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*You can see the latest news about BrainsBreaker in **Internet** at*
http://www.brainsbreaker.com

*Contact the author by **e-mail** at:* **jtrujillo@compuserve.com**

Tech info (don't worry about)

Help File for BrainsBreaker, version 2.4
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WELCOME TO BRAINSBREAKER

BrainsBreaker is a program that allows solving Jigsaw type puzzles in a high realistic look and feel. It works with almost any computer under the Windows operating system.

Everything you need to do, you can do it with the mouse.
With the **left mouse button** you **grab** objects, then you can **drag** them to other places and **drop** wherever you want. The **right mouse's button** opens the **menu for the object** where you clicked, then you can choose what actions to perform. Also there are "Keyboard Shortcuts". They allow requesting a function with a press of one or two keys.

The puzzles you deal with are stored on disk. There are two kinds of puzzle files on disk:

The **original puzzles**: Each time you open one of them the image gets jagged in a different shape and scattered over the screen.
The **saved games**: While you are playing a puzzle, you can leave it, stored in the computer. Any time after you can come and open it again.

There is also the ability to **create your own puzzles** with any picture that you computer can display. The created puzzles behave like any other pre-built ones.

You got your copy of the program unregistered. This means that the program is running in evaluation mode, limited in its operation, until -if you like it and find it worth- you register. See Register

BrainsBreaker implements a "Sensitive Context Help" mechanism. This means that if you request help from a particular object or window, you'll get help about it. The help system is always accessible from the program pressing the F1 key, or selecting the Help option in the menu for each object or the Help button in the windows.

You can start right now: Open a puzzle and begin to drag & drop the pieces over the screen. You may also continue reading to get more instructions and learn about interesting features of the program. Remember: While in the program, press the F1 key and you will return here to find more instructions.

NOTES:
* BrainsBreaker works on any **screen resolution** under Windows. The best performance, in terms of visibility of the game, is achieved setting your screen resolution (desktop area) at the highest option available in your system (800x600 or better at 1024x768 or even higher if supported)

* The minimum **color depth** (color palette) setting for the screen to see the pictures clearly is 256-color mode. The Best quality and performance are achieved setting the color depth to HiColor-16bit or TrueColor-24bit if available. Since version 2.2, the contour of the pieces is drawn lightening it. If you are on 256-color mode you will notice that takes more time to load the puzzle. The reason is that the program has to find the proper color for each pixel between the limited available colors. If you find this loading time too high you can change your screen configuration to a higher color deep resolution or check the "Trace Contour" option in the "Program options" window.

* You'll find here, in this help file, some options for *left-handed* people This intended for people (left-handed or no) who has switched the mouse buttons in the Windows Control Panel and is managing the mouse with the left hand. If this is your case, you'll find useful to put your right hand at the right region of the keyboard and use the Keyboard Shortcuts that are under the header "left-handed".

MANAGING THE PROGRAM

The operation of BrainsBreaker is based on objects and menus. Anything that you see on the screen is an object and any object can do things or you can do things to it. To learn what an object does just open its menu. It displays the functions available for the object.

To open and use the menu for an object:
    - Move the cursor over that object.
    - Press the right mouse button (*left-handeds left button*)
        The menu will appear.
- Without releasing the mouse button, move the cursor over the option you want.
    - Release the button... something will happen.

Almost each option in a menu has a "keyboard shortcut". This means that the option will be activated if you press the key or keys of the shortcut (without need for opening the menu). You can see which keys are the shortcut, in blue text, at the right bottom in each menu's option.

The main menu is on <u>the main screen</u>. You will get it right clicking over any non occupied area in the screen.

Many kinds of objects can be moved. To move an object, move the cursor over it, press the left mouse button, drag it moving the mouse to the desired position and drop down releasing the button. This is the way how you can <u>move the puzzle's pieces</u>.

Other elements in the program are windows. They are to provide additional information or options. In the windows there are buttons. Each button has a task assigned, so pushing it will do it.

THE MAIN SCREEN

From the main screen you can control and activate all the features of BrainsBreaker.

The screen has a menu. To activate it, point over any non-occupied area of the screen and click the right mouse button. You'll see the functions available.

Here is a list for any possible option and what it does:

Load *Keyboard shortcut:* **Ctrl+O**
   Displays the Browser Window, where you can select a new puzzle or continue with an already started one

Create Puzzle *Keyboard shortcut:* **Ctrl+C**
   That opens a window where you can see how to create your own puzzles,

Save *Keyboard shortcut:* **Ctrl+S**
   Saves the status of the current game on disk. If wasn't specified before, the program will open the Save as Window requesting the game title, player's name and an optional password.
   If you checked the AutoSave feature the program will do this periodically.

