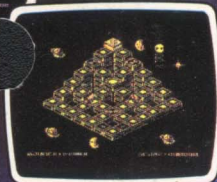


Screen pictures shown may be different machine versions of game.



Use your skill and dexterity to bounce across the Parabola squares and complete the grid.
 Gebrauchen Sie Ihre Geschicklichkeit und Flinkheit, um über das Parabolabrett zu springen und das Gitter zu vervollständigen.
 Utiliza tu habilidad y destreza para rebotar por los cuadros de la Parábola y completar el cuadrado.
 Usate le vostre capacità e la vostra destrezza per rimbalzare da una parte all'altra dei riquadri della Parabola e completarne il reticolato.
 Utilisez votre habileté et votre dextérité pour bondir à travers les carrés de la Parabole et compléter la grille.
 Gebruik je vaardigheid en behendigheid om over de vakken van de Parabool te kaatsen tot het hele raster klaar is.

Brug die vaardigheid en springvaardigheid om over de Parabolavakken te kaatsen tot het hele raster klaar is.



AMSTRAD 464
664 6128

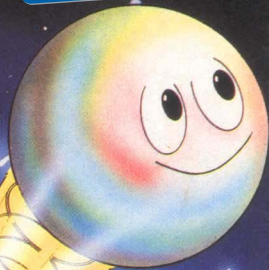
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PARABOLA

PARABOLA



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Netrun 2000			*	*	*
Ninja Master	*	*		*	*
Olli and Lissa				*	*
Oriental Hero				*	*
Park Patrol				*	*
Pneumatic Hammers				*	*
Raging Beast				*	*
Rebelstar	*			*	*
Runner				*	*
Seabase Delta	*			*	*
Shorts Fuse	*			*	*
Shark			*	*	*
Special Agent				*	*
Spike	*	*	*	*	*
Spiky Harold	*	*	*	*	*
Star Firebirds				*	*
The Prince				*	*
Think	*			*	*
Thrust	*	*		*	*
Thrust II	*			*	*
Thunderzone	*			*	*
Torpedo Alley			*	*	*
Tubaruba				*	*
Twinky Goes Hiking				*	*
UFO		*		*	*
Warhawk	*	*		*	*
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Firebird

Firebird

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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 rewind 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 rewind 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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