

# Williams® ARCADE'S GREATEST HITS™

## INSTRUCTION BOOKLET



Five Great Arcade Hits in One Package!

Williams®   
Williams Entertainment Inc.

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



WARNING: PLEASE READ THE ENCLOSED  
CONSUMER INFORMATION AND PRECAUTIONS BOOKLET  
CAREFULLY BEFORE USING YOUR  
NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE  
ENTERTAINMENT SOFTWARE RATING BOARD. FOR  
INFORMATION ABOUT THE ESRB RATING, OR TO  
COMMENT ABOUT THE APPROPRIATENESS OF THE RATING,  
PLEASE CONTACT THE ESRB AT  
1-800-771-3772

### Williams Customer Support:

903 874-5092

10:00am - 6:30pm

Central Time

Monday - Friday



LICENSED BY



NINTENDO, SUPER NINTENDO  
ENTERTAINMENT SYSTEM  
AND THE OFFICIAL SEALS ARE  
REGISTERED TRADEMARKS OF  
NINTENDO OF AMERICA INC.  
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR  
ASSURANCE THAT NINTENDO HAS  
APPROVED THE QUALITY OF THIS  
PRODUCT. ALWAYS LOOK FOR THIS  
SEAL WHEN BUYING GAMES AND  
ACCESSORIES TO ENSURE  
COMPLETE COMPATIBILITY.  
ALL NINTENDO PRODUCTS ARE  
LICENSED BY SALE FOR USE  
ONLY WITH OTHER AUTHORIZED  
PRODUCTS BEARING THE OFFICIAL  
NINTENDO SEAL OF QUALITY.

## TABLE OF CONTENTS

GETTING STARTED.....	3
GAME SELECTION.....	4
IN GAME OPTIONS.....	6
CONTROLLING THE GAMES.....	7
ROBOTRON.....	7
DEFENDER.....	8
DEFENDER II.....	9
SINISTAR.....	9
JOUST.....	10
HIGH SCORES.....	11
CREDITS.....	13
WARRANTY.....	14



## GETTING STARTED

1. Turn the power OFF on your Super NES.

**WARNING:** Never try to insert or remove a Game Pak when the power is ON!

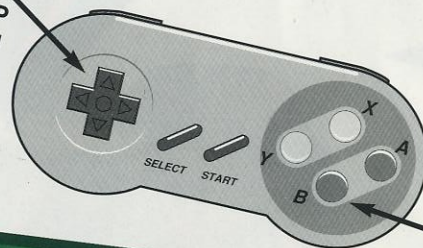
2. Make sure a controller is plugged into the #1 port on the Super NES system.
3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn the power switch ON.
5. When you see the **Arcade's Greatest Hits™** Title Screen, press START to begin the game.



## GAME SELECTION

After the game intro you will see the game select screen. This is where you select which of the classic games you wish to play. Use the **Control Pad** to move the arrows up and down and then press any button to select a game. If you wait a few seconds before selecting a game, a demo of the games will run. Press any button to end the demo.

MOVE  
ARROWS UP  
AND DOWN



PLAY  
SELECTED  
GAME





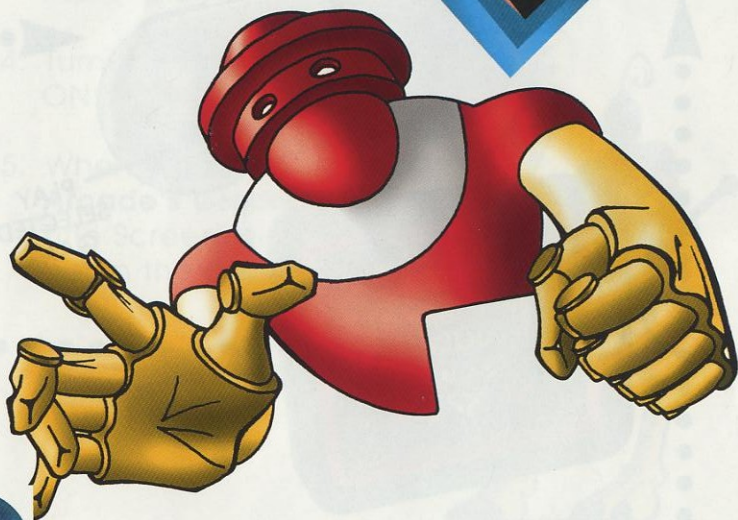
After you have selected a game, you will see the Game Start Screen. Use the **Control Pad** to move the arrows up and down and press any button to make a selection. Your choices are:

