

CYBER ELEVATOR

Game Manual



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Programmed by Alfredo Arias

Cover Art: Gustavo Miller

CYBER ELEVATOR is compatible with Atari 2600 systems (original) and the Atari 2600+ console.



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CONTROLS FOR YOUR CYBER-GLADIATOR



Use the joysticks connected to the console ports.

Left / Right: Moves your character horizontally across the current platform and determines the direction in which you will shoot.

Fire Button: Fires the plasma missile in the direction you are facing.

PREPARATION AND START OF THE GAME

Make sure the Atari 2600 console is turned off when inserting the cartridge.

Turn on the console. The introductory screen will show the two Cyber-Gladiators moving to an alert soundtrack.

Press the JOYSTICK UP lever on either control to begin the elevator coupling sequence.

On the standby screen (where flying cars cross the horizon)

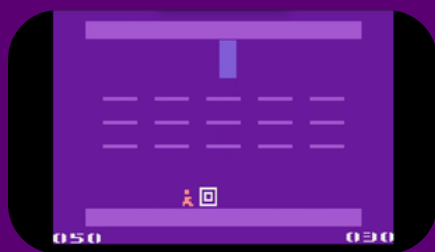
Press the Player 1 (Left) fire button to play in VS CPU MODE (Single Player).

Press the Player 2 (Right) fire button to play in 1-vs-1 MODE (Multiplayer).

FOR ONE OR TWO PLAYERS

You are trapped in the Central Elevator shaft of the Cyber Sphere complex.

The doors are sealed, the shield generators are unstable, and the AI defense system has been corrupted! Your only way out is to overpower your mechanical opponent—or your own escape partner—by absorbing their life energy via plasma containment spheres before the cybernetic defenses turn you into space dust. Sharpen your reflexes, control the elevator, and dominate the floors!



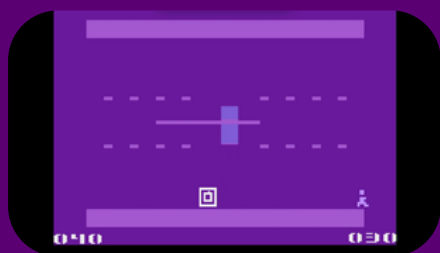
THE OBJECTIVE OF THE GAME

The goal in Cyber Elevator is to be the first to reach 90 points (displayed at the top of the screen).

Each time you hit the opponent with your plasma missile.

He enters a state of molecular instability, and you drain 10 points of his vital energy. Upon reaching 90 points, the opponent is transformed into a warning emblem (Red Skull), signaling the end of the combat.

THE PHYSICS OF THE CENTRAL ELEVATOR.



The central core features an automatic gravity elevator (represented by the central moving square) that travels continuously between the upper and lower platforms.

Taking the Elevator: Position your character in the exact center of the screen, aligned with the elevator's path, and push the joystick UP. Your character will lock onto the magnetic cabin and move up or down with it.

Exiting the Elevator: To disembark onto one of the floor's side platforms, push the joystick **DOWN**. You will immediately regain horizontal control at the exact height of the platform.

SCENE AND CONSOLE KEY CONTROL

The complex dynamically changes its architecture with every point scored! However, if you wish to train on specific layouts:

GAME SELECT button: Press to manually switch between the 9 available test scenarios.

GAME RESET button: Instantly restarts the game, returning to the title screen.

CPU STRATEGY (ARTIFICIAL INTELLIGENCE)

When you play alone, the computer takes control of your opponent. It is programmed to patrol the platforms and intelligently seek out the elevator if you are on different levels.

Watch out: When you enter the same floor as your opponent (the CPU), it will activate its aggressive attack protocol, immediately firing fast-moving missiles at you if you are within its line of sight!

PROGRAMMER TIPS

In **Cyber Elevator**, controlling vertical space is more important than horizontal speed. Your opponent (the CPU) is programmed to fire frantically if you are on the same level, turning direct combat into a dangerous test of reflexes. Use the elevator as a defensive shield: you can latch onto it to dodge an incoming missile or lure your opponent to your floor and surprise them by changing levels at the last second! Keep an eye on the edges of the screen so you don't get cornered by fast-moving missiles.

CREDITS



Programmed by Alfredo Arias

Designed by Alfredo Arias

Distributed by Olioni Games

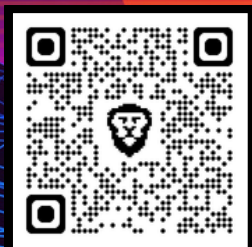
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A programmer passionate about retro games, an Atari 2600 programmer in his spare time, his hobby caught the attention of Olioni Games, now he is one of the developer's five game programmers, gaining the opportunity to have his work recognized by many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

If you enjoy collecting Atari 2600 games, ours might be a great choice —featuring colorful boxes, new storylines, and varied gameplay experiences that are fun, difficult, and challenging.



**8 Bit Milli
Games**



By scanning the QR code, you can access our store to purchase physical versions of our games; for the ROM version, you can click on our manufacturer's logo to visit their website.