

Contents for Rubix Help

Rubix is a challenging puzzle-like strategy game.

To learn how to use Help, press F1.

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[Register](#)

If you like Rubix, 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 Rubix, 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.

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".

It is guaranteed that a solution always exists.

See also

[Skill Levels](#)

[How to use the mouse](#)

[How to use the keyboard](#)

Skill Levels

You can play Rubix on one of the three skill levels: Beginner, Intermediate or Expert.

When the Expert level 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.

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

Skill level can be set by:

- selecting **Beginner**, **Intermediate** or **Expert** command from **Options** menu, or by
- pressing **1** (for Beginner), **2** (for Intermediate) or **3** (for Expert) on the keyboard, or by
- clicking appropriate icon button (,



or



) with the mouse.

See also

[Understanding the Game](#)

Using the mouse

To scroll a row (column) with the mouse:

- click on any square in the row (column) with the left mouse button;
- holding the mouse button down, drag the mouse in the desired direction;
- release the button when finished.

See also

[Using the keyboard](#)

Using the keyboard

When keyboard is used to play the game, row and column markers are provided to show the current scrolling position.

To change the current scrolling position without scrolling, use keyboard arrow keys.

To scroll a row (column) without changing the current scrolling position, use arrow keys while holding the Ctrl button down.

To scroll a row (column) and change the current scrolling position at the same time, use arrow keys while holding the Shift button down.


See also

[Using the mouse](#)

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 Rubix commands with a single click of the mouse. Icon buttons are positioned on the toolbar across the top of the Rubix application window below the menu bar.

Click	To...
	Restart the <u>game</u>
	Select a <u>new game</u>
	Modify the <u>game</u>
	Create <u>your own game</u>
	Set <u>skill level</u> to Beginner
	Set <u>skill level</u> to Intermediate
	Set <u>skill level</u> to Expert
	Display/hide <u>markers</u>
	Display " <u>About Rubix</u> " dialog box
	Get <u>Rubix 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> <i>Rubix for Windows Ver.1.0</i>		<i>Enclosed</i> <i>\$</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 InteleX Software products and upgrades.</i>		

Markers

If keyboard is used to play the game, markers show the current row and column. Markers are optional if mouse is used.



