

A1 Collex Help File Pronounced "Collects"

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Order Deluxe version and get 32 new games and a point and click game Designer to make new games. Registration is included. Click on Order Form or Registration for details.

Shareware version

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Registration

Overview of Game

Collex is an interesting and challenging game. It has four levels of difficulty so it is suited to everybody's skill level. To start a game, select the Game menu and then select Play. Then select the game level and press OK.

To move Your box around the board use the up, down, left and right arrow keys. Collex is unique in that when you hit an arrow key all boxes move one space in the direction of the arrow. The boxes in contact with the Blue wall cannot move. The boxes that can move no further don't move either. Also some boxes stop at the boundaries of certain regions if they can't go into the region.

THE VERY EASY LEVEL introduces the Yellow region,  , the Blue region,



, Star box,



, Number box,



, Free Floating box,



and Your box,



The Blue Region acts as the walls of the game.

To win the game move Your box around with the direction keys to collect all the Number boxes and Star boxes. Number boxes must be collected in ascending order. Star boxes may be collected before, after or in between collecting Number boxes. Your box can only collect the Star boxes and Number boxes in the Yellow region.

Free Floating boxes act as obstructions to collecting Star boxes and Number boxes.

When the game starts the "Time Limit" begins to count down from an initial value on the Scoreboard. If it reaches zero before you collect all the Star and Number boxes you lose the game. With 30 seconds left to go, the Time Limit begins ticking to warn you that you have almost run out of time.

Similarly, when the game starts the "Move Limit" begins to count down on the Scoreboard with each move taken. If it reaches zero before you collect all the Star and Number boxes you lose the game. With 30 moves left to go the "Move Limit" begins ticking to warn you that you have almost run out of moves.

THE EASY LEVEL introduces the White region,  , the Move boxes,



and the Time boxes,



All boxes can occupy the White region. However, the Star box, Number box, Move box and Time box cannot be collected by Your box in this region.



The Move box and Time box can only be collected by Your box in the Yellow Region. When the Move box is collected a certain number of moves is added to the "Move Limit" on the Scoreboard.

When the Time box is collected a certain number of seconds is added to "Time Limit" on the scoreboard.

THE MEDIUM LEVEL introduces the Orange region,  , the Green region,



, Hot boxes,



 and Exception boxes ,
 .

All boxes except Your box and the Exception box can occupy the Orange region. Because of this Your box cannot collect any boxes in this region.

Only Your box and the Exception box can occupy the Green region. Because of this Your box cannot collect any of the boxes there.

Your box can collect a Hot box in the Yellow and White regions. When this happens the "Lives" section of the scoreboard is decremented by one. When you reach zero "Lives" you lose the game.

The Exception box is an obstruction and cannot be collected. It occupies the same regions that Your box occupies, i.e., it can occupy all regions but the Orange region.

THE HARD LEVEL introduces the Red region,  , Freeze boxes,  , Number Box Time Limit and Star Box Time Limit.

All boxes can occupy the Red region. If Your box enters the Red region the "Lives" section of the Scoreboard is decremented by one. Then Your box reoccupies the position it had before it entered the Red region. Additionally, Your box cannot collect any other box in this region.

Your box can push up against a Freeze box to activate it in the Yellow or White region. When this happens the pieces on the gameboard will not move. The Freeze box can occupy all regions except the Green region.

The "Number Box Time Limit" on the Scoreboard counts down in seconds from an initial value at the beginning of the game. It can be increased by a certain amount if Your box collects a Time box or Number box. When the "Number Box Time Limit" reaches zero you lose the game. With 30 seconds left to go the "Number Box Time Limit" begins ticking indicating that you have almost run out of time.

Similarly, the "Star Box Time Limit" on the Scoreboard counts down in seconds from an initial value at the beginning of the game. It can be increased by a certain amount if Your box collects a Time box or a Star box. When the "Star Box Time Limit" reaches zero you lose the game. With 30 seconds left to go the Star Box Time Limit begins ticking to warn you that you have almost run out of time.

When you've collected all the Star boxes and Number boxes the game is over. Your score is the time remaining. If you have the Highest Score for that game a dialogue box prompts you for your name. Enter your name. If you go to the Game menu and press on High Score you will see your name and the high score for that game.