**1 PLAYER START** Begin one player game.

**2 PLAYER START** Begin two player game.

**GAME OPTIONS** Go to Game Options Screen.

**EXIT** Go back to Game Select Screen.



## IN-GAME OPTIONS

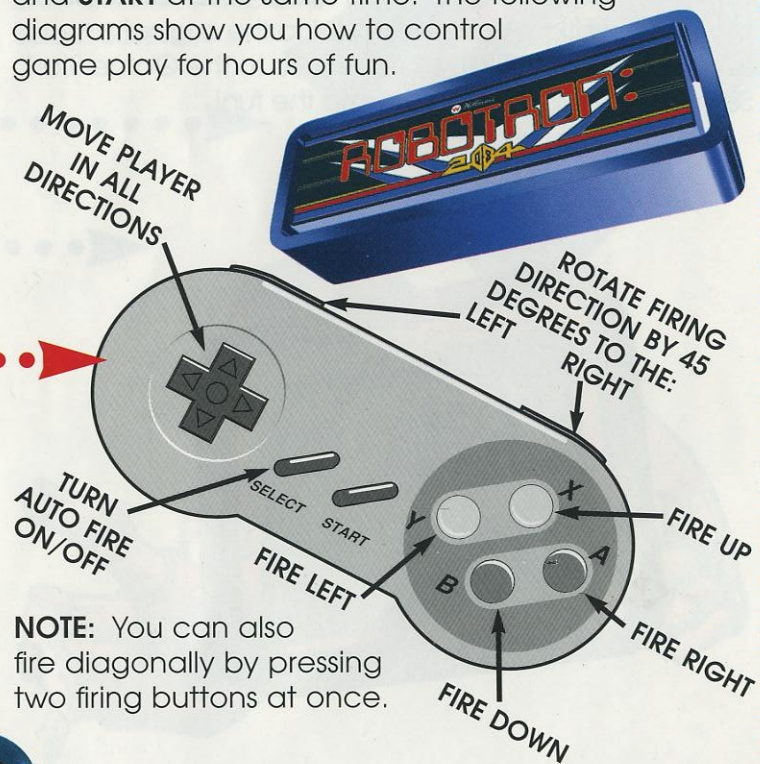
When you choose **GAME OPTIONS** from the Game Start Screen, you will then see the screen below. Use the **Control Pad** to move the arrows up and down and press any button to adjust the options. Here you are able to change game difficulty, number of lives and many other options. If you select **RESET OPTIONS**, the game options will be restored to the original settings. Selecting **EXIT** will return you to the Game Start Screen where you can jump into the fun!



