

o m i c r o n



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It was Empedocles who established four ultimate elements which make all the structures in the world - fire, air, water, earth. Empedocles called these four elements "roots".

*from "Wikipedia – the free encyclopedia"*

urgent communique to follow

->> absolute top secret <<-

Special Operations Agents:

a few days ago, our research laboratories discovered a new lethal form of bacterial virus -

after further analysis, we have determined that the source of the virus appears to be of alien nature -

our strenuous efforts to stop the virus have proven unsuccessful, as the infected elements display an extremely aggressive behavior against extraneous life forms -

it has been determined that the only way to neutralize and defeat this threat is to collect and analyze the idle fragments of immune particles that coexist with the virus -

after miniaturization, you will be introduced within a cluster of infected areas, to collect those fragments -

we cannot emphasize enough the importance of your mission for mankind, and wish you the best ---

but there is a danger that some of the  
immune particles may be collected  
by the virus itself.



**Dr. Allan Whet**  
Lead scientist  
Hydrology, virology,  
mutagenics

# Welcome to Omicron

A videogame for the Atari 2600 Console

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## your mission

A team of four agents, each a specialist in one of the four elements - water, fire, air and earth - have been miniaturized to microscopic size in order to investigate a mysterious new virus that appears to be of alien origin. The virus mutates rapidly, mimicking each of the four elements.

But something went horribly wrong, and contact with the team was lost. Now the virus threatens to grow out-of-control.

You are the last hope to stop it. Having been miniaturized yourself, you now board the Omicron - a microscopic vessel designed specifically to counter the alien virus and stop it from spreading. Can you battle your way through each iteration of the virus and destroy the threat?

## connections

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

You can plug an optional joystick in port 2 for dual-controller gameplay.

An AtariVox or a SaveKey can optionally be plugged into joystick port 2. Game options and high scores will be saved on the device. An AtariVox will also provide additional audio during gameplay.

## controls

### Menus

Use the joystick to highlight items in the menus. Press **FIRE** to confirm selection or change selected options.

### Gameplay

Use the joystick in port 1 to move the Omicron. Your anti-matter cannon will fire automatically.

With a single joystick, the **FIRE** button will aim the Omicron (see *Options Menu: Fire Type* on following page).

If a joystick is plugged into port 2, it can be used to aim the Omicron.

During Absorb! stages, press **FIRE** to trigger the Omicron's absorbing state.

## console switches

### Left Difficulty

Set to **A / Expert** to enable colored backgrounds during gameplay.

Set to **B / Novice** to disable colored backgrounds during gameplay.

### Right Difficulty

Set to **A / Expert** to set the following visual options:

- ''' Virus Roots appear as a solid symbol.
- ''' Virus Cores appear as a blinking pattern.

Set to **B / Novice** to reverse the options:

- ''' Virus Roots appear as a blinking pattern.
- ''' Virus Cores appear as a solid symbol.

For more information on Virus Roots and Cores, see *Gameplay Elements* on following page.

### Select

Hold **Select** while turning the console on to reset the previously saved high scores on the AtariVox or SaveKey.

### Reset

Press **Reset** to cancel the current game. Also resets the game options and high score if no AtariVox or SaveKey is present.

### TV Type

Before turning on the console, set this switch to **Color** for **NTSC** or **B-W** for **PAL**.

## main menu

### Start!

Start a new game.

### Options

Jump to the Options Menu.

### Credits

Press **FIRE** to advance through the credits.

## options menu



### Difficulty

Choose how infected area borders react:

- ''' **Normal** - you can collide with the borders without suffering any consequence.
- ''' **Hard** - colliding with the borders will slow you down, and for a while your anti-matter cannon will not fire.

### Fire Type

Choose how to aim the Omicron:

- ''' **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

Choose how the Omicron will accelerate during gameplay:

- ''' **Control A**: higher acceleration.
- ''' **Control B**: lower acceleration.

## 2.5 K

Press **FIRE** to play a simplified version of Omicron (see *2.5 K Version* on page 6).

