OMNICRON™

CONSPIRACY



OMNICRON CONSPIRACY™

TABLE OF CONTENTS

TABLE OF CONTENTS 1
POWERS ON PATROL 2
BEFORE YOU START 3
LOADING INSTRUCTIONS 3
INSTALLING ONTO A HARD DRIVE 4
GAME CONTROLS 5
- Joystick 5
- Keyboard 5
- Other Keyboard Controls 6

MISSION BRIEFING 7
GETTING STARTED 8
- Action Menus 9
- Pockets 9

USING OBJECTS 10
DROPPING OBJECTS 10
HINTS AND TIPS 11
- Surviving 11
- Finding Clues 11
- Important People And Places 12

Licensed from FIRST STAR SOFTWARE INC.
OMNICRON CONSPIRACY is a trademark of FIRST STAR SOFTWARE INC
© 1989 FIRST STAR SOFTWARE INC. © 1989 MIRRORSOFT LTD

POWERS ON PATROL

Life's a bummer. Just when I thought I'd got it easy, the Federation's top brass vote me the main man - Mr. Bust-An-Intergalactic-Drug-Ring. Yeah, sure. Did they ask me? Did they hell! That's the trouble with this place, everyone assumes too much. Even the Police Chief; he's a great guy and everything, but he's very quick to give me all the files on this conspiracy hoo-ha as soon as he hears I'm on the case.

Before I can get a word in, I'm on the street - a head full of co-ordinates, something about a drug conspiracy in Omnicron, and this space cruiser BlackStar - ya know, I wouldn't be surprised if this whole town had it in for me. Everyone I talk to seems to know something or somebody that's involved - and you wouldn't believe the things I've found in the most implausible places...

Anyway, who are you? All this chat. I don't know, you're keeping me from my job.

Oh heck, the job. Give me the easy time; I can cope with driving away the drunks, busting the book bandits and generally keeping the peace from here to the Vaga System - but this! Ya gotta be kidding.

So why did I take the job? For a few lousy credits in my account, the chance to cruise the galaxy, to get high in the Mentant Temple? Nah. None of that... But that reminds me, there's definitely something funny going on at that Mentant joint - I gotta check it out. Nah, but seriously, I get to see Betty the Body at the Mind-Zi tavern pretty regular. The beer and the women at that bar are outta this place. Mayby I'll take ya there once I've cleared this lot up.

Talking of clearing I've had to sell my place. The Feds said it would be best... could get rather sticky they said. Attempts on my life - that sort of thing. I'm living on a space cruiser - does a great line in burgers, and the droids that come as standard are terrific: hard working, reliable, informative. Nothing like the robots manufactured in a certain factory I could mention. Yeah, that's right, Gorm, Ungar, Neet Unlimited. Anyway, if you're after a place, drop by the estate agents in Klein street.

Hey, see that guy there - he's ma bud Bellows. Me and him, we go back a long way. Haven't seen him for ages. Listen, I'll catch ya later - I got some drinking to do with my pal. By the way, the name's Powers, Ace Powers...

BEFORE YOU START

OMNICRON CONSPIRACY™ runs on an IBM PC, Tandy or compatible computer, and requires at least 512k of memory. CGA, Tandy 1000, EGA, MCGA and Hercules graphics modes are supported. Don't try and run the game if your setup doesn't consist of a combination of the above.

If you've got a joystick and intend to use it, plug it in now.

Finally, write-protect the OMNICRON master disks. Play safe. You don't want to accidentally erase your game disks.

LOADING INSTRUCTIONS

In a hurry? Follow these instructions and you'll be playing the game in under a minute.

1. Switch on your machine and boot the operating system in a manner appropriate to your machine. If you've got a floppy system insert your MS-DOS boot disk when prompted; if you've got a hard drive, the operating system should automatically load from the hard drive.

2. Get the A> system prompt on your screen.

3. Place disk 1 of the Omnicron Conspiracy into drive A of the computer. Type OMNICRON and press the Return or Enter key.

