



BEGINNER'S GAME GUIDE

ABOUT THE GAME

Omega Strikers is a Free-to-Play 3v3 game developed and published by Odyssey Interactive. The player controls a Striker to utilize special talents to score goals and knock out the opposing team. The first team to score five points wins. The team must be two points ahead of the other, however. The game is available on Steam for Microsoft Windows with plans to go mobile and is rated E for Everyone.

All Strikers are available through freeplay and players can enjoy ranked, unranked, and private lobbies. Cosmetics can be purchased in-game using in-game currency that is either free or paid for. The game is still being developed and plans to expand.

HOW TO PLAY

Move w/ WASD or Right-Click Q to strike and hit the 'core' (yellow disc)

W= Secondary Ability

E = Primary Ability

R = Special Ability

You can attack opponents with abilities.

TRAININGS

These are perks that can be selected and customized to enhance your character. A Striker uses three Trainings - two Trainings that fit their Style and a Prismatic slot, which can be equipped with any Training.











Most unique abilities will knock enemies back and fill up their stagger bar.

The more damage they take, the easier they are to knock around!

You can knock-out your opponent off field and remove them from play for a short amount of time.

Make sure to collect Power Orbs to heal faster and reduce Stagger.

Power orbs also grant bonus effects based on color and help the Striker 'Level Up'.

You can level up by scoring, collecting Power Orbs or knocking out opponents.

CHARACTERS

Currently, there are 11 Strikers to choose from. Only four of them are unlocked at first, and the rest can be unlocked through freeplay.

GAME MODES

There is Unranked and Ranked. Rankings are: Rookie, Bronze, Silver, Gold, Platinum, Diamond, Challenger, and Omega.

COSMETICS

Cosmetics can be purchased with currency, Ody Points, or real money. Players can customize their gameplay with explosions, reactions, emotes, and emoticons.

