

# MINITRIS 2.01 HELP

[CONTACT US!](#)

[VISIT OUR WEBSITE!](#)

## Take a Quick Tour.

Designed to get you started quickly.

## Features of the Game.

What all those menu commands and windows do.

## How to play Minitris.

Never played before? Start here.

## History of the game.

Who, when and why.

## Registering Minitris 2.01.

If you keep it, you must register it.

## Disclaimer and other Legal Stuff.

It has to be here and you really should read it.

© 1996, 1997 by Ursiny Communications, Inc. All Rights Reserved

# Minitris 2.01 Quick Tour

Topic 1 of 6

[next topic](#)

The purpose of our Quick Tour is to get you started as soon as possible. You can go through this Quick Tour first and then play Minitris 2.01, but the fastest way to play is to run Minitris 2.01 as you read these information.

## STEP 1 - Start Minitris 2.01.

**Depending on your system you can either:**

- double-click on its icon on the desktop (if you created shortcut for Minitris 2.01)
- or double-click Minitris 2.01 in Windows Explorer (if you chose defaults during installation, you should find it in directory Program Files -> Ursiny -> Minitris 2.01)
- or click on Minitris 2.01 in Windows95 Start Menu by first clicking on Start button, then proceeding to Programs -> Ursiny -> Minitris 2.01. If you did not choose this option during setup, please read Windows95 Help documentation about creating shortcuts and customizing Start Menu.

# Minitris 2.01 Quick Tour

Topic 2 of 6

[next topic](#)

## STEP 2 - Title Screen

**Since we want to start the game quickly, just read what it says and if you agree, click button which says so.**

You may play 45 games without registering the software. This will be your only reminder for the first 20 games. After the first 20 games, the title bar on the main Minitris 2.01 window will remind you how many games you've played.

If you like the game and keep it on your computer, please [register](#) it.

# Minitris 2.01 Quick Tour

Topic 3 of 6

[next topic](#)

STEP 3 - Logging In.

**If this is your first time playing the game, please click on New Player button. If not, just log in and skip the next topic.**

The Log In window allows for many players to play on the same system and “protect” their results, if they choose to. This was not meant to be a tough-to-break security feature. This is our solution to family situation, where one kid wants to beat the other by using his or her name and getting “really low scores”.

If this does not bother you, you don't need to use passwords at all. But we thought it would be a nice feature to have **just in case**.

# Minitris 2.01 Quick Tour

Topic 4 of 6

[next topic](#)

STEP 4 - Adding New Player.

**Simply type your name in the “Name” box.**

The password is not required and in most cases not necessary. You can always add one later.

# Minitris 2.01 Quick Tour

Topic 5 of 6

[next topic](#)

## STEP 5 - Main Window !

**You are just one step from playing the game. While there are different ways to start the game, there are only four (4) keys you need to press while playing.**

The blocks will soon be falling from the top of the playing area. They are all squares, but they come in six different colors. When you place three (or more) blocks of the same color next to each other in any direction, they will disappear making space for more blocks.

The game will go on until there is no more space for additional blocks. To manipulate the falling blocks you need to use the following four keys:

- ▣ **LEFT** and **RIGHT ARROW** - to move the falling block left and right,
- ▣ **SPACEBAR** - to drop the block down quickly (who wants to wait anyway...),
- ▣ **ENTER** or **RETURN** - to pause the game, and then to restart it again.

# Minitris 2.01 Quick Tour

Topic 6 of 6

[main menu](#)

## STEP 6 - Start the Game !

**You want to start the game now? We are sure you'll know how to solve this problem.**

Just in case you'd like to know about all the possible ways to start a new game, here they are:

- click on **New Game** button in the main window,
- press **F2** - convenient and popular shortcut,
- click on **Game** menu and choose **New Game** from there.

# How To Play Minitris 2.01

[Quick Jump](#)

[\(don't forget to take a tour!\)](#)

The story of the game is simple. Square blocks are falling from the top of playing field. The playing field has four columns and there are six different colors of blocks.

