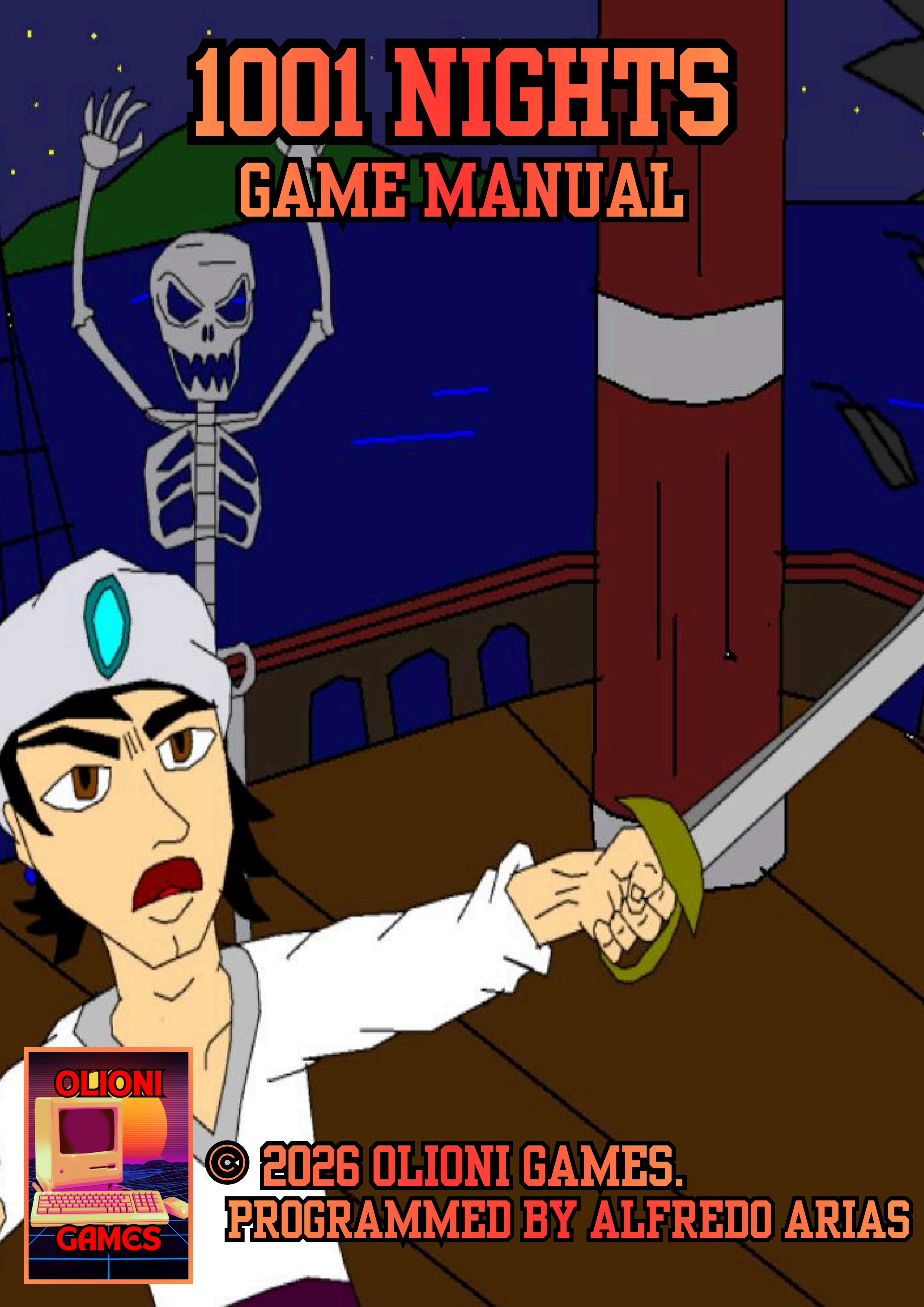


1001 NIGHTS

GAME MANUAL



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PROGRAMMED BY ALFREDO ARIAS

1001 Nights is compatible with your Atari 2600 console system.



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GAME CONTROLS



Players control Prince Daktar as shown in the example to the side; using the "FIRE" button, players throw their sword.

To start the game, the title screen is automatic; after the title appears, players would begin the game inside the ship.

ACT I: DEFENDING THE STAR OF ORMUZ

Undead pirates and ghosts from beyond have invaded the ship to plunder the royal dowry.

The Challenge: Face hordes of tough pirates (requires 2 scimitar hits).

