



Winzle! Help Contents

For Information on using Help, press F1.

[Game Summary](#)

[System Requirements](#)

[Installing Winzle!](#)

[Solving a Winzle! Puzzle](#)

[Assistance Functions and the Winzle! Toolbar](#)

[Saving and Restoring a Game](#)

[Hardware Issues: Video Drivers](#)

[Hardware Issues: Sound Boards & Drivers](#)

[Software Issues: VBRUN300.DLL and VBX Files](#)

[Custom Sounds](#)

Game Summary

Winzle! is an electronic jigsaw puzzle, featuring stunning images from around the world, all in Super VGA color. The game is extremely flexible; you can choose any numbers of pieces from 2 to 2000. There is a Hall of Fame for your best scores. Features include save files, solution hints, a simple mouse interface, and much more. All puzzles use original photography, especially selected for these puzzles.

See Also: [Solving a Winzle! Puzzle](#)
[Assistance Functions and the Winzle! Toolbar](#)

System Requirements

Requirements

- Windows 3.1, Windows NT 3.1, or OS/2 2.1
- Windows Compatible Mouse
- VGA Video Card
- VBRUN300.DLL Run-time library

Recommended

- 256 color (or higher) video driver for Windows
- Windows-compatible sound board or Windows PC Speaker Driver

Installing Winzle!

You can run Winzle from the CD-ROM, or you can install it on your hard disk. If you run from the CD-ROM, Winzle will place two small files (PUZ.HOF and WINZLE.INI) in your Windows directory.

To install Winzle on your hard drive, please follow the instructions which came with this CD-ROM. Make sure you have a copy of VBRUN300.DLL in your WINDOWS\SYSTEM directory.

Solving a Winzle! Puzzle

Winzle! comes with several puzzles, and you can purchase more later (for a list, click on **Image Catalog**).

When you start a game, you first choose a puzzle, then decide how many pieces you want it cut up into. At first, try a puzzle with just a few pieces (3x5 is a good starting point). After some practice, you can start making the puzzles more difficult by increasing the number of pieces. You can use different values for height & width to get interesting effects. For example, to get a sliver effect try 15 by 4 or 5 by 20.

The program then prepares the puzzle for you. You'll see the original image, then it gets jumbled and you're ready to start. Use the left mouse button to click on a piece. Move the mouse, and press the right button to place the piece. Several things may happen:

- 1) If either of the two pieces you swapped was moved into the correct space, you'll hear a short confirming sound, and the cursor shifts to the other piece that was shifted.
- 2) If neither piece is now correctly placed, the cursor remains in the new place.
- 3) If both the moving and bumped pieces are now in their correct positions, you'll hear a double confirmation. No piece is actively selected.










You can not click on a piece which is already in the correct position, so you don't have to worry about messing up something you've already done.

Continue to pick up and place pieces until the puzzle's done. Too simple? Try again, but use a 30 by 40 piece puzzle this time! When you complete a puzzle, you'll get a score based on the number of moves you made, and the number of pieces involved. You lose points for peeking at the whole image, or using the automatic placement features (F7, F8). These penalties are small, though.

You can get assistance with the puzzle by using the function keys and/or the Winzle! Toolbar:

Assistance Functions and the Winzle! Toolbar

You can get assistance with the puzzle by using the function keys and/or the Winzle! toolbar:

F-Key	Toolbar Icon	Function	Description
F1		Help	Displays/hides help screen.
F2		Grid	Displays/hides grid. Grid outlines out of place pieces.
F3		Complete Picture	Take a peek at the finished picture.
F4		Reduced Image	Displays a reduced size copy of the completed picture.
F5		Incorrect Pieces	Shows only the pieces that remain to be placed.
F6		Correct Pieces	Shows only correctly placed pieces.
F7		Proper to Current	Moves the correct piece to current location.
F8		Current to Proper	Moves the current piece to correct location.
F9		Hide Toolbar	Temporarily hides the Winzle! Toolbar
ESC	N/A	<u>S</u> ave/ <u>Q</u> uit	Exits the game; also allows you to save the current game if one is in progress.

Saving and Restoring a Game

You can save any puzzle by pressing ESC. If a game is in progress, you will be asked if you wish to save it. This writes a small file to your disk that remembers your current position. You can start from this point, by choosing "Open Saved Puzzles File" from the main [Winzle! help screen](#) or by pressing **CTRL+0**.

The saved puzzle format uses the .SAV extension. It does not contain the actual image, so the original WZL file is also required when you open the saved puzzle.

