

HOUSE OF DEVILS

GAME MANUAL



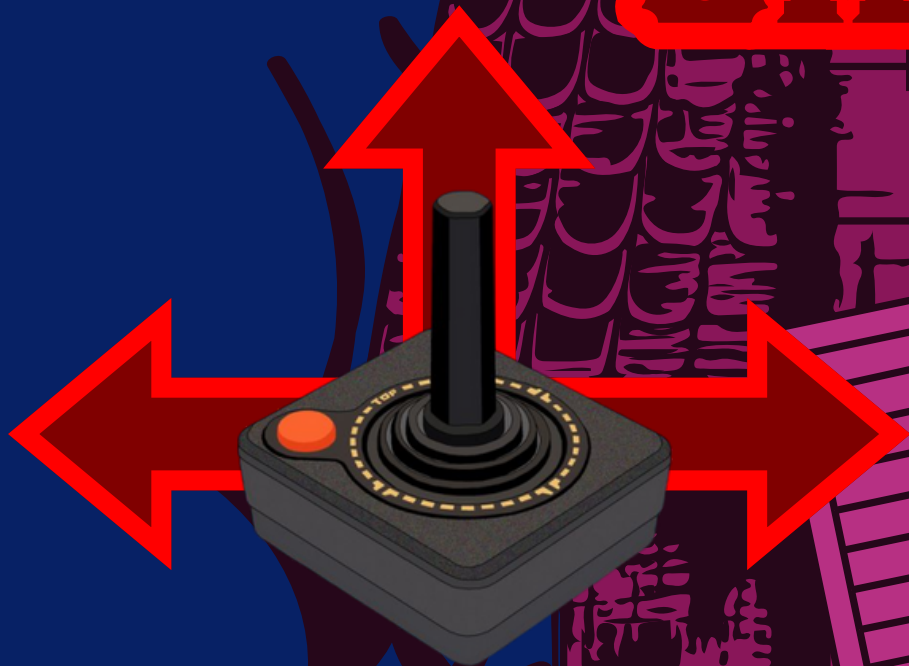
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PROGRAMMED BY XBATVAXEL

House of Devils is compatible with your Atari 2600 console systems.



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GAME CONTROLS



Move: joystick left / right

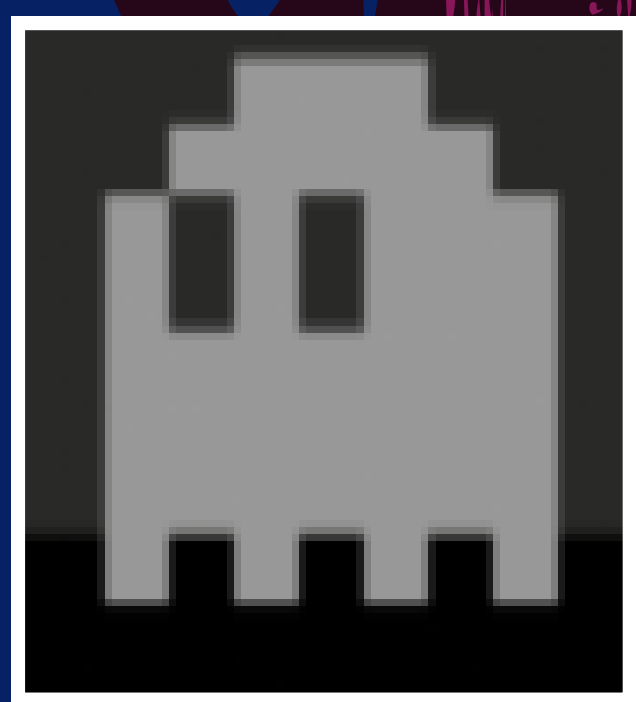
Climb platform: joystick up

Leap: joystick button

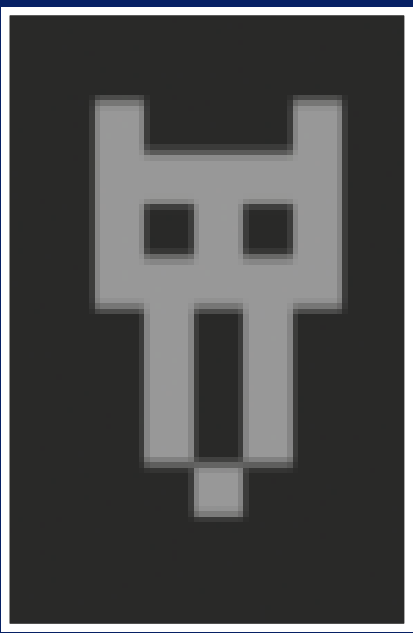
The player fails to complete a room if the ghost either falls out of the screen, or if it collides with an enemy ("devil"). Depending on the room, these enemies can be stationary, move around, or shoot bullets at the ghost. Upon colliding with an enemy, the ghost is returned to the main hallway.

