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*You can see the latest news about BrainsBreaker in **Internet** at*
http://jtrujillo.pair.com/bb

*Contact the author by **e-mail** at:* **jtrujillo@kagi.com**

Tech info (don't worry about)

Help File for BrainsBreaker, version 2.1
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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 3.1 and Windows95 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 puzzle files in disk:

The **original puzzles**: Each time you open one of them the image gets jagged in a different shape and scattered over the screen.
The **saved games**: While you are playing a puzzle, you can leave it, stored in the computer. Any time after you can come and open it again.

There is also the ability to **create your own puzzles** with any picture that you computer can display. The created puzzles behaves like any other prebuilt ones.

You got your copy of the program unregistered. This means that the program is running in evaluation mode, limited in his operation, until -if you like it and find it worth- you register. See Register

BrainsBreaker 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 the pieces over the screen. You may also continue reading to get more instructions and learn about interesting features of the program. Remember: While in the program press the F1 key and you will return here to find more instructions.

NOTES:
* BrainsBreaker works on any screen resolution under Windows. The best performance, in terms of visibility of the game, is achieved setting your screen resolution (desktop area) at the highest option available in your system (800x600 or better at 1024x768 or higher)

* The minimum color depth (color palette) to see the pictures clearly is in 256 color mode. A bit better quality may be achieved setting the color depth to HiColor-16bit or TrueColor-24bit if available.

* 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 the header left-handeds.

MANAGING THE PROGRAM

The operation of BrainsBreaker is based on objects and menus. Anything that 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 his 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 <u>the main screen</u>. You will get it right clicking 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 <u>move the puzzle's pieces</u>.

Other elements in the program are windows. They 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: <u>Moving pieces</u>

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 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 <u>Browser Window</u>, where you can select a new puzzle or continue with an already started one

Create Puzzle *Keyboard shortcut:* **Ctrl+C**
> That opens a window where you can see how to create your <u>own puzzles</u>,

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

Program Options *Keyboard shortcut:* **F3**
> Here you can choose some options for the program. Click <u>here</u> to see what they are.

Game Info & Options *Keyboard shortcut:* **F2**
> Brings up the a window showing the status of the game and some options. Click <u>here</u> 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.

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 have checked the "**Avoid Cheating**" option in the <u>Game Info & Options window</u>
> The computer will solve one piece. (If you are in competition mode this costs many points)

Scatter *Keyboard shortcut:* **Ctrl+R**
> Scatters the unlocked and unnailed pieces around the screen. More about this <u>here</u>

Ranking *Keyboard shortcut:* **F4**
> Available only if you are in <u>competition</u> mode.
> Brings up the <u>ranking</u> 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 *Keyboard shortcut:* none (If you activate the Boss key the Escape key does it)
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 mouse.
 * 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 direction 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.
 * Hold down the **Ctrl** key (don't release it).
 * Press the left mouse button (to rotate counterclockwise) or the right mouse button (to rotate clockwise)

If you want to **rotate a piece while dragging it**, press the right mouse button (without releasing the left one) to rotate clock-wise. If you have a three buttons mouse properly configured, you can rotate counter-clock pressing the middle button.

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 find 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. You can also select the Nail option from the menu for that piece.

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**".

See also how to handle several pieces

HANDLING SEVERAL PIECES

BrainsBreaker allows you to handle simultaneously several pieces in a single step:

First you need to select the pieces:
* Point with the mouse on a non occupied point in the main screen or in a box.
* Hold down the Control key (dont release it)
* Click the left mouse button and move the mouse.

You will see a rectangle that grows as you move the mouse. The pieces that falls into this rectangle become grayed: This means that they are selected.

Once you have selected the pieces that you want, release the mouse button.
Then you can:

* **Move all these pieces simultaneously**: Click with the mouse into the rectangle. Then drag it, the selected pieces will move. Once in the desired position, release the mouse button.
* The above procedure can be applied to **move a group of pieces to a box**: Simply open the box before and when dragging move the mouse into the box and release it there

* **Scatter the pieces in all the screen or box leaving the rectangle empty**: This is useful when you are playing a puzzle whit many pieces and want to have some room in the screen: Open the menu for the rectangle (move the mouse into the rectangle and press the right mouse button). Then select Scatter outside this rectangle

* **Nail or unnail the pieces that are selected**: Open the menu for the rectangle and select Nail all or Unnail all.

