CUBIC • TIC • TAC • TOE

APPLE

INTRODUCTION

Cubic Tic Tac Toe is an exciting game of skill, that tests your abilities to play, score, and win, in Three Dimensions. In fact, you can even enter the Fourth Dimension of time, and score Tic Tac Toes faster than your partner, or faster than the computer.

You can play against the computer, or against another player.

You can play six (6) different game variations.

You can select three (3) different levels of difficulty, from Beginner through the Expert Level.

Skillful players can score single, double, even triple Tic Tac Toes, with a single keystroke.

SYSTEM REQUIREMENTS

Cubic Tic Tac Toe operates on IBM, Apple, and Commodore personal computers; with the following requirements:

IBM/PC, XT, AT, JR AND COMPATIBLES

COLOR GRAPHICS OR MONOCHROME MONITOR
128K OF MEMORY
ONE FLOPPY DISK DRIVE
DOS, VERSION 1.1 AND UP
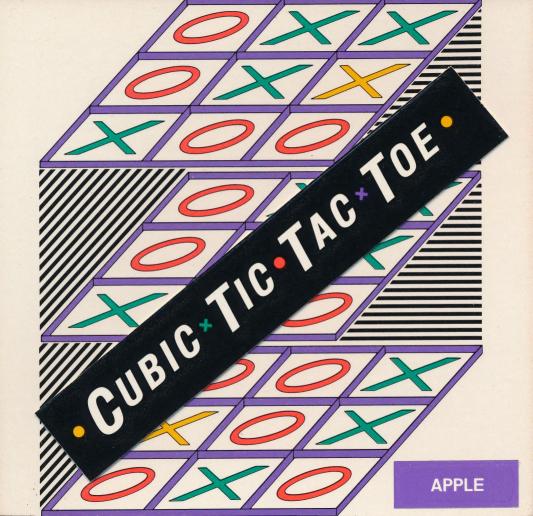
APPLE IIe, IIc, II+

COLOR OR BLACK AND WHITE MONITOR
ONE FLOPPY DISK DRIVE ; 64K OF MEMORY

COMMODORE 64 AND 128

COLOR OR BLACK AND WHITE MONITOR
ONE 1541 FLOPPY DISK DRIVE

WARRANTY

Silver Bullet Systems warrants the program diskette on which the program is furnished, to be free from defects in materials and workmanship under normal use by the original user for a period of ninety (90) days from the date of purchase.

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·CUBIC × ·TIC ·TAC × ·TOE ·

APPLE
IIe, IIc, II+

SILVER BULLET SYSTEMS

CUBIC TIC TAC TOE

APPLE
IIe, IIc, II+

SILVER BULLET SYSTEMS

CUBIC·TIC·TAC·TOE

User Guide

Cubic Tic Tac Toe allows you to challenge your skills against an opponent, or against the computer. You can play six different game variations, each with three levels of difficulty—beginner, intermediate and expert. You can even select the length of the match you desire to play.

HOW TO PLAY CUBIC TIC TAC TOE

Once you have selected a specific game, level of difficulty, and length of match, you will see the three dimensional playing cube develop right before your eyes. Once the computer finishes creating the playing field, you are ready to play.

The playing cube is made up of three levels, each containing nine spaces.

You will see that one of the spaces is blinking. This indicates the position of the cursor. You will use designated keys to move the cursor box to different locations on each of the three game levels. You will use other keys to move the cursor box from level to level.

Once you have positioned the cursor in the location where you want to place your "x," you will press the return key to register your move.

When you are competing against the computer, the computer will automatically position the cursor, and register an "o" as its move.

When you are competing against an opponent, as soon as you have completed your move, it will be your opponent's move. You will alternate moves with your opponent until you finish the game.

HOW TO SCORE AND WIN!

The objective is to place three "x's" in a row and score a Tic Tac Toe. You can align your "x's" either horizontally, vertically or diagonally through the cube, and score Tic Tac Toe's in a variety of ways. In fact, there are thousands of possible combinations to score Tic Tac Toe's.

As your skill increases, you will be able to score double and even triple Tic Tac Toe's with a single keystroke. This will baffle your opponent and give you the competitive advantage.

Score more Tic Tac Toe's than your opponent and you will win the game.

In the situation where each opponent scores an equal number of Tic Tac Toe's in a game, the game will be awarded to "CATS," which signifies a tie game. Win more games than your opponent, and you will win the match.

The computer keeps track of all wins and scores on the patented Cubic Score Board which appears on the screen at all times.

Player versus computer
- → Play until entire game cube is filled.
- → Play until game cube is filled or time expires.
- → Play a limited number of moves.

Player versus player
- → Play until entire game cube is filled.
- → Play until game cube is filled or time expires.
- → Play a limited number of moves.

Three levels of difficulty
- → Beginner
- → Intermediate
- → Expert

FOR APPLE SYSTEMS (II + , IIc, and IIe)

SYSTEM REQUIREMENTS:
One floppy disk drive, 64K of memory.
Black and white or color monitor

INSTALLATION INSTRUCTIONS:
1. Place the Cubic Tic Tac Toe program disk in drive #1.
2. Turn on your system
(If system is "on" insert disk, type following command,
RUN CUBIC. Press return key.)

