COLOR COLLISION
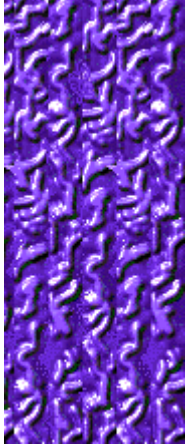
Object of the game

Use the **ARROW KEYS** to make the collider hit circle rims or sticks that match the color of the collider. Each successful collision with a circle makes a green ball on the left side of the screen disappear. Once all green balls are gone, you move to the next level. If you hit a circle of the wrong color, it turns into a stick. If you hit a stick of the wrong color, you lose one of your three lives. The game is over when you lose all of your lives.
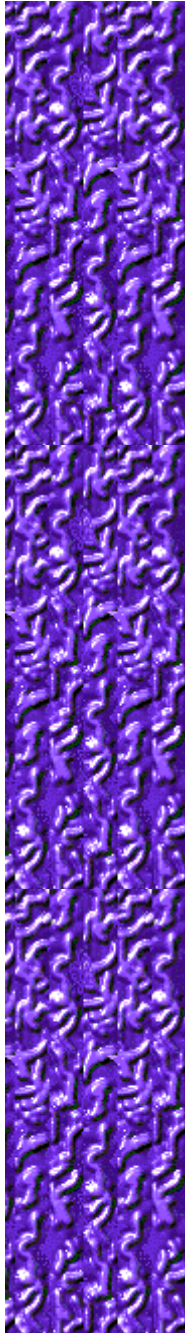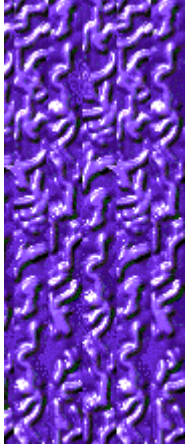
See also

How to Play

COLOR COLLISION

LEVEL: 6 - TRAFFIC LIGHTS   SCORE: 116

Level

Your current level.

Score

Your current score.

Collider

Move the collider with the **ARROW KEYS** to hit circles or sticks the same color as the collider. The collider always moves diagonally, but with skilled use of the **ARROW KEYS**, you can force it to move "almost" vertically and horizontally.

Stick

A stick appears when you hit a circle that doesn't match the collider color. The more sticks you have, the fewer points you can earn, and when you hit a stick of the wrong color, you lose a life!

Penalty Sticks

Shows how many sticks you have eliminated in trying to win back the mismatched circle you hit. Once you eliminate 5 sticks, you get a circle back. Hit a stick with the same-color collider to eliminate the stick.

Bonus figure

When you eliminate the green balls up to a bonus figure, the next time you hit a circle of the right color, you collect the bonus.

Lives

Shows how many lives you have left.

Green balls

Shows how many circles you must eliminate to move to the next level.
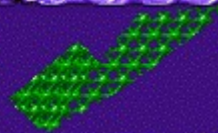
Circles

Hit circles with rims that match the color of the collider to earn points.

Collected bonuses

Shows how many bonuses you have collected.

COLOR COLLISION

How to play

- Hit circle rims or sticks that match the color of the collider.

- The collider becomes the color of the inside of the circle you just hit. Now you have to match the new color to a new circle rim or stick.

- For each successful collision with a circle, a green ball on the left side of the screen disappears. When all of the green balls disappear from the left side of the screen, you go to the next level.

- You collect any bonuses when you hit a circle of the same color as the collider. The bonuses appear at the bottom center of your screen.

- If you collide with a mismatched circle, a stick appears on the playing field. The more sticks you have, the fewer points you can earn, and when you hit a stick of the wrong color, you lose a life!

- When you lose all of your lives, you lose the game.
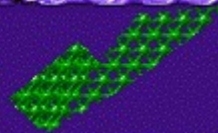
See also

Object of the Game

Game Screen

Tips and Strategies

Starting a New Game, Pausing, and Exiting

Bonuses

After you successfully hit five different color circle rims on level 1, or collect the right number and type of circles on other levels, a bonus appears with the green balls on the left of the screen. When you remove the green balls up to the bonus and then collide with the right color circle, you collect the bonus and its effects are automatically applied.

If you lose a life by hitting the wrong color stick, you also lose all the icons you accumulated toward a bonus during that life.

These are the bonus figures that can appear with the green balls on the left of the screen:

Gives you an extra life.

Freezes all the circles except those matching the collider so you can easily hit the right circle.

