

OMEGA VALLEY
(One player)

Seated at the console of Omega Hydra 9's defense command center, you are alerted to a massive invasion of the three inhabited valleys of your planet. Your mission is to prevent the descending invaders from landing on the floors of the valleys by zapping them from the laser cannon emplacements in the walls. If three invaders land, they proclaim victory and the game is over.

Six aliens (from an invading force of eighteen) will descend upon each valley. Each group of six will present themselves in a different formation. When a creature comes within range of one of the four laser cannons, press the key on the keypad (from 1 to 4) with the same number of the cannon you wish to fire. The cannons are numbered near the side edges of the T.V. screen. (Note that they are placed in staggered or alternating fashion)

An invader can be eliminated by making a direct hit or by "grazing" the top or bottom of it. The creatures will always be eliminated from left to right—if two fall into your line of fire, the one furthest to the left will be zapped.

To assess the progress of each group of six attackers, you will have to switch views among the three valleys of Omega on your T.V. screen. To select the view you desire, use the three color-dot shift keys on the bottom row of the keypad. These keys are used as follows:

Press:	View:
Green shift key	Alpha Valley (green scenery)
Red shift key	Delta Valley (red scenery)
Blue shift key	Omega Valley (blue scenery)

A marker box will appear over the name of the valley to give a further indication which one is being monitored.

If you survive the first wave of intruders (you guessed it!) eighteen more of their pals will show up, this time scattering their forces over a greater altitude range and descending at a faster rate. Each subsequent wave will increase their altitude range and, more gradually, their rate of descent.

SCORING

Each creature zapped is worth 10 points multiplied times the number of the wave which is descending. For example, at the start of each game an invader is worth 10 points. The next group is worth 10x2 or 20 points apiece, the next 30 points and so on.

BONUS SCORING

The days on Omega are shorter than the nights. If you hit six aliens during the daylight hours (when the sky is yellow) you receive 200 points times the wave score multiplier. (1st wave 200x1=200 points, 2nd wave 200x2=400 points, etc.) Once darkness falls again, the opportunity for bonus scoring is over until the next daylight period. (Be careful you don't get too carried away trying to garner bonus points and permit invaders to land.)

KEYPAD GAME CONTROL SUMMARY

Keys 1 to 4.....Fire laser cannons

Color shift keysGreen, Red & Blue keys select Alpha, Delta and Omega valleys, respectively.

Your current score is shown in the upper right hand part of the screen, while the number of landings remaining is displayed in the upper left hand corner.

To start a new game, press any key on the keypad (except "H")