OMNICRON CONSPIRACY

Enjoy Yourself!

"Oooooh, Ace . . . that feels so good!" Lotsa Hotzi leaned back onto the mattressy rocks of the cliff overhanging the soft rolling surf of the tiny asteroid Terra Gotcha. "I've got to hand it to you—I wouldn't have thought of doing it quite this way."

Ace had his ALSWELL out and was intermittently and very quickly stunning the bottoms of Lotsa's small feet, sore from climbing.

"It's a massage technique I picked up during an interrogation session with the late Dr. Nope," Ace murmured. "He was very good at applying just the right pressure in all the wrong places. Glad you like it."

Ace reholstered his weapon. "Lotsa, we must be off. Our robotic real estate guide will be here soon to retrieve us."

Ace leaned over to help Lotsa up. But a slight misbalance on her part pulled him down, and as they rolled over and over and over the edge, Lotsa breathed, "Ace, you brought your plasma cannon . . ."

Ace's eyes popped open at the same time as his bedroom door. Instead of Lotsa Hotzi, Ace's Personal Automatic Link floated in. Ace could tell from the resolute way PAL crossed the room that his spacedreaming was over. And as his ship, the indubitably self-sufficient Falcon, sped through the inky silence of space, Ace got the news that something was up in the Universe.

Or down. Or sideways. That's as far as this story can go until you load *Omnicron Conspiracy*, a devastatingly clever odyssey involving pyramids, Top 40 tunes, giant artichokes, a BIG conspiracy, and the Universe.

As they say at the G.U.N. factory, let's load!

Loading Instructions

IBM PC and Compatibles

Set up your system. If you're going to use a joystick, now's the time to plug one in. Then follow the steps:

1. Boot up your system to display the system prompt (A>).

2. Insert *Omnicron Conspiracy* Disk 1 into drive A. Type **omnicron** and press **Enter**.

3. The graphics mode menu appears. Press the number key corresponding to the type of graphics card you're using.

4. If you have a joystick plugged in, a screen appears asking if you want to use it. Press **Y** for Yes or **N** for No. If you press **Y**, follow the prompts to calibrate the joystick.

5. The title screen appears. Press **Enter** to begin play.

Copying to a Hard Disk

For faster gameplay, you can copy *Omnicron Conspiracy* into a separate directory on your hard disk. Follow these steps:

1. Make sure you're in the root directory of your hard disk. At the prompt, type **mkdir omnicron** and press **Enter**.

2. Type **cd omnicron** and press **Enter**.

3. At the prompt, type **mkdir pakdata** and press **Enter**.

4. Insert *Omnicron Conspiracy* Disk 1 into drive A.

5. Type **copy a:*.*** and press **Enter**. Then type **copy a:pakdata pakdata** and press **Enter**.

6. Repeat steps 4 and 5 with the rest of your game disks. When all disks are copied, reinsert Disk 1 into drive A.

7. At the prompt, type **omnicron** and press **Enter** to begin play.

8. For future gameplay, get to the root directory, type **cd omnicron**, then at the prompt type **omnicron** and press **Enter**.

Keyboard and Joystick Controls

If you calibrated a joystick during loading, you can switch between keyboard and joystick controls during play. Use the keys indicated below or move the joystick handle to make Ace Powers walk in any direction. (Arrows represent both **Arrow** keys and moves with the joystick handle.) On the joystick, button 1 operates menus; button 2 is the fire button.

Keyboard/Joystick Controls

Home or ↖ ↑ ↗ or Page Up

← →

End or ↙ ↓ ↘ or Page Down

← Operates menus, same as Enter key

Fire button, same as Spacebar
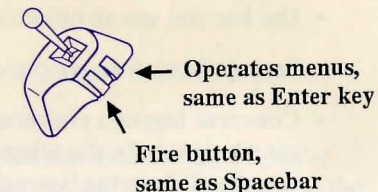
You can also use the following keys during gameplay:

S Toggle sound on and off.

F10 Toggle between normal and fast game action.

P Pause a game. Press any key to resume play.

