SPACE FORTRESS OMEGA

KENDALLSOFT

An-Atari XL/XE Game

Space Fortress Omega

(v1.1)

For the Atari 8-bit Home Computer Series. 48K. PAL or NTSC systems.
by Jason Kendall (c) Kendallsoft 2017
Loading: Boot Disk - automatically disables BASIC.

The Story:

Unbeknownst to modern man the ancient Greeks created a series of Space Fortresses to protect the Earth from alien invasion. Over the years these have fallen into ruin; only Omega remains. A distress signal was received calling for Ace pilots to clear the fortress of the alien forces who have taken over, and to re-charge the power generators to make the fortress secure again. To make matters worse the aliens have activated the fortress's defences against you... You have answered the call and join a squadron of pilots who only have 48 hours, or more, to save the earth...

Objective:

Make it through the Space Fortress alive. Collect the neutron missiles and then fire them into the reactor cores to re-charge them! There are ten levels to complete, each with varying obstacles and tougher challenges; how far you can get?

Space Fortress Omega is a mix of avoid the obstacles, destroy the aliens and perform your primary mission by collecting missiles and shooting "re-charging" the reactor cores. SFO is not an all out shooter, but it is, hopefully, an original game in the classic style that will offer a challenge. You have plenty of lives and extra ships can be earned by collecting the letters "EXTRA".

Game Features:

Missiles, targets, space blades, various laser gates, tunnels, enemies with individual traits and weapons, energy, shields, destroyable barriers, power-ups and a few surprises!

CONTENTS

Title Screen:

Press Start or fire to play.

Press Option to move the screen vertically (TV Adjustment).

Press Select to change difficulty:

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[Trainee] - slower game speed, aliens are kinder and only drain energy. No energy depletion otherwise, or fuel overcharge. Levels end slightly sooner. You start with 2 extra ships in your squadron.
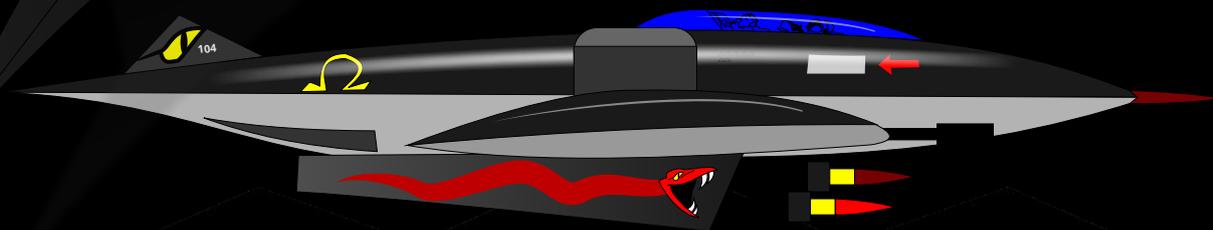
⭐⭐

[Pilot] - default/recommended.

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[Ace] - faster game speed; manual firing; hold fire for a couple of seconds to toggle weapons between "normal" and "homing".

