

ALLIA

QUEST



User Manual
A Space Game
Atari VCS 2600 & 7800
NTSC

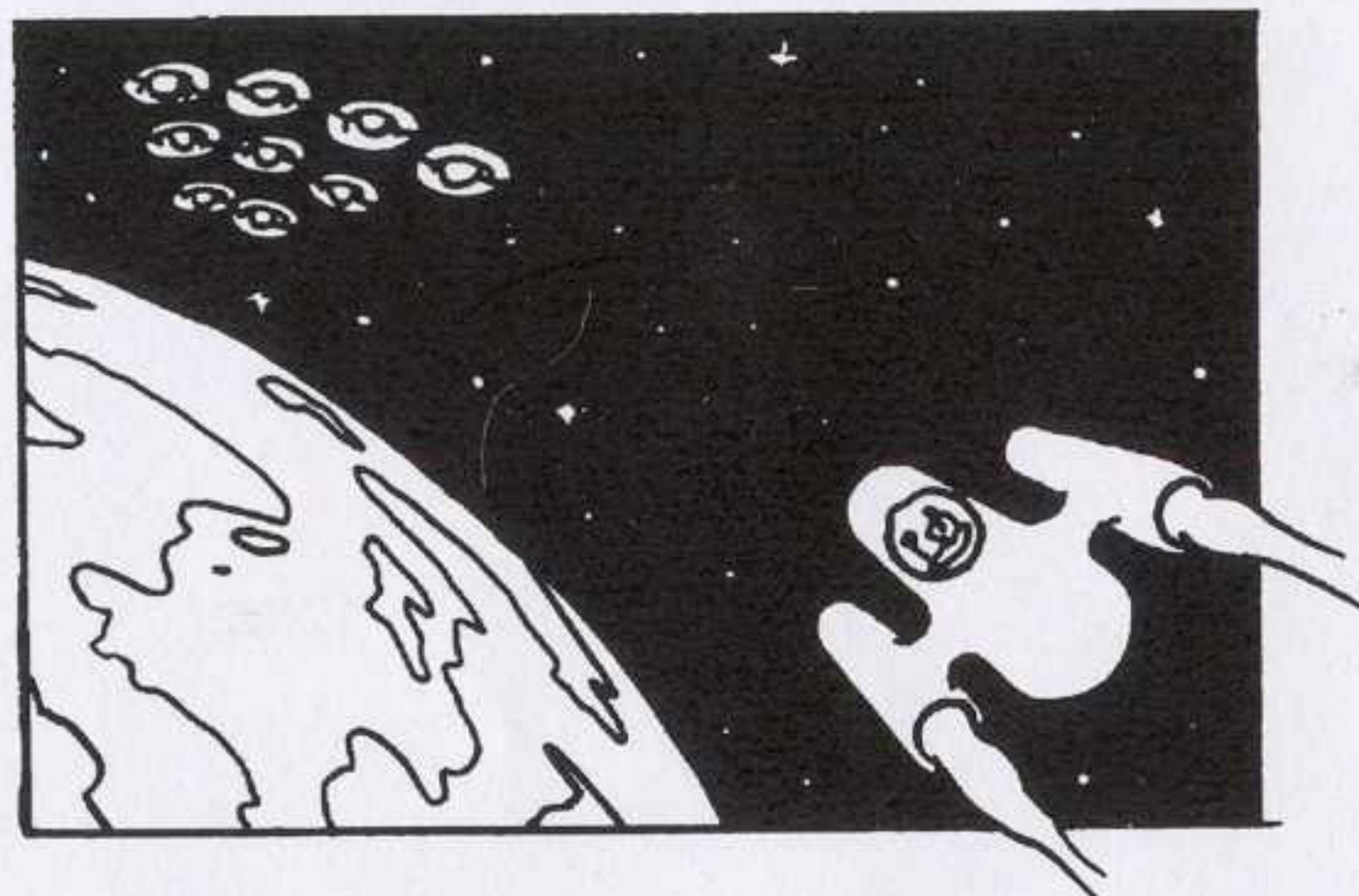
ALLIA QUEST

As Ricardo Brospo was adjusting his helmet, the navigation Robot, at the front of the ship, outside the cockpit, reminded him that he had forgotten to fasten his seat belt. "All right, OK, I know! Protocole tells us to fasten up before putting on our helmet, but I really don't see the difference, so drop it."