OPERATING INSTRUCTIONS:
Once you have selected the game variation and length of match,
you will see the Game Board appear on the screen. You will use the
following keys to play Cubic Tic Tac Toe: ESC key
The escape key will always take you to the ESCAPE menu, which will
allow you to change game variations, receive HELP or view instructions.

Return key
The return key is used to register your move once you have positioned
the cursor box to the location you desire.

Cursor box movement:
1. To move the cursor box on a game level, you can use the arrow
keys (left, right, up, down), or the I, J, K, M keys.
I or up arrow key—moves cursor box up.
J or left arrow key—moves cursor box left.
K or right arrow key—moves cursor box right.
M or down arrow key—moves cursor box down.
(Note: On the Apple II + , only the I, J, K, M keys are
available.)
2. To move the cursor box from one game level to
another, press the U key to move up a level, press the
D or N key to move down a level.
U key—moves cursor box up one level.
D or N key—moves cursor box down one level.
Menu selections:
When making menu selections, press the numeric key that
corresponds to your desired selection.

SYSTEM REQUIREMENTS:
Commodore C-64, or C-128 computer
Color or black and white monitor
One 1541 floppy disk drive

INSTALLATION INSTRUCTIONS:
1. Turn on your system
2. Place the Cubic Tic Tac Toe program disk in disk drive #1
3. Type the following command: LOAD "CUBIC", 8, 1. Press return key.
4. Type: RUN
5. Press the return key

OPERATING INSTRUCTIONS:
Once you have selected the game variation and the length of match you wish to play, you will see the game cube appear on the screen. You will use the following keys to play Cubic Tic Tac Toe:

F1 key—Pressing the F1 key will take you to the ESCAPE menu, which will allow you to change game variations or to receive HELP.

F3 key—Pressing the F3 key always takes you to the HELP Menu.

F7 key—Pressing the F7 key always takes you to the Game Instructions.

Return key—The return key is used to register your move, once you have positioned the cursor box to the location you desire.

Cursor box movement:
1. To move the cursor box on a game level, you can use the arrow keys (up, down, right, left), or the I, J, K, M keys.
   I or up arrow key—moves cursor box up.
   J or left arrow key—moves cursor box left.
   K or right arrow key—moves cursor box right.
   M or down arrow key—moves cursor box down.
2. To move the cursor box from one game level to another, press the U key to move up a level, press the D or N key to move down a level.
   U key—moves cursor box up one level.
   D or N key—moves cursor box down one level.

Menu selections:
When making menu selections, press the numeric key that corresponds to your desired selection.

NOTE: The shift lock key must be "off" for operation of cubic Tic Tac Toe.

SYSTEM REQUIREMENTS:
  Color graphics or monochrome monitor
  128K of memory
  One floppy disk drive ; DOS, version 1.1 and up

INSTALLATION INSTRUCTIONS:
1. Turn on your system.
2. Insert your DOS disk in drive A, and boot the system.
3. Once the A prompt appears on the screen, remove the DOS disk.
4. Insert the Cubic Tic Tac Toe program disk in Drive A.
5. Type the following command: CUBIC.
6. Press the return key.

  The system will automatically load and you will see the title screen appear. A few seconds later, the next screen will appear, and you will be ready to select your choice of game and play Cubic Tic Tac Toe.

OPERATING INSTRUCTIONS:
  Once you have selected the game variation and the length of match you wish to play, you will see the game cube develop on the screen. Once completed, you will use the following keys to play Cubic Tic Tac Toe: F1 key—Pressing the F1 key always takes you to the HELP menu.

F10 key—Pressing the F10 key always takes you to the game instructions.

ESC key—Pressing the escape key will take you to the ESCAPE menu, which will allow you to change game variations, game variables, or to receive HELP.

Return key—The return key is used to register your move once you have positioned the cursor box to the location you desire.

Cursor box movement:
1. To move the cursor box on a game level, you use the arrow keys (up, down, right, left).

Up arrow key—moves cursor box up.
Left arrow key—moves cursor box left.
Right arrow key—moves cursor box right.
Down arrow key—moves cursor box down.

2. To move the cursor box from one level to another, press the PGUP key to move up a level, press the PGDN key to move down a level:

PGUP key—moves cursor box up one level.
PGDN key—moves cursor box down one level.

MENU SELECTIONS:

When making menu selections, press the numeric key that corresponds to your desired location.

Note: In the IBM version of Tic Tac Toe there is a specific feature that allows you to control game variables. You can vary the speed of operation of the game. This feature is provided in order to adjust for the differences in internal speeds of the IBM/PC, the XT, AT, and JR.

LIMITED WARRANTY:

Silver Bullet Systems does warrant the diskette, on which the Cubic Tic Tac Toe program is furnished, to be free from defects in materials and workmanship under normal use by the purchaser for a period of ninety (90) days from the date of purchase.

PROGRAM LICENSE:

The programs on the enclosed diskette are provided to you under a non-exclusive license to use on a single computer.

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