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Playing the Game

You can choose from two modes. First one is the Numbers mode, second - Picture mode. You can switch between these two modes using Menu.

When in Picture mode, you can use a Hint feature to display a designated position of certain tile (i.e. where this tile supposed to be in the final picture). To do this just point to a tile and click it using right mouse button.

Registered users also can change size of a playing field. Available sizes are from 3x3 to 8x8.

In the **Numbers mode**, **numbers** are used as tiles

In the **Picture mode** pictures are used as tiles

Menu Commands

Game menu Commands:

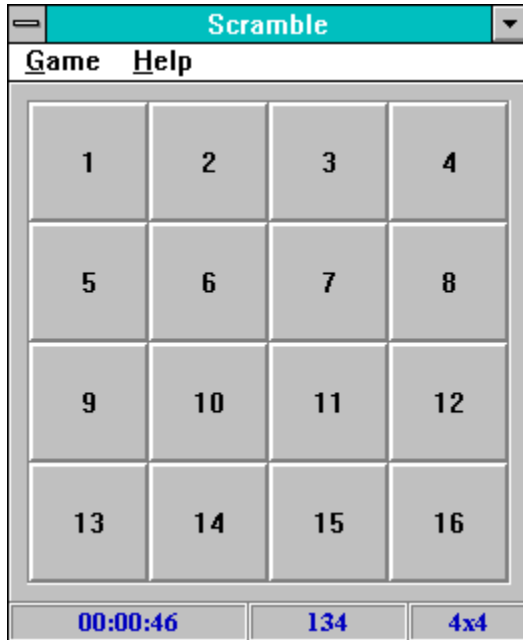
New Game
Numbers
Picture
Dimensions
Sound
Hall of Fame
Exit

Help menu Commands:

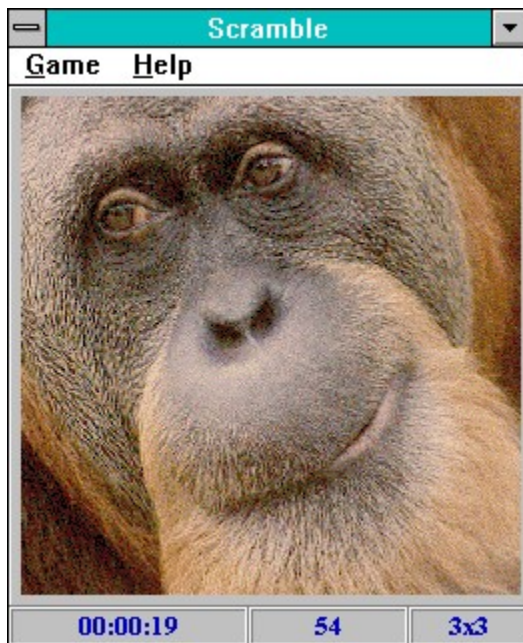
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Object to Play

If you are in Numbers mode, you have to arrange tiles in the ascending order, like this:



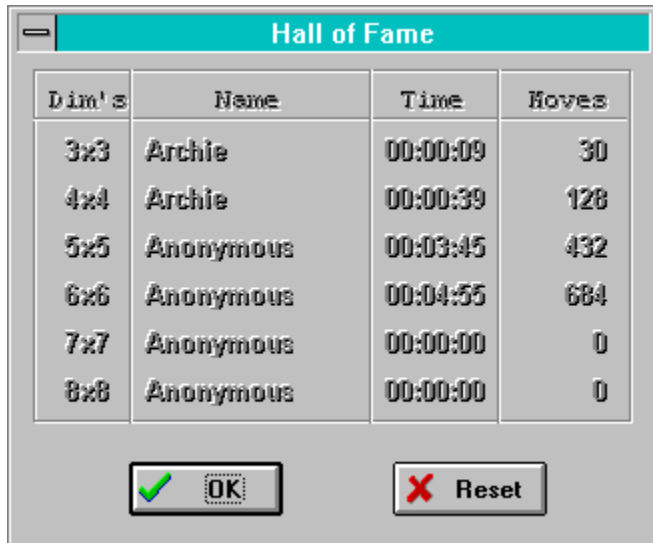
In Picture mode you have to arrange tiles in a such way that they make up full picture. Like this:



Best times will be registered in the Hall of Fame and recorded on your computer for forever.

The Hall of Fame

The **Hall of Fame** is a list of best *Scramblers* ever born. You can keep this list for forever, or reset results and start the list again. **Hall of Fame** looks like this:



The screenshot shows a dialog box titled "Hall of Fame" with a teal header bar. Below the header is a table with four columns: "Dim's", "Name", "Time", and "Moves". The table contains six rows of data. At the bottom of the dialog box, there are two buttons: "OK" with a green checkmark icon and "Reset" with a red X icon.

Dim's	Name	Time	Moves
3x3	Archie	00:00:09	30
4x4	Archie	00:00:39	128
5x5	Anonymous	00:03:45	432
6x6	Anonymous	00:04:55	684
7x7	Anonymous	00:00:00	0
8x8	Anonymous	00:00:00	0

Ok, I have had look at [Hall of Fame](#). Let's go back.

Reset all records in the [Hall of Fame](#).

Resets a game in progress and starts new one.

Numbers menu item switches to Numbers mode. If a game is in progress, new game starts.

If currently in the Numbers mode, switches to Picture mode and allows to select a picture. If currently in the Picture mode, just allows to select a picture.

Changes playing field dimensions. Available for registered users only.

Switches On/Off sound effects. If check mark appears at this menu item, it means sound effects are on.

Displays best results

Quits the program

Displays help contents

Displays registration information

Displays copyright information

Registration

Scramble is not a free program. It is Shareware, which implies that after trying Scramble for a reasonable period of time you **must** register it. Registration will enable you to use all the features of Scramble, also remove reminders. It will cost you just US\$10.95. Upon receipt of your payment we'll send you a validation number, based on your name. After entering your name and validation number in the Registration dialog box, your copy of Scramble gets unlocked and all the features of Scramble are **immediately** available for you.

How to Register

If you are CompuServe user, you can register online, just type GO SWREG at any ! prompt or, if you are using WinCim click a traffic light button on your tool bar and enter SWREG in popup dialog box, select Shareware Registration, search for Registration ID No. 6880 and follow instructions. Next day (or, possibly, after couple of of hours, depending on the time of day, week and year) we will send you a validation number via CompuServe mail.

If you are not CompuServe user or if you prefer to register by mail, just complete a registration form which is in the file called *regform.wri* and mail it along with you payment to the address provided.

Click [Here](#) to view and/or print a registration form.

If you live in Canada or USA you will receive (free) additional pictures to use with Scramble, also fully functional personalized copy of Scramble on 3.5" floppy disk. If you live outside the USA or Canada and wish to get above mentioned goodies, please add US\$3.00 for shipping and handling.

Hint feature

Hint feature is available only in the Picture mode, because only in this mode it makes a sense. Hint helps you to figure out where is a destination position of the particular tile.

During playing Scramble you will find out that some pictures are scrambled in a such way that some tiles are exactly the same, it happens generally when you are using high dimensions. To find out where goes particular tile, point it by a mouse and click it by mouse right button. While mouse right button is pressed, you will see destination row and colon of a tile you are pointing on. All this looks like this:

