

Contents

[Disclaimer](#)

[What Is It?](#)

[If You Have Problems](#)

[Sound Support](#)

[Button Bar](#)

How To:

[Play the Game](#)

[Create a New Drawing](#)

Commands

[File Menu](#)

[Edit Menu](#)

[View Menu](#)

[Help Menu](#)

Register Your Shareware!

[Registration](#)

[Distribution](#)

[Shareware and the ASP](#)

Other Z & Z Software Products

[Z & Z Color](#)

[Z & Z Puzzle](#)

[Pennington Bonus Pack](#)

[Free Bonus Game](#)

[PriceList and Ordering Information](#)

Disclaimer

THIS SOFTWARE IS SOLD AS IS AND WITHOUT WARRANTIES AS TO PERFORMANCE OF MERCHANT ABILITY OR ANY OTHER WARRANTIES WHETHER EXPRESSED OR IMPLIED. BECAUSE OF THE VARIOUS HARDWARE AND SOFTWARE ENVIRONMENTS INTO WHICH THIS PROGRAM MAY BE PUT. NO WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE IS OFFERED. ANY PROGRAM SHOULD BE THOROUGHLY TESTED WITH NON-CRITICAL DATA BEFORE RELYING ON IT. THE USER MUST ASSUME THE ENTIRE RISK OF USING THE PROGRAM. ANY LIABILITY OF THE SELLER WILL BE LIMITED TO PRODUCT REPLACEMENT OR REFUND OF PURCHASE PRICE.

What Is It

Z & Z Dots is named after my two children, Zachary and Zoë. It is intended for used by children ages two to ten but is most appropriate around the pre-K and Kindergarten years.

As a professional computer programmer and a devoted parent I can't help but look at a children's game without thinking about how I can make it better on a computer. It can be more fun, more educational, and less frustrating.

The idea was planted by a friend, Lisa Balbes, to whom much of the credit belongs. Lisa is a consultant who does usability testing and documentation for scientific software companies. If you need help creating error-free software and documentation, contact her at:

(314) 966 5298
balbes @osiris.rti.org

Lisa Balbes
648 Simmons Ave
Kirkwood, MO 63122

See the information on [How to Play the Game](#) for the different ways to use this program. It teaches computer mouse skills, numbers, and letters.

The following artists have contributed their work to this product:

- ◆ NZane - ColorTantrum Productions (aka Rusty Stuart)
Web Site: <http://www.sonic.net/~nzane>
- ◆ Ross Pennington
- ◆ Marie J. Balmuth

If You Have Problems

Z & Z Dots underwent quite a bit of testing by myself, my kids, and other Beta testers before it reached your hands. However, I would not want to bet my life that there are no bugs remaining in the program. If you have a registered copy of the program (see [Registration](#) for more information) and you are the first one to inform me of a problem, I'll fix it and send you a free copy of the next version as soon as possible. If you have an unregistered copy I'm still interested in hearing about the problem but you must register in order to get the free copy.

Send as much information as you can gather on any problems to

Jason Balmuth
Z & Z Software
1511 Norman Avenue
Lutherville, MD 21093

Internet : 76021.2256@compuserve.com

Compuserve : 76021,2256

Sound Support

Z & Z Dots contains sound effects which are compatible with any sound board which works under Windows. As anyone with a sound board will attest, adding audio to a children's game doubles the fun (and doubles the educational value, too!).

Note that you can create your own audio files for use with Z & Z Dots. Simply use whatever WAV file recording tools came with your sound board to record your own sounds and save the file under one of the names listed below, in the same directory as the Z & Z Dots program. The audio files used by Z & Z Dots for all drawings are as follows :

ZZDWELC.WAV Introduction, plays on entry to program

BYE.WAV Good-bye, plays on exit from program

WIN.WAV Default congratulations for completing picture correctly

FIND.WAV Combined with a number or letter to indicate which dot the user should click on next.

0.WAV to 20.WAV, 30.WAV, 40.WAV, 50.WAV, 60.WAV Tells user the label of the dot selected. One file for each number between 0 and 20 inclusive as well as additional files for higher multiples of ten. Sounds are combined for higher numbered dots.

A.WAV to Z.WAV Tells user the label of the dot selected. One file for each letter between A and Z inclusive. Sounds are combined for higher lettered dots.

