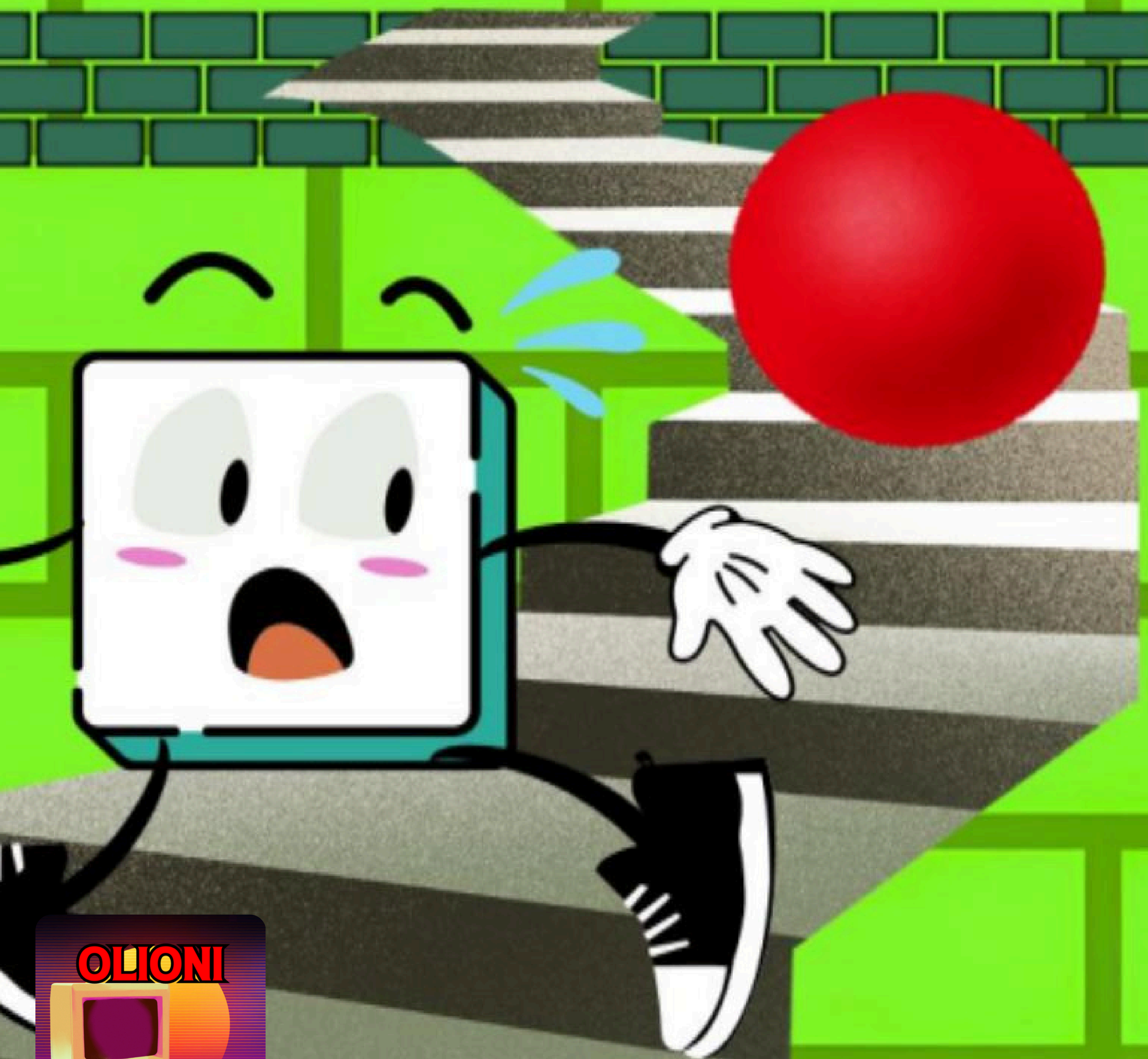


GEOMATRIX

GAME MANUAL



© 2026 OLIONI GAMES.
Programming: Alfredo Arias

GEOMATRIX is compatible with your Atari 2600 (original) and Atari 2600+ video game systems.



