Box in The Sky
Game Manual

OLIONI GAMES

Box in The Sky is compatible with your Atari 2600, Atari 2600+, Atari 7800 & Atari 7800+ systems.

GAME CONTROLS

Joystick → moves Leo left and right on the fluffy clouds
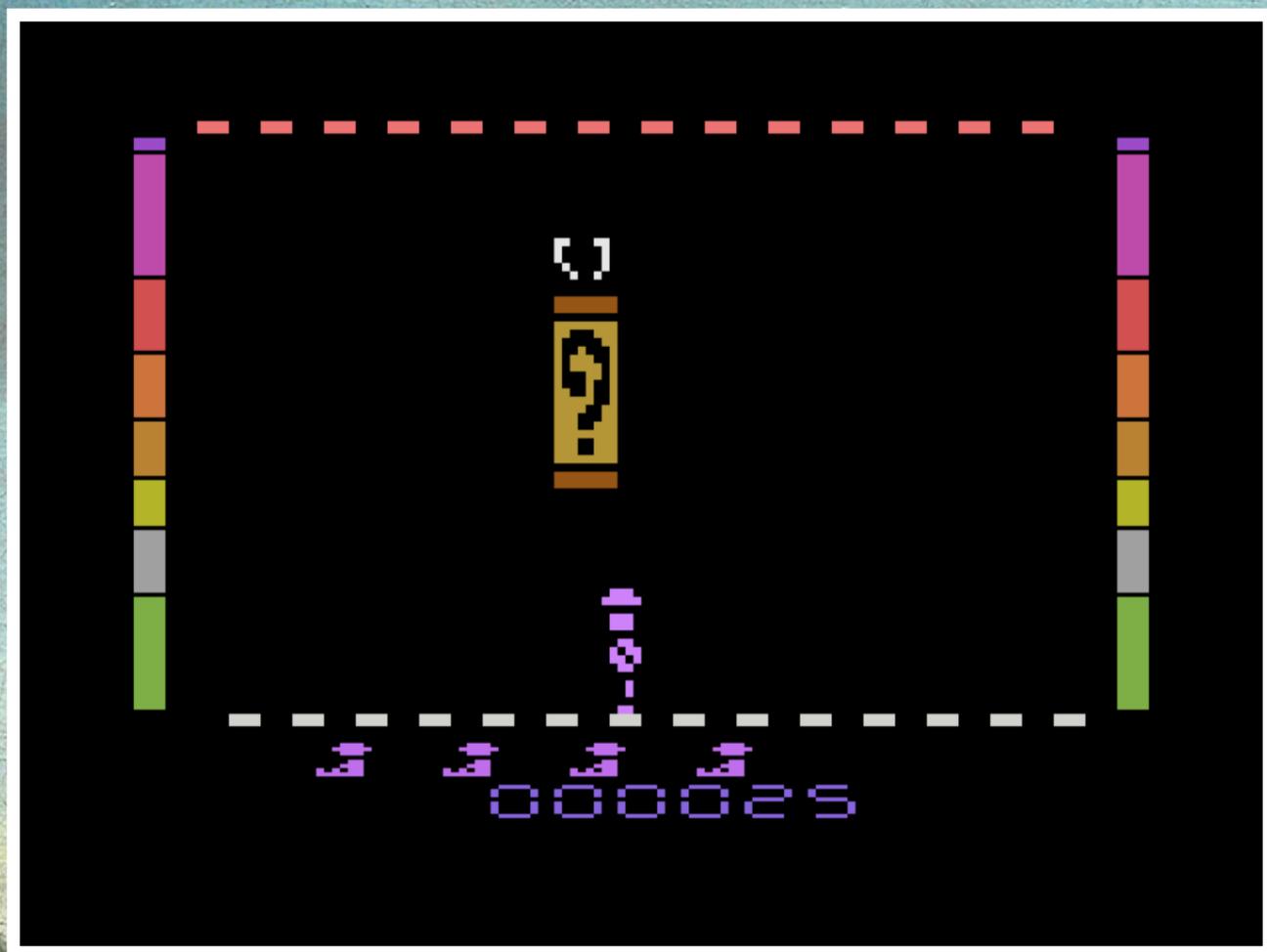Red button (FIRE) → shoots a magic candy from the hat.