He wasn't too pleased with the mission that he was assigned to by the intergalactic gouvernement. It wasn't going to benefit his career and seemed unbearably boring. On both points: he was wrong. The Co-pilot Robot announced with a short high-pitched Beep that it was ready to go and was waiting for its master. As if he had heard it, the technician on the platform stepped away from his ship and started waving his arms in one of those gestures only pilots understood. "I guess he wants us to take off. Make it smooth, S2-PID."

His Little Wing raised gracefully 15 feet, flew across the hangar and jumped into the infinity of Space. As the Mothership Allia was disappearing in the distance, Ricardo thought he probably was the only one who would accept such an inept mission. He was to go to the planet G45 to return the ceremony pants that the Prince of the Agrob system had forgotten in his bedroom on his latest diplomatic visit. Just a random delivery job.

The Robot-pilot's frantic squeaking brought him back to reality. "Calm down S2-PID, I've seen the ships coming our way. It must be a welcoming committee. Waah, there are quite a lot of them. Maybe a security squadron..."



When he felt the impact of the lasers against the hull of his Little Wing, Ricardo figured out that these were probably Space Moochers who didn't appreciate his presence in the neighborhood. Ricardo attempted a communication: "Ricardo Brospo, Special agent for the Galactic Gouvernement, I'm delivering the pants of His Highness the Prince of G45..." Two more tirsd echoed against the hull. "Those bastards are still shooting at us, Shoot'em down S2-PID!"

The Robot didn't modify the trajectory of the Ship nor did it activate the guns. "I'm sorry, Master, but there seem to be too many of them, I don't forsee that we could get out of this alive. As I am programmed to use the shortest path between two points, It is now more efficient to wait for us to be taken down."

In a panic, Ricardo pressed every single button he could reach on his dashboard. He suddenly realized that S2-PID had been ejected into space and was now floating away. "Oh well, he didn't seem to wanna help anyway" he mumbled. He considered trying to escape but there were so many of them. Everywhere. He understood he had to be brave. He steadily put on his gloves and reached for the manual commands. He had never used them before.

[SHIELD] Ricardo activated the protection Shield by pressing the **Reset button**. The hull would be able to take three hits. Then it would be a fatefull death.

