FOR
COLECOVISION®
& ADAM™
FAMILY COMPUTER SYSTEM

Guide No. 14320

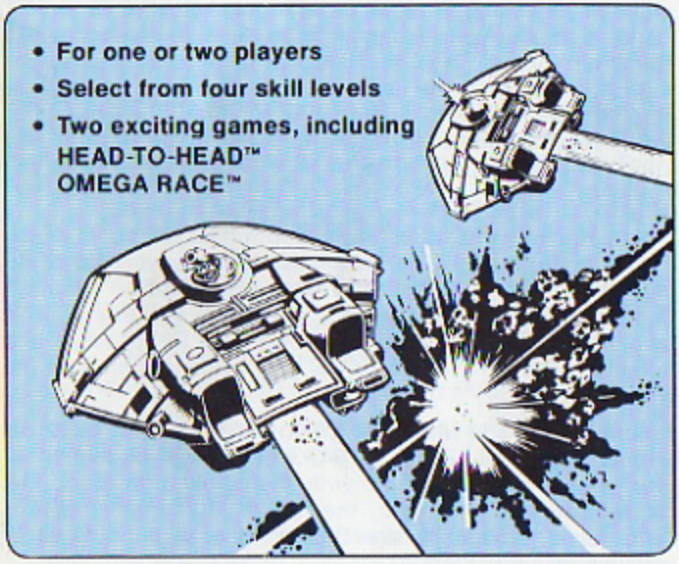
CARTRIDGE INSTRUCTIONS

OMEGA RACE™

A home version of the Bally/MIDWAY™ Arcade Game.

Recommended For Use With Coleco's ROLLER CONTROLLER

- For one or two players
- Select from four skill levels
- Two exciting games, including HEAD-TO-HEAD™ OMEGA RACE™

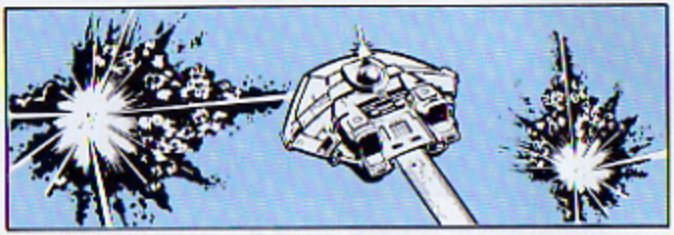


Command a starship in airless space in battle against an alien Droid Force. In HEAD-TO-HEAD™ OMEGA RACE™, battle directly against a friend!

Plays like the OMEGA RACE™ arcade game!

COLECO

GAME DESCRIPTIONS



OMEGA RACE™ (One or Two Players — Alternating)
In Coleco's OMEGA RACE™, command a starship in the weightlessness of a deep-space training field. Bounce off barriers to pilot your Omega™ fighter in skirmishes against the Droid forces. Fire laser blasts at the enemy while evading return fire from the fleet leader. If you eliminate the first fleet, others follow. But if you take too long, the Droids become Death Ships that track and blast at your fighter and drop mines as additional hazards!

HEAD-TO-HEAD™ OMEGA RACE™ (Two Players)
This game has the same fast-action fun as regular OMEGA RACE™. But in this one-on-one version, you compete against a friend! Each player takes charge of an Omega™ fighter. Try to eliminate your opponent's fighter, while avoiding dangerous Droids. Watch out for Death Ships and explosive mines! Will you or will your opponent emerge the victor?

In one-player and **alternating** two-player games, Coleco's arcade-style ROLLER CONTROLLER allows you to maneuver your Omega™ fighter with incredible precision. The faster you spin the roller, the faster your fighter rotates! The quick response Action Buttons give astounding accuracy to your aim!

NOTE

Use your ColecoVision® controllers for playing HEAD-TO-HEAD™ OMEGA RACE™. See page 5 for use of controls.

GETTING READY TO PLAY

ALWAYS MAKE SURE COLECOVISION® UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Player Game

Use your ROLLER CONTROLLER or your ColecoVision® hand controllers. See page 4 for use of controls.

Two-Player Game (Alternating Players)

Use ROLLER CONTROLLER or your ColecoVision® controllers. With ColecoVision® controllers, Player 1 uses the controller plugged into Port 1. Player 2 uses the controller plugged into Port 2. Players take turns. Player 1 goes first, and each turn lasts until the player's fighter is eliminated. See page 4 for use of controls.

Choose your challenge.

Press the Reset Button and the Title Screen appears on your TV. Wait for the first Game Option screen to appear. It contains a list of game options, numbered 1-8 and *. The * key selects the HEAD-TO-HEAD™ OMEGA RACE™ game.

