

ADVENTURE



An evil magician has stolen the Enchanted Chalice and has hidden it somewhere in the Kingdom. You must recover the Enchanted Chalice and place it inside the Golden Castle where it belongs. Standing in your way are the evil magician's three dragons Yorgle the Yellow Dragon, Grundle the Green Dragon and Rhindle the Red Dragon.

There are three castles in the Kingdom: the White Castle, the Black Castle and the Golden Castle. Each castle has a gate over the entrance. The gate can be opened with the corresponding coloured key. Hold the

key and touch it to the gate to open it.

To help you on your quest, there are three pieces of Good Magic on your side:

The Sword allows you to slay the Dragons.

The Bridge can be used to pass over the walls within any "room" in the Kingdom.

The Magnet can be used to attract distant objects, including those that are stuck in or behind a wall.

There are three game variations available. Press **SELECT** to choose one and **START** to begin the game. You can also press **START** if you are eaten by a Dragon to respawn at the Golden Castle. This will also respawn any slain Dragons!

Variation 1: Small Kingdom, objects are always in the same place

Variation 2: Large Kingdom, objects are always in the same place

Variation 3: Large Kingdom, object locations are randomised

YARS' REVENGE



Yars' Revenge has several available game variations. Press **SELECT** to choose between them, and **START** to begin a game. Do not use Game 1, 3, 5 or 7, as they are 2-player modes that will not work correctly on your Super Pocket. If you accidentally trigger one of these modes, just press **SELECT** to switch to another variation and restart the game.

Game 0: Easy mode

Game 2: Normal mode

Game 4: Zorlon cannon bounces off the shield

Game 6: Ultimate Yars

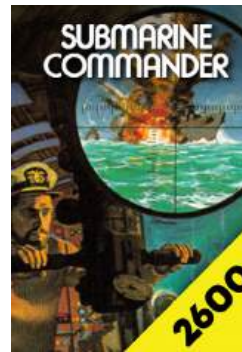
Press **L1** to toggle between Easy and Hard difficulty. The current setting is not displayed on screen.

In Yars' Revenge, you must shoot or eat a path through the red shield that protects the Qotile, sworn enemy of the Yars.

Once you've cleared a path, call up the Zorlon Cannon by eating a cell or touching the Qotile. It appears on the left of the screen in line with the Yar. Fire it at the Qotile and get out of the way!

In Ultimate Yars mode, the Yar must earn enough "Trons" and touch the left side of the screen to summon the Zorlon Cannon. Five Trons are required to make the cannon appear. Eating a cell from the shield earns 1 Tron, touching the Qotile earns 2 and catching a Zorlon Cannon shot after it bounces off the shield earns 4 Trons. Note that your Tron count can go as high as 255, but it is not displayed on the screen so it is up to you to remember the count!

SUBMARINE COMMANDER



Submarine Commander has several available game variations. Press the **SELECT** button after the game has loaded to select a variation and **START** to begin the game. Do not use Game 2, 4, 6 or 8, as they are 2-player modes that will not work correctly on your Super Pocket. If you accidentally trigger one of these modes, just press **SELECT** to switch to another variation and restart the game.

Game 1: Enemy ships do not fire

Game 3: Enemy Destroyers drop depth charges

Game 5: Enemy Destroyers and PT boats drop depth charges

Game 7: All enemy ships drop depth charges

GRAVITAR



Gravitar has five available game variations. Press **SELECT** to choose between them, and **START** to begin a game.

Game 1: Six lives

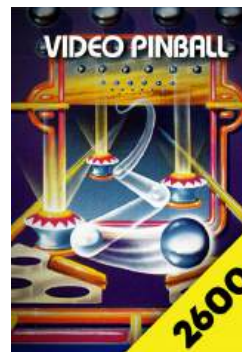
Game 2: 15 lives

Game 3: Six lives, enemies do not fire

Game 4: 100 lives

Game 5: 25 lives, no gravity

VIDEO PINBALL



Video Pinball has several available game variations. Press the **SELECT** button after the game has loaded to select a variation and **START** to begin the game. Do not use Game 2 or 4, as they are 2-player modes that will not work correctly on your Super Pocket. If you accidentally trigger one of these modes, just press **SELECT** to switch to another variation and restart the game.

