

About . . .

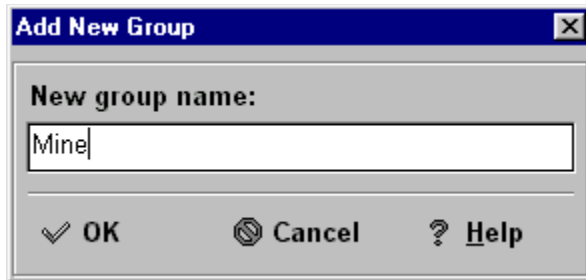
For more information on
Media Graphics International, Inc.
Contact us at (800) 598-2037
or Fax us at (303) 427-7833

Web site: www.media-graphics.net

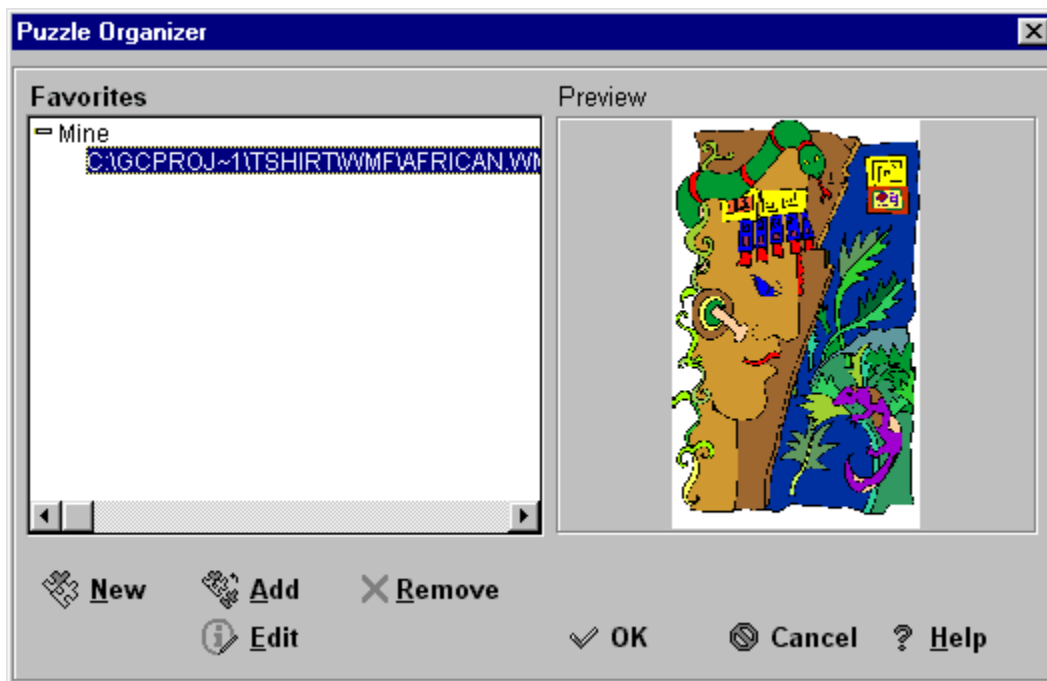
Acquire

This option allows you to capture an image using your scanner. After capturing the image and saving it, you may use it as a puzzle. The only types of images you permitted to use within the program are: jpg, cmp, bmp, pcx, pcd, wmf, and gfx.

Add New Group



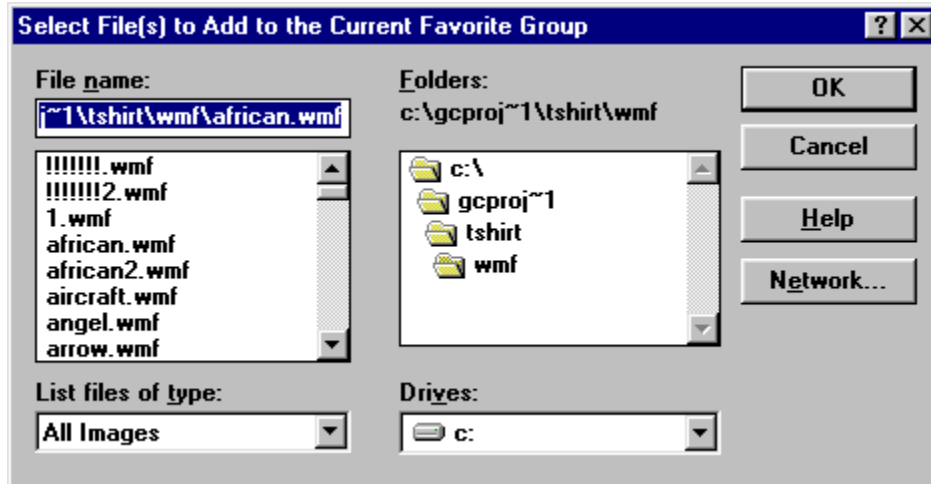
Name the group whatever you desire then click OK. This will return you to the Puzzle Organizer window with the name of the group you created listed under Favorites. At this point you need to click on the **Add** button, then choose your graphic. This will place your selected graphic in the group you created.



Now you can create a new group by clicking on the **New** icon, add new images to your group(s) by clicking on **Add**, remove groups or graphics by clicking on **Remove**, or edit your graphics by clicking on **Edit**. Once you have finished setting up your groups click on a graphic and then click on OK. This will take you back to the **Open a Picture** window. To **Begin Playing** this puzzle choose whether you want the **Optimal Size** setting by either checking or unchecking the box, and then click on OK.

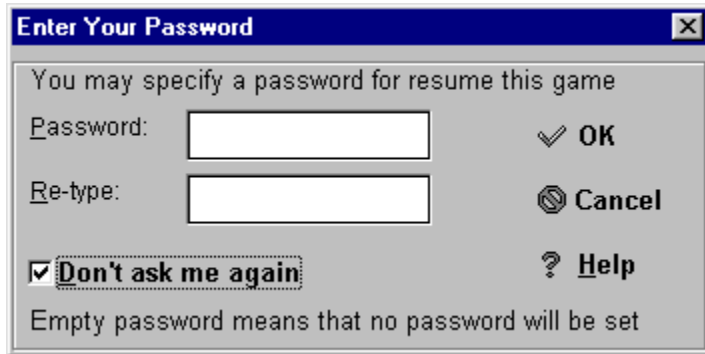
Add to Favorites

Choose the Drive, Directory, and file name of the graphic you wish to add to the group you created then click OK.



Ask Password on Suspend

If you check this option you can set the game so that a password is needed to resume the game. This is helpful if you are playing a puzzle and don't want it disturbed until you get back to it.



The image shows a standard Windows-style dialog box titled "Enter Your Password". The title bar is blue with a close button (X) on the right. The main area has a light gray background and contains the following elements:

- Text: "You may specify a password for resume this game"
- Label: "Password:" followed by an empty text input field.
- Label: "Re-type:" followed by an empty text input field.
- Checkboxes: A checked checkbox labeled "Don't ask me again" and an unchecked checkbox labeled "Help".
- Buttons: "OK" (with a checkmark icon), "Cancel" (with a circle-X icon), and "Help" (with a question mark icon).
- Text: "Empty password means that no password will be set" at the bottom.

