

i

a game for the Atari 2600.



Imagine if you will, an island made completely made of i's. This island has been invaded by bands of the letter H! Oh no! You control Irata, a



young lowercase i who uses his only weapon – his dot – in a quest to save I-land.

Get the twirling dot.

Defeat the lowercase h's by throwing your dot at them. Fire+left throws your dot to the left, while Fire+right does it to the right. Be sure to get the twirling dot, it will serve you well later in your quest.



i spy an i.

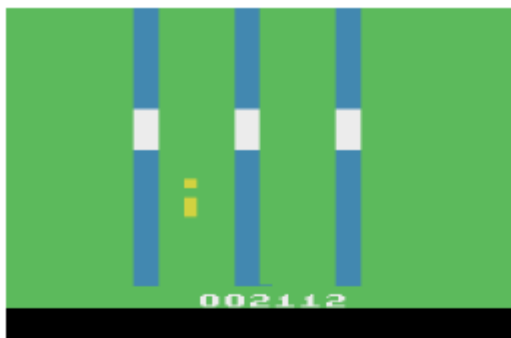
This h has one objective: Kill the i. It will follow you across the screen, so use your dot to kill it. The h knows no boundaries, so hiding behind the yellow h won't help anything. If anything, it just gets in your way!

Another brick in the wall.



How to get past this? You fill in the wall, of course! Throw your dot in the hole, and the wall will open for you.

i



The bridge on the river i.

In this Frogger-like screen, use the covered bridges to cross the first isthmus. Just don't get to the top of the screen, or else you'll die.

Don't get j-ed.

Your next opponent has a dot just like yours, and not only that, he'll use it, too! This j-walker must be hit three times in order for the wall to disappear and continue on your way. If you leave the screen before the fight is over, you must restart the fight, and the j will have 3 hits again!



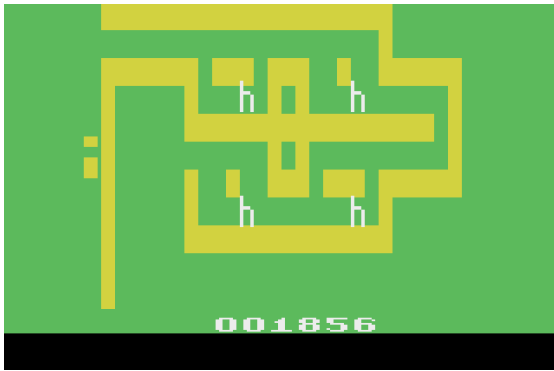
Squis-h

An invincible h? Not quite. The dot to the right of the wall makes the wall move up. Throw your dot a few times to activate the button. Pressing this button will make the h stand to attention and move left to see who caused it. This is when you throw your dot right and squish the h, thus making him disappear and then you can pass the level.

Race to the finis-h

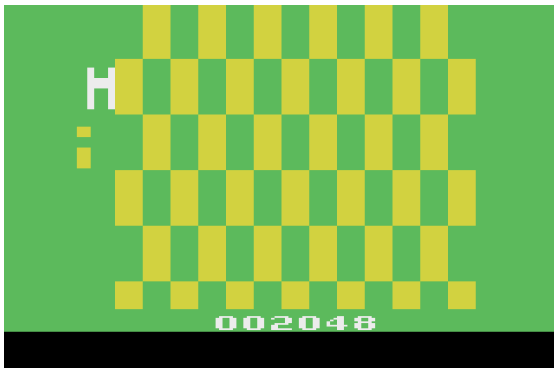
In this screen, you must stay ahead of an invincible huge h that's chasing you! If you touch the h, you start the level again, but don't worry, as you have infinite tries to beat this.





marc-h

these h's are marching to a different drummer. And if you bump into one, you'll have to start the screen over again. This screen is especially tough since you don't have your dot to help you, not to mention the close quarters.



Connect the dot

What an odd-looking H. Seems like the bar is up above the middle. This predicament can be solved by filling in the H with the lowercase i to make a red square that can then jump diagonally across the checkerboard!

You're not scared.

Perplexed, maybe, but not scared. What do you do when it tells you to turn back? Don't. Instead, go down after the K. There you'll find a way past the arrow and go up ahead.