Print *Keyboard shortcut:* **Ctrl+P**
   Opens the print preview panel to choose the layout and other options and then have a paper copy of the current puzzle.

Program Options *Keyboard shortcut:* **F3**
   Here you can choose some options for the program. Click here to see them.

Game Info & Options *Keyboard shortcut:* **F2**
   Brings up the window showing the status of the current game and some options. Click here to see what you can do with it

Back Color *Keyboard shortcut:* none
   Allows selecting the color for the background of the screen.

View Image *Keyboard shortcut:* **Space bar** or   *the 0 key in the numeric keypad*
   Shows the target image. You can move it clicking and dragging.
   When you click outside the picture or press a key it disappears.
   (This option is not available if the puzzle you are playing is in the "surprise" mode)

Solve 1 *Keyboard shortcut:* **F5**
   Available unless you have checked the "**Avoid Cheating**" option in the Game Info & Options window
   The computer will solve one piece. (If you are in competition mode this costs many points)

Scatter *Keyboard shortcut:* **Ctrl+R** or **Alt+R**
   Scatters the unlocked and unnailed pieces around the screen. More about this here

Ranking *Keyboard shortcut:* **F4**
   Available only if you are in competition mode.
   Brings up the ranking for the puzzle you are playing.

(c) *Keyboard shortcut:* none
   Shows the copyright notice with some especial effects.

Help *Keyboard shortcut:* **F1**
Opens this help topic, from where you can go <u>anywhere</u>

Minimize *Keyboard shortcut:* none (If you activate the "Boss key" the Escape key does it)
Sends the screen of BrainsBreaker to the Task Bar, leaving the desktop visible.

Exit *Keyboard shortcut:* **Alt+F4**
Closes everything and terminates the program. If you are not in AutoSave mode and the current game has changed, you'll be prompted to see if you want to save the game.

Click <u>here</u> to see how to move the pieces.

THE LOUPE (A MANGIFYING GLASS)

There is a tool to see zoomed the screen content, a loupe that will move over the screen as you move the mouse and show magnified the stuff behind it.

There are three ways to activate/deactivate it:

* Click over the small icon that is at the left bottom of the main desk or the open boxes

* Press the Shift key (it is above the Control key)

* Left click the mouse over a non-occupied zone in the screen and right click (holding down the left button)

Any of these methods will hide the loupe if it is active or show it if was hidden.

With the loupe you can do everything as you would do without it, pick pieces, rotate, move etc. but you'll see that the loupe is hidden while you are doing these actions. Once the action is finished the loupe will show again.

Setting preferences for the loupe:

There are two things that can be customized in the loupe.

Zooming factor: You can choose how much will be magnified the area shown by the magnifying glass. By default it zooms the original by two times but you can raise that factor up to five: Press the + (plus) key or - (minus) key.

Size of the loupe: Press the right/left arrow keys to enlarge/reduce the size of the loupe. (If you notice the motion of the loupe not too smart try reducing its size)

MOVING PIECES

To move a piece
 * Point over the piece with the mouse.
 * Press the left mouse button (*right button for left-handeds*)
 * Without releasing the button, move the mouse. The piece will go there.
 * Release the mouse button to drop the piece

If the piece falls near to other matching piece and both are in the same direction they will be locked together.

If the moved piece is locked to others when you drop the piece, the others locked will be dragged with it.

To rotate a piece
 * Point over that piece.
 * Hold down the **Ctrl** key (don't release it).
 * Press the left mouse button (to rotate counterclockwise) or the right mouse button (to rotate clockwise)

To **rotate a piece while dragging it,** press the right mouse button (without releasing the left one) to rotate clock-wise. If your mouse has three buttons <u>properly configured</u>, you can rotate counter-clock pressing the middle button.

If the rotated piece is locked to others they also will be rotated.
NOTE: If you opened the puzzle in "No rotable" mode this will not work.

Bringing a piece or group of **pieces to back**. It can happen that a group of locked pieces hides others,

when the mouse pointer is over a set of pieces hiding others to changes it's shape to: You can uncover the hidden pieces by pressing the middle mouse button (if your mouse has three buttons) or the Z key or the UpArrow key

To nail down a piece
Some times you may find a position for a piece that you don't want moved. You can nail down that piece: Pick a pin in the bottom left corner of the screen or the box, drag and drop it over the piece. The piece becomes nailed to the background. You can also select the "Nail" option from the menu for that piece.

If several pieces are locked and you nailed one of them the others also get nailed.

When you try to pick a nailed piece (or a piece locked to a nailed one) instead the piece, you pick the pin. Then you can release it (so the piece stays where it was) or drag the pin to any unoccupied part of the screen: the piece then is unnailed and can be moved.

