

Here is the Lycomedes Kabasuji User Manual:

Feature:	How to do:
Run Game Entity	Kabasuji -> executables -> launchplayer.java
Run Level Builder Entity	Kabasuji -> executables -> launchlevelbuilder.java
Select Playable/Editable Level	Click on level of choice
Builder: Building Board	Single left-click on blank board to create board tile
Builder: Editing Board	In a release level, right click will cycle through yellow numbers 1-6, then green 1-6 and finally red 1-6
Builder: Adding Hints	Double left-click to add a tile to the hint array, this square will now be highlighted in the game mode when a hint is requested
Builder: Adjusting Parameters	Both lightning and puzzle mode and fields for adjust the time and number of moves respectively
Builder: Adding Level Name	Simply type in the name of the level
Builder: Undo	This button will undo the last action taken on the board
Builder: Redo	This button will redo the last action undone
Builder: Save	Saves the state of the level
Builder: Adding Pieces to Bullpen	Select a piece from the Palette and double-click into the bullpen to add a piece
Builder: Create New Level	Creates a new, blank level of your type choice
Player: Hint Button	Displays hint
Player: Flip X Button	Flips selected piece in bullpen across x axis
Player: Flip Y Button	Flips selected piece in bullpen across y axis
Player: Rotate Left Button	Rotates selected piece left
Player: Rotate Right Button	Rotates selected piece right

Place Piece	Select piece and move over board and click to place. Can also select piece on board and move to different spot.
Unselect Piece	Click on piece again to unselect