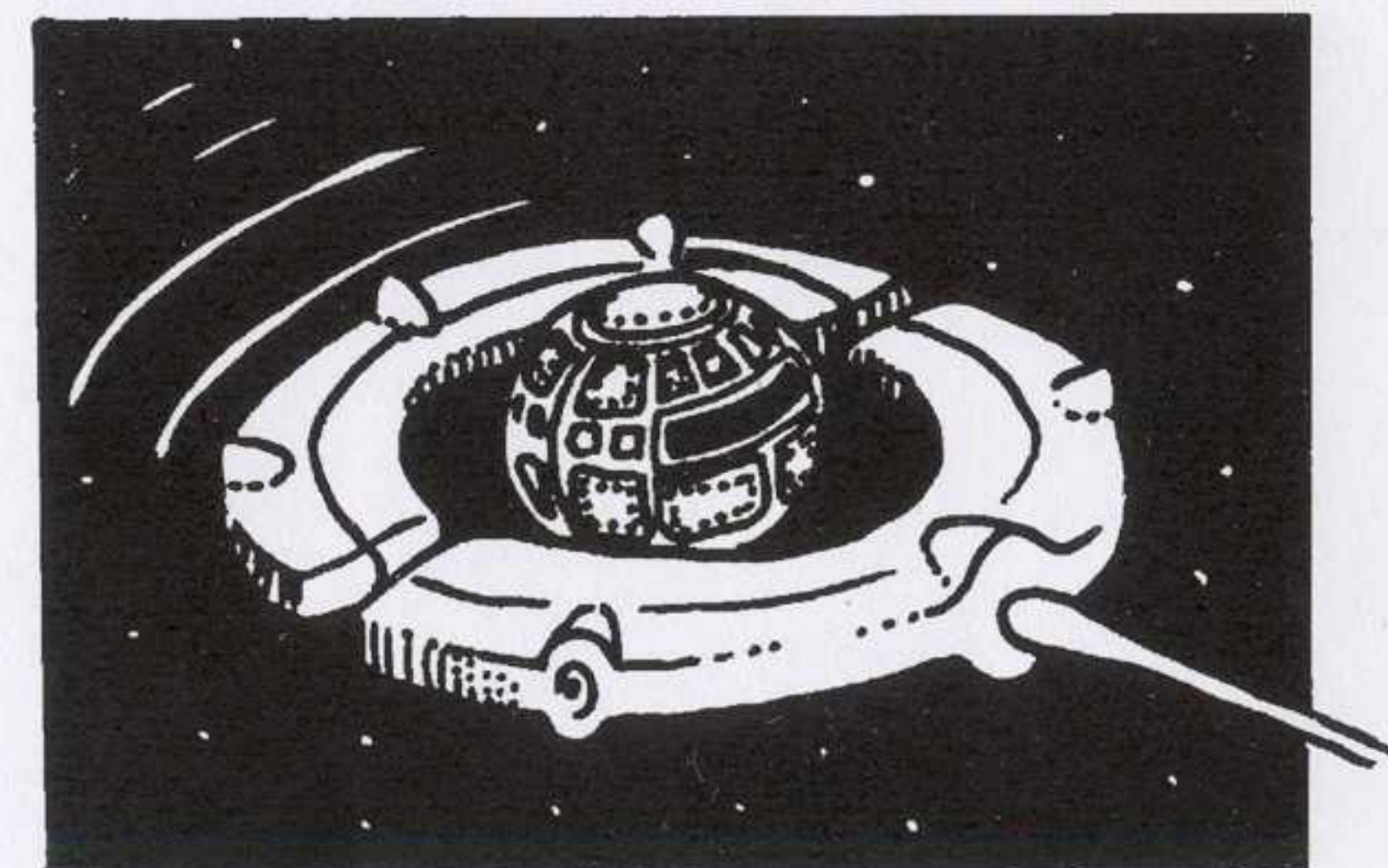
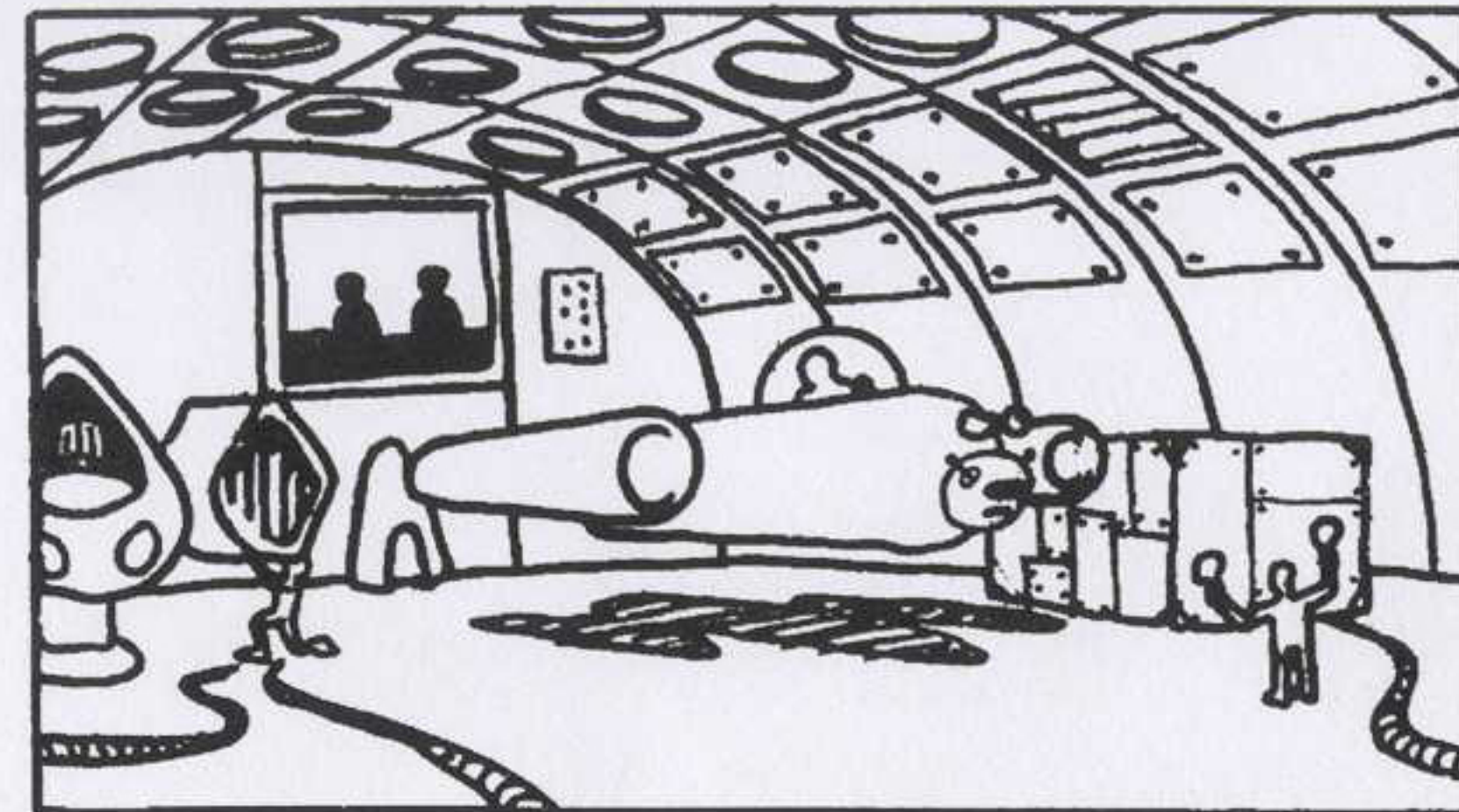
[COMMANDS] Usually the Robot would take care of everything. Ricardo would have to make it on his own. At first sight it seems that by pointing the **Joystick** to the left or the right, the ship would go in the appropriate direction. As for the **buttons**: they sent deadly missiles that destroyed the targets on their way.

