

Atari Anniversary Advance FAQ

by thekingofthisgame

Updated to vFinal on Mar 14, 2004

This walkthrough was originally written for Atari Anniversary Advance on the GBA, but the walkthrough is still applicable to the PC version of the game.

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Atari
Anniversary Advance

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| Created by thekingofthisgame |
| Version: Final                 |
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Introduction
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Atari has presented six of the best arcade games ever created into one game! Whether you've played these games before, or you are new, you'll love them. They are easy to play, and should be in everyone's collection.

Getting Started:

- 1) Insert game into Game Boy Advance
- 2) Turn on Game Boy Advance
- 3) When title screen appears, press start to get to the Game Menu

Menu Navigation Controls:

Game Menu Navigation

Options Menu Navigation

Key	Action	Key	Action
Ctrl Pad < >	Choose between the games	Ctrl Pad < >	Select Option to modify
Ctrl Pad ^ v	Modify game options	Ctrl Pad ^ v	Change option variable
A Button	Confirm Selection and begin game	A Button	Return to game Menu

*Pause- Press the Start button and it will pause your game. From the pause menu, you can either continue the game or quit and return to the main menu.

Note: (simultaneously) A Button + B Button + Start + Select = Return to Game Menu

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Games
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~~Asteroids~~

Original Debut: 1979

Select Your Options:

Number of Players(1, 2)

Control Scheme(Default, Alternate)

Ship to Start(3, 4)

Game Messages in(English, German, French, Spanish)

Control Schemes:

Default-

- + Control Pad ^ Thrust
- + Control Pad v N/A
- + Control Pad < Turn the ship left
- + Control Pad > Turn the ship right
- A Button Fire
- B Button Hyperspace
- L Button Fire
- R Button Fire

Alternate-

- + Control Pad ^ N/A
- + Control Pad v N/A
- + Control Pad < Turn the ship left
- + Control Pad > Turn the ship right
- A Button Fire
- B Button Hyperspace
- L Button Thrust
- R Button Fire

Object of the game-

The object of the game is to destroy the asteroids with your ship. As you break the bigger rocks, the smaller ones come at you a lot faster.

Points in game-

Small Asteroids: 100 points
Medium Asteroids: 50 points
Large Asteroids: 20 points
Small Saucer: 1000 points
Large Saucer: 200 points

~~Battlezone~~

Original Debut: 1980

Select Your Options:

Control Scheme(Default, Alternate)
Tanks to Start(2, 3, 4, 5)
First Bonus Tank at X Points(Never, 15 000, 25 000, 50 000)
Missiles after X Points(5 000, 10 000, 20 000, 30 000)
Game Messages In(English, German, French, Spanish)

Control Schemes-

Default-

+ Control Pad ^	Control Tanks Movement
+ Control Pad v	Control Tanks Movement
+ Control Pad <	Control Tanks Movement
+ Control Pad >	Control Tanks Movement
A Button	Fire
B Button	Fire
L Button	Fire
R Button	Fire

Alternate-

+ Control Pad ^	Left Tread Forward
+ Control Pad v	Left Tread Reverse
+ Control Pad <	N/A
+ Control Pad >	N/A
A Button	Right Tread Forward
B Button	Right Tread Reverse
L Button	Fire
R Button	Fire

Object of the game-

Steer your tank around obstacles as you destroy enemy tanks, saucers, and cruise missile.

Points in Game-

Regular Tank: 1000 points
Super Tank: 3000 points
Missile: 2000 points
Saucer: 5000 points

~-Centipede~-

Original Debut: 1980

Select your options:

Number of Players(1, 2)

Game View(Landscape, Portrait)

Lives to Start(2, 3, 4, 5)

Bonus Lives Every X Points(10 000, 12 000, 15 000, 20 000)

Game Difficulty(Easy, Hard)

Game Messages in(English, German, French, Spanish)

Control Schemes-

Default-

+ Control Pad ^	Control Movement
+ Control Pad v	Control Movement
+ Control Pad <	Control Movement
+ Control Pad >	Control Movement
A Button	Fire
B Button	Fire
L Button	Fire
R Button	Fire

Alternate-

+ Control Pad ^	Left
+ Control Pad v	Right
+ Control Pad <	Down
+ Control Pad >	Up
A Button	Fire
B Button	Fire
L Button	Fire
R Button	Fire

Object of the game-

To try and stop the insect infestation with your bug blaster. As the centipede winds its way down the screen, shoot it. Be careful not to hit the middle of it, because it will break into two!

