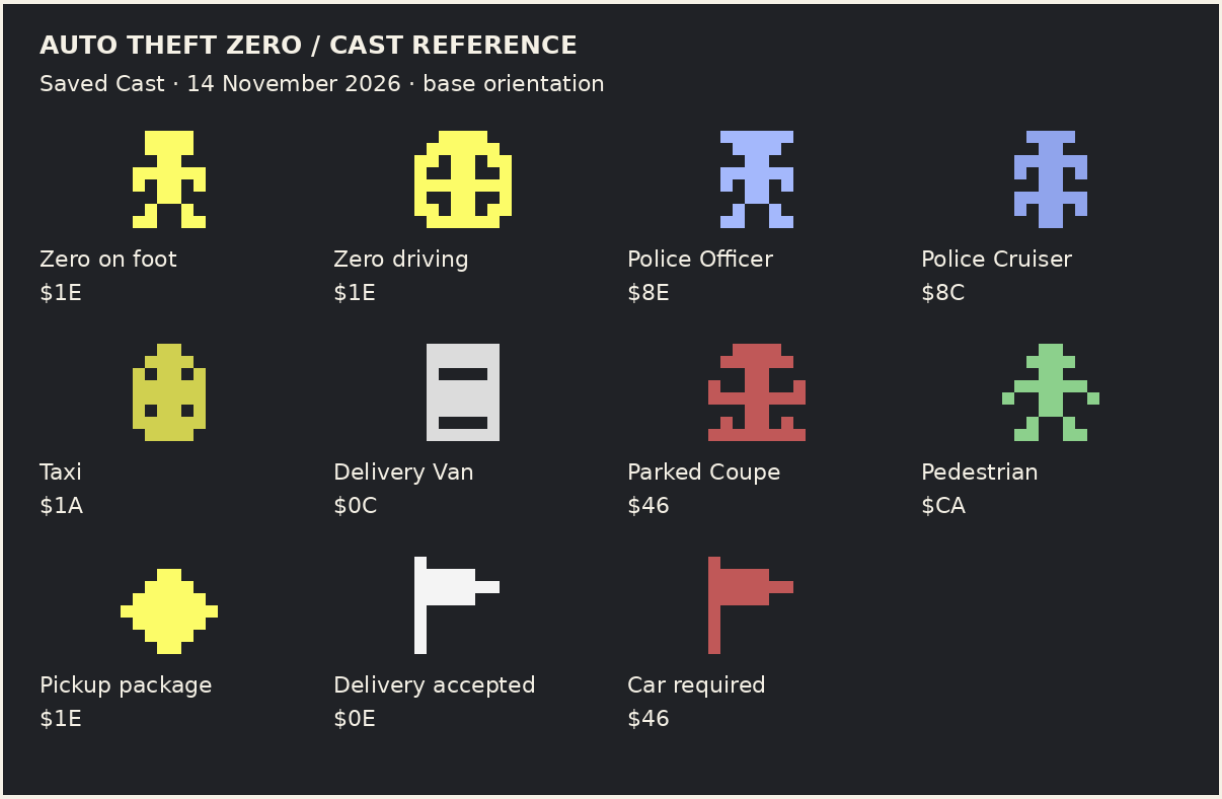
AUTO THEFT ZERO

SIX JOBS. ONE CITY.



PLAYER’S BOX INSERT · REVISED NOVEMBER 14, 2026

An original 32K DPC+ city caper for the Atari 2600. Retro-styled for a boxed homebrew, not an original 1980 publication.

Win by completing six package-to-flag deliveries in one run. No mission menu, timer, campaign save or secret score threshold.

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WELCOME TO ZERO CITY

Zero has one plan: six deliveries and a reputation big enough to own the streets. Dispatch is short, traffic is restless, and the law is looking your way. This story is newly written for the insert; the instructions describe the actual game.

YOUR OBJECTIVE

Collect the current yellow package. Deliver it at the current flag. Repeat six times without exhausting your lives. CITY YOURS is the only definitive win confirmation.