## Back

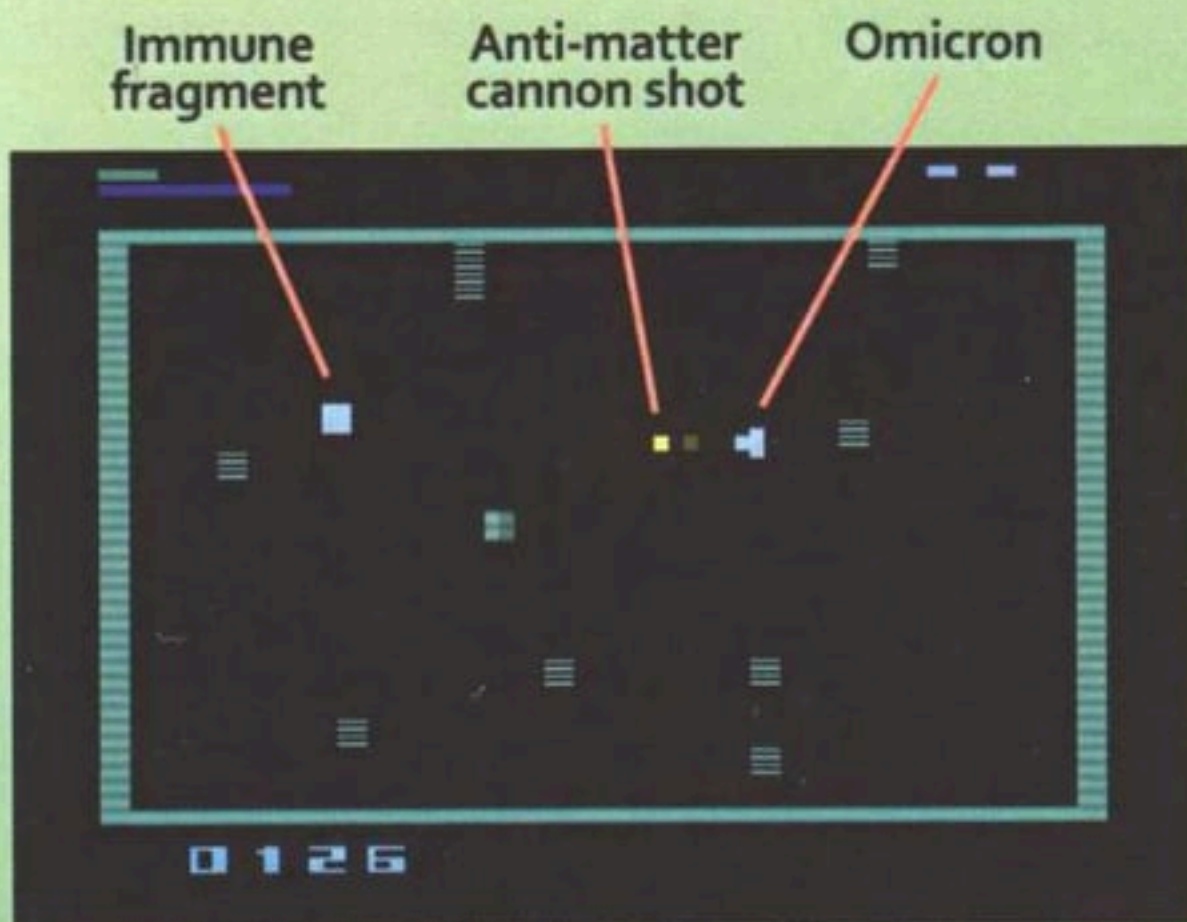
Return to the Main Menu.

