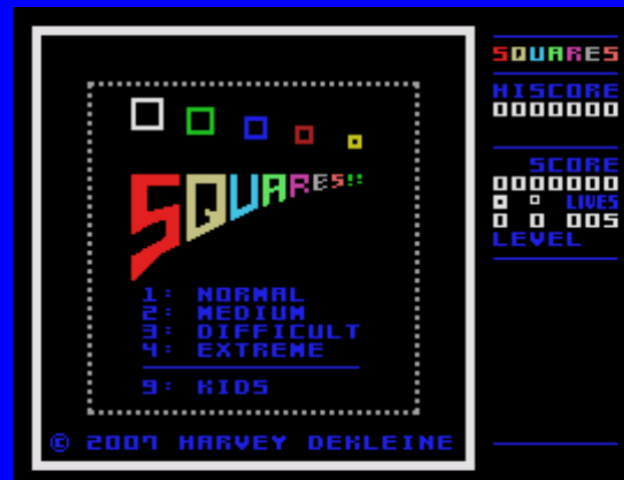


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Label design by Ken Roland!



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Welcome to Squares!

Squares! is a fast-paced game where you need to avoid the other squares, anticipating their movement, to last as long as possible and obtain a high score.

Your Controller

Press the joystick left, right, up and down to move your white square.

The left fire button activates invincibility. It can also be used to activate your next square (see below).

The right fire button activates hyperspace.

The "0" key can be pressed to pause and subsequently continue play.

Starting a New Game

Ensure that the ColecoVision is powered off. Insert the Squares! cartridge into the ColecoVision, then power on the ColecoVision. The start-up screen will appear.

There are five difficulty levels: kids, normal, medium, difficult, extreme (in increasing difficulty). Make a selection by pressing the corresponding number on the keypad.

The game will begin. At the right of the screen you will see the highscore (from any gameplay level), as well as your current score. There are also indicators for the quantities of invincibility credits available (indicated by small flashing square), hyperspace credits available (indicated by small moving square), and number of lives (squares) remaining until the end of the game.

Gameplay

Throughout the game, the enemy squares will continuously bounce around the outer solid playfield. Your white square is bounded by the inner dashed playfield. Use the controller to guide your square away from enemy squares. Your score increases as long as your square is in play. The gameplay will become more difficult as your score increases.

You start with 5 squares (10 for the kid's version). If your square is hit by an enemy square, your square disappears, and the squares remaining will decrease. If you have squares available, one will automatically appear near the top-left of the screen (after a short delay and when the area is clear of enemy squares). Momentarily press the left fire button to make your square appear instantly. The game is over when you have no more squares available.

Occasionally, a treasure will appear on the playfield (including fruit and other items). If you catch the treasure, either you will be rewarded with an extra square, or you will be given invincibility and hyperspace credits.

If you have available invincibility credits, you can press the left fire button to become invincible for 5 seconds. During this period, you will not lose a life if your square makes contact with any of the enemy squares.

If you have available hyperspace credits, you can press the right fire button to activate the hyperspace. Your square will be moved to a new location in the playfield. This is dangerous, however, as you may be placed directly on an enemy square, in which case you will lose a square.

Other Information

Not all of the details of the gameplay have been divulged. Play the game to figure out the intricacies and timing of events. Most of all, have fun!