

Kaleidokubes

an addictive mind-bender
for all ages

IBM MS-DOS & WINDOWS

The logo for Artworx, featuring the word "Artworx" in a bold, stylized, outlined font. The letters are thick and have a double outline effect. A registered trademark symbol (®) is located at the top right of the word.

Artworx Software Company, Inc.
1844 Penfield Road • Penfield, NY 14526

KALEIDOKUBES™

an addictive mind-bender for all ages

by Bob and Betsy Couch

MS-DOS version by Leonard Bertoni

WINDOWS version by Tom Wall & Associates

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Run KALEIDOKUBES by inserting the disk and typing: **KUBES** <enter>. Press the spacebar to see the main menu screen.

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 you 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.

Start Game

Practice- 1 player, high score is 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.

MODERATE- computer places its kube at best matching location.

HARD- as above but leaves you in poorest position.

Timed Play- Fill board as fast as possible.

Load Board

Load previously designed board.

Board Design

Select the square for your board with the mouse or by using the cursor keys (use the Enter key to toggle the squares for keyboard input). Use the F1 key to load a board, F2 to save a board or use the mouse. Best scores and times are saved for each board design!

Best Scores

Display best scores.

Best Times

Display best times.

Settings

Select the time given to make a move:

5 - 10 - 15 - 30 - 60 seconds.

JUST FOR FUN

Computer fills up the board using all legal moves.

Select Music

No music or four tunes.

End game

Press <esc> to go back one menu.

Quit

End game, return to DOS.

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

10 second penalty for empty square in Timed Play.

THE SCREEN

GAME BOARD-

11x11 board (or custom design)

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 or F3-

rotates kube left

RIGHT ARROW or F4-

rotates kube right

PASS or F5-

used when no matches can be found

Player #-

player's current score

KALEIDOKUBES ADDENDA FOR WINDOWS VERSIONS

Your KALEIDOKUBES disk contains two Windows versions of the game. **KUBES2** should be used for those systems running Windows 2.1 or Windows/286 or Windows/386; **KUBES3** should be used for systems running Windows 3.0. For best performance, copy the appropriate KUBES.EXE file to your hard disk.

The menus are laid out differently in the Windows version of the program.

Under the GAME Menu you will find:

- Demo- (same as "Just For Fun")
- Champs- Displays best scores and times
- Exit- Ends game and returns to Windows
- About- Information about KALEIDOKUBES

Under the OPTIONS Menu you will find:

- Board- Load previously designed board or create your own
- Settings- Select type of game, times and skill levels

START- Clears board and starts new game.

PAUSE- Once selected and current Kube is placed or passed, will cause game to pause until CONTINUE or END is selected.

CONTINUE- Resumes PAUSED game.

END- Ends current game.

KEYBOARD CONTROL- If you are not using a mouse, the game can be controlled from the keyboard. Use Alt-L to load a board and Alt-S to save a board. During play, pressing 'C' or F3 will rotate the Kube counterclockwise (to the left) and pressing 'W' or F4 will rotate the Kube clockwise (to the right). Press 'P' or F5 to pass. Press Alt-E to end a game.

Note: During play, a mini-kube will indicate which player's turn it is.