

3DCubes 1.5

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# 1 Introduction

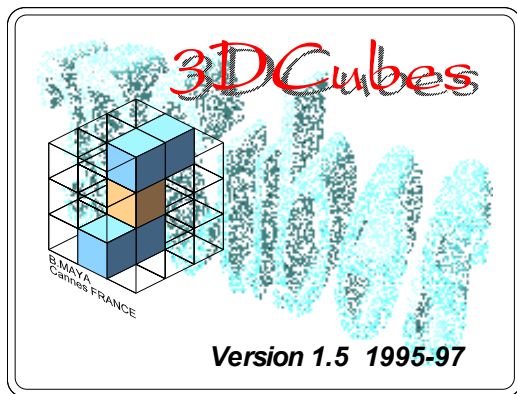
3DCubes 1.5 Version, for Windows 3.1 or 95.

3DCubes is inspired from the famous « *Tetris* » (but in 3D) and from « *Block Out* » under DOS. It benefits from these two games aspects.

It is Freeware, and may be shared at your convenience.

Here is a label that you may print and cut, to stick on the floppy disks intended to your friends :

✂



If you like 3DCubes (or dislike it !), have a comment, or a suggestion, don't hesitate to leave a message at the following e-mail address :

**[bruno.maya@hol.fr](mailto:bruno.maya@hol.fr)**

or write me to :

**Bruno MAYA  
22, rue Léon Noël  
06400 CANNES  
FRANCE**

Thanks to Nathalie NAKAZAWA, who help me to translate this document and the program's integrated help.

## 1.1 Description

To play, you may use either the mouse or the numeric keyboard to move or rotate the prism.

For a handy use of the game, you should better start playing with the mouse ; the chosen movements are underscored by the arrows designed on the rotate - **Rotate/Shift** - buttons.

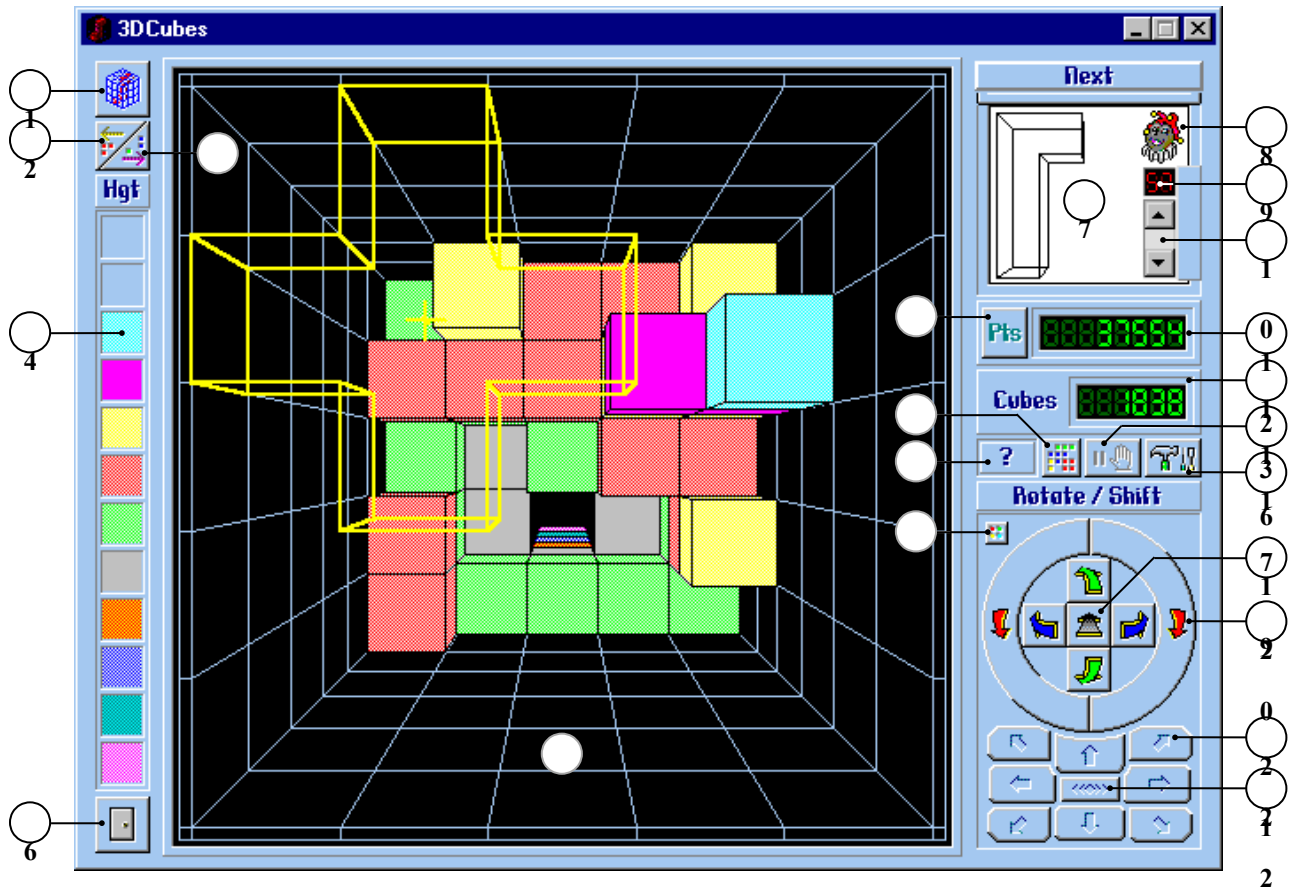
You will soon realise that keyboard use is more efficient.

