

BOXEM RULES

What is the BOXEM game?

BOXEM is a simple game of logic similar to "pen-the-pig" or "squares". The object of the game is to build more boxes (squares) on the game grid than your opponent. Each box is formed one side at a time by connecting two grid points.

Who is going to play?

BOXEM defaults to two players, you against a computer of average intelligence (Human vs. Computer Human). You can play against another person by selecting the **Human vs. Human** options under the **Players** menu.

The Computer Ape will make the best move 1 out of 3 times.

The Computer Human will make the best move 2 out of 3 times.

The Computer Vulcan (that's a very smart alien) will make the best move most of the time.

Making a move.

The youngest player always takes the first move (this keeps the grand parents from cheating).

To make a move, place the center of the cursor between two of the grid points on the BOXEM board. Click the left mouse button and a bar will appear between the grid points.

Each player takes turns placing bars on the BOXEM board. If you are playing against the computer, the computer's move will come one second after yours. If you can't wait that long, click the left mouse button to make the computer move (sorry, the computer is just as smart whether it takes one second or no seconds to move).

Each player has their own cursor shape. Each player also has their own sound for placing a bar on the board; "move" sounds can be changed using the **Sounds** menu.

How do you score a point?.

A player scores a point when their move creates a four sided box. When a complete box is made, the box is "removed" to show a portion of a picture

which lies under the BOXEM playing board.

The player that creates a box gets one additional move every time a box is made.

Each player has their own sound for scoring a point; "score" sounds can be changed using the **Sounds** menu.

What happens at the end of the game?

When all the boxes are made, the complete picture becomes visible, a sound related to the picture is played and a brief description of the picture appears to the right. Clicking the left mouse button will play the sound again. A new game may be started with the "**Game->New**" menu option.

