GHOST STORIES

GAME MANUAL

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PROGRAMMED BY ALFREDO ARIAS

This game is compatible with your Atari 2600, Atari VCS, Atari 2600jr and Atari2600+ console system

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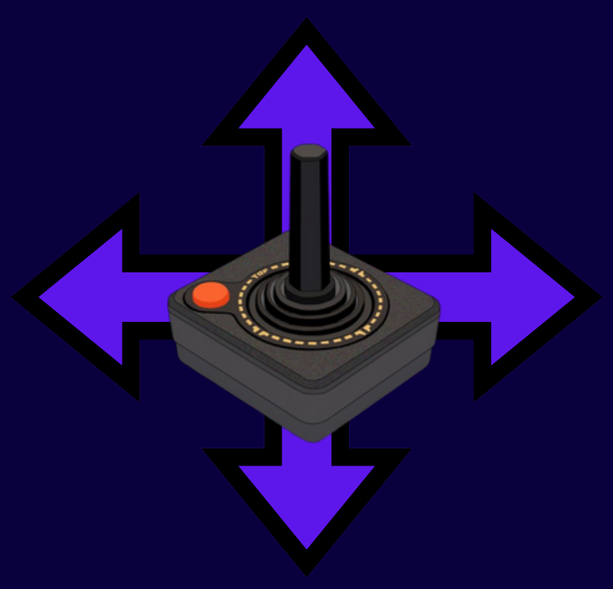
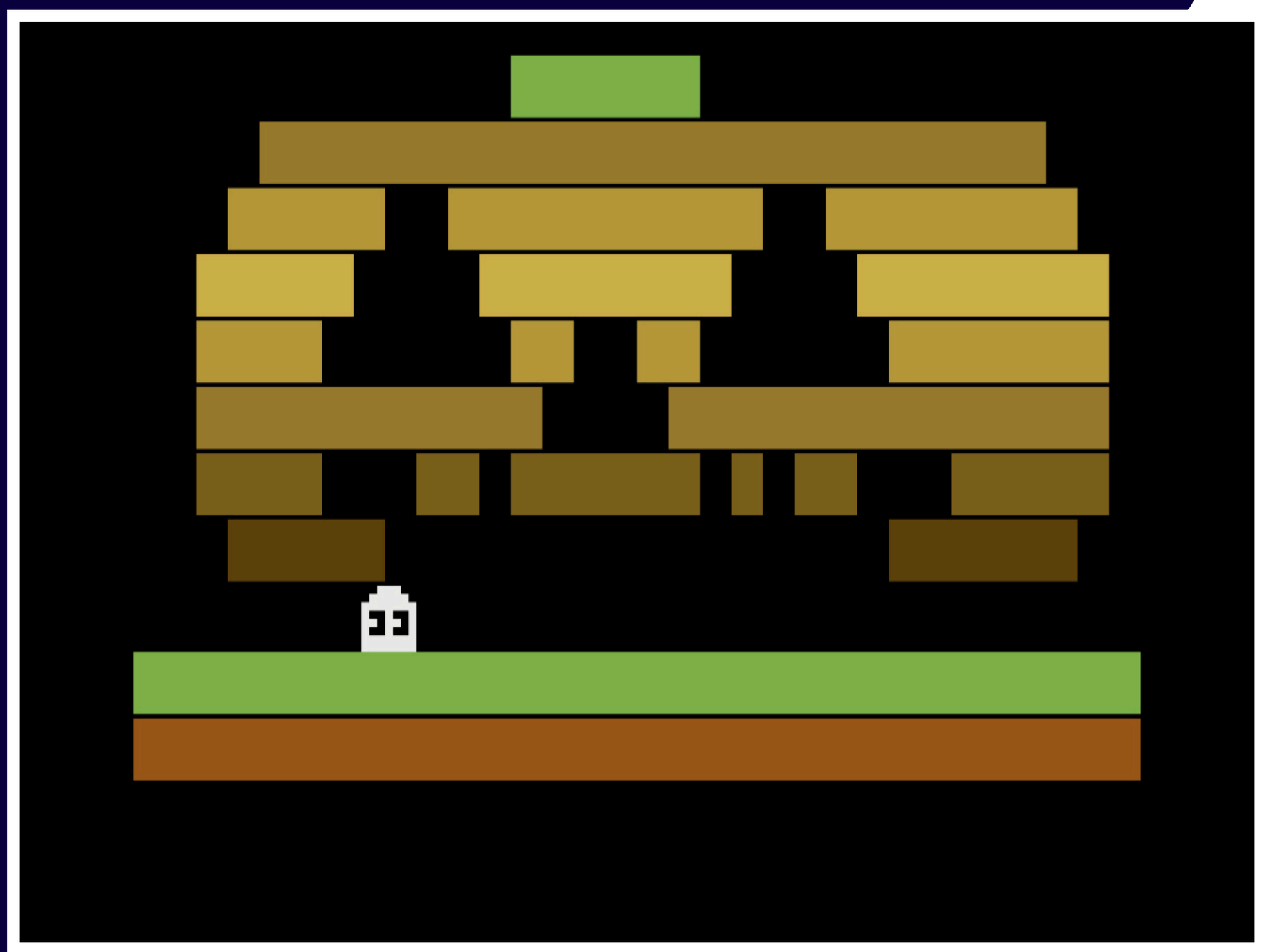
GAME CONTROLS



