

OMEGA RACE™

Bally MIDWAY

JUST LIKE THE REAL ARCADE GAME



HIGH RESOLUTION
VIDEO GAME
CARTRIDGE FOR THE

T199/4A

HOME COMPUTER

CBS
ELECTRONICS

32K MEMORY EXPANSION REQUIRED

The Gauntlet is Tossed!

To the Earthling:

We, the leaders of the Omegan Star System, have spent countless eons perfecting our method of training our warriors to defend our star colonies. This method – you may call it **Omega Race** – has proven so successful that evildoers tremble at the mere thought of interfering with us. As a result, our lives have become rather mundane and boring. So now we search the galaxies for other forms of intelligent life – fast and tough enough to meet the challenge of our **OMEGA RACE**. Having failed to locate such life, we're settling for you. We await you in the arena!

- The Omegans

Object of the Game

The object of **OMEGA RACE** is to evade enemy fire and score points by destroying the various types of **Omegan War Ships** and **Photon Mines** you'll encounter while speeding around a mysterious cosmic arena.

Getting ready to play

Make sure the **TI99/4A** home computer is plugged in and connected to its monitor or television set (Image 1).

Insert the **Omega Race™** game cartridge (Image 2) into the computer's **cartridge port** and power on the computer system.



Image 1



Image 2

The cartridge **menu** should appear on screen (Image 3). If the menu does not appear, **power off** the computer and **restart** after waiting several seconds. If the software continues to fail to start, immediately **return the game to the retail outlet where it was purchased.**

The cartridge menu will have **two** options. Select **option 2** to start the **Omega Race™** software.

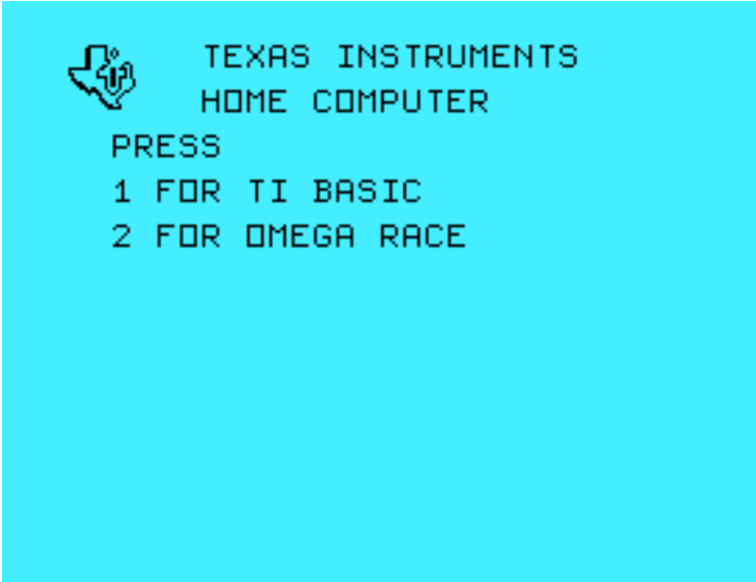


Image 3

The **Omega Race™** game **title screen** (image 4) will appear on the computer's display screen. The title screen offers 4 selections: **START, INSTRUCTIONS, OPTIONS** and **HIGH SCORES**.



Image 4

The **START** option begins an Omega Race™ game (Image 8). **INSTRUCTIONS** will display the in-game instructions screen (Image 5). The **OPTIONS** choice will bring up the game options screen (Image 6). The **HIGH SCORES** will display the **top five** saved Omega Race™ **game scores**.

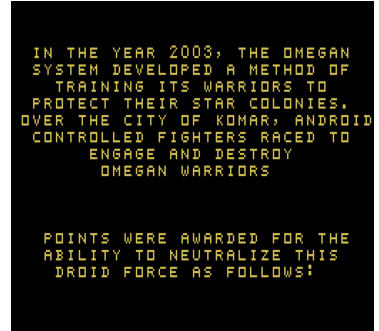


Image 5

Game Options

The **Options Menu** has **7** settings that can be adjusted to the player's preference. To select a desired setting, press the **SPACE BAR** to toggle the pointer to the desired setting. Use the **PLUS** and **MINUS** (+ and -) keys to adjust the settings for the **LIVES** and **BONUS** options.

