

Informations and contacts.

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How to play with BLACKBOX?

Some hints.

## INFORMATIONS AND CONTACTS

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This program is **freeware**.

Following are the system requirements:

- 1) 286 or higher processor
- 2) Windows 3.1 or higher
- 3) Windows operating in standard or enhanced mode
- 4) Mouse or other pointing device

You may distribute freely this software as long as the following files are included:

BLACKBOX.TXT: DOS informations file  
BLACKBOX.EXE: executable file  
BLACKBOX.HLP: windows help file

All the above files can be combined into a single archive file for distribution.

The author claims no responsibility for any damages that might be caused by the use or abuse of this software. This software remains the property of the author. This software may not be sold or modified in any way.

If you want to exchange informations, to give me suggestions or to report any bug, please write to:

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28, rue Charles Péguy  
92330 SCEAUX  
FRANCE

NB: My tailor is rich, but my english is poor..

# MENU

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## Game

- New Start a new game if in "game mode", clear board if in "build mode"
- Load... Load a previously saved board
- Save... Save the current board
- Build mode Switch between "build mode" and "game mode".
- Quit Exit

## Configure

- Options... Open the "options" dialog box: choose the number of Whatsits and the background of the board.

## Help

- Index Open this help
- Using help Open the Winhelp help
- About: Some informations about BLACKBOX

## SHORTKEYS

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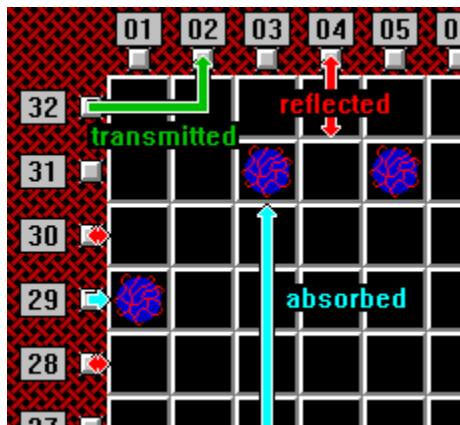
F1	Help
F2	New
F3	Load
F4	Save
F5	Switch mode
F6	Options
ALT+F4	Quit

## HOW TO PLAY WITH BLACKBOX?

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The rules of BLACKBOX are very simple:

You first get a 8x8 black board (the Blackbox) where some Whatsits are hidden. You must discover their position. You get for this a super photons pulsor: you shoot on the side of the Blackbox, and you watch what happen to your photons. They can rebound the corners of the Whatsits, or be absorbed if they hit a Whatsit (the Whatsit is always hungry of photons, but is not dangerous for humans). Look bellow for some examples:



*examples*


**Reflected:** the photons exit where they entered.

**Transmitted:** the photons exit somewhere else they entered

**Absorbed:** the photons hit a whasis.

Of course, your photons can rebound on many Whatsits before being transmitted or absorbed.

When you think you get a Whatsit, click with left mouse button on its

position. You will get a Whatsit-test . Click again to remove it.

When you think you have the positions of **all** the Whatsits, click on the **Done**

button. The correct positions are , the wrong are



. If you don't have any wrong position, you win!

If you think that the Whatsits are too well hidden, click on **Abandon** button to see their position. If you liked this configuration, you can save it.

Press "**New**" button to restart.

You can build your own games. Choose "Build mode" in the "Game" menu, then click with the left mouse button to put a Whatsit, click again to remove it. You can have 1 to 10 Whatsit in a Blackbox (not more because they are quarrelsome, they could break the Blackbox if they began to fight). When

you finish, you can save it immediately, or play with it by clicking on "**Done**" button. You can return to the "game mode" by choosing "Game mode" in the "Game" menu.

You can later load a saved game by choosing "Load" in the "Game" menu or using the Drag-and-drop technique: choose a Blackbox file (**.bbx** extension) in the File manager, then drop it on the Blackbox window.

## HINTS

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- 1- Think!...
- 2- Start to test the sides of the board (numbers 02, 07, 10, ...)
- 3- Use the Whatsit-test to test your solution.
- 4- Build your own strategy...
  
- 5- Playing Blackbox with a friend is very fun with two sheets of paper during boring courses at school!...