There are other subtle differences between the skill levels. Hopefully most people should be able to complete the first level after a few plays!
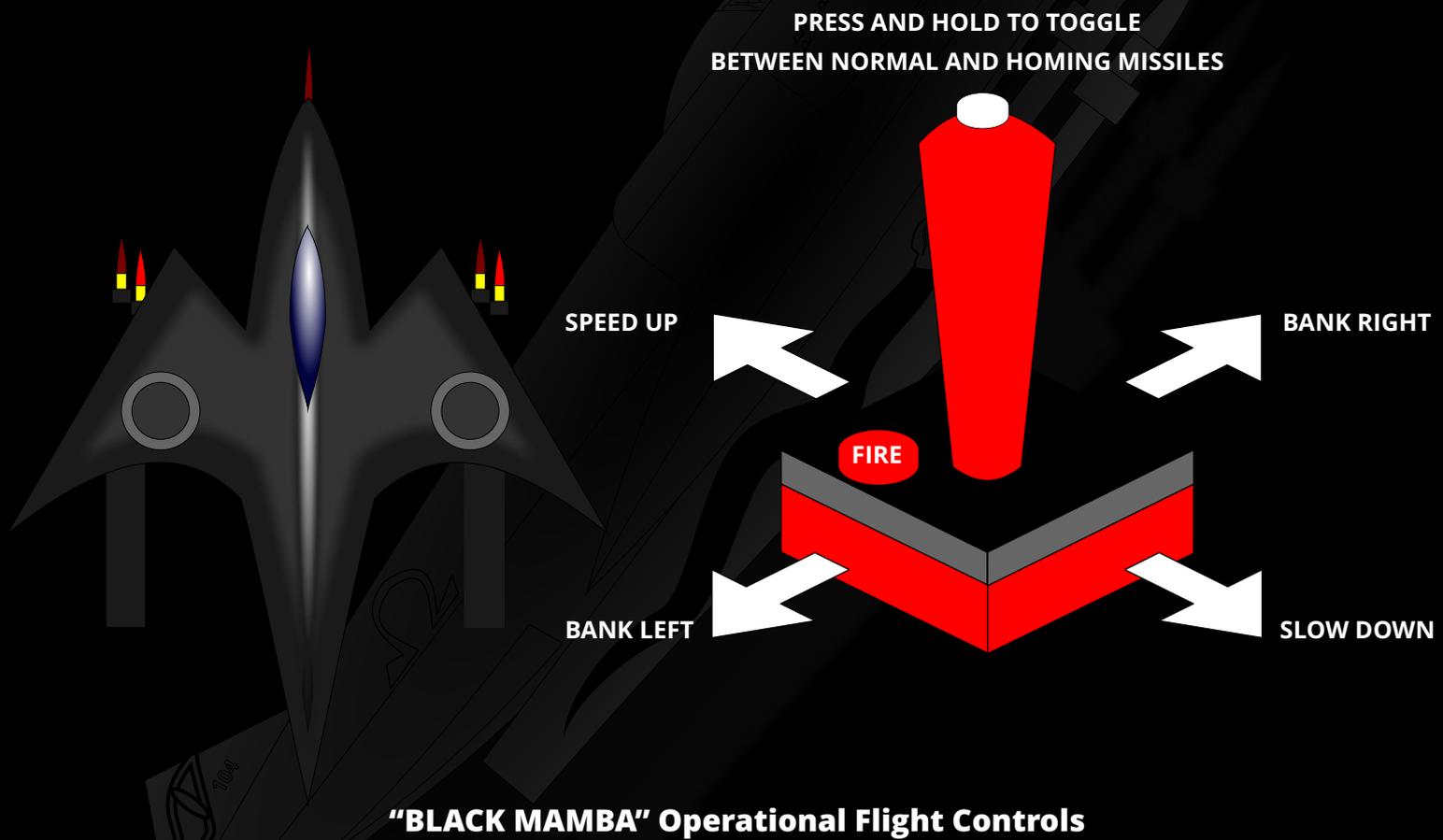
In Game Controls:

Select or Space to pause the action, move joystick to resume play. If you are low on energy you can press Option to use your emergency battery (once per go).

Steering:

Use a joystick to play. Pull back to slow down or push forward to accelerate. Your ship operates at cruise speed and will gradually return to this speed when you are not steering. Moving sideways maintains the current speed, handy for crossing the screen. In tight spaces slow your speed down then tap sideways to move, releasing movement to automatically accelerate as required. Combine using these features to your advantage to avoid the perilous obstacles.

PRESS AND HOLD TO TOGGLE
BETWEEN NORMAL AND HOMING MISSILES

SPEED UP

BANK RIGHT

FIRE

BANK LEFT

SLOW DOWN

"BLACK MAMBA" Operational Flight Controls

104

②

Rankings:

At the end of your game your performance will be evaluated. There are 16 ranking levels. To attain the highest, "Ace of Outer Space - Class 1" you will need to complete all 10 levels, complete your missions by finishing each level with no targets remaining, and to collect and destroy as much as you can! Though each level will be completed by just reaching the end, your "class" rating may suffer if you still have targets still remaining!

