

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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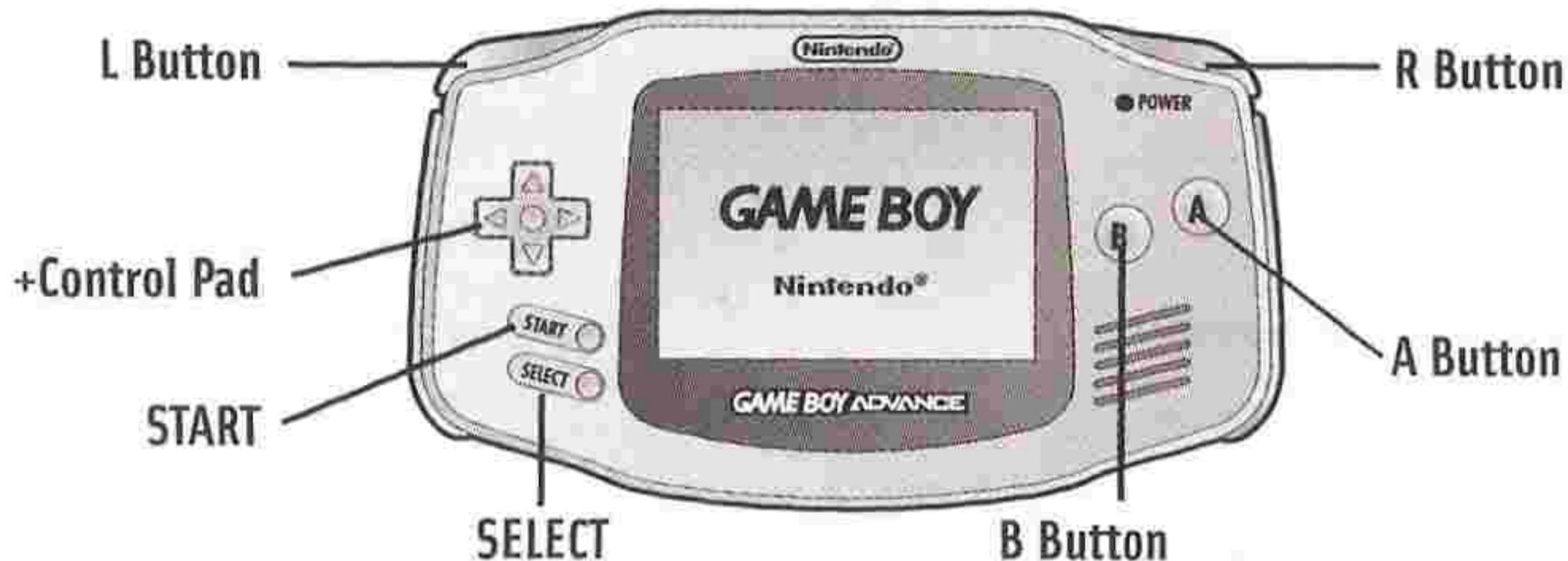
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GETTING STARTED

- Make sure the POWER switch is OFF.
- Insert the *Activision® Anthology* Game Pak into the Game Boy® Advance system as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

NOTE: Activision® Anthology is for Game Boy® Advance only.

GAME BOY® ADVANCE CONTROLS



OLD SCHOOL GAMING AT ITS BEST!

That's right! Feathered hair, one-hit wonders, and the golden age of video games are back! Right here in the comfort of your own bedroom. Radical, dude! Remember kicking back on your beanbag and trying to get *Pitfall® Harry™* past the third pit on the right? How about breaking 15,000 points on *River Raid®* to earn a patch? Those were the good ol' days. Well, they're back with a vengeance! Crank up the radio, pop in a cartridge, and take a step backwards in time. Totally awesome, man!

MAIN MENU

Welcome to your bedroom! Here you've got everything you could ever want to amuse yourself—a state of the art entertainment center. Press the +Control Pad Left/Right to select the Cartridge Rack, Credits List, TV, Records List, or the Boom Box, then press the A Button to activate your selection.

Cartridge Rack

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

Press the +Control Pad Left/Right to rotate the Cartridge Rack. Each side



contains a wide variety of games. Once you've selected a row of games, press the **+Control Pad Up/Down** to select a cartridge, then press the **A Button** to select a game.