Starting a Game

Select Play from the Game menu. A box pops up. Then select the game level and game number and click on OK.

Gameboard Regions



Yellow Region Can collect boxes Can Collect Hot and Activate Freeze boxes



White Region Can't collect boxes except Hot box Can Activate Freeze boxes



Green Region Only Your box and Exception box can occupy this region



Orange Region All boxes except Your box and Exception box can occupy this region



Red Region Causes loss of life for Your box



Blue Region Walls

Scoreboard

Level Displays Level and Game Number

Score Defined as Time remaining i.e. Time Limit

Lives Lost by Hot box and Red region When zero you lose the game

Time Limit Can be increased by collecting Time box When zero you lose the game

Move Limit Can be increased by collecting Move box When zero you lose the game

Number Box Time Limit Increased by collecting Time box or Number box When zero you lose the game

Star Box Time Limit Increased by collecting Time box or Star box When zero you lose the game

When you are close to losing a game a ticker begins to sound to give you warning. The ticker begins when you have 30 moves left on the Move Limit or when you have 30 seconds left on the Time Limit, the Number Box Time Limit or the Star Box Time Limit.

Keyboard Controls

To move Your box and the other boxes around the board use the up, down, left and right arrow keys. When you hit an arrow key, all boxes move one space in the direction of the arrow. However, boxes that are pushed up against the blue wall don't move. Also boxes that can move no further don't move either. Some boxes stop at the boundary of certain regions. See Gameboard Regions.

Game

Play Select Level and Game

Pause Pauses game in progress

Demo Plays a Demo game

High Score Displays High Score of all games at all levels

End Ends Game in progress

Exit Leaves Collex

Sound

Effects Turns on and off sound effects

Music Turns on and off music

Help

Help File Help File

Using Help Explains Help files

About Collex Gives version and copyright date of Collex

Your Box

Your box navigates around the board. If a Star box, a Number box, a Time box or a Move box is in the Yellow region Your box can collect it. If a Hot box is in the Yellow or White region Your box can collect it. If a Freeze box is in the Yellow or White region Your box can push against it to activate it. Your box can occupy the Yellow region, the White region, the Green region and the Red region. It cannot enter the Orange region.

Free Floating Box

Free Floating boxes are obstructions. They block Your box from collecting the Star, Number, Time and Move boxes. They are also a barrier to encountering Hot and Freeze boxes. Free Floating boxes cannot be collected by Your box. They can occupy the Yellow, White, Orange and Red regions. They cannot go into the Green region.

Star Box

The Star box can be collected by Your box if the Star box is in the Yellow region. This brings you one step closer to winning the game. When a Star box is collected the Star Box Time Limit on the Scoreboard is increased by a certain amount. This gives you additional time to collect your next Star box. The Star boxes can occupy the Yellow, White, Orange and Red regions. They cannot go into the Green region.

■ Number Box

The Number box can be collected by Your box if the Number box is in the Yellow region. This brings you one step closer to winning the game. The Number boxes must be collected in ascending order. However, you can collect other boxes in between collecting Number boxes. When you collect a Number box the Number Box Time Limit increases by a certain amount. This gives you additional time to collect your next Number box. The Number boxes can occupy the Yellow, White, Orange and Red regions. They cannot go into the Green region.

Time Box

The Time box can be collected by Your box if the Time box is in the Yellow region. When this happens the Star Time Limit, the Number Time Limit, the Time Limit and the Score on the Scoreboard increases by a certain amount. This gives you more time to collect Star, Number, Time and Move boxes. If the Star Time Limit, Number Time Limit or Time Limit runs out you lose the game. The Time boxes can occupy the Yellow, White, Orange and Red regions. They cannot go into the Green region.

Move Box

The Move box can be collected by Your box if the Move box is in the Yellow region. When this happens the Move Limit on the Scoreboard increases by a certain amount. This means you have more moves to collect boxes. If the Move Limit runs out you lose the game. The Move boxes can occupy the Yellow, White, Orange and Red regions. They cannot go into the Green region.

■ Hot Box

Your box can collect a Hot box if the Hot box is in the White or Yellow region. When this happens you lose a life. The Lives Section of the Scoreboard is decremented by one. When you have zero lives you lose the game. The Hot boxes can occupy the Yellow, White, Orange and Red regions. They cannot go into the Green region.