4. The following menu will appear:

   Please enter the type of display card you have

   (0). Quit
   (1). CGA
   (2). Tandy 1000
   (3). EGA
   (4). MCGA
   (5). Hercules

The system will print a suggested screen mode for you to choose. If you're unsure what sort of screen display your machine is capable of, refer to your user guide. If you press one of the options and a message appears questioning your choice, you can either go ahead with it regardless or reselect. The screen will remain blank if you pick a screen mode that your machine isn't capable of displaying.

5. A second menu will appear if you've got a joystick plugged in. This simply asks you whether or not you want to use the stick. Press Y for yes or N for no. Pressing Y will lead you to a menu from which you can calibrate the joystick.

6. After a few seconds the title screen will appear. Press Return to begin play.

INSTALLING ONTO A HARD DRIVE

It's possible to copy the Omnicron Conspiracy onto a hard disk; the game will load much faster, and you'll be left with the master disks to store safely. If you've got a hard disk, don't think twice about it. Do it:

1. Get to an area of your hard disk that you wish to save Omnicron - this could be in the root directory or in a games folder. It's your hard disk; you make the rules.

2. At the MS-DOS prompt type MKDIR OMNICRON and press Return.

3. Type CD OMNICRON and press Return.

4. Enter MKDIR PAKDATA and press Return.

5. Place disk 1 of the Omnicron Conspiracy into drive A.

6. Enter COPY A: *.* and press Return. Type COPY A: PAKDATA PAKDATA and hit Return.

7. Remove disk 1 from drive A and replace it with disk 2 of the Omnicron Conspiracy.

8. Enter COPY A:*.* and press Return. Type COPY A: PAKDATA PAKDATA and hit Return.

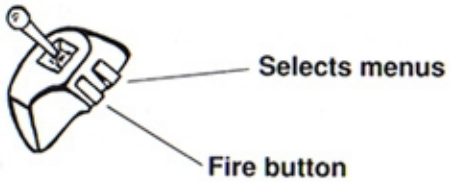
9. You've finished. You can either go back to what you were doing or run the game by typing OMNICRON and pressing Return.

10. To run Omnicron in the future, get to the directory in which you copied the game and type OMNICRON followed by Return. For instance, you might have saved Omnicron into a folder called 'GAMES'. To run the game enter CD GAMES\OMNICRON and press Return. Disk 1 of the game must be in drive A for Omnicron to run.

GAME CONTROLS

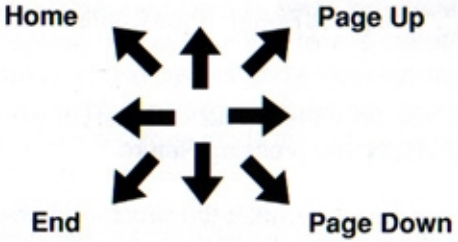
JOYSTICK

Ace Powers can be moved up, down, left, right and diagonally by moving the joystick in the respective direction. Button 1 on the joystick operates menus, and lets you select your course of action. Button 2 fires a bolt from your ALSWELL (automatic laser system with energy light load).



KEYBOARD

Any arrow keys on your machine's keyboard can be used to control Powers. If you haven't got a separate cluster of arrow keys, use the ones that share keys with 8 (for up), 2 (down), 4 (left) and 6 (right) on the keypad. Home, Page Up, End and Page Down provide you with the diagonal movements. You needn't bother with diagonal keys as diagonal directions are possible by pressing two of the arrow keys simultaneously. The Return key lets you access menus while the space bar fires your laser gun.



Space bar fires
Return operates menus

OTHER KEYBOARD CONTROLS

During the game these keys can also be used:

S Toggles sound on and off.

F10 Switches between normal and fast play.

P Pauses the game. Any key resumes play.

Q Exits the game or lets you start again. A menu with the options CANCEL, RETURN TO DOS and START A NEW GAME appears. Move the joystick or arrow keys up and down until you've highlighted the option you want. Press Return or button 1 on the joystick to select the menu item.

F Save/load game. A menu appears allowing you to save the current play position or load a previously saved position. Highlight the option you want by moving the arrow keys or joystick and then press Return or joystick button 1 to select it.

