

Devil's Castle

Game Manual



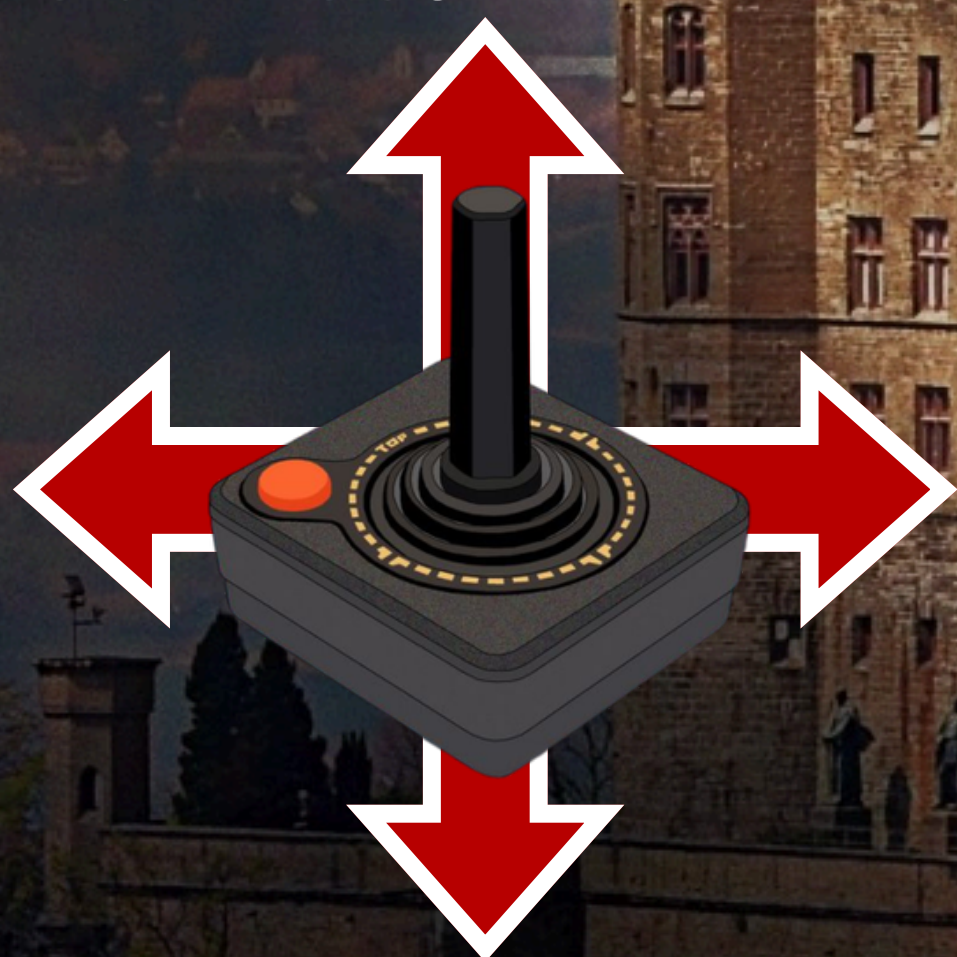
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Programmed by João Pedro F.Olioni

Devil's Castle is compatible with your Atari 2600 console system.



