



## Help for The Cube

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**About**

**The Cube v1.0**

**Philip DiSario 1993**

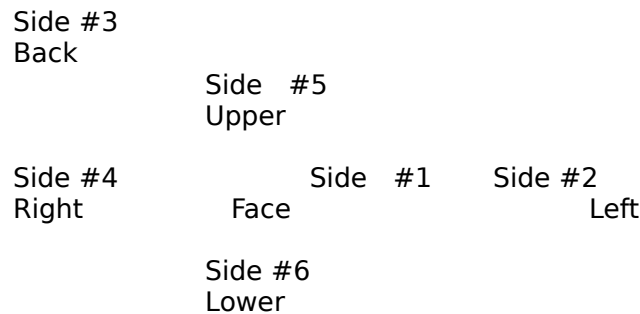
## Playing the game

The Cube is a puzzle like Rubik's cube. The object of the game is to rotate the columns and rows so that the tiles on each side of the cube are the same color. Begin the game by clicking on the **MIX** button to shuffle the cube. Click on the **ARROW** buttons to move the selected row/column. Click the large arrow buttons to move all rows /columns in that direction. Click the **UNDO** button to undo previous moves. Click the **FIX** button to reset the cube. Click the show history option to open a box that tracks moves. Select the show back option to see the back side of the cube. You win the game when the tiles on each side of the cube are the same color. Points are awarded based on the level of difficulty selected.

The Cube appears in two dimensions but all relationships between the sides remain. For, example, moving the first row will alter the tile positions on the left, right, face, back and upper sides. The central side is the face side of the cube. The side above the face is the upper side, the one below the lower. The side that has no arrows attached and is located away from the other sides is the back of the cube. Toggle the back on/off option to suit your taste. Take note that the back will move as if you were behind it.

Toggle the show side numbers option from the menu at any time to view tile side numbers. This option is useful in two or three color mode.

The sides are numbered as follows:



Change the number of colors and shuffles to adjust the difficulty of the game. Each shuffle is equal to one random move.

The winning score is calculated using the following formula.

$$\text{score} = \text{shuffles} / \text{moves} * \text{colors} * \text{shuffles}$$

Top scores can be viewed by selecting that option from the options menu.

Undoing the randomization sequence forfeits eligibility to win the game.

In two and three color mode the side numbers do not have to match to win as long as the colors match.

## Terms

This is a shareware product. You may use it free for a short period of time. After the evaluation period you must pay the registration fee or stop using it. You are permitted to distribute this software under the following conditions.

- You may not sell this program but may charge a reasonable duplication fee.
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**Philip DiSario**  
**53 Malden Street**  
**Malden, MA 02148**

Alternatively, register online through compuserve (**GO SWREG**).  
Any questions or comments can be directed to the above address.

This software is provided with no guarantees or warranties of any kind.

Enjoy the game.

Phil D.

## Options

### Pull down the game menu to access these functions

**New game-** Select to reset the game. Resets the game but maintains set options.

**Save game-** Select to save the current game to file. Recommend using the .sav extension when saving files. This is the default extension the program will look for when displaying directories.

**Load game-** Select to load a previously saved game.

**Quit-** Select to exit the game.

**Help-** Select to access this file.

### Pull down the options menu to access these functions.

**Set shuffle-** Select the number of times the computer will randomly shuffle the cube when you select mix. The higher the setting the more difficult it is to solve and the more points you score.

**Set colors-** Select the number of colors to display on the cube. The higher the number the more difficult it is to solve and the more points you get for solving.

**Show history-** Select to show moves in a window as you play.

**Show back-** Select to show the back side of the cube. Some find it confusing to look at the back while playing.

**Name-** Select to enter your name for the high score list and configuration.

**High score list-** Select to show the top scores and other statistics.

**Show numbers-** Select to show the starting side numbers for the tiles.