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PARABOLA

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THE GAME

Bouncing Bruce, a service droid has got himself lost on the cosmic energy grid. You must guide him across each square of the grid to the exit gate, collecting any rotating energy discs along the way. Take care though, passage across the square is made hazardous by the presence of direction changing blocks, round ejection discs and moving guards.

Once the energy discs have been collected and Bruce has reached the exit, the square will become neutralised and he can attempt the next chosen square on the grid. Lastly, Bruce being a delicate droid, it's advisable not to bounce him too high as he will shatter on impact.

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.

NOTE: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME

Parabola can be played by using either a joystick or the following keys:

↖ =Q ↘ =S ↗ =P ↙ =L

Space=Increases height of bounce

Alternatively you may define your own keys.
Joystick or keyboard.

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