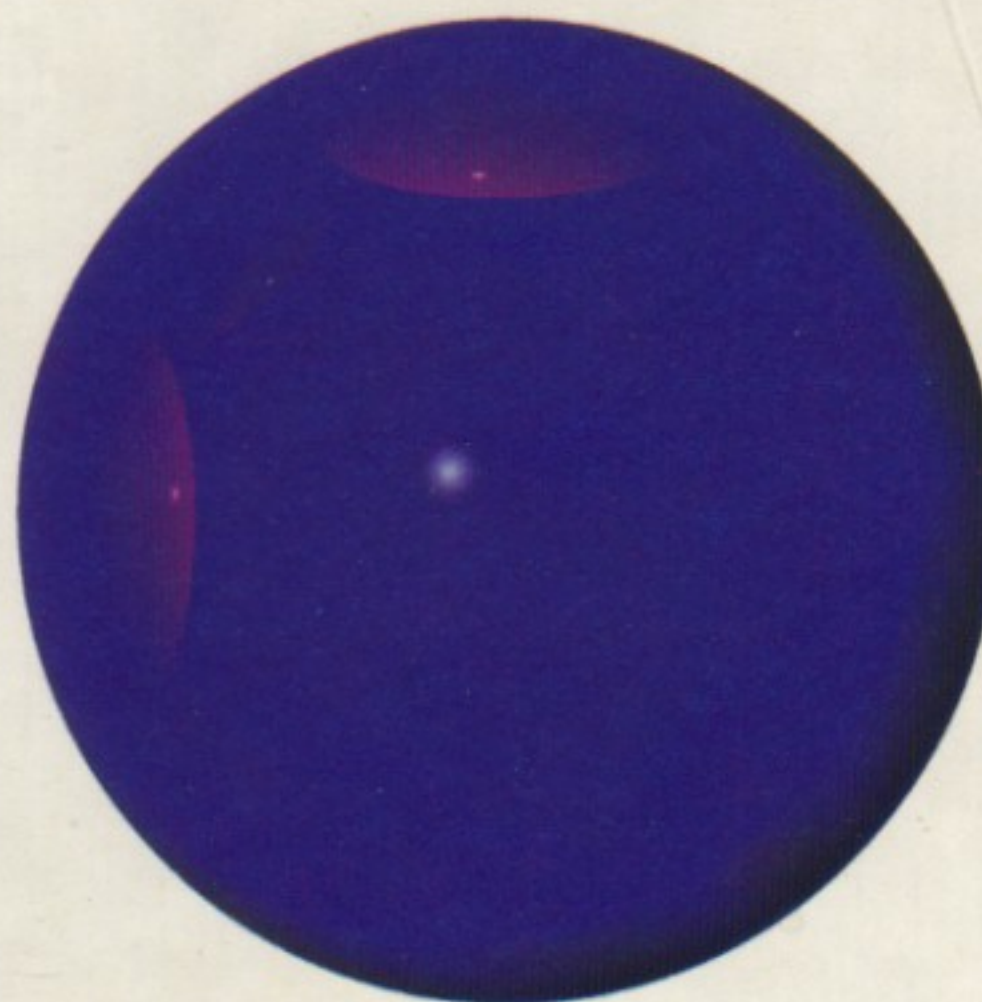