Button Bar

Clicking the left mouse button on the buttons on the button bar along the left edge of the window provides convenient shortcuts for many menu commands. They are as follows:



Next Drawing command from the [File](#) menu



Select Drawing command from the [File](#) menu



Clear command from the [Edit](#) menu



Numbers switch from the [Options dialog](#) in the [Edit](#) menu



Letters switch from the [Options dialog](#) in the [Edit](#) menu



Highlight Dot switch from the [Options dialog](#) in the [Edit](#) menu



Zoom In command from the [View](#) menu



Zoom Out command from the [View](#) menu



Print command from the [File](#) menu


How to Play the Game

When Z & Z Dots first starts up a random drawing from the directory where Z & Z Dots is located is selected and displayed. To select another drawing use one of the [Next Drawing](#), [Open...](#), or [Select Drawing...](#), commands from the [File Menu](#) or select one of the four most [recently used files](#) from the bottom of the menu.

Next select the desired options - numbers or letters and next dot highlighting via the [toolbar](#) or the [Options dialog box](#). For beginners we recommend using numbers and having the next dot automatically highlighted.

The first step is to select a dot labeled '1' or 'A'. In some drawings there is more than one chain of dots in which case there will be several dots with this label. In these cases you may begin with any of these dots; you do not necessarily have to choose the highlighted one.

Next click on the second dot in the chain. This should be labeled '2' or 'B'. If there are multiple chains of dots be careful to select the one in the same chain as the '1' or 'A' dot. Generally each chain is

distinguished by color, though you can also tell by using the Highlight Next Dot option ( button). A straight or curved line will automatically connect the selected dot to the previous one.

Continue along until the chain is complete. If there are more chains of dots, select another '1' or 'A' dot and repeat until all of the dots are used. At this point the drawing will fill in and an audio file can be heard if you have a windows compatible sound card.

If you want to do the same drawing again use the **Clear** button () to start over again. If you want to try another drawing use one of the commands mentioned in the first paragraph of this section to choose a new drawing.

How to Create a New Drawing

To create a new drawing first you need to find or draw a picture in another application (such as Paint, which is included with Windows) and then copy it to the Windows clipboard or save it as a bitmap file.

Start up Z & Z Dots if it isn't already running and load the picture. If you copied it to the clipboard then use the **Paste** command from the [Edit menu](#). If you saved it to a file then use the **Open** command from the [File menu](#).

Make sure you are in [Dot Layout](#) create mode - there should be a check mark next to the command in the create mode sub-menu of the [Edit menu](#). You are now ready to add the dots to your drawing.

Place each dot by clicking the left mouse button at the desired location. If you need to move the dot slightly press and hold the right mouse button over the dot and then drag it to the desired location. Dot labels can also be dragged to new positions by using the right mouse button. To create a second chain of dots press and release the right mouse button on the existing dot that will be the first in the new chain. When the [Dot Properties dialog box](#) appears, check the **First Dot in Chain** checkbox. All existing dots numbered (or lettered) higher than that dot will be re-numbered (or lettered) accordingly. It is generally desirable to change the color of the chain of dots at this point as well. Continue until all dots have been positioned and broken up into sub-chains as desired.

If you have not saved the new drawing yet now is a good time to do it - use the **Save As...** command from the [File menu](#) to enter a file name for the drawing.

If you were to stop now the lines used to connect the dots would all be drawn with straight lines. This generally results in a very rough, ugly outline. To create curves for connecting the dots you must first switch to [Connecting Lines](#) create mode - there should be a check mark next to the command in the create mode sub-menu of the [Edit menu](#).

Select the connecting line to change to clicking the left mouse on the lower numbered dot of the connecting pair. The straight line changes to a curved line with dotted lines from the dots to small rectangles referred to as "handles" for the curve. Additional left mouse clicks toggle between a straight line and a curved one. To adjust the curve place the cursor over one of the handles and use the right mouse button to drag it to a new location. As the handle moves the curve changes shape. With a little bit of practice you can get pretty good at positioning the curves to fit many complex outlines. You can also use the right mouse button to reposition the dots at the starting and ending points of the selected connecting curve. Repeat this process until you are satisfied with the appearance of all of the connecting lines.

