

N·GAGE

1-2 PLAYERS

MASTERPIECES
Vol. II



LICENSED BY
ATARI

N·GAGE
ARENA

ONLINE FEATURES AVAILABLE



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Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



PLAY SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger. Follow any restrictions or rules in the device's user guide.



ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

Important: Safety information about video games

About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

CARE AND MAINTENANCE


Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.

- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

Inserting the N-Gage™ Game Card

N-GAGE

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).



N-GAGE QD

1. You do not have to switch off the N-Gage™ QD game deck to change N-Gage game cards.
2. Before inserting or removing a game card, ensure you save all unsaved data as inserting a new game card will close all open applications.
3. Open the card slot (Fig. 1) and insert your game card (Fig. 2).
4. Once a game card is inserted, the game will start automatically.

(Please ensure the auto-start feature is enabled on your game deck)





Starting a Game


N-GAGE


Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

N-GAGE QD

Press and hold the power key  to turn the game deck on.

To start a game when a game card is inserted, press  in standby mode. You can also start games by selecting Games in the menu.

Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.

Note: Do not use the USB port during gameplay.

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ATARI

INTRODUCTION

Welcome back to the era of polyester suits, leg warmers and feathered hair. If you remember these things, you'll surely remember Atari's groundbreaking video games like Centipede®, Tempest®, Warlords® and others. If you weren't around for this great era in video gaming history, now is your chance to go retro and play the games that defined the glory years of arcade gaming.

GETTING STARTED

1. Insert the game card in your game deck.
2. In the Main menu, use the **Controller Key** to highlight Atari Masterpieces Vol. II. Press the **OK Key** to make your selection. The Atari Masterpieces Vol. II screen appears.
3. Use the **Controller Key** to scroll through the game options. Press **Key 5** to make your selection.
4. To play a game, highlight the Choose Game option and press **Key 5** to open the Games menu.
5. Use the **Controller Key** to scroll through the games. Press **Key 5** to make your selection.

Basic Controls

- ▼ Once you've selected a game, press **Key 1** to start a single-player game. Press **Key 2** to start a 2-player game.
- ▼ To pause a game during gameplay, press the **Left** or **Right Selection Key**. The Paused menu brings up a list of game options. From the Paused menu, you can further customize, resume or end the game or reset high scores.
- ▼ To exit the Paused menu and go back to the game, press **Key 7** or **Right Selection Key** to select Resume. To quit the game and return to the Game menu, use the **Controller Key** to scroll to Quit and press **Key 5**.

N-GAGE™ ARENA

If you earn a high score in any game (excluding 2600 Series games and Pong®), you can post it on N-Gage™ Arena so other players anywhere in the world can see your results (and you can see theirs).

NOTE: You need an N-Gage Arena account to do this and you may only post live scores—you cannot post saved scores. In Atari Masterpieces Vol. II the default option is to prompt you to post scores. You can also elect to change this to always post high scores or never post scores. You can only upload scores from a game that has default game settings.

■ To post your score:

1. Obtain a High Score in a game with default settings.
2. Log into N-Gage Arena. The game will then post a score to N-Gage Arena.

■ To view high scores:

1. From the Main menu select N-Gage™ Arena.
2. Log into N-Gage Arena.
3. Select the Play icon, then Rankings, then View by game and finally Atari Masterpieces Vol. II.

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SETTINGS

The Settings screen allows you to change various game and N-Gage™ game deck variables using the **Controller Key**. From the Settings screen, you can change the following:

Language – Select the language for the front end menus. You can select from English, French, Spanish, German and Italian. **NOTE:** This will only affect the front end menus. The text in the game is English only.

Backlight Hold – Turn the backlight on all the time. **NOTE:** Keeping the backlight on will shorten battery life.

Sound FX – Increase, decrease or turn off the sound effect volume in the front end and in game.

Music – Increase, decrease or turn off the music volume in the front end. **NOTE:** The Nolan Bushnell video audio is controlled by the Music setting.

Mute when in call – You can select to mute the game sounds and music when a call is received.

Post Scores – Select if and when the game will connect to N-Gage Arena and post scores. You can choose Always, Never or Prompt.

Erase Saved Data – Delete all saved data files including high scores and preference files.