Saving - simply type a name for the game you wish to save and press Return. The game name can only be up to eight characters long followed by an optional full stop and further three characters. Press Return when you've finished typing. This saves the game details to the drive and directory from which you ran Omnicron. You can save as many positions as you want by supplying the prompt with alternative file names.

You'll need a blank, formatted floppy disk to save your postion if you don't want to write to the Omnicron Conspiracy master disk. When it comes to saving to a disk other than the game disk, specify the drive identifier when you type the file name. For instance, A:POSITION.001.

You'll get an error message if you try to save to a write protected disk.

Loading - the name of your last saved game will appear in the menu. Press Return if you want to load this postion. Alternatively hold down the delete key until you erase the file name. Type in the new name (remembering to include any drive or folder information) and hit Return.

To load a saved game from a disk other than the one currently in the drive, insert the disk containg the relevant game information and type in the full pathname. For example, A:POSTION.001.

MISSION BRIEFING

Report to the police chief on Cron immediately, Captain Powers. There has been a disaster. One of your operatives has gone silent while tracking down a drug ring.

The last message received from your agent was sent three days ago. Things are getting desparate. The message reads: "..am boarding the BlackStar. Going in undercover on a tip from an informant at the Mind-Zi tavern on Cron."

BlackStar is a small interplanetary freighter; among other things it services the science complex on the moon Delphi.

Yesterday a planetary patrol found the BlackStar floating aimlessly - apparently lifeless. The patrol reported that the ship showed signs of attack, and that the crew did not respond to any requests to board.

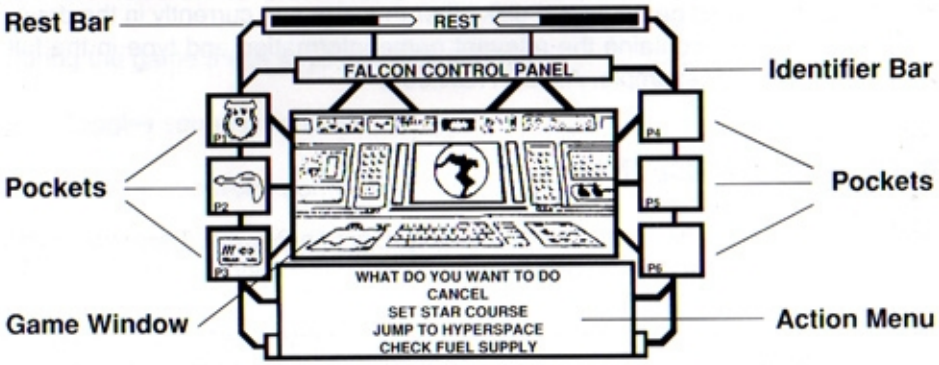
You must find out what has happened, Powers. Don't leave anything unturned. Question everyone and search everything. It's your task to get the culprits and, if need be, finish the drug investigation yourself.

Take care though, there are places where it's not wise to flash that Star Police badge.

Cron's star co-ordinates are 480117. Get going.

GETTING STARTED

Clues won't present themselves - you've got to find them by searching rooms, examining objects and talking to everyone you meet. To do this, you must become familiar with the game screen.



Rest Bar - as you move around you will become more and more tired. If your rest value hits zero you will faint.

Life Bar - take care of yourself and this bar should stay healthy. Don't turn yourself into an artichoke.

Identifier Bar - tells you the name of the creature or object you've made contact with.

Pockets - all items you carry are displayed on the sides of the screen.

Action Menu - pressing Return or button 1 on the joystick when you make contact with something causes a menu to appear.

ACTION MENUS

You can interact with just about anything in the game. The identifier bar tells you what you've walked into - it's up to you to decide what to do with the object you find or the creature you meet.

Pressing Return or button 1 on the joystick results in an action menu appearing. The exact items in the menu depend on what you've bumped into. The following menu items can be highlighted using the arrow keys or joystick and selected using Return of fire button 1:

Examine provides you with details of the object or creature you've encountered.

Use lets you utilise an object. You can't use people - well, you can, but not in this game.