Game 1: Bumper values accumulate and do not reset with each new ball

Game 3: Bumper values reset with each new ball.

Press **L1** to toggle two extra drain holes for a harder game.

WIZARD



You are the Wizard, and you must defeat the Imp... but the Imp is invisible until you get close! Track it down by listening to the sound effects and watching the direction your shots travel when you fire.

Increase the Imp's damage points to 100 to win a round, heal some damage and take on a stronger Imp. If you take 100 points of damage, the game is over!

HAUNTED HOUSE



Haunted House has 9 game variations. Press **SELECT** to choose between them, and **START** to begin a game. Your aim is to recover the three missing pieces of the Urn and return to the entrance.

Game 1: Lights on, no locked doors

Game 2: Lights off, no locked doors

Game 3: Lights off, some locked doors, key in entrance hall

Game 4: Lights off, some locked doors, randomised key location

Game 5: As Game 4 but with more enemies

Game 6: As Game 5 but all creatures will follow you to other rooms

Game 7: As Game 6 but the Bat steals items

Game 8: As Game 7, faster enemies, Ghost is immune to Scepter

Game 9: Ultimate Haunted House

The object of the game is to find the three pieces of the magic urn and carry them back to the main entrance of the mansion before losing all 9 of your lives. Your score is based on the number of matches you use during your search, and the number of lives you use.

The pieces of the urn are randomly scattered throughout the 24 rooms in the mansion. There are four floors, and each floor has six rooms. The floors are connected by staircases, which are doorways at the edge of the map. The rooms are connected by corridors and doorways. Some of the doors are locked, so find the master key which is also hidden in the mansion.

When using a staircase, a rising or falling tone will indicate if you are heading upstairs or downstairs.

There are several objects to find around the house. You must light a match with **A** to be able to see and interact with the items.

Urn: This is your final goal. It is split into three pieces. To pick up a piece of the Urn, touch it. If you are already holding a piece of the Urn, the new piece will attach to it. If you pick up another object, you will drop the assembled pieces of the Urn you have and pick up the new object in its place. When you have successfully assembled all three pieces of the Urn, return to the main entrance of the mansion to win.

Scepter: This is a magic stick used to make you invisible to all enemies in the mansion (except the Ghost on higher difficulty levels). As long as you hold the Scepter, you will not be hurt by enemies. To pick up the Scepter, touch it. If you are holding another item, you will swap it with the Scepter.

Master Key: Games 3 through 9 include locked doors that separate some of the rooms. To pass through these doors, you must be holding the master key. To pick up the key, walk into it. As with other items, you will swap anything you are carrying with the key when you pick it up. There are often multiple routes into and around locked rooms, some of which do not require the key.

SOLARIS



The Zylons are back! They're swarming through the galaxy in huge forces, attempting another takeover. They've got to go! And we need you to go get 'em. But it's a hush-hush mission. If the Zylons guess you're onto them, you're a goner. So the official report says you're out to find the lost planet Solaris and rescue the Atarian Federation Pioneers stranded there. But if the Zylons reach Solaris before you do, they'll destroy it.

From the Galactic Scanner, use the **+** to move your cursor around and press **A** to enter a sector. Note that you cannot move your cursor through a sector that is occupied by something.

To move to other quadrants of the galaxy, move to a sector adjacent to one of the "openings" at the edge of the map, proceed through the sector and when you return to the Galactic Scanner, you will be in the next quadrant. Note that the galaxy wraps around, so if you keep going in one direction and don't encounter any obstacles, you will eventually return to your starting position.

You will encounter various features on your mission.

Solaris is the only blinking Federation planet in the galaxy. Watch your Scanner to find it.

Federation Planets will need defending from Zylons when you hear an alarm. When the alert sounds, you have approximately 40 seconds to save the planet by blasting all the Zylons off it. If you fail, the Zylons will destroy the planet and turn the entire quadrant into a Red Zone, which reverses your flight controls!