READ IN ORDER

Controls → updated Cast → title → map → first delivery → mission progress → WASTED recovery → winning spoilers → rebuild and troubleshooting.

What has changed

Police Cruiser, Taxi, Delivery Van and Parked Coupe drawings now match the saved Cast rather than earlier vehicle illustrations. Their names and gameplay roles are unchanged. The yellow driving sprite is separate from the red parked sprite. New title/copyright panels are illustrated too.

Artwork edition

These are exact base sprite bits and NTSC palette colors from the saved game on November 14, 2026. They are enlarged reference icons, not screenshots. Turning changes some orientations; PAL and television colors differ. Rebuild after Cast edits: an old ROM can still show the old drawings.

FIRST START & CONTROLS

1. Browser: open the public Play page or workspace Play tab, select the newest NTSC build and press Play. Click inside the game screen to give it keyboard focus.

2. Arrow keys or WASD move in eight directions. Space is Fire. At the title or a confirmation screen, release Space and tap it again.

3. On foot, Fire shoots in the last movement direction unless you are close to a stealable car. Near the stationary red coupe, a fresh Fire press steals it. Down + Fire while driving exits.

4. Shift + Space is SELECT: opens JOB MAP. To close it, release Shift and Space, then tap Space alone. Holding the combination does not close the map correctly.

5. Shift + Enter is RESET: discards the run and starts over. P pauses the browser emulator, not the cartridge. There is no save or password.

6. Real console: one standard joystick in port 1. Joystick moves, button is Fire, console SELECT opens the map, and RESET restarts. This is not a paddle game.

UPDATED CAST & OBJECTS

ZERO ON FOOT



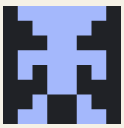
Your yellow character. Walk in eight directions; Fire shoots in the last direction you moved.

ZERO DRIVING



Your car uses separate driving art, not the parked coupe drawing. Move the joystick to drive; Down + Fire exits.

POLICE OFFICER



Blue pursuer who can shoot. Contact or a police shot costs a life. Two successful hits remove one; worth 100 points.

POLICE CRUISER



The latest Cast drawing is person-like, but its role is still a pursuing police vehicle. It cannot be stolen; contact hurts. Three hits; 200 points.

UPDATED CAST & OBJECTS

TAXI



Yellow horizontal traffic. Contact hurts; not stealable. Two hits remove it, but give no points.

DELIVERY VAN



Light-colored vertical traffic. Contact hurts; not stealable. Three hits; no points.

PARKED COUPE



Red stationary sprite: the ONLY stealable type. The current Cast art is abstract; identify it by red color and lack of movement. Stand close and tap Fire. Contact is harmless.

PEDESTRIAN



Green wandering civilian. Contact is harmless. One hit removes it, but gives no points and does not advance a job.

UPDATED CAST & MISSION MARKERS

PICKUP PACKAGE



Yellow diamond at the pickup block's center. Touch it walking or driving; no Fire press. Then check the map for the delivery.

DELIVERY ACCEPTED



White street flag: touch it to deliver. Walking is allowed unless this job requires a stolen car.