Keyboard Shortcuts:
    To nail **Alt + Left mouse button click**.
    To unnail **Alt + Right mouse button click**.

Quickly send a piece to a box
This is useful when you sort pieces at a glance at the beginning of a puzzle. Maybe you want to separate all the pieces -let's say- with mostly red color: Point over one of these pieces, hold down the Alt key and press the key number of the box you want to go these red pieces. That piece will go to the box.

There is a way also for **sending pieces from a box to the main desk**: Point over the piece and press the keys Alt + Q

To rearrange the pieces in the screen or in a box
Select the menu option "**Scatter**" or press the **Control key and R**.
The pieces of the puzzle not locked to others nor nailed will redistribute randomly over the screen or the box.
NOTE: In the main screen there is a "protected rectangle" intended for leave free room to put in the solved puzzle. This procedure will not put pieces in this rectangle, but there is a trick to force the program **to use the protected region when scattering the pieces**: Press **Alt + R**. Also if you do it via menu, press the **Alt** key when selecting the option "**Scatter**".

See also how to handle several pieces

HANDLING SEVERAL PIECES

BrainsBreaker allows handling simultaneously several pieces in a single step:

First you need to select the group of pieces:

* Point with the mouse on a non-occupied point in the main screen or in a box.
* Hold down the Control key (don't release it)
* Click the left mouse button and move the mouse.

You will see a rectangle that grows as you move the mouse. The pieces that fall into this rectangle become grayed: This means that they are selected.

Once you have selected the pieces that you want, release the mouse button.
Then you can:

* **Move all these pieces simultaneously**: Click with the mouse inside the rectangle. Then drag it, the selected pieces will move. Once in the desired position, release the mouse button.
* The above procedure can be applied to **move a group of pieces to a box**: Simply open the box first and when dragging move, the mouse into the box and release it there

* **Scatter the pieces in all the screen or box leaving the rectangle empty**: This is useful when you are playing a puzzle whit many pieces and want to have some room in the screen: Open the menu for the rectangle (moving the mouse into the rectangle and pressing the right mouse button). Then select "Scatter outside this rectangle"

* **Nail or unnail the pieces that are selected**: Open the menu for the rectangle and select "Nail all" or "Unnail all".

You can cancel the selection by clicking the mouse outside the rectangle or pressing the "Esc" key.

BOXES

At the bottom of the screen you can see six squares numbered. They are boxes.

A box is for storing pieces temporarily. For example, you could set a box to hold all the pieces of some color, or with a particular shape. It is possible to solve pieces into the box, in fact you can even solve the entire puzzle on a box.

To put a piece into one of the boxes:
  Open the box
  Drag the piece to the box.

You can **open a box** in several ways:
   Pressing the number of the box in the keyboard.
   Double clicking over it when it is closed.
   Selecting the "Zoom" option in the box's menu.

While the box is open you can drag pieces into it.

Then you can **close the box** again in one of these ways:
   Pressing its number in the keyboard
   Double clicking over the background of the box
   With the box's menu (right clicking over a non occupied part)

A closed box containing pieces appears on the screen in a raised & color filled shape to remind you that there are pieces.

REMEMBER! If you don't find a piece, look if it's into some box

There is a **fast way for sending pieces to boxes**: Point over the piece, hold down the Alt key and press the key number of the box where you want the piece stored. To send pieces from a box to the main desk press Alt + Q while pointing over the piece.

You can also **maximize a box**:
When the box is open press the Tab key or *(lefthandeds)* the + (plus) key on the numeric keypad.

A **box can be moved**: Click inside it with the mouse and drag to the position that you want.

The **box** can be **sized**, as usual with any window, dragging its borders.

Options for a box
Right click over the box and choose "Options". In the window that will appear you can set:
Name: To assign a text title to the box. Type the name, it will show in the top bar of the open box or in small text in the icon of the closed box.

Back Color: You can select a color of your choice for the background of the box.

Show MinImage: Whit this option checked that box will show the sample image of the puzzle (unless you are playing a puzzle that doesn't allows preview)

NoFX opening closing: This option applies to all boxes. It avoids the zooming effect that happens each time you open or close a box. Useful if you work a lot with boxes as they will show almost instantly.

Other menu options on the boxes:

For an open box:
Scatter: This makes the program to reorganize the pieces in the box trying to not overlap if possible.

Empty: The pieces in the box go to the main screen (except nailed pieces).
(This option is available only if the box is open).