The ghost has an infinite number of “lives”. However, when returned to the main hallway from a room due to collision with an enemy or falling out of the screen, all progress in that room is reset.

The ghost moves along platforms and elevators. It attaches automatically to any platform it touches. Leaving a platform will cause the ghost to fall down. When the ghost falls out of the screen, it is returned to the main hallway. In addition, the ghost can do an instant leap in the horizontal direction it is facing. This leap can be used to skip obstacles or to reach a platform that is otherwise not accessible. In summary, controls are as follows:

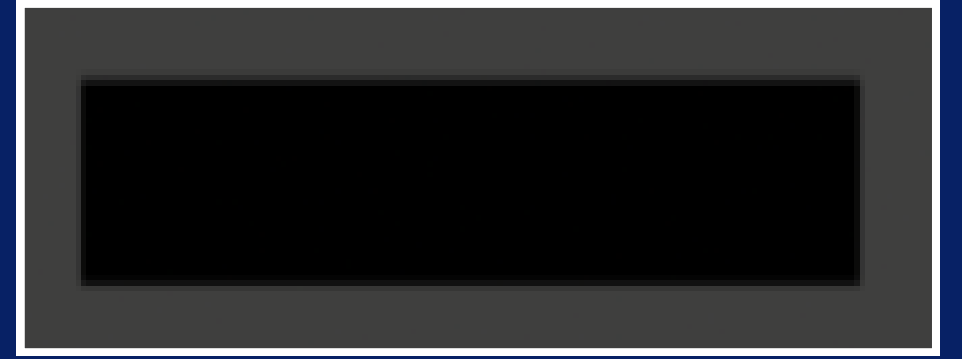


Ghost (player)



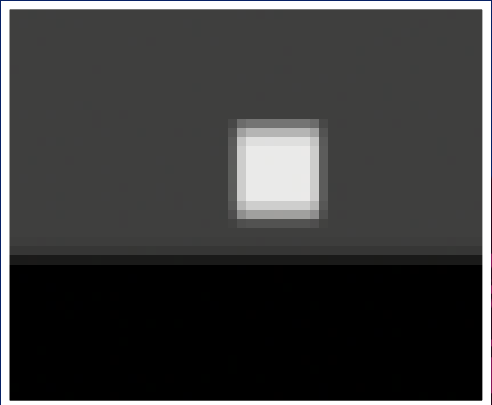
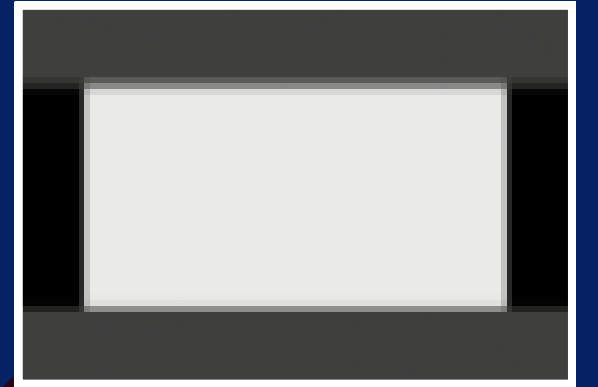
Devil

