

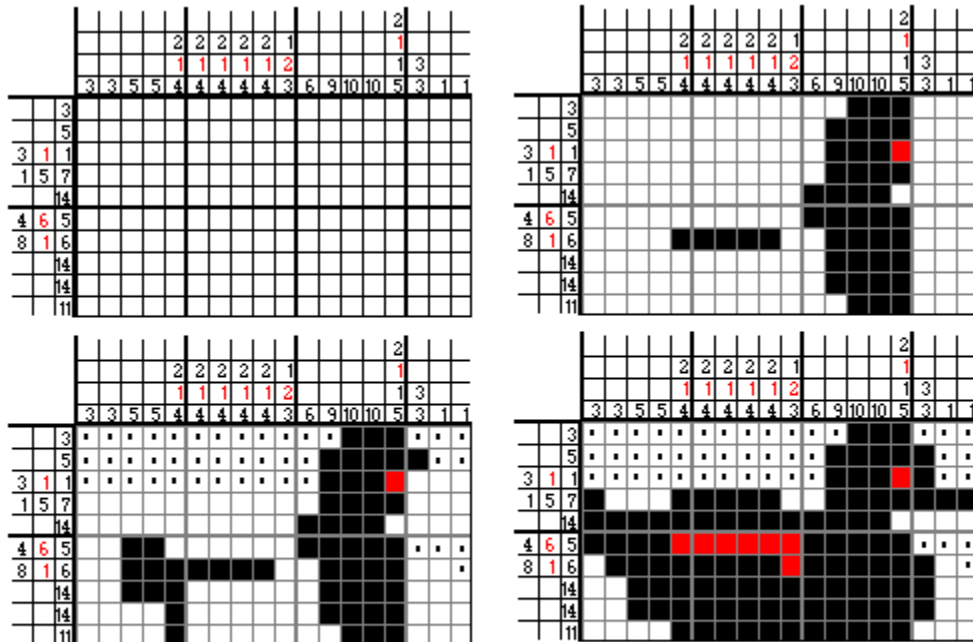
# FigurePic™

## Introduction

*FigurePic* is a unique game that blends logic and art into an addicting puzzle. The game was invented by Non Ishida of Japan and was introduced in the United States by GAMES Magazine. The object is to uncover the hidden picture based on the numbers at the side and top. Most of these puzzles are not ones you will solve within five minutes so be prepared for hours of enjoyment.

## How To Play

Use the left mouse button to color a square and the right to erase. The object is to paint a picture based on the information given by the numbers at the top and side of the grid. The numbers indicate the number of consecutive colored squares in a group and the relative order of each group. Groups of the same color have at least one space between them and there may be spaces at the ends. If one color, say red, is next to another color, then there may or may not be empty spaces between them. In the worked example the columns were started first and the result is shown in the second picture. For example, the 11th column over has to have the middle two squares colored black no matter whether we start at the top or bottom. In the next part of the example the dots are placed in some of the squares that we know will not be colored. This allows us to complete the second row and start filling in some more of the columns. Then it was worked back and forth between rows and columns to *Figure* the rest of the picture.



## Commands



**Exclude Square** - When the box with an . is clicked with the mouse the cursor goes to a small cross. Click on squares you know are not colored. Click on one of the colored boxes to paint squares with that color. Use the space bar to cycle from *Exclude Square* to color mode. The tab key will cycle between the colors.

## Game

**Next** - Displays the next puzzle to work. Saves the current puzzle.

**Restore** - Reads in a set of puzzles. The top of the *Get* screen tells you which set you are working. There are from 4 to 64 puzzles per set.

**Save As** - Saves the current set of puzzles under the name you supply.

**Exit** - Exits *FigurePic* saving the work you've done.

## Puzzle

**Get** - Brings up a view of the puzzle library. Click the mouse on a puzzle to work. Shows whether the puzzle has been solved and the entry is red if the puzzle is multi-colored.

**Correct So Far?** - Checks to see if your solution is correct up to this point.

**Hint** - Fills in a column correctly on the current puzzle. Only three hints allowed per puzzle.

**Erase All** - Erases all the puzzles that have been worked or partially worked.

**Erase** - Erases the current puzzle. (You now have three more hints.)

## Options

**Display Counts** - These two numbers tell the puzzler how many consecutive squares are colored in the row and column of the mouse click. If the right mouse button is pressed then the count is of the empty squares in that row and column.

**Sounds** - Turns the sound effects on or off.

**Sound File** - Enter the name of a .wav file to be played when the current puzzle is worked.

**Green Circles** - These indicate when the proper number of squares are colored in a column or row. The green circle does not necessarily mean the correct squares are colored unless all the circles are green.

**Messages** - Some informative messages to help you get started. Click to turn them off.

## Hints

- The trick to getting started is to pick a row or column that has a group of squares that extend over half way. The middle portion of the group can then be filled in.
- To view a worked puzzle after it has been colored or animated just click on an empty square.

Please report any problems or suggestions to:

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To order **FigurePic** with 64 puzzles of varying difficulty, (some in color), fill out order.wri and send \$34.95 + \$3.00 shipping & handling, (in the U.S.), to the above address. Or call toll free **1 800 831-7611**.

Or: FAX your name, address, phone no., and signature along with credit card info to:  
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