Space Cadets are stranded on Zylon Planets. Fly over them to pick them up. Rescuing all Cadets on a planet earns you 8,000 points, an extra fighter and blows up the Zylon Planet. Ignore Space Cadets on Federation Planets — they're just waving at you!

Docking Bays can be found on Federation Planets and allow you to refuel and repair any damage.

Wormholes allow you to jump over a wall of otherwise impassable Star Clusters on the Galactic Scanner.

Zylon Planets contain captured Space Cadets. Rescue them to destroy the planet and earn bonuses.

Corridors appear on some Zylon Planets and are protected by Guardians. Once inside a Corridor, you must fly over the Key to gain safe passage through the Ion Doors. If you make it through, you'll earn 8,000 points and blow up another Zylon Planet!

Blockaders are space minefields. Dodge them or shoot them to proceed.

Attack Groups are enemy space fleets that typically contain Mechnoids, Flagships and Kogalon Star Pirates.

Mechnoids are easy targets at first, but become tougher over time.

Flagships send out Distractors as defenders. A direct collision with a Flagship will immediately destroy your ship, but Distractors will just drain your fuel.

Kogalon Star Pirates attack Federation and Zylon ships alike. They hang back, take pot shots and sometimes attempt to ram you.

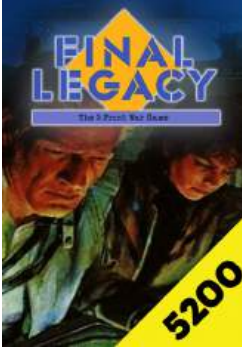
Cobra Ships are powerful foes that are sent out to persuade you to vacate a sector.

Gliders have a slippery, sliding motion.

Raiders attack Federation Planets.

Targeters come straight for you!

FINAL LEGACY



Weigh anchor at the turn of the tide! You must sail the good ship Legacy into the Dead Zone and knock out all the Warmongers' missile launcher sites. You must also protect your cities from destruction by the enemy's missiles!

Press **SELECT** from the title screen to reveal the difficulty selection screen. Press **R1** until the desired difficulty appears, then **START** to begin the game.

Your goal in Final Legacy is to destroy all the enemy missile sites, marked as dots on the map.

When a game is over, press the **⏮** button and choose the Reset option from the Super Pocket menu to begin a new game.

The Legacy has four battle modes that can be chosen from a menu with the **+** and **B** button. During battle, destroy all targets in the area and press **B** to return to the battle mode menu, or if you need to return to the menu before all targets have been destroyed, press **A**.

Navigation mode: Carefully steer the Legacy into enemy territory or back to your cities for refuelling. Move your ship to within range of enemy missile sites, enemy ships or friendly cities. Pay attention to your fuel level, particularly on higher difficulty levels! The circle around your ship must enclose the target destination for the other battle modes to be effective.

Enemy missile silos are represented as black dots. Friendly cities are black icons with a tall building. Enemy ships are white dots. Incoming missiles are shown as white lines emanating from their launch location.

At difficulty levels above Ensign, not all enemy missile silos are visible on the map from the start of the game. To reveal the hidden sites, you must destroy Intelligence vessels. Intelligence vessels will not pursue you on the Navigation map, while War Ships and Hunters will.

Torpedo mode: Enter the Torpedo mode to fire on enemy ships and save your ship from a direct hit by their missiles. Use the **+** as the ship's helm and **B** to fire torpedoes. Move the bow of your ship away from incoming missiles to avoid a direct hit.

War Ships are the most powerful enemy ships, but destroying them repairs 5% of any damage the Legacy has suffered. Hunters are less powerful. Intelligence vessels are the least powerful, but will still defend themselves if attacked.

Sea-to-Land mode: Use this mode to blow up enemy missile sites or refuel at one of your cities. Use the **+** to move your scanner viewpoint around until the aiming reticle touches a target. Press **B** to fire your Sea-to-Land E-Beam laser to destroy a target.

To dock at a city for refuelling, move the reticle over the base of the city until the "Dock for Refuelling" message appears on screen, then wait for the process to complete. Do not fire on your own cities! Press **A** to safely return to the battle mode menu.