Skill 1 is the easiest, suitable for play by beginners.

Skill 2 action is a little harder. Enemies are more dangerous than those in Skill 1.

Skill 3 plays at the difficulty and timing of a professional arcade machine.

Skill 4 is tougher challenge than an arcade machine.

Select a Skill Option by pressing a number or symbol button on either controller keypad.

Play Option Selection

After you've selected the number of players and a Skill Option, the Play Option screen appears. It contains play options numbered 1-3:

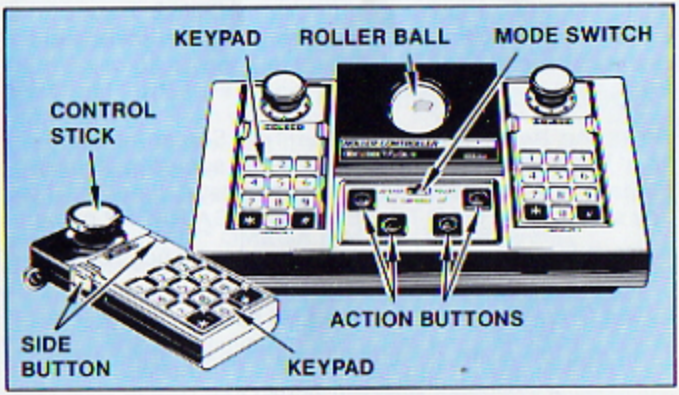
1 = Fast Bounce 2 = Tunnel 3 = Astro Gates

See Page 6 for a description of the Play Options. Make your choices by pressing the number buttons on either controller keypad. An arrow marks your choices. Pressing a button a second time cancels a choice. You can choose to play with none, some or even all of the options. Each combination of options gives you an altogether different game!

After you've made your choices, press # to start your game.

Press * to play a standard game with no options.

USING YOUR CONTROLS



OMEGA RACE™ (One or Two Players — Alternating)

1. To use ROLLER CONTROLLER, attach it as explained in its owner's manual, then follow the instructions listed below.
2. To use your ColecoVision® controllers with the ROLLER CONTROLLER unit attached, slide the Mode Switch to "JOYSTICK" mode.
3. To use your ColecoVision® controllers without using the ROLLER CONTROLLER unit, detach ROLLER CONTROLLER. Plug the ColecoVision® controllers into Ports 1 and 2 of the ColecoVision® game console.

HEAD-TO-HEAD™ OMEGA RACE™

Use your ColecoVision® controllers only.

1. To use your ColecoVision® controllers without using the ROLLER CONTROLLER unit, detach ROLLER CONTROLLER. Plug the ColecoVision® controllers into Ports 1 and 2 of the Colecovision® game console.
2. To use your ColecoVision® controllers with the ROLLER CONTROLLER unit attached, slide the Mode Switch to "ROLLER" mode.

Keypads: Keypad Buttons 1-8 and * on the ColecoVision® controller allow you to select Game Options before beginning to play. Press * after a game to replay the Game Options you have just played. Press # after a game to return to the Game Option screens to choose another challenge. Press * during a game to Pause.

ROLLER CONTROLLER Roller Ball: For one-player and **alternating** two-player games, spin the Roller Ball on the ROLLER CONTROLLER to the right to rotate your fighter clockwise. Spin the Roller Ball to the left to rotate your fighter counterclockwise. Spinning the ball straight up or down has no effect on fighter rotation.

COLECOVISION® CONTROLLER Control Stick: Press the Control Stick to the left to rotate your Omega™ fighter counterclockwise. Press the Control Stick to the right to rotate your fighter clockwise. Pressing the Control Stick up or down has no effect.

ROLLER CONTROLLER Action Buttons

THRUST: Press the left top or right bottom Action Button to thrust your fighter in the direction it faces.

FIRE: Press the left bottom or right top Action Button to fire a laser blast. Press this Action Button repeatedly to fire up to three laser blasts at a time.

COLECOVISION® CONTROLLER Side Buttons

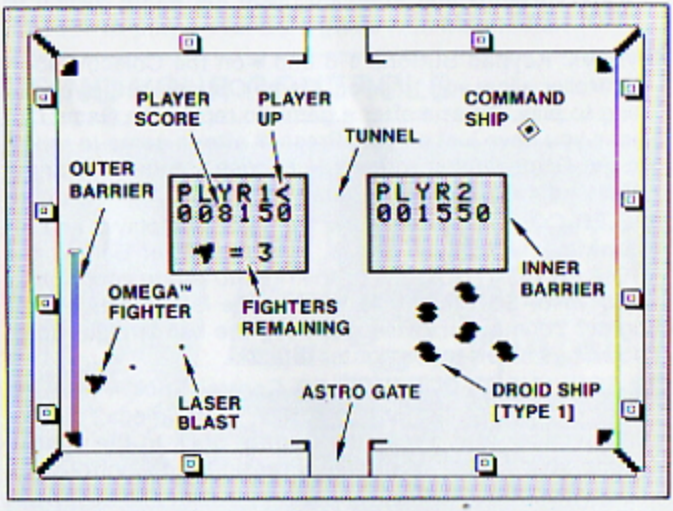
THRUST: Press the left Side Button to thrust your Omega™ fighter in the direction it faces.

