

USER MANUAL

v1.0.0

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THEA500 Mini User Manual – v1.0.0 – 2022-March-25

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Precautions

Seizures

A very small number of people may experience seizures or blackouts triggered by flashes of light or particular patterns of colour. This may happen even if they have never had a seizure before. Video games, some of which employ effects such as colour-cycling or screen-flashing, may trigger these symptoms.

- Anyone who has had a seizure, blackout, loss of awareness or any symptom related to an epileptic condition should consult a doctor before using **THEA500 Mini**.
- Stop using **THEA500 Mini** immediately and consult a doctor if you or anyone using or viewing **THEA500 Mini** experiences dizziness, eye or muscle twitches, disorientation, affected vision, involuntary movements, convulsions or seizures. Only resume after consulting with a doctor.

To reduce the chances of a seizure while using **THEA500 Mini**:

- Use **THEA500 Mini** in a well-lit area.
- Ensure the monitor or TV screen does not take up a large portion of your field of vision, by keeping a sensible distance away from the screen and/or using a small screen.
- Do not use **THEA500 Mini** if you are tired or need sleep.
- Take a 15 minute break every hour, even if you don't think you need it.

Repetitive motion injuries

To reduce the chance of injury due to repetitive motion:

- Avoid excessive play.
- Take a 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become sore while playing, or if you experience tingling, numbness, burning or stiffness, stop immediately and rest for several hours before playing again.
- If you continue to experience any of the above symptoms during or after using **THEA500 Mini**, consult a doctor.

Eyestrain and motion sickness

Continuous play can cause your eyes to hurt, and some games may cause some players to experience motion sickness. If you or anyone using or viewing **THEA500 Mini** experience these symptoms, stop immediately and rest. Do not drive or engage in any other demanding activity until the symptoms subside.

To reduce the chances of these symptoms:

- Take a 15 minute break every hour, even if you don't think you need it.
- If you are prone to motion sickness, try to identify which games include the kinds of motion that trigger these symptoms, and avoid them.

Electric shock

To avoid electric shock when you use **THEA500 Mini**:

- Do not expose **THEA500 Mini** to liquids, high temperatures, high humidity, steam, direct sunlight, excessive dust or smoke.
- Do not allow small particles or any foreign objects to get inside **THEA500 Mini**.
- Do not touch **THEA500 Mini** or any connected cables during an electrical storm.
- Do not touch any of the metal parts of the connectors on **THEA500 Mini**.
- Do not use any power cables, HDMI cables or peripherals if they are split, frayed or otherwise damaged.

Ventilation

To avoid **THEA500 Mini** overheating in use:

- Place on a flat, even surface.
- Do not place it on a rug or carpet with long fibres.
- Allow plenty of airflow through the grilles on the top and bottom of the case.
- Do not allow dust to build up on the grilles.
- Do not cover **THEA500 Mini** or use it in an enclosed cabinet or other location where heat may build up.
- Do not place in a narrow or cramped space.

Handling and use

- Only connect the following devices to the USB ports: keyboards, mice, controllers, memory sticks, powered hubs, keyboards.
- Ensure that the power adapter can supply sufficient power for **THEA500 Mini** and all connected devices.
- Make sure all cables are connected only to the correct ports, and make sure to hold plugs straight when inserting.
- Keep **THEA500 Mini** and all cables and peripherals out of the reach of young children.
- Do not position **THEA500 Mini** where it or any connected cables might cause someone to trip or stumble.
- Do not drop, hit or otherwise abuse **THEA500 Mini** or any cables or peripherals.
- Do not power off **THEA500 Mini** whilst data is being loaded or saved.
- Some gameplay and game features may be different from when originally played on an Amiga computer.

Introduction

THEA500 Mini is a modern recreation of the Amiga home computer series first released by Commodore in 1985. **THEA500 Mini** is instantly reminiscent of the original Amiga 500 (although the keyboard is purely aesthetic and non-functional). However, looks can be deceiving as **THEA500 Mini** is packed with features that were only to be found on later Amiga models, such as the Advanced Graphics Adapter and additional memory, and its HDMI and USB ports make it plug-and-play with today's technology.



THEA500 Mini is supplied with its own replica mouse and a precision gamepad (a modern reimagining of the Amiga CD32 controller) for a truly authentic feel, and comes preloaded with 25 fully licensed classic games from the heyday of the Amiga. Plus you can easily play any Amiga games you own from a USB stick.

So whether you are new to Amiga gaming or a seasoned pro, with **THEA500 Mini** it has never been so much fun!

Setting up THEA500 Mini

Unpacking the box

Before connecting any cables, check the contents of the packaging:

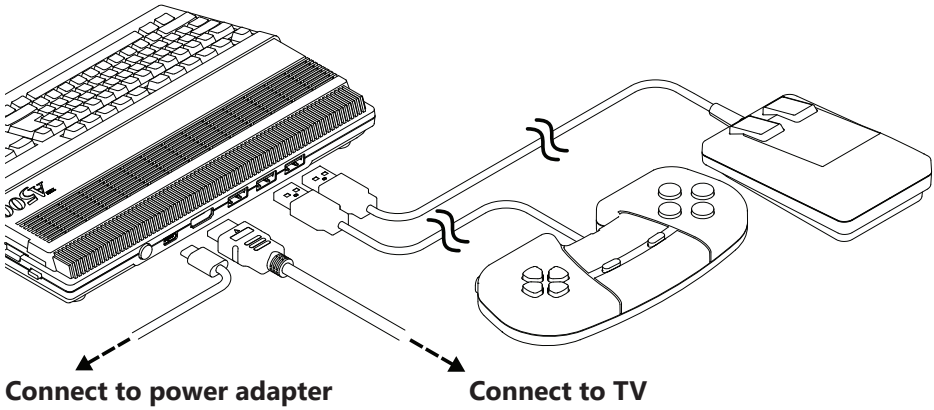
- **THEA500 Mini**
- **THEGAMEPAD** USB gamepad
- **THEMOUSE** USB mouse
- HDMI cable
- USB power cable
- **THEA500 Mini** Quick Guide

You will also need to have the following items available (not included):

- A monitor or TV with an HDMI port, capable of 720p resolution
- A USB compatible 5V/1A (5W) output power adapter

Connecting THEA500 Mini

Make sure your monitor or TV is switched off before you connect **THEA500 Mini**.



Turning THEA500 Mini on and off

Switch the TV source to the appropriate HDMI input, then press the power button at the rear of **THEA500 Mini**. The power indicator will illuminate red, and the TV will show the welcome logo.

To turn off **THEA500 Mini**, press and hold the power button for two seconds.

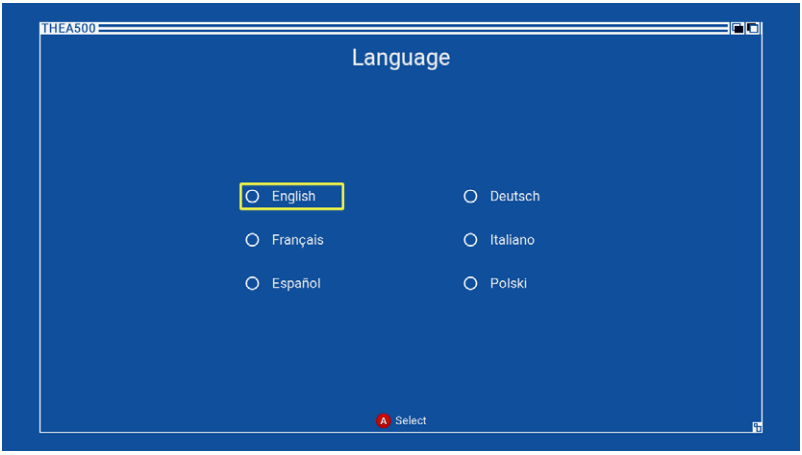
First-time setup

The first time you turn on **THEA500 Mini** you will be asked a few questions about some essential settings needed to get you going with your new **THEA500 Mini**.

To navigate these menus, use **THEGAMEPAD** and follow the on-screen prompts and button hints displayed at the bottom of the screen.

Language

THEA500 Mini first asks you to select your preferred language. Move the selector to the language you want and select it by pressing Ⓐ.

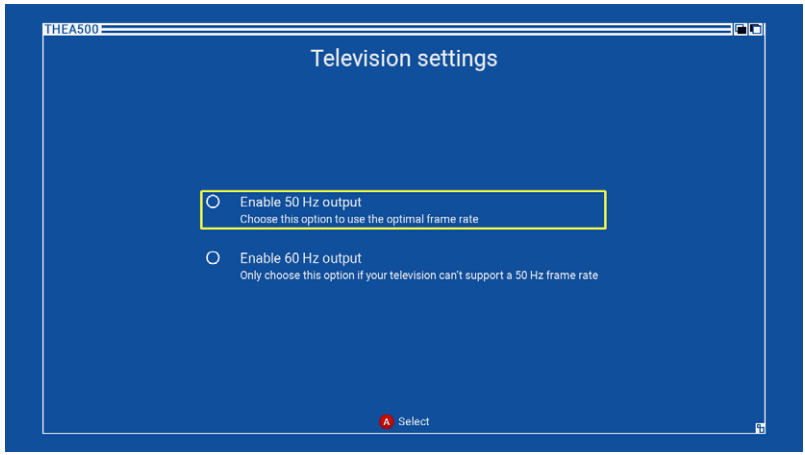


When you have selected a language, press Ⓑ to move on to *Television settings*.

Note: This will only set the language of the user interface. The built-in games are all in English.

Television settings

To complete the set up, **THEA500 Mini** will ask you to choose the video output requirement of your television, either *50 Hz output* or *60 Hz output*.



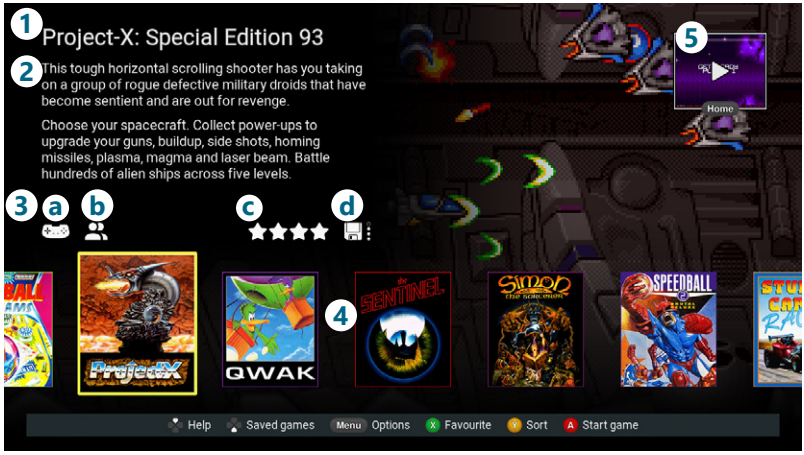
Move the selector to the required video output mode and select it by pressing Ⓐ.

Tip: Most of the built in games were developed in Europe where 50 Hz was common, so it is best to choose the *50 Hz output*, if your TV supports it. Otherwise *60 Hz output* will work just fine, as **THEA500 Mini** employs some clever techniques to manage the output difference. If you are not sure if your TV supports 50 Hz, **THEA500 Mini** will test this before continuing.

Before you can proceed, you must test and confirm that your TV will work with the chosen video output mode by pressing Ⓧ. **THEA500 Mini** will perform the test by switching to the chosen video output mode for 20 seconds. When the test starts you may see your TV screen go blank for a few seconds.

If your TV successfully resumes displaying the *Television settings* menu with the new mode selected, press Ⓨ to accept the mode. If the video test is not successful, identified by whether or not you can clearly see the *Television settings* menu during the test, wait until the test completes and *THEA500 Mini* will revert to the previous output mode.

The game carousel



1 **Current game title**

2 **Current game description**

3 **Current game information icons**

a **Control type icons**
These indicate what types of control are needed for the game. All built in games show indicating they can be played with **THEGAMEPAD**, and some also show indicating they can additionally be controlled using **THEMOUSE**, depending on preference.

b **Number of players icon**
This shows for single player games, for two player games, and for games that can have more than two players. Such multiplayer games may be simultaneous or round robin style play.

c **Favourite stars**
This shows the number of favourite stars you have given this game.

d **Saved games indicator**
This shows whether any saved games have been stored for this game. The number of filled circles shows how many saved game slots are occupied.

4 **Carousel of games**
This carousel shows the box covers of the games included in **THEA500 Mini**, with the current game highlighted.

5 **Suspended game**
While a game is suspended, a miniaturised view of the suspended game is shown floating at the top-right of the screen. This suspended game may be resumed, or saved into one of four saved game slots per game.

Selecting a game

Use ✥ to scroll through the carousel of games and select the game you want. As each game is selected, the game title, description and information icons displayed at the top-left of the screen will update accordingly.

Giving a game a favourite rating

Press Ⓧ to add a favourite star to the current game. If the game already has four favourite stars, this will reset its number of favourite stars to zero.

Sorting the games

Press Ⓨ to sort the carousel of games by different criteria. These are *Title* (the default), *Author*, *Genre*, *Year of release*, *Publisher*, and number of *Favourite* stars.

Playing a game

Select the game you wish to play from the carousel of games using ✥ and press Ⓐ to start it from the beginning.

If a game is started before a suspended game is saved, the suspended game will be discarded.

All of the included games can be played with the **THEGAMEPAD**, though some may also be played using **THEMOUSE**, as indicated by the control type icons .

Some games have more controls than there are buttons on **THEGAMEPAD**. Where this is the case, those that are needed less frequently are assigned to a secondary group of controls activated by pressing and holding R. This causes the other gamepad buttons to switch to their secondary control assignments. To view a game's controls, see ***"Getting help for a game" on page 7***).

Getting help for a game

Press ⁂ to view control help for the current game. This will show a diagram of **THEGAMEPAD** with each button labelled with its function within the game.



Some games have a set of secondary controls (see *"Playing a game" on page 6*). For these games press and hold R to show the secondary control functions of **THEGAMEPAD** buttons.

For games that have support for mouse control, press Ⓧ to toggle between diagrams of **THEGAMEPAD** and **THEMOUSE** to view the help for each.

> Tip: The included games that use a mouse will have the mouse controls duplicated by **THEGAMEPAD**. This allows the game to be played with **THEGAMEPAD** alone if necessary. Such mouse controls are usually assigned to the secondary controls of **THEGAMEPAD**.

For full instructions on how to play each of the 25 included games, visit retrogames.biz/games/thea500-mini.

Exiting and suspending a game

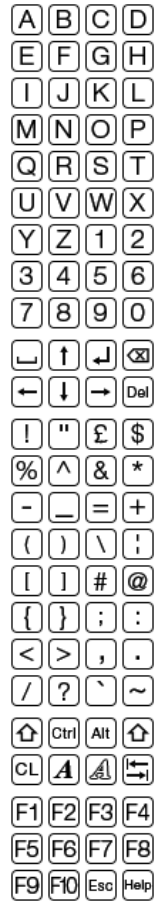
To suspend a game and return to the game carousel, press Home, or the power button once. A miniaturised view of the suspended game will appear floating in the top right corner of the screen.

> Tip: Try not to suspend a game while in the middle of an intense action phase, as this can result in a game that is difficult to play when resumed.

Resuming a suspended game

Press (Home) on **THEGAMEPAD** to resume a currently suspended game.

Using the virtual keyboard



While playing a game, pressing (Menu) will bring up a virtual keyboard on the right hand side of the screen. This allows you to virtually press any of the standard Amiga keyboard keys. While the virtual keyboard is in operation the game will not respond to **THEGAMEPAD**. This is most useful for typing, for example entering your name for a high score table. For more complex keyboard functions (for example, pressing more than one key at once) see *"Using a USB keyboard" on page 34*.

Move the selector to key you wish to virtually press and press (A).

There are also some special shortcut functions you can quickly access using **THEGAMEPAD**:

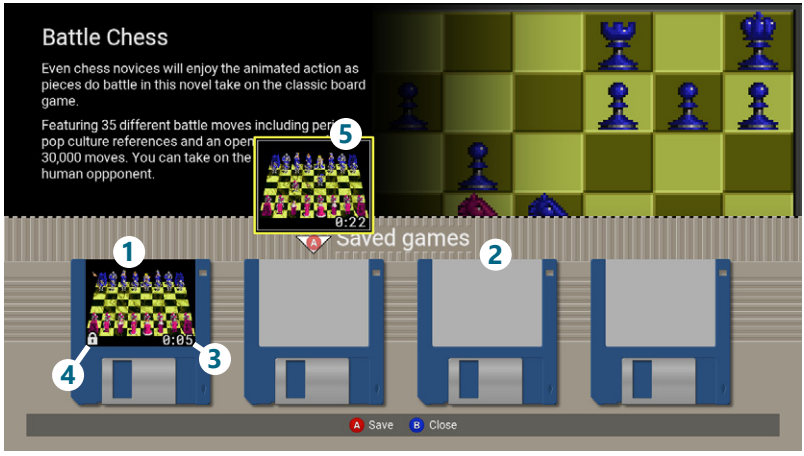
THEGAMEPAD button	Virtual keyboard key
(B)	⏎ Return
(X)	⌫ Backspace
(Y)	Space

To close the virtual keyboard and resume gameplay with **THEGAMEPAD**, press (Menu).

Saving and loading suspended games

Pressing ✤ will show the *Saved game* slots for the current game, where you can save a currently suspended game, or resume a previously saved game.

Each game has four slots for saved games, represented by four floppy disks.



1 **Filled saved game slot**

2 **Empty saved game slot**

3 **Elapsed game time**

4 **Locked game slot indicator**

5 **Suspended game**

Saving a game

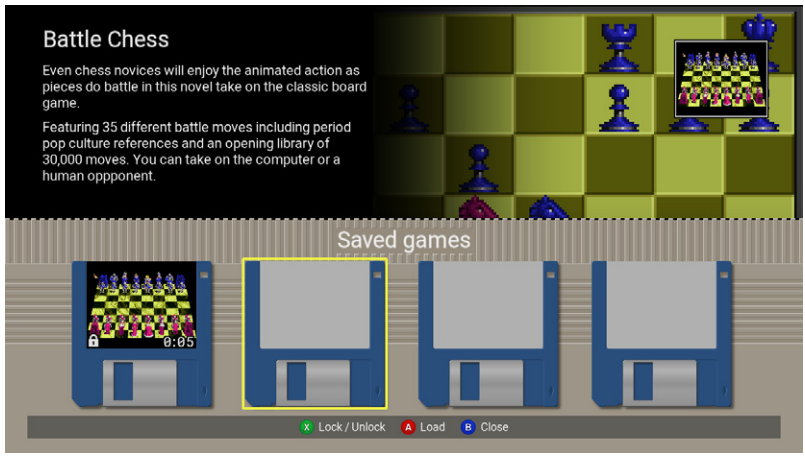
If there is a currently suspended game, the miniaturised suspended game will move down and hover above the first available *Saved game* slot (either the first blank slot, or otherwise the first unlocked slot). Pressing ✤ will move the hovering suspended game to another slot.

Press Ⓐ to save the game in the chosen slot. This will overwrite any game already in that slot. If a slot has been locked you will not be able to save a game into that slot until you unlock it (see ***"Locking/unlocking a saved game slot" on page 10***).

Loading a game

If there is a currently suspended game, the miniaturised suspended game will move down and hover above the first available *Saved game* slot. If this is the case and you want to discard it and load a previously saved game, press ✥ to move the selector down to one of the occupied game slots.

If there isn't a currently suspended game, the selector will automatically move to the first occupied game slot.



Press ✥ to select the saved game you wish to resume, and press Ⓐ to load it.

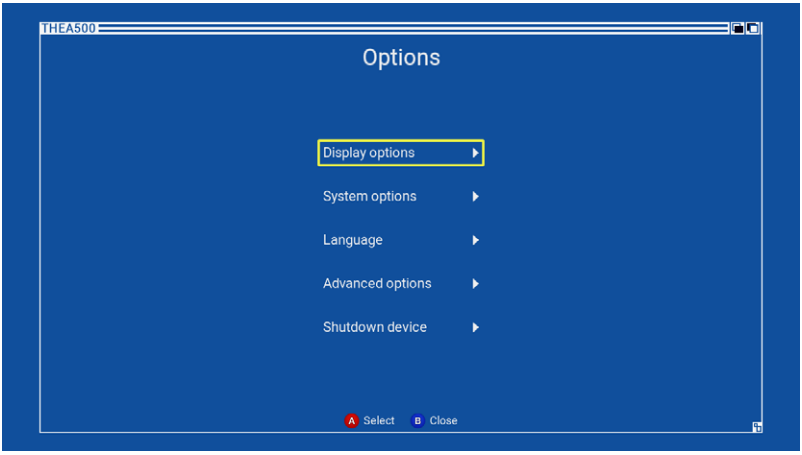
> Note: Loading a previously saved game will discard any suspended game.

Locking/unlocking a saved game slot

Move the selector to one of the occupied saved game slots and press Ⓧ to lock that slot. This will prevent any game from being saved into that slot. Press Ⓧ on an already locked slot to unlock it.

Options

Press (Menu) on the game carousel to show the *Options* menu. These options control the operation of the entire console.

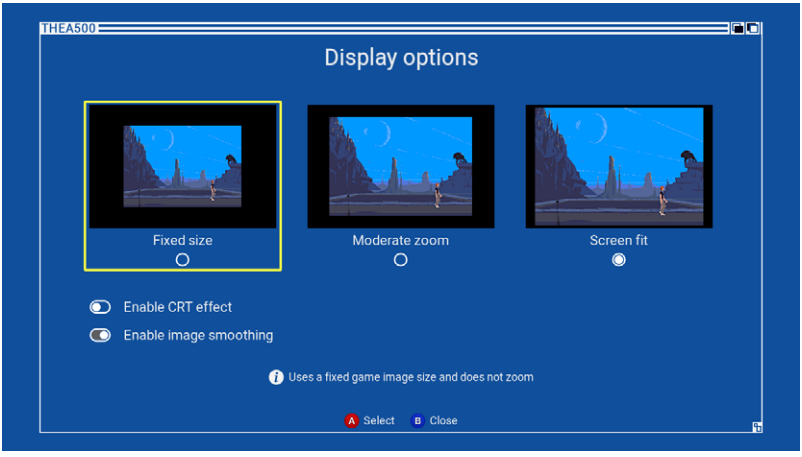


Move the selector with ✥ and press Ⓐ to select a menu option.

Press Ⓑ to back out of any menu.

Display options

This menu contains options to control how a game's image is displayed on the TV.



Fixed size / Moderate zoom / Screen fit

Choose one of these three display modes to change how **THEA500 Mini** scales the game image. The amount of scaling applied will depend on the size of the game image (which varies between games) and the scaling mode selected. These options do not alter the aspect ratio of the image.

Fixed size This does not scale the game image, and it will be surrounded by a black border.

Moderate zoom This will attempt to scale the game image by a whole number of pixels, but only when it will still fit on the TV screen without being cut off at the top or bottom. Therefore some game images will appear the same size as with *Fixed size* scaling, and others will be larger. The amount of black border around the image will vary with the scaling applied.

> Note: If the setting *Advanced options → Television settings → Use screen edges* is turned off, the available screen height will be reduced, which may affect the amount of scaling applied.

Screen fit This will adaptively scale the game image so that it will fill the TV screen from top to bottom, maximising the size of the image. The scaling may not be a whole number of pixels, which can occasionally produce very slight scaling artefacts. Enabling *Image smoothing* or *CRT effect* will remove these. With this scaling mode, only minimal black borders are seen to the left and right of the game image.

> Note: If the setting *Advanced options → Television settings → Use screen edges* is turned off, the available screen height will be reduced, which will slightly reduce the amount of scaling applied.

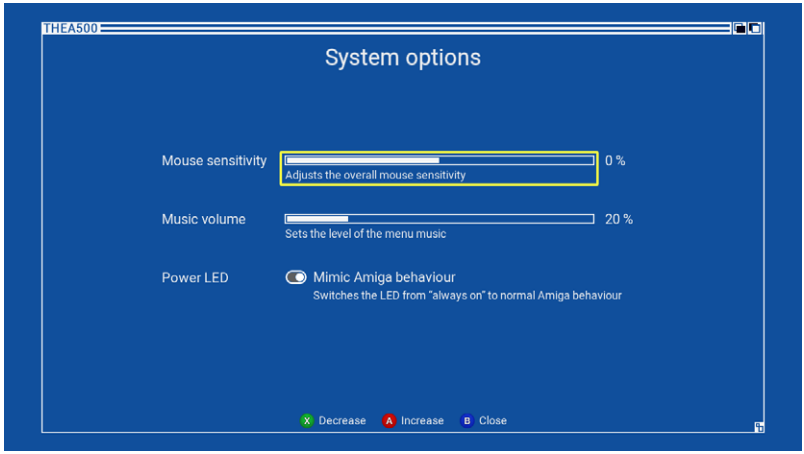
Enable CRT effect Enables an effect that simulates the scan lines of a classic CRT screen.

Enable image smoothing Smooths the game image to look less blocky on a large screen.

> Note: These options only affect the appearance of the game image when being played, not the game carousel, menus, or virtual keyboard.

System options

This menu controls system settings.

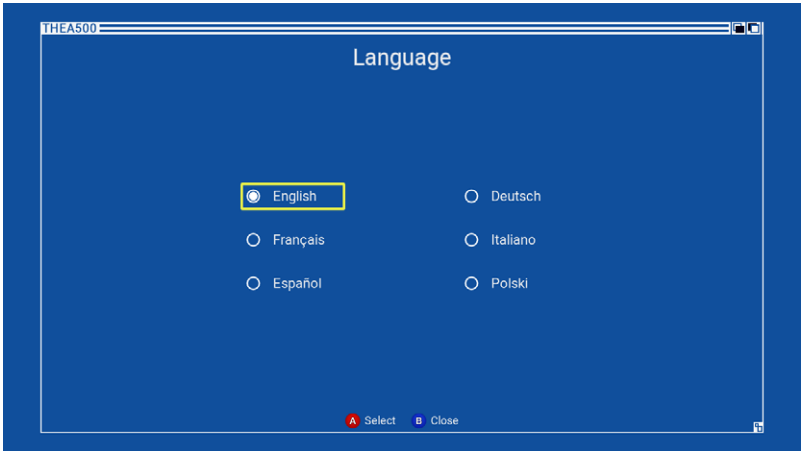


For controls that have a numerical value, press Ⓐ to increase the value and Ⓧ to decrease the value.

Mouse sensitivity	Adjusts the overall mouse sensitivity. This affects all mouse-controlled games.
Music volume	Set the level of the menu music. This does not affect the volume of a game's audio.
Power LED: Mimic Amiga behaviour	When this option is turned on **THEA500 Mini**'s power LED will mimic the behaviour of the original Amiga's power LED: that of being controlled by the running game. When this option is turned off, the power LED will remain lit while **THEA500 Mini** is turned on (this is the default behaviour).

Language

This menu allows you to change the language **THEA500 Mini** uses to display the game descriptions and menus. The choices are *English*, *Deutsch*, *Français*, *Italiano*, *Español* and *Polski*. It does not affect the 25 included games, which are in English.

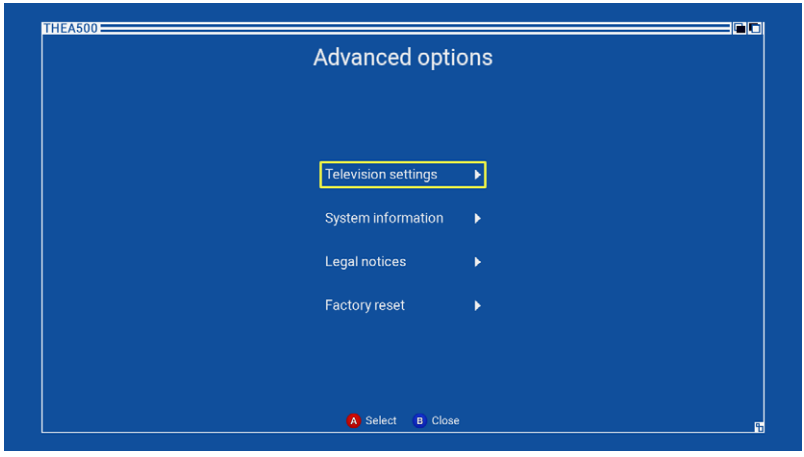


Shutdown device

This option safely shuts down **THEA500 Mini**. This will discard any suspended game and power off the device. Alternatively, you can shut down the device by pressing and holding the power button for two seconds.

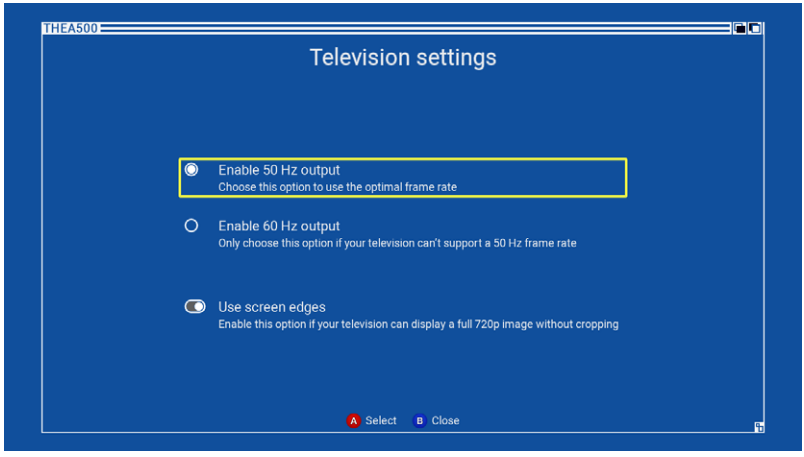
Advanced options

This menu contains options for more advanced users and rarely used functions.



Television settings

This menu contains options for controlling **THEA500 Mini**'s output to a television or monitor.



Enable 50 Hz output / Enable 60 Hz output

Choose **THEA500 Mini**'s HDMI video output frequency. Most of the built in games were developed in Europe where 50 Hz was common, so it is best to choose 50 Hz output if your TV supports it. Otherwise 60 Hz will work fine.

If you change the output mode you will need to perform a TV test by pressing (X). When activated, **THEA500 Mini** will change to the new output mode for 20 seconds.

If the image is visible during the TV test, press (Y) to accept the new mode. If not (for example, if all that is displayed is a black screen) wait until the test has completed and **THEA500 Mini** will revert to the previous output mode.

If you have chosen a new output mode, **THEA500 Mini** will not allow you to close this menu until you test and accept it.

Use screen edges

Enable this option if your television can display a full 720p image without cropping. Disable this option if you find the edges of the image are being clipped off. This is enabled by default.

System information

This shows **THEA500 Mini**'s current firmware build, and will also allow you to upgrade to a newer firmware build if one is present on an inserted USB stick (see ***"Updating the firmware" on page 29***).

Legal notices

This option displays legal notices relevant to **THEA500 Mini**. The text may be scrolled up and down using ✥.

Factory reset

This will reset all settings to their default values and erase all saved games for the 25 installed games. This function can also be initiated by holding the power button down while **THEA500 Mini** powers on.

A factory reset will not revert any firmware upgrades, nor will this erase the *Saved game* slots and settings for user supplied programs held on USB stick.

Loading your own programs

THEA500 Mini allows you to load your own programs from a USB stick. **THEA500 Mini** uses a program format called WHDLoad which was developed for the Amiga to allow floppy disk based programs to be quickly loaded from a hard disk without the user needing to swap floppy disks.

There are four requirements that must be met for **THEA500 Mini** to recognise and load a WHDLoad program:

- that the USB stick is formatted with a FAT32 MBR filesystem,
- that the USB stick has *THEA500 WHDLoad Package* installed on it,
- that the WHDLoad program is an LHA file,
- that the WHDLoad program is a complete archive of the program and not the program's WHDLoad installer.

When you insert a correctly formatted USB stick into **THEA500 Mini**, an additional item will appear on the game carousel titled *USB Media Access*. Select this item and press Ⓐ to browse and run WHDLoad programs from the USB stick.

THEA500 WHDLoad Package must be installed on the USB stick. It contains information on thousands of WHDLoad programs for the Amiga and helps **THEA500 Mini** load and run them.

On selecting *USB Media Access* and pressing Ⓐ, **THEA500 Mini** will tell you if *THEA500 WHDLoad Package* is not installed on the USB stick.



If you see this warning, follow the on-screen instructions, those on the Retro Games website, and in this manual to obtain and install *THEA500 WHDLoad Package* onto the USB stick.

You should regularly check our website for updates to *THEA500 WHDLoad Package*.

Installing THEA500 WHDLoad Package

THEA500 Mini requires *THEA500 WHDLoad Package* to be installed on the USB stick that is being used with **THEA500 Mini**.

Full instructions and *THEA500 WHDLoad Package* ZIP file can be found at retrogames.biz/products/thea500/support/whdload

To install *THEA500 WHDLoad Package* on a USB stick:

1. Format the USB stick with a FAT32 MBR filesystem
2. Download the *THEA500 WHDLoad Package* ZIP file
3. Unzip *THEA500 WHDLoad Package* ZIP file to the root directory of your USB stick
4. Confirm that USB stick contains the directory `THEA500` at the top directory level

Checking for updates to THEA500 WHDLoad Package

THEA500 WHDLoad Package will periodically be updated with improvements and additions, so it is useful to make sure you are on the latest version.

To check what version of *THEA500 WHDLoad Package* you have installed on your USB stick, view the contents of the text file `THEA500/version.txt` which was written to your USB stick when you installed or last updated *THEA500 WHDLoad Package*.

The latest version of *THEA500 WHDLoad package* can be checked at retrogames.biz/products/thea500/support/whdload

To update *THEA500 WHDLoad Package*:

1. Download the latest *THEA500 WHDLoad Package* ZIP file
2. For safety, rename `THEA500` directory on your USB stick to something else, such as `THEA500_previous`
3. Unzip *THEA500 WHDLoad Package* ZIP file to the root directory of your USB stick
4. Check that the USB stick contains the replacement directory `THEA500`
5. Check that you have the latest version of the package by reviewing the contents of the text file `THEA500/version.txt`

Browsing programs on the USB stick

Selecting the *USB Media Access* carousel item and pressing Ⓐ will launch a file browser that you can use to load your own program files. Only directories and files with an `.lha` file extension will be shown.



Use ✥ to navigate through the contents of the USB stick. To select a program or descend into a directory, press Ⓐ. To step back out of a directory, press Ⓨ.

Once you have selected a program, its filename will be displayed in the *Current media* section at the bottom of the screen. To start the selected program press **Home**, and to adjust its settings press **Menu**.

To return to the game carousel press Ⓑ. The description shown for the *USB Media Access* carousel item will reflect the *Current media* filename.

Saving or loading a suspended USB stick program

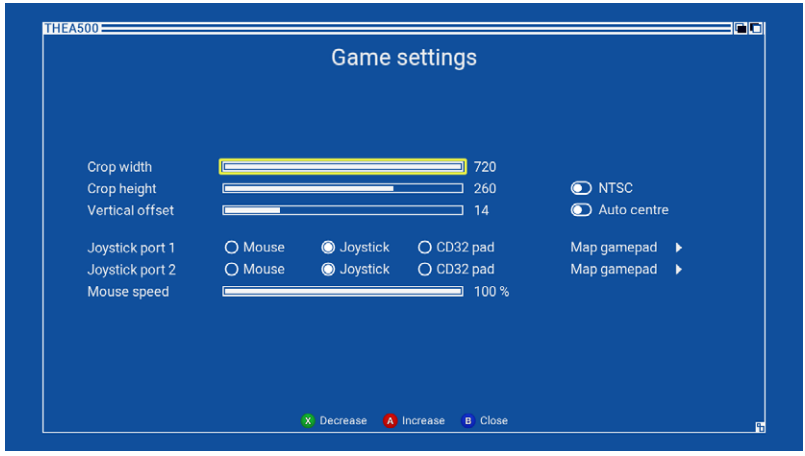
For USB stick programs, the procedure for loading a *Saved game* is slightly different to that for built in games.

When the *USB Media Access* carousel item is selected, pressing ✥ from the game carousel will show the *Saved game* slots for the program currently selected on the USB stick, as shown in the game description for the *USB Media Access* item.

Therefore, to load or save a suspended user program, you first need to make sure it is the one currently selected on the USB stick.

Adjusting the settings of a USB stick program

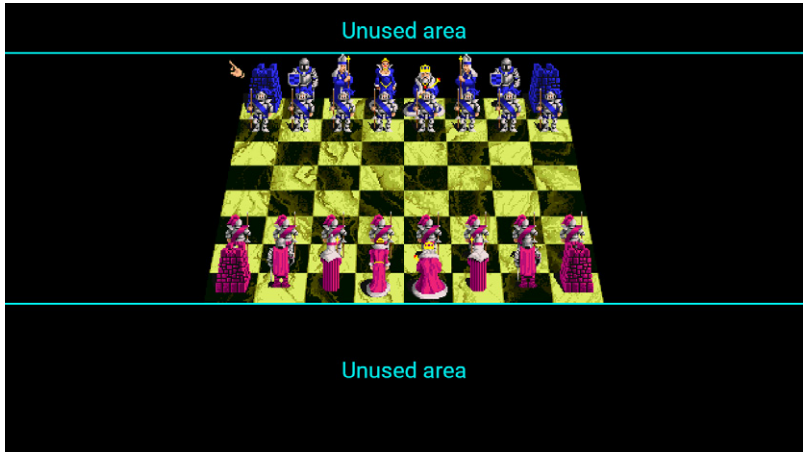
Once you have selected a program, you may modify settings such as gamepad controls and image size before starting the program, by pressing (**Menu**). These settings can also be changed for the currently suspended program.



For controls that have a numerical value, press (A) to increase the value and (X) to decrease the value.

Adjusting the image position and size

Many programs do not utilise the full vertical resolution of the Amiga, will often have a large black border at the top and bottom the screen, and do not always centre the image on the screen. **THEA500 Mini** will default to showing the full resolution of the Amiga, which will include these black borders.

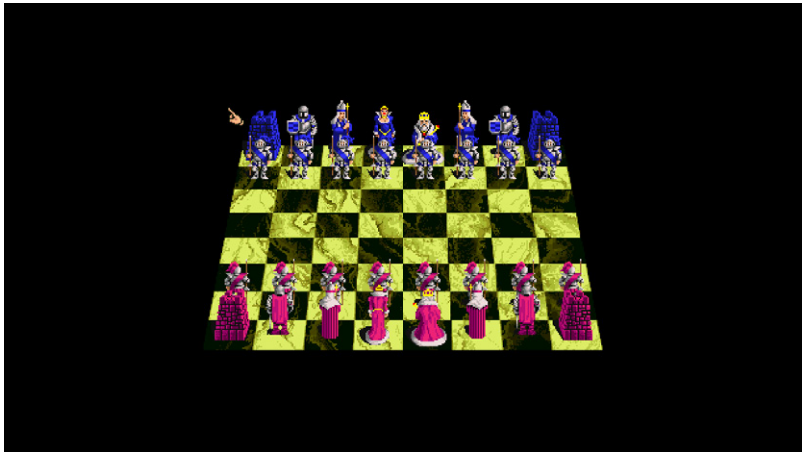


The size of these borders will affect how big the image appears on the TV, according to the scaling chosen in *Display options*. **THEA500 Mini** provides settings that can help manage the size of the image, and an *Auto crop* feature to make this easier to configure.

Auto centre

It is common for the image to be off-centre in Amiga programs. To help position each program's image in the centre of the screen *Auto centre* can be enabled.

Enabling *Auto centre* will cause **THEA500 Mini** to continually monitor the position of the image and alter it accordingly, which is most often a vertical adjustment.



Enabling this option can sometimes result in the image appearing to slide into place towards the centre of the screen, where it will usually stay. For the few programs that this happens frequently to, it may be preferable to instead configure a fixed *Vertical offset* along with a *Crop* rectangle.

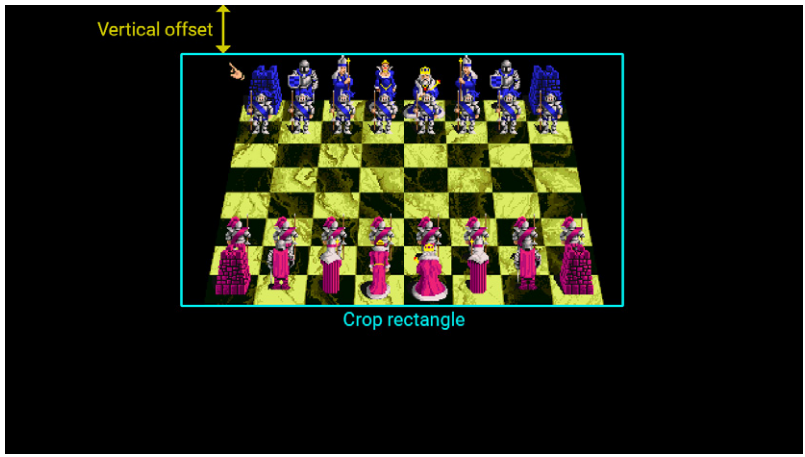
Crop rectangle

To maximise the size of the image and remove the unused and unnecessary black borders at the top and bottom of the screen, a *Crop* rectangle can be configured to define the region of the image that **THEA500 Mini** will display.

THEA500 Mini can perform this configuration automatically, and is described in ***"Auto crop" on page 23***.

The remainder of this section describes how to configure the *Crop* rectangle manually, in case you want to make any fine adjustments.

The aim is to adjust the *Crop height* so that it is equal to the height of the image without the top and bottom borders, and to increase the *Vertical offset* so that the rectangle starts at the first line of the image, so that the top black border is eliminated.



Crop height is only required when *Auto centre* is not being used. Adjusting *Crop height* will disable *Auto centre*, and vice versa.

It is usually better to set the *Crop* rectangle to suit the program's main game-play screen and not its menus, since the size of the image often changes between the title, menu and play screens.

When configured, **THEA500 Mini** will know exactly how much and what part of the image is important, and will present that according to the *Display options* setting. For example, this image is displayed using *Screen fit*:



To set the *Crop* rectangle correctly it will usually be necessary to repeatedly suspend the game, adjust the *Crop* rectangle and then resume the game to make a visual check. It is therefore recommended that you enable *Screen fit* in the *Display options* menu when performing a visual check, since it will make it easier to see when the settings are correct.

To make this configuration a simple and often one-click process, **THEA500 Mini** also provides an *Auto crop* function.

Auto crop

This function attempts to automatically set the size of the image to minimise the black borders shown at the top and bottom of the screen (particularly when using the *Screen fit* display mode).

The *Auto crop* function is only available for a game that is currently suspended. In this case an additional button (Y) for *Auto crop* will be shown at the bottom of the *Game settings* menu.

When activated, the *Auto crop* function will analyse the image at the point it was suspended and automatically calculate the *Crop* rectangle and position. This is nearly always successful and only occasionally requires a slight tweak to the settings afterwards.

Setting the image size the easy way

A quick and effective procedure for optimising the size of the image is as follows:

1. Select the program to launch from USB stick
2. Enter *Game settings*
3. Enable *Auto centre*
4. Configure the mouse and joystick ports (see ***"Configuring joystick and mouse ports" on page 24***)
5. Launch the program and proceed to the main game play screen
6. Suspend the program by pressing **Home**
7. Enter *USB Media Access* → *Game settings*
8. Activate *Auto crop* by pressing (Y)
9. Press (B) twice to return to the game carousel
10. Resume the program by pressing **Home**

If you find that the image moves around too often with *Auto centre* enabled, repeat the procedure but instead disable *Auto centre* at step **3**.

NTSC

When the original Amiga was designed there were two main television standards in use, so the Amiga was available in two versions (or could be switched between versions): one generating the common PAL television standard, and the other generating the NTSC standard used predominantly in North America.

The NTSC version has a shorter display height than PAL, and a few timing differences that will sometimes adversely affect the operation of a program, the majority of which were written for PAL models.

The *NTSC* option will switch **THEA500 Mini** into NTSC mode so that the running program will act as if it is running on an NTSC Amiga.

> Note: Enabling NTSC will not change **THEA500 Mini**'s HDMI Video output to 60 Hz.

Adjusting the mouse speed

Programs that use the mouse will typically vary in sensitivity to its movement. The *Mouse speed* setting allows you to adjust this for individual programs, perhaps to achieve a consistent response across all programs, or just to make some easier to control.

This is different from changing the sensitivity of the mouse itself, which will affect every game equally. To do this, go to *Options* → *System settings* and adjust *Mouse sensitivity*.

Configuring joystick and mouse ports

The original Amiga had two joystick ports to which a mouse and/or joysticks could be connected. The *Game settings* menu allows you to specify, for each virtual port, whether a *Mouse*, *Joystick* or *CD32 pad* is connected, as required by the program.



It is common for Amiga programs to require a mouse to be connected to port 1, and a joystick to port 2, whereas some multiplayer games may support joysticks connected to both ports.

If there are multiple **THEGAMEPAD**s connected to the USB ports of **THEA500 Mini**, **THEGAMEPAD** that launches the program is the one that will be designated as connected to the first Amiga port which is not configured for a mouse.

For example, if the program is configured as having a *Mouse* connected to *port 1* and a *Joystick* to *port 2*, when the game is launched by pressing (**Home**) on a **THEGAMEPAD**, that **THEGAMEPAD** will be connected to Amiga *port 2* and any other **THEGAMEPAD**s will be ignored.

Alternatively, if the program is configured as having a *CD32 pad* connected to *port 1* and a *Joystick* to *port 2*, a **THEGAMEPAD** that launches the program will be connected to Amiga *port 1* (being the first non-*Mouse* port) and if another **THEGAMEPAD**s is plugged into **THEA500 Mini**, it will be connected to *port 2*.

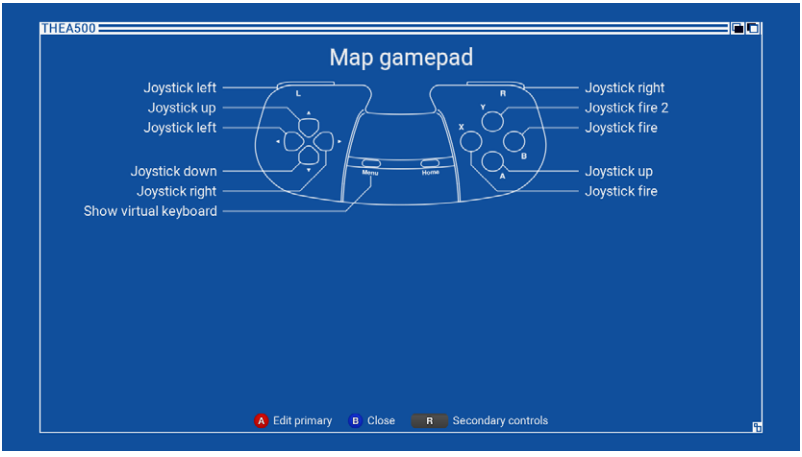
By default **THEGAMEPAD** will operate as both a *Joystick* or a *CD32 pad*, depending on how the port is configured.

It is possible to remap the default actions assigned to each button of **THEGAMEPAD** for each port through the *Map gamepad* option. This also allows keyboard keys or other actions to be assigned to **THEGAMEPAD** buttons.

Mapping the gamepad

When a port is configured as a *Joystick* or *CD32 pad* the connected **THEGAMEPAD** can be reconfigured to assign any control or action to any button, choosing from a combination of *Joystick actions*, *CD32 pad actions*, *Keyboard actions*, *Mouse actions* and *Special actions* such as opening the virtual keyboard.

The current action maps of a *port* can be viewed and edited by selecting its *Map gamepad* option. This will show a diagram of **THEGAMEPAD** with a label on each button showing the current assigned action.



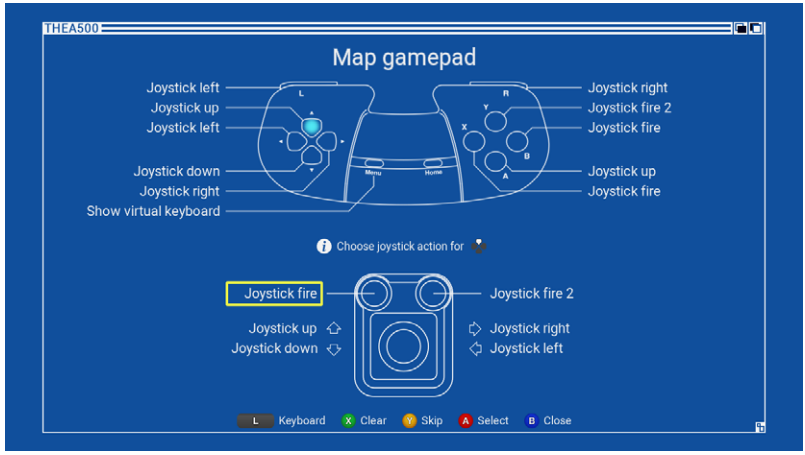
By pressing and holding (**R**), the diagram labels will switch to show any secondary actions that have been assigned (the secondary action map).

To edit the primary action map, press Ⓐ. To edit the secondary action map, press R+Ⓐ.

> Note: When the secondary action map is edited, any action on the R button on the primary action map will be overwritten with the *Secondary controls* action. If this is subsequently edited to become any other action, the secondary controls will not be accessible during game play.

When you start editing the map you are first shown the group of *Joystick actions* to choose from, represented as a labelled diagram of a joystick. This diagram will change as you cycle through the other action groups of *Joystick*, *Keyboard*, *CD32 pad*, *Mouse* and *Special* by pressing L.

Assigning joystick actions



While editing, **THEA500 Mini** positions a light blue indicator over **THEGAMEPAD** button currently being assigned. For this button:

- To change the assigned action, use ✥ to select the joystick action you want to assign and press Ⓐ
- To keep the assigned action, press Ⓨ
- To clear the assigned action (leaving that button unassigned), press Ⓧ
- To make a selection from a different action group, press L

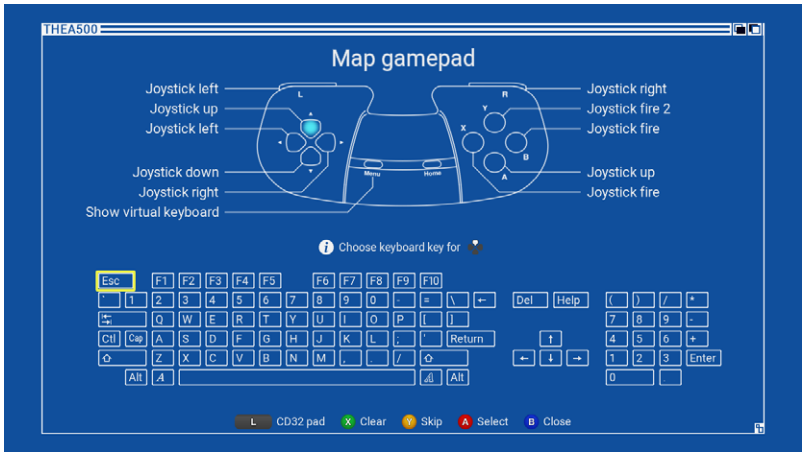
Once an assignment is made, cleared, or skipped, **THEA500 Mini** will move the blue indicator to the next button, where you repeat the process until all buttons have been assigned, cleared, or skipped.

When assigning *Joystick actions*, pressing L will switch to the group of *Keyboard actions*.

Assigning keyboard actions

Assigning *Keyboard actions* to **THEGAMEPAD** follows the same process as assigning *Joystick actions*. **THEA500 Mini** will display a representation of an Amiga keyboard and allow keys to be assigned to **THEGAMEPAD** buttons.

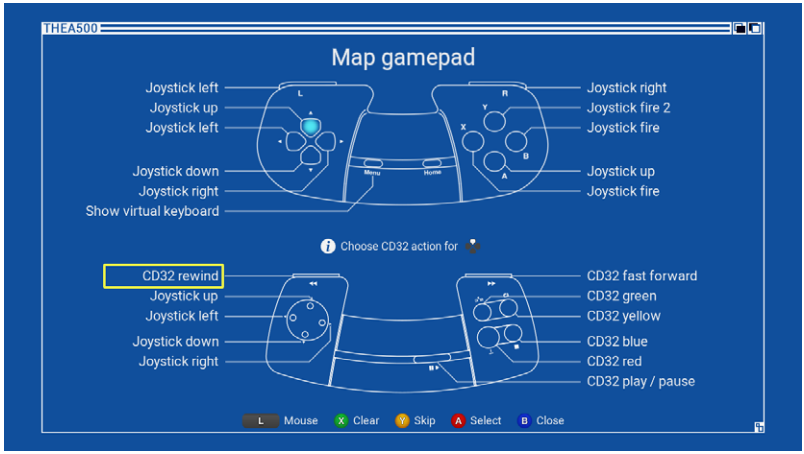
Note: You can only assign a single keypress to a **THEGAMEPAD** button.



Press L to switch to the group of *CD32 pad actions*.

Assigning CD32 pad actions

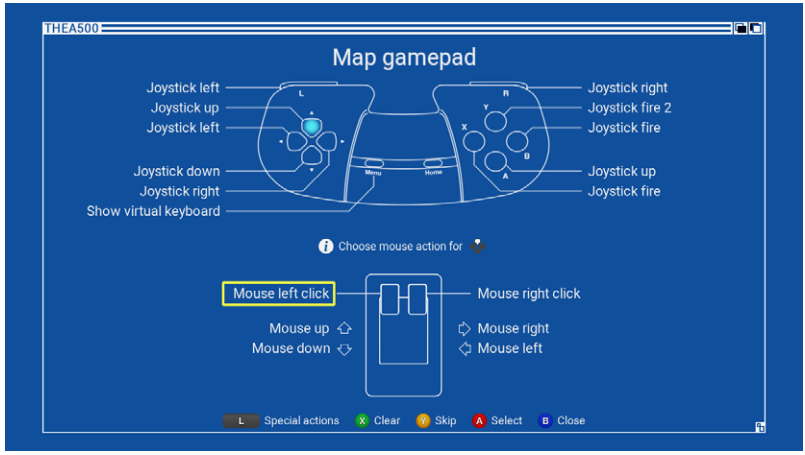
Assigning *CD32 pad actions* to **THEGAMEPAD** follows the same process as assigning *Joystick actions*. **THEA500 Mini** will display a representation of a CD32 pad and allow its actions to be assigned to **THEGAMEPAD** buttons.



