Contents

Overview

Number fill is a 9x9 square grid.
These are divided into 9 3x3 grids.

- Your task is to fill in the empty boxes using only the numbers 1-9.
- You may only use each number 1 time on each row or column.
- In addition, you may only use each number 1 time in each of the smaller 3x3 squares
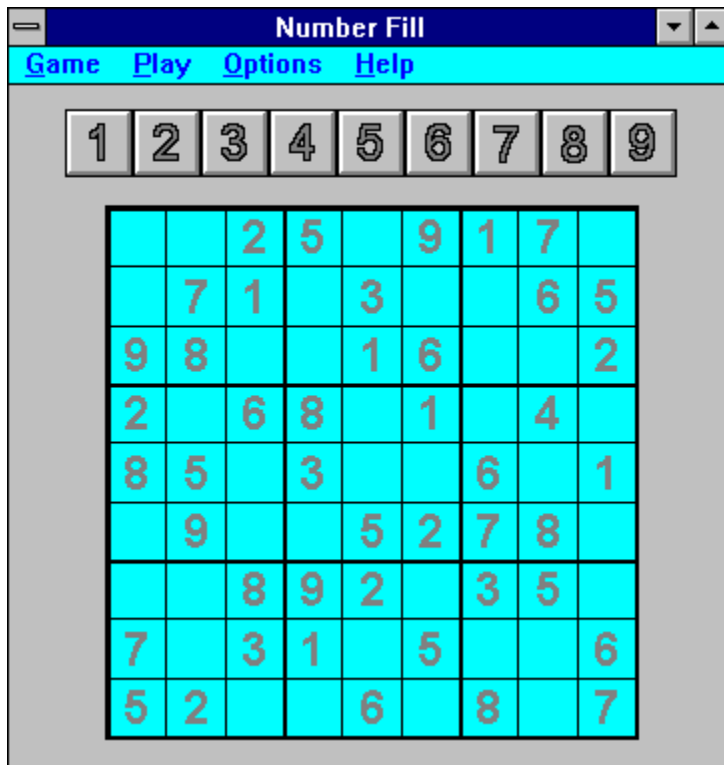
- The default values for Number Fill set up the easiest possible game.
- You may make the game harder by creating more empty boxes.
- You may also uncheck some of the Options to make the play of Number Fill harder.

- You may Print Number Fill Games or Answers. This is especially useful if you are a teacher.

- Number Fill is written as Shareware. This means that I Receive **No** money unless you Register. Any money you have paid goes only to pay for distribution.

- Register Number Fill to remove the opening screen and to receive notices of future upgrades.

How to Play

Number Fill
Game   Play   Options   Help

1	2	3	4	5	6	7	8	9

		2	5		9	1	7	
	7	1		3			6	5
9	8			1	6			2
2		6	8		1		4	
8	5		3			6		1
	9			5	2	7	8	
		8	9	2		3	5	
7		3	1		5			6
5	2			6		8		7

CLICK ON DIFFERENT PARTS OF THE FORM TO SEE WHAT THEY DO.

This is the board where the Game is played. Place your number by dragging it from the Number Button Bar or by clicking the Right Mouse Button over the square and selecting from the Popup Menu The Options   you have selected will determine the results. The correct number will always be placed.

Mistakes may be corrected by pressing Ctrl-Z or choosing Undo from the Play Menu.

You may put the number back by pressing Ctrl-Y or choosing Redo from the Play Menu.

You may have Number Fill put a number in to get you started by pressing Ctrl-H or choosing Hint from the Play Menu

Options Menu

Game Level	√ Easy
√ Beep on Wrong Entry	Medium
√ Beep on InEligible Entry	Hard
√ Show Only Eligible Numbers	
Save Options	

Game Level:	Choose from Easy, Medium or Hard.
Beep on Wrong Entry:	Will Beep and not accept the number if it is not the answer.
Beep on InEligible Entry:	Will Beep and not accept a number if there is already a number in the same row, column, or small square. Will accept an incorrect answer. When you reach an impasse, you will see the Sorry Form.
Show only Eligible Numbers:	The Popup Menu will show only numbers not already found in the same row, column, or small square. (These are the numbers allowed by the Beep on InEligible Entry Option)
Save Options:	Saves Currently Selected Options to the NUMFILL.INI File.