The final step in creating a drawing is to optionally assign custom prize sound files so that when the drawing is completed correctly, the user will be "rewarded" with an encouraging sound bite. Enter the name of a file in the Audio Prize File box on the [Document options page](#) of the [Options dialog box](#) to set this up. If you elect not to set a custom audio prize the default sound ("excellent... great job!") will be used. The same dialog can also be used to change the font used for the dot labels.

Be sure to save the drawing again when you are finished.


When searching for material for a good connect the dots drawing it is recommended that you look for a relatively simple outline without interior white space.

File Menu Commands

The File menu offers the following commands:

<u>Next Drawing</u>	Randomly selects a document to open
<u>Open</u>	Opens an existing document
<u>Select Drawing</u>	Selects a document to open
<u>Save</u>	Saves the document to the same file name
<u>Save As</u>	Saves the document to a specified file name
<u>Print</u>	Prints the document
<u>Print Preview</u>	Displays the document on the screen as it would appear printed
<u>Print Setup</u>	Selects a printer and printer connection
<u>Recent File List</u>	Quick access to four most recently used files
<u>Exit</u>	Exit Z & Z Dots


Next Drawing (File menu)

The **Next Drawing** command (same as the  button) is used to randomly select a new Z & Z Dots drawing from one of the files in the current directory. Of the three commands to obtain a new drawing to color, this is by far the easiest.

Open (File menu)

The **Open** command is used to select a new drawing. A dialog box appears to allow for selection of either a Z & Z Dots file or a bitmap file. Select a Z & Z Dots file for a drawing to connect the dots. Select a bitmap file if you wish to create a new Z & Z Dots drawing.

Select Drawing (File menu)

The **Select Drawing** command (same as the  button) brings up a dialog box to provide an interactive method for selecting a new drawing. For small children (and even bigger children such as myself) this is an easier method for drawing selection than the Open command. A thumbnail sketch of each drawing is provided, six drawings to a page. To select a drawing, double click with the left mouse button or single click and then press the **OK** button. Use the **Prev** and **Next** buttons to see additional "pages" of drawings to select from. Alternatively, the keyboard can be used for selection. The arrow keys move among the drawings and the **Enter** key can be used to complete your selection. **Page Up** and **Page Down** are identical to **Prev** and **Next**, respectively.

Note that you must use the [Open](#) command in order to change disk drives or directories.


Save (File menu)

The **Save** command saves the current drawing to its current file.

Save As (File menu)

The **Save As** command pops up a dialog for selection or creation of a different file to save the current drawing.

Print (File menu)

To **Print** a drawing in its current state select this command from the file menu (same as the  button). A dialog box comes up to select the printer and configure printer options. Press the **OK** button to start printing. The drawing will be printed in its current state. In other words, to print the drawing to use as an old fashioned pen and paper connect the dots, use the Clear command before printing; to print the completed drawing, connect all of the dots before sending it to the printer.

Print Preview

Shows how a drawing will look before you print it. Use the Print Preview toolbar to make view the drawing at different magnifications before you print.

Print Setup (File menu)

This command brings up a dialog box that allows you to configure your currently selected printer as well as to select a different printer (if your computer has access to multiple printers or print drivers).

Recent File List (File Menu)

The four drawings used most recently are displayed towards the bottom of the file menu for quick access. Selecting one of them opens the specified drawing.

Exit (File menu)

Exit closes the Z & Z Dots Window. Do not use this command until you are finished playing with this application.

Edit Menu Commands


The Edit menu offers the following commands:

<u>Clear</u>	Restart drawing or delete data (create modes)
<u>Show Completed</u>	Displays completed picture
<u>Copy</u>	Copies picture from the document to the clipboard
<u>Paste</u>	Pastes bitmap from the clipboard into a new picture
<u>Options</u>	Modify preferences for the game

Create Mode Sub-Menu

<u>Dot Layout</u>	Changes mode so that dots can be moved and modified
<u>Connecting Lines</u>	Changes mode so that lines connecting dots can be adjusted

Clear (Edit Menu)

The **Clear** command (same as the  button) is used to restore a drawing to its initial (unconnected) state. Use this to try the same drawing again. In [create mode for connecting lines](#), this command removes all curved lines to restore the initial state of straight lines only. In [create mode for dot layout](#), this command removes all dots.