However, as the numeric keyboard provides all available movements, it may confuse the player recording translation and rotation of the prism.

Be patient ! After one or two hours, you will feel more at ease with the prism' movements.














- The prisms' **translation** is obtained with the numeric keyboard keys (the - Rotate / Shift - buttons of the playing board are disposed in an identical way).
- The **rotation** is done with the same keys + the <Ctrl> or <Alt> key.
- To send the prism in the chosen location, press the <Enter> key.  
It can also be lowered step by step in the game corridor with the *spacebar*, to fill in a hole left by previous movement.

## 1.2 Interface



### Definition

- → Start a new game.
- → Save a game, to call it back later on.
- 1 ○ → Restore a game.
- 2 ○ → Show the height reached in the game corridor.
- 3 ○ → Game corridor.
- 4 ○ → Exit from program.
- 5 ○ → Shows the next prism.
- 6 ○ → Also, shows the prism selected which is to replace the current in the game corridor (joker).
- 7 ○ → Makes appear the scroll bar to select another prism (if remain jokers).
- 8 ○ → Displays number of jokers remaining.
- 9 ○ → Scroll bar to select another prism.

-  → Displays the best scores.
-  → Displays the current score.
-  → Displays the number of cubes already placed.
-  → Help : Drag and Drop this icon «  » to obtain help about object.
-  → Runs the demo. 3
-  → Suspends the automatic feeding of prisms. Only available in « Medium » or « Expert » mode.
-  → To access at configuration window.
-  → Changes the wire prism color.
-  → Send the prism to the bottom.
-  → Rotation of prisms.
-  → Translation of prisms.
-  → Gets down the prism to the bottom, step by step.

## 2 How to play

### 2.1 Rule

The game generates random prisms forms ; you must logically place them in order to fill all holes.

When a level is full, it is automatically deleted, then the other cubes are pushed backward to the original level position (or more, if several levels are filled).

The score is function of your ability to position complex forms, and of the number of deleted levels.

If a prism is too difficult to be positioned , you may select another one, depending on your number of jokers left (10 available jokers at the start of the game).

More deleted levels accumulates more jokers.

### 2.2 Various forms of prism

On last page of this documentation, you will find all prisms that the program may generate. Print it.

The graphic representation of the prisms on paper, will ease your choice of a replacement prism when using a jokers.

### 2.3 Difficulty levels

Three levels of difficulty are available :


- Novice** → Prisms are sent at the bottom of the game corridor, only when the player decides so. This allows more time to study the best way to place the prism.
- Medium** → If the player is not fast enough, the program moves the prisms downwards, step by step, all by itself. But its speed will be constant (5 seconds).
- Expert** → Previous levels of difficulties have been mastered.  
The program moves the prisms at an increasing speed, depending on your score, until it reaches an « infernal » rhythm !  
A pause button permits to stop temporarily the forward movement of the prisms.

