

# COLOR LINES



*AMSTRAD CPC 464, 664, 6128  
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Color Lines is a puzzle game based on "Lines", a PC game by Oleg Demin. The objective is simple; survive as long as possible, and achieve a high score! Underneath the simplistic gameplay is a game that will fray your nerves and eat into your free time. Be warned; addiction and loss of social life (if you still have one) cannot be ruled out, and cannot be the subject of any legal action against the authors of this program!

## How to run the game

Insert side A of the disc into your disc drive. Type RUN"-CL" or RUN"CL" and press the <ENTER> key.

If your Amstrad CPC has only 64KB of memory, the program will ask you to turn the disc. The music and skins are stored on side B.

## Aim of the game

Align pawns on a board consisting of 81 squares, and create horizontal, vertical or diagonal lines in order to make them disappear and score points.

## "Classic challenge" mode

### Game turn :

The computer places three coloured pawns randomly on the game board.

The computer chooses three new pawns at random, and displays them in the "Preview" area of the status panel on the right of the screen. These pawns will be placed on the board during the next turn.

The cursor is displayed, and the player moves it and selects one of the pawns to move. You must move a pawn during each turn; you cannot pass.

If you move a pawn and a line of at least five pawns of the same colour has not been created, then the turn is finished.

If a horizontal, vertical or diagonal line of at least five pawns of the same colour is created after moving a pawn, the computer removes the pawns from the board and calculates the points that you have scored. You can then move another pawn.

In order to move a pawn, a clear path to the new square must exist. In other words, the pawn must be able to move to its new location, from square to square, without any other pawns blocking its path. If the pawn cannot be moved, the cursor flashes and the computer emits a beep.

## End of the game:

The game ends when all of the squares on the board are full.

If you have played well and achieved a high score, the computer will ask you to enter your name for inclusion in the high score table. The ten best scores are saved on the disc for each game mode ("Classic challenge" and "Special challenge").

## "Special challenge" mode

This mode is played in the same way as the "Classic challenge" mode, with an additional rule: you can swap two pawns during a turn, although you can only do this a limited number of times.

To swap two pawns, you must first activate the swap mode with the <DEL> key. You must then select the two pawns to swap. The swap counter (located at the bottom of the status panel) is then decreased.

At the beginning of the game, you have five swaps. It is possible to gain additional swaps by creating special combinations of lines; see the section entitled "Special lines" below for more information.

### Scoring:

A line of five pawns scores 5 points.

Each additional pawn on a line scores 5 points.

Example :

Line of five pawns .....5 points

Line of six pawns ..... 10 points

Line of seven pawns ..... 15 points

Etc.

If you manage to create several lines in the same turn, two more points will be added to your score.

Example :

First line of five pawns .....5 points

Second line of five pawns :.....7 points

Third line of five pawns :.....9 points

### Special lines:

Big Line line of nine pawns.

Bonus 40 points.

Combo Two or three lines are created simultaneously by moving one pawn.

Bonus 50 points.

Chain Five lines are created in the same turn. The line counter is reset to zero.

Bonus 30 points.

Lucky A line is created by the computer when it places the three pawns on to the board at the beginning of a turn.

Bonus None

If you are really good, or very lucky, you can create several special lines in the same turn!

### Additional rule for "Special challenge" mode:

When you create a special line, you earn an additional swap. The maximum number of swaps allowed is nine.

## Controls

### Main menu :

<1> or <F1> start a game in "Classic challenge" mode

<2> or <F2> start a game in "Special challenge" mode

<3> or <F3> read the instructions

<4> or <F4> choose a skin

### During the game :

Cursor keys, joystick, AQOP(AZERTY keyboard) or QAOP (QWERTY Keyboard) : move the cursor.

<SPACE> or <COPY> or <Fire> : select a pawn / confirm a move.

If you have selected a pawn and want to cancel the move, select it again, or select another pawn.

<DEL> : activate / deactivate swap mode (in "Special challenge" mode).

<ESC> : abandon the game.

<S> : toggle the cursor movement mode.

<TAB> : change the shape of the cursor.

<M> : toggle music / sound effects.

<f1> to <f9>, or <1> to <9> : choose music.

<f0> and <. > : select music list 1 or 2.

### On the high score entry screen:

<ESC> quit the screen; the high score will not be saved to disc.

<ENTER> (without typing anything beforehand): keep the previously entered name.

### To reinitialise the high score table:

Insert side A of the disc into your disc drive.

Type RUN"SCORE and press the <ENTER> key.

## Credits

Code, music and sound effects: Tom et Jerry / GPA

Main graphics: Eldrik / GPA

Beta testing: SuperSly / Les Sucres en Morceaux

Proofreading of English instructions: Nicholas CAMPBELL

Skins: Eldrik, SuperSly, Ced, Papy-cpc, Fano, MacDeath, Rex / Dirty Minds, Voxfreax, Nori, Winner

Additional music - <f9> list 1 (Color) and <f8> list 2 (Lonely Robbot - 128KB of memory required): Ultrasyd

Cover and Stickers: Lobo and Kukulcan  
Manual: Tom et Jerry / GPA and Kukulcan

