

instructions for

CUBIK

by Paul Justin

PROGRAM DESCRIPTION

CUBIK is a high resolution graphics game for the Apple II microcomputer. The game is a three-dimensional version of tic-tac-toe played on four planes, each plane being four rows deep and four rows wide. The object of the game is to place four tokens in a row or diagonally along any three-dimensional plane. The game may be played against the computer or against another player.

LOADING INSTRUCTIONS

1. Press "RESET" key. (asterisk and cursor appear)
2. Hold the "CTRL" key down and press the "B" key. Then press "RETURN".
3. Type: "LOAD" and press "RETURN" and start tape recorder.
4. When the cursor reappears type "RUN" and press "RETURN".

OPERATION

The names of the players will be requested along with the tokens to be used by each player. The planes are identified by number. The row and column numbers are displayed only on the first plane to show their position on a plane.

Copyright © 1978 and published by POWERSOFT, INC. P. O. Box 157 Pitman, New Jersey 08071
All rights reserved.

GUARANTEE

POWERSOFT, INC. guarantees the playback of its pre-recorded tapes when purchased new, provided the playback head of the tape recorder used is properly aligned. All pre-recorded tapes are produced on the finest quality professional duplicating equipment available. The program is recorded at least twice on the cassette.