

Lost Soul

Game Manual



©2026 OLIONI GAMES.
Programmed by Xbataxe1

Lost Soul is compatible with your Atari 2600 console system, tested even on the new Atari 2600+.



Note: All rights reserved belong to the programmer Xbataxel, game belongs to the distributor Olioni Games, it is forbidden to sell homemade cartridges without authorization and without the rights of Olioni Games, the only authorized producers are BAH! GAMES and 8 Bits Milli Games.

Game Controls



Walk left / right: joystick left / right
Strike with sickle: joystick button
Climb vertical wall: hold joystick button (must be touching wall)
Fly short distance left / right: joystick up and left / right

Flying through the blocks of the playfield is not possible. If the flight duration is too long, the reaper will fall down (there is no fall damage). When touching a wall while flying, the reaper will stick to the wall. It can either climb up the wall or turn away from it, which results in falling down. While falling, the reaper can strike with the sickle.

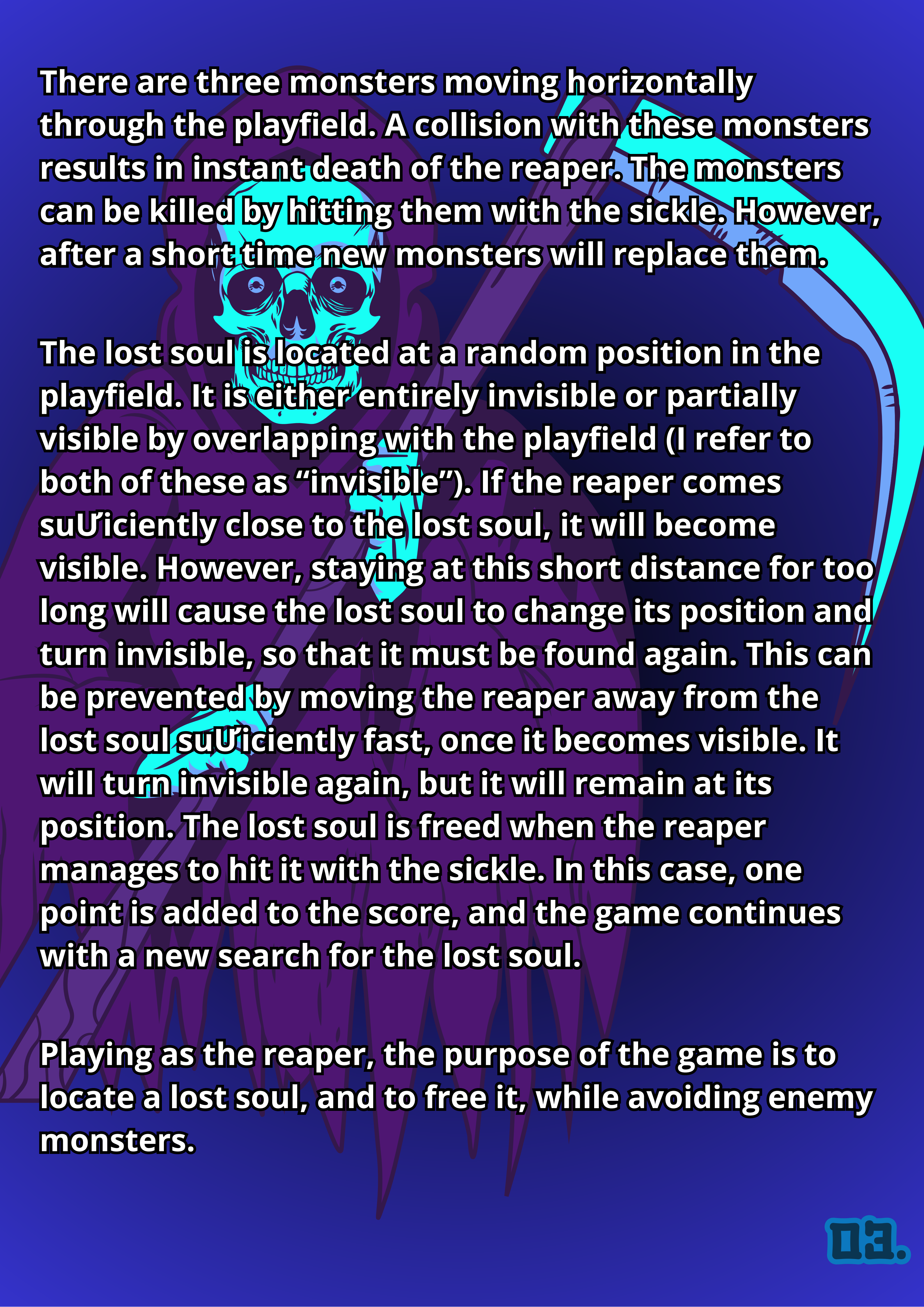
Game History



The reaper, an entity responsible for guiding or searching for lost souls in this spiritual world to show them the way, was called upon to search for some new souls who are lost between dimensions. Evil spirits and demons want to possess these souls, but the reaper needs to prevent and perhaps "save" them.

