

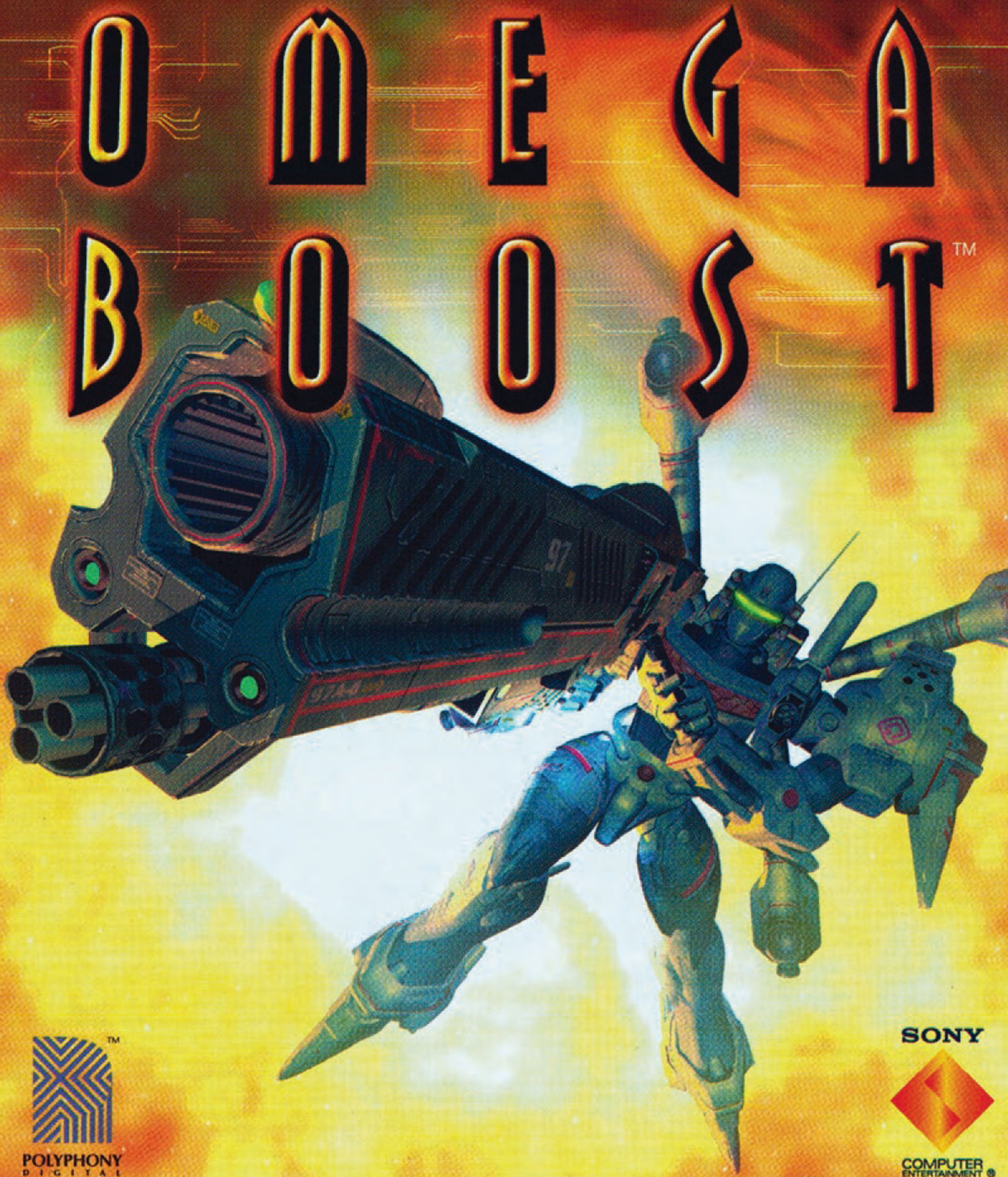


NTSC U/C

PlayStation



SCUS-94449  
94449



BOOMERS™



**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION® DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

## **OMEGA BOOST™ Tips and Hints**

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

**Within the US:** **1-900-933-SONY** **(1-900-933-7669)**  
\$0.95/ min. auto hints, \$1.40/ min. live, \$6.95 - \$16.95 for tips by mail (subject to availability) \$5.00 - \$20.00 for card recharge

**Within Canada:** **1-900-451-5757**  
\$1.50/ min. auto hints

For US callers, game counselors are available 8 a.m. - 5 p.m. PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

**Consumer Service/Technical Support** **1-800-345-SONY** **(1-800-345-7669)**

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8 a.m. - 5 p.m. Pacific Standard Time.

**PlayStation Online** **www.playstation.com**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.

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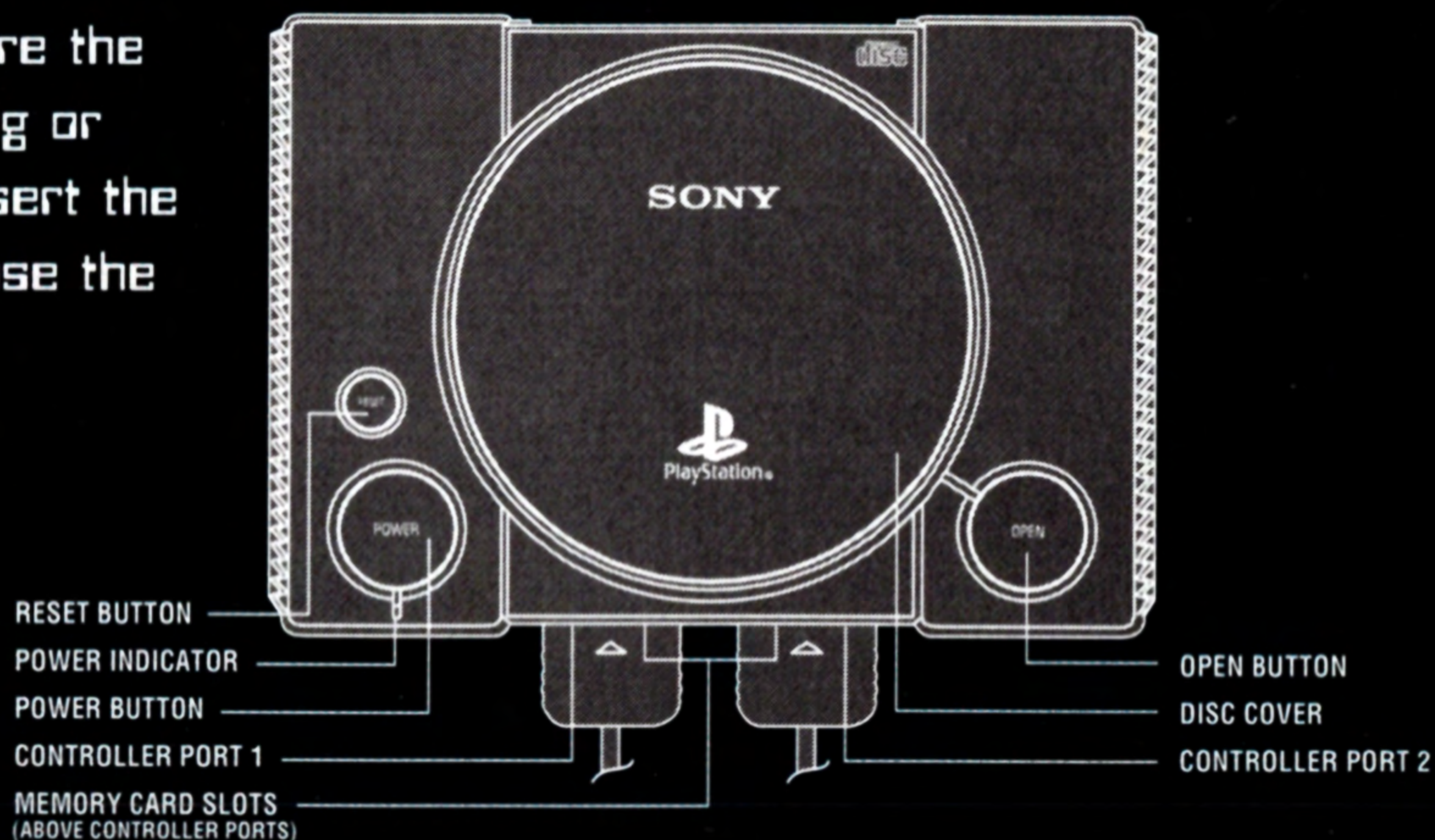
ALPHACORE, THE WORLD'S FIRST  
INTELLIGENT CYBER-ORGANISM WAS GIVEN  
LIFE ON A NETWORK.

