

KALEIDOKUBES™

an addictive mind-bender for all ages

by Bob and Betsy Couch

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Load KALEIDOKUBES by booting your Apple IIGS computer with the KALEIDOKUBES disk or by selecting the program (KUBES.SYS16) from the desktop/launcher. Your challenge is to compete for the highest score by placing your kube on the game board matching the most colored sides in the least amount of time.

To Begin

Using the pull-down menu, select GAME:

PRACTICE- 1 player, high score is not recorded.

2 PLAYERS- 2 human opponents compete for high score.

VS COMPUTER- 1 human opponent against the computer.

If playing VS COMPUTER, also select:

EASY (default)- computer places its kube at first matching location.

HARD- computer places its kube at best matching location.

Using the SETTINGS menu, select the time given to make a move:

30 SECONDS (default) or 60 SECONDS.

SCORING

1 kube side matches-	5	points
2 kube sides match-	10	points
3 kube sides match-	20	points
4 kube sides match-	40	points
Seconds left-	1	point per second left on clock
Wrong move-	5	point penalty
Time runs out-	5	point penalty

CONVENIENCE CONTROLS

Using the pull down menu, select OPTIONS:

Sound on/off-	toggles sound
Pause-	freezes game until key is pressed

START GAME/END GAME

Using the pull-down menu, select GAME:

Start game-	let the game begin!
End game-	end current game
Quit-	end game, reboot computer

THE SCREEN

GAME BOARD-	11x11 board
PLAYER-	player currently making a move
TIME-	seconds left to make the current move
KUBE-	randomly generated kube of 1 to 4 colors
LEFT ARROW-	rotates kube left
RIGHT ARROW-	rotates kube right
PASS-	used when no matches can be found
Player #-	player's current score
High score-	highest score (will be written to original disk)

PLAYING THE GAME

For each move, you are given a randomly selected kube made up of 1 to 4 colors. The object of KALEIDOKUBES is to place your kube on the game board matching the most sides with pieces already placed on the board. Each side that touches another kube on the board must match it in color. Rotate your kube left or right to identify the best position to place your kube. Keep an eye on the clock because running out of time will cost you points or may end the game (if the previous move was a PASS or RAN OUT OF TIME). The winner is the player with the highest score when the board is filled or when two consecutive combinations of time running out and/or passes have been made.