

## **Brainteaser Help**

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## **Playing The Game**

In the beginning of a new game, all the squares on the game board are filled with tiles except for the one in the center. The objective of the game is to remove all of the tiles except for one.

You remove game tiles by jumping over them. To do this you must use the mouse click-and-drag procedure to remove a tile from its square, have it "jump" over an adjacent square which is occupied by a tile, and then drop the tile onto a square which is vacant. The act of jumping removes the tile which was jumped over. You may jump in any direction including vertically, horizontally, or diagonally. Either mouse button can be used to click and drag.

When no more legal moves are possible, the computer ends the game and let's you know how you did. You must leave a single tile anywhere on the board in order to be rated a genius!

## Strategy and Hints

You will probably develop your own strategy for playing Brainteaser, however, there are two general approaches. If you are strongly left-brained, you might be able to choose an optimal move by planning a few moves ahead. If, on the other hand, you are strongly right-brained, you may prefer to play the game rather quickly and observe the pattern left by the tiles to determine your next move working from one edge of the board to the other.

## **Game Menu Commands**

### **New Game**

This command begins a new game. You may choose it at any time but if it is selected before the current game is over the current game will be lost and a new game will begin.

### **Exit**

This command terminates the program.

## Ordering Information

Brainteaser v. 1.0 is a game program written for Windows in Visual Basic. If you enjoy the program or would like a copy of the VB source code please register with the author. An orderform can be printed out by selecting the **Print Orderform** command from the Help menu.

The source code would be helpful for VB programmers as it illustrates using bitmaps for game graphics, coding for device-independent graphics, and manipulating arrays of picture boxes.

Any comments or suggestions can be directed to me at the address below:

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