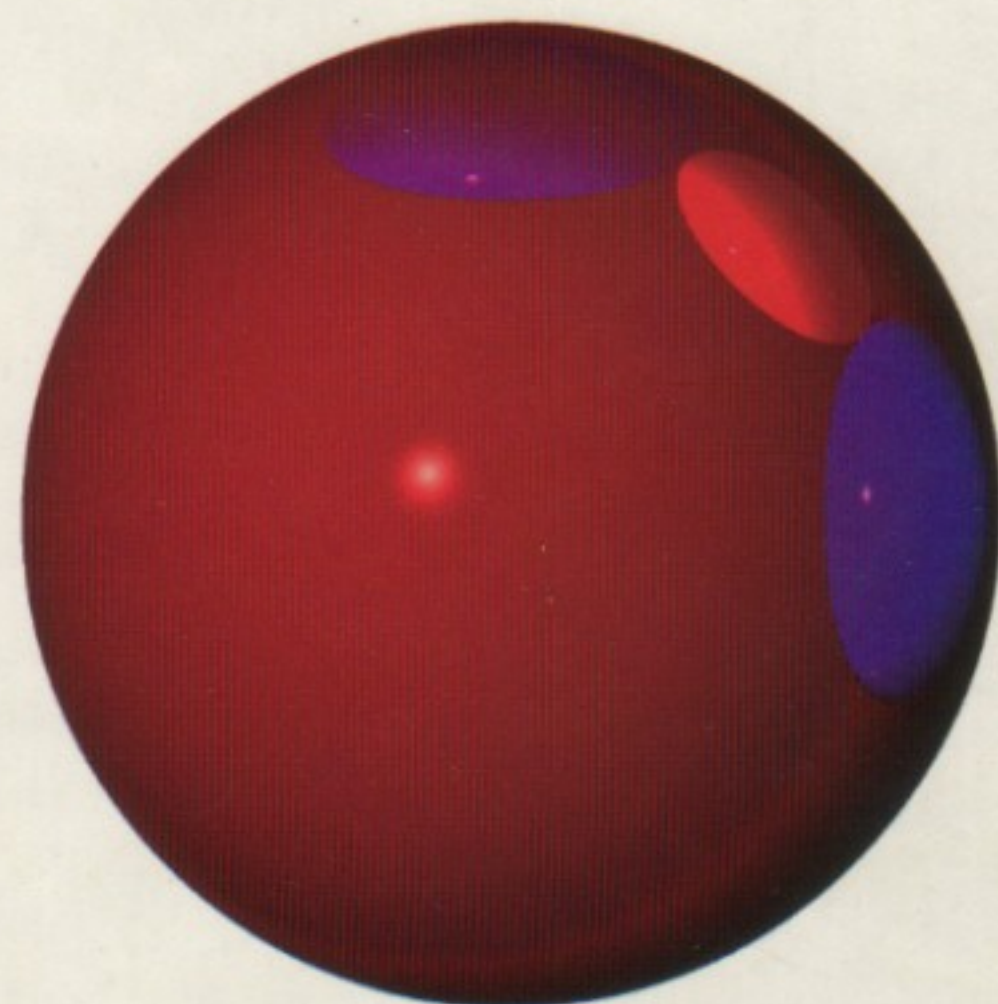
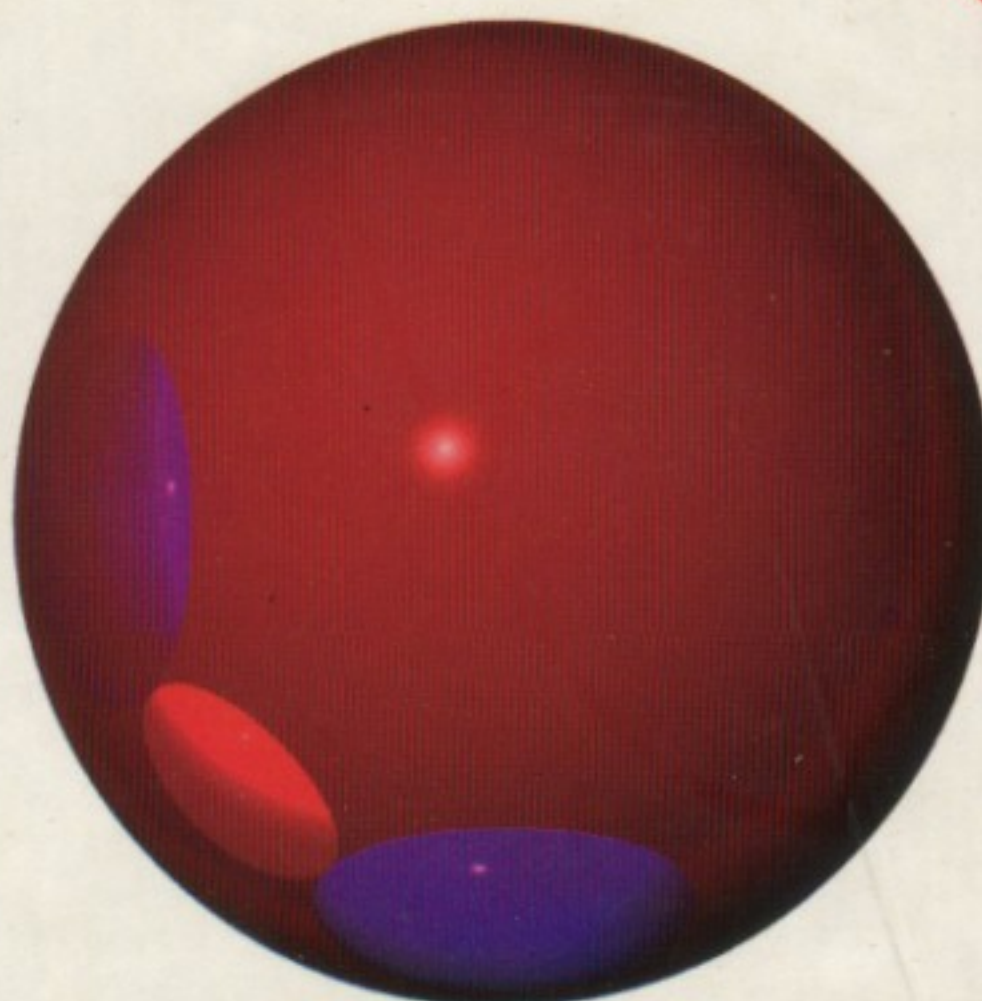