Once a game is selected, you will be presented with an image of the cartridge. Press the **+Control Pad Left/Right** to switch between the cartridge, original box art, or the game manual. With the cartridge or manual selected, you can use the **+Control Pad Up/Down** to scroll through. If the manual is selected you can use the **L Button** to Page Up and **R Button** to Page Down. If you just want to begin, simply press the **A Button** to go to the TV and start playing!

TV

This is where you finally get to play those classic games! Now that you have selected your game, and it is displayed on the TV, press the **A Button** to load the game, and then press **SELECT** to begin playing!



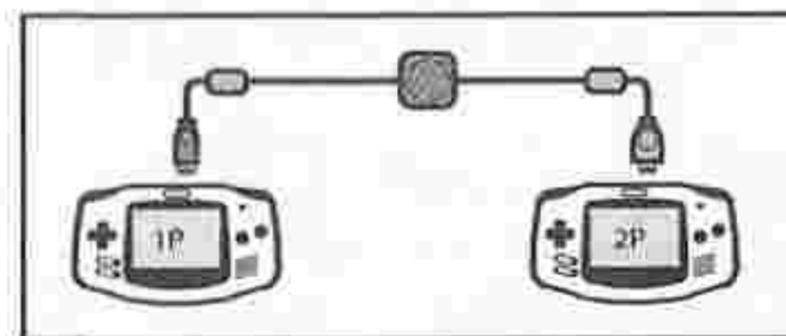
Note: At any time during the game, press **START** to pause the game. In the pause menu there are other options you might want to check out!

- View the switch settings for the level of difficulty.
- Press the **L Button** to view the high score for the game, as well as the requirements needed to earn a patch.
- Press **SELECT** to view the Help Menu.

2-Player Linking Instructions

If you have selected a two player game, a message will appear at the bottom of the screen indicating that you will need to plug in a Game Boy® Advance Game Link® Cable.

1. Please make sure the Power Switch on the second game system is OFF.



2. Connect a Game Boy® Advance Game Link® Cable into the External Connector (EXT) on each of the game systems. Check to see that the Player One end is connected to the first Game Boy® Advance (the cable ends are different on each side). Make sure the second Game Boy® Advance does NOT have a Game Pak inserted.

3. Turn on the power to the second Game Boy® Advance and PLAY!

Note: Once power is turned on to the second game system, a message will notify you that data is being transferred, once this is

done, the screen will display "Player 2 Ready". Note that the second player will NOT be able to see the game screen on the second Game Boy® Advance system, so they will have to look at the first player's screen to see the action.

Records List

Exclusive to the Game Boy® Advance, this is where you can save your high scores for each game! Also included, are the patches that you earn by playing various games. Not all games have a patch available. If there is a patch available for the game, it will



Game	Score	Patch
Ice Hockey	000000	□
Kabobber	000000	□
Kaboom!	000000	□
Keystone Kapens	000000	□
Laser Blast	000000	□
Megamania	000000	□
Oink!	000000	□
Ookie	000000	□
Oystron	000000	□
Pitfall!	000000	□

be denoted with a box in the "Patch" column. Some games have more than one patch. Use the **A Button** to view the high scores, and then use the **+Control Pad Right** to view the patch. If you have not unlocked the patch you will get a message explaining that is has

not been unlocked yet – so get back to playing and unlock that patch!

The Boom Box

Rock On! This is where you can change the options, including music and volume. Use the +Control Pad Up/Down to scroll through the six different settings in this menu, they include:



Brightness – This controls the brightness of the screen. Use the +Control Pad Left/Right to adjust the brightness.

Game Volume – This controls the volume of each game. Use the +Control Pad Left/Right to adjust the volume.

SFX Volume – This controls the volume of the sound effects. Use the **+Control Pad Left/Right** to adjust the volume.

Music Volume – This controls the volume of the music. Use the **+Control Pad Left/Right** to adjust the volume.

Music Track – This changes the music track that is played, There are four different tracks, plus a random setting. Use the **+Control Pad Left/Right** to switch between the tracks.

Erase all saved data – Be careful with this one, if you choose this it will erase everything – you will lose all your scores and everything will be set back to default!

