



## Winzle! Help Contents

For Information on using Help, press F1.

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## Game Summary

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Winzle! is an electronic jigsaw puzzle, featuring stunning images from around the world, all in Super VGA color. The game is extremely flexible; you can choose any numbers of pieces from 2 to 2000. There is a Hall of Fame for your best scores. Features include save files, solution hints, a simple mouse interface, and much more. All puzzles use original photography, especially selected for these puzzles.

See Also:     [Solving a Winzle! Puzzle](#)  
                  [Assistance Functions and the Winzle! Toolbar](#)

# System Requirements

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## **Requirements**

- Windows 3.1, Windows NT 3.1, or OS/2 2.1
- Windows Compatible Mouse
- VGA Video Card
- VBRUN300.DLL Run-time library

## **Recommended**

- 256 color (or higher) video driver for Windows
- Windows-compatible sound board or Windows PC Speaker Driver

## Installing Winzle!

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Installing Winzle! is easy, but the specific process will vary, depending on how you received your copy of Winzle!. Please select the option below which best describes your situation:

I received Winzle! on a CD-ROM or diskette.

I received Winzle! in a compressed (ZIP) file from a BBS or information service

## Installing Winzle! from a CD-ROM or Diskette

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First, create a directory for the Winzle! files. (Note: WINZLE is the recommended directory name, you can use any 1-8 letter name you wish):

### Using the MS-DOS Prompt

Type **MD\WINZLE**

Press **[Enter]**

### Using File Manager

Click on the root directory (C:\)

Click on File

Click on Create Directory

Type **WINZLE**

Press **[Enter]**

Next, copy the Winzle! files to the newly created directory. (This is an example of copying from a diskette. For a CD-ROM, substitute the drive letter and directory of the CD-ROM for the A:\):

### Using the MS-DOS Prompt

Type **C: [ENTER]**

Type **CD\WINZLE [ENTER]**

Type **COPY A:\\*.\* C: [ENTER]**

### Using File Manager

Make sure you have two windows visible in File Manager. If not, click on Window, then **New Window**.

In one window, click on the WINZLE directory you just created.

In the other window, click on the drive and then the directory where the Winzle! files are located.

Click on the first file in the source directory, then press the SHIFT key and while holding it down click on the last file in the source directory. All files in that directory will now be highlighted.

Click again on any of the highlighted files but **DO NOT RELEASE THE MOUSE BUTTON**. You can now "drag" the files to the WINZLE directory in the other window by moving the mouse cursor to the WINZLE directory.

Once the mouse cursor is over the WINZLE directory, release the mouse button. This will copy all the highlighted files to the WINZLE directory.

Finally, install the Winzle! icon on your Program Manager display:

### Method 1:

Using either keyboard or mouse, switch to the program group you want to install Winzle! in (usually "GAMES"), then click on:

**File**

**New**

**Program Item**

**[OK]**

Command Line is:

**C:\WINZLE\WINZLE.EXE**

Then click on **[OK]**. (You can leave the other lines empty)

**Method 2 (the easy way):**

In File Manager, click on WINZLE.EXE in the WINZLE directory. DO NOT RELEASE THE MOUSE button. "Drag" the mouse cursor to the Program Manager program group you want to install Winzle! in (usually "GAMES"), then release the mouse button. The Winzle! icon will appear in Program Manager.

If you have a registered copy of Winzle!, repeat this step for BMP2WZL.EXE. This is the program that allows you to create your own puzzles from Windows BMP files.

See Also:     [Hardware Issues: Video Drivers](#)  
                 [Hardware Issues: Sound Boards & Drivers](#)  
                 [Software Issues: VBRUN300.DLL and VBX Files](#)

## Installing Winzle! from a Compressed (ZIP) File

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For the novice user, it's easiest to "unzip" and install Winzle! from the MS-DOS prompt (if you are an experienced user, you probably aren't reading these instructions, anyway, so we're going to ignore you for the time being). Please note that un-zipping a file requires a copy of PKUNZIP.EXE, which is available on virtually all bulletin boards (BBSs), and on-line services such as Genie and CompuServe.

