URiDiUM

URIDIUM

FOR CBM
64 & 128

HEWSON

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URIDIUM
for the Commodore 64 and 128
(joystick only)

The solar system is under attack! Enemy Super-Dreadnoughts have been placed in orbit around each of fifteen planets in this galactic sector. They are draining mineral resources from the planetary cores for use in their interstellar power units. Each Super-Dreadnought seeks out a different metal for its metal convertor.

Your Manta class Space Fighter will be transported to each planet in turn and it is your task to destroy each Dreadnought. First you must attack the defensive screen of enemy fighters, then you must neutralise the majority of surface defences before you land on the Super-Dreadnought's master runway. Once on board you must pull as many fuel rods as possible from the metal convertors before you take off for a final strafing run as the Dreadnought vapourises into the ether.

Loading the Tape
Plug your joystick into either port and press shift and run/stop together. Make sure the shift lock key is not depressed. Insert the rewound tape into your cassette player and press play. The game will turbo-load in about 3 minutes. Press fire to begin.

Play Sequence
Your fighter reverses out of the interplanetary transporter and deploys on a low-level strafing run. You must avoid the meteor shields and communications aerials on the Dreadnought's surface.

The fighter defences deploy in waves. A bonus is awarded after landing if all ships in a wave are destroyed. Attack surface features to score bonus points but beware of the homing mines which materialise over flashing generator ports.

Destroying a Super-Dreadnought
When the "Land Now" message appears move as soon as possible to the right hand end of the Super-Dreadnought and fly flat over the end of the master runway from left to right. You will land and pass into the fuel rod chamber. Here you must select your bonus or "Quit" by pressing fire at the right moment. You must quit the chamber before the countdown at the top of the screen reaches zero.

On take off reverse and strafe any remaining surface targets as the Super-Dreadnought vapourises.

Your Manta Class Fighter
Joystick up/down sets the position above the Super-Dreadnought, joystick left/right controls acceleration and deceleration. If your velocity falls too low your fighter performs a half-loop

followed by a half-roll so as to face in the opposite direction. This manoeuvre also temporarily increases your height above the surface and may be used to avoid incoming missiles and mines.

Your Manta performs a 90 degree roll if you press and hold fire whilst moving the joystick up or down. This will enable you to manoeuvre through restricted spaces.

Score Table

Small explodable surface feature	10
Large explodable surface feature	25
Enemy ship on runway	100
Enemy fighter	100-1000
Wave annihilation bonus	100 per wave

A bonus Manta is awarded every 10,000 points

Game Options

During the titles sequence you may select:

f1 – One player, one joystick, either port

f2 – Two players sharing one joystick, either port

f3 – Two players, two joysticks

f5 – Increase music volume

f6 – Decrease music volume

f7 – Colour mode

f8 – Monochrome mode

During play:

Run/stop – pause game, press fire or run/stop to restart

After run/stop press clr/home to abandon game

Credits

Uridium designed and programmed by Andrew Braybrook

Music written and programmed by Steve Turner

Published by Hewson Consultants Ltd

Name created by Robert 'I thought it really existed' Orchard

Technical Data

Fifty cycles per second scrolling to single pixel resolution

Three voice music and sound effects

Hardware and software sprites

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