FIRE: Press the right Side Button to fire a laser blast. Press and release the right Side Button continuously to fire up to three laser blasts at a time.

HOW TO PLAY OMEGA RACE™

(One or Two Players — Alternating)

In two-player games, players take turns. Player 1 goes first, and each turn lasts until the player's fighter is eliminated.



Choosing Your Play Options

Tunnels and Astro Gates — a tricky escape.

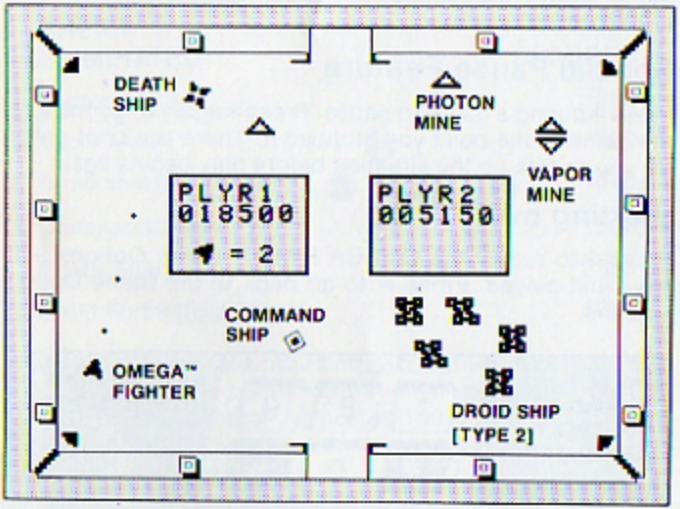
If you've chosen the Tunnel or Astro Gate option, use it to escape enemy fire or to sneak up for a surprise attack! The tunnel opens up a path in the center barrier from top to bottom. The astro gate is a teleportation device that can instantly transport you from the top to the bottom or from the bottom to the top of the screen. Watch out — bullets can travel through astro gates, too!

Fast Bounce — Spring into the action!

If you've chosen the Fast Bounce option, your fighter increases speed each time it collides with the walls, up to its maximum speed. Learn how to bounce to the right spot for a successful evasion of enemy fire!

Game Start: Vaporize the first fleet!

Your fighter appears in one of the screen's upper corners. The Droid fleet, led by the Command Ship, appears below the central barrier. Pilot your Omega™ fighter around the barrier and attack the fleet.



At the drop of a mine.

In games played at Skills 2-4, the longer you take to clear the training field of Droid ships, the more awesome they become as enemies. First, one or two Droids transform into Command Ships and travel around the play field. Then, if you take even longer, one of the Command Ships bursts into a Death ship, creating Vapor and Photon mines and firing rapidly as it tracks your fighter.

The Force is against you.

Each time your Omega™ fighter clears the training field of opponents, another deadly fleet appears. Eliminate four Droid fleets to conquer the first Droid Force. But the enemy keeps coming, so brace yourself! Beware the new enemy Droid ships in the second and third Forces!

Down to the Finish.

The game ends when all your Omega™ fighters have been eliminated. (In all games, watch for the Best Score Indicator. It shows the highest score earned since power was turned on.)

Special Pause Feature

Press * during a game to pause. Press * again to go back to the game at the point you stopped it. There is a brief delay for you to size up the situation before play begins again.

Starting over.

Press * to replay the OMEGA RACE™ Game Options you have just played. Press # to go back to the Game Option screens.



Reset

The Reset Button on the console stops the game and returns you to the Title Screen. It also erases the Best Score from game memory. The Reset Button can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

You score points each time you eliminate an enemy:

ENEMY ELIMINATED	POINTS SCORED
Photon Mine	350
Vapor Mine	500
Droid ship	1000
Command Ship	1500
Death Ship	2500
Droid Force (four fleets)	5000

Each player receives five Omega™ fighters per game to start. You earn one bonus fighter when your score reaches 40,000 points, another fighter at 150,000 and a third at 250,000 points.