Sea-to-Air mode: If you hear an urgent buzzer, that means the enemy has launched missiles at your cities! Use your Sea-to-Air uplink to command a laser satellite and destroy the incoming threat. Use **+** to move the aiming reticle and press **B** to fire. If the missiles get past you and there is still time before impact, the satellite will refocus to give you another chance to destroy them.

XARI ARENA



You are a creature composed of energy cells that you must protect with your magic shield. If you can survive 32 waves in the arena, you will win your freedom. If your energy cells are destroyed, you lose!

The Xaris are the amoeba-like creatures in the centre of the arena. They are confined to an area around the centre but can cast whirling fireballs at you. The centre area expands with each wave.

The fireballs are not dangerous to the Xaris unless you either deflect them with your

shield by holding **B**, or collect one and run into a Xari. The shield can hold up to four fireballs at once.

You receive one fire extinguisher per wave plus bonus extinguishers if you start at a higher wave. Extinguishers can be used to destroy fireballs behind and a short distance in front of your wall. Press **A** to use a fire extinguisher.

Press **R2** to toggle the in-game music and skip intermission sequences.

Before starting a game, press the **X** and **Y** buttons to set up "Player 1" and "Player 2". Set "Player 1" to "In" to play. Set "Player 2" to "Auto" for a computer-controlled opponent or "Out" to play solo.

Press **R1** to bring up the keypad. Use the **+** to select a numerical key and **B** to press the key. The higher the number you press, the greater the difficulty.

MINER 2049ER



Bounty Bob the mountie has pursued the ruthless fur trapper Yukon Yohan into Nuclear Ned's abandoned uranium mine, and now it's up to you to help him survive. Along the way, you must "claim" every section of the framework in each mine section by walking over it.

On the title screen, press **R1** to bring up the keypad and use the **+** and **B** button to select a difficulty level between 0 and 9.

Move Bounty Bob with the **+** and press **B** to jump. Press **L1** during gameplay to return to the title.

Cute but deadly mutant organisms prance casually throughout the mine. Collect items to turn them into edible green happy creatures.

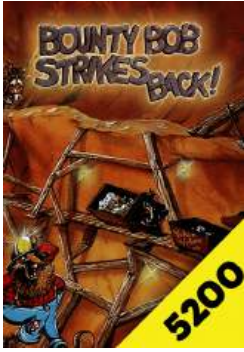
Bounty Bob will encounter various pieces of special equipment on his quest.

Transporters: Stand in a transporter door. Press **R1** to bring up the keypad and use the **+** to select a key between 1 and 4. Press **B** to press the number key and transport to that numbered transporter.

The Lift: You will encounter this in Station 8. To activate it, jump onto it. Press **Y** to activate it and use the **+** to move it. Press **Y** or **B** to cancel lift control.

The Cannon: This appears in Station 10. First load the cannon with enough TNT to reach the level you want. You need one ten-ton canister of TNT per level you would like to reach, so to reach the third level you will need 3 canisters, for example. Once the cannon is loaded, climb the ladder and fall into the cannon. Move the **+** left and right to aim the cannon and press **A** to fire. Take care not to overload the cannon or the explosion could be fatal!

BOUNTY BOB STRIKES BACK



Bounty Bob is still in pursuit of the nefarious Yukon Yohan! Help him through the 25 caverns in Nuclear Nick's abandoned uranium mine, making use of the high powered special equipment and avoiding the deadly mutants along the way.

Bounty Bob's main goal is to "claim" every section of the framework in each mine section by walking over it. Control Bob with the **+** and jump with **B**.

From the title screen or high score table, press **R1** to open the Options menu where

various game features can be customised. Press **L1** during gameplay to return to the title.

Bounty Bob will have to contend with a variety of hazards on his quest!

Grain Elevator: It'll take you up, but getting down is up to you! Jumping onto the middle and off from the edges will ensure a safe trip.

Super Energy Food Bars: These little delicious goodies will pep you up for extra long leaps and bounds. Better move fast after chomping one, 'cause the effects wear off quickly!