You can move the falling block to the left and to the right. When three (or four) blocks of the same color happen to be inline next to each other (horizontally, vertically or diagonally), they'll disappear.

Your task is to drive the falling block to the place where it can line up with other blocks of the same color. If you do not remove enough blocks, they will start to pile up and soon fill the whole field. This is when the game is over.

The game starts slowly at first and speeds up as you go to higher levels.



# History of the Game

Quick Jump

Minitris 2.01 was thought out and designed for all computer gamers.

The original idea was to create Tetris-like game which would be extra suitable for even the smallest kids. It always seemed difficult for them to figure out the falling blocks of different shapes and how to fit them together. The idea came to make all the blocks square, but in variety of colors. Kids responded much better and (surprise!) so did the older ones including adults!

We experimented with the best ratio between the number of colors used for falling blocks and the number of columns available. Finally we settled on 4 columns and 6 different colors.

The first internal versions were not distributed at all, but the first improved (Minitris 1.3 for DOS) was uploaded to America Online. Within a very short period of time we got such a positive response that we started to contemplate Windows 95 version of the game.

We wanted to address some issues our “gamers” were concerned about. Among those would be trying to make scoring system a bit more secure “...from my brother, ‘cuz he’s cheating all the time!”. Allow customizing the color of blocks. Add stereo sound effects. Make it fully 32-bit compatible application. Include comprehensive help file.

The result is here for you to judge. We’d appreciate any comments, positive or negative, you might have. And thank you for playing Minitris 2.01.

# Features.

## Quick Jump

Those of you who got to know Minitris 1.3 (DOS version) see what a big step ahead version 2.0 for Windows95 represents.

## Menu Commands

Explains each individual menu command in detail. What it does and why.

## Windows

Explains function and purpose of every single window you can see in Minitris 2.01. What is it good for and what to do with it.

# Registration.

Quick Jump

(go to **registration window** help)

Shareware concept is used to distribute Minitris 2.01. It requires you to play your part in order to make this system work.

When the system works, everybody benefits. We'll stay in business, you'll get the software you wanted (because you had a chance to try it) for much less than if it were sold through regular retail channels.

If the system did not work we would surely be out of shareware business and had to find some other means to distribute software. You and millions other software users would then have no choice but to purchase retail distributed software likely to be several times more expensive than shareware.

The only way the system works is for shareware software users to pay for what they use. If they do that, there'll be plenty of inexpensive and good quality software around. We urge you to register Minitris 2.01 if you continue using it.

# Legal Stuff.

[Quick Jump](#)

## License Agreement

Please read the following terms and conditions carefully before using Minitris 2.01. By installing, copying, or otherwise using Minitris 2.01, you agree to be bound by the terms of this license agreement and warranty.

## Registration

Minitris 2.01 is not free software. You are hereby licensed to use this software for evaluation purposes without charge for a period of 45 games. If you use this software after the 45 game evaluation period a registration fee of \$12 is required. Payments must be in US dollars drawn on a US bank.

Unregistered use of Minitris 2.01 after the 45-game evaluation period is in violation of U.S. and international copyright laws. Minitris 2.01 is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. Minitris 2.01 is licensed, not sold.

## Registered Version

One registered copy of Minitris 2.01 may either be used by a single person on one or more computers, or installed on a single workstation used non-simultaneously by multiple people, but not both.

## DISCLAIMER OF WARRANTY

UCI EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE MINITRIS 2.01. THE MINITRIS 2.01 AND ANY RELATED DOCUMENTATION IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OR MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. THE ENTIRE RISK ARISING OUT OF USE OR PERFORMANCE OF THE MINITRIS 2.01 REMAINS WITH YOU.

IN NO EVENT SHALL UCI OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION, PRODUCTION, OR DELIVERY OF THIS SOFTWARE BE LIABLE FOR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, OR LOSS OF BUSINESS INFORMATION) ARISING OUT OF THE USE OF OR INABILITY TO USE THIS UCI PRODUCT, EVEN IF UCI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE SOME STATES/JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

## Distribution

You may reproduce and distribute an unlimited number of copies of the original unregistered shareware version of Minitris 2.01 provided that each copy shall be a true and complete copy of the original (compressed) shareware version, including all copyright and trademark notices.

