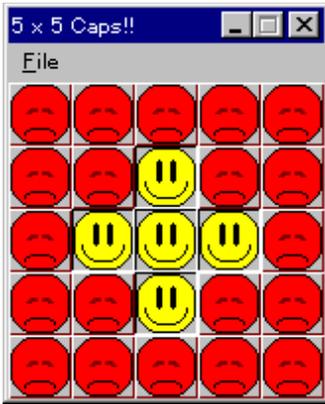


Dear Gamers,

**Capsize v1.0** is available in Program Library of this forum.

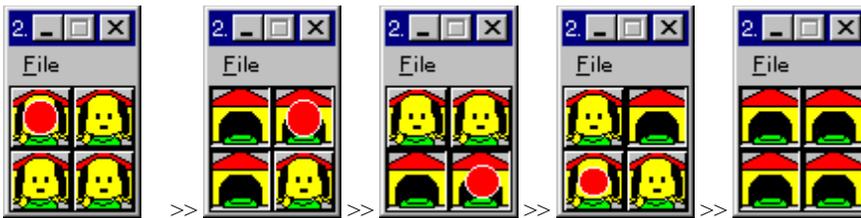
It has a simple look. The goal of this game is also simple, "Turn all tiles over!"

You can click tiles with mouse to turn them over. It sounds too simple, if you won't hear "Cross-neighbourd tiles turn temselves over as well". For example, clicking the center of this 5 x 5 Caps, the result is following.



All tiles can be turned over and over again, whenever they are clicked or their neighbours are clicked.

I will show you the simplest example, the minimum size, 2 x 2 caps here. You can easily imagine that it can be solved by clocking all 4 tiles for one time. Yes, you are right, the procedure can be showed as following.



2 x 2 caps can be solved by 4 steps. And you may easily imagine 2 x 3 and 3 x 3 answers. But how about 4 x 4 or 5 x 5 ?

I guarantee that you can enjoy 5 x 5 and above if you like puzzle games.

We don't know whether "General N x N or N x M caps (N,M >= 2) can be solvable?". We only have experimental answer that "at least, squares from 2 x 2 to 8 x 8 are solvable"...

Comments and Suggentions are welcome!

Regards,  
Nao