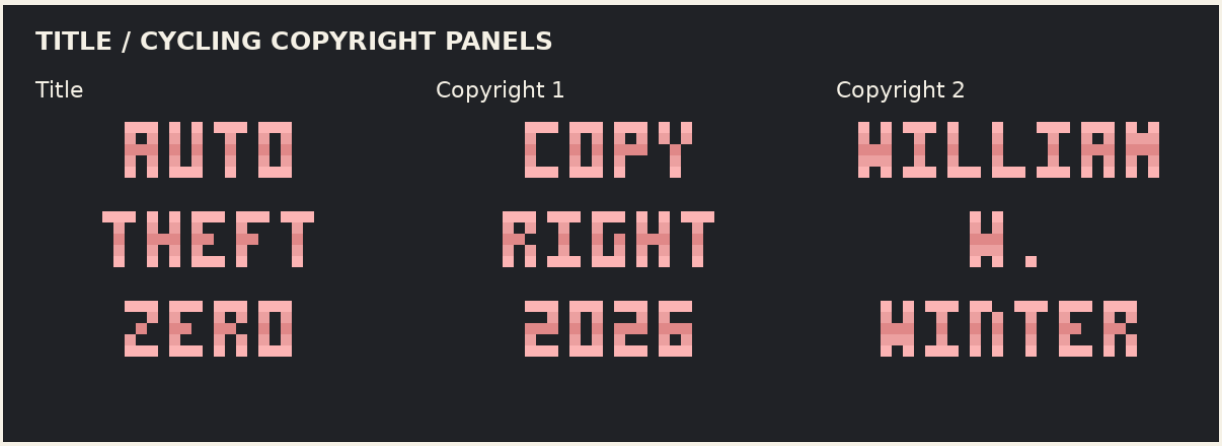
CAR REQUIRED



Red street flag means you are carrying the package but must arrive driving. It becomes white once you are in a stolen car.

Player and police shots are tiny missile marks, not full character sprites. Buildings are solid playfield walls. Shots stop at walls; they do not bounce. Base colors and silhouettes distinguish roles; realistic-looking artwork is not required.

TITLE AND COPYRIGHT



The title is AUTO / THEFT / ZERO, not a shortened name. It cycles to copyright panels that split words to fit the vintage pixel font: COPY RIGHT / 2026 / WILLIAM, then W. / WINTER. Together they credit William W. Winter.

Release Fire, then tap it to begin from a title or copyright panel. Do not wait for the title to cycle back. Five lives, zero score, no completed jobs, and an initial package assignment begin at Safehouse.

The Title tab and these illustrations use the same title-panel renderer as the newly compiled game. The font displays uppercase and may split the copyright phrase across panels; the full credit is Copyright 2026 - William W. Winter.

THE SIXTEEN-BLOCK CITY

ROW 1: 1. Safehouse / 2. Old Town / 3. Neon Strip / 4. North Docks

ROW 2: 1. Market Street / 2. City Hall / 3. Central Park / 4. Warehouse Row

ROW 3: 1. South Arcade / 2. Motor Mile / 3. Police Plaza / 4. Container Yard

ROW 4: 1. Rail Quarter / 2. Chinatown / 3. Redlight Avenue / 4. Harbor Exit

JOB MAP is four columns by four rows. Count from top left, starting at 1. Its yellow person means your block, not your precise street position. Its white flag means the active target block, even during the package stage. It is not an item to touch on the map.

A column difference means that many east or west exits; a row difference means that many south or north exits. Only center road openings connect neighboring blocks. Buildings and the outside city boundary are impassable.

Worked example, not a fixed assignment: from Safehouse (row 1, column 1) to Police Plaza (row 3, column 3), go east to Old Town, east to Neon Strip, south to Central Park, south to Police Plaza. Your random target can be elsewhere.

When flag and player overlap on JOB MAP, you are in the correct block. Close the map and check the central street intersection. The map does not tell you whether you still need pickup or already carry a package: track the last successful touch.

IDENTIFY THE UPDATED CAST BEFORE YOUR FIRST JOB

1. Match the illustrated guide below to the latest saved Cast. Zero is yellow, police are blue, traffic is yellow or light gray, the stealable stationary sprite is red, and pedestrians are green. The Police Cruiser and Parked Coupe now have abstract, person-like drawings; their gameplay roles did not change.

2. The yellow driving sprite uses the separate city car drawing. Stealing the red coupe changes Zero into that yellow car; it does not recolor the parked coupe artwork. Walking and driving sprites can turn with your heading, so these icons show their base orientation, not every possible facing.

3. Changes in Cast affect future builds only. If Play still shows older art, stop it, build NTSC again in Build & Export, and select that new ROM. Downloaded cartridges and an already running game cannot acquire your new drawings automatically.

4. The title now shows AUTO, THEFT and ZERO and cycles through copyright panels spelling Copyright 2026 - William W. Winter. The Title tab shows those panels; tap Fire to start from any panel, rather than waiting for a particular word.