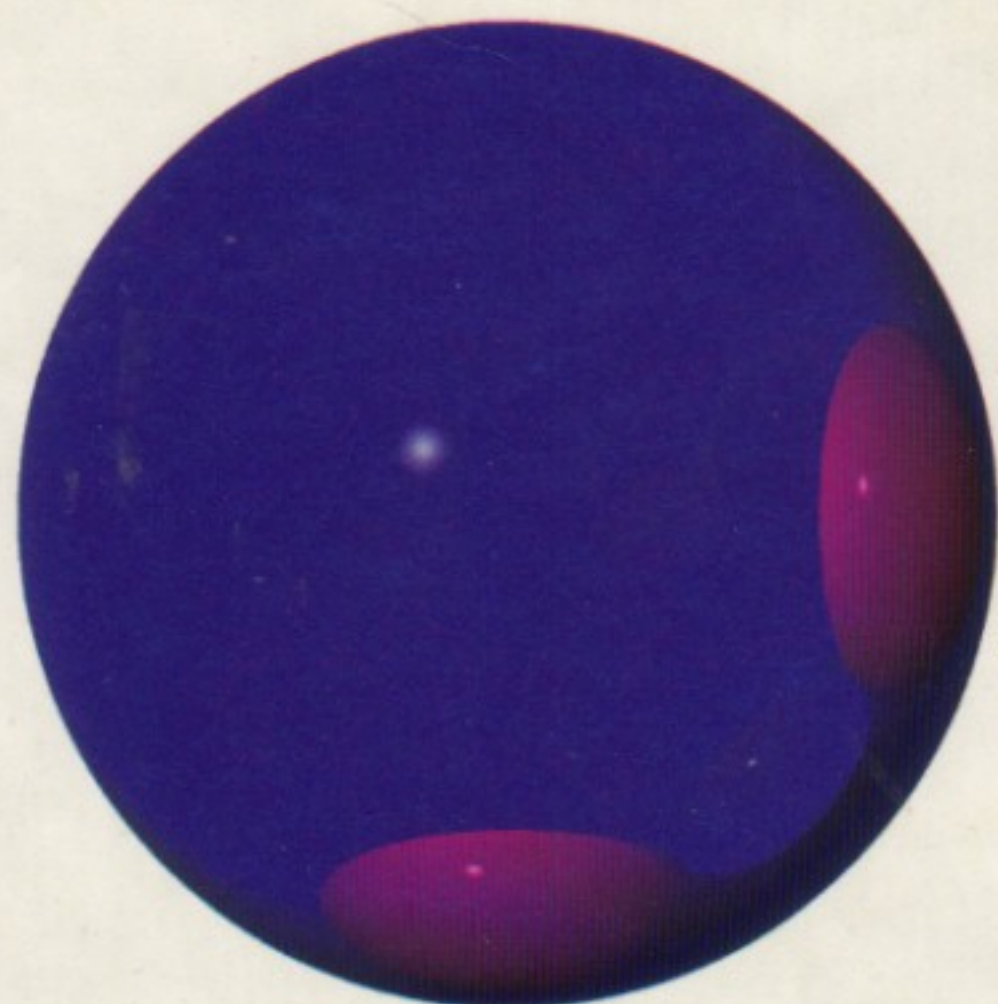


