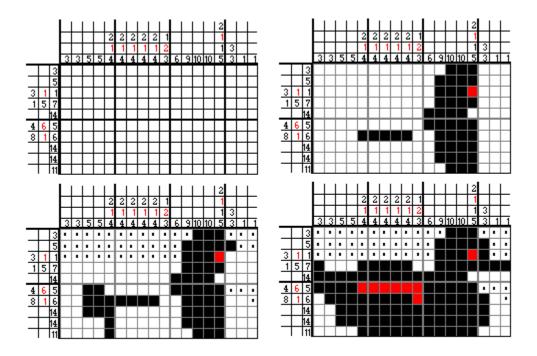
# FigurePic<sub>TM</sub>

#### Introduction

FigurePic is a unique game that blends logic and art into an addicting puzzle. The object is to uncover the hidden picture based on the numbers at the side and top. Most of these puzzles are not ones you will solve within five minutes so be prepared for hours of enjoyment.

# **How To Play**

Use the left mouse button to color a square and the right to erase. The object is to paint a picture based on the information given by the numbers at the top and side of the grid. The numbers indicate the number of colored squares in a group and the relative order of each group. Groups of the same color have at least one space between them and there may be spaces at the ends. If one color, say red, is next to a another color, (in the example black), then there may or may not be empty spaces between them. In the worked example the columns were started first and the result is shown in the second picture. For example, the 11th column over has to have the middle two squares colored black no matter whether we start at the top or bottom. In the next part of the example the dots are placed in some of the squares that we know will not be colored. This allows us to complete the second row and start filling in some more of the columns. Then it was worked back and forth between rows and columns to *Figure* the rest of the picture.



### **Commands**



**Exclude Square -** When the box with an x is clicked with the mouse the cursor goes to a small cross. Click on squares you know are not colored. Click on one of the colored boxes to paint squares with that color.

#### Game

**Next -** Displays the next puzzle to work. Saves the current puzzle.

**Exit** - Exits *FigurePic* saving the work you've done.

#### **Puzzle**

**Select -** Brings up a view of the puzzle library. Click the mouse on a puzzle to work.

**Hint -** Fills in a column correctly on the current puzzle. Only three hints allowed per puzzle.

**Erase All -** Erases all the puzzles that have been worked or partially worked.

**Erase -** Erases the current puzzle. (You now have three more hints.)

## **Options**

**Display Counts -** These two numbers tell the puzzler how many consecutive squares are colored in the row and column of the mouse click.

**Sounds -** Turns the sound effects on or off.

**Green Circles** - These indicate when the proper number of squares are colored in a column or row. The green circle does not necessarily mean the correct squares are colored unless all the circles are green.

Please report any problems or suggestions to: **Star Graphics Corp**1630 - D Beavercreek Rd
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