

# Choplifter 2600

Game Manual



# ESGATE DE ELICOPTERO

GAME PROGRAM

LOGADOR

JOYSTICK CONTROLLER

3 REFÉ



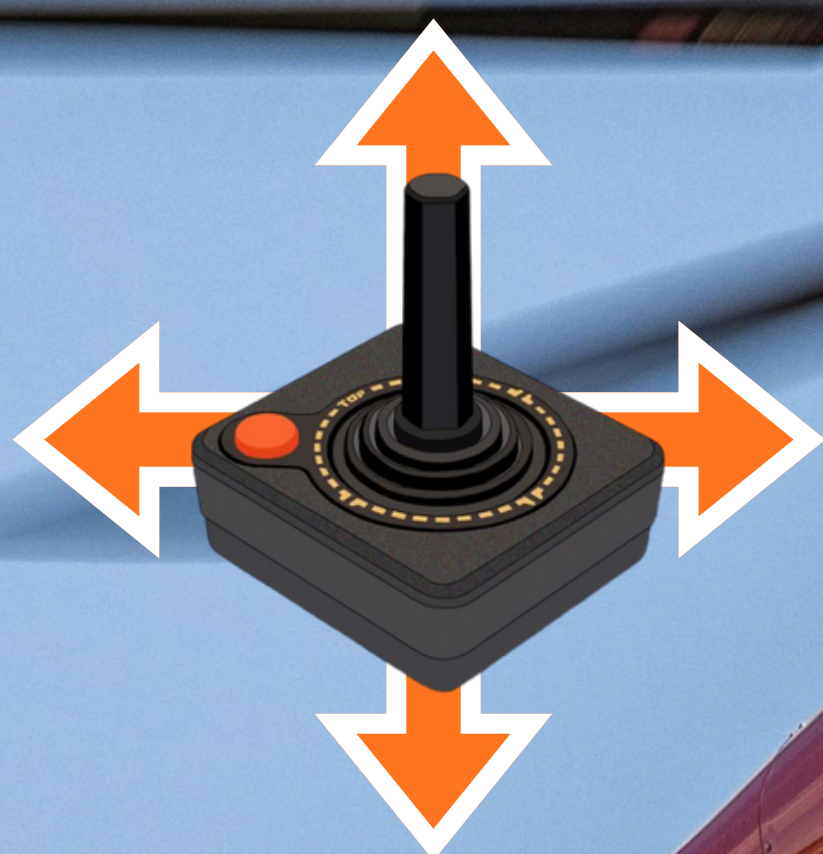
©2026 OLIONI GAMES.  
Programmed by XAN

**Choplifter 2600 is compatible with your Atari 2600 console system and has been tested for the new Atari 2600+ console.**



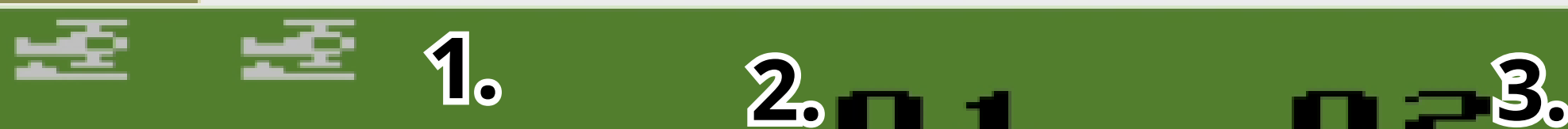
**Note: All rights are reserved to the programmer XAN, distribution belongs to Olioni Games, the sale and commercialization of home copies without authorization and without profit for Olioni Games is prohibited, the only authorized producers are: BAH GAMES and 8 Bits Milli Games.**

