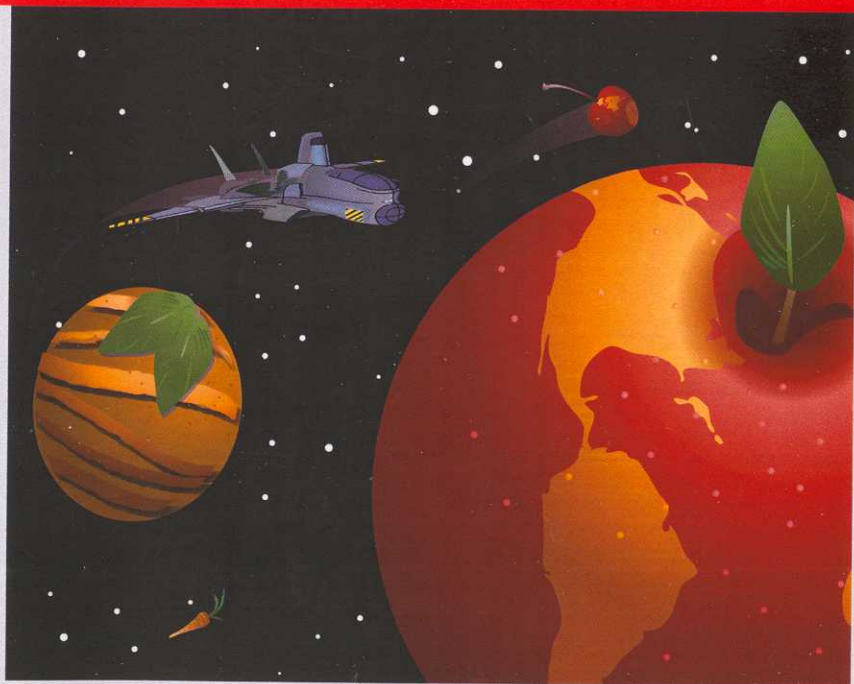


ATARI[®] 2600[™]

SPACE TREAT DELUXE



Space Treat Deluxe © 2003 by Fabrizio Zavagli

INTRODUCTION

Your planet, a peaceful Class M world, has always been living in harmony and this allowed its people to quickly evolve into the space era. Anyway, as you might have guessed, no good is going to last. There came a time where the forces of evil, namely your neighbor planet, started to strike against you. The evil planet's inhabitants are quite different. They don't care about nature and peace. They are greedy, and only think about consuming the planet's resources to gain more and more riches. This quickly led to a total draining of anything their planet had to offer, making them more and more envious of your prospering world. Unable to obtain any more of their environment, the evil planet sent its combat drones to attack your world, aiming at stealing your food resources. Unfortunately, they're succeeding in getting their tentacles on your valuable goods, trapping them in a space cage above your planet...

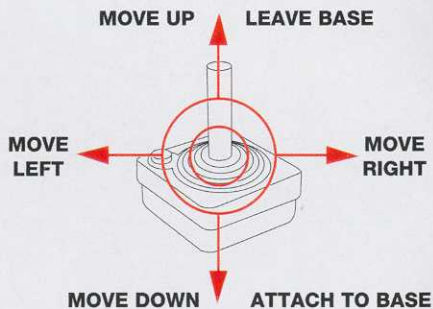
OBJECT OF THE GAME

Your mission is to bring back as much food as possible before the drones take it away with them.

GAME PLAY

To play Space Treat, use a Joystick in the left port. Use the Joystick Controller to control your ship (see the illustration below for more):

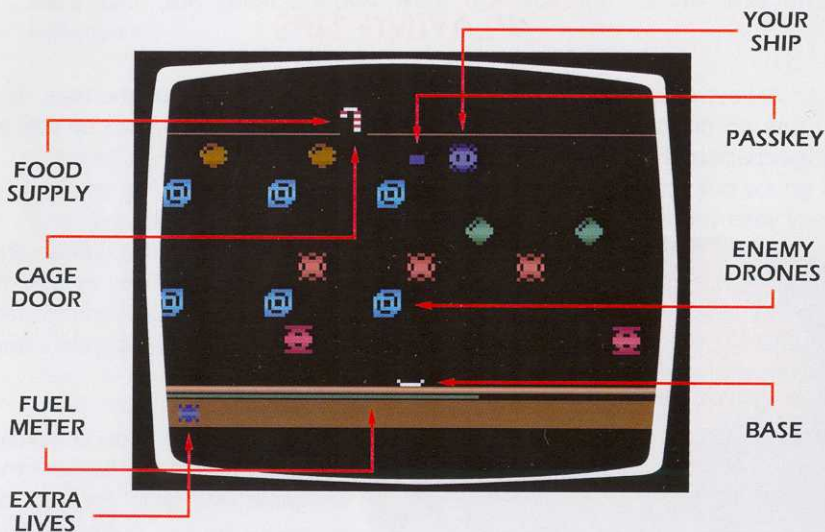
- Begin a game by pressing the controller button.
- Use the Reset switch to get back to the title screen and start a new game.
- All other console switches are unused.



