BRAINSBREAKER HELP INDEX

Instructions
Welcome
Operation
The Screen
The Pieces
Boxes
Start a new game or continue an old one

Fast Operation

Competing
Competition
Scoring

Registering

Copyright

Tech info (don't worry about)

WELCOME TO BRAINSBREAKER

BrainsBreaker is a program that allows to solve Jigsaw type puzzles in a high realistic look and feel. It works with almost any computer under Windows™ Operating System version 3.1 or higher.

Everything you need to do, you can do it with the mouse.
With the left button you grab objects, the you can drag them to other places and drop wherever you want.
Also there are "Keyboard Shortcuts". They allow to request a function with a press of one or two keys.

The puzzles you deal with are stored on disk. There are two kinds of puzzles.

One the **originals puzzles**: Each time you open one of them the image gets cuttered in a different shape and scattered over your screen.
Two, the **saved games**: When you started a puzzle and are at middle of solving, you can leave it stored in your computer. Any time after you can come and open it again.

With your copy of the program you got a pack of unregistered puzzles. An unregistered puzzle means that it is limited in his operation, until -if you like it and find it worth- you register to get full functionality. See Register

Brains breaker implements a "Sensitive Context Help" mechanism. This means that if you request help from a particular object or window, you'll get help about this object or window. The help system is always accessible from the program pressing the F1 key, or selecting the Help option in the menu for each object or the Help button in the windows.

You can start right now: Open a puzzle and begin to drag & drop those pieces over the screen. You also can continue reading to get more instructions and know about interesting features of the program. Remember: In the program press the F1 key and you will return here to find more instructions.

NOTES:
* You'll find here, in this help file, some options for *left-handeds.* This intended for people (left-handed or no) who has switched the mouse buttons in the Windows Control Panel and is managing the mouse with the left hand. If this is your case, you'll find useful to put your right hand at the right region of the keyboard and use the Keyboard Shortcuts that are under left-handeds.

* BrainsBreaker works on any screen resolution under Windows. However a good   performance is achieved in 800x600 resolution with 256 colors. (If you are in other resolutions and find messages about not enough memory, try setting up this resolution on your computer).

MANAGING THE PROGRAM

The operation of BrainsBreaker program is based on objects and menus. Anything you see in the screen is an object and any object can do things or you can do things to it. To see what things does an object you open it's menu. It displays the functions available for the object.

To open and use the menu for an object:
- Move the cursor over that object.
- Press the right mouse button (*left-handeds left button*)
    The menu will appear.
- Without releasing the mouse button, move the cursor over the option you want.
- Release the button... something will happen.

Almost each option in a menu has a "keyboard shortcut". This means that the option will be activated if you press the key or keys of the shortcut (without need for opening the menu). You can see which keys are the shortcut, in blue text, at the right bottom in each menu's option.

The main menu is on the main screen. You will get it applying the above procedure pointing over any non occupied area in the screen.

Many kinds of objects can be moved. To move an object, move the cursor over it, press the left mouse button, drag the piece moving the mouse to the desired position and drop down the piece releasing the button. This is the way how you can move the puzzle's pieces.

Other elements in the program are windows. These are to provide additional information or options. In the windows are buttons. Each button has a task assigned, so pushing it will do it.

THE MAIN SCREEN

See also: Moving pieces

From the main screen you can control and activate all the features of BrainsBreaker.

The screen has a menu. To activate it, point over any non occupied area of the screen and click with the right mouse button. You'll see the functions available.

Here is a list for any possible option and what it does:

Load *Keyboard shortcut:* **Ctrl+O**
    Displays the Browser Window, where you can select a new puzzle or continue with one already started.

Save *Keyboard shortcut:* **Ctrl+S**
    Saves the status of the current game on disk. If don't specified before, the program will open the Save as Window querying you to type the game title, player's name and an optional password.
    If you checked the AutoSave feature this will be done periodically by the program.