Auto Desktop Scrolling

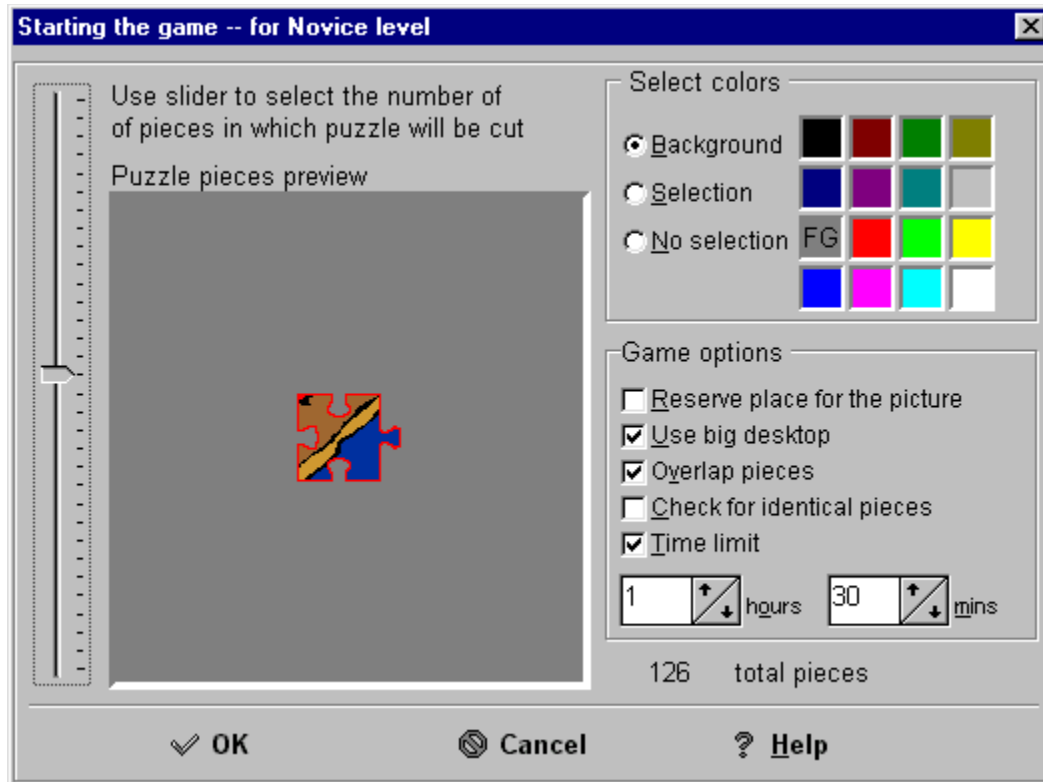
With this option checked, you can drag a puzzle piece to the edge of the viewing area and the desktop will automatically scroll to reveal other pieces, and more of the desktop area.

Begin Playing

Your image should now be on the screen. If it is not click on the following: **Choosing a New Puzzle.**



Click on the **Start** icon button, or click on **Play** then **Start** to open the Starting the Game window.



Follow the directions on the screen to select the number of Puzzle Pieces you want (the size of the pieces will appear in the Puzzle pieces preview window), as well as the Background colors, and **Game Options.** Once you have selected your Game Options click OK to **Start** putting the image back together.


Check for Identical Pieces

When you place a check in this box a blue pop up will appear:

This feature may take several minutes to search for and replace identical pieces for large images or large number of pieces.

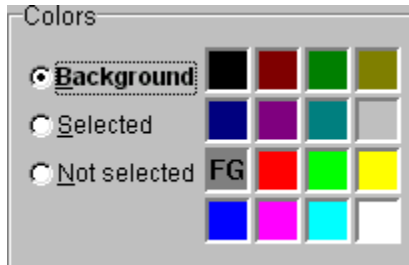
Choosing a New Puzzle or Game



To begin a new puzzle click on the  icon button from the Opening Menu or from the top icon button bar, or click on **Game** then **New Game**. This will bring up the **Open a Puzzle** window. Click on **Open Picture** to bring up the Open Custom Puzzle's Image window.

Color

You can set the following colors:



Background sets the background that the puzzle pieces are placed on top of. **Selected** sets the outline color of the puzzle piece that is selected. **Not Selected** sets the outline color of the puzzle pieces that are not selected.

Media Graphics' JIGSAW PUZZLER

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Technical Support

Credits

Credits

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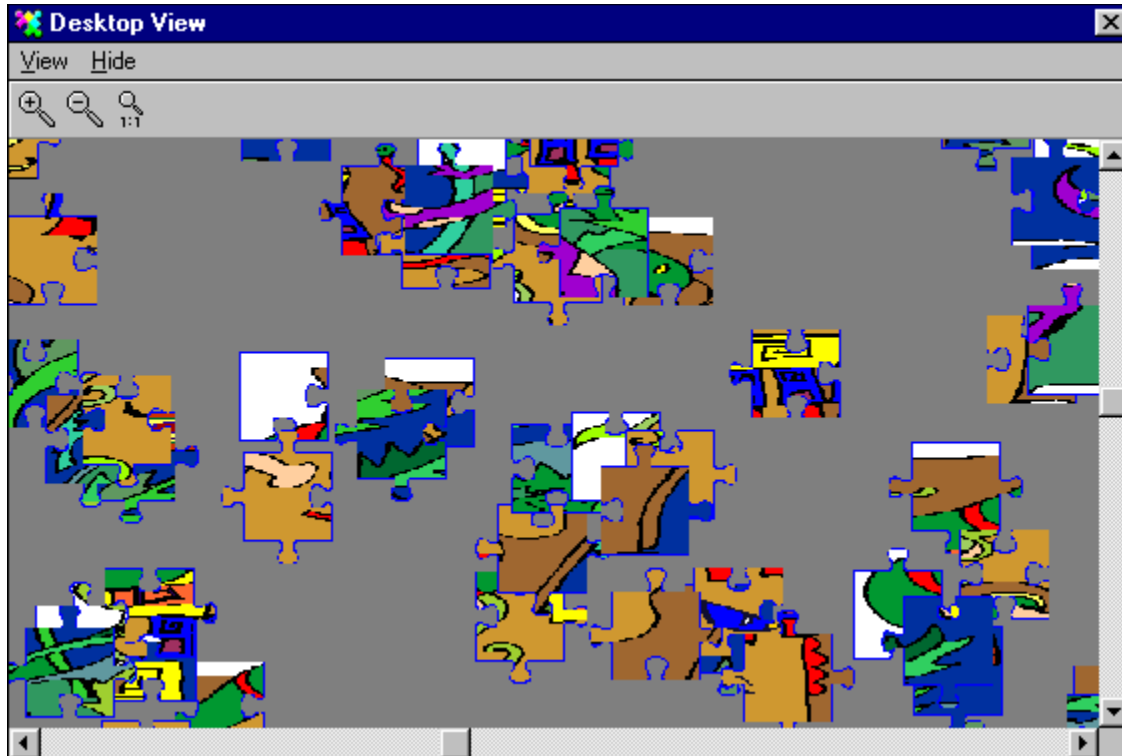
Scott Jensen

Image Librarian

Brian Heffron

Desktop View

The **Desktop View** window allows you to **Zoom In** or **Zoom Out**, so that you can see the puzzle pieces as they appear on the desktop, and also allows you to return the view back to **Normal (1:1)** viewing. You cannot move the puzzle pieces on this screen. It is only a reference showing you where the pieces are on your desktop.



Drop Down Menus

Game

Play

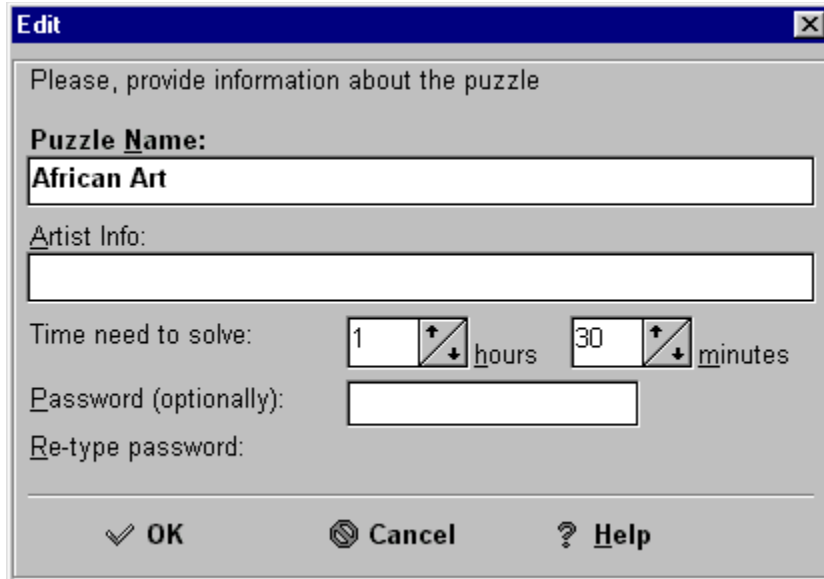
View

Options

Help

Edit Puzzle

The Edit window allows you to change the Puzzle Name, add information about the Artist of the graphic (especially if it was designed by someone you know), set the Time Needed to Solve the puzzle, and the ability to set a Password if you like. Once you have this set up click on OK.

