

GETIST GAME MANUAL

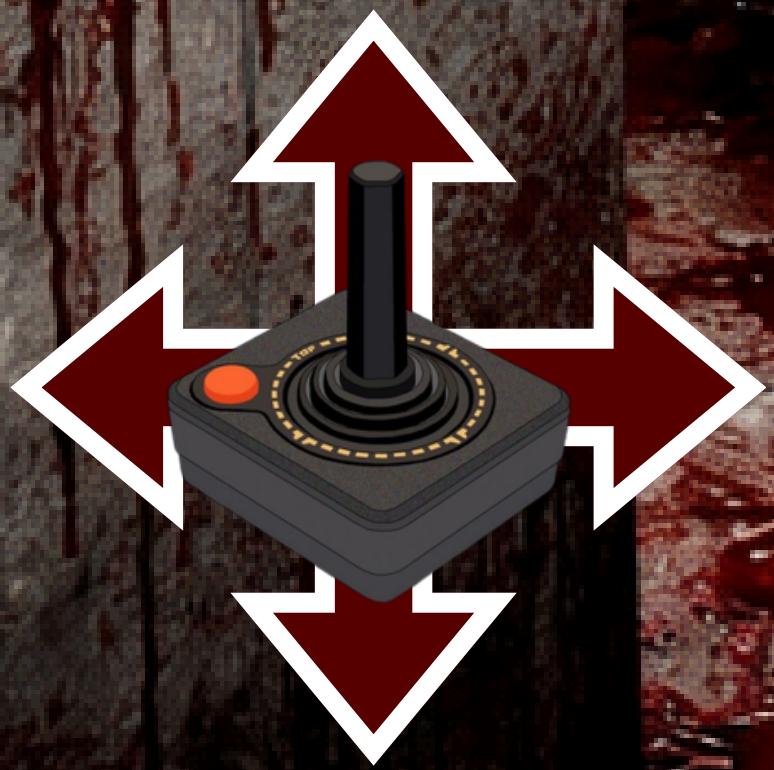


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PROGRAMMED BY: XBATAXE

Geist is compatible with your Atari 2600 console system.



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Players control the ghost through the maze as shown in the example to the side; with the "FIRE" button, the ghost dematerializes to avoid being hit by enemies and the spiritual demon that pursues it.

The walls of the maze can trap the ghost, which may make gameplay a little difficult, so be careful not to panic.

After the players are reached, they start the level, and I have to start all over again.

In each room, the player must first open the exit door by activating a certain mechanism (for example by pressing buttons or by collecting a key). A short flash indicates that the exit is open. Going through the open exit door completes a room, and advances the player to the next room. The current room number is shown at the bottom of the screen.