Reset to Default – Change the settings back to their default values.

EXTRAS

In addition to the 8 Arcade games and 4 unlockable Atari® 2600 games, we've included Part 2 of an interview with the legendary Nolan Bushnell, the founder of Atari® and the father of the video game industry. Part 1 has been included in Atari Masterpieces Vol. I. To see the interview, go to the Extras screen. The video is broken up into 5 smaller parts.

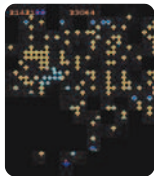
ASTEROIDS® DELUXE™

Asteroids® Deluxe™ was created to serve as a sequel to 1979's Asteroids®. While very similar to Asteroids in that you are a tiny, fragile ship caught in an asteroid field, Asteroids Deluxe adds cool new enemies and a powerful shield button that can get players out of trouble if they find themselves in a fix. The additional buttons require an expert hand to react with the lightning speed that is often required.

1. Select Asteroids® Deluxe™ from the Games menu and press **Key 1** or **Key 2** to begin gameplay. Just like the arcade version 2 players can compete in turn-based gameplay.
2. Press **Controller Key Left** or **Right** to turn your ship.
3. Press **Key 5** to fire.
4. Press **Controller Key Up** to move forward.
5. Press **Key 7** to bring up a shield.



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CENTIPEDE®

Centipede®'s fast paced action combined with its excellent use of the trackball made it an instant arcade classic. A wriggling, fast-moving centipede is on his way to get you, as are a bunch of other creepy-crawlies. You have to keep from getting killed by dodging and blasting them. Your enemies get meaner and faster with each wave. You are pitted against a never-ending barrage of spiders, fleas, scorpions and, of course, centipedes as they try to navigate a screen full of mushrooms.

1. Select Centipede® from the Games menu and press **Key 1** or **Key 2** to begin a new game.
2. Use the **Controller Key** to change your position.
3. Press **Key 5** to fire.



CRYSTAL CASTLES®

Crystal Castles® was one of the most beautiful and puzzling games ever made. Players take control of Bentley Bear as he explores various mazes trying to collect magic gems without being caught by his enemies. It is also one of the few arcade video games that actually has an ending. This game is simple in concept, but challenging to win. Loads of creatures patrol the castle paths. A level is completed when all the gems are picked up either by you or by one of the gem eaters. If you get the last gem, you are awarded bonus points. Eat the pot of honey for extra points, but beware of the bees!

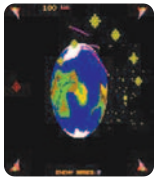
1. Select Crystal Castles® from the Games menu and press **Key 1** to begin a new game.
2. Use the **Controller Key** to change your position.
3. Press **Key 5** to jump.

LIBERATOR™

Liberator™ is one of the rarer arcade games in the Atari® line-up – fewer than 800 cabinets were produced. The game has been described as Missile Command® in reverse! The game itself featured Commander Martin Champion, who came from a set of one-off comic books that DC Comics produced for Atari®. Later, the popularity of these comics led to the release of a full sized Atari Force comic series.

1. Select Liberator™ from the Games menu and press **Key 1** or **Key 2** to begin a new game.
2. Use the **Controller Key** to change your position.
3. Press **Key 5** to fire.
4. Press **Key 7** to bring up a shield.

NOTE: Liberator allows the player to select the starting level of the game; by simultaneously pressing the Fire key (default **Key 5**) and Single player Start (default **Key 1**). The player can cycle through levels in increments of 3 by pressing the Fire key (default **Key 5**). Press **Key 1** to start the game.



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PONG®

The game that started it all! Pong®, a table tennis game, was finished in 1972 and served as the basis for the newly formed Atari Corporation. The story goes that the original prototype of the game was tested in a Sunnyvale, CA, tavern and used a bread pan as its coin collector.

1. Select Pong® from the Games menu, and press **Key 1** to begin a new game.
2. Use the **Controller Key** to move your paddle up or down.



SPACE DUEL™

Space Duel™ first hit arcades in early 1982. Its mix of fast action, Asteroids-esque play style and bright colors quickly made it a cult hit.