## gameplay elements

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

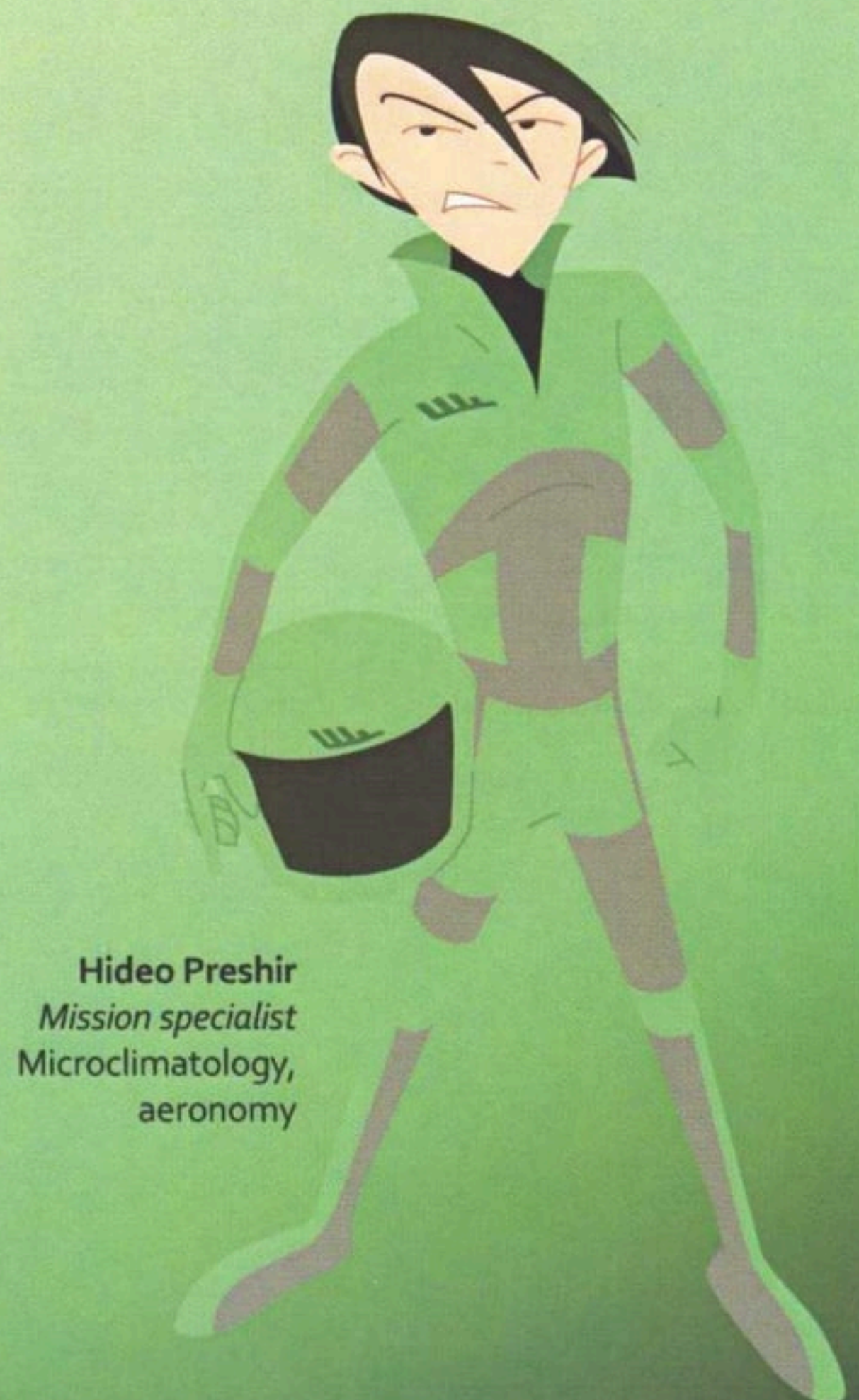
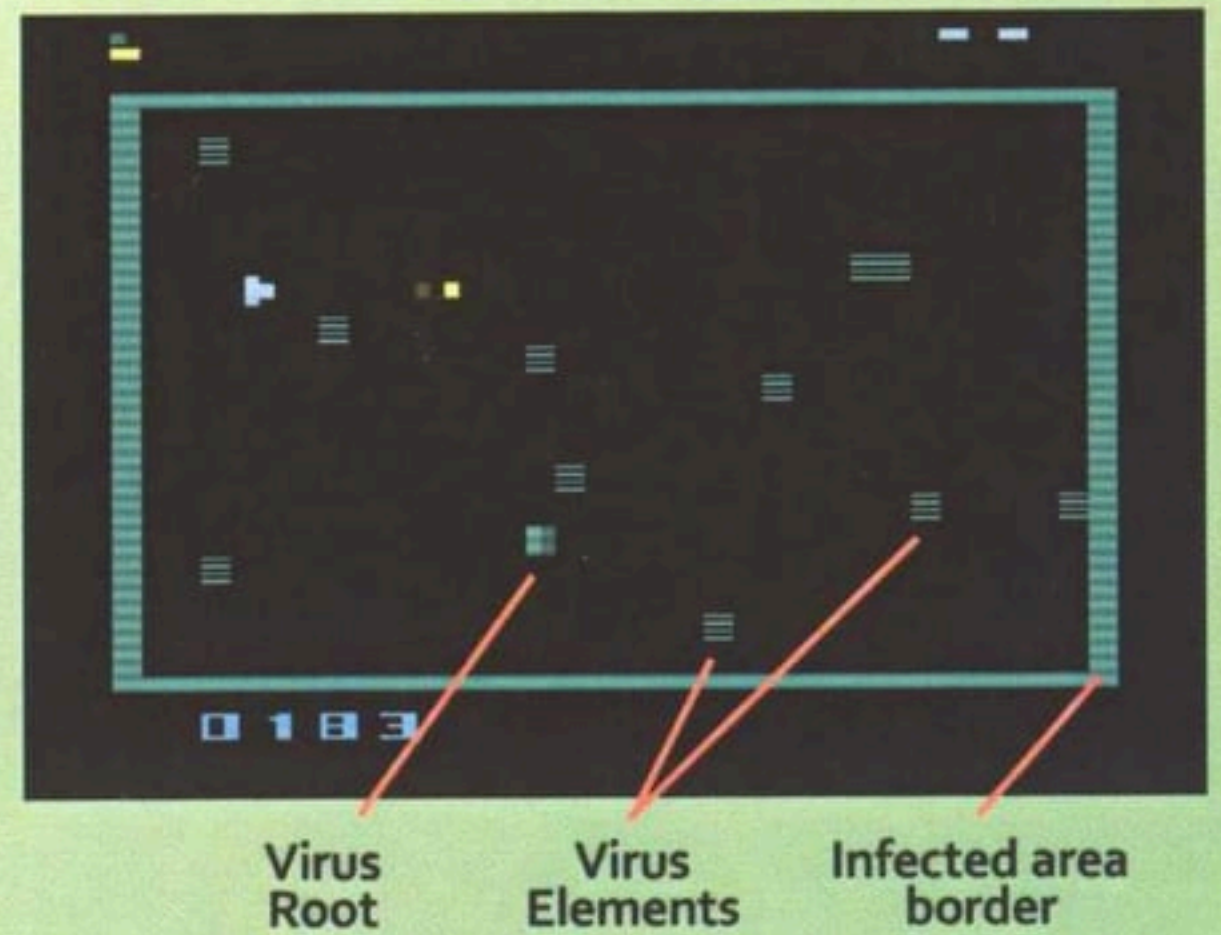
As part of its mutation, the virus periodically releases immune fragments. To neutralize the enemy you must collect these fragments. When you have collected enough, you will move on to the next infected area.

