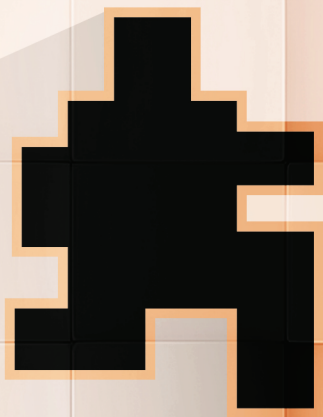


STAGE FIEND

FOR THE ATARI 2600



**INSTRUCTION
MANUAL**

Story:

You wake up in an unfamiliar room, and the only way forward is through the door. As you enter, you realize the truth—you're trapped in a deadly game. Each room presents a new challenge filled with traps, vanishing platforms, and sudden obstacles.

At the end, the final door shows a glimpse of the outside world. But before you can escape, you must defeat the demon who rules this place.

Can you survive and break free?

Stage Fiend – The Ultimate Challenge

Stage Fiend is a platformer with 5 unique stages, each containing 5 deadly levels. Every stage introduces unpredictable obstacles and dangers you must avoid. Focus, patience, and a cool head are essential—you must not get angry, as that could be fatal.

Stages:

Stage 1 – Abyss Descent

Stage 2 – Crimson Spikes

Stage 3 – Sawblade Frenzy

Stage 4 – Rift of Space

Stage 5 – Switch of Fate

Controls:

Fire Button: Start game / Jump

Joystick left: Move left

Joystick right: Move right

Joystick forward: Continuous jump

Reset: Reset game

Game Mechanics:

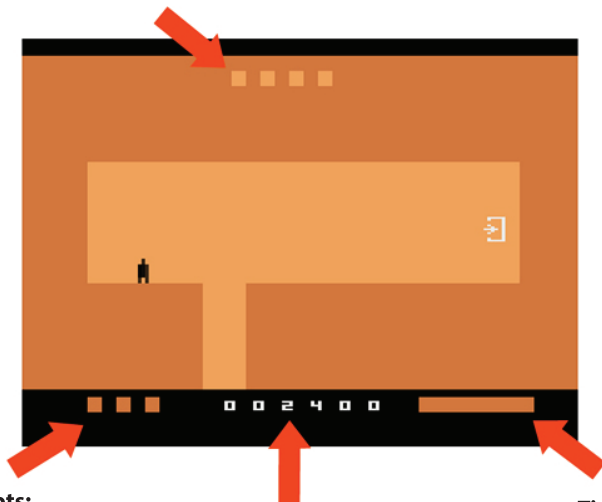
Lives: Each level has 3 attempts. If you fail to complete the level in 3 attempts, it's Game Over.

Time Bar: The time bar decreases as you progress through the level. If the bar runs out before you finish the level, you lose a life (attempt). The bar will not decrease at the beginning of the level until you move with the joystick, allowing you to use the start of the level as a pause.

Scoring: Points are awarded based on speed and number of attempts. The faster you finish a level and with fewer attempts, the more points you will earn.

Level in Stage:

Current level within the stage



Attempts:

Current number of attempts

Score:

Current score

Time Bar:

Remaining time to complete the level

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Testing & Suggestions

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KIKI 2025