■ Freeze Box

Your box can push up against a Freeze box to activate it if the Freeze box is in the Yellow or White region. When this happens the pieces on the board will not move. The Freeze boxes can occupy the Yellow, White, Orange and Red regions. They cannot go into the Green region.

■ Exception Box

The Exception box is an obstruction that can move where Your box moves. In otherwords, the Exception box can occupy the Yellow, White, Green and Red regions. But it cannot enter the Orange region and it cannot be collected by Your box.

Yellow Region

All boxes can occupy this region i.e. Your box, Free Floating box, Star box, Number box, Time box, Move box, Hot box, Freeze box and Exception box. If a Star box, Number box, Time box or Move box is in the Yellow region it can be collected by Your box. If a Hot box is in the Yellow region Your box can collect it. If a Freeze box is in the Yellow region Your box can push against it to activate it.

White Region

All boxes can occupy this region i.e. Your box, Free Floating box, Star box, Number box, Time box, Move box, Hot box, Freeze box and Exception box. If the Star box, Number box, Time box or Move box is in the region it cannot be collected by Your box. If a Hot box is in the White region Your box can collect it. If a Freeze box is in the White region Your box can push against it to activate it.

Green Region

Only Your box and the Exception box can occupy this region. The boxes that cannot move into the region are the Free Floating box, Star box, Number box, Time box, Move box, Hot box and Freeze box. Because of this Your box cannot collect any of the boxes.

Orange Region

All boxes but Your box and the Exception box can occupy this region. The boxes that can occupy this region are the Free Floating box, Star box, Number box, Time box, Move box, Hot box and Freeze box. Because of this Your box cannot collect any boxes.

Red Region

All boxes can occupy this region i.e. Your box, Free Floating box, Star box, Number box, Time box, Move box, Hot box, Freeze box and Exception box. If Your box enters the Red region the Scoreboard records the loss of one life. Then Your box is stepped back to the position just before it entered the Red region. Additionally, Your box cannot collect any other box in the Red region. It cannot activate the Freeze box either.

Blue Region

The Blue region comprise the walls of the gameboard. When any of the boxes comes in contact with this region they stop and are not able to enter into the region.

Level

Beside the word "Level" the level of difficulty is displayed with the game number. The levels are Very Easy, Easy, Medium and Hard. There are eight games per level in the Deluxe version and one game per level in the shareware version. The short forms for the levels are VE for Very Easy, E for Easy, M for Medium and H for Hard. So if you are playing Game 1 in the Medium level the "Level" will read "M Game 1".

Score

The Score is the Time Limit. The Score counts down as the game progresses. The faster you complete the game, the higher is the Time Limit and the higher is the Score. If you collect a Time box the Score increases by a certain amount. When the Score reads zero you lose the game. Then "LOST" is displayed beside the "Score".

If Time Limit is turned off then Score is turned off as well. "OFF" will then be displayed beside "Score".

Lives

Beside the word "Lives" is the number of lives you have left. This is decremented by one if Your box collects a Hot box. It is also decremented by one if Your box enters the Red region. When "Lives" reads zero you lose the game. Then "LOST" is displayed beside "Lives"

Time Limit

The Time Limit counts down from an initial value at the beginning of the game. It can be increased by a certain amount if Your box collects a Time box. When the Time Limit reaches zero you lose the game. Then "LOST" is displayed beside the "Time Limit". The Time Limit might also be turned off. Then "OFF" is displayed beside the "Time Limit". This means there is unlimited time to play the game and the Score is OFF as well.

Move Limit

The Move Limit starts at an initial value and counts down by one for every move you make. It can be increased by a certain amount if Your box collects a Move box. When the Move Limit reaches zero you lose the game. Then "LOST" is displayed beside the "Move Limit". The Move Limit might also be turned off. Then "OFF" is displayed beside the "Move Limit". This means there is an unlimited number of moves when playing the game.

Number Box Time Limit

The Number Box Time Limit counts down from an initial value at the beginning of the game. It can be increased by a certain amount if Your box collects a Time box. It can also be increased by a certain amount if Your box collects a Number box. This gives you more time to collect the next Number box. When the Number Box Time Limit reaches zero you lose the game. Then "LOST" is displayed beside the "Number Box Time Limit". When all Number boxes are collected "DONE" is displayed beside the "Number Box Time Limit". The Number Box Time Limit might be turned off. Then "OFF" is displayed beside the "Number Box Time Limit". This means you can take as much time as you want to collect your next Number box.