When you enter an infected area, the enemy spreads 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 the next fragment is released.



- ''' **Immune fragment** - collecting these is your primary mission!
- ''' **Omicron** - your ship, equipped with a rapid-fire anti-matter cannon. The only thing between you and certain death!

- ''' **Virus Root** - where new viruses emerge. They multiply rapidly, but aren't deadly to you until they turn into Virus Elements.
- ''' **Virus Elements** - the enemy. Relentless and lethal to the touch.



**Hideo Preshir**  
*Mission specialist*  
Microclimatology,  
aeronomy



**Lt. Connie Flagrate**  
*Mission operations*  
 Pyrology, spectroscopy,  
 xenobiology

- ''' **Fragment counter (top bar)** - counts down how many fragments need to be collected in the current infected area.
- ''' **Fragment timer (lower bar)** - changes color depending on the situation:
  - ''' **Blue** - time remaining to collect current fragment.
  - ''' **Red** - time is about to expire.
  - ''' **Yellow** - time remaining before next fragment is released.
- ''' **Lives remaining (top bars)**
- ''' **Virus Core counter (lower bars)** - In Absorb! stages, you can collect up to three Virus Cores at a time.
- ''' **Virus Core** - Only appear in Absorb! stages, and differ in appearance from typical Virus Roots. To set their appearance, see *Console Switches: Right Difficulty*.