For a closed box:
Hide Boxes: This options make the boxes invisible when closed.
(This option appears in the menu of any box, only when the box is closed).
It is a good option for making more room in the screen.
Once hidden to make them visible again you must uncheck the option "Hide Boxes" in the Game Info & Options window (keyboard=F2). With the boxes hidden they still work. To open them simply press the number (1 to 6) of the box you want to open.

Boxes to home: This option appears in the menu of the closed boxes only if you have moved some of them. It moves all the closed boxes to their default position.

FAST KEYS

Here are those key combinations/mouse buttons to do quickly the most common operations.
When there are two keys/mouse separated by a + sign, it means that you must hold down the first key, don't release it and press the second key o button. Then you can release everything.

For *left-handed people* (or anyone who uses the mouse with the left hand and have switched the mouse buttons in the Windows Control Panel) are alternative operations. The idea is to have the hand that is not using the mouse not moving too much around the keyboard while controlling the rotation of pieces and the operation of boxes.

(The word *click* here means to press a mouse's button)

What to do	*Key*	*left-handeds*
Pick a piece	Left click	Right click
Rotate a piece clockwise	Ctrl + Right click	Enter + Right click
Rotate a piece counterclockwise	Ctrl + Left click	Enter + Left click
Bring a piece that covers others to back	Middle mouse button or Z or UpArrow	Middle mouse button or Z or UpArrow
Nail down a piece	Alt + Left click	Alt + Right click
Unnail a piece	Alt + Right click	Alt + Left click
View the image	Space bar	0(zero) (numeric keypad)
Show/hide the loupe	-Shift key or -Left+right click	
Select several pieces (with mouse over the screen or a box)	Ctrl + Left click + Drag	Enter + Left click + Drag
Scatter pieces (protecting the solution rectangle)	Ctrl + R	Ctrl + R
Scatter pieces in the whole screen	Alt + R	Alt + R
Scatter pieces leaving a rectangle empty	Alt + R (After creating a multiple selection rectangle)	Alt + R (After creating a multiple selection rectangle)
Open/close the box 1	1	1 (use the numeric keypad)
Close all the boxes	Q	Enter

Send a piece to the box 1	Alt + 1 (pointing over the piece)	
Send a piece from a box to the main desk	Alt +Q (pointing over the piece)	
Maximize box (must be open)	Tab	+ (plus in the numeric keypad)
Open a puzzle	Ctrl + O	
Save the current game	Ctrl + S	
Print the puzzle	Ctrl + P	
Game Info & Options	F2	
Program Options	F3	
View the Ranking	F4	
Solve 1 piece	F5	
Hint on a piece	Ctrl+Alt+Click (Point mouse on a Side)	

All these operations can be done through the menus and, in the menus, you can see these keys in blue text.

COMPETITION

BrainsBreaker has built in features to provide scoring capabilities and to keep a ranking for each started game. In this way people at home can compare their performance solving puzzles and establish contests between them to make solving puzzles a bit more amusing.

When you are in Competition mode you can see a small box in the main screen with your current score.

The program also allows to "Export" the score data of a game and send it to other people through e-mail, making possible establish competitions even between people at different locations.

The competition mode is optional, there is people that only want solve puzzles quietly with nothing about scores and rankings and similar stuff.

To activate the competition mode:
In the "Game Options" window (press the **F2** key to open it) make sure that the option "Competition" is checked.

To export your score data and send it to another player in another place:
* Open the Game Options window (press **F2**).
 * Press the "**Certify**" button.
A copy of your scoring will be placed in the Windows' Clipboard. Then in your e-mail program paste it into a message (select paste in the Edit menu) and send it to your friend.

To import the score data of another remote player:
When you receive score data in a message, you can put this data in the ranking for that puzzle:
 * Copy the incoming message into the Windows' Clipboard
 * If you don't have BrainsBreaker started, start it.
It will appear a window saying that has been found score data, with a button "**Merge in Ranking**". Pushing this button will merge this data into the ranking for the puzzle. If you don't want this data in your ranking press the cancel button.

Importing a Full Ranking
BrainsBreaker has the ability to import a full ranking. This will allow to establish a multi-people contest and have all the data updated in your computer's ranking in a single step.
Published rankings will come to you in e-Mail / forum / Internet-news messages. When you see one of them you can import it to your computer, simply copying it to the Clipboard as you do with individual score data. The program will allow you to merge the coming in ranking with yours.

NOTES:
 * The score data for import-export contains a key zone to make sure that the data has not been altered. If the program finds the data not matching with the key, it will not import it. So do not modify any character in the score data message (but you can add text before and after).

* The ranking holds only the first 15 players; if the score data coming in falls in a lower position, it will be discarded.

* The Certify option is disabled for unregistered puzzles.

