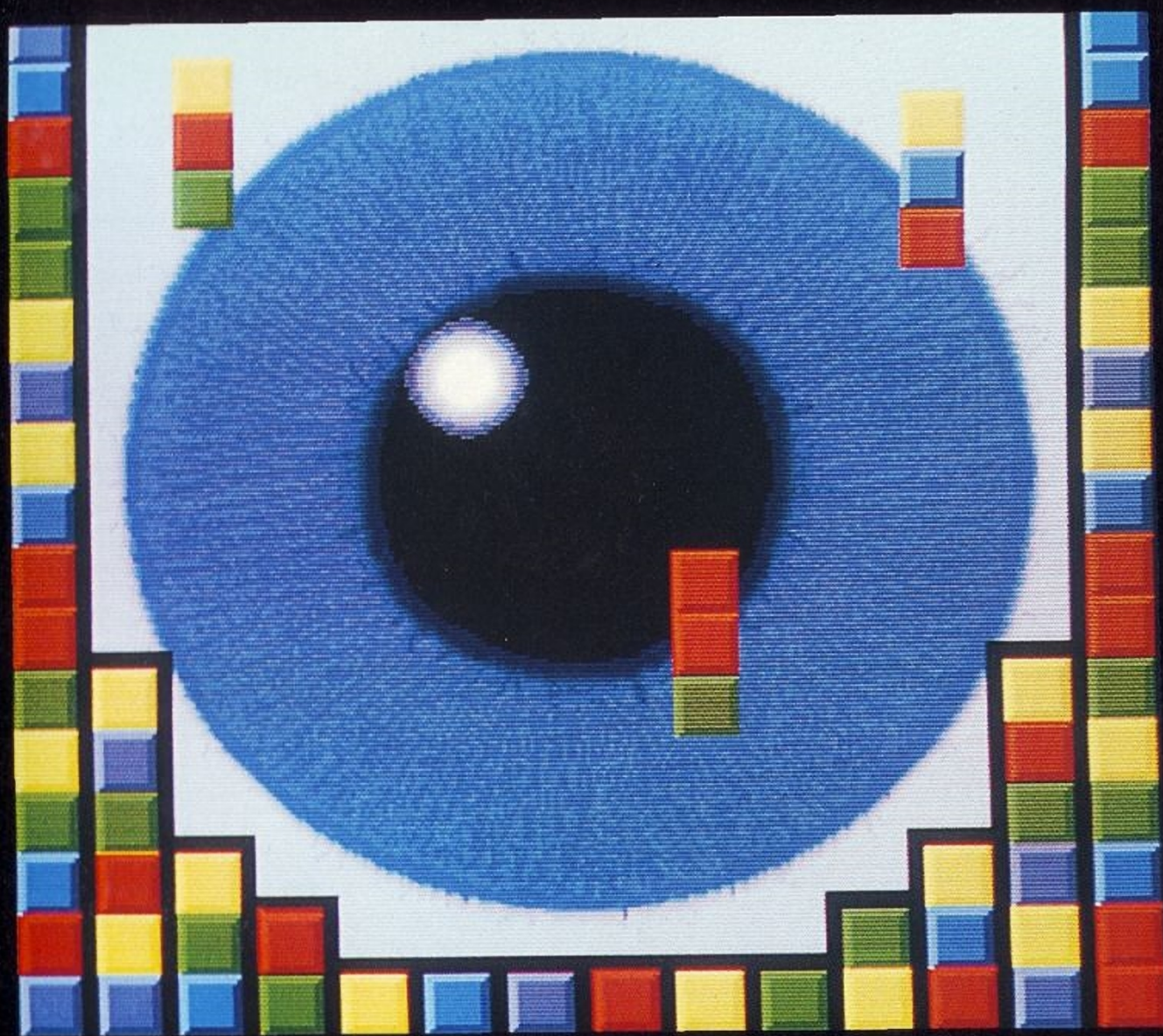


COLOURIS

BORN TO CLASSIC

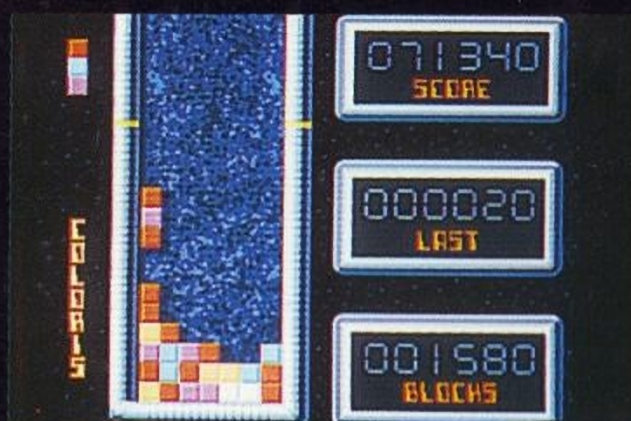


**BEYOND TETRIS AND RUBIC'S CUBE
ARISES A GAME.... A GAME WHICH IS HARD TO LET GO**

COLORIS

WARNING!

ONCE YOU START PLAYING, YOU
DO NOT WANT TO QUIT.



SCREENSHOT FROM AMIGA PREVERSION

- KEEP THE LEVEL OF THE COLOURED PIECES IN THE CONTAINER LOW, BY FITTING A LEAST 3 SAME COLOURED PIECES SIDE BY SIDE IN PARALLER OR VERTICAL LINES.
- CHANGE THE INTERNAL ORDER OF THE COLOUR SQUARES IN THE FALLING PIECE BY PRESSING FIRE -BUTTON IN ORDER TO FIT IT IN.
- THE SPEED OF A FALLING PIECE IS CONTROLLED BY JOY-STICK, THE FASTER YOU GET THE PIECE IN PLACE, THE MORE POINTS YOU WILL EARN.
- AS A BONUS YOU CAN ALSO GET A JOKER-PIECE OR A FORCE, WHICH REMOVES EXTRA COLOUR ROWS FROM THE BOTTOM.

COLORIS ALSO INCLUDES A FAST PACED TIME-GAME OPTION.



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