Save As *Keyboard shortcut:* **Ctrl+A**
    Brings up the "Save As" window.

Status *Keyboard shortcut:* **F2**
    Brings up the Status Window. Click here to see what you can do with it

Back Color *Keyboard shortcut:* none
    Allows you to select a color for the background of the screen.
    NOTE: In some cases, you will not get exactly the color you select. This is because your computer has a limited number of colors available and they are busy in the image of the puzzle. Anyway it will try with the nearest color.

Show Score *Keyboard shortcut:* none
    Available only if you are in competition mode and the score is hidden.

Show Boxes *Keyboard shortcut:* none
    Available only the closed boxes are hidden .

View Image *Keyboard shortcut:* **Space bar** or   *the 0 key in the numeric keypad*
    Shows the target image. You can move this window clicking over it and dragging.
    When you click outside the window it disappears.

Solve 1 *Keyboard shortcut:* **F5**
    Available unless you pressed the "**No Help**" button in the Status Window
    The computer will solve one piece. (If you are in competition this costs many points)

Scatter *Keyboard shortcut:* **Ctrl+R**
    Scatters the unlocked and unnailed pieces around the screen. More on this here

Ranking *Keyboard shortcut:* **F3**
    Available only if you are in competition mode.
    Brings up the ranking for the puzzle you are playing.

(c) *Keyboard shortcut:* none
    Shows the copyright notice with some spectacular especial effects.

Help *Keyboard shortcut:* **F1**
    Opens this help topic, from where you can go <u>anywhere</u>

Minimize (Only in Win95) *Keyboard shortcut:* none
    Sends the screen of BrainsBreaker to the Task Bar, leaving the desktop visible.

Exit *Keyboard shortcut:* **Alt+F4**
    Closes everything and terminates the program. If you are not in AutoSave mode and the
    current game has changed, you'll be prompted to see if you want to save the game.

Click <u>here</u> to see how to move the pieces.

MOVING PIECES

To move a piece
 * Point over the piece with the cursor.
 * Press the left mouse button (*right button for left-handeds*)
 * Without releasing the button, move the mouse. The piece will go there.
 * Release the mouse button. This drops the piece

If the piece falls near to other matching piece and both are in the same orientation they will be locked together.

If the moved piece is locked to others when you drop the piece, the others locked will be dragged with the moved one.

To rotate a piece
 * Point over that piece.
 * Press the **Ctrl** key (don't release it).
 * Press the left mouse button (to rotate counterclockwise) or the right mouse button (to rotate clockwise)

If the rotated piece is locked to others they also will be rotated.
NOTE: If you opened the puzzle in "No rotable" mode this will not work.

To nail a piece
Some times you may found a position for a piece that you don't want moved. You can nail the piece: Pick a nail in the bottom left corner of the screen or the box, drag and drop it over the piece. The piece becomes nailed to the background.

If several pieces are locked and you nailed one of them the others also get nailed.

When you try to pick a nailed piece (or a piece locked to a nailed one) instead the piece, you pick the nail. Then you can release it (so the piece stays where it was) or drag the nail to any unoccupied part of the screen: the piece gets unnailed and can be moved.

Keyboard Shortcuts:
       To nail **Alt + Left mouse button click**.
       To unnail **Alt + Right mouse button click**.

To rearrange the pieces in the screen or in a box
Select the menu option "Scatter" or press the **Control key and R**.
The pieces of the puzzle not locked to others nor nailed will redistribute randomly over the screen or the box.
NOTE: In the main screen is a "protected rectangle" intended for leave free room to put in the solved puzzle. This procedure will not put pieces in this rectangle, but there is a trick to force the program **to use the protected region when scattering the pieces**: Press **Alt + R** . Also if you do it via menu, press the **Alt** key when selecting the option "Scatter".

BOXES

At the bottom of the screen you can see 6 squares numbered. These are boxes.