## **Game Controls**

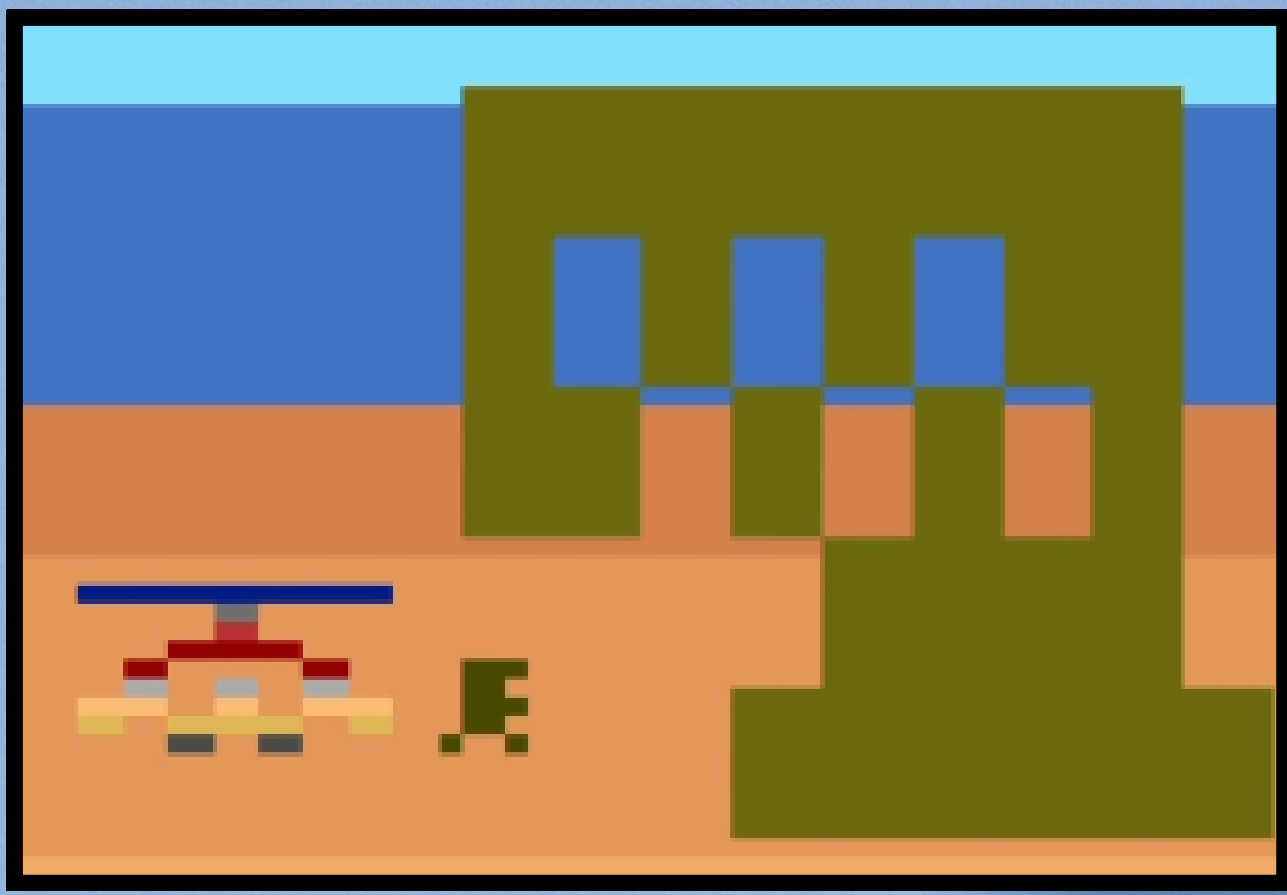


**Players control their rescue helicopter as shown in the example to the side; with the "FIRE" button you shoot, and by holding it down you launch an aerial bomb to hit ground enemies, and with missiles you hit aircraft coming towards you.**

**Be careful with the buildings in the environment; after landing, your helicopter will explode and you will lose a life, so land carefully to rescue the victims.**