KALISTO

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COGITO

MACINTOSH™

COLOR: LC, II, IIx, IIcx, IIci, IIsi, IIfx, Quadra

B/W:

Plus, Classic, SE, SE/30, Portable, PowerBook

Minimum requirement

System 6.0.5 and Mac Plus

System 7.0 Compatible!

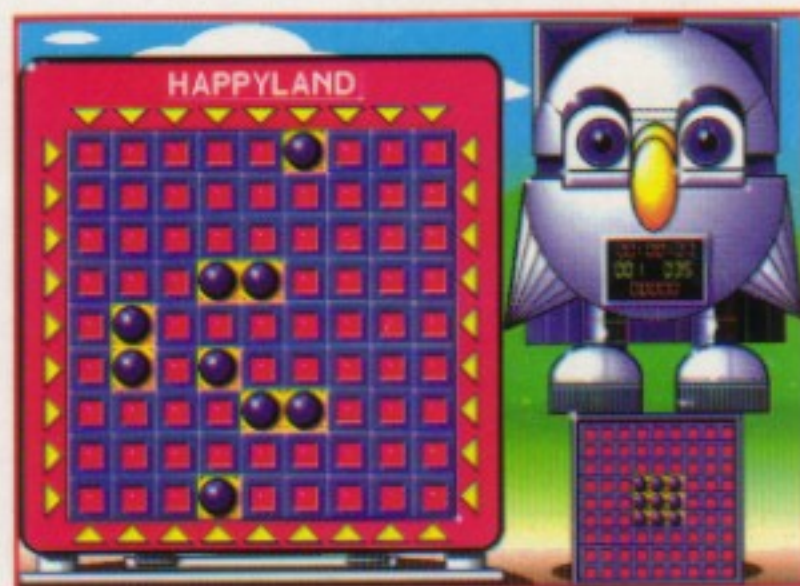
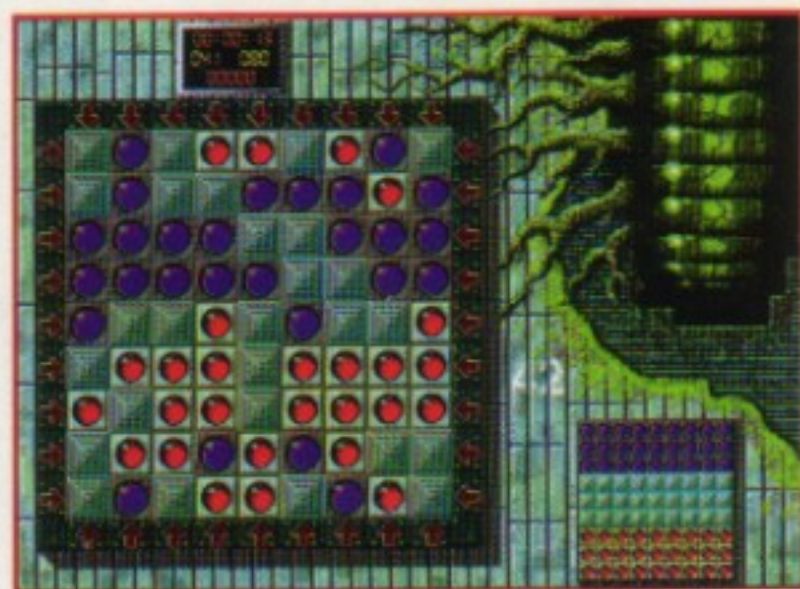
EVALUATION COPY
NOT FOR RESALE

