



A Puzzling Matter

Jigsaw Version 2.0

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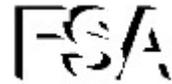
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Written by Stephen R. Woods



How to Play the Game

Jigsaw is a picture puzzle game. The software is supplied with 5 ready-made puzzles that you will find challenging and fun. You can make your own puzzles by using any picture files which use the *Microsoft Windows* BMP, RLE, DIB, or WMF format. You can create square, circular, or random shape puzzles with as few as 9 or as many as 100 pieces. Triangular puzzles always have 16 pieces.

After you select a picture and **OPEN** it, you **MAKE** a puzzle by choosing the type of puzzle and how many pieces it will contain. The original picture is chopped up into the desired number of pieces, the pieces are shuffled around, and they're tossed into the view box. You now **SOLVE** the puzzle. If you are a registered user, you can **SAVE** the puzzle to disk and at some future time, **LOAD** the puzzle again and pick up where you left off.

While you are racing against time (the on-screen elapsed timer is always ticking) trying to piece the puzzle together, you may **SHOW** a copy of the completed puzzle and re-size that copy to virtually any size on the screen to keep it out of your way. You may also need to see a **HINT** every so often, and when you click on the **HINT** button, a randomly selected piece is placed in the correct position within the puzzle. (The **HINT** button is disabled while a piece is selected.) If all the pieces of the puzzle have been placed, but some are in the wrong spot or upside down, the **HINT** button will remove an incorrect piece and place it back into the view box.

You select puzzle pieces from the view box (located on the right side of the screen) by clicking the left mouse button on the piece you want to place; the selected piece will then be bound with a red outline. If you change your mind about which piece to select, just click on a different one, or click the right mouse button to de-select the piece. You scroll through all the unplayed pieces in the view box by clicking the **<<** and **>>** buttons which are located directly underneath the view box area.

You place a selected piece into the puzzle by clicking on an empty shape in the puzzle area. The piece will then be removed from the view box. If you decide that you have placed a puzzle piece in the wrong spot, just click on that piece with the **right** mouse button and it will be removed from the puzzle and put back into the view box.

When the puzzle is complete, a dialog box containing the most recent 10 scores will appear, and you will be asked to add your initials to the score list. You may skip this part by just clicking the **OK** button in the score dialog without entering your initials.

The following playing conditions are controlled by your **Configuration** options. Note that the Configuration menu item is not available once you have started solving a puzzle.

Pieces in the view box may be presented upside down. If you think a piece is upside down, select it and click the **FLIP** button to invert it. You can turn the **FLIP** option on or off from the **Configuration** window.

Incorrectly placed pieces will not be allowed to be placed within the puzzle. If this option is chosen, you will hear a beep and the target shape will turn **red** and flash three times. If this option is chosen, attempts to place pieces incorrectly will count against you in the final score.

You may choose to disallow use of the **HINT** button. If you do use hints, each hint will count against you in the final score.

You may select the number of **penalty** points for each hint and placement error.

You may choose to always have a **grid** displayed over the puzzle as you are solving it. This makes it somewhat easier to solve.

You may select the **background** color of the puzzle and view box. The background colors available

are white, black, and grey.

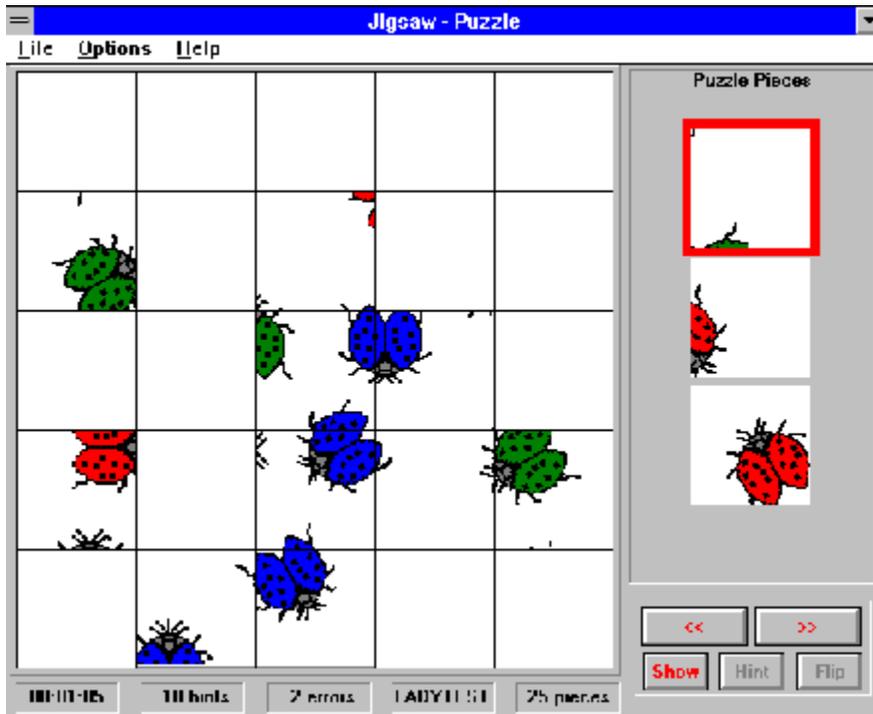
You may select the default **drive** and **directories** to be used for pictures and puzzles.