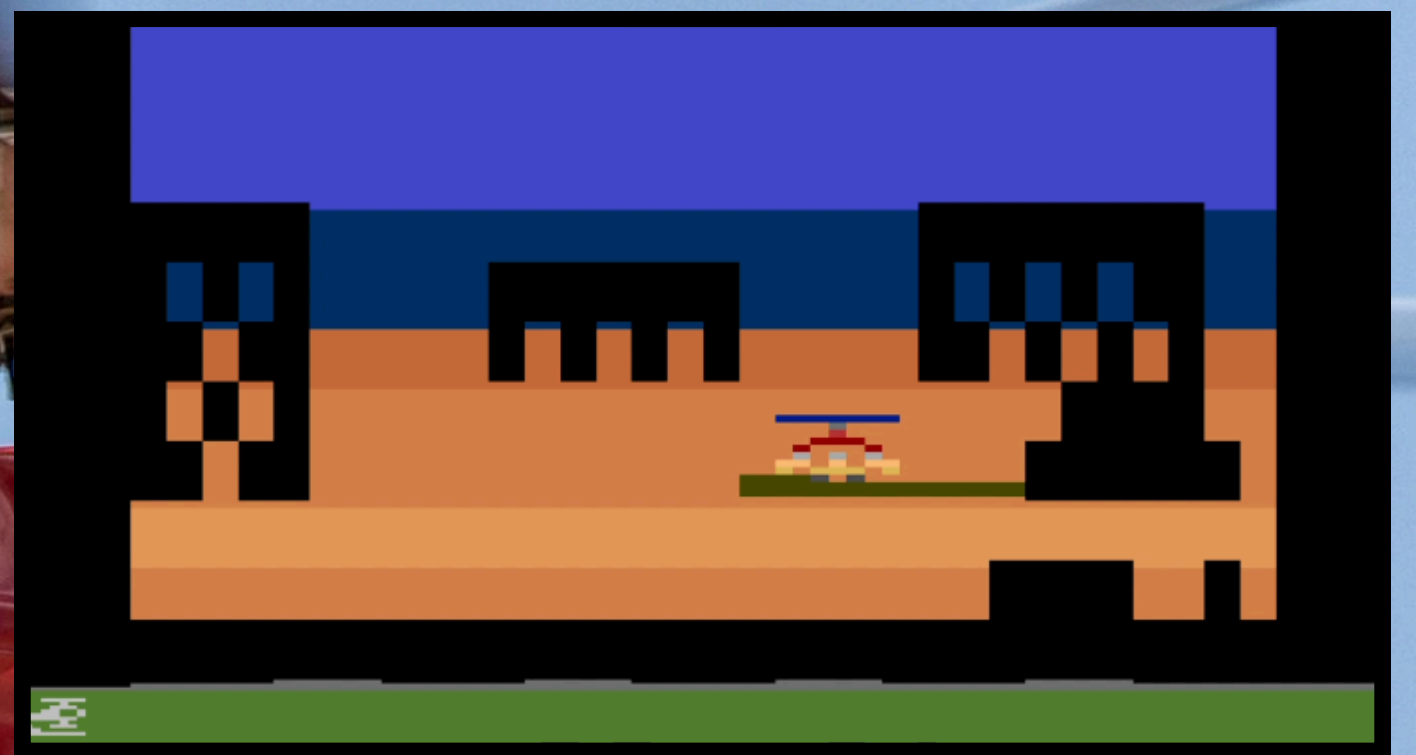
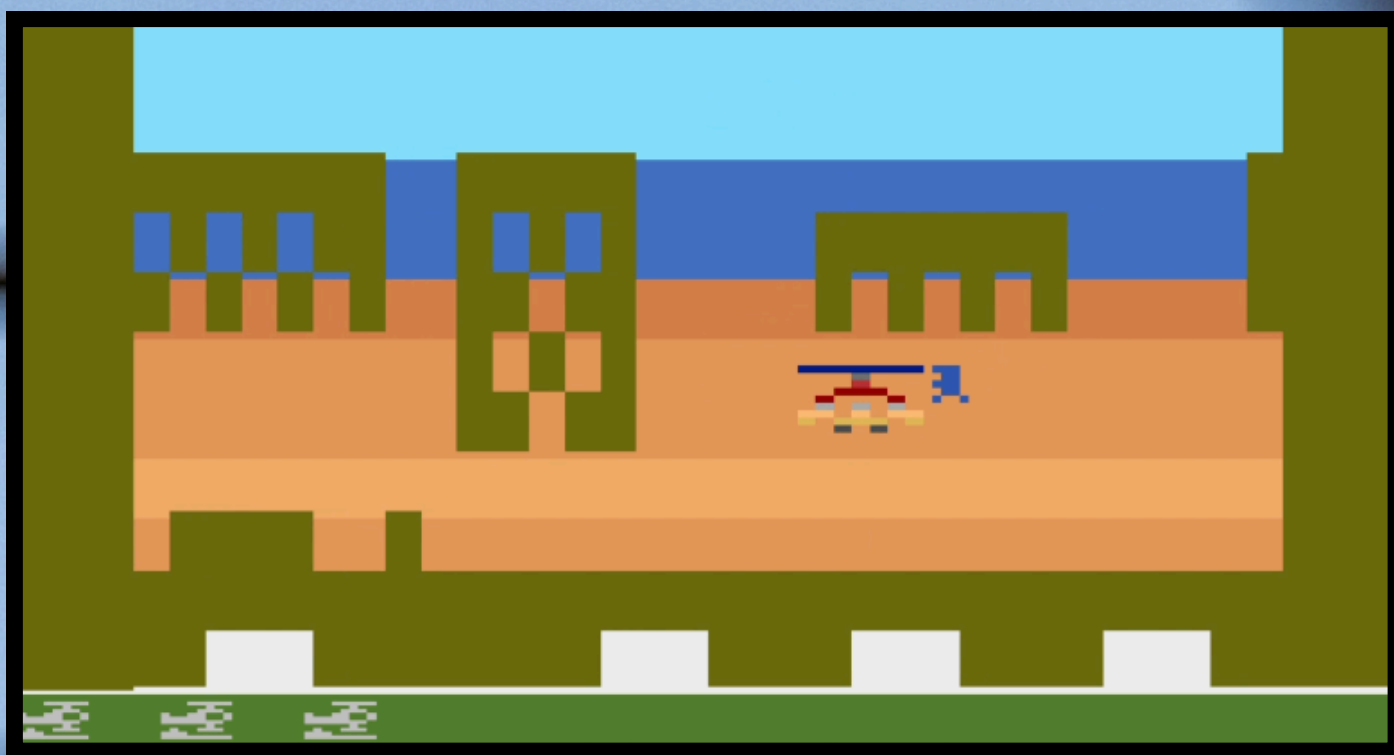