Note: All rights to the game GEOMATRIX belong to programmer Alfredo Arias; therefore, producing a physical unit without authorization from the developer, OLIONI GAMES, is prohibited. The only authorized manufacturer is 8bitsMilligames.

CONTROLS AND SYSTEM



Insert the cartridge, turn on the console, and connect your controller to the left port.

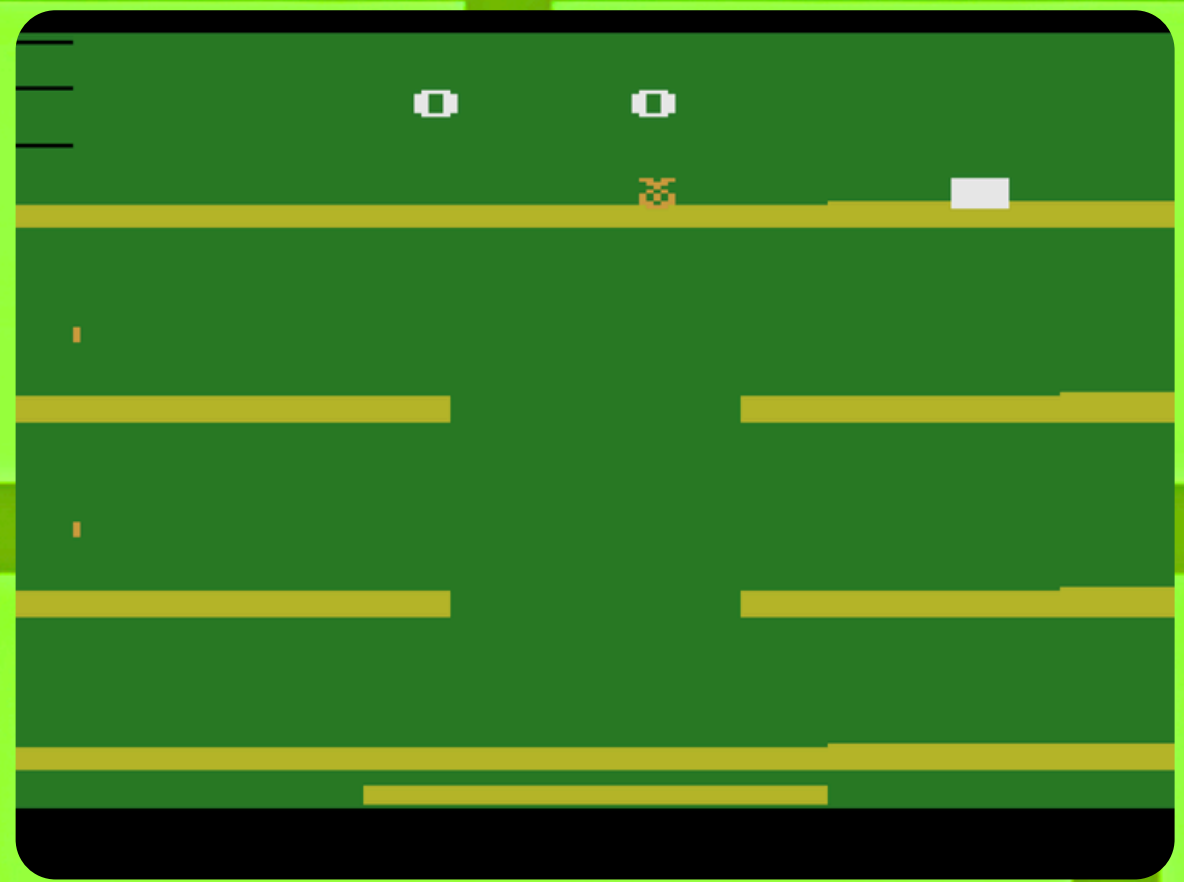
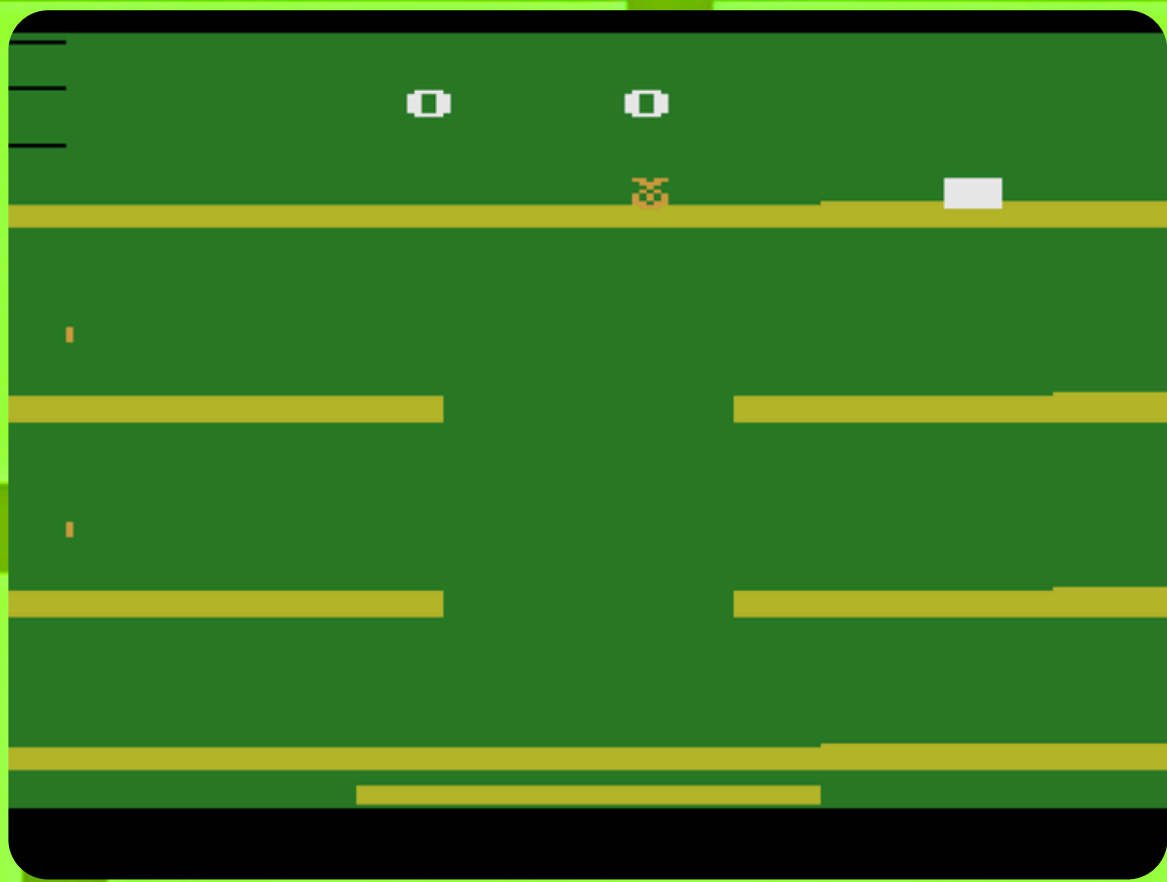
Run: Push the directional control to the left or right.

Jump: Press the red action button to jump over pits and enemies.

Lives: You start with 3 health blocks, displayed at the bottom of the screen.

Energy: The bottom-right panel shows your stamina. If the bar runs out completely during the final countdown, you lose a life.

Floor Transition: In the room at the far right, use the stairs/platforms to safely go up or down.