1. Select Space Duel™ from the Games menu and press **Key 1** to begin a new game.
2. Press **Controller Key Left** or **Right** to turn your ship.
3. Press **Key 5** to fire.
4. Press **Controller Key Up** to move forward.
5. Press **Key 7** to bring up a shield.

TEMPEST®

Tempest® is one of the most abstract but addictive games to ever hit the arcade. Originally trying to build a 3D version of another common Arcade game, it took a bad dream to spark the idea to plummet into the levels instead of the other way around!

1. Select Tempest® from the Games menu and press **Key 1** or **Key 2** to begin a new game.
2. To highlight your preferred beginning level press **Controller Key Left** or **Right**.
3. Press **Key 5** to select the highlighted starting level.
4. Use the **Controller Key** to move clockwise or counterclockwise.
5. Press **Key 5** to fire.
6. Press **Key 7** to fire the Super Zapper.



WARLORDS®

Warlords® first hit arcades in 1980 and launched an arcade multiplayer revolution. It is a twist on the basic Breakout® gameplay function, where players could not only deflect fireballs away from their castle but catch a fireball, move to a new area and sling it at the castles of their foes.

1. Select Warlords® from the Games menu and press **Key 1** to begin a new game.
2. Press **Controller Key Left** or **Right** to move your shield.
3. Press and hold **Key 5** to catch a fireball. Release **Key 5** to release a held fireball.



ATARI

UNLOCKABLE GAMES

We have packed an extra four classic 2600 Series games into Atari Masterpieces Vol. II. You must earn access to these games. Here's the deal: score 30,000 points in Liberator™ to unlock Air-Sea Battle®; score 20,000 points in Warlords® to unlock Canyon Bomber™; score 25,000 in Centipede® to unlock Miniature Golf; score 90,000 in Tempest® to unlock Video Checkers.

**Default key commands for all Atari 2600
Unlockables:**

Key 4 Left difficulty

Key 6 Right difficulty

Key 3 Switch colors

Key 2 Select game

Key 1 Reset game



AIR-SEA BATTLE®

In Air-Sea Battle you compete against the AI in nine different target games. Each game lasts for two minutes and 16 seconds, and whoever scores the most points wins. Depending on the game variation

selected, each player will control an anti-craft gun, a torpedo launcher, or a plane.

1. Select Air-Sea Battle® from the Games menu and press **Key 1** to begin a new game.
2. Press **Controller Key Left** and **Right** to move your battery.
3. Press **Controller Key Up** and **Down** to aim your battery.
4. Press **Key 5** to fire.

NOTE: For Air-Sea Battle the left/right difficulty setting changes the size of the weapon fire.



CANYON BOMBER™

In Canyon Bomber you compete against the AI in three different games. Whoever scores the most points in a game wins. In the two Canyon Bomber games, the game will end if you miss a target six times. The miss indicator

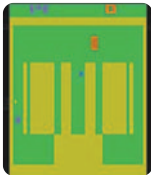
is in the upper left and right portion of the screen. The canyon is divided into 6 levels. The blocks on the first two levels score one point, the 3rd and 4th levels two points, the 5th and 6th levels three points and the final two levels four points.

In the Sea Bomber game, the first player to reach 1000 points is the winner. There are 5 levels where ships will appear. Each level has a different point value: 20, 30, 40, 50, and 60 points from top to bottom.

1. Select Canyon Bomber™ from the Games menu and press **Key 1** to begin a new game.
2. In Sea Bomber, raise or lower the explosive depth using **Controller Key Up** and **Down**.
3. Press **Key 5** to fire.

NOTE: For Canyon Bomber the left/right difficulty setting changes whether the player's and AI's miss

bars are linked or not, as well as whether the bombs drop all the way to the target or can be interrupted.



MINIATURE GOLF

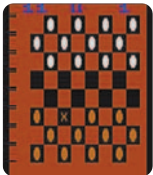
In Miniature Golf you compete against yourself in a rousing game of miniature golf. The goal is to complete the nine-hole course in the least amount of strokes. Your score is displayed in the upper left portion of the screen. The rules of play are simple:

the further away from the "ball" your putter is, the further the ball will travel when you hit it. In some cases, your most powerful or even best shot is actually a bank shot!