SCORE

If you activated the competition mode in a game (see how <u>here</u>) you'll see a small black box at the bottom of the main screen. On it is shown:

Time: Time spent in the game in form hous:minutes:seconds.
The timer pauses when you activate some other window. (it can be noticed because the timer color becomes gray).
Hint: If you leave your computer with a started game, open a window so the timer becomes disabled (i.e. press F2)

Score: The current score of that game.
You get a starting credit when opening the puzzle for the first time.
You win points for each piece solved.
You lose points (many) for "cheating" (each automatic solve or hint).
You lose some points each second elapsed.
You lose one point for each move.

Ranking: Your current position in the ranking for that puzzle.
The position in the ranking is drawn in white text. When the text becomes **green** means tat if you solve a piece while it is still green, you'll raise one position in the ranking.
If the text is **red**, then if you don't solve anything in 20 seconds you'll lose a position.

Estimation: BrainsBreaker tries to figure out how many points and what ranking's position you'll have when you finish the game. This serves to give a bit of amusement to the game.
The estimation computes somehow like "if you continue solving pieces regularly as you did until now, when you finish you would have xxxx points so you would be in the yy position". (The estimation does not take into account the cheats made until now)

The score window can be moved to any position in the screen: just drag it with the mouse. To place the score window in his default position select the "score to home" option in his menu (right clicking over the score window)

To **hide the score** window use its menu. (If you do this, to make it visible again uncheck the "Hide Score" box on the "Game Options" window.

Double clicking over the score window brings up the <u>Ranking</u>.

How BrainsBreaker computes your score:

At start, as a credit you get:
    500 x the number of pieces in the puzzle.

For each side of a piece locked to another you get:
    1000 + the number of the pieces in that puzzle x 10 rounded to 250.

Each tenth of second elapsed costs one point.

Each autosolve costs the double of the points for locking a side.

Each "Hint" on a piece also costs the double of the points for locking a side (but you earn the points when you lock it)

For each movement of a piece you lose out one point.

When playing a puzzle in the "Non Rotate" mode (see opening a puzzle), the starting credit and the score for a solved side is divided by 3.
Playing in the "Mosaic" mode then they are multiplied by 3, so if you solve the hardest puzzles in that mode,-and don't go crazy before-, you can be a multi-millionaire in points.

See also Competition

CREATING NEW PUZZLES

You may create a new puzzle with anything visible in the computer's screen.

First you need to tell the program what picture you want. There are tree methods to do it:

1st method) Copying an image to the Clipboard: Whenever any image data is on the Clipboard BrainsBreaker detects it and proposes to create a new puzzle.

The easiest way to put an image into the Clipboard is by pressing the **Print Screen** key *while* the picture is visible in the screen. *(The PrintScreen key is usually at the right of the F12 key)* Pressing simultaneously the keys **Alt** and **Print Screen** then only the contents of the active window is copied to the Clipboard.

*A quick experiment to create a new puzzle: Press the "*Print Screen*" key now* (it is at the right of the F12 key on almost all keyboards). *If BrainsBreaker is not running start it. It will ask if you want to create a puzzle with the Clipboard contents, push the Yes button and you will enter the puzzle creation process explained* here

Many image-processing programs also have a "Copy" option in the "Edit" menu. This usually also does the job.

2nd method) Dragging an image file to the BrainsBreaker's screen: Another way to tell BrainsBreaker which image you do want is dragging some picture file over the BrainsBreaker's main screen: Open some folder that contains picture files (make sure that the screen of BrainsBreaker is visible below), click over a file and drag it over the BrainsBreaker screen and drop it there.

3rd method) Loading an image file: And the last way is specifying directly what image file you want: On the main menu select the option Create Puzzle and press the button "Browse" in the window that appears.

Note: The image file formats supported are Windows **Bitmap** and **JPEG**
If you have an image file with another format you can try to use the first method: Run any program able to show that image and press the "Print Screen" key (Many programs have also a Copy option on the Edit menu that should work too)

Warning: if your screen is in 256-color resolution, you could lose some quality of the images when using the first method (copying to Clipboard). Instead it would be better opening the file that you want if its format is supported. That way the program can read all the color information that is in the image.

Whatever the method used you will arrive to the step of specifying the properties for the new puzzle. That's explained here

PRINTING

To print the current puzzle press the keys Ctrl+P   or select the "Print" option of the main menu when you have a puzzle loaded.