Increases your score.

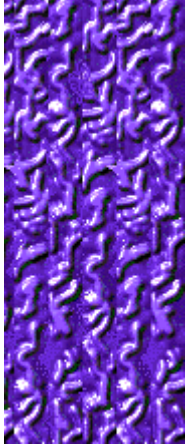Changes the color of the circles, sticks, and collider.

Turns all sticks back into circles.

Explodes and removes a set of five green balls, moving you closer to the end of the level.

Mystery bonus that becomes one of the above bonuses when you capture it.
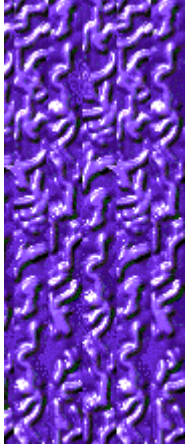
COLOR COLLISION

Sticks

When you hit a circle whose rim is a different color than the collider, the circle turns into a stick and the following things happen:

- The collider becomes a random color.

- You lose all the bonuses you have collected.

- You have to hit five sticks that match the color of the collider to win the lost circle back.

Sticks are dangerous -- if you hit a mismatched stick, you lose a life! You lose the game if you hit a stick on you're on your last life (your lives are shown as hearts at the top of the screen).

COLOR COLLISION
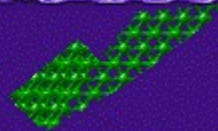
Tips and strategies

• Remember that the collider always moves diagonally, but with skilled use of the **ARROW KEYS**, you can to force it to move "almost" vertically and horizontally.

• To move the collider through a narrow space, press the **ARROW KEY** in the direction you want the collider to go, and then press the **UP** and **DOWN ARROW KEYS** in rapid succession for a vertical gap, and the **LEFT** and **RIGHT ARROW KEYS** for a horizontal gap.

• To make the collider travel along a screen edge, press the **ARROW KEY** in the direction you want the collider to go.   Then hold down the **ARROW KEY** that forces the collider against the edge (for example, hold the **DOWN ARROW KEY** for the bottom edge).

• When a bonus appear among the green balls on the left and you eliminate the balls up to the bonus, you collect the bonus when you hit a circle of the same color as the collider. The bonuses appear at the bottom center of your screen.

• There are 10 levels in Color Collision. You can change the start level instead of playing from the beginning. The higher the level, the more complex the game.

See also

How to Play

Game Screen

Scoring

COLOR COLLISION

Scoring

This table shows the number of points you earn on each level when you hit a matching circle, earn a coin bonus, earn other bonuses, or complete a level.

Circles/Sticks	Easy	Medium	Hard	Impossible
6/0	30	60	90	120
5/1	20	40	60	80
4/2	12	24	36	48
3/3	6	12	18	24
2/4	2	4	6	8
1/5	1	2	3	4
Gold Coin Bonus	300	600	900	1200
Any Other Bonus	100	200	300	400
Complete Level	1000	1000	1000	1000

COLOR COLLISION

Starting a new game, pausing, and exiting

To start a new game

▶   On the **Game** menu, click **New**, or press **F2**.

To pause a game

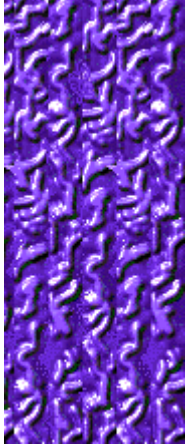▶   On the menu bar, click **Pause!** or press **F3**. Click **Play!** to resume the game.

To exit a game

▶   On the **Game** menu, click **Exit**.

See also

How to Play
Game Options

Game options

You can customize game options by increasing the game's difficulty, changing the start level, changing the default name that appears in the **High Scores** list, and turning the background music and sound effects on or off. You can also have the game ask for your name each time you earn a high score, reset the high scores, and turn Quick Help and Quick Tips on or off.

