

## **Pictris Guide**

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	<i>TITLE :</i> Pictris Guide		
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## Chapter 1

# Pictris Guide

### 1.1 Pictris

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By Manta Soft

#### System requirements

- What you will need to run Pictris

#### Features

- Find out what Pictris can do

#### How to play

- How to play Pictris

#### Product Support

- Where to get support for Pictris

#### Ordering

- Where you can buy Pictris

For more information please visit [Http://www.mantasoft.aio.co.uk/](http://www.mantasoft.aio.co.uk/)

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## 1.2 System Requirements

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To run Pictris, you will need an Amiga, or other computer system capable of running UAE 0.8+ or the Amiga Forever software package, with:

- Either AGA or a GFX card
- At least 1.4 megs of free Chipram (may need less on a gfx card) and 4 megs of total free ram

To install pictris to harddrive you may simply copy the Pictris drawer from the CD-Rom.

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## 1.3 Features of Pictris

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Pictris Features:

- 240 different puzzles across 3 difficulty levels
- Automatic saving of records
- Selectable multi-channel Octamed SoundStudio modules
- Randomly chosen backdrops from user creatable categories
- Multi-lingual requester support
- Inbuilt tutorial mode

To add new music modules:

Simply select 'Change Music' and choose an Octamed SoundStudio mix module. It can be stored anywhere on your harddrive.

To add new backdrop sets:

To add new backdrop sets, simply create a draw in the "Background\_Sets" draw, and save IFF pictures into it with the filenames 1,2,3,4 and upwads.

The IFF files should be 640x480 in no more then 16 colours

To disable a background set, simply add '\*' at the start or end of the drawer name.

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## 1.4 How to play Pictris

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To play Pictris, you must find a hidden picture.

To do this you must use mathematical clues to work out which blocks should be coloured in:

For Example:

```

| | | | | | This is a completed picture.
| | | | | |
| | | | | |
|5 |5 |1 |1 |1 | The numbers along the top and
| | | | | | side show how many blocks
-- -- -- -- -- in a row there are on that
row or column

```

```

----- +---+---+---+---+
2 | ##|##| | | | <- For example, on this line you can see

```

```

      | |##|##| | | |   that there are 2 blocks in a row
-----+--+--+--+--+--+
2 | |##|##| | | |
  | |##|##| | | |
-----+--+--+--+--+--+
2 | |##|##| | | |
  | |##|##| | | |
-----+--+--+--+--+--+
2 | |##|##| | | |
  | |##|##| | | |
-----+--+--+--+--+--+
5 | |##|##|##|##|##| <- Then down at the bottom, there are 5 in
  | |##|##|##|##|##| a row, meaning that the whole line is
-----+--+--+--+--+--+ filled

```

^^

As you can see, the same is true for the columns.

```

      | | | | | | Here is a more complex picture
      | | |1|1| | |
      | | | | | |
      |5|5|1|1|4| |
      | | | | | |
      - - - - -

-----+--+--+--+--+--+
4 | |##|##|##|##| | <- On this row, there are simply 4 blocks
  | |##|##|##|##| |
-----+--+--+--+--+--+
2 1 | |##|##| | |##| <- Then on this row, there is a group of
  | |##|##| | |##| 2 blocks in a row followed by a single
-----+--+--+--+--+--+ block.
5 | |##|##|##|##|##|
  | |##|##|##|##|##|
-----+--+--+--+--+--+
2 1 | |##|##| | |##|
  | |##|##| | |##|
-----+--+--+--+--+--+
2 1 | |##|##| | |##|
  | |##|##| | |##|
-----+--+--+--+--+--+

```

^^

In this column there is one single block followed by another

During the game, you yourself will have to find these pictures by chipping away the dark areas from the game board with the left mouse button.

If you make a mistake, then your time will be deducted. Once you have run out of time, you will have to start the puzzle again

While playing the game, you can mark blocks with the right mouse

button. This is useful for marking blocks you get wrong so you don't make the same mistake again, or marking blocks you know are wrong:

```

----- +--+--+--+--+--+
1 2 || | | | | | If you had this line, and you then
    || | | | | | filled in the leftmost square...
----- +--+--+--+--+--+

----- +--+--+--+--+--+
1 2 ||##| /| | | | Then you would know the square next to
    ||##|/ | | | | it is wrong, so you can mark it.
----- +--+--+--+--+--+

----- +--+--+--+--+--+
1 2 ||##| /| | | /| If you then tried the rightmost, and it is
    ||##|/ | | | /| wrong, you can mark it off.
----- +--+--+--+--+--+

```

The next row of 2 blocks can now easily be placed

For more help playing Pictris, try the Tutorial mode

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## 1.5 Product Support

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For information about Pictris (including updates) and other MantaSoft products at:

[Http://www.mantasoft.aio.co.uk/](http://www.mantasoft.aio.co.uk/)  
 or  
[Http://mantasoft.tripod.com/](http://mantasoft.tripod.com/)

If you have any questions about the game, or trouble



running it, please email

andrewcrowe@enterprise.net

Pictris is published by APC&TCP:

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D-83236 Übersee  
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<http://www.apc-tcp.de>

The Language translations were done by ATO:

[http://home3.inet.tele.dk/ole\\_f/ato.html](http://home3.inet.tele.dk/ole_f/ato.html)

Pictris is copyright Mantasoft and APC&TCP, Andreas Magerl, 1999-2000

Disclaimer

Help save the Amiga, please do not pirate Pictris

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## 1.6 Disclaimer

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## 1.7 Ordering Pictris

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```

To order Pictris, you can follow links from the MantaSoft homepage:

[Http://www.mantasoft.aio.co.uk/](http://www.mantasoft.aio.co.uk/)

Or from APC&TCP:

APC&TCP  
Postfach 83  
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Andreas@apc-tcp.de

<http://www.apc-tcp.de>

Or from your nearest Amiga supplier.

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