GAME LIST

Favorites for the Atari® 2600

Barnstorming



Boxing



Checkers



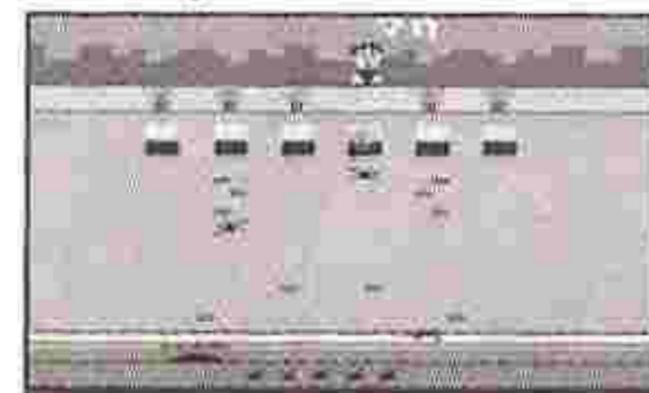
Chopper Command



Cosmic Commuter



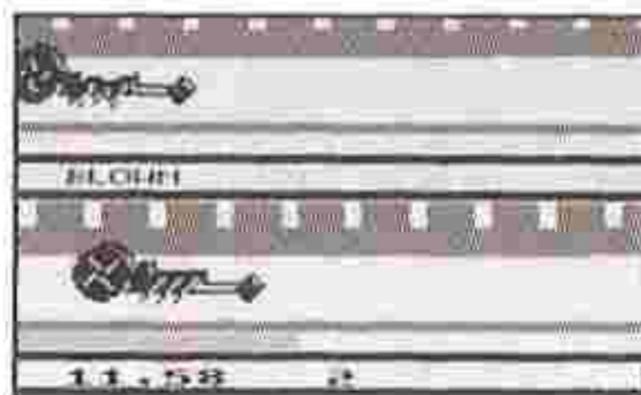
Crackpots



Dolphin



Dragster



Enduro



Fishing Derby



Freeway®



Frostbite



Grand Prix



H.E.R.O.



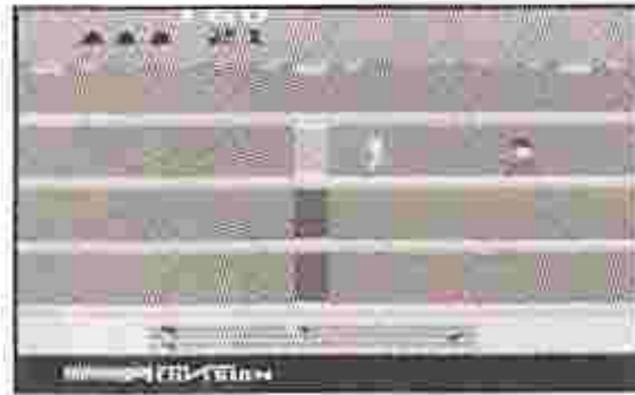
Ice Hockey



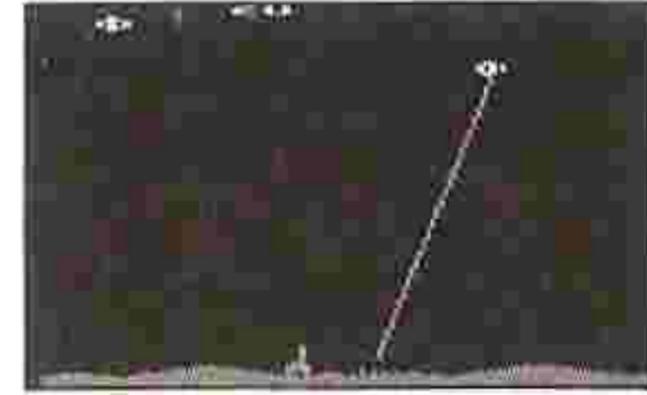
Kaboom!®



Keystone Kapers



Laser Blast



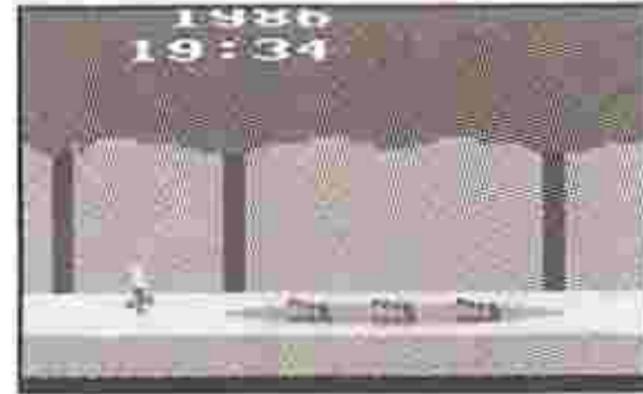
Megamania (A Space Nightmare)



