

# **PIC\_PUZZLE**

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**COLLABORATORS**

	<i>TITLE :</i> PIC_PUZZLE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# PIC\_PUZZLE

### 1.1 PIC\_PUZZLE

PIC\_PUZZLE By E.Manzoni

Release Date: 10.10.98

Introduction

- A quick introduction

Installation

- How to install

Interface Commands

- Internal commands

Play

- How to play

Disclaimer

- IMPORTANT!

Contacting the author

- How to get in touch with me

### 1.2 How To Play

How To Play ?

1. Set Level: EASY-MIDDLING-HARD-VERY HARD
  2. Click on GO Button for to play
  3. Choose a picture (It MUST BE 320x256)  
Try a picture included in the disk.
  4. Wait the computer has finished and now try to compose the picture
  5. Click LEFT mouse button to choose the blocks that you want to swap
-

To see the correct picture click RIGHT Mouse button

No time limit.

When you hear the computer says 'OKAY' the puzzle is completed.

!!! Make attention all smallest details !!!!

If you want to finish the game then press 'Esc' key.

Enjoy.

### 1.3 Introduction

The PIC\_PUZZLE game is created using AMOSPro.

Code Samples Graphic Effects By Ermanno Manzoni  
Interface Buttons

MUSIC

PICTURES

My apologies for any bad english you might find :)

### 1.4 About the Music

The author of the music is UNKNOW

### 1.5 About the Pictures

All Pictures in the Pictures Drawer has been created using SCENE GENERATOR

### 1.6 Installing

The following files should be in the archive:

Data/Banks  
PIC\_PUZZLE.Guide  
PIC\_PUZZLE.exe  
Pictures/Picture.iff

To install the game PIC\_PUZZLE, do the following:

Assign PIC\_PUZZLE: where you want it (\*)  
- Copy Data drawer to (\*)

(\*) Device that you have chosen

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## 1.7 Interface Commands

The interface commands buttons is it my routine.  
No Bob No Icon No Resource Banks!

Nice eh ?

## 1.8 Disclaimer

Disclaimer:

I, the author, nor anybody else will take any responsibility whatsoever for anything any of the files in this package might do to you, your computer, or anything else. Use this product entirely at your own risk.

All files are PUBLIC DOMAIN, which means you might spread them all you want, as long as you keep the archive complete, and do not modify any of the files.

## 1.9 Contacting the author

Please let me know how you like this game, and if you have any problems. I would also appreciate any comments or suggestions you might have.

To reach me you can use the following address:

S-mail:

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\* ITALY \*

No E-mail, sorry!

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