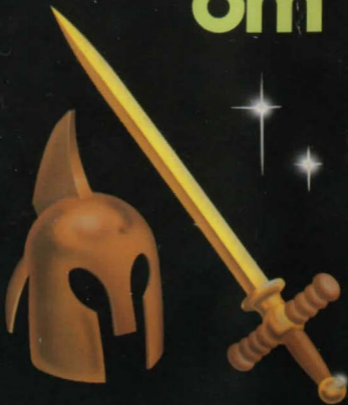


 spectresoft

mission om



crisis countdown

Space Age adventure
game sequel to **mission**
om. Part of a collector series.
MRP £7.45



1990

An important adventure
game sequel shortly to
be announced for the
Commodore 64.



mission om

Loading instructions

Insert cassette, rewind to start.

Type **LOAD** ""

Full playing instructions appear on screen.

THE GAME-PLAY

You must chart your course through mystery hazards, become locked in mortal combat with fearsome enemies, avoid hidden traps and sudden dangers. You must seek cryptic clues and learn to use the special powers that await discovery.

The objective of your mission — part of your initiation into the mastery of time and space — is to find the password which will allow you to recover the symbolic crown of Om. Only then will you learn the key-word which entitles you to wear the mission om badge of success.

When fighting the vicious Om creatures, you will alternate between attack & defence. You can invoke a spell — but your SPELL POINT score will register a decrease in your powers. The problems with spells is that they don't always work for you. A HIT is registered as a loss in LIFE

ENERGY. Death is denoted by zero life energy.

You will discover various items during your mission. Some are more useful than others— but all merit careful examination. Some are useful—

— but some could have unfortunate side effects. A weapon will improve your fighting ability, and register an increase in your ATTACK BONUS (the probability of scoring a hit during a fight) and your DAMAGE BONUS (the measure of damage you can inflict on your enemy).

To end your quest, say QUIT. At the end of the game you will be given a rating which is dependent upon your STRENGTH, LIFE ENERGY, SPELL POINTS and what items of value you have picked up on the way.

If you get stuck, you can ask for **HELP**. Make a map as you go along, but remember even when you **SEARCH** an area or **EXAMINE** an object, a well hidden clue may not be revealed first time.

If the challenge of Om is too great, you can always write to Mission Control at Spectresoft— but surely you wouldn't give up so easily.

Write to Spectresoft for your MISSION OM badge and newsletter. We hope you'll enjoy your game — and as soon as you're ready for the next stage in your initiation, accept the challenge of **1990** and **Crisis Countdown**.

DARRAN
WILSON

mission om

For the Commodore 64



Spectresoft Ltd.,
19 The Broadway, Southgate, Middlesex
All rights reserved. Neither this program,
nor leaflet may be copied, reproduced or
electronically transmitted without the written
permission of Spectresoft Ltd.