If the sound option is checked, to each event corresponds a different sonorous signal , this signal attests the done operation :

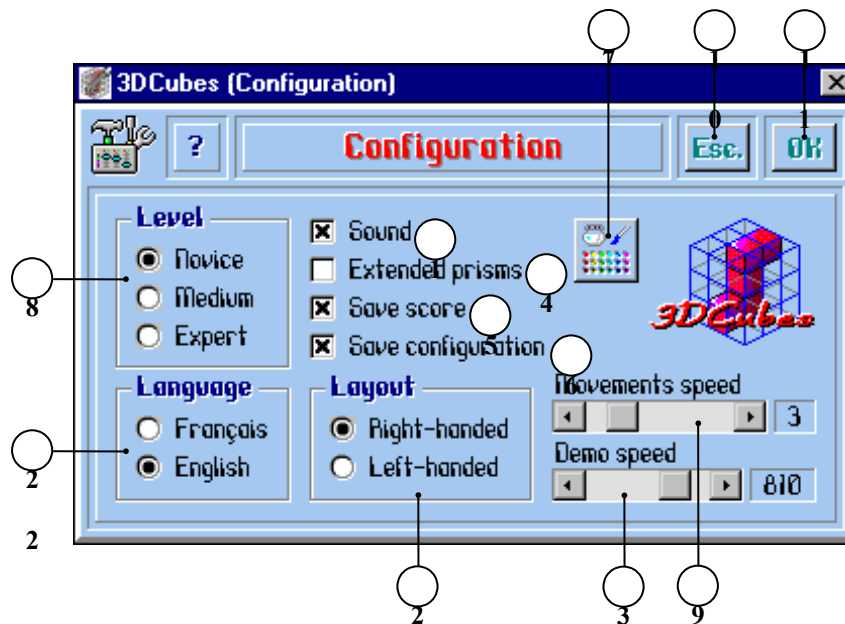
Prisms sent to the bottom ; 1, 2, 3 or 4 levels filled up ; automatic feeding or program acceleration (in Expert mode).

## 3 Configuration and preferences






### 3.1 Game's parameters

A configuration button is available on the 3DCubes' control panel : .

It will allow you to setup your game : left-handed or right-handed player, english or french language program, validation of sounds or not, etc...




#### Definition

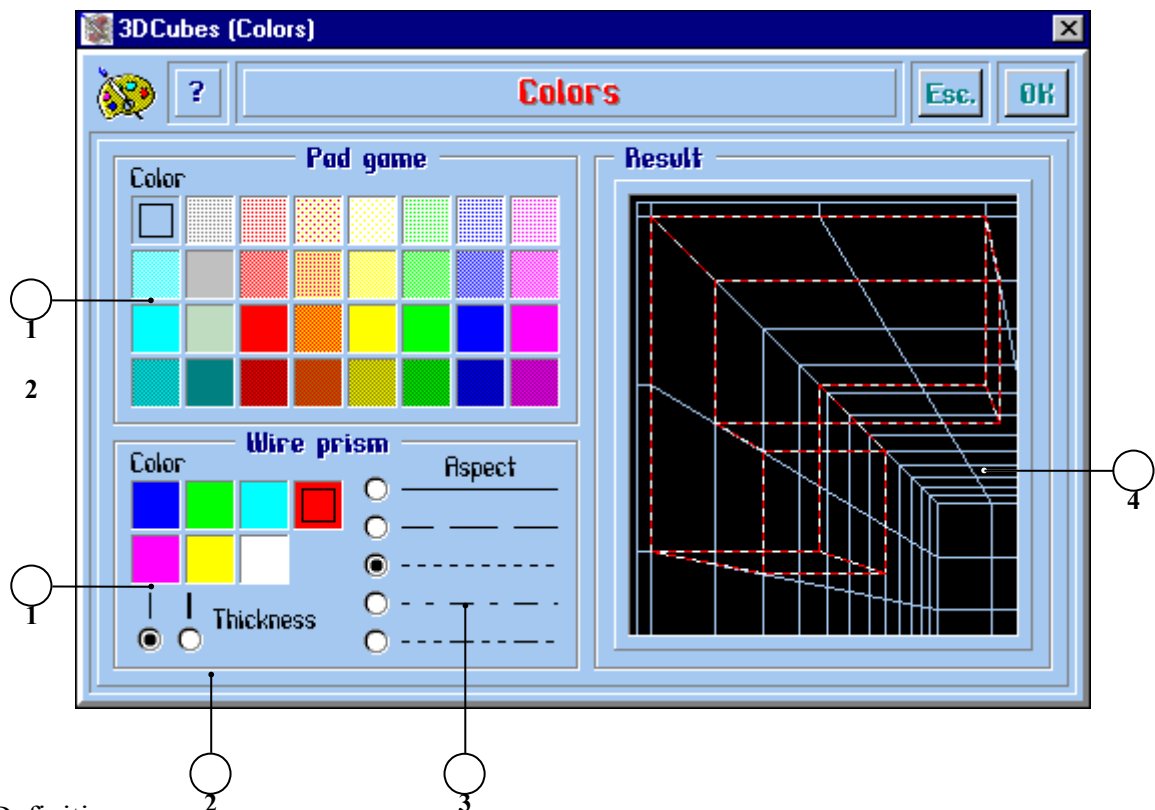
-  → To choose a difficulty level (see chapter 2.3).
-  → 3DCubes is bilingual ; a click on one of this options, changes instantaneously the language used in the program.
-  → Inverts the control panel position to ease you the game vision if you are left-handed.
-  → Validates or not the sounds associated at various events in 3DCubes.
-  → When this option is checked, the program will generate randomly the possible forms of prisms in 3DCubes :
  - Basic prisms → Only the first fifteen forms may be generated. There are the easiest to place.
  - Extended prisms → All prisms (26) may be generated. The last eleven forms are more complex to place, therefore more difficult to place. Consult the prisms' picture at the end of this documentation.



