

IRIDIS α

BY JEFF MINTER



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WITH THIS GAME
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COMMODORE

LLAMASOFT
HEWSON

Steinar

IRIDIS ALPHA

By Jeff Minter

Commodore 64 and Commodore 128 (in 64 mode)

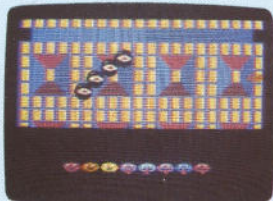


Early in the game two Licker ships attack your Gilby on the upper planet.

Three Zebedy craft home in on the upper planet whilst a Bubble ship manoeuvres into position down below.



Stepping Gilbys balance energy with the Core whilst attack waves home in.



Licker ships monitor rolling progress in the bonus phase.

Welcome to Iridis Alpha the long-deserted world of the Iridians, an ancient and peaceful race who were possessed of wondrous technology. Aeons ago, the Iridians evolved spontaneously into beings of pure colour and decided that their new forms would look nicer against a backdrop of interstellar nebulae. So they left their homeworld deserted, but not wanting the barbaric races which then populated the Universe to despoil their old planet, they installed lots of nasty and distinctly high-tech defences to discourage casual visitors.

At the heart of these defences is a bi-existentialistic field which permits the planet to exist in two reality states at one time (out of a possible five reality states in total). Most of the time your display shows both current realities. One is quite straightforward but the other is unfortunately inverted, moves in the opposite direction and has mirrored controls.

Your aim, as you battle from one reality to another, is to transfer the energy that you accumulate to the Core deactivation system so that you can enter the special bonus phase.

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