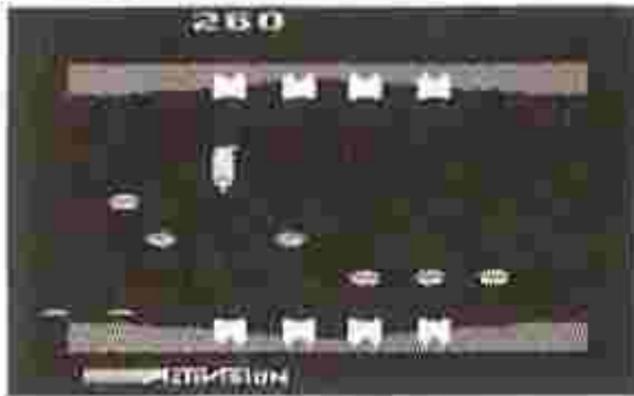
Oink!



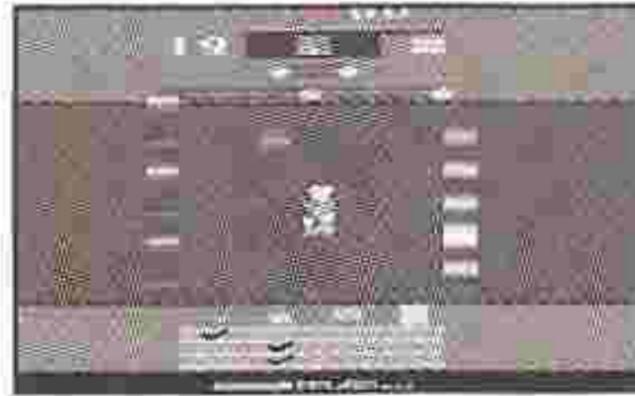
Pitfall!®



Plaque Attack



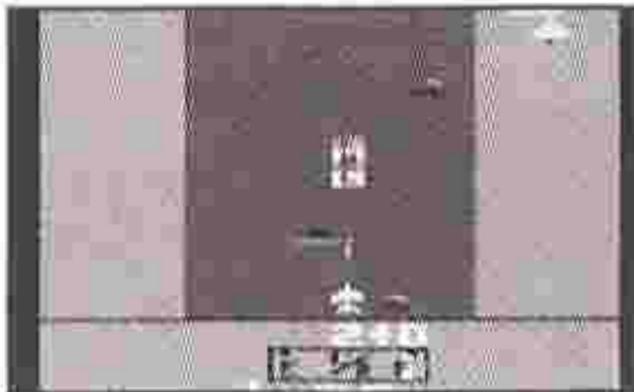
Pressure Cooker



Private Eye



River Raid®



River Raid® 2



Seaquest



Skiing



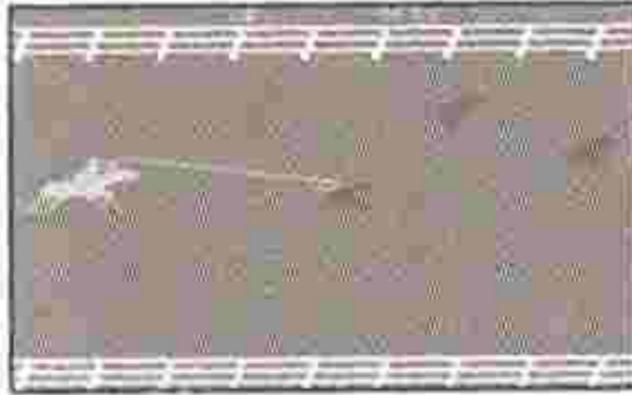
Sky Jinks



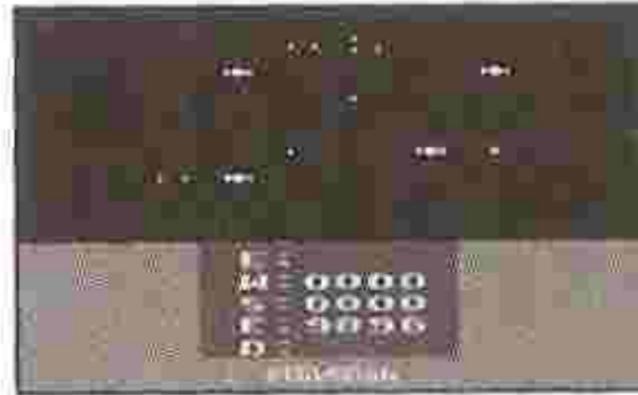