A box serves to place pieces temporarily. You can, for example, set a box to hold all the pieces of a similar color, or with a singular shape. You also can solve pieces into the box, in fact you can solve all the puzzle into a box.

To put a piece into one of the boxes:
  Open the box
  Drag the piece to the box.

You can **open a box** in several ways:
    Double clicking over it when it's closed.
    Pressing the number of the box in the keyboard.
    Selecting the "Zoom" option in the box's menu.

Once the box is open you can drag pieces into.

Then you can **close the box** again in one of these ways:
    Double click
    Pressing the number
    With the box's menu.

A closed box containing pieces appears on the screen in a raised & color filled shape to remind you that there are pieces.

REMEMBER! If you don't find a piece, search if it's into one box

You can also **maximize a box**:
When the box is open press the Tab key or *(lefthandeds)* the + (plus) key on the numeric keypad.

A **box can be moved**: Click with the mouse and drag to the position you want.

Other menu options for a box
Back Color: You can select a color of your choice for the background of the box.

Scatter: This makes the program to reorganize the pieces in the box, if possible, trying to not overlap.

Empty: The pieces in the box go to the main screen (except nailed pieces).
(this option is available only if the box is opened).

Hide Boxes: This options make the boxes invisible when closed.
(this option appears in the menu of a box, only when the box is closed).
Is a good option for making more room in the screen.
Once hidden the to make them visible again you must select the function "Show Boxes" from the main menu.

FAST KEYS

Here are those key combinations/mouse buttons to make quickly the most common operations.
When you see two keys/mouse separated by a + sign, this means that you must press the first key, don't release it and press the second key o button. Then you can release everything.

For *left-handeds* (or any people who uses the mouse with the left hand and have switched the mouse buttons in the Windows Control Panel) are alternative operations. The idea is to have the non mouse's hand controlling the pieces rotation, viewing of the image & the boxes operations without having to move that hand too much around the keyboard.

What to do	Key	*For left-handeds*
Pick a piece	Left click	Right click
Rotate a piece clockwise	Ctrl+ Right click	Enter + Right click
Rotate a piece counterclockwise	Ctrl + Left click	Enter + Left click
Nail a piece	Alt + Left click	Alt + Right click
Unnail a piece	Alt + Right click	Alt + Left click
View the image	Space bar	0(zero) (numeric keypad)
Scatter pieces (protecting solution rectangle)	Ctrl + R	Ctrl + R
Scatter pieces in the full screen	Alt + R	Alt + R
Open/close the box 1	1	1 (use the numeric keypad)
Maximize box (must be opened)	Tab	+ (plus in the numeric keypad)
Open a puzzle	Ctrl + O	
Save the current game	Ctrl + S	
Status Window	F2	
View the Ranking	F3	

All this operations can be done through the menus and, in the menus, you can see those keys in blue text.

COMPETITION

BrainsBreaker has built in features to provide scoring capabilities and to keep a ranking for each puzzle started. This way the people at home can compare their performance in solving puzzles and establish contests between them to make the solving puzzles effort a bit more amusing.

When you are in Competition mode you can see a small box in the main screen with your current score.

The program also allows to "Export" the score data of a game and send it to other people through e-mail, making possible establish competitions even between people at different locations.

The competition mode is optional: There are people that only want solve puzzles quietly with nothing about scores and rankings and similar stuff.

To make active the competition mode:
From the Status Window (press **F2** in the keyboard) make sure the option "Competition" is checked.
If you don't see the score data in the screen, try "**show score**" in the main menu (the menu in the main screen).

To export your score data and send it to another player in another place:
 * Open the Status Window (press **F2**).
 * Press the "**Certify**" button.
 A copy of your scoring will be placed in the Windows' Clipboard. Then in your communications program i.e. Compuserve's™ WinCim™, paste it into a message (select paste in the Edit menu) and send it to your friend.