Star Box Time Limit

The Star Box Time Limit counts down from an initial value at the beginning of the game. It can be increased by a certain amount if Your box collects a Time box. It can also be increased by a certain amount if Your box collects a Star box. This gives you more time to collect the next Star box. When the Star Box Time Limit reaches zero you lose the game. Then "LOST" is displayed beside the "Star Box Time Limit". When all the Star boxes are collected, "DONE" is displayed beside the "Star Box Time Limit". The Star Box Time Limit might be turned off. Then "OFF" is displayed beside the "Star Box Time Limit". This means you can take as much time as you want to collect the next Star box.

Play

When Play is selected from the Game menu the present game pauses if you are playing a game. Then the "Play Game" dialogue box appears. It has option buttons to select the game level. The game levels are Very Easy, Easy, Medium and Hard. It also has option buttons to select the game number within the level. The games range from one to eight in the Deluxe version and there is only one game per level in the shareware version. After choosing the level and game number you select OK and the new game loads in and begins. If you select Cancel the game that was paused continues where you left off. If no game was being played it returns you to the opening screen.

Pause

When Pause is selected from the Game menu the game pauses. The "Game Message" dialogue box appears saying the game is paused. If the unpause button is selected the game resumes from where it left off.

Demo

When Demo is selected from the Game menu a demonstration game appears. This game is played by the computer. It shows the moves in the Yellow region and collects the Star and Number boxes. This familiarizes the player with how the game works and the different rules governing the game.

High Score

When High Score is selected from the Game menu, a screen appears with the game levels and game numbers. Beside each game number is the place for a player's name and the highest score for that game. Selecting High Score allows you to see all the highest scores for every game.

The Levels are Very Easy, Easy, Medium and Hard. The Shareware Version has one game per level and the Deluxe version has eight games per level.

If after you finish a game the dialogue box appears asking for your name then you have achieved the highest score for that game. Enter your name and press OK. Then when you select High Score your name and score are displayed for that game.

If you wish to look at High Score while you are playing a game, the game will pause until you press the OK button. While in High Score, pressing the reset button clears all the scores to zero and leaves a blank for all the people's names.

End Game

When End Game is selected the current game is ended and the introductory screen reappears.

Exit

When Exit is selected the computer leaves Collex and enters the File Manager. This allows you to enter into the Collex Designer. You may not enter the Collex Designer unless you have Exited Collex. The Collex Designer does not come with the Shareware version; it only comes with the Deluxe version.

Effects

Initially when you start the Collex program the Sound Effects are ON. This is indicated by the check mark beside Effects in the Sound menu bar. To turn OFF the Sound Effects click on Effects. Now when you look at Effects the check mark is not present indicating the Sound Effects are OFF.

Sound Effects are the sounds you hear when Your box collects a box, activates the Freeze box or when you lose a life or finish the game etc.

Music

Initially when you start the Collex program the Music is ON. This is indicated by the check mark beside "Music" in the Sound menu. Background Music plays while a game is being played. To turn OFF the Music click on "Music". Now when you look at Music the check mark is not present indicating the Music is OFF.

Collex Shareware agreement

You are only permitted to use the Shareware copy of Collex for a maximum of 30 days. You are free to pass it on to other people, as long as all the files are present and they have not been changed in any way.

Copyright of Deluxe version of Collex

This computer program is protected by copyright. Unauthorized reproduction or distribution of this program or any portion of it may result in severe civil and criminal penalties and will be prosecuted to the maximum possible extent under the law.

Technical Information

Game Author: Michael Treciokas

Programming Language: Visual C++ 1.52

Time to Create Game: Half a year in spare time

Device Dependant Bitmaps (DDB) were used since

- 1) They are fast
- 2) They work for people who only have a 16 colour card
- 3) They are easy to implement

WinG was not used because not everyone has over 256 colour capability and not all people have WinG installed.

Device Independant Bitmaps (DIB) were not used since they are slow.

