

# Help on BrainCubes

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## Rules of the Game

The rules of the **BrainCubes** are very simple: you just have to repeat push sequence provided during "teaching" session. Start the game by selecting **New** option from **Game** menu. You will see a board with few buttons. **BrainCubes** then begins teaching you by pressing random buttons. Your goal is to memorize the push sequence and repeat it in the same order. Each new sequence becomes one move longer, so you have to memorize more and more moves.

The game has 3 states: teaching, examining and demo. You can see current state in upper right part of the board. Being in teaching mode you should look carefully and memorize all the moves. After the **BrainCubes** switches to examining mode, your goal is to repeat entire sequence. Demo mode just waits until you choose any menu item.

After you complete all the lessons of current level, you will be switched to the next one. Each new level adds even more complexity: teaching time becomes shorter and push sequences become longer. Also increases the number of active buttons.

Have a good luck!

## **Game New Command**

This menu option lets you start the new game. You may choose **New** option any time during the game. New game always starts from the first level regardless of your last success or failure. If you wish to continue playing, choose **Continue** menu option.

**CTRL-N** is a shortcut key for **New** command.

## **Game Continue Command**

This menu option lets you to continue the game from specified level. When you choose the **Continue** command you get a Top Players list, asking you to select a player. You choose a player by pressing rank button at left side of the name. The game then resumes from specified level. If you wish to cancel selection, just press a Cancel button.

Please note, that you can't jump to higher level until you didn't pass the lower one. This means, for example, that to enter, 5th level you should successfully pass first four levels.

**CTRL-C** is a shortcut key for **Continue** command.

## **Game Best Times Command**

This menu option lets you look at list of **BrainCubes'** Top Players. A list contains 5 entries and is updated each time you obtain enough score to enter the list. To continue with the game, just press Ok button below the list.

## **Game Silent Command**

This menu option lets you set or cancel silent mode. If silent mode is on, pushing buttons doesn't produce clicks. By default silent mode is off, i.e. you hear clicks.

**CTRL-S** is a shortcut key for **Silent** Command.

## **Game Exit Command**

This command lets you stop playing **BrainCubes** and return to Windows. Alternatively, if you wish to temporarily suspend the game, just minimize it to an icon.

**CTRL-X** is a shortcut key for **Exit** command.

## **Distribution Policy**

This program may be freely copied and distributed, as long as it is not modified in any way, and this help file is always included with the executable. You are encouraged to copy and redistribute **BrainCubes**, so feel free to place it on bulletin boards, anonymous ftp sites, Bitnet listservers, etc. However, please do not give it away altered or as part of another system.

If you like **BrainCubes**, please consider sending a small contribution of \$10 to the address below. For this payment I'll register your copy and send you latest version of the program. This will also encourage me to prepare a new release with more options, more levels and more fun. Ask me if you wish to get full C source code and accompanying resources.

Please send any suggestions, comments, bug reports or just greetings to the following address (I'll try to send a reply to everyone!):

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## **Credits...**

**BrainCubes** Version v1.00  
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Written in August, 1992

### **Dedicated to ...**

Special thanks to Nina, Boris, Maja, Dima, Vlad, Salik, Greg, Matty, Oleg and all nice boys and girls at Compldea.

