DIECOM PRODUCTS INC.

PRESENTS

IRON FOREST

For the Radio Shack Color Computer 3 with 128 k
one disk drive and a light phaser.
Disk only:
$28.95 U.S.
$38.95 CAN.
With Phaser/Interface:
$59.95 U.S.
$83.95 CAN.

IRON FOREST

BY: DAVE DIES and KEVIN HOARE

SYSTEM REQUIREMENTS:

    IRON FOREST requires a 128 k Color Computer 3 with
one disk drive, a light phaser, and a light phaser
interface.

LOADING INSTRUCTIONS

1. Place main disk in drive 0
2. Type LOADM"IRON" <ENTER>
3. When asked if you are using an RGB monitor answer
'Y'es or 'N'o.
4. When asked which drive you would like the graphics
disk in select the desired drive and insert the graphics
disk.
5. You must leave the graphics disk in the drive at all
times and must not be write protected.

note : the graphics disk is UNPROTECTED and it is a good
idea to make a BACKUP copy.

HOOKING UP THE LIGHT PHASER

1. The 4 pin connector plugs into the SERIAL I/O port.
2. The 6 pin connector plugs into the right joystick
port.
3. Plug your light phaser into the 9 pin connector on
the light phaser interface.
4. The light phaser interface requires additional power
that cannot be supplied by the computer and you will
need a 9 volt battery. Attach the battery to the battery
clip on the interface.

NOTE : THE LIGHT PHASER WILL NOT OPERATE PROPERLY IF USED ON A SLOW FADE PHOSPHOR TYPE MONITOR. IT SHOULD WORK FINE ON RGB MONITORS, COLOR AND BLACK & WHITE TELEVISIONS.

NOTE : WHEN NOT USING THE LIGHT PHASER REMOVE THE BATTERY BECAUSE THE INTERFACE WILL DRAIN POWER FROM THE BATTERY EVEN IF THE COMPUTER IS TURNED OFF.

NOTE : A 9 volt battery eliminator can be purchased if you do not wish to keep replacing batteries. You may also want to obtain a battery card from your local Radio Shack store and you will be able to get a free battery each month.

PLAYING INSTRUCTIONS

STARTING THE GAME:
     Before starting the game you should make sure your phaser is working correctly. To do this aim the phaser away from the screen and pull the trigger. If everything is hooked up correctly the screen should flash white each time you pull the trigger. If it does not flash then you have incorrectly hooked up the interface and you should re-check it.
     If all is working then aim the phaser at the screen, pull the trigger, and the game will start.
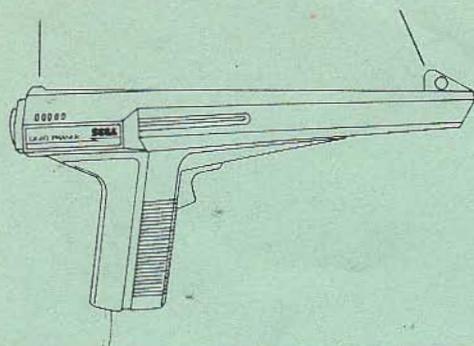
THE OBJECT OF THE GAME:
     The object of the game is to protect the BIRD. You do this by shooting all the evil monsters of the forest before they hit the BIRD. Some monsters will move behind pillars and terrain and when they are behind something they cannot hit the BIRD. So on occasion it will look like a monster is hitting the BIRD but really it is not. But be careful, if you shoot your own BIRD you will lose a BIRD.

AIMING THE PHASER:
     To aim the phaser you must line up the position on the screen with both sights on the phaser (refer to diagrams). When you pull the trigger you should see a small explosion on the screen at the position you fired at. It will take some practice before you get the hang of it. After you pull the trigger there is a short delay before you can fire again. So if you are pulling the trigger too fast you will not really be firing.

Rear Sight   Front Sight

Rear View

Front Sight   Rear Sight

FREE BIRDS:

You will recieve a bonus bird for every 50,000 points.

PAUSE:

While playing the game you can press the 'P' key to pause the game. Press 'P' again to restart the game.

HIGH SCORES:

High scores will be saved to disk. If you wish to delete all of the high scores you can kill the file called 'SCORES/RAT' on the graphics disk.

SCREENS:

Their are 10 totally different screens. These screens are arranged into a pattern of 15 boards. After completing all 15 boards the pattern will repeat, with all monsters moving faster.