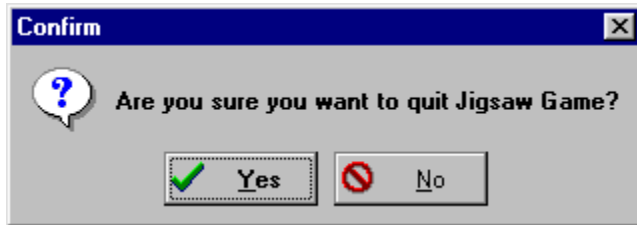


The image shows a dialog box titled "Edit" with a close button (X) in the top right corner. The dialog box contains the following fields and controls:

- A text area with the prompt "Please, provide information about the puzzle".
- A label "Puzzle Name:" followed by a text input field containing "African Art".
- A label "Artist Info:" followed by an empty text input field.
- A label "Time need to solve:" followed by two spinners. The first spinner is set to "1" and is labeled "hours". The second spinner is set to "30" and is labeled "minutes".
- A label "Password (optionally):" followed by an empty text input field.
- A label "Re-type password:" followed by an empty text input field.
- At the bottom, there are three buttons: "OK" with a checkmark icon, "Cancel" with a circular arrow icon, and "Help" with a question mark icon.

Exit

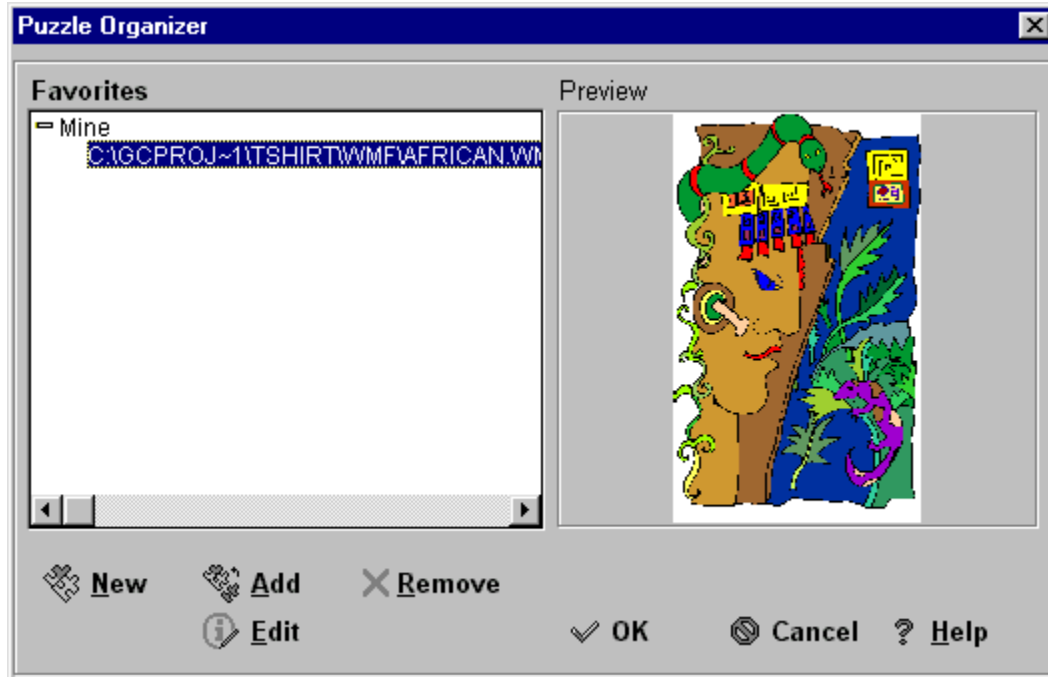
When you click on **Game** then **Exit** the Confirm Exit window will pop up.



Click on **Yes** to exit Media Graphics' Jigsaw Puzzler, or click on **No** to return to the program.

Favorites

This will bring up the Puzzle Organizer screen where you can create **New Groups**, add graphic images, edit, etc.



Game

New Game

Restore Game

Save Game

Favorites

High Scores

Acquire

Select Source

Re-Open

Exit

<u>N</u> ew game	Ctrl+N
<u>R</u> estore game	Ctrl+R
<u>S</u> ave game	Ctrl+S
<u>F</u> avorites	Ctrl+F
<u>H</u> igh scores	Ctrl+H
<u>A</u> cquire	
Select Source	
<u>R</u> e-open	Ctrl+M
<u>E</u> xit	Alt+X

Game Options

Reserve Place for the Picture

Use Big Desktop

Overlap Pieces

Check for Identical Pieces

Time Limit

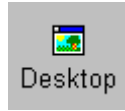
Help

Contents

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Help Windows

Two new icons will become active when this option is checked on the **Preferences**



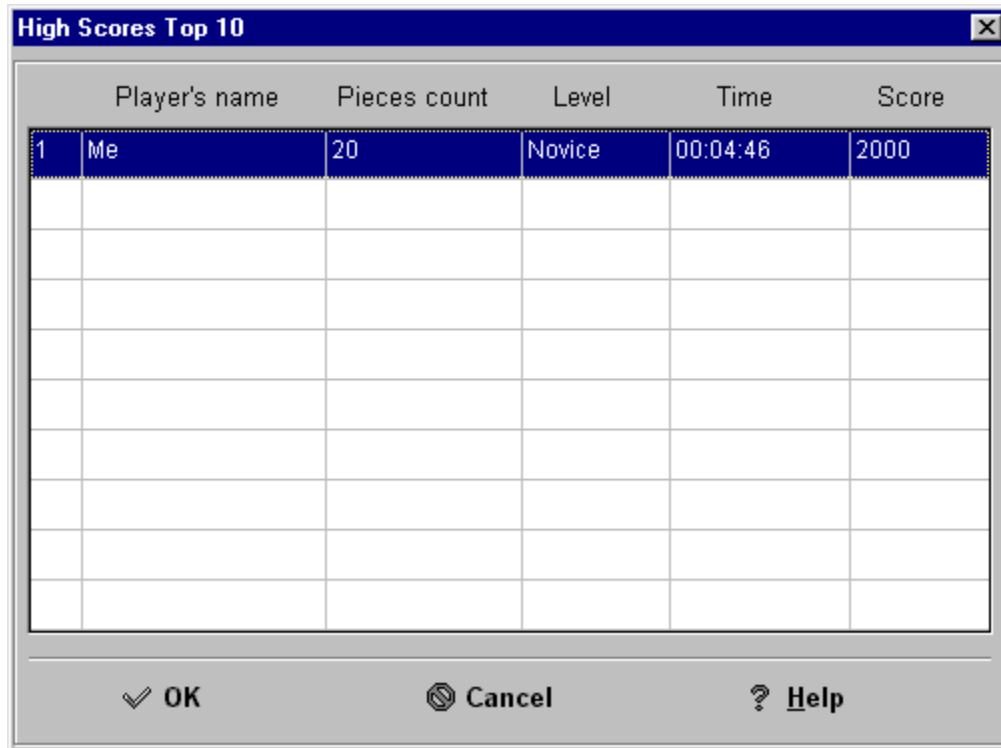
window. Click on the **Desktop** icon, or click on **View** then **Desktop View** to bring up a window displaying the puzzle pieces on the desktop.



If you click on the **Original** icon, or click on **View** then **Original Picture** a window will appear displaying the original picture as a reference for you while putting the puzzle together. To see your Game Status at any time click on **View** then **Status**.

High Scores Table

To access the High Scores Table click on **Game** then **High Scores**. The High Scores Table lists the top puzzle solvers, and the overall score for the puzzle.