In order to complete your mission, you will have to guide your ship to the upper level of the screen, where the cage (represented as a horizontal line) is located, while avoiding mortal contact with the enemy drones. Position the ship under the opening (door) in the cage and push **UP** to collect the food. At this point, the enemy will detect you and send a new drone (which appears in place of the cage), so quickly get back to the base in order to move on to the next level. After the first few stages, the door in the cage will become locked. You will be forced to collect a Passkey, graphically represented as a square, to unlock the cage.

During your trips, you will have to keep an eye on the fuel level that constantly decreases once your ship leaves the ground. When it's low, it will become yellow. Should it turn red, your ship will move slower and if it runs out, you'd better prepare the next ship! But be careful, because you have a limited supply of six ships. You will also lose one when crashing against drones. Getting your ship destroyed will also result in losing the food you're carrying so maneuver carefully!

MAIN GAME SCREEN



LEVELS

Space Treat contains 99 levels of increasing difficulty. The first 2 levels are the easiest ones, useful for basic control practice. Starting from level 3, the cage containing food will be locked and you will have to collect a Passkey in order to open it. Level 7 and above are the most difficult ones, with speeding drones adopting advanced movement patterns. Level structures change each time you play. Each new game is a different challenge!

SCORING

100 points for each remaining ship at end of level

10 points for each fuel unit remaining at end of level

1000 points for clearing level without losing a life

Additional bonus from 10 to 1000 for each stage cleared*

* Bonus amount depends on your current level

PLAYING TIPS

- Always carefully choose the location where you will leave the base. The fuel will not decrease while you're connected to it, but you won't be able to get back to the base until you have collected the food.

- Take some time to examine the movement patterns of the drones to find the best place and time to start your trip, both upward and downward.

- You can take a break between levels, since the game will wait for you to push the fire button before starting a new screen.



A FEW THINGS TO LOOK FOR

YOUR SHIP 	CANDY CANE 	STRAWBERRY 	CHERRY 
PASSKEY 	DRONE 	DRONE 	DRONE 

ABOUT THE GAME

Space Treat was started in May 2002 as my first homebrew. The idea evolved a lot during the creation process, with many features being included or scrapped. A lot of suggestions came from the people on the Stella List, and great support from the AtariAge forums and other individuals.

ABOUT THE AUTHOR

I started my programming experience as a kid, once I understood that creating games could be as much fun as playing them. Being too young to fully understand the 6502 assembler on my Commodore 64, my early years passed by with mostly BASIC programming. But the call for speed was strong, and I often tried my hand at 8-bit assemblers. By the end of the '64 era, I'd managed to grasp the basics of machine language. After the C64 came the Amiga, along with the powerful and readable 68000 assembler. That's where I've had most of my assembler activity, coding demos that were released in the, at the time, intense demo group scene. Long hours spent on assembler can really open your mind to the inner workings of hardware and software, something that's being lost as more and more generations of programming languages surface. Nowadays, even if my daily job is not related to games or low-level programming, I keep doing asm coding for fun, both because I love Atari and it's a great exercise.

ACKNOWLEDGEMENTS

Without the help and support from the following people, this game would have never been started and much less finished:

- **Cristina**
- **Randy Crihfield**
- **All the people on the Stella List:**
(Thomas Jentzsch, Eckhard Stolberg, Andrew Davie, Paul Slocum, Manuel Polik to name a few, sorry all others I've forgotten!)
- **AtariAge (Albert and Alex)**
- **Daryl Litts**
- **All the great guys from the AtariAge forums**
- **Davide Pasca (Kazzuya)**
- **Fabrizio Farenga**
- **Fabio Pacifici (Jag)**
- **Antonio Daniele**
- **Christian Padovano**
- **Sergio Paolantonio (Raoul)**
- **Lorenzo Lapi**

...and everyone else who took the time to write in to support the creation of Space Treat!

HISTORICAL NOTES ON SPACE TREAT

- Space Treat first Solid State release: CGE2K2 (August 10-11, 2002) as a Special Edition
- Space Treat .BIN release: August 12, 2002
- Space Treat Deluxe release: PhillyClassic 4 (March 28-30, 2003)
- Developed with z26 and CyberStella emulators and a CuttleCart.

ATARI
VIDEO COMPUTER SYSTEM

SPACE TREAT DELUXE

GAME PROGRAM™ CARTRIDGE INSTRUCTION MANUAL

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Game developed by: Fabrizio Zavagli Website: <http://www.rasty.com>

Cartridge and Manual Published by: AtariAge Website: <http://www.AtariAge.com>

Label Artwork, Layout and Concept by: Dale Crum Website: <http://www.AtariCart.com>

Manual Layout and Artwork by: Dale Crum Email: dcrumj@arkansasusa.com

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ATARICART