Search informs you of any items carried by a creature or any items stored on an object (like a table, chair, cupboard, and so on).

Converse enables you to talk to creatures. Speaking to the right creatures can get you the information you need. Speaking to the wrong creatures can get you killed. Needless to say, you can't talk to tables, chairs, cupboards...

Take lets you pick up any items discovered during your search. Anything picked up gets put in your pocket.

Cancel returns you to the game.

POCKETS

You start the game with three items in your possession. Everything on your person appears in boxes (or pockets) running down the left and right sides of the screens. A total of six objects can be carried simultaneously.

To begin with you've got:

- Star Police Badge - your identity card as an interplanetary peace-keeping officer.
- ALSWELL - an automatic laser system with energy light load which can be used to stun or kill opponents.
- Metacard - your credit card. Don't leave home without it.

USING OBJECTS

Press a function key from F1 to F6 that corresponds to the item you wish to use.

A menu will appear with the options CANCEL, EXAMINE, USE and PUT.

Unless you're sure what an object does, highlight EXAMINE by using the cursor keys or joystick and pressing Return or fire button 1. A description of the item will appear on screen. Press Return or fire when you've finished.

Now move down to the USE option - again by using the cursor keys or joystick - and select it. Depending on the situation and the object, a variety of things could happen: food would be eaten, credits deducted from your Metacard in a store, keys would open a locked door.

Select CANCEL once you've used an object; you will be returned to the game screen.

DROPPING OBJECTS

There comes a time in a police captain's life when he's just got to clear out his pockets. A lot of the stuff you'll pick up is junk - some of it is useful while some is essential.

To dump an object, walk up to a surface such as a counter or desk. You'll know when you've made contact with the surface as the identifier bar informs you of what you've bumped into.

Press the function key corresponding to the pocket that holds the item you wish to trash.

An action menu appears. Highlight the menu option PUT by using the cursor keys or the joystick. Press Return or fire button 1 to execute the option. The item you originally selected will disappear from your pocket and remain on the desk or counter.

It is possible to pick up an object after getting rid of it. objects remain in the location in which they were dropped.

HINTS AND TIPS

Read the introduction carefully. But don't trust everything Powers says.

SURVIVING

Your ALSWELL weapon fires at two intensities: stun and kill. Don't go crazy with your gun.

The Star Police badge is often more trouble than its worth.

Food and drink will keep your life bar up. Don't be frightened of gorging yourself. But do be careful what you consume.

A good sleep will do wonders for your rest bar.

Keep a check on Falcon's fuel supply.

FINDING CLUES

Talk to creatures. Search people and places. Don't leave a clue unturned. Don't just converse, search, use and take. Sometimes it appears as though you can't do certain things - persevere.

Follow creatures. They often lead you to the biggest clues - and while they might not point items out directly, at least you'll be on the right track.

Watch out for red herrings. You'lll quickly discover who to trust and who to trash.

IMPORTANT PEOPLE AND PLACES

The following characters and places are of great importance in breaking the Omnicron Conspiracy. It's for you to decide who and what helps or hinders:

People
The Police Chief
Limarr Quattro
Rand Ungar
Bellows
Den Herth

Places
Green Tattoo
Electron Spin
Library
Mind-Zi
Sharbi Lab

Winning
It's possible!

Illustration © Peter Andrew Jones

Published under licence from FIRST STAR SOFTWARE, INC.
OMNICRON CONSPIRACY is a trademark of FIRST STAR SOFTWARE, INC.
© 1989 FIRST STAR SOFTWARE, INC. All rights reserved
© 1989 MIRRORSOFT LTD.

© 1989 MIRRORSOFT LTD.

The computer program and its associated documentation and materials are protected by National and International Copyright Law. Storage in a retrieval system, reproduction, translation, copying, hiring, lending, broadcasting and public performances are prohibited without the express written permission of Mirrorsoft Limited. All rights of author and owner are reserved worldwide.





Mirrorsoft Limited Irwin House 118 Southwark Street London SE1 0SW Telephone 01 928 1454

MPIX-OMN 3