

### ***3-pack for Windows from Intelix Software (intelix@neca.com)***

This pack contains three conceptually simple but challenging games: **Linx**, **Mosaix** and **Rubix**.

Detailed instructions how to play each game and how to set game options are provided in on-line Help. This document contains short summaries of the products.

***NOTE: If you'll like any of the games in this pack, you should register. Please see "How to register" topic in the on-line Help, or click "Register Now" button in the "About..." dialog box.***

***Thank you for your support.***

#### **Installation and system requirements**

Run INSTALL.EXE. As a result of the installation, files LINX.EXE, LINX.HLP, MOASIX.EXE, MOSAIX.HLP, RUBIX.EXE and RUBIX.HLP will be copied into the specified directory, and "Intelix Software" program group will be created.

All together the six files take less than 500KB of disk space. The games were developed on Windows 3.1, and tested on Windows 95 and Windows NT.

# ***Linx for Windows***

## **Version 1.2**

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Mouse is required to play the game.

## **Understanding the Game**

When playing Linx, you are presented with a rectangular field of dots. You and your opponent (computer) take turns making links, - that is, connecting dots with lines. When three links form a triangle, the player keeps his turn and makes another move.

Each player has his own color. If a player's move results in forming a triangle, it gets painted with that player's color. If more than one triangle can be formed in one move, they all get painted.

**The object of the game** is to paint as much of the field's area as possible with your color. If by the end of the game more than 50% of the field is painted with your color, you win. Game is over when the entire field is painted.

Any link you make connects exactly two dots and must be "valid"; that is, it can not:

- cross other links;
- go "through" other dots;
- duplicate already existing link.

## **Game Options**

In Linx you can set:

- Skill level (Beginner, Intermediate or Expert). Skill level determines how "intelligent" your opponent is. The higher skill level you select, the more sophisticated strategy computer uses against you.
- Dimensions of the game field (from 2 to 10 dots in each dimension). Field dimensions are always displayed on the toolbar.
- Game colors. You can set colors for both your opponent and yourself. There are 12 colors to choose from.

## **Score**

The more of the game field is covered with triangles of your color, the higher your score is. The following section explains how Linx keeps the score.

- The smallest possible (by area) triangle is worth 1 point.
- Total area of the game field ("value" of the game) is the total combined number of points that will be earned by the players by the end of the game. Value of the game is always displayed on the toolbar.
- It is possible to occasionally form a big triangle which will completely "cover" one or more previously formed smaller triangles. In such case area previously occupied by a "covered" triangle is no longer counted.
- The current score is displayed on the "scoreboard", which is a numeric and graphic indicator across the bottom of the Linx application window.

## ***Mosaix for Windows***

### ***Version 2.0***

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Mouse is required to play the game.

### **Understanding the Game**

When playing Mosaix, you are presented with two configurations of colored squares -- one is a scrambled version of the other.

**The object of the game** is to arrange squares on the right in exactly the same order as they appear on the left, and to make it as soon as possible.

In one step you exchange positions of a block of two adjacent squares of same color and any other block. Note that:

- both blocks must be oriented in the same direction (either horizontally or vertically), and
- they can not overlap (they can not share a square).

When Advanced Play option is selected, each square is given a unique identifier. The identifier determines the exact position of the square on the game board in the target configuration. The game is completed only when all squares have been moved to their exact positions.

It is guaranteed that a solution always exists.

### **Selecting and moving blocks**

While you move the mouse cursor over the game board, blocks that can be selected, as well as the currently selected block, become visually distinct from the others. You select blocks you want to move by clicking on them with the left mouse button. When the second selection is made, the blocks exchange their positions.

## ***Rubix for Windows***

### ***Version 1.0***

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Mouse is not required but recommended.

### **Understanding the Game**

When playing Rubix, you are presented with two configurations of colored and gray squares -- one is a scrambled version of the other.

**The object of the game** is to arrange squares on the right in exactly the same order as they appear on the left, and to make it as soon as possible.

You move squares around by scrolling rows and columns of the game board using either the mouse or arrow keys on the keyboard. When you scroll, the squares on the edges of the game board "wrap around".

You can play on Beginner, Intermediate or Expert skill level.

When Expert skill level is selected, each square is given a unique identifier which determines the exact position of the square in the target configuration. The game is not completed until all squares have been moved to their exact positions.

Intermediate skill level is the same as Expert, except that only colored squares (not the gray ones) are given unique position identifiers.

It is guaranteed that a solution always exists.