Press L to switch to the group of *Mouse actions*.

Assigning mouse actions

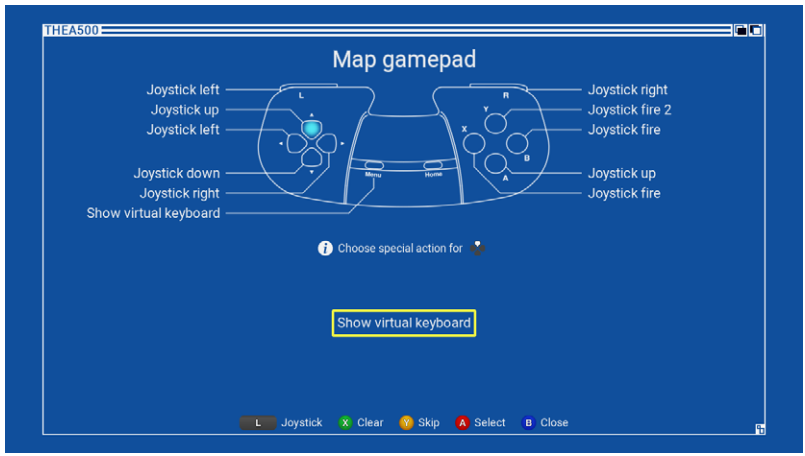
Assigning *Mouse actions* to **THEGAMEPAD** follows the same process as assigning *Joystick actions*. **THEA500 Mini** will display a representation of **THEMOUSE** and allow its actions to be assigned to **THEGAMEPAD** buttons. This allows programs that require mouse input to be controlled from **THEGAMEPAD**.



Press L to switch to the group of *Special actions*.

Assigning special actions

Assigning *Special actions* to **THEGAMEPAD** follows the same process as assigning *Joystick actions*. **THEA500 Mini** will display a list of *Special actions* that can be chosen from which, at the time of writing, is the single action *Show virtual keyboard*. Typically this would be assigned to Menu.



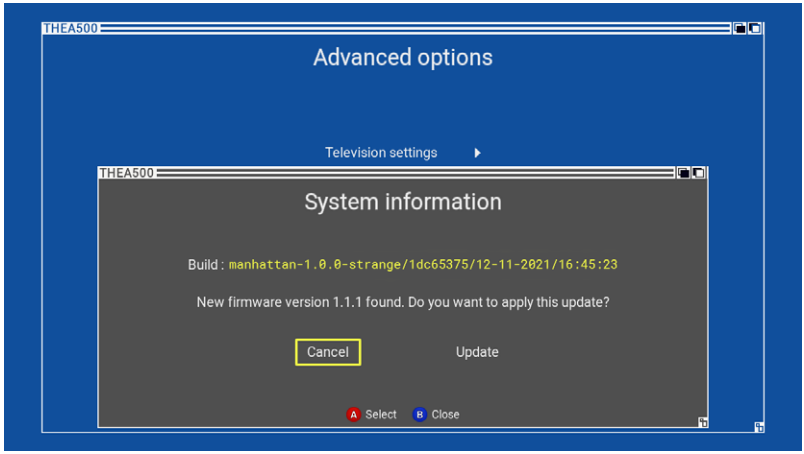
Press L to switch to the group of *Joystick actions*.

Advanced features

Updating the firmware

Retro Games may occasionally release new firmware versions for **THEA500 Mini** to correct issues, and/or add new features or games.

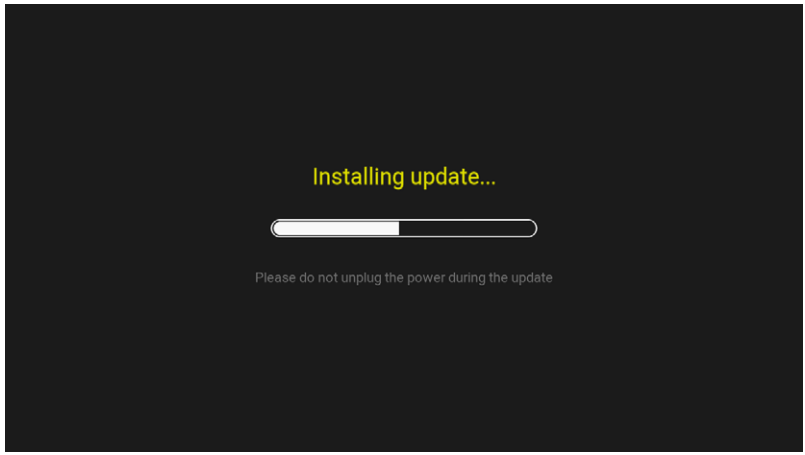
Entering the menu *Options* → *Advanced options* → *System information* will show the current *Build* version of the firmware.



To update the firmware:

1. Go to retrogames.biz/support/thea500-mini/upgrade and check if the latest version on the website is greater than that reported by **THEA500 Mini**.
2. If a later firmware is available, download it.
3. Copy the firmware onto the root directory of a FAT32 MBR formatted USB stick. Do not place it in a folder.
4. Insert the USB stick into **THEA500 Mini**.
5. Go to *Options* → *Advanced options* → *System information*.
6. **THEA500 Mini** will check if there is a newer firmware on the USB stick and, if so, give you the options to *Update* or *Cancel*.
7. Select *Update* to begin the installation process.

While installing, **THEA500 Mini** will display a progress bar which will fill up from left to right as the update proceeds. It is important not to remove the USB stick or power from **THEA500 Mini** while the update is in process.



When the update is complete, **THEA500 Mini** will reboot and return you to the game carousel. If you wish to verify that the update has been applied, go to *Options* → *Advanced options* → *System information* and check the *Build* version that is displayed.

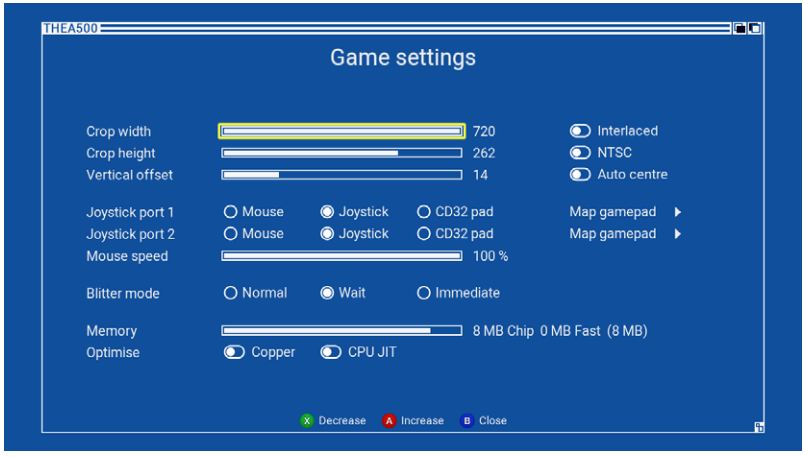
Expert-user game settings

The majority of programs that are run on **THEA500 Mini** will behave as they did on the original Amiga. Occasionally a program might make unusual or heavy use of the CPU, co-processor or blitter which may impact its performance or sometimes cause display glitches.

There are a few settings that can be adjusted to resolve these quirks in most cases, but they are normally hidden from view since they require some understanding of the Amiga hardware to set correctly.

To reveal these advanced game settings, a USB stick with *THEA500 WHDLoad Package* installed must be plugged into one of **THEA500 Mini**'s USB sockets. From the game carousel go to *Options* → *Advanced settings* and enable *Expert mode*.

When *Expert mode* is enabled, *Game settings* will show three additional sections (*Blitter mode*, *Memory*, and *Optimise*) and an additional display switch (*Interlaced*).



Interlaced

If the program being run shows a high resolution image that appears to rapidly judder slightly, it is exploiting a feature of old cathode-ray-tube (CRT) televisions to double the vertical resolution of the display. This technique is called "interlacing", and works by alternately sending odd and even display lines to the television as successive images. On a CRT television these images will appear to merge together, but on modern televisions they cause a visible judder.

When the *Interlaced* option is enabled, **THEA500 Mini** will mimic the interlace capability of a CRT television to remove the judder.

Blitter mode

The blitter is a component of the Amiga that can efficiently transfer large sections of data in memory on behalf of the CPU, freeing the CPU to do other things. The behaviour of **THEA500 Mini** blitter can be modified by setting the *Blitter* mode to one of three modes:

Normal In this mode the **THEA500 Mini** blitter will behave exactly the same as an original Amiga blitter. This can sometimes cause image corruption when older games are run at a CPU speed higher than they were written for (see the *Wait* mode for more details).

Wait Some older programs, usually written for the Amiga 500, assume the blitter will have finished what it was doing before they next need it. However, when run on an Amiga with a faster CPU (such as the A1200) this is often not the case and new commands are sent to the blitter before it has finished processing the last. This will usually lead to image glitches.

Setting the *Blitter* mode to *Wait* will pause the CPU when it attempts to send new commands to the blitter before the current commands have completed.

Immediate This puts the blitter into turbo mode where commands complete almost immediately, so the CPU does not need to wait before sending new commands. This can increase performance, but at the risk of breaking some programs that expect the blitter to take a certain amount of time.

Adjusting the memory available to a program

By default **THEA500 Mini** provides 8 MB of Amiga chip memory for a program to run, which should be more than enough for most programs. However, there may be some that expect less than this, and others that run better with a little more.

The *Memory* slider allows you to set the memory from 512 KB to 10 MB, allocating the required amount from the following combinations of chip memory and fast memory:

Chip memory	Fast memory	Total memory
512 KB	0 MB	**512 KB**
1 MB	0 MB	**1 MB**
2 MB	0 MB	**2 MB**
4 MB	0 MB	**4 MB**
2 MB	2 MB	**4 MB**
2 MB	4 MB	**6 MB**
8 MB	0 MB	**8 MB**
2 MB	8 MB	**10 MB**

Optimising Amiga CPU performance

The Amiga CPU emulated at the heart of THEA500 operates by default in "accuracy" mode, where it aims for software compatibility over efficiency.

Occasionally some CPU intensive programs benefit from having *Optimise: CPU JIT* enabled, which makes the emulated Amiga CPU prioritise efficiency over compatibility. Because compatibility is reduced, this should be used with care.

Optimising Amiga co-processor performance

The Amiga co-processor, or copper, is a simple processor that is synchronised with the video generator. Programs use the copper to create graphical and colour effects, and to increase the number of sprites that can be displayed at once.

Programs that make heavy use of the copper, for example to rapidly change the colours on screen, can sometimes be made to run more smoothly by enabling the *Optimise: Copper* option. This makes the copper take some shortcuts which can break some programs, so should be used with care.

Using your own peripherals

Using third-party controllers

While **THEA500 Mini** has been designed to work best with the included peripherals, **THEGAMEPAD** and **THEMOUSE**, it is also compatible with Retro Games' **THEJOYSTICK**, as well as some third-party controllers and joysticks.

The button designations of most USB controllers follow one of the three conventions established by Microsoft (Xbox), Sony (Playstation) and Nintendo. The following table shows how the buttons of these, and **THEJOYSTICK,** correspond to those of **THEGAMEPAD**.

Xbox	Playstation	Nintendo	THEJOYSTICK	THEGAMEPAD
A	×	B	Right fire	(A)
B	○	A	Left fire	(B)
X	□	Y	◸ ◥	(X)
Y	△	X	◤ ◹	(Y)
LB	L1	L	○ ● ○ ○	L
RB	R1	R	● ○ ○ ○	R
Back	Select	Select	○ ○ ● ○	Menu
Start	Start	Start	○ ○ ○ ●	Home

Using third-party mice

THEA500 Mini may be compatible with other USB mice, but you may find that the sensitivity is different to the included **THEMOUSE**. If this is the case, you can alter the system mouse sensitivity by adjusting *Options → System settings → Mouse sensitivity*.

Using a USB keyboard

If you plug any standard USB keyboard into one of **THEA500 Mini**'s USB ports, that keyboard will function much like an original Amiga keyboard.

If you use a keyboard with a US QWERTY layout, most of the keys will function as you would expect. For other layouts, press the key in the same physical position as the key you wish to press on a standard US QWERTY layout. For example, if you have a French AZERTY layout keyboard, pressing "A" will act as if you had pressed "Q" on the Amiga keyboard.

Some Amiga keyboard keys do not exist on a modern USB keyboard, so are mapped to the following keys:

Amiga key	USB keyboard key(s)
Left solid Amiga 'A'	Left Windows logo / Left Meta / Insert
Right hollow Amiga 'A'	Right Windows logo / Right Meta / Home
Help	Page Down

On the Amiga keyboard there are also the keys "(" and ")" on the numeric keypad. These cannot be pressed using a USB keyboard, but can be pressed using the virtual keyboard (see "***Using the virtual keyboard*" *on page 8***).

Troubleshooting

Power indicator does not light

To turn on **THEA500 Mini**, press the power button once. If after a few seconds the power LED does not light and you see nothing on the TV, check that you are using a suitable 5V/1A (5W) USB power adapter, and that the power adapter is working. Unplug any controllers or USB sticks that you have attached to **THEA500 Mini**. Also check the power cable and test by exchanging it for a known working cable.

Blank screen seen on the TV

If **THEA500 Mini** power indicator is lit but the TV shows no picture, check the HDMI cable is correctly connected at both ends, and if necessary try a different cable that is known to be working. Also it may be that **THEA500 Mini** is using a video output mode that your TV does not support. See ***"I have chosen a video output mode that is not supported by my TV" on page 37***.

No sound heard from my DVI monitor

THEA500 Mini is not designed to be used with a DVI monitor nor is it supported when done so. **THEA500 Mini** may appear to be compatible with DVI monitors through an HDMI-to-DVI converter, but the DVI standard does not support audio, so even if you see a picture you will hear no sound. It may be possible to use a converter that is capable of feeding audio separately, but this is done at the user's own risk.

THEGAMEPAD or THEMOUSE is not responding

Do not unplug or plug in a **THEGAMEPAD** or **THEMOUSE** while a game is running as they may stop responding. If this happens, give the power button a short single press. This will suspend the current game and return you to the game carousel. After a few seconds **THEGAMEPAD** or **THEMOUSE** should be detected, but if not, unplug the input device and then plug back in after 5 seconds.

I have chosen a video output mode that is not supported by my TV

If you have accidentally chosen an output mode in *Television settings* that your TV cannot display, or are now using a TV that doesn't support that mode, there are two options. Either:

- Plug **THEA500 Mini** into a TV that does support the current output mode and then change the mode in *Options* → *Advanced settings* → *Television settings* (See ***"Television settings" on page 4***). Or,
- Force a factory reset. If turned on, turn **THEA500 Mini** off by pressing and holding the power button for approximately two seconds (until the power indicator goes out). Wait 10 seconds. Perform the factory reset by pressing and holding the power button until the welcome logo appears. You will then be guided through the initial setup sequence which includes choosing an output mode supported by the TV (See ***"First-time setup" on page 3***).

Note: Forcing a factory reset will delete your saved games and settings.

The edges of the TV picture are being chopped off

It is likely that your TV cannot display a full 720p picture or that you have some picture scaling options turned on in your TV settings.

Make sure to disable any scaling options in your TV settings so it is able to display a full unmodified 720p picture. If your TV cannot display a full 720p picture, turn off **THEA500 Mini**'s setting *Use screen edges* in *Options* → *Advanced settings* → *Television settings*. This will usually help reduce or even eliminate the issue with the TV.

The TV picture appears to lag behind the game action

HD TVs often employ digital processing of the incoming TV picture. Aware of how this affects video games, they usually provide a setting to enable "gaming mode" (or a similarly named feature). Ensure that you enable this setting for the video input channel you are using for **THEA500 Mini**.

USB stick is not recognised

THEA500 Mini will only recognise USB sticks that are formatted with the FAT32 filesystem with a Master Boot Record (MBR). This is a standard format that can be created with all operating systems.

THEA500 Mini gets warm

This is normal. **THEA500 Mini** contains a powerful processor that works very hard to recreate the authentic gaming experience of the original Amiga, and in doing so it generates a little heat. **THEA500 Mini** contains lots of vents on the upper and lower surfaces of the case for this reason, and it is important not to block or impede this ventilation (see ***"Ventilation" on page ii***). **THEA500 Mini** should be moved away from other sources of heat and it should be ensured that there is plenty of airflow around the case.


RETRO
GAMES

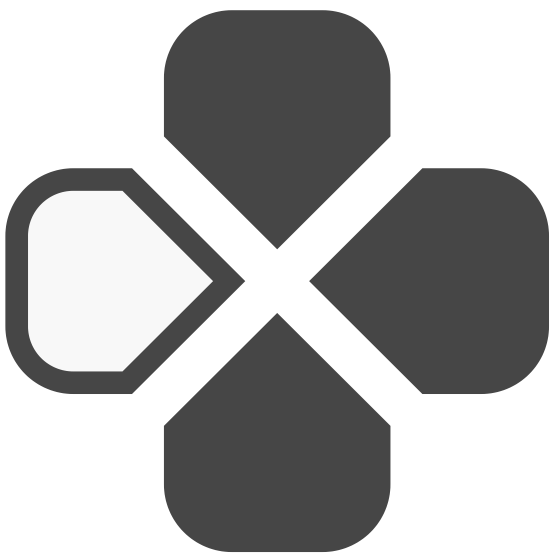
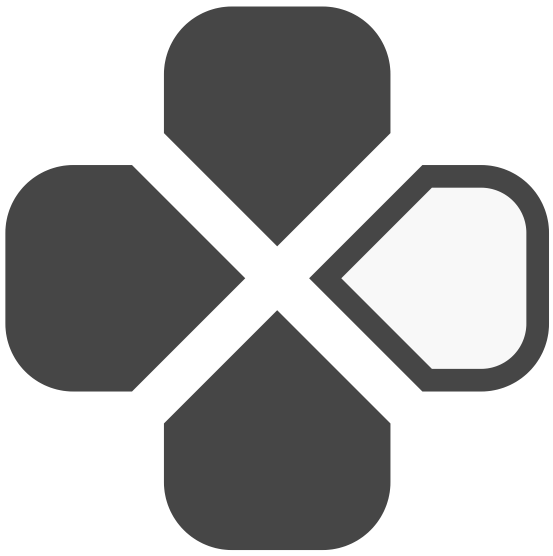


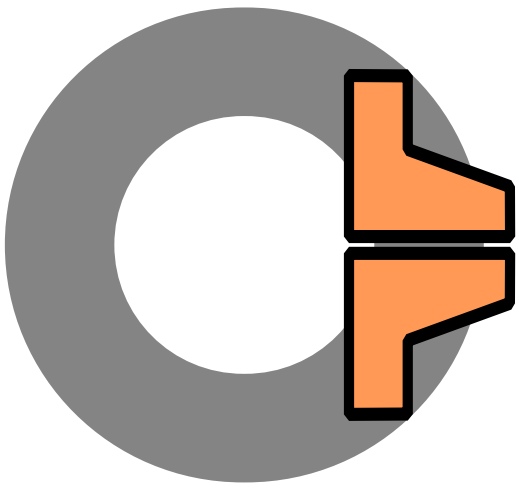
The Game book




SMOKY
SMOKY

Controls

Control	Action
	Move left
	Move right
	Jump
	Cycle option

Control	Action
	Start
	Jump
	Select menu item

Yoomp!

In this unique rhythm-based platformer, you guide a bouncing ball to the beat through a mesmerising assortment of suspended platforms. Some tiles will reveal special effects if you land on them so watch out! 21 levels that increase with difficulty. Avoid the gaps in and between platforms.

Starting a Game

Option	Description
Start Game	To begin the game with the selected options, press the start button on the joystick.
Adjust Settings	To adjust settings on the menu, press the select menu item button on the joystick to select the option, and use the cycle option button on the joystick to configure it.

You can edit a series of options on the main menu before starting a game:

Current Level Number: Use this option to select the starting level to play from. The maximum level you can choose is the last level you played.

Background Option: Turning this off disables the extra background graphics around the tunnel during gameplay.

Music and Sound Effects Volume: Adjust these to your liking before starting a game. Select one of the volume sliders using the cycle option button on the joystick, and change the volume level by moving the joystick left and right, or pressing the cycle options button.

The cycling text at the bottom of the screen displays various snippets of information about the game, including the current high-score, game controls, tile descriptions, and more.

Gameplay

Yoomp puts the player in control of a bouncing ball, tasked with navigating through a 3-D tunnel while avoiding various obstacles!

Move the joystick to move the ball in a ring around the tunnel.

- Be careful! The movement direction is relative (if you are upside down, moving the joystick right will move the ball left.)

The ball is constantly bouncing as it moves through the tunnel - to trigger a bounce with greater height and distance, press the jump button on the joystick.

- You can combine a longer jump with a 'long-jump' tile, resulting in an even longer jump!

The ball has a limited number of jumps that can be manually performed per level. You can move over certain tiles to regain some jumps.

Interface



1. Player Lives
2. Player Score
3. Jumps Remaining

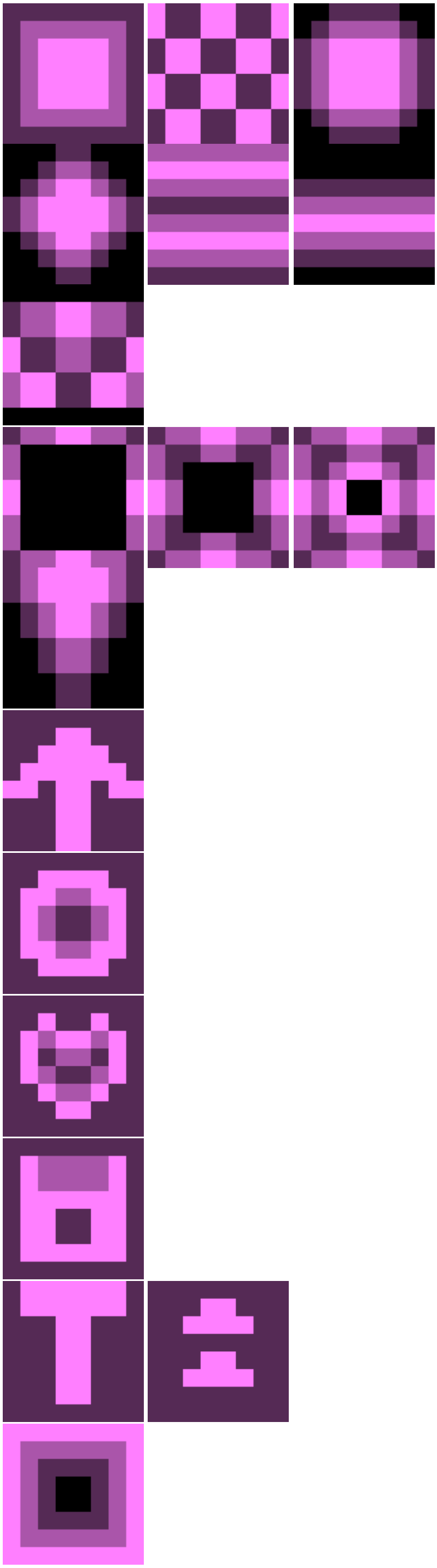
Scoring

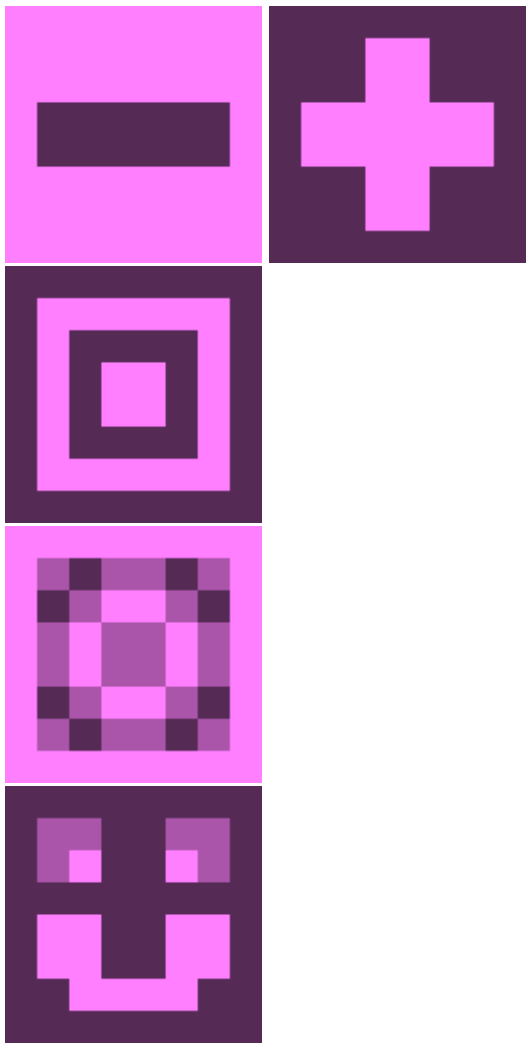
The player earns a different number of points for landing on the various tile types in the level. For each life you have left when completing a level, you gain 100 bonus points. The player earns one point each time the ball bounces.

Tile Types

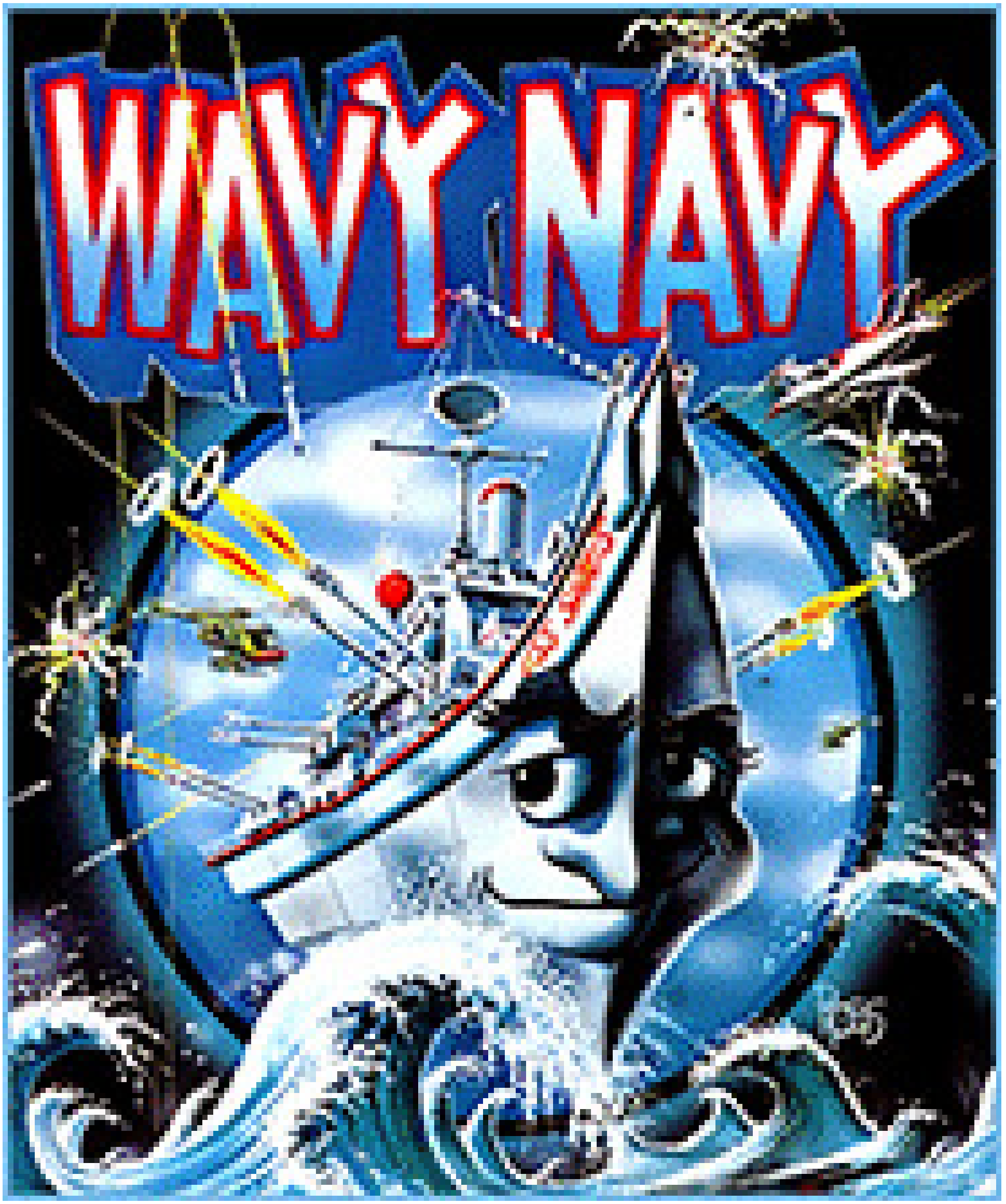
There are various tiles inside each tunnel of Yoomp, each of which change the current level in a unique way. Tread carefully on tiles you land on! Some have tiles aren't completely safe - areas of a tile that aren't empty can be landed on safely, but landing the ball on an empty area of a tile causes the player to lose a life.

Tile	Points	Description
	0	Empty Tiles destroy the ball when landed on, losing the player a life!

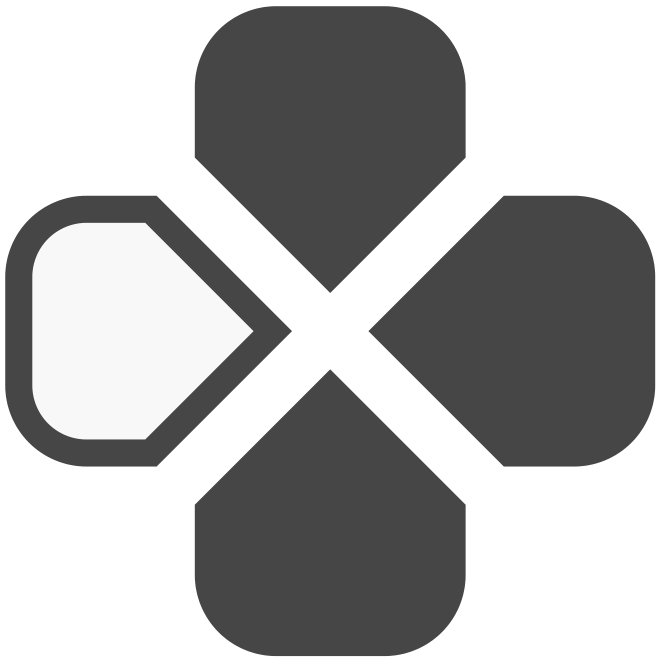
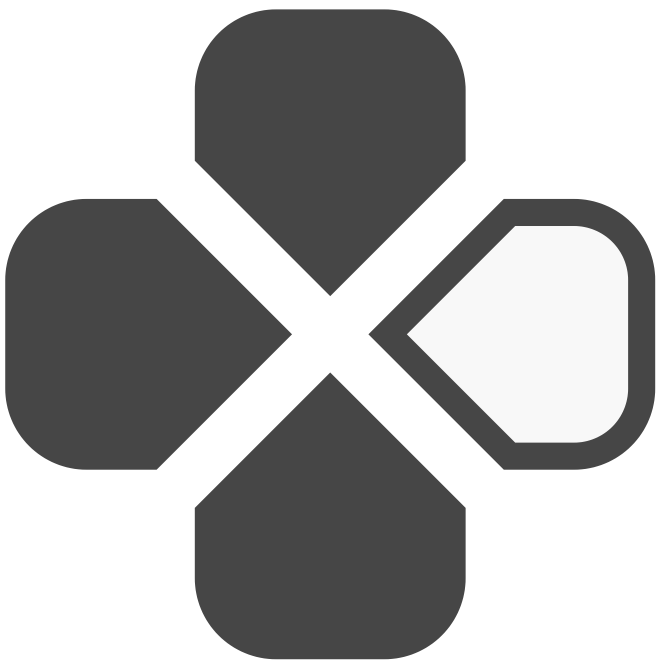
Tile	Points	Description
	1 - 3	Landing on these tiles is safe - you always hit a safe spot.
	5 - 20	Landing on an empty area of these tiles will lose the player a life! The larger the empty area, the more points these tiles give when landed on successfully.
	5	Landing on a long jump tile makes the ball move 2 tiles ahead. The long jump tile can move the player 3 tiles ahead, if the jump button is pressed when landing on one.
	20	Landing on an extra jump tile gives the player an additional jump to use in the level.
	20	Landing on an extra life tile gives the player an additional life.
	20	A savepoint tile gives the player a checkpoint in the current level - after landing on this tile, the player will respawn here when losing a ball.
	5	These tiles stop or start the tunnel’s movement.
	20	Landing on a teleport tile moves the ball to the opposite side of the tunnel.

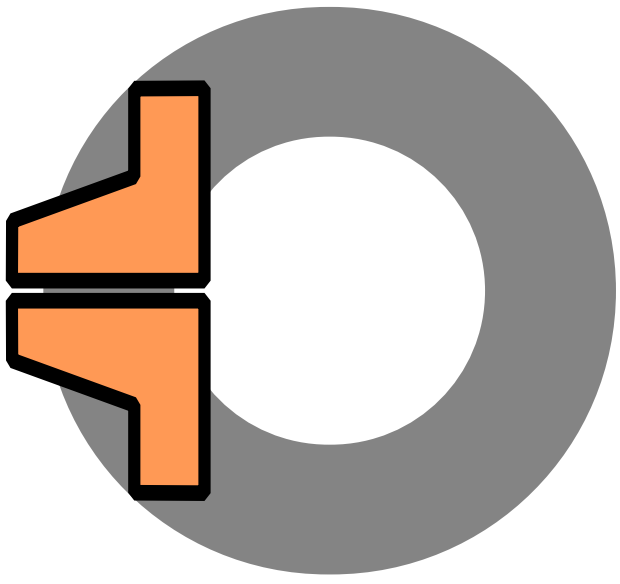
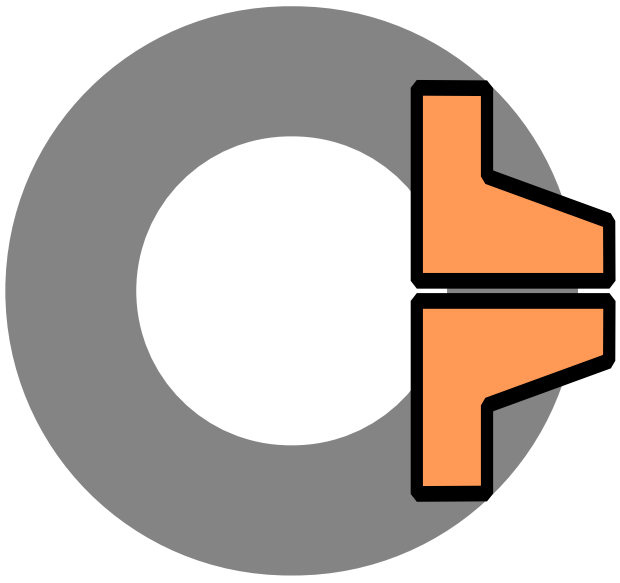
Tile	Points	Description
	3	Landing on these tiles makes the tunnel darker or brighter.
	5	Landing on a lightning tile causes the tunnel to flash briefly.
	5	Earthquake tiles cause the tunnel to shake for a short period.
	20	Landing on this tile in a tunnel completes the current level.

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WAY NAY

Controls

Control	Action
	Move left
	Move right
	Fire
	One player

Control	Action
	Two player
	Start
	Three player
	Four player

Control	Action
	Menu

Wavy Navy

In this strategic naval game, you are in command of a ship, rise through the ranks and become a well respected president of the navy by shooting down waves of enemy aircraft. Use tall waves to avoid sea mines and bombs from above. Play with friends or solo. Listen for the heat seeking missiles and avoid them. Don’t get hit by the falling planes!

Starting a Game

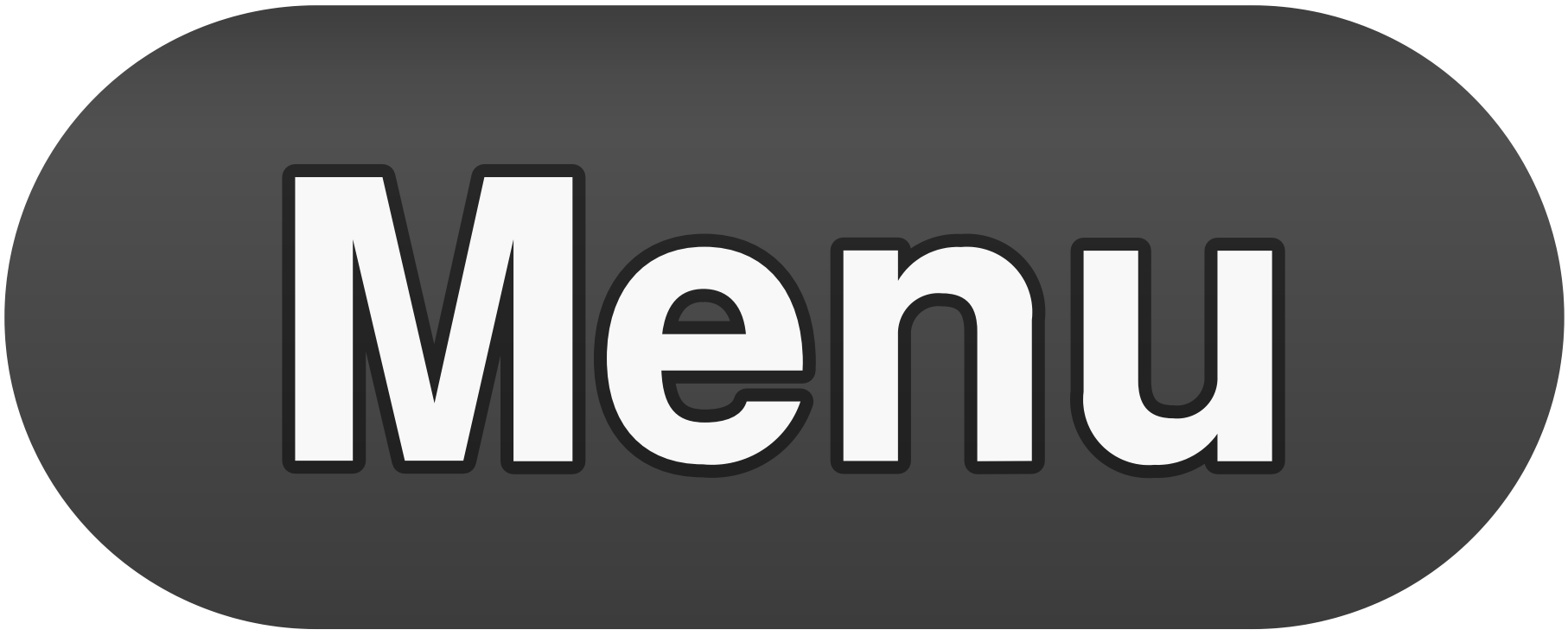
Option	Description
Start Game	To start a game with default settings, press the fire button on the joystick. When the flashing text saying ‘Player 1’ appears, press the fire button again to begin the game.
Options	To access game options, press the menu button on the joystick. A full-screen menu should appear. Use the one, two, three and four player buttons on the joystick to set the number of players.

The options menu can also be used to configure the game’s difficulty using the virtual keyboard.

Press the



+



buttons on the joystick to open the on-screen keyboard when in the options menu, and press the corresponding keys to change the game difficulty between beginner, advanced and expert mode.

Press the fire button on the joystick to exit the options menu when you are ready to start a game.

Gameplay

Wavy Navy puts the player in control of a P.T Boat in turbulent waters, tasked with destroying a fleet of aircraft.

Move the joystick left and right to move the boat across the screen. Position the boat under your aerial target, and press the fire button on the joystick to deliver a devastating blow from the boat's cannon!

Planes in the fleet above will leave their formation and fly towards the player's boat, attempting to hit it.

Destroy these planes before they hit you, or carefully move the boat to avoid them. Later levels introduce new enemy types, such as bomber jets, homing missiles, and sea mines. Avoid sea mines by moving the boat upwards along waves in the water.

Lives

The player begins with three P.T Boats. When a boat is hit by a mine, missile, or a falling plane, the current P.T Boat is destroyed.

When respawning after losing a boat, press the fire button to unpause the game and resume play.

The game is over when all P.T Boats are destroyed.

Difficulty Levels

The intensity of the Wavy Navy battle increases With each level. In addition, each level is made up of several, progressively more challenging rounds. You begin as a Galley Slave In round 1 and have the opportunity to work your way up the ranks. If you play as a beginner, the highest rank you can achieve is Admiral in round 8. Advanced players can advance 9 rounds to Defense Chief. Only Expert players are allowed to fight on round 10 and become President!

Difficulty Option	Highest Rank Possible
Beginner	Admiral
Advanced	Defense Chief
Expert	President

Interface



1. Player 1 Lives
2. Player 1 Score
3. Player 2 Lives
4. Player 2 Score
5. Player 3 Lives
6. Player 3 Score
7. Player 4 Lives
8. Player 4 Score
9. High Score

Scoring

Each enemy type is worth a different number of points when successfully hit:

Enemy Types	Points
Fleet Plane	10
Falling Plane	20
Helicopter	20
Falling Helicopter	50
Bomber Plane	100
Missile	100

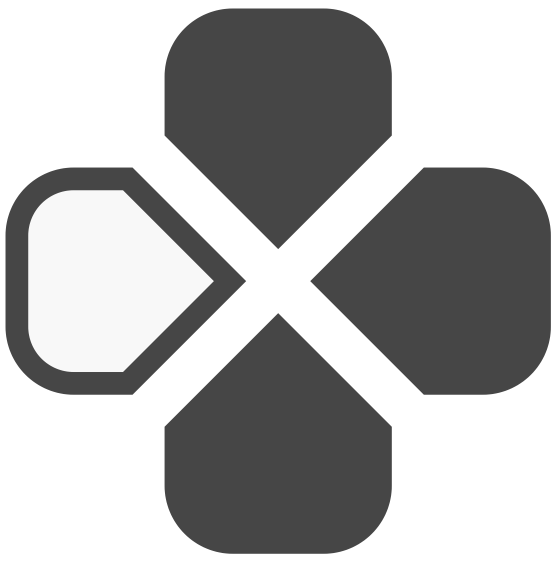
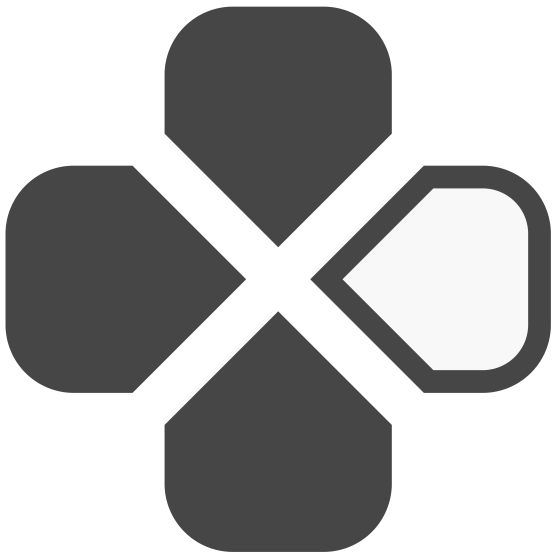
When a round has been completed, you are awarded 50 points for each P.T Boat remaining, up to a maximum of 9 boats.

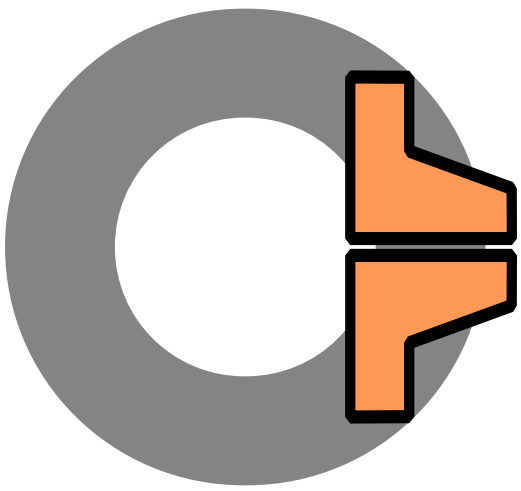
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SUPER BREAKOUT™



Controls

Control	Action
	Move paddle
	Move paddle
	Fire
	Select players

Control	Action
	Start
	Select game type

Super Breakout

In this arcade classic, master the paddle to guide a bouncing ball, demolish bricks for points and power-ups, and rise as the ultimate brick-breaking champion. Bounce the ball off your paddle to break the bricks above. Play alone or with a friend. Beware of the bouncing ball's unpredictability. Features multiple game modes.

Starting a Game

Option	Description
Start Game	To start the selected game mode, press the start button on the joystick, then press the fire button to bring the first ball into play.
Select Game Type	Press the select game type button on the joystick to change the selected game mode between Breakout, Progressive, Double, and Cavity.
Select Players	To change the number of players between 1 and 8, press the select players button on the joystick.

NOTE To start the game using a VCS Classic joystick, open the virtual keyboard with



+



and select START.

Gameplay

Move the joystick left and right to move the paddle at the bottom of the screen. Predict the movement of the ball as it bounces back towards the paddle, and hit the ball to send it flying towards another brick!

When a brick is hit, it is broken, allowing access to the bricks behind it.

Each time the ball falls out of the bottom of the screen, a new ball is served if any are left. Each player has five serves in each game.

Hit as many bricks as you can at the top of the screen before you run out of balls. Different coloured bricks are worth different points.

If a tie occurs in a multi-player game, the winner is determined by a tie-breaker, where the player that reaches that score in the fewest turns is declared the winner.

The Paddle

The paddle is divided into four sections, each of which send the ball in a different direction when touched.

The angle that the ball moves from the paddle when touching it changes depending on the number of times the paddle has successfully hit the ball. The angle, and speed that the ball bounces off the paddle will increase over time, up to the 9th hit.

After the ball hits the paddle for the 13th time, the angle the ball bounces from the paddle will become narrower again, but the ball will speed up.

The ball also speeds up when hitting a blue or green brick (the final four rows)

When the paddle breaks through the last row of bricks in Double and Cavity mode, the paddle halves in size. The paddle returns to normal size when a new ball is served.

Game Modes

Breakout features four game modes to enjoy, with up to 8 players!

Breakout

Breakout mode places 8 rows of bricks (14 per row). If all bricks are broken before the player runs out of balls, a new wall of bricks will appear. Each wall of bricks is worth 448 points.

Progressive

Progressive sets up bricks in a slightly different way to the Breakout and Double modes. When the game begins, the playfield contains 4 rows of bricks at the top of the screen, 4 blank rows, then 4 more rows of bricks (14 per row). The point value each brick remains the same.

After the game begins, the bricks begin moving down the screen towards the paddle, speeding up the more times the ball is hit.

As the bricks are broken by the ball, the bricks re-appear over time, at an increasingly faster rate. Bricks that are moving down the screen change their colour, giving them a new point value.

Bricks that scroll off the screen are lost, and do not count to the player's total score.

Double

Double's mode presents the player with the same layout of bricks as in the Breakout mode, except there are two balls, and two paddles in play. One ball is served initially towards the paddle, and another ball is served once the first is hit.

The two paddles are stacked on top of one another, and both move at the same time. When there are still two balls in play, each brick broken is worth double the points.

- If the first served ball is missed, play is stopped. After both balls have been hit at least once by the paddle, either ball can go out of play, and the game will continue.

The wall of bricks will reset two additional times if the initial wall is knocked out, giving a maximum score of 2688.

Cavity

Cavity places two balls in the second row of bricks on the middle-left and right hand side of the screen. When the bricks around these balls are broken, they can be hit by the paddle back into other bricks, allowing a player to accumulate even more points.

There are two paddles at the bottom of the screen, the same as in Double.

The point value of each brick is increased for each ball that is broken out of its cavity and in play. If all three balls are in play, each brick is worth triple points when broken.

The wall of bricks can reset two times, giving a maximum score of approximately 3500.

Interface



1. Current Ball Number
2. Player Score

Scoring

Points are scored by hitting balls in play into the rows of bricks at the top of the screen. The points for each brick are defined by their colour:

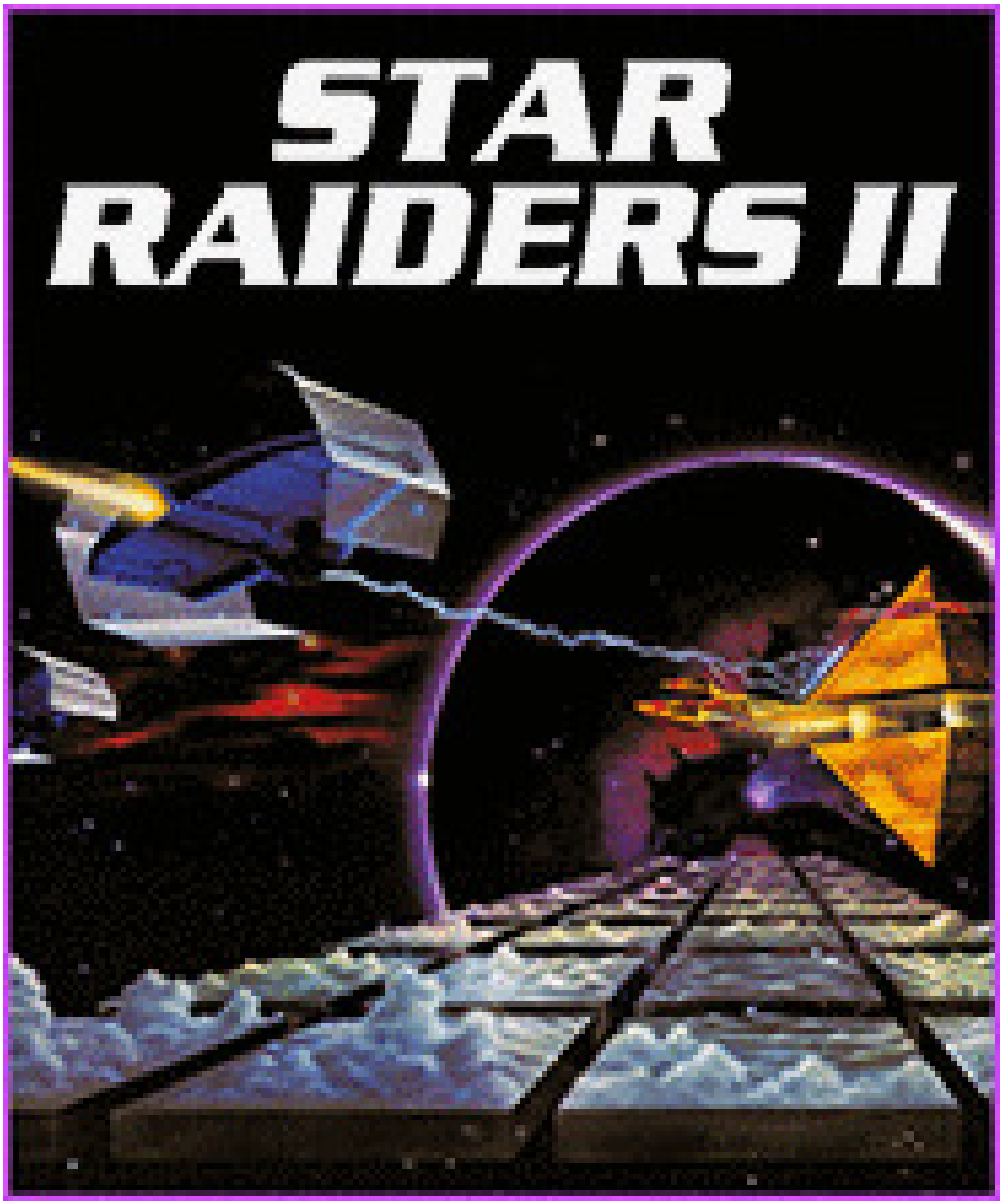
Colour	Points
Gold	1
Pink	3
Green	5
Blue	7

At the end of each game, a rating is displayed in the bottom left of the screen - the text displayed will depend on the player's final score.