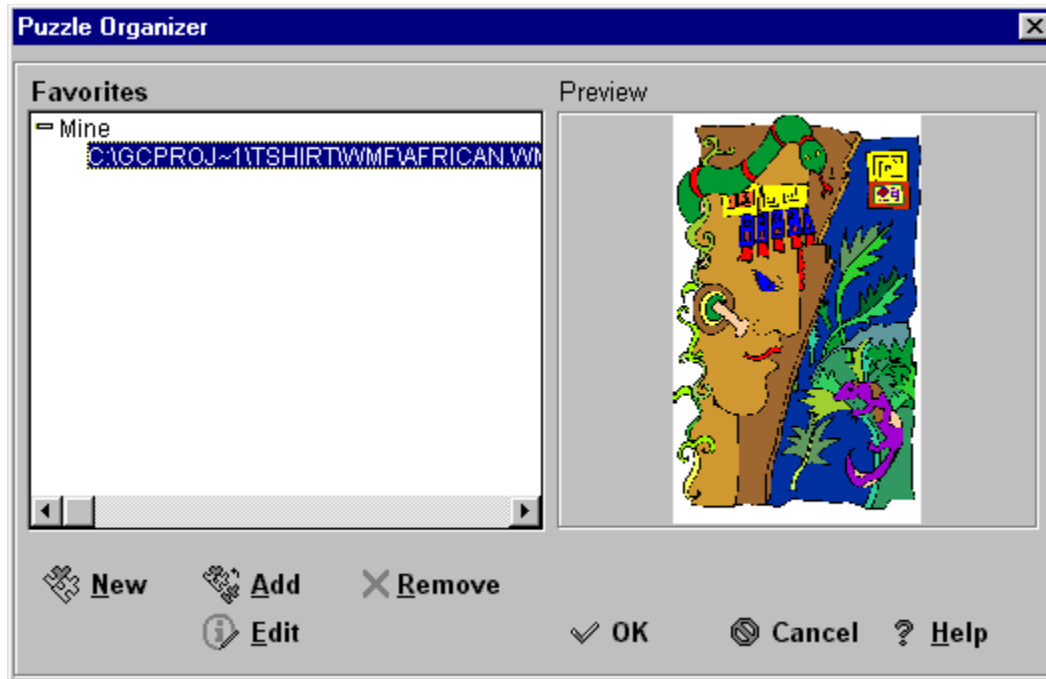


A dialog box titled "High Scores Top 10" with a close button (X) in the top right corner. It contains a table with five columns: "Player's name", "Pieces count", "Level", "Time", and "Score". The first row is highlighted in blue and contains the following data: "1", "Me", "20", "Novice", "00:04:46", and "2000". The remaining nine rows are empty. At the bottom of the dialog box, there are three buttons: "OK" with a checkmark icon, "Cancel" with a circle and slash icon, and "Help" with a question mark icon.

