KALISTO

COGITO

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Special thanks to :
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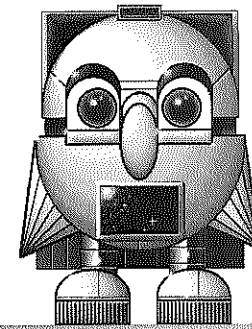
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KALISTO

29, rue de l'Ecole Normale
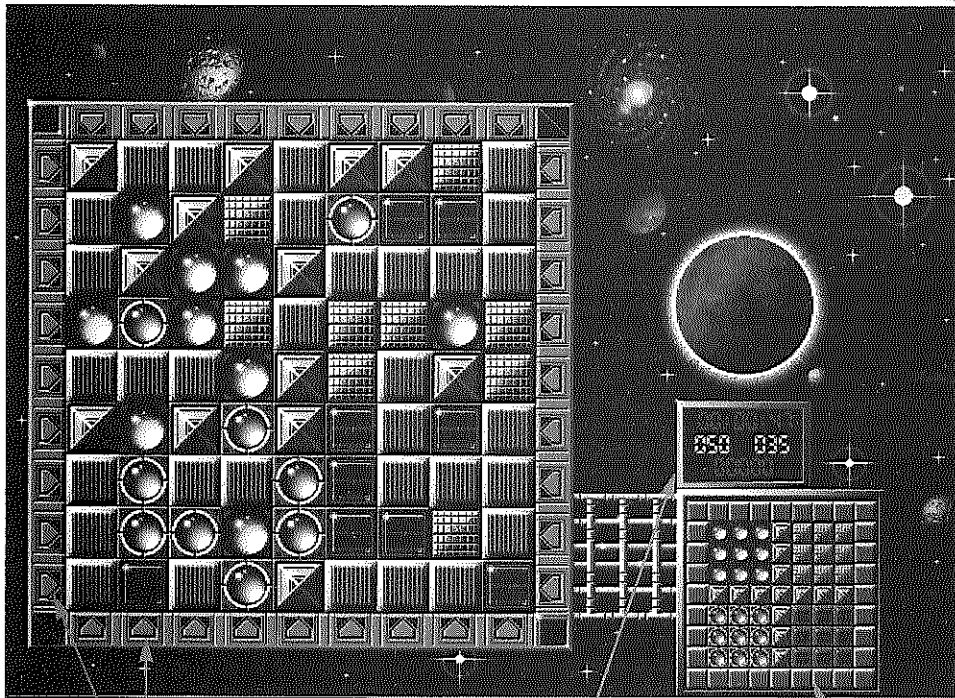33073 - Bordeaux Cedex - France
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A furious clicking sound that does not quite drown out soft enchanting music. Pearl-like balls smash into each other with unbelievable speed.
And yet, already, it is calm again.
Alone against an ever changing opponent, you will have to find a way to reconstruct a diagram that has been scrambled by the computer. Don't get your hopes up, however: any victory will only be temporary, your freedom of choice will constantly be curtailed, your movements will become clumsy and confused, the diagrams will be more complex...
And thus begins, for the novice as for the expert, the never ending quest for the boundaries of the human spirit...

OVERVIEW

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

Be careful, however: as you progress, moving the rows and columns will become more difficult and, naturally, the diagram itself will become more and more sophisticated.

There is no time limit, but the time elapsed is displayed. Your goal is to reconstruct the diagram as quickly as possible.
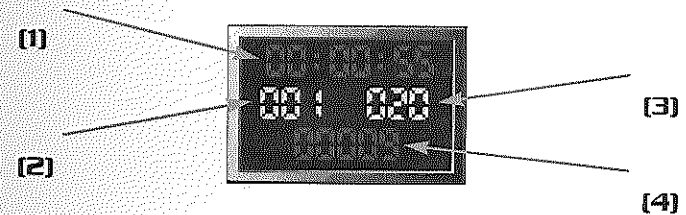

Control arrows   Information Panel   Original Diagram

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) : Diagram Level

Displays the level of the current diagram.

(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.

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Options
New game  ⌘N
Open      ⌘O
Save      ⌘S
Save As...

Music Off  ⌘M
Settings   ▶

Quit Cogito  ⌘Q
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```
Settings  ▶  ✓Alien
               Planet
               Happyland
               Ludyland
```

THE MENU

- Passwords

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

If you want to start at the very first diagram, do not enter a password.

- Saving the current game

If you want 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 name of the 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 not has no effect on the clock.
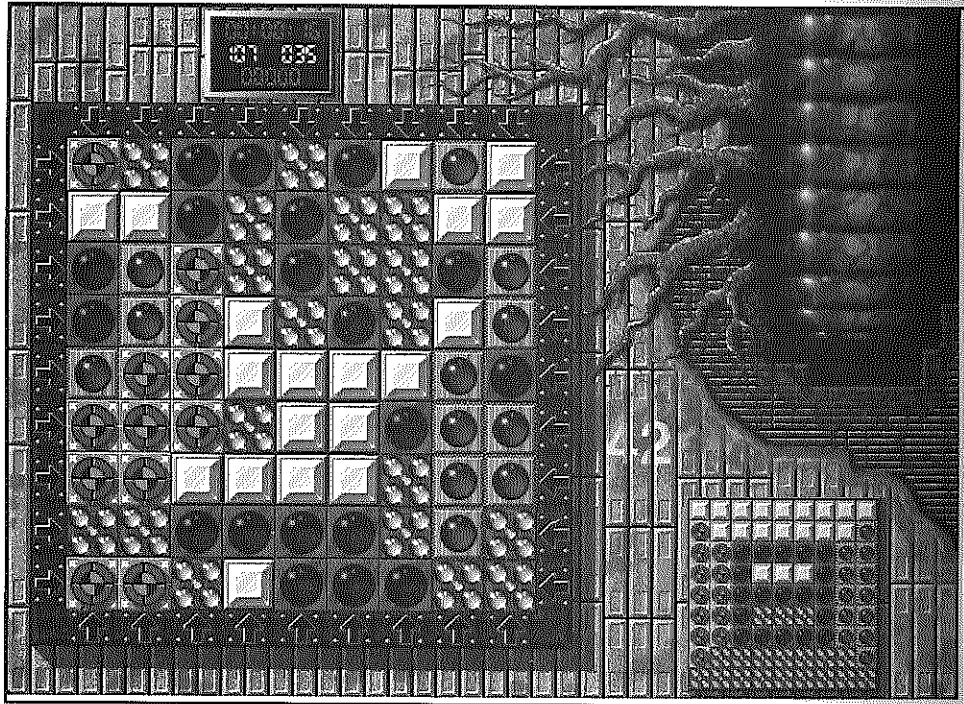
- SETTINGS

This option lets you change the scenery. 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, we recommend that you take your time at the beginning to closely analyze the results obtained when using the various control arrows.

Once you have successfully completed a diagram, try to improve your score by reducing both the time and number of moves used.

The screenshots included in this manual are those of Macintosh 13" color version..