Aerial Threat: The gigantic Roc bird flies overhead, scattering eggs that hatch instantly, giving rise to new flying species that attempt to stop its advance.

Objective: Clear the decks and recover the sacred items of Zaharam to keep its mystical essence stable.

ACT II: THE PATH OF RESURRECTION (Mini-Games)

1. The Spiders of Malakor Giant aquatic spiders climb up the hull.

Action: Throw sacred vessels to immobilize them and send them back to the abyss.

Sound Tip: Listen for the clicking of legs climbing the wooden planks!

2. The Song of the Sirens of the Sea In the depths, fight against the buoyancy of the water and the enchantment of the sirens.



Action: Defeat 7 mermaids to emerge.

Sound Tip: Follow the sound of the rhythmic bubbles to locate them in the deep blue.

3. The Flight of the Magic Carpet Cross the skies of Al-Kaazar at high speed.

Action: Break through the blockade of the Harpies of Malakor.

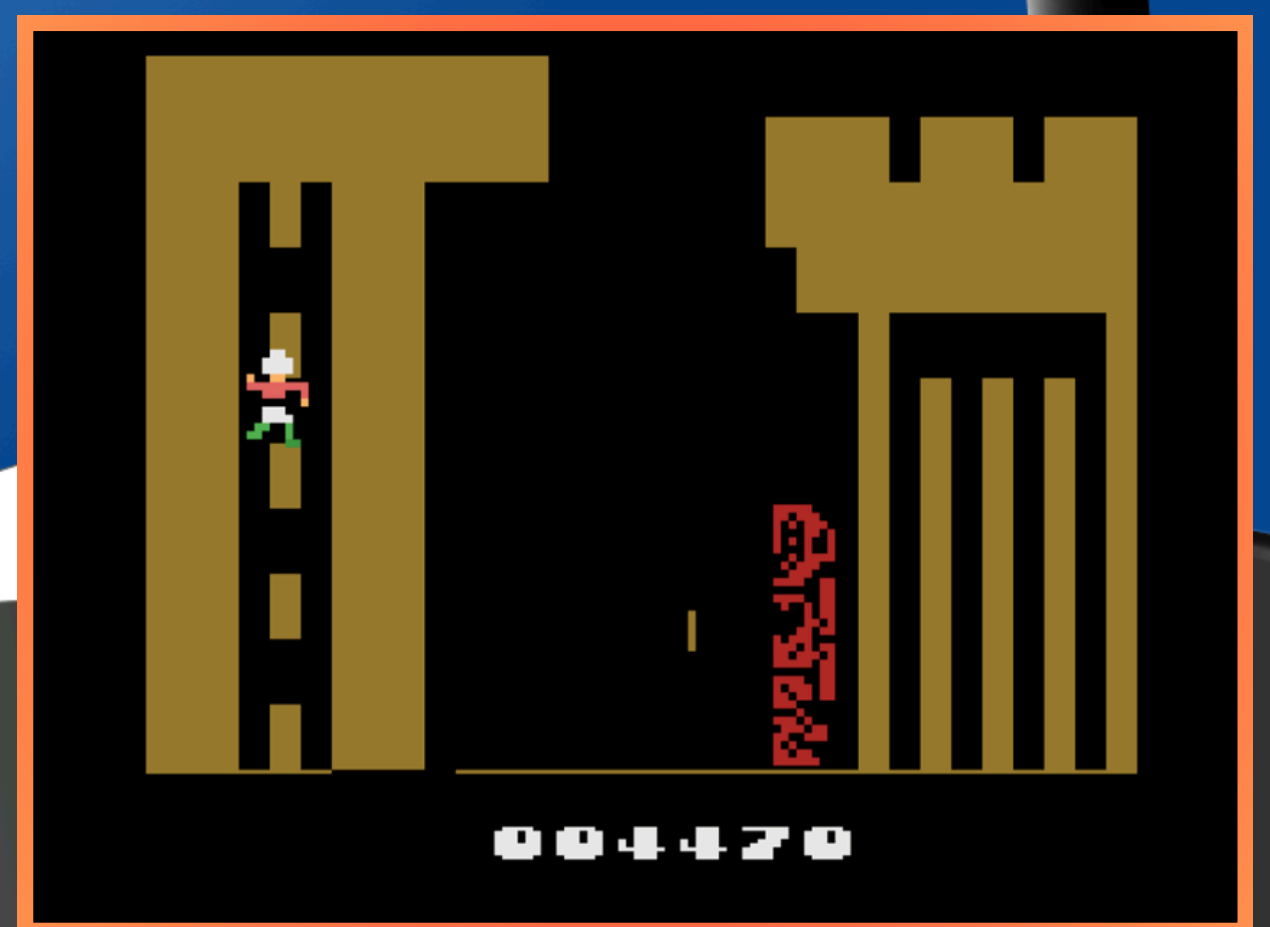
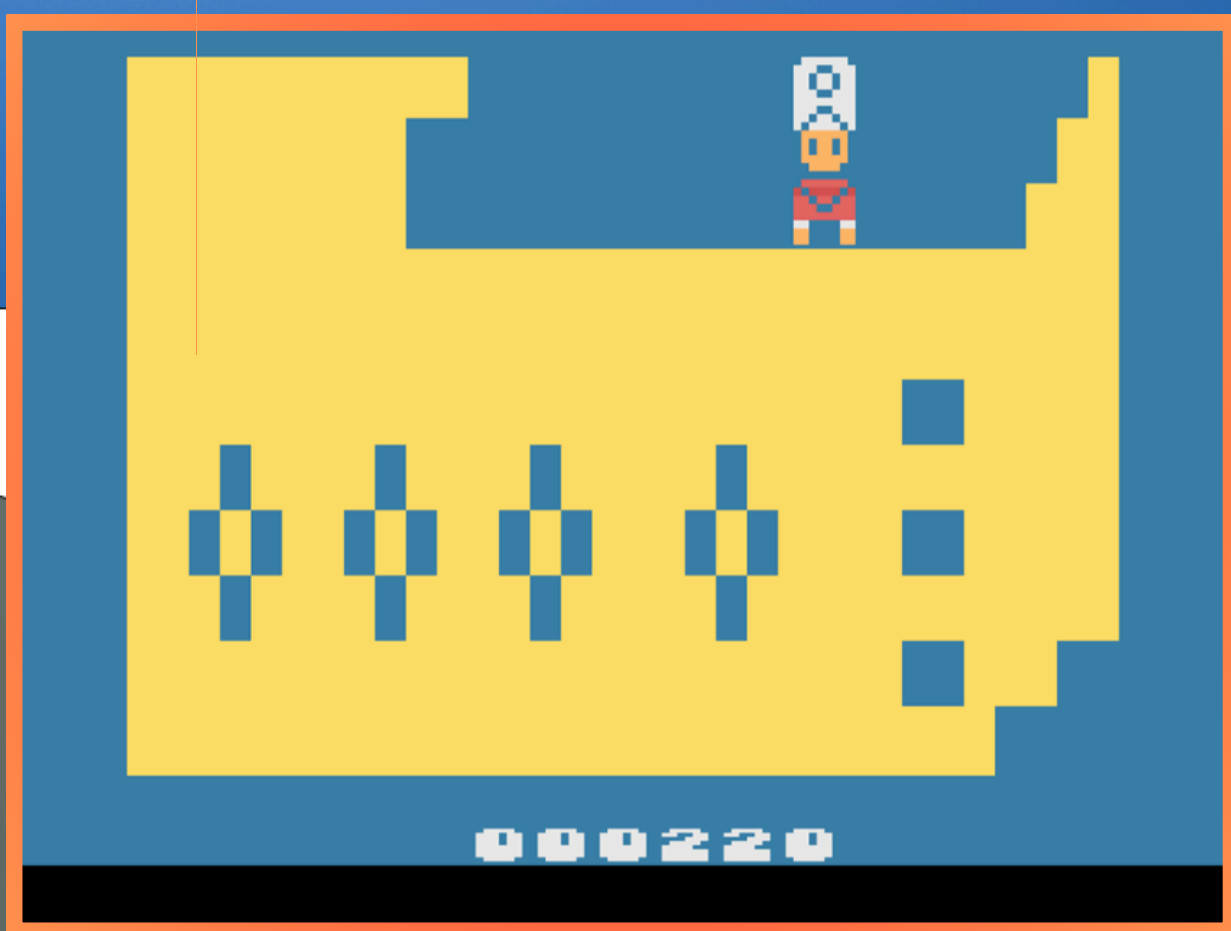
Sound Tip: Dodge the fireballs by listening to the sound of wings beating and cutting through the wind.

4. The Dungeon of the Gnome-Djinn Trapped in the mountain caves, you must find the exit.

Action: Retrieve the Golden Key from the mischievous gnomes. Sometimes the Djinn gnomes freeze your stone in time; you must lure them into colliding with the time-frozen stone. Use strategy as bait to attract them.