You can cancel the selection by clicking the mouse outside the rectangle or pressing the Esc key.

BOXES

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

A box is useful to place pieces temporarily. For example, you could   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 inside 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 is closed.
    Pressing the number of the box in the keyboard.
    Selecting the "Zoom" option in the box's menu.

While the box is open you can drag pieces into.

Then you can **close the box** again in one of these ways:
    Double click
    Pressing his number in the keyboard
    With the box's menu (right clicking over a non occupied part)

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 some 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 inside it with the mouse and drag to the position that you want.

The **box** can be **sized**, as usual with any window, dragging his borders.

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

For an open 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).

For a closed box:
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 uncheck the option Hide Boxes in the Game Info & Options (keyboard=F2)

Boxes to home: This option appears in the menu of the closed boxes only if you have moved some of them. It moves all the closed boxes to their default position.

Fast Keys

Here are those key combinations/mouse buttons to do quickly the most common operations.
When you see two keys/mouse separated by a + sign, this means that you must hold down 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 hand that does not use the mouse to control the rotation of pieces and the operation of boxes without having to move that hand too much around the keyboard.

(The word *click* here means to press a mouses button)

What to do	Key	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)
Create a multiple selection rectangle (mouse over the screen or a box)	Ctrl + Left click + Drag	Enter + Left click + Drag
Scatter pieces (protecting the solution rectangle)	Ctrl + R	Ctrl + R
Scatter pieces in the whole screen	Alt + R	Alt + R
Scatter pieces leaving a rectangle empty	Alt + R (After creating a multiple selection rectangle)	Alt + R (After creating a multiple selection rectangle)
Open/close the box 1	1	1 (use the numeric keypad)
Maximize box (must be open)	Tab	+ (plus in the numeric keypad)
Open a puzzle	Ctrl + O	
Save the current game	Ctrl + S	
Game Info & Options	F2	
Program Options	F3	

View the Ranking	F4
Solve 1 piece	F5
Hint on a piece	Ctrl+Alt+Click (Point mouse on a side)

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

COMPETITION

BrainsBreaker has built in features to provide scoring capabilities and to keep a ranking for each started game. In this way 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:
In the Game Options window (press the **F2** key to open it) make sure that the option "Competition" is checked.
If you don't see the score data in the screen, try to uncheck "**hide score**" in Game Options.

To export your score data and send it to another player in another place:
(Available only on prebuilt puzzles)
 * Open the Game Options window(press **F2**).
 * Press the "**Certify**" button.
A copy of your scoring will be placed in the Windows' Clipboard. Then in your e-mail program 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.
It will appear a window telling you that has been found score data, with a button "**Merge in Ranking**".
Pushing this button will merge this data into 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 do not modify any character in the score data message (but you can add text before and after).

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

* The Certify option is disabled for unregistered puzzles.

SCORE

If you activated the competition mode in a game (see how <u>here</u>) 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 what 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 estimation does not takes into account the cheats made until now)

The score window can be moved to any position in the screen: just drag it with the mouse. To place the score window in his default position select the score to home option in his menu (right clicking over the score window)

You can **hide the score** window using his menu. (If you do this, when you want to make it visible you should uncheck the Hide Score box on the Game Options window.

Double clicking over the score window brings up the <u>Ranking</u>.

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.

Each Hint on a piece also costs the double of the points for locking a side (but you earn the points when you look it manually)

For each movement of a piece you loose one point.

If you play a puzzle in the "Non Rotate" mode (see <u>opening a puzzle</u>) 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 <u>Competition</u>

CREATING NEW PUZZLES

You may create a new puzzle with almost anything that you may see in your computers screen.

First you need to tell the program what picture do you want. There are tree methods to do it:

1) Copying an image to the Clipboard: Whenever any image data is in the Windows Clipboard BrainsBreaker detects it and proposes to create a new puzzle.

The easiest way to put an image into the Clipboard is by pressing the **Print Screen** key: This is a feature of Windows and puts a copy of the whole contents of the screen in the Clipboard. If you press simultaneously the keys **Alt** and **Print Screen** then only the contents of the active window is copied to the Clipboard.