You may select the default number of **puzzle pieces** to use whenever you **MAKE** a new puzzle.

You may choose to **always** make only square, circular, random, or triangular puzzles. When this option is selected, every time you open a picture, a new puzzle will be made for you. You can always override this and just click the **MAKE PUZZLE** menu item. You may also choose to always manually make your own puzzle.

A Visual Look

The picture below shows all the elements of the *Jigsaw* screen. For information on any of these elements, click the left mouse button when a hand appears over the element.



This is the area where your picture or puzzle is displayed after choosing a picture from the **OPEN PICTURE** or a puzzle from the **LOAD PUZZLE** menu item.

This gray area is the view box area. Unplayed puzzle pieces are displayed in the view box. The number of pieces visible in the view box depends on how large the pieces are, which depends on how many pieces are contained in the puzzle. You can scroll through the view box by using the << and >> buttons which are located directly below the view box.

This piece in the view box is outlined in red. That means it was just selected by clicking on it with the left mouse button. Clicking on it with the right mouse button will de-select it. To place this piece into the puzzle, click on an empty shape in the puzzle area.

These two pieces are not currently selected. They are just two puzzle pieces waiting to be played.

This box shows the amount of time elapsed since you started solving the puzzle by either clicking on the **SOLVE** menu item or loading a pre-made puzzle.

This box shows how many hints you have used for the current puzzle.

This box shows how many errors you have made in placing puzzle pieces if the **DISALLOW INCORRECT/FLIPPED PIECES** configuration option is checked. If this option is off, this box will show **No Errors**.

This box shows the file name of the current picture or puzzle.

This box shows the number of pieces in the current puzzle.

Click this button to scroll the view box backwards through the unplayed puzzle pieces.

Click this button to scroll the view box forward through the unplayed puzzle pieces.

Click this button to display a copy of the completed puzzle in a new window. The new window may be re-sized to any size for your convenience and its picture will be scaled accordingly. You may click the **ON TOP** button in the **SHOW** window to prevent it from disappearing every time you click somewhere else on the screen. When the show window is on top, the caption on this button changes to **IN BACK**. Clicking the **IN BACK** button will hide the **SHOW** window the next time you click within another window on the screen. Click the **CLOSE** button on the **SHOW** window to remove it permanently from the screen.

Click this button for a randomly selected puzzle piece to be placed into the puzzle. If all the pieces of the puzzle have been placed, but some are in the wrong spot or upside down, the **HINT** button will remove an incorrect piece and place it back into the view box. Note that the **HINT** button is disabled while a puzzle piece is currently selected in the view box.

If you think that a puzzle piece in the view box is upside down, select it and click on this button to invert it.

Click on the **FILE** menu to see a sub-menu containing the following functions:

| | |
|---------------------|---|
| <u>OPEN</u> | BMP, DIB, RLE, WMF files are loaded and scaled to fit the puzzle box. |
| <u>CLOSE</u> | the currently opened picture or a puzzle |
| <u>LOAD</u> | a saved puzzle from disk (.PUZ files you previously saved) |
| <u>SAVE</u> | the current puzzle to disk. Only available for registered versions. |
| <u>MAKE</u> | Opens a sub-menu for puzzle type and number of pieces. |
| <u>SOLVE</u> | Starts the timer and fills the view box. Now solve the puzzle. |
| <u>EXIT</u> | End the game. |

Up to 4 items may appear between the **SOLVE** and **EXIT** menu items. These are the 4 most recent pictures or puzzles opened or saved. Click on one of these items to quickly open the desired picture or puzzle and bypass the **FILE OPEN** dialog box.

