

**BB.BHC001BBBlackBox Help © M & M Productions,  
1994yesyesyesyesBlackBox Helpbb08/10/94**

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Help file produced by **HELLLP!**, a product of Guy Software, on 10/8/94 for HNC Software, Inc..

The above table of contents will be automatically completed and will also provide an excellent cross-reference for context strings and topic titles. You may leave it as your main table of contents for your help file, or you may create your own and cause it to be displayed instead by using the I button on the toolbar. This page will not be displayed as a topic. It is given a context string of `__` and a HelpContextID property of 32517, but these are not presented for jump selection.

HINT: If you do not wish some of your topics to appear in the table of contents as displayed to your users (you may want them ONLY as PopUps), move the lines with their titles and contexts to below this point. If you do this remember to move the whole line, not part. As an alternative, you may wish to set up your own table of contents, see Help under The Structure of a Help File.

Do not delete any codes in the area above the Table of Contents title, they are used internally by HELLLP!

## BlackBox Help Contents

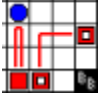
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## Rules of the Game

The object of BlackBox is to determine the location of marbles in the box by bouncing 'light beams' off them. The fewer light beams you use, the better.

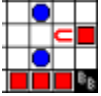
If a light beam hits a marble it is bounced straight back (marked by a solid red square).

If a light beam hits the 'corner' of a marble it is deflected left or right (marked by a matching set of red squares):

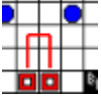


A light beam is blocked by a marble in any of the three squares at the edge of the board.

A light beam is bounced straight back by two marbles flanking its path:



A light beam can be affected by a number of marbles before returning to the edge:



## Playing BlackBox

Click the left mouse button on any of the edge squares to send a light beam into the box. If it bounces straight back it will be marked by a solid red square. If not, two matching markers will be placed showing the entry and exit points.

Click the left mouse button on any squares in the box to toggle a marble. Use this to mark where you think the marbles must be.

When you feel you have correctly positioned all the marbles, select Give Up from the Game menu and the computer will show any marbles you may have missed or misplaced.

## **Tips and Strategy**

## Game Menu Commands

### **New**

This option starts a new game, generating a new pattern of marbles. If there is a game in progress, all guesses are removed from the board.

### **Save**

This option saves the current state of the game. Only one game at a time can be saved.

### **Load**

This option restores the saved game.

### **Replay**

This option starts a new game using the same pattern of marbles.

### **Give Up**

Selecting the option will reveal the correct position of the marbles, highlighting those the user missed or incorrectly placed.

### **Exit**

Exits BlackBox.



## Option Menu Commands

### **Marbles**

This option allows you to set the number of marbles hidden in the box, ranging from 4 to 8.

### **Rows**

This option allows you to set the number of rows in the box, ranging from 4 to 12.

### **Columns**

This option allows you to set the number of columns in the box, ranging from 4 to 12.

### **Defaults**

Selecting this option sets the game to 5 marbles, 8 rows, and 8 columns.

## Using the Keyboard

At this time, there is no support for playing MiserMind with just a keyboard. If you feel this is a terrible shortcoming, please send me a note to that effect and we will work on it.

## Shareware

Shareware is a cool concept. We won't die if you decide not to register our product, but by registering you encourage us and other (much more capable) developers to continue providing nifty products at reasonable prices. (Even if you decide not to contribute to our cause, feel free to drop us email or even a postcard to let us know how you liked the game). If you have registered for MiserMind or any of our other games then you need not send money to register BlackBox (again, please drop us email or a postcard to register to send you comments even if you aren't sending money).

BlackBox is a shareware product. You may feel free to make copies of this program and pass them on to friends for their evaluation. If you make use of this software you are expected to pay a registration fee (\$5 suggested):

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If you have any suggestions on how to improve BlackBox, please feel free to drop us a note via snail mail at the above address or email at cis75515,245.