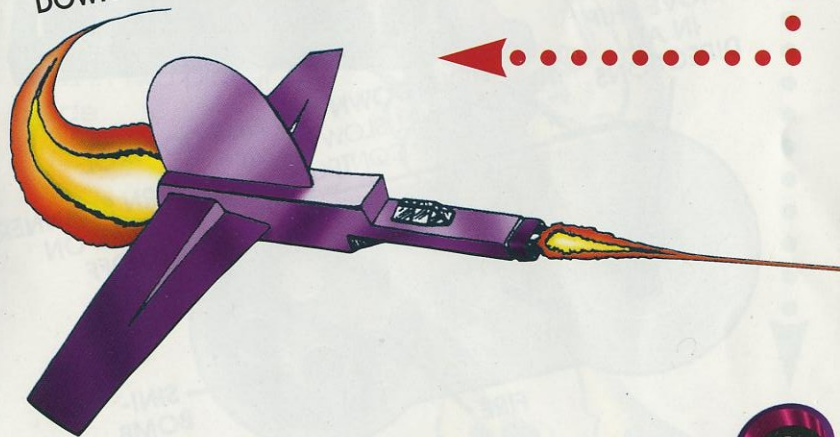
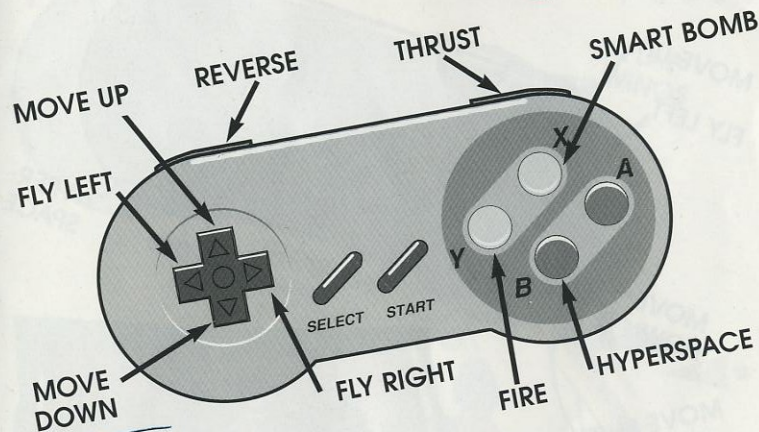
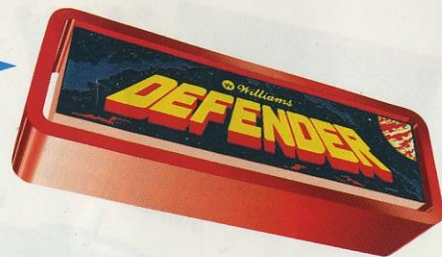


# CONTROLLING THE GAMES

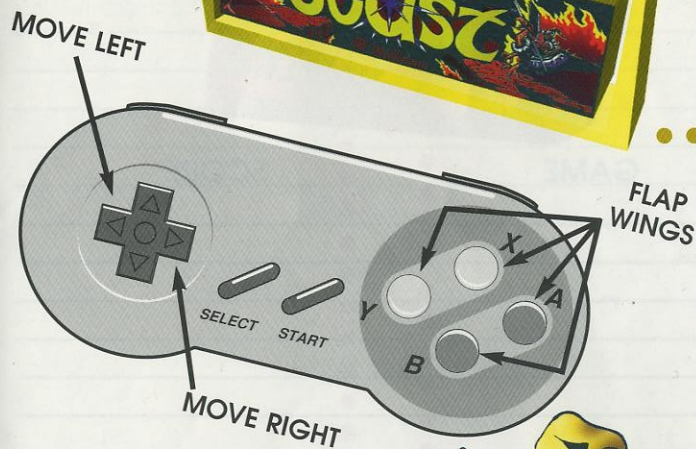
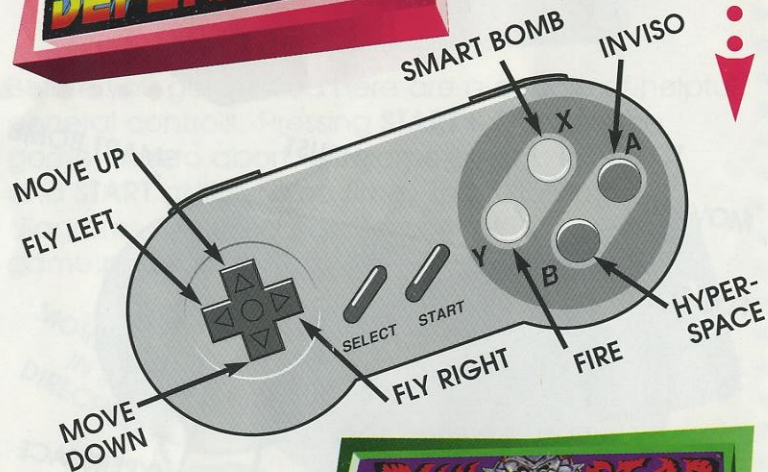
Before you get started here are a couple of helpful general controls. Pressing **START** will pause the game, and to abort the game press **L, R, SELECT** and **START** at the same time. The following diagrams show you how to control game play for hours of fun.