Click on the **OPTIONS** menu to see a sub-menu containing the following functions:

- SHOW GRID** Display or hide the grid. Temporarily overrides the configuration option while the current puzzle is open.
- GRID COLOR** Choose the color of the grid lines.
- BACKGROUND** Choose the color of the puzzle and view box background. Temporarily overrides the configuration option while the current puzzle is open.
- CONFIGURE** Change program configuration.
- SCORES** Display the most recent 10 scores.

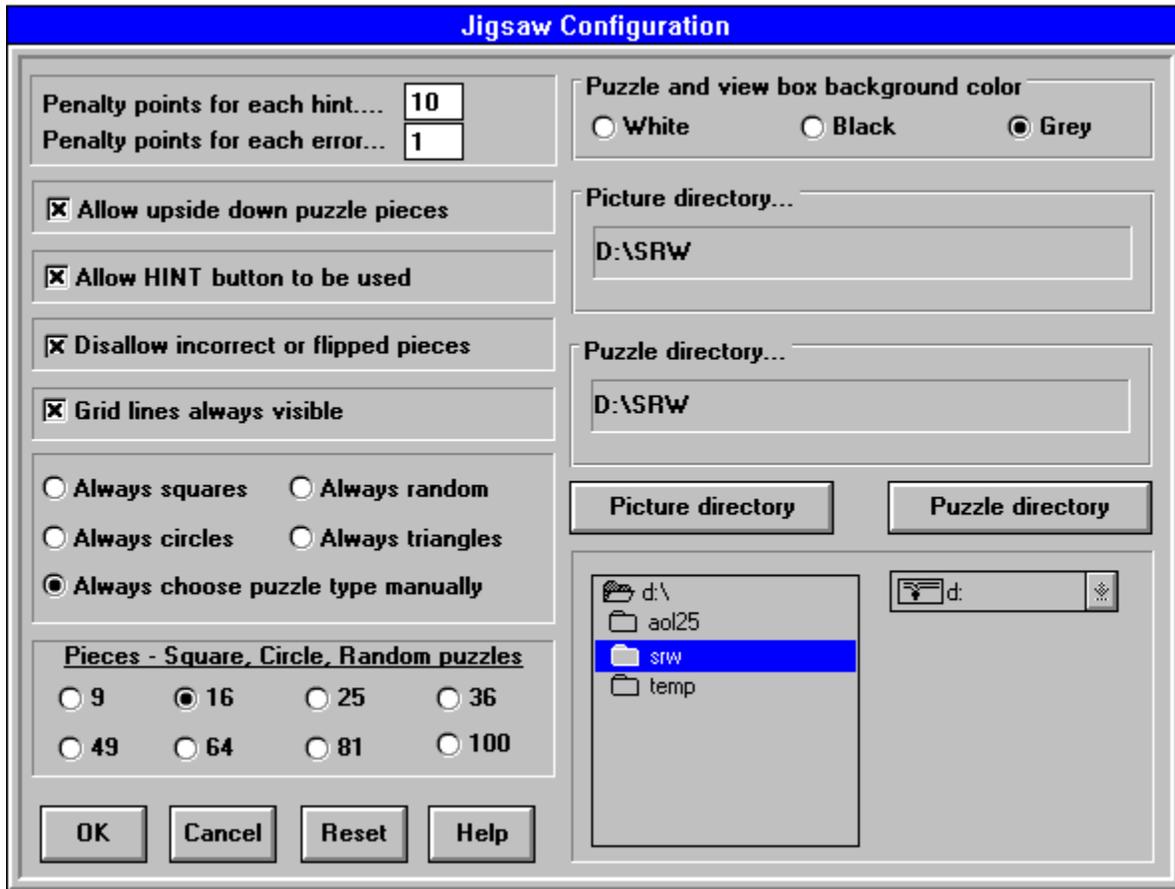
Click on the **HELP** menu to see a sub-menu containing the following functions:

HOW TO PLAY
ABOUT

Invokes *Windows* HELP system for **Jigsaw**.
Displays version and registration information.

Configuration

The picture below shows all the elements of the *Jigsaw* configuration dialog. For information on any of these elements, click the left mouse button when a hand appears over the element.



Select the value of penalty points for each hint and each error. Valid values are zero thru 999 for each of these entries. Error penalty points are only accumulated when the **DISALLOW INCORRECT/FLIPPED PIECES** option is checked.