- 1. Player's life**
- 2. Stage Level**
- 3. Number of people to rescue.**



When the rescue numbers flash red, you need to return to the base where you started the game so that the people can run to safety.

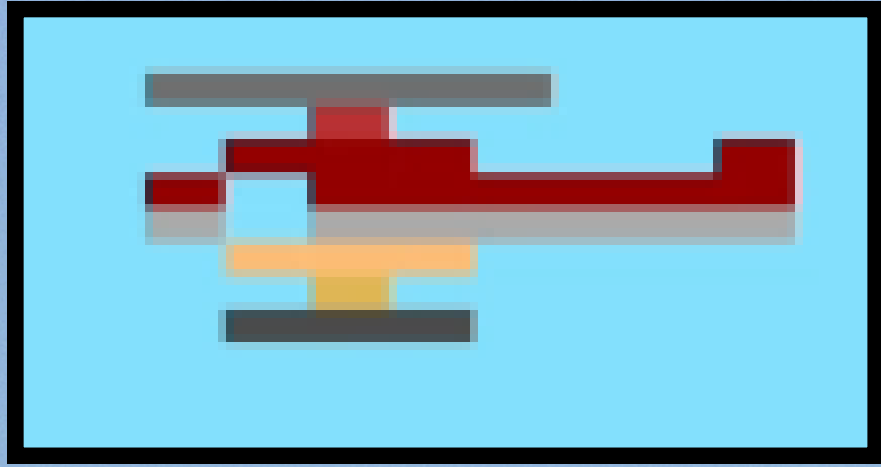
## Game Objective



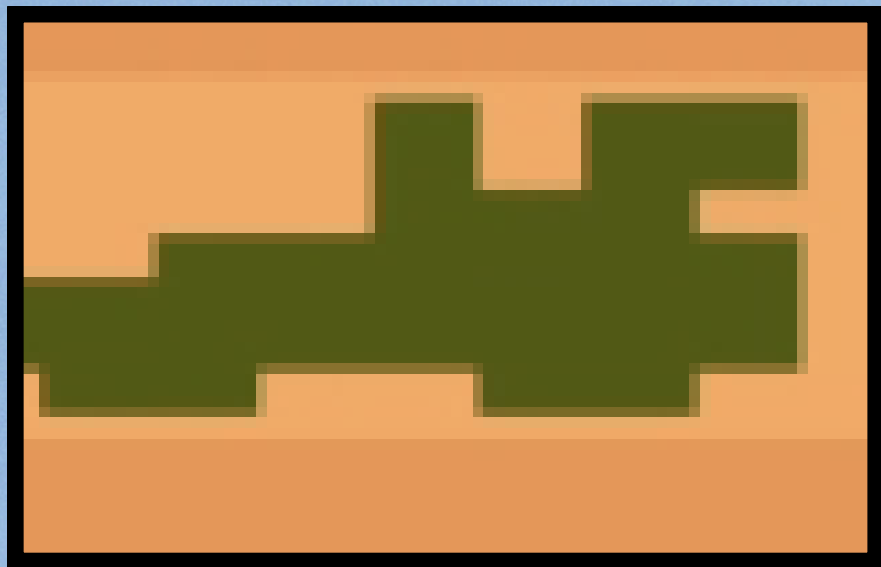
The player takes on the role of a rescue helicopter to save and rescue hostages held in enemy barracks. The enemy is ready to attack any type of helicopter to prevent the rescue, so face tanks and fast jets and land near the barracks to rescue the people, taking them to your base.