First, create a directory for the Winzle! files. At the MS-DOS prompt, type **MD\WINZLE** and press **[Enter]**. Next, switch to this new WINZLE directory by typing **CD\WINZLE** and pressing **[Enter]**.

Next, unzip WINZLE.ZIP into the newly created directory. As an example, if the WINZLE.ZIP file is in the directory C:\DOWNLOAD, then type:

**PKUNZIP C:\DOWNLOAD\WINZLE.ZIP [ENTER]**

Assuming you are in WINZLE directory, all the Winzle! files will be unzipped there (If that's not where you are, no telling where they will end up. Make sure you type **CD\WINZLE** before this step).

(By the way, once you have unzipped Winzle! you can delete the WINZLE.ZIP file if you want. You won't be needing it anymore.)

Now that the Winzle! files are properly located on your computer, all you need to do is install the Winzle! icon on your Program Manager display. Return to Windows and:

### Method 1:

Using either keyboard or mouse, switch to the program group you want to install Winzle! in (usually "GAMES"), then click on:

**File**  
**New**  
**Program Item**  
**[OK]**

Command Line is:

**C:\WINZLE\WINZLE.EXE**

Then click on **[OK]**. (You can leave the other lines empty)

### Method 2 (the easy way):

In File Manager, click on WINZLE.EXE in the WINZLE directory. DO NOT RELEASE THE MOUSE button. "Drag" the mouse cursor to the Program Manager program group you want to install Winzle! in (usually "GAMES"), then release the mouse button. The Winzle! icon will appear in Program Manager.

If you have a registered copy of Winzle!, repeat this step for BMP2WZL.EXE. This is the program that allows you to create your own puzzles from Windows BMP files.

See Also:     [Hardware Issues: Video Drivers](#)  
                  [Hardware Issues: Sound Boards & Drivers](#)  
                  [Software Issues: VBRUN300.DLL and VBX Files](#)

## Solving a Winzle! Puzzle

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Winzle! comes with several puzzles, and you can purchase more later (for a list, click on **Display Catalog** on the [Registration Information](#) screen). You can also make your own with the Bmp2Wzl utility included with the registered version of Winzle!

When you start a game, you first choose a puzzle, then decide how many pieces you want it cut up into. At first, try a puzzle with just a few pieces (3x5 is a good starting point). After some practice, you can start making the puzzles more difficult by increasing the number of pieces. You can use different values for height & width to get interesting effects. For example, to get a sliver effect try 15 by 4 or 5 by 20.

The program then prepares the puzzle for you. You'll see the original image, then it gets jumbled and you're ready to start. Use the left mouse button to click on a piece. Move the mouse, and press the right button to place the piece. Several things may happen:

- 1) If either of the two pieces you swapped was moved into the correct space, you'll hear a short confirming sound, and the cursor shifts to the other piece that was shifted.
- 2) If neither piece is now correctly place, the cursor remains in the new place.
- 3) If both the moving and bumped pieces are now in their correct positions, you'll hear a double confirmation. No piece is actively selected.

You can not click on a piece which is already in the correct position, so you don't have to worry about messing up something you've already done.

Continue to pick up and place pieces until the puzzle's done. Too simple? Try again, but use a 30 by 40 piece puzzle this time! When you complete a puzzle, you'll get a score based on the number of moves you made, and the number of pieces involved. You lose points for peeking at the whole image, or using the automatic placement features ([F7](#), [F8](#)). These penalties are small, though.










You can get assistance with the puzzle by using the [function keys](#) and/or the Winzle! [Toolbar](#):



## Assistance Functions and the Winzle! Toolbar

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You can get assistance with the puzzle by using the function keys and/or the Winzle! toolbar:

| F-Key | Toolbar Icon  | Function                   | Description   |
|-------|---|----------------------------|---|
| F1    |  | Help                       | Displays/hides help screen.   |
| F2    |  | Grid                       | Displays/hides grid. Grid outlines out of place pieces.                         |
| F3    |  | Complete Picture           | Take a peek at the finished picture.  |
| F4    |  | Reduced Image              | Displays a reduced size copy of the completed picture.                          |
| F5    |  | Incorrect Pieces           | Shows only the pieces that remain to be placed.                                 |
| F6    |  | Correct Pieces             | Shows only correctly placed pieces.   |
| F7    |  | Proper to Current          | Moves the correct piece to current location.                                    |
| F8    |  | Current to Proper          | Moves the current piece to correct location.                                    |
| F9    |  | Hide Toolbar               | Temporarily hides the Winzle! Toolbar   |
| ESC   | N/A   | <u>S</u> ave/ <u>Q</u> uit | Exits the game; also allows you to save the current game if one is in progress. |

