

Contents for Mosaix Help

Mosaix is a challenging puzzle-like strategy game.

To learn how to use Help, press F1.

Introduction

[Understanding the Game](#)

[Advanced Play option](#)

How To...

[Select and move blocks](#)

[Undo](#)

[Select a new game](#)

[Restart the game](#)

[Create your own game](#)

[Modify the game](#)

[Use icon buttons](#)

[Register](#)

If you like Mosaix, you should register.

Registration entitles you to:

- ***unlimited customer support;***
- ***free upgrades;***
- ***50% discounts on other products from InteleX Software.***

Please see [How to register](#) topic for more information.

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).

It is guaranteed that a solution always exists.

See also

[Advanced Play option](#)


[Selecting and moving blocks](#)

Advanced Play option

When this option is selected, each square is given a unique identifier which determines the exact position of the square in the target configuration. The identifier is composed of a letter (representing a row on the game board) and a digit (representing a column).

The game is not completed until all squares have been moved to their exact positions.

You select the Advanced Play option by:

- choosing **Advanced Play** command from **Options** menu, or by
- pressing **A** on the keyboard, or by
- clicking  [icon button](#) with the mouse.

See also

[Understanding the Game](#)

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.

See also

[How to undo](#)

How to undo

If you make a mistake you can roll back to the previous step by:

- selecting **Undo** command from Game menu, or by
- pressing **Ctrl+Z** on the keyboard, or by
- clicking on the right mouse button, or by
- clicking  icon button with the mouse.

If you want to unselect a currently selected block, you click on that block one more time with the left mouse button.


See also

[Selecting and moving blocks](#)

Selecting a new game

A new game configuration can be selected from the "Select Game" dialog box:

You open the dialog box by:

- choosing **Select** command from **Game** menu, or by
- pressing **S** on the keyboard, or by
- clicking  icon button with the mouse.


See also

[Modifying the game](#)

[Creating your own game](#)

Restarting the game

You restart the game (and reset the timer) by:

- selecting **Restart** command from **Game** menu, or by
- pressing **R** on the keyboard, or by
- clicking  icon button with the mouse.

Note that every time you restart the game, and you get a different initial configuration of squares.


See also

[Selecting a game](#)

Creating your own game

You can create your own game configuration in the "Create Game" dialog box:

You open the dialog box by:

- selecting **Create** command from **Game** menu, or by
- pressing **C** on the keyboard, or by
- clicking  icon button with the mouse.

Also, while in the "Select Game" dialog box, you can open the "Create Game" dialog box by clicking on **Create** button.

While in the dialog box, select one color at a time from the palette by clicking on it with the left mouse button, and then, on the game field, click with the left mouse button on the squares you want to have the selected color.

If you want to paint a series of adjacent squares with the same color, you can click on the first square, and then, keeping the left mouse button depressed, drag the mouse cursor through the adjacent squares, and then release the button.

NOTE: you can set a colored square back to gray by painting with the right mouse button.

See also


[Modifying the game](#)

[Selecting a game](#)

Modifying the game

You can modify the current game configuration in the "Modify Game" dialog box:

You open the dialog box by:

- selecting **Modify** command from **Game** menu, or by
- pressing **M** on the keyboard, or by
- clicking  icon button with the mouse.

Also, while in the "Select Game" dialog box, you can open the "Modify Game" dialog box by clicking on **Modify** button.

For more information, see instructions in [Creating your own game](#) section.









See also

[Creating your own game](#)

[Selecting a game](#)

Using icon buttons

Icon buttons give you quick and easy access to most Mosaix commands with a single click of the mouse. Icon buttons are positioned on the toolbar across the top of the Mosaix application window below the menu bar.

Click	To...
	Restart the <u>game</u>
	<u>Undo</u>
	Select a new <u>game</u>
	Modify the <u>game</u>
	Create your own <u>game</u>
	Switch <u>Advanced Play option</u> on/off
	Display " <u>About Mosaix</u> " dialog box
	Get <u>Mosaix Help</u>

How to register

Registration entitles you to:

- unlimited customer support;
- free upgrades;
- 50% discounts on new products from InteleX Software.

Registration fee is \$10 (only \$5 for previously registered InteleX Software users).

Please send your registration form along with your payment to:

InteleX Software

47 Avonwood Rd. #202

Avon, CT 06001

Tel: (860) 678-8719

Internet: inteleX@neca.com

[Click here to display and print the registration form now.](#)

<i>Product name:</i> Mosaix for Windows Ver.2.0		<i>Enclosed</i> \$
<i>User's name:</i>		
<i>Street Address:</i>		
<i>City:</i>	<i>State:</i>	<i>Zip:</i>
<i>Telephone (optional):</i>		
<i>E-mail (optional):</i>		
<i>I ___ want ___ do not want to receive information about other Intelx Software products and upgrades.</i>		

Block

Block is a pair of adjacent colored squares on the game field.