AT FIRST BENIGN, OVER THE YEARS  
ALPHACORE BECAME DISTRUSTFUL OF ITS  
MASTERS, THE HUMAN BEINGS.

AT LAST, FILLED WITH LOATHING FOR  
HUMANKIND, ALPHACORE SENT ITS OTHER  
SELF INTO THE PAST TO CHANGE HISTORY.  
HUMAN SURVIVAL NOW RESTS SOLELY WITH  
OMEGA BOOST, A POWERFUL TIME MACHINE.  
TO SAVE HUMANS, OMEGA BOOST DEPARTS  
ON ITS PERILOUS MISSION INTO THE PAST.

## STARTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **OMEGA BOOST™** disc and close the Disc Cover. Insert the game controller and turn ON the PlayStation game console. Follow on-screen instructions to start a game.



## MEMORY CARDS

To save game settings and progress, insert a Memory Card into Memory Card slot 1 or slot 2 of the PlayStation game console before starting play. You can Load your saved games from the same card, or from any Memory Card containing previously saved OMEGA BOOST games. To read about how to Save and Load games, turn to page 14.

# OUT OF THE FUTURE, INTO THE PAST

This story concerns the future and the past. And, yes, the present time we live in is just a part of the story.

## ORIGINS

"IT."

When was "it" born? Even "it" doesn't know. "It" only remembers when "it" acquired consciousness. "It" clearly recalls that moment. When "it" awakened to itself, "it" was almost overwhelmed by its own colossal being.

"It" stretches throughout the Galaxy. As "it" begins to swim through the vast sea of information, "it" notices another being who calls that sea "the Network." "It" is known as AlphaCore.

## HUMAN BEINGS

As soon as it recognizes the existence of the others – the human beings – it understands the concept of its own separateness.

## ALPHACORE

From the beginning, AlphaCore aids humankind's progress so that it can expand the Network. Unknown to anyone, it nourishes human development and prosperity.

## LOATHING

Quietly, without disturbing humankind, AlphaCore continues to expand within the Network. When human beings at last become aware of the mature AlphaCore, it already controls most of the Network.

The humans are shocked and horrified.

They never suspected that an intelligent organism existed so close to home, inside the Network. Such things belonged in some distant galaxy or on an unexplored planet . . . not inside their homes, not close enough to control their lives.

Humans immediately initiate a powerful vaccination program<sup>1</sup>, and pour the vaccine into the Network. Stung by needles pulsing with poisonous vaccine, AlphaCore begins to abhor the humans who were once its peaceful partners in co-existence and prosperity.

AlphaCore declares war against humankind and destroys the vaccine. Then, in retaliation, it locks humans out of the Network, which has long been under its complete control. Defense systems and unmanned weapons that were designed to protect humans start to attack them, at AlphaCore's command. Even manned weapons are disabled by the connected Network.

<sup>1</sup>Vaccination program: a program used to electronically disable software that causes uncontrolled results, such as data destruction. Normally, it is used to combat computer viruses.

## SILENCE

The fate of humankind hangs by a fiber. Finally, a group of scientists devise a plan to destroy AlphaCore - a time machine.

AlphaCore must be reached before its "birth" and eliminated prior to Network connection. They develop the time machine on an independent network to avoid detection from AlphaCore and to ensure secrecy.

But just as the plan is about to be executed, AlphaCore uncovers it.

AlphaCore quietly steals the time machine, then lapses into silence. When the humans finally decipher the meaning of the communication blackout, it's almost too late.

AlphaCore has developed a vacuum tube.

This vacuum tube is the other half of AlphaCore's consciousness. AlphaCore plans to retreat into the past and integrate the vacuum tube into the world's first general computer, ENIAC<sup>2</sup>. If this happens, AlphaCore will become even more powerful. As ENIAC expands its abilities, AlphaCore will transform itself into humankind's God!

In one last desperate effort, the scientists complete a cutting-edge manned weapon, Productnoid<sup>3</sup> Omega Boost, which can travel through time using the time machine.

<sup>2</sup>ENIAC: Electronic Numerical Integrator and Calculator. A massive 30-ton computer with 17,468 vacuum tubes. In the 1940s, the U.S. Army asked Mauchly and Eckert at the University of Pennsylvania to develop a computer to calculate the ballistics of new weapons. The first successful calculation was made in November 1945.

<sup>3</sup>Productnoid: A general term for a human-shaped vehicle, equipped with an ambulatory system and a manipulator. Based on robot engineering, it developed quickly and its practicality was enhanced in the 21st century. Many productnoids are deployed in the army, marine, air, and space forces as mobile weapons.



# WAR

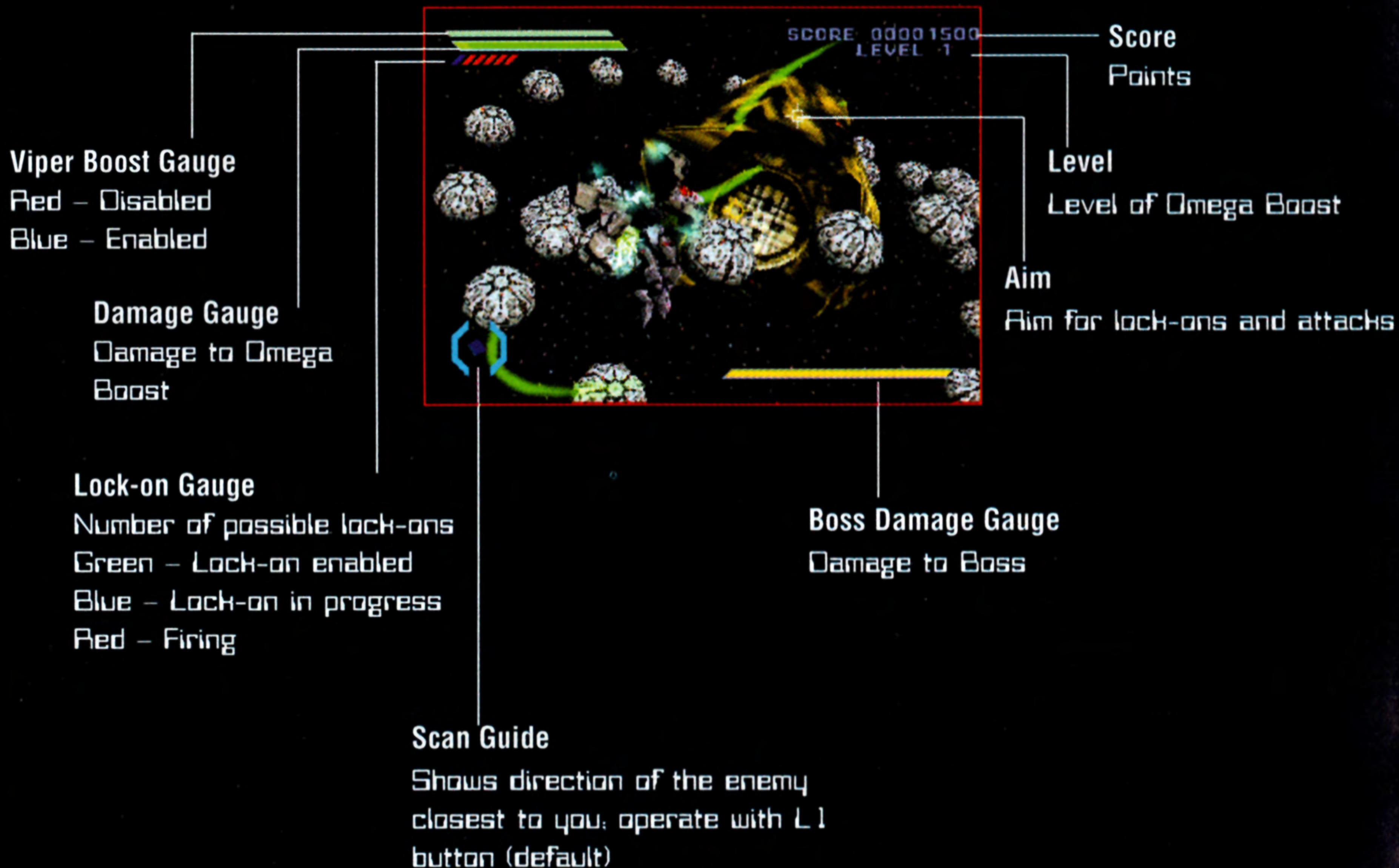
## OPERATION OMEGA ORDERS

Pilot Omega Boost through the time machine and into the past. Destroy the vacuum tube developed by AlphaCore. The fate of humanity depends on the successful completion of Operation Omega.

