

# MISSION OMEGA

## *Mind Games*

### MISSION OMEGA

A large alien object, equal in size, to Earth's moon, is threatening the safety of Earth. Known as Omega, the mystery "planet" had dropped out of hyperspace. It had been travelling at the speed of light but had now begun to decrease speed on its approach to Earth. As Captain Allen on the mining ship Wind-wraith, you are very close to the current position of Omega and you receive a Priority 1 Order from the U.N. assembled on Earth because of the emergency situation. You have one hour to explore Omega and gain as much knowledge as you can about its origins before the launch of a powerful missile from Earth that will blast Omega out of existence.

Windwraith is equipped with a powerful series of robot components which you can assemble to any specification you wish to fully explore Omega.

Follow the on-screen instructions to select joystick or keyboard control.

The main game commands are along the top of the screen left to right; QUIT, BUILD, SCRAP, CONTROL, MAP.

**QUIT:** Use this to stop playing, end game or (only when you have completed the mission) to launch yourself away from Omega before the hour is up.

**BUILD:** You will need to begin here. Another complete set of headings will appear. These present choices you can make when constructing your robot. You will have to choose the various components carefully. The base must be able to support the weight of equipment and the power supply must be big enough to drive the unit. There are other considerations too, such as velocity and vulnerability, depending on what use you put your robot to. When you have chosen and are happy, select with O.K. If you change your mind, reselect the box at the top. You may name your robot by selecting this sub-heading under QUIT. If you have not done something or you have, say, overloaded the robot's base, you will not be allowed to do this. You must experiment with different robot constructions; you can have as many as your "raw material" allows.

**SCRAP:** Allows you to dispose of a robot.

**CONTROL:** You may select auto control here which lets your robot freely explore as yet uncharted areas of Omega. Selecting manual control lets you guide your robot with cursor or joystick control; use DOWN and FIRE to come out of this. Alternatively, you can "program" the robot to go in a specific pattern while you go and do something else, Its ability to do this depends on your original choice of Sensor. The Energy and Damage reading of each unit is shown here. When battery supply gets low you must rest the robot to increase its energy supply. Damage will also decrease during "rest". You can see what you have discovered so far at the base of this screen.

**MAP:** The results of your explorations are shown here.

### GENERAL

Mission Omega requires a great deal of experimentation on your part. You must build your robots carefully and leave no part of the alien object unexplored. In addition to finding objects you will have to work out how to deal with electrical barriers and the internal transporter system. Do not forget to keep your eye on the clock!