Cogito

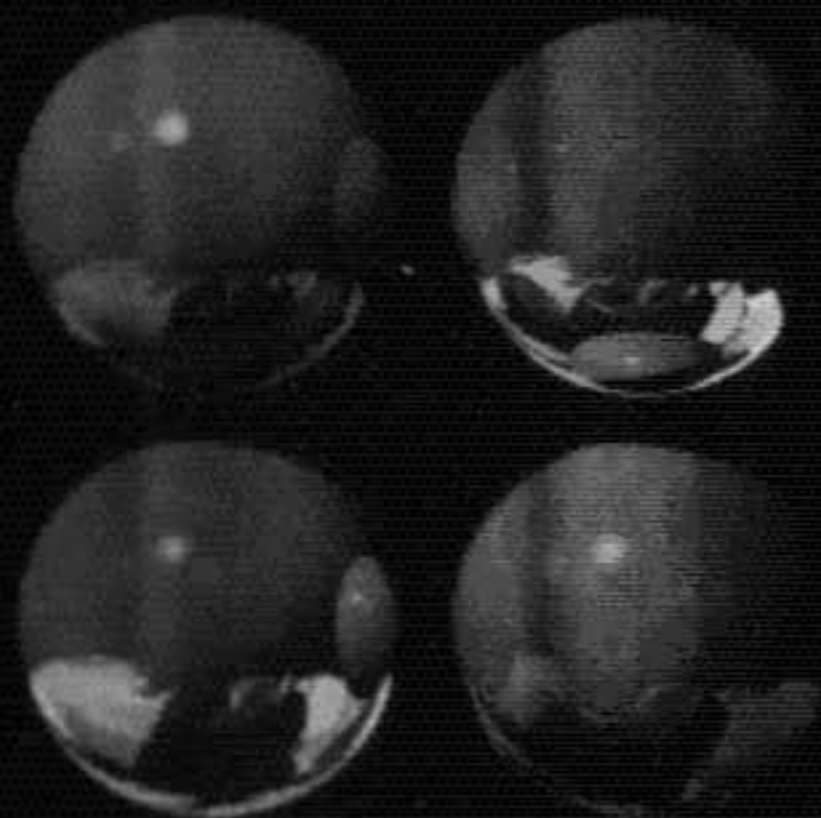## Instruction Manual

INLINE DESIGN

Customer Service

Inline Design tries very hard to offer the most universally compatible and bug-free games on the market. However, every now and then a problem does arise (OK, so we are not quite perfect).

If you have difficulties playing your game, or are dissatisfied with it in any way, we would appreciate your getting in touch with us before you return it. Many problems are very easy to fix, and we know you'll enjoy the game once it's running.

If you do have any problem please call us at (203) 435-4995 9 am - 6 pm ET, fax us at (203) 435-1091, or you can reach us at any of the following on-line services:

AppleLink: INLINE.TECH   GEnie: INLINE
America Online: INLINE   MCI Mail: INLINE
CompuServe: 75300,2014

We maintain a vendor support section in CompuServe's MACCVEN forum. We also maintain a section in the Industry Connection on America Online. Look in these places for the latest news and high score lists from Inline Design.

Also, please return your registration card immediately so that we can keep you posted about upgrades, new products and even send you our newsletter with special offers.

Copy Protection

You may have noticed that Cogito is not copy-protected in any way. That's because Inline Design believes that games should be easy to use, and we personally don't like jumping through hoops designed for the rare dishonest person.

However, we depend on you not to copy your game illegally, and to educate your friends about the damage that piracy does to you, the legitimate game owner, and to us, a publisher with ideas for nifty new games. Thank you.

Soothing music plays beneath the stately click of spheres gently colliding.

Your task is to reconstruct a geometric figure that has been scrambled by the computer, by moving rows and columns.

Shapes and moves become more complex at each level.

The tensions of the day dissipate as you are drawn into the ever more engrossing puzzles of Cogito's geometric world...

Original concept :
    Jérôme CRETAUX

Sound Effects :
    Olivier BAILLY-MAITRE

Programming :
    Jérôme CRETAUX

Documentation and manual :
    Tomoharu P. HIBIKI

Graphics :
    Oliver BAILLY-MAITRE

Product Quality :
    Pascal GALLON

Music composed by :
    Frédéric MOTTE

Special thanks to :
    APPLE Computer France

OVERVIEW

The objective of the game is to reconstruct a geometric figure that has been scrambled by the computer. You will use the control arrows that surround the diagram to move the rows and columns.

As you progress, the moves and geometric figures become more complex.