Game Menu

New	**F2**
Restart	**Ctrl+F2**
Print Game	
Print Answers	
Exit	

New:	Calculates a new game with the current Options.
Restart:	Restarts the current Game. Use if you have made a mistake.
Print Game:	Prints the Current Game.
Print Answers:	Prints the Current Game with the Answers inserted.

Help Menu

| |
|---|
| **Contents** |
| **Search** |
| **Help on Help** |
| **About Number Fill** |

Contents: Brings of the <u>Table of Contents</u> for this Help File.
Search: Brings up the Search Dialog for this Help File.
Help on Help: Help File on how to use Help.
About Number Fill: Brings up the <u>About Form</u>.

Play Menu

Undo	**Ctrl+Z**
Redo	**Ctrl+Y**
Hint	**Ctrl+H**

Undo: Removes the Last Number Entered.
Redo: Replaces the Last Undo.
Hint: Places a number in an empty square.

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About Form
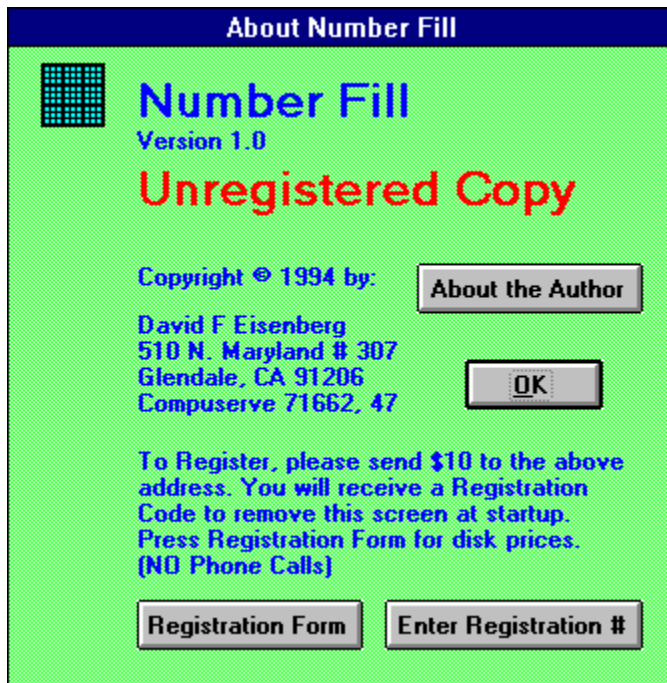
CLICK ON DIFFERENT PARTS OF THE FORM TO SEE WHAT THEY DO.

About the Author

I am a Teacher at Logan Street Elementary School In the Los Angeles Unified School District. Logan Street is a Year Round School. School Starts on July 6 and continues through June 30. We take our vacations in 2 parts during the year, depending on our track.

I teach 4-5 grade. In the 1994-1995 School Year, I am teaming with one other teacher. I teach Mathematics and Reading.

I wrote Classroom Helper in 1988. At that time, I was finding that I was taking too much time writing letters to parents, keeping track of absent children, and calculating grades for our 2 mandatory Parent Conferences and the 4 report periods. After a year, I put it out the first DOS Version. The Current, and last, version of Classroom Helper for DOS is 4.1.

Other Shareware includes:

Private Communications Package which allows 2 computers to exchange files by modem.

Line Designer which creates designs for string art or printing.

Fontview which prints out custom font samples or allows screen preview.

Outside of teaching and programming, I climb Mountains. I am Chair of the Hundred Peaks Section of The Angeles Chapter of the Sierra Club.   We have 276 Mountains on our list. I have climbed them all 3 or more times! I have also led trips up them all!

I also collect Science Fiction. I have over 3000 books. They are, of course, cataloged on my computer. In addition, I have 101 Songbooks. I play the recorder and guitar and collect Folk Songs, 8000+.

Registration Form

`Print Form`

I have found Number Fill useful and wish to continue to use it.

___I am registering for $10.00. I will receive a Registration Code in the mail and notices of Future Upgrades.

___I am enclosing $20.00. I will receive an installation disk in the mail. I will also be Registered and receive the Registration Code and notices of Future Upgrades.

Name:

Address:

City, State

Zip Code

Country
[If you do not use the USA postage conventions, Please write your full address below to insure that mail reaches you correctly]

eMail address

Where did you obtain this product from?

Please send to:
    David F Eisenberg
    510 North Maryland Ave. #307
    Glendale, CA 91206
    Compuserve: 71662, 47
        You may register Number Fill on Compuserve.
        The Registration ID is: 4077

Entering Registration Number

Registration Form

Instructions:

Fill in your Name and Registration Number Exactly as they appear on your Registration form.

