

Lost Soul Underworld Game Manual



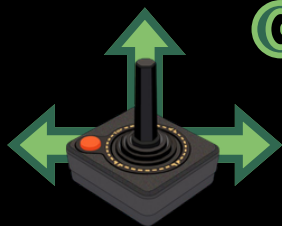
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Programmed by Xbataxel

Lost Soul Underworld é Compatible with Atari 7800+ and Atari 2600+ systems. Requires cartridge RAM support. Not compatible with standard Atari 2600 / 7800 hardware.



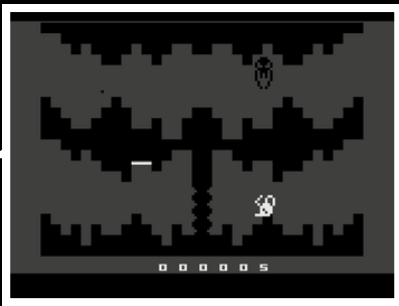
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Game Controls.



- Walk left / right: joystick left / right
- Climb up wall: joystick button (hold) while touching wall
- Fly short distance: joystick up (hold) and left/right (optional)
- Strike with scythe: joystick button

The current underworld cave number is displayed at the bottom of the screen. Each of the caves consists of several rooms. The current room can be left by exiting on the left or the right side of the screen. The player must navigate the caves by walking, climbing, and flying.



For reaching higher walls, it is often necessary to fly towards the wall. Touching the wall will make the reaper stick to it, such that it can be climbed up. A continuous flight is only possible for a short distance, after completion of which the reaper will fall. When striking the scythe while falling, the reaper can cling to a ledge, provided it is close enough.

Lost souls are collected by touching them. If all lost souls in a cave have been collected, the game will continue with the next cave.

Collection of all lost souls in a cave will typically require interaction with certain items, such as switches and keys. Items are described below.

Enemies must be avoided. While most of the enemies can be destroyed by striking them with the scythe, some require a particular approach. Enemies are described below.



Colliding with an enemy or falling to the bottom of the screen will result in death of the reaper, such that the current cave is restarted from the beginning. The reaper has an infinite number of attempts ("lives") to complete a cave.

Game Objective

The player must navigate the grim reaper through 13 caves of the underworld, while collecting lost souls, and avoiding or destroying enemies.

Items / objects



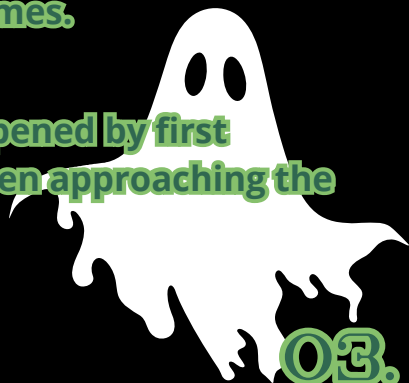
A lost soul is collected by touching it. Collection of all lost souls completes a cave.



Touching a switch activates it, such that some action takes place in the cave (for example, a wall opens). Some switches can be activated several times.



A locked wall can be opened by first collecting a key and then approaching the wall.





Teleporters look like a pair of flashing switches. By moving onto one of them, the reaper is transported immediately to the other teleporter.



The last cave contains an exit door. If the reaper reaches this door, then the game is complete.

Enemies



The stone falls from the ceiling of the cave. The reaper must avoid or destroy it by a strike with the scythe. Stones do not fall to the very left and right of a room, so the reaper is safe there.



The bat flies horizontally through the cave room. It can be avoided or destroyed by a strike with the scythe. Upon re-entering the room, the bat will be back.



The monster floats along the ceiling of the cave. It follows the reaper, and attacks from above. The monster must be avoided, as it cannot be destroyed.





The devil appears only for short moments, and is invisible otherwise. It can be avoided or destroyed by striking it with the scythe. In the latter case, it does not matter if the devil is visible or not.



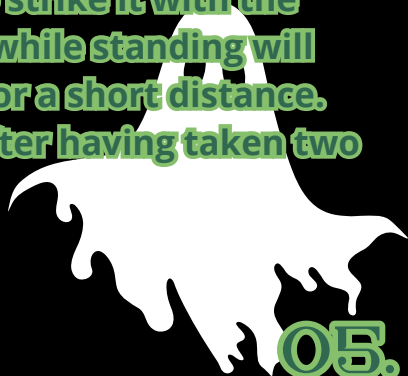
The squisher is a wall that opens and closes. The reaper can pass through an open squisher, but is killed when touching a closed squisher.



The floating head acts like a roadblock. It cannot be destroyed, and must therefore be avoided.



The eater approaches the reaper slowly from the front, but will speed up significantly if the reaper turns its back to it. The only way to destroy the eater is to strike it with the scythe in flight. Striking while standing will make the eater retreat for a short distance. The eater is destroyed after having taken two hits with the scythe.





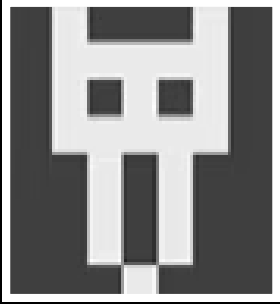
The flying devil can pass through any wall or obstacle. It can be destroyed by two consecutive hits with the scythe. The first hit will make the flying devil retreat. This phase is indicated by a flashing pattern. If the flying devil takes a hit during this phase, it is destroyed. Otherwise it will recover, and return to approach the reaper.

Cheat for cave skip

Since progress is lost upon ending the game, there is a "cheat" for skipping caves. This cheat consists in positioning the reaper at the left side of the screen at the position indicated in the picture below. It does not matter which playfield is active, or which vertical position the reaper is located at. Once the indicated horizontal position has been reached, press joystick down and the joystick button simultaneously. This will end the current cave, and start the following one.



Credits.



Programmed by Xbataxel
Designed by Xbataxel
Distributed by Olioni Games

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.



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