Contents for Klue Help

Klue is a game of logic. The object of the game is   to determine the exact color and location of the oponents colored pegs as quickly as possible and with as few guesses as possible, using the clues as a guide.

For information on how to use Help, press F1 or choose Using Help from the Help menu.

How To Play
Scoring
Game Menu

How To Play

The object of the game is   to determine the exact color and location of the hidden colored pegs as quickly as possible and with as few guesses as possible, using the clues as a guide.

When you start your turn, select the color you want (from the pallette below the board surface) and click on the square you feel has that color, starting with the lowest row. When all the squares in the row have been selected, and you want to go with this pattern, select O.K. Klue will then display a row of clues in the column on the right. A white circle will be displayed for each peg that has the same color and location as a peg in the hidden pattern. A black circle will be displayed for each peg that has the correct color but wrong location. You have a maximum of 10 tries at the hidden pattern.

Scoring
Game Menu

Game Menu

New Game
Give up!
Status Bar
Custom
Colors
Players
High Scores
Exit

Scoring

The score in Klue depends on the elapsed time, the number of guesses, and the number of hits. You start with 1000 points and 2 are lost each second.   Each time a row of clues is shown 100 points are also deducted. When a row of clues is shown 10 points are added for a black circle and 25 for a white circle. The 10 highest and most excelllent scores are saved.

New Game

This option starts a new game. A new color pattern is selected and the score is reset to 1000. The current game is abandoned and the playing surface is reset.

Give up!
Scoring

Give Up!

The game is ended and the color pattern is displayed. The score is not considered worthy of inclusion in the list of most excellent scores.

New Game

Status Bar

This option displays or hides the status bar. The status bar shows the selected color and the current score.

Scoring

Custom

This option allows the user to customize the playing surface by selecting 3, 4, or 5 colums .
This option is available only on the registered version.

Colors

This option allows the user to customize the playing surface by selecting their favourite background color. This selection is then saved in the configuration file.

Players

This option selects 1 or 2 players. If 1 player is selected you play against the computer. If 2 players are selected you have a human oponent. This option is available only on the registered version of Klue.

High Scores

This option allows the user to view the 10 highest scores. Scoring is based on a combination of number of guesses and the total time needed to find the hidden pattern. The "Reset" button is used to reset the high score list.

Exit

Exit Klue