers

MENU TITLE: SLOT RACERS

The goal of this game is to drive a slot car around a maze and shoot your opponent more times than they shoot you.

Game title: Solaris

MENU TITLE: SOLARIS

Save the brave Solaris Pioneers from the vicious Zylon fleet! Speed your StarCruiser through the galaxy, firing photon torpedoes to show them you mean business. Blast Cobra Ships, Star Pirates, and Mechnoids before they blast you!

Game title: Space Attack™

MENU TITLE: SPACE ATTACK

It's you and your squadron against the attacking aliens. Control the strategy and the action for defending your Mother ship. Pinpoint alien attackers, then go to a close-up pilot's view for battle!

Game title: Space Invaders™

©TAITO CORP.1978

MENU TITLE: SPACE INVADERS

You are at war with invaders from space who are threatening the Earth! Your objective is to destroy these invaders by firing your laser cannon. You must wipe out the invaders either before they reach the bottom of the screen or before they hit you three times with their laser bombs.

Game title: Space War

MENU TITLE: SPACE WAR

Blast off into space with 17 game variations for one or two players. Take control of your starship and penetrate the boundaries of strange galaxies. Drift invisibly through hyperspace, but beware of the gravity of a strange sun.

Game title: Sprintmaster

MENU TITLE: SPRINTMASTER

Choose your track, from practice-caliber squares to the curvaceous championship courses. Rev up at the starting line, and take off! You'll need a delicate touch and a cool head to avoid sliding into the wall on those sharp turns.

Game title: Star Ship

MENU TITLE: STAR SHIP

Destroy as many spacecraft and robots as possible within the time limit, all while avoiding asteroids and other objects as you try to cover the greatest distance possible in one of three included game variations.

Game title: Star Strike™

MENU TITLE: STAR STRIKE

Hair-trigger action as you hurtle your spaceship through a trench to destroy the alien force that is threatening the planet earth! Enemy starships try to blast you into bits as you bomb their alien missile silos.

Game title: Steeplechase

MENU TITLE: STEEPLECHASE

Ride your horse against up to three other friends in racing and hurdle games.

Game title: Stellar Track™

MENU TITLE: STELLAR TRACK

Destroy the alien menace before time or energy runs out in this classic game of strategy.

Game title: Street Racer

MENU TITLE: STREET RACER

Street Racer features car racing, slalom skiing, jet shooting, number crunching, and scoop ball games for up to four players!

Game title: Submarine Commander®

MENU TITLE: SUB COMMANDER

You are at the helm of a submarine equipped with radar, sonar depth charge indicators, torpedoes, and fuel and temperature gauges. As commander of the submarine, you must sink the enemy ships before running out of fuel!

Game title: Super Baseball

MENU TITLE: SUPER BASEBALL

Take to the field and outscore the other team in this sophisticated baseball game.

Game title: Super Breakout®

MENU TITLE: SUPER BREAKOUT

It's super-powered brick-breaking fun! Try your hand at Breakout, Cavity, Double, Progressive, or Children's versions.

Game title: Super Football

MENU TITLE: SUPER FOOTBALL

It's five-on-five action in this sophisticated football game.

Game title: Surround

MENU TITLE: SURROUND

Control a moving wall to trap your opponent before they trap you. Watch out, because you can crash into your own wall! And if drawing is more your speed, try out the video graffiti mode.

Game title: Sword Fight™

MENU TITLE: SWORD FIGHT

Two swordfighters face off. Attack, feint, block, strike!

Game title: Tempest®

MENU TITLE: TEMPEST

Clear the screen of enemies on closed tubes or open playfields. Move freely along the edges of the playfield to target and shoot each enemy. If you're in a tight spot, use your Superzapper to clear the screen!

Game title: Video Checkers

MENU TITLE: VIDEO CHECKERS

Compete against another player or the computer in regular, or give away, checkers.

Game title: Video Chess

MENU TITLE: VIDEO CHESS

Compete against the computer in this classic game of chess.

Game title: Video Pinball

MENU TITLE: VIDEO PINBALL

Hit bumpers, spinners, targets, and rollovers to rack up points!

Game title: Warlords®

MENU TITLE: WARLORDS

Destroy the other three warlords before your warlord is destroyed by moving your catapult around your castle and catching or blocking the boulder to return fire.

Game title: Swordquest: Waterworld™

MENU TITLE: WATERWORLD

In this third game in the Swordquest series, there are seven puzzle-based rooms. Scattered throughout these rooms are 16 magical objects that are related to each other and the seven rooms. Isolating the rooms from each other are three skill-and-action tests that you'll need to master in order to successfully enter a room and correctly manipulate all of its objects.

Game title: Wizard

MENU TITLE: WIZARD

Control a wizard as you attempt to destroy an enemy imp.

Game title: Yars' Return

MENU TITLE: YARS' RETURN

Once again take to your Yar fly simulator to break a path through the shield and destroy the Qotile with a blast from the Zorlon Cannon!

Game title: Yars' Revenge®

MENU TITLE: YARS' REVENGE

Use your Yar fly simulator to break a path through the shield and destroy the Qotile with a blast from the Zorlon Cannon!

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