## Governing Law

This license agreement is governed by the laws of the State of Vermont.

Where do you want to go?

[Main Menu](#)

[Quick Tour](#)

[Features](#)

[How To Play the Game](#)

[Register](#)

[Legal Stuff](#)

[History](#)

# Menu Commands.

Quick Jump

## Menu Commands

Game Menu

Player Menu

Options Menu

Help Menu

## Windows

Explains function and purpose of every single window you can see in Minitris 2.01. What is it good for and what to do with it.

# Windows.

[Quick Jump](#)

## [Menu Commands](#)

Explains each individual menu command in detail. What it does and why.

## [Windows](#)

[About Minitris Window](#)

[Add Player Window](#)

[Change Password Window](#)

[Change Player Window](#)

[Color Window](#)

[Delete Player Window](#)

[Game Over Window](#)

[Log In Window](#)

[Main Window](#)

[Number Of Games Window](#)

[Registration Window](#)

[Scoreboard Window](#)

[Unlock Code Window](#)

[Welcome Window](#)

# Game Menu.

Quick Jump

## Menu Commands

Game Menu

**New Game**

**Pause**

**Restart**

**Stop**

**High Score**

**Exit**

Player Menu

Options Menu

Help Menu

## Windows

Explains function and purpose of every single window you can see in Minitris 2.01. What is it good for and what to do with it.



# Player Menu.

Quick Jump

## Menu Commands

Game Menu

Player Menu

**Add Player**

**Change Player**

**Change Password**

**Delete Player**

Options Menu

Help Menu

## Windows

Explains function and purpose of every single window you can see in Minitris 2.01. What is it good for and what to do with it.

# Options Menu.

Quick Jump

## Menu Commands

Game Menu

Player Menu

Options Menu

**Color**

**Sound**

**Number Of Games**

Help Menu

## Windows

Explains function and purpose of every single window you can see in Minitris 2.01. What is it good for and what to do with it.

# Help Menu.

[Quick Jump](#)

## [Menu Commands](#)

[Game Menu](#)

[Player Menu](#)

[Options Menu](#)

[Help Menu](#)

[Quick Tour](#)

[Contents](#)

[Search Help](#)

[How to Contact UCI](#)

[UCI WWW Site](#)

[Send us E-mail](#)

[Register Minitris](#)

[About Minitris 2.01](#)

## [Windows](#)

Explains function and purpose of every single window you can see in Minitris 2.01. What is it good for and what to do with it.

# Welcome Window.

Quick Jump

Welcome window is the first window that appears on your screen after you start unregistered version of Minitris 2.01.

It gives you three choices:

**Register the Game**

Moves you to the registration area

**Play the Game**

Lets you play up to 45 games without registering. Find out whether you like the game or not and then decide if you want to purchase it.

**Close the Program.**

In case you do not agree with shareware concept under which this game is being distributed, you should click on this button and then remove the game from your computer.

# Log-In Window.

Quick Jump

Appears after the start of the registered version of Minitris 2.01, or after clicking on **I agree** button on the Welcome Window.

Also appears after clicking on Change Player menu command under **Player** menu.

If you wish to add a new player to your list of players, just click on New Player button.

If you have entered your password incorrectly five times in a row, the program shuts down.

If you wish to Log-In to the game and your name currently *is* on the list of players:

select your name from the upper box

if you require password, another box will appear -> type in your password

click on the **Log In** button. If your password was correct, this will move you directly to the main game window.

# Change Password Window.

Quick Jump

Appears after clicking on **Change Password** menu command under **Player** menu.

Allows you to change or add password to your name.

If you do not currently have a password assigned to your name, you can add one to it. If you do have a password assigned to your name, you can change it using this menu command.

Start by typing in your current password (if you have one) and click on **Change** button. If it is correctly entered, you will be asked to type in your new password and then retype it again to confirm it.

