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Overview

MatchUp is a challenging brain-teaser which is much harder than looks. The objective is to scramble the tiles then reorder them as quickly as you can. Each of the 8 identically shaped tiles can be rotated into 4 positions yielding a virtually endless combination of incorrect arrangements, but only *one* correct one. [Playing MatchUp](#) is easy, solving the puzzle isn't!

This version of MatchUp was created to demonstrate the concept. It's FreeWare, but please drop me a note with your comments or suggestions.

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Playing MatchUp

To Start A Game:

Scramble the game tiles either by selecting the "**Scramble**" option from the "**Game**" menu, or by pressing the "**Scramble**" button on the speedbar. The counter will start as soon as the tiles have scrambled.

To Move A Tile:

Just place the cursor over the tile to be moved and while holding down the **Left** mouse button, drag the tile to the desired location.

To Rotate A Tile:

Just place the cursor over the tile and click the **Right** mouse button. The tile will rotate clockwise in 90 degree increments.

To Get A Hint:

Select the "**Hint**" option from the "**Game**" menu, or press the "**Hint**" button on the speedbar. Each time Hint is selected a tile will be rotated to it's correct orientation. If all tiles are in the correct orientation, each Hint will move a tile to it's correct position. Selecting "**Solve**" will solve the puzzle immediately.

To Pause The Game:

Select "**Pause**" from the "**Game**" menu. The counter will stop until a tile is either moved or rotated. This option is only available if a game is in progress (i.e.; the counter is running).

Scoring

Your score is simply the time it took you solve the puzzle. The three fastest times are recorded in the Best Times dialog box. But, just to keep you honest, so are the number of hints used!

Game Menu Commands

The following commands are available from the **Game** menu:

<u>Best Times</u>	Displays Fastest Times
<u>Sounds Enabled</u>	Checked If Sounds Are Enabled
<u>Scramble</u>	Starts Game
<u>Solve</u>	Solves Puzzle
<u>Hint</u>	Get A Hint
<u>Pause</u>	Pauses The Game
<u>Exit</u>	Quits The Game

Best Times

This command displays a dialog box showing the three fastest times - along with the number of hints used to get that score. Pressing the reset button on this dialog box will clear these times.

Sounds Enabled

If your computer is capable of playing digitized sounds (Specifically - Windows .WAV files), this option will be available. When checked, the sounds are enabled. If not checked, no sounds will be played. MatchUp will remember your preference from session to session.

Scramble

Selecting Scramble will start a new game. The tiles will be randomly rotated and positioned off to the side of the puzzle. Once the tiles are scrambled, the counter will begin running. Once a game is in progress, selecting Scramble again will re-randomize the tiles and reset the counter.

Solve

This command will solve the puzzle and stop the counter.

Hint

Each time Hint is selected a tile will be rotated to its correct orientation. If all tiles are in the correct orientation, each Hint will move a tile to its correct position.

Pause

This command pauses the game. The numbers on the counter will turn red indicating that the game is paused. The counter will resume as soon as a tile is either moved or rotated. This option is only available if a game is in progress (i.e.; the counter is running).