[SCORE] At the top of his screen, Ricardo noticed a counter that added **100 points** per ennemi killed. This would make it easy for him to report to his commanding officer how many bad guys he had taken down.

[LEVELS] Ricardo proceeded to shoot at the Moochers, but they seemed well organised: they would attack in waves: **20 at the time**. When some of them were destroyed, the survivors would come back, relentlessly, a little angrier everytime. When he finally shot down the last of the squadron, He tried to escape back to Allia but only heard a sound meaning that the mothership managed to send him **on more shield**. In fact, another wave would attack, each more ferocious than the previous one...

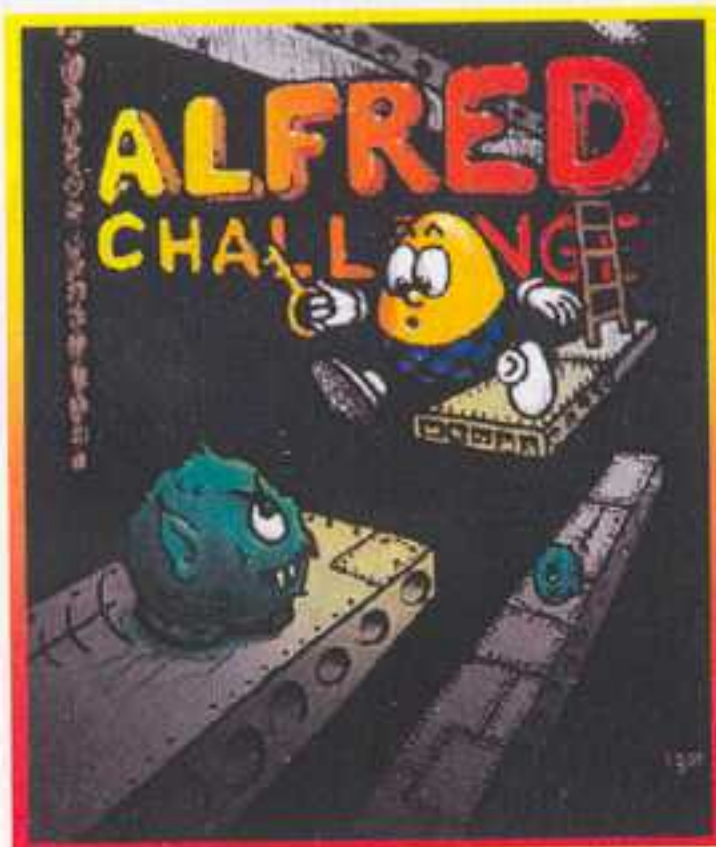
[THE MISSION] After taking down a good number of Moochers squadrons, Ricardo understood it would never stop. But he was a man who knew how to set goals for himself: He would come back to Allia!

Good luck, Ricardo.

