

# MegaMan

OVER 400 GAMES

GAME LIST (414)

1941	Kung Fu Master
1942	Lemmings
1943	Marble Madness
1944	Maze of Flott
19XX	Mega Man
Alien Syndrome	Mega Man 2
Assault	Millipede
Assault Plus	Mini Golf
Asteroids Deluxe	Moon Patrol
B-wings	Ms PacMan
Bagman	Nibbler
Boulder Dash	Pac Man
BurgerTime	Pitfall 2
Centipede	Pleiads
Chopper 1	Q*bert
Crazy Climber	Qix
Darius	R-Type 2
Darius 2	Raiden
Defender	Road Blasters
Dig Dug	Rygar
Dig Dug 2	Satan's Hollow
Discs of Tron	Sinistar
Donkey Kong	Solomon's Key
Donkey Kong 3	Space Dungeon
Donkey Kong Jr	Space Invaders
Double Dragon	Space Inv Deluxe
Elevator Action	Star Castle
Flying Shark	Star Force
Galaga '88	Star Wars
Galaga	Terra Cresta
Galaxian	TNK III
Gauntlet	Time Pilot
Gauntlet 2	Time Pilot '84
Gorf	Toki
Gyruus	Tower of Druaga
Hydra	Tutankham
Indiana Jones	Twin Eagle
Ikari Warriors	Vanguard 2
Journey	Vindicators
Joust	Willow
Joust 2	Xybots
Kangaroo	Zaxxon
Krull	... and more!

CO-OP GAMES

1941	Gauntlet 2
1942	Ikari Warriors
1943	Joust
1944	Joust 2
19XX	Mega Man
Alien Syndrome	Raiden
Darius	Twin Eagle
Darius 2	Vindicators
Double Dragon	Xybots
Gauntlet	... and more!

SPEC CONTROLS

Tank controls (both joysticks)

Assault	Space Dungeon
Assault Plus	TNK III
Crazy Climber	Vindicators

Trackball

Centipede	Mini Golf
Marble Madness	Road Blasters
Millipede	Star Wars

LEFT PLAYER

Player 1 Start

Joystick button  
Tank: weapon (fire)  
Vindicators: rotate turret  
Xybots: fire

Joystick Movement  
Tank: left treads  
Defender: L/R = Thrust

Special  
Defender: hyperspace

Main weapon (fire)  
Xybots: rotate left  
Qix: slow draw

Secondary weapon (bomb)  
Xybots: rotate right  
Qix: fast draw

TRACKBALL

Trackball or Mouse  
Steering for:  
Road Blasters  
Star Wars

Close window or game

Left Click

Right Click

RIGHT PLAYER

Player 2 Start

Joystick button  
Tank, Vindicators,  
and Xybots: fire

Joystick Movement  
Tank: right treads  
Main Weapon for  
Krull & Space Dungeon

Special

Main weapon (fire)  
Xybots: rotate left  
Qix: slow draw

Secondary weapon (bomb)  
Xybots: rotate right  
Qix: fast draw