To import score data of another remote player:
When you receive score data in a message, you can put this data in the ranking for that puzzle:
 * Copy the in-message into the Windows' Clipboard
 * If you don't have BrainsBreaker started, start it.
A window will appear telling you that has been found score data, with a button "**Merge in Ranking**".
Pushing this button will put this data in your ranking for the puzzle. If you don't want this data in your ranking press the cancel button.

Importing a Full Ranking
BrainsBreaker has the ability to import a full ranking. This will allow to establish a multi-people contest and have all the data updated in your computer's ranking in a single step.
Published rankings will come to you in e-Mail / forum / Internet-news messages. When you see one of them you can import it to your computer, simply copying it to the Clipboard as you do with individual score data. The program will allow you to merge the coming in ranking with yours.

NOTES:
 * The score data for import-export, contains a key zone to make sure that the data has not been altered. If the program finds the data not matching with the key, it will not import it. So never modify any character in the score data message (but you can add text before and after).

 * The Certify option is disabled for "unregistered puzzles".

 * When you register a pack of puzzles, this pack becomes associated to your e-mail address. When exporting Score Data this e-mail address is part of the Score Data. Let's call this Registration ID.

 * You can't import score data coming from the same Registration ID as yours. When importing a full ranking, if there is some entry corresponding to your ID will be discarded. (So it'll be retained the score you have in your computer).

* You can see the Registration ID (e-mail address) of any entry in a Ranking by double clicking over that entry in then Ranking window.

 * The ranking holds only the first 15 players, so if the score data coming in falls in a lower position will be discarded.

SCORE

If you activated the competition mode in a game (see how here) you'll see a small window in the main screen. There is shown:

Time: Time spent in the game in form hous:minutes:seconds.
The timer pauses when you activate some other window. (you notice this because the timer color becomes gray).
Hint: If you leave your computer with a started game, open a window so the timer becomes disabled (i.e. press F2)

Score:
You get a starting credit when opening the puzzle for the first time.
You get points for each piece solved.
You loose points (many) for each automatic solve.
You loose points for each second elapsed.
You loose one for each move.

Ranking: Your current position in the ranking for that puzzle.
The position in the ranking is drawn in white text. When the text becomes **green** means tat if you solve a piece, you'll raise one position in the ranking.
If the text is **red**, then if you don't solve anything in 20 seconds you'll loose a position.

Estimation: BrainsBreaker tries to figure out how many points and the ranking's position you'll have when you finish the game. This serves to give a bit of amusement to the game.
The estimation computes something like "if you continue solving pieces regularly as you did until now, when you finish you would have xxxx points so you would be in the yy position".

The score window can be moved to any position in the screen: just Drag & Drop.

You can **hide the score** window with the menu. (If you do this, when you want to make it visible you should select the "Show Score" option in the main menu in the main screen

Double clicking over the score window brings up the Ranking.

How BrainsBreaker computes your score:

At start, as a credit you get
     500 x the number of pieces in the puzzle.

For each side of a piece locked to another you get:
     1000 + the number of the pieces in that puzzle x 10 rounded to 250.

Each tenth of second elapsed cost you one point.

Each autosolve cost the double of the points for locking a side.

For each movement of a piece you loose one point.

If you play a puzzle in the "Non Rotate" mode (see opening a puzzle) the starting credit and the score for a solved side is divided by 3.
If you play in the "Mosaic" mode then they are multiplied by 3, so if you solve the hardest puzzles in that mode, and don't got crazy before, you can be a multi-millionaire in points.

See also Competition

REGISTERING PACKS OF PUZZLES

BrainsBreaker is proposed as Shareware. This is a way that makes possible try a software product before to buy it.

When you install BrainsBreaker the program comes with a pack of puzzles not registered.
You can play those puzzles to see if you like them and if all works fine. Then if you like, you can pay a fee for the pack of puzzles. This is called "Registering".

Playing with an unregistered puzzle has a limitation: You can solve only a part of the game.

