

Fifteen

How to Play.

Overview

Game process

Hint

Commands

Game menu

Options

Technical information & customer support

Overview

"Fifteen" is a famous world-wide known game that was invented in America in 1915. Here you see a computer version of this game. The goal of the game is to arrange square blocks on a game field in an increasing order like this:

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	


One block (16) is absent. This allows you to maneuver using the spare space. The most tricky thing in this game is that some very simple combinations are unsolvable. If you only exchange 14 and 15 you'll obtain the position that you will never arrange in order moving the blocks in the field. Once upon a time a huge bonus was promised to a person that can solve this combination.

In this game Computer prepares the randomly mixed combinations for you. All of them are proved to be solvable. You can move the blocks by pressing arrow keys or clicking left mouse button on a block you want to move (as there is the only direction in which it can be moved). Computer also keeps time and registers best results.

Game process

This is very simple - you can move blocks

A. Using arrow keys,

B. Clicking left Mouse button  on a desired block.

In each case there will be no ambiguity because a selected block can move in a single direction, and if you specify direction by arrow key there will be only one block that can move in this direction.

Computer keeps some statistics for you: time passed (which is showed in the lower left corner) and number of moves made (right corner). Time of game is stored for the best players of each Level.

OPTIONS

In addition to the classic version some options were added to the game: Game Level and Picture Deck.

Game Level

There are three game levels in this game: Novice, Advanced and Expert. The game field for Novice is 4-by-4 blocks, 6-by-6 for Advanced and 8-by-8 for Expert. The results (best times) are stored separately for all three levels.

Picture Deck

In addition to dull numbers you can select an interesting picture to arrange on the same principle. There are 3 various built-in pictures:

George The Winner - an ancient Moscow City Emblem,

Zebra - a striped animal,

Earth Map - a semi-globe in a stereographic projection.

Picture Hint checkbox allows you to show (or to hide) a hint - small copy of a picture you are arranging.

HINT

Read [this](#) if you have no idea how to manage the arranging properly.

The most efficient method is to combine the chain of successive numbers and move this chain to its position "spinning" it counter- or clockwise.

Technical information & Customer support

The Computer is guaranteed fair player, i.e. it uses for playing only the same information you can see on a screen. If you have any problems with your copy of "FIFTEEN" such as hardware compatibility and so on, please contact

MOSCOW , AQUA Enterprise Ltd.,RUSSIA.

Call (095)413-1221.

To order and for customer support please contact:

in EUROPE : 011-7-(095)-413-1221 to Sergey Bobrov

e-mail: bur@acoins.msk.kiae

in USA/CANADA call

1-(206)-524-9547;524-2806

Yuri Yulaev ; 6553, 38th ave NE;

Seattle WA 98115

e-mail: yuri@math.washington.edu

Copyright (c) 1992.

Moscow , AQUA enterprise Ltd., RUSSIA.

Programming by Sergey Bobrov, Sergey Burenkov.

GOOD LUCK!

GAME menu

- [New game](#) Select this to start a new game.
- [Best results](#) Use this to look through the best Results
- [Deck](#) Change of a picture

Clipboard

This is a topic that describes the Windows term "clipboard". If you click the "clipboard" term within the Copying Text or Glossary topic, this Help topic will be displayed in a pop-up window.

This topic is also tagged with the keyword "clipboard," for use with the WinHelp Search option.

