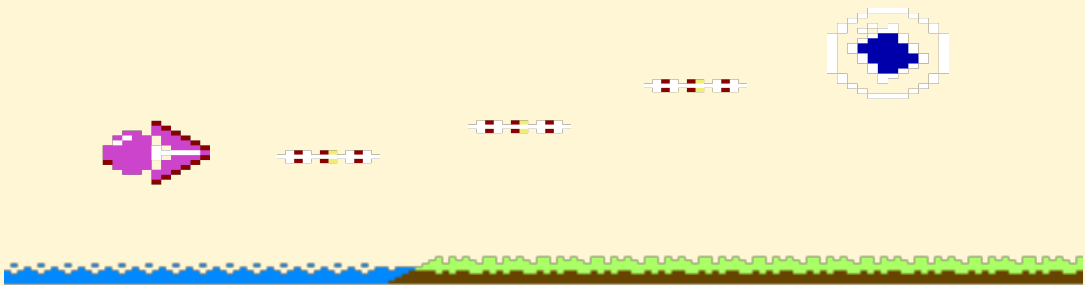


From the preface:

This book describes the inner workings of a relatively obscure video game created by an eccentric Englishman in 1986 for the Commodore 64.

If you are curious about old computers such as the Commodore 64 or the detailed mechanics of making a glorified digital breadboard produce something on a screen that flashes, bleeps, and fascinates then this book is hopefully for you.



IRIDIS ALPHA THEORY

ROB HOGAN

IRIDIS

ALPHA

THEORY

SCRAPBOOK EDITION

ROB HOGAN