- 5 → When the game is over and if the score obtained is superior to the nine previous others, the program will display the window of the best score to enter your own one, if this option is checked.
- 6 → All general parameters will be save at program exit.
- 7 → Adjusts the movements speed of prisms.  
Run the demo to better adjust it.
- 8 → Adjusts the shifting speed of prisms during the demo.
- 9 → Makes the general color window of program appear.  
Prism aspect can also be set.
- Cancels the current modifications.
- Accepts the current modifications.

### 3.2 3DCubes' colors

To access the general program color setup, click on this button :  located in the configuration window.



#### Definition


- 5 → To change general colors of 3DCubes.  
Beware, hatched colors affect texts readability of 3DCubes ;  
It will cause you some problems to see titles and wordings.

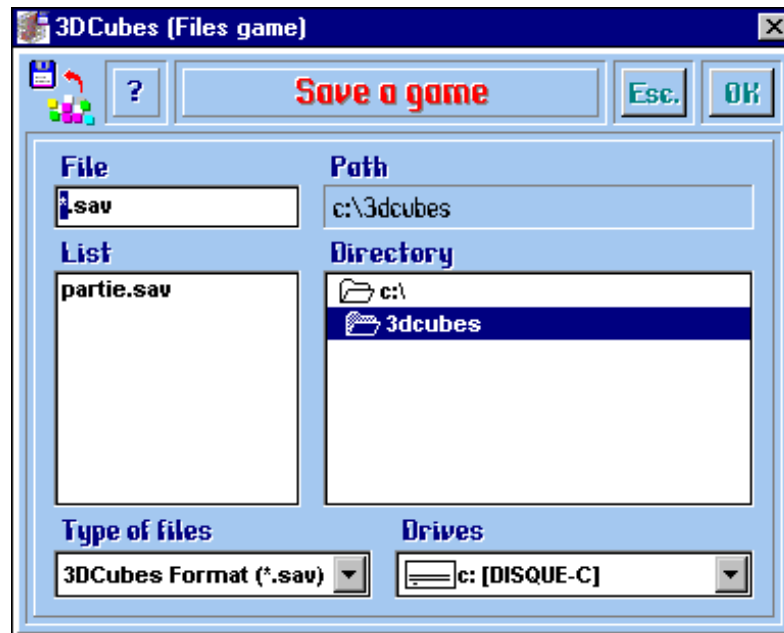
Choose another color when the program advises you this current one must be avoid (variable in function of video card capabilities or graphic initialisation).