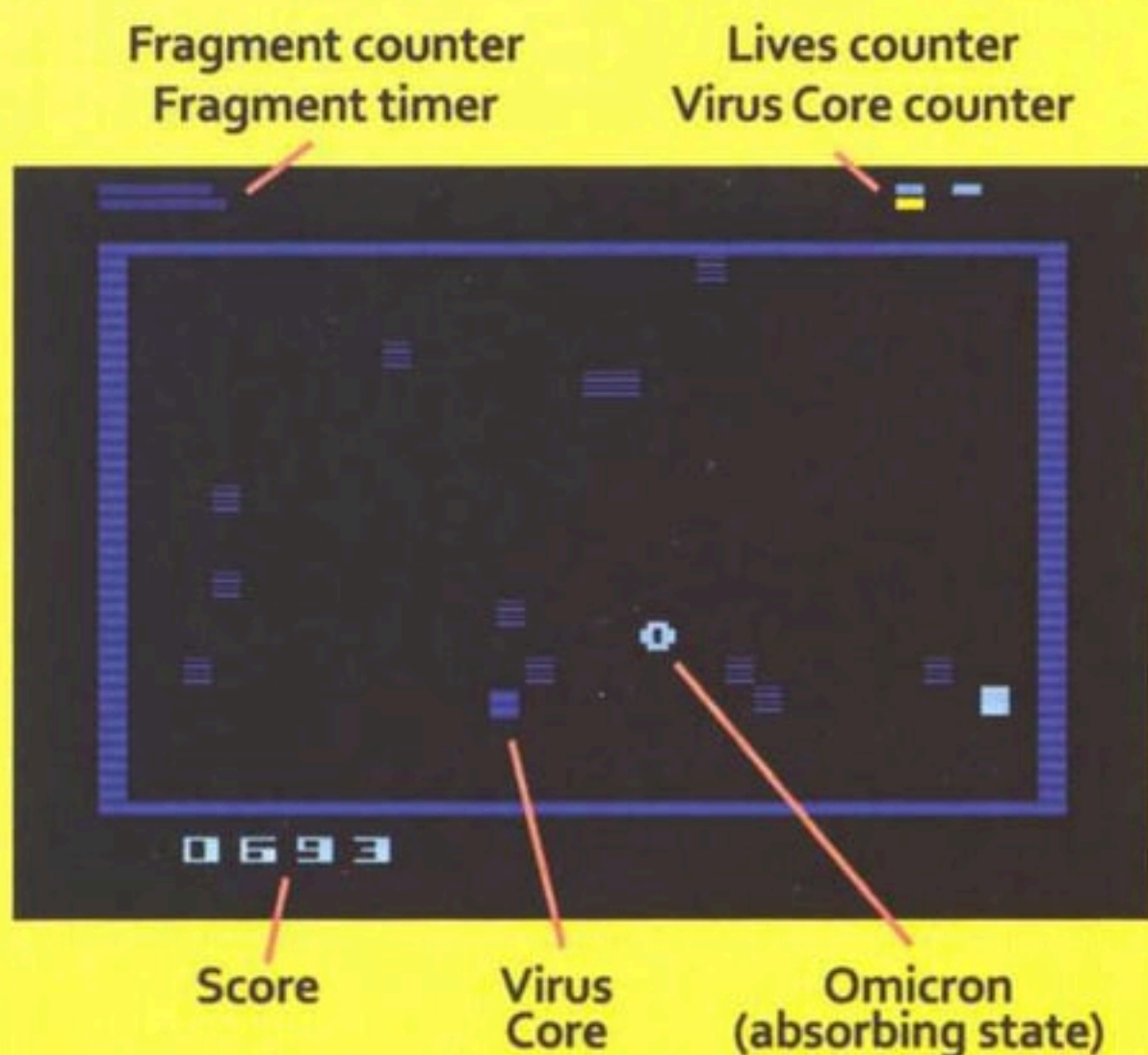
## stage types

### Resist!

- ''' During these stages, you will have to eliminate the enemy with your anti-matter cannon, while collecting immune fragments.

### Absorb!

- ''' During these stages you will not be able to operate the Omicron anti-matter cannon. Instead you will have to collect up to three Virus Cores to activate the Omicron's absorbing state.
- ''' While the Omicron is in its absorbing state, it morphogenetically mutates, making it possible to absorb Virus Elements by colliding with them.



- ''' The Omicron's absorbing state only lasts for a short amount of time. When it is about to return to its normal state, the border color will flash.
- ''' Virus Cores only appear for a few seconds, and then mutate into normal Virus Roots. If you already have three Virus Cores, no more will appear.

### Rescue!

- ''' The virus has mutated and is working as a unified intelligence - trapping each fragment! You must blast your way in and free them.



### Collect! (bonus stage)

- ''' Collect as many fragments as possible. This mutation of the virus is non-lethal, but it will still try to slow you down!
- ''' If you collect all of the fragments, you will get a 100 point bonus and an extra Virus Core.



## lives

You start a new game with three lives.