The Rankings:

1 Ace of Outer Space

2 Champion of Space

3 Interstellar Hero

4 Master of Omega

5 Fortress Saviour

6 Chief Starfighter

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7 Galactic Avenger

8 Space Warrior

9 Star Raider

10 Star Fighter

11 Star Pilot

12 Star Cadet

13 Space Cruiser

14 Space Traveller

15 Galactic Hitchhiker

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16 !

You may have more fun figuring things out for yourself, but here are a few hints and tricks...
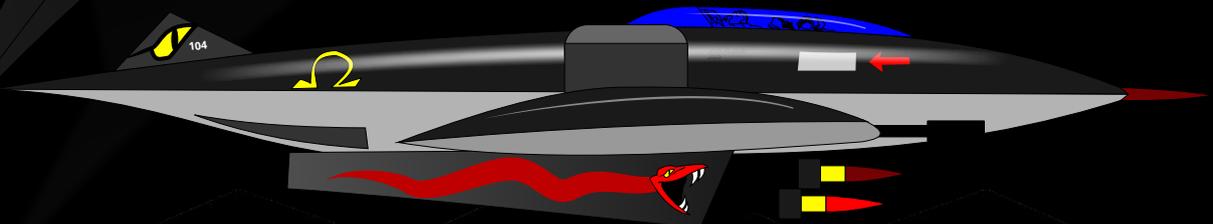
Pilots Log:

There are several restart points in the game so take advantage of this if you lose a life and choose a different route; e.g. to reach other targets, stock up on missiles, recharge your power, or just to avoid a tricky bit or even to amass more points for a better ranking! Keep your distance and observe each obstacle before passing: try flying slowly when approaching, then glide towards them, then accelerate past. Tackle one at a time. Slow down and shoot the crumbling blocks from a distance, the nearer you get to them the tougher they can be, so keep the stick held back.

Try getting underneath items to collect them. Your ship can squeeze through some narrow gaps and may even be able to create some of it's own! Use the firing as a guide in tight corridors. You can carry up to 5 missiles, these are automatically dispatched when lined up with a target. The screen flashes yellow after successfully repairing a target and green when you have completed the last required target. If you lose a ship after collecting all targets you are penalised and have an additional target to repair, so be careful if you are on the final section. You may wish to leave a few targets behind in case you don't make it. Each consecutive target scores more points than the last, so see how confident you feel! Advanced play: as you learn the game, restart points, and with enough lives, you could strategically sacrifice one or two to ensure you get enough targets.

Going at minimum speed burns more energy, at times you may need to do this! Going faster does not use more energy. When you are low on energy your movement is effected, in theory this could also be used to your advantage!

You are safe from attack when using the energy tunnels, however be careful not to overcharge your systems!

You may think you can generally avoid the aliens and live with them draining your energy supplies, and maybe you can on the first level; but destroying them counts towards your ranking and also the powerups they release make life much easier."P" will help with destroying the Barrier Blocks as well as the aliens. The shield lets you kill aliens upon contact and protects you from their otherwise deadly weaponry; very useful in the tighter spots.
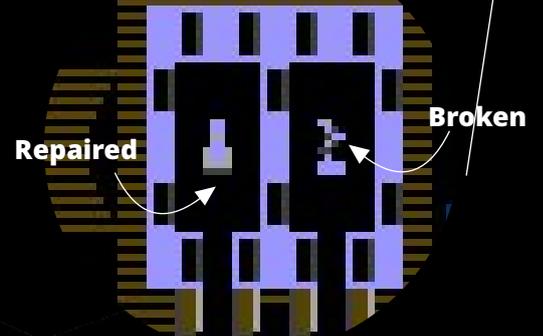
Good luck in your mission to save Planet Earth. Over time you will learn the many routes through Omega and with good fortune become the undisputed "Ace of Outer Space".
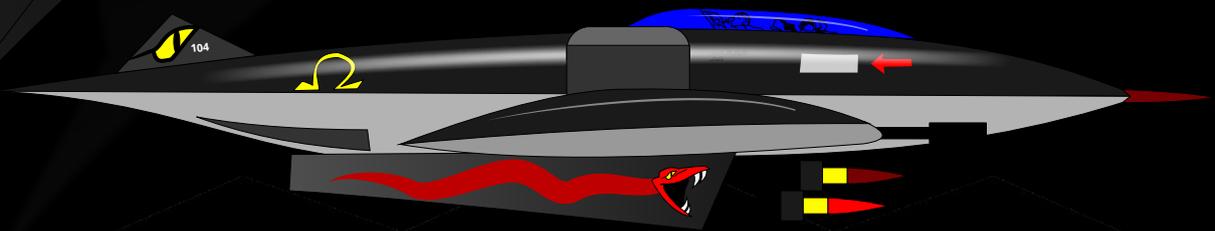
Screen Shots:

Power Generator Status

Repaired

Broken

Supplemental:

Programmed using MAC/65, on an Atari 130XE, 1050 drive and APE. Other Atari utilities used:

"Envision" for the MAPS & Font and "Genesis" for the PMGs. I used "Boot Majster" to create a bootable disk from object file; this way I can use all available memory and get more into the game. I'm sure one of the Atari geniuses can make an XEX from this and of the final release of Ramp Rage (v1.2).

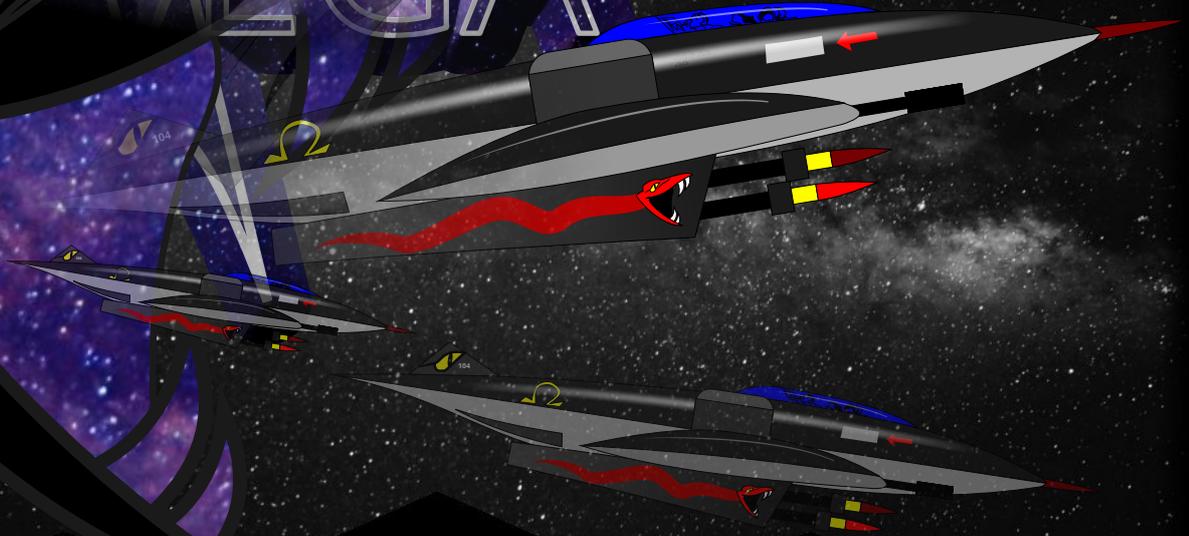Document artwork by Mike Pruett of Siding Studios.

With so many features and the level items having various positions and speeds there are probably a few more creases that need ironing out so feedback is welcome, yes even criticisms. I have a few bytes to play with so there's probably room for another feature if anyone has an idea?

If you want to collaborate on a future game e.g. designing playfield graphics or PMG animations, some short tunes, producing a loading or title screen, some artwork for SFO (or my previous assembler game "Ramp Rage") then please get in touch with me "therealbountybob" on atariage or just post on the SFO thread.

Thank you to everyone supporting this wonderful machine.

Jason

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