Platform



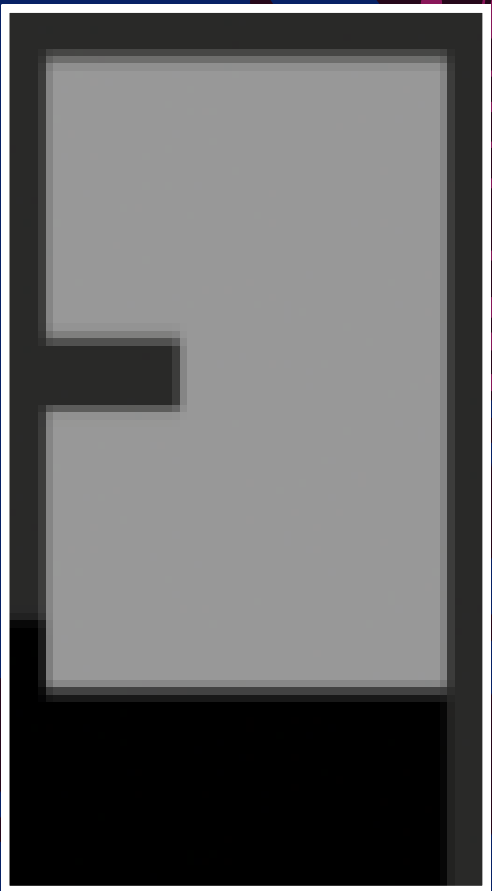
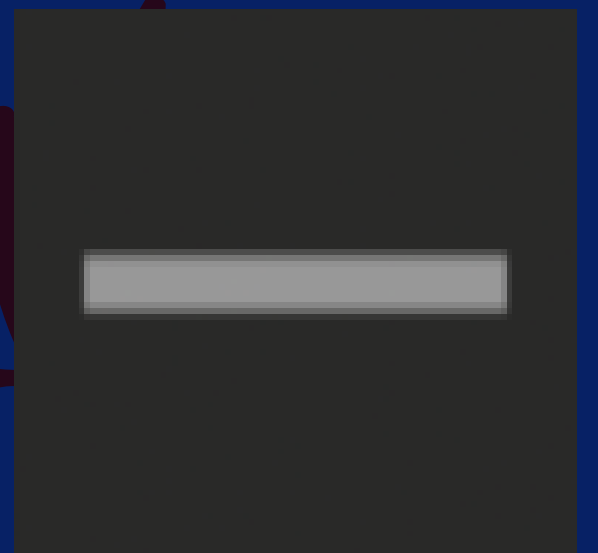
Floor switch

**Trap /
moving
platform**



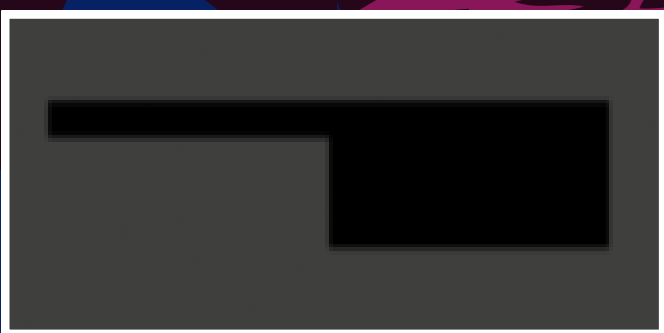
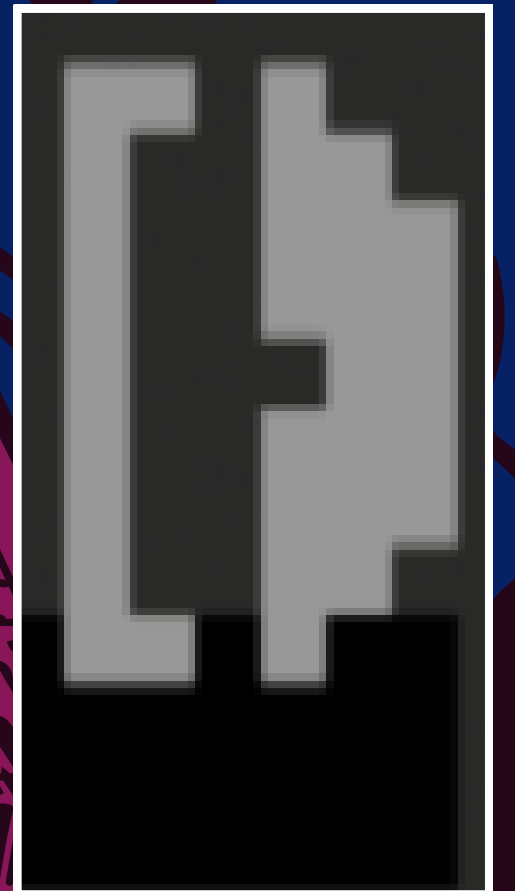
**Tripping stone
/ bullet**