	Player's name	Pieces count	Level	Time	Score
1	Me	20	Novice	00:04:46	2000

✓ OK ⓧ Cancel ? Help

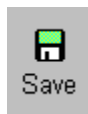
Icon Buttons



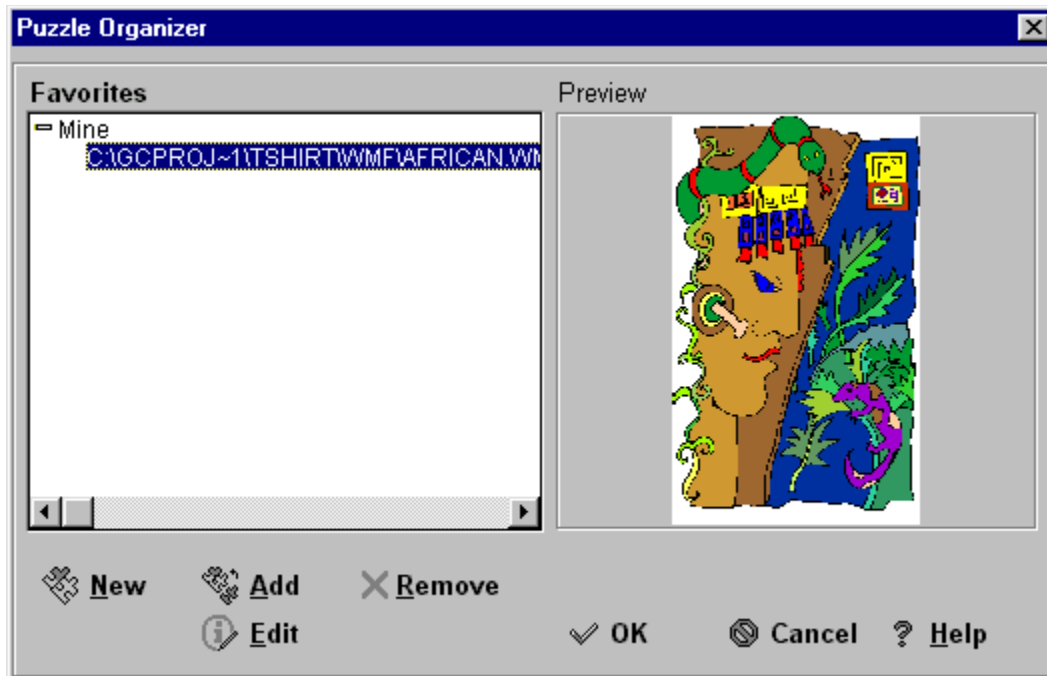
New



Load



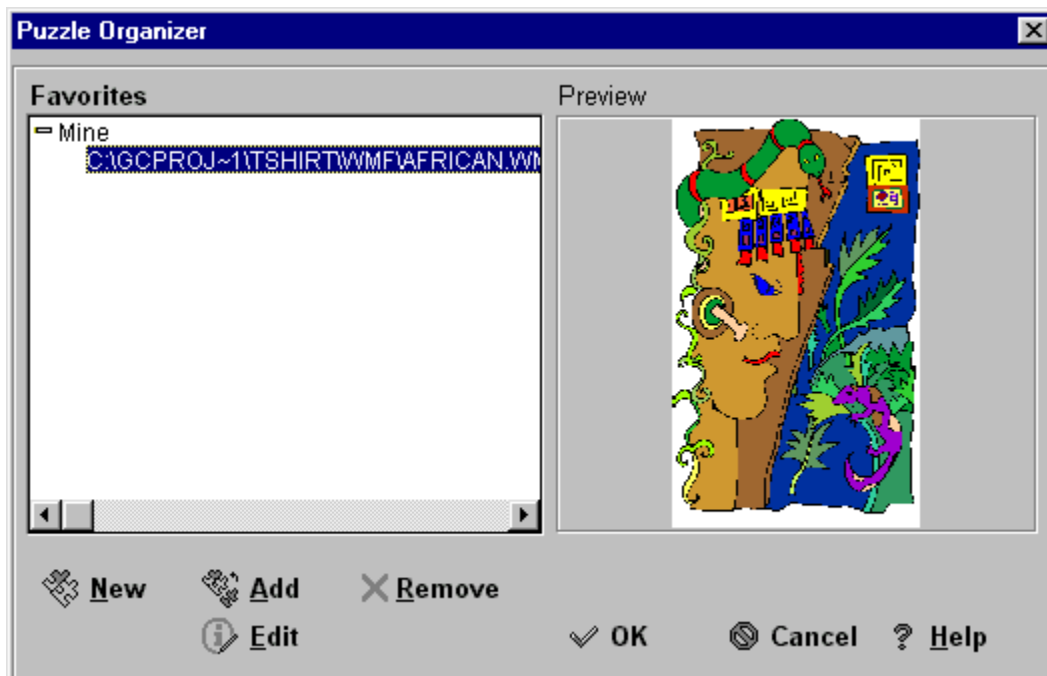
Save



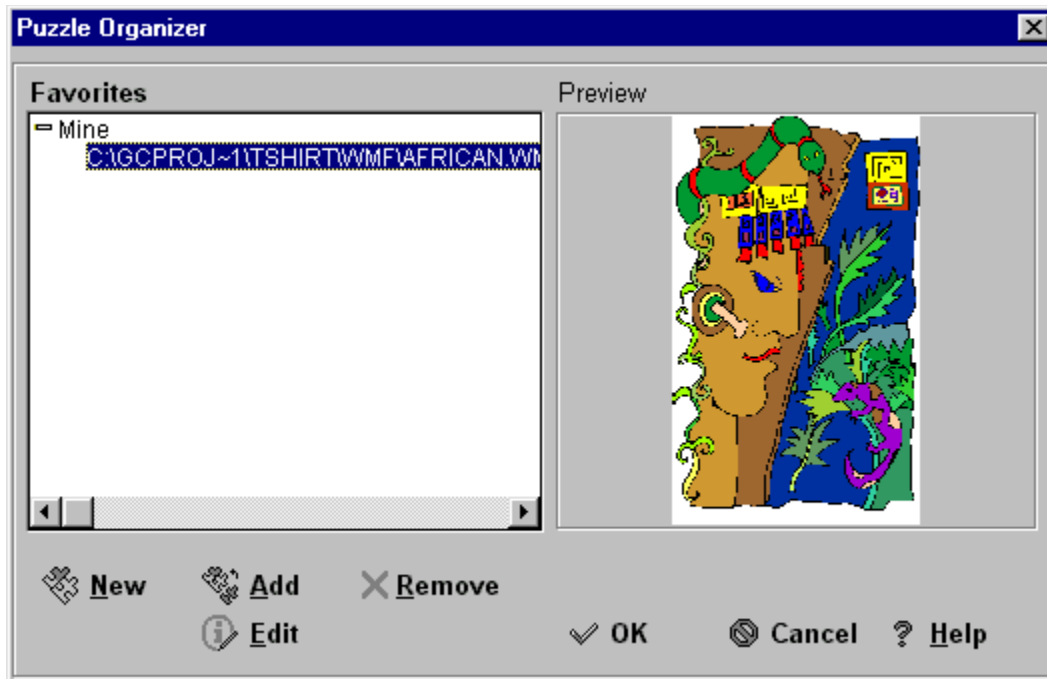
Start



Pause

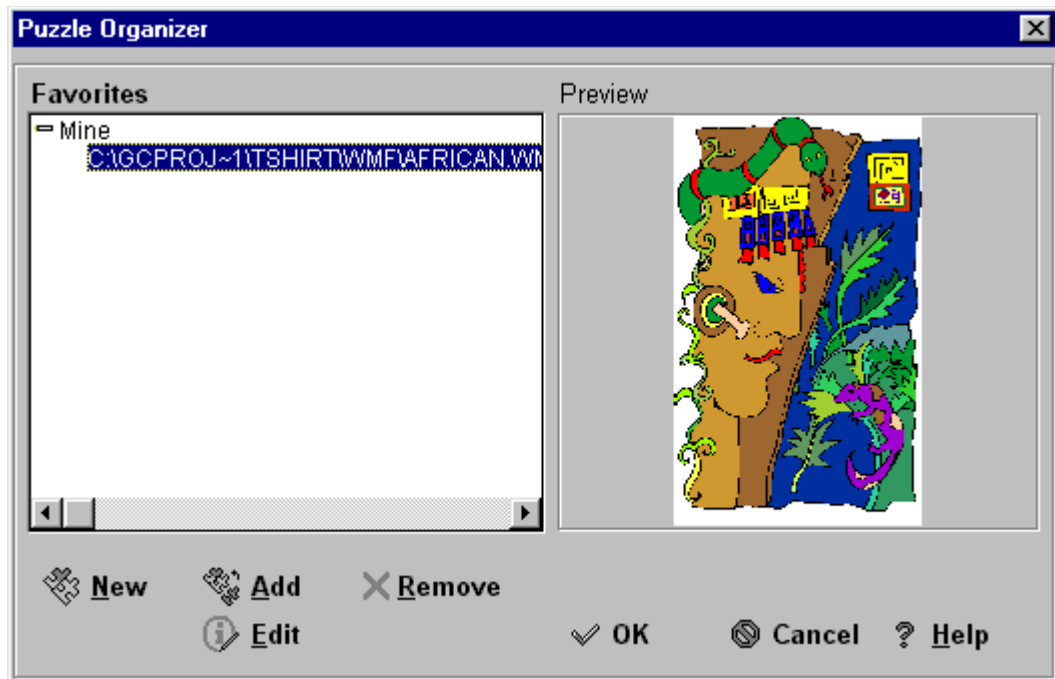


Desktop



Original

Loading or Restoring a Saved Puzzle



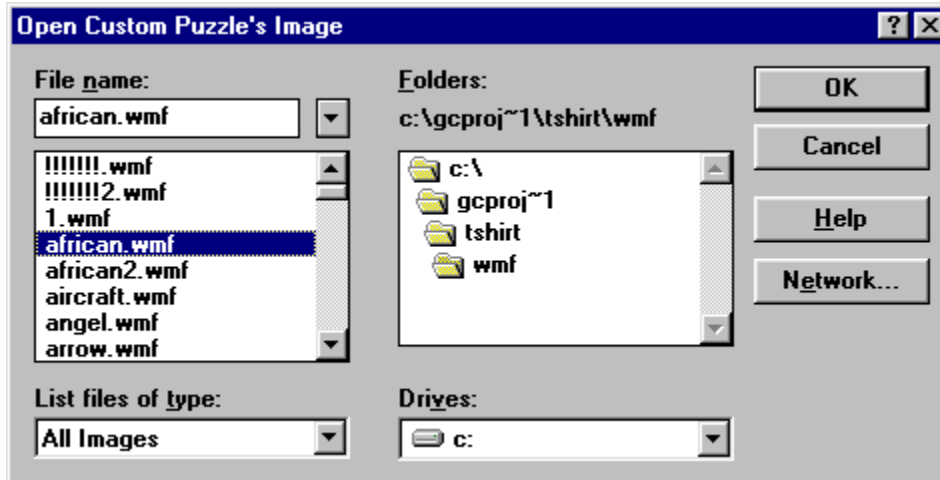
Click on the icon button from the Opening Menu or from the top icon button bar, or click on **Game** then **Restore Game**. This will bring up the **Load Saved Game** window.



Choose a saved game from the list, and then click on **Load**. This will restore your previously saved game.

Open Picture

Select the directory where you have some of your favorite pictures located. The supported formats are jpg, cmp, bmp, pcx, pcd, wmf, and gfx..



Once you choose your image click OK. This will bring you back to the **Open a Puzzle** Window with a preview of your picture in the box to the right.

Open a Puzzle

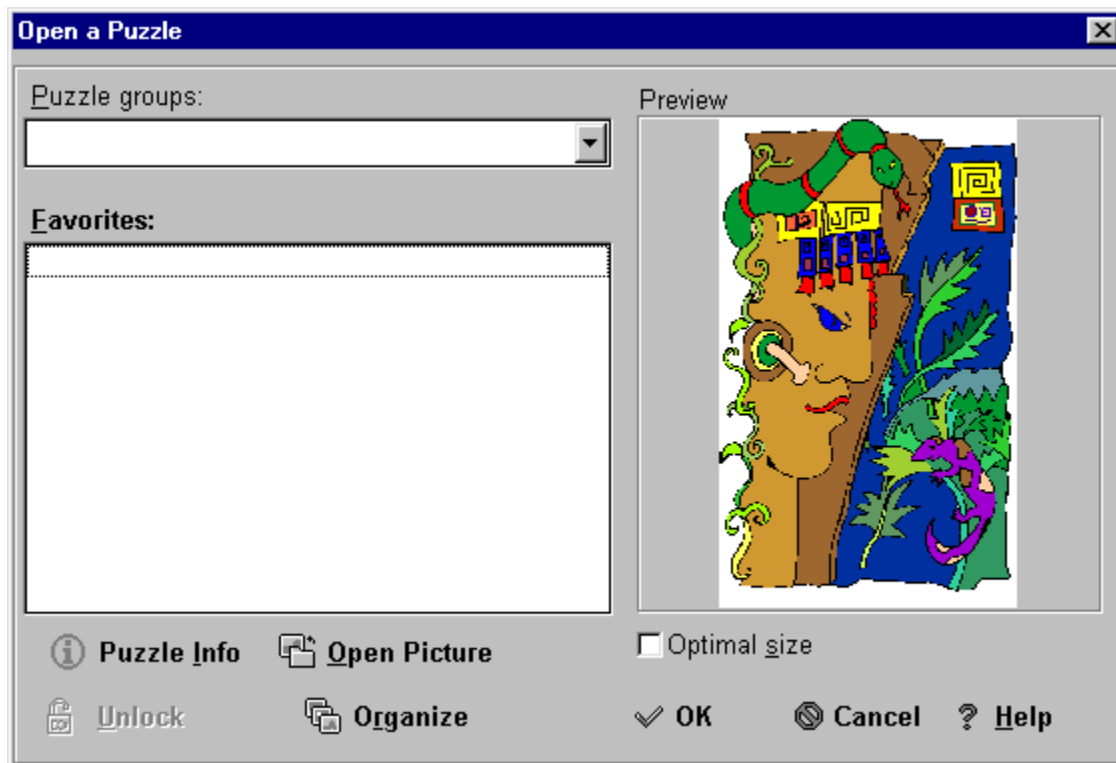
Puzzle Info

Organize

Optimal Size

Unlock

To **Begin Playing** the puzzle that is in the preview box click OK.