Q Start a new game or return to DOS. Highlight the option you want in the menu that appears, then press **Enter**.

F Save a game or load a saved game. Highlight the option you want in the menu that appears, then press **Enter**.

To save a game, type a name for your game, then press **Enter** again. Your game is saved to the drive (and directory) that you're running the game from, then you return to your current game. To save more than one game, give each game a different name.

To save to a disk other than your game disk, insert a blank, formatted disk into the drive and specify the drive when you type the name of the game (for example, A:game1).

If you're loading a saved game, the name of your last saved game appears in the menu. Press **Enter** to load this game, or type the name of another saved game and press **Enter** to load it. (Make sure the disk containing the game you want is in the correct drive.)

To load a saved game from a disk other than your game disk, insert the disk containing the game you want into the drive, type the complete pathname (for example, A:game1), then press **Enter**.

Searching Your Universe

You've got your orders, Ace, so get going! Ferret out clues by searching rooms, examining objects, and talking to every creature you can. Whenever you make a contact, the Identifier Bar shows the name of the creature or object. Press **Enter** or joystick button 1 to display the Action menu. Some of the options available in the menu are:

- **Examine** describes the creature or object.

- **Use** lets you use an object.

- **Search** lists information about the creature or object.

- **Converse** begins a conversation. If you talk to the right people, you'll get the right info. (So when someone walks up to you to chat, go ahead and shoot the intergalactic breeze.)

- **Take** lets you pick up an item revealed during your search. The item appears in the first pocket of your Star Police uniform.

- **Cancel** closes the menu.

Use your **Arrow** keys or joystick to highlight the option you want, then press **Enter** or joystick button 1 to select it. A second menu or dialog boxes appear. Continue using the keyboard or joystick to work through them.
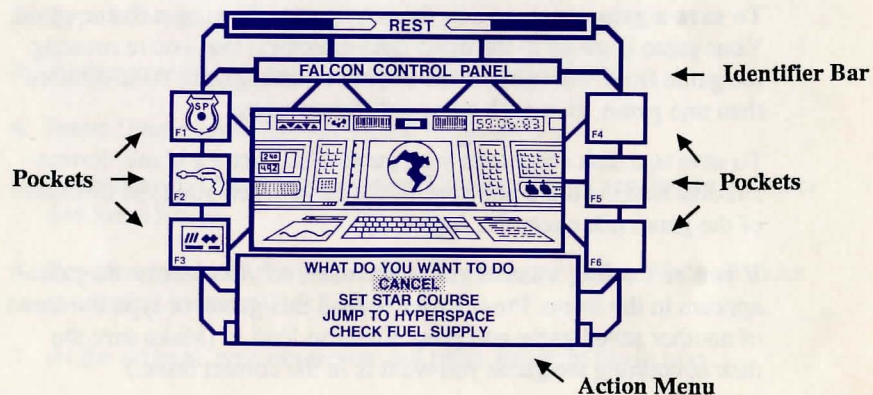
Contents of a Deadly Man's Pockets

That deadly man is YOU. All items you carry appear in your pockets at the right and left sides of the screen. Here's what you start off with:

- **Star Police Badge**   Your ID as an interplanetary peace officer.

- **ALSWELL**   Automatic Laser System with Energy Light Load. Your weapon.

- **Metacard**   Do NOT leave home without it.

You can carry up to six objects, and there's a way to dump items so you can pick up others. Here's how:

1. Walk up to a surface such as a counter that can hold the object you're trying to unload. When you make contact, the surface is identified in the Identifier Bar.

2. Press the function key (for example, **F1**) shown in the lower left corner of the pocket. The Action menu appears.

3. Select **Put** and press **Enter** or joystick button 1. The object transfers from your pocket to the surface. All the other objects you're carrying jump up one position.

4. You can take the object back by searching the surface, then using the **Take** option.

Self Defense

As a Star Police captain, your job is to maintain peace in the Universe. This means everybody respects you (although they may not like you). The thing they respect about you most is your ALSWELL.