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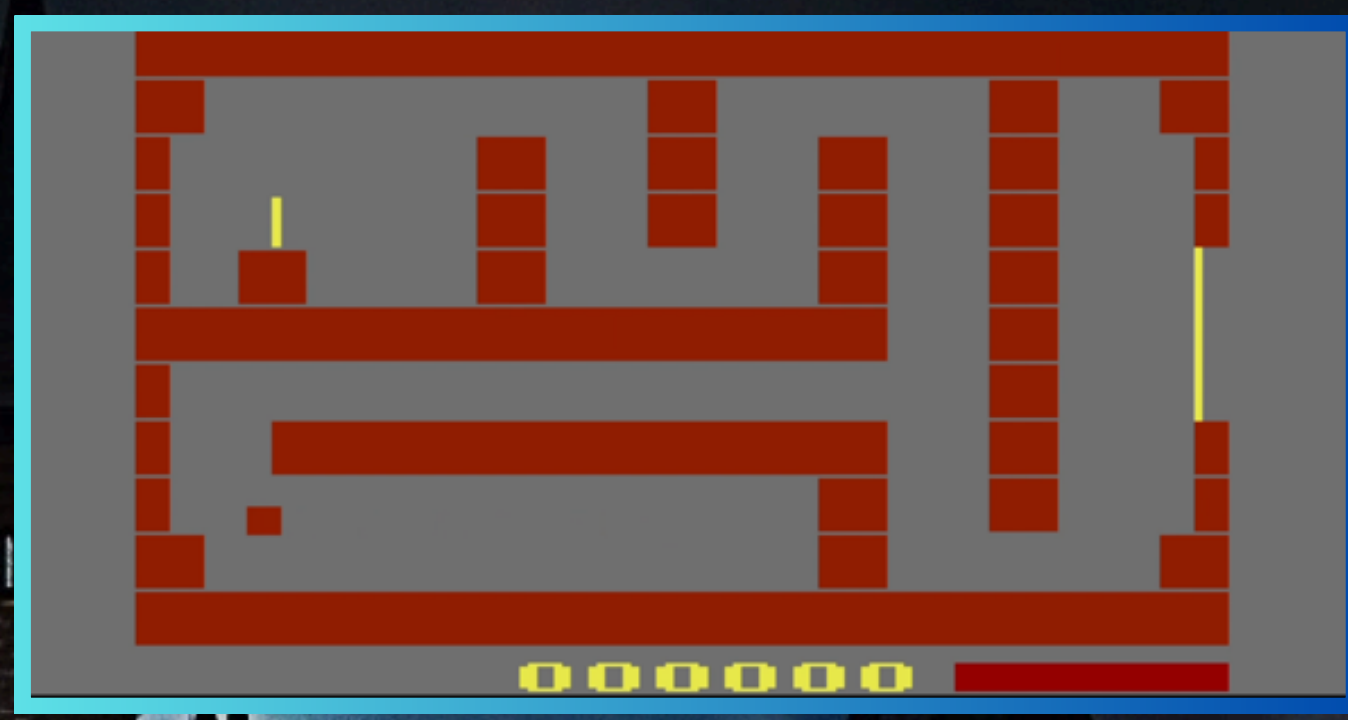
Players control the knight destined to slay the demon, as shown in the example to the side.



The walls are sticky, which makes gameplay difficult and leaves players desperate to avoid being hit.

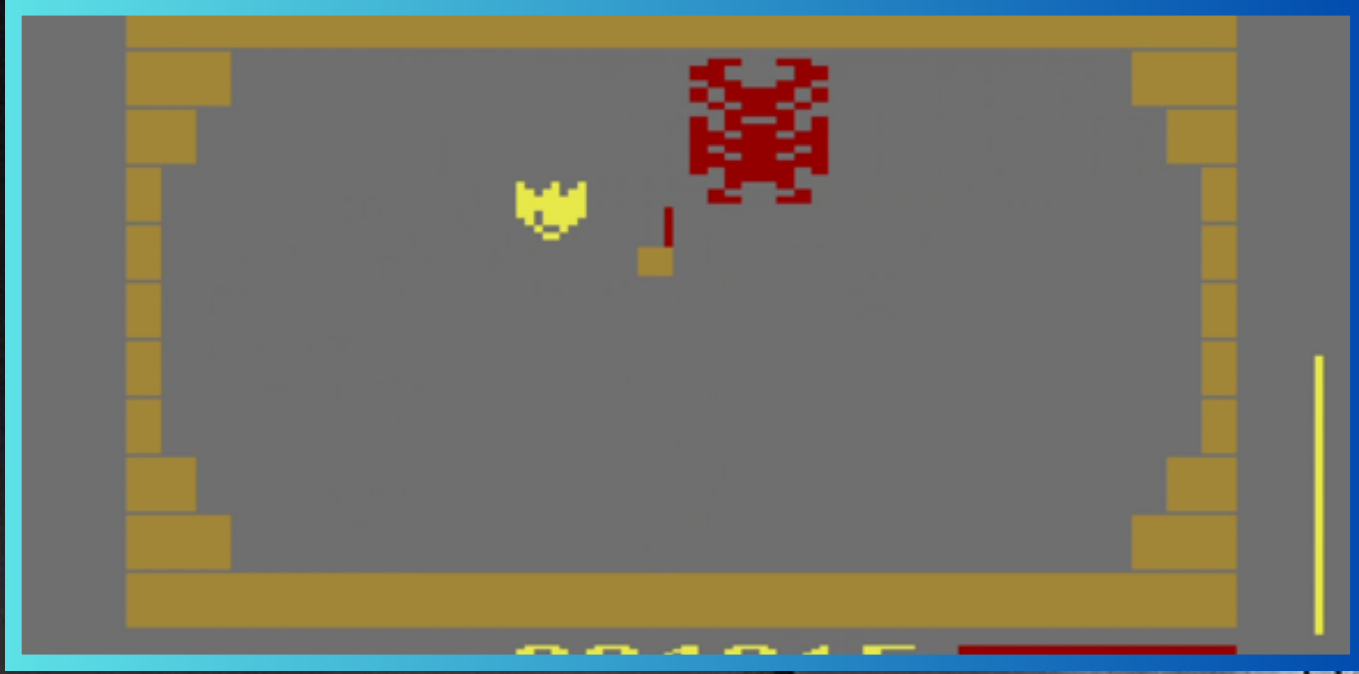
Some enemies will chase you, so be careful. In some rooms, enemies and fireballs will be wandering around, but your sword won't hit them.