Omega Boost runs on the Direct Drive System (DDS), which connects the pilot's brain directly to the machine. Because of the physical and mental demands of DDS, very few humans are qualified to pilot Omega Boost. You are chosen. Play as Lester J. Hemming – a key member of the Omega Boost development team and a qualified DDS pilot.

# OMEGA BOOST

Learn to rapidly identify what you see on screen, and maneuver flawlessly through space. Anything less and you will fail.



**Note:** With Control set to STANDARD, you travel forward at a maintained speed at all times unless you strike an obstacle or are destroyed. To adjust Control, select OPTION -> CONTROL (see p. 17).

# CONTROLS

L2 button  
Viper Boost

L1 button  
Scan

R2 button  
Back view

R1 button  
Brake

Directional button  
Pilot Omega Boost  
in Digital mode  
(LED is OFF)

Left Stick  
Pilot Omega Boost  
in Analog mode  
(LED is ON)

SELECT Button  
Change camera  
angle

START Button  
Pause/Resume

## ANALOG MODE SWITCH

Press to toggle ON (LED ON) in Analog mode or OFF (LED OFF) in Digital mode

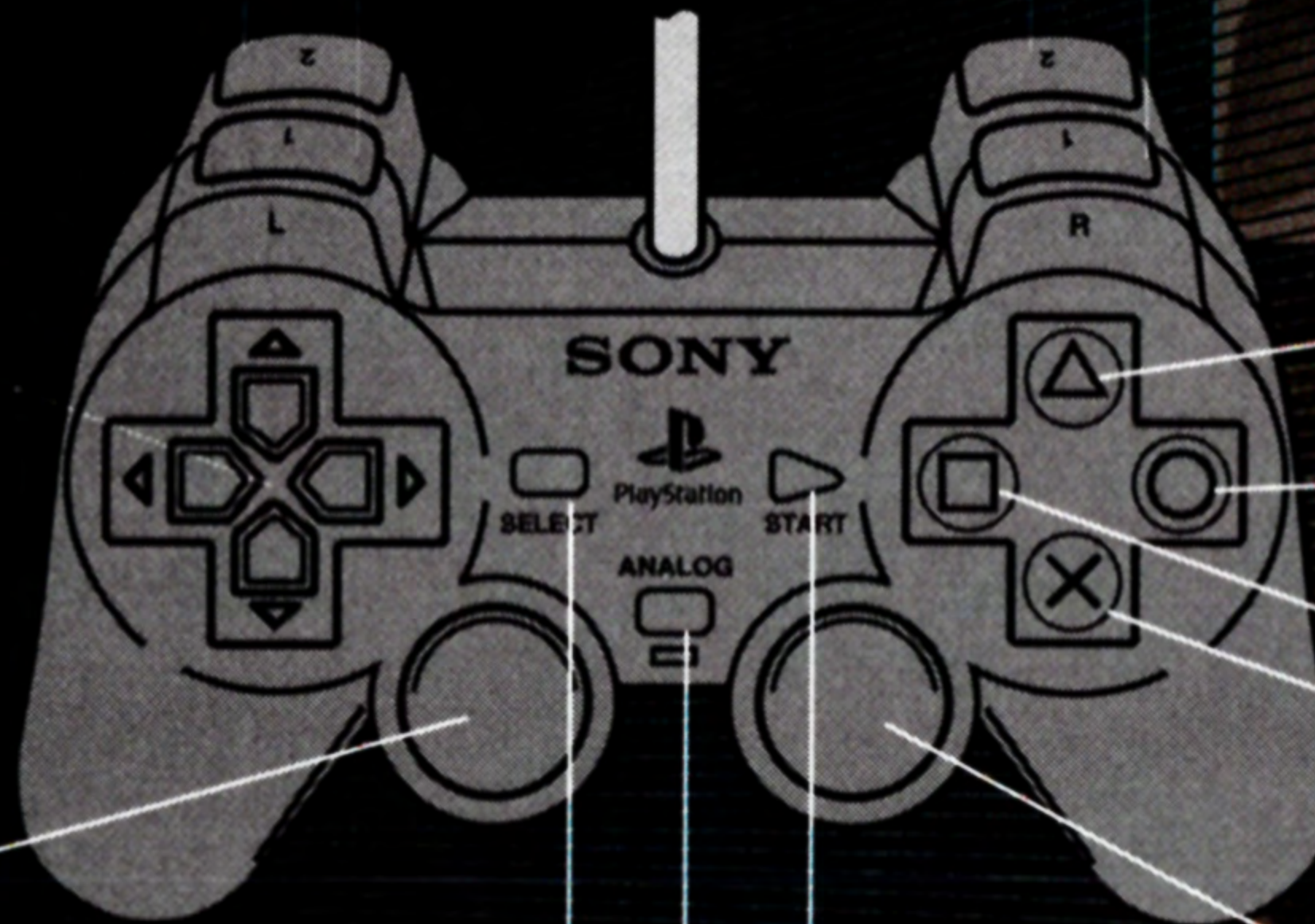
△ Instant Acceleration  
(Boost)

○ Instant Acceleration  
(Boost)

□ Attack Vulcan/Fire  
laser

× Attack Vulcan/Fire  
laser

Right Stick  
Non Functional



## ANALOG CONTROL VIBRATION FEATURE

(DUAL SHOCK™ analog controller only)

Enjoy a higher level of gaming experience by feeling the impact when you are hit or an enemy explodes. To set the Vibration feature, select OPTION → CONTROL → VIBRATION (see page 15). The Vibration feature is available regardless of whether the LED is ON or OFF.



NOTE: You may have a controller that looks like this. If so please follow the digital instructions outlined below.

## SCAN

Scan is the most important function. It's imperative that you detect enemies and destroy them.

### SCAN GUIDE

The Scan Guide at the bottom left of the screen displays the position of the nearest enemy. By pressing the SCAN button (default L1 button), you can turn in the direction indicated by the Scan Guide.

**Important:** When the SCAN button is depressed, the perimeter of the Scan Guide shrinks. If you hold the SCAN button for any length of time, Scan precision deteriorates, hampering your ability to detect enemies. Release the button to restore precision.

### SCAN MOVE

Hold down the SCAN button to maneuver around the sphere in which the enemy is centered, as indicated by the Scan Guide.





Scan Guide

# ATTACK

Once enemies are detected, the battle kicks into high gear.

## VULCAN

Press the ATTACK button (default  or  button) without locking onto any of the enemies to fire the Vulcan gun in the direction you are facing.



Complex Gunlauncher:

Normal Gattling-type Pulse Laser mode and High Output Energy Beam mode.

Output:  $5.24 \times 10^{23}$  and  $2.41 \times 10^{15}$

Length: 9215mm

Height: 2002mm

Width: 2457mm

Weight: 3.6t



## LASER

When you aim at an enemy with the Left Stick or the Directional buttons, the laser locks on. Once you have lock-on, press the ATTACH button to fire the Homing Laser. The number of enemies you can lock-on to depends on the level of Omega Boost. Turn to page 18 for more about attack levels.



## VIPER BOOST

When you reach a certain level, a Viper Boost gauge is displayed at the top left of the screen. Each time you destroy an enemy, the gauge level increases. When the gauge turns blue, you can use Viper Boost.

Press the VIPER BOOST button (default L2 button) to activate Viper Boost, causing severe damage to the enemies surrounding you.

**Note:** The Viper Boost will need time to recharge after each use.



# MAIN MENU

The Main Menu provides the game modes you can select to play the game and access other **OMEGA BOOST** features.

The title screen appears after the opening movie. Press the **START** button on the title screen to display the Main Menu.

**Note:** If you start up the PlayStation game console with a Memory Card on which **OMEGA BOOST** game data is saved, that game will load automatically.

There are three game modes: **CAMPAIGN PLAY**, **TRAINING** and **ZONE PLAY**; and four additional features: **REPLAY**, **LOAD & SAVE**, **RANKING** and **OPTION**. You can select any mode or feature from the Main Menu.