Elevator



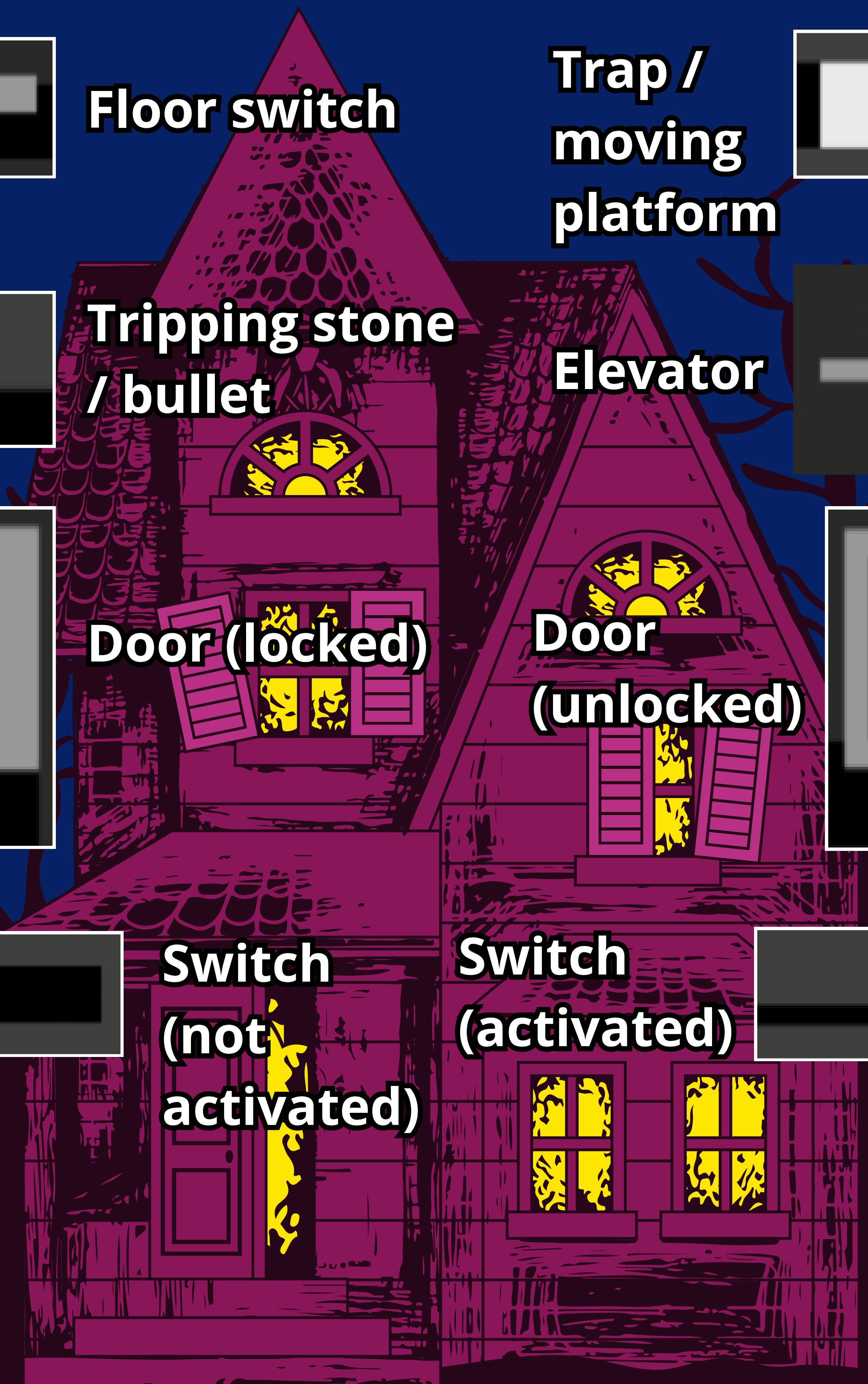
Door (locked)

