

# ALLIA

QUEST

ébivision

ébi06

User Manual  
A Space Game  
Atari VCS 2600 & 7800  
NTSC

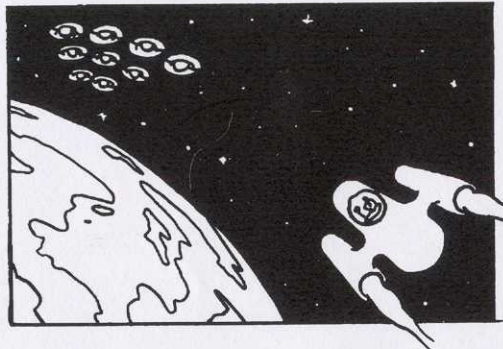
# ALLIA QUEST

As Ricardo Brospo was adjusting his helmet, the navigation Robot, at the front of the ship, outside the cockpit had forgotten to fasten his seat belt. "All right, OK, I know! Protocole tells us to fasten up before putting on the seat belt, so see the difference, so drop it."

He wasn't too pleased with the mission that he was assigned to by the intergalactic government. It was boring and seemed unbearably boring. On both points: he was wrong. The Co-pilot Robot announced with a smile that he was ready to go and was waiting for its master. As if he had heard it, the technician on the platform started waving his arms in one of those gestures only pilots understood. "I guess he wants us to take off. Mission approved."

His Little Wing raised gracefully 15 feet, flew across the hangar and jumped into the infinity of Space. As it disappeared in the distance, Ricardo thought he probably was the only one who would accept such an insignificant mission on the planet G45 to return the ceremony pants that the Prince of the Agrob system had forgotten in his bedroom during his last 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 of the planet G45 welcoming committee. Waah, there are quite a lot of them. Maybe a security squadron..."



When he felt the impact of the lasers and the ship started to shake, Ricardo appreciated his presence in the neighborhood. "I guess he wants us to take off. Mission approved. Delivering the pants of His Highness the Prince of the Agrob system down S2-PID!"

The Robot didn't modify the trajectory of the ship. Ricardo foresaw that we could get out of this alive. "I guess he wants us to take off. Mission approved."

In a panic, Ricardo pressed every single button. The ship was now floating away. "Oh well, he did it. Everywhere. He understood he had taken 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 fateful death.

**[COMMANDS]** Usually the Robot would take care of everything. Ricardo would have to make it on his own. By pointing the **Joystick** to the left or the right, the ship would go in the appropriate direction. As for the **button**, it destroyed the targets on their way.

**[SCORE]** At the top of his screen, Ricardo noticed a counter that added **100 points** per enemy killed. The ship reported to his commanding officer how many bad guys he had taken down.

**[LEVELS]** Ricardo proceeded to shoot at the Moochers, but they seemed well organized: they would attack in waves. When some of them were destroyed, the survivors would come back, relentlessly, a little angrier everytime. When the squadron, He tried to escape back to Allia but only heard a sound meaning that the mothership managed to escape. 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 be a long mission. But he was a man who knew how to set goals for himself: He would come back to Allia!

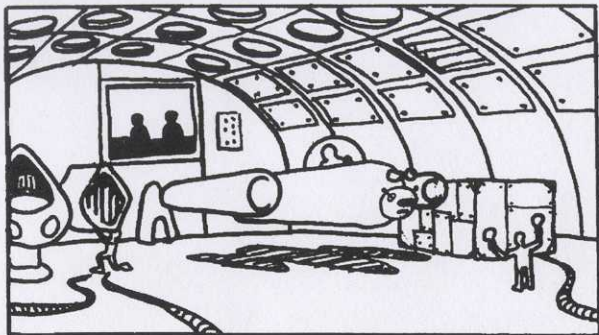
Good luck, Ricardo.

cockpit, reminded him that he  
in our helmet, but I really don't

Isn't going to benefit his career  
short high-pitched Beep that it  
lepped away from his ship and  
Make it smooth, S2-PID."