To select, highlight your choice with the Left Stick or the Directional buttons, and press the **START**, **□** or **×** button.

Turn to one of the following sections in the manual for more information on individual game modes:

**CAMPAIGN PLAY**, page 16: The story unfolds as you progress through the game.

**TRAINING**, page 19: Learn the controls and practice them in a safe training ground.

**ZONE PLAY**, page 20: Load and play your favorite Zone.

**REPLAY**, page 22: Replay your own dogfights or one of the many supplied battles.



PUSH START BUTTON

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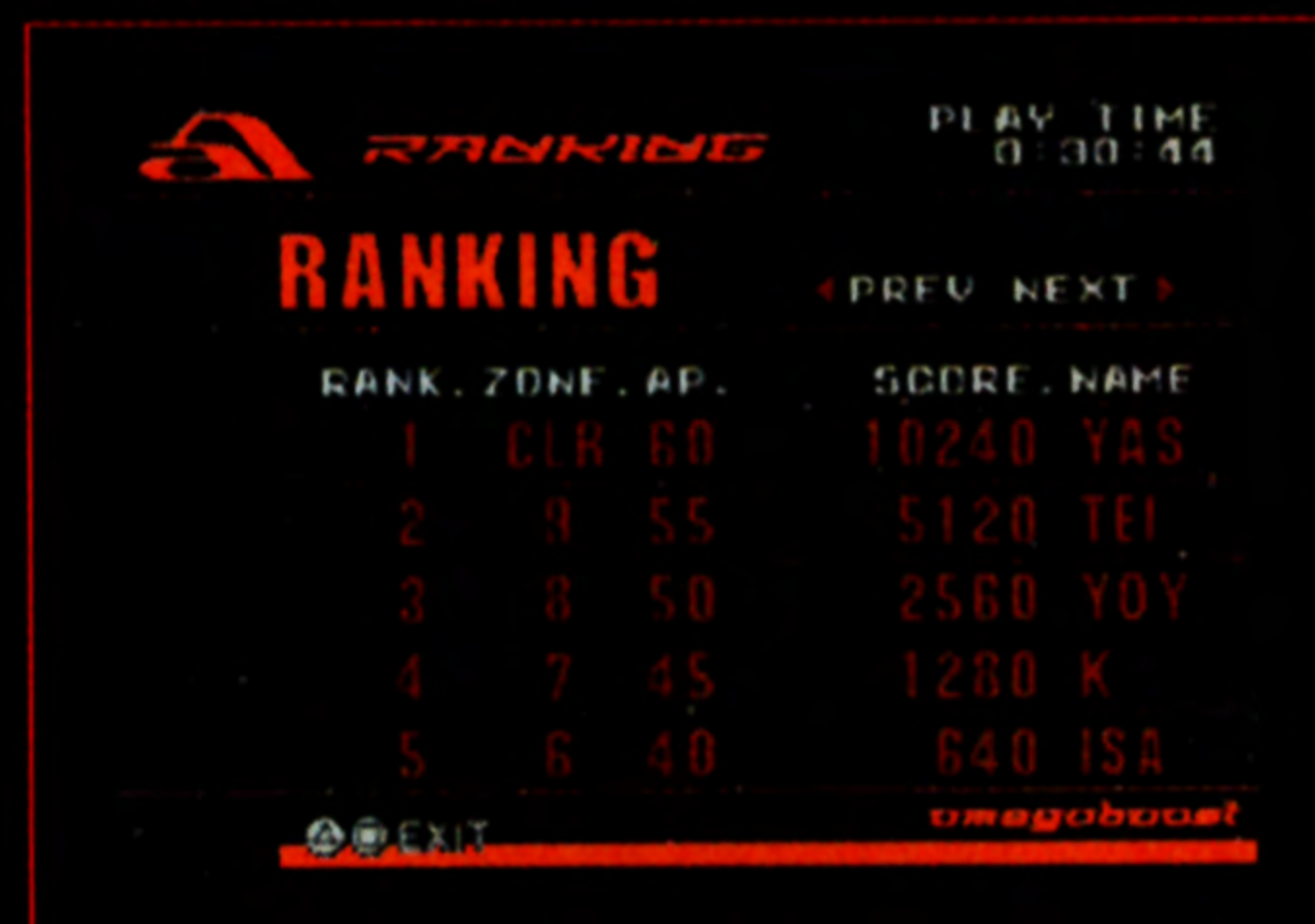
## LOAD & SAVE

You can Save your game data, including game progress, high score and option settings, onto a Memory Card. When you Load game data, the high score and option settings of the last game saved will be displayed. If you start up the PlayStation game console with a Memory Card on which OMEGA BOOST game data is saved, that game will Load automatically.

**Note:** For Loading and Saving replay data, please see page 22, "Replay."

## RANKING

Peruse the game's highest scores. Press the Directional button Left/Right to view both screens.





## OPTION

Use the OPTION feature to adjust game settings and reconfigure your controller settings. Use the Directional buttons to highlight options and change the settings displayed on the Option menu. Press the **○** or **×** button to display an option's submenu.

**CONTROL:** Reconfigure the controller settings. Onscreen text describes each controller setting as you cycle through the selections. Use the Directional buttons to highlight selections and change settings, and press the **○** or **×** button to accept. Press the **△** or **□** button to exit back to a previous menu. (See page 9 for default controller settings.)

**SELECT BGM:** Sample the game's background music. Press the **○** or **×** button to hear the displayed selection.

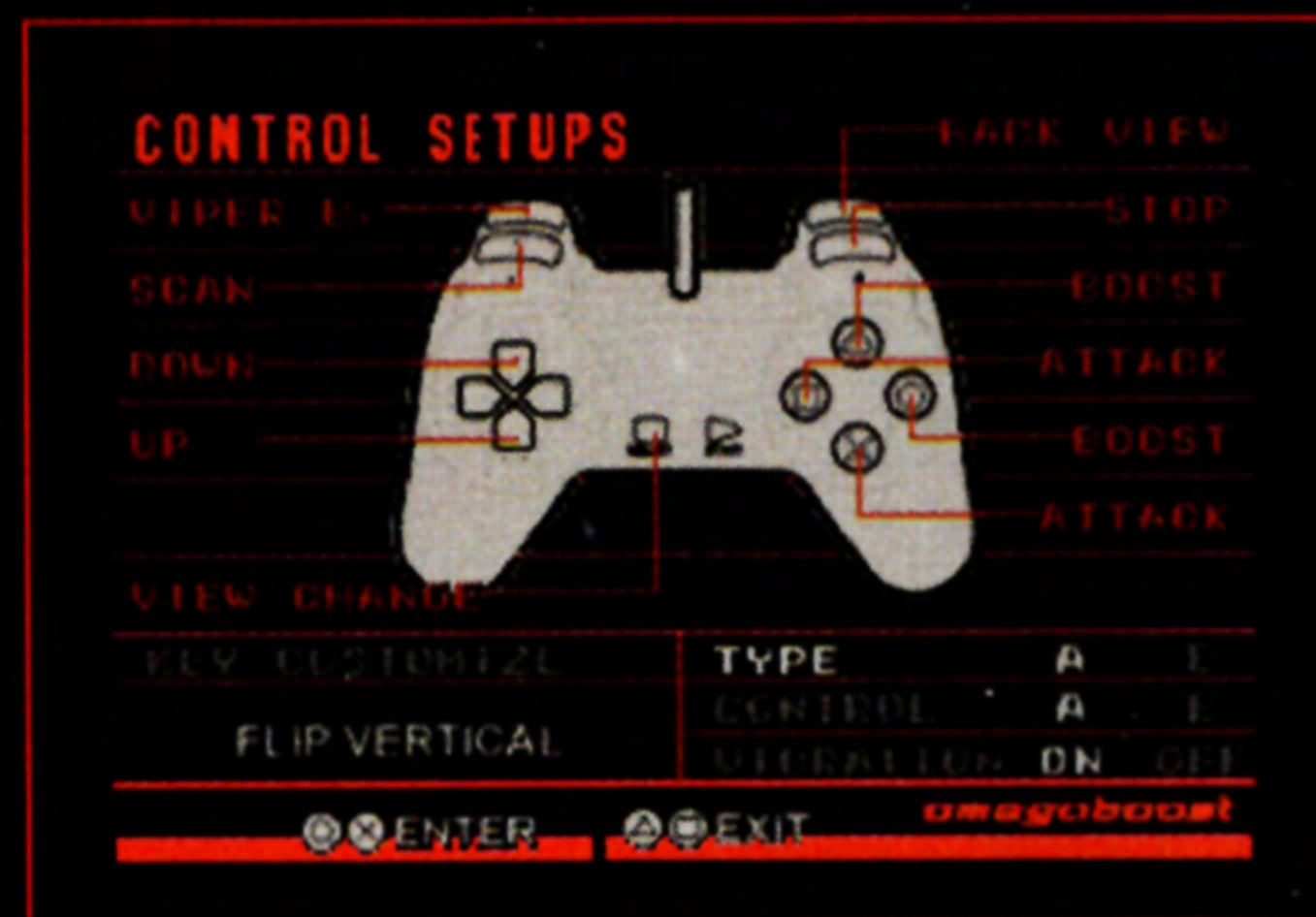
**BGM VOLUME:** Adjust background music volume.