Left/Right Joystick: Moves the ghost horizontally around the house.
Fire Button: Makes the ghost jump to avoid proton beams or reach the candy.
BW (Pause) Key: Toggles pause. During pause, the screen changes color randomly. Press the fire button to exit pause.
Left B Key: Toggles spooky background music.
Reset Key: Resets the game to the title screen.

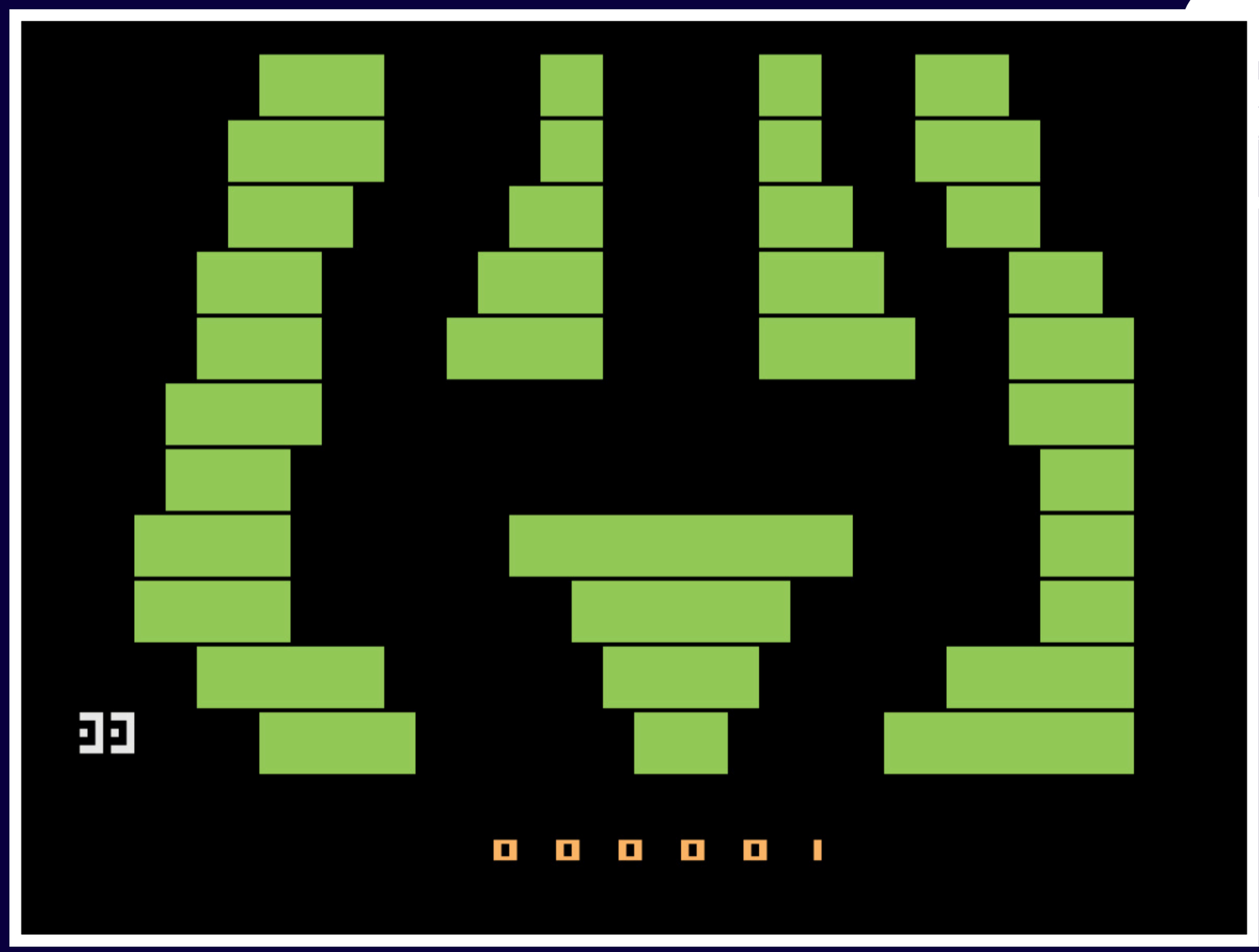
Appearance: A white specter with large eyes and a flowing tail.
Behavior: Moves horizontally with the joystick, jumps with the fire button, and collects purple pills by touching them.
Animation: The ghost alternates between two frames of animation, creating a floating effect.

