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Description

A truly 3 dimensional strategy games you play inside and around cubes. Multiple games, multiple players. Build 3D [chains](#), set [traps](#), build [blocks](#) to thwart your opponent. Easy to learn yet challenging to play. Play against anyone anywhere in the world without needing a network over the IRC, CB simulator, or chat features of online services, any which way you can connect with someone via text or phone. 3D form design as well.

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Nubix Rules

Nubix is the easiest of the 3 games to play. You simply take turns making lines by clicking on 2 connected option buttons (circles). The object with this game is to complete a square by filling in the fourth line which will complete the square. Once you fill in a square you get another turn. By not giving your opponent easy wins (by not filling in the 3rd line of the squares), this leads to 3D [chains](#) of wins at the end of the game. The only way to prevent sudden shifts at the end of the game is by building [blocks](#) which keeps the chain size down. If you fill in a single square you get 1000 points. If you get a 'Double Score', that is completing 2 squares with a single line, you get 4000 points. A triple is worth 7000 and a Quadruple (unusual to get in normal play) is worth 10,000 points.

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Twobix Rules

Twobix is by far the most strategic of the games. Like [Nubix](#), the object is to complete the formation of a square by adding the fourth line. However EACH of the four lines must be all your own color! The free turn when scoring has been taken away because with this game, as soon as anyone gets into the lead it becomes too easy to keep the other person from scoring. Without the free turn, you always have a choice of going after making your own squares or keeping the other person from completing theirs. Obviously the only way to win is to be the best at doing both at the same time, but how to know when to do what? The key to winning this game is to set up [traps](#) which consist of two or more squares which are completed simultaneously and cannot both be stopped by the other person.

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Cubix (lines) Rules

Cubix is the name and Cubix is this game. Unlike [Nubix](#) and [Twobix](#), the point in this game is not to complete the formation of a square by adding the fourth line, but instead to add the final line to complete a cube. With this lines version of Cubix, this is done one line at a time so there are 54 turns altogether, the same as in Nubix and Twobix. However unlike those games which have 36 squares, there are only 8 cubes with this version, Cubix- Squared. With the more challenging verison of Cubix, Cubix- Cubed. you have 27 cubes. There are no color differences with this game and you do get an extra turn when finishing, so this is like a completely 3D version of Nubix and bears no resemblance to Twobix.

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Cubix (sides) Rules

This version of Cubix is similar to the [lines version](#) in that the object is to complete a cube, not a square, but to do that in this game you fill in an entire side of a cube in 1 move. Because of this difference, the number of total moves falls from 54 (lines) to 36 (sides). Also due to the fact that you are filling in an entire side of a cube in one move, the number of combined turns it takes to complete the formation of a single cube falls from 12 turns down to 6 as a cube only has 6 sides. Also with this game you get a free turn leading to chains of cubes. [Like Cubix- The Wall, this game is for registered users only.](#)

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Chains

A chain is when in [Nubix](#) or [Cubix](#), 1 win move leads to another and another and so on. The only way to prevent long chains is to build [blocks](#). In [Twobix](#) there are no chains because there is no extra turn after win moves. Chains can be annoying to be on the other end of because often it looks like there is no hope of getting another turn but that is not always the case. After playing for awhile you can get pretty good at figuring out where chains begin and end. If it appears to be 1 long endless chain using up all possible moves, and you must take a turn giving your opponent the chain, make it at the end of the chain. Chains do not always go as far as they seem, sometimes even if you are good at spotting them. Learn from the computer when playing in the one player mode. If it is on a roll making all kinds of win moves and then suddenly can't make a win near the end, what is left over is a separate smaller chain in which, if you had made your last fatal move there instead of wherever else you went, you probably would have won.

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Traps

A trap is a term used to define a set of moves in [Twobix](#) in which the other player cannot block you from winning. This is usually 2 adjacent squares (not necessarily on the same plane) which have 2 open moves on each and two moves of your own color on each. By filling in the 3rd line of both squares at once, you are ensured of a win no matter where the other person goes because then you can win by completing the other. With beginners at this game, each is confronted with having to choose between playing the spoiler and stopping the other from completing squares, or completing their own squares. At a more advanced stage, you have to prevent others from completing their traps while trying to fool your opponent from spotting your traps. At still yet a higher level of play, you have to use multiple traps and using your 'stop the other player' moves to complete traps. This game is only as good as your opponent and can be as simple as Checkers or as complex as Chess depending on how good both players are.

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Blocks

A block is set of completed squares or blank lines in [Nubix](#) or [Cubix](#) which stop a [chain](#) dead in its tracks. These are hard to define how exactly to construct (and I do not wish to give too much away) as they involve moves that each player makes so it is the combination of what each player does which define where chains begin and end. A confident player will give up points early in the game to build blocks to fence off mini-chains to use if they need to make a 'give your opponent a win' move later in the game. This only works when you think your opponent is so stupid he or she will not see that, or you can keep better track of how many moves are left and how many chains there are. For this reason, the cheat mode tells you how many moves are left which can help you better time your moves (and it also tells you when no good moves are left in the one player mode). [Hint: Series of long parallel lines across the cube can build blocks.](#)

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Register Info

Shareware is does not mean free, though it is still one of the best deals under the sun. You get to try out really neat stuff and you are trusted to pay for what you like. This means **EVERYBODY**, not just the rich or people who test programs for a living, get to see whats at the cutting edge, new or unique, without having to spend a fortune to see if the programs really live up to the promises on the box.

Too many people don't register to warrant shareware releases of most products and many good programs die out because people think it really doesn't make a difference. **DON'T KID YOURSELF**, if you don't bother, who's to say anyone else will? If you want to see better programs along the lines of ones you like, only paying for them can make it happen.

If you would like to register this program and receive the programs described within the program under Register info, send a check or money order for \$22 plus \$4 shipping to...

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If you would like to contact me regarding other payment options, mulitple users licenses, or setup info, or postage fees outside the USA, the e-mail address for support of this program is Jared10@ix.netcom.com

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New Cubix games

As usual perhaps I tip my hand a bit too much letting would be competitors know where I am going (definitely not a good idea with decompression programs I have seen). My greatest fear is that there will be scores of Cubix clones like there are Tetris (TM somebody probably) and Arkaniod (again TM somebody I am sure) but then again maybe I should live to be so lucky <g>, at least someone somewhere might know who started it all. For those very few who actually register their shareware (not a gripe, just a statistically accurate fact) I figured they deserve to see what their money will get them (and all those who aren't so honest) eventually if enough of them are out there. All registered users get Cubix-The Wall free. Beyond that lie the other Wall based games and Cubix- Cubed, see pricing details under Register Info in the program. Previews of all of these levels can be found in the 'Game' menu, items 'Preview new Cubix games' and 'A higher level...'.

Also see [Register Info](#)

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