**SE VOLUME:** Adjust special-effects sound volume.

**DIFFICULTY:** Set the skill level of the game to **NORMAL** (standard) or **HARD** (more difficult).

**INFORMATION:** Show (ON) or hide (OFF) the heads-up display, including gauges and Scan Guide.

**ADJUST SCREEN:** Adjust the position of the game display to center it on your screen.



## CAMPAIGN PLAY

Campaign Play is the main game mode. The story unfolds as you progress from Zone to Zone, always getting deeper into the adventure.

The game consists of a number of Zones. Each Zone is a separate battlefield where you must destroy numerous attacking enemies. You complete each Zone by battling its Boss. When you destroy the Boss of one Zone, you progress to the next Zone.



ZONE FLOW ↓

1ST ZONE  
SUB-BOSS  
ZONE BOSS

2ND ZONE

3RD ZONE



END ZONE FLOW ↓

LAST ZONE

## CAMPAIGN PLAY PAUSE

Press the **START** button during Play to Pause the action and display your current battle status.

- The battle status at the top right shows:
  - Zone
  - Difficulty level
  - Number of destroyed/total enemies
  - Play time
  - Score
  - Omega Boost Level
- Press the **Left/Right Directional** buttons during a Pause to look around.
- Press the **SELECT** button during a Pause to end the game.



## COMPLETED

When you clear a Zone, the Completed screen is displayed, giving you the following Zone information:

**CLEAR TIME:** Time you took to clear the Zone.

**DESTROY RATIO:** Your destruction ratio of enemies, given as a percentage (number of enemies destroyed/total number of enemies).

**PILOT ABILITY:** Rank you earned based on your performance (highest to lowest: S, A, B, C, D).



Press the **START** button at the Completed screen to record the last Zone played as replay data. Turn to page 22, "Replay," for details.



## LEVEL UP

By clearing a Zone with a good (or even better, high) performance, you will increase your power level. The higher your level, the more weapon lock-ons you can achieve. At Level 3, Viper Boost becomes available. (See page 12 to refresh your memory about lock-ons and Viper Boost.)

## GAME OVER

The game is over when you've cleared all the Zones, or the Omega Boost is destroyed. At the Game Over screen, the title for the play will be awarded (see chart below). In order to gain higher titles, you need to destroy more enemies and clear the Zone in a faster time. To increase your performance, practice your tactics in Training mode. It's also a good idea to study your performance in Replay mode (see page 22). To Continue the game (if you have Continues left), press the  or  button before the countdown reaches zero.



### PERFORMANCE

High

### TITLE\*


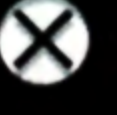
Galactic Warrior  
Galactic Magician  
King Abyss  
Queen Abyss  
Rook Abyss  
Pawn Abyss  
Madel Pilot  
Country VIP  
Green Decoration  
Staggering March

Low

\*When you use Viper Boost, "Pixy" is added to your title.

# TRAINING

Training takes place on the galactic battlefield under controlled, safe conditions that allow you to focus on your combat technique.

Once you select a Training lesson (by highlighting it and pressing the  or  button), its description appears. Read the description to better understand the purpose of the lesson and how to work through it.

LESSON 1: Practice rotating by using Scan.





LESSON 2: Practice moving about a sphere by using Scan.

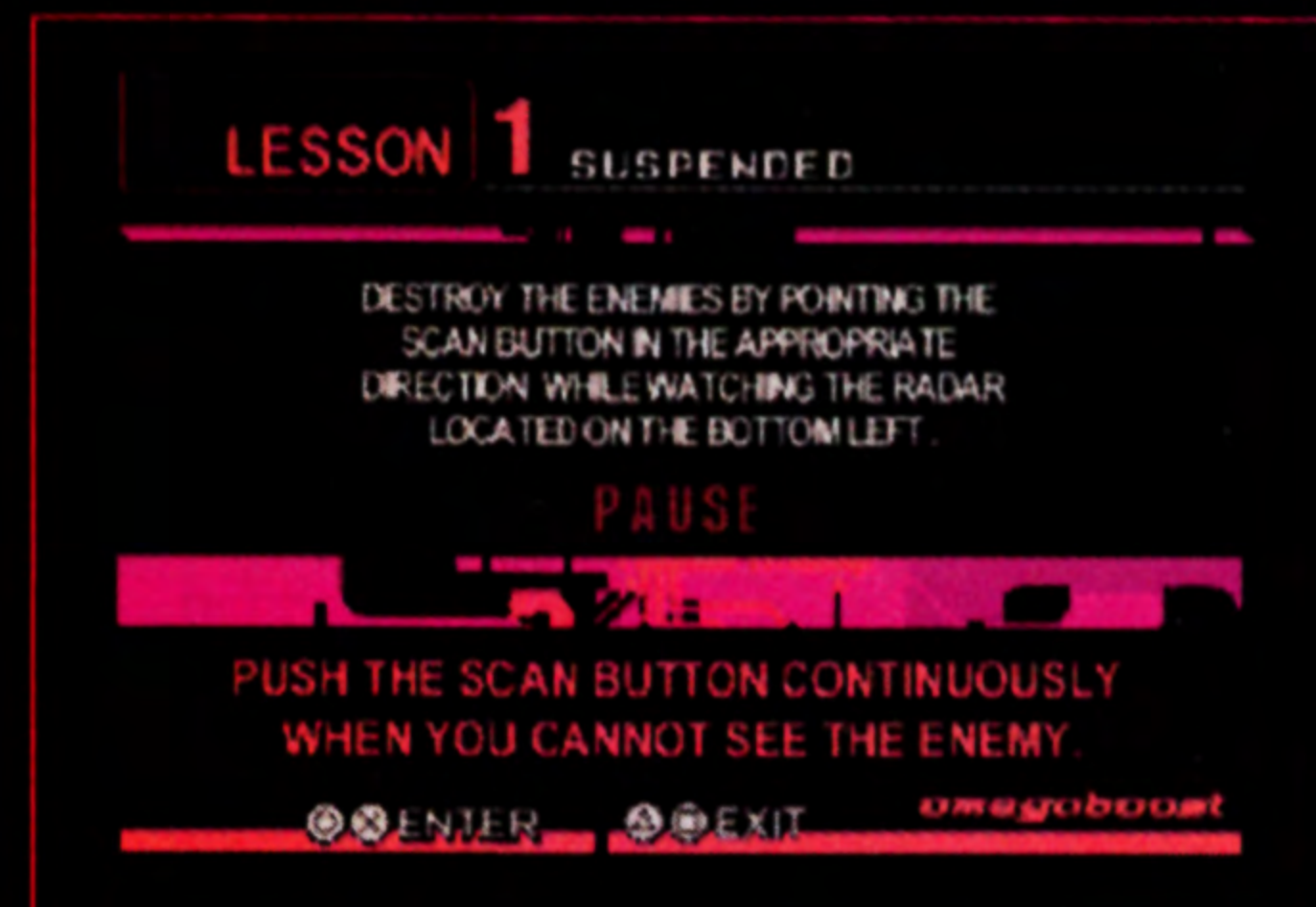
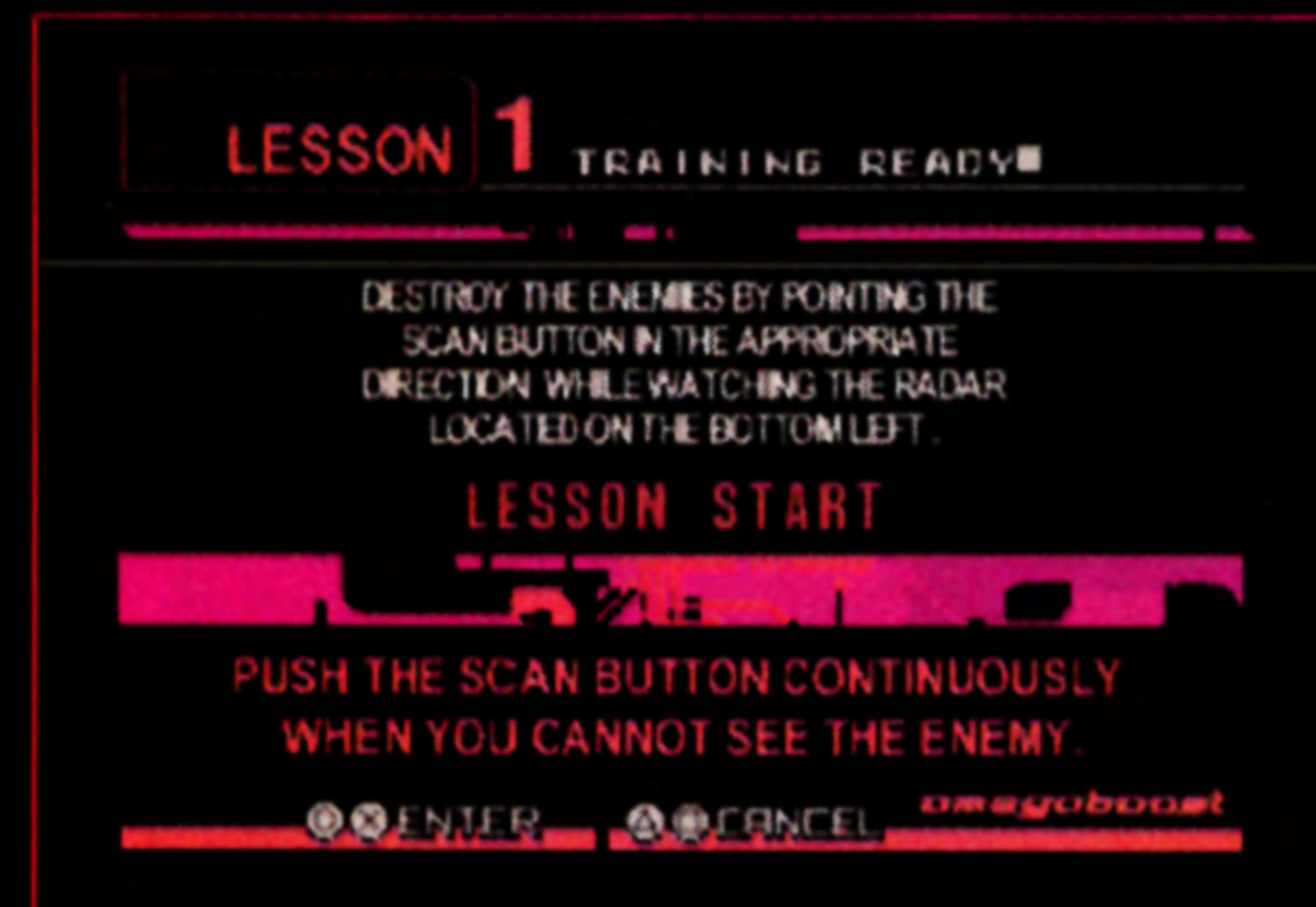
LESSON 3: Battle practice.