**NOTE:** You can also fire diagonally by pressing two firing buttons at once.







**NOTE:** Only in Joust are both controllers used in Two player mode.

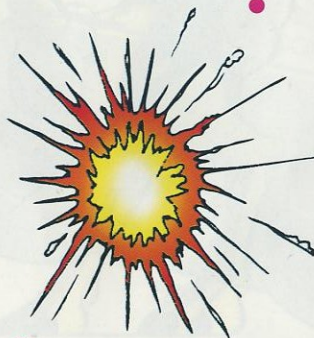




# HIGH SCORES

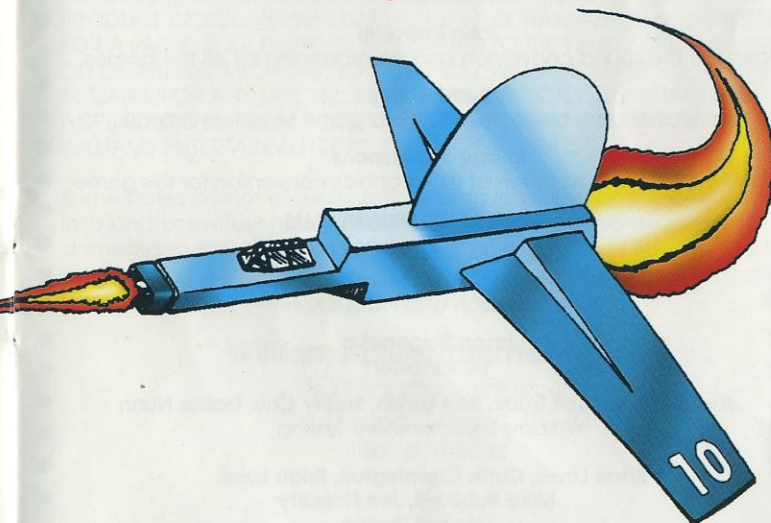
GAME

SCORE

GAME

SCORE



# CREDITS

## DIGITAL ECLIPSE TEAM

Digital Eclipse Software, Inc. has developed and published several successful commercial software packages including the Williams Digital Arcade Collector's Series for Macintosh. The company currently has a number of games for personal computers and next generation systems in advanced production.

### Andrew Ayre

Andrew served as Producer of Williams Arcade's Greatest Hits™ and is President of Digital Eclipse Software.

### Jeff Vavasour

Jeff was the Lead Programmer on Williams Arcade's Greatest Hits, responsible for Defender, Defender II, Joust, and Robotron conversions as well as the design of the selection interface. Jeff just can't seem to get enough of these classic games!

### Christopher Burke

Chris was responsible for the conversion of Sinistar as well as its new features.

### John Kowalski

John did the sound conversion and programming for all the games.

### Bert Monroy

Bert was responsible for the detailed game selection artwork.

### Image Impressions

Image Impressions did much of the graphics conversion for this game.

## WILLIAMS ENTERTAINMENT TEAM

Debbie Austin, Steve High,

Jon Mongelluzzo, Shawn Murphy, Dave Young  
Print Design and Production

Jason Shigenaka

Lead Tester

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

Brian Lowe, Curtis Cherrington, Brian Loke,  
Mike Rubinelli, Jim Flaherty  
Special Thanks

# WARRANTY

WILLIAMS ENTERTAINMENT INC. warrants to the original purchaser of this Williams Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Williams Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Williams Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Williams Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Williams Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Williams Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE WILLIAMS ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL WILLIAMS ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS WILLIAMS ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

## Williams Entertainment Inc.

1800 South Business 45  
Corsicana, Texas 75110  
903 874-5092





Williams Entertainment Inc.

**Williams Entertainment Inc.**

**1800 So. Business 45**

**Corsicana, Texas 75110**



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

PRINTED IN USA