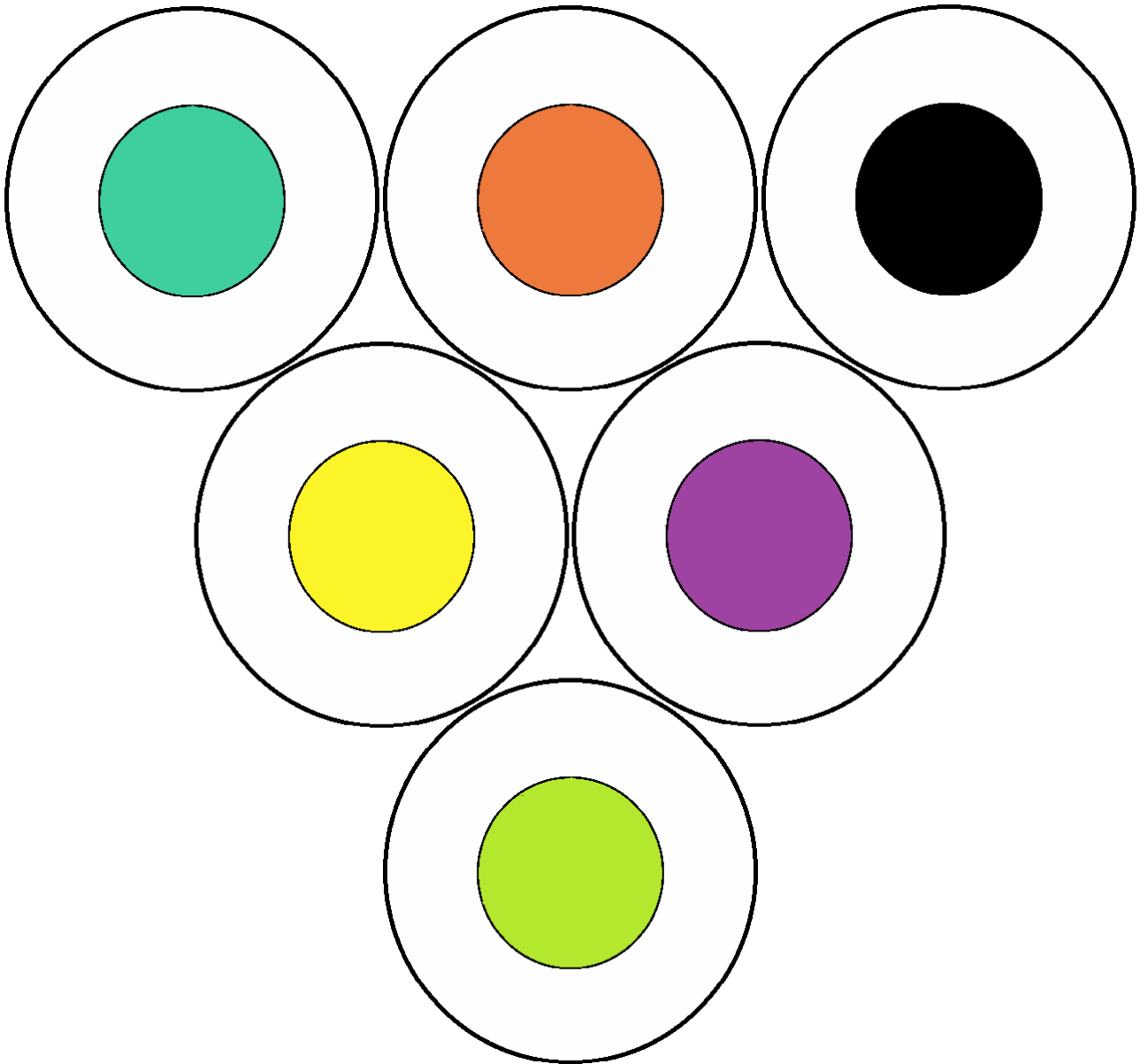


LINUM



made by JHSSF

GUIDE

Summary

The game has 50(+) levels distributed over 4 worlds. It has a 5x5 board over which lines, created initially by a reactor and subsequently modified (if applicable) by other types of line modifiers, shall be placed.

Objective

The goal is to set lines over the board in a way that matches the configuration of the image on the right side, using all resources available in the process.

General rules

In order to progress the levels, the image formed on the board has to match the goal image on the side, and all resources (the number of available uses of each line creator/modifier) must be exhausted. When a modifier is used over the board, it vanishes; it can however, be used multiple times, if the lines from multiple directions hit it at the same instant. Modifiers can be hit from any of the 4 main cardinal directions plus from the top; if it's hit from the top, it acts as if being hit by all of the 4 main cardinal directions. Lines and segments traverse any amount of space in the same length of time. Lines formed over other lines cancel each other out.

MECHANICS

Reactor (Orange)

The reactor is the first available resource. It generates lines in all 4 directions (if possible); it's the kickstarter to create a form over the board.

Barrier (Cian)

The barrier stops every line that hits it.

Trifurcation (Purple)

The trifurcation modifier splits a line in three 1-unit segments of each of the other 3 cardinal directions.

Single (Yellow)

The single modifier makes so that the line continues only 1 unit after traversing it, in the same direction.

Jumper (Green)

Similar to the single modifier, except that it jumps 1 unit of space, creating the segment in the subsequential unit.

Reversor (Black)

The reversor creates lines in the opposite direction of the ones hitting it.