Contents for Linx Help

Linx is a challenging strategy game.

To learn how to use Help, press F1.

Introduction

How To...

If you are using Linx, please consider sending $10, or any amount, along with your name and address to:

> *Arkady Elterman*
> *Intelex Software*
>
> *47 Avonwood Rd.   #202*
> *Avon, CT   06001*
>
> *Tel. (203) 678-8719*

Thank you for you support.

Understanding the Game

When playing Linx, you are presented with a rectangular field of dots.   You and your opponent (computer) take turns making links, - that is, connecting dots with lines.   When three links form a triangle, the player keeps his turn and makes another move.

Each player has his own color.   If a player's move results in forming a triangle, it gets painted with that player's color.   If more than one triangle can be formed in one move, they all get painted.

Your objective is to paint as much of the field's area as possible with your color.   If by the end of the game more than 50% of the field is painted with your color, you win.   Game is over when the entire field is painted.

Any link you make connects exactly two dots and must be "valid";   that is, it can not:
- cross other links;
- go "through" other dots;
- duplicate already existing link.

See also:

Playing the Game
Keeping the Score
Setting Game Options

Playing the Game

Your objective is to have more than 50% of the game field's area covered with triangles of your color by the end of the game.   Triangles are formed by links you and your opponent make taking turns.

To make a link

1. Select two dots to be linked.
2. Move the arrow-shaped mouse cursor to the first dot and press the left mouse button.
3. Keeping the button depressed, drag the mouse to move the cursor to the second dot.   A flexible line stretches from the first dot to the mouse position.
4. Release the mouse button.

If this is a valid link, the flexible line turns into a colored line connecting the two dots.

If you change your mind while dragging the mouse you can:
- click using the right mouse button to undo the link, or
- return the mouse cursor to the first dot and release the left mouse button.

You don't have to be very precise when pointing to a dot.   Just locating the cursor closer to the selected dot than to any of its neighbors will suffice.

When your opponent makes a link...

... it, at first, appears either black or white, which makes it distinct from other, colored, links (it turns colored as soon as another link is made).

However, sometimes, especially when playing on a big field in a small window, it becomes difficult to notice where your opponent made a link.   To help that, you can make the line "blink".

You toggle "blinking" by:
- selecting **Blink** command from **Game** menu, or by
- pressing **F3** on the keyboard, or by
- clicking [icon] icon button with the mouse.

To undo

If you made a mistake you can roll back to your previous move by
- selecting **Undo** command from **Game** menu, or by
- pressing **Ctrl+Z** on the keyboard, or by
- clicking [icon] icon button with the mouse.

You can only undo your latest move.   Also note that this feature is disabled when the game is over: that is, you can not undo your last move in the game.

To start a new game

You start a new game by
- selecting **New** command from **Game** menu, or by
- pressing **F2** on the keyboard, or by
- clicking [icon] icon button with the mouse.

See also

Keeping the Score
Using Icon Buttons

Keeping the Score

The more of the game field is covered with triangles of your color, the higher your score is.   The following section explains how Linx keeps the score.

- The smallest possible (by area) triangle is worth 1 point.
- Total area of the game field ("value" of the game) is the total combined number of points that will be earned by the players by the end of the game.   Value of the game is always displayed on the toolbar.
- It is possible to occasionally form a big triangle which will completely "cover"   one or more previously formed smaller triangles.   In such case area previously occupied by a "covered" triangle is no longer counted.
- The current score is displayed on the "scoreboard", which is a numeric and graphic indicator across the bottom of the Linx application window.

See also

Setting Game Options

Setting Game Options

In Linx you can set:
- skill level (Beginner, Intermediate or Expert);
- dimensions of the game field (from 2 to 10 dots in each dimension);
- game colors;
- sound (on/off).

You can also save selected options on disk, so that they will be automatically set the next time you start Linx.

Skill level

Skill level determines how "intelligent" your opponent is.   The higher skill level you select, the more sophisticated strategy computer uses against you.

Skill level can be set by
- selecting **Beginner**, **Intermediate** or **Expert** command from **Options** menu, or by
- pressing **Ctrl+B** (for Beginner), **Ctrl+I** (for Intermediate) or **Ctrl+E** (for Expert) on the keyboard, or by
- clicking appropriate icon button   (,

 or

)   with the mouse.

Filed dimensions

Field dimensions (measured in dots) can be set by specifying Width and Height values in the "Field Dimensions" dialog box.

You invoke the dialog box by
- selecting **Field...** command from **Options** menu, or by
- pressing **Ctrl+F** on the keyboard, or by
- clicking icon button with the mouse.

Current field dimensions are always displayed on the toolbar.

Note that changing field dimensions results in starting a new game.

You can also control how the game field occupies space in the Linx application window by using "Stretch to window dimensions" check box:
- if the box is checked, the game field occupies maximum of the window space;   in that case distances between neighboring dots in one dimension may be different from those in the other dimension;
- if the box is unchecked, distances between neighboring dots are always kept equal.

Colors

Game colors can be set in the "Color" dialog box.   You can set colors for both your opponent and yourself.   There are 12 colors to choose from.

You invoke the "Color" dialog box by
- selecting **Color...** command from **Options** menu, or by
- pressing **Ctrl+C** on the keyboard, or by
- clicking icon button with the mouse.

Sound

Sound can be turned on/off by selecting **Sound** command from **Options** menu.

Saving options

You can save current options on disk by selecting **Save Options** command from **Options** menu.

See also:

Using Icon Buttons

Using Icon Buttons

Icon buttons give you quick and easy access to most Linx commands with a single click of the mouse. Icon buttons are positioned on the toolbar across the top of the Linx application window below the menu bar.

Click   **To...**

Start a new game

Set skill level to Beginner

Set skill level to Intermediate

Set skill level to Expert

Invoke "Color" dialog box

Invoke "Field Dimensions" dialog box

Toggle line "blinking" ("blinking" helps you see where your opponent made a link)

Roll back to your previous move.   You can only undo your latest move.   You can not undo your last move in the game.

Bring up "About Linx" dialog box:
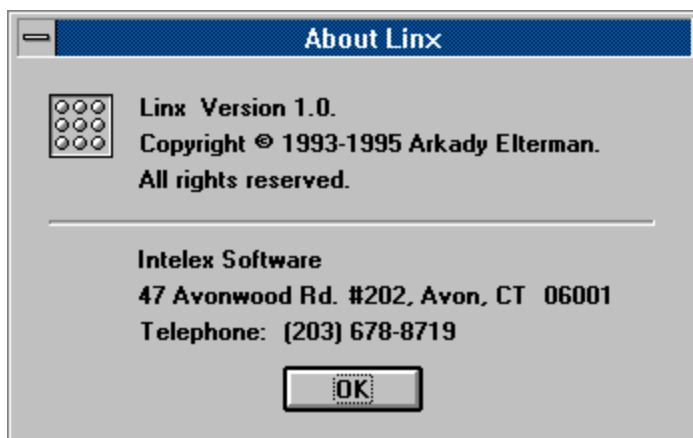
Invoke Linx Help.

See also:

Setting Game Options
Playing the Game

Application window

A window that contains a running application.   The window displays the menus and provides workspace for the application.

Link

A line segment that connects exactly two dots appearing on the game field.

Valid Link

Link is "valid" if it does not:
- cross other links;
- go "through" other dots;
- duplicate already existing link.

Players are not allowed to make links that are not valid.

Toolbar

Toolbar is positioned across the top of the Linx application window below the menu bar to give quick mouse access to most Linx commands.   It contains icon buttons and information windows.