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Scramble

This option will make a series of random tile moves, the result being an image that is mixed up, and will require many tile movements to restore.   An image may be 'scrambled' several times for greater effect.

It will always be possible to restore a scrambled image.

Unscramble

This option restores the image to it's original state - unscrambled.   This is cheating!

Paste

To paste an image into **Puzzle** from the clipboard, select 'Paste' from the 'Special' menu. **Puzzle** will resize the image to fit the **Puzzle** window.

Try this: hit the 'Print Screen' key, then select 'Paste' from the 'Special' menu.   The *whole screen* will have been copied to the clipboard, and then into **Puzzle**.

How to Play

Puzzle is played by first scrambling the tiles, then moving the tiles around by clicking on them with the mouse, or using the arrow keys on your keyboard.   Try to reconstruct the original image.

Puzzle will let you know when an image has been solved!

Differences between v1.0 and v1.1

Puzzle underwent improvement from version 1.0 to version 1.1.   The main differences are outlined below:

       Paste bitmaps from .bmp files
       Improved help system
       More images to use
       Option preferences saved in WIN.INI file
       Tile numbering for difficult Puzzles
       More options for number of tiles
       Reduced memory requirements

Thanks to all those that made suggestions for improvement.

Number of tiles

The number of tiles in **Puzzle** can be changed somewhat to alter the difficulty of solving **Puzzle**.   Grids of tiles in the **4x4**, **5x5**, **6x6**, **7x7** and **8x8** arrangements are available from the Game menu.

A larger number of tiles means that it is more difficult to recognize the original location of each tile, and therefore harder to solve.   Try numbering tiles to make this easier.

Exit

Exiting Puzzle causes preferred settings to be written to the **WIN.INI** file.   These will be written to a section titled **[Puzzle]**.   **Puzzle** stores the following information:

- screen location of the **Puzzle** window.
- image style (lines, letters, ...) and any bitmap file name
- whether tile numbering is in effect.
- whether the arrow key directions are swapped.

Paste from Bitmap file

Bitmap files can be loaded into Puzzle by selecting 'Paste from...' from the 'Special' menu. Puzzle will resize the image to fit the Puzzle window.   The bitmap file name is saved as a default when you <u>exit</u> **Puzzle**.

Try loading some of the wallpaper bitmaps you have.

Image style

There are six different types of image that can be used with **Puzzle**.   Image style can be changed with the 'Special' menu.

Lines - consists of a colored fan of lines spread across the **Puzzle**.   Standard system colors are used to generate this image.

Letters - presents a more traditional appearance to **Puzzle**.   Standard colors again.

Rectangles - many colored rectangles, using a color palette.   If you have a 256-color display driver, this will be one of the more visually appealling images.

Ellipses - similar to rectangles, but with ellipses instead of rectangles.   Uses the same color palette.

Paste - will take an image that has been copied to the clipboard, and resize that image to fit the **Puzzle** window.

Paste from - will load a bitmap from a file, prompting for the file name.   It too will be resized to fit the **Puzzle** window.

Swap key directions

This option reverses the effect of using the arrow keys to move tiles around in Puzzle.   The 'up' key will be interpreted as 'down', and 'left' as 'right'.   Some prefer to think of the arrow keys moving the space around, and others prefer to think of them moving the tiles around.

See the help topic 'Keyboard'.

Tile numbering

Sometimes, when an image is pasted or loaded into Puzzle, two or more tiles may be identical.   This option will place a tile identification letter in the lower right corner of each tile.

This option can also be switched on, then off to provide a clue to the location of the tiles, which makes some of the more difficult puzzles easier to solve!

Shareware

Puzzle is shareware.   Please support Shareware.   See the '**About Puzzle...**' option in the '**Help**' menu for details.

Mouse

In order to move a tile down, into the <u>space</u> below it, simply click on the tile with the mouse (any mouse button).   Any tile that is adjacent to the space can be moved into the space by simply clicking on that tile.

Keyboard

In order move a tile down, into the <u>space</u> below it, simply hit the up arrow key on your keyboard.   This moves the space up, and the tile down.

There is an option in the 'Special' menu that will reverse this, so that the down arrow key will move the tile above the space down.   See '<u>Swap key directions</u>' help topic.   This option is a preference that is saved when you <u>exit</u> **Puzzle**.

Space

The space is the one tile that has been removed to allow the other tiles to be moved around. In the 4x4 tile arrangement, the space is the sixteenth tile, initially in the lower right corner.