

# Cubit

## **Loading Instructions**

Reset computer by holding down CTRL,SHIFT, and ESC keys together in that order. Place cassette into Datacorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously then press PLAY followed by any key. This program will take about 2 minutes to load.

AMSOF JY1 Joystick compatible.

The object of the game is to place pieces so that they form a row of four. The row may be in any direction, may cross the 'planes' to produce a row which for example goes from the bottom right corner to the top left corner.

Play can be for 2 players or 1 person against the computer. When play is against the computer the machine will use a sophisticated, fast logic search to produce a superb mental challenge.

USE THE CURSOR KEYS     OR JOYSTICK TO PLACE PIECES.

Placement of the pieces may take a little getting used to, but is straight forward when you have had some practice. On the right of the screen are some arrows. These show the 'Plane' on which you can move the 'Cursor'. When the pointers are diagonal the movement is possible on that level. When the pointers are upright movement between levels is possible.

The pointers are changed by a short press on the fire button or the 'Copy Key'.

When the 'Cursor' is where the piece is to be placed, the fire button or copy key should be held down for a longer duration, the pointer will move to and fro before the piece will be built up on the screen.

When any game is finished either by a win, by a stalemate or by frustration the escape key is used to leave the game. If you have won you will be allowed to enter your name, once the win table has been displayed 'escape' enables the start of a new game.

PRESS FIRE OR COPY KEY TO START.