Checking this option will cause randomly selected puzzle pieces in the view box to appear upside down. Select the upside down piece and click the **FLIP** button to correct upside pieces before placing them into the puzzle. Note that upside down pieces may be placed into the puzzle unless the **DISALLOW INCORRECT/FLIPPED PIECES** option is checked.

Checking this option prevents you from placing an incorrect or upside down puzzle piece into the puzzle. When this option is checked, you will hear a beep, and the target shape will turn **red** and blink three times. Also when this option is checked, the ERROR accumulator is incremented each time you attempt to place an incorrect piece. Errors count against your final score unless the error penalty value is zero.

Checking this option enables the **HINT** button on the main puzzle screen. When the **HINT** button is enabled, each time it is clicked, a randomly selected unplayed puzzle piece is placed into the puzzle. If all the pieces of the puzzle have been placed, but some are in the wrong spot or upside down, the **HINT** button will remove an incorrect piece and place it back into the view box. Note that the **HINT** button is disabled while a puzzle piece is currently selected in the view box.

Checking this option causes gridlines to always overlay the puzzle. You may override this option during game play by clicking on the **OPTIONS** menu and clicking on the **SHOW GRID** menu item to toggle the grid on or off.

Checking **ALWAYS MAKE (SQUARE, TRIANGLE, CIRCLE, RANDOM) PUZZLES** causes the selected default puzzle type and number of pieces to be used automatically whenever the **MAKE PUZZLE** sub-item is selected. This may be overridden during game play by clicking the **SQUARES, TRIANGLES, CIRCLES**, or **RANDOM** sub-menu item when making a new puzzle. Select the **MANUAL** option if automatic puzzle type and number of pieces generation is not desired.

Click the option button which indicates your preference for the default number of puzzle pieces to be generated when making a new puzzle via the **MAKE PUZZLE** sub-menu item. This option may be overridden during game play by clicking the number of pieces desired in the puzzle type's associated sub-menu item.

These option buttons set the default background color for the puzzle and view box. Different background colors can make it easier to see the edges of the pieces. This option may be overridden while the current puzzle is open by clicking the **BACKGROUND** menu item which is located within the **OPTIONS** menu.

This box displays the current picture directory. To change this directory, click on the **Picture Directory** button.

This box displays the current puzzle directory. To change this directory, click on the **Puzzle Directory** button.

Click this button to activate the **drive list box** and **directory list box** allowing you to scroll through your directories. Single click a directory entry to display the directory's sub-directories. Double click the directory entry you wish to be the default for the **OPEN PICTURE** dialog box.

Click this button to activate the **drive list box** and **directory list box** allowing you to scroll through your directories. Single click a directory entry to display the directory's sub-directories. Double click the directory entry you wish to be the default for the **LOAD PUZZLE** dialog box.

This **directory list box** is activated when you choose a default picture or puzzle directory by clicking on the **Picture Directory** button or the **Puzzle Directory** button.

This **drive list box** is activated when you choose a default picture or puzzle directory by clicking on the **Picture Directory** button or the **Puzzle Directory** button.

Click the **OK** button when you are satisfied with your configuration changes. All changes made will be effective immediately and whenever you play the game in the future.

Click the **CANCEL** button if you decide not to save your changes. All changes made will revert to their previous values.

Click the **RESET** button to reset all values to their defaults, then click **OK** to save the reset values.

Clicking the **HELP** button invokes this **HELP** window.

Menus

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Close Picture
Load Puzzle
Save Puzzle
Make Puzzle
Solve Puzzle
Exit

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Open Picture

Choose this menu item to open a graphical image and display it in the puzzle area. *Windows* graphic file formats currently supported are bitmap, run-length encoded bitmap, device independent bitmap, and metafiles (BMP, RLE, DIB, and WMF). When this menu item is chosen, a standard *Windows* **FILE OPEN** dialog box will be presented. If you have set a default picture directory in your Configuration, that directory will be the initial directory displayed by the **FILE OPEN** dialog. After a picture has been successfully opened, you may proceed to **MAKE** the puzzle and then **SOLVE** or **SAVE** it. You must **CLOSE** an open picture or puzzle before you can open another.

Close Picture/Puzzle

After you are through with a picture or puzzle, you must close it before you can open another.

