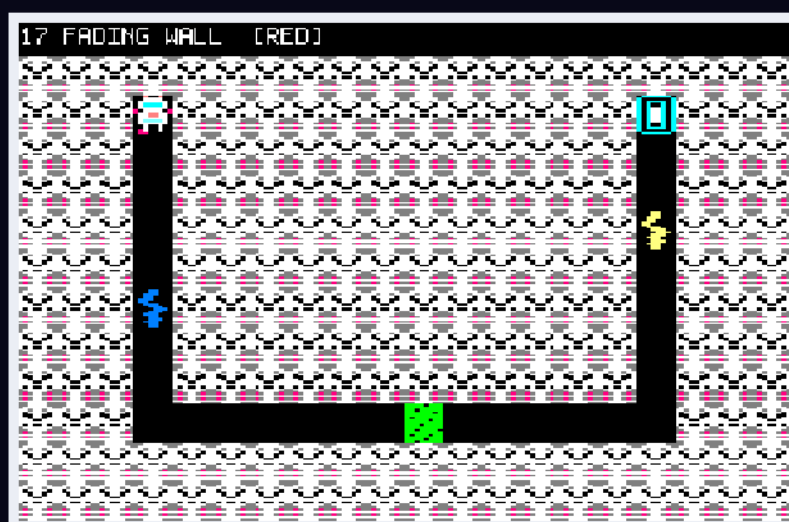


REVIVE8BIT PRESENTS

CHROMA - PHAZE

THE PALETTE PUZZLE



48 ROOMS 4 COLOUR PHASES
SHIFT THE PALETTE - WALLS VANISH

AMSTRAD CPC	464	664	6128
3 INCH DISK		C	2026

THE SCENARIO

The Grid has fractured into colour. Every wall, every killing beam is locked to a single hue – RED, BLUE, GREEN or YELLOW. You are a lone phase-walker with one impossible gift: you can bend the Grid's own palette.

Shift a colour to match the black void and its walls turn to shadow – you step straight through them, and its beams pass harmlessly by. But the Grid fights back: hold a phase too long and it snaps the colour home... sometimes with a wall closing exactly where you stand. 48 rooms lie between you and the far gate. Ride the spectrum. Beat the Grid.

LOADING THE GAME

Insert the CHROMA-PHAZE disc into drive A and type:

RUN"CHROMA title picture, then the game (press SPACE / FIRE, or wait 10 seconds)

RUN"CHROMA.BIN skip the picture, straight into play

Runs on the Amstrad CPC 464 / 664 / 6128 from 3" disc, Mode 0.

CONTROLS

CURSOR KEYS / JOYSTICK move one tile (the walker faces the way it steps)