Your ALSWELL fires at two intensities: stun and kill. To fire, press **Spacebar** or joystick button 2. To change the setting, press the function key for the pocket your ALSWELL is in. Highlight the intensity you want in the menu that appears, then press **Enter** or joystick button 1. When you start a game, the ALSWELL is set to kill.

Your State of Health

Use these indicators to monitor your energy and health:

- The **Rest Bar** at the top of the screen shortens as you tire. When you're totally exhausted, you pass out. Find a bed fast and get some sleep!

- The **Life Bar** at the bottom of the screen retreats as you get closer to losing a life. The Universe is a dangerous place, and many things can shorten your life span.

Note: You can accept or refuse assorted chemical substances offered to you during your adventure. Just be careful to note the effects of a substance on your rest and life levels.

Keep Your Cool

Like the Universe, *Omnicron Conspiracy* is bogglingly complex, so why even think about it? Just play! Search everything, everywhere, but don't take anything seriously, and don't take no for an answer.

Trust your instincts. Flow.

! WARNING !

THE
FOLLOWING
HINTS AND
SOLUTIONS
TELL YOU
HOW TO
SAVE
THE UNIVERSE
! ! ! ! !

Consequences of Consequences Hints

- One more time! Go back to Delphi and snoop around the Science Complex.
- Go to the Mind-Zi Tavern on Cron and talk to Bellows. Follow him home to get a very important tip.
- Push aside the wine rack in the cellar of the Green Tattoo. Use the card key you found in Rand's quarters to open the secret passage to the tunnel. Take the tunnel to the underground Sarbai manufacturing base, and fight your way into the Master Computer Room.
- Or, use the cargo transporter on Delphi to go directly to the cargo transporter on Cron. From there, the Master Computer Room is just a few doors away.
- Check out the Master Control Computer in the Master Computer Room.

Consequences of Consequences Solution

Now what? Remember the Electron Spin record store on Cron? It pays to be up on the latest tunes! Insert the Marry Banillo disk into the Master Control Computer in the underground Sarbai lab to reprogram those nasty bots from mayhem to mellow.

Survival Tips

Refuel by stopping at the supply clerk on Cron before you go back to Delphi!

When you're poking around Quattro's asteroid, don't take a stroll in space, Ace!

Don't get too close to large plants or rodents, and don't shoot innocent civilians.

Glory, Glory, Hallelujah!

Congratulations, Ace. It's not over until the Police Chief sings.

Consequences Solution

LIMARR QUATTRO   Age 57. Theoretical physicist, Delphi Science Complex. Specialist in interplanetary physics. Some time ago, Quattro began independent research on his private asteroid (coordinate listed at the real estate agency) to develop a revolutionary weapon called the Force Neutralizer or Death Ray. Based on a little understood and rather slippery law of physics, the Death Ray neutralizes neucleic attraction so that atoms become concerned, confused, and then hopelessly agitated.

Three months ago, Quattro tried to secure support from the Cron Board of Scientific Development to begin building his creation. Anticipating the catastrophic results of the Death Ray, the Board forbade Quattro from developing his war machine. When Quattro got the bad news, something in his mind snapped. He rushed out of the lab, yelling, "My machine will work! A Man, a Plan, a universe in my Maw. Planimaw!" Quattro has been missing since the recent Sarbai attack on the Blackstar.

Psychological profile: Prone to bouts of maniacal excitement, dementia praecox. Bananas.

RAND UNGAR   Age 28. Daughter of Cort Ungar, Sr. Director of Molecultronic Sentience Lab, Delphi Science Complex. Unknown to her dad or her brother, Cort Ungar, Jr., she is deeply involved in Sarbai society and plotting to become the leader of all Sarbai conspiratorial operations.

Recognizing her employee's creation as a great way to bring the Universe to its knees, Rand set Quattro up on the Sarbai orbital base (check out Rand's lab for coordinate) and allowed him to steal parts from the Delphi Science Complex to build the Death Ray. Once his project was far enough along, Rand arranged for Quattro's disappearance by ordering a Sarbai raid on the Blackstar. A busy executive scientist, Rand is blissfully oblivious to the fact that Quattro's dementia has completely overtaken him.