ITEMS

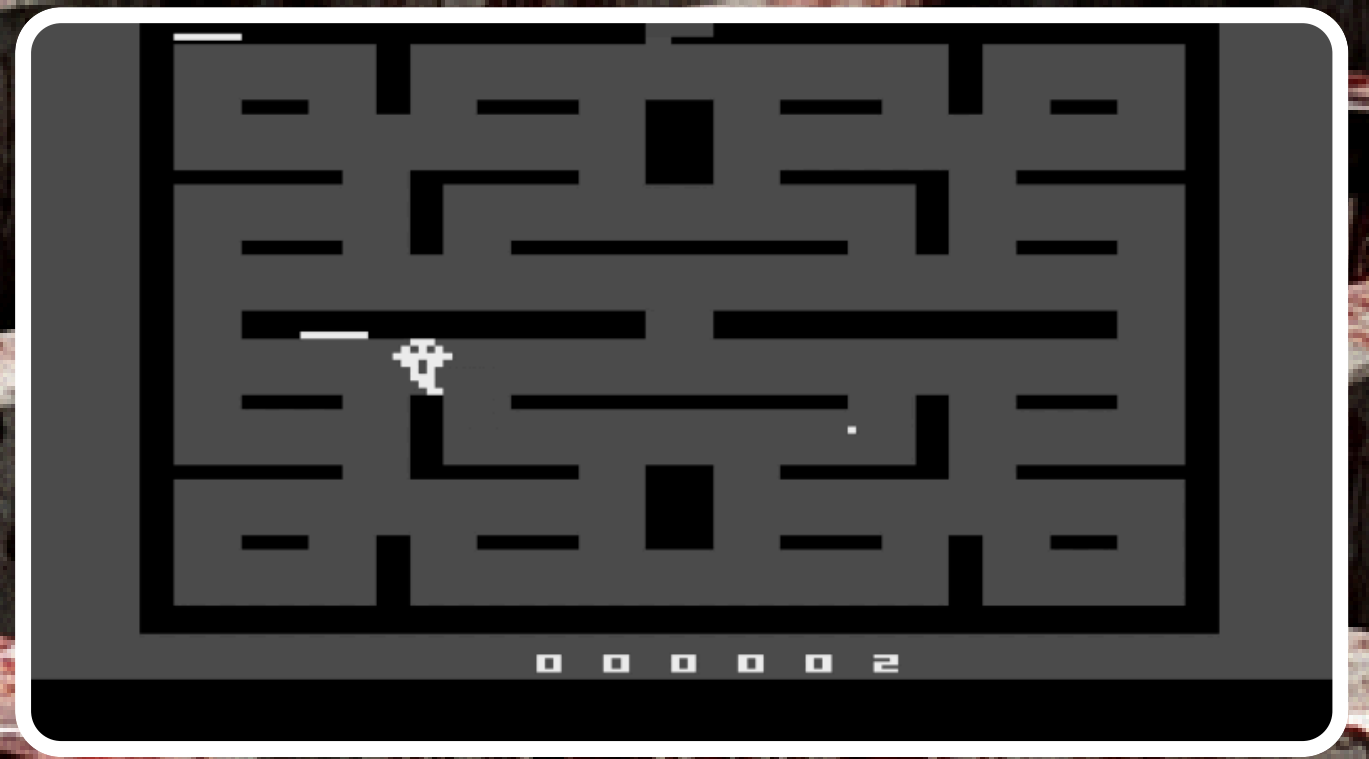
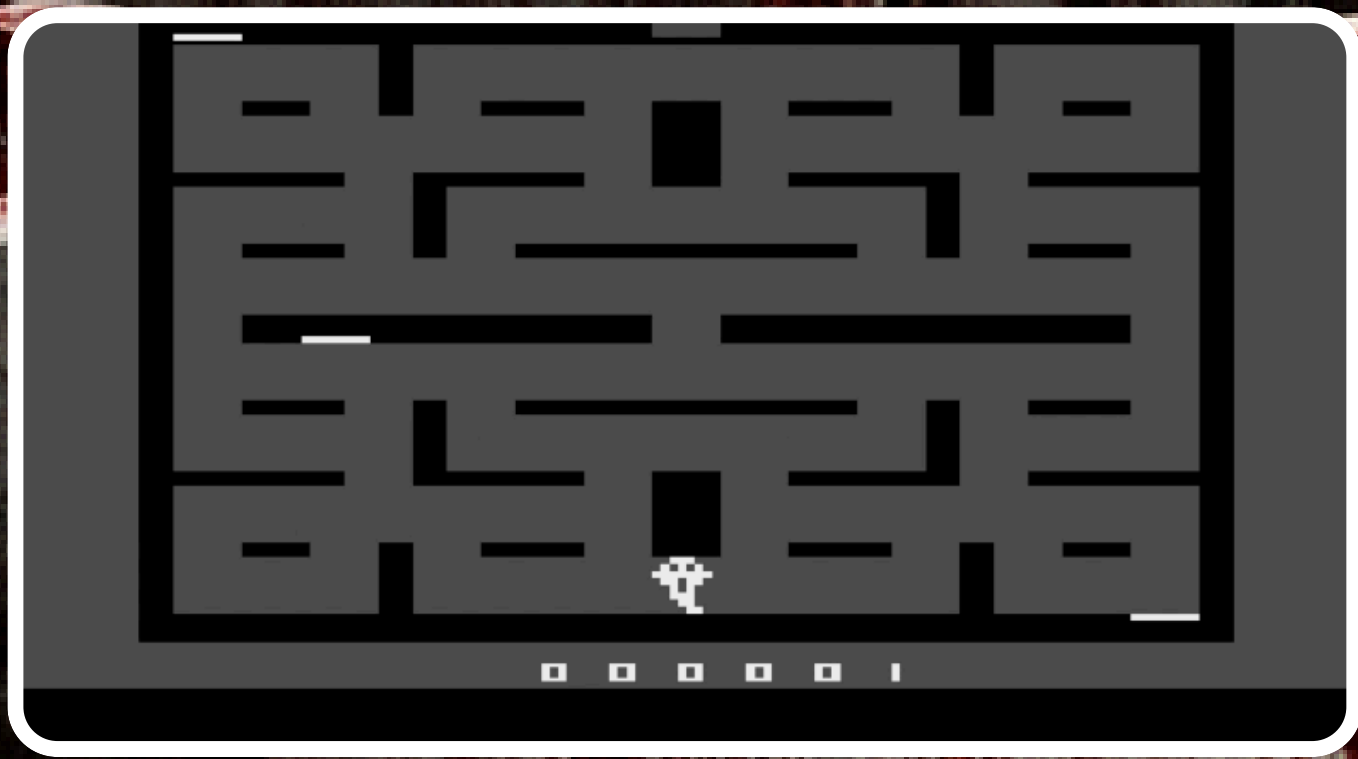
There are three items in this game: a button, a key, and a clock.

