

## The Black Box(tm)

(Help 6/6/95 ver. 0.1)

Hey folks this will help you get started.... we're working on a "real help" to be released soon.

Bonsai Entertainment is proud to present the latest addictive puzzle game:

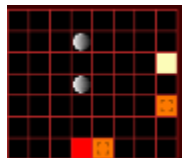
# "The Black Box™" The Ultimate Game of Hide and Seek

*For DOS and Windows  
Available Now!!!*

**Background:** The year is 2025. Earth humanoids have colonized both the moon and planet Mars. Now Jupiter is next. During your mission to Jupiter something goes wrong, a distant sun collapse creating a new black-hole. The disruption smashes your solar cells and your radio is out. Only your limited battery backup systems are on-line and time is critical. You must navigate using the Black Box to find the remaining planets in the solar system and navigate manually back to earth. Good luck, your life may depend on it.

"The Black Box™" is a **hide-and-seek** type puzzle game and the controls are pretty intuitive.

**The Rules are Simple:** Click on a number on the edge of the grid (to fire an ray in that direction) and the game results will instantly appear, based upon the rays interaction with the hidden planets.

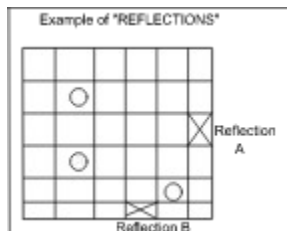


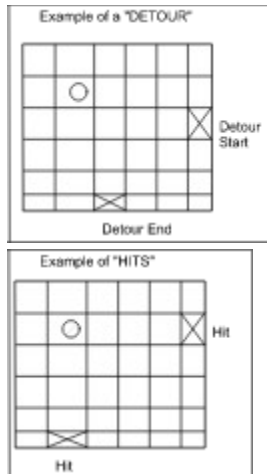
The 3 possible results: Hit, Detour (miss is a type of detour) and Reflection as the example shows. A reflection can also occur if a "ray" cannot travel past the nearest corner of a planet. i.e. if it's adjacent to a selected number and also on the row in front.

When you think you have found a planet, click on the grid to cycle through the selection possibilities: MAYBE, PLANET, RESET.

When you have selected the same number of planets as hidden, click on SCORE ME for results.

**If you like "The Black Box™"** please register on Compuserve (go SWREG) we are #6059. Or register on the WWW (See our address below!) The cost is only \$10.00, and we will send you updated & fully functional DOS and WINDOWS versions.





### HOW TO PLAY (SAMPLE GAME)

Click the left mouse button on any of the outer edge squares. Imagine you have just fired a beam of light from that square directly into the inner play area.

Now depending on how this beam of light interacts with the planets, this will determine your results.

There are only 3 possible results: 1) Hit, 2) Detour, 3) Reflection. Please look at above graphic examples.

Now armed with the knowledge of these results, you are ready to start placing planets in the center area.

Basically, once you think you have found a planet just left-click on the inner square. This will place a QUESTION MARK on the square indicating a "maybe" guess. If you are positive the planet is there, click a second time to place a "planet". If you later learn more information, which makes you want to change this guess, simply left-click again to return to the blank-background.

### LEVELS of DIFFICULTY

- 4 planets are hidden in the Beginner level, (8x8 play area)
  - 6 planets are hidden in the Intermediate level, (12x12 play area)
  - 8 planets are hidden in the Expert level, (16x16 play area)
- (You must register to access the Intermediate and Expert levels)

Contact us with any questions, suggestions or comments on this or any other product.

*Check out Bonsai and the Black Box in CyberSpace...*

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