When you register a pack of puzzles through an   on-line service such as "CompuServe's Shareware Registration", you receive an e-mail message as response (usually in less than 24 hours). This message contains some magic data that makes possible to fully play with those puzzles from the pack you registered. Also in the message is explained how to put this in the program so it recognizes the data and flags the puzzles as registered.

Clearing:
What you register is a pack of puzzles, this means that, when you register one of them, the registration unlocks the demo mode only for the puzzles in that pack, so if you have other packs in your computer they remains in "demo" mode until you register them.
You can see which puzzles comprises a pack & his fee when playing a unregistered puzzle pushing the "Registering Info" in the status window (press F2 to open it).

Why register?
Apart for getting unlocked the puzzles, you should be aware that an huge effort (hundreds of morning, evening, night and prime hours) has been made to put all together. This -in thought of the author- deserves a compensation, and -if you agree- this is the money you pay for the puzzles.

The price for a pack of puzzles is very low. This is because the shareware concept and the on-line registration mechanism, allows to avoid expensive ways of distribution, mailing and marketing, yet allowing you to know about the program and test it. But now, all the system relies in <u>you registering</u>, if you like and use the game.

Any comment, question or suggestion is welcome and appreciated.
You can contact me at CIS:100417,1051.
Have fun!

        Juan Trujillo.

THE PUZZLES BROWSER

The puzzles browser window allows you to search for and load in your computer a new puzzle or one already started-and-saved before.

You activate this window from the main menu or pressing Ctrl+O in the keyboard.

The window shows a "Thumbnail" (an image) for each puzzle and each level of that puzzle. Also shows one for each game started and saved before. On each thumbnail is written the title of the puzzle and the number of pieces. If it's a saved game, also shows the percent done and the player who signed it, in blue text.

When you see the game that you want, it's easy: Just double click over the image, or -if you want some more sophistication- point over the image, click the mouse button and drag it over the main screen.

But... if you don't find what you want?.
...Well, at the bottom right of the window are several buttons to help you. They are under the header "**Show puzzles of kind**".

These buttons serve to tell the program what kind of puzzles must be shown in the list of thumbnails.

For example, If you uncheck the "**Originals**", in the list will not be any original puzzle (a new game), but only those started-and-saved before.

If you select the button's level - let's say- **3**, all other puzzles not of level 3 will disappear from the list.

If you saved a game before, and signed it with a player's name, you can select that name in the list-box **Player**. The window will show only those games that belongs to that player (also accomplishing the other rules of other buttons).

Notice that you can also reopen finished (100% solved) games. Initially "**Finished**" is unchecked, but you can check it to make it appear in the list.

Hint: When you start the program, this windows appears selecting the last saved game. Thus, if you want continue with the same game, just press the Enter key.

SPECIAL MODES
Before loading a new game, you can specify if you want that game **without the pieces rotated** (it's easier to solve, especially for kids): Click on the new game you want to load and check in "**Not rotate pieces**".

You also can make all more difficult and get a bit more "brainbreaked": Check in "**Mosaic**". The game will load with the pieces in a squared shape.

Note: The buttons for these special modes are available only for new games, so first you must select an original puzzle clicking over it and then check someone of these options.

TO DELETE AN OLD GAME
Select the game and press the delete button. (If you can't resist the temptation, you also can drag the game over that button). This option is active only for saved games.
Keep in mind that if this game was in competition mode it will also disappear from the corresponding ranking.
NOTE: If the game is saved with a password, you'll have to specify it. Otherwise the program will not delete that game.

SAVE AS...

If you select the "**Save As**" option from the main menu, you can change the title,   the player or the password for that game.

When you change the title or the player, appears a "**Rename**" button available. This button serves to apply the changes to the current game. If you select the "**Save**" button, then the game will be saved to a new one (leaving the old one in your computer as a different game that can be loaded lately).

See Game Info

GAME INFO

In some situations the program needs to know which title you want give to the current game, your player name and if you want password protect it.

Also if you select "**Save As**" in the main menu this window will appear.