# Add Player Window.

Quick Jump

Appears after clicking on Add Player menu command under Player menu, or after clicking on New Player button on Log In window.

Allows you to enter a new player name and optionally his/her password.

If you prefer not to use passwords, just do not enter anything in the Password box. Next time you log in into the Minitris 2.01, you will not be required to enter any password.

Newly entered name becomes a current player.

# Scoreboard.

## Quick Jump

Scoreboard can be accessed from the Game menu by clicking on High Score command, or by clicking on High Score button after the game is over.

Use the combo box to select the time period for which you want to see the scores. Use the other combo box to select the player (or choose all players) whose scores you'd like to have listed.

To limit the number of high-scores maintained in the Minitris database go to Number of Games menu command under Options menu.

All the entries within the scoreboard are sorted by their *point* values the first time the window appears on the screen. Should you wish to have them sorted by name or date please just click on the header cell -> the one with Name, Points and Date. To change the sorting order from ascending to descending and vice versa just click the same cell again.



# Delete Player Window.

Quick Jump

Delete Player window opens when you click on the Delete Player command line under Player menu.

It allows you to set the software to automatically remove inactive players and his or her game records from the Minitris 2.01 system. Choose between 6 and 12 months of inactivity (meaning the last game was played 6 or 12 months ago), or set it to never delete any player and his or her records.

Before deleting any player from its system the program will always prompt you for confirmation.

The default value is never.

# Number of Games.

Quick Jump

Can be opened by clicking on Number of Games command under Options menu.

Allows you to preset the maximum number of games Minitris system will store in its database. When you reach the limit, or when you lower the limit, the system will automatically erase the extra game records.

When the system has to delete any game records, it starts from the worst.

You will not be prompted to confirm the deletion of records so make sure you are comfortable with the preset number.

The default value is 50.

# Color of Block.

Quick Jump

This window can be found by clicking on **Color** menu command under **Options** menu.

This window allows you to change the colors of the blocks. Once you select your favorite combination, it will be stored for your next games, even if you exit Minitris 2.01.

To change color of any particular block:

- Click on the square with the color you want to change.
- Move the sliders left and right to adjust block's red, green and blue color components.
- When you are comfortable with the color, click on the next block and do as you did with the first block.
- Once you are happy with your six blocks, click **Apply** button and then **Close** the window. Your color combination has been safely stored.

To choose the default color combination of six standard colors click on **Default** button. You do not need to click **Apply**, just **Close** the window.

# Registration Window.

## Quick Jump

There are several convenient ways to access registration window.

- The Register Now Button in the Welcome window.
- Register menu command under Help menu.
- Click here to register link from the About Minitris 2.01 window, which you will see every time you exit unregistered version of Minitris 2.01.

Go To Next Page

# Registration Window.

Quick Jump

## **Name/Address Tab**

When the window opens up, the Name/Address tab is active. Please fill in as many lines as you feel comfortable with, but your name, address and e-mail (if any) should be the minimum. Then press Next Page button.

Go To Next Page

# Registration Window.

[Quick Jump](#)

## The Key Tab

To unlock the game beyond its 45 free games you need a special code. Click on the appropriate radio button to receive your code through e-mail or regular mail.

We would also very much appreciate any comments, both positive and negative, you might have with regard to Minitris 2.01. This will help us fix potential problems, improve the game and find out what other features should we add for your better enjoyment. Then press Next Page button again.

[Go To Next Page](#)

# Registration Window.

[Quick Jump](#)

## Payment Tab.

The Payment tab is now active. Select payment method you are most comfortable with by clicking on the appropriate radio button. At this time we accept your payment by check or money order in US funds only, or by Visa, MasterCard or American Express credit cards.

Select number of licenses you wish to purchase. You must purchase a separate license for each computer that has Minitris 2.01.

Residents of the State of Vermont must also include 5% state tax. Click the checkbox next to it, the tax will be automatically calculated. Should the state tax change from the current (December 96) level, please visit our [website](#) or [contact us](#) for current version of Minitris.