- 1 → To better appreciate the wire prism movements, choose a color, thickness or drawing aspect that's convenient for you.
- 2 → Changes the drawing thickness of wire prism.  
**2 pixels** thickness, improves the prism visibility but slow down its movements ; then, is no more possible to see it in dotted line if this thickness is selected.
- 3 → Change the drawing aspect of wire prism.  
A type of discontinuous line, is visible if the line thickness is set to **1 Pixel**.
- 4 → This area shows instantaneously the result of your choices.

## 4 General

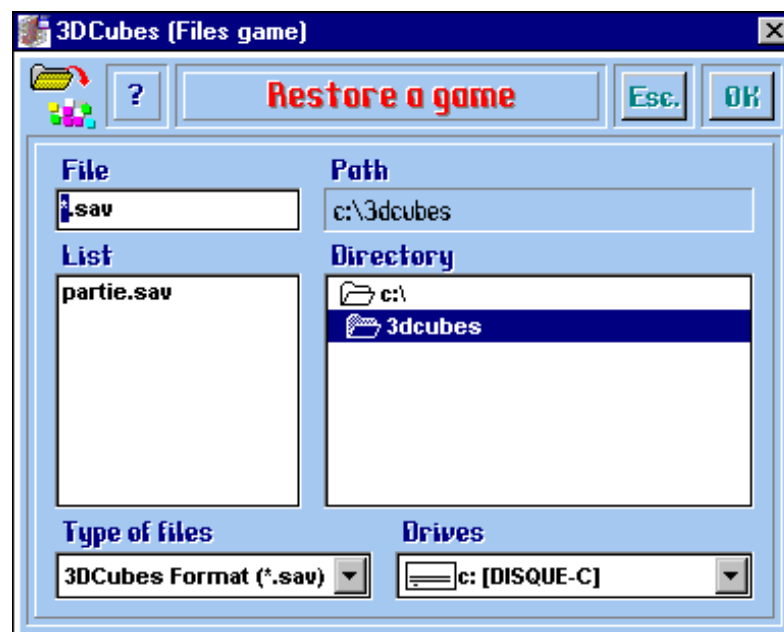
### 4.1 To save a game

To save the current game, in the purpose to take it back later on, click on this half button ; the following file selector will appear :





### 4.2 To restore a game

To restore a game, click on this half button , to display the following file selector :

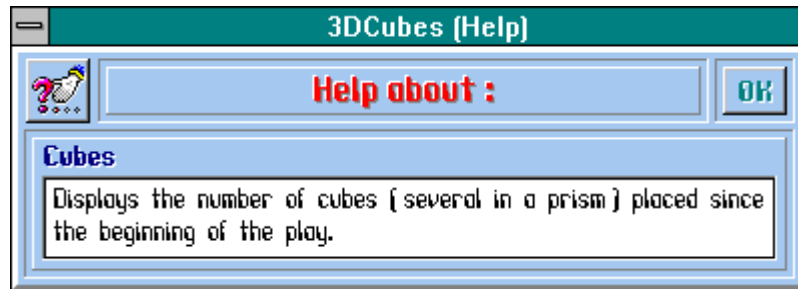


Games files in 3DCubes have **.SAV** default extension.

### 4.3 Help in the program

To obtain informations about 3DCubes items, click on following frame :  to get an interrogation mark. While holding the mouse button pressed, do drag icon help «  », then drop it on the area to be explained.

5



### 4.4 « Boss » key

If you play during your work time, be sure that it's very bad... to be caught by your chief !

<Esc> key will allow to avoid that, in instantaneously hiding game pad.

When your superior will go out, you'll be able to take back the game were you left it, by pressing once again on this key.

Meanwhile, if you have clicked on another application, you will must reactivate 3DCubes in order that the <Esc> key could function in reverse way ; to do that, activate the game in the tasks bar (Windows 95), or use the key combination <Alt> + <Tab>, moreover press the <Ctrl> + <Escape> keys (Windows 3.11) to show the task and select 3DCubes.