Game History



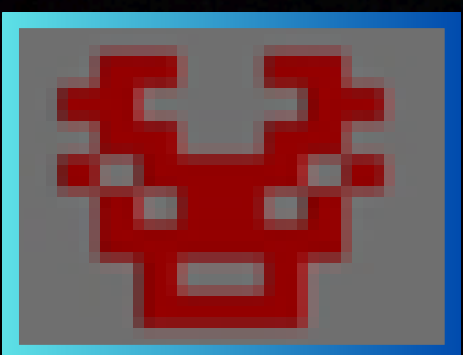
Five centuries after the events of a village attacked by a witch who transformed into a dragon, a knight from a mountain kingdom defeated the beast and restored peace to the village. However, in 1226, another village to the north is tormented by a castle located high in the mountains, where a cult of demon worshippers resides. The terrified inhabitants end up submitting without being able to react. However, the town's mayor decides to send a letter to the descendant of the warrior Thomas Eagle, the dragon knight. Harry Silver, his descendant, is sent to demolish the demonic castle and bring peace to the northern village.

Game Objective

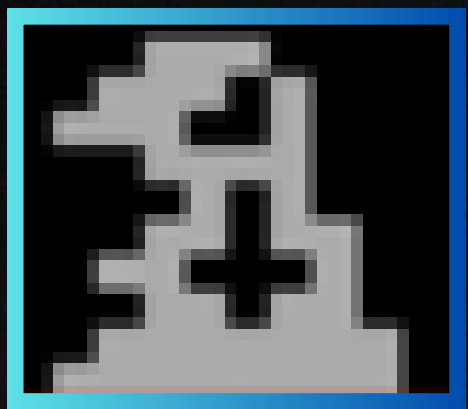


Harry Silver will have to face one hundred rooms of a horrific hell on earth, filled with demonic beings and devotees of the entity. Armed with his sacred sword, consecrated by a priest, he must defeat these creatures and send them back to the underworld. Watch out for attacks! The levels include potions that can prolong his life, allowing him to continue his journey. The final boss is the demon himself, who tries to reincarnate in a young girl kidnapped from the village.

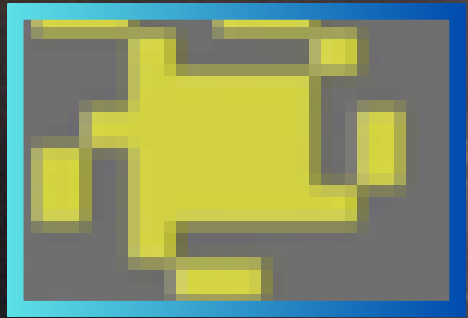
Enemies and Dangers



Demonic creatures, they are in the rooms that pursue the hero, and in some rooms they wander around the environment, in some the sword hits them, in others it doesn't.



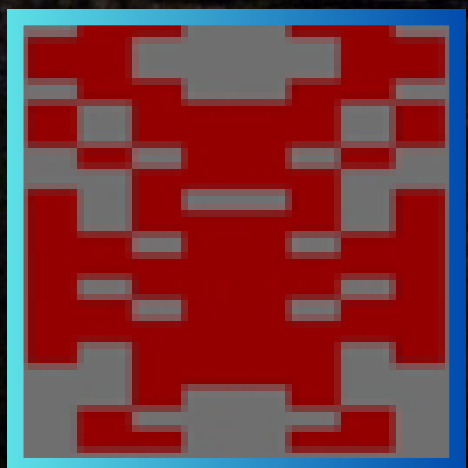
Cult worshippers, they are summoning evil to dominate the earth, they are scattered throughout several rooms, pursuing the hero as well, trying to prevent them from interfering with his work.



A fireball that keeps passing through one of the rooms can hit the hero, but his sword has no effect on him.



Infernal flames spewed by the very demon that tries to bring you down and prevent your arrival in the world and your domination of the village.



The Great Demon is arriving on Earth to reincarnate in a kidnapped person, so he can have many souls from the village in his hands; he unleashes infernal fire that chases you.

Credits



Programmed by: João Pedro F. Olioni

Design: João Pedro F. Olioni

Published by: Olioni Games Inc.

Cover Art: Daisy

Since he was a child, Mr. Olioni has always wanted to create games. During his adolescence, he tried some small projects but without success, he began his dream with determination in 2023, studying computing at college.

In 2024, Olioni Games Inc was founded. Since then, Mr. Olioni has had many projects and intends to expand his company even further.

END.