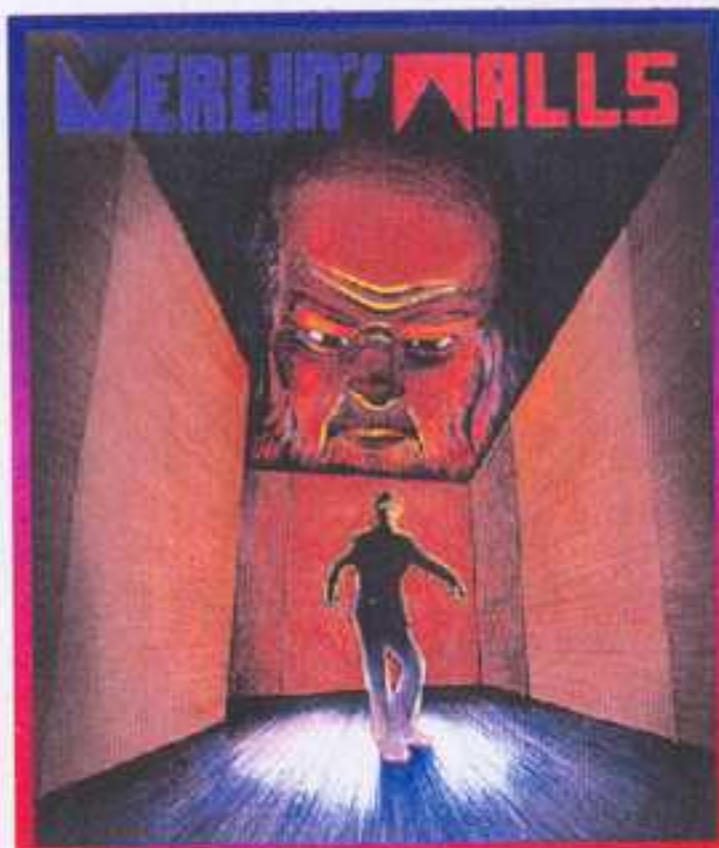


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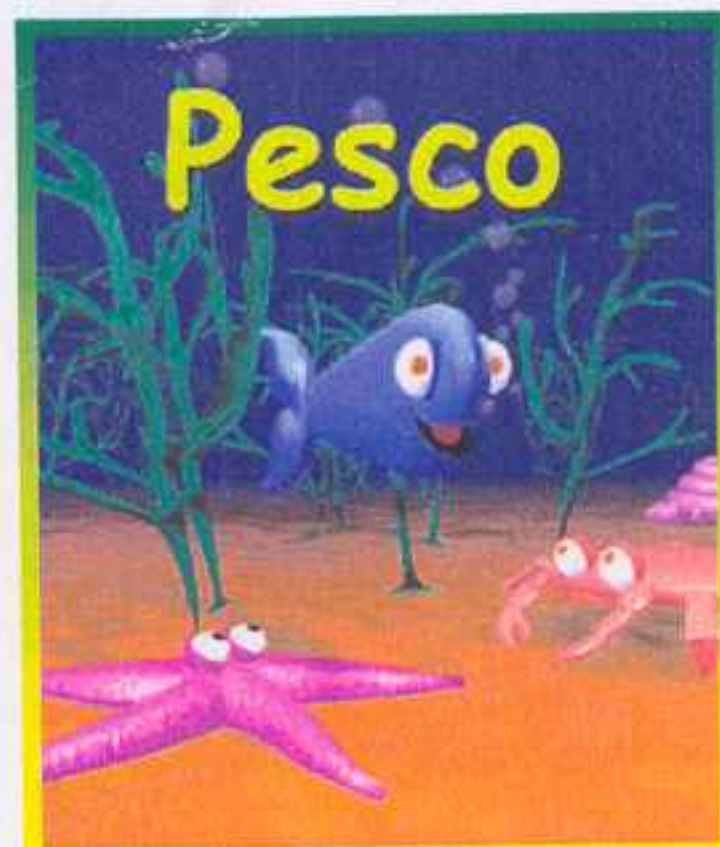
New games for your Atari VCS