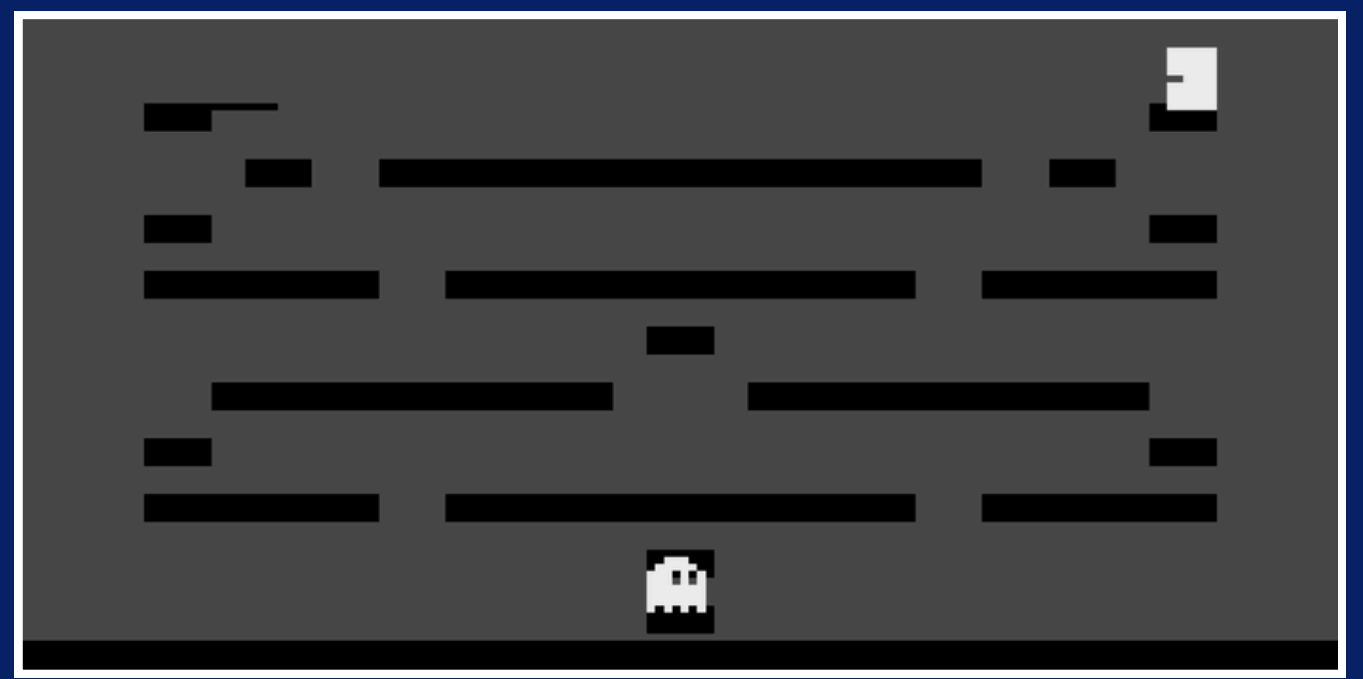
**Door
(unlocked)**



**Switch
(not
activated)**