Players don't need to destroy a barracks to free the hostages; finding one near a barracks will signal you to land and rescue them, but be careful not to be hit by a tank.

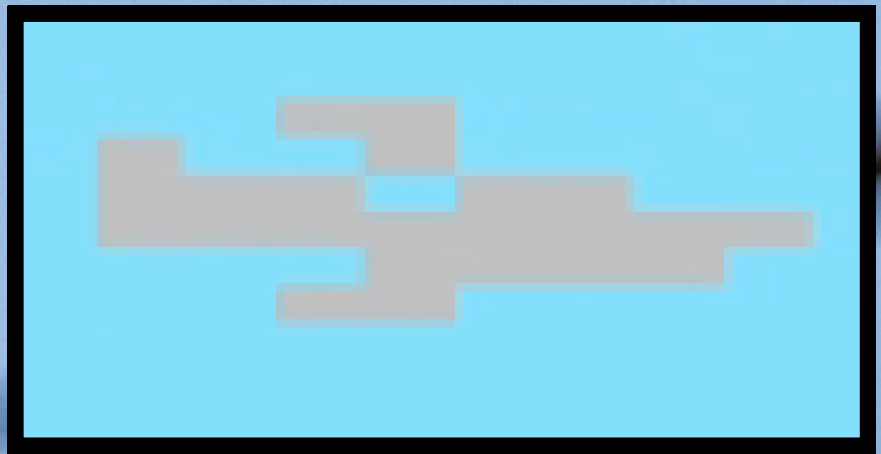
# Enemies and Characters



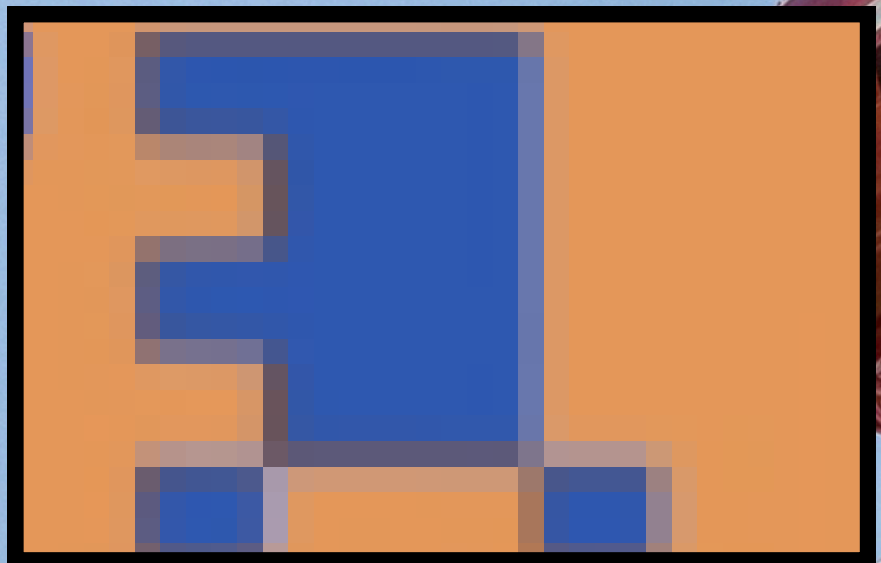
Rescue helicopter that players use to save the hostages.