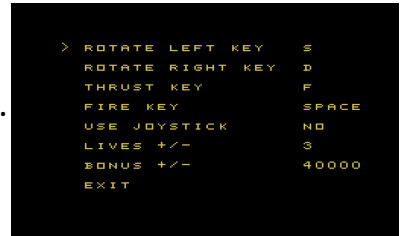


Image 5

The **LIVES** setting allows the player to start with **additional ships** for the tournament (the default is 3 with a maximum of 6). The number of ships can be reduced below three, but this is not recommended.

The **BONUS** setting allows the player to adjust how many points are needed to gain an **extra ship**. The **default** value is **40000 points** but it can be reduced to a minimum of **10000** and a **maximum** of **100000**. The user is also able to set the value to **NONE**, which will award **no BONUS ships** during game play.

The **USE JOYSTICK** option allows the player to select either the computer's **Joystick** or **Keyboard** to control the ship during the game.

The remaining settings allow the user to **assign keys** to control **ship functions** when the **Keyboard** is used for **ship control**. To reassign the **SPACE** bar to the **FIRE** function, press the **ENTER** key.

Game Mechanics

Use the **TI99/4A** compatible **joystick** controllers (Image 7) or the computer's **keyboard** to control the ship's movement during game play. .

Move the **joystick** to the **right** to **rotate** the ship **clockwise**. Moving the **joystick** to the **left** rotates **counter-clockwise**. **Joystick forward** applies **thrust** in the direction the ship is pointing.



Image 7

It is important to have the **ALPHA LOCK** key in the **up position** during game play. **The Z key will pause the game** when the **Joystick** is in use and the **enter key will pause** during **keyboard control**.

Game Play

The game starts with your **ship** positioned in the **Omegan Arena** opposite a group of **Omegan Droids** (Image 8). An **Omegan Command Ship** will soon **spawn** from the Droid group and begin its **search** for **enemies** (you).

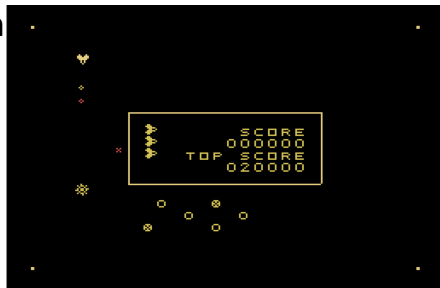


Image 8

Starting in the **Second Wave** of battle, **Omegan Droids** will begin to **circle the Arena** in **search of enemies**. They will lay **Photon Mines** (Image 9) along their **path to destroy** any **foe** who should carelessly encounter them.

In advanced waves, **Omegan Droids** will occasionally **fire missiles** at foes they encounter. **Command Ships** will **fire** upon enemies during **any wave**.



Image 9

In these Waves, **Command Ships** may morph into **Mine Layers** and leave **Photon Mines** to thwart their enemies. In advanced Waves, **Command Ships** will morph into fast moving **Death ships** (Image 10) that can also lay **Mines** and **fire** upon you.

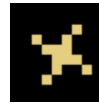







Image 10

Fire your ship's **missiles** to **destroy** all **Omegan** foes in the **Arena**. After **all** enemies have been **destroyed**, the player is awarded **500 bonus** points. The player must survive the wave by **avoiding** all enemy **fire, Droids, Ships** and **Mines** for the next wave to begin. The player can be killed by mines **AFTER** having destroyed all enemy **Ships** and **Droids**. The player will be awarded 5000 bonus points for every 4 waves successfully completed.

SCORING

Points are awarded for the destruction of each enemy entity as follows:

Enemy	Name	Points
	Photon Mine	350
	Mega Mine	500
	Droid	750
	Mine Laying Droid	850
	Command Ship	1000
	Mine Layer	1500
	Death Ship	2500

Credits

Original game by **Bally, Midway** (1981)

TI99/4A Omega Race port by **Brian Gray**, (2026)

Thanks to **Stefan Bach, Harry Wilhelm, M. Brent**
and **Rasmus Moustgaard**

Thanks to **AtariAge** and the **TI99/4a Community**

Thanks to **Ciro Barile TI99IUC** [TI99 IUC | Homepage](#)

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TI99 Port by Brian Gray