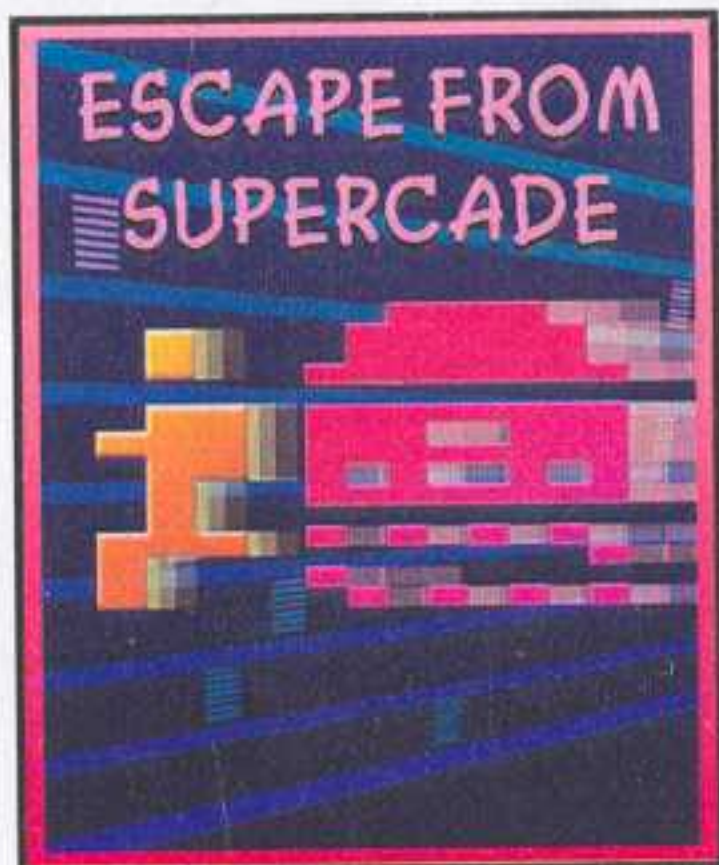
Run, jump and climb to reach the keys that will open doors to the next level. Watch out for the Tazniak and the Buckoís, though, since they only have one idea in their heads: kill you. A very addictive climbing game with 3 completely different levels.



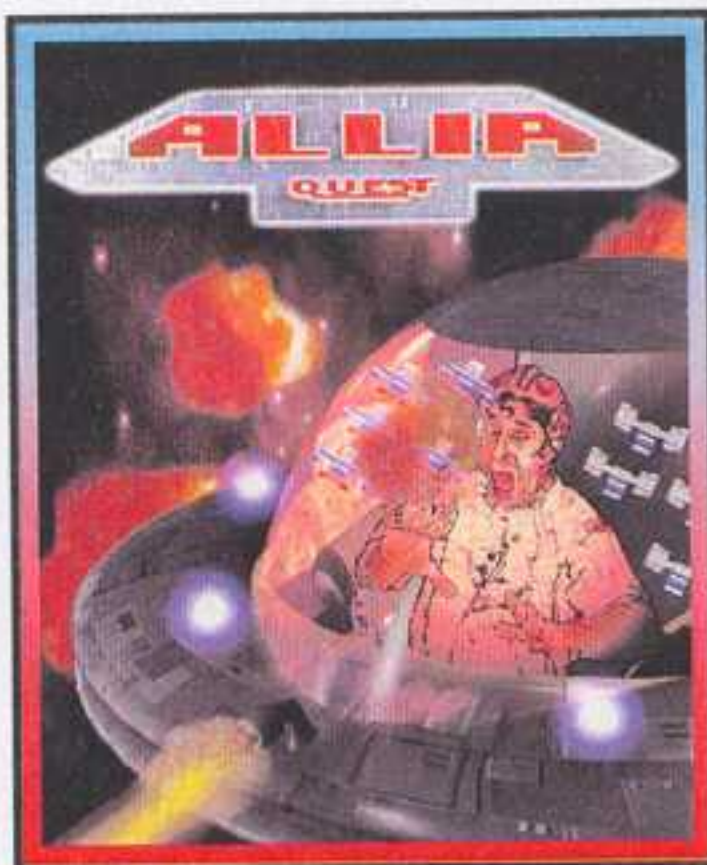
Find a way out of the intricate maze before your countdown timer runs out. Use dynamite, get energy, and discover special walls in your attempts to escape from the 16 levels of Merlin's Walls. This is the first game in 3D realtime for the VCS!



Little Pesco must find a new place to live. It seems that he found a good home, with lots of plankton to eat, but ... well, it seems that there are three crabs that are determined to eat him! A classic maze game.



You must collect all the bricks dropped on the ground of these levels. But Robots are running after you, trying to drain your energy. Run, run and escape from this crazy world. 8 different levels.



Fly through the space and kill the Aliens before they can hit you. Learn how the 8 different Alien races move and attack. Plan your own strategy to get to the next level. Kill'em all! It's the only way to complete your quest for the mother ship Allia....

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