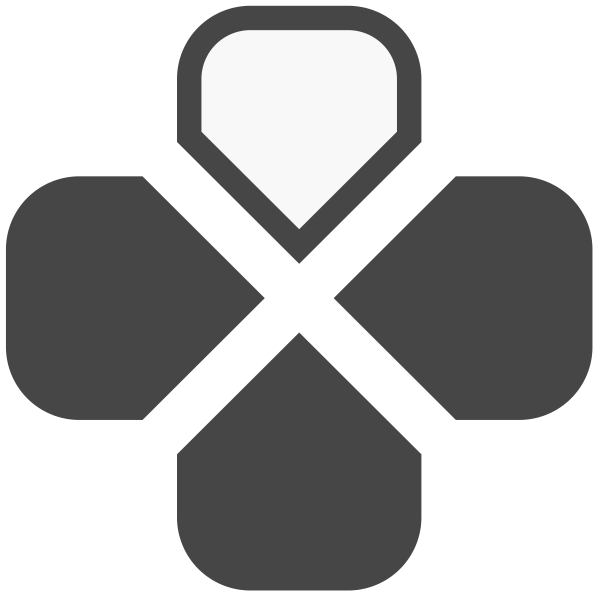
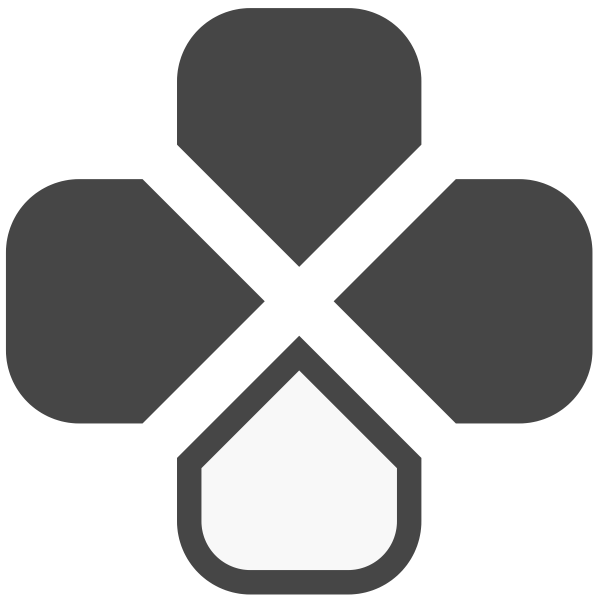
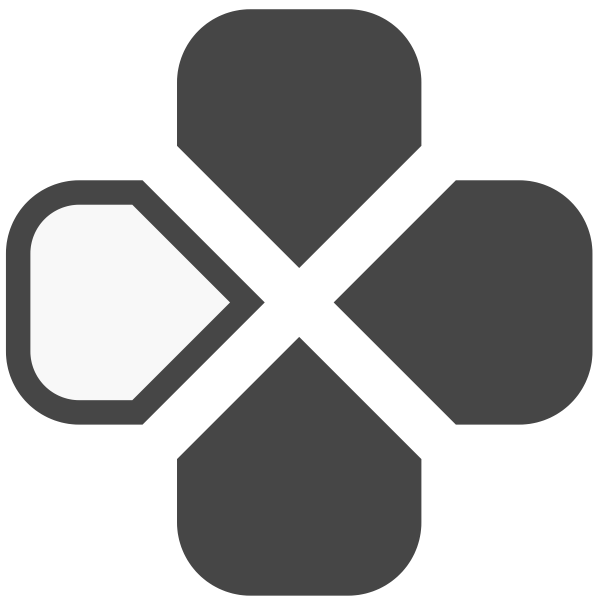
Text	Breakout	Progressive	Double	Cavity
OOPS	0-99	0-199	0 - 199	0 - 199
FAIR	100 - 199	200 - 399	200 - 399	200 - 399
GOOD	200 - 599	400 - 799	400 - 599	400 - 799
ACE	600 - 999	800 - 1399	600 - 999	800 - 1199
PRO	1000 - 1599	1400 - 2199	1000 - 1399	1200 - 1799
STAR	1600 - 2499	2200 - 3199	1400 - 1999	1800 - 2399
WOW!	2500 - 3599	3200 - 4399	2000 - 2599	2400 - 2699
BEST	> 3600	> 4400	> 2600	> 2700

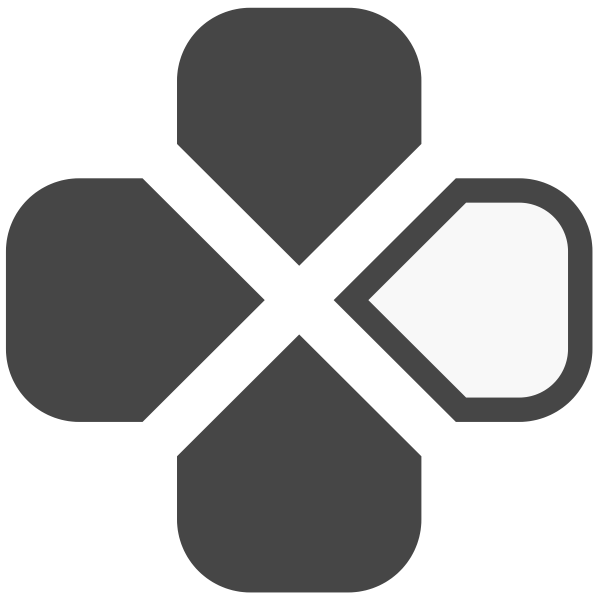
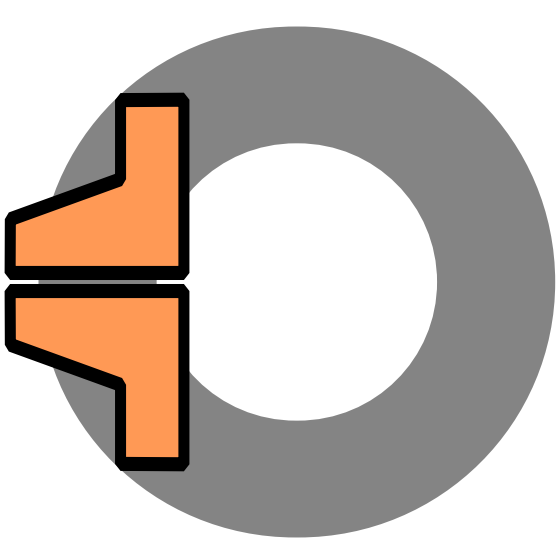
The maximum attainable score for the breakout and progressive modes are 9999, or infinite. The maximum score for the Double game mode is 2688 points, and the maximum for the Cavity game mode is 3500 points.

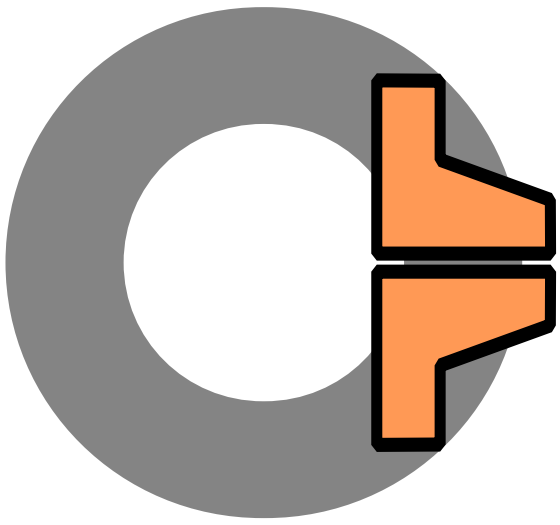
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STAR
RAIDERS II

Controls

Control	Action
	Move up
	Move down
	Move left

Control	Action
	Move right
	Fire
	Target mode
	Map

Control	Action
	Start
	Select weapon
	Toggle shields
	Select difficulty

Star Raiders II

In this space shoot 'em up sequel, the Federation has chosen you to pilot the Liberty Star, infiltrate the stronghold and eliminate the Zylon Master Force! Defend Federation cities then warp to Proycon and destroy Zylon attack bases using Star Burst missiles. Use lasers for Zylon Fly Fighters and Ion cannon for Destroyers and Command Ships.

Starting a Game

Option	Description
Start Game	To start the game from the menu screen, press the start button on the joystick.

Option	Description
Select Difficulty	Press the select difficulty button on the joystick to change the difficulty level between three different levels.

Gameplay

Star Raiders II puts the player in control of the Federation's Liberty Star, with the task of defeating Zylon invaders in the

Move the joystick left and right to rotate the view of the Liberty Star. Move the joystick up and down to adjust the current speed.

Wait for enemies to enter the crosshair of your selected weapon near the center of the screen, and press the fire button on the joystick to damage a Zylon vessel!

Press the map button on the joystick to view the star system map. Use the joystick to move the cursor around the system map and select a planet or fleet to fly to with. Begin warping to the selected destination by pressing the fire button on the joystick.

Difficulty Levels

There are three difficulty levels that can be cycled through in the menu screen by pressing the select difficulty button on the joystick.

Level 1
Attacking Zylon Squadrons move at a slow pace into the Celos IV Star System. You have three Space Stations for refueling and repair.

Level 2
Attacking Zylon Squadrons move faster into the Celos IV Star System. You have two Space Stations. The Zylons quickly launch new Squadrons from Procyon if you fail to destroy their attack bases.

Level 3
Attacking Zylon Squadrons streak into the Celos IV Star System. You have one Space Station. Zylon Attack Bases work overtime, launching wave after wave of Squadrons. You may face as many as 30 Fighters and Destroyers on one planet!

System Chart



Star Raiders II's battle zone covers two star systems: Celos IV, which the player is tasked with defending, and Procyon, which the player must attack. You must protect the Federation Space Stations from being destroyed.

Press the map button on the joystick to access the system chart. The system chart will only show the current star system you are in - at the start of the game, this will be Celos IV.

The planets and moon in Celios IV are yours to protect - warp to any of the planets to battle enemy Fighters and Destroyers attacking your cities.

The Celos IV Star System

Arcanum
A glacial giant with glistening cities of ice.

Seridus
An arid desert with small adobe villages.

Teris
A temperature paradise, with exotic mega-cities and lush, secret valleys.

Imbri
Teris' moon, with hi-tech civilian centers surviving on barren terrain.

The Procyon Star System

Gaon
A steamy, jungle-covered ball, sprouting Attack Bases.

Morkoth
A gaseous giant with floating Attack Bases.

Zylon
The dry, savanna-like home planet of the Zylon Master Force.

Weaponry

The Liberty Star Fighter packs three types of offensive weapons, allowing the player to switch between two:

The ship is automatically swapped between the Pulse Laser Cannons and the Ion Cannon, depending on the Zylon adversaries you are fighting.

Pulse Laser Cannons
Standard-issue twin laser weapons, used to destroy Zylon Fly Fighters.

Ion Cannon
A devastating torpedo-thrower, capable of destroying Zylon Destroyers, and Command Ships.

Surface Star Bursts (SSB's)
Double-action missile volleys, used to destroy Zylon attack bases.

Press the select weapon button on the joystick to cycle between SSB and Pulse Laser Cannons/Ion Cannons.

Keep an eye on the Pulse Laser Cannon's temperature gauges at the bottom of the screen when firing the Laser Cannons - holding down the fire button for too long will overheat the cannons, causing them to misfire.

Interface



1. Current Score
2. Message Window
3. High Score
4. Energy Gauge
5. Weapons Indicator
6. Energy Flow Monitor
7. Pulse Cannon Temperature Bar
8. Tactical Scanner
9. Incoming Communication Monitor

Enemy Types

There are three types of Zylon combatants - each with unique movement and attack strategies. Different weapons available to the Liberty Star are effective against specific enemies. Be sure to change your active weapon to the one that is most effective against the foe you are targeting.

Zylon Fly Fighters
Acrobatic attack ships, armed with laser cannons.

Destroyers
Agile, saucer-shaped vessels, equipped with zithium spiral beams. Destroyers are capable of vaporising Federation cities, with deadly macro-wave beams.

Command Ships
Slow-moving, but powerful supply ships armed with antiproton spiral beams. These ships carry key commands in the Zylon fleet.

Squadrons of Zylon troops can be found on the system map, closing in on Celos IV's planets. They are indicated on the map by groups of four small blinking lights. Warp to the locations of these squadrons to eliminate them, but be ready for a fight!

Squadrons start with a number of Fly Fighters to destroy. After all Fly Fighters are eliminated, Destroyers will enter the battlefield. Once the Destroyers are eliminated, look for a Command Ship lurking nearby.

Warping to Procyon

Destroying the Zylon Attack Bases is key to saving the Federation - until the Attack Bases are destroyed, Zylon forces will continue to attack over time.

Attack Bases can be destroyed by warping to Procyon on the system map, and then a planet. This can be done by warping to the large white light with three smaller lights, in the top left corner of the system map.

Scoring

Enemy	Points
Zylon Fly Fighter	100
Zylon Destroyer	500
Zylon Attack Base	1000
Zylon Command Ship	5000

Bonus points are awarded for the number of cities saved by the player depending on the current level:

- Level 1: 2000 points per city saved.
- Level 2: 4000 points per city saved.
- Level 3: 8000 points per city saved.

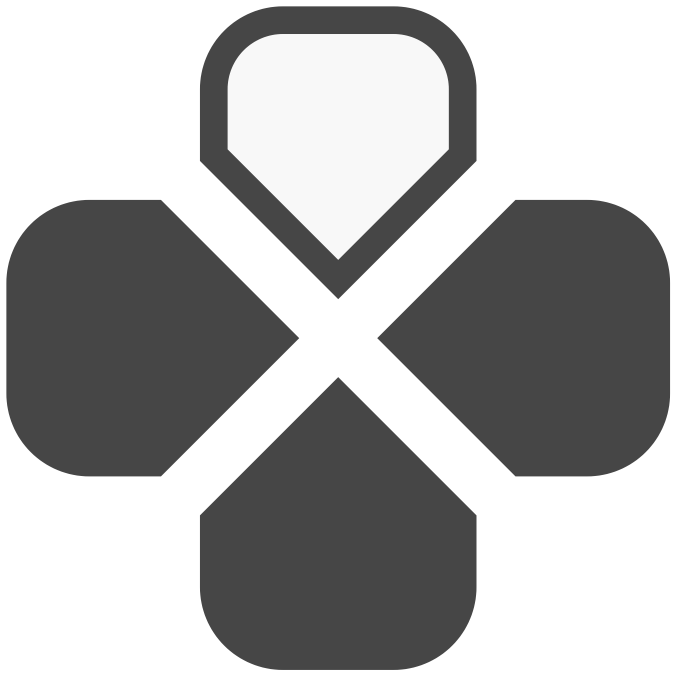
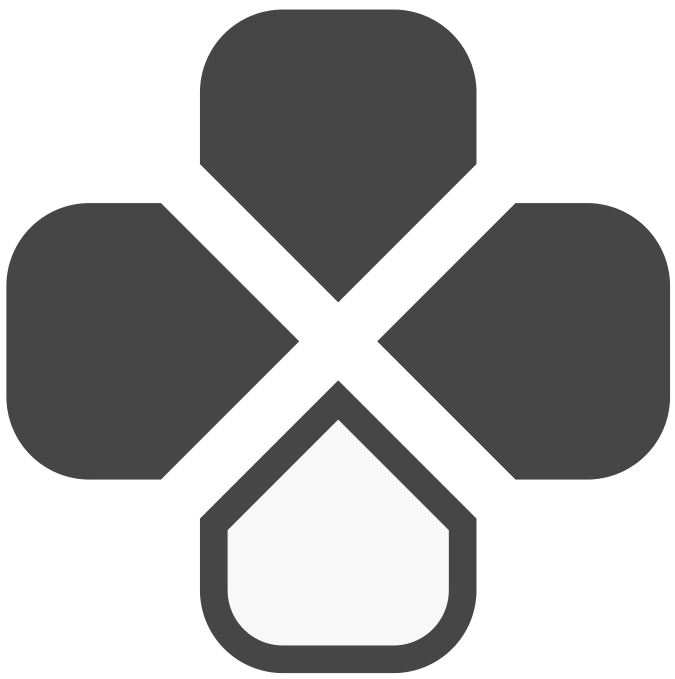
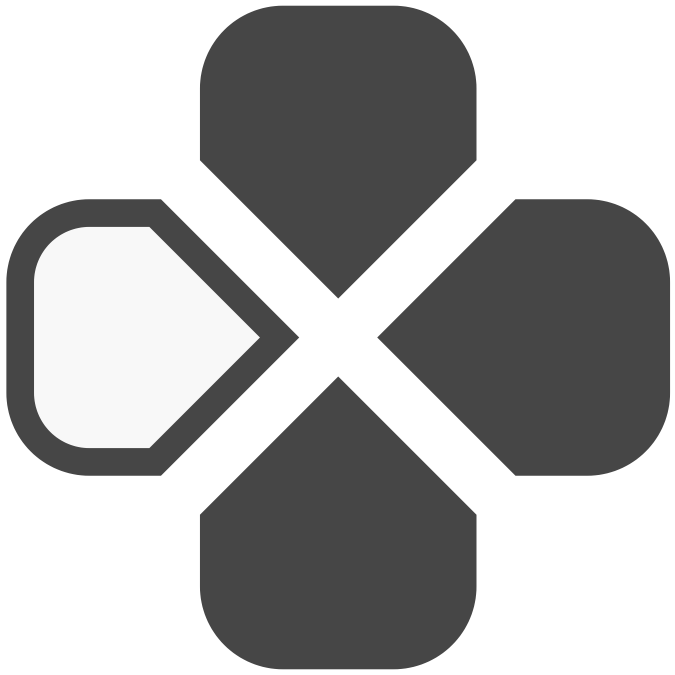
Ratings

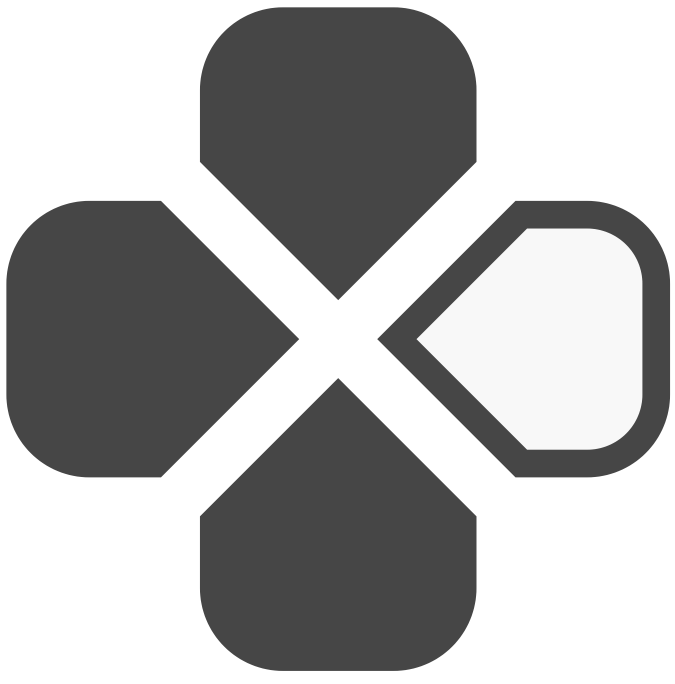
Score	Rank
240,000 or above	Fleet Admiral
180,000 - 239,999	Admiral
120,000 - 179,999	Commodore
70,000 - 119,999	Captain
40,000 - 69,999	Commander
20,000 - 19,999	Lt. Commander
10,000 - 19,999	Lieutenant
0 - 9,999	Ensign

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The SEVEN CITIES of GOLD

Controls

Control	Action
	Move up
	Move down
	Move left

Control	Action
	Move right
	Action
	Action

Seven Cities of Gold

In this exploration and strategy game, you are a brave adventurer, travel into unknown lands, engage with natives, and establish colonies for riches. Manage resources. Negotiate and trade with chiefs of different tribes. Avoid walking over natives. Map the landscape for strategic decisions. Earn gold for the Spanish Empire.

Starting a Game

When the title screen appears, press any button on the joystick to continue to the main menu.

Option	Description
Start Game	To begin the game with the selected difficulty, press the fire button on the joystick
Select Difficulty	Choose a difficulty, or initiate the Observer(Demo) by moving the joystick up or down

Gameplay

Seven Cities of Gold puts the player in control of a naval exploration fleet, given by the Spanish Crown.

Your initial crew consists of 4 ships, 100 men, 300 trade goods, and 52 weeks of food.

The player begins their journey in a port city in Spain, containing the player's home, a court, pub and outfitters. All of these buildings serve a unique purpose to gameplay. Buildings can be entered by walking to their entrance and moving the joystick up.

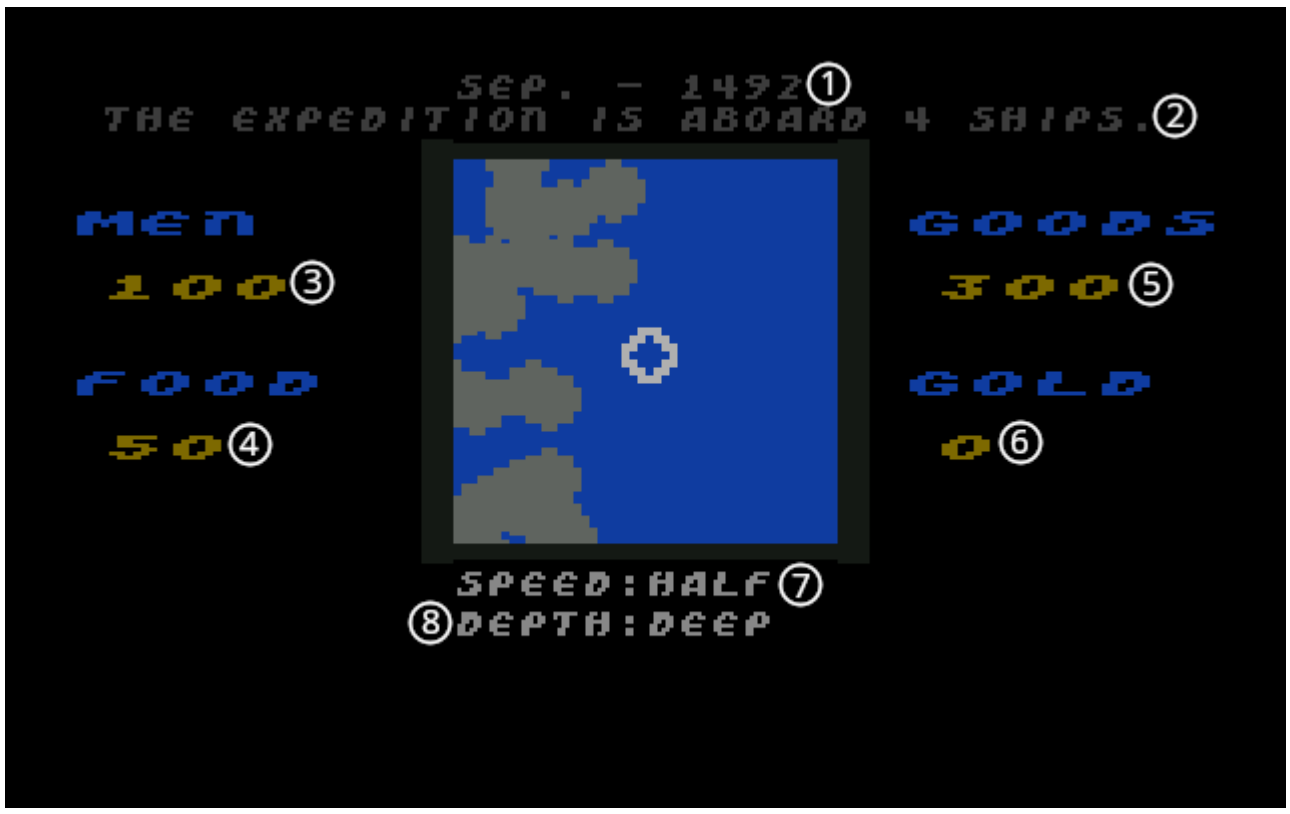
Once you've set sail from the Spanish city, use the joystick to control the movement of your fleet on land or at sea. While at sea, move the joystick in a direction, and press any of the action buttons on the joystick to lock the ship's movement in that direction.

Press the action button while in the ship or on land to access a list of possible actions to perform. Move the joystick up and down to select an option.

Interfaces

Voyage Interface

The Voyager Interface is displayed when on a voyage.



1. Date
2. Current Ships
3. Current Men
4. Current Food
5. Current Goods
6. Current Gold
7. Movement Speed
8. Water Depth

Trading Interface

The trading interface can first be seen in The Outfitters, but is also shown in other situations throughout the game. Use the trading interface to retrieve from, or give resources to the 'Vendor'



1. Player's Inventory
2. Vendor's Inventory
3. Player Capacity

Vendor's Inventory: To trade items, move the joystick up and down to select a resource (Ships, Men, Food, Goods & Gold). Move items left to add them to the player's inventory, move items right to move items to the vendor's inventory

City Interface



1. Current Date
2. Current Title
3. Game Difficulty

Port City

The city contains a number of key buildings:

The Court: The Court can be found at the far-right of the city's port. Once you believe you have accomplished enough in your journey, you can return to the court to gain recognition of your accomplishments, gain a title, and possibly additional gold to fuel the growth of your fleet.

The Pub: Returning to The Pub allows the player to save their progress before setting sail again.

Home: Home allows the player to review the progress they are making - you can review the maps you've created during your journey, and judge the progress you are making.

The Outfitters: The Outfitters acts as a store for the player. You can buy men, goods and food here before setting out on your next expedition.

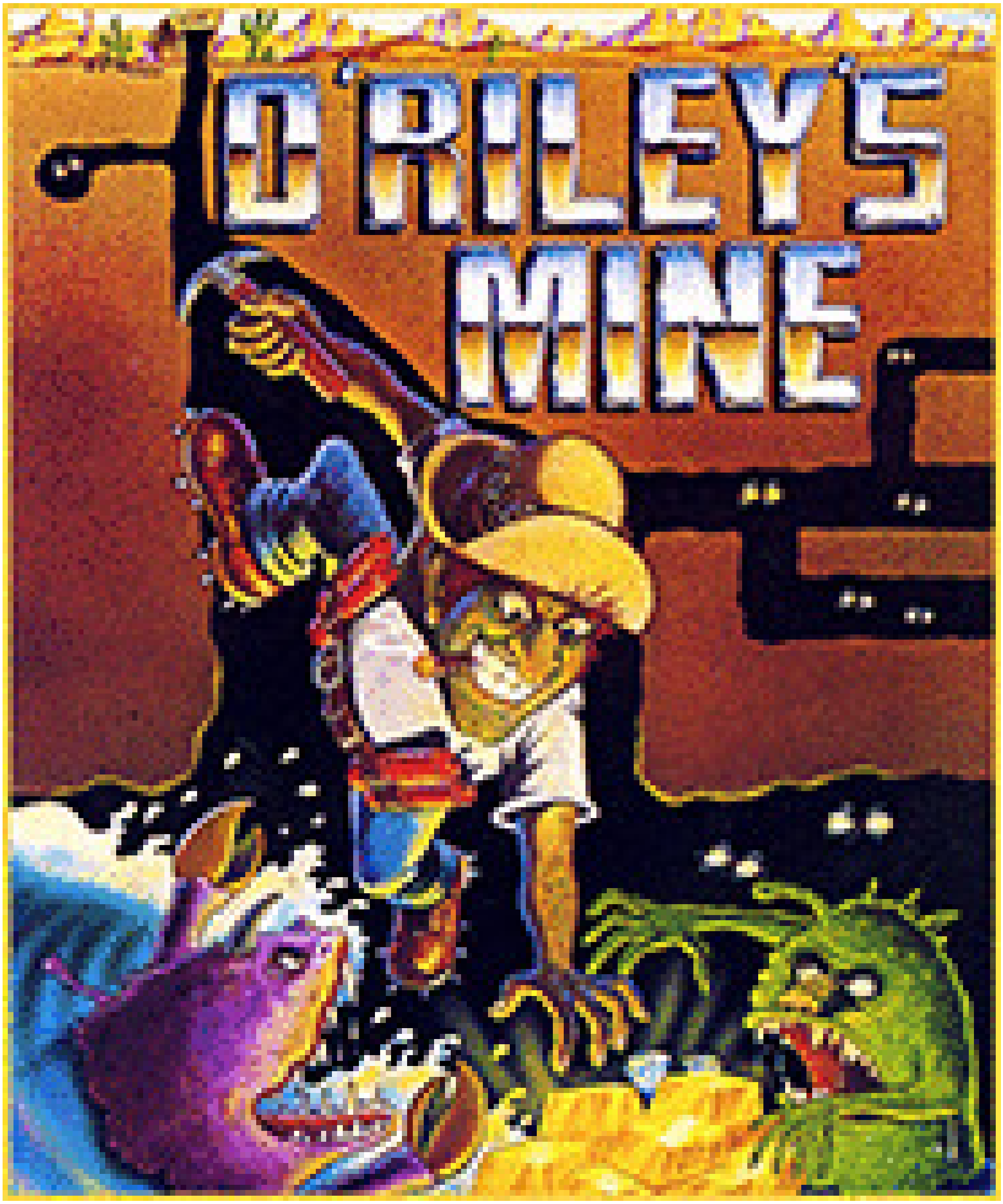
Map

The player's map shows all areas of the new world that have currently been explored. Open the map while in the voyage interface by pressing the action key, and selecting view map. The map will populate over time with all of the areas of the new world you have explored.

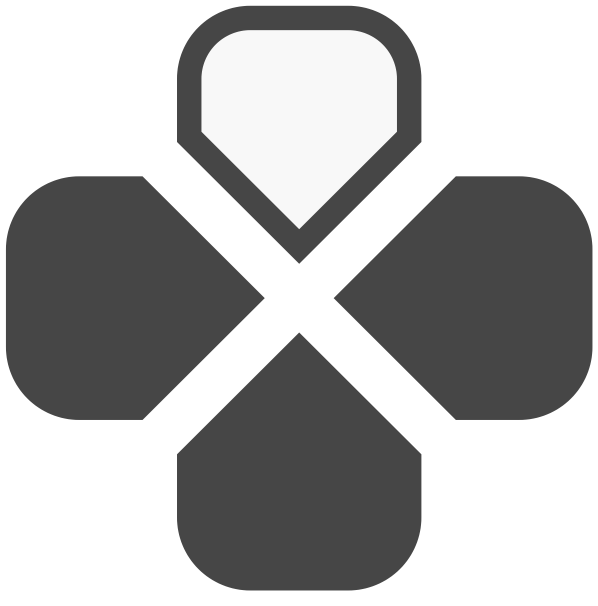
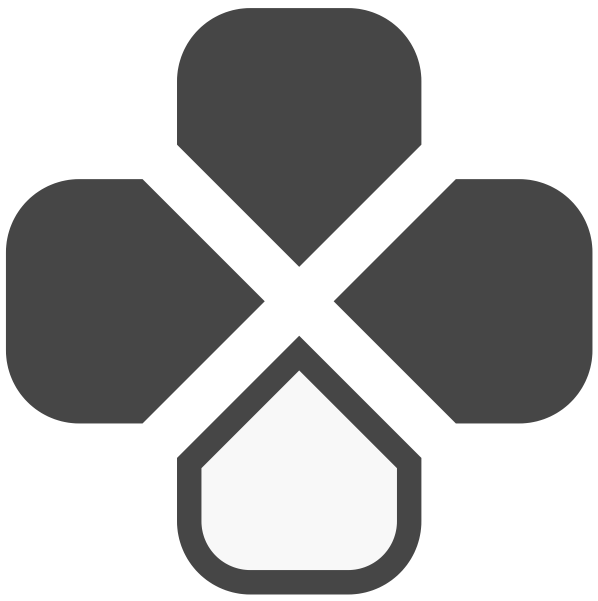
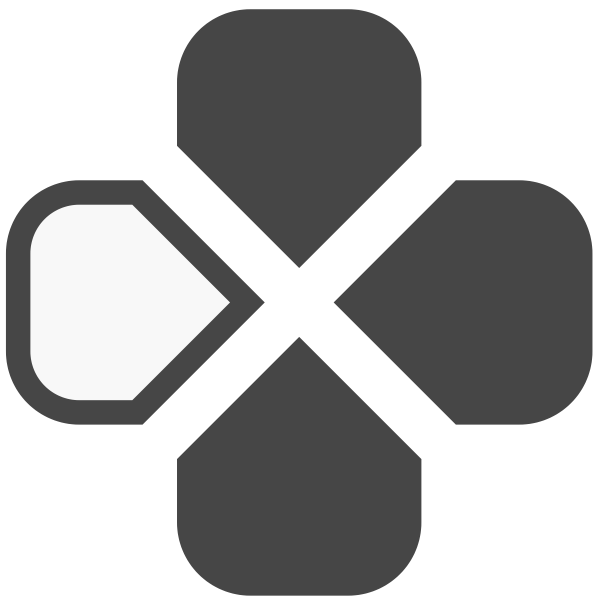
Story

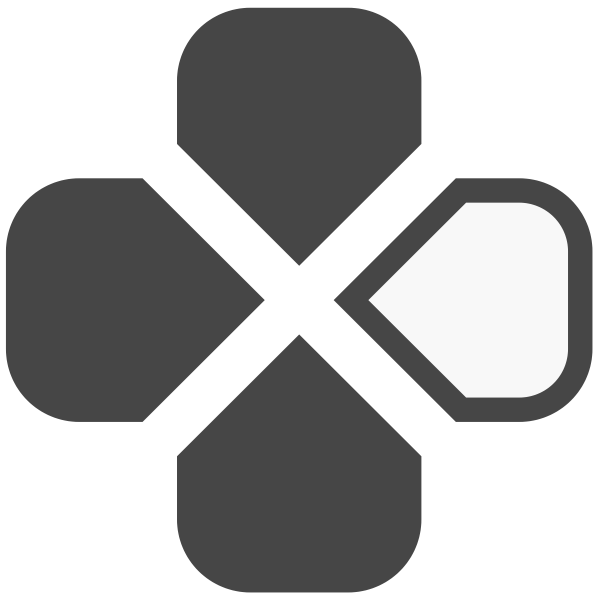
Once, in a tavern on the waterfront, an old salt whispered to you the tale of the Seven Bishops - Christian men who had been blown far off course into an unknown realm and who established seven Kingdoms whose splendor ranked with the reign Of Solomon. Since that time you have dreamed of little else. Now at long last, you have been granted the resources necessary to mount an expedition. To be sure, the Court's ministers are interested only in surpassing Portugal's maritime strength and controlling commerce to and from the Orient. They do not know of your real motives. But no matter. The expedition is yours to command, and you feel certain that adventure beyond all imagining, and riches beyond all dreams of avarice; are in your grasp.

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O'RILEY'S
MINE

Controls

Control	Action
	Move up
	Move down
	Move left

Control	Action
	Move right
	Action
	Select players
	Action
	Select difficulty

O’Riley’s Mine

In this action game, you play Timothy O'Riley, a miner with a hunger for riches, find all the buried treasure, but beware of what lurks below! Collect treasure with a friend or solo and return to the top of the mine shaft. Avoid the river. Use dynamite to slow enemies. When the moon is up enemies are faster.

Starting a Game

Option	Description
Option	To choose a 1 player or 2 player game, press the select players button on the joystick.
Select	To level of play, press the select difficulty button on the joystick.
Start	To begin the game, press the action button on the joystick.

Story



Prospectors and miners have made fortunes overnight deep within the enchanting Mother Lode country of California. Their wild tales of buried treasure still excite a world dazzled by easy money. One such miner is a mad Irishman named Timothy O'Riley. He is in search of coal, oil, gold, rubies and diamonds. You'll guide him through the mysterious depths of the earth as he attempts to dig up hidden riches.

Gameplay

How-to-Play:

You must travel swiftly through your mine to capture all the buried treasures and return safely home again at the top of the mine shaft, outwitting the onrushing water and escaping the river monsters.

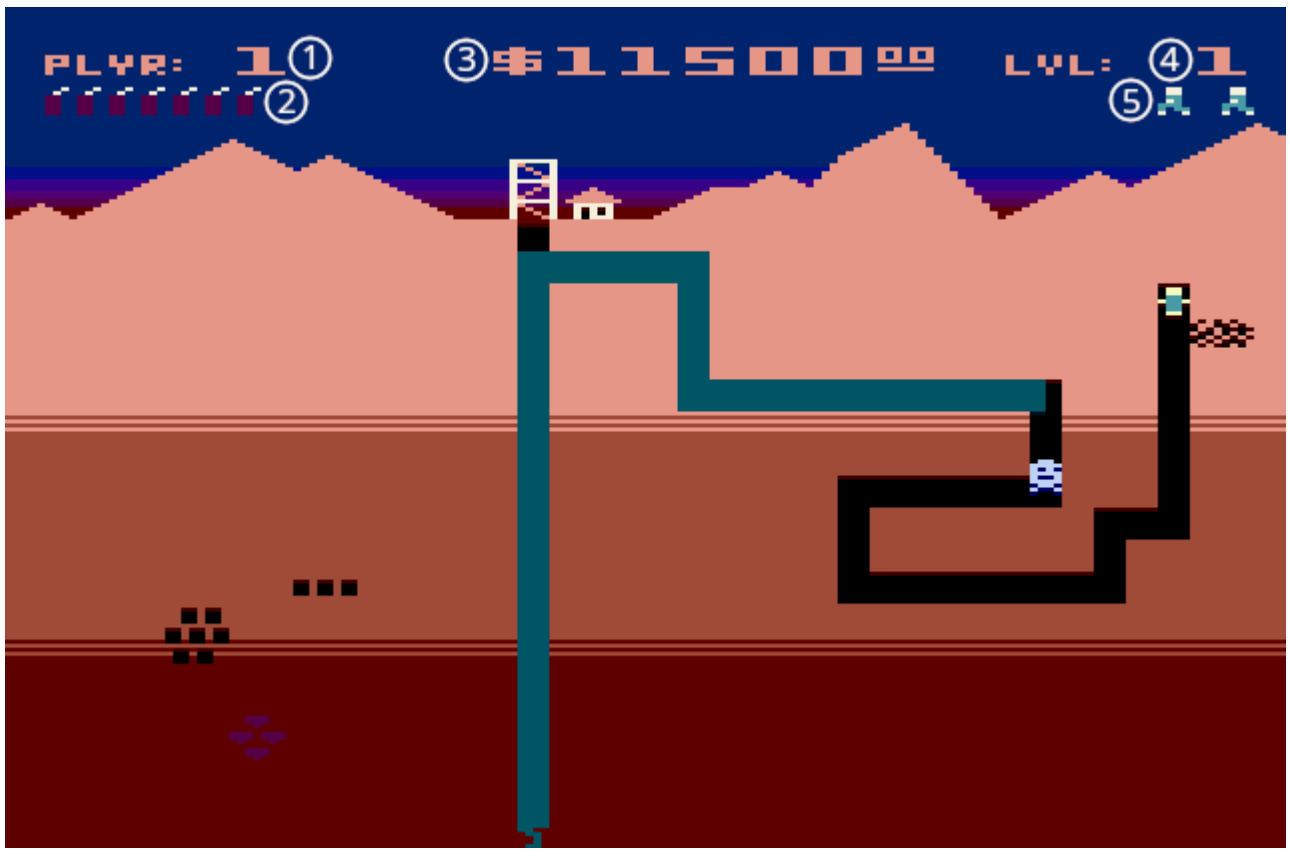
Dynamite

You may set dynamite charges behind you to block the monsters' pathway. Remember that debris can be washed away by the water. (You have between five and nine sticks of dynamite at easier levels, and only two and five sticks of dynamite at more difficult levels.)

Digging

You cannot dig beyond the "fault" line on either side of the mine.

Interface



1. Current Player
2. Remaining Dynamite
3. Score ($)
4. Level Number
5. Lives

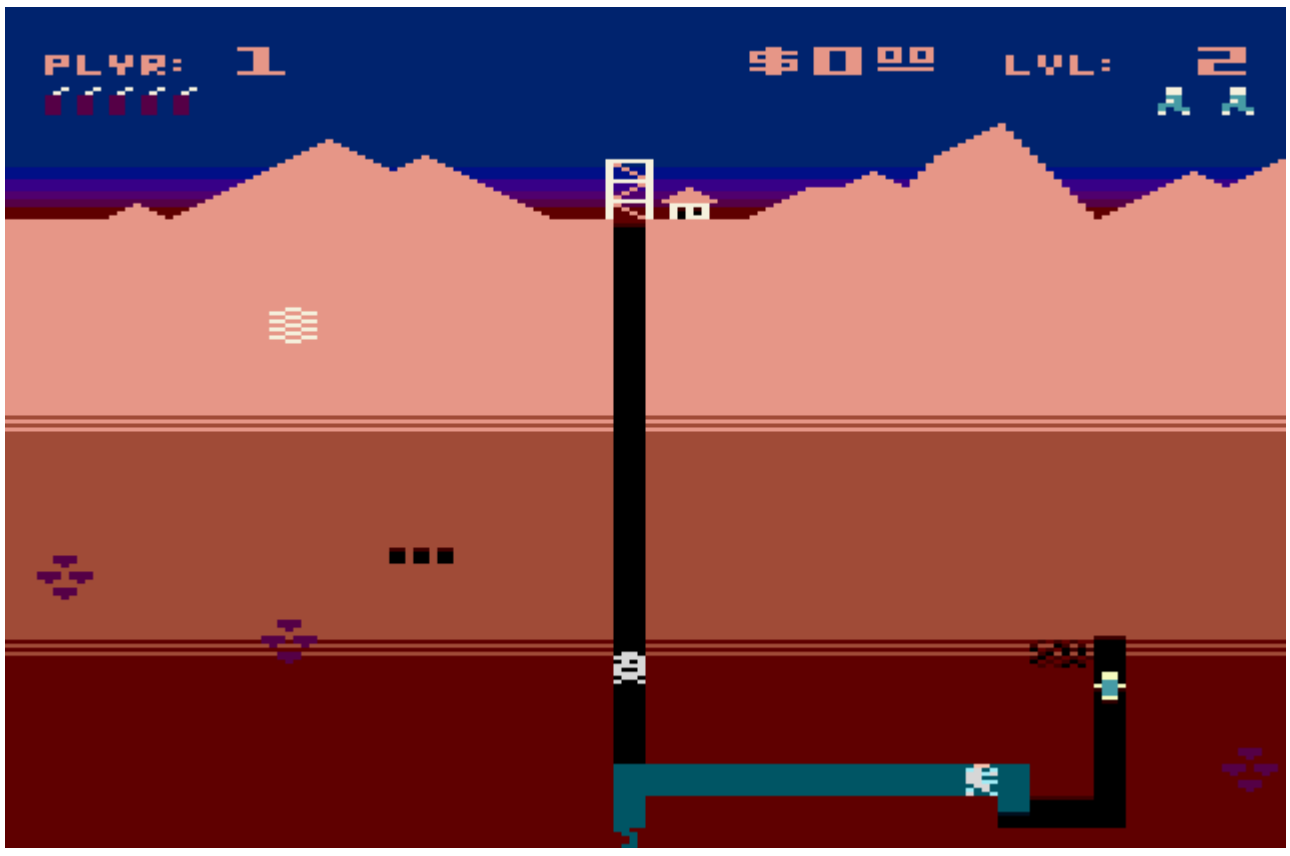
Enemies and Obstacles

 **Monsters** 

At lower levels of difficulty, between one and three monsters will appear in the mine, and at higher levels of difficulty, three monsters will appear.

- When the moon rises, the monsters will move faster.
- Weakness: Dynamite. Time explosions so that a monster is completely destroyed and you will score extra points.

Water



There is no time limit while playing O'Riley's Mine, but the speed of the water changes with the level of play. The water will always rise to the highest level you dig in the mine.

Score Table

Some treasures only appear at higher levels. At every four levels, you will receive 2x or 3x the standard dollar value for each treasure.

HIDDEN RICHES	POINTS (SMALL TREASURE)	POINTS (LARGE TREASURE)
Uranium	$1,000, $2,000 $5,000, $6,000, $7,500 (Random)	—
Rubies	$2,500	$8,000
Diamonds	$4,000	$9,000
Coal	$1,000	—
Gold	$2,000	$7,500
Oil	$1,500	$5,000

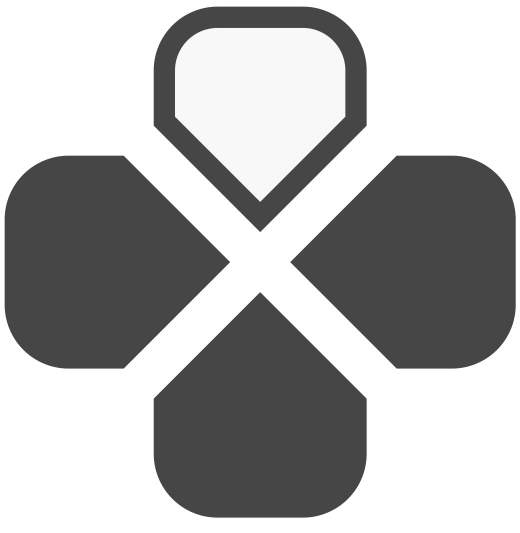
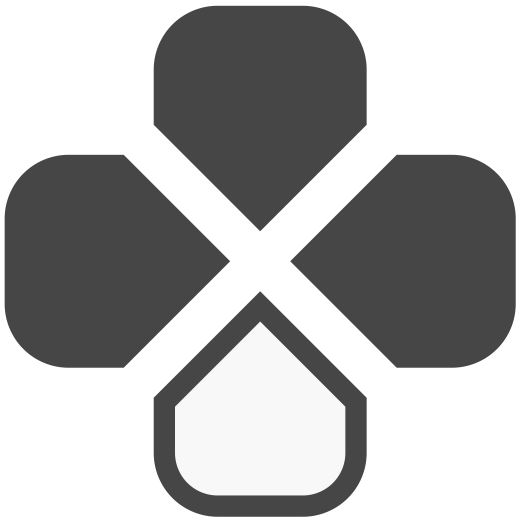
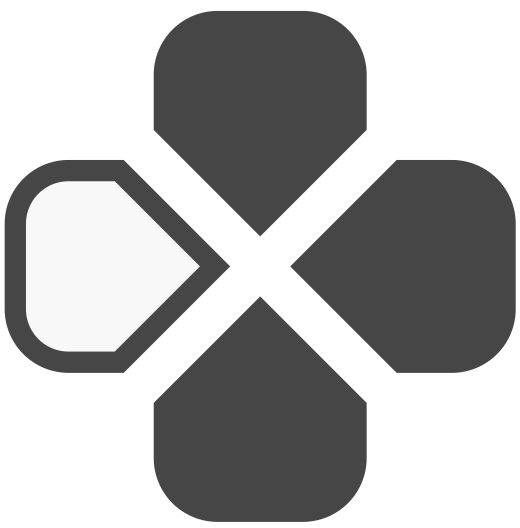
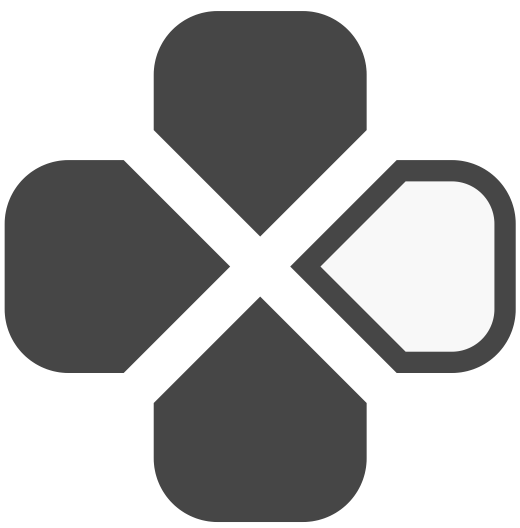
Bonus Points and Lives

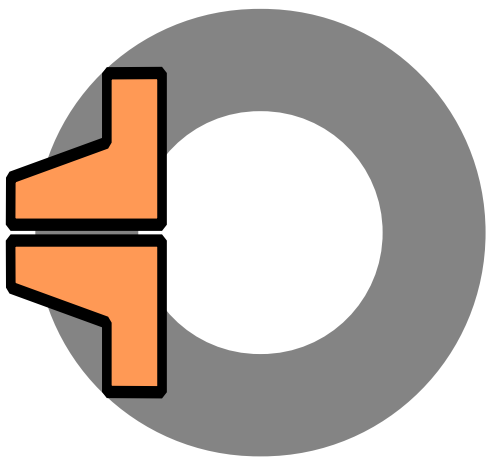
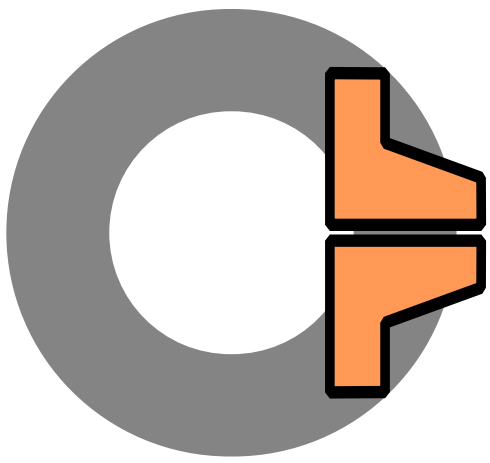
- For destroying a monster, you score $10,000.
- At $100,000 (points) you will receive one extra man (life).
- After each additional $250,000, you will also receive an extra man up to a total of four men.
- At the completion of each level, you will receive $1,000 for each stick of dynamite you have left.
- In double- and triple-dollar levels, you will receive $2,000 and $3,000 for each stick of dynamite you have left.

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MISSILE COMMAND™

Controls

Control	Action
	Move up
	Move down
	Move left
	Move right

Control	Action
	Fire
	Select players
	Difficulty 1
	Start
	Difficulty 2

Control	Action
	Difficulty 3
	Toggle bonus cities

Missile Command

In this classic shoot ‘em up, you are a missile base commander, defend your cities from enemy attacks and act quickly before it’s too late! Shoot down waves of enemy weapons. Destroy weapons and defend cities for as long as you can solo or with a friend. Difficulty increases after each wave ends.

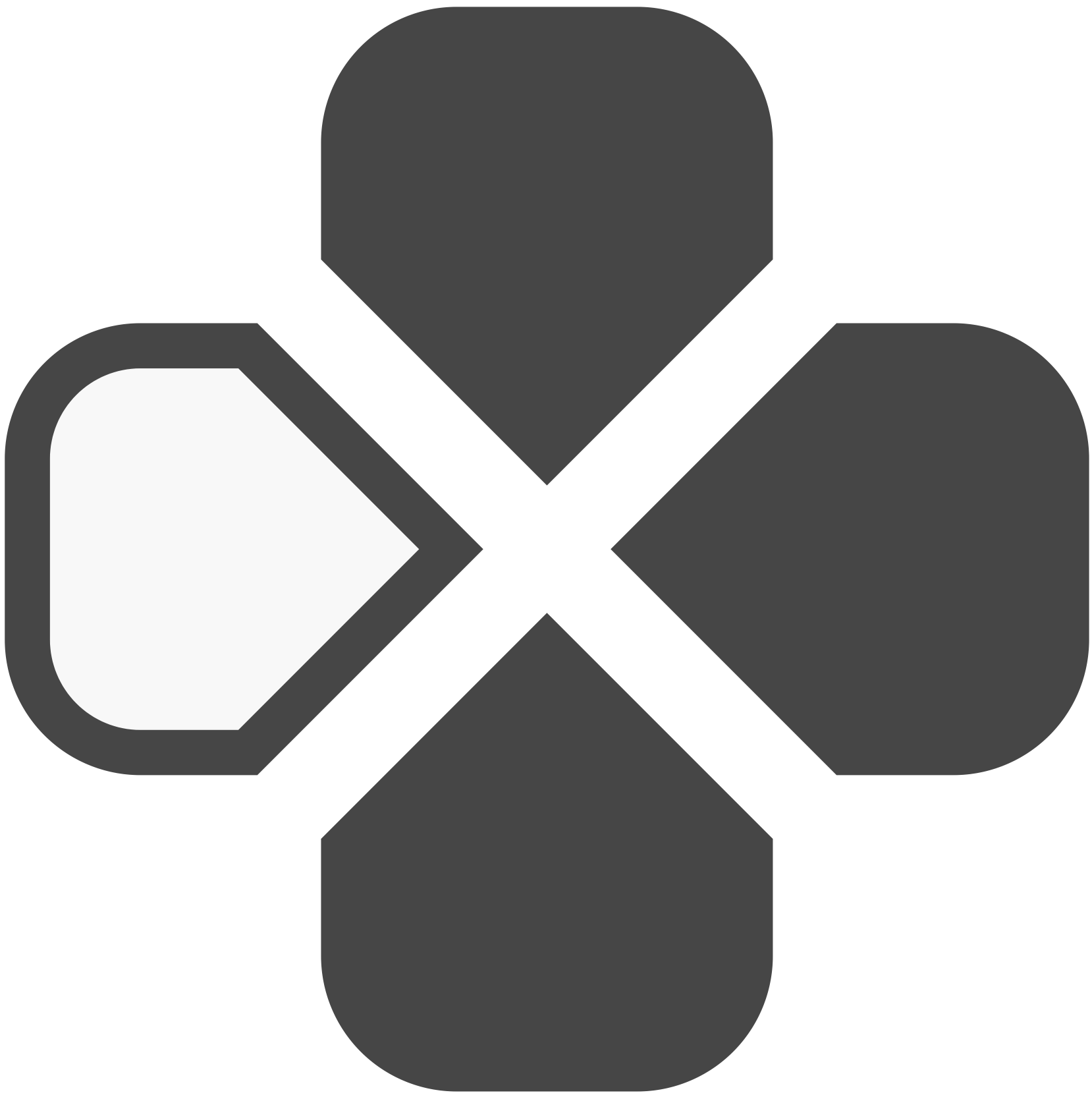
Starting a Game

Option	Description
Start Game	To begin the game, press the start button on the joystick.
Select Players	To change the number of players, press the select players button on the joystick.
Difficulty Selection	To cycle between different game difficulties, press the difficulty level 1, 2 and 3 buttons on the joystick before the game has started.
Bonus Cities	To enable bonus cities. Press the toggle bonus cities button on the joystick. Enabling bonus cities gives the player cities back when enough points are gained

NOTE Missile command will restart automatically to the start when it is resumed from a saved or suspended game. To return to your previous gameplay after resuming, activate the rewind mode by pressing



+



and rewind to where you left off.

Gameplay

Missile Command puts the player in control of a missile defense system capable of firing anti-ballistic missiles (ABM's), with the task of defending 6 cities from incoming enemy missiles. If all cities are lost, the game ends.

Move the crosshair in the center of the screen using the joystick. Move the crosshairs over an incoming threat, and press the fire button on the joystick to launch an ABM. Fired ABM's take time to travel to the crosshairs location, so be sure to predictively lead a target with your crosshair before firing.

When an ABM reaches the position the crosshair was when the fire button was pressed, it will explode, leaving a blast radius for a short period. Missiles and other enemies that enter this blast radius during that time will explode.

During each level, the player has a total of 30 ABM missiles at their disposal. When all 30 are used, the cities are defenseless - make sure to not run out of missiles in the middle of a round! Each time 6 missiles are fired, the ABM launch pad at the bottom of the screen will be refilled with 6 additional ABM's if there are any left.