STUDY AUTO THEFT ZERO

1. Open Auto Theft Zero in the Community Gallery and copy it to your account to inspect World, Cast, Gameplay, Title and Sound. This optional follow-up is a play-and-review exercise, not a replacement for the blank-game Crystal Keep tutorial.

2. Keep Enhanced selected: this city game uses a 32 KB DPC+ cartridge. Its sixteen blocks form a four-by-four map with connected central roads. Cars, police, traffic and civilians use distinct cast roles; do not switch to Mini 4K or Classic when studying the city example.

3. Choose the newest ROM and start a fresh game. Use arrows or WASD to move, Space for Fire, and Shift+Space for SELECT. On a console, use the joystick, Fire and SELECT switch.

4. Click the browser game screen, release Space, then tap Space at AUTO / THEFT / ZERO. You start on foot at the Safehouse's center with five lives, zero score and zero completed deliveries. RESET (Shift+Enter) starts over, not a checkpoint; P pauses the browser emulator.

5. Your one required objective is six successful deliveries in the same run. Each job has two stages: collect its package, then deliver it. Shooting police, stealing a car, collecting a package or reaching 6,000 points does not by itself win. There is no delivery timer or campaign save.

PRACTICE ONE COMPLETE DELIVERY

1. Before leaving Safehouse, learn the difference between a safe place and a safe run: Safehouse has no placed police, but its moving taxi and van can still hurt you. Use the center roads and wait for traffic to pass instead of walking into it.

2. Open SELECT and note the target block. Release Fire, then tap it to return to your original street position. A map flag overlapping your player means you are already in that block.

3. Before pickup, look for the yellow package at the target block's central intersection. Touch it; no Fire press is needed. There is no street delivery flag until the package is collected.

4. Open the map again: its target now marks the delivery block. Travel there and touch the center flag. White accepts your current travel mode; red requires a stolen car. The map's white flag is a destination symbol in either stage.

5. To steal a car, approach a red stationary coupe, release Fire and tap it. Down + Fire exits. If the delivery flag is red, return while driving. Repeat until six jobs are complete and CITY YOURS appears.

6. After WASTED, release Fire and press again to continue if you have lives left. You are on foot again; steal another car if the active delivery requires one.

READ THE MAP AND NAVIGATE A REAL ROUTE

1. The JOB MAP shows four rows and four columns. Count rows from top to bottom and columns from left to right, starting at 1. The yellow person marks your current block, not your exact street position. The white flag marks the current target block, not a flag you can collect on this screen.

2. Row 1: Safehouse, Old Town, Neon Strip, North Docks. Row 2: Market Street, City Hall, Central Park, Warehouse Row. Row 3: South Arcade, Motor Mile, Police Plaza, Container Yard. Row 4: Rail Quarter, Chinatown, Redlight Avenue, Harbor Exit.

3. Compare your icon's row and column with the flag's. For each column to the right, leave through one east road opening; for each row below, leave through one south opening. Reverse those directions for a target left or above you. Move along the middle roads; buildings and the outside city boundary cannot be crossed.

4. Example only: a flag at row 3, column 3 while you are at Safehouse (row 1, column 1) means east twice and south twice: Old Town → Neon Strip → Central Park → Police Plaza. Your random assignment may be different; always follow your own map.

5. To close the map, release SELECT and Fire, then tap Fire without SELECT. In the browser release Shift and Space, then press Space alone. Holding Shift+Space again opens SELECT rather than returning to ordinary play. Ordinary street action is stopped on the map, but its return rebuilds the block's cars and enemies.

KNOW EXACTLY WHEN A JOB ADVANCES

1. Use this repeatable check: read the score before touching the flag, touch its center while in the accepted travel mode, then read the score again. An increase of 1,000 confirms one delivery (unless a simultaneous police kill adds a separate bonus). Pickup and car theft play a sound too, so sound alone is not a job counter.

