



**AWESOME
MUSIC!**

"You are in for a treat!"
COMMODORE USER 840

"Play it once and you'll be hooked!... because this is play!"
TDP 100%

"Get out and start playing now!"
AMSTRAD USER 90%

**FURIOUS
ACTION!**

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UK
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KLAX



KLAX LOADING

Hold down SHIFT key and press F10/F10P

Catch the different coloured tiles as they advance towards you and flip each tile into one of five bins.

The object is to make Klax - there are some coloured stacks of tiles, horizontally, diagonally and lines of three.

Once a Klax is made the tile disappears, leaving any tiles on top to drop down and replace them. The bonus points, set up the tiles to make a chain reaction of Klaxes. Your paddle can hold a maximum of 5 tiles and once full, tiles will just drop past it. Similarly each bin can hold 5 tiles, and when full you will not be able to flip any more tiles into it.

The 'drop meter' in the centre of the screen shows how many tiles you failed to catch. Should you drop more tiles than you are allowed, or if all the bins become full at the same time, the game will end.

A tile that reaches multiple colours is a 'wild' tile capable of forming a number of Klaxes. E.g. if you flipped a wild tile onto a stack of 2 blue tiles and it fell inside a horizontal line of 2 green tiles, both blue and green Klaxes would be made, and all 5 tiles would disappear.

A speed up option is available which causes all the tiles on the screen to buffer towards you at high speed.

Alternatively, use the Thru option to flip the back up the screen in order to pick up a tile of another colour. Beware! You can only throw one tile per a time, and it will still come rolling back with all the other tiles up with it!

Diagonal/Block are workman that functioned in vertical rows.

CONTROLS

JOYSTICK:

- Left - Move left
- Right - Move right
- Up - Move tile
- Down - Speed up
- Fire button - Flip tile into hole
- Space bar - Pause
- T key - Sound on/off

KEYBOARD:

- B - Move left
- P - Move right
- U - Move tile
- N - Speed up
- M - Pause
- S - Sound on/off
- Space bar - Flip tile into hole

Controls/How:

It's pretty simple - with the joystick you can move around the area of the game. The joystick is also used to move the tiles. The joystick is also used to move the tiles. The joystick is also used to move the tiles.

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pushing the joystick to the left or right will move the tiles. The joystick is also used to move the tiles.

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Joystick Controls:

Joystick:

- Left - For joystick control
- Right - For joystick control
- Up - For joystick control
- Down - For joystick control
- Fire - For joystick control
- Space - For joystick control
- T - For joystick control

COMMODORE 64

- B - For joystick control
- P - For joystick control
- U - For joystick control
- N - For joystick control
- M - For joystick control
- S - For joystick control

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