Werewolf Attack
Game Manual



©2026 OLIONI GAMES INC
Programming: João Pedro F.Olioni

Werewolf Attack is compatible with your (original) Atari 2600 and Atari 2600+ video game systems.



All rights to the game are reserved by the developer, Olioni Games. Making copies without authorization—or without ensuring the appropriate earnings reach the programmer, João Pedro F. Olioni—is prohibited. The only party authorized [to distribute or copy the game] is 8bitMilligames.



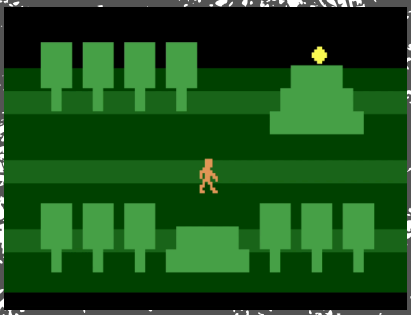
Controls

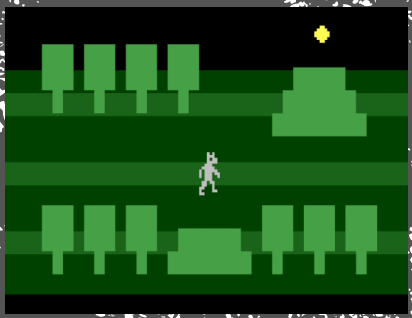
Players control the monster as shown in the example to the side: LEFT/RIGHT/UP/DOWN.

The "FIRE" button starts the game, while the "RESET" button allows players to exit the "Game Over" or "You Win" screens.

The environments are a bit sticky, which can make the gameplay slightly difficult, but it's nothing that can't be mastered.

Game History





In a small village nestled in the mountains, a curse takes hold: a supernatural beast descends upon the settlement to devour its inhabitants. People are warned not to linger in the forest, the village, or the surrounding highlands after midnight, for this creature roams in search of human blood. While many claim it is merely an ordinary wolf, the few who have survived an encounter with it insist that it is no common wolf or dog.

Many claimed that a man was accused of being the beast; he was killed and buried in the forest. Yet, some say they have seen him alive, wandering through the woods in the afternoon. Many others insist that he was indeed killed, and that it is his spirit that still roams, transforming into this beast.

Game Objective



The player-controlled Beast must satisfy its hunger—even in death. It has six hours to devour as many unsuspecting people as possible—those who do not believe in the legend—before dawn breaks and it reverts to being nothing more than a tormented soul wandering the forest.

Fill the gauge in the top-left corner, which tracks the number of people devoured; once it is full, the Beast can finally rest for a while.

People and Obstacles



A farmer and a young couple are in the forest near the village, enjoying the coolness of the night, which features a very chilly, refreshing breeze.





A small wolf roams the forest; upon noticing the beast encroaching on its territory, it prepares to defend itself—but since the intruder is a supernatural creature, the wolf only ends up getting in the werewolf's way.



A child and a local housewife, who are outside, are enjoying the cool night air—unaware that something is lurking nearby, waiting to devour them.

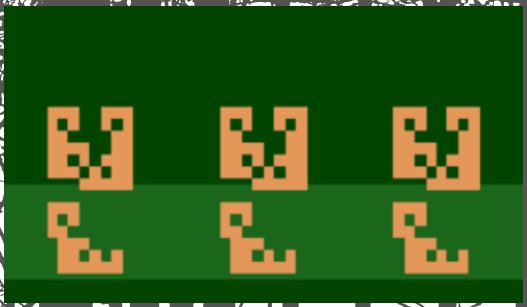




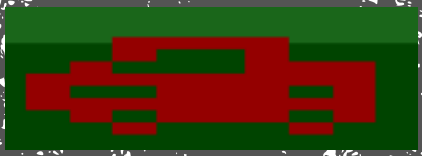
A hunter protects the village from a supernatural legend. Bullets do not affect the beast, though they can slow it down, leaving it vulnerable at 6:00—at which point it can be killed with silver bullets. However, the beast can kill the hunter in the split second after a shot is fired, striking him before he has the chance to shoot again.



A young couple and groups of children in the mountains, enjoying the stars and the tranquil night—yet still running the risk of being



devoured by the werewolf that continues to roam the mountains in the dead of night.



A pickup truck drives past the throngs of people heading back to the village; they are traveling along a single trail, which might obstruct the beast's path—though it will only delay it, as the creature cannot be killed.

Olioní Games Challenge



If players reach the end, take a screenshot of the screen, and send it to the website's email address, they will receive a personalized poster and a November coupon code—though please note that only this specific coupon code can be used.

Credits



Programming: João Pedro F. Olioni
Design: João Pedro F. Olioni
Distribution: Olioni Games
Cover Art: João Pedro F. Olioni
Produced by 8bitMilligames

Since he was a child, Mr. Olioni has always wanted to create games. During his adolescence, he tried some small projects but without success, he began his dream with determination in 2023, studying computing at college.

In 2024, Olioni Games Inc was founded. Since then, Mr. Olioni has had many projects and intends to expand his company even further.

END.

You're likely familiar with the vast world of games available for the Atari 2600, but what about a world offering a diverse range of titles covering everything you could possibly imagine? If the answer is "No," why not check out the games from Olioni Games?

Simply scan the code next to this to enter a point of no return, where you'll find titles from OLIONI GAMES.

NEW GAMES

game program™

ABDUCTEE ROOM

Use with Joystick Controllers



OGI-46

Programming© João Pedro P. Olioni © 2026 OLIONI GAMES.
Cover art João Pedro P. Olioni Produced by 8bit MILL Games

game program™

CAVERN CREEP

Use with Joystick Controllers



OGI-47

PROGRAMMED BY XINTRIXL ©2026 OLIONI GAMES.
COVER ART JOÃO PEDRO V. OLIONI/PRODUCED BY 8 BIT MILLI GAMES

game program™

DARK HAUL

Use with Joystick Controllers



OGI-48

PROGRAMMED BY XINTRIXL©2026 OLIONI GAMES.
COVER ART BY JOÃO PEDRO P. OLIONI - PRODUCED BY 8BITMILLIONAIRE