HISTORY GAME



In an old mansion shrouded in mist, a ghost wanders on Halloween night, seeking purple energy pills to maintain his ethereal form. These pills, scattered throughout the house, are the key to his survival in the physical world. However, the pumpkin head, an evil spirit with flaming eyes, tries to drive him away with lethal proton beams. After collecting 50 candies, the green wizard, a cruel sorcerer, enters the battle, intensifying the challenge. When his lives run out, the green wizard lets out an evil laugh: "Muahaha!" Can you haunt the house and overcome these terrifying enemies?

GAME OBJECTIVE

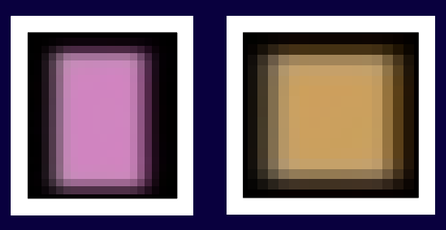


Collect Purple Candies: Move the ghost to touch the purple candies that fall from the enemy (Pumpkin Head or Green Wizard). Each candy is worth 1 point.
Avoid Proton Beams: Dodge the proton beams launched by the terrifying Pumpkin Head and the fearsome Green Wizard.
Survive: You have 5 lives (shown on the life bar). Lose a life by colliding with a proton beam. The game ends when all lives are depleted, leading to the end of the game with the unmistakable laughter of the Green Wizard.
Maximum Score: Collect as many candies as possible before game over.

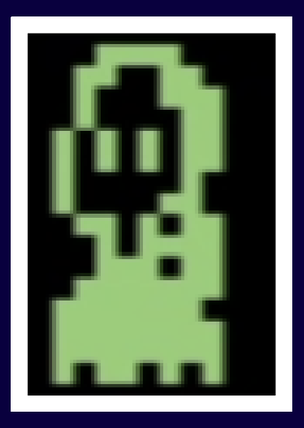
GAME INFORMATION

Popcorn Ghost (Player)
Popcorn was a child in life who loved Halloween, but he died very young after being run over near a Halloween-themed mansion. His spirit will not rest until he consumes candy, an unresolved case in life.

Pumpkin Head
A Halloween spirit possessing a pumpkin can guide the spirits wandering this time of year, so they can feel alive once more, giving them candy to make lost souls feel happy.