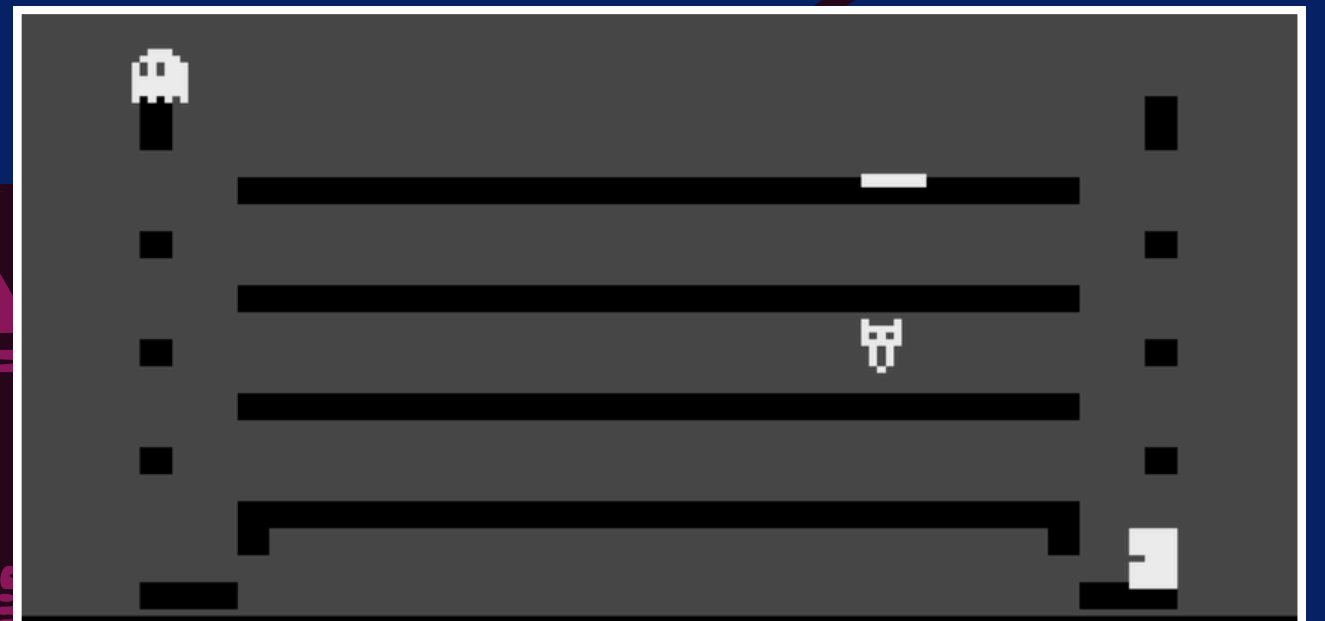
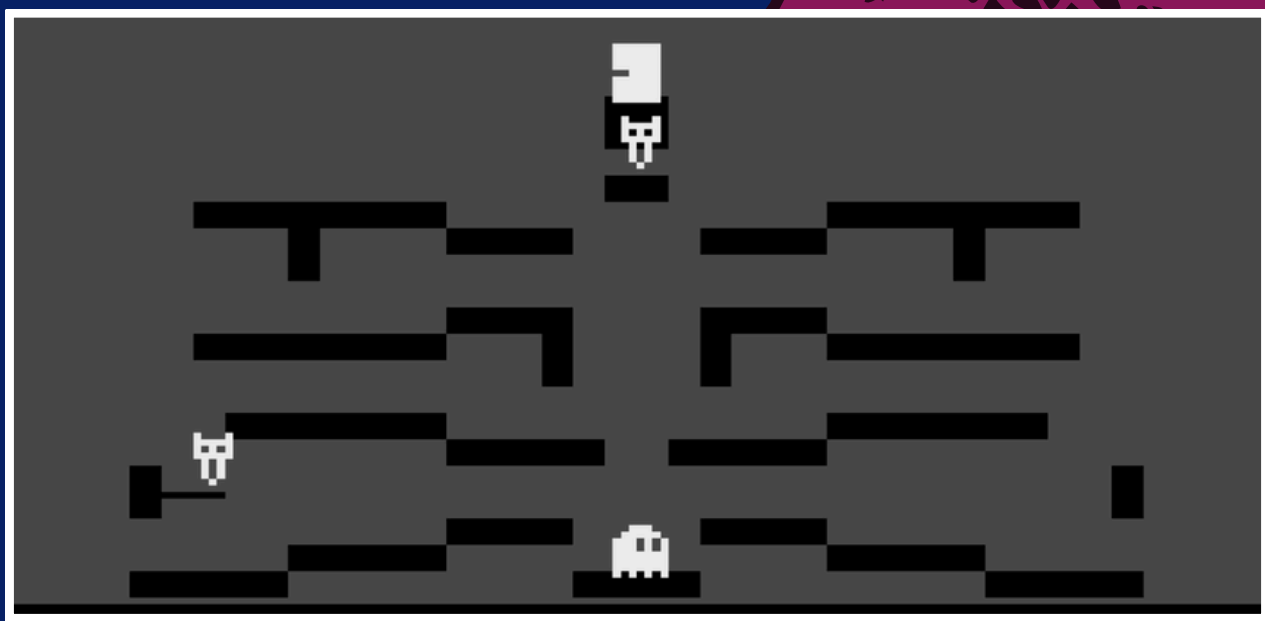