Show Completed (Edit menu)

Show Completed Picture completes the current drawing for you. If for some reason you can not complete the drawing in the normal manner this command can be used to show you what the completed drawing looks like. Follow this with the clear command (described above) and then try to do it the right way.

Copy (Edit menu)

This command copies the current drawing to the clipboard so that it can be pasted into another application.

Paste (Edit menu)

The **Paste** command inserts a drawing (referred to as a bitmap) from another application into Z & Z Dots, clearing all current dot assignments. Once a drawing has been pasted into Z & Z Dots you can then place the dots and determine how they are to be connected. For more information on creating your own drawings, see [How to Create a Drawing](#). Note that this command is disabled unless you are in [dot layout](#) mode.

Options (Edit menu)

This command brings up the tabbed [Options dialog box](#) that contains all preference settings for Z & Z Dots.

Dot Layout (Edit, Create Mode menu)

This command toggles between drawing mode and dot layout mode. If the menu item is unchecked selecting this command takes you into dot layout mode. Conversely, if the menu item is checked, selecting this command returns you to drawing mode.

Dot layout mode allows you to add, remove, and move dots as well as change their properties. For more information on creating drawings refer to the section on [How to Create a Drawing](#).

Connecting Lines (Edit, Create Mode menu)

This command toggles between drawing mode and connecting lines mode. If the menu item is unchecked selecting this command takes you into connecting lines mode. Conversely, if the menu item is checked, selecting this command returns you to drawing mode.

Connecting lines mode allows you to change the way the dots are connected. By default, all connecting lines are straight lines from one point to the next. Since this often results in crude, ugly drawings this mode of operation is provided to allow the drawing creator to set curved lines instead. For more information on creating drawings refer to the section on [How to Create a Drawing](#).

View Menu Commands

The View menu offers the following commands:

<u>Fit in Window</u>	Changes zoom magnification so that drawing fits within current window
<u>Actual Size</u>	Resets zoom magnification back to 100%
<u>Zoom In</u>	Decreases zoom magnification (smaller picture)
<u>Zoom Out</u>	Increases zoom magnification (bigger picture)
<u>Toolbar</u>	Shows or hides the toolbar
<u>Status Bar</u>	Shows or hides the status bar

Fit in Window (View menu)


Fit in Window automatically computes the zoom magnification so that the entire drawing fits within the window. The current setting is displayed in the right corner of the [status bar](#).

If the [Scale for Perfect Fit option](#) has been checked and the drawing is larger than the current window size, it will be scaled to fit perfectly within the current window size.


Actual Size (View menu)

Resets the zoom magnification to 100%. The current setting is displayed in the right corner of the [status bar](#).

Zoom In (View menu)

Zoom In (same as the  button) increases the zoom magnification to make the drawing larger. The current setting is displayed in the right corner of the [status bar](#). The maximum magnification is 400%. Try to avoid using the 400% magnification when the completed drawing is displayed unless your computer has a lot of available memory.

Zoom Out (View menu)

Zoom Out (same as the  button) decreases the zoom magnification to make the drawing smaller. The current setting is displayed in the right corner of the [status bar](#). The minimum magnification is 25%.

Toolbar (View menu)

Toggles display of the toolbar. Note that although the toolbar is displayed initially on the left edge of the window, it can be moved to any other edge or changed to a floating toolbar simply by dragging it to the desired location.

Status Bar (View menu)

Toggles display of the status bar at the bottom of the Z & Z Dots window. Help messages are displayed on the left. The current zoom magnification setting (see the commands on the [View menu](#)) is displayed on the right.

Help Menu Commands

The Help menu offers the following commands:

[Help Topics](#) Offers you an index to topics on which you can get help

[About Z & Z Dots](#) Displays the version number and credits for Z & Z Dots

Help Topics (Help menu)

Brings up the Contents/Index selection for the Z & Z Dots online help system.