Optimal Size

If you place a check mark in the box the puzzle (image) will be set to the best (optimal) size for your computer screen. This may distort the image if the image is larger than the screen size. If the box is blank, the puzzle (image) will be set to the default size of the image you are using.

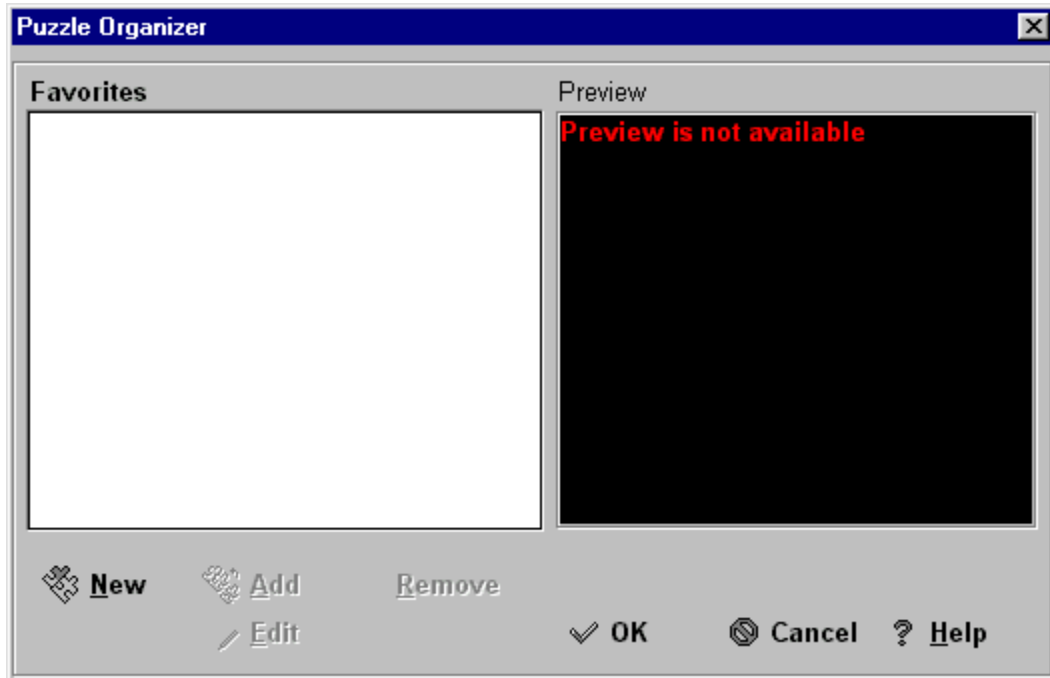
Options

Preferences

Sounds

Organize

From this screen you can add any of the images you like to your Favorites.



To do this click on **New**. This will bring up the **Add New Group** window.

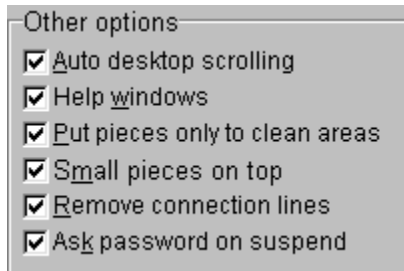
Original Picture View

This option will open a window displaying a full view of the original image you are trying to piece together. This is a good reference if you are having problems putting the puzzle back together.



Other Options

The Other Options window offers the following choices:



Auto Desktop Scrolling

Help Windows

Put Pieces Only to Clean Areas

Small Pieces on Top

Remove Connection Lines

Ask Password on Suspend

Overlap Pieces

If this option is checked the puzzle pieces will appear stacked on top of each other in some cases. If it is unchecked all the pieces will appear in rows without any overlapping.

Play

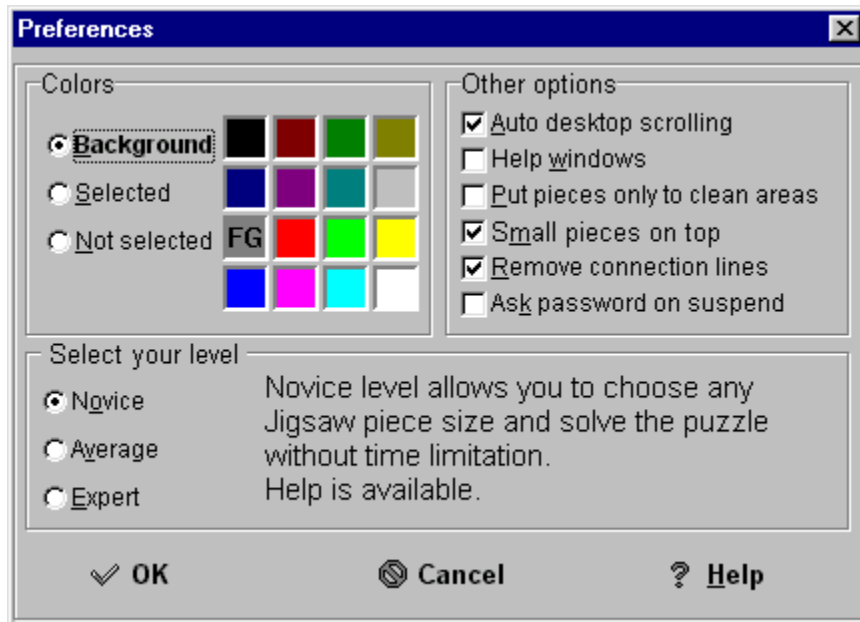
Start

Pause

Resume

Preferences

When you click on **Options** then **Preferences** the Preferences window comes up.



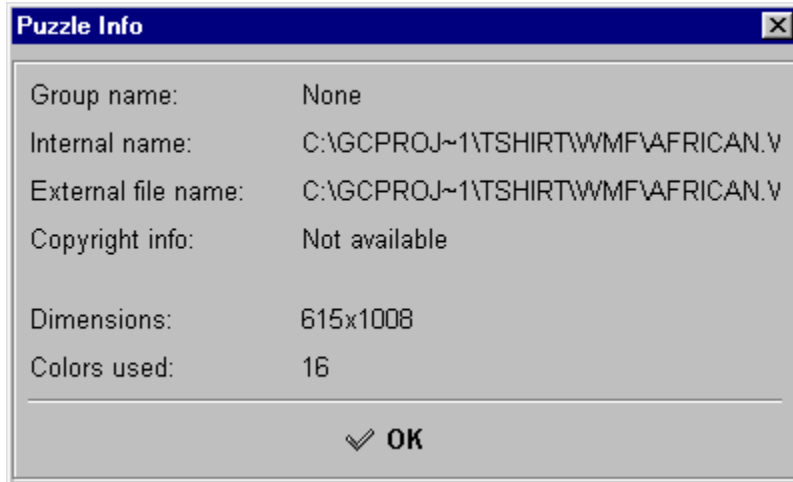
Choose the background **Color**, the play **Level**, and **Other Options**.

Put Pieces Only to Clean Areas

This option will only place puzzle pieces in areas not occupied by another puzzle piece.

Puzzle Info.

This window will give you the details about your graphic image including the size and number of colors used.



Re-Open

This option allows you to re-open any file you were recently using. A drop-down box will appear with a list of the files you recently opened.