### 4.5 3DCubes' files

	Name	Description
Essentials to run 3DCubes	3DCUBES.EXE	The game.
	FORMES.3DC	Items, prisms, fonts definition...
	PTSCOUL.3DC	
	PTSFONTS.3DC	
	PTSGRI.3DC	
VBRUN300.DLL	Library for 3DCubes.	
THREED.VBX		
The program may run without this files	3DCUBES.INI	Configuration file.
	DEMO.3DC	Contains the demo.
	3DCUBES.SCR	Scores file.
	PARTIE.SAV	Game example to load.
	3DCHLP.ANG	English help file.
	3DCHLP.FRA	French help file.
	3DC_GB.DOC	The documentation you are reading.
3DC_FR.DOC	The same documentation in french.	

## 4.6 Problems

- *The program displays a load file error when starting :*

1°) A dialog box indicates you that it's impossible to run 3DCubes because one of the following files is missing :

FORMES.3DC  
PTSCOUL.3DC  
PTSFONT.3DC  
PTSGRI.3DC

They must be in the same directory as the program 3DCUBES.EXE. Then, run once more the install program INSTALL.EXE, this one will load again these files.

2°) If Windows 95 is installed on your PC, and if you have moved all 3DCubes files in a directory named with a word including special characters as "ç", "é" or "!", a dialog box will indicate you it's impossible to load file with the « .VBX » or « .DLL » extension ; so, rename the directory with an elementary name and without accents.

- *Texts and terms are not completely visible :*

When texts and terms are not readable, it's because of choice of general game color (readability varies according to the graphic configuration).

This problem may be solved, by choosing another color not hatched (the program will advise the colors to avoid), or by increasing number of colors at display : 65536 rather 256 for example ; change this parameter in Windows' **Control panel**.

- *Sound option is checked, but you hear nothing :*

Whatever you have a sound card or not, 3DCubes uses the P.C. speaker ; verify that it is connected to the mother board.

If you're sure that your P.C. speaker is correctly connected, and that your heard sounds before, click on the checkbox corresponding to sound option, holding the <Ctrl> key pressed ; check again this case and then test sounds in running the demo during a few moment.

- *Wire prisms are difficult to see :*

Just adjust the aspect and the drawing color of wire prism via the configuration button.

Also, the small square button located in the left top corner of **Rotate/Shift** button area, allows you to modify wire prism color.

If you encounter other problems, you can send me a message at the following e-mail address : **bruno.maya@hol.fr**, I will try to find a solution ; or download the last updated version of 3DCubes (Compare your 3DCUBES.EXE file's date with the one on the web page at : **<http://www.perso.hol.fr/~bmaya>**).

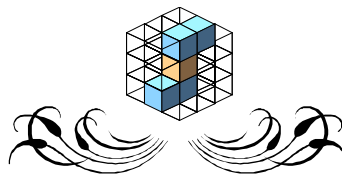
#### **4.7 3DCubes' uninstall**

Installation program of 3DCubes, don't write anything in the personal Windows' directories, except the program group definition contained in **3DCUBES.GRP** file.

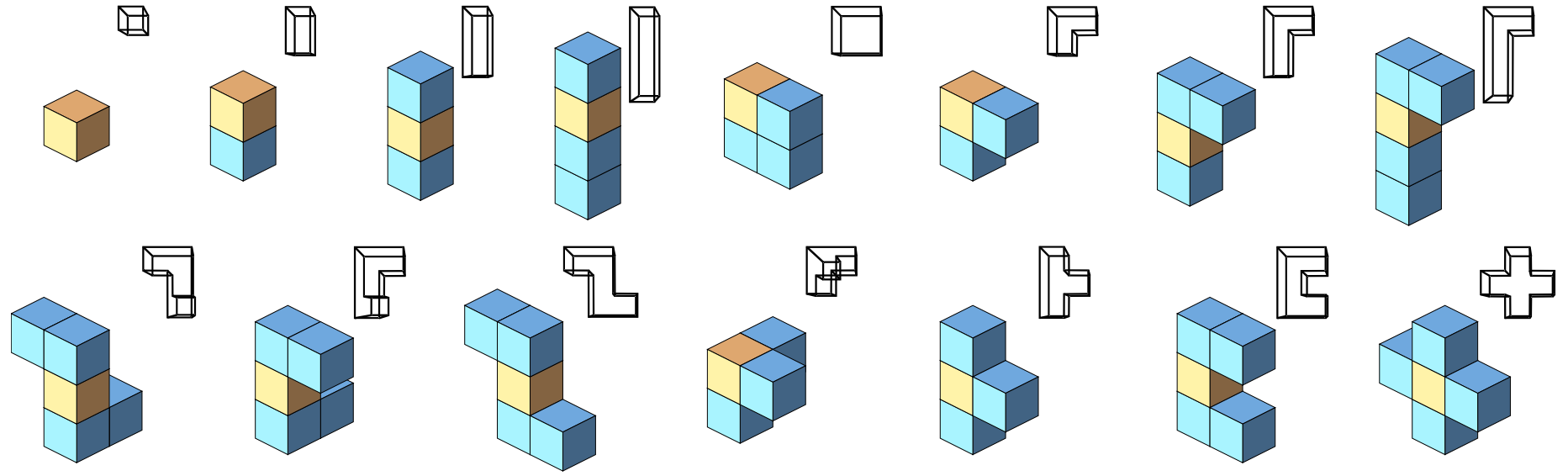
To suppress this game :

