

COLECOVISION™

Meridium



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INSTRUCTION MANUAL

Thank you for selecting the Uridium game cartridge for your ColecoVision game system or ADAM computer. Please store the included instruction booklets for future reference, and be sure to read them thoroughly to ensure maximum enjoyment of your new game.

TABLE OF CONTENTS

STOPPING A WAR BEFORE IT BEGINS	3
GAME SETUP	4
USING THE CONTROLLER - MENUS	5
USING THE CONTROLLER - MAIN GAME	7
HOW TO PLAY	8
SCORING	10
TIPS AND HINTS	11
TEAM PARTICIPANTS	11

STOPPING A WAR BEFORE IT BEGINS

There had been plenty of warning signs given by the neighboring alien empire over the last few years. Diplomatic relations had been running in circles, while intelligence reports presented clear indications that the empire was slowly building up a new fleet.

So when news of the fleet's official deployment started to circulate in the interstellar chatter, there was no real surprise, except for one major fact: The fleet's size was far more imposing than initially estimated! The most impressive ships, the Super Dreadnoughts, were floating cities with massive defensive and offensive potential.

War with the empire now seemed unavoidable, but one secret report offered a glimmer of hope: The Super Dreadnoughts were not fully operational, and their propulsion systems required special fuel rods made from rare mineral resources. The Super Dreadnoughts were therefore deployed to secure 15 planets in our galactic sector where these mineral resources could be mined.

A cunning plan was quickly devised: A lone Manta fighter could warp to each Dreadnought, disable its defenses, land on the master runway, and infiltrate the enemy ship to pull out enough fuel rods to cause a chain reaction that will cause the ship to self-destruct.

This is of course a suicide mission, but it is still vastly preferable to a frontal assault with the bulk of your own defense fleet. You've been chosen to pilot the Manta fighter. How many Super Dreadnoughts can you destroy single-handedly?

GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet. If you are playing this game on a ColecoVision console, you must first insert the Coleco Super Game Module into the front expansion port, as described by the image below.

Note: This game cartridge may work on the ADAM computer without the Super Game Module plugged in, but in this case you will not be able to experience the in-game music, as the ADAM does not feature the sound chip included in the Super Game Module.

This is a game for one player only, plug a compatible hand controller into joystick port #1. Any compatible controller should normally function with Uridium, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play, and other minor features will also be inaccessible.

Insert the Uridium game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. **Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.**



USING THE CONTROLLER - MENUS

After the initial title screen, you will see the credits screen with a small menu at the bottom. You can move the cursor up and down this menu with the joystick, and select a menu item with the left trigger button.

START GAME

Starts the game with the configuration setup previously set in the settings menu.

SETTINGS

Selecting this item from the main menu will take you to a sub-menu screen where you can configure certain gameplay elements of the game. The selected configuration settings will take effect with the next play session. Any non-default setting will be lost when you turn off or reset your ColecoVision or Adam.

To modify any particular configuration item in the settings menu, you must first select it by moving the triangle cursors next to it, and then pressing the left trigger button to put the focus on it. Once the desired setting is displayed on the screen, you can press the left trigger button to confirm the selected setting, or simply move the joystick up or down to another setting.

When you place the focus on a particular configuration setting, you can alter it as follows:

GAME MODE: Tap the joystick left or right to cycle through the three available skill levels (normal, easy and hard).

ENHANCED ENEMIES: Tap the joystick left or right, or tap the left trigger button to toggle this configuration item between ON and OFF. At the ON position, enemy fighters will present improved coloring (at cost of some flickering).

USING THE CONTROLLER - MENU (cont'd)

PSG VOLUME: Tap the joystick left or right to cycle through the volume values of the background music, between 0 (loud) and -15 (almost silent).

SFX VOLUME: Tap the joystick left or right to cycle through the volume values of sound effects, between 0 (loud) and -15 (almost silent).

MUSIC TEST: Tap the joystick left or right to cycle through the background tunes, and then press the left trigger button to start the desired tune. **Before you can select and play another tune, you must first press the left trigger button to reselect the MUSIC TEST menu item.** If you move the joystick up or down (to move the menu cursor to other configuration items) the music will keep on playing, and this allows you to test sound effects and volume settings together with the music currently playing.

SFX TEST: Once this item is selected in the settings menu, press a number key on the keypad (between [0] and [9]) to hear one of the game's sound effects.

GOD MODE: When you attempt to select this setting, you will hear "No, not yet". To unlock access to this setting, you must first finish the game. God Mode will stay unlocked until your power off or reset your ColecoVision or Adam. Once you finish the game you will be given a hint to unlock God mode at will!

