Virtual Mosaic Help Contents
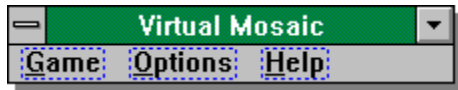
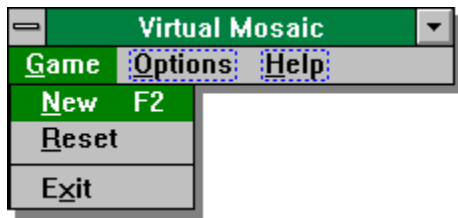**How to Play:**

Strategy
Objective
Moving Tiles
Choosing a Picture

Menu Help:

Click on the hotspots in the menu above for additional help, or select from a menu listed below.

Game Menu
Options Menu
Help Menu

Game Menu

New
The new command starts another game by mixing up the tiles on the puzzle. A new game will start even if the previous game was not finished.
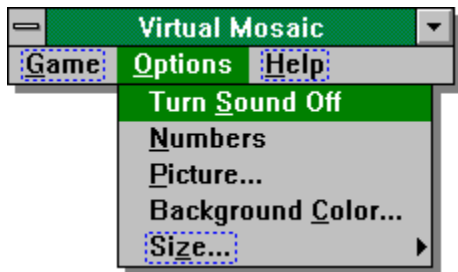
Reset
The Reset command ends the current game and returns all of the tiles to their original position. The counter is also reset to zero.

Exit
Exit aborts any game in progress and closes the Virtual Mosaic game.

Options Menu

Turn Sound Off (On)
The Turn Sound Off (On) command turns the sound effects on or off. Turning the sound off can help to increase the speed of the game on some slower computers. This option has no effect if you do not have a sound card.

Numbers
The Numbers command changes the puzzle from a picture back to the numbered tiles. This command is not available if you are already playing using numbers.

Picture
The Picture command opens a file list box to allow you to select a picture to use in the Virtual Mosaic game instead of numbers.
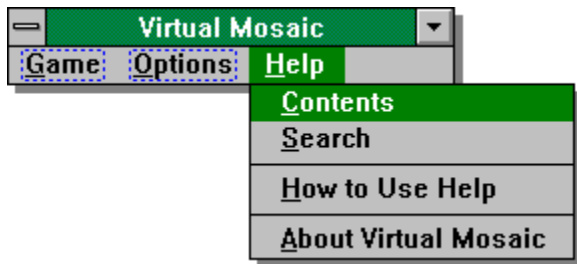
Background Color
The Background Color command allows you to change the color of the empty tile when you are playing the game using a picture. This can be helpful to provide more contrast between the color of the picture and the background.

Size
The Size command changes the number of tiles in the puzzle. If you are playing a game using numbers this will increase or decrease the size of the game board.However if you are using a picture this option will not change the size of the picture but will determine how many tiles the picture is divided into. You can use this option to keep the tiles square when using an odd sized picture. For example if you are using a 600 X 300 picture you can set the puzzle size to 6 X 3.

Help Menu

Contents
The Contents command opens the help file to the Contents screen.

Search
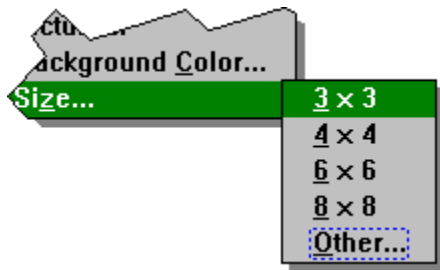The Search command opens the Help Search Window.

How to Use Help
The How to Use Help command opens the Windows Help File about using the help system.

About Virtual Mosaic
The About Virtual Mosaic command displays information about the program.
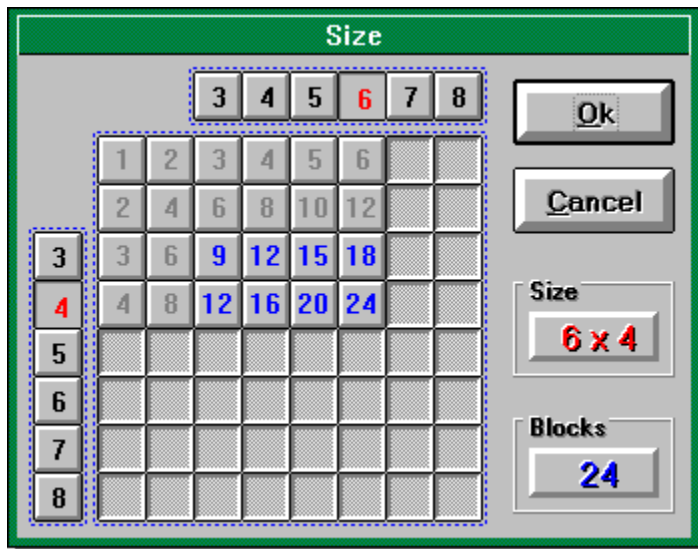
Size Menu

3X3 thru 8X8
These options set the puzzle size to the selected item.