It will appear the window for the print settings and preview. At the left there are the options for the printout and at the right is a sample of how will look the printed page. (The sample is an approximation, usually what you will get printed will look better than what's shown on screen)

There are a few settings to choose, notice that these will vary if the puzzle you're printing is completed or not. Try all these settings and see how they affect the result in the preview pane. This is a description of each one:

At the top of the left zone it's shown the printer currently selected. You can change its **settings** such paper orientation or print quality or choose another printer (if there is more than one installed)

The **Style** of the printout can be:

Outline: The puzzle pieces will have the border drawn

3DOutline: (only available in some combinations of the other options) The outline of the pieces will be drawn lighting them as is on the screen rather than drawing a thin black line, it gives a more realistic touch on completed puzzles.

Framed: If the solved option is checked this one will put a frame around it. At the right of this option, when it's selected, there is a sample of the frame. Clicking over it allows changing its color.

Shadow: When printing the puzzle solved you can choose to have a drop down shadow.

Stats of the game: (Only on completed puzzles) The printout will have a box below with information of the game such time spent, cheats …etc.

There are three possible **layouts** for the puzzle's pieces:

* Solved

* As screen: A paper copy of what is on the screen. Notice that this format does not includes neither pieces that are into boxes nor pieces that could be hidden by others.

* Scatter: This layout distributes the pieces regularly on the paper so all them will fit on a single page You can change the zoom value to enlarge them, the set of pieces will occupy more than one page: Below the scatter option there are two buttons with arrows back and forward: They are to skip the preview pane to the previous and next page. Below these two buttons you can see the current page on the preview and the total number of pages.

Zoom This field allows reducing or enlarging the printout. Change the value to something higher than 100 to enlarge or lower to reduce. The option "**Best fit"** at the right makes the program to calculate a zooming factor so the printout will occupy the most of the page. Just try it to see what produces and then fine tune changing the zoom value.

When you are happy with the settings push the button **Print** at the bottom/left to do the actual print.

REGISTERING BRAINSBREAKER

BrainsBreaker is proposed as Shareware. This is a way that makes possible try a software product before buying it.

When you install BrainsBreaker the program comes in "Evaluation" or "Demo" mode. You can play with the puzzles and create new ones to see if you like the program and all works fine. Then you can pay a fee for the license to use the program.

Playing with the unregistered program has a limitation: You can solve only a part of the puzzles (except some puzzles that allow to complete)

There are two kind of licenses of the program:

The Full Pack
Allows playing completely any puzzle, your own created ones and other sets of "canned" puzzles (you may find these additional puzzles in the Internet site at **http://www.brainsbreaker.com**)

The Entry Set
This comprises the set of puzzles that comes with the program but it doesn't include playing with your own created puzzles or other downloadable ones. Once you have the Entry Set, at any time you can order the **Upgrade to the Full pack** for the difference in price.

How register:

* Registrations for BrainsBreaker are handled by shareware reseller companies. You can order the license **Online with Credit Card** in a secure web site: Point your Internet browser to: **http://www.brainsbreaker.com/register.htm** and follow the instructions/links there.

To send your registration by **e-mail**, **fax** or **postal mail** you can use the accompanying program "Register" that handles **Check, Money Order**, **Credit card or Cash** payments that will be handled by Kagi (a shareware payment processing company). That program manages the form needed to fill your data and will show instructions about how & where to send your payment. To run it: Hold down the Ctrl key and press F7. Then push the "Check or Credit Card" button in the new window that appears.

Once your payment is processed, you'll receive an e-mail message containing your registration code with the instructions on how to enter it into the program. Once entered it makes fully playable all the puzzles (if registered the Full pack) or the puzzles of the Entry set.

IMPORTANT: **Please, make sure that you type correctly and clearly your e-mail address when ordering the license**: Here is where goes your registration code and a mistake here could delay the receipt of your registration code.

If you do not have electronic mail you will receive your registration code by postal mail to the address that you specify in your registration.

Why register?
Apart for getting unlocked the program's features, you should be aware that a huge effort (hundreds of morning, evening, night and prime hours) has been made to put all together to achieve that you have fun time playing. This -in thought of the author- deserves a compensation, and -if you agree- this is the money that you pay for the registration.

THE PUZZLES BROWSER

The puzzles browser window allows you to search for and load in your computer a new puzzle or one already started-and-saved before.

This window is activated with the main menu or pressing Ctrl+O in the keyboard.

The window shows a "Thumbnail" (a little image) for each level of each puzzle available. It also shows one for each started game (saved before). On each thumbnail is written the title of the puzzle and the number of pieces. If it is a saved game, it also shows the percent done and the player who signed it, in blue text.

At the leftmost zone of the Browser there is the Shelves zone. It can be a vertical button labeled "Show shelves" and –if you press it- a list of the available shelves and options to create new ones. Look here to read more about them.