HOW TO PLAY HEAD-TO-HEAD™ OMEGA RACE™ (2 Players Only)

Use your ColecoVision® controllers for HEAD-TO-HEAD™ OMEGA RACE™. See page 5 for use of controls.

Player 1 uses the left controller (if plugged into ROLLER CONTROLLER) or the controller plugged into Port 1 of the ColecoVision® console. Player 2 uses the right controller (if plugged into ROLLER CONTROLLER) or the controller plugged into Port 2 of the ColecoVision® console. Players play simultaneously.

Starting up.

Press the Reset Button and the Title screen appears on your TV. Wait for the first Game Option screen. When it appears, press * for HEAD-TO-HEAD™ OMEGA RACE™. A second option screen appears. It contains game play options numbered 1-5:

1 = Tunnel
2 = Astro Gates
3 = Fast Bounce
4 = Reflective Walls
5 = Long Game

See Page 11 for a description of the Play Options. Make your choices by pressing the number buttons on either controller keypad. An arrow marks your choices. Pressing a button a second time cancels a choice. You can choose to play with none, some or even all of the features. Each combination of options gives you an altogether different game!

After you've made your choices, press # to start your game.

A head-to-head challenge.

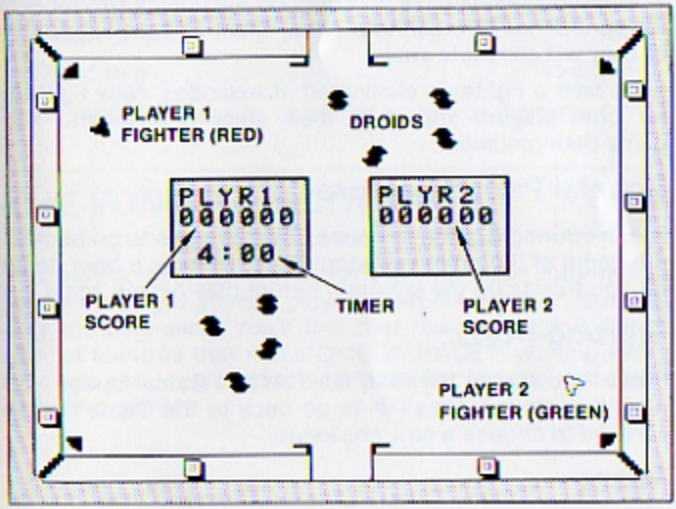
Each player has an Omega™ fighter. The Player 1 fighter is red; the Player 2 fighter is green.

Choosing Your Options

Tunnels, Astro Gates and **Fast Bounce** play the same as in regular OMEGA RACE™.

Reflective Walls — on the rebound.

If you've chosen the Reflective Walls option, laser blasts that strike the walls can ricochet. Aim your blasts at an angle to meet their target, while you remain protected around a corner!



Long Game — time to win, time to lose.

You have an unlimited supply of fighters. But you don't have an unlimited amount of time in which to earn points. If you've chosen the Long Game option, you have a total of four minutes to complete your game. Otherwise, your head-to-head battle is over when the two-minute Timer runs out. The player with the higher score wins.

Game Start: Some's the same.

You and your opponent control your own fighters just as in regular OMEGA RACE™. This time you must face not only enemies and hazards, like Death Ships, Droids and mines (just as in regular OMEGA RACE™), but also each other!

Two's a crowd.

Your mission is to rid the space arena of your opponent. Maneuver your fighter and fire away. You can eliminate your opponent as well as Death Ships and mines, but your otherwise deadly blasts have no effect on the enemy Droid fleet. Be careful not to crash into either them or your opponent, or they will eliminate you!

Each time a fighter is eliminated, it explodes. New fighters for both players appear in their starting positions. The game then resumes.

Special Pause Feature

Press * during a game to pause. Press * again to go back to the game at the point you stopped it. There is a brief delay for you to size up the situation before play begins again.

Starting over.

Press * to replay the OMEGA RACE™ Game Option you have just played. Press # to go back to the Game Option screens to choose a new challenge.

Reset

The Reset Button on the console stops the game and returns you to the Title Screen. It also erases the Best Score from game memory. The Reset Button can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING (HEAD-TO-HEAD™)

You score points each time you eliminate an enemy.

ENEMY ELIMINATED	POINTS SCORED
Photon Mine	350
Vapor Mine	500
Opponent's Fighter	500
Death Ship	1000
Droid ship	No score

Each player receives an unlimited supply of fighters.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing OMEGA RACE™, but it is only the beginning! You'll find that this cartridge is full of special features that make OMEGA RACE™ exciting every time you play. Experiment with different techniques — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on

Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.



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