



Screen pictures shown  
may be different machine  
versions of game.



firebird

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Joystick only



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AMSTRAD 464/664/6128

COLLAPSE

COLLAPSE



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- Seabase Delta
- Spiky Harold
- Thrust
- (available Summer 1986)
- Harvey
- Headbanger
- Star Firebirds

**CBM 16**

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- Shark
- Booty
- Spiky Harold
- (available Summer 1986)

**Spectrum 48K/+**

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- Short's Fuse
- Cylu
- Spiky Harold
- Seabase Delta
- The Wild Bunch
- Helicopter
- Spike
- Ninja Master
- Star Firebirds
- Buccaneer
- Gyron Arena
- Rebelstar
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**Atari 800/  
800XL/130XE**

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- (available Summer 1986)
- Collapse
- (available Summer 1986)
- Ninja Master
- (available Autumn 1986)

\*Correct at time of printing

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# COLLAPSE

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## THE GAME

In each screen, you will be presented with a pattern of grey sticks and bridges. The idea is to help Zen to paint all the sticks blue – then, using Zen's magic to set a ROTIX into action make all the sticks collapse on top of one another. Once all the sticks have been cleared you will move onto a new screen. There are two aliens present in each screen which, if they touch you, will drain 100 units of time from the clock. If your time runs out, you will lose one of your three lives.

## LOADING

### AMSTRAD 464 OWNERS

1. Place the rewound cassette into the cassette unit, and press PLAY.
2. Hold down CTRL and press the small ENTER key.

### AMSTRAD 664, 6128 AND 464+ DISK OWNERS

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

## PLAYING THE GAME

COLLAPSE can be played with either the keyboard, or a joystick connected to the User Port on your Amstrad. If you wish to use the keyboard, then the keys you will require are as follows:

Z=LEFT X=RIGHT RETURN=FIRE ]=UP \=DOWN

Other keys you will need, both when using the keyboard or the joystick are:

f1=START GAME f2=SELECT 1 to 4 PLAYERS  
f3=SELECT START SECTOR f7=RESTART AFTER PAUSE  
SPACE=PAUSE GAME

Although the controls are quite complex, they are easily mastered with a little practice.

There are basically two modes of control – when ZEN has magic, and when ZEN does not have magic.

### 1. CONTROLS WITHOUT MAGIC (ZEN IS YELLOW)

The direction keys, or the joystick will move ZEN in the relevant direction. If he passes over a grey stick, it will become blue. If you press the fire button, ZEN will activate his magic.

### 2. CONTROLS WITH MAGIC (ZEN IS RED)

CONTROL LEFT=Move ZEN left  
CONTROL RIGHT=Move ZEN right  
CONTROL UP=Stop magic  
CONTROL DOWN=Sprinkle magic dust and stop magic.

If the fire button is depressed when ZEN has magic, a bridge can be built in the required direction, or if a blue stick exists in that direction a ROTIX will be set in motion.

The magic dust will temporarily freeze the aliens if they touch the dust, and can be captured for extra points.

Extra bonus points can be obtained if the entire matrix collapses in one go. This is possible on all 96 screens.

Flashing diamonds will occasionally appear which can be captured for extra time.

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