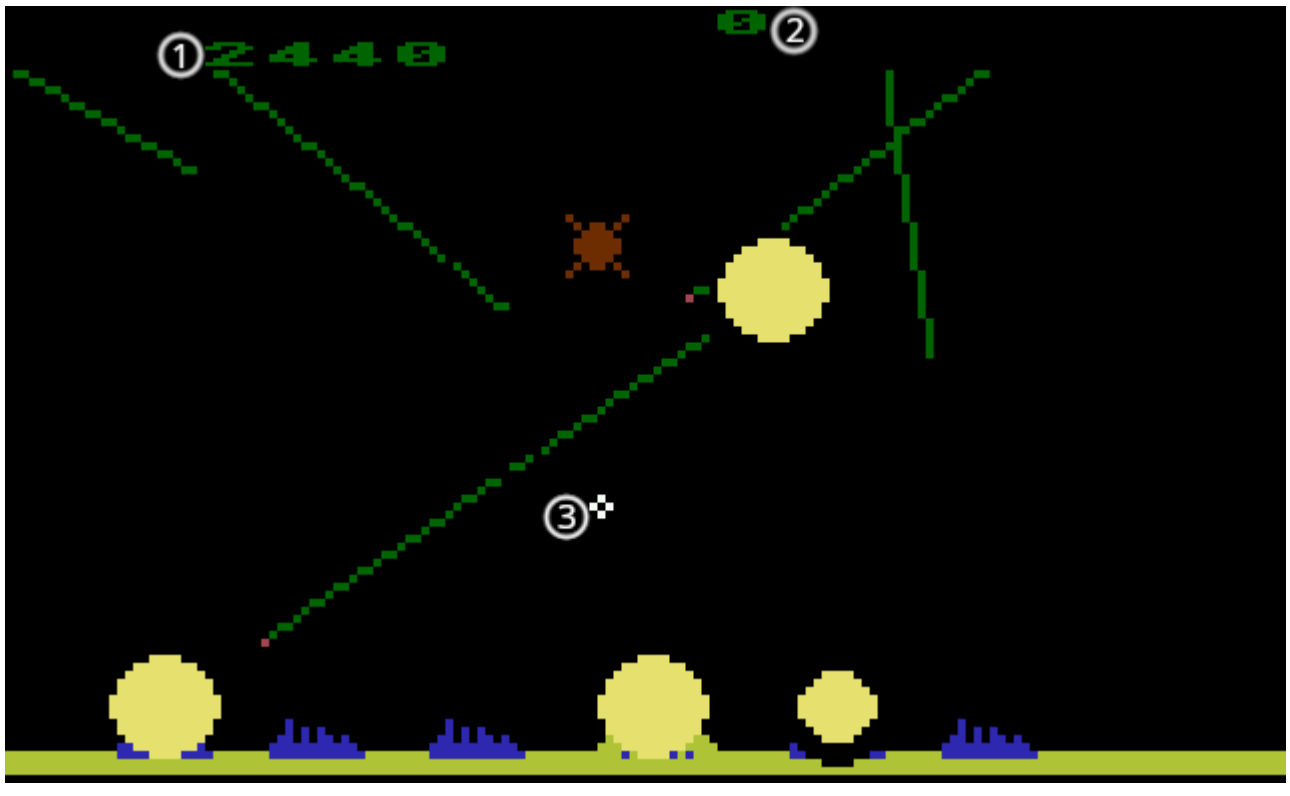
When the ABM launch pad is down to its last 6 missiles, the crosshair's center gap is made solid to indicate there are no missiles left.

You can only have 8 missile explosions on the screen at one time - if there are 8 explosions currently on screen, you'll have to wait for one to disappear before firing another missile.

Bonus Cities

If bonus cities are enabled, you will gain an additional city every 10,000 points. A bonus city will be placed at random when earned in one of the 6 spots at the bottom of the screen. If there are no open spots (the player has not lost a city), then the bonus city will be held in reserve, and placed in an open spot when a city is lost.

Interface



1. Player Score
2. High Score
3. Aiming Cursor

The current cities left can be seen at the bottom of the screen, alongside the ABM Launch Pad.

Scoring

Scoring Multiplier

Enemy Points

Enemy	Points
ICBM or MIRV	25
Bomber or Satellite	100
Smart Missile	25

Bonus Points

Bonus	Points
ABM Saved	25
City Saved	100

The scoring multiplier starts at x1 - each point earned in-game is multiplied by the current score multiplier. The scoring multiplier increases by 1 for each 2 levels (waves) completed, up to a maximum of x6.

At waves 11 and 12, the scoring multiplier reaches its maximum.

The screen colours change with each wave - below is a table of the various colours and multiplier the player will have during each wave.

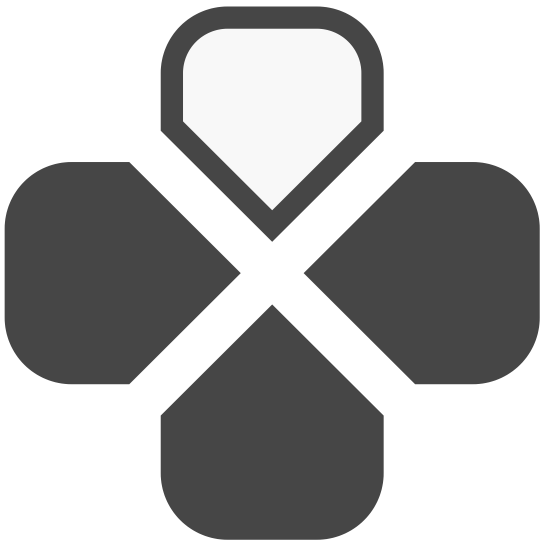
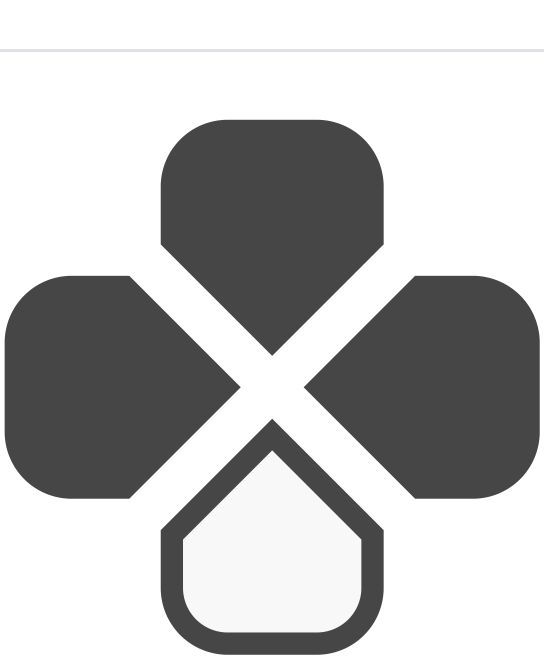
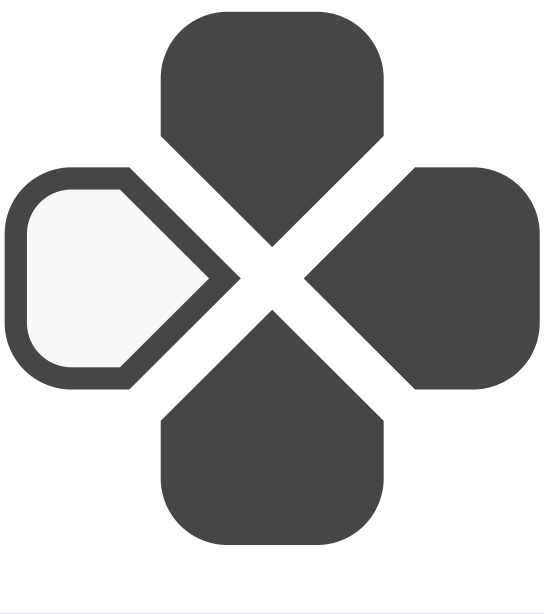
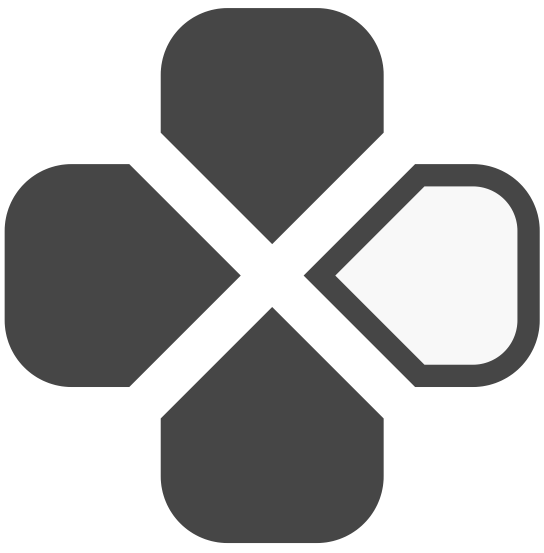
Waves	Colour	Multiplier
1 and 2	Blue and red on black background	1x
3 and 4	Blue and green on black	2x
5 and 6	Yellow-green and red on black	3x
7 and 8	Light blue and yellow on black	4x
9 and 10	Black and pink on blue	5x
11 and 12	Blue and light red on gray-blue	6x
13 and 14	Light yellow and black on purple	6x
15 and 16	Light red and black on light yellow	6x
17 and 18	Light purple and light yellow-green on gray	6x
19 and 20	Light blue and black on red	6x

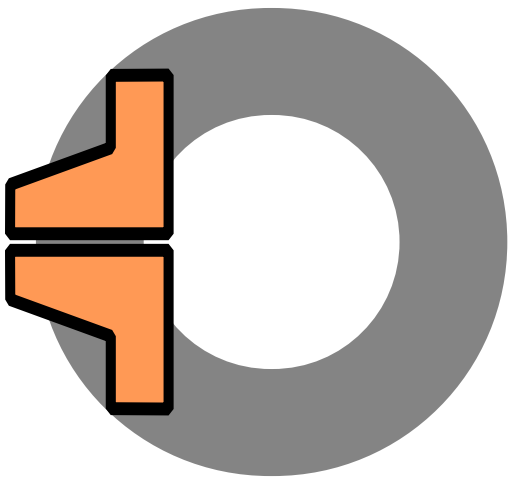
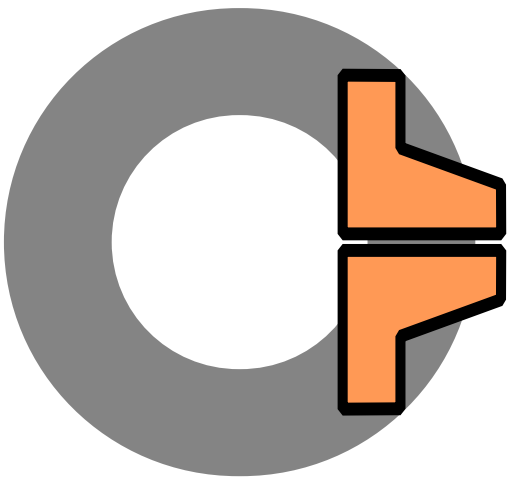
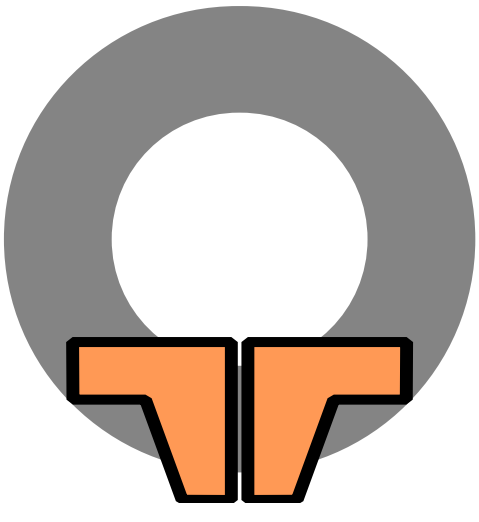
When reaching level 21, the screen colours reset to wave 1 and 2, starting at the beginning of the list, but preserving the current multiplier.

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MINER 2049er
BOUNTY BOB
BILL HOOK

Controls

Control	Action
	Move up
	Move down
	Move left
	Move right

Control	Action
	Jump
	Teleport to level 1
	Teleport to level 2
	Teleport to level 4
	Teleport to level 3

Control	Action
	Activate lift
	Select players

Miner 2049er

In this action platformer, you control Bounty Bob, explore and claim all 10 levels of an abandoned and mutant-infested mine. Walk over platforms in the mine to claim them. Destroy mutants when they turn green by collecting lost items. Explore the mine alone or with a friend.

Starting a Game

Option	Description
Start Game	To begin the game, press the teleport to level 1 button on the joystick.

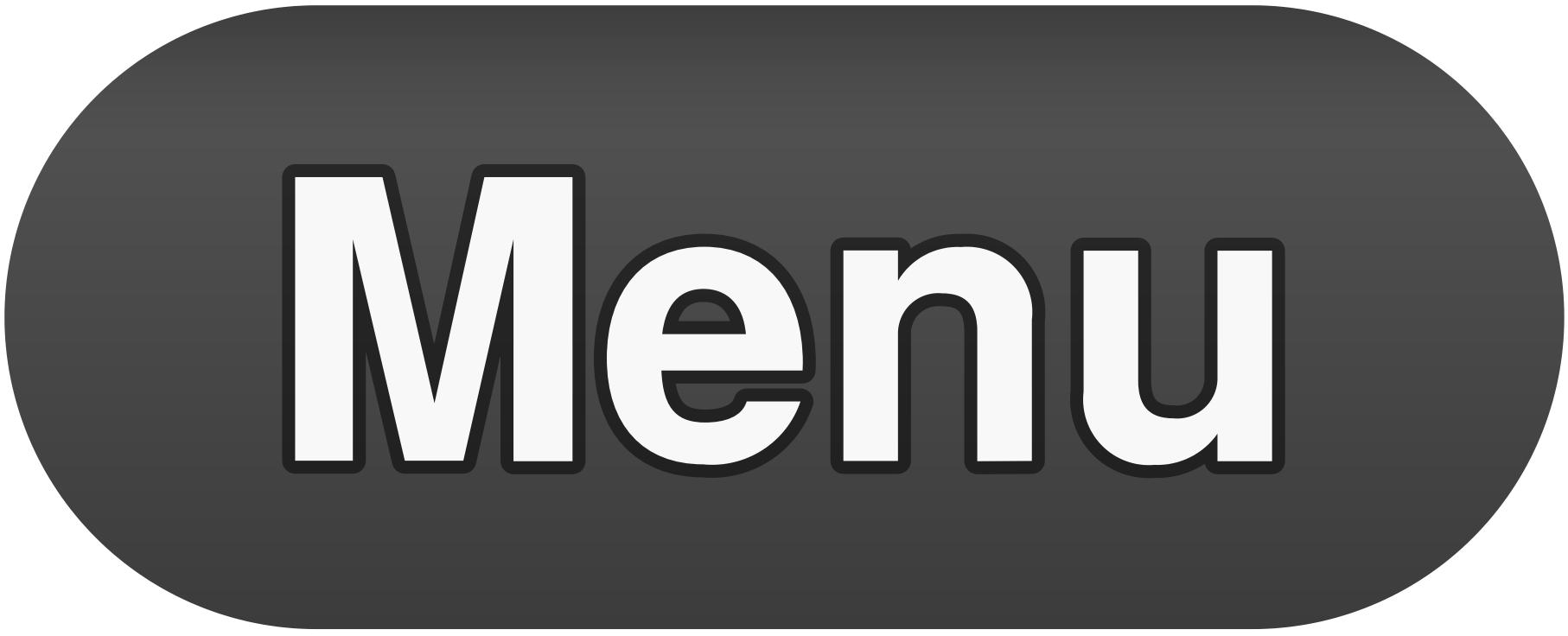
Configuring Options

Multi-Player

To start a two-player game, open the virtual keyboard by pressing the



+



buttons on the joystick. Move the cursor to the “Opt” button at the bottom-right of the screen, and press the fire button on the joystick to open the High Scores Screen.

While on this screen, press the select players button on the joystick to change between 1 and 2 player modes. After configuring the number of players, press fire on the joystick to begin the game.

Difficulty

To change the starting difficulty, open the virtual keyboard and input a number between 0-9 to select one of the 10 difficulties. Press the fire button on the joystick after choosing a difficulty to begin the game

Gameplay

Miner 2049er puts the player in control of Bounty Bob, with the task of reclaiming an abandoned mine filled with mutants, and lost items!

When Bob touches a tile in the level, it will become a solid colour. Make all tiles in the current level a solid colour to progress to the next mine station!

Move the joystick left and right to move Bounty Bob. Move the joystick up or down when next to a ladder to move between floors.

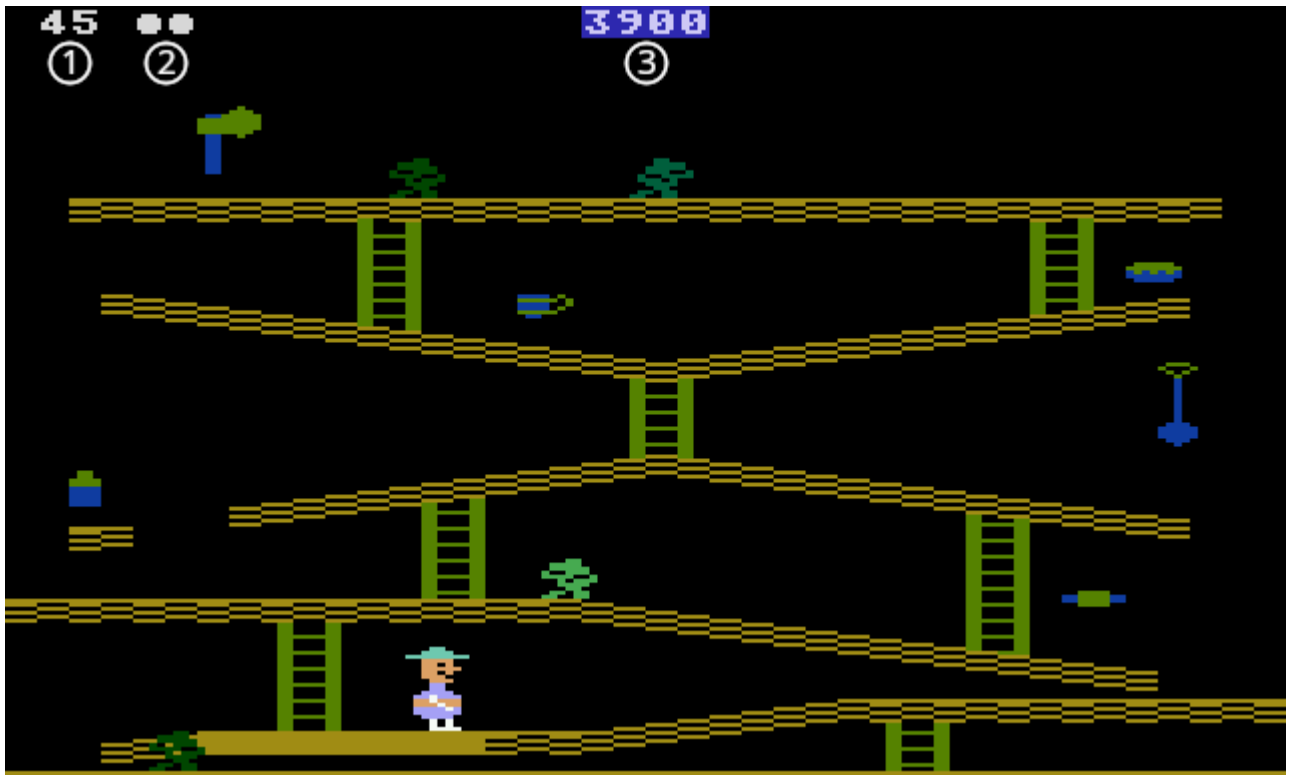
Press the jump button on the joystick to make Bob jump a short distance. Be careful when jumping! If Bob falls more than a single floor, he will perish and you’ll lose a life.

You begin each game with three lives. Bonus lives can be granted by earning enough points.

Lost Items can be found in each mine station - walk over these items to gain points, and make mutants vulnerable to attack for a short period.

When a mutant is green, touch the mutant to kill it! Remember to only do this when the mutant is not flashing. If a mutant touches Bob while it’s not green, he will perish.

Interface



1. Player Score
2. Player Lives
3. Miner Timer

Scoring

You can earn points in Miner 2049er by walking over tiles, eliminating mutants, finding lost items, and completing a mine station. Bonus Bounty Bob's are given for every **10,000 points** earned, granting the player an extra life.

- Each tile of the mine station that Bob reclaims is worth **5 points**.
- Each mutant that is eliminated is worth between **80-90 points**.
- Possessions found through the mines are worth between **100-1100 points**.

At the end of each station, the time remaining (shown at the top-center of the screen) will be added to the player's current points as a "Miner Timer" bonus.

The bonus points displayed also act as a timer - be sure to complete the current station before this reaches zero, or you'll lose a life!

Levels

Station	Description	Total Possession Points	Total Possessions
1	Sharpen your Miner's skill in this easy beginner's station. Four mutant organisms will challenge you in this station. There are six possessions left by previous explorers in this station.	1100	7
2	Avoid slipping down the slides in this station as you navigate five mutant organisms.	1500	7
3	Use the transporter in this level by moving Bob to the nearest entrance and pressing the teleport to level button on the joystick that matches the floor you wish to go to!	1200	6
4	There's plenty of jumping in this station! Precise movement is required to keep Bob from falling.	2400	8
5	This station introduces moving platforms in the mine - jump onto one and give Bounty Bob a rest! Avoid the slides at the top of the level.	2400	7
6	Avoid falling into the barrels of radioactive waste in this station at all costs!	1200	7
7	This station has it all! Transporters, slides, and moving pieces make this station Bob's most challenging yet.	2300	7
8	Jump onto the lift in this station to hoist Bounty Bob to anywhere in the station you want!	1500	6
9	Pulverizers cover the bottom of this station - avoid being squashed by them! Move along a still moving piece and start it moving to the other side. Watch out for slides as you're moving!	1600	8
10	Station 10 tasks Bob with retrieving TNT to shoot himself out of a cannon! Be careful to not overload the cannon. The cannon can be used to shoot yourself to any station level, depending on the TNT used.	0	0

Story

The cleaning woman was diligently dusting the Hall of Fame wall in the office of Headmaster Mounty Monty.

Monty was quietly doing the boring paperwork that all mounties must attend to. “Excuse me Sir, but why is there a big black wreath around this one picture?” inquired the cleaning woman. Slowly removing his glasses, he looked up and studied the picture she was referring to.

“That is the famous mounty ‘Bounty Bob’” answered Monty. “Bounty Bob was considered by all to be the most loyal, heroic, and charismatic mounty that our province has ever known.” The cleaning woman was entranced.

“Well, if he was so wonderful, then what is that bloomin’ black wreath doin’ up Monty reclined back in his chair as he said, “We sent 01’ Bounty out one wintery day to find Yukon Yohan, a ruthless and conniving fur trapper from Sweden.” The cleaning woman gulped. Nervously, she asked “What was this evil slime of a man wanted for?” A blank stare appeared on Mounty Monty’s face. In a whisper he muttered. “Murder”. The cleaning woman was horrified.

“Did Bounty Bob ever find this Yohan fellow?” she wondered. “Apparently he did” replied the headmaster. “We found his dogsled stopped outside an abandoned uranium mine once owned by Nuclear Ned. Two sets of tracks led into the mine. We followed them into the dark passages of the mine when suddenly there was a massive explosion. A huge cave-in occurred. We were barely able to escape with our lives.” “Whatever happened to Mr. Bob? Was he ever found?” asked the mystified cleaning woman. “No” answered Monty. He’s still in there looking for Yukon Yohan. Old Nuclear Ned was a survivalist and stocked up on supplies so Bounty Bob won’t have to worry about food … if he survives the radiation.”

You control Bounty Bob in his travels throughout the mine as he attempts to capture Yukon Yohan. You must “claim” all of the various mine stations. Cute but deadly mutant organisms prance casually throughout the mine. Any contact with them is fatal. To avoid contact simply stay away from them. or hop over them if you’re fast.

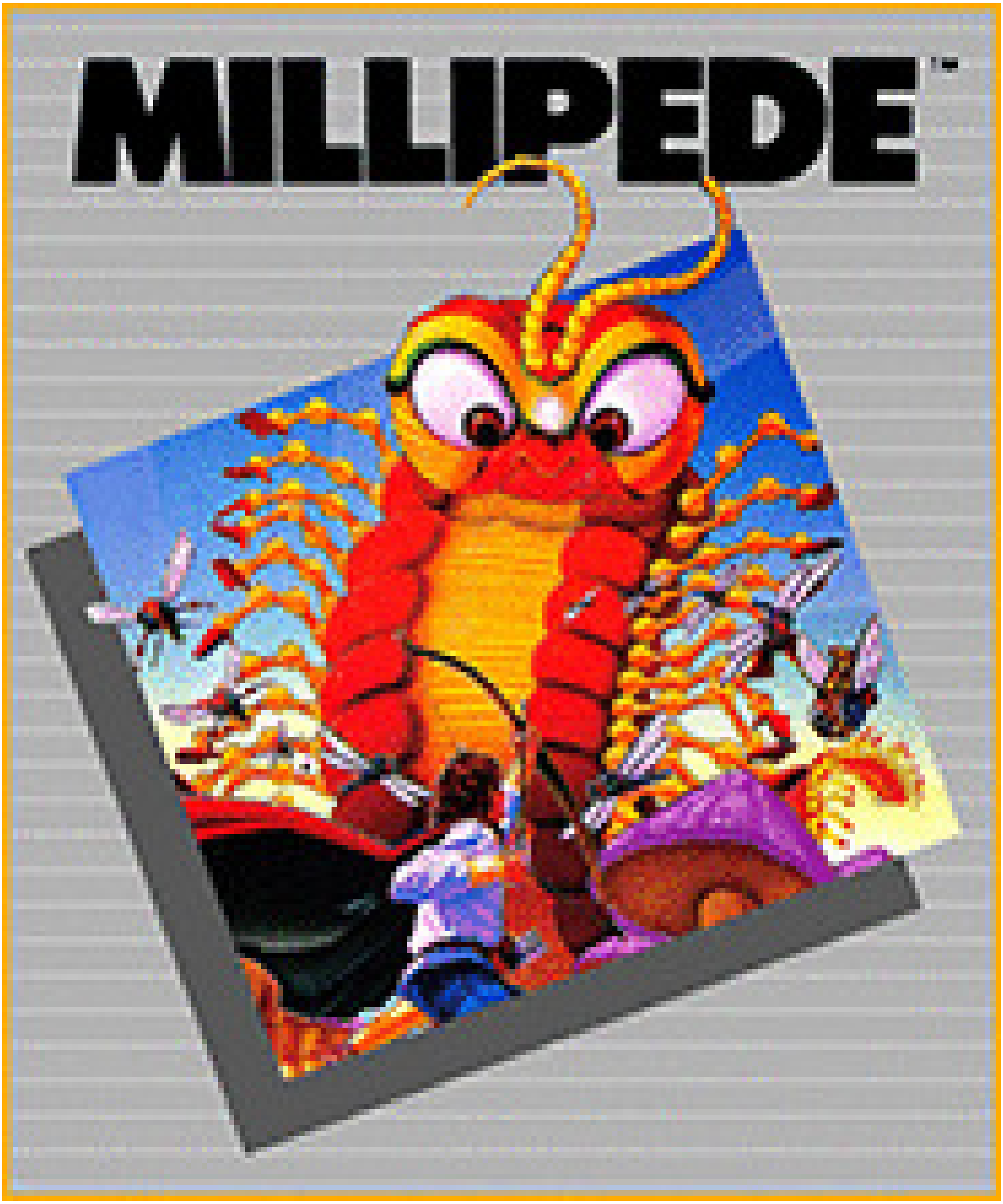
Scattered throughout the mine are various articles that have been lost by previous miners. Capture them by touching them and you will be awarded points. Additionally, the mutants will turn into green happy creatures that are now edible. Quickly run into them before they return to their deadly forms and you will eliminate them and score points. Whenever you walk along sections of framework in the mine the sections immediately under your feet will turn solid.

To advance to the next station you must “claim” all sections of the framework. Missing even one section will prevent you from advancing to the next station.

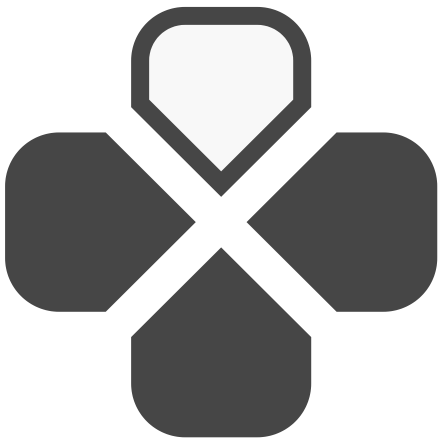
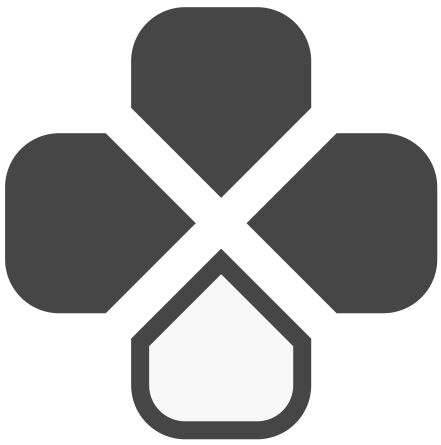
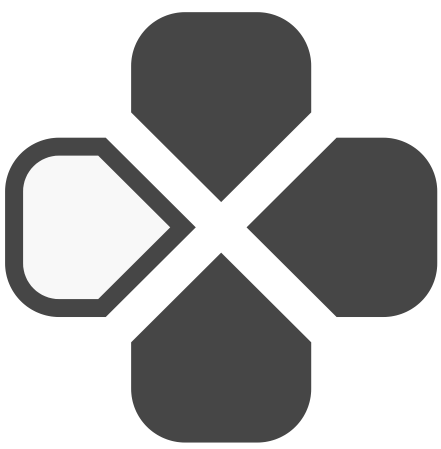
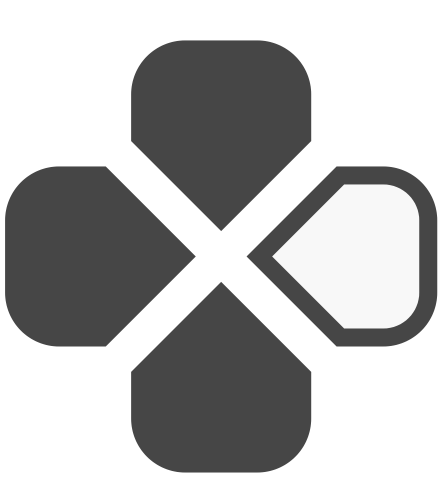
At the top center of your display is the “Miner Timer”. This timer indicates how much time you have remaining to finish the station. When it counts down below a safe level, it will warn you by flashing and beeping. If it reaches zero, your miner dies instantly. If you finish the station before it reaches zero you then receive the number of points that it shows.

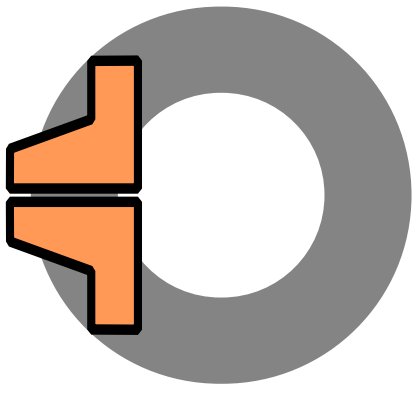
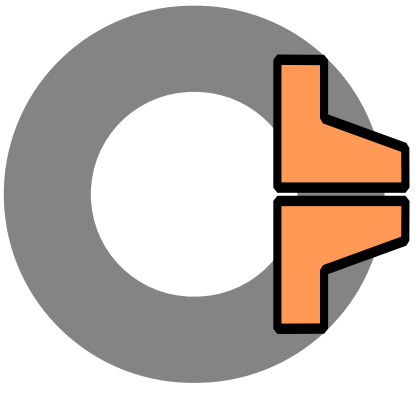
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MILLIPEDE™



Controls

Control	Action
	Move up
	Move down
	Move left
	Move right
	Fire

Control	Action
	Select players
	Choose game controllers
	Start
	Fire

Millipede

In this sequel to Centipede, you play as the Archer, you must stop enchanted bugs from taking over your mushroom patch. Stop the millipede from reaching the bottom of the screen alone or with a friend. Don’t let the millipede touch poisonous mushrooms! Score as many points as you can.

Starting a Game

Option	Description
Start Game	To begin setting up a game from the menu, press the start button on the joystick. Once a starting score has been selected, press the fire button on the joystick to begin the game.
Select Starting Score	To select a different starting score, move the joystick left and right after pressing the start button.

Gameplay

Millipede puts the player in control of an archer in a garden patch, with an army of menacing bugs invading it!

Move the archer in any direction on the screen using the joystick. Press the fire button on the joystick to fire an arrow upwards on the screen. Avoid incoming bugs by moving the archer away from them. If a bug hits the archer, you’ll lose a life!

Mushrooms in the garden can be destroyed. Hit a mushroom 3 times with arrows to destroy it. Any Mushrooms that are damaged will regenerate fully when an archer is lost.

Interface



1. Player Score
2. Player Lives
3. High Score
4. Bonus Indicator

Enemy Types

Millipede

The millipedes attack from the top of the garden, moving left to right downwards. When a millipede hits an object that isn't a bug or the archer, it reverses its direction.

- When a segment of the Millipede is shot, a mushroom takes its place.
- When part of the Millipede is hit, it splits into two and both parts move separately.
- When a Millipede is destroyed completely, the screen scrolls down one row
- If a Millipde appears that is only 4 segments long, the screen will scroll down one row every 2 seconds, until it is destroyed.
- When a Millipede hits a poisoned mushroom, it changes colour and direction, falling vertically to the bottom of the screen.

Spider

Spiders enter from the side of the screen, jumping downards towards the player. The points a spider is worth depends on how close it is to the archer when hit.

- A spider destroys any mushroom or flower it moves over.

Beetles

Beetles appear randomly after the second Millipede has appeared. They appear from the bottom sides of the screen and move around randomly, before moving upwards and exiting the screen. If a beetle hits a mushroom while exiting the screen, it turns into a flower.

- Flowers cannot be destroyed by the archer, and are turned into normal Mushrooms when the current archer is hit.
- When a beetle is hit by the archer, the entire screen scrolls down one row, bringing all mushrooms closer to the archer.

Mosquito

- Mosquitos appear when a millipede with fewer than 9 segments is on the screen.
- The mosquito's speed increases as the player's score increases.

Bees

- Bees randomly fall from the top of the screen during any round.
- As they fall, they leave a path of new mushrooms behind them.
- Bees take two shots from the bowman to be killed - the first shot speeds the bee up.

Inchworm

- Inchworms move slowly around the screen when they appear, but speed up when the player has more than 80,000 points.
- When an inchworm is hit, the movement of all insects currently on the screen is slowed for 5 seconds.

DDT Bomb

Hit a DDT bomb in the garden to earn a large amount of points instantly. Hitting a DDT bomb that has bugs nearby will eliminate any bugs in range - bugs destroyed by a DDT give the player triple the points.

- DDT Bombs poison any mushrooms within their range.

Dragonfly

- Dragonfies move in a zig-zag pattern, and their speed increases as the player's score increases.

- Like the Bee, as a dragonfly moves, it leaves a path of mushrooms behind it.

Earwig

- Earwigs poison mushrooms they come into contact with, changing their colour.

Insect Raid

After a Millipede of 1, 3, 5, 7 or 11 segments is destroyed, an insect bombing raid occurs. A raid may contain one, or a combination of:

- Bees
- Dragonflies
- Mosquitos

With each insect hit during a raid, a 100 point bonus is added to each bug hit, up to 1000 points.

Scoring

The player can choose to begin the game with an increased starting score - the starting score can be set between 0 - 60000.

After playing your first game, you can start at 10,000 points below your high score, up to 300,000.

Enemy	Points
Spider	300 - 1200
Earwig	1000
DDT Bomb	800
Dragonfly	500
Mosquito	400
Beetle	300
Bee	200
Inchworm	100
Millipede Head	100
Millipede Body	10
Mushroom	1 - 5

Spiders

Each time a spider is killed, the points the player has earned will appear on-screen where the spider was killed. The player earns:

- **300 points** for hitting a spider at long range
- **600 points** for hitting a spider at medium range
- **900 points** for hitting a spider at close range

Each time you lose an archer, you receive 5 points for every Flower, poisonous Mushroom, or partially destroyed Mushroom left in the garden.

Story

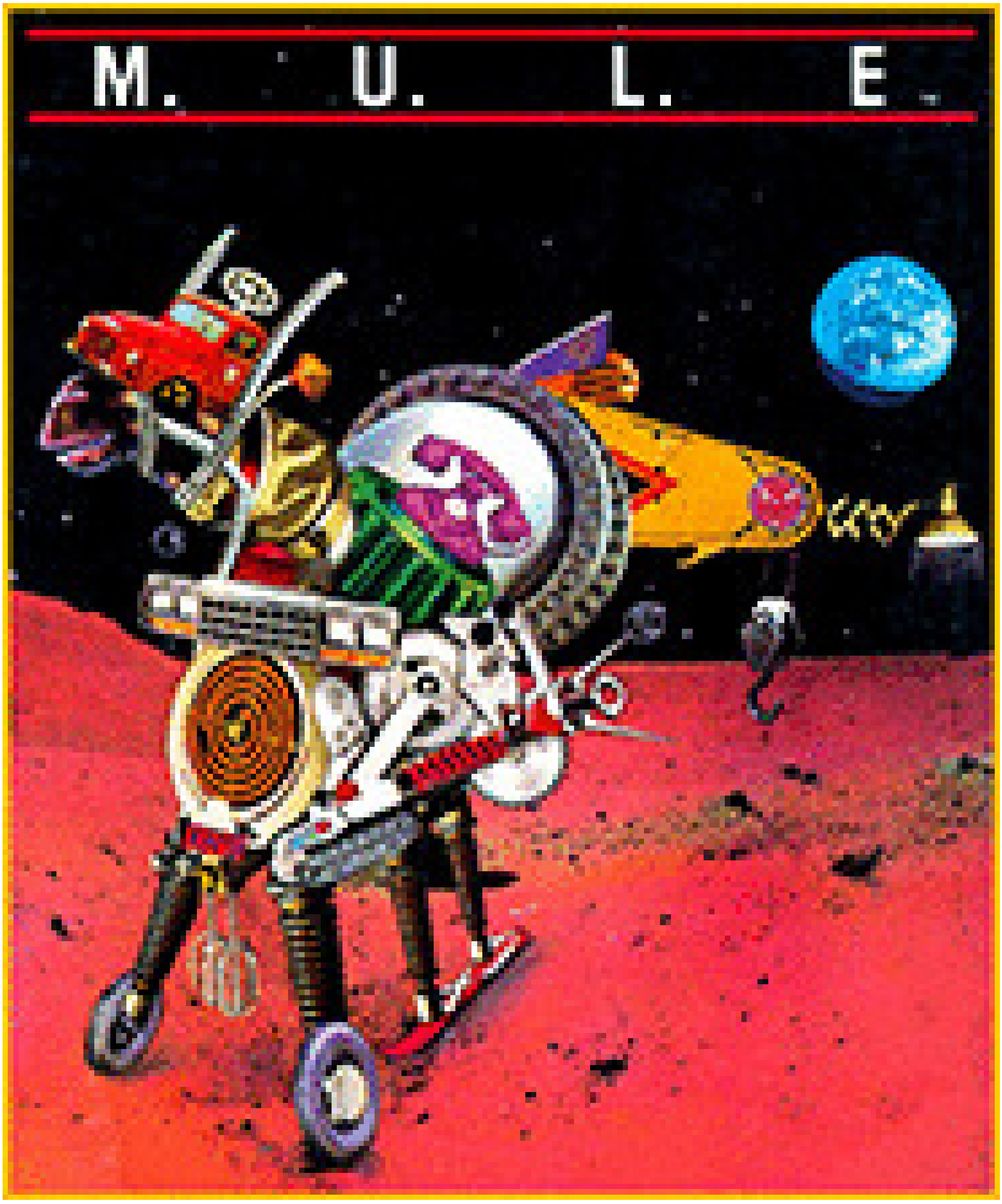
An army of menacing Millipedes - cousins of the famed Centipede - have invaded your garden patch, and you must shoot arrows at them to rid your plot of these pesky pests.

But wait! The Millipedes aren't the only insidious insects you have to destroy.

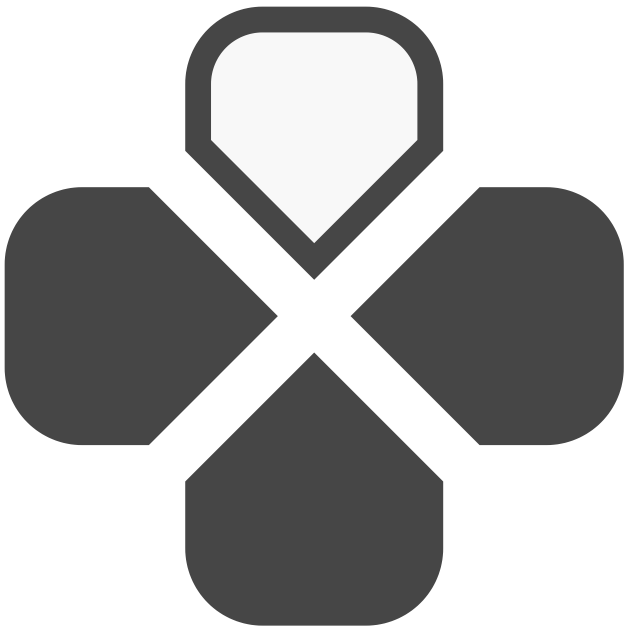
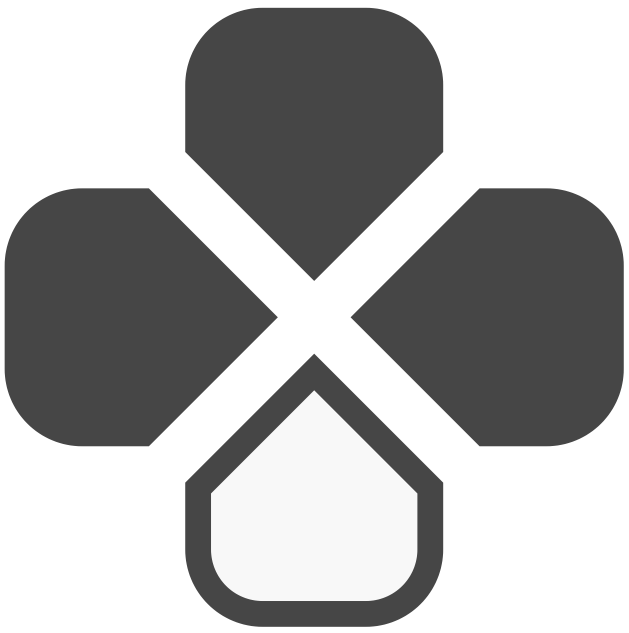
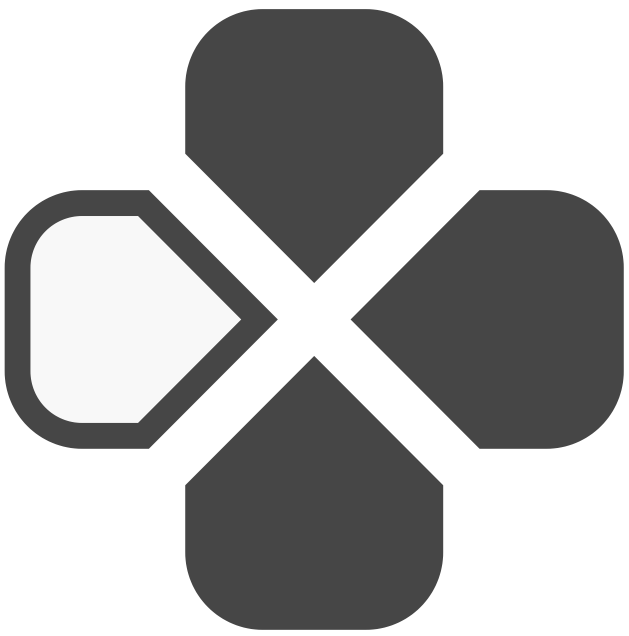
Jumping Spiders, Buzzing Bees, Bouncing Beetles, Mosquitos, Dragonflies, Inchworms, and Earwigs all have unique and deadly powers of their own!

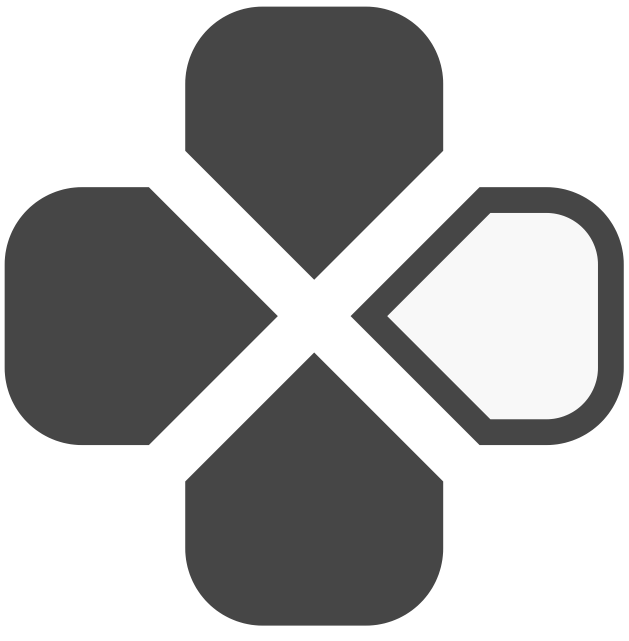
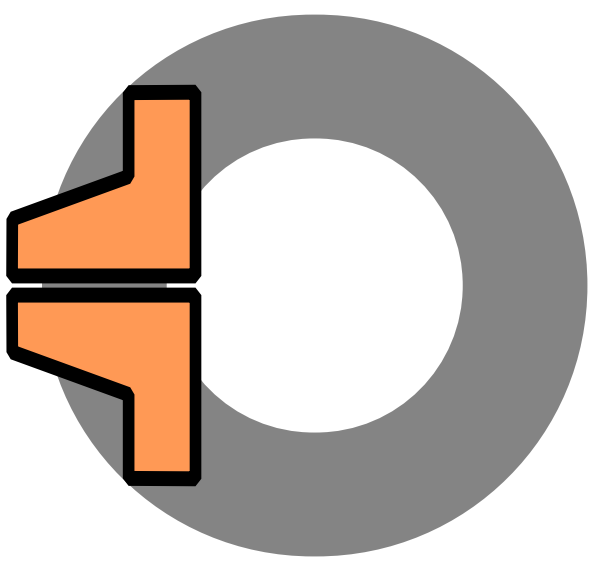
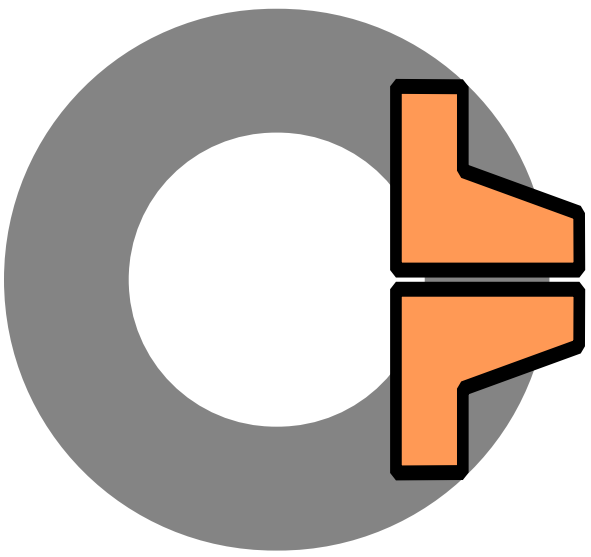
Rid your garden of those bothersome bugs!

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M. U. L. E.

Controls

Control	Action
	Move up
	Move down
	Move left

Control	Action
	Move right
	Action
	Select mode
	Start

Control	Action
	Action
	Select players

M.U.L.E

In this classic turn-based strategy game, embark on a journey to colonise a new planet, manage resources, and outwit rival settlers. Use M.U.L.E.s to gather resources. Balance supply-demand for Energy, Food, and Smithore. Maximise your wealth. Choose from three modes to play solo or with up to four friends.

NOTE For version 1.0.0 of the firmware see Why does M.U.L.E contain missing graphics?

Starting a Game

Option	Description
Select Players	Press the menu button on the joystick to change the number of players
Change Difficulty	Press the Start button on the joystick to change the game difficulty
Start Game	To begin the game with the selected options, press the start button on the joystick.

Gameplay



Game Modes

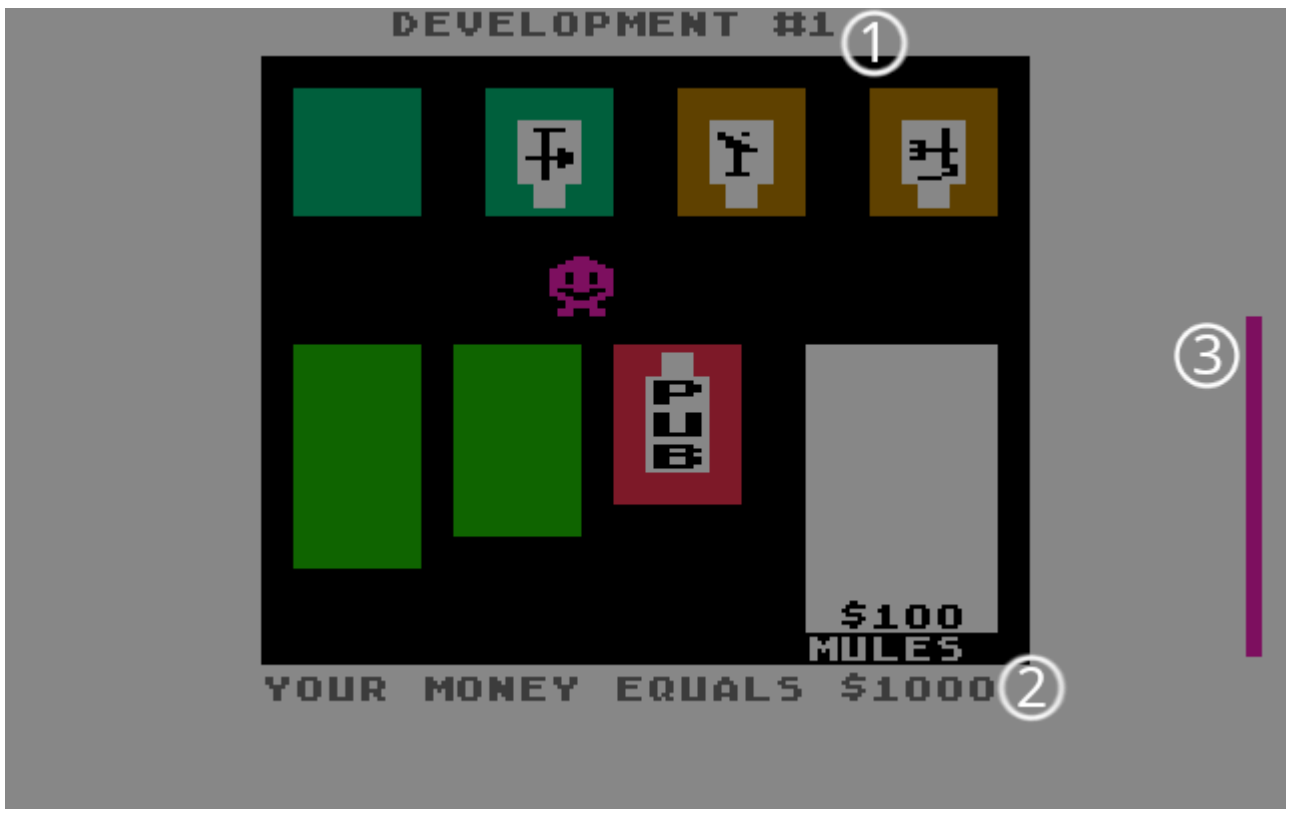
M.U.L.E has three difficulty modes: **Beginner, Intermediate,** and **Tournament**.

Beginner and intermediate modes change the difficulty level of computer-controlled players and the number of rounds.

Tournament mode introduces Crystite, a new resource for the player to gather, faster-paced land selection, and more challenging computer opponents.

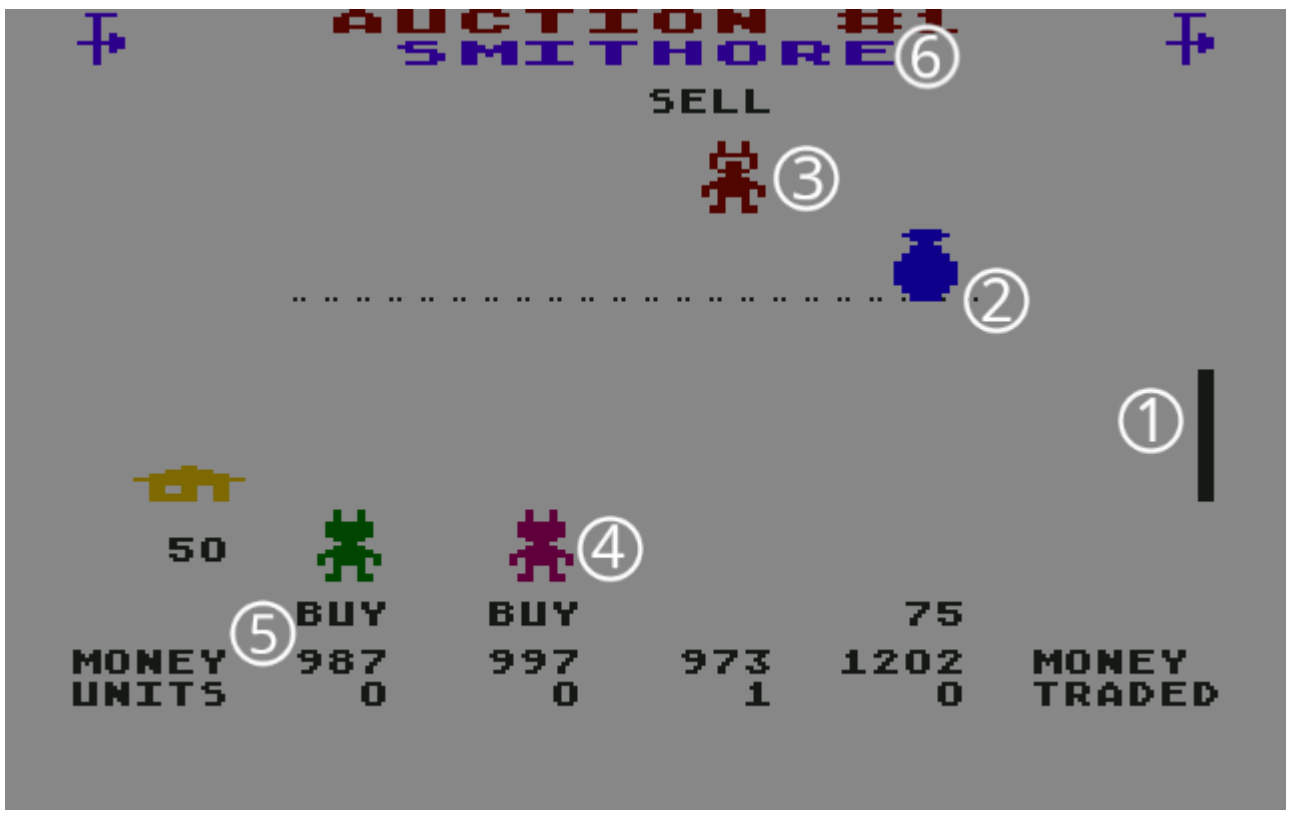
Interface

Player Turn Screen



1. Game Stage/Round
2. Player Money
3. Time Remaining

Trading Screen



1. Time remaining
2. Buy Line
3. Sellers
4. Buyers
5. Money/Units Available
6. Unit Type

M.U.L.E puts the player in control of one of 9 alien species, tasked with exploring, gathering resources and growing their colony on the planet Irata. Each race has different advantages which can provide bonuses to different types of play.