Sound Tip: The bouncy giggle reveals the hiding place of these agile spirits.

GAME HISTORY



The Return of the Heir After months sailing the legendary Silk Road, Prince Daktar, heir to the prosperous kingdom of Zaharam, finally sights the towers of Al-Kaazar. His ship, the Star of Hormuz, carries the royal dowry: gold, spices, and the hope of a new era. Daktar travels to seal his love with Princess Miria, a union that promises to merge the wealth of Zaharam with the potential of Al-Kaazar.

Malakor's Revenge But a shadow fell over the kingdom. The sorcerer Malakor, driven by hatred for having been defeated and spared by Daktar in the past, seized the throne. He exiled the court and, with a spell of dark magic, transformed Princess Miria into a frigid stone statue.

The Sands of Time Ambushed on his ship, Daktar falls in combat. However, at the moment of death, the Magic Hourglass of Zaharam shatters, enveloping the Prince in mystical sands. Daktar is reborn as a Spectral Warrior, determined to traverse sea, land, and sky to make the ultimate sacrifice and save his beloved.

GAME OBJECTIVE



Upon defeating the sorcerer, Daktar faces his final choice. To break Miria's curse, he performs the ultimate act of love: transferring all his spectral essence into the stone statue.

THE CONCLUSION: Daktar dies as a man, but is reborn as the Genie of the Lamp—the Eternal Guardian of Al-Kaazar. The royal wedding takes place in spirit, and peace is sealed forever under the protection of the Warrior of the Sands, who will watch over his Queen for all eternity.

THE FINAL CONFRONTATION: THE DUEL ON THE THRONE

Malakor, the Usurper Daktar invades the Royal Hall for a reckoning. Malakor is a frenzied opponent who uses levitation and mystical leaps.

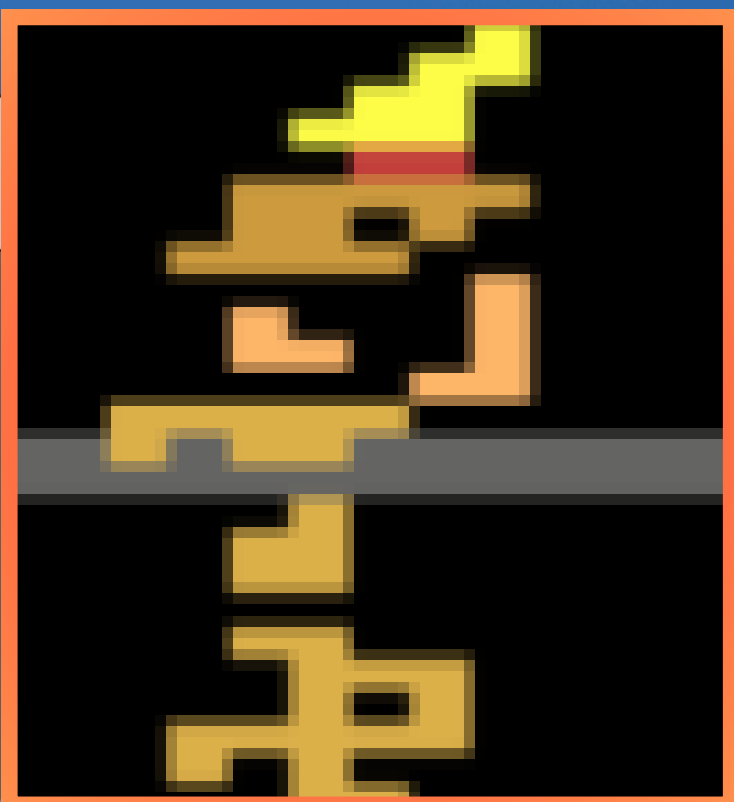
Rising Fury: The more wounded Malakor is, the faster he moves. His leaps make the hall tremble!

Energy Orbs: Malakor conjures spheres of varying sizes. The giant ones cause massive damage and require precise reflexes.

The Sound of Magic: Each spell will emit a mystical static. Use the sound to predict the moment of attack.

Combat Tip: Attack when Malakor lands. He will glow white when struck by the Amethyst Blade.

CREDITS



Programmed by: Alfredo Arias
Design: Alfredo Anrias
Published by: Olioni Games Inc.

A programmer passionate about retro games, an Atari 2600 programmer in his spare time, his hobby caught the attention of Olioni Games, now he is one of the developer's five game programmers, gaining the opportunity to have his work recognized by many people.

END.



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