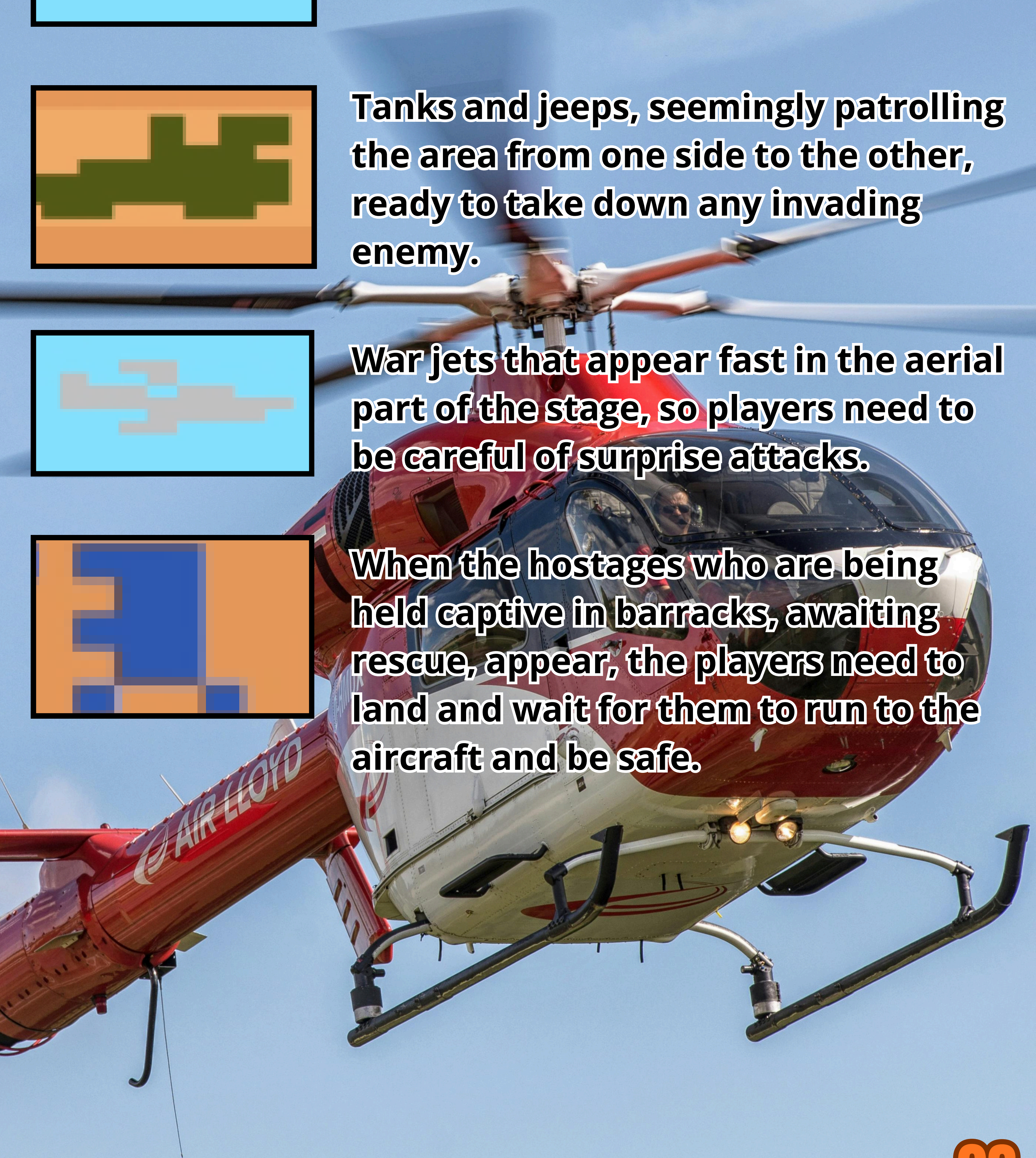
Tanks and jeeps, seemingly patrolling the area from one side to the other, ready to take down any invading enemy.



War jets that appear fast in the aerial part of the stage, so players need to be careful of surprise attacks.



When the hostages who are being held captive in barracks, awaiting rescue, appear, the players need to land and wait for them to run to the aircraft and be safe.



# Credits



**Programmed by XAN**  
**Designed by XAN**  
**Distributed by Olioni Games**  
**Cover Art: XAN**

**Mr. Xan is an Atari 2600 programmer. He started programming on his YouTube channel Games and Programming, with tutorials, teaching people. With his talent, he was recognized on the Atariage forums, by Zeropage Homebrew. With that, Mr. Olioni decided to help this young man by giving him the opportunity to enter this market, selling his games on the Olioni Games Inc. website.**

**END.**

**Do you know 8 Bits Milli Games? No? Well, now you can, because they are responsible for our games on game cartridges, filling your library with fun games.**



**Note: You can access it either via the QR code or by clicking on their logo, if it's a PDF file.**



**© 2026 OLIONI GAMES.  
MADE IN EUA**