Many image processing programs also have a Copy option in the Edit menu. This usually also does the job.

2) Dragging an image file to the BrainsBreakers screen: Another way to tell BrainsBreaker which image you do want is dragging some picture file over the BrainsBreakers main screen: Open some folder that contains picture files (make sure that the screen of BrainsBreaker is visible below), click over a file and drag it over the BrainsBreaker screen and drop it there.

3) Loading an image file: And the last way is to tell him directly which image file do you want: On the main menu select the option Create Puzzle and press the button Browse in the window that appears.

Note: The image file formats supported are Windows **Bitmap** and **JPEG**
If you have an image file with another format you can try to use the first way: Run any program able to show that image and press the Print Screen key (Many programs have also an Copy option on the Edit menu. This should also work)

Warning: if your screen is in 256 color resolution, you could loose some quality from images if you use the first method (copying to Clipboard). Instead would be better opening the file that you want if his format is supported. In that way the program can read all the color information that is in the image.

Whatever the method used you will arrive to the step of specifying the properties for the new puzzle. Thats explained here

REGISTERING BRAINSBREAKER

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 in Evaluation or Demo mode. You can play with the puzzles and create new ones to see if you like the program and all works fine. Then you can pay a fee for the program.

Playing with the unregistered program has a limitation: You can solve only a part of the puzzles.

There are two modes for the registration of the program:

The Full Pack
This removes all the locks on the program: You may play your own created puzzles and other sets of prebuilt puzzles (you may find additional prebuilt puzzles in the Internet and in Compuserve forums)

The Entry Set
This comprises the set of puzzles that comes with the program. Once registered in this mode you may play entirely with these puzzles (Parrot, Fruits, Tiles, Cat, BrainsBreaker, Fish and Swan)
Once you have the Entry Set, you can at any time order the **Upgrade to Full pack** from the Entry set for the difference in price.

If you have registered packs of puzzles of the previous **Version 1.x** see here how to upgrade to the Full Pack.

How register:

* Registrations for BrainsBreaker are handled by **Kagi Shareware** services.
There is a secure web site handled by Kagi that allows to register **Online with Credit Card**. Point your Internet browser to: **http://jtrujillo.pair.com/bb/register.htm** and follow the instructions/links there.

To send your registration by **e-mail**, **fax** or **postal mail** you can use the accompanying program "Register" that supports **Check**, **Credit card, Cash or First Virtual** payments.

Once your payment is processed, you'll receive an e-mail message containing your registration code with the instructions to enter it in the program that makes fully playable all the puzzles (if registered the Full pack) or the puzzles in the Entry set.

IMPORTANT: Please, make sure to type correctly and clearly your e-mail address when registering: Here is where goes your registration code and a mistake here could delay your receipt of your registration code.

If you do not have electronic-mail you will receive your registration code by postal mail to the address that you specify in your registration.

* If you are member of **CompuServe**, you can register online through their "Shareware Registration Service" (GO **SWREG**).

To have more instructions and steps on registering, press the button Register Info in the Program Options window.

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

VERSION 1.X REGISTERED USERS

If you purchased some pack of puzzles of the previous version you may upgrade to the Full pack:

If you have **one** pack registered purchase the **Upgrade from Entry Set** item.

If you have **two** packs registered purchase the **Entry Set AND** type in the comment field of the registration form Upgrading from version 1

If you had registered **tree** or more packs you will have your Full Pack registration with **no charge**. If you dont have it please drop-me a note at JTrujillo@kagi.com to remind me that I must send it.

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.

This window is activated with the main menu or pressing Ctrl+O in the keyboard.

The window shows a "Thumbnail" (a little image) for each level of each puzzle. It also shows one for each started game (saved before). On each thumbnail is written the title of the puzzle and the number of pieces. If it is 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 there 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 some of the level buttons - 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 them appear in the list.

Then we have the **Save Settings** button. This one saves the state of the other buttons so the next time that you open the window will remember their state.

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 "**Not rotate pieces**".

You also can make all more difficult and get a bit more "brainbroken": Check "**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 some 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).

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 type it. Otherwise the program will not delete that game.