GAME OVER

When Leo wakes up from his deep sleep, he realizes that he is an ordinary boy, of flesh and blood, who fell asleep on his living room sofa playing his favorite game, Box in the Sky, on his favorite video game console in front of his living room TV, and that it was all just a beautiful dream in which he was a wooden puppet opening presents in a fantastic kingdom.

LIVES

You start with 5 little wooden figurines.

Once upon a time, in a kingdom where the sky is made of cotton candy and the clouds taste like vanilla, there lived a wooden puppet named Leo.
Bob wasn't just any puppet.
He had a magic clown-master hat that shot jelly beans, caramel candies, chocolates, and whole chocolate bars.
His only fun?
Jumping on clouds and exploding flying gift boxes that crossed the sky like colorful comets.

Inside those boxes lived enchanted toys: teddy bears that sang, hobby horses that galloped on their own, dolls that blinked real little eyes...
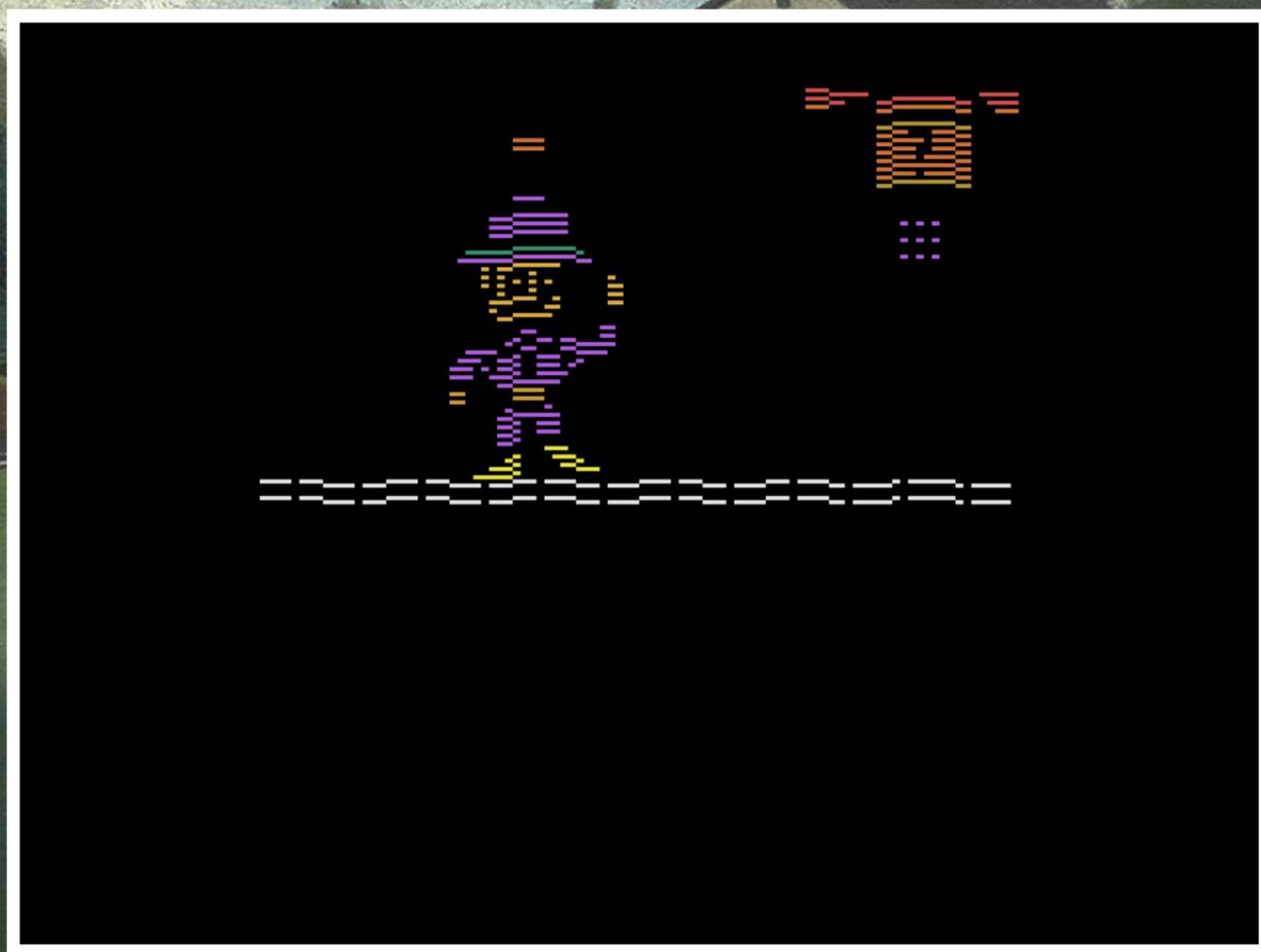But the boxes didn't like to be opened.