Name:

Registration #:

[Register]   [Cancel]

CLICK ON DIFFERENT PARTS OF THE FORM TO SEE WHAT THEY DO.

Congratulations

This Form appears when you have won!

Sorry

Game Results

Sorry!

You have 1 or More Errors.

[Restart]　　[New Game]　　[Quit]
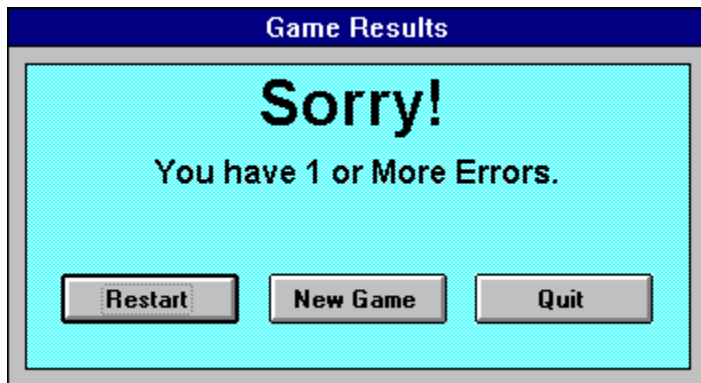
This Form appears when you have lost!

Legal Information

Distribution

Unmodified copies of the Number Fill program and associated files may be made for your own use, to give without charge to others, or to distribute within a user group. User groups or other organizations may charge a fee up to $7.50 (for duplication costs) to distribute Number Fill. The files below must be included in any distribution package:

SETUP.EXE
SETUP1.EX_
SETUP.LST
DDEML.DL_
NUMFILL.EX_
NUMFILL.HL_
NUMFILL.IC_
READ.ME
READ.ME_
VER.DL_
SETUPKIT.DL_
VBRUN300.DL_

Number Fill is supported by the users that find it productive. If you have benefited in some way from Number Fill or make regular use of it, please license your copy for $10.00. Licensed users will be given a Registration Code and will receive published announcements of future releases of Number Fill.

The license fee is not an optional matter if Number Fill is used in a commercial environment, and must be paid for each copy of Number Fill maintained.

Disclaimer of Warranties and Limitation of Liabilities

Both Number Fill and this documentation are distributed without any express or implied warranties. No warranty of fitness for a particular purpose is offered. You, the user, are advised to experiment and become familiar with Number Fill before relying on it. You assume all risk for the use and operation of Number Fill, and you shall be responsible for any loss of profits, loss of savings, or other incidental or consequential damages arising out of the use or failure to use Number Fill, even if I have been advised of the possibility of such damages. I do not warrant that this documentation is accurate, or that Number Fill operates as I have claimed or as I have designed it to operate.

By using Number Fill, you agree to the above limitations.

Files

The Following Files are used in installation

SETUP.EXE	Used in to Start the Number Fill install
SETUP1.EX_	Installs the Program Files
SETUP.LST	Used by SETUP.EXE
DDEML.DL_	Used to install Icons to Program Manager
NUMFILL.EX_	Compressed Program File
NUMFILL.HL_	Compressed Help File
NUMFILL.IC_	Compressed Icon File
READ.ME	Read Me File
READ.ME_	Compressed Read Me File
VER.DL_	Version Checking tool
SETUPKIT.DL_	Used By SETUP1.EXE
VBRUN300.DL_	Needed to Run Number Fill

The Following Files are Left after installation:

WINDOWS\SYSTEM Directory. Do not delete as they may be used by other programs.

VER.DLL	Version Checking tool
SETUPKIT.DLL	Used By SETUP1.EXE
VBRUN300.DLL	Needed to Run Number Fill
DDEML.DLL	Used to install Icons to Program Manager

WINDOWS Directory

SETUP1.EXE	Installs the Program Files. May be deleted after installation

Program Directory (Default is C:\NUMFILL)

NUMFILL.EXE	Program File
NUMFILL.HLP	Number Fills Help File
NUMFILL.INI	Saves Number Fills Configuration
NUMFILL.ICO	Icon File
READ.ME	Read Me File

Maximize Button

Click this button if you wish Number Fill to use the Entire Screen. Click again to restore Number Fill to its original size.

Number Buttons

Press the Left Mouse Button on the number you wish to use. Holding the Left Button, Drag the number to the place on the grid. Release the Button when the number is over the Square you have selected.
The Options you have selected will determine the results. The correct number will always be placed.

