

Priority 1 Orders

Every Star Ship captain lived in dread of Priority 1 Orders. Failure to successfully carry them out invariably led to execution, but the tasks themselves were normally little short of suicide missions.

Captain Allen was brilliant at his job, but he was not a Star Ship captain. His ship, the Windwraith, was a mining vessel and only 3 weeks earlier it had been crippled by a disaster. Only the Captain's genius and courage had been able to save the lives of his crew. Now the ship was spaceworthy, but only just. Its mission had been an unqualified disaster.

As their ship inexorably crept towards Earth the Windwraith's crew muttered in groups and speculated with more than trepidation the fate of their Captain. He was respected by one and all, not one of them owed him less than his life, and every individual would have gone before the Starfleet's Admiral himself and begged for his Captain's life to be saved.

How could the crew have known that not only their Captain's future, not only their own future, but the responsibility of the future of mankind would shortly be thrust upon their Captain's shoulders.

The Chief of Research was little more than a quivering wreck when he told the Admiral that an object had been spotted and tracked for some days, heading towards the Solar System. It was large, the mass of a small moon, and it was moving in towards the Solar System at a velocity of 99.9% of the speed of light. It had apparently appeared from nowhere. The only theory to explain the phenomenon was that it had just dropped out of hyper-space.

Even the Admiral shuddered, someone with a stardrive was coming to call.

Within 3 days the U.N. held an emergency session. The data had been confirmed. The object, code named Omega, was approximately

equal in size to the Earth's own moon and it was de-accelerating rapidly.

Ambassador Mankavitch moved uneasily. You say all methods of communication have failed?" The Admiral snarled his response. "All methods of communication have failed. I repeat again we must blast Omega out of existence." He could see that the Ambassador representing the Ukraine needed a lot of persuasion.

"Surely we could endeavour to explore it first?" The Admiral brooded – the Ukrainians would destroy the Earth in their search for knowledge. "How long have we got?" the Ambassador continued "before we must destroy this object?"

"No more than 10 hours"

"So we must send a ship to explore it first".

"In 10 hours?" responded the Admiral triumphantly. "How can we get a Spaceship with the right facilities there in 10 hours?"

This time it was the Ambassador's turn to look triumphant. "Our research informs us that the United States of Europe have a mining ship in the region. That would surely be suitably equipped?"

"What?" asked the Admiral to no-one in particular.

"It is called" finished the Ambassador "the Windwraith".

The Admiral could not believe it. "Very well" he agreed. "The Windwraith can have just one hour".

Captain Allen had not considered what would happen when he returned to Earth; he owed that much to his sanity. He was in his rest quarters when he heard the familiar hum of his transmitter. He was needed at the Bridge. Two minutes later, when he arrived, he was handed the message from Star Fleet Command. It was a Priority 1 Order.

MISSION OMEGA

Gameplay

Upon loading Mission Omega you will be asked to select whether you wish to use the joystick or keyboard control. Select your preferred control method by pressing the correct key as indicated on the screen. When you have done this, press 6. You are now ready for Mission Omega.

The alien object known as the Omega is going to be blasted out of existence in one hour. In 45 minutes a missile will be sent from the Earth and 15 minutes after that it will reach its target. You have an hour to make the Omega inactive by shutting down 4 reactors, then you must get away. If you can succeed, the Omega will cease to be a threat and Earth will have knowledge of the alien artefacts on board.

The game is icon driven and each of these icons must be selected using the cursor keys. On the far right hand side, two-thirds of the way up the screen, is the icon you must select if you wish to give up altogether. Below this, in the shape of a dustbin, is the icon you must select if you wish to cancel 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.

The first of these icons is the one you should select first. Once selected you will see a new set of headings appear on the top of the screen. By choosing items from each of these headings it is possible to select one of 4 types of robots and equip it with an appropriate weapon, sensor and a power supply. When you have successfully done this you should select the Quit button. Then you will be asked to name your robot. Do this by selecting, with the cursor key, the appropriate letters that will appear on the screen. When you have named your robot, select Enter. You should then return to the original screen. If you select Control, you will then be able 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 of these, manual, allows you to control the robot which is represented on the top right hand side and the second of these headings, auto, means this robot will move automatically. The third heading, program, allows you to pilot the robot's course and order it to follow that course. The final heading, next, allows you to choose another robot.

You must direct these robots around



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.



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.

Good luck.