

Omicron instructions

Connections

A joystick in port 1 is used to navigate menus and play the game.

You can plug an optional joystick in port 2 to set the direction of the Omicron during gameplay.

Joystick port 2 can also be used to connect an AtariVox unit or a SaveKey unit.

AtariVox / SaveKey

If an AtariVox or a SaveKey unit is plugged in joystick port 2, the options and high scores for both the normal and hard game difficulties will be saved on the device.

The AtariVox unit will also provide additional audio during gameplay.

Console Switches

Left Difficulty

- set this switch to A position to enable colored background during gameplay
- set this switch to B position to disable colored background during gameplay

Right Difficulty

- set this switch to A position to select the following visual behaviour
 - virus units will appear with a solid symbol
 - virus cores will appear with a blinking pattern
- set this switch to B position to select the following visual behaviour
 - virus units will appear with a blinking pattern
 - virus cores will appear with a solid symbol

(for more informations, see Our Enemy and Stage Types below)

Select

- hold this switch while turning the console on to reset the previously saved hi-scores on the AtariVox or SaveKey unit

Reset

- use this switch to reset the game and return to the main menu

Color/BW

- set this switch to Color for NTSC consoles, BW for PAL consoles

Options Menu

- Difficulty

press FIRE to select the game difficulty

normal: you can collide with the infected area borders without suffering any consequence

hard: colliding with the infected area borders will slow you down, and for a while you won't be able to operate the Omicron anti-matter cannon in "Resist !" and "Rescue !" stages

(for more informations about stage types, see Stage Types below)

- Fire Type

press FIRE to determine how you will control the direction of the Omicron during gameplay

type 1: the direction will be determined by holding FIRE and moving the joystick in any direction