- 1°) Remove all icons that **3DCubes** group contains, also the group.
- 2°) Delete the directory where it has been installed, with all files it's contained.
- 3°) Delete **3DCUBES.GRP** file located in Windows' directory.

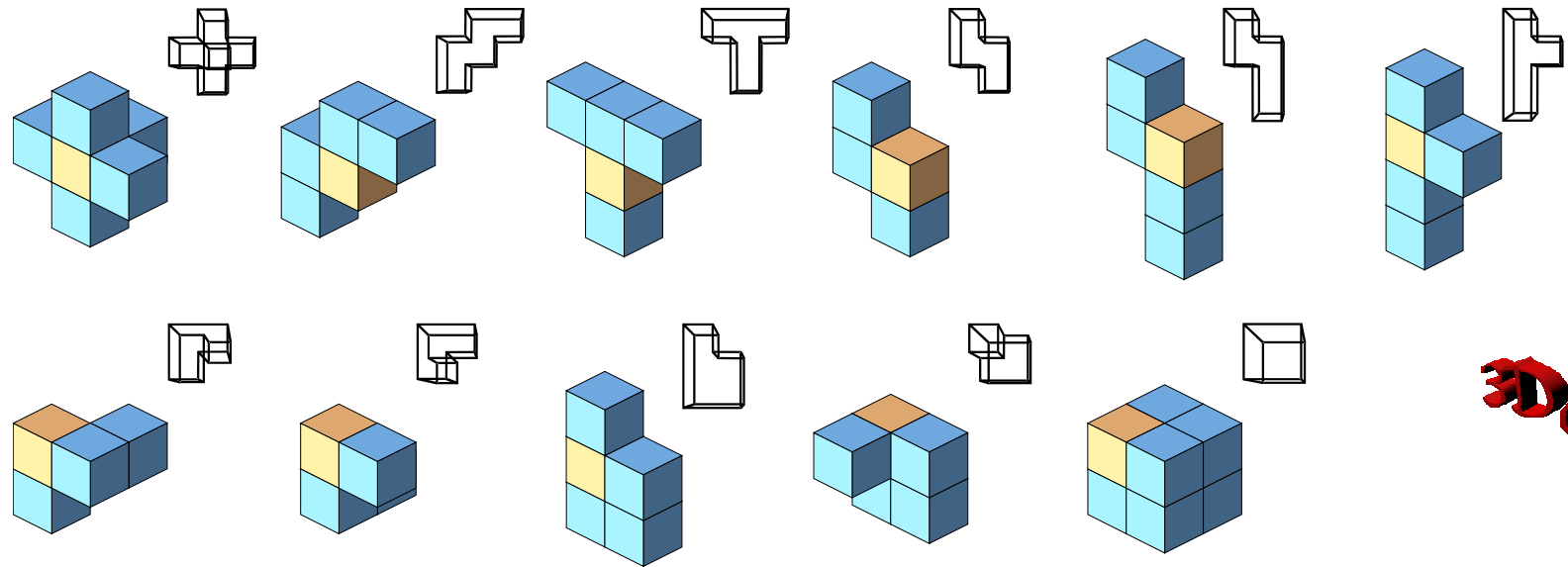
**Have fun !**



— Prismes basiques - Basic prisms —



— Prismes étendus - Extended prisms —



3DCubes  
Formes