

BENI – HIDDEN TREASURES GAME MANUAL



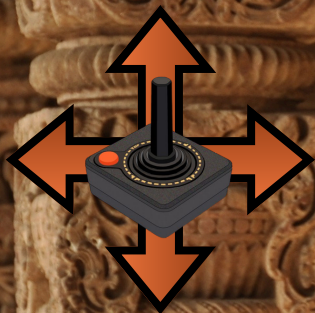
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PROGRAMMING: ALFREDO ARIAS

Beni - Hidden Treasures is Compatible with Atari 7800+ and Atari 2600+ systems with cartridge RAM support.



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CONTROLS



Using your Atari 2600 controls, you guide your relic hunter: move LEFT or RIGHT to walk across the upper or lower levels, and press UP or DOWN to move between the levels or climb to the top through an opening.

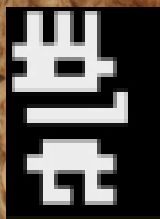
Press UP to make your character jump, and use the "FIRE" button to start the game and navigate certain screens; holding this button down also makes the enemy invisible, which helps you dodge obstacles in the environment.

OBSTACLES AND ITEMS



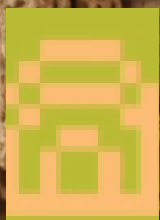
Logs and stones: These obstacles are scattered along the forest trail; they also move to slow you down or get in your way

costing your character a life.



Forest spirits and creatures: They are the guardians of treasures scattered throughout the forest near a

local temple, warding off the curious and anyone seeking to take their ancestors' relics.



Chest, Crown, and Sacred Idol: These treasures and relics are scattered throughout the forest. After collecting them, you are taken to a screen displaying the treasures and your total score;





the Crown and the Sacred Idol grant bonus points. Once you have collected all three items, the temple guardians will pursue you furiously.



Dimensional Portal: This portal is located at the bottom of the stage. Upon entering, your character transforms

into a variant of Pitfall Harry and must collect treasures falling from the top of the screen; the more portals you enter, the higher the room's difficulty becomes, requiring faster reflexes to gather the relics.

GAME OBJECTIVE

In **Beni Hidden Treasures**, you achieve victory after collecting all 12 treasures scattered across the map. These are interspersed with bonus stages where you can rack up more points. You will only see the game's true ending after battling the bosses.

CREDITS



Programming: Alfredo Arias

Design: Alfredo Arias

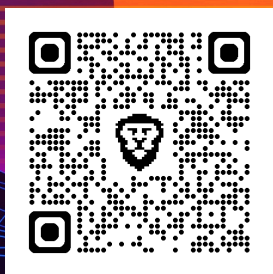
Distribution: Olioni Games

Cover Art: Gustavo Miller

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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