THE INHABITANTS AND DANGERS

With each round or lost life, the treasure chamber is randomly selected. Keep an eye out for the complex's inhabitants:

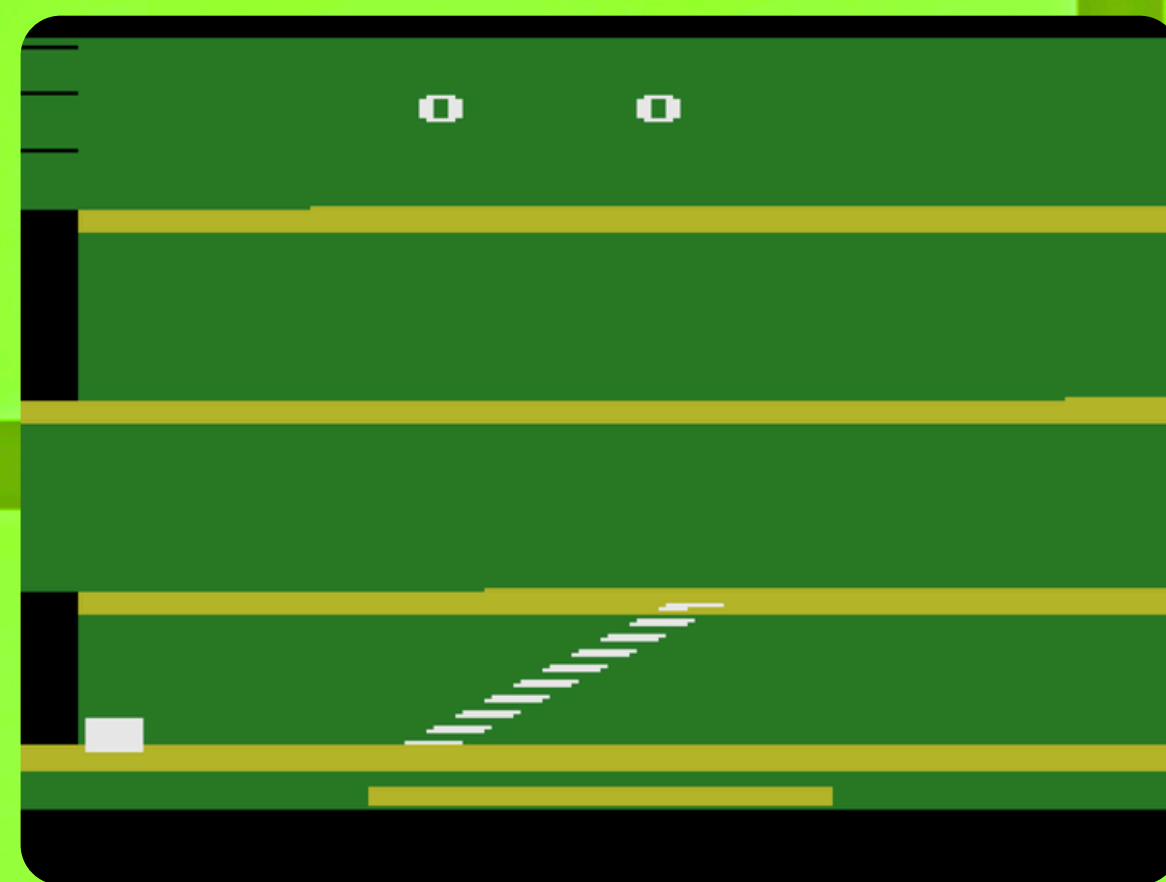
