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Welcome to the Kid Vid Grid on-line Help window.
The following Help Topics are available for finding out more about Kid Vid Grid.
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How to Use Kid Vid Grid HELP

Clicking on "How to Use Kid Vid Grid HELP" above brings up a separate Help window that provides extensive information on how to get the most out of this Help window. Info about using Menu bar and Button bar commands is also covered.

To return to this window from any Help screen, click on the **Contents** button above.

To get out of this Help window and get back to the game, select **Exit** from the **File** menu.

How to Play Kid Vid Grid

KID VID GRID GAME OVERVIEW

As you watch each cartoon, the screen is divided into pieces that are all mixed up. You have to unscramble each cartoon while it's playing and before the music ends.

Kid Vid Grid consists of five levels: Level 1 being the easiest, up through Level 5, the most difficult. While you can choose the cartoons in any order you like, the puzzle configurations are preset by Kid Vid Grid and get progressively more difficult as you play. You must solve all the cartoon puzzles in a level before advancing to the next level. Within a level, you may replay any cartoon to try to beat your last best time. You are not penalized for repeating a cartoon. You score points each time you solve a cartoon -- the harder the puzzle configuration, the more points you get. In addition, you get bonus points based on how quickly you solve the cartoon. The bonus points are not added to your score until the end of each level. Try to get the highest score by solving the most puzzles in the shortest times. Also, you can choose between three degrees of difficulty in Kid Vid Grid. When you install Kid Vid Grid, or when you add a new player to Kid Vid Grid, you will be asked to choose one of the three degrees of difficulty: Normal, Wacko or Super Wacko.

There is also a Custom Mode for playing a single cartoon at a time. Custom Mode allows you to select which cartoon to play and to select the desired puzzle configuration. Custom Mode allows two or more players to compete at solving the same cartoon puzzle. No points are scored in Custom Mode; the object is simply to get the best time.

KID VID GRID **BASIC INSTRUCTIONS**

IMPORTANT: To get optimal performance while playing Kid Vid Grid, we strongly recommend that you do not run any other programs or applications in the background. Please quit all other applications. If you experience any difficulties running Kid Vid Grid, exit Windows, then load Windows again (type WIN at the C:\ prompt) and run Vid Grid before opening any other applications. Please quit any applications that load from the Start-Up group in the Windows Program Manager. Also, to view the cartoons at their largest cartoon size, set you monitor resolution to 640 x 480 pixels.

Step One. Select Player. If the player's name in the lower left corner of the screen is your name, you can skip this step. If not, click on the Change Player button located in the lower left corner of the Main Screen to select or add your name and choose one of the three degrees of difficulty: Normal, Wacko or Super Wacko.

IMPORTANT: To save games, scores and best times, the correct player's name must be selected before playing.

Step Two. Select a Cartoon. Click on one of the "stills" in the Main Screen to "play" that cartoon. These "stills" are actually "buttons" that you use to select a cartoon. This will take you from the Main Screen to the Play Screen. Note: The "stills" are pictures taken from the cartoons and are "scrambled" until the respective cartoon is "solved".

IMPORTANT: You can click on a "still" using the right mouse button to see information about the cartoon.

Step Three. Play the Cartoon. When you are ready, click the "Play" button in the upper right hand corner of the Play Screen. The cartoon and the timer will start. Use your mouse to unscramble the pieces. See the section entitled "Using the Mouse to Unscramble the Pieces" that follows this section for further instructions. If the Cartoon finishes before you do, the timer will read "Time's Up!". If you solve the Cartoon, the timer will display your time, a green neon border around the Cartoon Window will light, and the "Main" button will flash slowly to prompt you to return to the Main Screen.

IMPORTANT: You can continue watching the cartoon or get on with the game by either clicking Reset or Main.

You now have a number of choices:

- You can try to solve the same cartoon again: Click Reset and then Click Play when you are ready.
- You can play a different cartoon: Click Main, then go back to Step Two of these instructions.
- You can change players: Click Main, then click Change Player.
- You can try Custom Mode: Click Main, then click Custom Mode.
- You can exit Kid Vid Grid: Click Quit.

