

## **General Users:**

### How to Play...

Cubix© is a simple game involving a cube that has been divided into four parts on each of its six sides. The object of Cubix© is to arrange these parts in such a way that only the parts of the same color are on any given side. This can be done by clicking on any of the eight "rotating buttons" surrounding the main image of the Cubix. By clicking on the "rotating buttons" with left mouse button once, you will rotate the connected face of the Cubix 90 degrees in that direction. This will change the order of the individual pieces accordingly.

### Controls...

Most of the game controls can be accessed from the Command bar located across the top and are self explanatory. The only other controls are the "rotating buttons" and the side changer. "Rotating buttons" are simply the eight buttons facing outwards from the Cubix, which are used to rotate a connected face. The side changer is located at the bottom of the display. Its only purpose is to change the main view of the Cubix from one side to the next. This can be done by clicking on either of the two buttons found on opposite sides of the side name displayer.

### Note...

The hardest part of playing Cubix© is understanding the way the different faces interact with each other when they are rotated. Unfortunately, it wasn't possible to made the Cubix three dimensional. But by scrolling down the various faces of the Cubix, with the side changer, it is possible to view all of the sides simultaneously and to figure out how they would be connected in three dimensional space. From there victory is easy.

Please distribute Cubix© as much as humanly possible. I'm not making any money off of it and the only payment I get is the satisfaction of knowing that I made some people lives more fun. (Well, I tried to!) So upload it everywhere you can, Thanks! If you want you can e-mail at [Christ2002@aol.com](mailto:Christ2002@aol.com). I would love to here from you.

### Future Versions...

I'm currently working on a shareware edition of this game. It will have many new and amazing features. There will be a way to change the music playing to other songs, what ever suits your mood. Cubix© will have more levels to challenge the experienced user. It will have a "scrambler button" which will randomize the pieces so that each game will be different. And many more top secret additions!

I'm begining work on making some other windows games:

- Checkers for Windows

- Pong 2000©

- The Xarconian Coming© (an adventure/role-playing game)

- The 25 Number Game© (another puzzle game)

- An ultra-top-secret "game" that will knock the socks off of KnP users!

And a few Qbasic games:

- Cubix© (a three-dimensional one)

- Pong2000© (maybe, probally not though)

- The 25 Number Game© (I'm not sure about this one either. Only time will tell.)

My brother is making some Windows games, too:

- Hercules

- A political Pac-Man clone

**To the KnP User:**

For those of you who have Maxis' Klik & Play, check out the code for this game. (For those of you who don't, what are you waiting on? There's a demo of it on America Online, download it and see what you think.) The game engine of Cubix© is capable of keeping up with a x value, a y value, an individual value, a color value for all 28 pieces and the value to change it to for every possible move. All in under 30 lines of code and without array memories!!! Of course, I did find some tricks to do it; see if you can find them. I do believe it would be possible to use these techniques to make more complicated game like a simple checkers game. Still amazingly hard, but possible.