R O T A K T I X

AN ARCADE PUZZLE GAME
FOR IBM AND COMPATIBLE COMPUTERS

(version 1.1)

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INTRODUCTION

ROTAKTIX is a game of luck, strategy and concentration. Played on a game board that has nine vertical columns, or 'wells'. Each well is deep enough to hold 7 game play pieces, or "tokens", hence the game board will contain a maximum of 63 tokens. During play, tokens appear at the top of the game board in a row of 9. The tokens are rotated left or right using the arrow keys until they are in position for maximum scoring, and then dropped into play by pressing the spacebar. The amount of time you have to decide the best position, and then drop the tokens into play is determined by the level you are playing and shown as a "count down" timer on the info section of the game board. If this timer reaches zero before you have dropped the tokens, it will drop the tokens automatically, at their current position. One of the most dynamic and challenging aspects of ROTAKTIX is that all 9 tokens are dropped at the same time, sometimes blocking or covering up good scoring possibilities.

Scoring is based on matching the tokens, by color, in groups of 3, either horizontal, vertical or diagonal. These groupings are referred to as "runs".   When a run is scored, those tokens are removed from the game board, and any remaining tokens, fall down to fill in where scored tokens have been removed. This falling and filling in can have the effect of creating even further runs to be scored, sort of a chain reaction.

Each level in ROTAKTIX is played as a series of 3 goal rounds plus a bonus round. In the first round, you are required to make a certain number of horizontal runs in order to pass that round.   Other runs still score, but are not counted towards the round's goal. The second goal round is vertical runs and the third diagonal. The last round of a level is the bonus round, this round has no goal other than to make the most runs possible within a time limit set by the level you are playing. The time limit gets larger in proportion to the level so you have more time to make a larger score. In addition, scoring is based on a multiple of the level you are playing, so going to higher rounds means a larger score. In the bonus round, the score for the round is not added directly in, but is held and accumulated throughout the round. At the end of the round, the accumulated score is multiplied by the number of runs for that round. Thus, it is most desirable to advance to bonus rounds to accumulate truly massive scores

While going to higher levels is desirable scoring wise, it can be undesirable as well, because at each new level an additional token color is added to the mix, making gameplay much more difficult. At the end of the 10th level of play the number of colors and the goals will be reset back to their first level settings and you will have the opportunity to play through another series of 10 level/round combinations. The score will continue to build and the level count will continue to rise all the while.

The game continues in this manner until the entire game board is filled with tokens and no more can be dropped into play, or if you manually quit the game. Your score will then be compared to the high scores saved from previous games and you might be given an opportunity to add your name to the list of all time high scores.

SCORING

Scoring in ROTAKTIX is calculated using the following formula:

SCORE = # OF TOKENS x 50 POINTS(PER TOKEN) x LEVEL

so for an example, you get 3 runs on a drop, 1 horizontal, 1 vertical and 1 diagonal, on level 1:

 horizontal   =   3 x 50 x 1   =   150

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 vertical    =   3 x 50 x 1    =   150
 diagonal    =   3 x 50 x 1    =   150
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for a total of                    450
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A token can be part of more than one run. It might appear as though runs of 4 or 5 like tokens are being scored, but in reality what is happening is that 2, 3, 4 or more runs (of 3) that share common tokens are being scored.

Wild tokens will appear now and then, and they can match any other token to make runs, though they score the same as regular tokens. An example of a nice use of wild tokens would be to have 2 reds and 2 greens separated by an open slot, you drop a wild one in to the open slot to make 2 runs, one red and one green.

GAME CONTROLS

LEFT ARROW KEY   =   ROTATE TOKENS LEFT
RIGHT ARROW KEY =   ROTATE TOKENS RIGHT
SPACEBAR = DROP TOKENS INTO PLAY
T = TOGGLE SOUND FX ON/OFF
S = SWAP TOKEN SETS
G = TOGGLE GOAL DISPLAYS ON/OFF
ESC = QUIT THE GAME
F1 = ON-LINE HELP SCREENS

HINTS & TIPS

In the goal rounds, take your time and look for the best scoring possibilities. In the bonus rounds, try to go as fast as you can. Scoring in the bonus round is based on the number of runs. Be sure not to fill up the game board though as doing this at any time during the game, will end the game. For maximum score, avoid making the goal for as long as possible to score higher at lower levels, again be sure not to fill up the game board. Look for multiple runs on a drop. Look for chain reaction scoring, i.e.: runs that will be made as a result of tokens falling and filling in where scored tokens have been removed.

INSTALLING ROTAKTIX

While ROTAKTIX does not require hard drive installation, it is highly recommended as it will pause for extended periods during gameplay if played from a floppy. Always use a backup copy of the ROTAKTIX master disk if playing from a floppy.

This disk is programmed to check all available disk drives, so if you have a CD ROM you must have a CD in place before installing. (Any CD will work) An **ERROR** message will pop up if you do not have a CD in place.

Windows 3.x:

From the program manager choose file, a menu will drop down. Choose run, then type a:\install (or b:\install if you have the installation disk in the b drive) The screen will then ask you where you would like to install ROTAKTIX. The default directory is C:\ROTAKTIX.

From DOS:

At the c:\ type a:\install

Windows 95:

Go to start, choose run, then type a:\install

TO RUN ROTAKTIX

Dos:

From the c:\ prompt , connect to the Rotaktix directory.
Then type Rotaktix
Example:
C:> CD \Rotaktix
C:\rotaktix>ROTAKTIX

Windows 95/Windows 3.X

If you have not created an icon or shortcut on your desktop, go to the file manager and locate the Rotaktix directory.
Double click on Rotaktix.exe.

REGISTERING ROTAKTIX

When you purchase the full, deluxe version of ROTAKTIX, it allows you unlimited levels! It is still a mystery .....just how many levels there are!

Ordering Information

To purchase your registered version of ROTAKTIX, send a check or money order for $20.00 (including shipping!) To:

> Barbara Sousa
> P.O. Box 5481
> Aloha, OR 97006-0481
> (503) 887-5606
> barbii@teleport.com

Minimum Requirements: PC with a 386 CPU with at least 750 KB free (for installation on hard drive)