SPACE / FIRE shift to the next colour phase

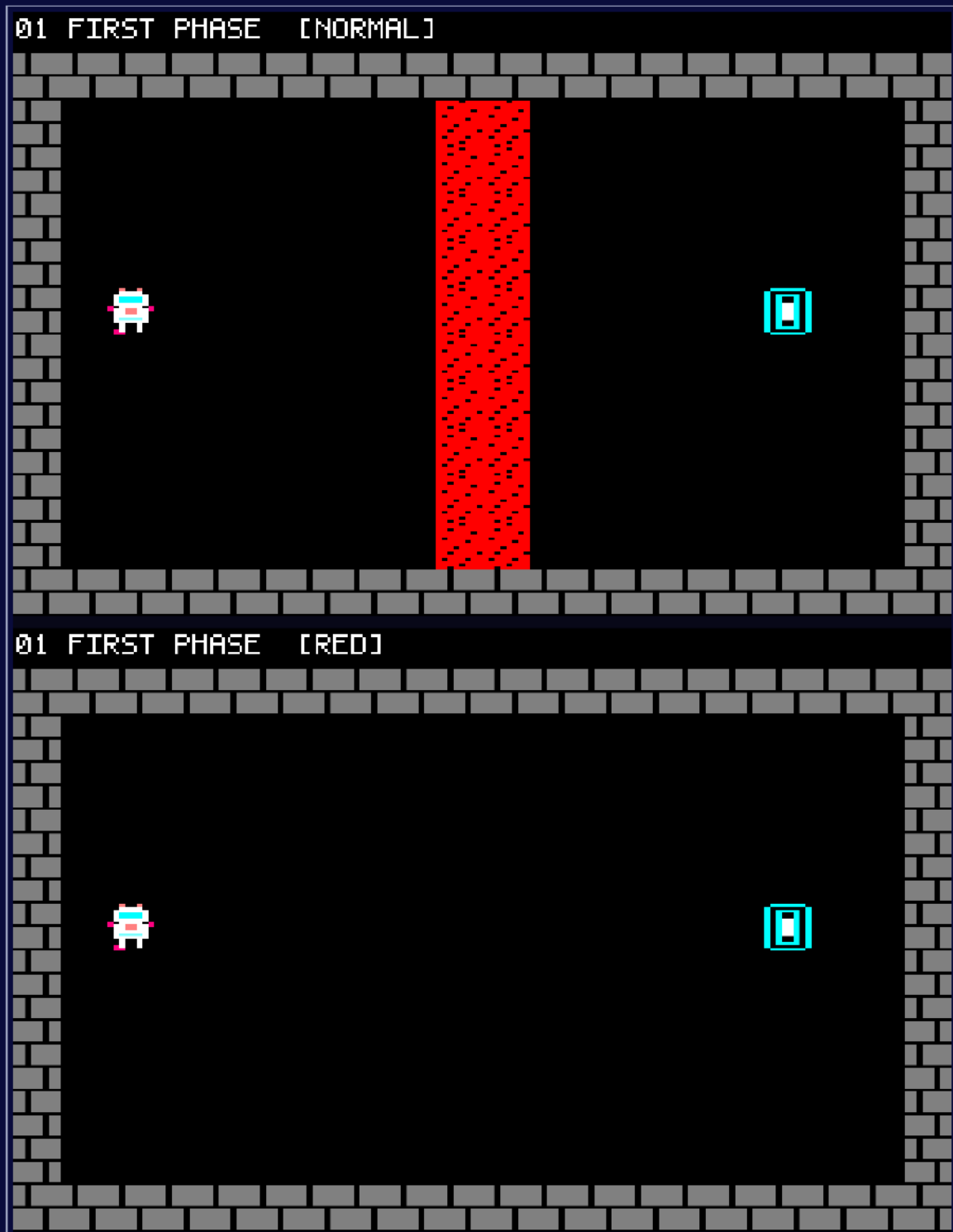
ESC restart the current room – free, any time

UP / DOWN (title) choose a start room you have reached

SPACE / FIRE (title) begin

THE PHASE-SHIFT

Colours cycle ONE WAY ONLY: NORMAL → RED → BLUE → GREEN → YELLOW → NORMAL, skipping any hue you have not unlocked. Each press of SPACE spends one SHIFT POINT (shown as 'S' on the status bar). While you are in a colour's phase, every wall AND beam of that colour turns black – walls become walkable, beams become harmless.



Same room, NORMAL vs RED phase – the red wall simply vanishes.

- A wall you can walk through is a wall you can be CRUSHED in. Never let a phase end while you stand inside a coloured wall.
- Going 'back' a colour costs extra presses – you must ride the whole cycle around.
- Out of shift points? Grab an ENERGY CELL (+3) or step on a FORCE PLATE (free).

THE PHASE TIMER

Every room runs a PHASE TIMER – the bar at the far right of the status line. It drains the whole time you are in any colour (yes, even while walking on plain floor) and snaps you back to NORMAL when it empties. On open floor that is harmless; caught inside a nulled wall, it is fatal. The early rooms are

generous. The final five give you no spare time at all. Be quick, and plan your route before you commit.

SCORING

CLEAR A ROOM	+20
UNSPENT SHIFT AT CLEAR	+10 each
KEY-CARD COLLECTED	+15
TIME LEFT AS A PHASE ENDS	+5 per bar segment
EACH PHASE SHIFT	+1
REPEAT A ROOM	-10

The score (cyan, on the status bar) runs across the whole session and is shown on the victory and game-over screens. Waste nothing: spare shifts and quick phases are where the points are.