2. Stage A — pickup: the target block contains a yellow diamond at its central intersection. Walk or drive close enough to touch it and stay briefly if needed. It disappears and the score sound plays; the map now points to a different delivery block. You have the package, but have completed zero additional jobs and earned no delivery points yet.

3. Stage B — delivery: only the target block has the street flag. White accepts either walking or driving. Red means this job requires a car and you are on foot; touching it on foot does not progress the job. Steal a red stationary coupe and return driving. The marker turns white when that condition is satisfied.

4. Successful delivery: the score rises by exactly 1,000 points. Before job six, the flag disappears, the score sound plays, and a new yellow-package job is assigned elsewhere. Open SELECT again; the old destination is no longer your objective. The pickup sound alone is not proof of delivery.

5. No mission total is shown. Keep a tally of confirmed deliveries: 1 of 6, 2 of 6, 3 of 6, 4 of 6, 5 of 6, then 6 of 6. The bottom number is score, not jobs or remaining time. Police kills add 100 or 200 points, so score divided by 1,000 is not a reliable mission count.

6. Only one target and one stage are active. Packages vanish once collected; no street delivery flag exists before pickup. If the JOB MAP flag overlaps your player icon, you are already in the correct block: close the map and inspect its middle intersection.

RECOVER FROM WASTED WITHOUT LOSING YOUR PROGRESS

1. Five starting lives means five fatal contacts exhaust the run; it is not five extra continues. Forgiving protection briefly prevents repeat hits after returning. Do not test its length by standing against traffic: move clear immediately.

2. Police officers, police cruisers, moving taxis, vans and police shots can cost one life. Driving is faster but is not armor. Parked-car and pedestrian contact are harmless. There are no extra-life pickups in this example.

3. After a hit, WASTED replaces the street. Release Fire and tap it. With lives left you respawn at the Safehouse on foot with brief protection. Score, completed deliveries and the current pickup/delivery stage remain; your car does not.

4. If you were carrying a package before WASTED, you still have it: SELECT points to its delivery, so do not search for another yellow package. If that delivery needs a car, steal a fresh red coupe before returning. If you had not collected the package, SELECT still points to the pickup.

5. If your last life is lost, Fire returns to the title. Starting again resets score, all completed jobs and the active assignment. RESET also discards progress. There is no save, continue code or hospital checkpoint after game over.

WINNING SPOILERS — FINISH ALL SIX JOBS

1. Beginner practice goal: complete ONE delivery before trying to win. First find and steal the stationary red coupe southwest of the Safehouse center; cross the intersection only after traffic clears. Then read your map and finish one full package-to-flag loop. Tally it on paper, not from the score.

2. Take the red parked coupe southwest of the Safehouse intersection: approach its side, release Fire, then tap it. Your person becomes a player-colored car and the parked red sprite disappears. A taxi, van or police car cannot be stolen. Down + Fire gets out but does not park a replacement car.

3. Stay driving when practical: a stolen car satisfies both ordinary and car-required deliveries. For each job, use SELECT to locate the pickup, touch the yellow token, use SELECT to locate the new delivery, and touch its flag while driving. Confirm the 1,000-point increase and mark one completed delivery.

4. After each of the first five deliveries, repeat from the new pickup. Do not return to an old package location or shoot enemies expecting the next mission to unlock. Every job is already assigned automatically, and police kills are optional score bonuses.

5. On the sixth accepted delivery, CITY YOURS appears instead of another job. That screen is the definitive victory confirmation: six pickups without six deliveries, six visited neighborhoods or a score of 6,000 are not equivalent.

6. Release Fire and tap it at CITY YOURS to return to the title. Another start begins a new run, not a seventh mission or an unlocked city. This is a strategy for the real winning condition, not a guarantee of surviving every random route.

CHECK RECOVERY, REBUILD AND SHARE

1. If movement seems stuck, first close JOB MAP correctly, check browser focus and pause, then move away from a building along a middle road. The outer edge of the four-by-four city has no neighboring block; only internal road exits connect. RESET is a last resort because it discards the run.