Button: Buttons are pressed by moving the ghost against them. They typically open the exit door (or part of it).

Key: Collecting a key opens the exit door. A key is collected as soon as the ghost collides with it.

Clock: When the ghost collides with a clock, the exit door opens for a short time. If the time runs out, the exit door closes, and the clock must be activated again for reopening it.

ENEMIES



The ghost dies when colliding with an enemy, and it respawns at the beginning of the current room. The player has infinitely many lives. Enemies can be avoided by turning the ghost invisible. They cannot be destroyed. Each enemy has its own moving pattern, and it is necessary to observe these patterns. For example, some enemies show a specific reaction when the ghost is invisible.

CHEAT TO SKIP LEVELS

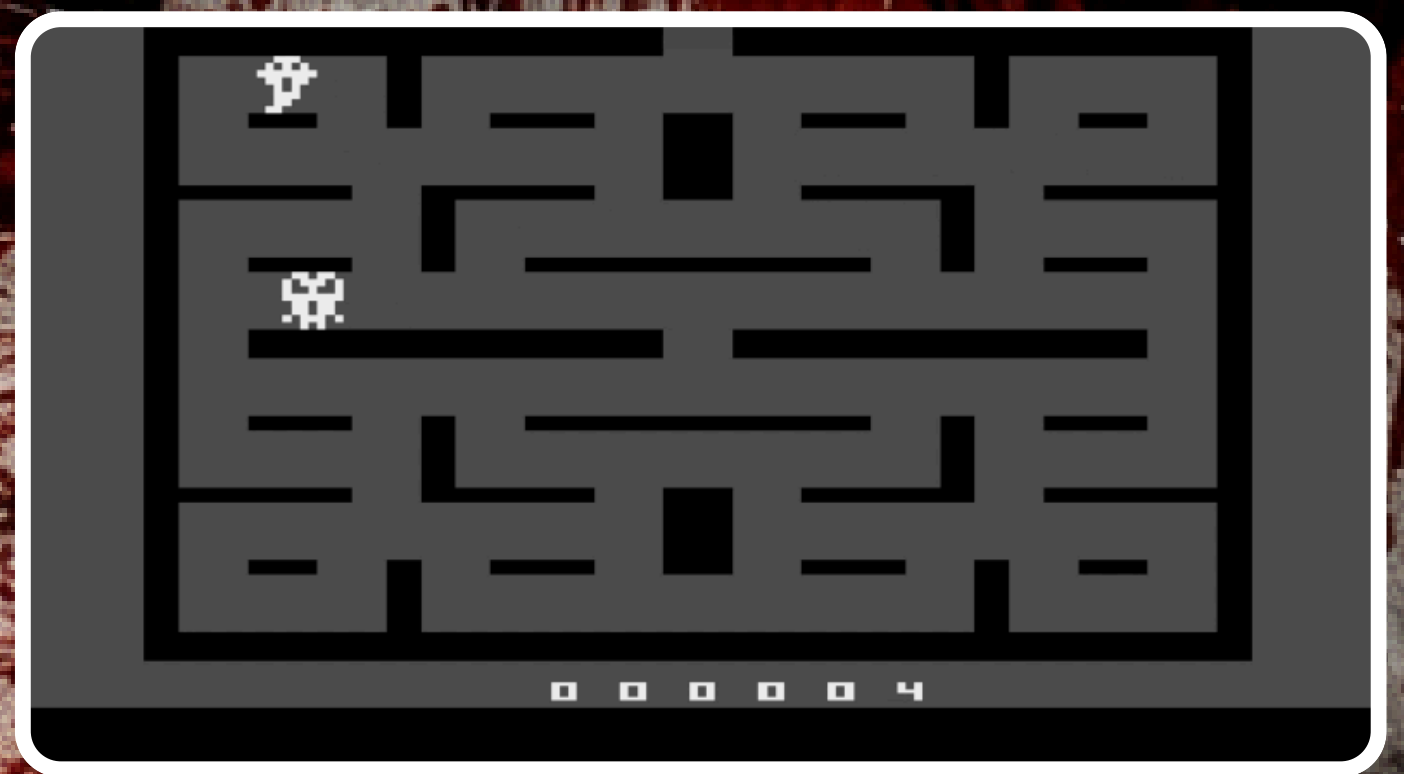
It can be frustrating to lose progress when ending a game. Therefore I included a "cheat" to skip levels. To do this, the ghost must be in the position as shown in the screenshot below (orientation does not matter).