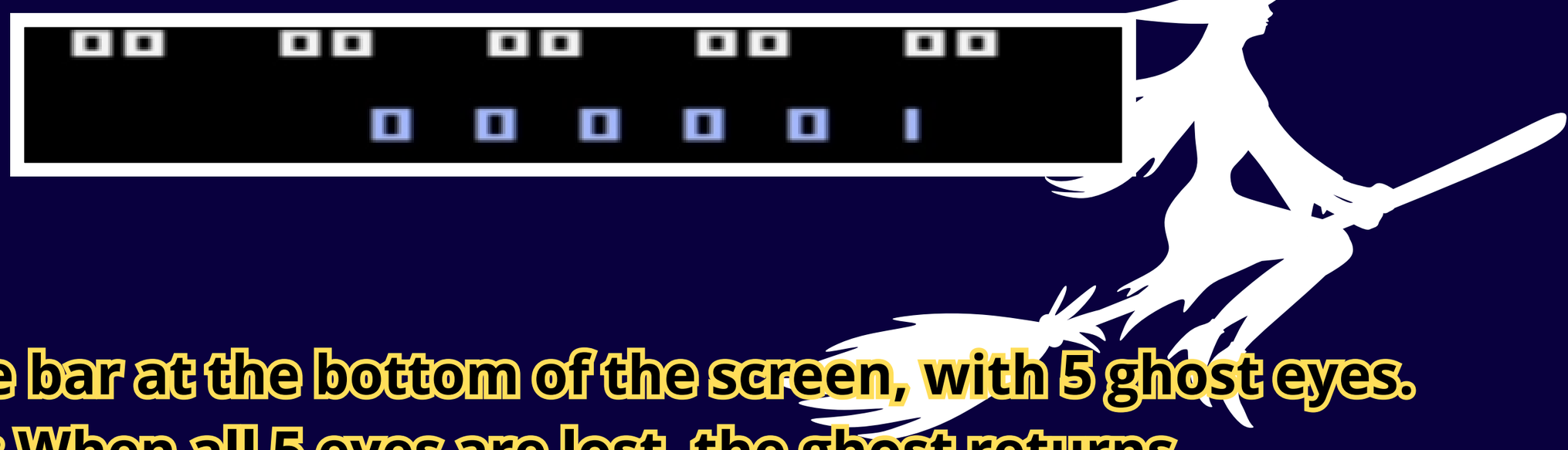


Throws purple candies
The purple "squares" are the candies that are thrown, and when they fall to the ground and bounce to the left of the screen, the purple candies fall from the ceiling, which will do everything to hit the ghost. They behave differently.



Green Wizard
Replaces the pumpkin head after collecting 25 pills. Identical behavior to the pumpkin head, representing an evil wizard.

On game over, emits a macabre "muahaha" laugh.



Lives

Display: Life bar at the bottom of the screen, with 5 ghost eyes.
Game Over: When all 5 eyes are lost, the ghost returns permanently to its spiritual dimension, ending with a macabre laugh from the green wizard.

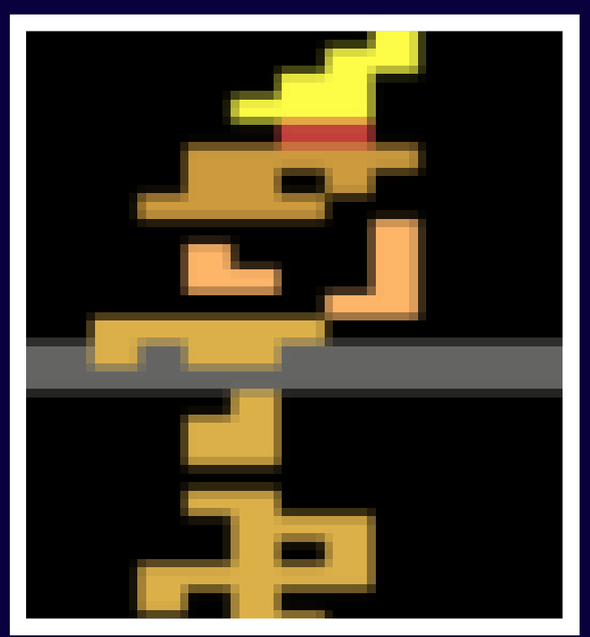
Sounds

Green Wizard's Laugh: On game over, a macabre "muahaha" laugh.
Background Music: Spooky melody, activated by the Left B key.

Tips

Avoid Proton Beams: Watch out for the proton beams falling from above. Use the jump (fire button) to dodge, especially when the speed increases after 25, 50, 75, or 100 pills.
Collect Pills: Position the ghost under the enemy (pumpkin head or green wizard) when the pills fall. Jump to reach them if necessary.
Manage Lives: You have 5 lives. After each collision with a proton beam, the ghost returns to the center of the screen. Plan your moves to avoid losses.
Strategic Pause: Use the Left/Right key to pause and plan your next moves. The screen changes color during the pause, maintaining the Halloween atmosphere.
Spooky Music: Turn on the background music (Left/Right key) to immerse yourself in the Halloween atmosphere, but turn it off if you need to hear the game's sounds (jumping, collecting, collision).

CREDITS



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Distributor: Olioni Games

Alfredo Arias is a young man passionate about retro games and, in his spare time, he is an Atari 2600 programmer, discovered by Mr. Olioni, founder of Olioni Games, who made him an offer to become one of the five official programmers of Olioni Games.

Author's Notes
Ghost Stories is a Halloween game that combines fun and challenge with a spooky twist. The green wizard's laugh at the game over adds a mischievous vibe, while the purple candies, orange pumpkin head, and green wizard create a perfect Halloween atmosphere. Have fun haunting the house and challenging your enemies!

END.