When you see the thumbnail of the game you want, it's easy: Just double click over the thumbnail.
But... if you don't find what you want?.
...Well, at the bottom right of the window there are several buttons to help you. They are under the header "**Show puzzles of kind**".

These buttons serve to tell the program what kind of puzzles must be shown in the list of thumbnails.

For example, if you uncheck the "**Originals**", in the list will not be any original puzzle (a new game), but only those started-and-saved before.

If you select some of the level buttons - let's say- **3**, all other puzzles not of level 3 will disappear from the list.

If you saved a game before, and signed it with a player's name, you can select that name in the list of players (under the heading **Player)**. The window will show only those games that belong to that player (also accomplishing the other rules of other buttons).

Notice that you can also reopen finished (100% solved) games. Initially "**Finished**" is unchecked, but you can check it to make them appear in the list.

There is also the "**Save Settings**" button. This one saves the state of the other buttons so the next time that you open the window will remember their state.

Hint: When the program starts this window has selected the last saved game. If you want to continue the same game you left the last time, simply press the Enter key.

SPECIAL MODES
Before loading a new game, you can specify if you want that game **without the pieces rotated** (it's easier to solve, especially for kids): Click on the new game you want to load and check "**Not rotate pieces**".

You also can make all more difficult and get a bit more "brainbroken": Check "**Mosaic**": The game will load with the pieces in a squared shape.

Note: The buttons for these special modes are available only for new games, so first you must select an original puzzle clicking over it and then check some of these options.

TO DELETE AN OLD GAME
Select the game and press the delete button or the "Delete" key on your keyboard.

If this game was in competition mode it will also disappear from the corresponding ranking.
NOTE: If the game is saved with a password, you'll have to type it. Otherwise the program will not allow to delete that game.

TO DELETE A PUZZLE
Select any of the thumbs for the puzzle (not a started game) and press the delete button (or the delete key). That will remove the puzzle (in all levels) from your computer.
If there are games going on for that puzzle the program won't allow to delete it: Before you should remove each started game one by one. (also the finished games)

SHELVES

There is a way to have the puzzles stored in different, independent places; we'll call them "shelves".

To activate the shelves push the tall button labeled "Show Shelves" that is at the left of the Browser window. This brings the list of available shelves. At first you'll see only one named "BrainsBreaker" it corresponds to the folder where you have the program installed.

Below the list of shelves there is a button "**new shelf"** push it: a window appears asking the name of the new shelf you want, type it in, press enter and you will have another shelf. Activate that shelf clicking over it.

To **move a puzzle to the new shelf**, click again in the previous shelf that had the puzzles, pick someone (click it with the mouse) and drag it (do not release the mouse) over the new shelf. The program will ask you to confirm that you want to move that puzzle to the new shelf, tap Enter and your puzzle and going on games based on it will go onto the new shelf.

Now let's **delete the shelf.** First you have to move the puzzles you have on it to another shelf because a shelf must be empty or the program won't allow erasing it. Once the shelf is empty right click over its name and it will appear a button "Remove shelf".

Below the list of shelves there is another button "**hide shelves"**, this simply hides the shelves (but they still exist holding the puzzles). Press again the tall button "Show Shelves" to show them.

When creating a new puzzle there is a button to choose the destination shelf. If you don't use it, the new puzzle will go to the last active shelf. The same applies if you install a "canned" set of puzzles. *This option to choose the destination shelf only appears if there is more than one shelf.*

A technical note: In fact the shelves are subfolders of the folder that holds the BrainsBreaker program. The shelf named BrainsBreaker represents the folder of the program itself with the original puzzles.

CREATING A NEW SHELF

You are about to create a new shelf. Just type in a name for it and press Enter.

Click here to learn more about the shelves.

THE MINI IMAGE

When playing a puzzle the reduced original picture is shown on the screen. The size is the half of the original image.

You can move that picture wherever you want on the screen. Just click over it and drag the mouse.

You can hide it with its own menu: Right click over it and select Hide. To show it open the "Game Options" window (press F2) and uncheck the "**Hide MiniImage**" box.

When some piece overlaps with the picture it is repainted grayed. That's to achieve some contrast between the pieces and the background.

That "MiniImage" can also be shown inside the boxes: Open the box you want to show it, right click over it to bring its menu and choose "Box options". Then check the option "Show mini image" in the window that opens up.

NUMBER OF PIECES FOR CUSTOM LEVEL

You are about to start a puzzle in the Custom level.

The program needs to know how many pieces you want for that game.

Type in directly a number: BrainsBreaker will computer the nearest number of pieces that will produce squared ones.

If you want not squared pieces type the number of rows, the letter x and the number of columns. (for example 12x8) (You can achieve some bizarre shapes)

SAVE AS...