About Z & Z Dots

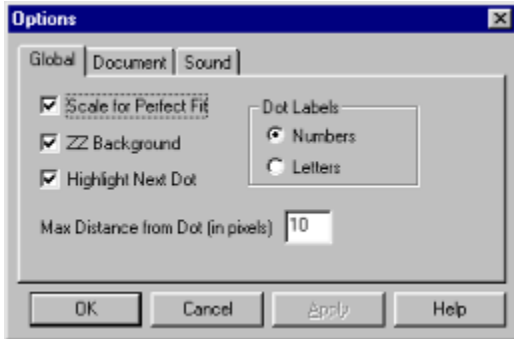
Brings up a brief dialog box tells you the version number of the program, its authors, and your registration status, or lack thereof.

Options Dialog Box

This dialog box appears as the result of the [Options](#) command on the [Edit menu](#). The resulting tabbed dialog box has three pages of preference settings: [Global](#), [Document](#), and [Sound](#).

The **Apply** button can be used to preview the results of your changes without having to close this dialog box and then re-open it.

Global Options




This is the first page of the [Options dialog box](#) which appears as the result of selecting the [Options](#) command on the [Edit menu](#). The options contained on this page of the dialog apply to all drawings.

Scale for Perfect Fit affects the zoom magnification whenever the picture is larger than the window size. If the option is enabled (checked) the image will be scaled to fit as closely as possible to the window size.

The **ZZ Background** checkbox controls the use of the yellow background with crossing Z's. On some monitors, particularly the [interlaced](#) variety, the background appears to flicker and can be disturbing. In that case, disable this option (unchecked) and the background color in the window will be gray instead.

Sometimes beginners and very young ones find it frustrating to locate the next dot where they need to connect to. If that is the case, make sure the **Highlight Next Dot** option is enabled (checked) so that the dot appears roughly twice the size of the other dots as an

additional clue. This switch can also be toggled via the  button on the toolbar.

There are three choices for labels on the dots: None, Numbers or Letters. Normally

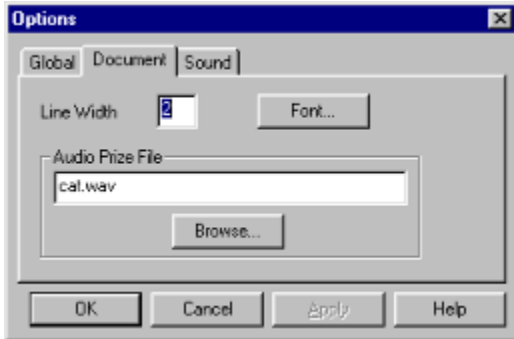
these are selected via the Number and Letter buttons on the toolbar ( and



, respectively). To select no labels, press the button that appears down so that neither option is enabled. You can only choose numbers or letters from this dialog box.

How far can you get from a dot and still click on it successfully? That is the question answered by the **Max Distance from Dot** parameter. This distance also applies to the center of the label as some children find it easier to click on that instead. If your child is having trouble getting close enough to the dots you may want to experiment with increasing this number.

Document Options



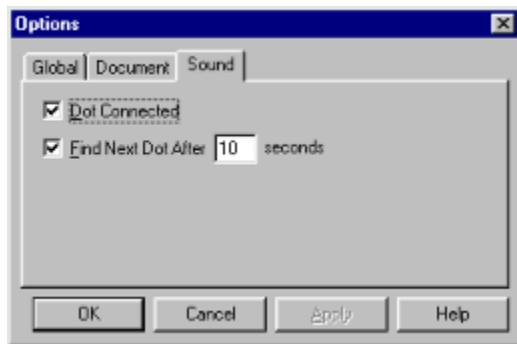
This is the second page of the [Options dialog box](#) which appears as the result of selecting the the [Options](#) command on the [Edit menu](#). The options available on this page of the dialog affect only the current drawing. You must save the file if you want to keep the same options for future sessions of Z & Z Dots. Generally these parameters are set by the person designing the drawing.

Line Width determines how wide or fat of a pen is used to draw the lines to connect the dots. Too thin and it might be hard to see. Too fat and it looks ugly and blots out part of the picture.

Press the **Font...** button to bring up a dialog box to change the font which is used to draw the dot labels (numbers or letters). If the numbers are overlapping, you may want a smaller font. If they are hard to read, try going to a larger font.

The **Audio Prize File** specifies a sound file (.WAV) for use as a prize when the drawing is completed. Use the **Browse...** button to assist you in finding the particular file or files that you are looking for. Note that If you elect not to set a custom prize when creating or modifying a drawing, the default sound ("excellent... great job!) will be used.

