

COLORIS INSTRUCTIONS

The Marathon Game

Keep the level of the container low by fitting the stick of three colors consisting of blocks so that the colors are aligned. The fire button changes the order of the blocks. The faster you fit the blocks in place, the faster you get points. The use of the "brake" effect stops the point counter. You get the most points by removing as many color blocks as possible at one time:

3 pieces:	3 x 30	points
4 pieces:	4 x 40	points
5 pieces:	5 x 50	points + lowest row removed (bonus row)
6 pieces:	6 x 60	points + 1 bonus row + joker stick
7 pieces:	7 x 70	points + 2 bonus rows
8 pieces:	8 x 80	points + 2 bonus rows + joker stick
9 pieces:	9 x 90	points + 2 bonus rows + 2 jokers
10 pieces:	10 x 100	points + 2 bonus rows + 3 jokers
11 pieces:	11 x 110	points + 2 bonus rows + 4 jokers
and so on ...		

The emptying of the block container gives an emptying bonus that is playtime (in minutes) x playtime (in seconds) points.

There is an addition of one penalty row at decreasing intervalls. Also every 7:th "breaking" gives you a penalty of one row. The amount of breakings is seen at the lowest window of the screen. The game ends when the blocks in the 7x14 container reach over the yellow marks at the sides.

The Hundred Second Game

The Hundred Second Game ("Time Game") differs from The Marathon Game in following aspects: The points is replaced by the amount of blocks removed from the container witch promotes the fast pulldown of the blocks. A penalty row is added to the bottom of the container at 7 second intervalls. It is possible to "smash" single pieces downwards by one step into the penalty row by speeding up the block. You can remove a penalty row in the same way as in The Marathon Game by removing a minimum of five pieces. The winner of the fast game is the player that succeeds in removing the most pieces in a hundred seconds.

The Game Controls

Use the joystick or the arrow keys to steer the blocks, Fire or Space to change the order of the blocks and ESC to return to the game selection. Shift keys activate/deactivate pause.

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