

Uridium

Quick Reference Card

What You Need:

Commodore 64™ or 128™ computer
Single disk drive
Monitor or TV (color recommended)
Joystick

Loading Instructions

1. Make sure your joysticks are plugged into the computer. If you are playing a one-player game, plug your joystick into Port 2.
2. Turn on the monitor or TV and the disk drive. Then turn on the computer.
3. Insert the Uridium disk, label side up, into the drive.
4. Type **LOAD "", 8, 1** Press RETURN.
5. The game will load.

When you see the title screen, set the game options (see below). Then press the fire button on your joystick to begin. You will see your Manta Class Fighter blast out of the interplanetary transporter. Use the joystick to begin a strafing run against the Super-Dreadnought. (See the manual if you want more information about your mission and your Manta Fighter's capabilities.)

Good luck!

Game Options

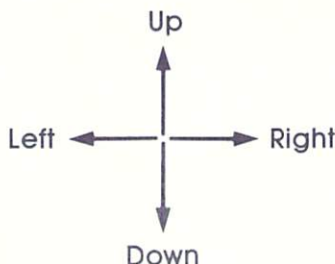
On the title screen:

Key

- F1 One-player game, with one joystick
- F2 Two-player game, with players sharing one joystick
- F3 Two-player game, with two joysticks
- F5 Increases music volume
- F6 Decrease music volume
- F7 Color mode
- F8 Monochrome mode

Note: In a two-player game, players alternate turns. If you are playing a two-player game and sharing one joystick between the two players, you will have to pass the joystick back and forth.

Joystick Controls



Moving the joystick up or down sets your position above the Super-Dreadnought ship.

Moving the joystick left or right controls your Manta fighter's direction and acceleration.

To do a half-loop followed by a half-roll, move the joystick all the way up, down, or left, and hold the stick there until the Manta completes the maneuver. This acrobatic move temporarily increases your height above the surface, which can help you avoid incoming missiles and mines.

To do a 90-degree roll, press and hold the joystick button while moving the joystick up or down. This move will help your Manta maneuver through tight spots.

Press the fire button to fire your laser weapons. You have an unlimited supply of fire power.

Press the **Run/stop** key to pause the game. Press the fire button or **Run/stop** to resume.

Press the **Ctrl/home** key to quit a game after pressing the **Run/stop** key.

If your score qualifies for the Hall of Fame, you'll be prompted to enter your initials. To do so, push the joystick left or right until the letter you want to select appears. Then press the fire button. Repeat the procedure for the second and third letters.

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