Play Board

■

This is the board where the Game is played. Place your number by dragging it from the <u>Number Button Bar</u> or by clicking the <u>Right Mouse Button</u> over the square and selecting from the <u>Popup Menu</u>
The <u>Options</u>   you have selected will determine the results. The correct number will always be placed.

■

Mistakes may be corrected by pressing Ctrl-Z or choosing <u>Undo</u> from the <u>Play Menu</u>.

You may put the number back by pressing Ctrl-Y or choosing <u>Redo</u> from the Play Menu.

■

You may have Number Fill put a number in to get you started by pressing Ctrl-H or choosing <u>Hint</u> from the Play Menu

Popup Menu

Appears when you click the Right Mouse Button over a blank game square. Click with either mouse button to make your choice. (You may also hold down the Right button and slide it to your choice and let go.)

Title Bar

This is the name of the program. It is also the text which appears under the Icon when you <u>*Minimize*</u> *Number Fill.*

Control Box

Use the Control Box to <u>Minimize</u>, <u>Maximize</u>, Move, or Close Number Fill.

Minimize Button

Use this to change Number Fill to an Icon on the desktop. You may restore Number Fill by pressing Alt-Tab until you see the Number Fill Icon or by double clicking on the Icon.

Undo

You may continue to undo until you are back at the start of the game. (Better to choose <u>Restart</u> from the <u>Game Menu</u>)
You may replace the numbers in the order you played them by pressing Ctrl-Y or choosing <u>Redo</u> from the <u>Play Menu</u>.

Redo

Redo cancels out all of the erasures you made using <u>Undo</u>.
(You will eventually return to the position you were in when you started pressing Undo.)

Restart

Erases all of your Entries and allows you to start the game over.

Hint

You may ask for as many hints as you think you need. However, you will not find this very satisfying.

Copyright

This program is protected by Copyright Law.

About the Author Button

Brings up information about Number Fill's Programmer.

Icon on About Form

Clicking on this icon will show the Unregistered version of the About Form. There is no effect unless you <u>Register</u>.

Version Information

Look here to see which version of Number Fill you have.

Unregistered Copy

I receive no income from this program unless you <u>register</u>. Any money you may have spent goes to the distributor!

For $10, you will receive a code which will stop displaying the About Form at Startup. You will also receive notice about any upgrades.

(Note: for an additional $10, you will receive an installation disk in the mail)

My Address

Send your $10 to this address. You may print the <u>Registration Form</u> to help you.
(Note: for an additional $10, you will receive an installation disk in the mail)

- There is **NO** Phone Support provided.
- Letters will be answered as time allows. Unregistered users **MUST** include a Self-Addressed, Stamped Envelope for a reply.
- EMail will be answered within 3 days of receipt.

Registration Instructions

You may print the Registration Form to help you.

OK Button

Closes the About Form.

Title

The title of the Form

Registration Form Button

Brings up the Registration Form.
You may print this form for ease in registering.

Enter Registration Number Button

Press this to bring up the <u>Entering Registration Number Form</u>.
When you enter the information I will send you correctly, you will be registered.

Registration Code

The Registration Code lets Number Fill know that you are a Registered User.
▪*The <u>About Form</u> will no longer show at startup.*
▪*The Registration Code is entered using the <u>Entering Registration Number Form</u>.*

Registration Number

Enter the <u>Registration Code</u> I will send you when you register. Please be accurate.

Cancel Button

Press this Button to cancel.

Title

The title of the Form.

Your Name

*Please enter your name **<u>Exactly</u>** as I have sent it with the registration form.*
Your number is a function of your name and both must be the same.

Instructions

The instructions for entering your Name and Number

Register Button

Press this button to Register. If the information is correct, you will be registered.

Quit Button

Ends this Session of Number Fill.

Title

The title of the form.

Restart Button

Allows you to restart the current game.

Message

Gives you information on your performance.

Title

The title of the Form.

Congratulations.

You will see the game board change color and then this message when you win.

New Game Button

Allows you to Start a New Game.

Easy

36 Squares are left empty. 4 on each row, column, and small square.

Medium

40 Squares are left empty. The number on each row, column, and small square varies between 3 and 5.

Hard

45 Squares are left empty. 5 on each row, column, and small square.

InEligible

The selected number is already entered in the same row, column or small square.

Eligible

The number has not yet been entered in the same row, column, or small square.