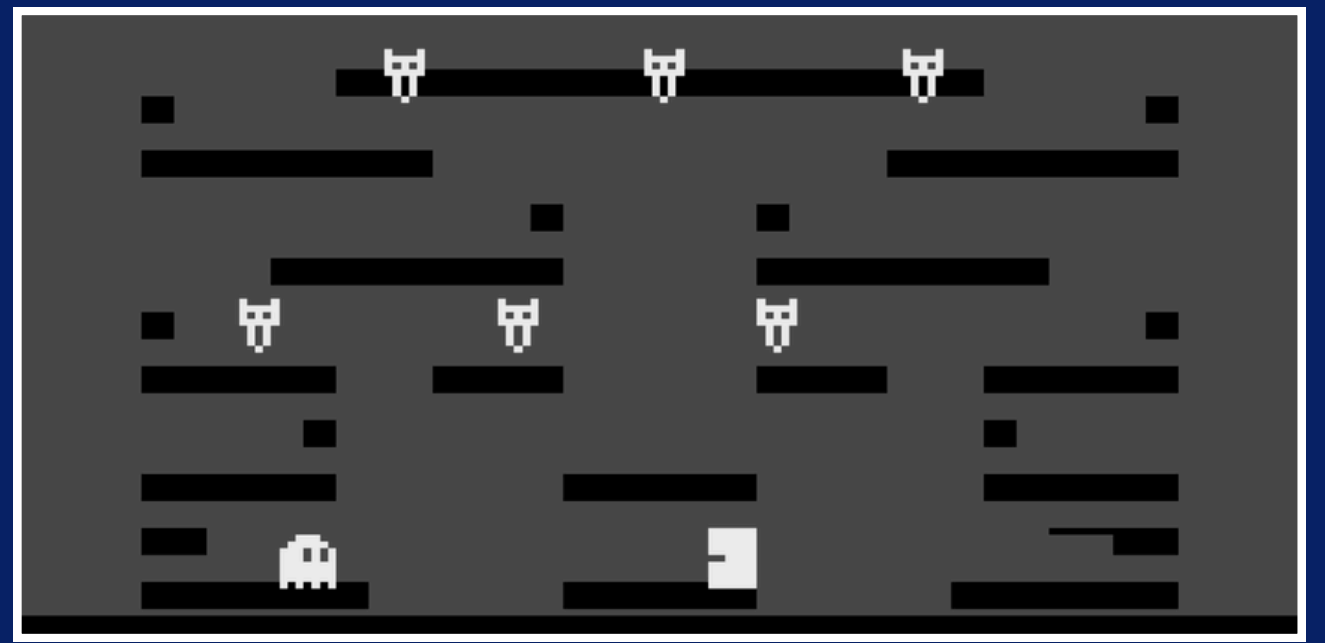
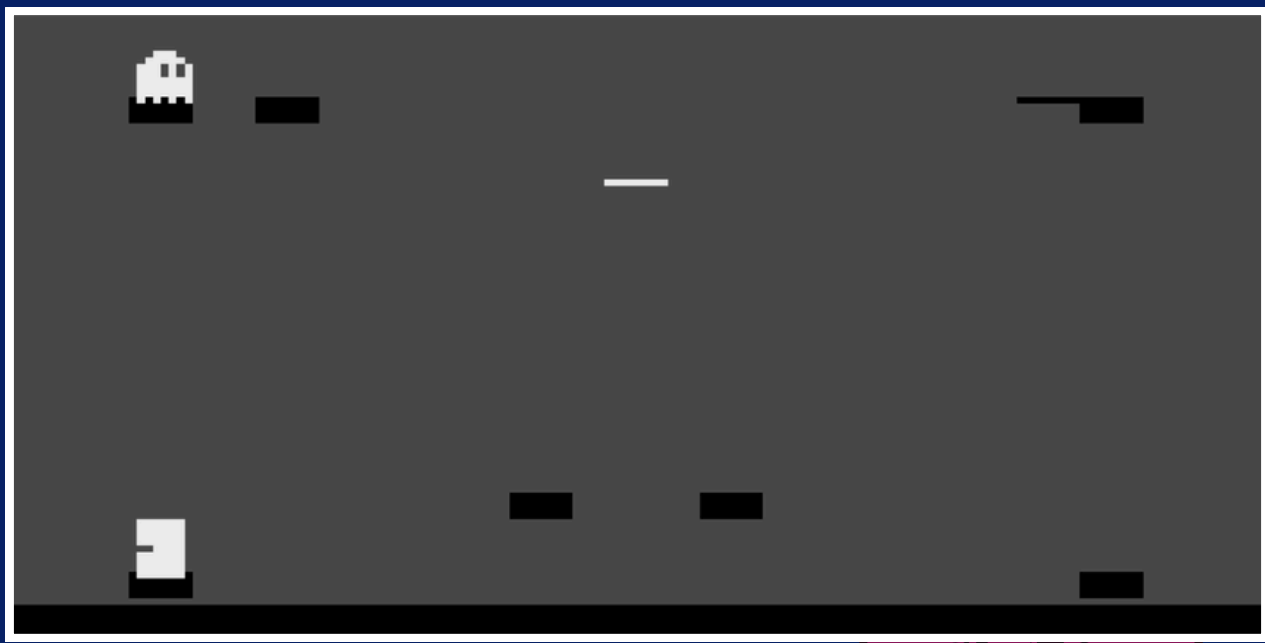
**Switch
(activated)**