1. Select Miniature Golf from the Games menu and press **Key 1** to begin a new game.
2. Use the **Controller Key** to move your putter.
3. Press **Key 5** to swing the putter.

NOTE: The left/right difficulty changes the maximum force with which the putter can hit the ball.

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VIDEO CHECKERS

In Video Checkers you compete against the AI in a head to head game. The computer plays by the standard rules of checkers. The most important rules are:

- ▼ A player must jump when able.
- ▼ A piece which jumps into the king row and is promoted to a king cannot continue jumping on the same turn.
- ▼ The game ends when 1 player cannot move. This could occur because you are blocked, or because you do not have any pieces left.

There are 19 checker variants. In Games 1-9, the computer plays regular checkers. The computer's skill level increases as the game number increases. Game 10 is for two players. The number of players for each game is displayed at the upper right corner of the screen. Games 11-19 are losing or "giveaway" checkers. As in Games 1-9,

the skill level increases as the game number increases. The object of giveaway checkers is to be the first player to be unable to move by losing all of your pieces or by being blocked. The game select switch may be used in the middle of a game and the computer will continue to play using the new game difficulty level or variation. When the computer is computing its next move, the game select switch has no effect.

Setting up a custom game

Press **Key 4** so that the left difficulty setting reads A. You are now in board setup mode. In the setup mode, use the **Controller Key** to move the cursor to the square in which you wish to place a piece. It does not matter if the square is empty or occupied. Press and hold **Key 5** and the pieces of each color will flash in that square. When the piece you want is flashing in the square, release **Key 5**. To continue game play, press **Key 4** so that the left difficulty setting reads B.

Changing sides in a game

Press **Key 6** to change the right difficulty settings. If the right difficulty setting reads B, you will have the red pieces. If the right difficulty setting reads A, you will have the white pieces. **NOTE:** Changing the right difficulty switch when it is your turn to play

will cause you to trade sides with the computer. The computer will take over your pieces and make the next move.

Moving a checker

When the cursor is flashing an X symbol, you can move a checker by navigating to and selecting it. Use the **Controller Key** in a diagonal manner to move the cursor to the desired checker. Once you have moved to the checker, press **Key 5**. The X symbol will disappear and the checker will flash. Use the **Controller Key** in a diagonal manner to move to the desired location. Press **Key 5** to confirm the move and end your turn.

1. Select Video Checkers from the Games menu and press **Key 1** to begin a new game.
2. Move the cursor around the board using the **Controller Key** in a diagonal manner.
3. Press **Key 5** to select a piece to move.
4. Use the **Controller Key** in a diagonal manner to the square where you want the checker piece moved.
5. Press **Key 5** to move the piece to its new location and end turn.

CREDITS

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Nokia Service Terms

The N-Gage game card and all software contained on it are provided to you "as is," without warranty of any kind. The N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the N-Gage game card is found to be defective in material and workmanship within that 90 day period, the N-Gage game card will be replaced free of charge. If Nokia no longer produces the game title in question, Nokia will replace the game card with a different game title. These Service Terms do not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for replacement. For replacement, return the N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. These Service Terms do not restrict any mandatory statutory rights of consumers.

Obtaining Warranty and Technical Support

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: www.n-gage.com.

N-Gage™ Arena Instructions

Your N-Gage game deck must be switched on and be online to use this feature.

N-Gage™ Arena is an online service that allows you to upload and download game content enhancements over the air to extend gameplay.

N-Gage Arena is network dependent and requires network support. To use the N-Gage Arena features you need to ensure that your service provider supports data traffic delivery (GPRS) and you have subscribed to a GPRS service. Some networks have limitations that affect your ability to play online. Please see your mobile provider about GPRS support and availability.

Once you have GPRS activated on your N-Gage game deck, select N-Gage Arena from the main menu screen or the in-game icons. More information and instructions are available at arena.n-gage.com.

You may also need to register and subscribe for some online gaming services. You'll be prompted for this information when using N-Gage Arena. See arena.n-gage.com for more details.

N-Gage Arena support provided by Nokia.

Please refer to arena.n-gage.com for gameplay instructions.

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Single Player

Hot Seat

Online Option*

* Online gameplay requires network support. * Le jeu en ligne nécessite une connexion au réseau.

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