Grow your colony by gathering more land, and utilise Multiple Use Labor Elements (M.U.L.E) to create harvesting structures on owned land. Choose to harvest energy, food, smithore, or crystite in Tournament mode.

Land

At the start of each round, tiles are distributed to each player.

A highlighted tile moves from the top left of the screen across each unowned tile - players can press the action button on the joystick to claim a desired tile, but must do so before another player tries to claim it!

After tiles have been distributed, a tile auction occurs, where up to 5 tiles of land can be given to players. Players bid for each tile in the same auction screen shown when selling or buying resources later in the round.

If the tile being offered is not sold to a player, no further tiles are sold in that round.

There are three types of land tiles:

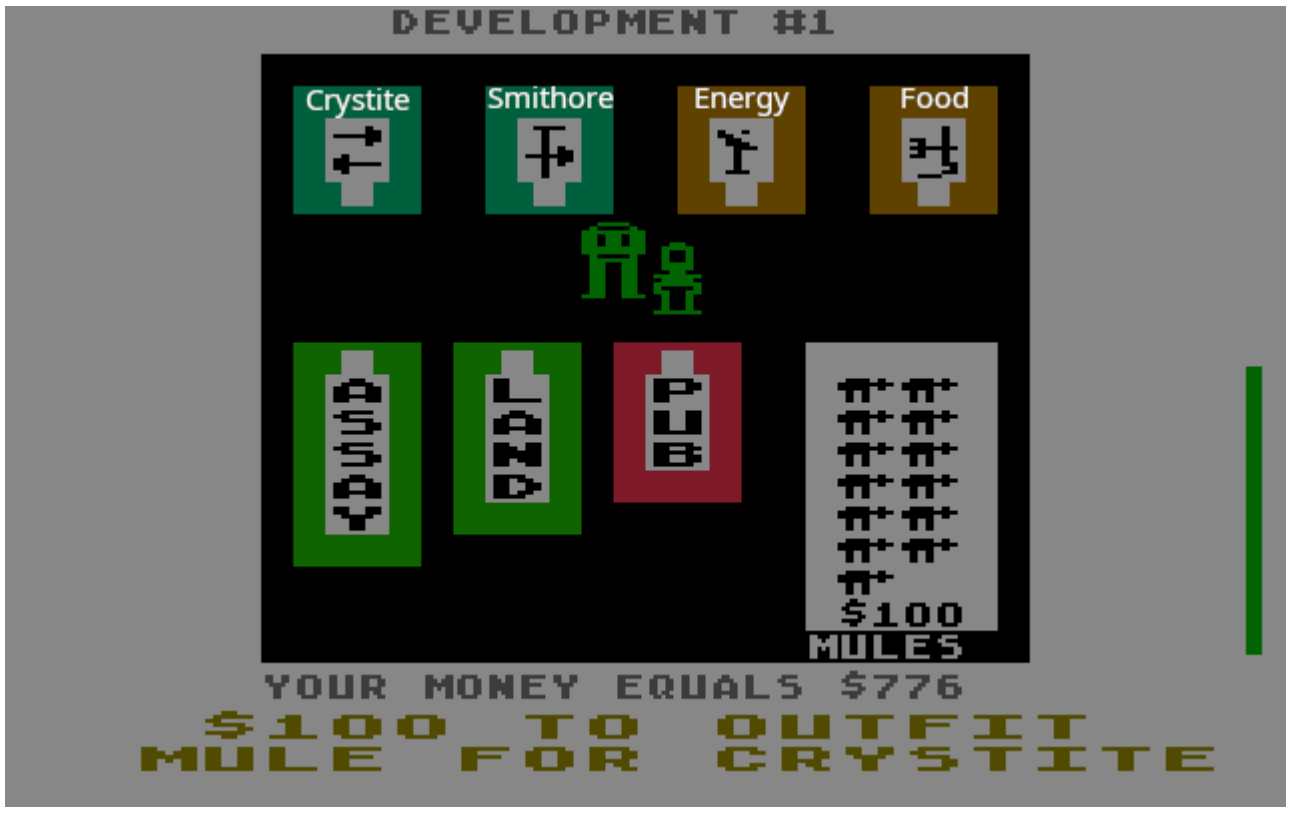
Mountainous
Best for mining smithore.

River
Best for producing food.

Flat
Best for producing energy or food.

Central Hub

The central town is where each player begins their turn. The town contains different areas which a player can move inside to interact with.



Central Town Areas

- The Pub
  - Enter the pub to gamble and automatically win a small amount of money.
  - Entering the pub will end your current turn.
  - The more time left in the turn, the more money is earned.
- Equipment Selection
  - When a MULE has been purchased, move into a room with the corresponding resource symbol to equip the mule with harvesting tools for that resource.
- Allay
  - In Tournament mode, the Allay can be used to survey a tile, revealing if there is any Crystite there.
- Land
  - Move here to sell a land tile that you own in the next auction.
- MULEs
  - Move here to purchase a MULE and begin equipping it to harvest.

To exit the central town and enter the full map, move to any corner of the screen.

M.U.L.E.s

Multiple Use Labor Elements, or M.U.L.E.s, are equipped with tools to harvest on owned land. MULEs can be placed on a tile during a player's turn to gather resources. Be sure to place a MULE on a tile before the end of your turn, or else it will run away!

Resources

There are four types of resources in M.U.L.E, each of which can be gathered by equipping MULEs with the correct harvesting equipment during your game turn, and interacting with an owned plot with the action button on the joystick.

Energy

Energy resources can be sold to the shop or during an auction, and are used to power each mule harvesting that is not an energy MULE.
If a player does not have enough energy, MULEs will stop production on the land they occupy at random.

Food

Food is used to extend the time a player has to perform actions during their turn. As the game progresses, the amount of food required to maintain turn time increases.
Half of the food that you do not consume during a turn will spoil, becoming unusable. Food can be grown on any tile, but grows best on river tiles in the center column of the map.

Smithore

Smithore is a resource which is used to produce more MULEs, or sold in the store. It can be mined by placing a MULE equipped with the ability to gather smithore on any non-river tile.
If a player does not have enough smithore during their turn, they are unable to purchase any additional MULEs.

Crystite

Crystite is a rare resource that is only present during Tournament mode. Crystite sells for a far greater price than any other resource, but is difficult to manage. Crystite can be found on a selection of random tiles. Tiles can be surveyed for Crystite by using the assay office in the central town.
Crystite cannot be sold to other players - it is sold off-world instead. If a pirate invasion random event occurs, a player can potentially lose all of their current crystite.

Events

Random events can occur during each game, affecting all players, or one colony. Events can either provide a benefit to players, or a unique challenge.

Individual Player Events

Individual events have a small chance of happening at the start of each player's turn, displayed as a prompt at the bottom center of the screen before the turn starts.

They can vary from home-world relatives giving the player additional food and energy, to losing money from betting on a two-legged kazinga race.

Global Events

Event	Effect
Planetquake	Mining MULEs only produce 50% of their output
Pest Attack	A crop infestation causes one of the top two players to lose food production on a random tile.
Sunspot Activity	Energy MULEs produce additional energy.
Acid Rain	Food MULEs produce extra food. Energy MULEs produce less.*
Fire in Store	The store is closed for one round, and all store supplies are destroyed.
Meteorite Strike	A meteorite smashes a land tile at random.*
Radiation	A random MULE of one of the top two players suffers a bout of radiation, and runs away.
Pirate Ship	The Smithore (or Crystite in Tournament mode) produced this turn is stolen by invading pirates.

* These events spawn a moving cloud/meteorite on-screen at the start of a round, affecting tiles the cloud passes over.

Scoring

After the final turn's auction is over, a screen is shown displaying each player's current score:



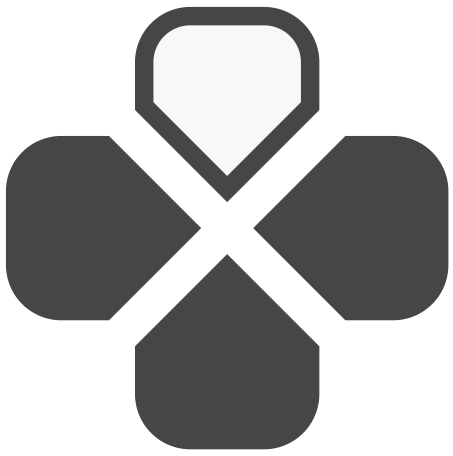
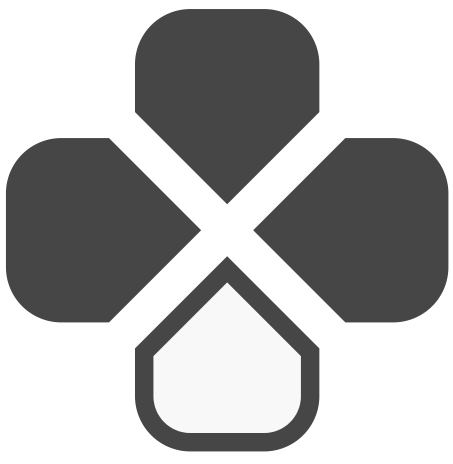
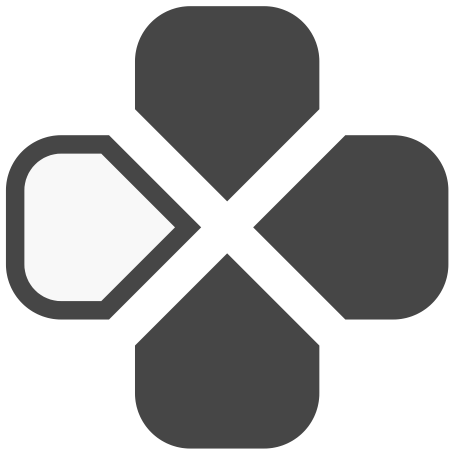
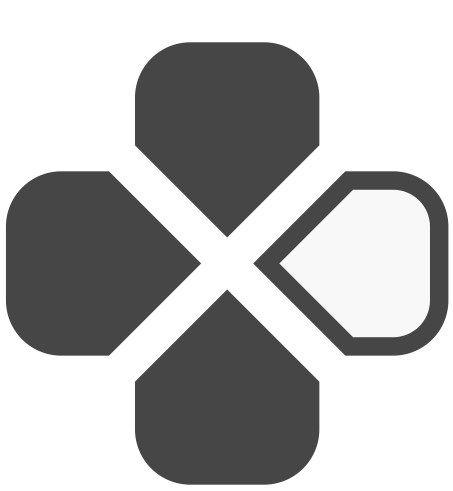
The player's total score is calculated from:

- Money
- Land: 500 points per land tile owned + cost of equipment for MULEs harvesting
- Goods: The current market value of all resources the player hasn't sold or used.

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Controls

Control	Action
	Up or jump
	Move down
	Move left
	Move right
	Attack

Control	Action
	Select players
	Attack
	Play vs computer/player

Lee

In this platformer, you are a master of martial arts on a quest for immortality and wealth, fight your way through the fortress and defeat the Evil Wizard. Kick, duck, run and chop your enemies solo or with a friend. Collect lanterns and search for the 20 hidden rooms. Battle the computer or a friend.

Starting a Game

Option	Description
Option	To choose a 1 player or 2 player game, press the select players button on the joystick.
Select	To choose to play against a computer opponent, press the Play vs computer/player button on the joystick.
Start	To begin the game at level 1, press the attack button on the joystick.

Gameplay



You begin your search for the wizard at the entrance to his fortress. This chamber, and each chamber here, is sealed off from the other rooms. Collect lanterns to move to the next room, avoid or kill enemies, and watch out for traps.

Play Against Computer or Opponent

Press the play vs computer/player button on the joystick to indicate whether the player who is “up” as Lee will compete against the computer or against an opponent. You can set up four combinations using the number of players indicator and the computer/opponent indicator:

Mode	Description
One Player VS. Computer	You are Lee competing against the computer’s Green Yamo. You can take five falls before the game is over.
One Player VS. Opponent	You are Lee and another player is the Green Yamo. You can take ten falls before the game is over. After the game is over, you can switch roles if you wish.
Two Players VS. Computer	You and another person take turns being Lee competing against the computer’s Green Yamo. As soon as you (Lee) take a fall the other player takes a turn using the joystick in port 2, competing as Lee against the computer’s Green Yamo. The computer keeps each player’s score.
Two Players VS. Opponent	You are Lee and Player Two is the Green Yamo until Lee takes a fall. At that point, Player Two becomes Lee and you become the Green Yamo until Lee takes a fall. (Do not switch joysticks!) The computer keeps track of each players score.

How-to-Play:

Collect Lanterns



The only way to get from one room to the adjoining room is to Jump up and take the lanterns which hang from the ceiling. When you get all the lanterns (or at least certain lanterns) for that room, the door opens. (Watch the edges of your screen so that you’ll see when your exit is possible.)

You must get all of the lanterns in the first three rooms in order to proceed. Then go to the middle room and look for the opening through which you can exit.

Climbing

Climb vines (up, down, or sideways), ride on waves of particles which change direction at random, leap from ledge to ledge and jump down from a ledge without injury.

Interface



1. Score
2. Hiscore (Top)
3. Lives (Falls)

Enemy Types and Traps



Green Yamo

The Green Yamo will run after you and deliver crushing kicks.

- Duck and run away to foil their attempts to harm you.
- Weakness: kicking and chopping, 3 hits to defeat them.
- Green Yamos will respawn after a short amount of time.

**Ninja**

- Weakness: kicking and chopping, 2 hits to defeat them.
- Ninjas will respawn after a short amount of time.

Traps

Avoid electrical charges passing through gaps between ledges, pan lights streaming across the floor, and exploding tsung-lin (bushes) appearing from nowhere.

Wizard



- Hazards and traps await you in rooms close to the wizard's chamber.
- When you finally reach the wizard. Destroy the wizard — and his fortunes are yours. Enjoy them, because your next foray into the fortress will be difficult.
- Keep away from the fireballs streaming from his eyes.

Score Table

	POINTS
Collecting a Lantern	125
Knocking out Ninja	450
Knocking out Yamo	200
Chopping Ninja or Yamo	100
Kicking Ninja or Yamo	75
Destroying Wizard	3000
Entering a New Room	2000
Landing on Ninja or Yamo	50

Extra Lives

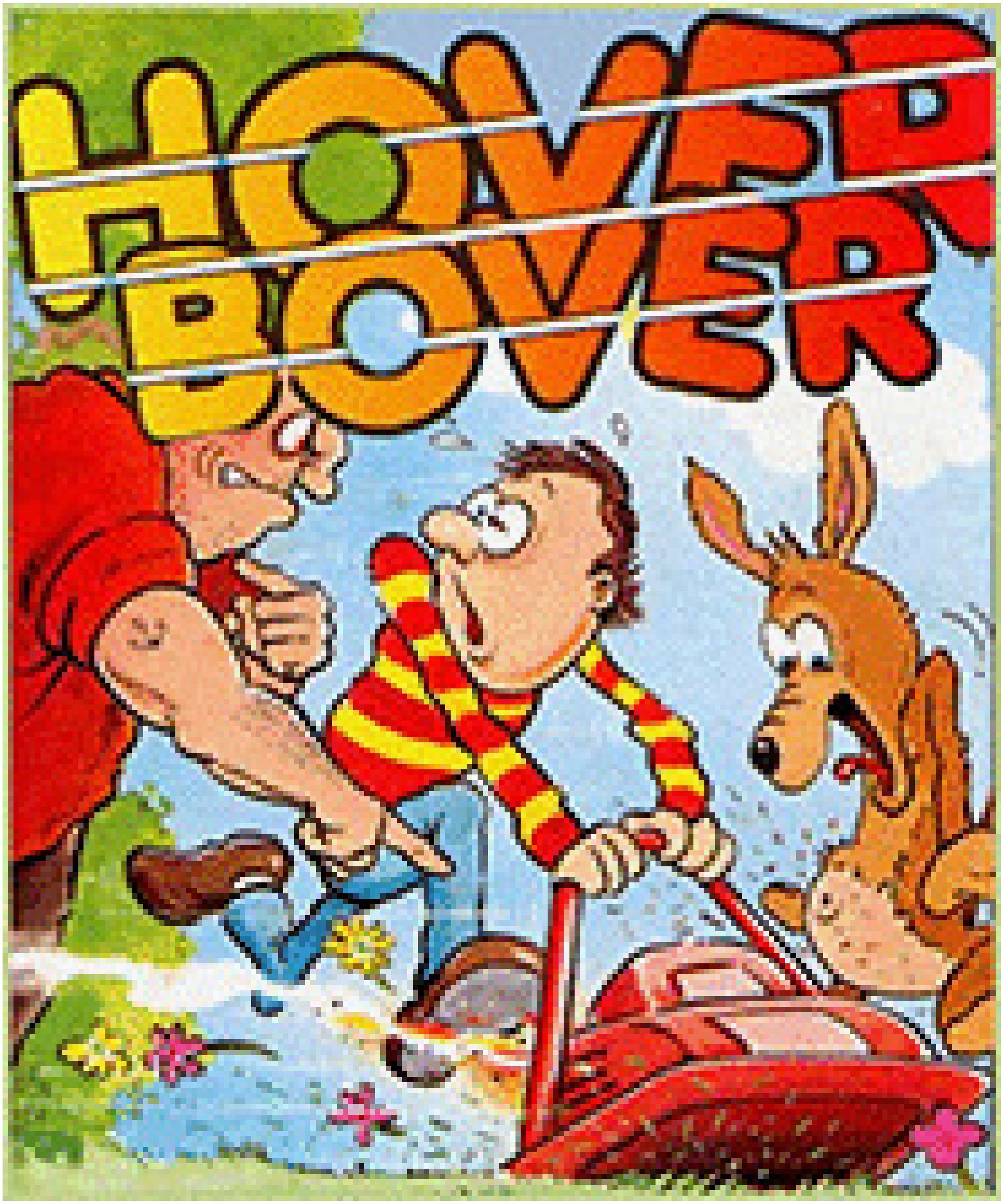
At 40,000 points (and every 30,000 points after that) you get an extra Lee.

Story

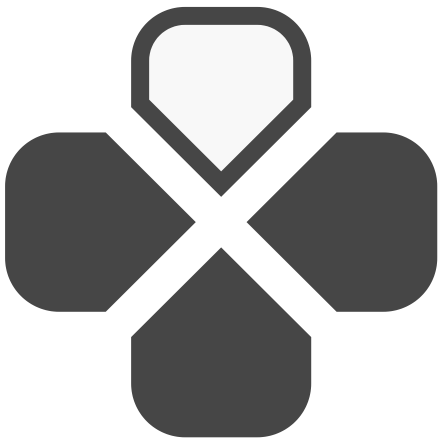
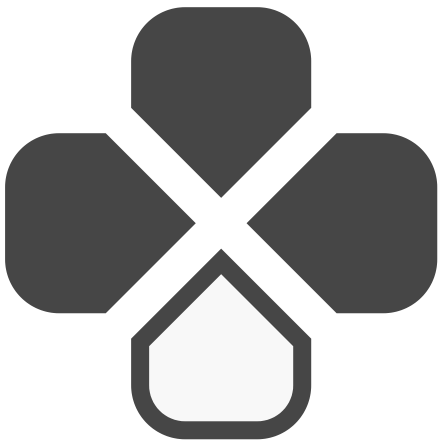
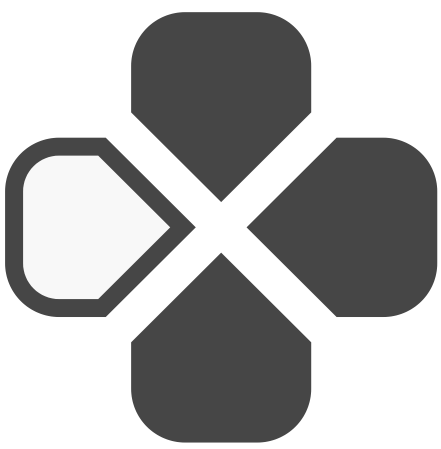
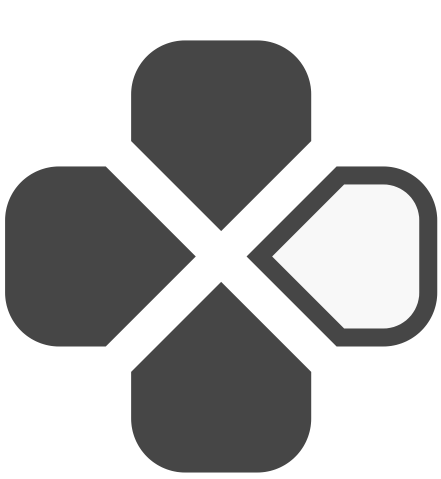
An opulent, mysterious, and perilous fortress is the setting as Lee seeks to claim infinite wealth and the secret of immortality from the wizard who dwells within.

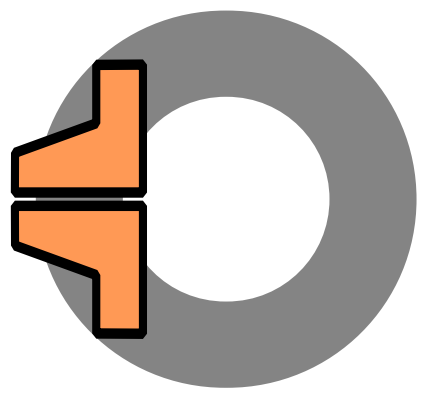
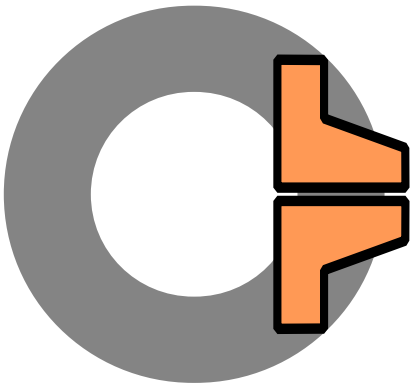
Throughout your search for the wizard, you are attacked by Green Yamo and Ninja brandishing their bokken sticks.

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HOVER

Controls

Control	Action
	Move up
	Move down
	Move left
	Move right
	Dog attack

Control	Action
	Select players
	Choose game controllers
	Start
	Dog attack
	Mute/unmute music

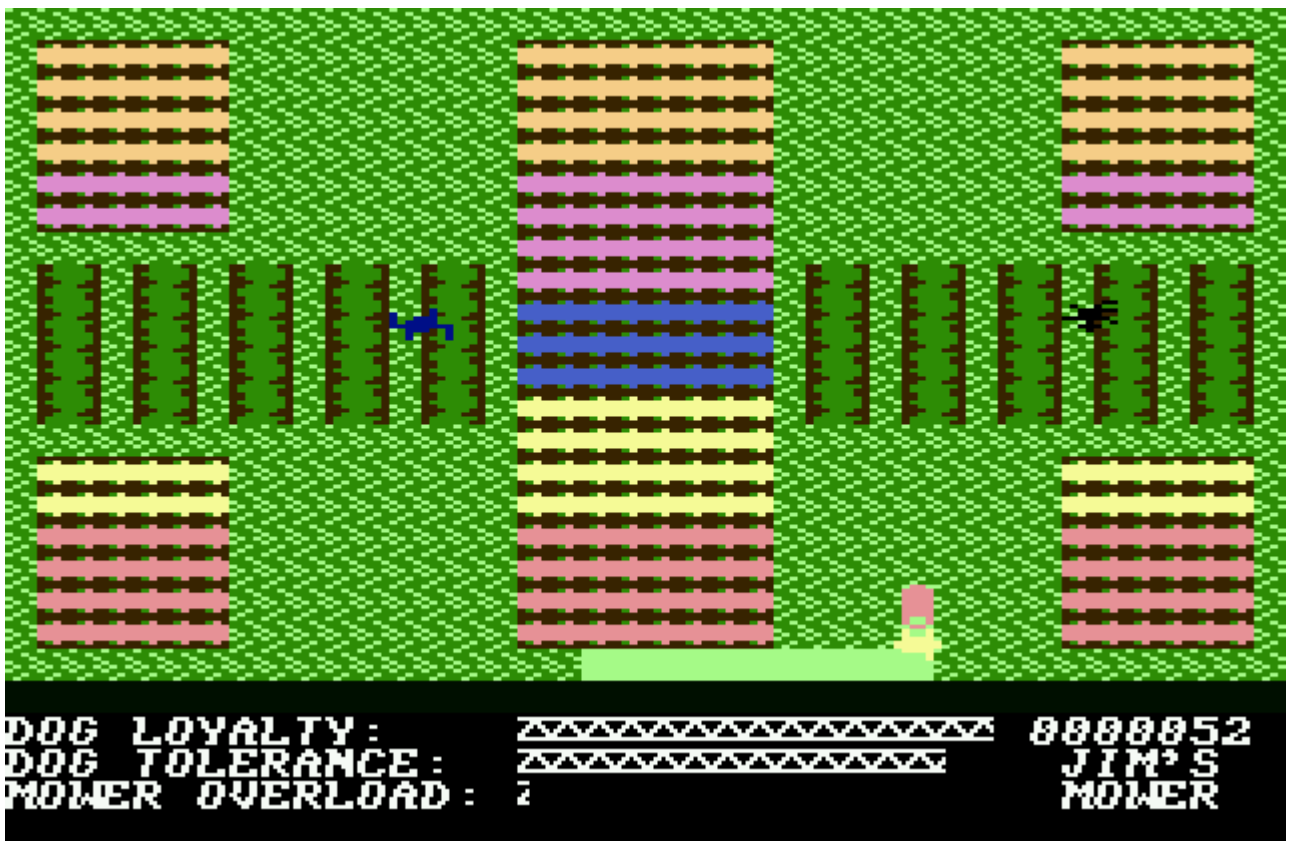
Hover Bovver

In this quirky maze game, you play as Gordon Bennet, who has stolen his neighbour's lawn mower, but now, the neighbour is determined to get it back. Avoid enemies or they will take the mower! Use dog loyalty to keep enemies away. Dog tolerance decreases over time. Eight lawns to mow alone or with a friend.

Starting a Game

Option	Description
Start Game	To start the game, press the start button on the joystick.
Select Level	To change the starting level, press the dog attack button on the joystick.
Select Number of players	To change the number of players, press the select players button on the joystick
Select Number of joysticks	To change the number of joysticks, press the choose game controllers button on the joystick.

Gameplay



You manoeuvre Gordon and his Air-Mo using the joystick. Your task is simply to mow the green areas on the lawn displayed on the screen whilst avoiding the Neighbour, the Gardener, and upsetting Rover!

How to Play:

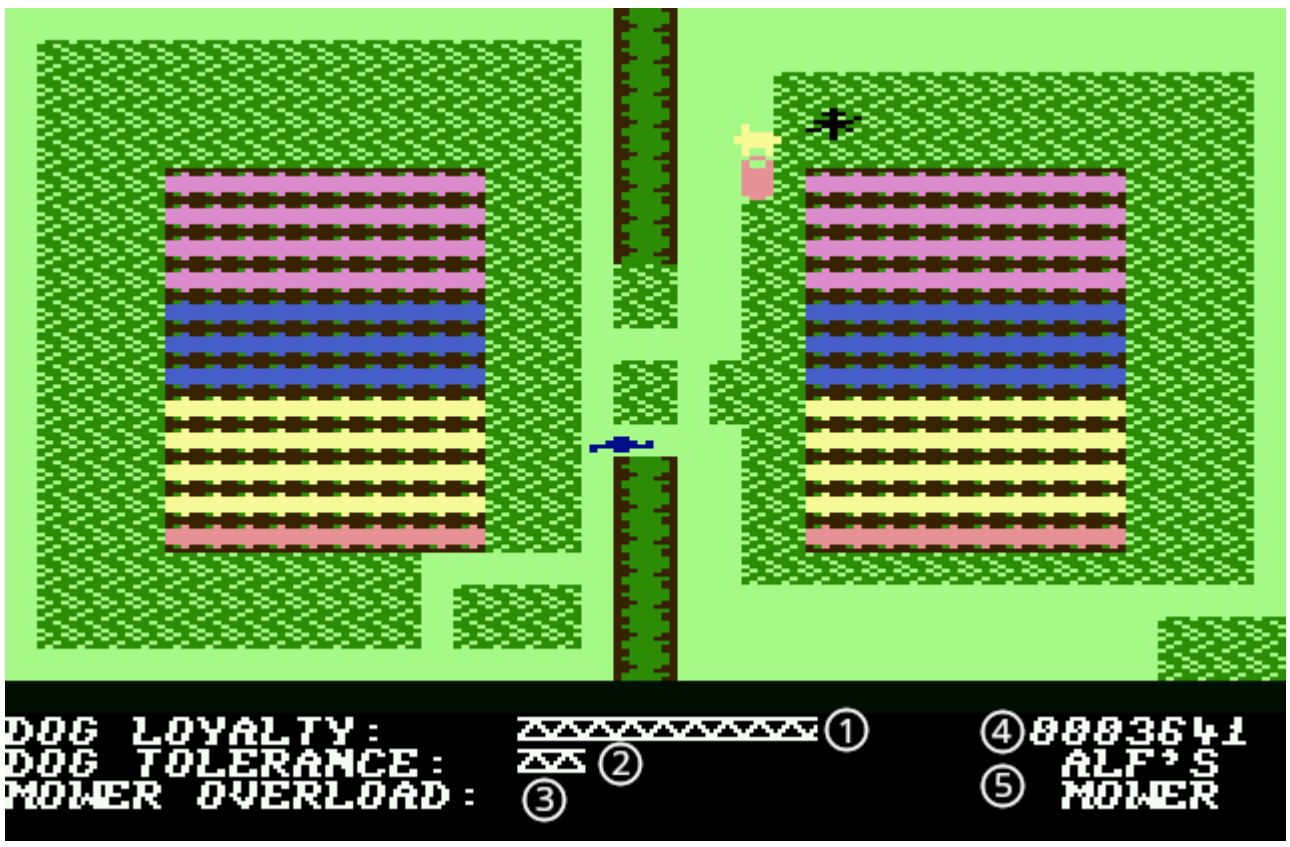
1. There are hedges on the screen. Gordon, Rover, the Neighbour and the Gardener cannot pass through hedges.

2. Mow the green areas on the lawn and avoid the flowers.

3. Make Rover chase away the neighbour when he gets too close by pressing the dog attack button on the joystick. Rover will run after the Neighbour, barking. The Neighbour and, if present, the Gardener, will both run from Rover. All the while you were setting Rover onto the Neighbour, your Dog Loyalty scale is counting down to zero.

4. Learn about your enemies and don't get caught by them.

Game Interface



1. Dog Loyalty
2. Dog Tolerance
3. Mower Overload
4. Score (Scoring)
5. Lives

Enemy Types and Hazards

The Neighbour

- At the start of each lawn, the Neighbour begins his pursuit from the upper left, he will try to get close to you to take the mower back.
- The Neighbour has a healthy respect for Rover and will try not to get too close to him.

The Gardener

- Should you mow over any flowers, the Gardener will appear at top of screen and start to chase you, aiming to relieve you of your mower before you do any more damage.
- The Gardener has a healthy respect for your flowers. The Neighbour couldn't care less.
- The Gardener is not afraid of Rover unless Rover is barking.

The Lawnmower

- As you mow, the mower heats up. The faster you mow, the hotter it gets.
- Should Rover hit the mower, you will be forced to do an emergency stop and as a result your mower will overheat. You will be immobilised and must wait until the Mower Overload scale goes down. All Dog Tolerance is also lost.
- If you let the Mower Overload scale reach maximum, you will be immobilised until the Mower Overload scale goes down.
- You may let your mower cool either by standing still, or by passing over terrain already mown.

Rover

- Rover is your companion, but if you upset him, Dog Tolerance will drain and he can become a threat.
- His tolerance to your mowing is indicated by the Dog Tolerance scale at the bottom of the screen.
- Rover is annoyed by the sound of your mowing.
- When the Dog Tolerance scale reaches zero, Rover will run after you and will try to attack the mower.
- When you run out of Dog Loyalty the dog will no longer respond to your commands.
- Rover is a well-trained dog. He will never run over a flower bed unless you have mown a path through with the mower.

TIP - Keep an eye on your Dog Loyalty, Dog Tolerance and Mower Overload scales.

Lives



Should the Neighbour or the Gardener catch you, they will make off with your mower.

You can borrow mowers from Jim, Tom and Alf. Once you lose Alf's mower, the game is over.

Scoring



1 x Lawn number - for each square mown.

Constant increase in score whilst the dog is actually biting the Neighbour. Canine Fidelity Bonus at the end of wave for any remaining Dog Loyalty. (This is calculated on the remaining Dog Loyalty and the Lawn Number achieved).

Story



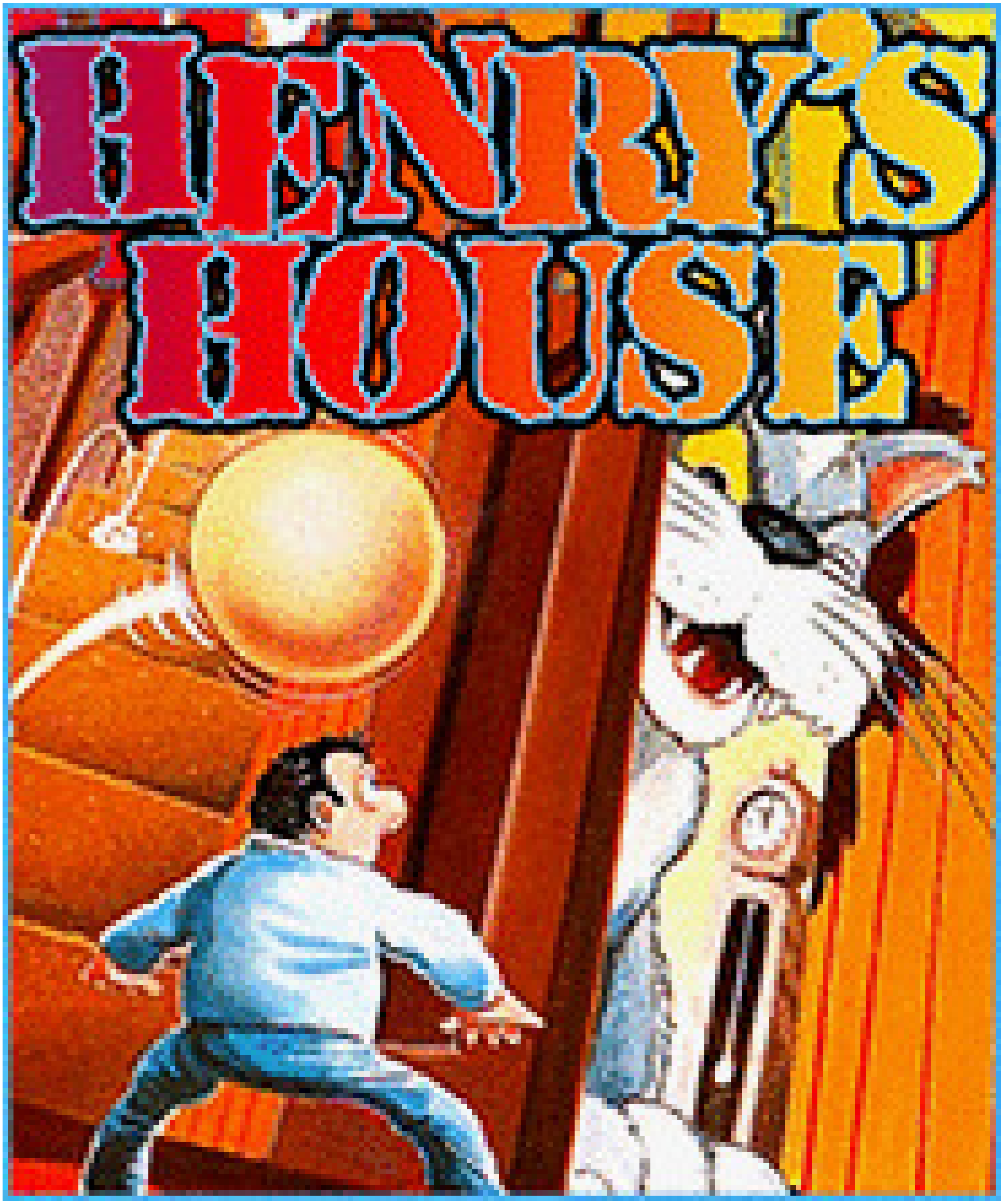
Summertime in England.....and all across the land lawns are growing and men's thoughts turn to mowing. So it was with Gordon Bennet. But when he want to investigate, he found to his dismay that his cylinder mower had rusted into a heap of junk.

'No problem', he thought. I'll pop round and borrow Jim's 'Air-Mo'. (For of course, borrowing the Neighbour's mower is a traditional aspect of English suburban life).

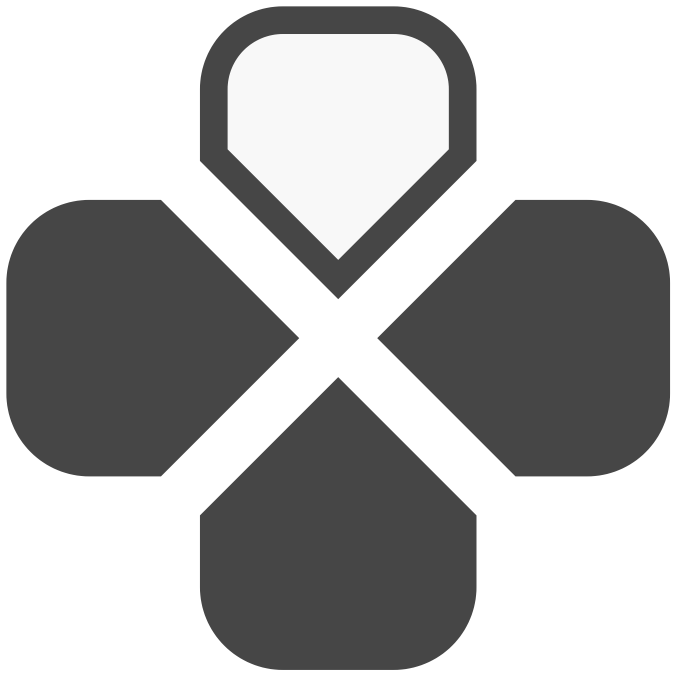
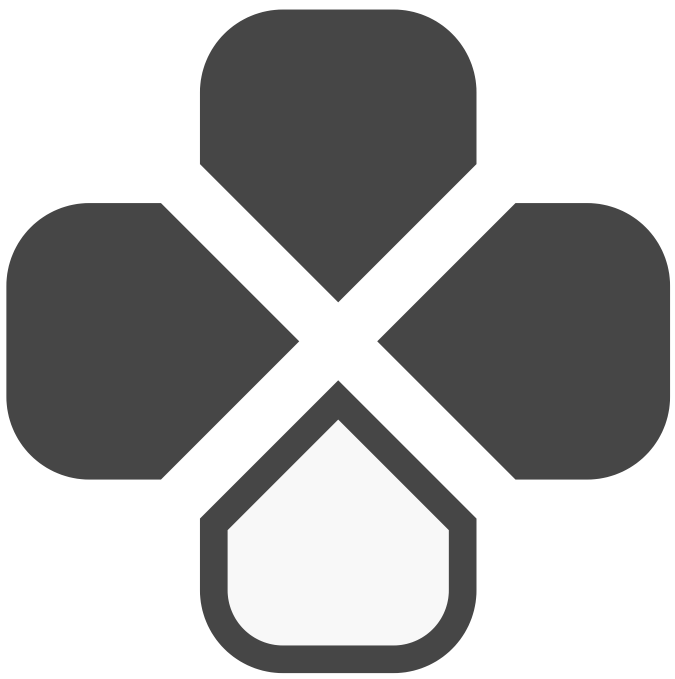
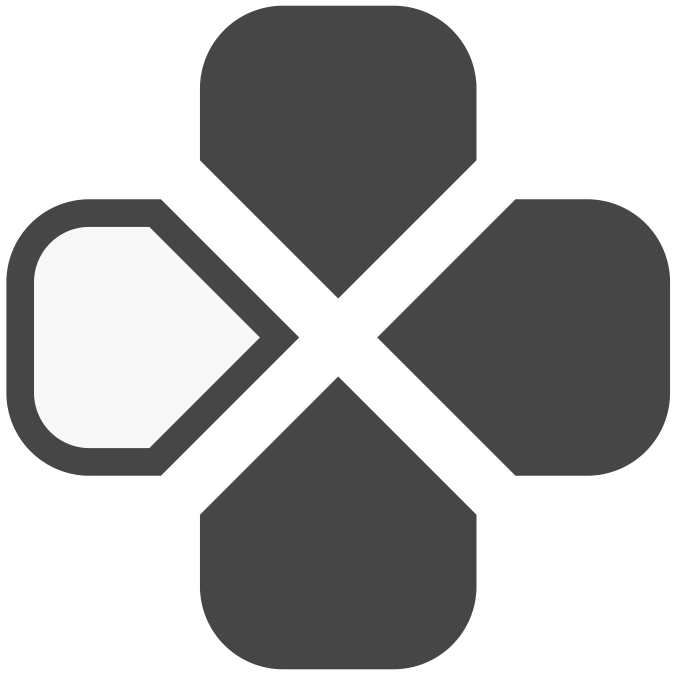
So Gordon popped round to Jim's house, abstracted Jim's mower and began mowing his lawn. Unfortunately, Jim has decided he wants his Air-Mo back and no sooner has Gordon begun his task than Jim sets out in hot pursuit intent on retrieving his mower.

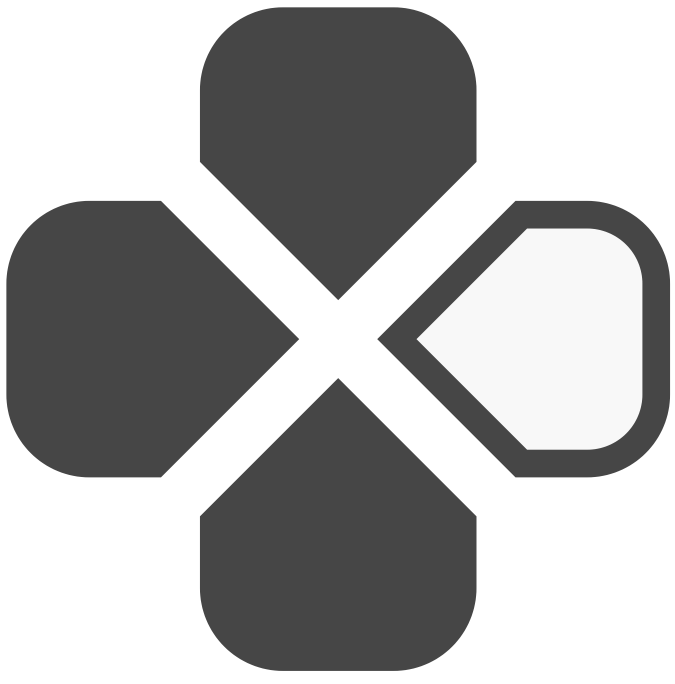
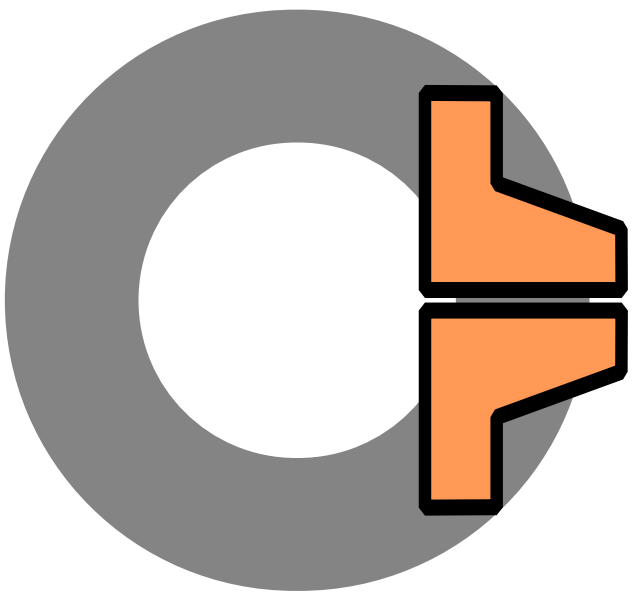
Your task is to guide Gordon Bennet on his mowing mission, trying your best not to annoy your dog Rover or the Gardener, and avoiding your neighbour's unwelcome attention.

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HENRY'S
HOUSE

Controls

Control	Action
	Move up
	Move down
	Move left

Control	Action
	Move right
	Jump
	Start

Control	Action
	Jump

Henry’s House

In this platformer, you control little Henry who has shrunk to six inches tall, he must carefully navigate through the royal household to find a cure! Collect all the items and find the key and escape to the next room. Eight rooms with traps and surprises. Don’t run out of lives!

Starting a Game

Option	Description
Start Game	Press the start button on the joystick to begin the game.

Gameplay



Move Henry through 8 maze-like rooms, avoid traps, and collect all the objects in each room to progress. *Be careful, Henry only has 3 lives!*

Interface



1. Score
2. lives
3. Level (Room)

Obstacles



Avoid obstacles in his path, from terrible toothbrushes through pestiferous parrots and chefs chasing chickens, to a final encounter with the vicious vampire!

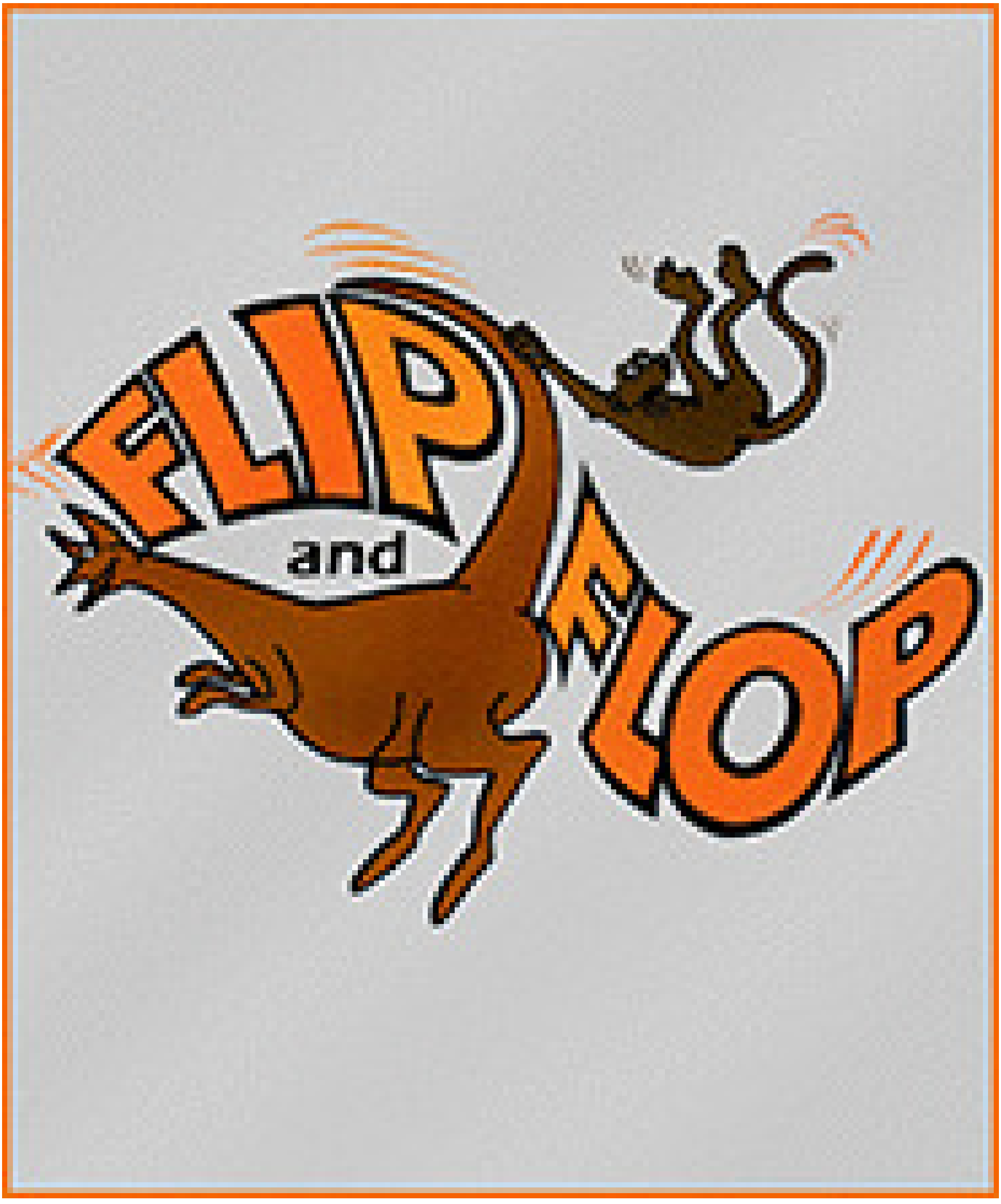
Story

Little Henry knew he should not have been playing in his father's laboratory. His father, the king, had been playing with something new, and Henry could never resist a challenge.

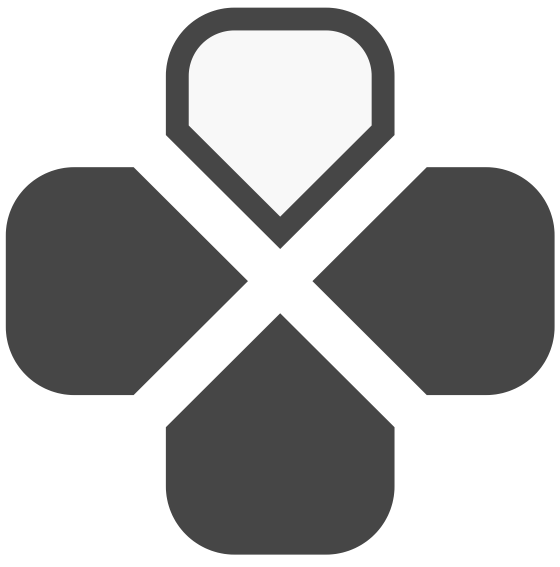
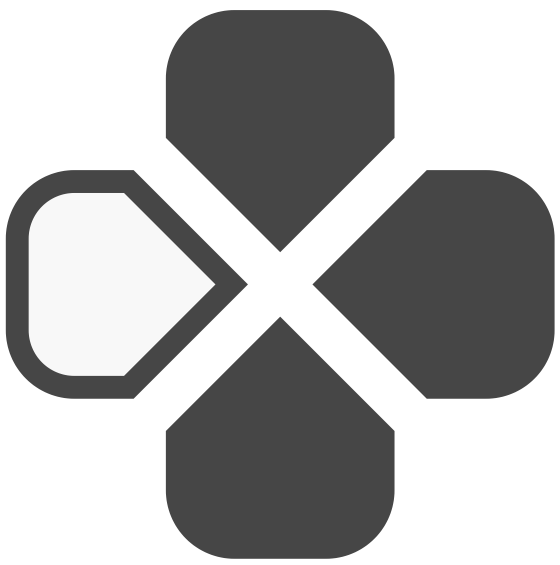
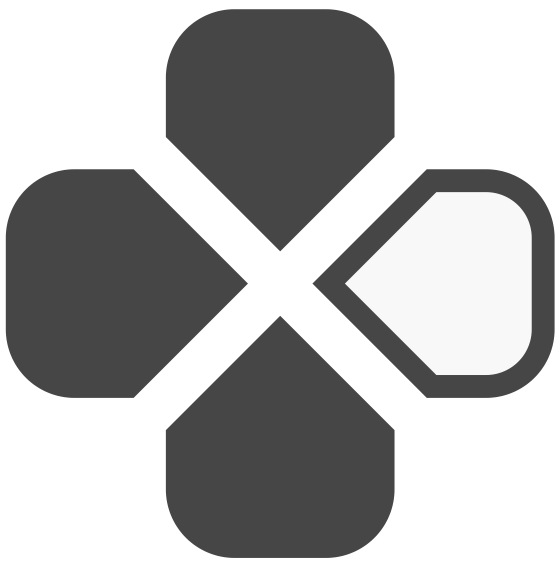
He just took a small sip, and now he is only six inches high, and worse than that, he has got himself locked into the clothes cupboard!