TO DELETE A PUZZLE

Select any of the thumbs for the puzzle (not a started game) and press the delete button (or the delete key). That will remove the puzzle (in all levels) from your machine.
If there are games going on for that puzzle the program wont allow to delete it: Before you should erase each started game one by one. (also the finished games)

THE MINI IMAGE

When you are playing a puzzle you see the reduced original picture on the screen. The size is the half of the original image.

You can move that picture wherever you want on the screen. Just click over it and drag the mouse.

You can hide it with its own menu: Right click over it and select Hide. To show it open the Game Options window (press F2) and uncheck the **Hide MiniImage** box.

When some piece overlaps with the picture it is repainted grayed. Thats to achieve some contrast between the pieces and the background.

NUMBER OF PIECES FOR CUSTOM LEVEL

You are about to start a puzzle in the Custom mode.
Now the program needs to know how many pieces do you want for that game.

You can enter directly a number: BrainsBreaker will computer the nearest number of pieces that will produce squared ones.

If you want not squared pieces type the number of rows, the letter x and the number of columns. (You can achieve some bizarre shapes)

SAVE AS...

If you select the "**Save As**" option from the Game Info & Options , 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, the players name and if you want protect it with a password.

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 playing with that game. It will be useful later for search the game and, if you play in competition mode, this will be the name that will appear in 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 outside of 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.

GAME INFO & OPTIONS

You reach this window when a puzzle is loaded pressing F2 in the keyboard.

You can see general information about the current game.

You also can push some buttons:

Avoid Cheating: This button disables the **Solve 1** option from the main menu and the **Hint** in the pieces 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 none of the cheating options in that game.

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 his computer. Your friend will be able to put your data into his ranking and compete with you. See <u>Competition</u> for more on this.
This option is not available on Self-created puzzles.

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, your score and your rankings position. (see <u>the score</u>).
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.

Game & Player: This button brings up a window where you can type the title of that game, the name or alias for the player of the current game, and an optional password. See "<u>Save As</u>".

Hide MiniImage: This hides (checked) or shows (unchecked) the picture sample of the main screen

Hide Boxes: This will hide the boxes when they are minimized (closed). Anyway they are still working and you can activate them with the keyboard). Unchecking it will show them again.

Hide Score: (Only if you activated the Competition mode) Thats to hide/show the score box.

You can set the default value for these options for further games that you start in the <u>Program Options</u> window.

PROGRAM OPTIONS

This window is reached pressing F3 in the keyboard.

Here are the settings for the program:

Mode for new games

This set of checkable items allows to specify what options will have the new games when they are started for first time (once a new game is started you will be able to change them in the Game Info & Options window)

Program mode

Drag Single piece: When you move a piece that is locked to others you see moving together all the locked pieces. This option disables that (May be useful if you find that moving many pieces at once is not so smooth as when you move a single piece)

Expand puzzles to disk: The picture of each puzzle is stored in compressed format in your disk. When you open a puzzle youll notice that it takes some time to build the puzzle. One part of this time is because the program is decompressing that picture. If you check this button, the next time that you open a puzzle the program will store in the disk the uncompressed picture, thus speeding up the loading time **but!!!** wasting more disk space for each puzzle.

If you load a puzzles with this option checked, these puzzles will take more room on your disk. If you uncheck that option and load again one of these puzzles it will reduce his size.

Mute: Checking here disables all the sounds of the program.

Enable Boss key: Checking that will activate a feature of the program that could help some risky players that play when there is somebody around that doesnt likes that you play games with the computer **;-)**: When you press the Escape key in the main window the program hides itself (minimizes)

Balloon tips: To disable the balloon tips that appears when you leave the mouse pointer over the buttons.

THE RANKING

The Ranking window shows the people who played the same puzzle at the same level, and their time, moves, cheats & score.
You can activate the ranking by pressing F4 in your keyboard. Also double clicking in the score window brings up the ranking for the current puzzle.

(The ranking only appears if you have active the Competition mode)

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.

ENTERING THE PROPERTIES FOR THE NEW PUZZLE

To have the new puzzle, the program needs to know:

1) If you want the full picture or a part of it
In the latest case you may click with the mouse over some point in the picture and drag it. Youll see a growing rectangle. The region inside would be the actual image for the new puzzle.
Once you have drawn one rectangle you can move and resize it: Point the mouse over some border or corner and drag it.
If you want to remove the rectangle click outside it.