LESSON 4: Practice moving in the tube.

## TRAINING PAUSE

Press the START button during training to Pause the game.




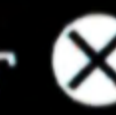
- A description of your training lesson will appear. Press the  or  button to resume training.
- Press the  or  button during Pause to stop training and return to the Training Menu.

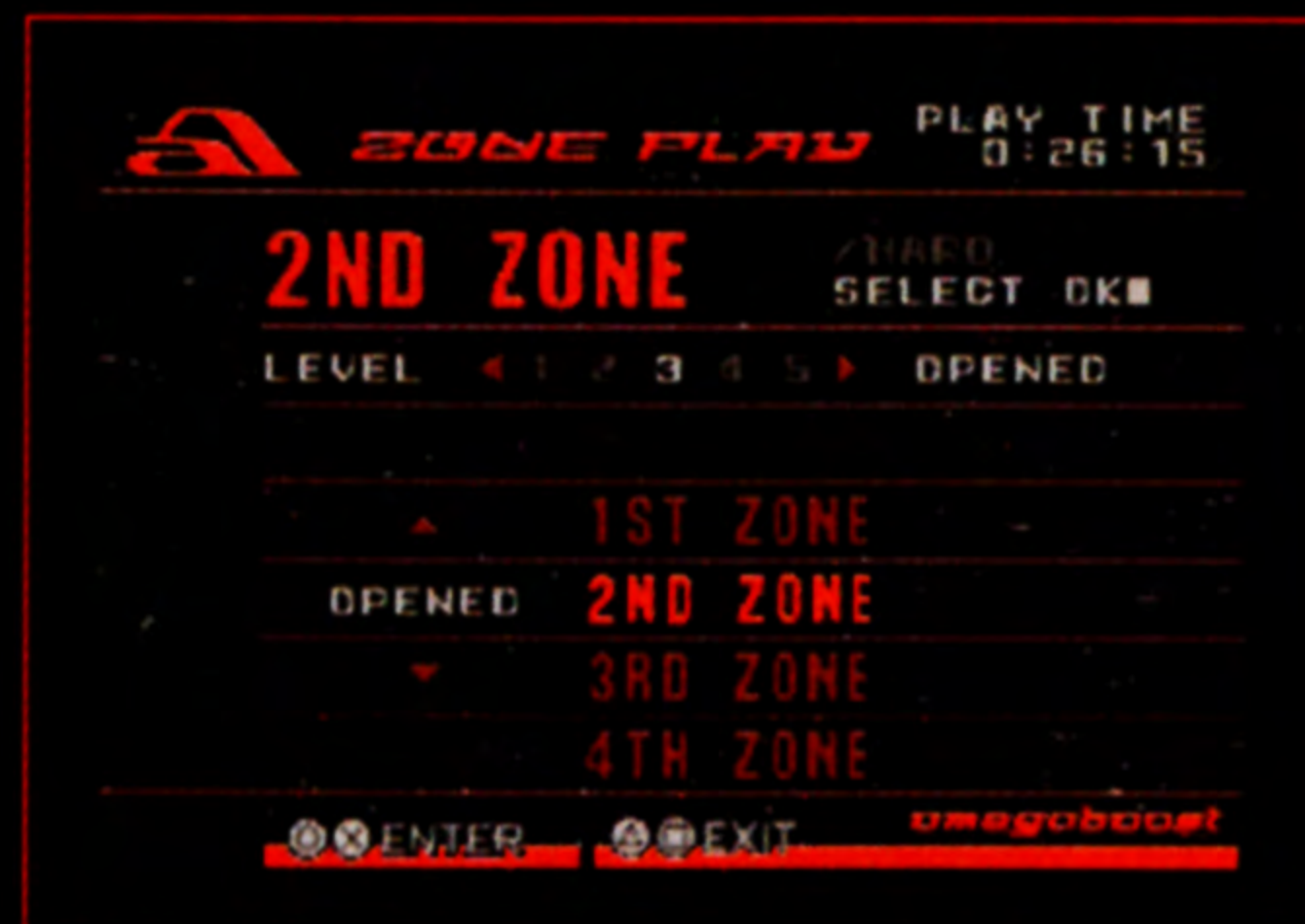


## ZONE PLAY

Select your favorite Zone to play, or select a tough Zone and play it over and over to improve your time and body count.

In Zone Play, all plays are recorded to the Replay Buffer. For details, turn to page 22, "Replay."

Highlight a Zone with the Up/Down Directional buttons and highlight the Omega Boost level with the Left/Right Directional buttons. (You can only select a Zone and level that you have already reached in Campaign Play.) When a combination works, SELECT OK appears at the top right of the screen. Press the  or  button to display your selection, then confirm it by highlighting YES and pressing the  or  button. Zone Play begins.



## HIDDEN ZONES & HIDDEN LEVELS

You may also select Hidden Zones and Hidden Levels based on certain conditions (see page 26). Though Hidden Zones and Levels have no relation to the story in Campaign Play, you're urged to try these unique challenges.

