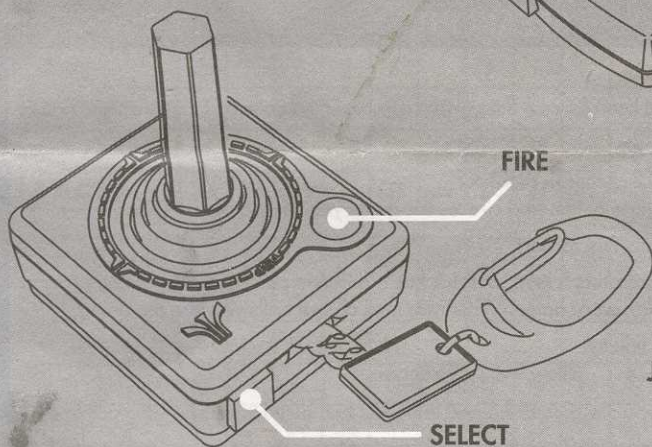
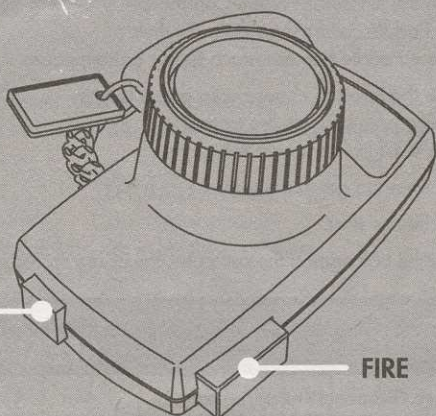


ATARI

GAME INSTRUCTIONS

ATARI
PADDLE KEYCHAIN



ATARI
JOYSTICK KEYCHAIN

START UP INSTRUCTIONS:

1. Insert Batteries into battery box:
Loosen screw and open battery door.
Insert (3) fresh AAA Batteries. Alkalines work best. Do not mix different battery types and do not mix old and new batteries.
2. Connecting Wires:
Unwind the wires wrapped around the battery box and insert the jack into the Joystick or Paddle Controller. Insert the Yellow Jack into the "Video In" hole in your TV or VCR. Insert the White Jack into the "Audio In" hole in your TV or VCR.
3. Turn the unit on by moving the switch on the battery box to the ON position.
Note that you can reset or restart the game by flipping the on/off switch on the battery box or by pressing the reset button on the bottom of the Joystick or Paddle Controller with a pen tip.

JOYSTICK GAME INSTRUCTIONS:

Choose your game Asteroids or Millipede, by pushing the Joystick and hit the Fire Button.

ASTEROIDS:

Vaporize asteroids before they destroy you by firing your missiles at them. Watch out for UFO's and Satellites that may fire upon you!

Controls:

Select – Game Mode Left, Right – Rotate Ship
Up – Thrust Down – Hyperspace or Shields or Flip
Fire – Fire

To start: Press Fire.

Asteroids has 66 game variations for one or two players. Please refer to the Game Matrix below for the special features of each game. Once the game has started, toggle through various games with the Select Button.

SPEED

S = Slow

F = Fast

EXTRA LIFE

5 = 1 Extra Ship Every 5000 Points

10 = 1 Extra Ship Every 10,000 Points

20 = 1 Extra Ship Every 20,000 Points

N = No Extra Ships

FEATURES

H = Hyperspace

SH = Shields

FL = Flip

W = Without Features

1 PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
SPEED	S	F	S	F	S	F	S	F	S	F	S	F	S	F	S	F
EXTRA LIFE	5	5	10	10	20	20	N	N	5	5	10	10	20	20	N	N
FEATURES	H	H	H	H	H	H	H	H	SH	SH	SH	SH	SH	SH	SH	SH
2 PLAYERS	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49

1 PLAYER	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
SPEED	S	F	S	F	S	F	S	F	S	F	S	F	S	F	S	F	CHILDREN
EX. LIFE	5	5	10	10	20	20	N	N	5	5	10	10	20	20	N	N	
FEAT.	FL	FL	FL	FL	FL	FL	FL	FL	W	W	W	W	W	W	W	W	
2 PL.	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	

MILLPEDE:

An army of menacing millipedes – cousins to 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, mosquitoes, dragonflies, inchworms, and earwigs all have unique and deadly powers of their own!

You begin the game with three lives. For every 15,000 points you earn, you're awarded another life.

To start: Press Fire.

Press the select button to select the number of points you want to begin a game with. Use the joystick to scroll through 0, 15,000, or 30,000 points. Press fire to begin.

Controls:

Joystick Left, Right, Up, Down – Move Player
Fire – Fire

JOYSTICK GAME INSTRUCTIONS:

Choose your game Centipede or Yars Revenge, by pushing the Joystick and hit the Fire Button.

CENTIPEDE:

Watch out! Here come the slithering centipede, the poisonous scorpion, a mischievous spider and a pesky flea! Aim your Magic Wand and shoot sparks to stop these pests in their tracks.

To start:

Press Fire to view overview screen.

Press Fire for title screen.

Press Fire to start game.

Press Select Button – Game Mode (easy or standard). In easy games, you do not lose a magic wand when a flea or spider touches you. The small teddy bear head appears to indicate easy mode.

Controls:

Joystick Left, Right, Up, Down – Move Player

Fire – Fire Missile

Press fire to return to game.

YARS REVENGE:

To start:

Press Fire to view overview screen.

The object of the game is to break a path through the shield, and destroy the Qotile with a blast from the Zorlon Cannon. The secondary objective is to score as many points as possible.

Score points by firing missiles into the cells and destroying a small chunk of them. You can also fly up to the shield and bite off a cell. When you eat a cell you get energy to fire your Zorlon Cannon. The Zorlon Cannon is the only weapon in your arsenal capable of destroying the Qotile.

In the middle of the screen is a flickering and glittering field. This is the neutral zone. As long as you remain in it you are safe from the destroyer missile. However, you will be unable to shoot your weapon as well. By the way, Qotile's swirls can still kill you in the neutral zone.

For added difficulty, the neutral zone has a tendency to disappear after awhile into the game. It comes back eventually though.

A player has four Yars (turns) to play in a game. Try to kill the Qotile when it's in swirl form in the air because you get a bonus Yar ship (easier said than done).

Select – Game Mode

Controls:

Joystick Left, Right, Up, Down – Move Player

Fire – Fire

Press Fire to Start Game.