## Saving and Restoring a Game

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You can save any puzzle by pressing ESC. If a game is in progress, you will be asked if you wish to save it. This writes a small file to your disk that remembers your current position. You can start from this point, by choosing "Open Saved Puzzles File" from the main Winzle! help screen or by pressing **CTRL+0**.

The saved puzzle format uses the .SAV extension. It does not contain the actual image, so the original WZL file is also required when you open the saved puzzle.

## Making your own Winzle! Puzzles

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Images used by Winzle! are stored in special WZL files. You can make your own puzzles by converting Windows Bitmap (BMP) files to the WZL format using the Bmp2Wzl program. This program is included with the registered version of Winzle!

See Also:      [Registering Winzle!](#)

## Hardware Issues: Video Drivers

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Winzle does not require a 256 color video driver, but if your system isn't set up that way you are really missing out. If when you load the Winzle! puzzles they appear somewhat dull, weird or abstract, its probably because you are using only a 16 color video driver. If your hardware can handle it, you should switch to a 256 color video driver.

Of course, now that we've said that the obvious questions is "Ok, how do I switch?" The answer, unfortunately, is not simple (you knew we were going to say that, didn't you?). Changing your Windows video driver can vary from very simple to a pain in the butt, depending on your computer manufacture, video board manufacturer, and the age of your system. The only totally honest answer that we can give that will apply to almost everybody is to check your documentation (you know, all those little books you threw out last week). Having said that, we CAN offer some suggestions:

If you have a fairly new system, there's a very good chance it came with an utility called SET RES. This will allow you to change your video driver relatively easily. SET RES can usually be found on the Control Panel or in your Main group.

If you don't have SET RES, check around in Program Manager for something similar. Make sure you check in the Control Panel. We've seen utilities with names like "HT DISPLAY" and "VIDEO CONTROL".

If you can't find SET RES or a clone, you will need to use Windows Setup. This can be run from either Windows or DOS. You may find the appropriate driver in one or more of the following places:

- 1) There may already be one installed on your system. If so, Setup will tell you.
- 2) Most systems these days come with Windows pre-installed. Many of these systems include a directory called WINDRVS, which contains Windows drivers.
- 3) Most video cards come with a diskette containing video drivers. If yours did, this is probably the best driver to use, since it optimized for your particular board.
- 3a) Video drivers are frequently updated. If your video board manufacturer has a BBS check there for the latest driver. Also, you can frequently find updated drivers on CompuServe and on other information services.
- 4) If all else fails, Windows comes with a generic 256 color driver that will work with most boards.

By the way, if when switching your video driver something goes wrong and you can't get Windows to work anymore, DON'T PANIC. Just run SETUP again from DOS and switch back to a generic driver. The most common reason for this happening is trying to run at 800x600 or 1024x768 with a monitor not capable of those resolutions.

## Hardware Issues: Sound Boards

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If you have a sound card on your system, and have installed a Windows driver for it, then you don't have to do anything else -- you're set. On the other hand, if you don't have a sound card on your system don't give up yet. Microsoft has available a special driver that will play Windows sounds through your PC's built-in speaker. While the quality of this sound will vary depending upon the quality of your machine's speaker (it's fair to say that on most computers the sound produced will really suck, but, hey, what do you expect for free?), at least it gives you something. The Microsoft PC speaker sound driver (and clones) are available on most information services such as CompuServe, and on many BBS's.

## Software Issues: VBRUN300.DLL and VBX Files

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All MS Visual Basic 2.0 programs require the use of a library file called VBRUN300.DLL. This includes Winzle!. Depending on how you received this copy of Winzle! you may or may not have received VBRUN300.DLL.

