

INNECTO X

The Connection Puzzle

for Mac OS X

45RPM Software

PLAYER'S GUIDE

Welcome to Innecto X

Some puzzles ask you to think fast. Others ask you to think hard. Innecto X asks both questions at once — and it will have you coming back for “just one more game”.

The board is alive with wires, microchips, T-junctions, and a power source just waiting to be connected. Your task is deceptively simple: rotate every tile until each one is linked to the power source. But what begins as a gentle warm-up evolves, level by level, into something that will stop you in your tracks and keep you there until it’s solved.

Innecto X draws on a proud lineage of rotating-tile network puzzles, reimagined for Mac OS X with a crisp Aqua-native interface, smooth animation, and over 100 uniquely generated levels. No two games are the same. Timed levels ratchet up the pressure. Par levels demand economy and precision. Wrapping boards fold the edges of reality. And combo levels combine all of these into some of the most satisfying puzzles you’ll encounter on any platform (and you can play Innecto on nearly every Apple platform!).

Whether you have five minutes between meetings or five hours to lose in a favourite chair, Innecto X is waiting to soak up any spare moments that you have. Progress is saved automatically, so you can always pick up exactly where you left off.

The game was conceived as a puzzle that rewards patience, pattern recognition, and logical deduction — not reflexes or luck. Every level is solvable. Every level is fair. And every level, once solved, leaves you just curious enough about the next one to click “Play” one more time.

And when you’ve finished? Play it again – the levels are computed every time you play, so no two games will ever be alike!



System Requirements

Innecto X runs on any Macintosh with Mac OS X 10.4 Tiger or later. A G3 iMac or better is recommended. Innecto X is a Universal Binary and runs natively on both PowerPC and 32bit Intel Macs.

Innecto X is optimised to run beautifully on the full range of OS X hardware, from modest iBooks to the fastest G5 Power Mac towers.

Installing and Launching

Drag the Innecto X application from the disk image to your Applications folder (or wherever you prefer to keep your games). Double-click the application icon to launch. That's it.

Your game progress is saved automatically using Mac OS X preferences. Your progress is stored per-user, so multiple users on the same Mac each keep their own save data.

How to Play

Innecto X includes comprehensive in-game help covering all rules, controls, game modes, and tips. To access help at any time, choose Help → Innecto Help from the menu bar while the game is running.

About Innecto X

Innecto X is the Mac OS X incarnation of a puzzle game that runs on every generation of Apple hardware. From the earliest Apple][home computers to the latest Apple hardware, the underlying idea is durable as it is compelling: connect everything.

The rotating-tile puzzle tradition runs deep. Innecto traces its lineage through NSNet by Kenneth Dyke and William Coldwell, which was itself inspired by The Network Game by Pavils Jurjans, which was inspired by Netwalk. It's turtles all the way down.

If you enjoy Innecto X, look out for other titles from 45RPM Software — including Innecto 68K for the Classic Macintosh family, and Innecto][for the Apple II. Innecto is available on fifty years' worth of Apple hardware, and we're not done yet...

Credits

Design, programming and graphics: Pascal Harris

Original Innecto concept based on NSNet by Kenneth Dyke and William Coldwell.

NSNet was itself inspired by The Network Game by Pavils Jurjans.

Special thanks to: Sarah, Daniel and Felix Harris, and the entire beta test crew.

Questions or comments: support@45rpmsoftware.com