If you chose to pay with your credit card and clicked on the appropriate radio button, three boxes will appear in your Payment window. Please fill in your credit card number, expiration date and name on the card.

[Go To Next Page](#)

# Registration Window.

Quick Jump

## **Finish Tab.**

If you are paying with check, money order, or wish to send your credit card order by regular mail:  
(but the fastest way to get your unlock code is to use your credit card and fax or e-mail the order form right from your computer)

Please click on Print button and print your order form on your printer. Send the order form along with the payment to :

UCI  
Minitris 2.01 Order  
90 West Street  
Essex Junction, VT 05452  
U.S.A.

You may also choose to click Save and save your order form as a text file and print it later.



# Registration Window.

[Quick Jump](#)

Finish Tab.

If you are paying with credit card and wish to send your order by fax or e-mail:

[\(click here if you'd rather use regular mail\)](#)

You should have your unlock code within 24 to 48 hours ([read about potential delays](#)), if you wish to receive it by e-mail. With regular mail the time varies depending on your location.

If your computer has modem and fax capable software (such as Windows 95), you can fax us the order form instantly. Just click on Print button and instead of printing to your regular printer, select Fax from the list of printers. If there is no Fax listed, please see Windows 95 Help file (Start -> Help) and look for *Fax, installing Microsoft Fax*. It is easy, fast, convenient and safe method to order your Minitris 2.01. Our fax number is 1-802-878-4827 from the USA and Canada. You will have to add prefix if you fax from other countries. Should our fax number change (your fax does not go through), please [contact us](#) for up to date number.

Your credit card number will be automatically encrypted on any form created by pressing either Save or Print buttons.

If you'd like to send your order through e-mail, it is easy as well. Just click the Save button and save the order file as a text file. Then you can either:

- open the file and copy and paste it to your e-mail software application (such as Pegasus or Eudora),
- or attach the text file as an attachment to your e-mail message.

All e-mail should be sent to **sales@ursiny.com** with Minitris 2.01 ORDER in subject line. Should our e-mail address change (your e-mail comes back not being able to find recipient), please [contact us](#) for up to date address.

Thank you very much for your order.

# Unlock the Code.

## Quick Jump

To remove 45 game limit from Minitris 2.01 you need to obtain the key. To receive the key, you need to register the game. Registering can be quick and easy and if done through e-mail or fax, you can have your unlock code within 24 to 48 hours (read about potential delays).

After obtaining your code, start Minitris 2.01 a go to registration area by clicking on the Register Now button on Welcome window.

Click the Unlock button. The window with two text boxes will open (slight delay is normal). The upper box should have your serial number already in it. The only time you need to change the serial number would be if you are reinstalling Minitris 2.01 on your system.

Enter the code (key) you have received from UCI into the lower box carefully, do not make an error. Click OK button and you have just unlocked your very own copy of Minitris 2.01.

**IMPORTANT:** Please write your **serial number** AND **unlock code** somewhere you can find it if you need to reinstall your program (if your hard disk crashes etc.). Rolodex, address book are good examples. You can find **serial number** AND **unlock code** in About window after you unlocked the program.

# About Minitris 2.01 Window.

## Quick Jump

This window opens every time you exit unregistered version of Minitris 2.01. It can also be accessed from Help menu by clicking on About Minitris 2.01 command.

The About window is quick and convenient source of several important information:

- the version of Minitris you are running
- serial number and unlock code in registered version of Minitris
- UCI's e-mail address in case you need to get us quickly
- UCI's website URL for up to date news and information about us and our software
- copyright notice
- link to registration area

# Game Over Window.

Quick Jump

Appears on your screen when the game is over.

Immediately tells you what was your score, your best score today and your best score ever.

If you wish to see more results just click on High Score button, which will open Scoreboard window with complete listings of results achieved but all players.

To exit Game Over window just click on Close button.

# Main Window.

Quick Jump

Appears after you log in to the game system.