COGITO

It looks easy...

Just restore a geometric figure of marbles to its original shape by moving rows and columns on the board. But this simple challenge quickly becomes diabolically complex. At each level, the moves and shapes become more demanding. Down turns into up, and you must think many moves ahead to solve Cogito's brain-twisting challenge.

With 120 levels, Cogito will challenge the novice and the master strategist. Its beautiful background and its variety of marble shapes make Cogito a visually stunning game. Relaxing background music makes Cogito the perfect game for a short break...or a long and sleepless night.



Published by
INLINE DESIGN



INLINE DESIGN 308 MAIN STREET, LAKEVILLE, CONNECTICUT 06039 (203) 435-4995
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MENU OPTIONS:

When playing on a black and white monitor, click in the right upper corner of your screen to show the menu bar.

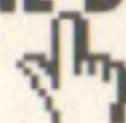
<u>Option</u>	<u>Key Command</u>	
New game	<Cmd-N>	Start new game. Enter a password, then click on <OK> to go immediately to a level you have already solved. Click on <OK> to start with the first level.
Open	<Cmd-O>	Resume saved game.
Save	<Cmd-S>	Save the current game.
Save as		Save the current game under a new file name.
Music	<Cmd-M>	Switch music on/off.
Configuration	<Cmd-C>	Change the background setting (not available on black and white monitors).
Quit	<Cmd-Q>	Quit game.

Cogito™ is a Kalisto game, published by Inline Design



KALISTO™

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COGITO

MACINTOSH™

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CM-100710

SS

002023M

DOUBLE SIDED



Inline Design is one of the rare breed of Macintosh-only game publishers. We owned (and loved) our Macs long before we started our publishing company, so we think that we understand the Macintosh game-player. We take our customer support very seriously, and we love to talk about our games, so never hesitate to give us a call if you have a problem or a comment.

You can reach us any of the following ways:

Phone:	(203) 435-4995
Fax:	(203) 435-1091
America Online:	INLINE or in the Industry Connection
AppleLink:	INLINE.TECH
CompuServe:	75300,2014 or GO MACCVEN
GEnie:	INLINE
MCI Mail:	INLINE

We check in daily on each of the on-line services. You can reach us by phone during normal business hours and fax 24 hours a day.

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PROBLEMS: Inline Design tries very hard to offer the most universally compatible and bug-free games in the Macintosh 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. There are many ways to reach us and they are all listed on the other side of this card.

COPY PROTECTION: You may have noticed that this game 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. Again, thanks for purchasing an Inline Design game!

Darryl Peck
President

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INLINE DESIGN



CM-100710

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DATE PURCHASED	WHERE PURCHASED

COMMENTS (we really do read them)

HOW DID YOU HEAR ABOUT THIS GAME? (please tell us this...)

- ☐ REVIEW ☐ STORE ☐ CATALOG ☐ OTHER
☐ INLINE AD ☐ TRADE SHOW ☐ INLINE MAILING

WHERE DID YOU HEAR ABOUT THIS GAME?
MacWorld, MacUser, MacConnection, etc.