Other
The Other command opens a window to allow the selection of odd sized puzzles.

Other (Size Option)

The Other Size Option opens this window to allow you to select a size not available under the size menu.

How to Change Size Using the Mouse
Clicking a number in the top bar changes the number of columns in the puzzle. Clicking a number in the vertical bar along the left side changes the number of rows in the puzzle.

How to Change Size Using the Keyboard
Holding down the "Alt" key while pressing a number changes the number of columns in the puzzle.
Holding down the "Ctrl" key while pressing a number changes the number of rows in the puzzle.
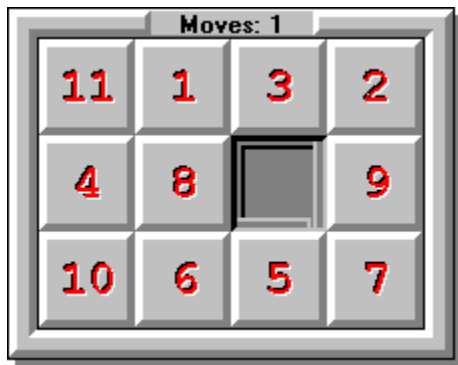
Strategy

When moving tiles you can move more than one tile at a time and still only use one move, see the <u>Moving Tiles</u> section for details on how to move more than one tile at a time. Plan your moves in advance, begin placing the tiles in order as you move them towards their original position. For example, if you are trying to move the one tile to the upper left corner and the two tile is nearby move both tiles at once toward the upper portion of the puzzle.

Objective

The object of the game is to move all of the tiles back to their original positions in as few moves as possible. On a numbered puzzle the tiles start with number one in the upper left corner and go left to right across the puzzle. If you are using a picture simply piece the picture back together.

Moving Tiles

Using the Mouse
Tiles are moved by clicking on the tile you want to move towards the empty square. You can move more than one tile at a time by clicking on the last tile you wish to move, this will move that tile and all of the tiles between it and the empty square. For example using the board pictured above, if you clicked on the 8 tile that tile would move over to the empty square and count one move. If you clicked on the 4 tile both the 4 and the 8 would move one space to the right, this would still only count as one move.

Using the Keyboard
To move tiles using the keyboard press the arrow key that points in the direction you wish to move a tile. Using the board pictured above if you pressed the up arrow the 5 tile would move to the empty square and count as one move. You can move more than one tile in a row using only one move as long as you keep moving in the same direction. If you pressed the right arrow twice using the above board the 8 tile and then the 4 tile would move one space to the right and count only one move. If you pressed the right arrow to move the 8 tile over then pressed the left arrow to move it back this would count as two moves.

Choosing a Picture

Format
Pictures must be in bitmap (*.bmp) format

Detail
Choose a picture with enough detail so that once the picture is scrambled you can still tell the individual pieces apart. Pictures with a large area of plain background do not work well because some of the pieces will be the same making it impossible to tell where they belong in the puzzle. Even if two pieces look exactly the same they still belong in different places in the completed puzzle.

Color
If you only have a 16 color monitor or video card 256 color or higher pictures may not display correctly. You can make your own 16 color pictures using paintbrush.

Size
If you choose a picture that is to large to fit inside the puzzle Virtual Mosaic will give an error message and tell you what size the picture must be to fit. You can either cut the picture down in size using paintbrush or another graphics program or switch to a higher screen resolution if your system supports one.The following chart shows what size pictures will work.

Screen Resolution	Largest Picture
640 x 480	608 x 410
800 x 600	768 x 530
1024 x 768	992 x 698

Changes the number of columns.

Changes the number of rows.

Puzzle layout is displayed here.

Hotspots

Hotspots are outlined in blue ⬚. Also the mouse pointer will change to a pointing hand when you are on a hotspot.