Hardware Issues: Video Drivers

Winzle does not require a 256 color video driver, but if your system isn't set up that way you are really missing out. If when you load the Winzle! puzzles they appear somewhat dull, weird or abstract, its probably because you are using only a 16 color video driver. If your hardware can handle it, you should switch to a 256 color video driver.

Of course, now that we've said that the obvious questions is "Ok, how do I switch?" The answer, unfortunately, is not simple (you knew we were going to say that, didn't you?). Changing your Windows video driver can vary from very simple to a pain in the butt, depending on your computer manufacture, video board manufacturer, and the age of your system. The only totally honest answer that we can give that will apply to almost everybody is to check your documentation (you know, all those little books you threw out last week). Having said that, we CAN offer some suggestions:

If you have a fairly new system, there's a very good chance it came with an utility called SET RES. This will allow you to change your video driver relatively easily. SET RES can usually be found on the Control Panel or in your Main group.

If you don't have SET RES, check around in Program Manager for something similar. Make sure you check in the Control Panel. We've seen utilities with names like "HT DISPLAY" and "VIDEO CONTROL".

If you can't find SET RES or a clone, you will need to use Windows Setup. This can be run from either Windows or DOS. You may find the appropriate driver in one or more of the following places:

- 1) There may already be one installed on your system. If so, Setup will tell you.
- 2) Most systems these days come with Windows pre-installed. Many of these systems include a directory called WINDRVS, which contains Windows drivers.
- 3) Most video cards come with a diskette containing video drivers. If yours did, this is probably the best driver to use, since it optimized for your particular board.
- 3a) Video drivers are frequently updated. If your video board manufacturer has a BBS check there for the latest driver. Also, you can frequently find updated drivers on CompuServe and on other information services.
- 4) If all else fails, Windows comes with a generic 256 color driver that will work with most boards.

By the way, if when switching your video driver something goes wrong and you can't get Windows to work anymore, DON'T PANIC. Just run SETUP again from DOS and switch back to a generic driver. The most common reason for this happening is trying to run at 800x600 or 1024x768 with a monitor not capable of those resolutions.

Hardware Issues: Sound Boards

If you have a sound card on your system, and have installed a Windows driver for it, then you don't have to do anything else -- you're set. On the other hand, if you don't have a sound card on your system don't give up yet. Microsoft has available a special driver that will play Windows sounds through your PC's built-in speaker. While the quality of this sound will vary depending upon the quality of your machine's speaker (it's fair to say that on most computers the sound produced will really suck, but, hey, what do you expect for free?), at least it gives you something. The Microsoft PC speaker sound driver (and clones) are available on most information services such as CompuServe, and on many BBS's.

Software Issues: VBRUN300.DLL and VBX Files

All MS Visual Basic programs require the use of a library file called VBRUN300.DLL. This includes Winzle!.

Check your WINDOWS\SYSTEM directory to see if a copy is already there. If so, then you can delete the copy that came with Winzle!. If not, you need VBRUN300.DLL either in that directory or in the WINZLE directory. We recommend that you place it in the WINDOWS\SYSTEM directory so that all programs can share it, thus meaning you only need one copy on your computer.

About the VBX files:

VBX files are also libraries used by Visual Basic programs. Unlike VBRUN300.DLL, not all programs need them. Winzle! uses several, all of which are provided with it.

Officially, Microsoft recommends that to avoid duplication and wasted disk space you put all of your VBX files in the WINDOWS\SYSTEM directory. We **STRONGLY DISAGREE** with this. The reason: Unlike VBRUN300.DLL, there are various versions of some of the VBX files, not all of which are compatible with each other. Simply having the most recent version on your system is not enough, the newer versions are frequently not compatible with programs designed with the older versions. The bottom line is that if you place all your VBXs in one place you will eventually run into problems.

For this reason, we recommend you leave the VBX files included with Winzle! in the WINZLE directory.

Custom Sounds

The sounds used by Winzle! are stored in WAV files in the Winzle! directory. You can customize your copy of Winzle! by replacing these files. The files used by Winzle! are:

<i>applause.wav</i>	Hall of Fame entry.
<i>chord.wav</i>	New game started.
<i>click.wav</i>	Left-button click, and right-button click w/o match.
<i>done.wav</i>	Puzzle completed.
<i>f7.wav</i>	F7 assist used.
<i>f8.wav</i>	F8 assist used.
<i>hit.wav</i>	Successful swap (played twice if both pieces match)
<i>noswap.wav</i>	Attempt to click on piece already correctly placed.