Game Objective



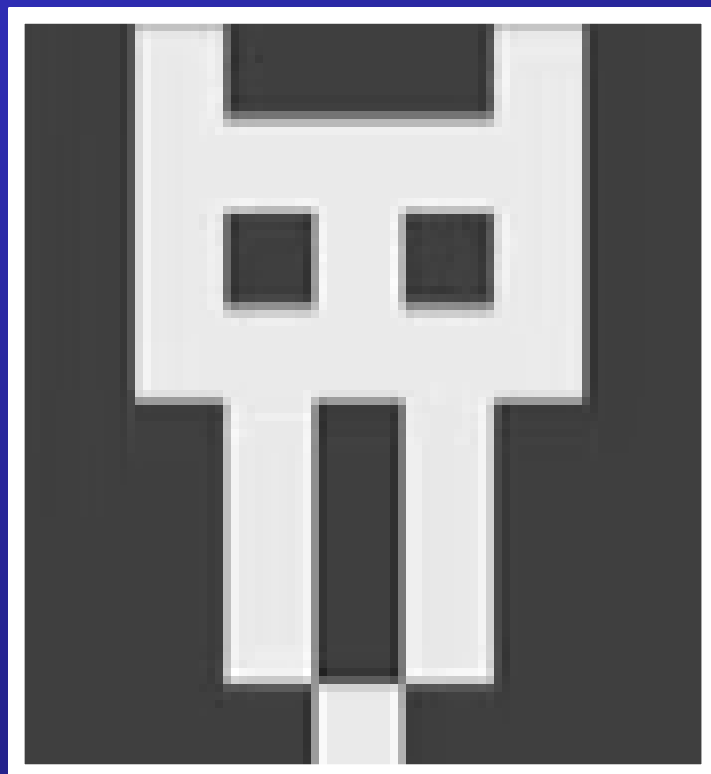


There are three monsters moving horizontally through the playfield. A collision with these monsters results in instant death of the reaper. The monsters can be killed by hitting them with the sickle. However, after a short time new monsters will replace them.

The lost soul is located at a random position in the playfield. It is either entirely invisible or partially visible by overlapping with the playfield (I refer to both of these as “invisible”). If the reaper comes sufficiently close to the lost soul, it will become visible. However, staying at this short distance for too long will cause the lost soul to change its position and turn invisible, so that it must be found again. This can be prevented by moving the reaper away from the lost soul sufficiently fast, once it becomes visible. It will turn invisible again, but it will remain at its position. The lost soul is freed when the reaper manages to hit it with the sickle. In this case, one point is added to the score, and the game continues with a new search for the lost soul.

Playing as the reaper, the purpose of the game is to locate a lost soul, and to free it, while avoiding enemy monsters.

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.

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.



**© 2026 OLIONI GAMES.
MADE IN EUA**