If you want to "give up" in the middle of playing a cartoon, click on either Reset to start over or Solve (so you can at least watch the rest of the cartoon). In either case, you get no points (or penalties).

That's it. All the rest are just details you can pick up as you play Kid Vid Grid. Please refer to the following more detailed instructions if you have any questions or run into any problems.

USING THE MOUSE TO UNSCRAMBLE THE PIECES
There are three basic mouse moves:

Drag and Drop the Pieces.   You can move a piece to any position. Move the mouse to position the arrow cursor over a piece. Use the left mouse button to click and drag the selected piece to a new location and release the left mouse button. You don't have drag the piece into an exact position, as it will automatically snap to the closet grid position. This move works in any puzzle configuration involving either Drag and Drop or Perfection puzzle movements (see the section below "How Cartoons are Scrambled" for more details about puzzle configurations).

Slide the Pieces.   You can move a piece to an adjacent empty piece. Use the left mouse button to click on a piece that is next to an empty piece. The piece will "slide" into the empty piece's position. This move works in any puzzle configuration involving either Slider or Random Corners puzzle movements.

Flip the Pieces.   You can flip an individual piece from top to bottom. Use the right mouse button to click on a piece and "flip" it. This move works in any puzzle configuration involving Inverted Pieces.

HOW THE CARTOONS ARE SCRAMBLED
Kid Vid Grid puzzles start easy, with nine right-side-up pieces that can be moved by simply dragging them around the Cartoon Window. However, as you progress through the game, you will encounter more difficult puzzles which are the result of changing three sets of puzzle attributes: Puzzle Size, Puzzle Movement and Cartoon Orientation.

PUZZLE SIZE
There are twenty-five puzzle sizes:

4, 6, 8, 9, 10, 12, 15, 16, 18, 20, 24, and 25 pieces.

Spaghetti. This puzzle size is 10 pieces arranged horizontally.

4-6, 4-6-9, 4-9-12, 6-9, 6-12, 6-12-15, 9-15, 9-16, 9-16-20, 12-15, 16-Spaghetti and Ultra (6-9-Spaghetti-12-16).   A "progressive" 4-6 puzzle starts with 4 pieces that, when initially solved, re-scrambles into 6 pieces. All "progressive" puzzles work the same way: "progressive" 4-6-9 (4 to 6 to 9 pieces) and "progressive" 4-9-12 (4 to 9 to 12 pieces).

PUZZLE MOVEMENT

There are four types of puzzle movement:

Drag and Drop. You click on a piece with the mouse and drag it anywhere in the Cartoon Window and drop it there. The piece that was in that spot will swap with the moved piece. Drag and Drop mode allows you to swap the positions of two pieces.

Slider. You can only move a piece to the blank piece next to it. Simply click on a piece next to the blank piece. The piece will switch with the blank piece. You can only move a piece that is next to the blank piece. You can only move one position up, down, left or right. Diagonal moves can't happen. In Slider, the piece that belongs in the bottom right hand corner is always the blank piece.

Perfection. This is the same as Drag and Drop except that the cartoon re-scrambles if a piece is dropped in the wrong position. However, if either of the swapped pieces ends up in its correct position, the cartoon will not re-scramble. Also, if you drag a piece, but return it to the position from which you took it before dropping it anywhere, this is not considered a move and the cartoon will not re-scramble.

Random Corners. This is the same as Slider, except the blank piece is not necessarily from the bottom, right corner: it may be from any corner.

CARTOON ORIENTATION
There are three types of cartoon orientation:

Normal. The cartoon plays in the normal fashion (right side up).

Upside Down. The cartoon plays upside down (and so all the pieces are upside down). You cannot flip the pieces.

Inverted Pieces. The cartoon plays right side up, but some of the individual pieces may be upside down. You can flip any piece using the right mouse button.

For more Help with Kid Vid Grid, click on the **Contents** button above. This will take you to the Contents window which lists additional topics you can select for more information.

To get out of this Help window and get back to the game, select **Exit** from the **File** menu.

Clicking the Custom Mode button on the Main screen puts Kid Vid Grid into Custom Mode. Custom Mode is where you play against other players or the clock for Best Times. Custom Mode is a play mode in Kid Vid Grid that allows **you** to determine the puzzle configuration.