2) The number of pieces on each level.
In the window at left bottom you can enter how many pieces will have each level of the puzzle.
Leaving some of these empty would mean that there will be less than five levels.

You can enter the desired number of pieces directly, typing the number. At the right the program computes the actual number of pieces. Usually thats different from the value that you typed, the reason is that the program searches the nearest number that will give squared pieces (approximated equal width and height). If you want to specify the exact number of pieces or want not squared shapes then enter the number of rows a letter x and the number of columns.

When you are changing some of these fields in the picture will be drawn a grid showing an idea on how will be the size of the pieces.

There is also an Custom level checkable box: If its checked there will be an additional Custom thumbnail for the new puzzle.

3) The background color
Some pictures have a definitely improved look depending on the background color of the screen so here you have the opportunity to set a great harmonic or contrasted color. (Anyway, once loaded that puzzle ,still is available the option to change the background color for that game)

4) The puzzles title
Almost we have everything done. Only type a title for the new puzzle and press the OK button. That should activate the generation of the puzzle. Once done it will come up the Browser window with then new puzzle selected.

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 type it to complete the operation.

RETYPE YOUR PASSWORD

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

REGISTERING THROUGH COMPUSERVE SWREG

If you are member of **CompuServe**, you can register **online** through their "Shareware Registration Service":

Follow these steps in the WinCim program:
1) GO SWREG.
2) Select "Register Shareware" in the menu. Press "Proceed".
3) Specify your region
4) Find the pack BrainsBreaker in the Registration DataBase:
   Double click on "Registration ID".
   Enter the code to identify what you are registering (see below) in the Registration ID field
   Double click on "Display Selected titles".
   Press Button "Description".
5) Read the description to make sure you selected what you want. If all OK press "Register".

The codes for the different options are:
13968 For the Full Pack
13969 For the Entry Set
13970 To upgrade to the Full Pack (if you have registered the Entry Set or one pack of puzzles of version 1)
13971 To upgrade to the Full Pack (If you registered two packs of the Version 1.x)

Once registered here you receive an e-mail message as response (usually in the next labor day). This message contains some magic data that unlocks the features of the registered mode. Also in the message is explained how to put this in the program so it recognizes the data and flags the program as registered.

WHATS NEW

Version 2.1 (September 97)

* Optimized performance.
* The browser window has a button to save the settings for the next time.
* Balloon tips on almost all the buttons.
* The score and minimized boxes can be moved to their default position with a menu option.
* Install has an option to put a shortcut in the Desktop (Windows95)
* A new prebuilt puzzle in the programs package

Version 2.0 (December 96)

*You can create puzzles!!! with any picture.

* The puzzles can be opened in Custom mode. This means that you can tell how many pieces will have that puzzle. (Valid also on old puzzles)

* There is a Mini Image,--the picture in half size--, that can be visible on the main screen while you are playing.

* New cheating style: See the Hint option in the menu for a piece.

You will notice some differences on minor details:
* The Previous Info Window now is split in two. One that contains Information and options for the Current Game, and the other to select some options for the program. (The keys assigned to each one are F2 and F3, thus the previous F3 assigned to the Ranking Window now is F4.

* Now when you drag a piece locked to others all the pieces are moved.

* In the previous version once a puzzle was opened for the first time it was expanded (uncompressed) to disk. This now is an option: You may check or uncheck it on the Program Options window.

* Now a puzzle (a prebuilt one or one created by you) can be deleted in the browser window.

Version 1.60 (July 96)
- Ability to mute the program (check the Mute button on the Info window)
- Some minor bugs fixed.

Version 1.50 (March-96)
Ability to handle several pieces in a single step.
See Handling multiple pieces

TECHNICAL INFO.

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

* 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, select the thumbnail and 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.

* To uninstall the program in Windows95 use the Add Remove programs feature in the control panel.
Under Windows 3.1 run the program remove that should be in the same directory where is the program.

What does the remove program depends on how you installed the program: If you did it with the self-extracting it will remove everything (In Windows95 you will need to restart your computer to let him finish). If you installed it unzipping the program, remove will only erase whats outside the directory where you unzipped the files (the Registry database, Start Menu and Desktop shortcut). You will have to delete manually the directory of the program.