

ATARI[®] XE VIDEO
GAME
CARTRIDGE

Game Manual

FOOD FIGHT[™]



Earn Your

Once there was a fellow named Charley. 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.

System Requirements

- Atari XE system (or Atari XE or XL computer)
- Color television or color monitor
- One or two Atari joysticks

The Menu

Loading Up for a Food Fight

1. With your XE system turned off, insert the Food Fight cartridge into the cartridge slot. Plug a joystick into controller port 1 for one player, and another into controller port 2 for two players.
2. Turn on your television or monitor, then press the **[Power]** key to turn on your console. The Food Fight title screen appears.
3. Move Player 1's joystick handle forward or back to choose a one-player or two-player game. Move the joystick handle left or right to choose a skill level: Beginner, Intermediate, Advanced, or Expert. (You can also press the **[Select]** or **[Option]** key to make these choices.)

4. Press **[Start]** or Player 1's joystick button to see the game level screen. Move Player 1's joystick handle forward or back to choose a beginning game level from 1 through 16. Press **[Start]** or Player 1's joystick button to begin the game. Player 2 chooses a game level after Player 1 loses his first life.
5. Move the joystick handle to make Charley run in any direction, and press the joystick button to make Charley throw food at the chefs. Charley throws in the direction he's running. Watch his eyes and arms for an accurate aim.
6. Press **[Select]** to pause during a game. Press it again to resume play.

The Match

How Charley Wins His Just Desserts

During each food fight, Charley has 32 seconds to race to the ice cream cone and gobble it before it melts. Depending on the game level, Charley has three to 15 lives and battles two to four chefs: Angelo, Zorba, Oscar, and Jacques. If Charley uses up his last life, he's cooked for good, buried under an avalanche of food.

Just Desserts!

He Starts with Vanilla

At the beginning of level 1, 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, Angelo and Zorba pop out of holes and take off after Charley. Lickety-split, Charley runs toward 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.

In level 2, Oscar joins his chef buddies and the fight goes on. This time Charley races toward a mint cone.

By the time Charley reaches level 3, he also faces Jacques. 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 levels 1 through 5, Charley and the chefs do battle with a random assortment of food. In levels 6 and above, 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.

Bonus Life

Charley earns an extra life at 25,000 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.

And the Winner is...

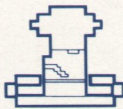
The Contestants



Charley



Jacques



Oscar



Angelo



Zorba

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