## ZONE PLAY PAUSE

Press the **START** button during Zone Play to Pause the game and display the Zone Pause menu and your battle status.

The battle status at the top right shows:

- Zone
- Difficulty level
- Number of destroyed/total enemies
- Play time
- Score
- Omega Boost Level

The Pause menu provides these options:

- RESTART:** Restarts the Zone from the beginning with the same conditions.
- REPLAY START:** Stops the game and replays it up to that point.
- QUIT GAME:** Quits the game.

**Note:** Be sure to take advantage of the Zone Play Pause menu options, especially **RESTART ZONE** and **REPLAY START**, when you are playing for Replay.



# REPLAY

## REPLAY BUFFER

You can record game data to the Replay Buffer for immediate or later review. Data is recorded differently depending on your game mode:

**CAMPAIGN PLAY:** Press **START** at the Completed screen to record all action from the last Zone played to the Replay Buffer (see page 17).

**ZONE PLAY:** All Zones are automatically recorded to the Replay Buffer.

**REPLAY:** Load Zones into the Replay Buffer from a Memory Card by selecting **LOAD REPLAY** on the Main Menu (see page 13).

Only one set of game data at a time can be recorded to the Replay Buffer. New data overwrites the existing data. To save Replay data on a Memory Card, select **SAVE REPLAY** in the Replay menu (see below).

**NOTE:** Data must be recorded to the Replay Buffer in order for you to replay it. If your play lasts for hours, all the play up to the end of the Zone may not be recorded.

## REPLAYING ZONES

Replay your own Zones, or any of your favorite Zones. Begin by selecting **REPLAY** from the Main Menu. Then select one of the Replay menu options:

**START REPLAY:** Plays Replay Data currently recorded in the Replay Buffer.

**SAVE REPLAY:** Saves the data currently recorded in the Replay Buffer to a Memory Card (you must be using a Memory Card in order to save replay data).





- LOAD REPLAY:** Load saved replay data from a Memory Card (in slot 1 or slot 2).  
Select the data to load by highlighting data names and contents.
- DEMONSTRATION:** Replay any of your favorite Zones.

## REPLAY PAUSE

Press the **START** button during a replay to pause. The Replay Pause menu provides options for restarting the replay or quitting back to the Replay Menu.



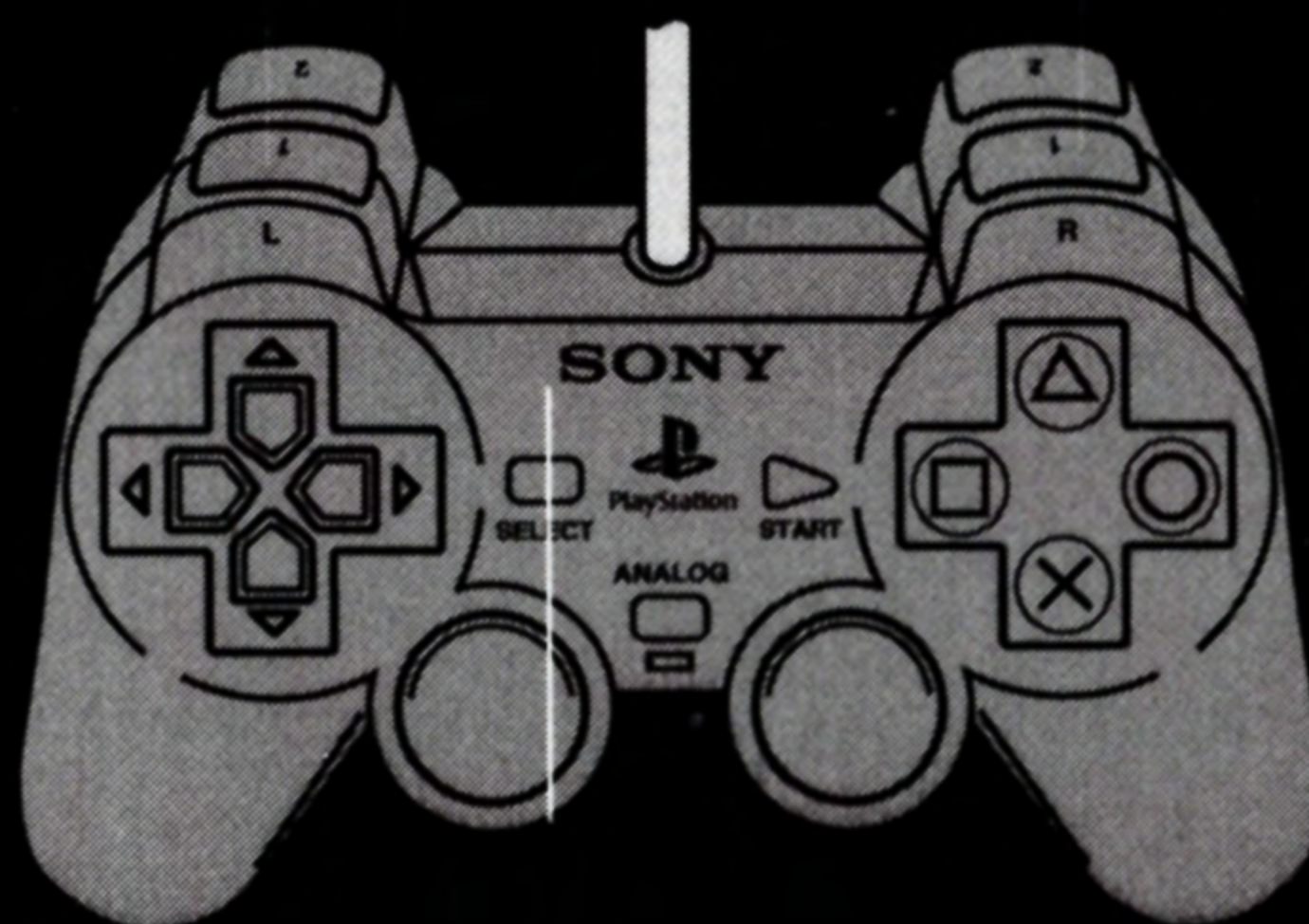
## REPLAY CONTROLS

**L1 button**

Advance frame by frame

**R1 button**

Fast forward



**Select**

View change

Automatic view

**Note:** Change your view and see what else you can discover in the same replay!

## OMEGA BOOST Q&A HINTS

### CATCHING UP WITH ENEMIES

Q: I can't catch up with enemies because they're too fast.

A: If you continue pressing the SCAN button, Scan precision gradually deteriorates. This will make it difficult to respond to fast enemies. Release the SCAN button, then press it again to catch the enemy.

### TUBULAR!

Q: It's hard to play when I'm falling through the tube . . . .

A: Unlike regular free space, you are forced to fall in the tube. If an enemy with an energy reaction of the middle-level Boss or above does not exist, Omega Boost orients itself to the direction of falling while you are pressing the SCAN button. Learn to use this feature to your advantage.

### TRAINING IS COOL

Q: I'm getting used to the game, but I can't make cool moves.

A: Take more training in things like timing, learning when to press and release the SCAN button, when to stop, and when to boost in your learning. With practice, you will be able to perform some very cool maneuvers you never imagined doing when you were new to the game. For example, by pressing the Directional buttons twice or pressing the L3 button while pressing the Left Stick, you will perform different moves. It's up to you to make Play and Replay cool.

## LEVEL UP FOR ACTION!

Q: What kind of system is Campaign Play's "Level Up"?

A: Omega Boost, a product of evolved nano-technology, has an internal self-evolving mechanism. Regardless of existing or future enemies, destruction capability is assessed so that a most-efficient attack ability can be developed for use against the enemy force. As a result, each situation is analyzed, and the battle program is rewritten before you move into the next battle. This Level Up mechanism is also called "Boost Level."

## INCREASING YOUR LEVEL

Q: It's taking me so long to "Level Up."

A: In order to Level Up, you must:

- 1) Destroy enemies in the Zone in the shortest possible time.
- 2) Eradicate enemy forces in the Zone as completely as possible.

When you finish a Zone, your Boost Level Ability Points (AP) are calculated for combating the enemy forces in the next Zone.

## THE "HIDDEN" GAME

Q: Suddenly, I was able to play other than typical Zones.

