

Obake (ColecoVision)

A downloadable game

$5.00 USD or more

In OBAKE you have to eat all the food items on the screen while dodging the enemies and avoiding the poisonous mushrooms. If you manage to eat two or three items in one bite, you'll get extra points!

Each round features a number of enemy ghosts that will try to catch you, making you lose a life. You get an extra life every 20000 points.

There's also a time limit, which is reduced in later stages. You get bonus points for the remaning time when you clear each round.

Play options

You can play the game in normal or FAST mode. In normal mode, you start at a reasonable pace, which ramps up in stages 2 and 3. In fast mode, you (and your enemies!) will move fast from the get-go. This gives you the chance to clear the screen faster and score more time bonus points.

You can use the CONTINUE option to start where you left off in the last game, but your score will be reset.

You can also start directly in STAGE 2 or STAGE 3, and try to finish the game that way!

Controls

Use the ColecoVision controller or a compatible joystick to move your ghost in 8 possible directions and eat all the food within the time limit.

You can use the fire button to cut short game transitions.

You can pause the game with either [1] or [*].

Running the game

The game is supplied in ROM cartridge format. To play the game, load the ROM file in you favourite ColecoVision emulator. Most emulators will map the controller to the keyboard, in case you don't have a compatible controller.

To play on original hardware, you will need a suitable flash cartridge that accepts a standard SD card or USB drive. There are several options on the market for that.

You can also play the game on the CollectorVision Phoenix console, if you are the lucky owner of one.