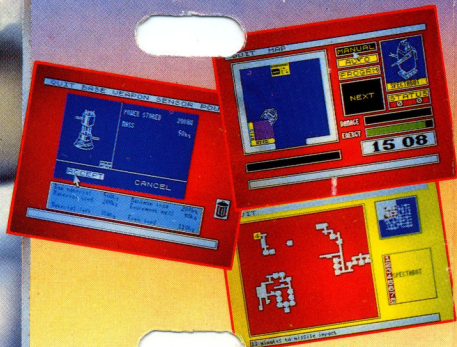


CBM

COMMODORE

You have one hour to explore and deactivate an alien object, a menacing intruder known as Omega. To your disposal are a selection of robots each with its own unique characteristics and each invaluable. Mission Omega is a multi-screen, icon driven, race against time.



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MISSION OMEGA

MISSION OMEGA



MISSION OMEGA

SPECTRUM, CBM, AMSTRAD

July 9 2731 AD

Deep space radars register a mass, size similar to that of a small moon, moving in toward the Solar System at a velocity just below that of light. It appears to have appeared from nowhere.

July 12 2731 AD

Data confirmed. The object is of approx equal mass to the Earth's own moon and is decelerating fast. If it holds its present course it will impact the Earth in 20 days.

A worldwide state of emergency is declared.

July 14 2731 AD

The artefact comes to rest outside the orbit of Uranus. Six hours later it begins to move again towards Earth. Attempts at communication are unanswered.

A computer of the USA defence system produces the information that the Windraith is the only ship close enough to reach the artefact before it reaches Earth.

Mission Omega has begun.....

GAMEPLAY

Upon loading select joystick or keyboard control. When you have done this, press 6. You are now ready for Mission Omega.

The alien object, Omega, is going to be blasted out of existence in one hour. You therefore have one hour to make the Omega inactive by shutting down 4 reactors and then retreat. If you succeed the Omega will cease to be a threat and Earth will cancel the missile.

The game is icon driven and each of these icons must be selected using the cursor. On the far right hand side, two-thirds of the way up the screen, is the icon you must select if you wish to quit. Below this, in the shape of a dustbin, is the icon used for cancelling what you are doing at any particular moment. These icons are selected by moving the cursor key to where they are positioned and then pressing the fire button.

At the top of the screen are 4 headings. The last of these, launch, should only be selected when you have accomplished all your tasks or your mission is a failure.

To begin you must select the first icon - you will now see a new set of headings and from these you can select one of 4 types of robots and equip it with an appropriate weapon, sensor and power supply. Now select the quit button. You will then be asked to name your robot - do this by using the cursor to select the appropriate letters on the screen. Now select ENTER. You should then return to the original screen. Select-

ing CONTROL will enable you to manoeuvre your first robot around Omega.

When the control screen appears, on the top right hand side you will see various headings. The first, manual, allows you to control the robot and the second, auto, means the robot will move automatically. The third heading, program, allows you to pilot the robot's course and order it to follow the course. The final heading, next, allows you to choose another robot. You must direct these robots around Omega trying to accomplish your mission. At any time you can refer to your robot's position by selecting the third of the original headings, map. When you wish to exit one of these headings press FIRE and DOWN and you will return to the control screen.

LOADING INSTRUCTIONS

AMSTRAD : CTRL and small ENTER key.

COMMODORE : SHIFT RUN/STOP.

SPECTRUM : LOAD "".