

GAME PROGRAM

INSTRUCTIONS



DELUXE

An Atari 2600 Game
by Artisan Retro Games & KabutoCoder

Why are they here?

And why are they stealing our gold?

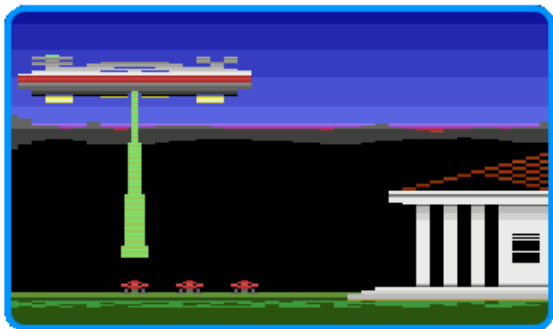
Yes, once again, the Earth seems to be the universes' favorite place to invade. This time, they are here for our gold. Not for its beauty or for its value, but because their Time-Space Distortion Units require it. Without gold, they can't travel through interstellar space.

For every invasion, one hero will step forward to save the day, but Umi is not your regular hero. Umi is a science professor and when he is not teaching, he loves tinkering with alien tech.

Most people found his obsession a little bit odd, but today, everyone is about to think differently. You see, Umi has the only equipment that can stop these gold robbing aliens. He has a High-Power Electro-Harmonic Multi-Wavelength Alien Encapsulator. That's a mouthful; Umi just calls it "the Net."

And he also came prepared with a few extras in his backpack: Mega Vitamin Bars for strength, a Freeze spray when things get too chaotic and extra Omni-Spectrum Power-Packs that temporarily enhance the Net.

Thankfully, the world has Umi to save the world's gold!



Playing the Game

Plug the Joystick into the left port.

The B/W Color switch will pause the game.

The difficulty switches are not used.

At the title screen, Press up and Fire to start the game, press down and fire to view the High-Score table.

In the main game screen, the joystick will move Umi. Pressing Fire will cycle through the 4 different Net colors. Match the Net color to the Alien to capture it. Use the wrong color and the Alien will harm you. Get too sick, and the game is over.

Stop the Aliens from stealing the Gold. Capture them before they go off-screen. Lose 8 pieces of Gold and the game is over.

Umi has brought along a limited amount of "helper" items. Three of each. They can restore some health, freeze the aliens in place, or enhance the Net's power. See "Umi's backpack Items" for more details.

Each wave begins with a different and More Aliens. Finish all 15 waves to defeat the Aliens and receive a special reward.



What's on the Playfield?

Bonus Items



Umi – Our Hero



Omni-Spectrum Net



Freeze Spray



Mega-Vitamin Bars



Alien Stealing Gold

Status Bar



Remaining Gold

Wave # / Score

Health Gauge

Scoring

Get the Aliens before they steal the Gold.

Alien Captured = 200 points

Alien with Gold Captured = 100 points

Complete a Wave with the bank still full = 1000 points

Waves

This is not going to be easy.

There are 15 waves of Alien "thieves" that Umi must stop. With each new wave, there are new and more Aliens to capture. The Alien mother ship will send 5 more Aliens on each wave. That's 20 Aliens in the first wave and 90 Aliens on wave 15!

Umi's Backpack Items

Umi came prepared.

Along with his courage and amazing Net, Umi brought a backpack of supplies. They are kept at the start point on the road and will cycle though every few seconds. Umi could only carry 3 of each. That's all he will have for the whole attack. Use them wisely.

The Omni-Spectrum Net allows Umi to capture any colored Alien while his net flashes. Be careful as it only lasts a few seconds.

The Freeze spray will stop the Aliens dead in their tracks for a good long time, you still have to adjust the Net Spectrum to the right color to capture these frozen Aliens.

Every time Umi is touched by an Alien, he loses strength. At some point he will get sick and turn green. He can become too weak to continue. But Umi will regain some of his strength by eating one of the Mega-Vitamin Bars.

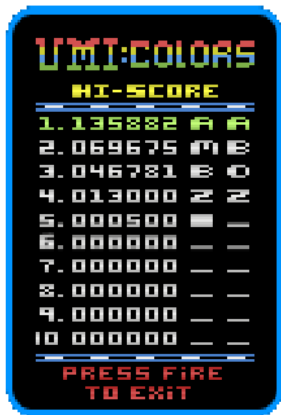
High Score Table

The cartridge has on-board data storage for the Hi-Score Table. No external dongle is needed. It will store the last 10 highest scores.

If you play the game and receive a high score, this table will appear at the end of the game.

Move the Joystick up or down to cycle through the alphabet. Move the joystick right or left to select either the first or last initial.

Press Fire to save the score once the 2 initials have been entered.



Some Background

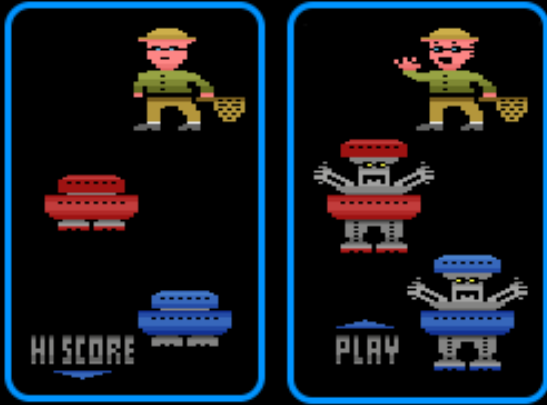
"Umi" was a highly popular educational software franchise in Venezuela back in the 1990s. It focused on early childhood education. It featured Umi and his friends in a collection of mini-games and sold over 300,000 copies.

KabutoCoder, the creator of the Umi franchise, now applies his beloved character to games for the modern computer and mobile devices.

KabutoCoder started developing video games as an amateur in 1982 and now as a professional since 1995. He founded the first video game studio in his native country of Venezuela. His most famous IP is "The Adventures of Umi" and his Mazinger Z super robot games.

Check out more of his work at <https://www.kabutocoder.com>

UMI:COLORS



This Deluxe Version of Umi Colors was ported to
PXE and enhanced by Artisan Retro Games
in cooperation with KabutoCoder

June 2026



<https://artisan-technology-workshop.com/video-games>

GAME SAVE



ENHANCED
CARTRIDGE