Load Puzzle

Choose this menu item to open a previously saved puzzle and display it in the puzzle area. When this menu item is chosen, a standard *Windows* **FILE OPEN** dialog box will be presented listing files with the extension **PUZ**. If you have set a default puzzle directory in your Configuration, that directory will be the initial directory displayed by the **FILE OPEN** dialog. After a puzzle has been successfully opened, you may proceed to **MAKE** it, **SOLVE** it, or **SAVE** it. You must **CLOSE** an open puzzle before you can open another. This feature is available to registered users only.

Once a puzzle is open, you may re-**MAKE** it at any time before clicking the **SOLVE** menu item. For example you may want to change a 16 piece puzzle to a 25 piece puzzle to make it harder, or you may want to change a square puzzle to a triangular one. If you **SAVE** the puzzle again after changing it, it will take on the new attributes.

Refer to the **SAVE PUZZLE** help item for details on variations of saving puzzles as this has a direct bearing on how *Jigsaw* reacts when a puzzle is loaded.

Save Puzzle

After a puzzle has been made, it may be saved and used again in the future. When the puzzle is then loaded again, it will react differently depending on how it was saved.

If the puzzle is saved **before** you start solving it (by clicking the **SOLVE PUZZLE** menu item), each time you load the puzzle, you must click **SOLVE PUZZLE** to chop up the puzzle and generate new random pieces.

If the puzzle is saved **after** you start solving it, information about the generated pieces is saved with the puzzle. The elapsed time, placement of each played piece, number of hints, and number of errors is also saved with the puzzle. As a result, the next time this puzzle is loaded, you resume exactly at the point where you left off when the puzzle was saved. You can immediately continue solving the puzzle.

A special note: The graphic file originally used to make the puzzle (the BMP, RLE, DIB, or WMF file) is not saved with the puzzle file; only the name and directory location of the graphic file is stored with the puzzle information. If you delete or move the puzzle's graphic file, **Jigsaw** will not be able to find the picture. In this case, you will have to restore the graphic file to where it was located when the puzzle was made. If this is not possible, you should just delete the puzzle file altogether and forget about it. Alternatively, you could open the graphic file from its new location and make a new puzzle.

Another special note: The **SAVE PUZZLE** function is only available to **registered** users.

Make Puzzle

After a picture (or existing puzzle) is opened, you must **MAKE** it before you can **SOLVE** it. Clicking on this menu item will display a sub-menu that presents the four types of puzzles available: squares, circles, triangles, and random shapes.

If your Configuration option is **not** set to **ALWAYS CHOOSE PUZZLE TYPE MANUALLY**, the type of puzzle and number of pieces is automatically made for you. You may, however, override the Configuration defaults by clicking on one of the below menu sub-items.

If you choose **SQUARES**, **CIRCLES**, or **RANDOM**, another sub-menu is displayed that presents the 8 pre-defined number of puzzle pieces available. You must now choose how many pieces your puzzle will consist of: 9, 16, 25, 36, 49, 64, 81, or 100. The default number from your Configuration will already be checked. You must now click on the number of pieces desired for this puzzle.

If you choose **TRIANGLES**, a 16 piece equilateral triangle will be displayed. Triangle puzzles are currently limited to 16 pieces because a good triangular puzzle is very hard to solve.

You may make and re-make a puzzle as many times as you like prior to clicking **SOLVE PUZZLE**. If a grid does not appear after you have clicked **MAKE PUZZLE**, click the **SHOW GRID** menu item if you want a grid to overlay the puzzle. If the grid still does not show up, check the **GRID COLOR** menu item, and make sure that it is not set to **white** or a dominant puzzle color.

Once the puzzle is made, it can be solved, saved, or both.

Solve Puzzle

After a picture or puzzle has been made (by clicking the **MAKE PUZZLE** menu item), or a puzzle has been loaded (by clicking the **LOAD PUZZLE** menu item), you may begin to solve the puzzle. At this time, **Jigsaw** will chop up the picture into the number of pieces specified when the puzzle was made, shuffle the pieces, and display them in the view box on the right side of the screen.

To select pieces to place into the puzzle, position the mouse pointer over one of the pieces in the view box and click on that piece; the piece will then be outlined in red. To place the selected piece into the puzzle, click on an empty square or triangle (assuming that grid lines are showing) and the selected piece will be removed from the view box and placed into the puzzle area.

To de-select a piece in the view box, click the right mouse button over the selected piece, or just simply select another piece. You may scroll the pieces in the view box backwards and forwards to look for particular pieces.

To remove a piece from the puzzle area, position the mouse pointer over the piece to be removed and click the right mouse button. The piece will be placed back into the view box.