Click on any function below - outlined in **green** - to learn more about that function.

For more Help with Kid Vid Grid, click on the **Contents** button above. This will take you to the Contents window which lists additional topics you can select for more information.

To get out of this Help window and get back to the game, select **Exit** from the **File** menu.

Understanding Kid Vid Grid Levels

Kid Vid Grid consists of five levels: Level 1 being the easiest, up through Level 5, the most difficult. While you can choose the cartoons in any order you like, the puzzle configurations are preset by Kid Vid Grid and get progressively more difficult as you play. You must solve all the cartoon puzzles in a Level before advancing to the next Level. Within a Level, you may replay any cartoon to try to beat your last best time. You are not penalized for repeating a cartoon. You score points each time you solve a cartoon -- the harder the puzzle configuration, the more points you get. In addition, you get bonus points based on how quickly you solve the cartoon. The bonus points are not added to your score until the end of each Level. Try to get the highest score by solving the most puzzles in the shortest times.

Completing a Level. If you successfully solve all puzzles in a Level, Kid Vid Grid will immediately switch back to the Main Screen as soon as the last cartoon is solved. Each cartoon button will "unwrap" and show you your Bonus points scored for that puzzle. While all of this is happening, watch the score total display in the lower right-hand corner of the screen: your Bonus points will be added to your Base points as the cartoons unwrap and the total "rolls up". As with solving an individual cartoon, this running total is automatically saved to the current player's file on your hard drive. At the end of the score "roll up", Kid Vid Grid displays the next Level screen.

For more Help with Kid Vid Grid, click on the **<u>Contents</u>** button above. This will take you to the Contents window which lists additional topics you can select for more information.

To get out of this Help window and get back to the game, select **Exit** from the **<u>F</u>ile** menu.

Scoring & Saving the Game

Best Times. Clicking on this button displays a list of the 10 best times (with the names of the players) for the currently selected cartoon in the currently selected puzzle configuration. The Best Times list includes all such best times from **both** Custom Mode and Levels Play.

Saving the Game. Kid Vid Grid automatically saves solved cartoon puzzles and earned points to a file on your hard drive. When the first player signs on, Kid Vid Grid creates a file with that player's name and saves related information to that file whenever a puzzle is solved (which cartoon, solve time, Level, round and points scored). This way, if you quit Kid Vid Grid and come back to it later, all of your hard work will be saved and the game will pick up where you left off.

Base Points and Bonus Points. For each signed-on player, points will be awarded and displayed for each solved puzzle. The number of Base points awarded increases after each cartoon is solved. Bonus points are also awarded based on how quickly the cartoon is solved, but these points are not added to the player's score until the Level is completed. The number of bonus points per second increases after each Level is completed.

For more Help with Kid Vid Grid, click on the **Contents** button above. This will take you to the Contents window which lists additional topics you can select for more information.

To get out of this Help window and get back to the game, select **Exit** from the **File** menu.

How to Use Kid Vid Grid HELP

Clicking this the Help button on any screen opens the Help window. The Help window is context sensitive. If you click the Help button from the Main Screen, help for the Main Screen will be displayed. If you click the Help button from the Play Screen, help for the Play Screen will be displayed.

Once the Help window is open, you can scroll through the window and view all the Help information for Kid Vid Grid. The Help window will provide you with general and specific Help on playing Kid Vid Grid. Point to any function outlined in **green** and click once with the mouse.

A pop-up window will appear that will give you information about that function. To get out of the pop-up window, click again with the mouse or press a key on your computer keyboard.

A comprehensive help screen that describes how to use this Help window can be called up by clicking on the **Help** menu above and selecting the **How to Use Help** item. How to Use Help lists numerous topics that you can select that will teach you specific Help window techniques including Help Basics.

Below the Menu bar is a Button bar that will assist you in getting around Kid Vid Grid Help quickly. To learn how these buttons work, click on the **Help** menu above and select the **How to Use Help** item. At the very bottom of the window is a topic called Help Buttons that tells you how to use Kid Vid Grid Help command buttons.