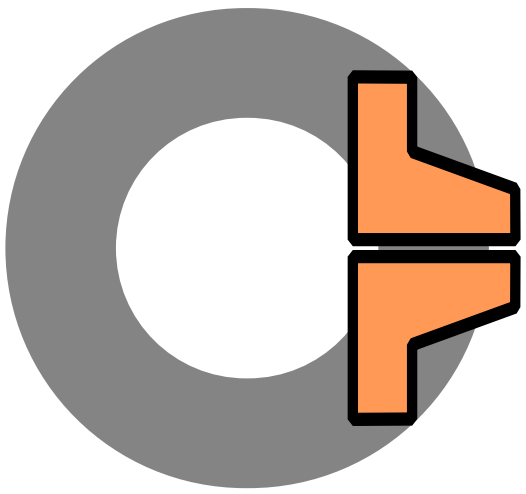
He has to find the key and get out of there, and get back to full size.

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FLIP
and
FLOP

Controls

Control	Action
	Move north east
	Move south west
	Move north west
	Move south east

Control	Action
	Select players
	Start
	Select difficulty

Flip and Flop

In this platformer, you control Flip the Kangaroo and Mitch the Monkey, as they make their daring escape from the Zoo and its relentless Zookeeper. Watch the maze turn upside down when controlling Mitch. Turn on all the squares before time runs out. Avoid the Zookeeper, flying net and sticky squares! Conquer 36 levels. Play alone or with a friend.

Starting a Game

Option	Description
Start Game	To begin the game, press the start button on the joystick.
Select Players	Press the select players button on the joystick to cycle between the number of players and joysticks you wish to have
Select Difficulty	Press the select difficulty button on the joystick to change the skill level between 1-13

Gameplay

Flip and Flop puts the player in control of Flip the Kangaroo and Mitch the Monkey in a series of mazes, with the task of flipping all squares in the current level to progress. Levels are played twice, being completed by both Flip and Mitch.

Using the joystick, move Flip the Kangaroo, or Mitch the Monkey around the maze and move over all squares in the level with a hole in the middle. When moving over these tiles, they will flip and appear ‘solid’.

When dropping or jumping up to a platform, make sure to do so from a tile that has a ladder attached to it, otherwise Mitch or Flip will fall from the maze, losing a life.

You begin the game with 5 lives. Bonus lives are given for each maze that is completed.

Levels

There are a total of 36 levels in Flip and Flop. Each level builds the maze in complexity and size, up to level 13. The zookeeper and his net become more and more aggressive in higher levels.

In some levels, there are tiles marked with an “X”. These tiles must be moved over twice by Flip or Flop in order to flip them.

Interface



1. Player Score
2. Level Timer
3. Player Number
4. Level
5. Remaining Lives
6. High Score

Enemy Types

There are two types of enemies in Flip and Flop - the Zookeeper, and his flying net.

The Zookeeper appears when the player is controlling Flip from level 3 onwards. The Flying Net first appears in level 4 onwards, chasing the player in levels where Mitch is controlled.

The Zookeeper and Flying Net move around the maze in the same way as the player, hopping between tiles. a life is lost if the Zookeeper or Net land on the same tile that Mitch or Flip are currently standing on.

When the player is caught by an enemy, a life is lost, but the level can continue to be played from the position you were in if the player has another remaining life.

Scoring

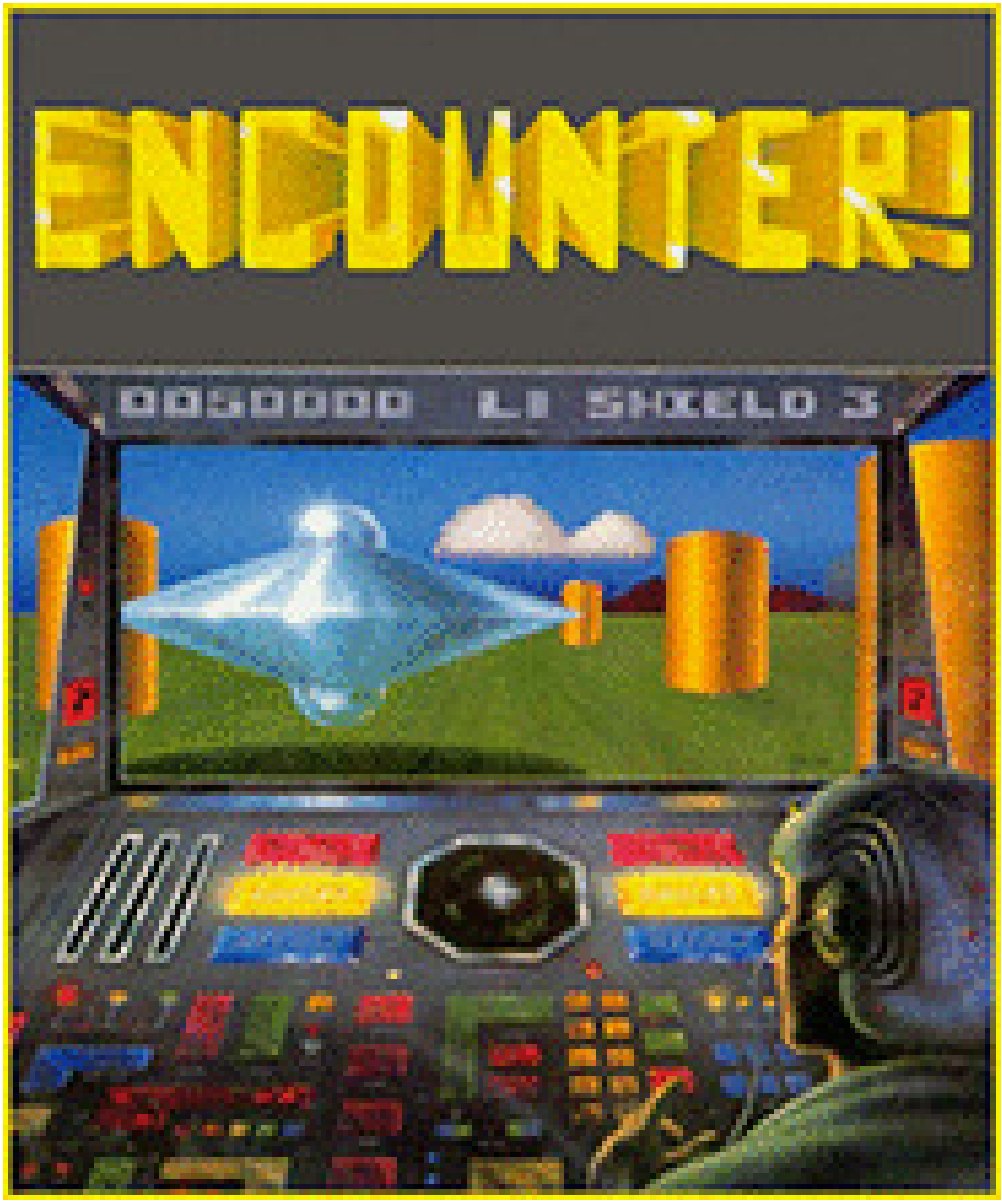
You are awarded 25 points for each square flipped over.

When a maze is completed, you receive 5 points for each second of time remaining on the clock.

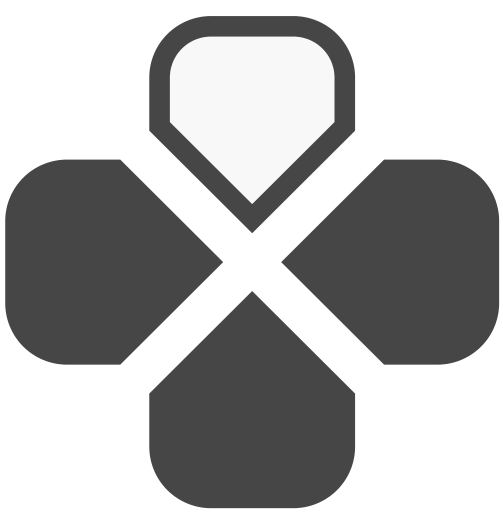
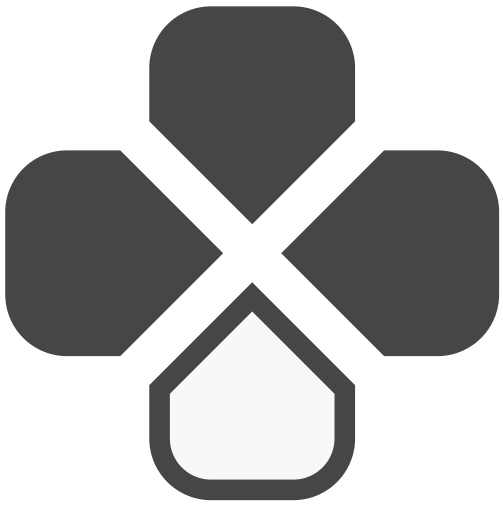
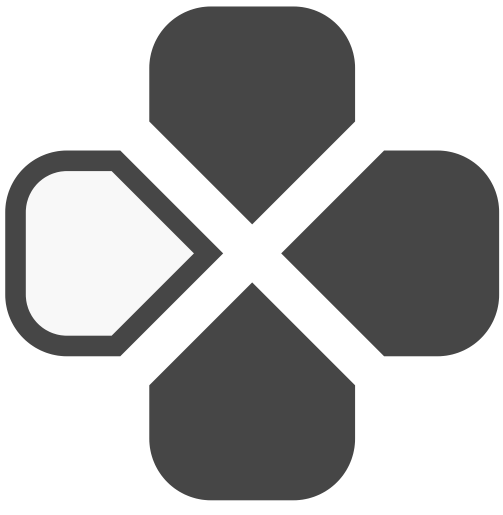
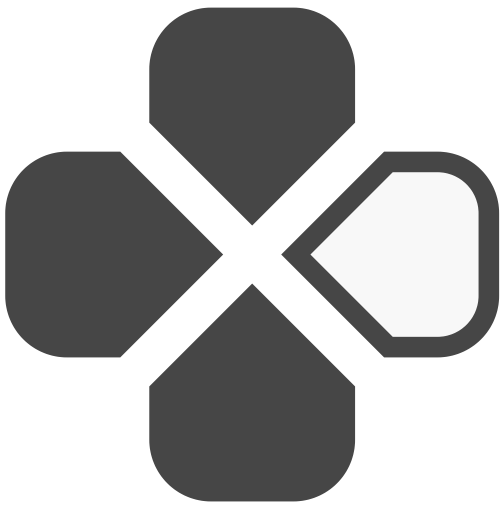
Intermissions

Animated reward intermissions play after each 5 levels. They show Flip or Mitch back with their friends under the big top! You can press the fire button to skip through these sequences.

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ENCOUNTER
SHIELD

Controls

Control	Action
	Move forward
	Move backward
	Turn left
	Turn right

Control	Action
	Fire
	Select difficulty level

Encounter

In this space-themed shooter game, you command a starship defending against alien invaders. Freely navigate the terrain and engage in fast battles. Use pillars as shields. Stay agile and strategize to survive enemy attacks. Eight landscapes and three challenging difficulty levels.

Starting a Game

Option	Description
Start Game	To begin the game at the selected difficulty, press and release the fire button on the joystick.
Change Difficulty	Press the select difficulty level button on the joystick to change the difficulty between novice, advanced & expert.

Gameplay

Encounter puts the player in control of an alien Seeker, on a pylon-filled battlefield with increasing numbers of alien adversaries.

Move the joystick forwards and backwards to move the alien Seeker away from and towards the direction you are facing. Move the joystick left and right to rotate the Seeker.

Use the scanner at the bottom center of the screen to locate enemies, align your crosshairs on the found enemy, and fire!

There are 64 pylons in the level, each of which are an obstacle for the player, but also alien Seekers - you can use pylons for protection against incoming fire.

The alien Seeker loses a point of shield whenever it is hit by an enemy projectile, or drone. Locate all the enemies on the current level and destroy them, before running out of shields!

Levels

The game progresses through 8 levels. Each level has a different landscape, and presents the player with two new Saucer attack strategies to deal with.

Interface



1. Current Score
2. Current Level
3. Number of enemies remaining
4. Number of shields remaining
5. Drone Warning
6. Saucer Warning
7. Shot Warning
8. Radar

Scanner Indicators

The scanner indicators contains three different lights at the bottom of the screen:

- If the top light on the indicator is on, a drone is on the battlefield and is attacking.
- If the middle light is on, a saucer is currently on the battlefield.
- If the bottom light is flashing, this indicates a saucer has fired a shot.

Enemy Types

Saucer
Saucers hover above the ground on the battlefield, moving randomly. Saucers fire shots periodically at the alien Seeker, attempting to break its shields. A trace on the scanner shows the saucers position when you are close enough.

Drone
Drones are low-flying missiles, which home in on the players location when they spawn. Drones are not stopped by obstacles, and have an erratic pattern of movement that becomes increasingly more complex as the game progresses.
Drones always spawn within a 180 degree arc in front of the player, and produce a sound which becomes increasingly higher pitched as it approaches you.

Scoring

Score points by destroying enemies in the current level. Enemies give between 100 and 1600 points each, depending on their combat style. The amount of points each destroyed saucer is worth is multiplied by the current level.

Story

In a world very similar to our own a battle is about to begin. The battle is not between inhabitants of this deserted little planet, for there is no intelligent life here. Nor is the battle to capture this woebegotten piece of real estate.

This planet is a test! A challenge conceived by a race of beings originating untold billions of light years away from this world.

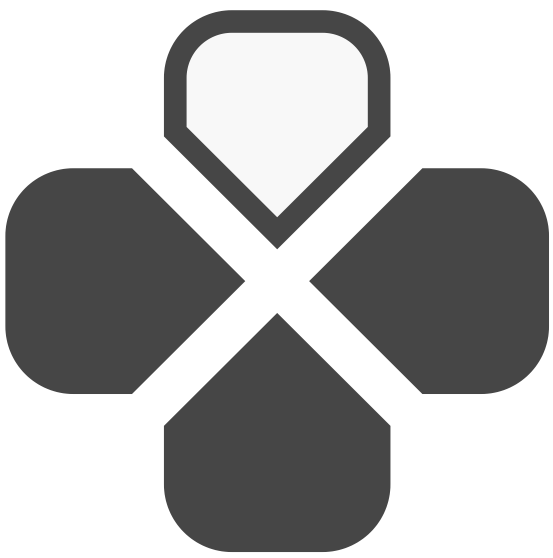
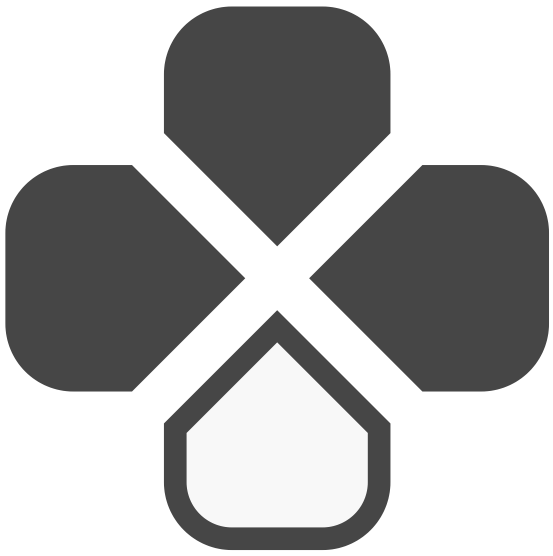
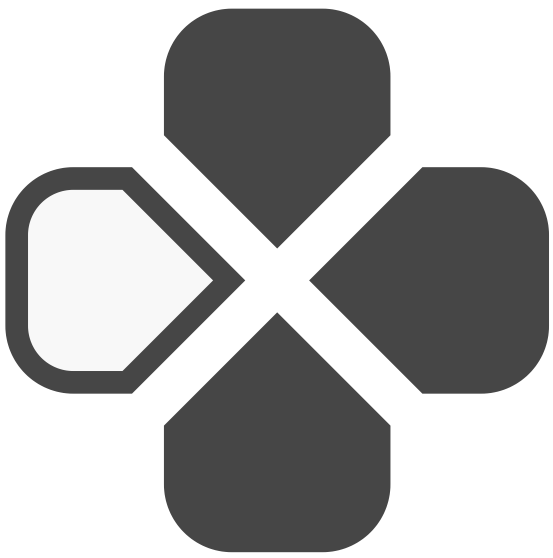
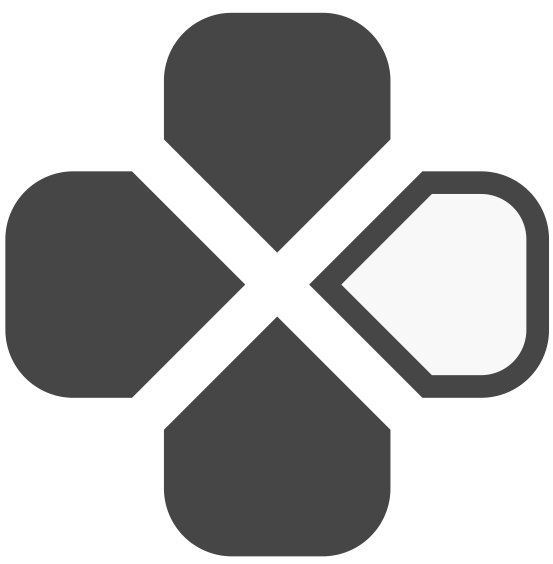
Built as a training enclave for the greatest warriors of this forgotten race, it has stood undisturbed since before the Earth was created. And now, for the first time in a billion years, the combat grid is activated. Prepare yourself, Earthling. It is your turn for the Encounter!™

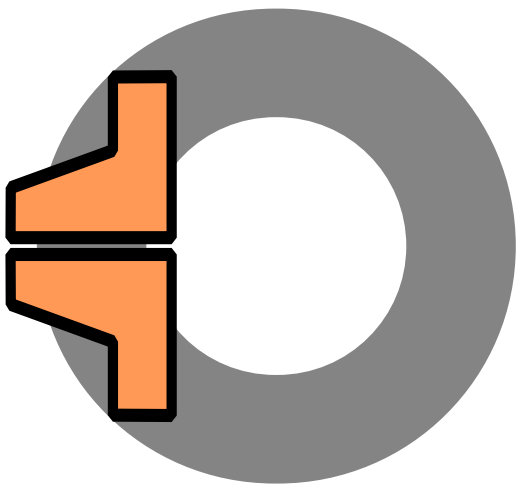
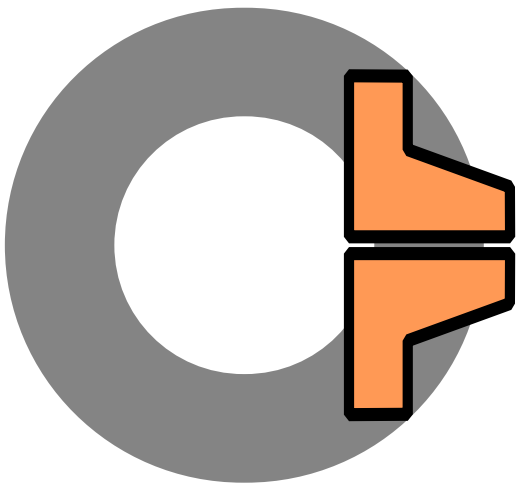
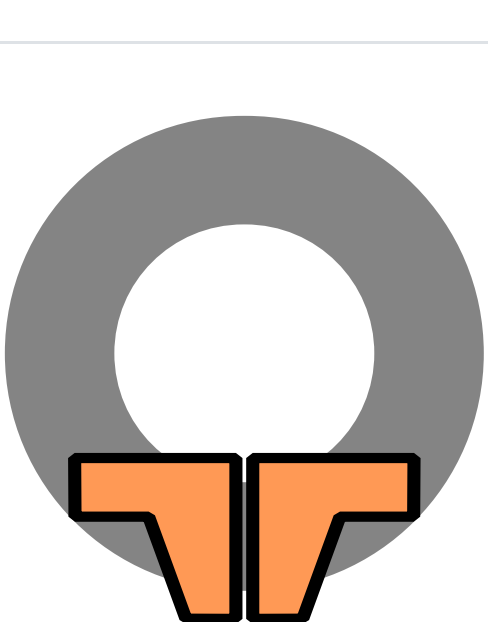
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ELEKTRA ELIAE



Controls

Control	Action
	Accelerate
	Brake
	Move left
	Move right

Control	Action
	Accelerate
	Select menu item
	Start
	Brake

Control	Action
	Brake

Elektraglide

In this futuristic motorbike racing game, you must ride as fast as you can whilst avoiding strange obstacles that will slow you down. Reach the tunnel at the end of the track before the timer runs out. Steer carefully and listen for the timer warning. Race across Australia, America, or Britain.

Starting a Game

When the game begins, press any button on the joystick to skip the logo sequence and enter the main menu screen.

Option	Description
Start Game	To start the game with the selected steering envelope, press the start button on the joystick.
Change Option	To change between adjusting the steering profile, and the selected track, press the select menu item button on the joystick.

Before starting a game, you can change the steering envelope of the bike and the track you wish to play by adjusting the options on the main menu.

An arrow is displayed below the selected option, and will cycle between the two options when pressing the select menu item on the joystick.

Track Selection: Select the track you wish to play. Choose between Scotland/England/Wales, America and Australia.

Steering Envelope: Adjust the bike's steering envelope by moving the joystick left and right while this option is selected. Changing the steering envelope will change how the bike responds to steering when moving the joystick left and right.

Gameplay

Move the joystick up and down to increase or decrease the bike's current speed, or press the accelerate button on the joystick. Steer the bike by moving the joystick left and right.

Press the break button on the joystick to begin breaking and reduce your speed for more precise manoeuvres.

Reach the end of the track before time runs out. Be sure to avoid any obstacles on the track along the way!

Interface



1. Level Countdown Timer
2. Velocity Indicator

Enemies

While racing through the various tracks in Elektraglide, randomly placed obstacles must be avoided to keep your momentum and complete the track before time runs out!

Bouncing spheres and cubes will appear in front of the player as you progress through the track, sometimes dropped by a plane overhead.

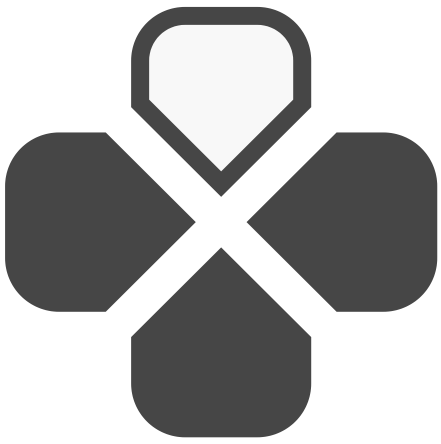
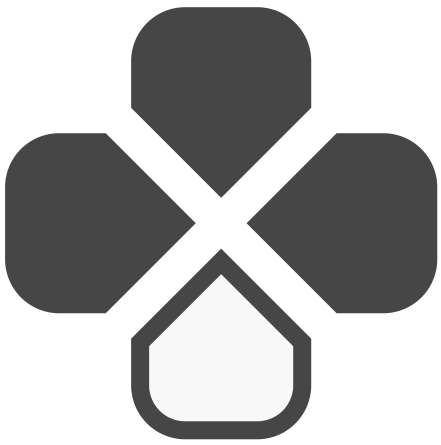
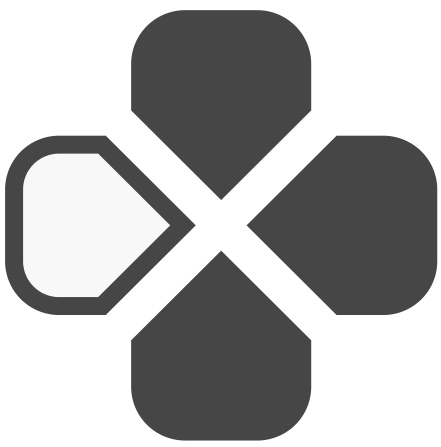
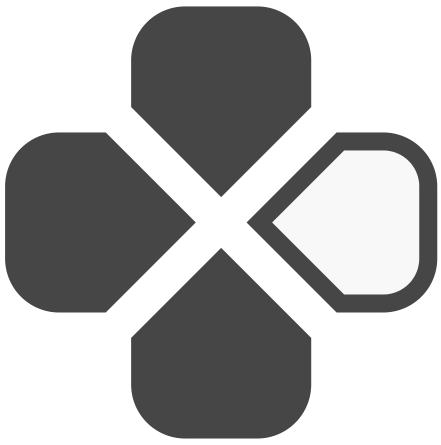
Keep an eye on the shadow below obstacles, and carefully steer the vehicle around them to avoid contact.

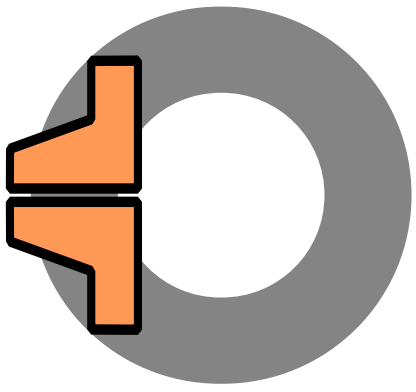
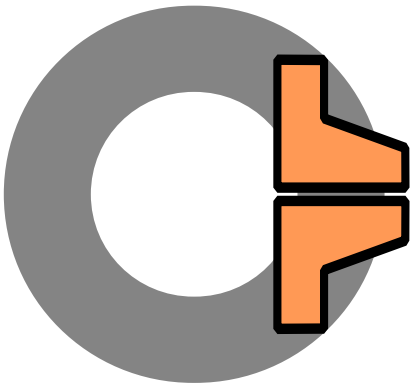
If you hit an obstacle, the bike will grind to a halt, and you'll have to build back to full speed again.

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CRYSTAL
CASTLES

Controls

Control	Action
	Move north
	Move south
	Move east
	Move west
	Jump

Control	Action
	Select players
	Choose game controllers
	Start
	Jump

Crystal Castles

In this enchanting maze game, you guide Bentley Bear through the evil witch Bethilda's home, collecting gems and outwitting magical enemies. Collect gems and jump over enemies. Magic Hat grants invincibility. Pots of honey increase speed. Defeat Gem Eaters when they are eating gems. Explore 37 castles with one or two players.

Starting a Game

Option	Description
Start Game	To begin a game with one player, press the start button on the joystick.
Level Select	Press the select players button on the joystick to choose between a one and two-player game

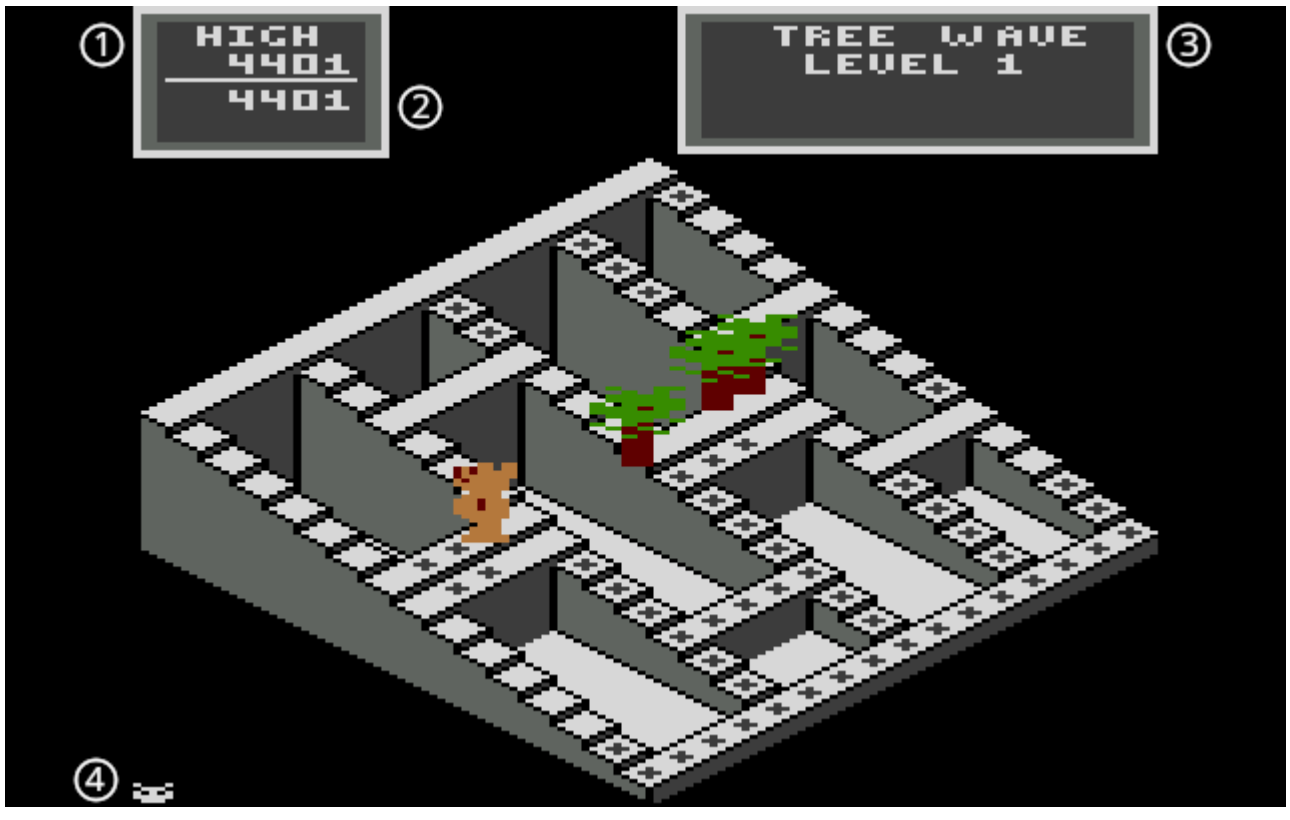
Gameplay

Using the joystick, carefully move Bentley through the mazes, picking up gems marked by an 'X' on tiles. Collect every gem in the current castle to progress to the next. Make sure to avoid enemies! Enemies in each castle will begin moving towards Bentley when they spawn.

If an enemy is close to Bentley, press the jump button on the joystick with the correct timing to avoid being eaten.

There are 10 levels in Crystal Castles. Levels 1-9 have four castles each, level 10 has one castle.

Interface



1. High Score
2. Current Score
3. Level Name
4. Lives

Items

Magic Hat
The Magic Hat makes Bentley safe when he runs or jumps over it. Enemies can’t catch Bentley when he is wearing the hat, allowing him to run past enemies safely until it disappears.
Starting with level 2, the Magic Hat bounces up and down, moving around the maze randomly.

Starting with level 9, the Magic Hat turns into a Crystal Ball if Bentley does not put it on immediately.

Pot of Honey
A pot of honey earns Bentley 1000 points when it is picked up. Pots of honey have the protection of a swarm of bees, which Bentley will need to avoid.

Enemy Types

Crystal Balls
Crystal Balls continually chase Bentley around the level, scooping up gems as they move.

Gem Eaters
Gem Eaters compete with Bentley in the level, picking up gems they can find. Bentley can stun a Gem Eater for a short time by jumping over them.
If Bentley isn’t wearing a Magic Hat, Gem Eaters can be turned into dust by running over them, just as they grab a gem.

Nasty Trees
Nasty Trees chase Bentley around the level, taking gems they walk over. Bentley can stop Nasty Trees by trapping them in a corner, or behind a wall. Bentley can also stun a Nasty Tree by jumping over it.

Swarm of Bees
Swarms of Bees can be found protecting pots of honey in a level. If Bentley doesn’t get the honey, the swarm returns continually, following Bentley.
If Bentley takes too long to complete a level, a swarm of bees will appear, regardless of whether the level has a honey pot!

Ghosts and Skeletons
These enemies lurk in the level, causing Bentley to lose a life if touched.

Berthilda’s Cauldron
Turns Bentley into bear stew if touched. Bentley can avoid the cauldron by jumping over it.

Witch Berthilda
The Witch Berthilda kills Bentley if she touches him. Bentley can fight back if a magic hat has been picked up, earning points for jumping on the witch with one equipped.

Lives

Bentley begins the game with 3 lives. At every 70,000 points, a new life is earned. When Bentley loses a life, the current level is restarted.

Bentley loses a life when any enemy touches him and he’s not wearing a Magic Hat.

Warp Tunnels

If Bentley completes the first maze in a higher level, he can use the warp tunnel in the first castle of level 1 to go directly to that higher level when a new game has been started.

Scoring

The value of the gems that Bentley picks up in a castle are cumulative - the first gem is worth 1 point, the 10th is worth 10 points, and the 99th gem is worth 99 points.

The last gem Bentley finds in each castle is worth bonus points. The first castle’s last gem is 1000 points. The value of the last gem in each castle increases by 100 points for each castle completed.

Pick up as many gems as you can in a castle, ensuring you pick up the last for bonus points, before an enemy does!

Bentley can also earn points by performing certain actions:

Action	Points
Puts on the Magic Hat	500 points
Crushes a Gem Eater	500 points
Find a pot of honey	1000 points
Smashes Witch Berthilda	3000 points
Completes Level 10	10000 points

Story

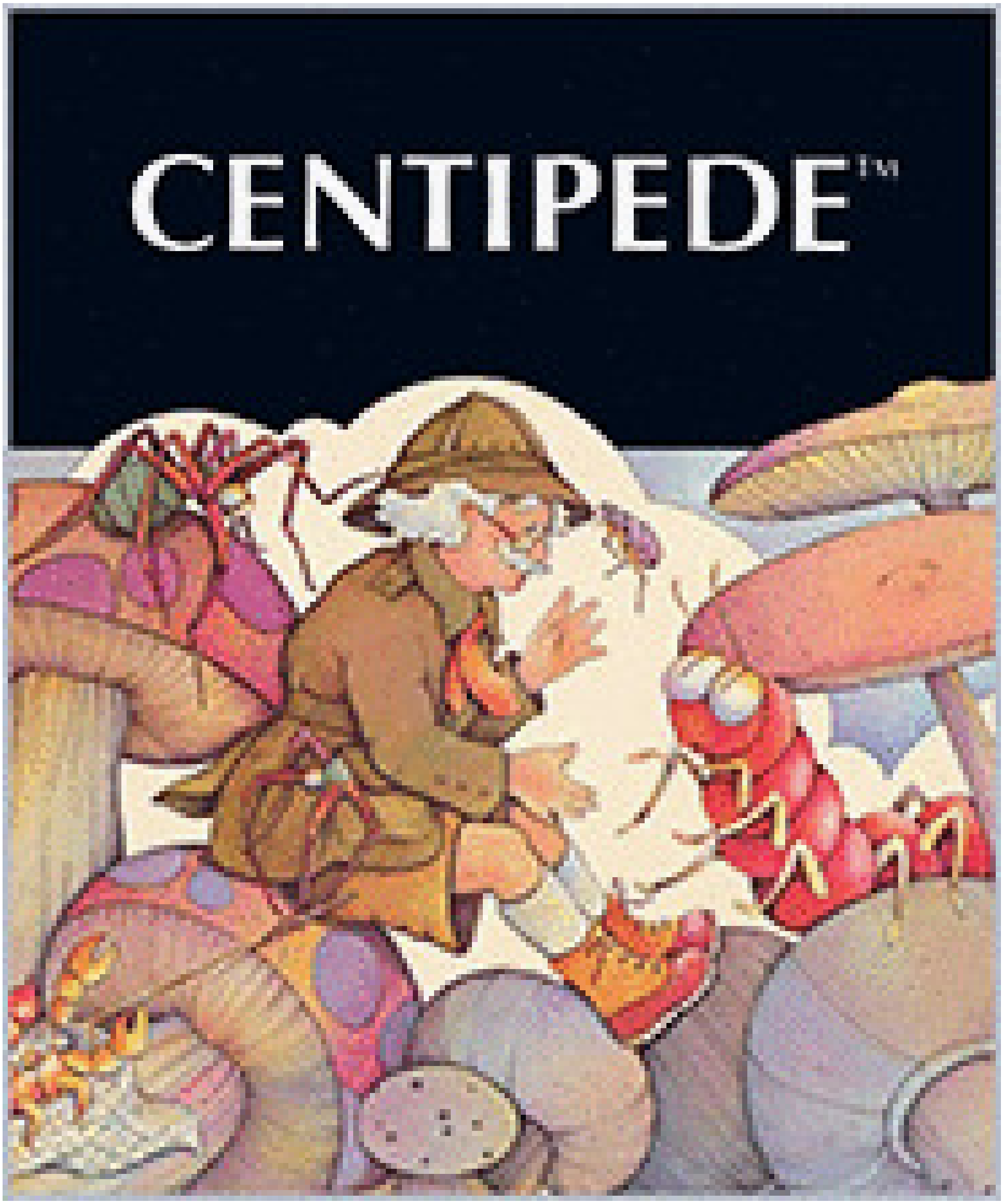
Bentley Bear Is caught! —

in an endless maze of alleys, stairways, and elevators. He’s in Crystal Castles, enchanted castles full of sparkling diamonds, rubles, and pearls. But the best treasures are the big pots of honey Bentley finds as he runs through castle after castle.

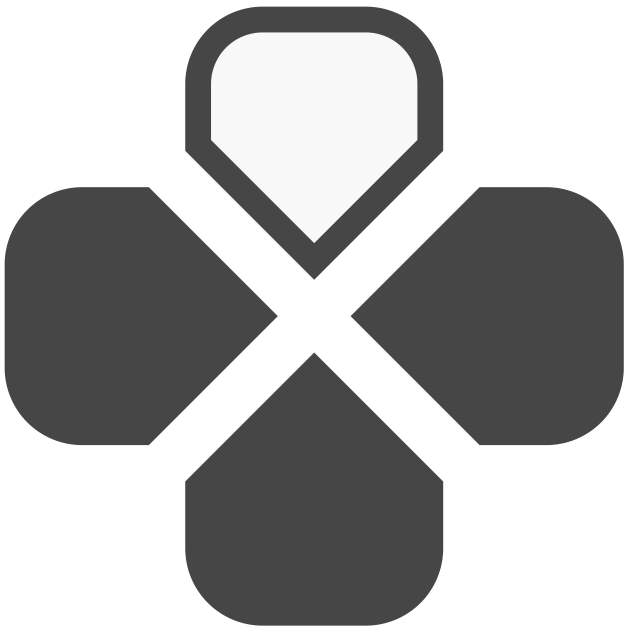
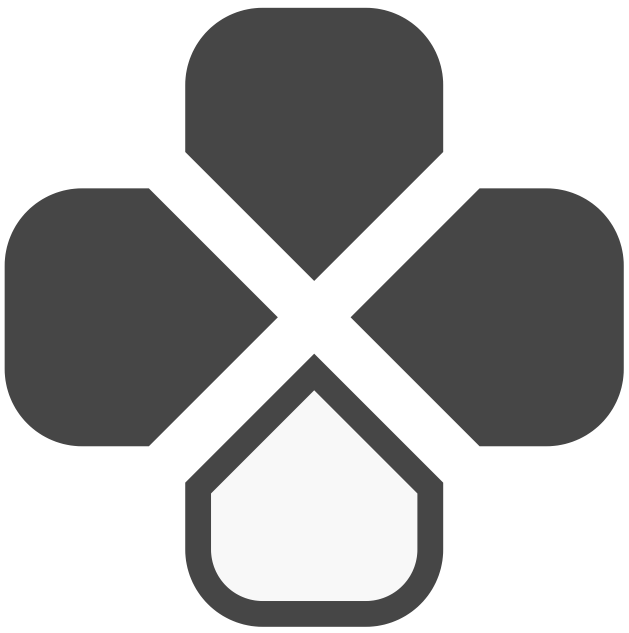
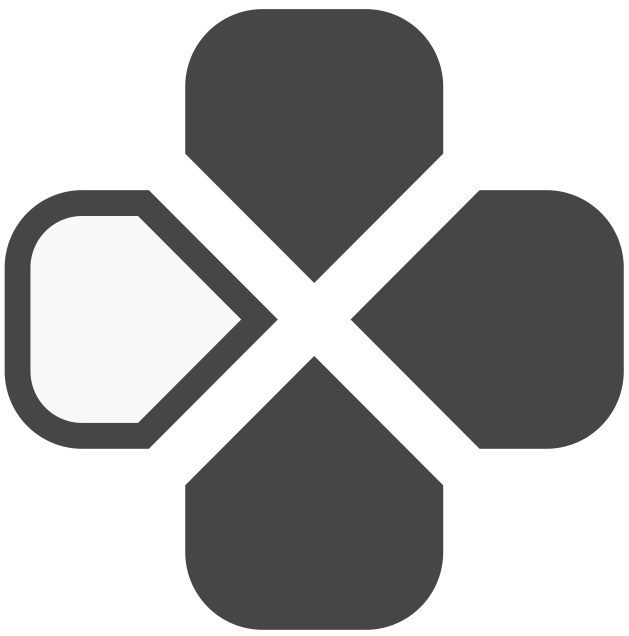
But Bentley is chased by a mob of hungry gem guardians! Crystal Balls. Nasty Trees, Gem Eaters, Swarms of Bees, Ghosts, and Skeletons. Scariest of all is Witch Berthilda with her steaming Cauldron, ready to make Bentley into bear stew!

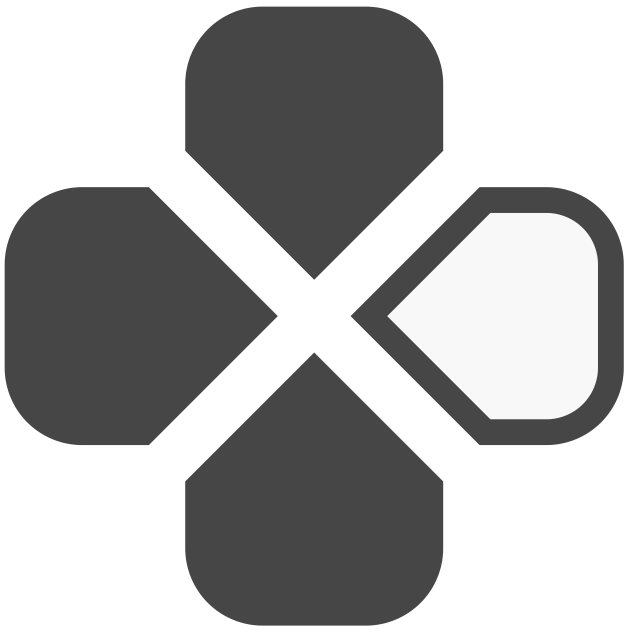
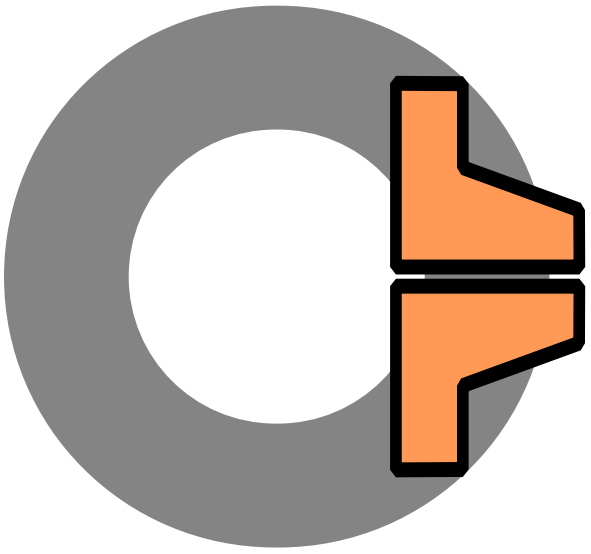
Bentley runs down alleys, up stairs, and behind walls. and jumps high to escape, all the time grabbing gems. Lucky for Bentley, he trips over the Magic Hat. puts it on, and saves himself from an unBEARable fate!

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CENTIPEDE™

Controls

Control	Action
	Move up
	Move down
	Move left

Control	Action
	Move right
	Fire
	Select players
	Start

Control	Action
	Fire

Centipede

In this version of the popular coin-op game, you must wield your bug blaster to clear the mushroom patch of enchanted bugs. Stop the Centipede from reaching the bottom of the screen. Clear mushrooms to give yourself more time. Play alone or with a friend. Watch out for jumping spiders waiting at the sides!

Starting a Game

When the game starts, press the start button on the joystick once to begin configuring a game.

Option	Description
Select Players	To choose between one and two players, press the select button on the joystick
Start Game	To begin the game, press the start button on the joystick.

Gameplay

Centipede puts the player in control of a bug blaster starting at the bottom of the screen. You can move the blaster in any direction on the screen by moving the joystick. To shoot the bug blaster, press the fire button on the joystick. To fire rapidly, hold the fire button down.

The mushroom patch contains a randomly generated crop of mushrooms between you and a fast-moving centipede, along with other enemy types that appear as the game progresses.

The bug blaster's movement is blocked by mushrooms. Mushrooms can be destroyed by hitting them 4 times with the bug blaster, giving you more opportunities to hit the centipede before it reaches the bottom of the screen.

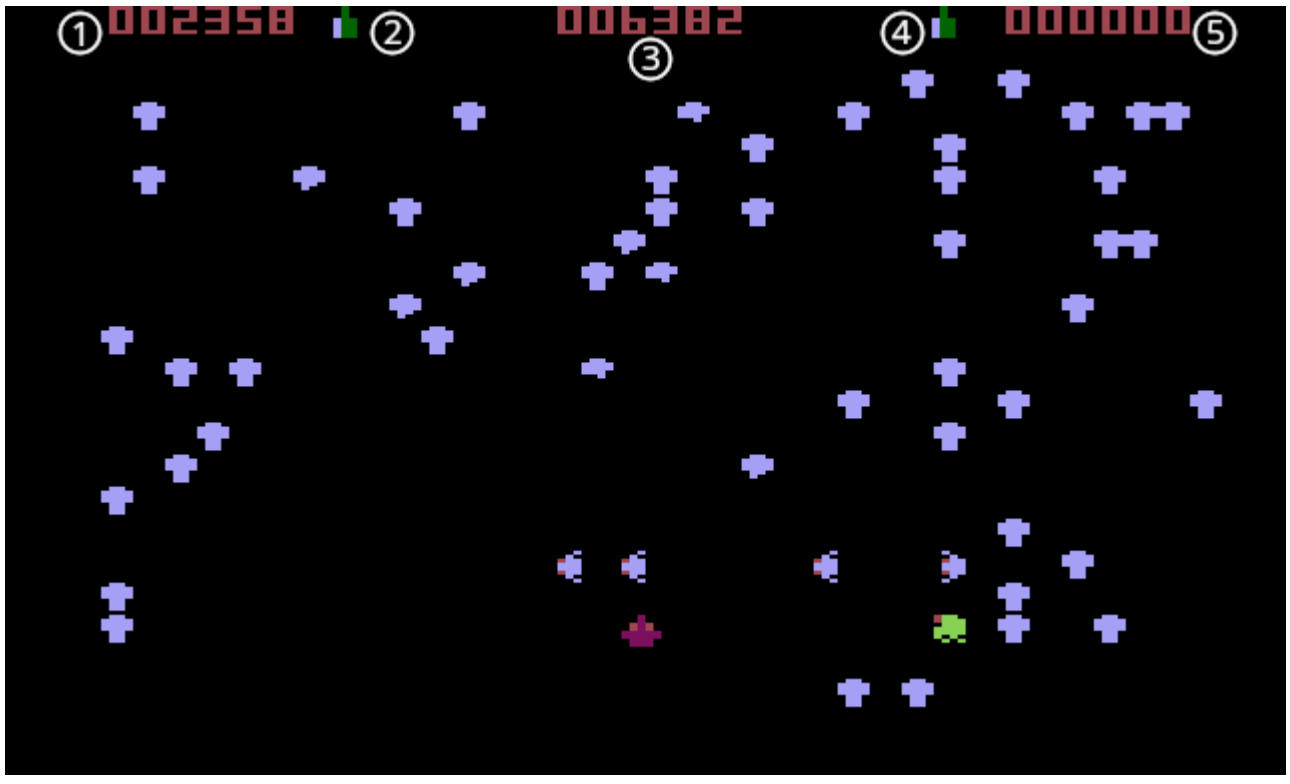
The bug blaster is destroyed if any part of the centipede, or another enemy, touches it.

Lives

Each player begins the game with three bug blasters. Additional bug blasters can be obtained by scoring 10,000 points. Each player can have up to 6 bug blasters at once.

When the player dies, any mushrooms that have been shot but not destroyed will regenerate to full health, requiring 4 shots to destroy them again.

Interface



1. Player 1 Score
2. Player 1 Lives
3. High Score
4. Player 2 Lives
5. Player 2 Score

Enemy Types

Centipede

The centipede will march back and forth across each row of the screen. The centipede is made up of a series of segments. When a part of the centipede is hit with the bug blaster, the centipede splits into two and both parts move separately. Separating the centipede creates a centipede head on the detached section, which gives more points when hit.
When the centipede hits a mushroom, it will move downwards one row and change direction. When the entire centipede is destroyed by the blaster, a new one will spawn at the top of the screen.

Jumping Spiders

Jumping Spiders appear from the sides of the screen, and attempt to jump on the bug blaster, moving quickly diagonally. Jumping Spiders can jump over mushrooms, and are not blocked by them like the centipede and blaster. When a spider jumps over a mushroom, there is a small chance for that mushroom to disappear.

Poisonous Scorpion

Poisonous scorpions dash around the mushroom patch, poisoning any mushrooms they touch. When a poisoned mushroom is touched by the centipede, it begins to charge directly towards the bug blaster.

Frenzied Flea

The frenzied flea moves down a column of the mushroom patch, creating more mushrooms in its path. Frenzied fleas take two hits with the bug blaster to kill.

Scoring

Name	Points
Mushrooms	1 - 5
Centipede Segment	10
Centipede Head	100
Frenzied Flea	200
Jumping Spider	300 - 900
Scurrying Scorpion	1000

Mushrooms

The player earns:

- **1 point** for each mushroom that is destroyed by the bug blaster
- **5 points** for each mushroom that is partially eliminated, or has been poisoned by a scorpion when your blaster has been destroyed

Spiders

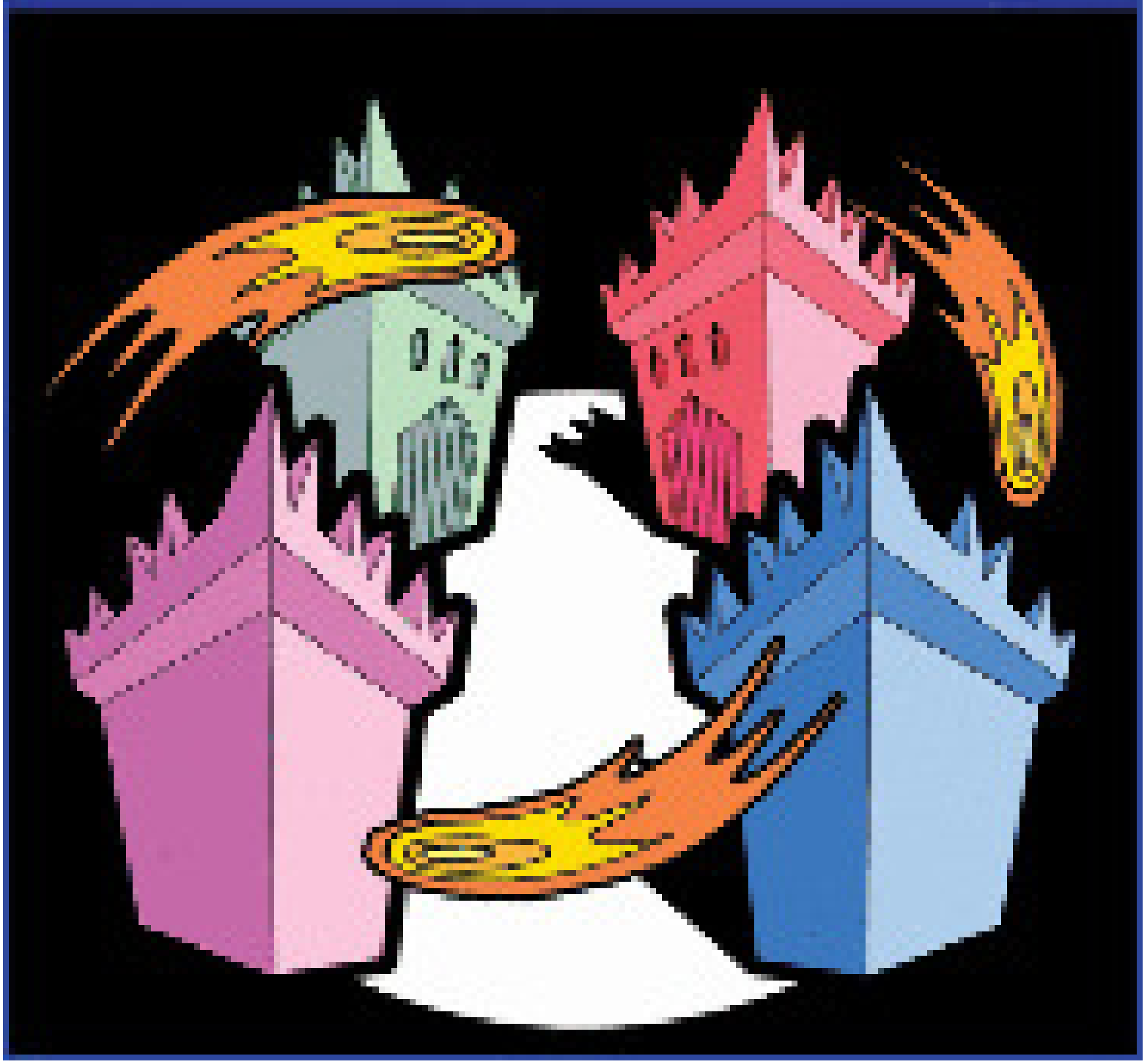
Each time a spider is killed, the points the player has earned will appear on-screen where the spider was killed. The player earns:

- **300 points** for hitting a spider at long range
- **600 points** for hitting a spider at medium range

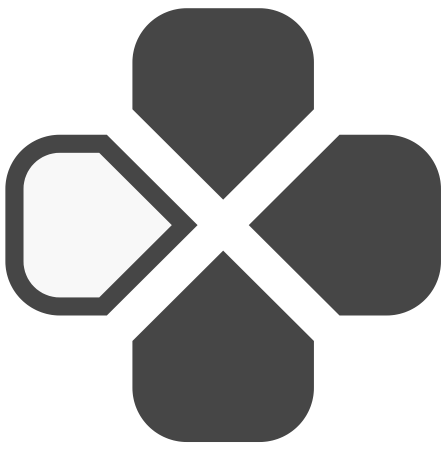
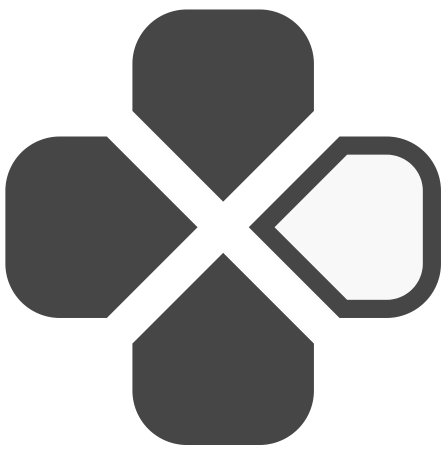
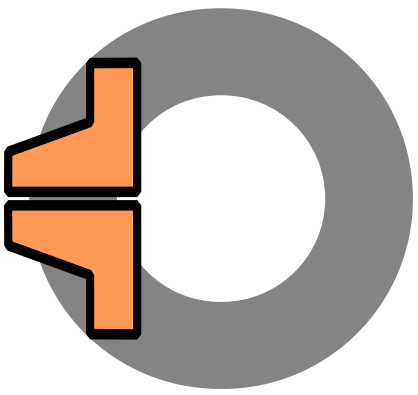
- **900 points** for hitting a spider at close range

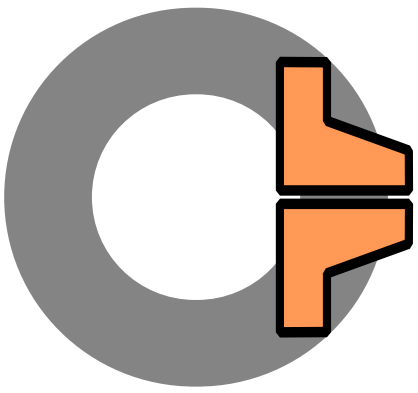
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CASTLE CRISIS



Controls

Control	Action
	Move paddle
	Move paddle
	Fire
	Select players
	Select number of rounds

Control	Action
	Start
	Select number of rounds

Castle Crisis

In this action arcade game, you must swiftly defend your castle from fireball attacks that your opponents knock your way. Weaken opponent's defences and break through their castle walls. Play alone or with up to four friends. Wait until you can hit the fireball again, or capture it and deal the winning blow.