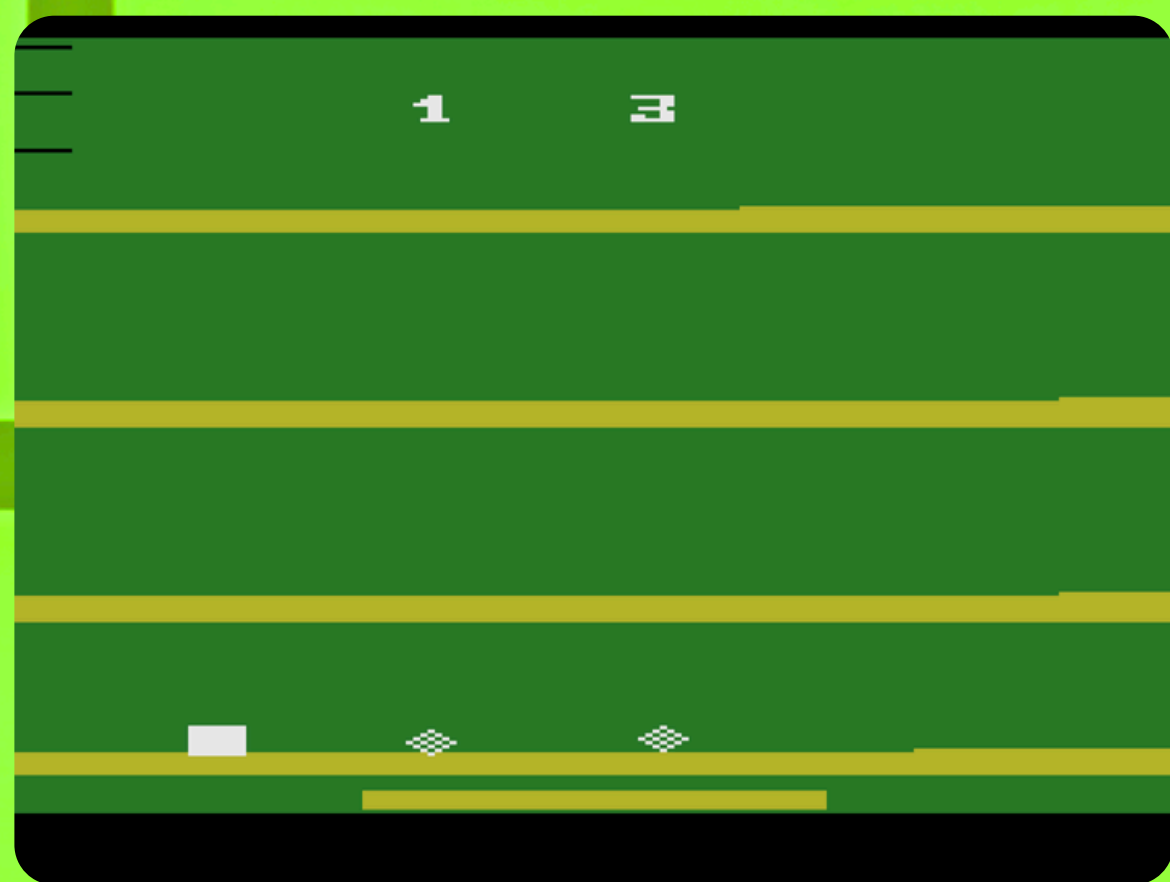
Bouncing Red Orbs: They tirelessly patrol the lower level. Navigating past them without getting crushed requires surgical precision in your jumps.

