

Welcome to the Cluster, a remote zone of the System, where everything happens under the strict control of the Supreme Supervisor.

Here, each life form has a definite function and purpose, and its final goal is to serve the Supervisor.

It's only recently that some weird, pseudo-random forms of synthetic life have started to appear: in order to survive, these outcasts have grown the ability to behave differently as their shape mutates.

These polymorphic beings have been Identified by the System Administrators as 'Atlas'.

Little is known about them, and it is common belief that their impact on the System is negligible.

Yet, some think that the purpose of such versatile creatures is to challenge the Order of the Supreme Supervisor *itself*...

ATLAS

a minigame collection for the Atari 7800 Console

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Controls

Use a controller in port 1 to move the Atlas.

Press LEFT FIRE to start a game.

(also see stage descriptions below for more informations about stage-related LEFT FIRE functionality)

Press RIGHT FIRE to take the Atlas to its next stage.

(please note that you can also switch stage during gameplay)

Atlas Shapes

At any time, the Atlas can assume one of four different shapes: adapter, connector, breaker and trapper.

Everytime the Atlas changes its shape, it gets teleported to a different layer of the Cluster, and will have to perform a different task in order to survive.

-adapter-

The adapter stage allows the Atlas to change its color.

This ability allows the Atlas to absorb energy from nearby elements of the same color, simply by colliding with them.

Elements of the opposing color move towards the Atlas, and must be avoided.

After a certain amount of time, each element enters neutral state (white) and then switches its color.

To survive, the Atlas must keep absorbing energy before the countdown next to the score expires.

To switch the Atlas color, press LEFT FIRE.

-connector-

At the beginning of each stage, the Atlas is neutral (white), and no object can collide with it.

After a short while, the Atlas becomes operative (green), and can 'connect' with blue objects by moving in their proximity.

Once connected, a blue object turns green, and becomes 'part' of the Atlas.

If any of the red enemy objects collide with any of the green objects, it's game over.

Besides the score there's a timer: it shows how many seconds are left to connect the remaining blue objects.

Once all blue objects are connected, another stage will begin, and you will get a bonus based on the time you saved.

Failing to connect all the blue objects in time will result in a game over.

-breaker-

On the playfield there are a few stationary bases, square-shaped red objects.

The playfield is also populated by circular red objects, that constantly move towards any of the bases: whenever a circular object enters a base, and remains in it for a given amount of time, a new base is built, and is placed randomly on the playfield.

The Atlas goal is to avoid the creation of new bases on the playfield.

The Atlas cannot collide with red objects, but can collide with bases: whenever this happens, the base is relocated on the playfield, and all the red objects, that were moving towards it, enter a neutral state.

When a circular object enters a neutral state, it becomes white and stops moving, and can be absorbed by the Atlas within a given amount of time (a neutral object will turn yellow when it's about to return to its operative state).

The Atlas can also collide with a base that is populated by a circular object: doing this will interrupt the base creation process, and no new bases will be built.

You start with 3 bases on the playfield: when a ninth base should be built, it's game over.

-trapper-

The Atlas can place traps (blue squares) on the playfield to survive the constant chase by the red enemy units.

Once a red enemy unit collides with a trap, it gets disabled and is relocated on the playfield.

A disabled enemy unit becomes white, cannot move, and can be absorbed by the Atlas.

When the enemy unit is about to return to its operative state, it becomes yellow.

To survive, the Atlas must absorb a disabled enemy unit before the timer expires.

To place one of the three available traps where the Atlas is positioned, press LEFT FIRE.

Credits

Source code: Eric Ball, gdement, Dan Boris, Robert Decrescenzo, Radek Sterba, Eckhard Stolberg, Thomas Jentsch

Editor: Crimson Editor (Ingyu Kang, Emerald Editor Community)

Assembler: DASM macro assembler (Matthew Dillon, Olaf "Rhialto" Seibert, Andrew Davie, Peter Froehlich)

Emulation: Multi Emulator Super System (Nicola Salmoria and the MAME Team)

PAL Testing: Mark Ball (groovybee)

Pokey Music created with Radek Sterba's Raster Music Tracker

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