Remove Connection Lines

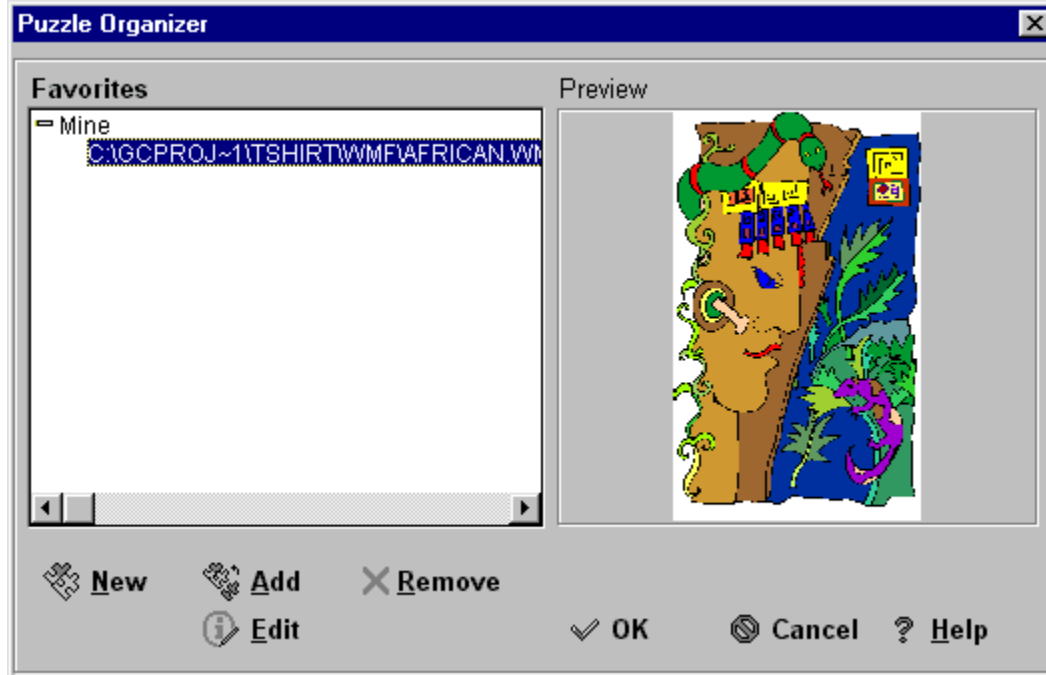
This option will take away the puzzle piece outline when the pieces are connected together. If this option is unchecked the puzzle lines will appear when the pieces are connected.

Remove from Group

When you wish to remove a graphic from your group highlight the graphic name, then click on the **Remove** icon.

Reserve Place for the Picture

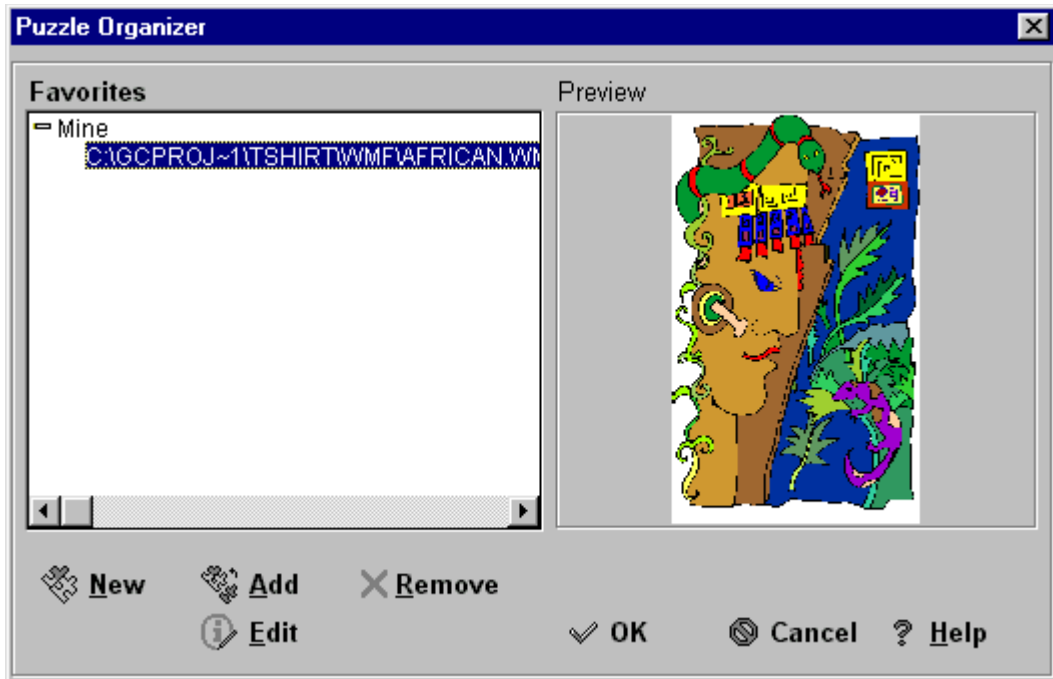
This option allows for the puzzle to be grouped into a smaller area after being dissected by the program. If you do not check this box, the puzzle pieces are distributed over a larger area when dissected. This option can be selected by clicking on the



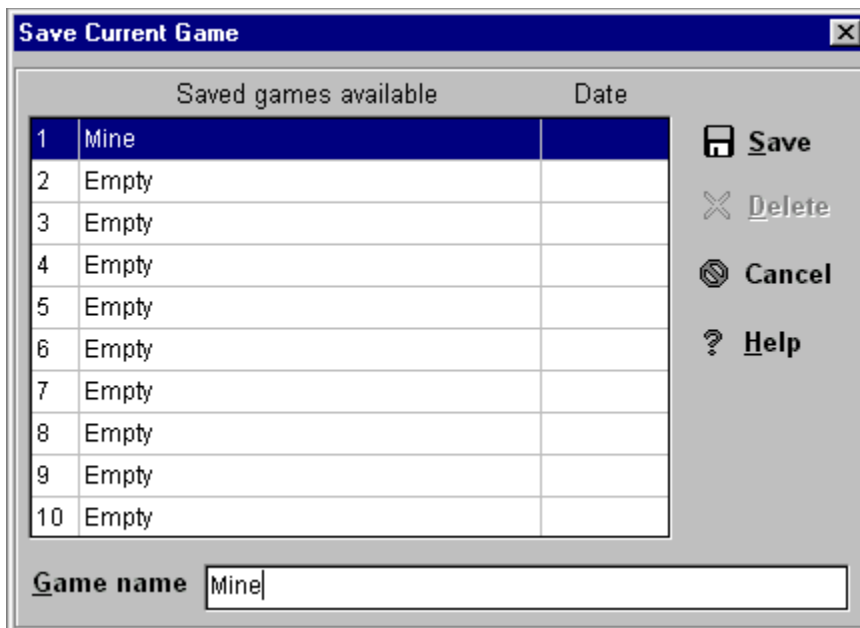
and selecting it from within the dialogue box.

icon button,

Save Game



Click on the icon, or click on **Game** then **Save Game** to open the Save Current Game table. Next to **Game Name** type the name of your saved game. Now click on **Save**. If you wish to delete any saved games highlight the name of the saved game, then click on **Delete**.



Select Source

This option allows you to select which scanning device on your system you wish to use. This option can be accessed by clicking on the **Game** menu, and clicking on **Select Source**.

Small Pieces on Top

This option will allow you to move larger pieces, which have been assembled, to other portions of the screen without overlapping smaller pieces which have not been assembled. In this way, the smaller pieces will always be on top, allowing easier access to them.