You may use hints by clicking the **HINT** button, but be warned that each hint will count against your score. If you place an incorrect or upside down piece in the puzzle, that will also count against your score.

If a piece in the view box is upside down, select it and click the **FLIP** button to invert it. When the puzzle is complete, you will be informed if it is 100% correct or if errors are present. When the puzzle is finally completed correctly, a **SCORES** dialog box will appear and you may enter your initials for posterity.

Exit

Clicking the **EXIT** menu item ends *Jigsaw*.

Show Grid

Clicking this menu item toggles the grid lines that overlay the puzzle picture. When the grid is toggled on, a check mark appears next to this menu item and the next menu item, Grid Color is also enabled. The grid will not be displayed until a picture or puzzle is opened.

Note: If **Show Grid** is toggled on, and a grid is not displayed, make sure that the Grid Color is not set to white.

Grid Color

When the Show Grid menu item is toggled on, the **Grid Color** menu item is enabled. You may want to change the grid color based on the currently displayed puzzle picture. To choose a different color for the grid lines, click **Grid Color** and a sub-menu of seven colors (black, white, red, blue, green, yellow, gray) is displayed. Click on the color desired.

Background

Click this item to change the background color of the puzzle and the view box. You may want to change the background color based on the currently displayed puzzle picture in order to make it easier to see the edges of the puzzle pieces. The available background colors are white, black and grey.

Scores

Clicking this menu item displays a list of the ten most current scores. When a new score is added to the list by correctly solving a puzzle, the new score is added to the list in its proper place according to the elapsed number of seconds and penalty points received. Lower scores are dropped from the list as higher scores are added. You may at any time clear the current list of scores by clicking the **Clear Scores** button within the **Scores** display.

Configure

Clicking this menu item causes the Configuration dialog to be displayed. Here you may set and change many program settings and options. Click on the word Configuration anywhere in this paragraph to proceed to Configuration help.

How to Play

Click this menu item for detailed instructions on [how to play](#) **Jigsaw**.

About

Click this menu item for important information about your version of **Jigsaw**.

Technical Information

Jigsaw was written in Microsoft Visual Basic using direct calls to *Windows* API routines where appropriate for speed and less drain on system resources. This program requires version 3.1 or higher (including Windows 95) of **Microsoft Windows**. The following files are installed by the Setup program:

| | |
|---------------------|---|
| CTL3DV2.DLL | A required file that should be located in your WINDOWS/SYSTEM directory. |
| FSAPRODS.HLP | This is a product brochure. After you have thoroughly read it and ordered all of our products, you may simply delete it. This file should be in your JIGSAW directory. |
| JIGSAW.EXE | The program itself. Make sure that your program properties point to the directory where this file is located. Setup will place this file in a directory named JIGSAW . |
| JIGSAW.HLP | This is the WINDOWS HELP file you are currently reading. This file should be in your JIGSAW directory. |
| JIGSAW.INI | This file contains program information such as configuration options, scores, etc. This INI file should be located in the JIGSAW directory. |
| JIGSAWCD.VBX | A required file that should be located in your JIGSAW directory. |
| JIGSAWTD.VBX | A required file that should be located in your JIGSAW directory. |
| READ.ME | This file contains late breaking information that you should read before you install the product. After you have read it, you may simply delete it. This file should be in your JIGSAW directory. |
| VBRUN300.DLL | Should be in your WINDOWS/SYSTEM directory. This run-time library file is provided by Microsoft and is distributed by publishers of Visual Basic programs. If you already have a copy of this file, use the most recent version. |

To **UNINSTALL** this product simply remove (delete) the above files from their appropriate directory (folder) location. If you are running other Visual Basic programs, do **NOT** remove the VBRUN300.DLL file. In addition, other non FSA programs may also use the CTL3DV2.DLL file, so remove this file with caution or better yet, leave it alone.

Registration Information



Jigsaw

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WWW..... <http://www.iwaynet.net/~fsagames>

If you use this product for over 30 days, you must register it. To register this product send \$12.00 cash, check, or money order (U.S. currency only) to the above address. For registrations outside of the continental United States, add an additional \$3.00 for postage and handling. Upon receipt of your registration, we'll send you a new disk containing the latest version of the software and printed documentation.

Benefits of registering:

- Registration reminders** are disabled.
- Save Puzzle** feature is enabled.
- Load Puzzle** feature is enabled.
- We make twelve bucks** which may encourage us to develop new games.

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