Spider Fighter



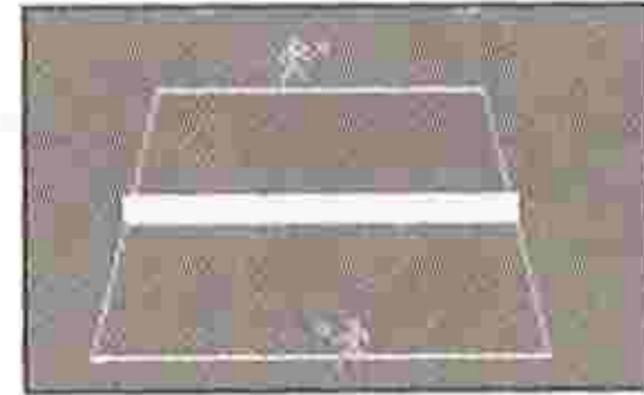
Stampede



Starmaster



Tennis



Titlematch Pro Wrestling



Previously Unreleased on any Activision Compilation

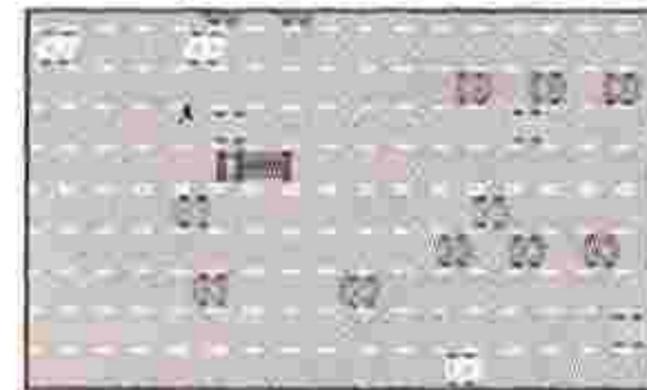
Baseball



Beamrider



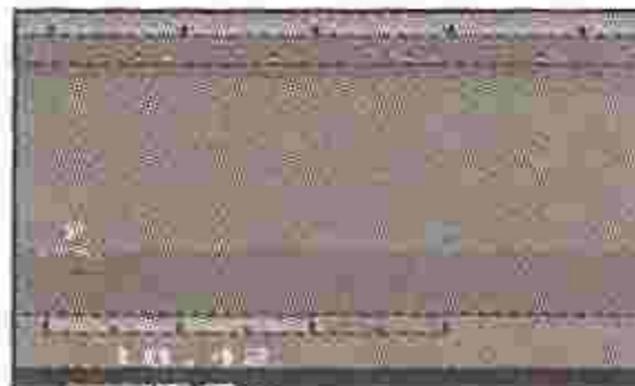
Bloody Human Freeway



Bridge



The Activision Decathlon



Skateboardin'



