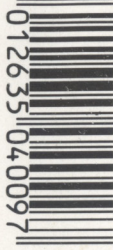


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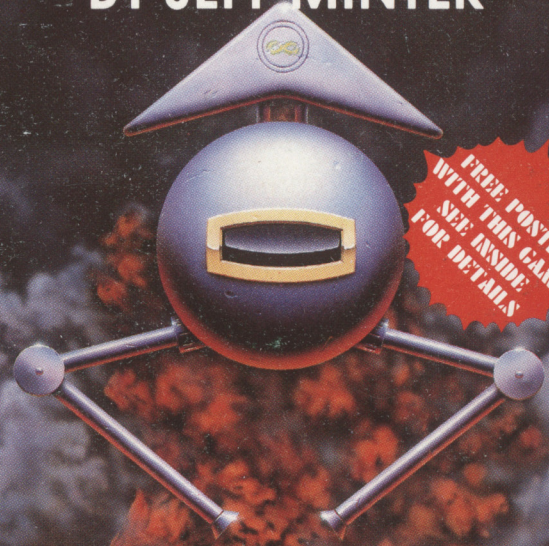


- ★ Ultra high speed all action arcade game
- ★ Twenty levels on each of five planet pairs plus bonus game
- ★ Stunning sound effects
- ★ By Jeff Minter



IRIDIS α

IRIDIS α
BY JEFF MINTER



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FOR DETAILS

LLAMASOFT
HEWSON

COMMODORE

Iridis Alpha

by Jeff Minter

for the Commodore 64
and Commodore 128 (in 64 mode)
(joystick only)

Design of the warp
gate on the current planet



Gilby
Fighter



Design of Core area
on the current planet



Design of non-Core
area on the current planet



Number of fighters
remaining in wave



Points scored



Wave number (1-20)



Current planets



NOT



Next planet
pointers



WARP GATE



Points scored



GILBY



CORE



NOT



Next planet
pointers



ENERGY



Points scored



GILBY



CORE



NOT



Next planet
pointers



ENERGY



Points scored



GILBY



CORE



NOT



Next planet
pointers



ENERGY



Points scored



GILBY



CORE



NOT



Next planet
pointers



Entropy
status



UPPER
PLANET



LOWER
PLANET



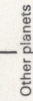
Core status



Rate of
scoring



Other planets



Iridis Alpha

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See Overleaf

Iridis Alpha

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NAME

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.....
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.....

LOADING THE TAPE

Plug in your joystick and press the Shift and Run/Stop keys simultaneously. Make sure the Shift Lock key is not depressed. Insert the rewind tape into your cassette player and press play. The game will turbo-load in about three minutes.

SCREEN DISPLAY

After the initial screens your Gilby Robot Fighter warps into the first of the five upper planets displayed in the top third of your screen. The middle third of the screen initially shows the design of the Warp Gate on the planet, the design of the Core Area and the design of the non-Core Area. This section of the screen is replaced by a display of a lower, mirror-image planet when you have destroyed three or more waves on the upper planet. The control panel occupies the lowest section of the screen (see illustration).

ENERGY STATUS

Your energy grows when you destroy items and falls when you collide with items. If your energy climbs too high or falls too low your Gilby will explode. The length of the energy line on the control panel shows your current energy status and this is also indicated by the colour of your ship (white is dangerously high, black is dangerously low).

CORE ENERGY

You can transfer energy to or recover energy from the Core Area by flying over the Core Area and stopping. Your Gilby will land. You can fire from the ground. To take off run to the edge of the Core Area and jump up. When the Core Area energy is full up you will transfer automatically to the bonus phase.

TRANSFERRING TO THE LOWER PLANET

After you have destroyed three waves the lower planet will appear. To transfer to it you must find an alien which turns into a spinning ring for a few seconds when you destroy it. Stop firing and fly through the ring and you will transfer. To return to the upper planet find a similar spinning ring and fly through it.

PLANET ENTROPY

Both upper and lower planets have an entropy which decays when they are not in use. The entropy status of each planet is shown at the far left of the control panel. If either entropy level falls too low your Gilby is destroyed.

WARPING TO A NEW PLANET

When you have destroyed enough attacking waves you are able to warp to another planet. The Next Planet Pointers at the far right of the control panel indicate your current destination. To Warp to a new planet find the Warp Gate on either the upper or lower planet, stop firing and fly through the Gate.

PROGRESS SCREEN

The Progress Screen appears every time you complete a group of attack waves. You may cancel it by pressing the fire button. The screen shows the twenty waves for each planet and illuminates each wave as it is completed. Your current wave is shown in red.

SCORING

Points are earned for each enemy destroyed. The rate of scoring is shown as a points multiplier at the centre right of the control panel and varies from $\times 0$ (times zero when stationary) to $\times 8$ (times eight at maximum speed).

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