ABDUCTEE ROOM

Game Manual



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Programming: João Pedro F. Olioni

Abductee Room is compatible with your Atari 2600 (original) and Atari 2600+ / Atari 7800+ video game systems.



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Controls

Players control the farmer using the joystick (LEFT/RIGHT/UP/DOWN); the "FIRE" button starts the game from the title screen, and the "RESET" keys allow players to exit the "Game Over" and "You Win" screens.

The game features cutscenes at the start, as well as upon winning or dying; the walls have a sticky quality, which can make certain parts of the game difficult.

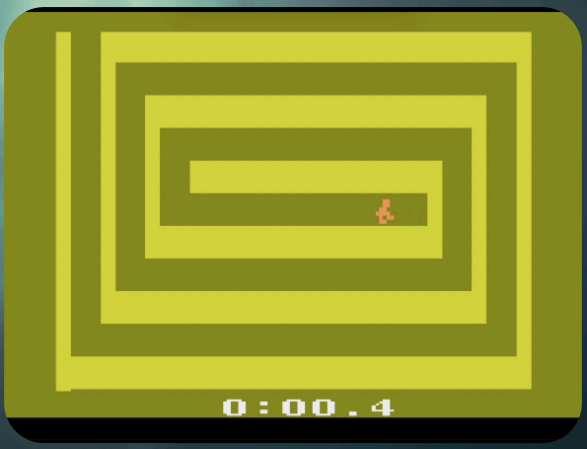
Game History



Noah Mason, an Ohio farmer, was resting at his mountain home one Saturday night when, at 3:00 AM, he received a visit—but the visitor came from above. A UFO larger than his house began abducting the poor farmer for experiments; Noah woke up in a metallic room, knowing he was not at home and that this was certainly no dream—or rather, no mere nightmare.

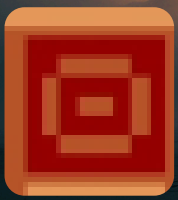
While exploring the area, Noah realized he had been abducted by beings from another planet; without a second thought, he set out to find a way out, but the "beings" had no intention of letting their test subject escape alive.

Game Objective



Controlled by the player, Noah must escape the massive spaceship within nine minutes—before the engines heat up for liftoff into space—while facing enemies such as tracking lasers, electric walls, and aliens roaming dark rooms.

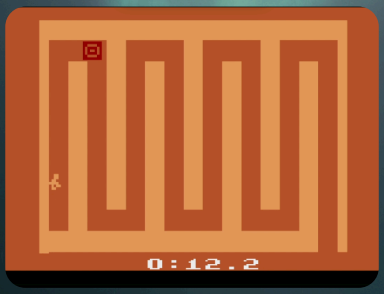
Game Information

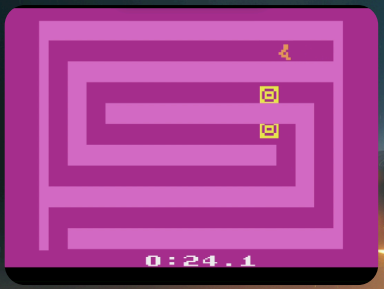


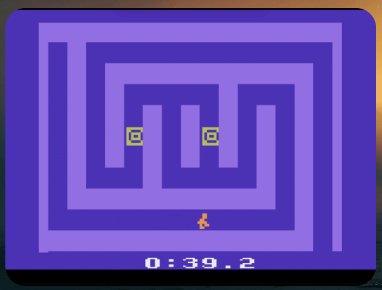
Laser blocks: In the early stages, players must dodge laser blocks that can delay Noah from escaping the spaceship.



Alien Abort: In the final rooms, the lights flicker to prevent players from memorizing the layout, ensuring they are delayed by the ship's owners.



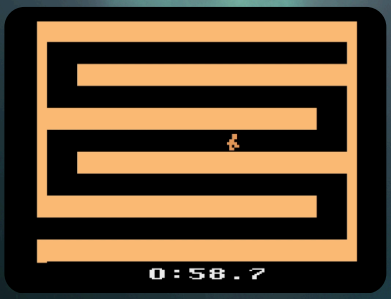




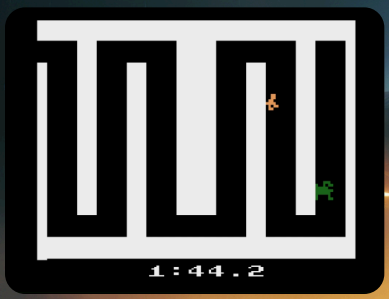
Laser Rooms: Players will encounter rooms featuring laser squares that drift up, down, left, and right; some of these can get in the way and significantly delay progress on your journey.

The time limit can make players quite desperate—fearing they'll reach the nine-minute mark without escaping the ship—but this stage is merely a tutorial where they must learn the mechanics and calculate their moves to avoid running out of time.





Electric Rooms: Patience is crucial in this stage, though the timing is unforgiving—which can lead to player frustration. However, if players can maintain control through the curves, they can overcome the challenges presented in this level.





Dark Rooms: In this final level, the lights flicker to increase the difficulty; players must memorize the room's layout to progress, while enemies take advantage of the darkness to appear where you least expect them.

Credits



Programming: João Pedro F. Olioni
Design: João Pedro F. Olioni
Distribution: Olioni Games
Cover art: João Pedro F.Olioni

Since he was a child, Mr. Olioni has always wanted to create games. During his adolescence, he tried some small projects but without success, he began his dream with determination in 2023, studying computing at college.

In 2024, Olioni Games Inc was founded. Since then, Mr. Olioni has had many projects and intends to expand his company even further.

END.

You're likely familiar with the vast world of games available for the Atari 2600, but what about a world offering a diverse range of titles covering everything you could possibly imagine? If the answer is "No," why not check out the games from Olioni Games?

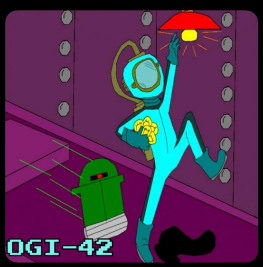
Simply scan the code next to this to enter a point of no return, where you'll find titles from OLIONI GAMES.

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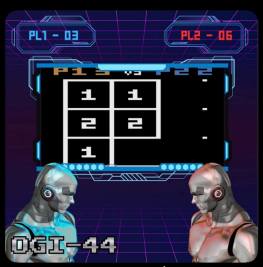


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