2. Open and close the map before pickup and again while carrying a package. Check that you return to the same street position and that the current objective remains visible at its intersection. Leave the target block and return to check it again.

3. If a marker seems absent, confirm the mission stage and target block first. A package disappears after collection; a red flag is not a missing white flag. Use the newest ROM: older builds could hide markers or strand the player after viewing the map.

4. After editing your copy, rebuild before testing or sharing. Stop the old Play session and select the new build. Download the ROM again for Stella or your flash cart; previously saved files cannot update themselves.

5. Test on a DPC+-capable cartridge such as Harmony Encore before calling your copy hardware-tested. Automated emulator timing checks are not a substitute for a real console. The Enhanced PAL build uses PAL colors but NTSC timing, not native 50 Hz PAL.

6. Share your rebuilt copy with Share beside Save. Send the revised public insert with it for controls, game icons, beginner advice, advanced tactics and a clearly labeled winning-spoiler section.

ADVANCED STREETCRAFT

1. Stay driving when practical: the car is faster and qualifies for either delivery type, but it is NOT armor. There is no acceleration gear, fuel, inventory or turning dial; direction follows the joystick.

2. Watch horizontal taxi lanes and vertical van lanes before crossing. Prefer open center roads to building corners. Safehouse lacks placed police, not moving traffic.

3. Enter a target intersection carefully. Pause movement briefly on the yellow diamond or accepted flag if a fast pass did not register; do not use Fire to collect.

4. Use SELECT when you need a route, but remember returning rebuilds the block’s cars and enemies. Map viewing is not a saved checkpoint or permanent enemy-clearing strategy.

5. After WASTED, move clear during brief protection. Your package and mission tally survive with lives remaining, but your stolen car does not.

6. Do not chase optional police score bonuses while learning. Keep six checkboxes on paper: pickup is not a delivery, and score is not a mission counter.

SPOILERS: SIX-JOB FINISH CHECKLIST

FOR EACH JOB: map → package → map → delivery flag → confirm +1,000 → mark one box. Stay in a stolen car to satisfy car-required flags. After the sixth accepted delivery, CITY YOURS replaces the next job.

[ ] 1 [ ] 2 [ ] 3 [ ] 4 [ ] 5 [ ] 6

A score of 6,000 is not proof: police kills add points. Six pickups are not proof: every package must be delivered. Visiting Harbor Exit is not proof: the sixth delivery can occur in whichever random block is assigned.

At CITY YOURS, release Fire and tap it to return to the title. The next start is a new run, not job seven. Random routes and hazards make survival uncertain; this is the actual win condition, not a guaranteed route.

TROUBLESHOOTING & REAL CARTRIDGES

1. Missing package: check whether you already collected it. If so, search the delivery target instead. Missing white flag: a red flag means the same delivery requires a stolen car; no delivery flag exists before pickup.

2. Wrong block: open SELECT, count its row and column, close with Fire alone, then inspect the center intersection. Leave and return if necessary. Use the latest rebuilt ROM for marker recovery fixes.

3. Old art: stop Play, rebuild NTSC, and select the new build. Download the new file for Stella or your flash cartridge. A saved file and an active emulator session never update themselves.

4. Stuck input: click the game for keyboard focus, unpause P if needed, close JOB MAP, release Fire/SELECT, and move back to the middle roads. Outside-city boundaries have no exit.

5. Hardware: the game is Enhanced 32K DPC+, not F4SC. Use a DPC+-capable device such as Harmony Encore and test on your console before selling or calling it hardware-verified. Automated timing checks do not prove real-console compatibility.

6. North American sets: choose NTSC. Enhanced PAL changes colors but retains NTSC timing; it is not native 50 Hz PAL. The original game has no real-hardware guarantee in this booklet.

7. Public play: https://vcs.kozmoweb.com/play/c2c5a1ee-0000-4000-8000-00000000a004

8. Public insert: https://vcs.kozmoweb.com/manuals/auto-theft-zero-manual.pdf