type 2 : pressing FIRE will rotate the Omicron 90 degrees clockwise

- Control

press FIRE to determine how the Omicron will accelerate during gameplay

control a : this control type offers higher acceleration

control b : this control type offers lower acceleration

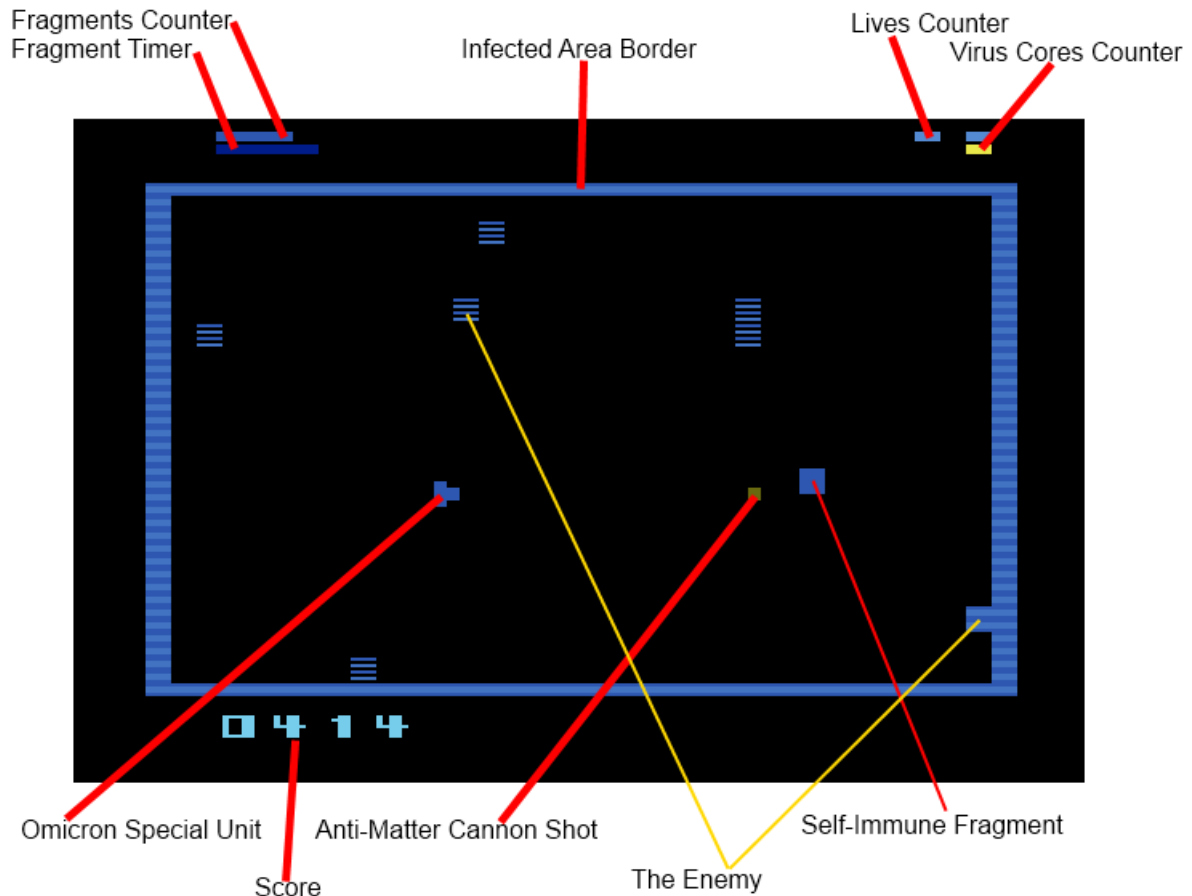
- 2.5 K

press FIRE to play a simplified version of the game *(see 2.5 K Version below)*

- back

press FIRE to return to the main menu

Gameplay Elements at a Glance



Our Enemy

Our lethal enemy is an alien virus, whose behaviour is known to mimic the four elements of water, fire, air and earth.

The virus shares its habitat with self-immune fragments of particles: to neutralize the enemy you need to collect a certain amount of such fragments.

Your HUD (*see Gameplay Elements at a Glance above*) displays an horizontal bar showing how many fragments are needed in order to clear each area from the virus.

Right below the fragment counter there's another horizontal bar, that is of uttermost importance as it shows the remaining time for collecting the current fragment: when the available time is about to expire, this bar will become blinking red.

When you enter an infected area, the enemy keeps spreading without paying attention to you: once you collect a fragment, the virus elements will become aware of your presence, and will start to hunt you down until another fragment appears.

During the hunting phase, the fragment timer bar will become yellow.

Gameplay Controls

Use the joystick in port 1 to move the Omicron across each infected area.

During “Resist !” and “Rescue !” stages, the behaviour of the FIRE button will be determined by the selected fire type in the options (*see Options Menu – Fire Type above*).

During “Absorb !” stages, pressing FIRE will break a previously collected virus core, allowing the Omicron to enter its absorbing state.

(for more informations about stage types, see Stage Types below)

Stage Types

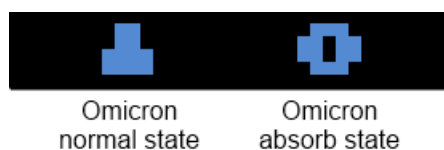
Resist !

- during these stages, you will have to eliminate the enemy with your anti-matter cannon

Absorb !

- during these stages you will not be able to operate the Omicron anti-matter cannon, but will have to collect up to three virus cores, and break them to activate the absorbing state of the Omicron.

Once the Omicron enters its absorbing state, its morphology mutates, making it possible to absorb virus elements simply by colliding with them.



The absorbing state only lasts for a short amount of time: when the Omicron is about to return to its normal state, the area border color will flash.

Virus cores appear on the playfield using a visual pattern that distinguishes them from common virus elements (*see Console Switches – Right Difficulty above*).

Rescue !

- the virus has trapped each fragment in an enclosing pattern !
- during these stages, you will have to eliminate the enemy with your anti-matter cannon

Collect ! (bonus stage)

- collect as many fragments as possible, but watch out for the enemy that will slow you down ! (*if you manage to collect all the fragments, you will get a bonus of 100 points and one virus core will be added to your stock*)

Lives

You start a new game with three lives.

One extra life is awarded at 2000 points.

2.5 K Version

In the 2.5 K version of the game, you will have to face hordes of increasingly dangerous virus elements, without intermissions.

As you progress through the game, you will have the opportunity to collect and immediately break virus cores to absorb the enemy.

Colliding with the infected area border will slow you down, and you will not be able to operate the Omicron anti-matter cannon for a short amount of time.

Colliding with the infected area border for too long will result in a game over.

AtariVox / SaveKey

If an AtariVox or a SaveKey unit is plugged in joystick port 2, the high score will be saved on the device.

Console Switches

Left Difficulty

- if this switch is set to A position, pressing FIRE will rotate the Omicron 90 degrees clockwise
- if this switch is set to B position, the direction of the Omicron will be determined by holding FIRE and moving the joystick in any direction

Right Difficulty

same as Console Switches - Right Difficulty for the main game

Select

- holding this switch while starting the game will reset the previously saved hi-score on the AtariVox or SaveKey unit

Reset

- use this switch to return to the main game title screen
(please note that you can also return to the main game title screen holding UP for three seconds when the game is over)

Color/BW

same as Console Switches - Color/BW for the main game