MUSIC ON/OFF: Tap the joystick left or right, or press the left trigger button to toggle this configuration item between ON and OFF. This setting lets you turn the music on or off during the game.

VOICE ON/OFF: Tap the joystick left or right, or press the left trigger button to toggle this configuration item between ON and OFF. This setting lets you turn the computerized voice on or off during the game.

USING THE CONTROLLER - MENU (cont'd)

INSTRUCTIONS

Selecting this item from the main menu will take you to a sub-screen where basic game instructions will be displayed. After you are done reading these instructions, press the left trigger button to return to the main menu of the game.

USING THE CONTROLLER - MAIN GAME

During the game, you can maneuver your Manta fighter using the joystick. Moving the joystick in the direction your ship is currently flying (left or right) will make it accelerate. If you move the joystick in the opposite direction of flight (left or right) your ship will loop around passing at a higher altitude. Be aware: By looping, you can dodge bullets cast at your ship.

Move the joystick up or down to make the Manta strafe up and down the screen.

You can make your Manta ship roll sideways by holding down the right trigger button while moving the joystick up or down. Be aware: Rolling sideways is the safest way to pass between certain barriers in later levels.

Press the left trigger button to fire your laser weaponry in the direction the Manta is facing.

Press [*] on the keypad at any time to pause the game. Press [*] again to resume playing. This works on both controllers.

HOW TO PLAY

Your goal on each stage of the game is to neutralize and destroy a Super Dreadnought. You always approach the Dreadnought from the left, in a frontal assault that is designed to catch the enemy off-guard, as your Manta ship is equipped with cloaking technology that renders it invisible to long-range radars. It is also equipped with shields that will stop incoming projectiles, but too many enemy hits will disable it, and the next hit will destroy your ship. You start the game with seven Manta ships in reserve, and once your last ship is destroyed, the game is over.



As you fly at low altitude over a Super Dreadnought, you must avoid collision with elevated walls and antennas. These solid obstacles can be identified by the tall shadows they cast on the hull of the Super Dreadnought. Collision with these obstacles will destroy your ship in an instant, so steer clear of them.

You must also contend with squadrons of various enemy fighters that will appear in front or behind you. Enemy squadrons fly at high altitude and cannot collide with your fighter which flies at ground level. But you can still shoot them down for points, just like they can shoot at your Manta fighter, so evade their laser shots as much as possible.

HOW TO PLAY (continued)

The surface of Super Dreadnoughts feature defense turrets, inactive spacecraft and power cells. Destroy all these stationary targets for extra points, and once you have destroyed enough of them, you will be alerted by a "Land Now" message at the top of the screen, which indicates that it is now safe to land on the Super Dreadnought's landing strip and initiate the infiltration operation.

To land on a Dreadnought, you must stop your Manta fighter over the landing strip located at the rear end of the massive ship, and your fighter will land automatically. If you succeed, your Manta fighter will lift off, and perform a final fly-by as the ship self-destructs. You will not be able to land until you see the "Land Now" message.

Your shield is recharged at the beginning of each engagement, and also when you restart after a Manta fighter is destroyed.

SCORING

Destroy a small ground target	5 points
Destroy a large ground target	50 points
Destroy any flying enemy fighter	100 points
Destroy all ground turrets	2000 points
Destroy a Super Dreadnought	2000 points

You gain an extra Manta fighter at 20,000 points, 40,000 points and 60,000 points.

TIPS AND HINTS

Listen to the voice of your onboard computer, as it will warn you when enemy ships are about to appear, and will provide other useful information during your mission.

When the Manta fighter changes direction, it performs a full loop. By looping at the right time, you can dodge laser shots fired by enemy fighters. This is essential to keep in mind when your shield is gone.

To initiate the landing maneuver on the landing strip of a Super Dreadnought, line up the Manta fighter with the landing strip. Do not align the Manta's black shadow with the strip, as this will not produce the desired result.

TEAM PARTICIPANTS

- Arturo Ragozini: Game design and programming, ColecoVision port
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- Oliver Puschatzki: Box printing services
- Harvey deKleine: Electronic sourcing and assemblies

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The author of this ColecoVision game has graciously given his share of sales revenue to charity.

UNLIMITED WARRANTY INFORMATION

If your game cartridge should become defective at any point in time, contact Team Pixelboy by sending an e-mail to pixelboy@teampixelboy.com. The proper course of action (for the repair or replacement of your game cartridge) will be determined in all deliberate speed. Please keep in mind that you may (and probably will) be required to pay shipping fees. Replacements for boxes and manuals may or may not be available. Contact Team Pixelboy for information.

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