The Gravity Lift: What goes down must come up - after Bounty Bob gets off, of course! This piece of equipment goes down faster than it goes back up, so know where you want to get off before you get on!

Hydraulic Lifts: Just hop on and you are instantly promoted to "Lift Commander". Push up or down on the **+** for manual control of the lift while you're on it. But once you get off, the lift's automatic circuits return it to ground level.

Suction Tubes: The air in the tubes travels in only one direction. Other tubes have diverter valves to channel the air either left, right or off. To operate the valves, jump up in front of the control box whose number corresponds to the tube you wish to adjust.

Mobile Suction Unit: Bounty Bob has reprogrammed this vacuum of the future so that if he collects a mini-suction tube, it will search him out and suck him up!

The Cannon: Load the cannon with up to 30 tons of TNT, then use the suction tube to enter the cannon. Use the **+** to move the cannon left and right, and **B** to ignite the TNT.

Transporters: Stand in the chamber and an indicator will flash on another transporter. When your desired destination is flashing, push up or down on the **+** to energise!

Utility Hoist: Hop on and it will automatically engage. Move the **+** to manoeuvre the hoist. Press **B** to turn off the hoist. To restart the hoist, press **R1**.

Mutants and Treats: Collect the items left behind by the mine's owner Nuclear Nick to temporarily make the Mutants vulnerable, and walk over them while they are vulnerable to destroy them.

COUNTERMEASURE



Terrorists have seized one of our missile silo complexes and are threatening to blow up Washington, D.C.! They've wired the missiles to a silo computer and started the launch sequence timer. In just 10 minutes the missiles will lift off, unless you stop them. Destroy all the silos in the complex with your turret gun before the time runs out. Complete this mission and you'll win the Congressional Medal of Honour, along with 10,000 bonus points and an extra life.

Manoeuvre your Supertank with the **+**.

Note that the Supertank moves at different speeds according to the terrain it is traversing. Press **A** to fire your cannon. Hold **B** and use the **+** to change the direction your turret is facing.

If the timer runs out before you destroy all the silos, you still have a chance to prevent disaster. In the seconds before impact, dock your Supertank at a silo, enter the War Room and guess the three-letter code that disarms the missiles. The code is some combination of the letters L, E and O: for example, ELL, OOO or OLE. Succeed and you win 10,000 bonus points and an extra life. Fail and... well, you'll find out.

To enter the code, press **R1** to bring up the letter pad. Use the **+** to select a letter and **B** to press that key. Press **R1** again to close the letter pad.

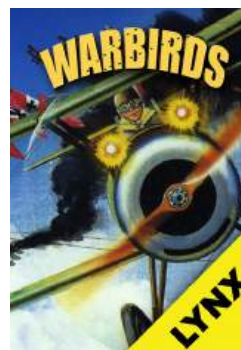
Clues to the three-letter code can be found by docking at refuelling stations around the area. When you dock with a station, one letter of the code, in its correct position, appears in the centre of your fuel gauge at the bottom of the screen. Don't count on getting all three code letters, even if you reach all seven supply depots!

You can attempt to crack the code at any time if you think you know it — there's no need to wait for the timer to expire. But beware: if you don't crack the code in time, disaster awaits!

Before starting a game, press **L1** to reveal the options menu. From the options menu, press **X** to toggle between STOP-TANK and AUTO-TANK. In STOP-TANK mode, your tank will always stop moving while you rotate your turret. In AUTO-TANK mode, your tank will continue in the direction it is travelling if you attempt to rotate your turret while moving.

Also from the options menu, press **Y** to choose between one of 10 difficulty levels. Level 0 is for beginners. Level 9 is for experts!

WARBIRDS



Warbirds has several different missions available to fly:

- Milk Run:** You vs one inexperienced pilot
- Double Teamed:** You vs two inexperienced pilots
- Red Baron:** You vs one ace pilot
- Paths of Glory:** You vs three moderately difficult pilots
- Pair of Aces:** You vs two ace pilots
- The Swarm:** You vs three ace pilots