Visual C++ 1.52 was used because it works under Windows 3.1 and Windows95. The game was designed under a SDI MFC Framework since it is easier than API programming.

Using Help

Using Help is a Help file that explains how to use Help files.

Help File

The Help file explains how Collex works. It is an information resource for the game. When the Help file comes on the screen it has certain words underlined. If you click on the underlined subject it takes you to the text explaining in detail the subject. To return back to the previous text press the "Back" button.

What is the Collex Designer

The Collex Designer is only available with the Deluxe version. It lets you create your own gameboards and scoreboards. This means you add the regions and boxes to a gameboard. Also, you set the time limits, Move Limit and Lives on a scoreboard. To add regions and boxes to a gameboard all you do is point and click. When you are finished designing a gameboard and scoreboard you save it as a game. See the Collex Designer Help file for further information.

Running the Collex Designer

To run the Collex Designer you must first exit Collex or the system might crash. To do this go to the Game Menu and click on Exit. This brings you to the File Manager. To load the Collex Designer double click on the Designer Icon. The Designer is only available with the Deluxe version.

Disclaimer

Use this program at your own risk. No warranties of any kind are expressed or implied. The programmers are not responsible for any damages, real or virtual, caused by this program. In no event shall the programmers be liable for any damages whatsoever including direct, indirect, incidental, consequential, loss of business profit or special damages from the use of Collex.

Minimum System Requirements

386SX

4Meg's of RAM


0.8 Meg's of Hard Drive


Windows 3.1


Optional Sound Card


3 1/2 inch Disk Drive for Deluxe version


Game Boxes


 Your Box Collects boxes in Yellow region. Collects Hot and Activates Freeze boxes in Yellow and White regions


 Free Floating Box An obstruction to collecting boxes. Can not be collected


 Star Box Collected by Your box in Yellow region

 Number Box Collected by Your box in Yellow region

 Time Box Collected by Your box in Yellow region. Adds Time.




 Move Box Collected by Your box in Yellow region. Adds Moves

 Hot Box Collected by Your box in Yellow and White regions. Lose Life

 Freeze Box Activated by Your box in Yellow and White regions. Freezes Board.

 Exception Box Occupies Yellow, White, Green, Red regions. Cannot be collected.

Object of the Game


The object of the game is for Your box, , to collect all the Number boxes, , in ascending order and all the Star boxes, , from the gameboard. You may collect Star boxes between collecting Number boxes. The Star boxes and Number boxes may only be collected by Your box if the Star boxes and Number boxes are in the Yellow Region. The faster you collect all the boxes the more time remaining you have. The time remaining is "Time Limit " on the Scoreboard. "Score" on the Scoreboard is also the time remaining. Therefore, the sooner you finish the higher the score.


Moving Your Box around the Gameboard


The up, down, left and right arrow keys move Your box around the gameboard. When you hit an arrow key all boxes move one space in the direction of the arrow. Boxes in contact with the Blue wall don't move. Also some boxes stop at the boundary of certain regions if they can't go into the region.


The Remaining Boxes


The remaining boxes are the Free Floating box, the Time box, the Move box, the Hot box, the Freeze box and the Exception box.


 The Free Floating box is an obstruction and cannot be collected.

 The Time box can be collected by Your box if the Time box is in the Yellow region. It adds more time to "Time Limit", the "Number Box Time Limit" and the "Star Box Time Limit" on the Scoreboard.


 The Move box can be collected by Your box if the Move box is in the Yellow region. It adds more moves to the "Move Limit" on the Scoreboard.

 The Hot box can be collected by Your box if the Hot box is in the Yellow or White region. It takes away a life from the "Lives" on the Scoreboard.


 The Freeze box can be pushed against and activated by Your box if the Freeze is in the Yellow or White region. It freezes all the boxes on the gameboard so they do not move.


 The Exception box is an obstruction and cannot be collected by Your box. However, it cannot occupy the Orange region.


Boxes Occupying Regions


 Yellow region: All boxes can occupy this region.

 White region: All boxes can occupy this region.

 Green region: Only Your box and Exception box can occupy this region.

 Orange region: All boxes except Your box and the Exception box can occupy this region.

 Red region: All boxes can occupy this region. Causes loss of life for Your box. No boxes can be collected.

 Blue region: Walls. No box can occupy this region.