Psychological profile: Brilliant and opportunistic. Unquenchable lust for life, political intrigue, and power.

Congratulations Again!

This time, for blasting Quattro before he blasts Cron to bits! This time, when you visit the Chief for your award ceremony, all goes well. Until . . . that murderous Sarbai droid steps forward to assassinate you. Where are these deathly robots coming from and what are you going to do about it?

Survival Tips

Trouble passing out? Either go into the drug den with the maximum amount of rest or use DexBoosts to get past those woozy moments.

If you pass out on the street, retrieve your ALSWELL at the weapons shop and wake the drunk for your Metacard.

You don't need that stinkin' badge to go undercover.

Oh, one more thing. After selecting Use, don't forget to put the thermal detonater on the flammable chemicals. Then get out the door fast or you'll become one with the rubble.

To blow up the Drug Lab, suspicion this: The bad-guy Mentants have the drugs! Find their digs, find the drugs. (Red herring: Did you blow away the bad-guy Mentant guard, push your way into the skull room, and then blow yourself up with the hand grenade? Get serious!)

Congratulations!

You've done it! The Chief may even crack a smile when you see him to report on how neatly you've wrapped up the assignment. But wait! Who is that pointy-headed man who just blew up Cron? Must be the mysterious Limarr Quattro, puttering around with the latest in intergalactic warfare.

Consequences Hints

How to stop Quattro? Let these hints guide your galactic sleuthing:

- Locate and search the Drug Lab.
- Go to Cron's moon, Delphi. Search Quattro's living quarters and lab.
- While you're snooping, search Rand Ungar's living quarters, office, and lab. Discover the coordinates and filch the card key.
- Scope out Galloway's place.
- Visit the real estate office.

How to Win This Game

Not to worry — the follow-ing hints will help you out.

Intergalactic Travel

Find your way to the bridge of the Falcon. Walk up to the control panel until the words "Falcon Control Panel" appear in the Identifier Bar.

Press Enter or joystick button 1 and select Set Star Course in the Action menu. Type a coordinate (for Cron it's 480117, as PAL mentioned). Press Enter or joystick button 1 again, then select Jump to Hyperspace. Begin hyperspace by pressing Enter or joystick button 1.

When you get to your destination, use your transporter to beam down.

Starter Hints

OK, Ace, have you:

- Searched your bedroom thoroughly for valuable objects?
- Talked to the Chief and Drek?
- Had a drink or read any good books lately?
- Hyperspaced to the Blackstar to find missing Operative 786?

Starter Solution

To get around Planetary Police HQ, search and use the elevator control panel.

To find the Blackstar, search the Falcon to locate your card key. Learn the Blackstar's coordinate from the Police Chief. When you get to the Blackstar, use the card key to exit the Falcon through the airlock.

To speak with the good Mentants, go to the library on Cron. Ignore the fussy librarian and search the computer marked "Out of Order." The computer leads to the good Mentant Temple and a conversation with Mentant Leader Den Herth. Herth tells you all about those Stardust-snorting, renegade Mentants who've set up shop on Cron.

Important Information

Omnicron Conspiracy game design by Jesse Taylor from an initial game design by Jim Nangano. Game script by Sheryl Knowles from an original story by Subway Software. Musical theme by Chris Grigg. Sound effects and incidental music by Chris Ebert. IBM PC version programmed by Jesse Taylor. IBM PC graphics by Bonnie Borucki, Suzie Greene, Greg Hancock, Sheryl Knowles, Art Koch, Karen Mangum, Paul Vernon, and Greg Williams. Software testing by Mousa Alaeddin, Bob Aron, John Baldwin, Scott "Redline" Duckett, Jerzy Gronostalski, Doug Hall, Frank Negrete, Erik Rauch, Tom Schumacher, and Jeff Wagner. Game manual by Carol Ann Brimeyer, Carolyn McCarron-Fraser, and Ruth Zultner.

Legal

Limited Warranty

Product Replacement

EPYX®