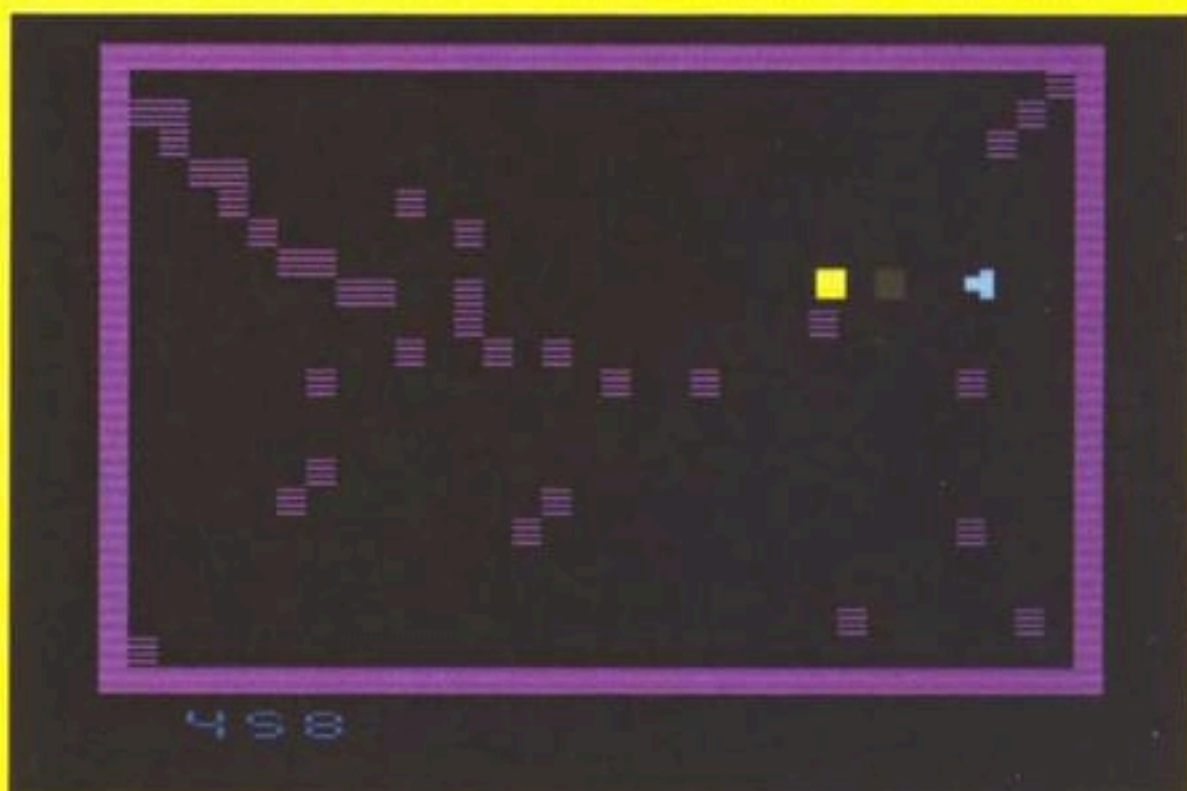
An extra life is awarded every 2000 points, up to a maximum of four. If you already have four lives, the next 2000 points will give you a full set of Virus Cores.

You lose a life if you collide with any Virus Element, unless the Omicron is in its absorbing state.

If you fail to collect a fragment before the fragment timer expires, you lose a life.

## 2.5K version

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



### Gameplay

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.

If you stay in contact with the border for too long you'll lose your only life.



**Commander Phil Dert**  
*Mission commander*  
Geology, seismology

### AtariVox / SaveKey

If an AtariVox or a SaveKey is plugged in joystick port 2, the 2.5 K high score will be saved on the device.

### Left Difficulty

Set to **A / Expert**, pressing **FIRE** will rotate the Omicron 90 degrees clockwise.

Set to **B / Novice**, 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 **Select** while starting the game will reset the previously saved high score on the AtariVox or SaveKey.

### Reset

Return to the main game title screen.

You can also return to the main game title screen by pressing the joystick **UP** for three seconds when the game is over.

### TV Type

Same as *Console Switches: TV Type* for the main game.

## credits

### Programming

Simone Serra

### Main theme and stage clear music

Phil Salathé

### Controls

Thomas Jentzsch

### Additional code

Alex Herbert

Bob Montgomery

### Special thanks

Eric Boghos

Stephen Anthony

### Label and manual design

Nathan Strum

### Cart production

Albert Yarusso, AtariAge.com