Starting a Game

Option	Description
Start Game	To start the game with the selected game mode, press the start button on the joystick.
Select Game Mode	To change between the four game modes, move the joystick left and right.
Select Number of Rounds	To change the number of rounds in a multi-player game, press the select number of rounds button on the joystick.

NOTE To start the game using a VCS Classic joystick, open the virtual keyboard with



+



and select START.

Selecting Rounds

When selecting the number of rounds, a number will display at the bottom of the screen indicating the current selection. You can select 1, 5, 10, 15, or 20 rounds for a single game.

Gameplay

Castle Crisis puts the player in control of a castle's shield, with the task of defending their castle walls and the king inside from incoming fireballs.

Move the shield around your castle's perimeter by moving the joystick left and right.

At the start of the game, a dragon will appear in the center of the screen and a countdown begins. When the countdown ends, the dragon will release a deadly fireball in a random direction.

Defending Your Castle

When the shield hits a fireball, the fireball will bounce away from that player's castle towards another. The fireball also bounces on the empty areas of the screen corners in between castles.

Press and hold fire on the joystick when the fireball hits your shield to capture the fireball. Releasing the fire button catapults the fireball in the direction the shield is facing, dealing maximum damage.

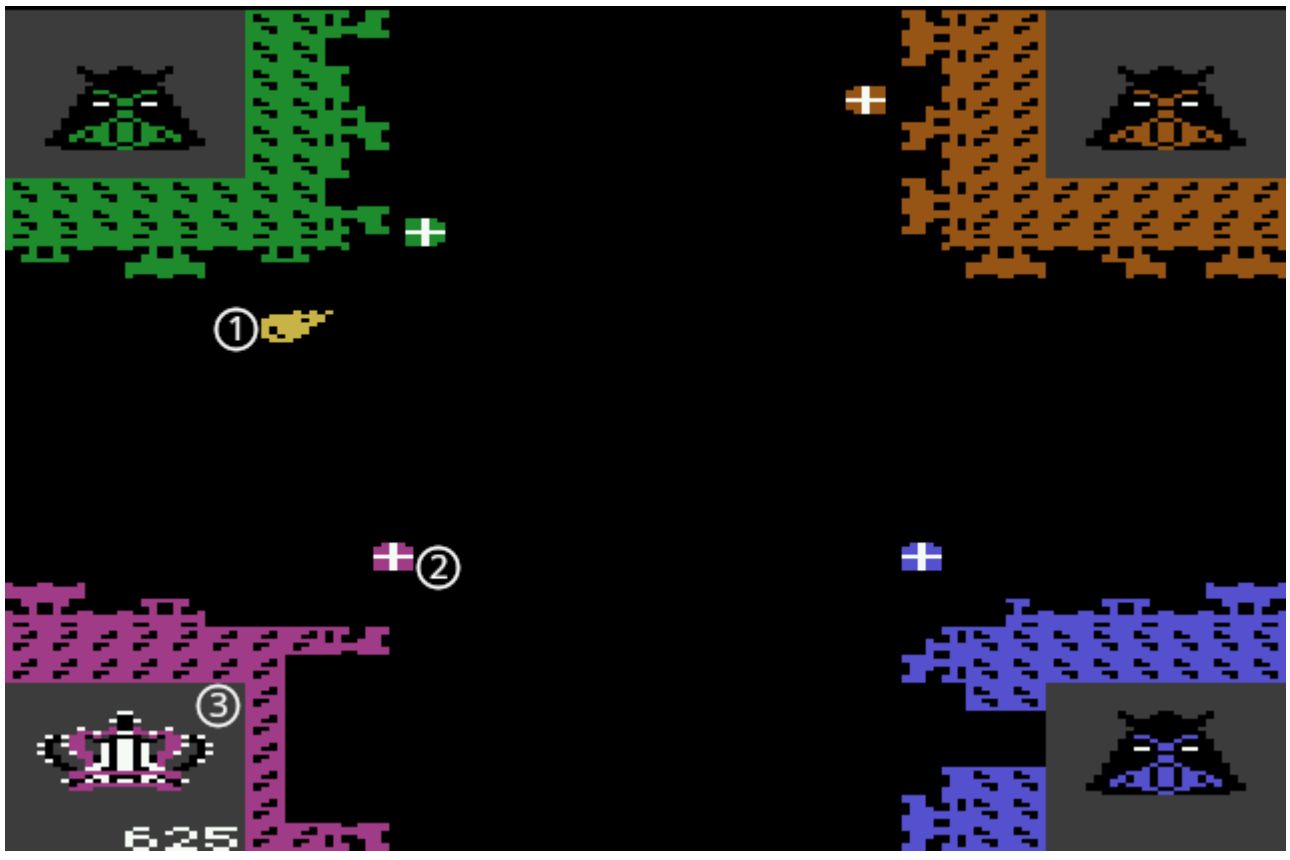
- Be careful! Holding the fireball with your shield for too long will eventually start damaging your own castle wall.

When a fireball hits any of the coloured castle walls, it destroys chunks of it. If a section of a wall is destroyed, and the fireball hits the interior of a player's castle, the castle will be destroyed, and the player loses the round.

- Additional fireballs appear over time in the center of the screen, or at a player's castle when it's destroyed - make sure to defend your castle against these too!

The game ends when all players have been eliminated, or in match play, when the selected number of matches are won.

Interface



1. Fireball
2. Player Shield
3. Player Castle

Game Modes

One-Player Mode: In a one-player game, all 3 computer player's castles must be destroyed in order to progress to the next level. Once your castle is destroyed, the game is over.

Two-Player Mode: In a two-player game, both enemy castles must be destroyed before both players are eliminated. As long as one player remains, both players recieve new castles at the start of each level.

Three-Player Mode: In a three-player game, all three players compete to win a match with one computer player. Once a player wins the selected number of matches in the menu screen, the game is over.

- The computer player cannot win in three-player mode. The game will continue until a human player wins the selected number of rounds.

Four-Player Mode: A four player game is played the same way as a three-player game, but with no computer players.

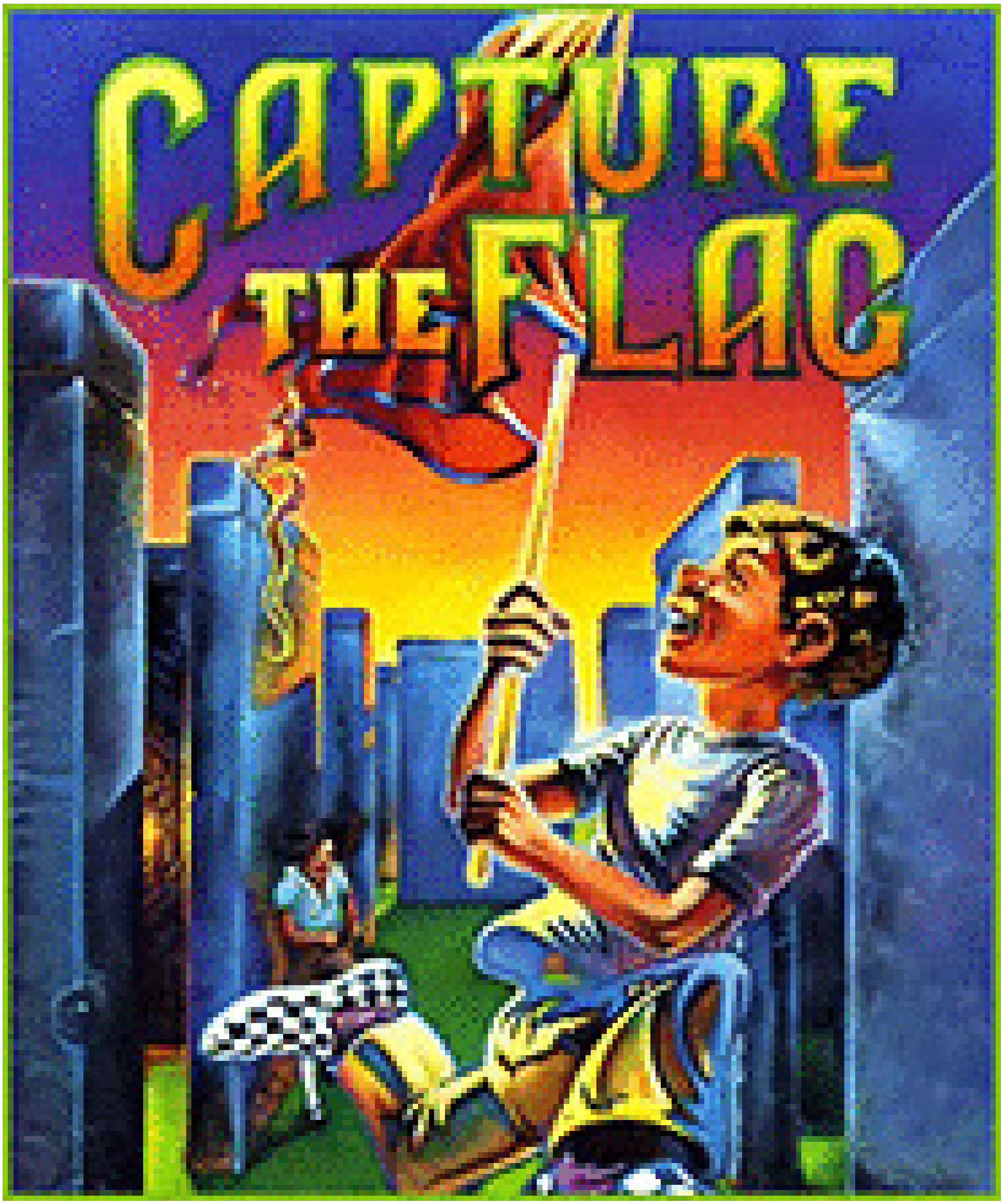
High Scores are recorded for one and two player modes.

Story

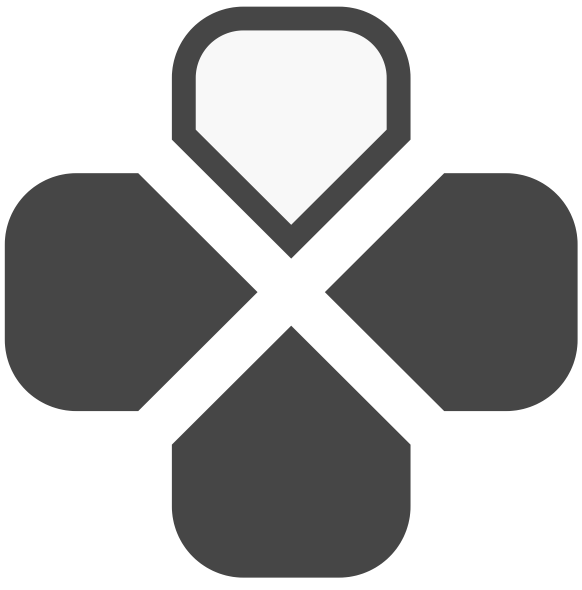
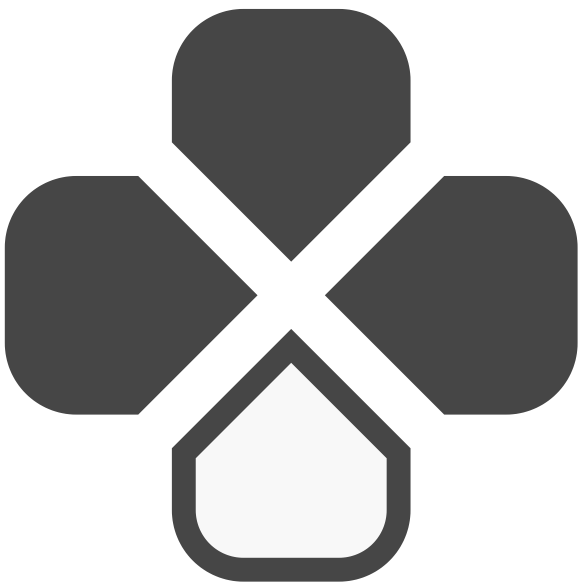
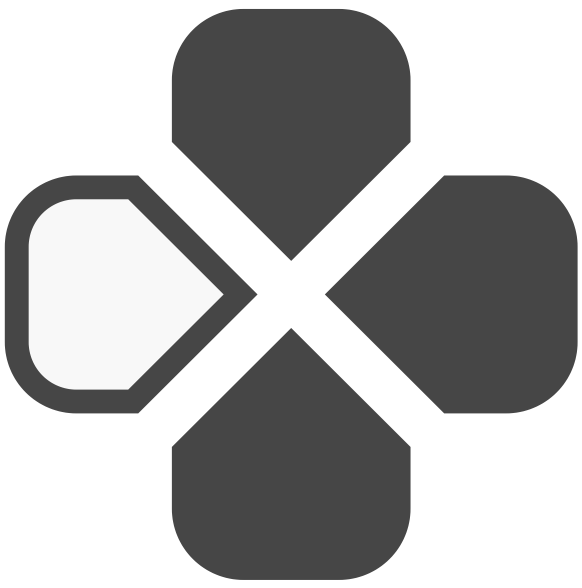
INCOMING! Defend your king from the fiery attacks of the Black Knight.

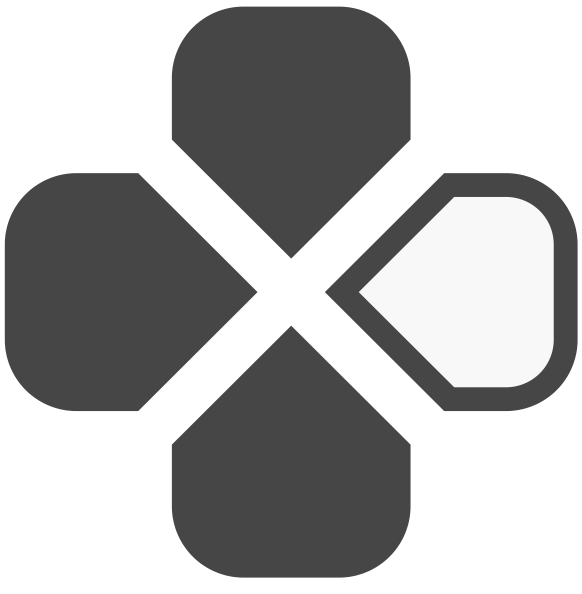
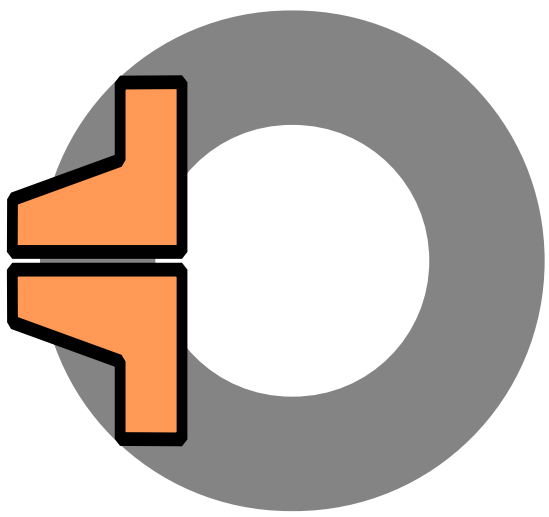
Control your shield to deflect fireballs away from your home castle, or capture an enemy fireball and send it back to where it came from! Play against the computers, or challenge up to 3 friends to a Deathmatch. Don't turn your back to your enemy, however, or all is lost!

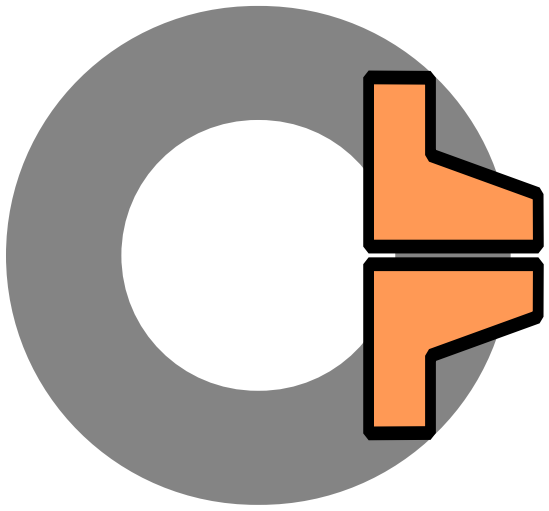
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CAPTURE
THE FLAG

Controls

Control	Action
	Move forward
	Move backward
	Turn left

Control	Action
	Turn right
	Compass move
	One player
	Two player

Control	Action
	Start
	Demo mode

Capture the Flag

In this action 3D maze game, you must quickly navigate through a maze and capture the flag before the defender finds you. Watch the maze map grow as you make your way to victory. Play as defender or invader. Play against a friend or the computer.

Starting a Game

Option	Description
Select Players	To begin the game with two players, press the left button on the joystick ring. To begin the game with one player, press the TOP button on the joystick.
Demo Mode	To start demo mode, press the down button on the joystick ring.
Start Game	To start the game with the configured number of players, press right on the joystick ring.

In a two player game, joystick 1 is the Invader, and joystick 2 is the Defender.

The Invader's viewport is on the left, and the Defender's on the right.

Gameplay

Capture the Flag puts an Invading and Defending player into a randomly generated maze. The Invading player, starting on the left-hand side of the map, is tasked with reaching an exit point on the right. The defending player must touch the Invading player before they reach one of the exits.

Movement

There are two kinds of movement in Capture the Flag - **Compass Movement**, and **Walking Movement**.

Compass Movement

Compass movement is movement relative to the joystick, which can be enabled by pressing the joystick button. When compass movement is enabled, moving the joystick upwards moves the player, regardless of the camera's orientation, moving the joystick down moves the player south, and so on. Compass movement can be a powerful tool for navigating the generated mazes of Capture the Flag - navigation can be quicker in this mode with the combination of the minimap.

Walking Movement

When the player isn't holding joystick button, the joystick controls the player's camera in the top portion of the screen:

- Moving the joystick left or right rotates the camera
- Moving the joystick forwards or backwards moves the camera towards, or away from the direction it is facing.

Teams

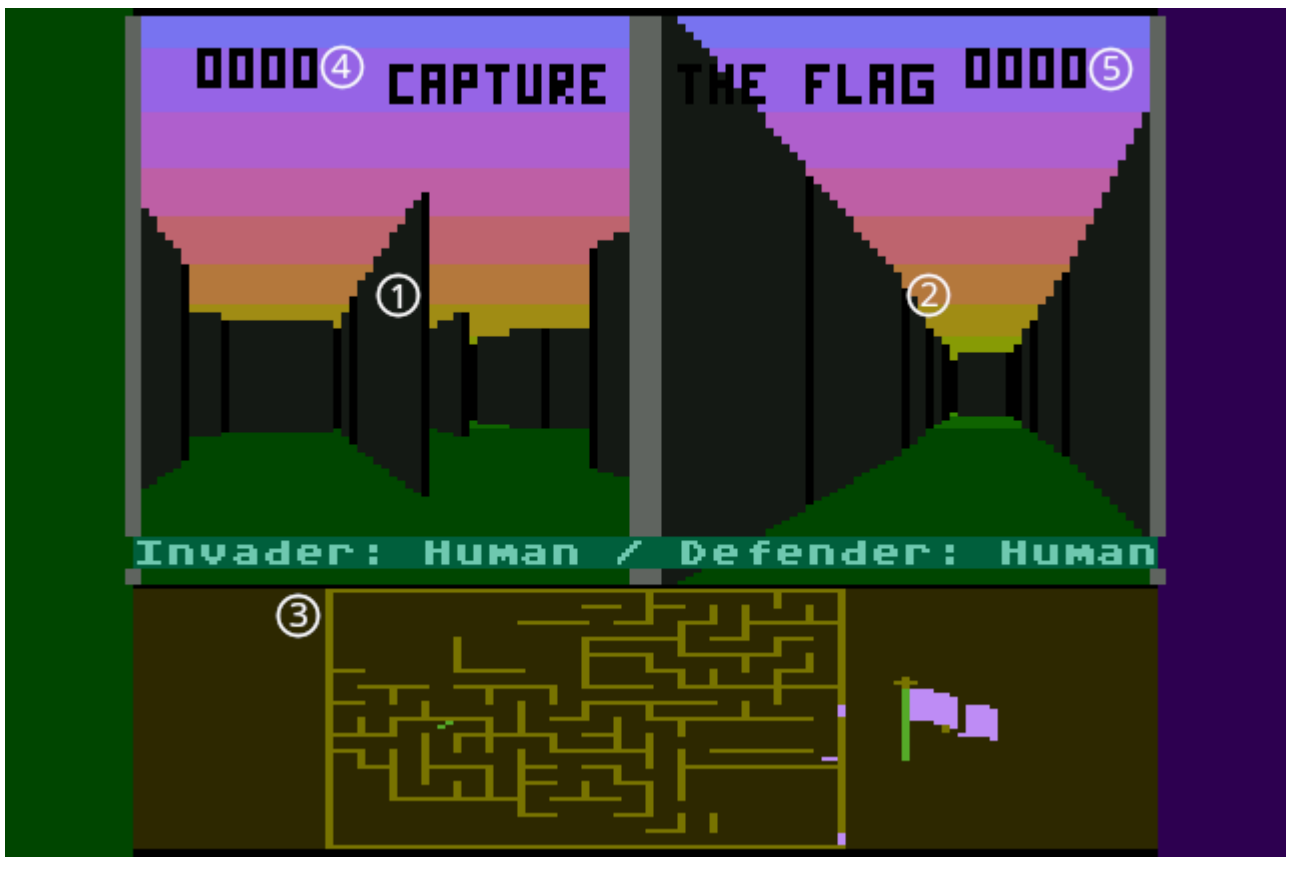
There are two teams in Capture the Flag:

Defender
The defender is tasked with hunting down the attacking player before they reach either of the exit points on the right-hand side of the screen. They can capture the invader by touching them - the defender or invader can be seen in the viewport at the top of the screen as a multicoloured flashing rectangle. The defender always starts on the right-hand side of the map, near the exit points.

Invader
The invader must escape through one of the exit points on the right-hand side of the screen, shown on the map as blue squares. If the invader is caught by the defender, the invader loses the round.

Interface

In Capture the Flag, the screen is vertically split into two sections - a **Viewport** and a **Map**. The viewport shows a 3-D representation of where the player currently is, and can be moved when not using compass mode with the joystick. The map shows a top-down view of the entire maze, revealed over time as the Invader and Defender explore the level.



1. Invader's Viewport
2. Defender's Viewport
3. Level Map
4. Invader's Score
5. Defender's Score

Scoring

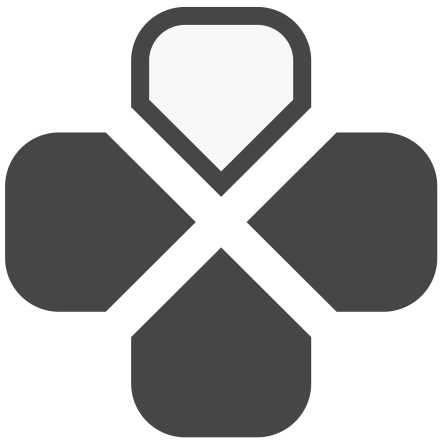
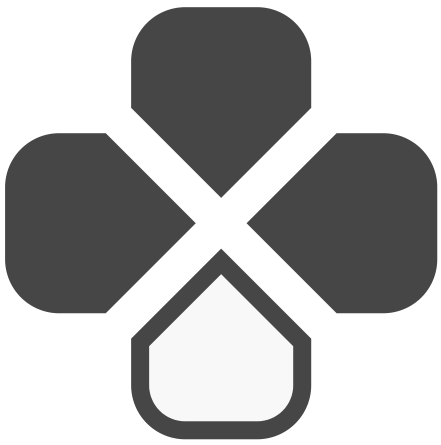
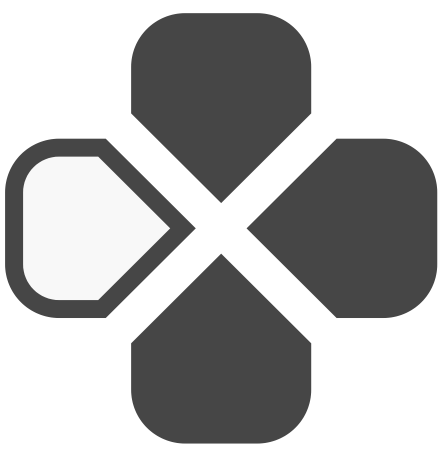
- The defender can score a point by touching the invading player in the maze.
- The attacker can spawn a point by touching an exit on the right-hand side of the screen.

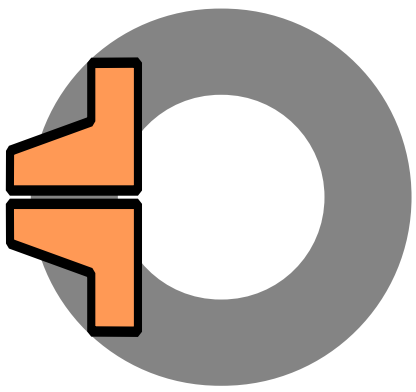
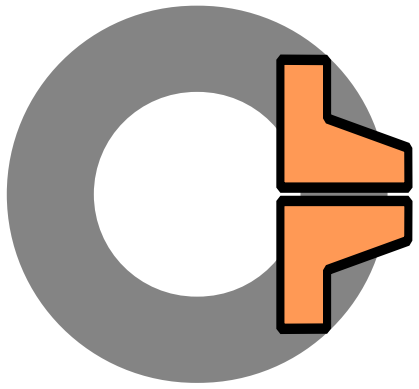
After a point is scored, the game is reset, and a new random maze is generated.

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Controls

Control	Action
	Up or jump
	Duck/down
	Move left
	Move right
	Select difficulty

Control	Action
	Select players
	Choose game controllers
	Start

Bristles

In this colourful platformer, you control Peter the Painter, help Peter to paint all the walls in the house before the timer runs out! Carefully use elevators and ladders to navigate floors and escape from enemies. Paint the walls where paint rollers are for extra points. Find all the hidden messages. Eight buildings to paint. Choose from six skill levels. Play solo or with friends.

Starting a Game

Option	Description
Start Game	To start the game with one player, press the start button on the joystick.
Add painter	To add another painter for a player to control, press the select players button on the joystick.
Adjust Painter	After adding multiple painters, move the joystick up or down to select a painter with the asterisk (*) that appears, and move the joystick left and right to change between characters.
Change Joystick	Press the choose game controllers button on the joystick to assign painters to a different joystick - shown in the left column.

Players take turns in completing each level, using their painter's assigned joystick. There are a total of 8 different painters to choose from.

When adding new painters in the menu, each has a colour code assigned to them:

- Blue: Player 1
- Green: Player 2
- Yellow: Player 3
- Purple: Player 4

Gameplay

Paint all the rooms in the building by moving your painter past them. When all the walls are painted in the building, the level is complete. Various obstacles stand in between you and your mission - watch out for Flying Half-Pints, Dumb Buckets, Brenda the Brat, and the infamous Bucket Chucker! Use the ladders and elevators to paint the floors above and to escape enemies.

Paint Brushes

Each player begins the game with 10 paint brushes. When a level is completed, you are awarded 2 additional brushes (lives). A player loses a brush when hit by any enemy, or by bumping into a pipe or chimney - when losing a brush, you can hear the “Russian Dance” from the Nutcracker Suite play. When losing a brush, the player will fall down an elevator shaft, back to the basement.



Ladders

There are 3 ladders located in the basement. They lead to the first floor, stopping at the beginning of elevator shafts which can bring you to higher floors. When climbing a ladder, avoid being hit by the elevator shaft by moving left or right if it is moving towards you.



Elevators

Elevators can be used to access floors past the first floor. They stop on each floor briefly, moving up and down in a loop.



Paint Rollers

Paint rollers are worth bonus points. Quickly paint rooms with a paint roller in to collect the bonus points, before a Dumb Bucket grabs them first! If a Dumb Bucket walks over a paint roller before the player, it is lost.



Paint Mixers

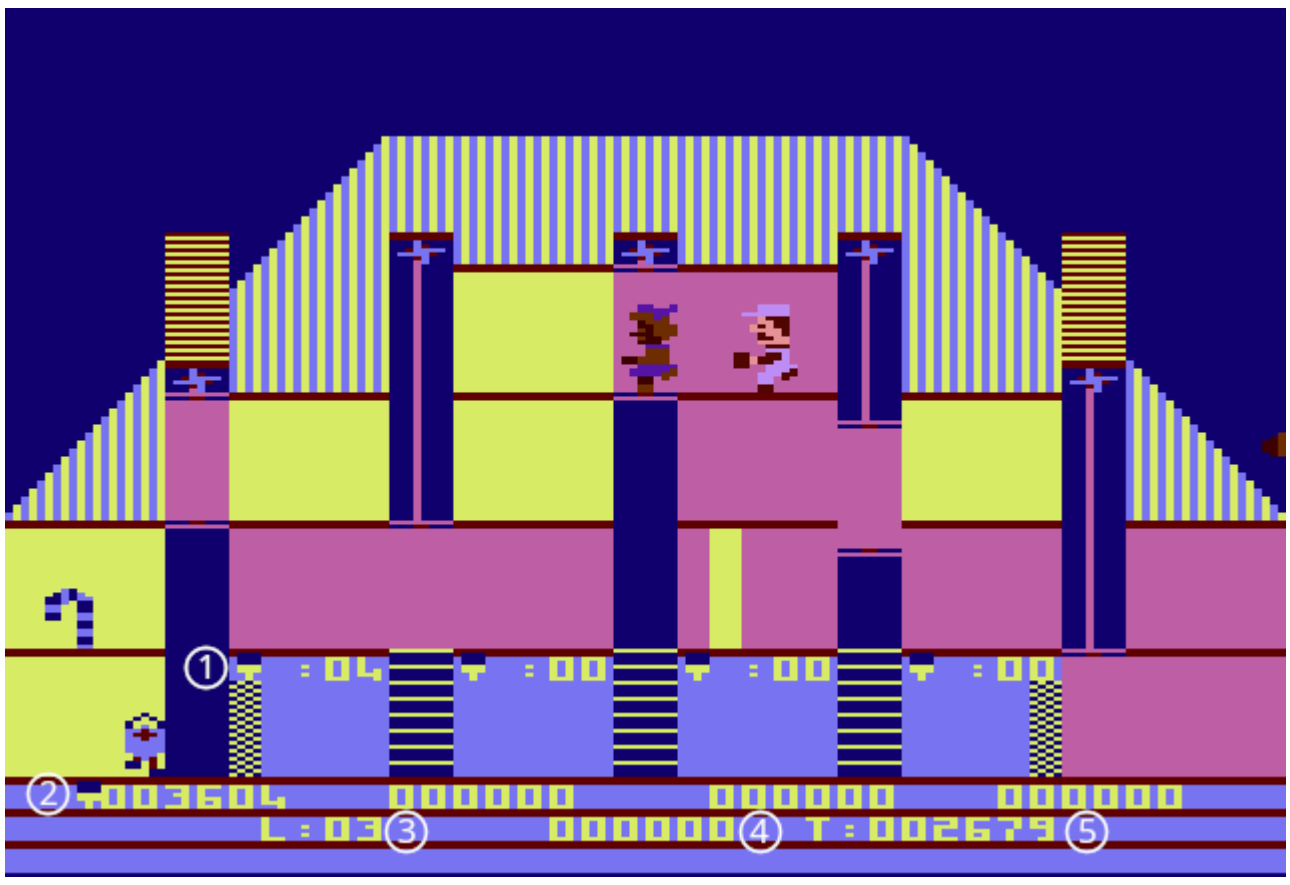
Paint Mixers can be found in later levels, and are used to trap the Bucket Chucker. Walk over a paint mixer to activate it for 4 seconds. If the Bucket Chucker is trapped in a mixer, you can trap them for longer by walking over another mixer in the level.



Candy Canes

Candy Canes can be found in levels which contain Brenda the Brat, and can be picked up by the player and given to Brenda to stop her for 15 seconds.

Interface



1. Player Lives
2. Player Scores
3. Current Level
4. High Score
5. Remaining Time

Enemy Types

Flying Half-Pints

These small buckets fly across the screen from side to side, causing the player to lose a brush when hit. They first appear in building #1, more appear with each new level. Before flying across the screen, they will flash briefly, providing a warning.

Dumb Buckets

Moving in a predictable pattern across the screen from left to right, Dumb Buckets first appear in building #2. They start from the left-hand side of the screen, moving to the right and using an elevator to get to the next floor, alternating directions. Dumb Buckets will not enter Safe Rooms.

Brenda the Brat
Brenda the brat moves around the level and puts handprints on previously painted walls. Every time Brenda puts her hands on a painted wall, you'll lose 40 points! Walls with hand prints on need to be re-painted in order to complete the level.

Brenda can be stopped temporarily by giving her a candy cane. First, touch a candy cane to begin flashing - while flashing, you cannot paint - then walk into Brenda to distract her for 15 seconds.

Steam Pipes
In some rooms, steam pipes extend upwards from the middle of the floor. Steam pipes cause the painter to trip over and lose a brush, unless they are jumped over.

Bucket Chucker
Leader of the buckets, the Bucket Chucker is very intelligent, pursuing the player relentlessly around the level. The Bucket Chucker begins at skill level 1, building #4, appearing in every building after this. The Bucket Chucker can never be destroyed, but you can trap him temporaily in the paint mixer, or in the basement between the three ladders.

- To trap the Bucket Chucker with a paint mixer, turn the paint mixer on by touching it (it will remain on for 4 seconds) Lure the Bucket Chucker to the paint mixer, and he will be stuck for 4 seconds.
    - Turning on other paint mixers in the level while he is trapped will trap him for a further 4 seconds each time.
- To trap the bucket Chucker in the basement, lure the Bucket Chucker in between the three ladders, and quickly exit the basement using one of the ladders.
    - The Bucket Chucker will remain in the basement until your painter loses a brush.

Refill Brushes

When painting in later rooms, your brush can begin to go dry, preventing you from painting any walls. When this happens, find a large paint brush in a room, and walk over it to allow painting again.

Game Timer

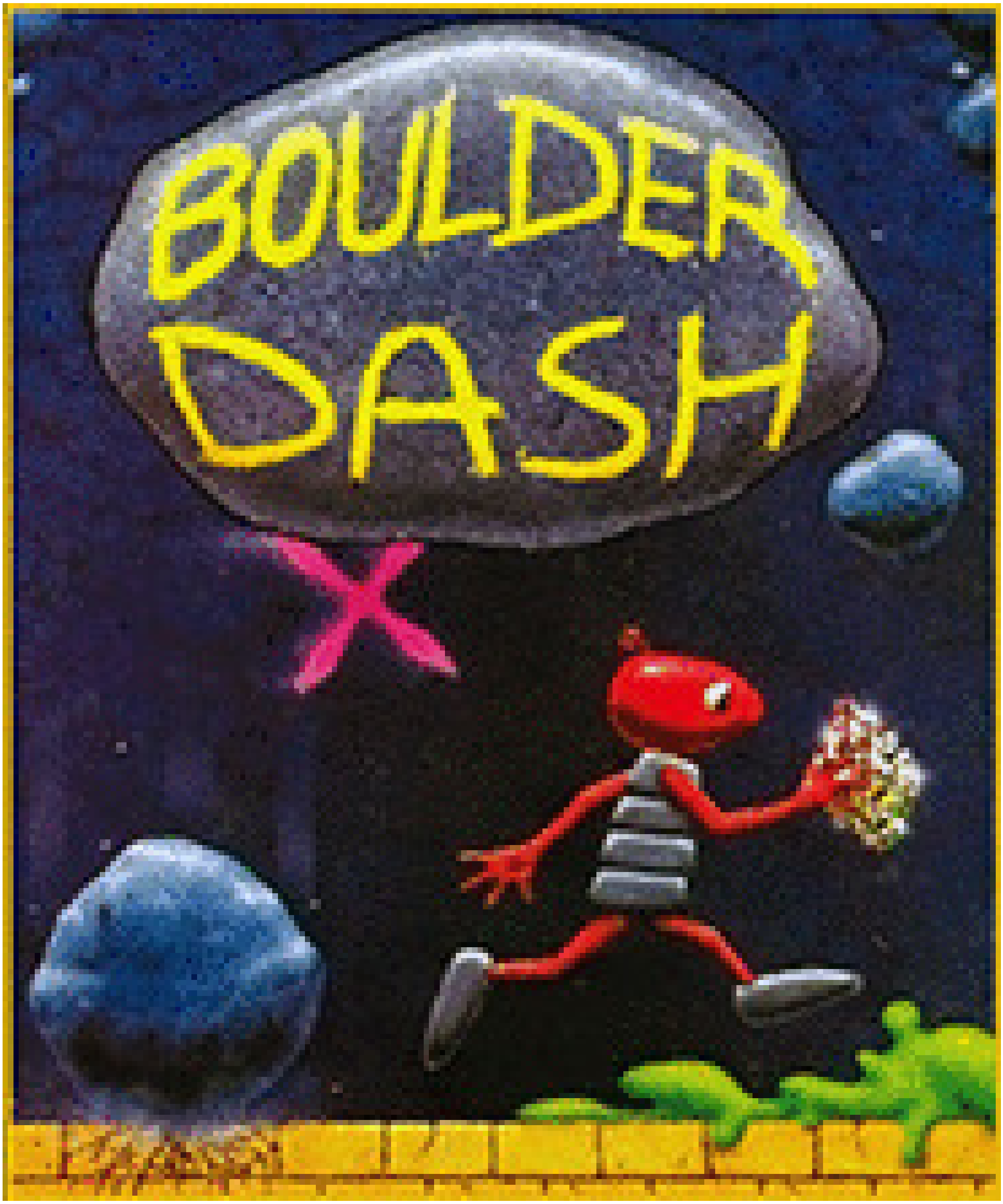
Each building has a time limit for the player to paint every wall in. The starting building gives the player 60 seconds - each level increases the starting time by 30 seconds after this. If the player's skill level is set above 1, the time each level gives is reduced by 6 seconds.

When 15 seconds or less remain, the level will begin to flash to alert the player. Quickly paint all remaining walls when this happens before time runs out!

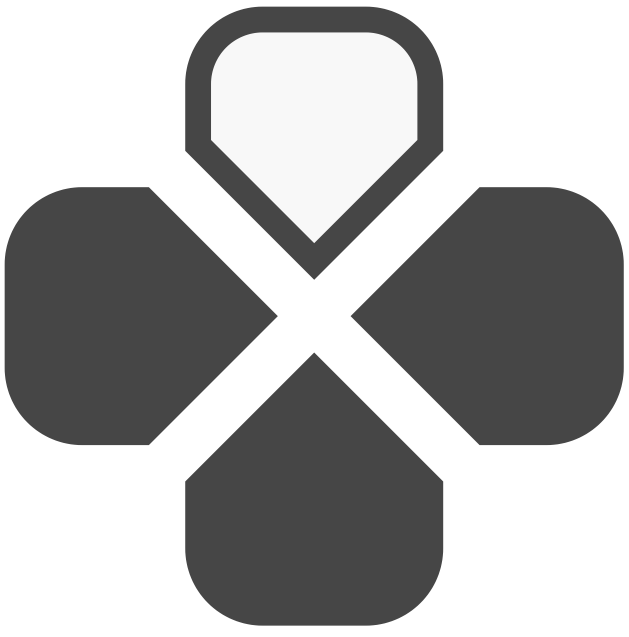
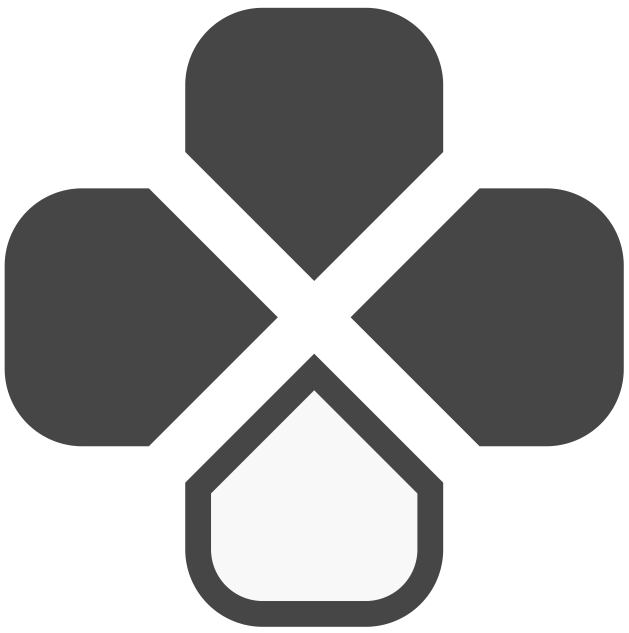
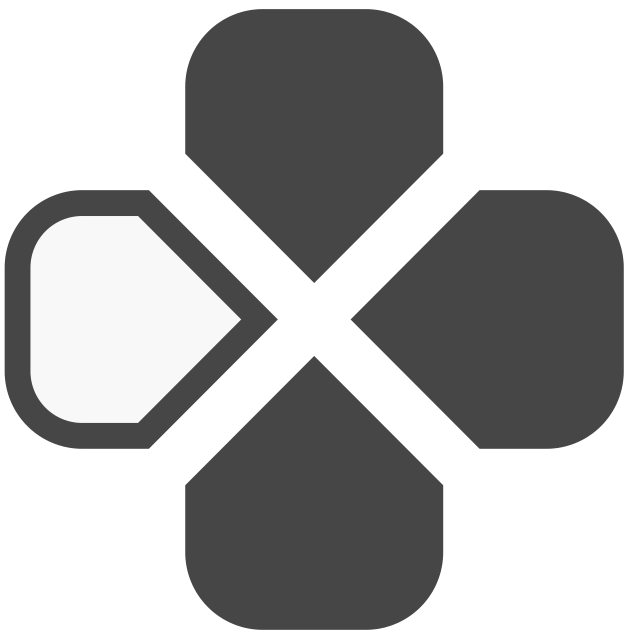
Scoring

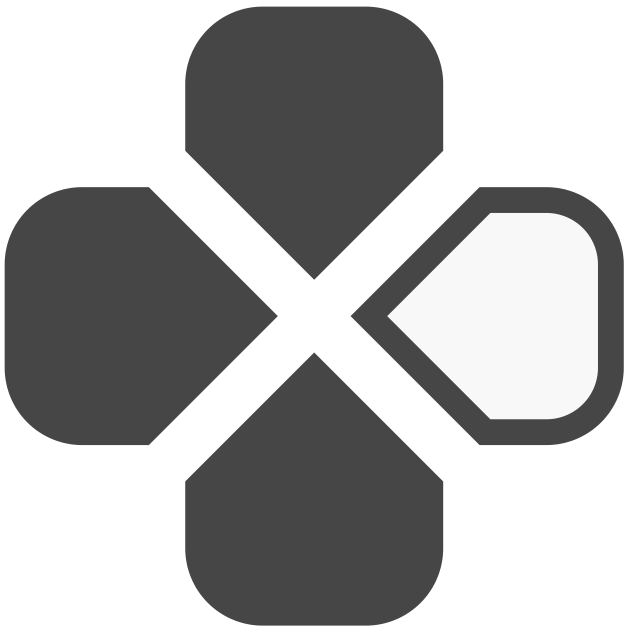
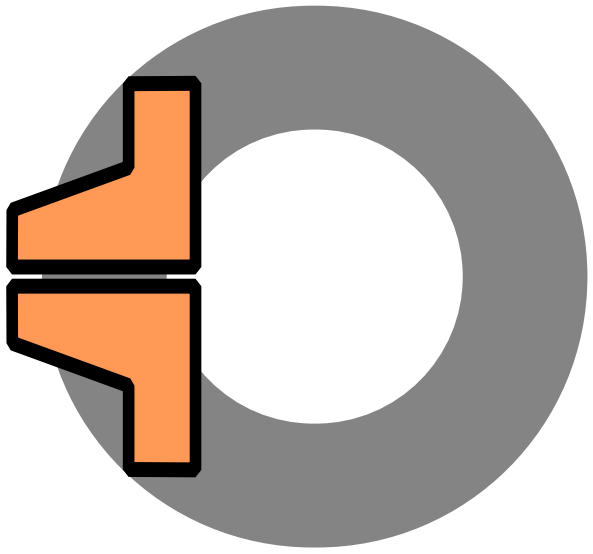
Score points by walking past the unpainted walls in the level. 10 points are given for each tile of the wall you paint. Picking up a paint roller in the level gives the player a bonus 300 points. At the end of the level, the remaining time is added to the total points during the transition screen.

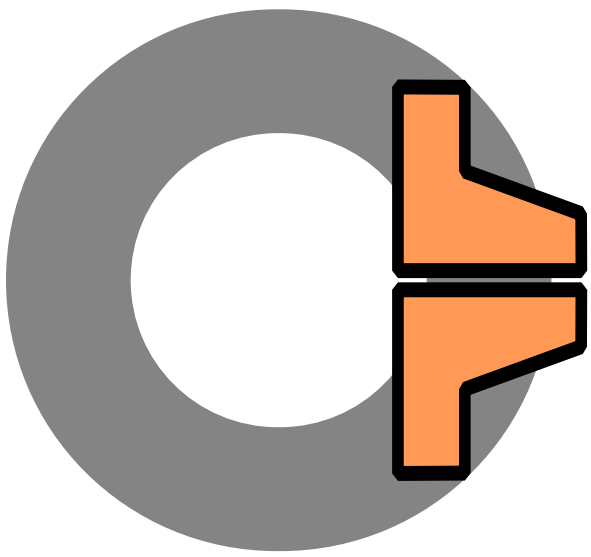
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BOULDER
DASH

Controls

Control	Action
	Move up
	Move down
	Move left

Control	Action
	Move right
	Start
	Select players
	Show options

Control	Action
	Reset level
	Show options

Boulder Dash

In this classic maze puzzle game, you play as Rockford who is on a dangerous underground adventure in search of jewels. Collect jewels and escape the cave before time runs out. 16 cave puzzles to complete alone or with a friend. Avoid falling boulders. Drop boulders on enemies before they catch you!

Starting a Game

To enter the main menu, press the show options button on the joystick when the Boulder Dash logo is on the screen.

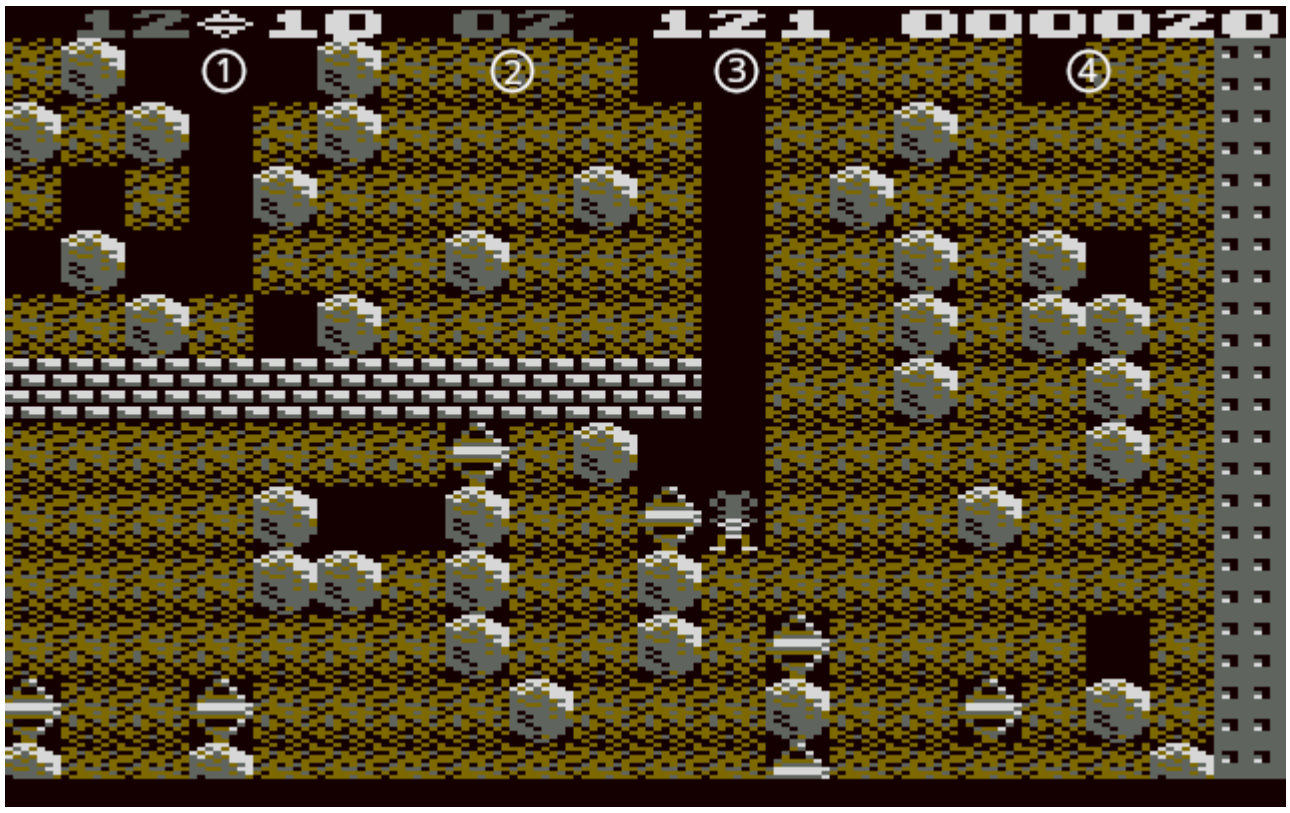
Option	Description
(Start)	Opens the option menu for configuring the number of players and joysticks.
(Option)	Select the number of players and joysticks
(Fire)	Start the game.

To change the starting cave between caves A, E, I and M, move the joystick left or right whilst on the menu screen. To change the difficulty between levels 1-5, move the joystick up or down. Higher difficulties give the player less time to escape the cave, but more Jewels to collect.

To play on difficulty level 4 or 5, you must start the game in Cave A.

Gameplay

Game Interface



1. Number of Jewels required for level
2. Point value
3. Number of Jewels collected
4. Time remaining
5. Total Points

Scoring

The amount of points received per Jewel depends on the current cave, difficulty level and bonus status. Bonuses are applied to Jewels collected after the exit door has been opened.

Bonus points are also received for every second remaining on the timer after leaving the current cave.

Your current points during a game can be seen in the top left of the screen, to the right of the picture of a Jewel. If a bonus is active, the point value shown at the top of the screen will increase.

How to Play

- Use the joystick to move Rockford through the cave, collecting as many Jewels as you can. When enough Jewels are collected, the next cave awaits! Find the escape door to progress.
- To start, you will have 3 Rockfords. You will lose a Rockford when you are hit by a moving boulder or Jewel. If you lose all Rockfords, you'll have to start again.
- Rockford can dig through earth that is directly next to him, clearing the way.
- Rockford can move boulders horizontally, and stand directly under a boulder that isn't moving.
- Keep an eye on the time! When time for the current cave is running out, a warning sound will play. Get enough Jewels to leave before the time runs out.

**Boulders**

Boulders fall with gravity when unsupported and slide off objects if nothing is blocking their way. You lose a Rockford (life) if you are hit by a boulder that is being moved by gravity.

**Jewels**

Jewels are glowing diamonds that can be found in each level, or created by performing the following actions:

- Transforming butterflies
- Suffocating Amoebas
- Dropping boulders through enchanted walls
- A certain number of Jewels must be found in a level for the escape door to be usable. Once enough Jewels are collected in a level, the escape door will activate and begin flashing.