THINGS IN THE GRID

GREY WALL	solid – never phases. But it re-skins with your phase: bricks, bones, flowers, ivy, wheat.
COLOURED WALL	passable only while you are in its colour
COLOURED BEAM	instant death – unless you are in its colour, then it is safe to cross
EXIT (cyan door)	reach it to clear the room
ENERGY CELL	+3 shift points
SWITCH 1-4	permanently unlocks a colour for that room
FORCE PLATE	forces a phase for free, every time you step on it
GUARD	patrols a straight line; a touch is death – time your dash across



The phase-walker (top) and a Grid guard (bottom): four facings, four walk frames each.

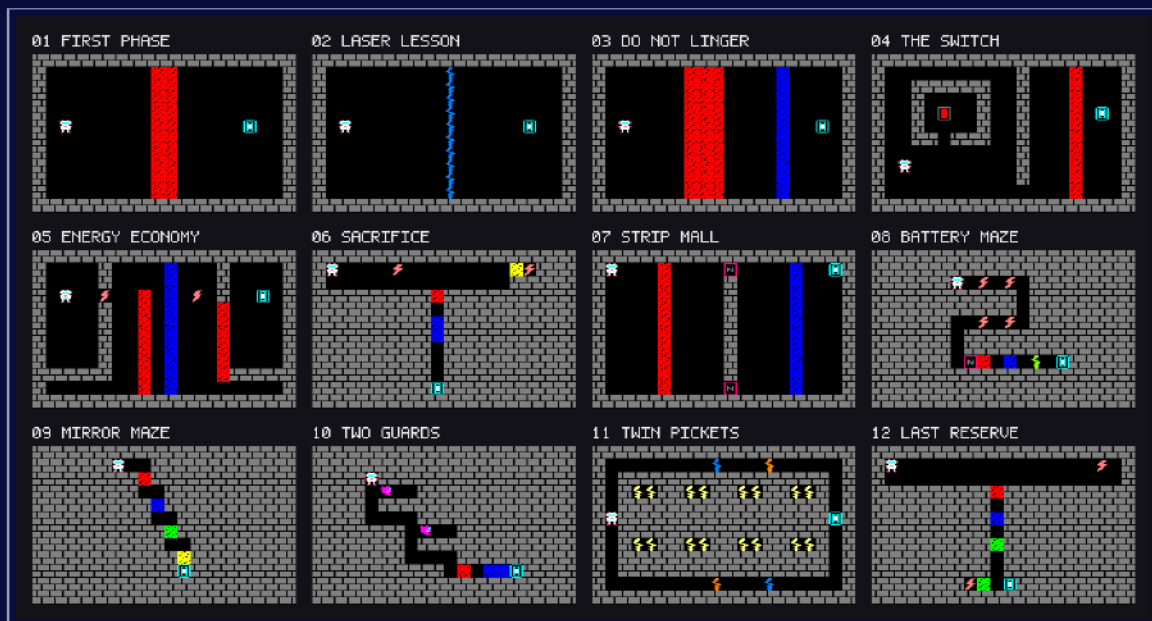
HINTS FROM THE VETERANS

- Plan the colour order before you move – the cycle only turns one way, so a wrong turn is expensive.
- Always leave a plain floor tile between two different colours so you have somewhere safe to shift.
- Watch a guard pace back and forth once before you cross – you move faster than it does.
- ESC costs nothing. Use it the instant a room goes wrong.
- Energy cells and force plates are your budget – spend manual shifts as if each

were your last.

48 ROOMS

Five tutorial rooms teach the ropes – shift, beam, crush, switch, energy. Then 43 rooms climb an engagement-tuned difficulty curve, from gentle two-shift puzzles all the way to CHROMA COLLAPSE: a twenty-two-shift, sentry-guarded spectrum gauntlet with no time to spare. Every single room has been machine-proved solvable.



The opening rooms 1-12.

CREDITS

CHROMA-PHAZE – a Revive8Bit production, 2026.

DESIGN & CODE

VASPER

BUILT WITH

rasm + iDSK

MACHINE

Amstrad CPC 6128, Mode 0 (160x200, 16 pens)

Thank you for playing. Now go and beat the Grid.