Points in Game-

Centipede(Body):	10 points
Centipede(Head):	100 points
Spider:	300, 600, 900 points
Flea:	200 points
Scorpion:	1,000 points
Mushrooms:	1 point
Poisoned Mushrooms:	5 points

~-Missile Command~-

Original Debut: 1980

Select your options:

Number of Players(1, 2)

Control Scheme(Default, Alternate)

Cities to Start(4, 5, 6, 7)

Bonus City for Every X Points(Never, 8 000, 10 000, 12 000, 14 000, 15 000,
18 000, 20 000)

Game Messages in(English, German, French, Spanish)

Control Schemes-

Default-

+ Control Pad ^	Control Crosshairs
+ Control Pad v	Control Crosshairs
+ Control Pad <	Control Crosshairs
+ Control Pad >	Control Crosshairs
A Button	Fire missile from Delta Base
B Button	Fire missile from Delta Base
L Button	Fire missile from Alpha Base
R Button	Fire missile from Omega Base

Alternate-

+ Control Pad ^	Control Crosshairs
+ Control Pad v	Control Crosshairs
+ Control Pad <	Control Crosshairs
+ Control Pad >	Control Crosshairs
A Button	Fire missile from Delta Base
B Button	Fire missile from Alpha Base
L Button	Fire missile from Omega Base
R Button	Fire missile from Omega Base

Object of the game-

Your cities are under attack from missiles(from where? who knows!!) It is your job to fire your own missiles into the skies and stop the destruction of your cities!

~~Super Breakout~~

Arcade Debut: 1977

Select your Options:

Number of Players(1, 2)

Game View(Landscape, Portrait)

Game Length(3 balls, 5 balls)

Game Type(Cavity, Double, Progressive)

Game Messages in(English, German, French, Spanish)

Control Schemes-

Default-

+ Control Pad ^	N/A
+ Control Pad v	N/A
+ Control Pad <	Move bat left
+ Control Pad >	Move bat right

A Button	Serve ball
B Button	Switch game types(before game begins)
L Button	Move bat left
R Button	Move bat right

Alternate-

+ Control Pad ^	N/A
+ Control Pad v	N/A
+ Control Pad <	Move bat left
+ Control Pad >	Move bat right
A Button	Serve Ball
B Button	Switch game types(before game begins)
L Button	N/A
R Button	N/A

Object of the game-

Return the bouncing ball to destroy the wall!

**Game Types-

Cavity: The brick wall as two large open areas, each containing a ball. Clear away bricks to set the balls free.

Double: You begin with two bats, one above the other. Two balls are served at the same time.

Progressive: As you clear away bricks, additional rows are added, moving the wall closer to the bat.

~-Tempest~-

Arcade Debut: 1980

Select your options:

Number of Players(1, 2)

Game View(Landscape, Portrait)

Lives to Start(2, 3, 4, 5)

Bonus Lives Every X Points(Never, 10 000, 20 000, 30 000, 40 000, 50 000, 60 000, 70 000)

Game Difficulty(Easy, Medium, Hard)

Game Messages in(English, German, French, Spanish)

Control Schemes-

Default-

+ Control Pad ^	N/A
+ Control Pad v	N/A
+ Control Pad <	Move claw left
+ Control Pad >	Move claw right
A Button	Fire
B Button	Super Zapper
L Button	Fire
R Button	Fire

Alternate-

- + Control Pad ^ N/A
- + Control Pad v N/A
- + Control Pad < Move claw left
- + Control Pad > Move claw right
- A Button Fire
- B Button Super Zapper
- L Button Fire
- R Button Fire

Object of the game-

Rotate left and right, and use your blaster to fire down the channels of the tube to destroy varied and colorful aliens. Help protect the universe!

~-Trivia Challenge~

(Taken directly from Nintendo Manual)The Trivia Challenge is a test of arcade knowledge and Atari folklore. Once the game begins, you will have to answer 20 questions as quickly as possible. The faster you answer the questions, the more points you get. The timer runs horizontally across the middle of the screen, and your score is displayed in the upper left corner of the screen.

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Version Updates
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There was, and will be no more FAQ updates. This FAQ is completely finished. Hope it helped you out!

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