There is no time limit, but the game does display elapsed time. Your goal is to reconstruct the diagram as quickly as possible.
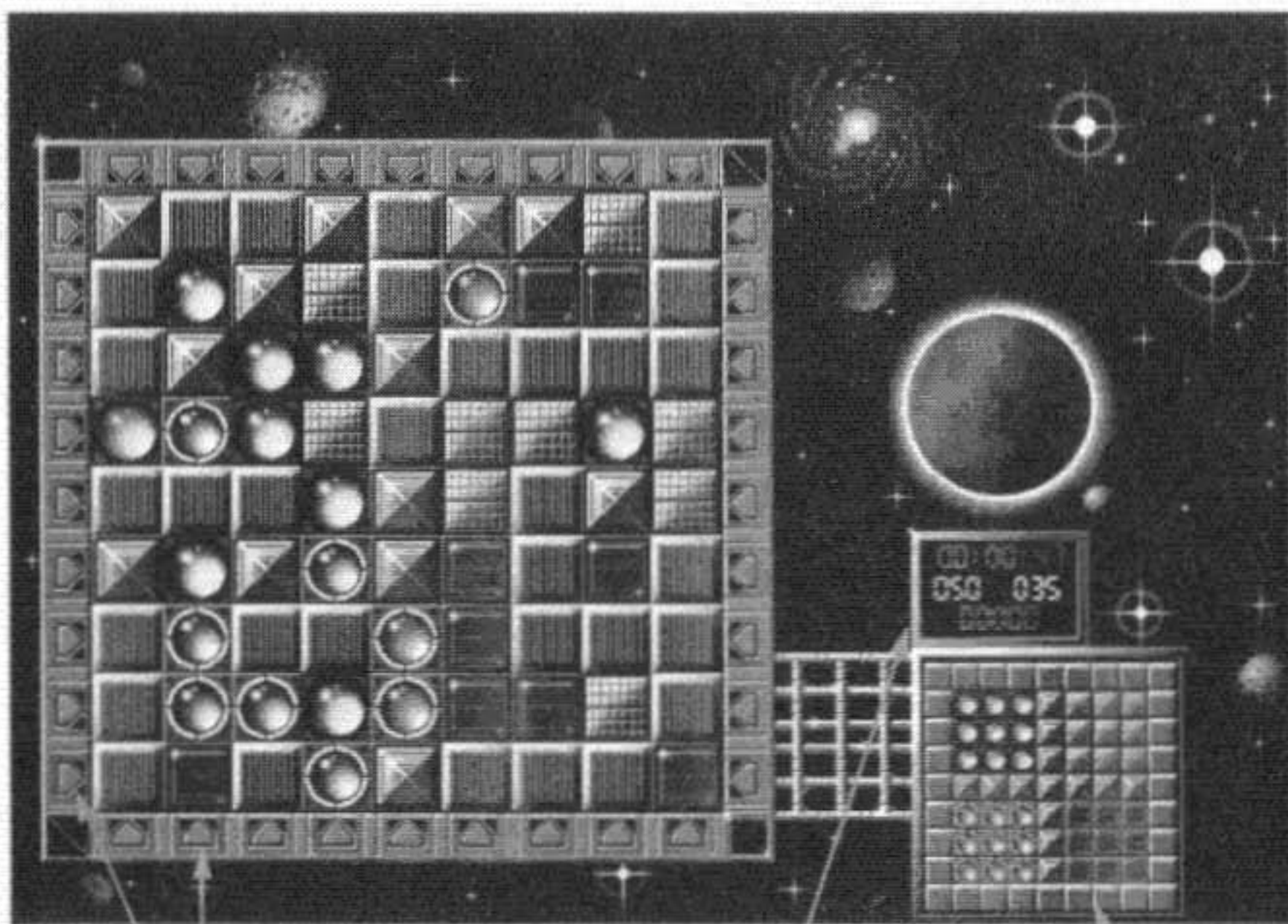
Control arrows   Information Panel   Original Figure

INFORMATION PANEL

(1) : Elapsed Time

Displays the elapsed time for the current diagram. Note that the clock will continue to run as long as COGITO is running, even if you change applications. You must, therefore, quit the program to stop the clock.

(2) : Level

Displays the current level. Cogito has 120 levels.

(3) : Number of moves/computer

Displays the number of moves used by the computer to scramble the original diagram. This number can be as high as 500 for the most complex diagrams.

(4) : Number of moves/player

Displays the number of moves used by the player for the current diagram. This number is theoretically limited to 99,999.

```
┌─────────────────────────────┐
│ Options                     │
├─────────────────────────────┤
│ New game    ⌘N              │
│ Open        ⌘O              │
│ Save        ⌘S              │
│ Save As...                  │
├─────────────────────────────┤
│ Music Off   ⌘M              │
│ Settings        ▶           │
├─────────────────────────────┤
│ Quit Cogito ⌘Q              │
└─────────────────────────────┘
```

THE MENU

- Passwords

Each time you reach a new level, you will receive a password. This eight letter word will allow you to pass directly to this level anytime during game play. To use your password, select the option "new game" in the menu and enter the desired password.

If you want to start at level 1, do not enter a password.