Pitfall®II: The Lost Caverns



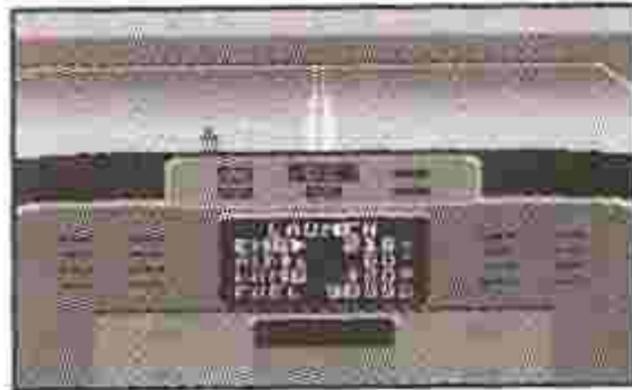
Robot Tank



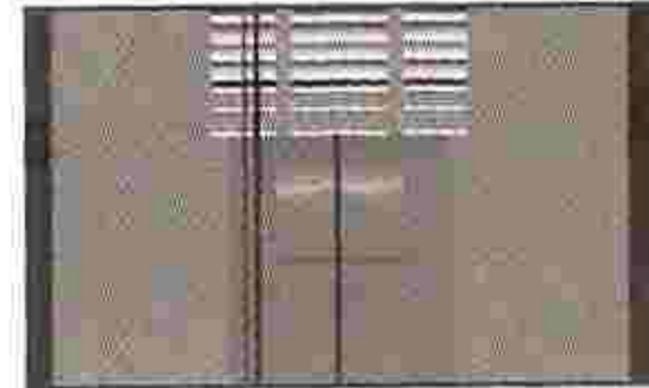
Space Shuttle: A Journey Into Space



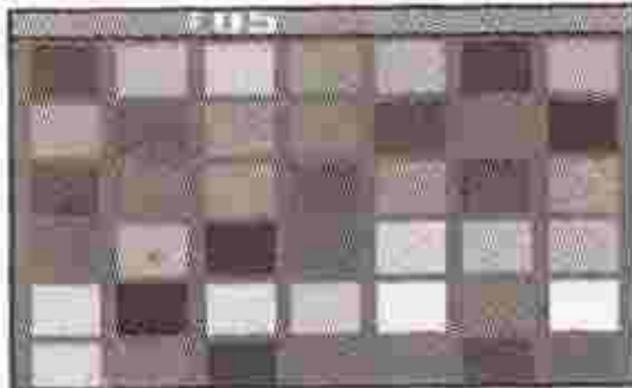
Tomcat: The F14 Fighter Simulator



Venetian Blinds (A Technology Demo)



Unknown Activision Prototype #1



Unknown Activision Prototype #2



Never Before Released

Kabobber

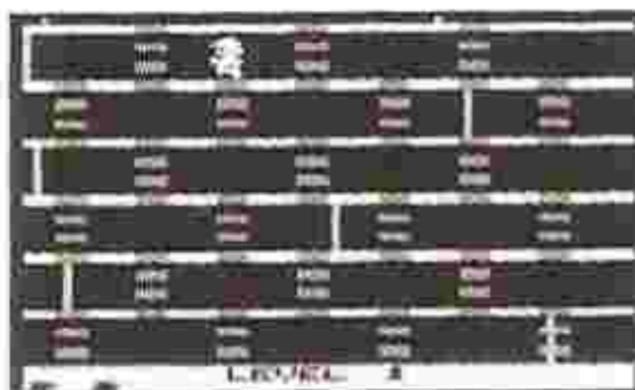


Thwocker



Homebrew

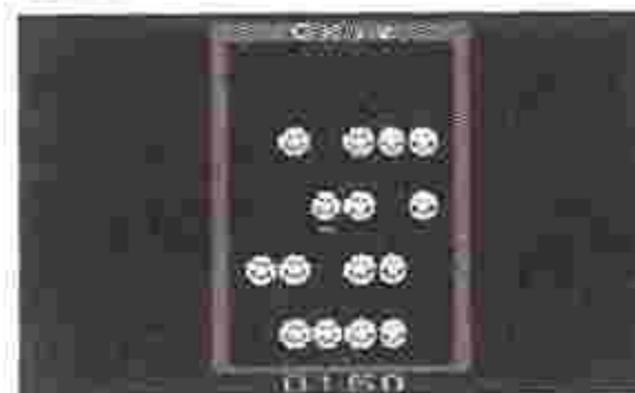
Climber 5



Vault Assault



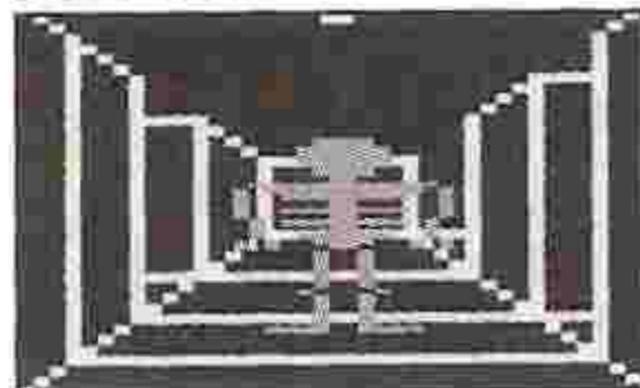
Okie



Oystron



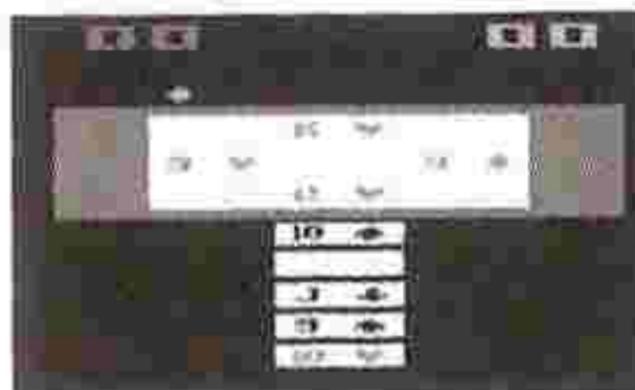
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Space Treat Deluxe



Video Euchre



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