Sound Options



This is the third page of the [Options dialog box](#) which appears as the result of selecting the the [Options](#) command on the [Edit menu](#). The options available on this page of the dialog affect all drawings.

The **Dot Connected** checkbox should normally be enabled (checked). When enabled, the label of each dot (number or letter) is sounded out (see [Sound Support](#)). If disabled, no audio is heard as the dots are connected.

Similarly, the **Find Dot After n seconds** controls audio hints for the label of the next dot that you are looking for. I find that 10 seconds is about right but you may want to choose a higher number if it interrupts normal play or a lower number if your child is having trouble finding the correct dot to select.

Dot Properties Dialog



This dialog box appears when the user clicks the right mouse button on a dot when in [dot layout](#) mode in order to set dot properties.

The **First Dot in Chain** checkbox is used to create multiple chains of dots. Right mouse click on the dot where you want to break the chain, set this checkbox and then press the **OK** button. If the dot selected is already the first dot in a chain, this checkbox will be disabled (grayed) as shown above.

The dot label (**number** or letter **location**) can be located in any one of eight positions around the dot. Normally this is done by dragging the label to its new location with the right mouse button but it can also be set via this dialog.

The dot color can be any one of sixteen standard colors provided in the **color** drop down selection box. If the dot selected is the first dot in a chain, all of the remaining dots in that chain will conform to the new color. Note that the color selection also affects the color of the line used to connect it to the next dot.

The **Apply** button can be used to preview the results of your changes without having to close this dialog box and then re-open it. This is particularly useful when looking making a color selection.

For more information on creating drawings refer to the section on [How to Create a Drawing](#).

Print Dialog

Used to set printer and printer preferences before sending the current drawing to the printer. Invoked via the [Print](#) command on the [File menu](#).

Registration



The author of this program is a member of the Association of Shareware Professionals ([ASP](#)) as well the Educational Shareware Cooperative ([ESC](#)).

Z & Z Dots is a shareware product. As such, it is provided to you at little or no initial expense for a trial period of thirty days. After the thirty day period if you find that you do not wish to purchase the program simply delete it from your hard disk and/or floppies. If you like the program, thank me by paying me \$15 plus postage and handling. **It is not free.** A great deal of effort went into the creation of this program. If you hope to see more programs like it you must support the shareware concept by sending in your registration.

Registration entitles you to the following :

The registered version (no more reminders to pay up), which includes a total of **THIRTY** drawings .

Three months of support via telephone and e-mail. My e-mail address is 76021.2256@compuserve.com or I can be reached through the CompuServe at 76021,2256. My phone number is (410) 561-3891.

Click on the game title below for more information on other fine Z & Z Software products.

[Z & Z Color](#)

[Z & Z Puzzle](#)

[Pennington Bonus Pack](#)

[FREE BONUS GAME](#)

[CLICK HERE FOR PRICE LIST AND ORDERING INFORMATION](#)

You may copy this program and share it with others but you may not sell the software. For more information refer to the topic on [distribution](#).

Distribution of Z & Z Dots

You may copy this program and share it with others but you may not sell the software. Anyone wishing to charge people a fee for giving them a copy of Z & Z Dots must have the written authorization of the author, without which, the distributor is guilty of copyright violation. To receive such authorization print and sign the agreement listed below and send it to me at the address listed above. Include \$3 to cover postage and handling for the latest version of Z & Z Dots. For distributors already recognized by the Association of Shareware Professionals this authorization is not necessary.

TERMS OF DISTRIBUTION OF Z & Z Dots

1. The fee charged may not exceed \$10, including postage, mailer and any other charges.
2. Your libraries catalog or listing must state that this program is not free, but is copyrighted software that is provided to allow the user to evaluate it before paying.
3. The offering and sale of Z & Z Dots will be stopped at any time the author so requests.
4. Copies must be made from the disk sent to you with this agreement. This is required for control purposes.
5. Problems or complaints about the program will be reported to the author for investigation. In return for a license to charge a fee for the distribution of the program Z & Z Dots, I agree to comply with the above terms of distribution.