Enemies

**Fireflies**

Fireflies move around the edges of exposed areas of the cave, exploding when they come into contact with Rockford. They can be blown up prematurely by dropping a boulder on them - their explosion can damage other things in the environment - *this might come in*

handy!

**Butterflies**

Butterflies behave very similar to Fireflies, but turn into Jewels when they explode, and run away from Fireflies when moving in the same direction as one.

**Amoeba**

Amoeba take the form of a green blob that grows through the earth and air. Rockford can pass through Amoeba without being harmed, but Fireflies and Butterflies will explode when coming into contact with it. When Amoeba is trapped in an enclosed space by boulders, it suffocates and turns into Jewels. If Amoeba is left to grow for too long, it will turn the squares it occupies into boulders.

Levels

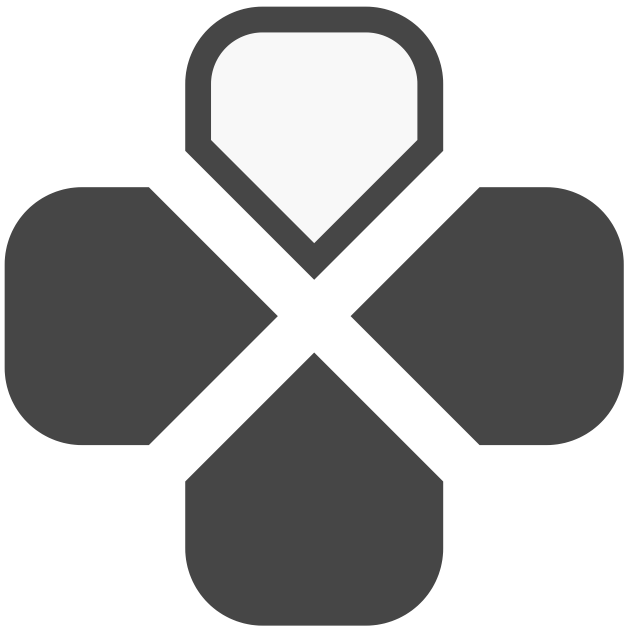
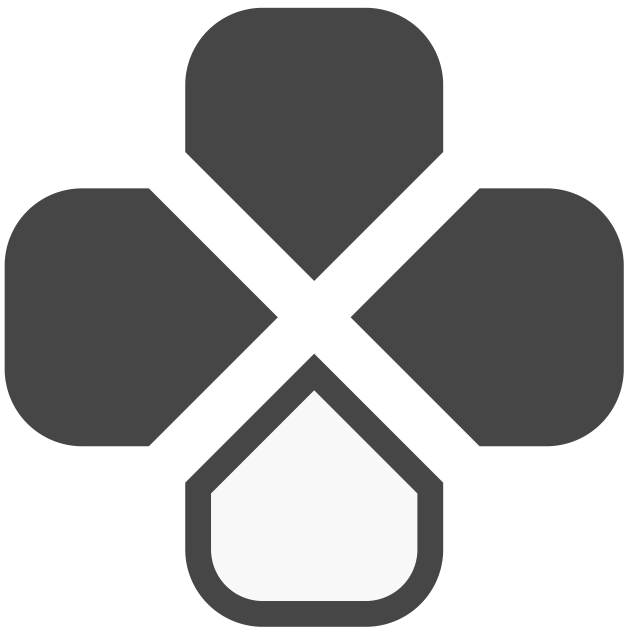
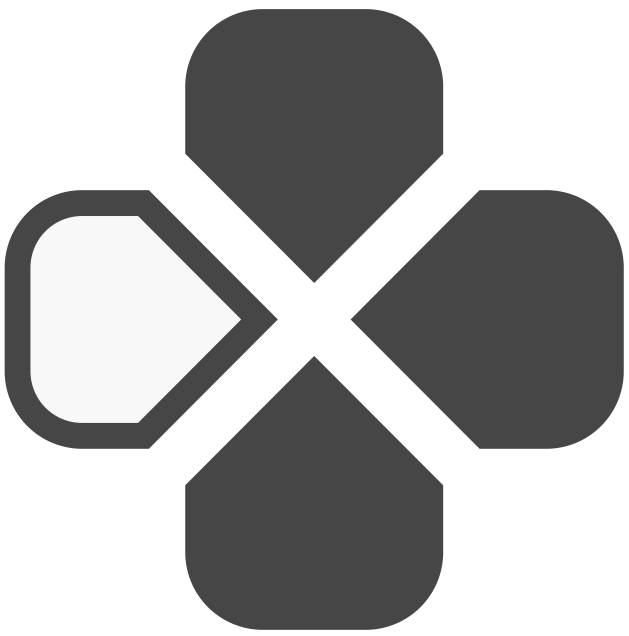
Letter	Level Name	Description
A	Intro	Pick up Jewels and exit before time is up.
B	Rooms	Pick up Jewels, but you must move boulders to get all Jewels.
C	Maze	Pick up Jewels. You must get *every* Jewel to exit
D	Butterflies	Drop boulders on Butterflies to create Jewels.
E	Guards	The Jewels are there for the grabbing, but they are guarded by deadly Fireflies.
F	Firefly Dens	Each Firefly is guarding a Jewel.
G	Amoeba	Surround the Amoeba with boulders, so it can't grow any more. Pick up Jewels that are created when it suffocates.
H	Enchanted Wall	Activate the Enchanted Wall and create as many Jewels as you can.
I	Greed	You have to get a lot of Jewels here, lucky there are so many.
J	Tracks	Get the Jewels, avoid the Fireflies.
K	Crowd	You'll need to move a lot of boulders around, in some tight spaces.
L	Walls	You must blast through walls to get at some of the Jewels. Drop a boulder on a Firefly at the right time and place to do this.
M	Apocalypse	Bring the Butterflies and Amoeba together, and watch the Jewels fly!
N	Zigzag	Magically transform the Butterflies into Jewels, but don't waste any boulders, and watch out for the Fireflies.
O	Funnel	There is an Enchanted Wall at the bottom of the rock funnel.
P	Enchanted Boxes	The top of each square room is an Enchanted Wall, but you'll have to blast your way inside!

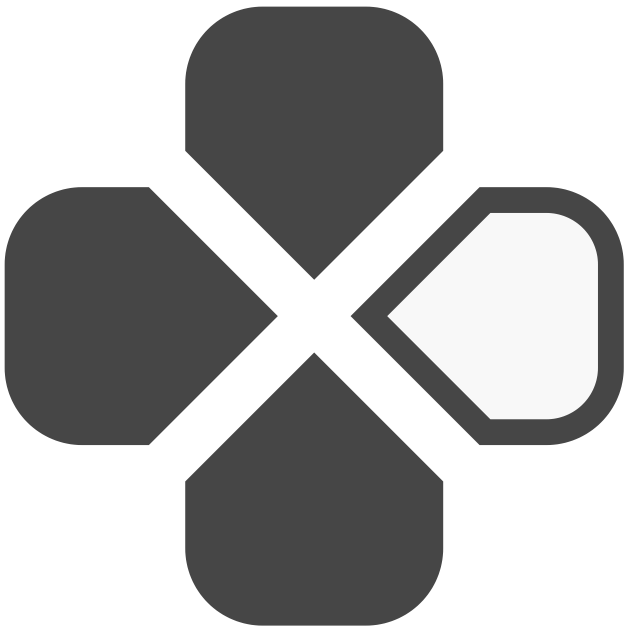
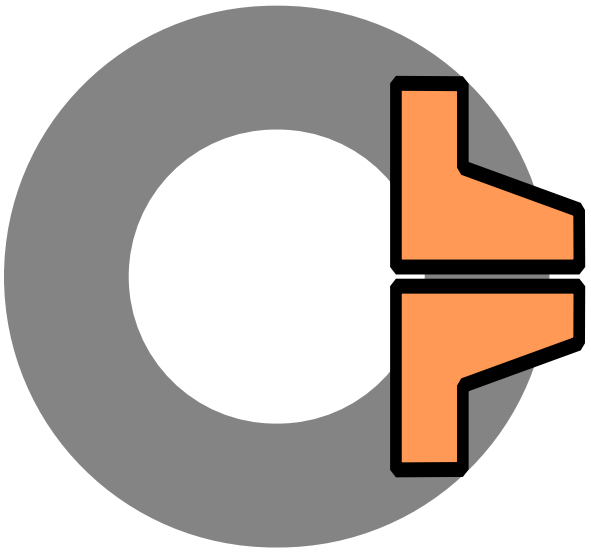
There are 4 short puzzles which can be accessed after completing levels D, H, L and P.

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BERZERK

Controls

Control	Action
	Move up
	Move down
	Move left

Control	Action
	Move right
	Fire
	Select players
	Start

Control	Action
	Fire
	Option

Berzerk

In this frantic arcade shoot-em-up you find yourself an intruder on a hostile maze-like planet, ruled by the robot master Evil Otto. Navigate each maze and try to escape. Blast the robots to score points and dodge their laser fire. Flee from Evil Otto if he finds you staying in a maze too long. Don't touch the walls.

Starting a Game

Option	Description
Start Game	To begin a game, press the start button on the joystick. The start button can also be used to reset the game at any time.

Gameplay

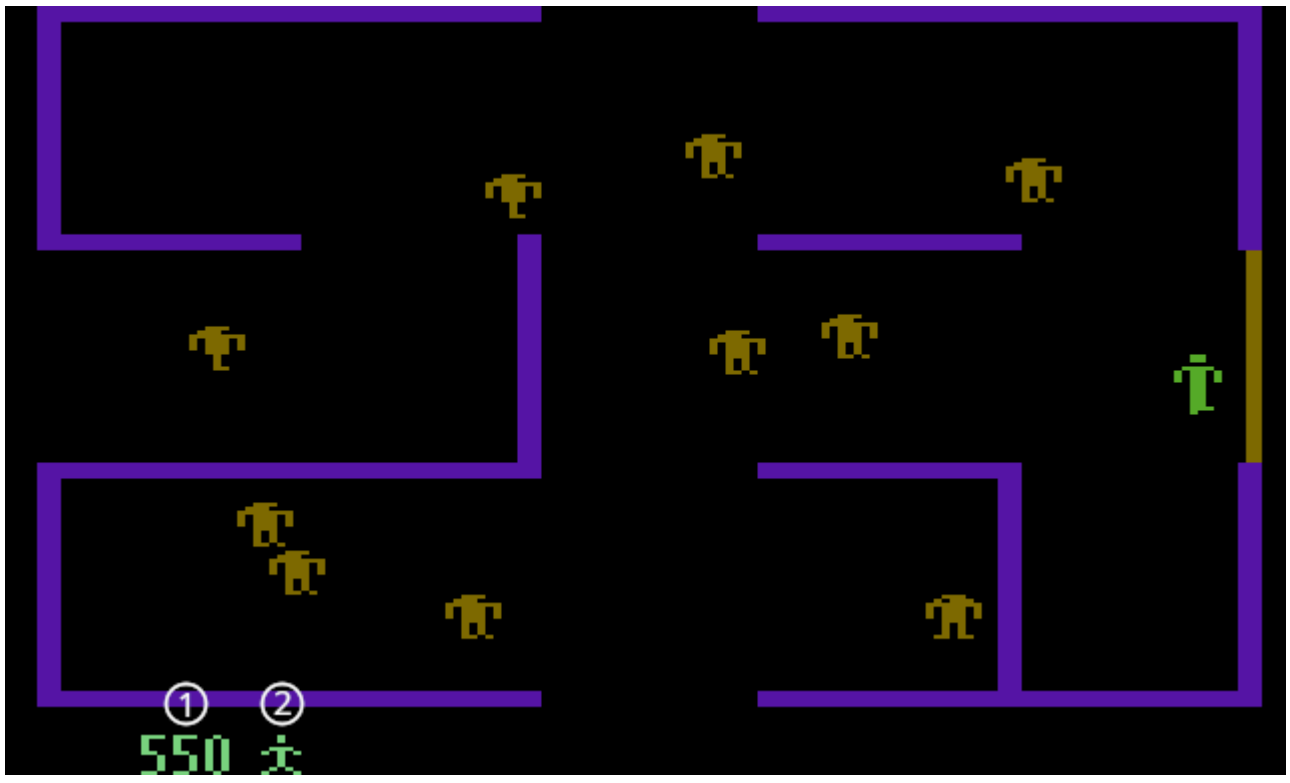
Berzerk puts the player in control of the last survivor of a small group of earthlings on the planet Mazeon. The humanoid is placed inside an electrified maze, and must progress through as many rooms as possible by exiting each maze alive.

Mazes are occupied by up to 11 synthetic robots that can shoot and move towards the player. Aim the player in the direction of a robot using the joystick and press the fire button to shoot in the direction you are facing.

Make sure you dodge any incoming shots from robots and avoid touching the walls, or you'll lose a life!

When losing a life, the player is transported to a different maze. You start the game with three lives.

Interface



1. Player Score
2. Player Lives

Enemy Types

Robots

The main enemy, spawning in groups of 1-11 in each maze. Robots move towards the player, firing shots in the direction they are facing periodically.
As the player's score increases, the robots move quicker and shoot more frequently.

Evil Otto

Evil Otto appears when a player has lurked too long inside the current maze. He cannot be killed, and will chase the player around the level from where he appeared. He can jump over walls and is not electrocuted by them. The only way to escape Evil Otto is to leave the level you are currently through an exit

Scoring

Each robot that is destroyed is worth 50 points. If a whole maze is cleared of robots before leaving it, the player receives a bonus of 10 points for each robot that was in the maze.

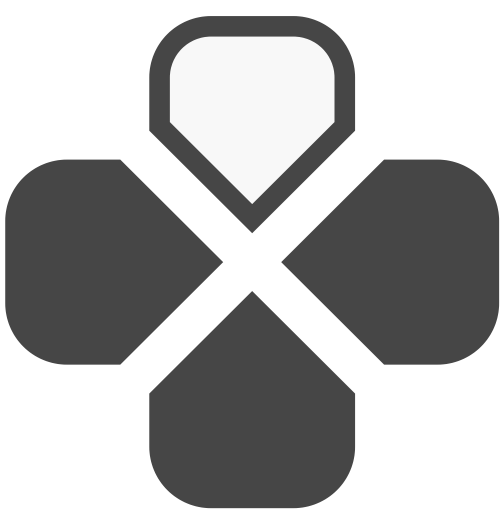
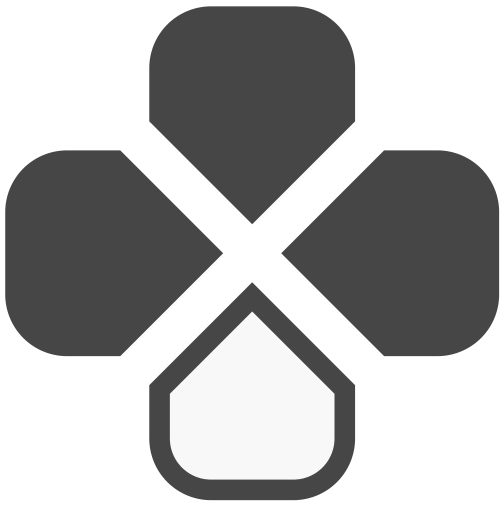
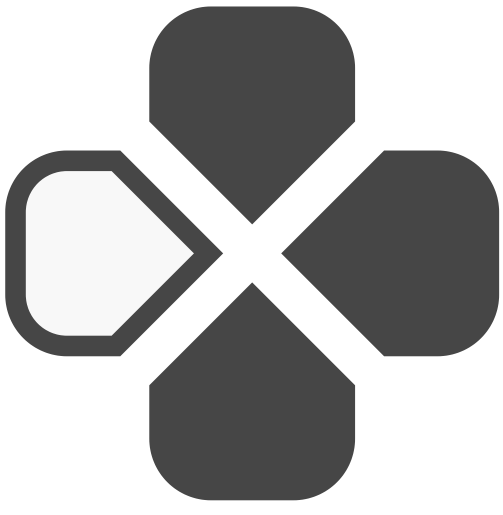
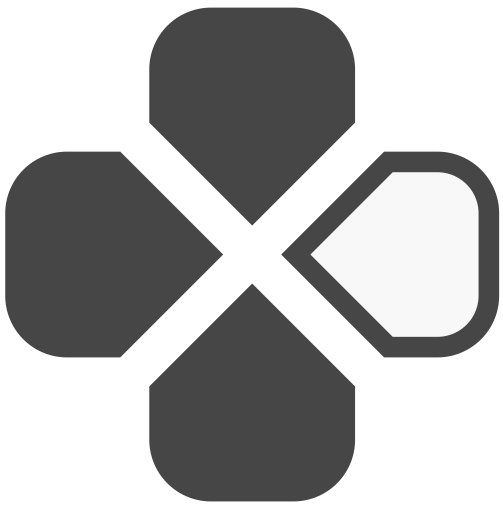
A bonus life is given to the player for every 5000 points.

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BATTLEZONE™



Controls

Control	Action
	Move forward
	Move backward
	Turn left
	Turn right

Control	Action
	Fire
	Fire
	Select difficulty level

BattleZone

In this strategic shoot ‘em up, it is your mission to save the world by outmanoeuvring and destroying rebel Supertanks and UFOs. Enemy tanks will recharge before shooting again. Use your scanner to locate enemies out of view. Five skill-level challenges. Keep moving to avoid enemy fire.

Starting a Game

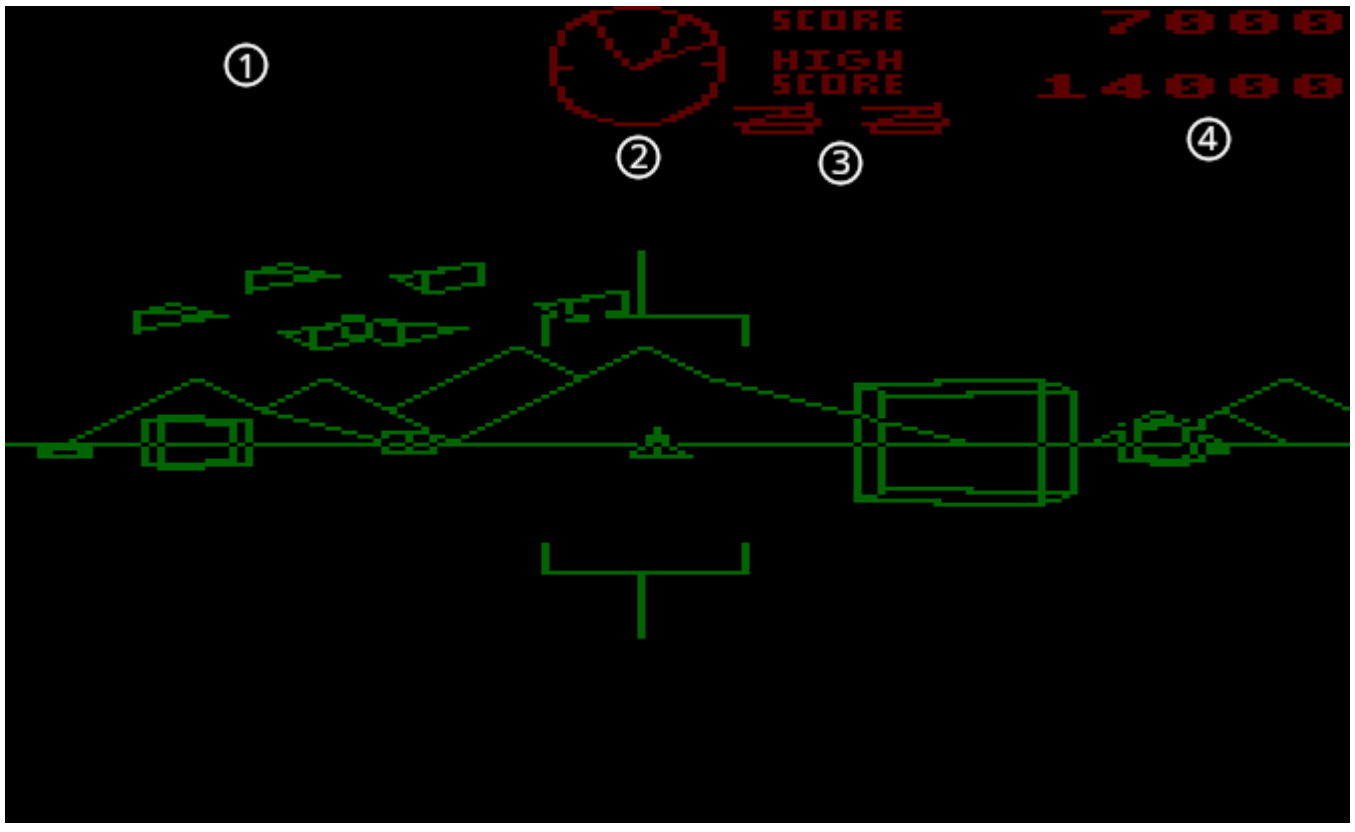
Option	Description
Start Game	To begin the game at level 1, press the fire button on the joystick.
Level Select	To change the starting level, press the menu button on the joystick.

Gameplay

Move the joystick forwards and backwards to move your tank. Rotate in-place by moving the joystick left and right. Spot enemies through the alert message panel and the radar. Orient the tank so the reticle is on a target, and fire!

After firing a shot, you’ll have to wait until the shell flies its course, or hits an enemy before firing again.

Interface



1. Alert Message Panel - Indicates when an enemy is in range.
2. Radar Scanner
3. Score & High Score
4. Lives

Enemy Types

Icon	Description	Points
Tank	The most common enemy. Moves slower than the player's tank, and has the slowest rate of fire.	1000
Super Tank	A challenging tank variant which moves at the same speed as the player, and has a higher rate of fire.	2000
Missile	Guided missiles that move erratically at a fast speed towards the player.	3000
Saucer	A non-combatant enemy that can appear alongside enemy tanks. Hit for bonus points!	5000

Story

Dateline; 1999.

The nations of Earth have finally agreed on a world peace plan. But a power-hungry rabble of military malcontents won't go for it. Instead they've sent out armies of robot-driven weapons hell-bent on winning world power for themselves.

These lethal machines turn Earth into a lifeless landscape — unless you can defeat them!

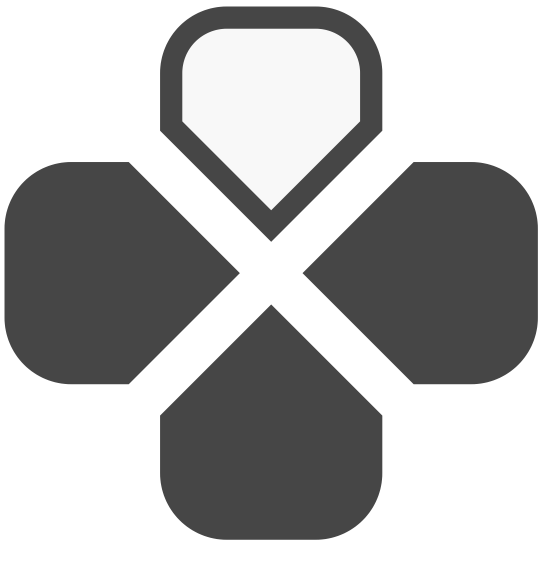
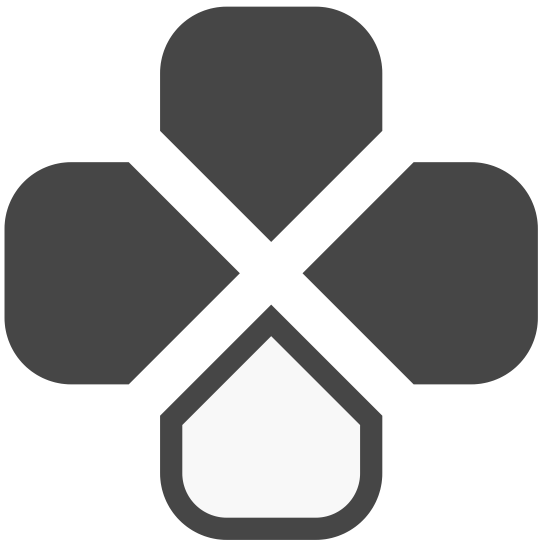
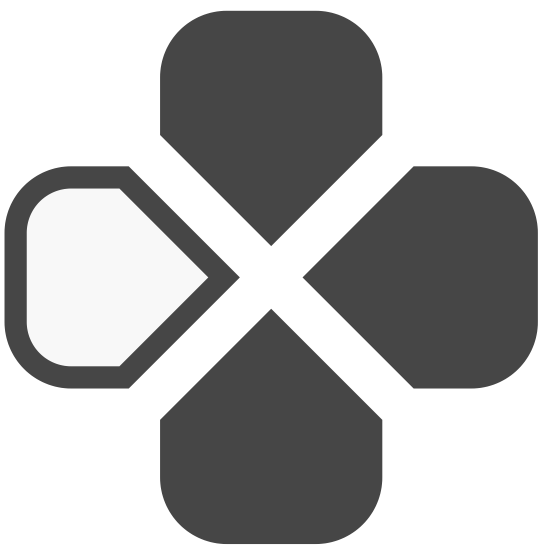
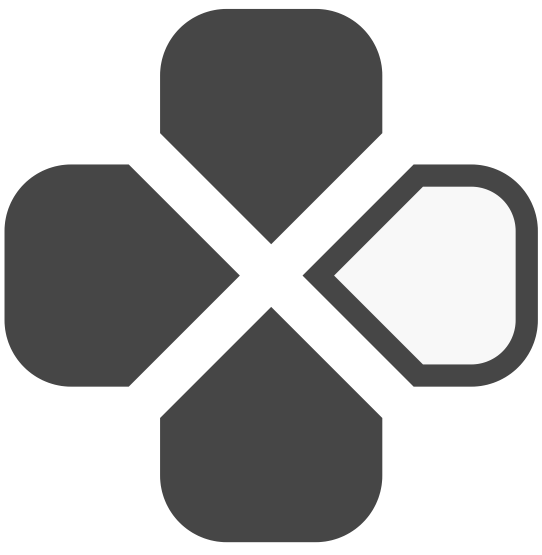
The only defensive weapons left on Earth are vintage military tanks. They are your only hope for searching out the enemy machines and destroying them — before they destroy you!

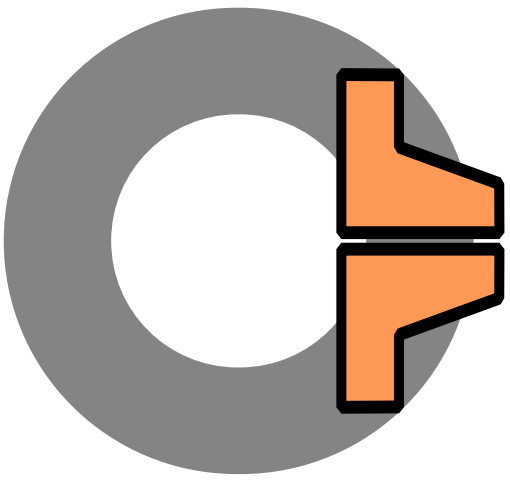
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BASKETBALL



Controls

Control	Action
	Move up
	Move down
	Move left
	Move right

Control	Action
	Shoot or pass ball
	Start
	Shoot or pass ball
	Select mode

Basketball

In this indoor sports game played against the clock, you try to score more points than the opposing team. Dribble, shoot, pass, block or steal shots from your opponents. Choose from five game variations with up to four players. Start each game with a jump shot, and don't dribble past your end line!

Starting a Game

Option	Description
Select Players	Press the select mode button on the joystick to select from 5 game modes.
Start Game	Press the start button on the joystick to begin the game with the selected mode.

Gameplay

Interface



1. Home Score
2. Time Remaining
3. Visitor's Score

Game Modes

There are a total of 5 different game variants, each allowing a set number of players and adjusting who is the home or visiting team.

Game 1: 1 Player
One player competes against a computer player. The player takes control of the home team, shooting for the left basket. Your score is on the top left-hand side of the screen.

Game 2: 2 Players
Two players compete against two computer players, using joysticks 1 and 2. Your team is the home team.

Game 3: 3 Players
Two players compete against a team of one player, and one computer player. Players 1 and 2 are on the home team, and player 3 is on the visitor team with an AI companion.

Game 4: 4 Players, no computer
Four players compete, with no computer players. Players 1 and 2 are on the home team, players 3 and 4 are on the visitor team.

Game 5: 2 Players, no computer
Two players compete against each other on the court, with no computer players. Player 1 is the home team, player 2 is the visitor team.

Offensive Play

Shooting

When in possession of the ball, press and hold the (Fire) button on the joystick to stop the player dribbling and begin preparing a shot. There are two types of shots:

- Over-head: High-arching shots, which are more challenging for a defender to block.
- Under-head: Faster & shorter-range shots which are easier for a defender to block, but take less time to perform.

Passing

When in possession of the ball, have a player on your team press and hold the (Fire) button. While they are holding the (Fire) button, press and release your controllers (Fire) button to pass the ball towards that player. Time your passes carefully - they can be intercepted by your opponents!

Defensive Play

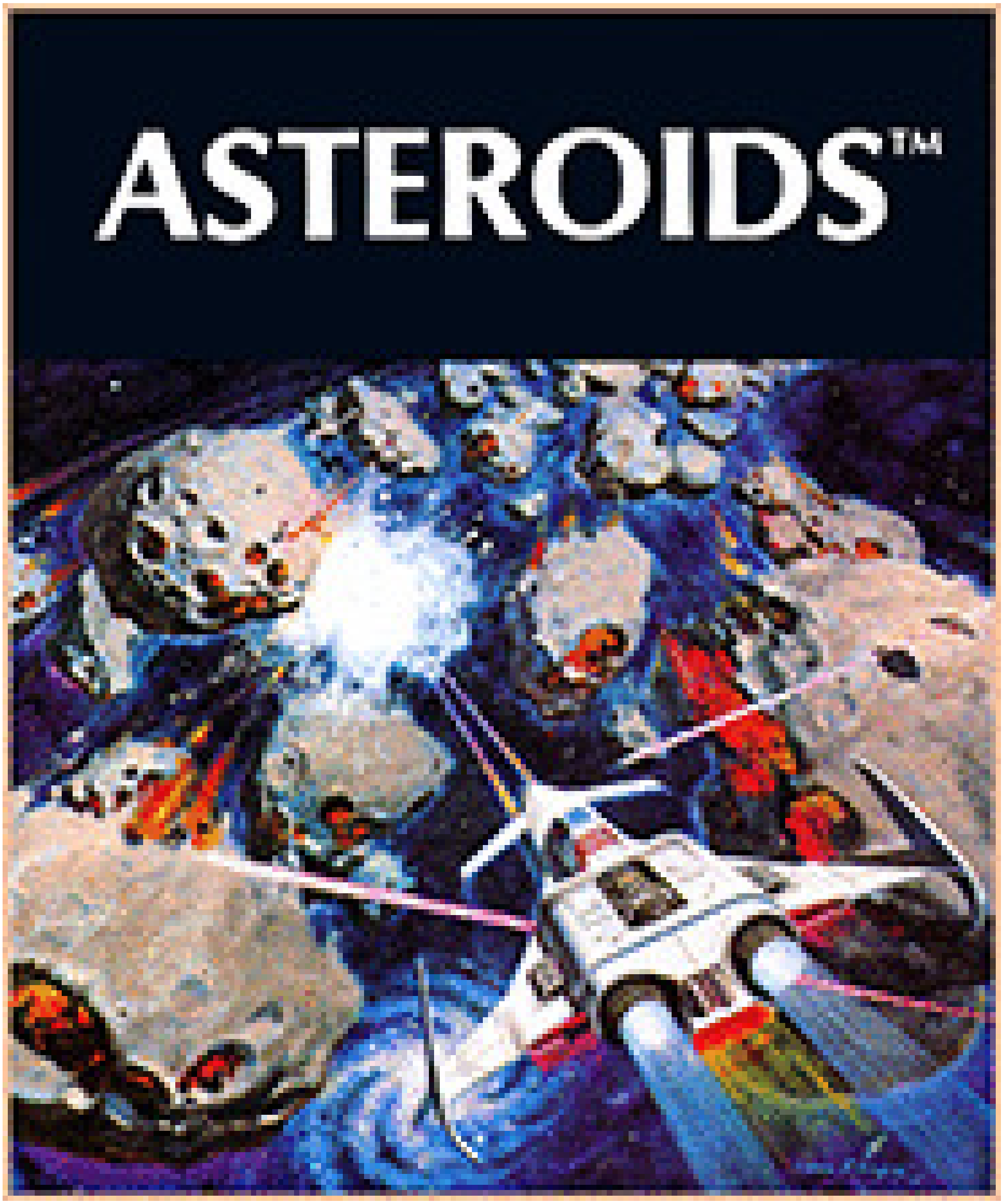
Blocking Shots

To defend against shots from opposing players, position your player between the basket and the player in possession, and press the (Fire) button at the correct time to jump and block the trajectory of the ball.

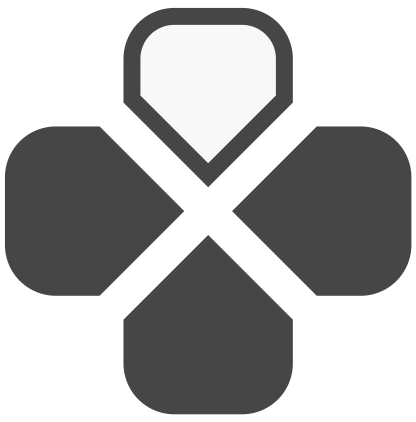
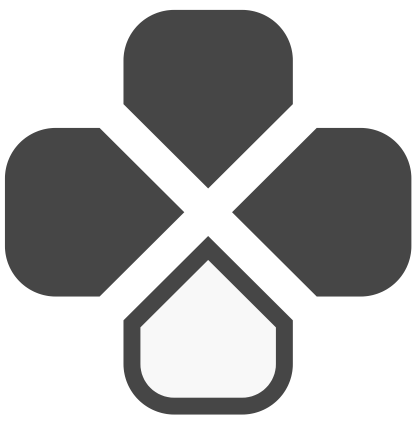
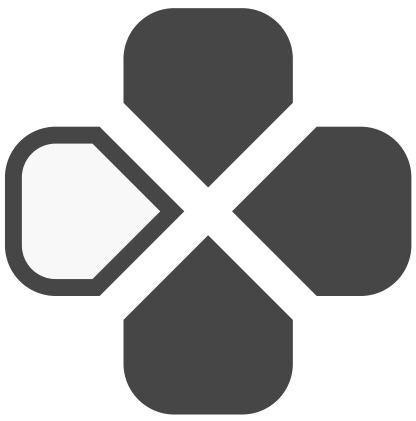
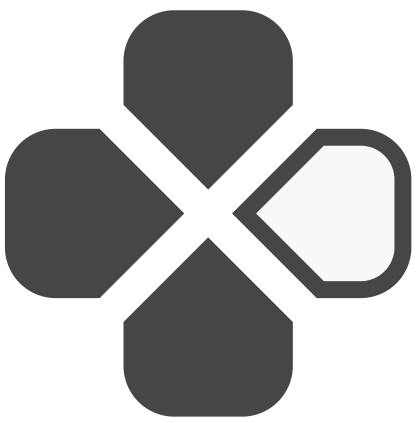
Making Steals

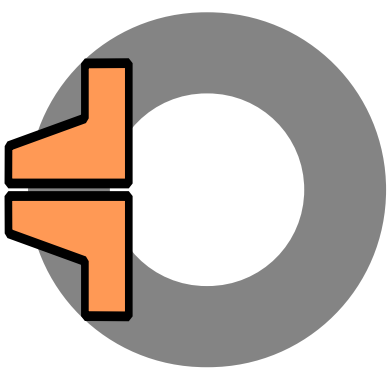
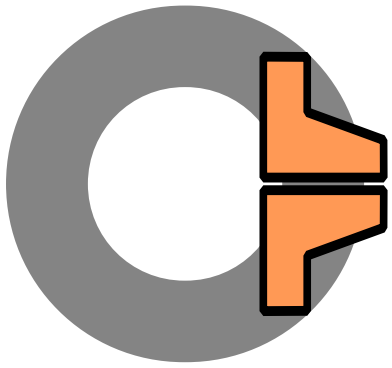
In order to steal the ball, position your player's feet even with your opponents. When the ball leaves the possessing player's hand, move your player into the path of the ball to gain possession with the correct timing.

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ASTEROIDS™

Controls

Control	Action
	Fire main engine
	Activate defences
	Turn left
	Turn right
	Fire

Control	Action
	View/select defence option
	Bounce on asteroids on/off
	Start
	Asteroid speed fast/slow
	Activate defences
	Select mode

Asteroids

In this all-time classic arcade game you find your ship trapped in a deadly asteroid belt of drifting boulders and enemy spacecraft. Rotate and thrust to move. Score points and extra ships by blasting boulders and enemies. Protect yourself with shields and hyperspace defences. Play solo or as a team in one of 18 game variations.

Starting a Game

Option	Description
Start Game	To begin a standard one-player game, press the start button on the joystick
Select Players	Press and release the option button on the joystick to cycle between the different game variants

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Multi-Player Options

Asteroids can be played with up to four players simultaneously, in four different modes:

Mode	# of players	Description
Standard Play	1-2	Allows either one or two players to play Asteroids in turn, swapping players when their ship is destroyed. Players alternate after each life loss until the game ends.
Melee	2-4	All players appear together, and play simultaneously. In the Combat variant, players can score points by hitting other players.
Co-op	2-4	All players must work together to stay alive. Players can respawn if any other player has a ship they have not used. When a player is hit, they respawn at a random location.
Team	2-4	Players are split into two teams and battle each other for the highest score. Players are out of the game when they run out of ships. In combat mode, ships on the other team can be destroyed.

Multi-Player Variants

With the exception of Standard Play, each mode has two variants of Photon weaponry which can be selected:

- **Patrol**: Players are unable to deal damage to each other when firing
- **Combat**: Players can damage and destroy each other's ships.

Each player can choose their own defensive option by pressing and releasing the (Option) key until the defense option screen appears.

Press (Start) to begin play when all players have selected their defensive options.

Game Options

A game can be customised with different game options before starting.

Turning bounce asteroids on will cause objects on the screen to bounce when they reach the screen edges, instead of warping to the opposite side.

Changing the asteroid speed between SLOW and FAST will cause all asteroids to move faster or slower around the screen.

Gameplay

Defense Options

Your ship has a total of four defense options, each granting different effects or bonuses. Cycle through defense options by pulling back on the joystick.

To change defense options, press and hold the view/select defence option button on the joystick. Cycle to the defense option you wish to use, and press the fire button to confirm your selection.

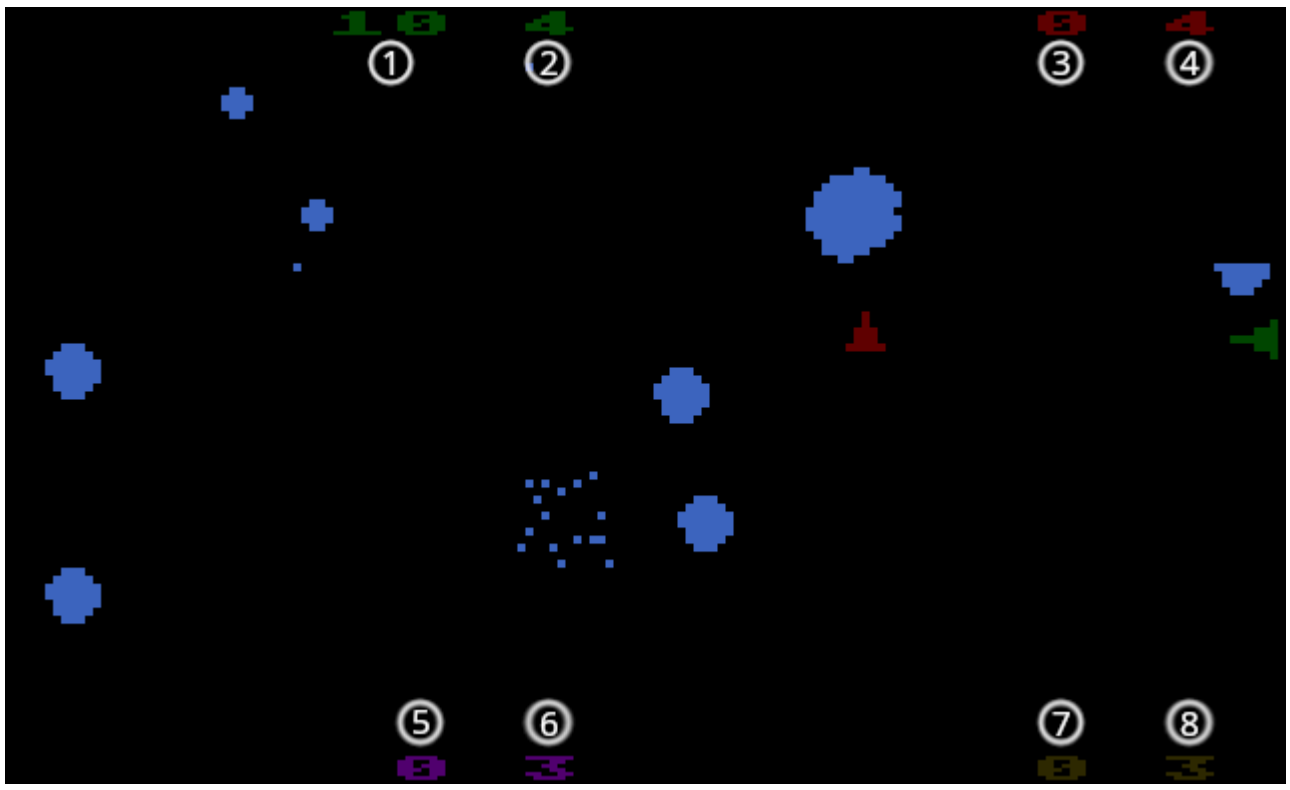
Shields
Deploys a shield which defends your ship against hits from flying saucers or asteroids. The shield is deactivated when the joystick is re-centered. This defense option is selected by default.

Hyperspace
Hyperspace warps the ship temporarily, granting invulnerability for a short period.

Flip Over
Flips the ship 180 degrees instantly, allowing a quick response to incoming threats from the rear of your ship.

No Effect Mode
Choosing effect mode causes your ship to take more damage from incoming asteroids and enemy photons, but you will score points much faster than with any other defense option.

Game Interface



1. Player 1 Score
2. Player 1 Lives
3. Player 2 Score
4. Player 2 Lives
5. Player 3 Score
6. Player 3 Lives
7. Player 4 Score
8. Player 4 Lives

Scoring

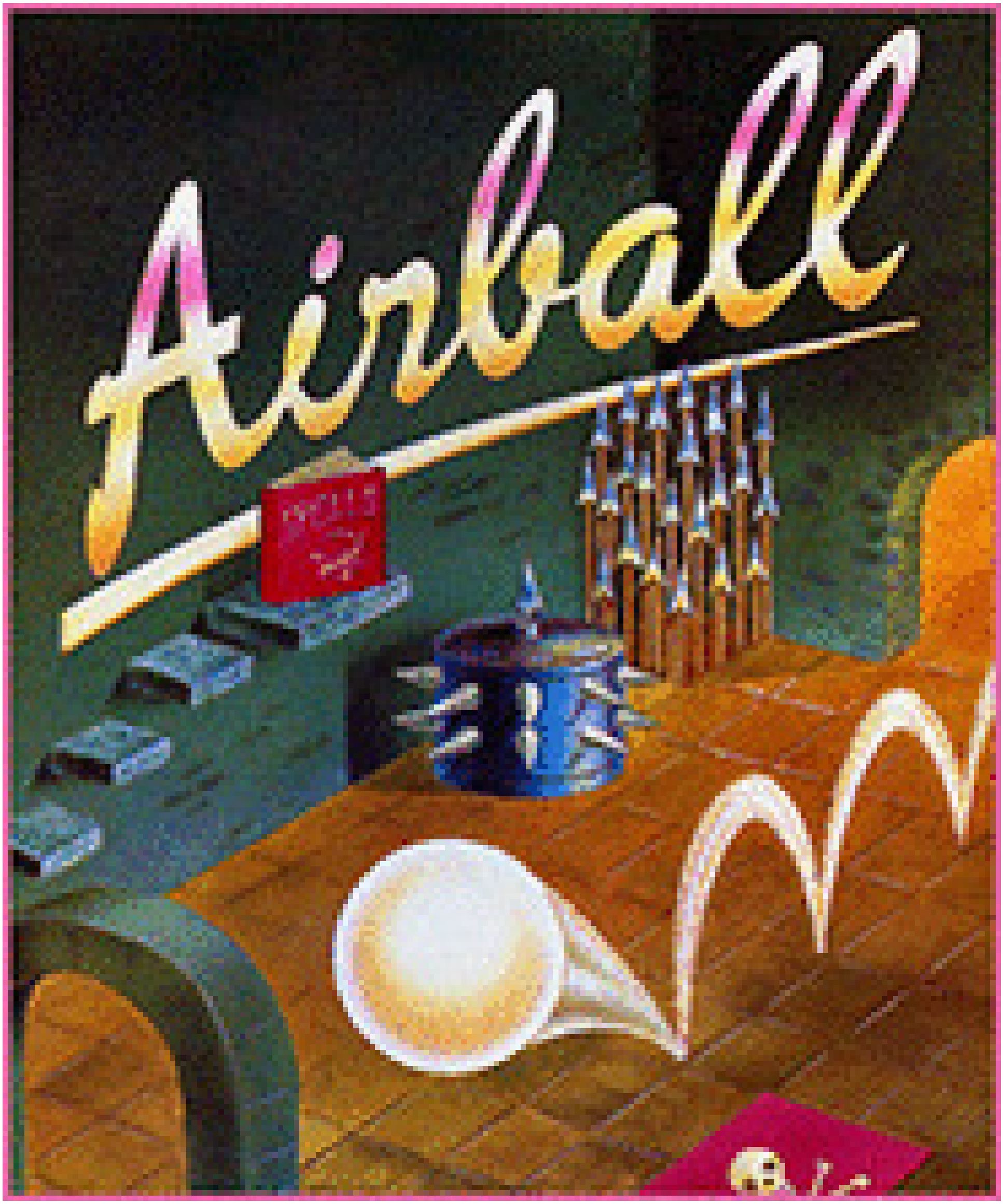
Players can score points by successfully hitting asteroids, flying saucers, and other player ships when in combat mode.

- The points received from hitting an object depend on your defense option.
- Other players' ships will disintegrate when you hit them, reappearing shortly after.
- Large asteroids break into two medium asteroids when hit.
- Medium asteroids break into two small asteroids when hit.
- Small asteroids disintegrate when hit.
- Small and large saucers explode when hit.

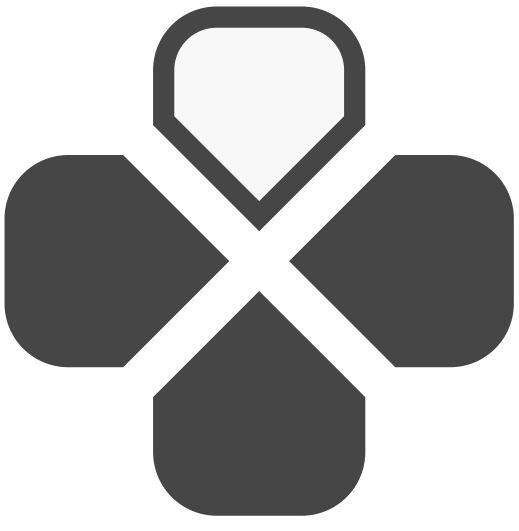
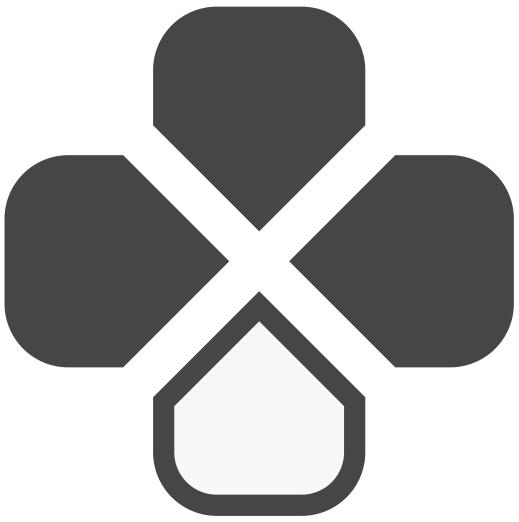
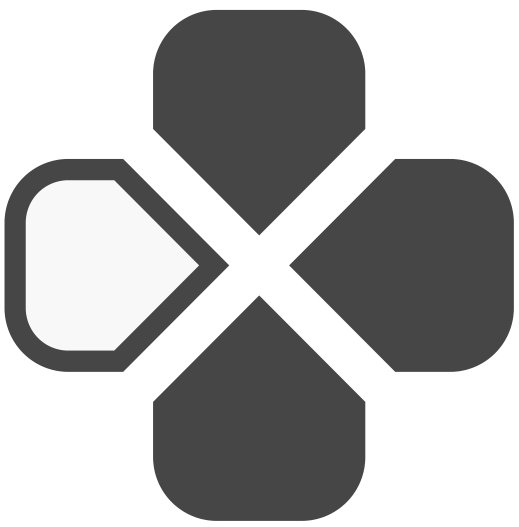
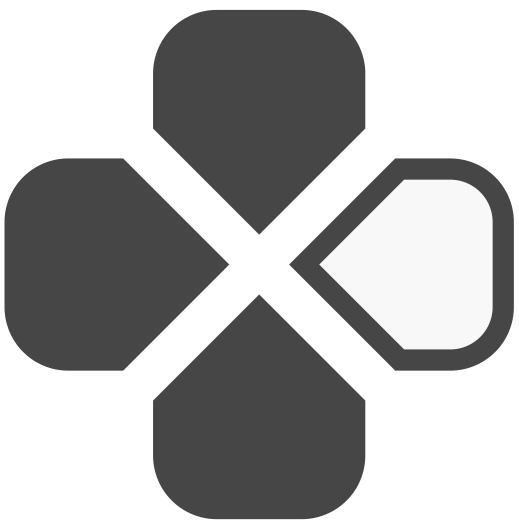
Score Table

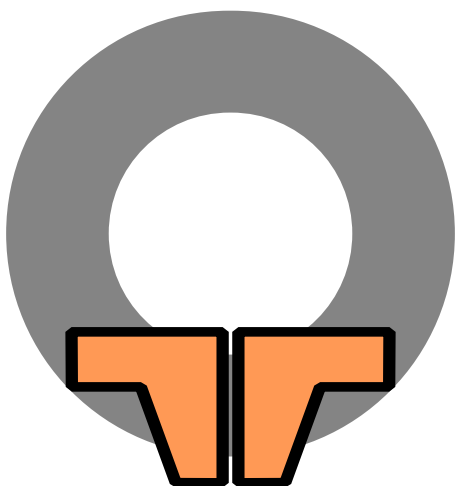
	Shields	Hyperspace	Flip Over	No Effect
Player Ship	500	500	1000	1000
Small Saucer	250	250	500	500
Large Saucer	100	100	200	200
Small Asteroids	50	50	100	100
Medium Asteroids	20	20	40	40
Large Asteroids	10	10	20	20

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Ainak

Controls

Control	Action
	Move north
	Move south
	Move west
	Move east

Control	Action
	Jump
	Interact with object
	Interact with object
	Interact with object
	Fast/slow/pause

Airball

In this isometric puzzle game you control a slowly deflating ball on a quest to find the evil wizard’s spellbook and regain its human form. Roam through a mansion of 150 rooms. Watch out for hidden puncture hazards. Search for air pumps to increase your pressure. Don't run out of air or explode.

Starting a Game

Option	Description
Start Game	Press the jump button on the controller to begin the game.

Gameplay

Use the joystick to move the ball through the environment, finding the exit to each room as quickly as you can. Reach the next air pump before running out of air, otherwise the ball will deflate!

To use an air pump, place the ball on top of it. Keep an eye on the current air displayed at the bottom of the screen - staying on a pump for too long will cause you to overinflate!

Avoid, or jump over the pointy obstacles found throughout the castle rooms to avoid puncturing the ball.

Some rooms you explore may contain crates. The ball can move crates by pressing the interact buttons on the joystick when the ball is near a crate to move one. Use crates strategically by moving them in the way of hazards to avoid them.

Lives

The game begins with four lives available. A life is lost when touching a hazard in a room, or when the ball is deflated, or overinflates.

If you lose a ball during a game, you will respawn at the last pump you encountered in the mansion. A red cross is left where the ball was lost.

If the player runs out of reserve balls, the game will end.

Interface



1. Player Lives
2. Air Remaining
3. Player Score

Scoring

Various treasures can be found in some of the mansion’s rooms, such as gold bricks and precious stones. Walk over these objects to add a bonus between 25-100 points to your total score. Treasures do not take up an item slot.

Items

Various treasures can be found to help you navigate the wizard’s mansion and escape! Walk next to treasures you find and press the interact button on the joystick to pick them up.

Some treasures can be required to navigate certain rooms - light sources such as candles, lanterns or a flashlight can be found to navigate darker rooms in the mansion.

You can only hold one item at a time. To drop an item, press the interact button on the joystick again.

Story

“Now you’re really In trouble,” says the Evil Wizard. “I’m turning you into a ball and sending you into a mansion with more than 150 rooms! If that sounds easy, think again. The ball’s got a slow puncture, so you’re going to have to pump It up in some rooms. No problem? That’s what you think. If you pump it up too much, It’ll burst. “Once you’re in the rooms, you’ll have to pick up objects I’ve left there.

You’ll also find crates that you’ll need to use to get over obstacles. If you’re lucky enough to make it to the end of this maze of rooms, you’ll find a spellbook that will tell you how to turn you back into a human being. “Piece of cake,” you boldly reply to the Evil Wizard. “We’ll Just see how clever you are,” he responds.

And with that, the Evil Wizard chants “mortal human, weak and small, turn into a bouncing ball.” As he sends you bouncing on your way, he cackles something omious about sharp spears, spiked balls, prickly floor tiles, and their piercing hazards. This may be your most challenging adventure yet… Will you ever be able to bounce back?

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