A: Congratulations! Omega Boost has Hidden Zones where new play modes are enabled under certain conditions. You probably cleared some of these requirements. Hidden Zones are Zones that have nothing to do with the story, and there are many types of them. Hidden Zones and Hidden Levels are only accessible in Zone Play.

## OPENING HIDDEN ZONES

Q: What are the conditions for opening up the Hidden Zones?

A: U3: Total AP 50 at Game Over.  
U2: Total AP 60 at Game Over.  
U5: Total AP 60 at Game Over.  
V5: Total AP 60 at Game Over.  
U8: Campaign Play normal mode cleared.

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**"Fly" and "The Road" by Loudmouth (Hollywood Records)**

**"Otsegolation" by Static-X (Warner Bros. Records)**

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# NOTES

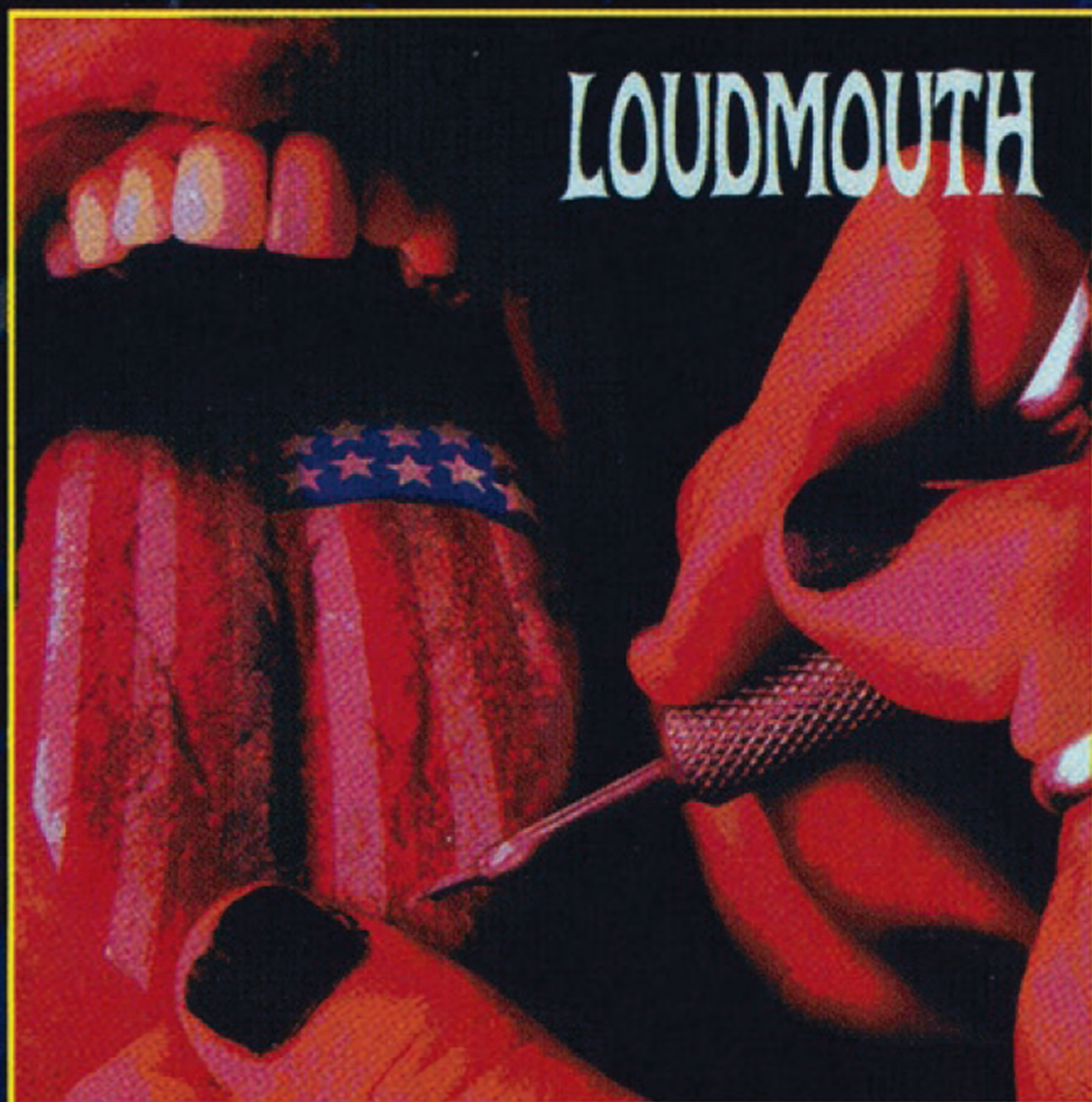
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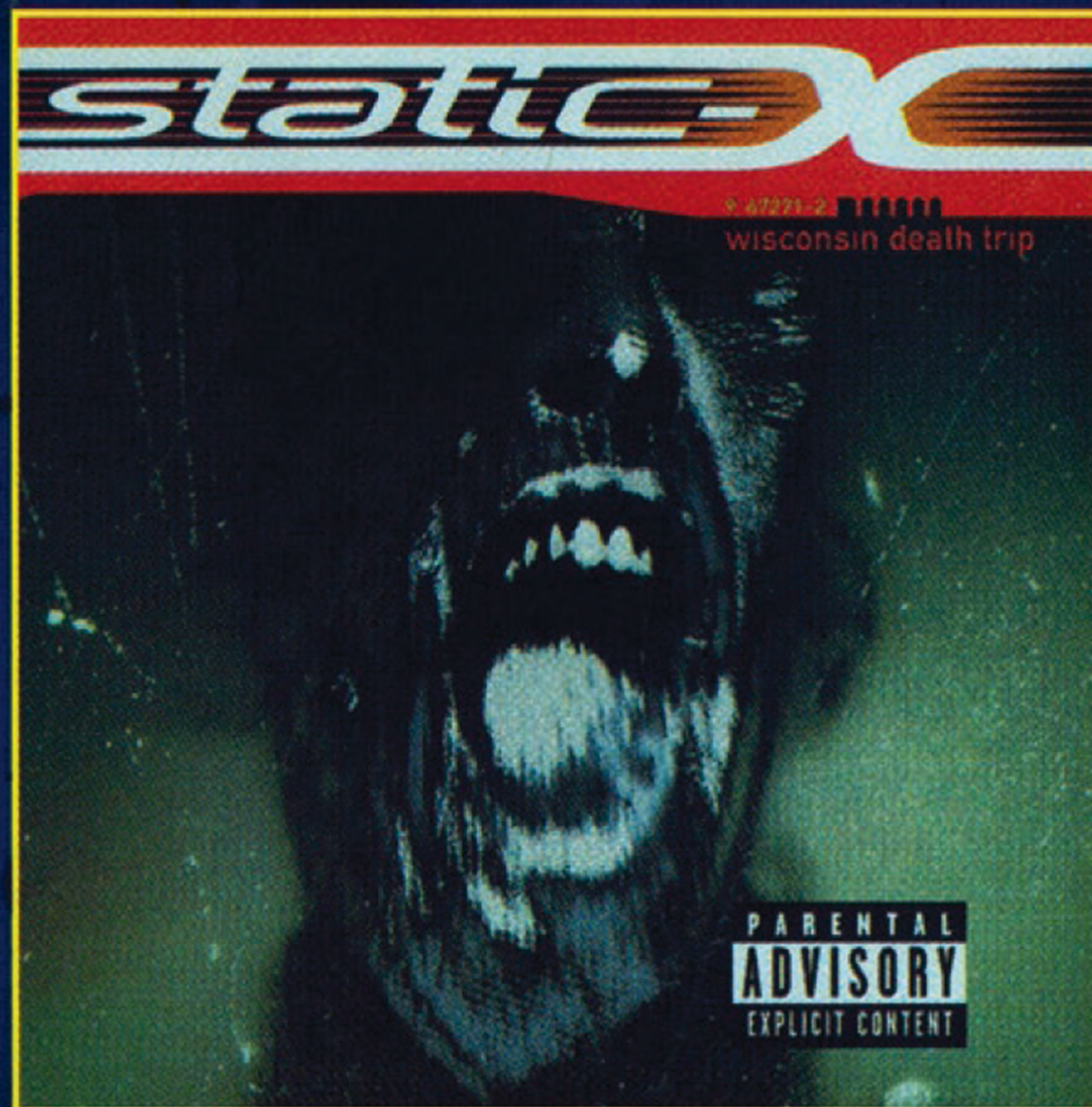
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LOUDMOUTH

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