As the Mothership Allia was  
hept mission. He was to go to  
droom on his latest diplomatic

coming our way. It must be a



against the hull of his Little Wing, Ricardo figured out that these were probably Space Moochers who didn't  
brood. Ricardo attempted a communication: "Ricardo Brospo, Special agent for the Galactic Gouvernment, I'm  
the Prince of G45..." Two more tirds echoed against the hull. "Those bastards are still shooting at us, Shoot'em

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  
ve. As I am programmed to use the shortest path between two points, It is now more efficient to wait for us to

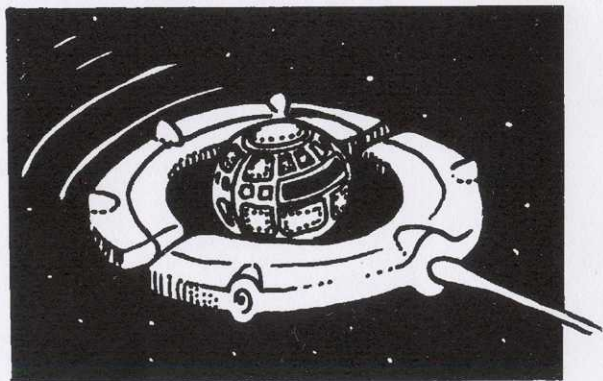
gle button he could reach on his dashboard. He suddenly realized that S2-PID had been ejected into space and  
didn't seem to wanna help anyway" he mumbled. He considered trying to escape but there were so many of  
had to be brave. He steadily put on his gloves and reached for the manual commands. He had never used

own. At first sight it seems that by  
tons: they sent deadly missiles that

This would make it easy for him to

back in waves: **20 at the time.** When  
then he finally shot down the last of  
naged to send him **on more shield.**

never stop.



Conception and programmation : Igor Barzilai

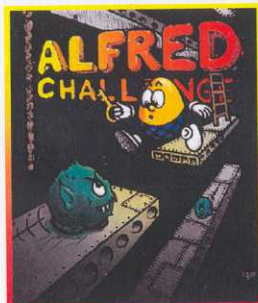
Cover illustration : Jean-David Hernandez

Inside illustrations : Igor Barzilai

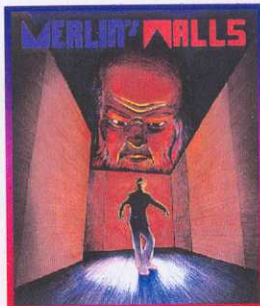
English translation : Richard Isanove

Help & support : Eric Bacher

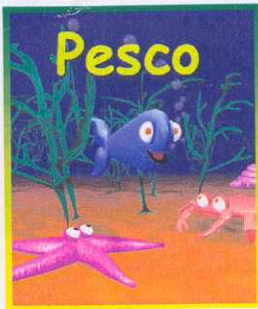
# New games for your Atari VCS



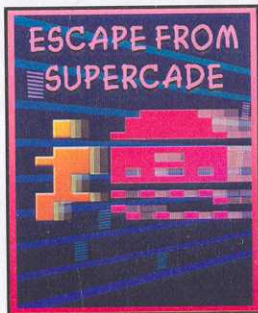
Run, jump and climb to reach the keys that will open doors to the next level. Watch out for the Tazniak and the Bucko's, though, since they only have one idea in their heads: kill you. A very addictive climbing game with 3 completely different levels.



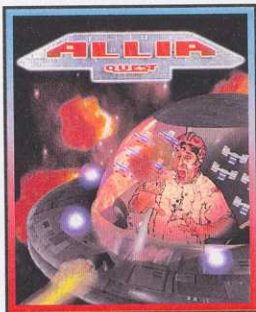
Find a way out of the intricate maze before your countdown timer runs out. Use dynamite, get energy, and discover special walls in your attempts to escape from the 16 levels of Merlin's Walls. This is the first game in 3D realtime for the VCS!



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....

# ebivision

The dream continues...

[www.ebivision.com](http://www.ebivision.com)