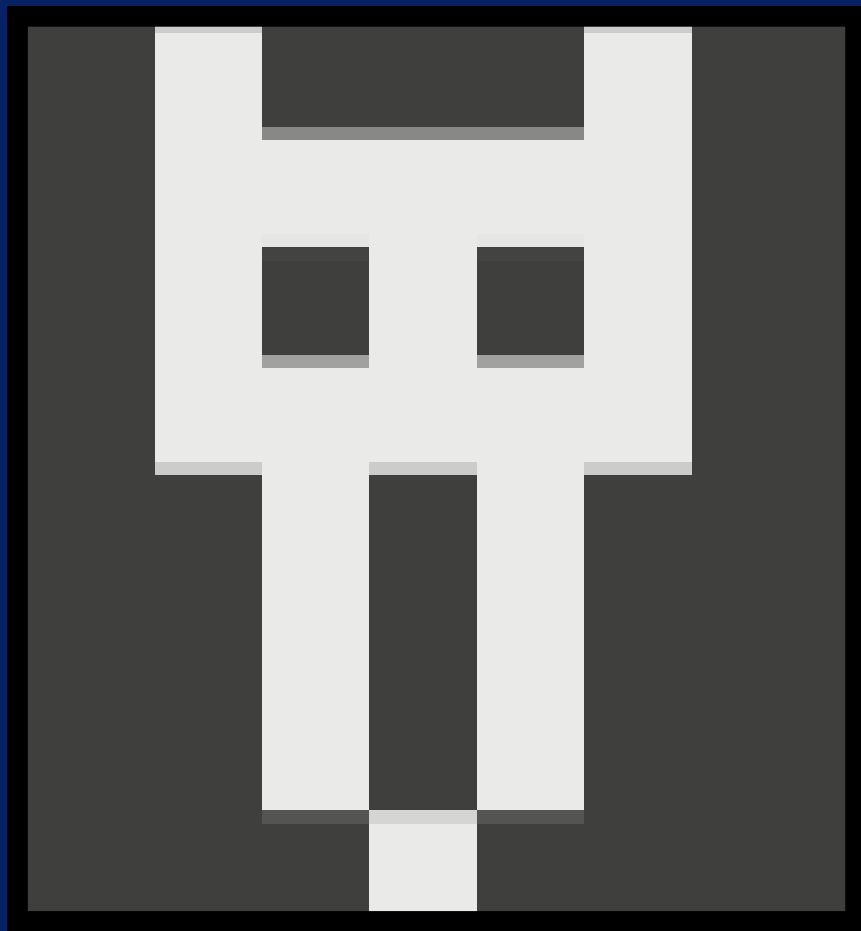
The game starts out in the main hallway, from where the ghost can access doors to eight rooms in arbitrary order. The door to the ninth room remains closed until all other rooms have been completed. In order to complete a room, the ghost must unlock the exit door by activating a lever. Afterwards, the unlocked exit door must be reached by the ghost. Once a room has been completed, it cannot be accessed anymore. Each room contains a set of traps and obstacles. When entering a room, it can be useful to “study” it for finding the easiest way to the black lever, and to the exit door.

GAME OBJECTIVE



The player navigates a ghost that must successfully reclaim its haunted house by traversing and complete all of its nine rooms.

ANNOUNCES



Programmer: Xbataxel
Designer: Xbataxel
Developer: Olioni Games.



Olioni-Man

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