Consists of playing field on the left, score displays on the right, menu on the top and status bar on the bottom.

For your convenience there is also New Game button which changes into Restart button, if you pause the game.

The status bar's left half shows the name of the current player. The right half shows the current status of the game. It can be Idle..., Running or Paused depending on the actual status of the game.

# New Game.

Quick Jump

Found under the Game menu.

Starts the new game.

Can be also accessed by clicking on **New Game** button on the main window, or by pressing **F2** key on the top of your keyboard.

The confirmation dialog appears after clicking on New Game command. To play a new game, click **Yes**.

# Pause.

Quick Jump

Found under the **Game** menu.

When you need to pause the game.

Can also be accessed by pressing **Enter** key on your keyboard (sometimes **Return** key).

To restart the game again, press **Enter** key again, click on **Restart** button on your main window, or click on **Restart** menu command under **Game** menu.

When the game is paused, the right half of status bar at the bottom of the main window shows **Paused**. The blocks within the playing field will start reshuffling and will get back to their original position as soon as the game is restarted again.

# Restart.

Quick Jump

Found under the **Game** menu.

Restarts the paused game.

Game can also be restarted by pressing **Enter** key, or by clicking on **Restart** button on the main window.

[How to pause the game?](#)



# Stop.

Quick Jump

Found under the **Game** menu.

Stops the game without an option to restart it later. Stores the current score into the Minitris database of scores.

After clicking **Stop** command you will be asked to confirm your action. Choose Yes to stop the game, choose No to continue playing.

The **Stop** command will not exit Minitris.

# High Score.

Quick Jump

Found under the **Game** menu.

Opens the scoreboard.

# Exit.

Quick Jump

Found under the **Game** menu.

Exits the game.

This command will ask you to confirm your choice. Click Yes to exit the program, click No to stay in.

# Add Player.

Quick Jump

Found under the Player menu.

Opens the Add Player window.

Allows you to add additional players to your Minitris system.

# Change Player.

Quick Jump

Found under the Player menu.

Allows you to change the current player. Opens the Log In window, where you can click and choose another player from the list or create a new player.

# Change Password.

Quick Jump

Found under the Player menu.

When you need to change, add or cancel password for you. Opens the Change Password window.

# Delete Player.

Quick Jump

Found under the Player menu.

Gives you an option to automatically delete all inactive players and their game records. Opens Delete Player window.

Helps to keep database files smaller and program faster.

# Color.

Quick Jump

Found under the Options menu.

Allows to quickly open up the Change Color window and change color of your playing blocks.



# Sound.

Quick Jump

Found under the **Options** menu.

Lets you toggle the sound on and off. If there is a checkmark next to the menu item, the sound is currently on, if the checkmark is missing, the sound is off.

# Number of Games.

Quick Jump

Found under the Options menu.

Opens the Number of Games window, which will allow you to automatically preset the top limit of the number of games stored in Minitris scoring database.

# Help Contents.

Quick Jump

Found under the Help menu.

Opens this file.

Try *Context Sensitive Help*. You can press **F1** key anywhere within your program and it will open this file on the topic relating to the currently opened window.

# Search Help.

Quick Jump

Found under the **Help** menu.

Opens this help file's index window. There you can type in what you are looking for and help's search feature will find the closest match to your keyword.

# Register Minitris 2.01.

Quick Jump

Found under the Help menu.

Opens Registration window. Allows you to register the program quickly and easily.

# About Minitris 2.01.

Quick Jump

Found under the Help menu.

Opens the About Minitris window providing you with some important information.

## **Shareware Concept.**

Shareware is a way to distribute software. It gives you the chance to try it before buying it. If you continue using shareware program beyond its free evaluation period (45 games in case of Minitris 2.01), you must register it.

Copyright laws apply to both shareware and retail software. The copyright holder retains all rights, with a few exceptions. The author of shareware usually specifically grants the right to copy and distribute the software.

