

Contents for Circuitry

Circuitry is an arcade style game.

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For Technical Support call: 1-800-831-2694

Game Menu

New Game -- Begins a new game. If a game is already in progress, a message will ask if you want to abort the current game.

Exit -- Quits the current game and exits the application.

Options Menu

Color Panel / BW Panel -- Allows you to switch between a color and a black & white panel. This is useful if you have both a color and monochrome display (if, for example, you have a laptop computer). When you run the program, it checks to see if your computer supports at least 16 colors. If so, it starts in color; otherwise in black & white. It will NOT automatically select a Background or Piece Set for you, but it will remember what you had selected the last time the game was played.

Set Grid Width -- Allows you to change the grid width (or play area) to any number between 10 and 20.

Set Background -- Allows you to change the background behind the game pieces. The selections include Clear Background, Grid Background, and a list of pictorial backgrounds.

Set Pieces -- Allows you to choose which Piece Set you want to use. Try them all, and then use your favorite.

Configure Game... -- Invokes the Configure Game Dialog which will allow you to select between various options.

Set Action Keys... -- Invokes the Set Keys Dialog which will allow you to determine or set the keys that will perform various actions.

Show High Scores... -- Displays the High Scores List in a Dialog Box. The "Clear Scores" button in this dialog allows you to set all of the scores back to 0.

Pause / Resume -- Allows you to pause the game, and to resume it later. You can also use the Pause button in the Panel area of the Window to Pause and Resume.

Configure Game Dialog

Use this dialog box to set options that determine how the game will progress and what rules it will use.

Time-based vs. Circuit-based -- As you play the game, new block types will be added, the frequency of blocks appearing on your screen will increase, and the "fall" speed of the blocks will increase. You must choose between time-based and circuit-based play. If you choose time-based, these variables will increase based on how long the game has been in progress. If you choose circuit-based, these variables will increase based on how many circuits you have completed.

Devalue to 1 vs. Only once -- You may decrease the value (which also changes the block type) of any falling block. If you need that block, for instance, to complete a circuit, this can be quite helpful and a good strategy. You must decide whether you want to be able to continue decreasing the piece's value all the way to the lowest block type (Devalue to 1), or whether you want to be able to decrease a given piece's value only one time during its fall (Only Once).

Set Keys Dialog

Use this dialog box to choose what keys you want to use to perform various actions (in addition to the program's default keys which can **always** be used for these actions). Refer to the table below:

Action	Default Key	Possible Alternate Keys
Move Left	left arrow	J or 4 on keypad
Move Right	right arrow	L or 6 on keypad
Drop Faster	down arrow	K or 5 on keypad
Drop Piece	space bar	F
Lower Value	backspace	D

NOTE: In addition to the keyboard, the mouse may also be used to perform some of the above actions. Clicking the Left Mouse Button will move the piece left, and clicking the Right Mouse Button will move the piece Right. If you have a 3-button mouse, and you have a mouse driver installed which will allow you to use all 3 buttons, the middle button will drop the piece faster (like the down arrow).

Help Menu

Contents... -- Takes you to the Contents Page of the Help.

Help On Help... -- Allows you to view the Help for the Windows Help Application.

About... -- Displays the About Box for Circuitry.

Game Pieces

Normal "Point" Pieces

The point values of the pieces range from 5 points for the lowest piece to 1000 points for the highest. Refer to the panel on the left side of the Circuitry Window to see the value of any piece.

Special Pieces (see [Game Rules](#))

Blocker -- 0 pts -- When a circuit is made and the remaining pieces settle, the Blockers do not fall, and do not allow any pieces on top of them to fall. HINT: Even though Blockers are not worth any points, it is important to complete circuits of these pieces in order to remove them from the board and allow any pieces on top of them to fall.

Connector -- 500 pts -- These pieces are universal connectors that will match any of the others in forming a circuit.

Game Window and Playing Area

The left hand side of the window contains the game panel. On this panel you will see all of the pieces and their point values, your current score and a Pause/Resume button. Click the button to toggle between Pause and Resume status. You can also use the keyboard accelerators (Alt P to Pause and Alt R to Resume) to change this status.

The right side of the window is the play area. It is 20 blocks deep (or high) and 10 to 20 blocks wide (you select the width using Set Grid Width in the Options Menu).

Game Rules

The object of the game is to obtain the highest score you can by removing "circuits" from the play area.

After selecting New Game from the Game Menu, a block will appear at the top of the play area (right side of window) and it will fall slowly to the bottom. You can move this piece left or right (using the arrow keys or whatever keys you set up in the Set Keys Dialog). After this piece "settles" on the bottom, another piece will begin to fall from the top. The new piece may be the same type of block or it may be different. You complete a "circuit" by connecting like pieces from one side of the play area to the other. They form a circuit when connections are made from the leftmost grid position to the rightmost grid position. When you complete a circuit, all connected pieces of the same type will be removed and any pieces on top of them will settle or fall.

At the beginning of the game, only four types of pieces will fall: the first two block types (lowest values), the Blocker and the Connector. The Blocker will not settle or fall when a piece below it is removed, and it will not allow any pieces on top of it to fall. Therefore, it is important to place these pieces carefully. The Connector matches any other piece in forming a circuit. As the game progresses, new block types will begin to fall. There are eight different block types ranging in value from 5 pts. to 1000 pts. The pieces will also begin to fall faster. Sooner or later you will be unable to strategically place the different pieces fast enough and the well (play area) will fill up. When this happens, the game will end.

You may use the Down Arrow key to speed up the fall of the piece, or the space bar to drop it to the bottom. You may also "devalue" a block -- change it into a block of lower value -- which may help you complete a circuit and remove blocks so you can continue to play.

Variations on the Rules

From the Options Menu you can choose how wide to make the play area. You can also bring up the Configure Game Dialog. This dialog will allow you to choose how the game will progress (based on how long the game has been in progress or on number of circuits completed). It will also let you choose which rule to use in devaluing a piece or block.

Circuit -- A circuit is a chain of connecting pieces of the same block type which stretches from the left side of the play area to the right side. The connecting pieces can touch on the sides or at the corners.

Credits

Circuitry™ for Windows, v.1.1, ©1993, Softdisk, Inc.

Windows version programmed by Lynda Fowler

Artwork by Jerry Jones.

Tested by Softdisk's in-house Quality Assurance Dept., headed by James Weiler, and by off-site testers T. Johnson and M. Dykes.

Original Commodore version on Loadstar #97 by Johnny Harris

Macintosh version on Diskworld #46 by Sean Golden

DOS version on On Disk Monthly #72 by Mike Maynard and Shane Paul

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