Click the option you want:

Changing the Difficulty

Changing the Start Level

Changing the Default Player Name

Turning the Background Music On or Off
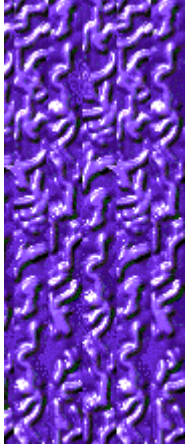
Turning the Sound Effects On or Off

Turning Ask for Player's Name On or Off

Resetting the High Scores

Turning Quick Help On or Off

Turning Quick Tips On or Off
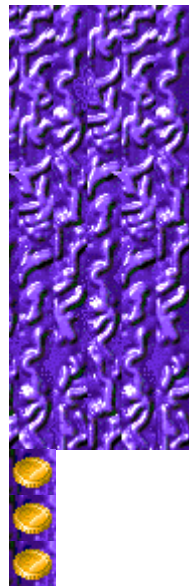
To change the difficulty

1 On the **Game** menu, click **Options**.

2 In the **Difficulty** section of the **Color Collision Options** dialog box, click **Easy**, **Medium**, **Hard**, or **Impossible**. The higher the difficulty, the faster the collider moves.

See also

Game Options

To change the start level

1   On the **Game** menu, click **Options**.

2   In the **Start Level** section of the **Color Collision Options** dialog box, click the up or down arrows to change the start level of the game. There are 10 levels in Color Collision.

Each level has its own unique challenges. The higher the level, the more complex the game.

See also

Game Options

Special features on each level

Level 1: Rainbow

Hit five circles of different colors to turn a set of the green balls into a bonus.

Level 2: Be Happy!

Collect five smiling faces to get the bonus. Hit three circles with straight faces to equal one smiling face.

Level 3: Hit Me!

Hit five circles while the object inside them is "on" or "open" to get the bonus.

Level 4: Stop the Bomb

Hit five circles after the fuse is lit but before the bomb blows up to get the bonus.

Level 5: Numbers

Each circle has a countdown starting at 7, 8, or 9 and ending at 0. Hit circles that add up to 25 to get the bonus.

Level 6: Traffic Lights

Hit five circles when the light is green to get the bonus. Two yellow lights add up to one green. But don't hit circles when the light is red, or the circle will turn into a stick.

Level 7: Watch Out!

The faces change and then turn around so you see the back of their heads. Don't hit the circles when you see the back of the heads, or they will turn to sticks. Five smiles gets the bonus.

Level 8: Card Suits

The circles randomly show the four card suits -- spades, hearts, clubs, and diamonds. Collect all four suits in a row without repeating a suit to get the bonus.

Level 9: Straights

The circles randomly show the 10, Jack, Queen, King, Ace, and Joker cards. Collect one of each without repeating a card to get the bonus. Joker is wild and replaces any card.

Level 10: Yeralash

Yeralash is Russian for a mixture of everything. The circles have various items from previous levels. Collect a set from any level to get the bonus.

To change the default player name

You can change the name that appears by default in the **High Scores** list.

1 On the **Game** menu, click **Options**.

2 In the **Color Collision Options** dialog box, type your name in the **Please enter your name** box.

See also

Game Options

Ask for Player's Name

To turn the background music on or off

1 On the **Game** menu, click **Options**.

2 In the **Color Collision Options** dialog box, select or clear the **Background Music** check box.

See also

Game Options

To turn the sound effects on or off

1 On the **Game** menu, click **Options**.

2 In the **Color Collision Options** dialog box, select or clear the **Sound Effects** check box.

See also

Game Options

To turn Ask for player's name on or off

You can choose to have your name appear automatically in the **High Scores** list when you earn a high score, or you can enter your name each time you earn a high score.

1 On the **Game** menu, click **Options**.

2 In the **Color Collision Options** dialog box, select the **Ask for player's name** check box if you want to enter a name each time you earn a high score. Clear the box if you want the name in the box to appear automatically in the **High Scores** list.

See also

Game Options

To reset the high scores

When you reset the **High Scores** list, all high scores listed return to zero.

1 On the **Game** menu, click **High Scores**.

2 In the **High Scores for Color Collision** dialog box, click **Reset**.

See also

Game Options

To turn Quick Help on or off

Quick Help provides brief instructions for the game, including the game's Objective and How to Play.

1 On the **Help** menu, click **Quick Help**.

2 In the **Color Collision Quick Help** dialog box, select or clear the **Skip Quick Help at Startup** check box.

See also

Game Options

To turn Quick Tips on or off

Quick Tips provide quick information on key game features as they appear or levels as they occur.

1   On the **Help** menu, click **Show Quick Tips**.

2   When **Show Quick Tips** is checked, Quick Tips will appear during gameplay. When **Show Quick Tips** is cleared, Quick Tips will not appear.

See also

Game Options

Credits

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Technical Support

For product support, contact the manufacturer of your PC.   Refer to the documentation that came with your PC for the product support telephone number.