Signed, _____
your signature

_____ date

Shareware and the ASP

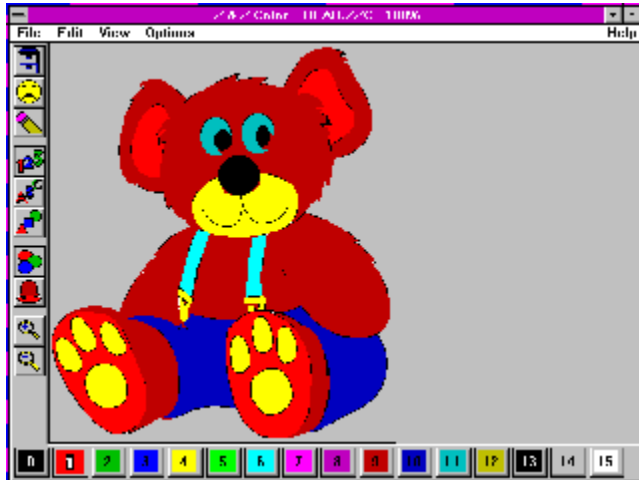
This program is produced by a member of the Association of Shareware Professionals (ASP). The ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register. Individual programs differ on details -- some request registration while others require it, some specify a maximum trial period. With registration, you get anything from the simple right to continue using the software to an updated program with printed manual. Copyright laws apply to both Shareware and commercial software, and the copyright holder retains all rights, with a few specific exceptions as stated below. Shareware authors are accomplished programmers, just like commercial authors, and the programs are of comparable quality. (In both cases, there are good programs and bad ones!) The main difference is in the method of distribution. The author specifically grants the right to copy and distribute the software, either to all and sundry or to a specific group. For example, some authors require written permission before a commercial disk vendor may copy their Shareware. Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's commercial or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are low also. Shareware has the ultimate money-back guarantee -- if you don't use the product, you don't pay for it.

Z & Z Color

Z & Z Color is a Windows Color-by-Number game that is similar in style, interface, and quality to Z & Z Dots. It teaches colors, numbers, letters, shapes, and memory skills. You may color on one of the included pictures or create your own. As it is created for young children and it is designed to amuse and reward, a prize is awarded upon successful completion of each drawing. Recommended for ages 3 and above. Windows compatible sound board is recommended but not required

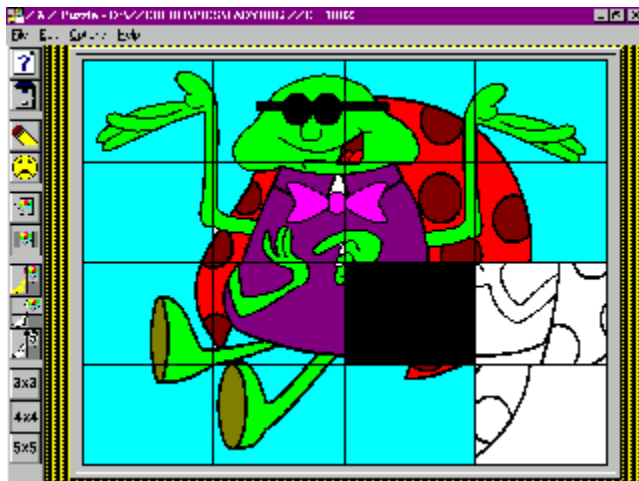
[CLICK HERE FOR PRICE LIST AND ORDERING INFORMATION](#)



Z & Z Puzzle

Z & Z Puzzle is a Windows combination slider and jigsaw puzzle game that is similar in style, interface, and quality to Z & Z Dots. It helps to improve problem solving skills. It works with any bitmap file or you can use the [Z & Z Color](#) files to get the added option of having the puzzle pieces colored in only when they are in their correct locations. Similarly to Z & Z color, a prize is awarded upon successful completion of each puzzle. Recommended for ages 3 and above. Windows compatible sound board is recommended but not required.

[CLICK HERE FOR PRICE LIST AND ORDERING INFORMATION](#)



Pennington Bonus Pack

The “**Pennington Bonus Pack**” is a separate floppy disk containing an additional **FIFTY EIGHT** high quality drawings supplied by artist and Z & Z Software user Ross Pennington for use with both [Z & Z Color](#) and [Z & Z Puzzle](#). These drawings do **not** work with Z & Z Dots.

