

# CYBER-SPHERE CHALLENGE GAME MANUAL



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PROGRAMMED BY ALFREDO ARIAS

**Cyber-Sphere Challenge is compatible with your Atari 2600 system.**



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## **COMMANDS AND CONTROLS**



**Move the joystick to the LEFT or RIGHT to slide horizontally.**

### **MOVEMENT:**

**Plasma Spheres operate on tracks of polarized energy.**

**Vertical movement is restricted by the arena's magnetic field to ensure a precision duel.**

### **ATTACK:**

**Press the FIRE BUTTON to launch a plasma fragment.**

Both press the fire button to enter multiplayer mode.

**Single Player Mode (vs. CPU):** Press the fire button on the joystick connected to the LEFT port. Press the button to start the challenge against the AI of the rival tribes.

**2 Player Mode (Duel):** \* Player 2: Press the fire button on the joystick connected to the RIGHT port.

## GAME HISTORY



The city-state of Neo-Metropolis has fallen. The air is thick, charged with static electricity and neon smoke. In the power vacuum, the Plasma Tribes fight for control of the streets.

You are no longer just a human; you are the pilot of an Ion Sphere, a plasma bubble capable of absorbing the enemy's life essence.

Choose your clan, load your cannons, and get ready: in this arena, you either absorb, or you get absorbed.

## GAME OBJECTIVE

Your mission is to hit your opponent with your plasma missile.

**The Impact:** When your shot hits the enemy sphere, it undergoes molecular collapse.

**Absorption:** The enemy will be magnetically attracted to the center of your sphere.

**The Score:** Each successful absorption grants points to your clan.

Reaching 9 points (or completing the energy cycle) guarantees victory and control of the sector.

# THE ARENAS

Use the **GAME SELECT** key to switch between the 6 combat zones of Neo-Metropolis:

**Free Zones:** Open spaces for quick duels.

**Dice Mazes:** Playfield obstacles that block your shots. Use them as cover!

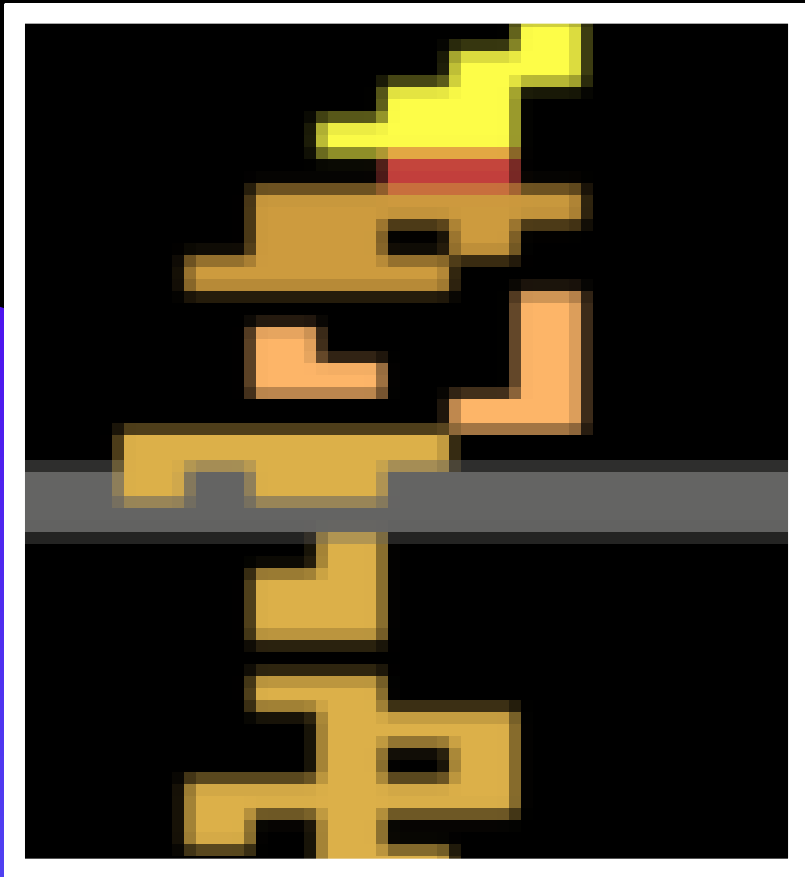
## TIPS FROM THE "ELITE TEAM"

**Cover Strategy:** The blocks in the environment aren't just decorative. They destroy missiles that hit them. Use the pillars to take cover while your cannon reloads.

**CPU Tracking:** The machine is programmed to track your X position. Try to trick it by changing direction abruptly right after firing.

**The Dance of Death: In 2-player mode, the secret is timing. Wait for your opponent to move into a corner with no way out before firing.**

## **CREDITS**



**Programmed by: Alfredo Arias  
Design: Alfredo Anrias  
Published by: Olioni Games Inc.**

**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.**