Cartoon Button

Here you will see the cartoon buttons in their scrambled state as miniaturized still pictures of the real cartoons. To choose a cartoon, click once on the still picture from that cartoon with the mouse (these miniature cartoon pictures are actually "cartoon buttons" that you use to select a cartoon). The still pictures are scrambled to indicate that the particular cartoon has not been solved by the current player in the current level. The manner in which the still pictures are scrambled indicates the puzzle configuration for the upcoming round.

Clicking on a cartoon button with the **left** mouse button takes the game out of the Main Screen and into the Play Screen. The Play Screen is where you attempt to solve the cartoon puzzle in the shortest time for points. The puzzle type is preset by Kid Vid Grid.

Clicking on a cartoon button with the **right** mouse button will display a window with information about the cartoon.

For complete details on how to use the Play Screen, see Chapter 3 in the Kid Vid Grid Owner's Manual.

Click once with the mouse button or press a key to continue...

Screen Title

The name of the cartoon is displayed at the top of this screen.

Click once with the mouse button or press a key to continue...

Main Screen Title

The Main Screen title display shows the **current Level** of the game for the **current Player,** and the **degree of difficulty**.

Click once with the mouse button or press a key to continue...

Custom Mode button

This takes Kid Vid Grid out of the Main Screen and into Custom Mode. In Custom Mode, you select which cartoon puzzle you want to solve and you customize the puzzle configuration (puzzle size, puzzle movement and cartoon orientation).

For more information, see the Help window for Custom Mode.

For **complete details** on how to use Custom Mode, see Chapter 4 in the Kid Vid Grid Owner's Manual.

Click once with the mouse button or press a key to continue...

Change Player button

Kid Vid Grid allows you to compete against other players. Use this button to open the Change Player dialog box. The Change Player dialog box adds new players to Kid Vid Grid, choose one of the three degrees of difficulty (Normal, Wacko or Super Wacko),. and allows you to delete players as needed. The name of the Current Player is displayed in the lower left-hand corner of the screen. Kid Vid Grid will store up to 10 player's names and scores.

Click once with the mouse button or press a key to continue...

Help button

Clicking this the Help button on any screen opens the Help window. The Help window is context sensitive. If you click the Help button from the Main Screen, help for the Main Screen will be displayed. If you click the Help button from the Play Screen, help for the Play Screen will be displayed.

Once the Help window is open, you can scroll through the window and view all the Help information for Kid Vid Grid. The Help window will provide you with general and specific Help on playing Kid Vid Grid. Point to any function outlined in **green** and click once with the mouse.

A pop-up window will appear that will give you information about that function. To get out of the pop-up window, click again with the mouse or press a key on your computer's keyboard.

Click once with the mouse button or press a key to continue...

Quit button

Clicking this button quits Kid Vid Grid and returns you to Program Manager. The status of your game, including your times and score will be saved automatically. If you quit Kid Vid Grid and come back to it later, all of your hard work will be saved and the game will start where you left off.

Click once with the mouse button or press a key to continue...

Player display

The name of the current player is displayed in the lower left-hand corner of the Main Screen. All scoring -- solved puzzles, base points, bonus points and best times -- will be saved with this player's name. To change   to a different player, allow new players to sign-on, or to delete players from the game, click on the Change Player button. Anytime a new or different player is selected, that player's name will be displayed here.

Click once with the mouse button or press a key to continue...

Score display

The accumulated score for the Current Player is displayed in the lower right-hand corner of the Main Screen. The displayed score = the current running total of all earned base points + earned bonus points for previously completed Levels. Remember that bonus points are not added to your score until the current Level has been completed.

Click once with the mouse button or press a key to continue...

Cartoon Puzzle window

The large window in the center of the screen is where the cartoons play.

When cartoons are not playing, this window displays the Kid Vid Grid logo.

For a complete guide to playing Kid Vid Grid, click on "How to Play Kid Vid Grid" below:

Click here >   How to Play Kid Vid Grid

Click once with the mouse button or press a key to continue...

Solve button

Clicking on this button instantly solves the puzzle. The cartoon will continue playing until it reaches the end or the Stop button is pressed. We put this function in so that you can at least watch the cartoon even if you are having trouble solving the puzzle. Clicking this button does not earn you a solved puzzle credit or any points!

Click once with the mouse button or press a key to continue...