[CLICK HERE FOR PRICE LIST AND ORDERING INFORMATION](#)

Free Bonus Game

The free bonus game, **Z & Z Recall**, is available only with the purchase of the Z & Z Games package. It is a memory game where a variety of items is displayed on the screen. Take a real good look and then press the GO button. Can you guess which item was removed?! If you and/or your children love the other Z & Z Software games, they're sure to be crazy about this one too. Loaded with options for beginners to experts, it will entertain you (while improving memory skills) for hours and hours.

[CLICK HERE FOR PRICE LIST AND ORDERING INFORMATION](#)



Price List and Ordering Information

Price List (all amounts in US Dollars)

Z & Z Dots	\$15	_____
Z & Z Color	\$15	_____
Z & Z Puzzle	\$15	_____
Pennington Bonus Pack	\$5	_____
Z & Z Games Package (all of the above + free bonus game!)	\$35	_____
Upgrade to Z & Z Games package (registered Z & Z Software users)	\$20	_____
Site License for Dots, Color, or Puzzle Game	\$50	_____
School District License for Dots, Color, or Puzzle Game	\$300	_____
Site License for Z & Z Games	\$100	_____
School District License for Z & Z Games	\$600	_____
Postage and Handling (in US and Canada)	\$3	_____
International Postage and Handling	\$5	_____
<hr/>		
TOTAL		_____

Preferred method of payment is to mail your check to:

Jason Balmuth
Z & Z Software
1511 Norman Avenue
Lutherville, MD 21093
USA

Feel free to print this topic and complete your address below:

Name :
Address :
City :
State :
Country :
ZIP :

Note that registration can also be done on-line via [CompuServe](#) or by using your [CREDIT CARD](#).
Regardless of how you choose to order any of these products the software will be mailed to you from Z & Z Software on 3 1/2" floppies.

Please send me any suggestions you might have for improvements and new features. If I use your suggestion I'll send you a copy of the next version for free!

CompuServe Registration

Z & Z Dots may be registered in CompuServe's Shareware Registration Forum (GO SWREG). The registration ID is ??????

The registration ID for [Z & Z Color](#) is 1406.

The registration ID for [Z & Z Puzzle](#) is 7251.

The registration ID for the Z & Z Games package, including the [FREE bonus game](#), is 14174.

Credit Card Registration

You can order with MasterCard, Visa, American Express, or Discover from Public (software) Library on the internet (see below), by calling 800-2424-PsL or 713-524-6394, by sending a FAX to 713-524-6398, by CompuServe Email to 71355,470, or by Internet Email to 71355.470@compuserve.com. You can also mail credit card orders to

PsL
P.O.Box 35705
Houston, TX 77235-5705.

Ask for Z & Z Dots, product number 14763.

The product number for [Z & Z Color](#) is 11741.

The product number for [Z & Z Puzzle](#) is 14173.

The product number for the Z & Z Games package, including Z & Z Color, Z & Z Puzzle, the Pennington Bonus Pack and a [FREE bonus game](#), is 14174.

For more information on ordering over the Internet visit the Z & Z Software home page at <http://www.ourworld.compuserve.com/homepages/zzsoftware>

NOTE THAT THE ABOVE NUMBERS ARE FOR CREDIT CARD ORDERS ONLY.

THE AUTHOR OF THIS PROGRAM CANNOT BE REACHED AT THESE NUMBERS.

Any questions about the status of the shipment of the order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, non-credit card orders, etc, must be directed to Z & Z Software (see [registration](#)).

To insure that you get the latest version, PsL will notify Z & Z Software the day of your order and we will ship the product directly to you.

Interlaced

Refers to a monitor type where the half the lines are drawn on one pass and then the other half on a second pass. This alternates indefinitely. Non-interlaced monitors draw all lines on each pass.

Educational Shareware Cooperative

An organization of authors of educational software. For a small price you can obtain a CD-ROM loaded with quality educational shareware.

For more information on the ESC check out their web page at <http://execpc.com/~esc/>, send e-mail to Rosemary West at 74774.403@compuserve.com, or snail mail to

Educational Shareware Cooperative

11846 Balboa Blvd. #226

Granada Hills CA 91344

