



Object of the game

Make the set of figures on the left look like the model on the right. Complete each puzzle in as few moves as possible to move to the next level. You have as much time as you need to think, but the game is over if the move counter reaches zero.

See also

[How to Play](#)



**Score**

Your current score.

Level

Your current puzzle's start level. The higher the level, the more complex the puzzles are and the more moves you have to solve the puzzles. On levels above Level 50, you are given fewer moves to solve the puzzles.

Moves

Moves you have left to solve your puzzle. In Training mode, you have as many moves as you want.

Match

Shows the pattern you need to match with your puzzle.

Puzzle

Rearrange the figures to match the pattern on the right of your game screen.





How to play

- Click a figure with the **RIGHT** or **LEFT MOUSE BUTTON** to rotate the ring of figures around it.
- Arrange the figures to match the pattern on the right of your game screen.
- The more moves you use, the fewer points you earn.
- Complete each puzzle to move to the next level. The game is over if the move counter reaches zero.

Notes

- In Training mode, you can't earn a high score. When the move counter reaches zero, the game continues until you solve the puzzle or end the game. To switch from Tournament mode to Training mode, on the **Game** menu, click **Options**, and then select **Training**.
- There are over 50 levels in Spring Weekend. You can change the start level instead of playing from the beginning. After Level 50, the number of moves you are given to solve the puzzles decreases.

See also

[Object of the Game](#)

[Game Screen](#)

[Starting a New Game, Resetting, and Exiting](#)



Starting a new game, resetting, and exiting

To start a new game

- ▶ On the **Game** menu, click **New**, or press **F2**.

To reset the puzzle

- ▶ On the menu bar, click **Reset** to return the figures to their starting positions on the level you are playing. You can only reset a game in Training mode.

To exit a game

- ▶ On the **Game** menu, click **Exit**.

See also

[How to Play](#)

[Game Options](#)



Scoring

This table shows the number of points you earn on each level when you solve a puzzle. The fewer moves you use to solve a puzzle, the more points you earn. After the Level 50, you have successively fewer moves to solve a puzzle.

Level	Points per puzzle	Points per unused move
1 – 7	10	5
8 – 14	20	10
15 – 21	30	15
22 – 28	40	20
29 – 35	50	25
36 – 42	60	30
43 – 49	70	35
50 – 56	80	40
57 and up	90	45





Game options

You can customize game options by changing the game mode, changing the start level, changing the default name that appears in the **High Scores** list, and turning the background music and sound effects on or off. You can also have the game ask for your name each time you earn a high score, reset the high scores, and turn Quick Help and Quick Tips on or off.

Click the option you want:

[Changing the Game Mode](#)

[Changing the Start Level](#)

[Changing the Default Player Name](#)

[Turning the Background Music On or Off](#)

[Turning the Sound Effects On or Off](#)

[Turning Ask for Player's Name On or Off](#)

[Resetting the High Scores](#)

[Turning Quick Help On or Off](#)

[Turning Quick Tips On or Off](#)







To change the game mode

You can choose either Training mode to practice strategies or Tournament mode to earn points and compete against previous high scores.

- 1 On the **Game** menu, click **Options**.
- 2 In the **Game Mode** section of the **Spring Weekend Options** dialog box, click **Training** or **Tournament**.

See also

[Game Options](#)



To change the start level

You can change the start level to vary the complexity of the puzzles.

- 1 On the **Game** menu, click **Options**.
- 2 In the **Start Level** section of the **Spring Weekend Options** dialog box, click the up or down arrow to increase or decrease the start level of the game. On higher levels, you are given more moves to solve a puzzle and the complexity of the puzzles increases -- there are more pieces to arrange and the pieces are more jumbled. On levels above Level 50, you are given fewer moves to solve the puzzles.

See also

[Game Options](#)





To change the default player name

You can change the name that appears by default in the **High Scores** list.

- 1 On the **Game** menu, click **Options**.
- 2 In the **Spring Weekend Options** dialog box, type your name in the **Please enter your name** box. If you want the same name to appear automatically in the **High Scores** list each time you earn a high score, clear the **Ask for player's name** check box. If you want to change the name that appears in the **High Scores** list each time you earn a high score, select the check box.

See also

[Game Options](#)

[Ask for Player's Name](#)





To turn the background music on or off

- 1 On the **Game** menu, click **Options**.
- 2 In the **Spring Weekend Options** dialog box, select or clear the **Background Music** check box.

See also

[Game Options](#)



To turn the sound effects on or off

- 1 On the **Game** menu, click **Options**.
- 2 In the **Spring Weekend Options** dialog box, select or clear the **Sound Effects** check box.

See also

[Game Options](#)





To turn Ask for player's name on or off

You can choose to have your name appear automatically in the **High Scores** list when you earn a high score, or you can enter your name each time you earn a high score.

- 1 On the **Game** menu, click **Options**.
- 2 In the **Spring Weekend Options** dialog box, select the **Ask for player's name** check box if you want to enter a name each time you earn a high score. Clear the box if you want the name in the box to appear automatically in the **High Scores** list.

See also

[Game Options](#)





To reset the high scores

When you reset the **High Scores** list, all high scores listed return to zero.

- 1 On the **Game** menu, click **High Scores**.
- 2 In the **High Scores for Spring Weekend** dialog box, click **Reset**.

See also

[Game Options](#)



To turn Quick Help on or off

Quick Help provides brief instructions for the game, including the game's Objective and How to Play.

- 1 On the **Help** menu, click **Quick Help**.
- 2 In the **Spring Weekend Quick Help** dialog box, select or clear the **Skip Quick Help at Startup** check box.

See also

[Game Options](#)





To turn Quick Tips on or off

Quick Tips provide quick information on key game features as they appear or levels as they occur.

- 1 On the **Help** menu, click **Show Quick Tips**.
- 2 When **Show Quick Tips** is checked, Quick Tips will appear during gameplay. When **Show Quick Tips** is cleared, Quick Tips will not appear.

See also

[Game Options](#)





Credits

Mir-Dialogue

Project Manager: Valeri Mirantsev
Concept: Helena Richkova, Alexander Corabielnicov
Producer: Andrey Novikov
Lead Programmer: Nickolay Reshetnyak
Programmers: Vadim Kuznetsov, Nadya Romanchuk
Lead Artist: Marina Lenskaya
Lead Composer: Igor Krasilnikov
Software Test Lead: Yury Romanchuk
Technical Support: Sergey Pshenichnikov

Microsoft

Producer: Zachary M. Drake
Game Designer: Alexey Pajitnov
Product Planner: Heather Burgess
Product Manager: Ann Martinson
Localization Project Manager: Laurence K. Smith
Technical Support Lead: Steven Kastner
Software Test Leads: Steve Sanford, Matt Gradwohl, Eric Spunaugle
Software Testers: Brian Hunt, Paul H. Gradwohl, Sean Kellogg
Beta Coordinator: Andy Wood
Setup Developer: David Shoemaker
Help Developer: Maximilien X. Klaisner
Writers: Tricia Hoffman, Pamela Janello, Alexandra Shapiro
Editor: Amy Robison
Art Director: Jennifer Epps
Jewel Case Artist: Chris Lassen
Icon Artist: Connie Braat
Usability Specialist: Sean Draine
Management: Stuart Moulder, Brian Bennink, Jo Tyo, Craig Henry, Ed Ventura



