



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 cuadrículo.
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 Parabola et compléter la grille.
Gebruik je vaardigheid en behendigheid om over de vakken van de Parabool te kaatsen tot het hele raster klaar is.

Joystick or keyboard



AMSTRAD 464
664 6128

SILVER
199
RANGE

AMSTRAD 464/664/6128

<http://www.replacementdocs.com>

PARABOLA

PARABOLA



Other exciting games in the Firebird 199 Silver range

* Denotes availability of game to your computer

Correct at time of printing

	Amstrad	Atari 800/ 800XL/ 130XE	CBM 16	CBM 64/128	Spectrum
Bomb scare	*		*	*	*
Booty	*			*	*
Buccaneer		*		*	*
Caverns of Eriban				*	*
Chickin Chase	*			*	*
Chimera		*		*	*
Collapse	*			*	*
Cylo	*			*	*
Freak Factory			*		
Fury				*	*
Galaxibirds			*		
Goldrush				*	*
GoGo the Ghost				*	*
Gunstar				*	*
Gyron Arena				*	*
Happiest Days of Your Life	*		*	*	*
Harvey Headbanger				*	*
Helicopter	*			*	*
Imagination			*		
Into the Deep				*	*
Kai Temple				*	*
Kings Keep				*	*
Mad Nurse				*	*
Megabucks				*	*
Microhythm			*	*	*
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				*	*
Twink Goes Hiking				*	*
UFO		*		*	*
Warhawk	*	*		*	*
Wild Bunch	*			*	*
Willow Pattern				*	*
Zone Ranger				*	*

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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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