



MENTAL IQ+

Abstract

Scenario

The magician Gwydyon after an unfortunate trance notices that his spiritual microcosm has sudden an entropic disorder.

Gwydyon has to put back of the order in the astral planes to return to his dimension by replacing the heavenly jewels in their divine cases.

Game space

The game is structured in parallel planes.

These planes contain certain number of pieces.

Certain pieces interact from the plane where they are towards the planes above and below.

The player can push pieces in the four directions : forward , backward, to the right and to the left when no blocking situation takes place.









Goal of the Game

The goal of every level is to place a pink jewel on each flagged cell.






The goal of the game is to accomplish every level.

Presentation of the components of the game

Pieces

Piece	Name	Description
	Jewell	The 'Jewel ' is a piece blocking the movement of pieces towards it. The purpose of the game consists in placing one on every compartment flag.
	Brick	The 'Brick' is an elementary piece blocking the movement of pieces towards it.
	Bomb	The 'Bomb' destroys every target piece or every piece in movement toward his compartment.
	Répulsor	The ' Répulsor ' repels each others when they are in an alignment, in the opposite direction of the initiator piece of the movement.
	Répulsor2	Répulsor2 behaves like Répulsor. When any 'Répulsor' meet a 'Répulsor2', a 'Brick' is created.
	Block	The 'Block' is an elementary piece blocking the movement of pieces towards it. It is unmovable and undestroyable.
	Transborder	The 'Transborder' move pieces from a plane to the other one according to the sense of the arrow.
	Gwydyon	It's you !. You can move yourself with the mouse by clicking towards the target compartment or by the keyboard having parameterized it.

Dallage

Dallage	Nom	Description
	Dalle	It is the compartment, the elementary cell of the game on which any piece can be placed or moved.
n/a	Hole	It is a hole, blocking any movement. No piece can be placed there.
	Flag	The cell which waits for any Jewel (it's the goal of the game).
	Slider	A slippery cell : unless an obstacle, any piece on it pursues its movement.
	Vector	An arrowed cell : any piece placed on it is intended to move in the sense of the arrow as soon as possible.
	Transfert	'Gwydyon' can move himself up/down by selecting the target plane by the mouse or up/down page of the keyboard.

Basic Rules

Interaction inter-plans

Only Répulsor and Répulsor2 interact across the planes.

Répulsor are pushed back mutually on the plane of the top and that of the lower part when Répulsor is aligned on the box destination of another Répulsor (for understanding this well, nothing is worth a little bit of practice).

Répulsor2 behaves like Répulsor.

When Répulsor moves towards a box aligned with the top, the lower part, or on the same plane as Répulsor2, the passive object is transformed into Brick.

If the condition brings into play the same plane, Répulsor and Répulsor2 are transformed into only one brick.

The action is identical when it is Répulsor2 which moves towards Répulsor.

Vector

Vector move a piece only when no blockade situation prevents them.

Transborder

Transborder does not move an object towards the target plane if the destination cell is not free.

Slider

Un Slider will move a piece only if it is already moving :

Contrary to Vector which moves the piece as soon as a box was released, Slider will make slip the piece only if it did not meet an obstacle during its initial displacement.

Complementary rules

Vector

Priorities :

When the same cell is the destination of two pieces out of two different Vector, Vector on which the piece arrived in first is priority in the order of displacement : it's a FIFO (First In First Out).

When there is a chain of Vector the priorities are to be evaluated at the end of the chain.

It's rarely the case.

Transborder

Transborder will not function if the piece to move is Repulsor/Repulsor2 and if the destination cell is aligned above or below a piece of the same type.

Miscellaneous

A rule to be retained : there cannot be Répulsor/Rép.2 aligned immediately with another piece of the same type on planes above or below.