

IRIDIS ALPHA

by Jeff Minter

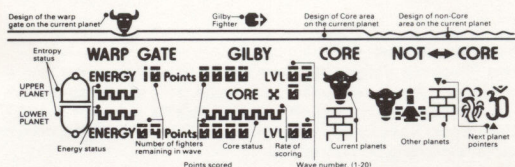
**for the Commodore 64
and Commodore 128 (in 64 mode)
(joystick only)**

Loading the Disc

Enter LOAD "*"8,1 and wait for the program to load and run. Press fire to begin.

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 below).



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.

Please turn over

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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 other planets. 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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