

COLLECTOR
VISION
Games

Guide No. 099202

CARTRIDGE
INSTRUCTIONS

FOOD FIGHT



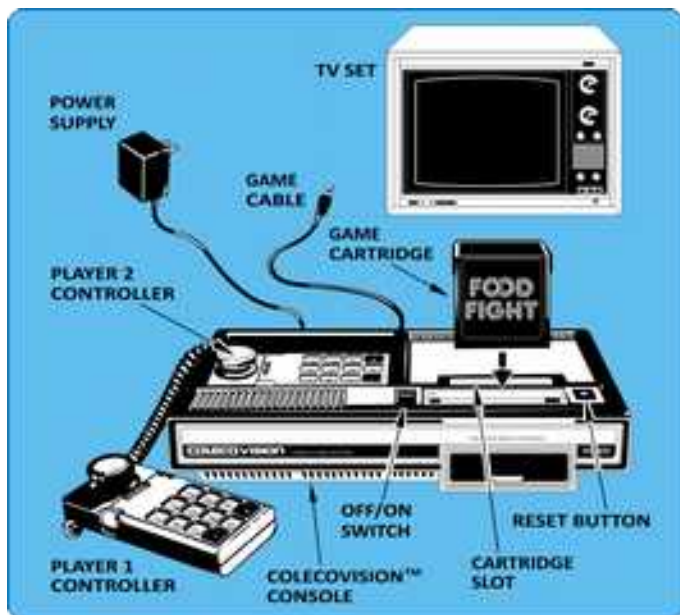
by ATARI®



GAME DESCRIPTION

Once there was a fellow named Charley Chuck. More than anything, Charley loved to eat. So when he went to the carnival one hot summer day, he headed straight for the Food Fight contest.

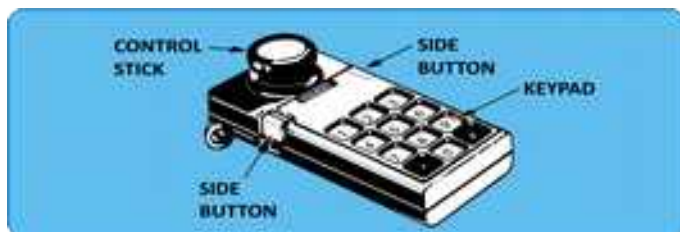
GETTING READY TO PLAY



- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



Pushing the Control Stick up, down, left or right causes Charley Chuck to walk.

Walk on food to pick it up.

Pressing Side Button to throw food in the direction you are facing.

HERE'S HOW TO PLAY

How Charley Wins His Just Desserts

During each food fight, Charley has a limited time to race to the ice cream cone and gobble it before it melts. Charley battles four chefs: Angelo, Zorba, Oscar and Jacques. If he uses up his last life, he's cooked for good, buried under an avalanche of food.



He Starts with Vanilla

At the beginning of the game, Charley is poised at the right side of the screen. A vanilla ice cream cone beckons him from the opposite side. In between are stacks of leftovers and three manholes. To win, Charley must speed to the cone before it melts – without falling into a manhole, touching his opponents, or being walloped by flying food, compliments of the chefs.

The Tomato Almost Purees Him

The game begins. Suddenly, Jacques and Angelo pop out of holes and take off after Charley. Lickety-split, Charley runs towards the cone with the chefs at his heels.

Charley can grab food by running over it, then thwart the chefs by hitting them with the leftovers or forcing them back into the manholes for a few seconds.

When Charley reaches the cone, the chefs retreat until the next round, and he swallows the cone in one huge gulp.

Then Oscar joins his chef buddies and the fight goes on. This time Charley races toward another cone with a different flavor.

By the time Charley reaches next levels, he also faces Zorba. Through round after round, Charley holds off all four chefs and the pace picks up. Charley must dodge as many as ten manholes and fight for up to eight piles of food. To complicate matters, the chefs and the manholes aren't always in the same positions.

Watch out for open manholes or Charley will fall in and lose a life. Keep an eye on the colors of the chefs – when they're purple or yellow they can't hurt Charley.

Charley Goes for the Leftovers

Make Charley grab leftovers for ammunition whenever you can. If Charley's carrying food when he gulps a cone, he takes it with him to the next level. In the first levels, Charley and the chefs do battle with a random assortment of food. In higher levels, one type of food may dominate the match.

SCORING

Wallop Ten Chefs

You earn 100 points for the first chef, 200 points for the second chef, and so on, increasing 100 points per chef up to 1000 points for the tenth chef and above.

Force a Chef into a Manhole

You earn 200 points per chef.

Eat the Cone

You earn 500 points for the first cone, 1000 points for the second cone, and so on, increasing 500 points per cone up to a maximum of 25,000 points at level 50.

Leave the Leftovers

You earn 100 points for each piece of food left on screen at the end of a round.

Special Feature

If he plays like a champ, Charley sees an instant replay of his last round. At the beginning of the game, you can choose to disable this feature.

Bonus Life

Charley earns an extra life at 30,000 points, 100,000 points, and every 100,000 points following, and at every tenth game level if he begins the game at level 10 or above.



Charley



Oscar



Angelo



Jacques



Zorba

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Food Fight™, but it is only the beginning! You will find that this cartridge is full of special features that make Food Fight™ exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

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Box and manual by Vincent Godefroy

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