Then, holding the joystick in the down-direction and pressing the button will skip the current level, and start the next one.

GAME HISTORY

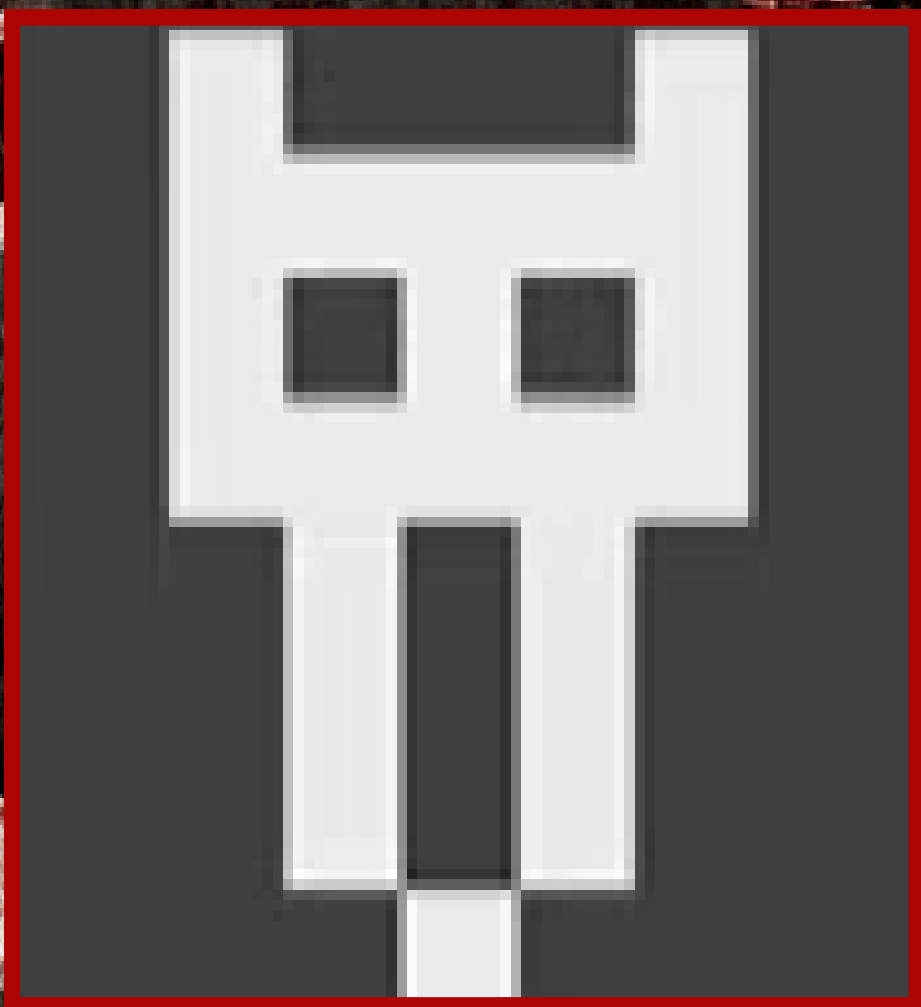
After death, a soul falls into purgatory, where the sins committed in life haunt it in this labyrinth. No matter how much mercy it begs for, no supreme entity will save it; its spirit must find peace, be freed, and find a destiny of rest, or burn in the flames of hell.

GAME OBJECTIVE



The purpose of the game is to successfully navigate a ghost through 20 rooms by reaching the exit door while avoiding obstacles and enemies.

CREDITS



Programmed by: Xbataxel
Design: Xbataxel
Published by: Olioni Games Inc.

I am a mathematics professor who enjoys programming games for the Atari 2600 in my spare time. I like that the hardware limitations turn programming into a kind of puzzle, where ideas matter more than raw power. My favorite game genre is survival horror.

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.



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