



Screen pictures shown  
may be different machine  
versions of game.



firebird

<http://www.replacementdocs.com>

Joystick only



AMSTRAD 484  
664/6128

SILVER  
199  
RANGE

AMSTRAD 464/664/6128

COLLAPSE



COLLAPSE



firebird

firebird

Other exciting games in the Firebird  
199 Silver Range \*

**CBM 64/128**

- Booty
- Cylu
- Seabase Delta
- Raging Beast
- Thrust
- Caverns of Eriban
- Collapse
- Freak Factory
- Spiky Harold

**Spectrum 48K/+**

- Booty
- Short's Fuse
- Cylu
- Spiky Harold
- Seabase Delta
- The Wild Bunch
- Helicopter
- Spike
- Ninja Master
- Star Firebirds
- Buccaneer
- Gyron Arena
- Rebelstar
- Thrust (available Summer 1986)

**Amstrad**

- Short's Fuse
- Seabase Delta
- Spiky Harold
- Thrust (available Summer 1986)
- Harvey
- Headbanger
- Star Firebirds

**Atari 800/  
800XL/130XE**

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

**CBM 16**

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

\*Correct at time of printing

## HEY THERE!!!

Have you joined the IN CROWD? Are you a member of the SILVER CLUB? If not, then we in the SILVER CLUB would love to hear from you!

To become a member just send a cheque or postal order for £1.99 made payable to FIREBIRD SOFTWARE, along with your name, address, age, and the type of computer you have to the address below, clearly marking the envelope 'SILVER CLUB' and we'll send you a bumper pack of goodies including:

- ★ BADGES
  - ★ STICKERS
  - ★ POSTERS
  - ★ NEWSLETTERS
  - ★ AN EXCLUSIVE MEMBERSHIP No.
  - ★ YOUR OWN MEMBERSHIP CARD
- (Subject to availability)

PLUS . . . We'll also send you a FREE SILVER GAME OF YOUR CHOICE!!! (Please let us know which game you would like.) Then, every three months or so, we'll send you a newsletter containing details of up-and-coming Silver games, competitions, special offers and other news.

Firebird Software, Wellington House, Upper St. Martins Lane, London WC2H 9DL.  
Firebird and the Firebird logo are registered trademarks of British Telecommunications plc.

# COLLAPSE

© 1985 NALIN SHARMA

## 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.

**WARNING:** Copyright subsists in all Firebird Software, documentation and artwork. All rights reserved. No part of this software may be copied, transmitted in any form, or by any means, hired, or lent without the express permission of the publisher.

If this program is faulty, or fails to load, please return it to the address below CLEARLY MARKED "RETURNS" and it will be replaced free of charge and postage refunded. This offer does not affect your statutory consumer rights.