You can specify:

A title for your game. You can write a short description for it. The program proposes a name with the title of the puzzle and the number of pieces, but you can give it any title.

The player's name. Who is making that game. It will be useful later for search the game and, if you play in competition mode, this will be the name for the ranking.

A password. If you don't want anybody else to open, or erase your game, you can protect it with a password. If you enter a password here, the program will ask you to retype it again, to make sure there are not typing errors.
NOTE: Although the programs will not allow to manage a password protected game , that game is saved in a file, and that file can be managed from outside the program through the Operating System.

At the bottom of the screen is a button "**Autosave**". If you check it, the game will run in that mode. This means that the program will save your game periodically and each time you solve a piece.

STATUS OF THE GAME

You reach this window pressing F2 in the keyboard.

You can see general information about the puzzle and the current game.

You also can push some buttons:

No Help: This button disables the **Solve 1** option from the main menu.
Once pushed one time, the button disappears and you can't push it anymore for the current game.
(If you self challenge to solve the puzzle without using any automatic help, here you have a chance to receive computer help in your commitment.)
This button only appears if you have not used the Autosolve feature any time.

Certify: This button places the score data of your game in the Windows' Clipboard. Then, from the Clipboard you can paste this data into a communications program and send it to friends who have the same puzzle, registered in it's computer. Your friend will can put your data into it's ranking and compete with you. See Competition for more on this.

Competition: Here you can check or uncheck if you want to be in competition mode. This means that -if you check it- you'll be able to see the time expended in the game,   the score and your ranking's position. If you don't want hear nothing about scores and rankings and only want a placid game, uncheck this.

Autosave: If you check this option the game will run in autosave mode. This means that the game will be saved to disk automatically without need of your command nor prompting you if you want to save it.

Under System there are also a **Competition** and **Autosave** check buttons. They serve to make the program check or uncheck those options automatically when starting a new puzzle.

THE RANKING

The ranking Window shows the people who played the same puzzle, and their time, moves, helps & score.
You can activate the ranking by pressing F3 in your keyboard. Also double clicking in the score window brings up the ranking for the current puzzle.

The ranking holds 15 entries for the 15 higher scores made.

An entry can be:
Your position: In light blue color.
Another player in the same computer: In blue color.
Another player from a different place: In   cyan color. (see competition to know how to share scoring data between different and distant players and computers)

There is a different ranking for each puzzle & level.

YOUR SCORE DATA IS IN THE CLIPBOARD

The score data for the current game is in the Window's Clipboard.

You can, for example, e-mail this to someone else, "pasting" the clipboard contents into the e-mail message. See competition

EXTERN SCORE DATA IN THE CLIPBOARD

You received Score data from another player.

You can "**Merge In Ranking**" this data: The score data will be placed in your ranking for that puzzle.

EXTERN RANKING FOUND IN THE CLIPBOARD

BrainsBreaker has detected an external ranking. You can merge it into the ranking in your computer pushing the "**Merge to local**" button.

This game has a password

This game has been saved with a password.

You must specify it to complete the operation.

RETYPE YOUR PASSWORD

Just to make sure there are not typing mistakes, please retype the same password again.

TECHNICAL INFO.

* BrainsBreacker has been developed using Object Oriented Programming, in C++ language.

* The program, doesn't put files in any region or directory of your disk except in the directory where you installed the program. So if you want to uninstall it, just delete the subdirectories & files   in that directory. (Note: the program adds to the Windows registration database the file extension ".PUZ" associating it with the program)

* There are specific versions of the program for Windows 3.1 and for Windows95. The executable files are bbrk.exe for Win 3.1 and bbrk32.exe for Win95.

* To know the name of the file where a puzzle or saved-game is stored, look at the left bottom of the browser window.

* The score data is stored in a subdirectory under the one where are the puzzles, named scores. If you delete one score file, then the imported scores will be loosed, but the local scores will come into the ranking when you load each saved-game.