Reset button

Clicking this button re-scrambles the cartoon and starts it again from the beginning. You can use Reset to give you a fresh start for any solved or partially solved cartoon puzzle. Reset is useful if you want to try to beat your last time for a better score.

Click once with the mouse button or press a key to continue...

Timer **window**

The small window above the cartoon window is a clock timer that displays the elapsed time of the cartoon -- in minutes and seconds -- and records the time it takes a player to solve the selected cartoon. The Timer window starts at "0:00" and counts until the cartoon ends. The numbers in the Timer window will be red until you click Play. During Play, the numbers will be green and the Timer border will work like a "progress bar" and incrementally change color (from gray to red) to indicate the approximate time remaining in the cartoon.. If you solve the puzzle, the timer will freeze at the time you solved it and the numbers will be red again. If the cartoon ends before it is solved, this window will display "Time's Up". Clicking **Reset** or **Solve will** reset the Timer.

Click once with the mouse button or press a key to continue...

Play/Pause/Resume/Stop button

Clicking this multi-state button repeatedly loops through several functions -- depending on the present state of the cartoon puzzle.

Click Play when you are ready to start playing a cartoon. The cartoon will play and the timer will start. After you click Play, this button turns into a Pause button.

Clicking Pause allows you to stop the cartoon anytime during playback. Pause also stops the timer -- you won't be penalized for pausing the puzzle, but the cartoon screen will display the Kid Vid Grid logo. You cannot move pieces unless the cartoon is playing. After you click Pause, this button turns into a Resume button.

Clicking Resume starts playback from the point where the cartoon was stopped. This allows you to use the same button to pause and resume the cartoon as often as you need.

The Stop function of this button only appears when the puzzle is solved. If you solve it manually or use the Solve button, the Pause function turns into a Stop function. After you click Stop, this button turns into a Play button and will loop between Play and Stop to allow you to view the cartoon you have solved.

Click once with the mouse button or press a key to continue...

Main button

To select another cartoon, change players or select the Custom Mode, you must return to the Main Screen by clicking this button.

Click once with the mouse button or press a key to continue...

PUZZLE TYPE mini-window

The mini-window just to the left of the cartoon screen displays the current puzzle's pre-set combinations of puzzle **size** (4 pieces, 6 pieces, progressive 4-6, Spaghetti, etc.), puzzle **movement** (Drag and Drop, Slider, Perfection or Random Corners) and cartoon **orientation** (Normal, Upside Down or Inverted Pieces).

Click once with the mouse button or press a key to continue...

TIME TO BEAT mini-window

Kid Vid Grid allows players to re-play solved cartoons to get a better time. The Time to Beat mini-window records the current player's best time during the current game for the selected cartoon. This window will be blank until the current player solves the selected cartoon. Players may re-select a particular cartoon at any time during a Level. If the player's time improves, the player's new time displays in the Time To Beat window and the bonus score will be increased upon completion of the Level. There is no penalty for getting a worse time (bonus points are awarded on the basis of the player's best time during the current game).

Note: Players may not replay cartoons from a prior Level.

Volume control

You can adjust the audio volume by clicking on the volume arrows beneath the cartoon window. The **<** button reduces the volume and the **>** button increases it. The green and yellow lights will show you the relative volume level. The last light segment is a red light that indicates maximum volume.

Pick Cartoon button

Clicking this button calls up a dialog box that allows you to select a cartoon from a list of all the cartoons. Click the name of the cartoon you want to play and click the OK button to load it.

After the cartoon has been selected, use the next three buttons to set up the puzzle. Clicking these "multi-state" buttons repeatedly loops forward through all available choices. Holding down the shift key on the keyboard while clicking on the buttons with the mouse reverses through the order.

Click once with the mouse button or press a key to continue...

Puzzle Size button

Clicking this "multi-state" button repeatedly loops through the thirteen puzzle sizes (4, 6, 8, 9, 10, 12, 15, 16, 18, 20, 24, 25 pieces and Spaghetti) plus twelve "progressive" puzzle sizes (4-6, 4-6-9, 4-9-12, 6-9, 6-12, 6-12-15, 9-15, 9-16, 9-16-20, 12-15, 16-Spaghetti and Ultra). Each time it is clicked, it will change to the next higher puzzle size.