Losing a Game

The Scoreboard indicates when you lose a game. "LOST" will appear beside the parameter that has run out. If "Lives", "Time Limit" or "Move Limit" has run out you lose the game.

"Number Box Time Limit" counts down until a Number box or Time box is collected. Then it is augmented to a higher value. When it runs out you lose the game.

Similarly, "Star Box Time Limit" counts down until a Star box or Time box is collected. Then it is augmented to a higher value. When it runs out you lose the game.

When a parameter of the Scoreboard is turned off, "OFF" is displayed beside the parameter.

This parameter cannot allow you to lose the game.

Credits

Concept: Michael Treciokas on February 14, 1996.

Programming: Michael Treciokas

Levels: Michael Treciokas and Paul Treciokas

Help File: Paul Treciokas

Editing: Janice Treciokas

Music: Janice Treciokas, Michael Treciokas

Also thanks to Ellen and Jonathan Rath for some of the hardware used to make this game.

Order Form

To Register and order Deluxe Collex send;

Your Name

Your Address

A Cheque or Money Order for \$10.00 either Canadian or American Funds

Payable to,
Michael Treciokas
1880 Juno Ave.
Ottawa, Ontario
Canada
K1H 6S8

Email Address
dw809@freenet.carleton.ca

You will receive the Deluxe version of Collex with 32 new games and a Game Designer to make new games.

The program will be sent through the mail on a High Density 3 1/2 inch diskette. Please state that you are ordering Collex 1.0 Deluxe version.

Please print all the information clearly.

OR

Collex Order Form (Please Print Clearly)

Name

Street Address

City

State/Province

ZIP/Postal Code

Country

Phone Number

Internet E-Mail Address

How did you obtain this shareware? _____

I am ordering Collex 1.0 Deluxe version \$ 6.75

With the disk delivered thru postal mail \$ 3.25 S&H

Cheque or Money Order for

Canadian or American Funds. Taxes included \$10.00

Strategies and Hints

Some strategies for playing the game.

1. The best way of collecting boxes is to have Your box one column away from the box you want to collect. Then use the sheer effect until you line up your box with the box you wish to collect. The only thing left to do is collect that box.

For the sheer effect to work properly you must either have the column of boxes containing Your box longer than the column containing the box you wish to collect OR you must have the column containing Your box collide with the wall first to have a sheer effect take place.

2. Another way to collect a box is to trap it in a blue region and then all you have to do is to do is to move Your box to that area and collect it.

3. Sometimes in a game there is a lot of congestion of blocks in the game board. If you alternate fast between left and up, up and right, right and down or down and left it will rearrange the blocks sometimes in a favourable configuration.

Winning a Game

To win a game Your box must collect all the Star and Number boxes. But it is important to avoid certain problems. It is important to watch the Scoreboard for the following: Lives, Time Limit, Move Limit, Number Box Time Limit and Star Box Time Limit.

If you lose all your lives you lose the game. So it is important to avoid the Hot box and the Red region. Both take a life away.

As you play the game Time Limit runs down. When it runs out you lose the game. So it is important for Your box to collect a Time box every so often to add to the Time Limit.

As you play, the Move Limit is decremented by one for each move you make. When the Move Limit runs out you lose the game. So it is important for Your box to collect a Move box every so often to add to the Move Limit.

The Number Box Time Limit counts down from an initial value. When it runs out you lose the game. Therefore, it is important to add time to the Number Box Time Limit every so often. You can do this by collecting a Time box or by collecting a Number box.

Similarly, the Star Box Time Limit counts down from an initial value. When it runs out you lose the game. So it is important to add time to the Star Box Time Limit every so often. You can do this by collecting a Time box or by collecting a Star box.

Installation: Click setup.exe

If Collex is on a diskette, then it must be installed so that your disk drive doesn't slow the game down. To do this double click on setup.exe in the File Manager of the A drive (the disk drive) and follow the instructions. The installation moves the files on the diskette to the hard drive.

Alternatively, if Collex is downloaded directly onto the hard drive then it must be installed to provide an icon for Windows3.1 or for it to appear in Start-Program for Windows95. To do this double click on setup.exe in the File Manager of the C Drive (from the files that were unzipped on the hard drive) and follow the instructions.

