

I must apologize, this program was written, tested and compiled to run on NeXTstep version 2.1 on 68040 hardware. I will try and compile it (find someone to compile it) to run under NeXTSTEP versions 3.2, but I cannot guarantee it.

Any comments or suggestions may be sent

to:

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**NPipe**

## **Disclaimer**

This software comes as is. Use it at your own risk. Although a great deal of care has been taken to insure the program works with no adverse side effects, there may still be some bugs in it. ( No way! :)

## **Copyright**

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This program is released as shareware. If you like this program and would like to encourage the author to maintain, upgrade, or write other programs (i.e. contribute so the author may purchase the latest version of NS :) send \$10.00 (US) to:

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## **Object of game**

The object of the game is to join the different pipe pieces to form a path for the water to flow . The bottom pipe piece on the right is the next pipe piece which will be placed in the square selected by the player.

The *Speed up flow* menu selection will speed up the flow. Once the flow has been sped up you may not insert any more pieces or pause the water flow.

The *Pause* menu selection will allow you to pause the water flow. Pressing it again will resume the water flow.

## **Scoring**

- 20 Points are added for each pipe piece in which the water flow starts.
- 30 Points are added for each unidirectional pipe piece in which the water flow starts.
- 40 Points are added for each intersecting pipe piece in which the water flow has started in both axes.
- 10 Points are subtracted for each unused pipe piece at the

end of each level.

## **End of level**

The level ends when it is no longer possible for the water flow to continue.

## **End of game**



The game ends when the water flow cannot continue anymore and the number of remaining pieces is greater than zero.