4, 6, 8, 9, 10, 12, 15, 16, 18, 20, 24, 25 pieces and Spaghetti: Cartoons can be scrambled into four pieces (2 pieces by 2 pieces), 16 pieces (4 pieces by 4 pieces), etc.

4-6, 4-6-9, 4-9-12, 6-9, 6-12, 6-12-15, 9-15, 9-16, 9-16-20, 12-15, 16-Spaghetti and Ultra: A"progressive" 4-6 puzzle starts with 4 pieces that, when initially solved, re-scrambles into 6 pieces. All "progressive" puzzles work the same way: "progressive" 4-6-9 (4 to 6 to 9 pieces) and "progressive" 4-9-12 (4 to 9 to 12 pieces).

Click once with the mouse button or press a key to continue...

Drag-Drop/Slider/Perfection/Random Corners button

Clicking this "multi-state" button repeatedly loops through the four puzzle movements: Drag and Drop, Slider, Perfection and Random Corners.

Drag and Drop: You click on a piece with the mouse and drag it anywhere in the Cartoon Window and drop it there. The piece that was in that spot will swap with the moved piece. Drag and Drop mode allows you to swap the positions of two pieces.

Slider: You can only move a piece to the blank piece next to it. Simply click on a piece next to the blank piece. The piece will switch with the blank piece. You can only move one position up, down, left or right. Diagonal moves can't happen. In Slider, the piece that belongs in the bottom right hand corner is always the blank piece.

Perfection: This is the same as Drag and Drop except that the cartoon re-scrambles if a piece is dropped in the wrong position. However, if either of the swapped pieces ends up in its correct position, the cartoon will not re-scramble. Also, if you drag a piece, but return it to the position from which you took it before dropping it anywhere, this is not considered a move and the cartoon will not re-scramble.

Random Corners: This is the same as Slider, except the blank piece is not necessarily from the bottom, right corner: it may be from any corner.

Click once with the mouse button or press a key to continue...

Normal/Upside-Down/Inverted Pieces button

Clicking this "multi-state" button repeatedly loops through the three puzzle orientations: Normal, Upside-Down and Inverted Pieces.

Normal: All pieces are scrambled right-side up.

Upside-Down: The entire puzzle is scrambled with all its pieces upside down.

Inverted Pieces: Kid Vid Grid selects only a few pieces at random to be upside down (you have to figure out which ones they are). In either case, a piece that is upside down can be turned right side up by clicking on it with the right mouse button.

Click once with the mouse button or press a key to continue...

Best Times button

Clicking on this button displays a list of the 10 best times (with the names of the players) for the currently selected cartoon in the currently selected puzzle configuration.The Best Times list includes all such best times from **both** Custom Mode and Levels Play.

Click once with the mouse button or press a key to continue...

The Main Screen

Kid Vid Grid's Main Screen is the "home base" that you use to select cartoons, change, add or delete players, choose Custom Mode and more.

Click on any function below - outlined in **green** -   to learn more about that function.

For more Help with Kid Vid Grid, click on the **Contents** button above. This will take you to the Contents window which lists additional topics you can select for more information.

To get out of this Help window and get back to the game, select **Exit** from the **File** menu.

The Play Screen

Clicking a cartoon button on the Main Screen brings you to the Play Screen where you "play" the cartoons.

Click on any function below - outlined in **green** -   to learn more about that function.

For more Help with Kid Vid Grid, click on the **Contents** button above. This will take you to the Contents window which lists additional topics you can select for more information.

To get out of this Help window and get back to the game, select **Exit** from the **File** menu.

Custom Mode

Clicking the Custom Mode button on the Main screen puts Kid Vid Grid into Custom Mode. Custom Mode is where you play against other players or the clock for Best Times. Custom Mode is a play mode in Kid Vid Grid that allows **you** to determine the puzzle configuration.

Click on any function below - outlined in **green** -   to learn more about that function.

For more Help with Kid Vid Grid, click on the **Contents** button above. This will take you to the Contents window which lists additional topics you can select for more information.

To get out of this Help window and get back to the game, select **Exit** from the **File** menu.