Energized Cubes: They slide rapidly and relentlessly across the complex's middle platforms.

The Triangle: A formidable, stationary sentinel that blocks the higher routes.

The Treasure Room: Wherever the Money Bag is hidden, the environment turns hostile, opening fissures in the floor and firing a lethal laser beam from end to end.

WELCOME TO GEOMATRIX



You were Karl Leon, a brilliant and renowned Earth scientist working on dimensional portals; a quantum physics accident occurs in your laboratory, and you are transported to an abstract and lethal universe! Your human form is transformed into sacred geometry, and you assume the form and control of The Rectangle—a daring protagonist trapped in a dimension of lines and geometric consciousness.

Your mission is to survive the mutating chambers and collect the valuable virtual Money Bags lost within this complex. But beware: the geometric shapes representing universal concepts have come to life, guarding this surreal world's treasures with oppressive lasers and deadly pits that shift unpredictably. Sharpen your reflexes and begin your journey toward the Platinum!

SCORING AND THE PLATINUM JOURNEY

The path of The Rectangle is paved with points and glory. The key to geometric mastery is perfect rhythm.

Successful Action

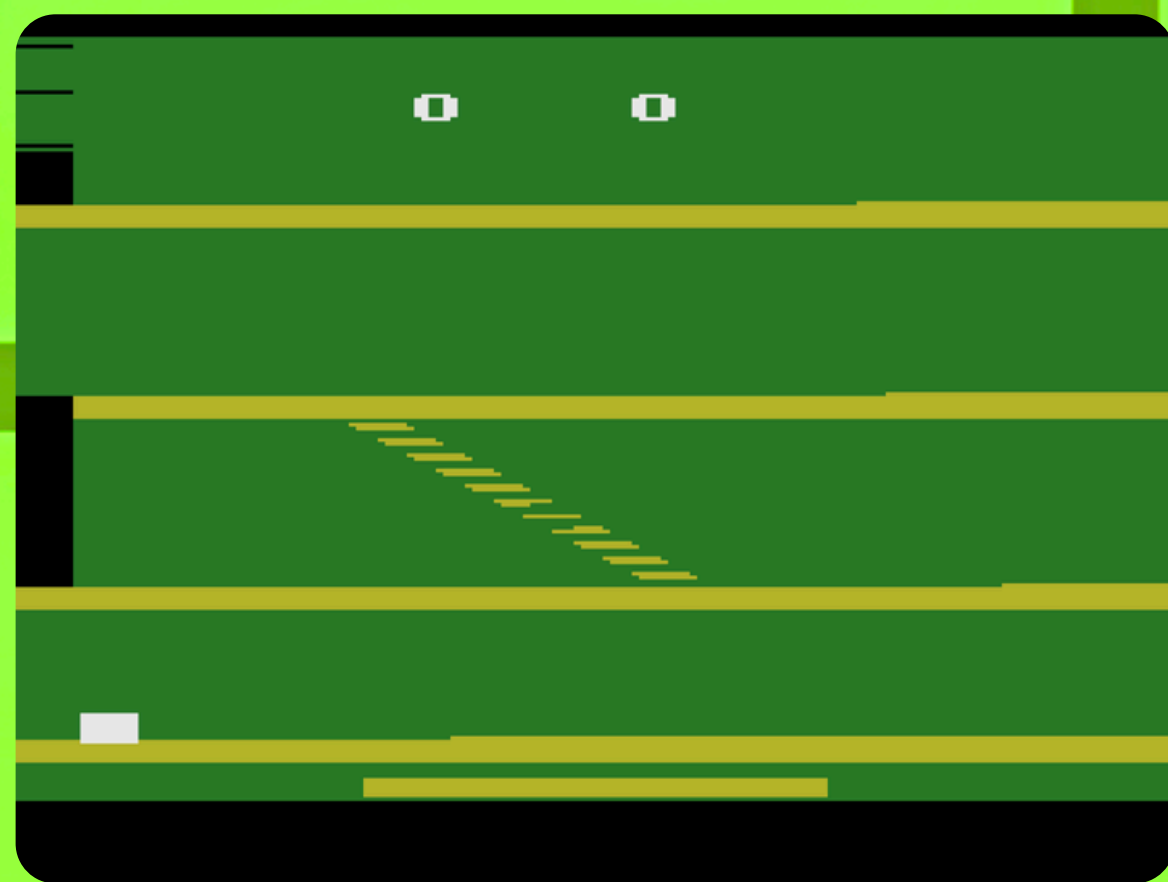
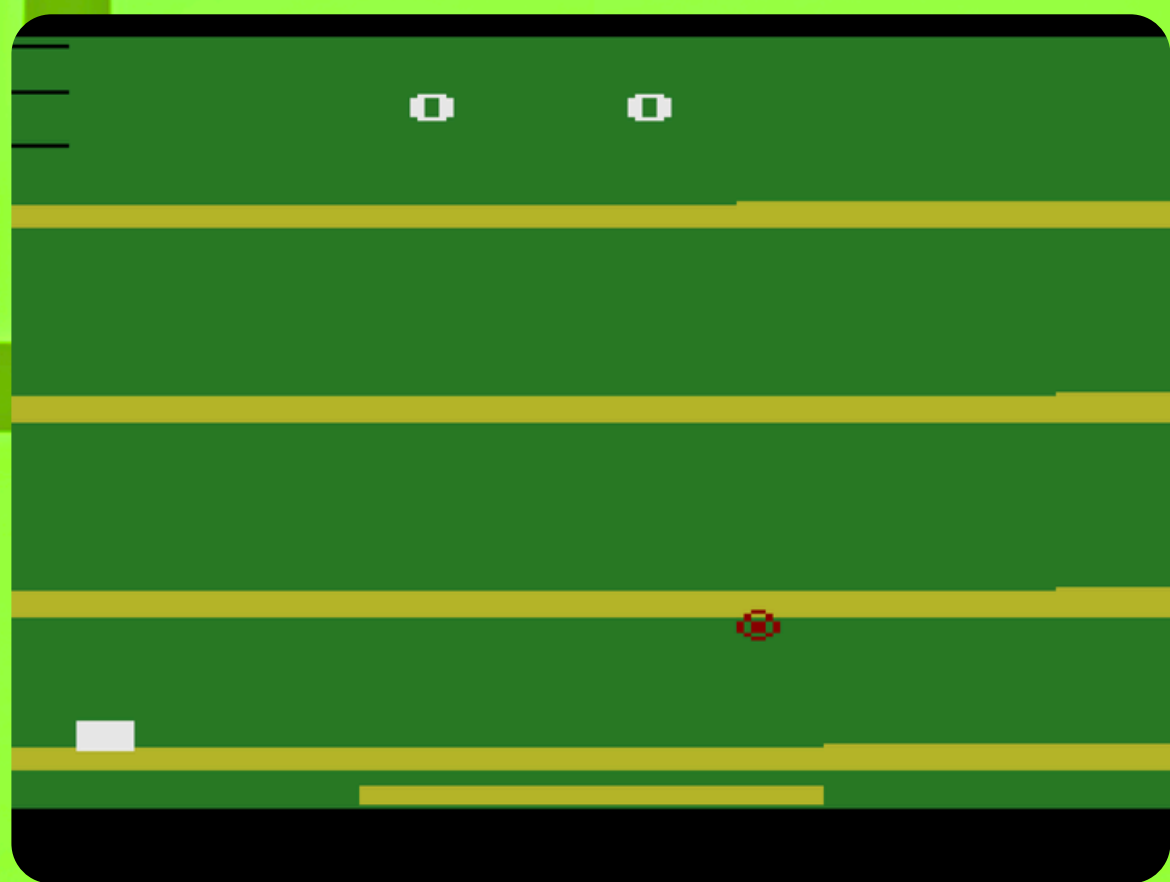
Drain the square, yellow flag-shaped energy: 8 Points

Capture the circular, money-bag-shaped object: 20 Points

THE TROPHY SYSTEM

Each time you prove your mastery and accumulate 99 points, the score will reset, and you will be rewarded with an evolving trophy at the top of the screen:

09.



1. **Bronze Trophy:** Your first major trial completed.
2. **Silver Trophy:** Mastery of the labyrinth solidifies.
3. **Gold Trophy:** The elite of geometric survival.
4. **Platinum Trophy:** Upon reaching 99 points while holding the Gold, the game freezes your score at 99 and the music of ultimate victory plays. The Rectangle has achieved the Platinum, and the GeoMatrix dimension has been conquered!

CREDITS



Programming: Alfredo Arias
Design: Alfredo Arias
Distribution: Olioni Games
Cover Art: João Pedro F.OLIONI

END.