

Linx for Windows

Version 1.0

© 1993-1995 Arkady Elterman. All rights reserved.

Arkady Elterman, Intelix Software, 47 Avonwood Rd. #202, Avon, CT 06001
Telephone 203.678.8719

Linx is a challenging strategy game. Detailed instructions how to play and how to set game options are provided in the online Help integrated in the application. This document is a summary of the product.

Installation and system requirements

To install Linx start Windows, run INSTALL.EXE. As a result of the installation, three files (LINX.EXE, LINX.HLP and LINX.INI) will be copied into the specified directory. If Program Manager is available, Linx will also create a program group and an icon.

NOTE: in order to play the game you need to have file CTL3DV2.DLL correctly installed on your computer. You will be given a warning message if it is not. In that case, copy CTL3DV2.DLL from Linx installation directory to your WINDOWS\SYSTEM directory.

All together the three Linx files take about 134K of disk space. RAM requirements are the same as for running Windows. The game was developed and tested on Microsoft Windows 3.1, VGA color monitor with various resolutions.

Mouse is required to play the game.

Understanding the Game

When playing Linx, you are presented with a rectangular field of dots. You and your opponent (computer) take turns making links, - that is, connecting dots with lines. When three links form a triangle, the player keeps his turn and makes another move.

Each player has his own color. If a player's move results in forming a triangle, it gets painted with that player's color. If more than one triangle can be formed in one move, they all get painted.

Your objective is to paint as much of the field's area as possible with your color. If by the end of the game more than 50% of the field is painted with your color, you win. Game is over when the entire field is painted.

Any link you make connects exactly two dots and must be "valid"; that is, it can not:

- cross other links;
- go "through" other dots;
- duplicate already existing link.

Game Options

In Linx you can set:

- Skill level (Beginner, Intermediate or Expert). Skill level determines how "intelligent" your opponent is. The higher skill level you select, the more sophisticated strategy computer uses against you.
- Dimensions of the game field (from 2 to 10 dots in each dimension). Field dimensions are always displayed on the toolbar.
- Game colors. You can set colors for both your opponent and yourself. There are 12 colors to choose from.

Score

□

The more of the game field is covered with triangles of your color, the higher your score is. The following section explains how Linx keeps the score.

- The smallest possible (by area) triangle is worth 1 point.
- Total area of the game field ("value" of the game) is the total combined number of points that will be earned by the players by the end of the game. Value of the game is always displayed on the toolbar.
- It is possible to occasionally form a big triangle which will completely "cover" one or more previously formed smaller triangles. In such case area previously occupied by a "covered" triangle is no longer counted.
- The current score is displayed on the "scoreboard", which is a numeric and graphic indicator across the bottom of the Linx application window.