There are good and bad shareware programs as well as there are good and bad retail software programs. However, the advantages of shareware programs are their ultimate money back guarantee retail packages just cannot offer. There is also much better selection of shareware than retail titles, and so you might be able to find the package which will fit your needs more accurately. And most importantly, shareware programs are offered for much less than their competing retail distributed equivalents largely because of the lower overhead and no advertising budgets on shareware side.

In short, if you like the program, register it and if you have a chance, please pass the original unregistered version on to a friend. If you do not like the program or if it simply does not meet your expectations, we thank you for trying it out and would like to ask you to tell us what should we improve or fix.

# Uninstalling Minitris 2.01

To uninstall Minitris 2.01 from your system just delete directory (folder) which contains Minitris 2.01 program. Default name for this folder is Minitris 2.01, but you might have chosen a different name during installation routine.

If you are not sure where is Minitris 2.01 file on your system, click **Start** and use **Find** function provided in Windows95.

Please [contact](#) us if you need assistance.



## UCI WebSite

Currently at <http://www.ursiny.com/>.

Please visit us to :

- download the latest freshest versions of our software
- check on up to date information about our address, e-mail address, phone and fax numbers
- find out what we currently work on, what is coming up

If you can't get to our site, because it moved, please visit your favorite search engine (such as AltaVista) and search for our new website. The keywords to use would be **Minitris, Ursiny Communications, UCI, software, shareware**, etc.

# How to Contact Us.

UCI (Ursiny Communications, Inc.) is located in Essex Junction, State of Vermont, United States of America.

You can reach us by e-mail at [info@ursiny.com](mailto:info@ursiny.com) for general business, at [sales@ursiny.com](mailto:sales@ursiny.com) to purchase the software, at [support@ursiny.com](mailto:support@ursiny.com) for questions, problems, bugs. Or call us at **1-802-878-1916**, send us a fax (orders only please!) at **1-802-878-4827**.

**Visit our website at <http://www.ursiny.com/>.**

Your postal mail should be addressed to:

UCI  
Minitris 2.01 mail  
90 West Street  
Essex Junction, VT 05452  
U.S.A.

Please visit our [website](http://www.ursiny.com/) for up to date information. As you know, addresses can change, especially e-mail, phone numbers get transferred to different calling areas and offices move. If the website moves, please visit your favorite search engine (such as AltaVista) and search for our new website. The keywords to use would be **Minitris, Ursiny Communications, UCI, software, shareware**, etc.

All registered customers with e-mail need not worry about it, because we will send them e-mail, if any change occurs. Please let us know whenever your information such as e-mail address changes.

### In case of delays...

If you order through e-mail or if you fax your order and you want to receive your key in your e-mail box, it should be there within 24 to 48 hours. If this is not the case, one of the following could be the reason:

**We are closed for vacation** - this happens once or twice a year and can last from a few days for up to a month. Please visit our [website](#) for explanation or [contact us](#).

**We have technical problems** - the e-mail did not work, the fax machine broke down, the office burned down, computers broke down. Please visit our [website](#) for the latest info (if the website did not shut down).

**Your e-mail was not sent properly and never reached us** - the problem could originate in your computer or anywhere else on the way to ours.

**Your fax did not arrive** - it could happen.

There are millions other reasons for delaying your order. Please do not automatically blame us, we try to be as fast as possible and as you will see, most orders are truly expedited in less than 24 hours. But if there is a problem, do not hesitate to [contact us](#). And thanks for understanding.

# Quick Tour.

Quick Jump

Found under the Help menu.

Opens help file on **Quick Tour** page.

Quick Tour is convenient way to learn Minitris 2.01 in very few moments.

**Go to Quick Tour Now.**

# How to Contact UCI.

Quick Jump

Found under the Help menu.

Opens help file on How to Contact UCI page.

# UCI WWW Site.

Quick Jump

Found under the **Help** menu.

Opens your WWW browser pointed to UCI's current WWW site on the Internet.

Please see other ways to contact us.

# Send us E-mail.

Quick Jump

Found under the **Help** menu.

Opens your e-mail application pointed to UCI's current e-mail address.

For up to date information please visit our [website](#).