- Saving the current game

To continue playing the current game at another time, you can save it by using the "save" option. You can continue the game where you left off by using the "open" option in the Menu and entering the file name under which you want to save the current game.

- Music

You can turn the background music on or off by choosing the corresponding option in the menu. Whether the music is on or off has no other effect on the game.

```
┌─────────────────────┬─────────────┐
│  Settings        ▶ │ ✓ Alien     │
│                     │   Planet    │
│                     │   Happyland │
│                     │   Ludyland  │
└─────────────────────┴─────────────┘
```

-Settings

This option lets you change the background scenery on color monitors that are larger than the actual game board requires. The choice of scenery has no effect on the difficulty level of the diagram. Note that the clock will continue to run while you are changing the scenery.

TIPS

As this game is fundamentally not a race against the clock, take your time at the beginning of each level. Analyze the results of the various control arrows.

Once you have successfully completed a level, try reducing both the time and number of moves required to complete the level.
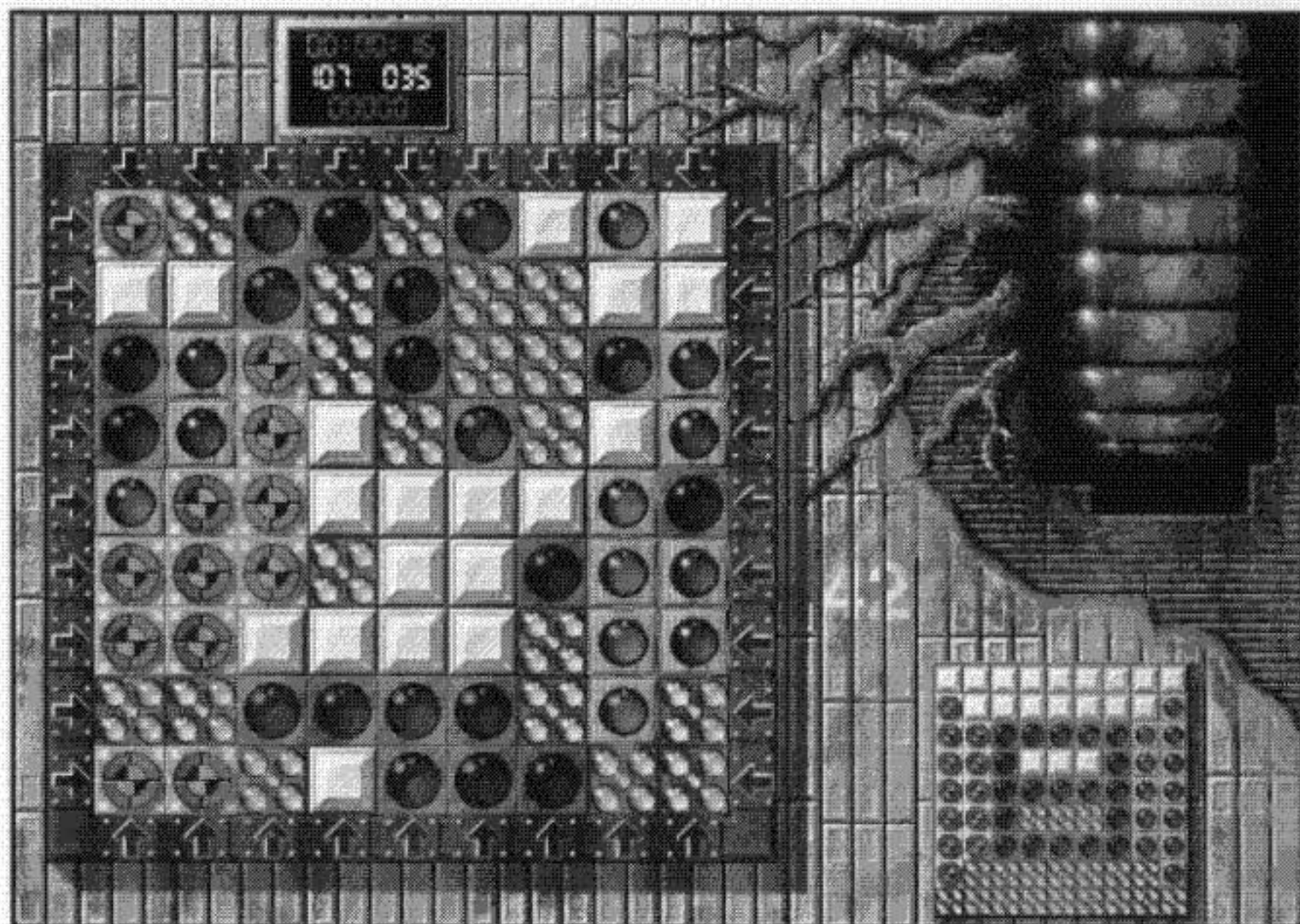
The screenshots in this manual are from the Macintosh version on a 13" color monitor.

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