

HIGH SCORES

The game automatically stores the Top Scores (Original game) and Best Times (Flash game) for each level and difficulty, a total of 54 different records to try and beat!

Disc version

Each time you achieve a new record you are asked to enter your initials and the complete table is then saved to disc. The current table is loaded each time you run 'Columns' by selecting option 1 at the first menu screen.

Should you wish to clear the table and start afresh with all values at their base level, select option 2 'Blank High Scores table' from the first menu screen. Please note this will overwrite and destroy your existing table.

Cassette version

Each time you achieve a new record you are asked to enter your initials. The table is retained in memory for so long as you continue to play the game, but there is no save facility. A blank table is loaded each time you run 'Columns'.

Reporting High Scores

The most important factor in the score you can achieve is the Easy/Normal/Hard option. While the level you select does affect the score you can achieve, it is part of the challenge of the game to learn which levels give the best opportunities for scoring. We therefore suggest that you report high scores in each of six categories:

O/E/xxxxx	O/N/xxxxx
O/H/xxxxx	F/E/xxxxx
F/N/xxxxx	F/H/xxxxx

COLUMNS

written
by

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for the Oric Atmos

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COLUMNS - LET TIME PASS YOU BY

Journey back to the ancient civilization of Phoenicia, to play a game that originated with their merchants. Columns. It's totally absorbing, yet very simple. What's more, you don't have to be a games freak to play at the hardest level.

Columns of rainbow-coloured blocks drop one after another. Arrange three or more blocks of the same colour horizontally, vertically or diagonally to remove them from the playing screen. If the columns reach the top of the screen the game is over. When you get the urge for a new challenge, try the Flash game. In this version you race the clock to make a flashing block disappear. Start on the easiest level and work your way up, or take on the challenge of a higher level from the start.

Columns is simple and captivating!

Controls

On the option screens: Use the up/down arrow keys (↑ ↓) to select the line on which you wish to change the option, and then the left/right arrow keys (← →) to select the option on the line. Press the Space Bar or Return when you are ready to play.

In the Game: The two arrow keys on the left of the keyboard (← ↑) move the blocks to the left or right as they fall. The two arrow keys on the right (↑ →) alter the order of the falling group of blocks. Press the Space Bar to increase the speed at which the columns drop. Press the ESC key to pause the game temporarily, and use the Space Bar to restart. While paused you may quit to the

selection screen by pressing Q.

Getting Started

When you load the game the selection screen appears. Select Original or Flash and press the Space Bar or Return to see the Options screen.

Original Game

The object of the game is to make as many blocks disappear as possible.

Options screen

On this screen use the four arrow keys to select the options you want.

- 'Top Score' shows the highest points scored at each level and difficulty.
- The next line allows you to select an Easy, Normal or Hard game, respectively with blocks of four, five or six different colours.
- On the next line you can select a level. The higher the number, the faster the columns drop.
- Next you can make your choice of game music (or none).

Original Game Screen

- 'NEXT' displays the next column of blocks that will appear.
- Below that is a box in which the points earned for making the current group of blocks disappear appears temporarily.
- 'SCORE' displays your current total score.
- 'BLOCKS' displays the total number of blocks that have already disappeared.
- 'LEVEL' displays your current level.

The Magic Column

This group of white blocks appears after each time you have made 300 blocks disappear. When it lands on a block of a certain colour, all the blocks of the same colour on the screen disappear.

Flash Game

In this game, you are timed on how quickly you can make the flashing block disappear.

Options Screen

Use the four arrow keys to select items.

- 'Best Time' records the best time achieved at each height and difficulty.
- The next line enables you to choose an Easy, Normal or Hard game, i.e. four, five or six colours respectively.
- The line of numbers is for you to select the height of the columns on screen when you start the game.
- 'Music' is as for the Original game.

Game screen

- 'NEXT' displays the next column of blocks that will appear.
- 'TIME' displays the timer clock.
- 'LEVEL' displays the speed at which the columns drop down the screen.

Helpful hints

Try and create chain reactions, especially by using diagonals. Earn higher scores by playing at the higher levels.