Sounds

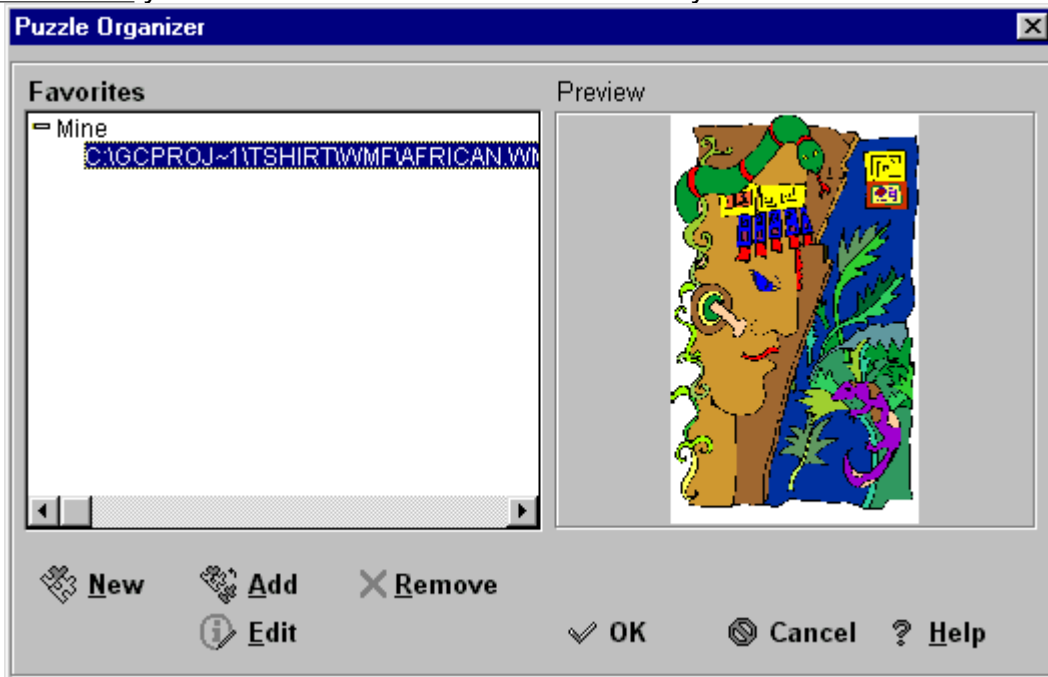
When you click on **Options** then **Sounds** the Game Sound Settings window will appear.



You can choose the default sounds, or choose your own sound files from your computer.

Start Putting it Together

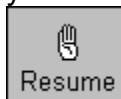
At this point the puzzle pieces should be on your desktop. Just click on a puzzle piece, hold down the left mouse button, and drag the piece where you would like it. There are several variations as to how the puzzle will be put together depending on the **Preferences** you chose. If there is a time limit and you want to take a break click on



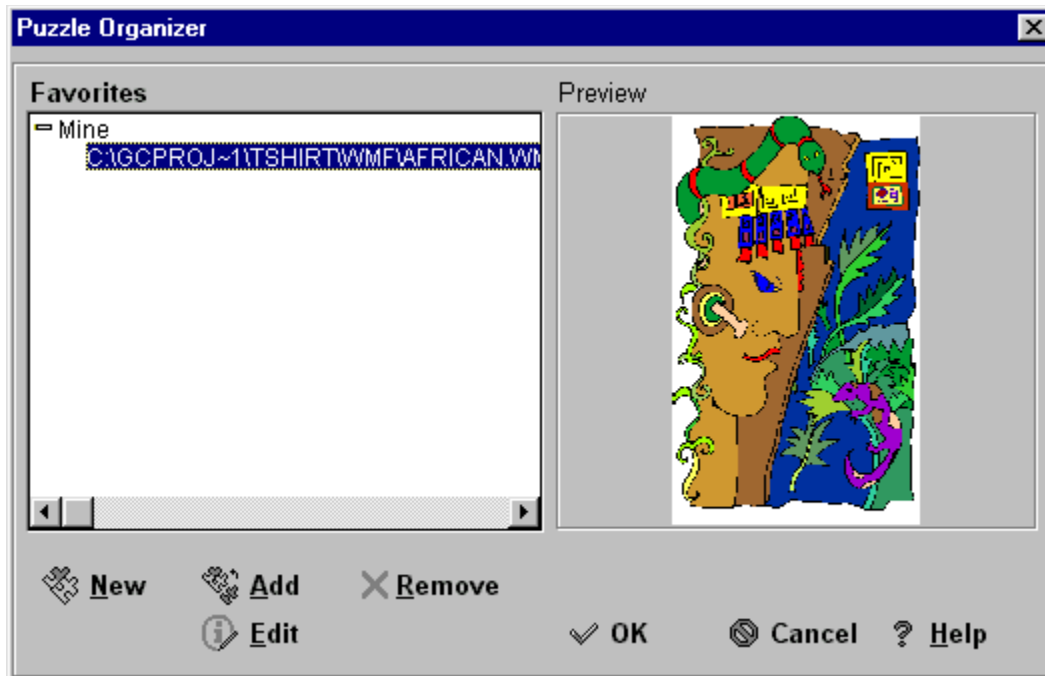
the icon or click on **Play** then **Pause** to suspend the timer. The puzzle will disappear and the Pause message



will appear on the center in the screen until you click on the



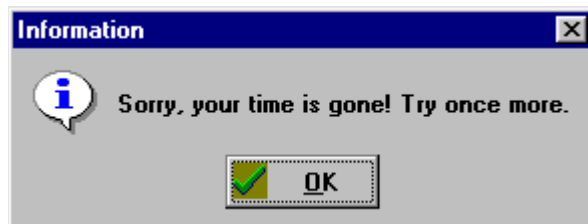
icon or click on **Play** then **Resume**. You can check the status of the current game by clicking on **View** then **Status**. You also now have the option to save your game. While paused or while playing, click on the



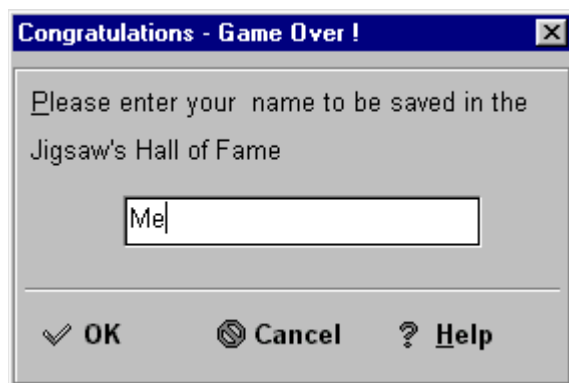
icon, or click

on **Game** then **Save Game** to have the Save Game window appear.

If the game is **timed**, and you run out of time before completing the puzzle the information window will appear.



If you complete the puzzle within the time limit you will be inducted into the Media Graphics Jigsaw Puzzler Hall of Fame.



Type in your name so it will appear on the **High Scores Table**.

Status

The status box gives you information about the puzzle you are working on.



Technical Support

For Technical Support on this or any other Media Graphics Product, please contact us at 303-427-8808.

Technical Support staff are available Monday through Friday from 8:30 am to 4:00 pm Mountain Standard time.

Visit our web site at www.media-graphics.net


Time Limit

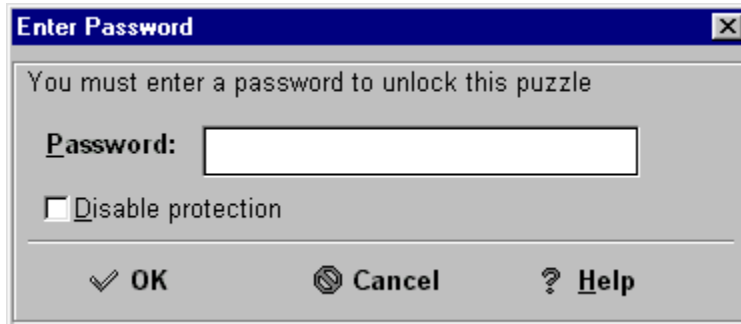
You can check or uncheck the time limit only if the puzzle does not have a time limit set from the **Edit Puzzle** feature.

Tool Bar

With this option checked, the Icon Bar across the top appears. If it is not checked, the Icon Bar is hidden revealing more of the desktop.

Unlock

If you have chosen a password from the **Edit Puzzle** screen you can click on the  **Unlock** icon. This will bring up the Enter Password window.



You can either enter the password, thus allowing access to your puzzle only by those with the password, or check Disable Protection to allow access to your puzzle at any time. As long as the disable protection box is unchecked, the puzzle preview and access to the puzzle is blocked unless you have the password. This is a great way to lock out puzzles that you wish to hide, or that may not be appropriate for children to view.

Use Big Desktop

When this option is unchecked you will see all of the puzzle pieces on the screen. With it checked not all the pieces will be seen, and the pieces will appear larger. You will need to use the Scroll Bars to move up and down, and side to side to see all the pieces.

View

Original Picture

Desktop View

Status

Tool Bar