### If you DID receive VBRUN300.DLL with Winzle!:

You may not need it. Check your WINDOWS\SYSTEM directory to see if a copy is already there. If so, then you can delete the copy that came with Winzle!. If not, you need VBRUN300.DLL either in that directory or in the WINZLE directory. We recommend that you place it in the WINDOWS\SYSTEM directory so that all programs can share it, thus meaning you only need one copy on your computer.

### If you DID NOT receive VBRUN300.DLL with Winzle!:

You may not need it. Check your WINDOWS\SYSTEM directory to see if a copy is already there. If so, then you are set -- you don't need another copy. On the other hand, if there is NOT a copy already on your system then you need to get a copy (by the way, we apologize for not including it, but most BBS's and information services prefer that we don't. Otherwise, there would be thousands of duplicate copies of this file included with other programs, taking up disk space better used for other things). Like PKUNZIP, copies are available free on most BBS's and information services such as CompuServe and Genie. If you got Winzle! off a CD-ROM, there is probably a copy available somewhere on that CD.

### About the VBX files:

VBX files are also libraries used by Visual Basic programs. Unlike VBRUN300.DLL, not all programs need them. Winzle! uses several, all of which are provided with it.

Officially, Microsoft recommends that to avoid duplication and wasted disk space you put all of your VBX files in the WINDOWS\SYSTEM directory. We **STRONGLY DISAGREE** with this. The reason: Unlike VBRUN300.DLL, there are various versions of some of the VBX files, not all of which are compatible with each other. Simply having the most recent version on your system is not enough, the newer versions are frequently not compatible with programs designed with the older versions. The bottom line is that if you place all your VBXs in one place you will eventually run into problems.

For this reason, we recommend you leave the VBX files included with Winzle! in the WINZLE directory.

## Registering Winzle!

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Shareware is a means of distributing software. Under the shareware concept, software may be freely copied and passed along to others, or distributed through bulletin board systems or national networks.

As a recipient of a shareware program, you may use the software for a short trial period to determine if it meets your needs. If the software is not suitable, then you can discard it. If you decide to use it, you must pay by registering. When you register a Cascoly shareware program, you receive:

- \*\*\* A copy of the latest version of the program.
- \*\*\* Additional FREE puzzle images
- \*\*\* A BMP to WZL file format convert -- Make your own Winzle puzzles!
- \*\*\* Reduced prices on other Cascoly puzzle programs.
- \*\*\* A free introductory account on CompuServe including a private User ID number and password, \$15 introductory usage credit, and a complimentary subscription to CompuServe Magazine - a \$30 value!
- \*\*\* A minimum of 90 days on-line support via CompuServe or by telephone. Support by mail is also available, if accompanied by a SASE.

For a registration form, click on **Display Order Form** on the [Registration Information Screen](#).

## Shareware and the ASP

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Cascoly Software is a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. You can contact the ASP Ombudsman at

Association of Shareware Professionals  
545 Grover Road  
Muskegon, MI 49442

or send a message via CompuServe Mail to ASP Ombudsman 70007,3536.

## Custom Sounds

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The sounds used by Winzle! are stored in WAV files in the Winzle! directory. You can customize your copy of Winzle! by replacing these files. The files used by Winzle! are:

|                     |  |
|---------------------|--|
| <i>applause.wav</i> | Hall of Fame entry.                                  |
| <i>chord.wav</i>    | New game started.                                    |
| <i>click.wav</i>    | Left-button click, and right-button click w/o match. |
| <i>done.wav</i>     | Puzzle completed.                                    |
| <i>f7.wav</i>       | F7 assist used.                                      |
| <i>f8.wav</i>       | F8 assist used.                                      |
| <i>hit.wav</i>      | Successful swap (played twice if both pieces match)  |
| <i>noswap.wav</i>   | Attempt to click on piece already correctly placed.  |

If you pass on copies of Winzle! to others, please include the original Winzle! sound files.



You can access the Registration Information Screen in Winzle! by pressing CTRL+R.

Pronounced "weasel".