They were protected by jealous wizards, sugar queens, treacherous elves, and grumpy fairies who cast spells of bright purple sleep.
When a spell hit Leo, he would close his little wooden eyes, yawn a "z-z-z," and fall into a deep sleep...
...and go straight to Dreamland, where the boxes transformed into marshmallow dragons and the toys danced until the sun rose again.

GAME STORY

Open as many Flying Boxes as possible before the Sleep Fairy's spells take you to the Land of Dreams.

TIP
Your High Score is briefly displayed on the Game Over screen before returning to the title screen, so be quick to view your score!

CHARACTERS

Leo – the bravest wooden puppet in the kingdom.
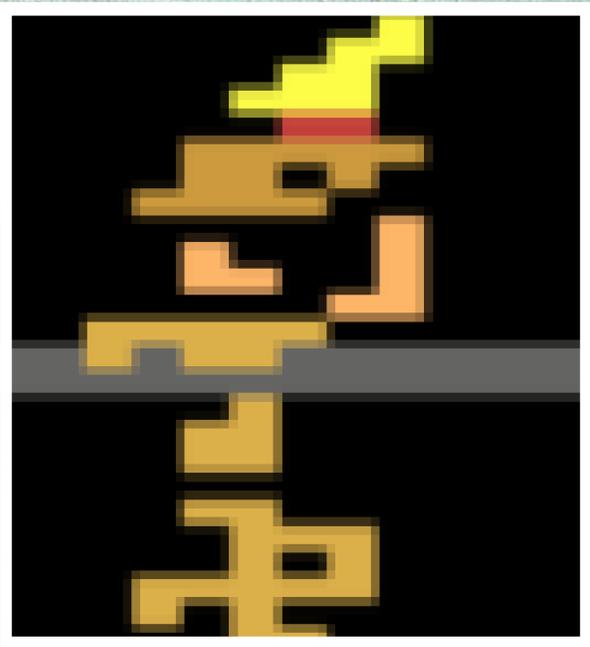Flying Boxes – grumpy presents that release toys or spells.
Sleep Fairies – throw stardust that makes Leo fall into a deep "z-z-z" sleep.

Credits

Programmed by Alfredo Arias
Designer: Alfredo Arias
Publisher: Olioni Games Inc

Alfredo Arias is a young man passionate about retro games and, in his spare time, he is an Atari 2600 programmer, discovered by Mr. Olioni, founder of Olioni Games, who made him an offer to become one of the five official programmers of Olioni Games.

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