If you select the "**Save As**" option from the Game Info & Options, you can change the title, the player or the password for that game.

When you change the title or the player, appears a "**Rename**" button available. This button serves to apply the changes to the current game. If you select the "**Save**" button, then the game will be saved to a new one –in a different file- (leaving the old one in your computer as a different game that can be loaded lately).

See Game Info

GAME INFO

When the program has to save your game, it needs to know which title you want to give to the current game, the player's name and if you want protect it with a password.

You can specify:

A title for your game. You can write a short description for it. The program proposes a name with the title of the puzzle and the number of pieces, but you can type here anything.

The player's name. Who is playing with that game. It will be useful later for searching the game and, if you play in competition mode, this will be the name that will appear in the ranking.

A password. If you don't want anybody else to open, or erase your game, you can protect it with a password. If you enter a password here, the program will ask you to retype it again, to make sure there are not typing errors. Later when opening this game to continue or trying to erase, the program will ask that password.

NOTE: Although the program will not allow to manage a password protected game, that game is saved on a file, and that file can be managed outside of the program through the Operating System.

At the bottom of the screen is a button "**Autosave**". If you check it, the game will run in that mode. This means that the program will save your game periodically and each time you solve a piece.

GAME INFO & OPTIONS

This window is activated pressing F2 in the keyboard while a puzzle is loaded.

There is shown   general information about the current game.

And you can also push some buttons:

Avoid Cheating: Disables the **Solve 1** option from the main menu and the **Hint** in the piece's menu.
Once pushed, the button disappears and you can't uncheck the option anymore for the current game.
(If you self challenge to solve the puzzle without using any automatic help, here you have a chance to receive computer help in your commitment.)
This button only appears if you have not used any of the cheating options in that game.

Certify: This button places the score data of your game in the Windows' Clipboard. Then you can paste this data into a communications program and send it to friends who have the same puzzle, registered in his computer. Your friend will be able to put your data into his ranking and compete with you. See Competition for more on this.

Competition: Here you can check or uncheck if you want to be in competition mode. This means that -if you check it- you'll be able to see the time expended in the game, your score and your ranking's position. (see the score).
If you don't want hear anything about scores and rankings and only want a placid game, uncheck this one.

Autosave: When this option is checked, the game will run in autosave mode. This means that the game will be saved to disk automatically without need of your command or prompting you if you want to save it.

Game & Player: This button brings up a window where you can type the title of that game, the name or alias for the player of the current game, and an optional password.
You may have a started game and want to save a copy of how is now (to load later) but continue with the current game: Push that button and change the title or the player and push the "Save As" button: At that point will be saved two games with the same status. Later you may load any of them and play independently.
See "Save As".

Hide MiniImage: This hides (when checked) or shows (when unchecked) the picture sample of the main screen

Hide Boxes: This will hide the boxes when they are minimized (closed). Anyway they are still working and you can activate them with the keyboard). Unchecking that option will show them again.

Hide Score: (Only if you activated the "Competition" mode) That's to hide/show the score box.

You can set the default value for these options for further games that you start in the "Program Options" window.

PROGRAM OPTIONS

This window is reached pressing F3 in the keyboard.

Here are the settings for the program:

Mode for new games

This set of checkable items allows to specify what options will have the new games when they are started for first time (once a new game is started these options can be changed in the Game Info & Options window)

Program mode

Drag Single piece: When you move a piece that is locked to others you see moving together all the locked pieces. This option disables that (May be useful if you find that moving many pieces at once is not so smooth as when you move a single piece)

Trace Contour: Since version 2.2 the program draws the contour of the pieces "lightening" them. In older version it was drawing a solid color line. With the new mode the pieces look more realistic and give a better picture. This option is to disable that feature and make the program to draw the contour the "old way". As lightening the contour needs more computation you may notice the program taking too much time to load a puzzle (it is calculating the light) or to rotate a large group of locked pieces. Checking that option will speedup these processes.

No FX: This disables the zooming-in/out rectangles when the program opens a window.

Mute: Checking here disables all the sounds of the program.

Enable Boss key: Checking that will activate a feature of the program that could help some risky players that do puzzles when there is somebody around that doesn't likes people playing games with the computer **;-)**: With that option checked, when pressing the Escape key in the main window the program hides itself (minimizes)

Balloon tips: To disable the balloon tips that appears when you leave the mouse pointer over the buttons.

THE RANKING

The Ranking window shows the people who played the same puzzle at the same level, and their time, moves, cheats & score.
You can activate the ranking by pressing F4 in your keyboard. Also double clicking in the score window brings up the ranking for the current puzzle.

(The ranking only appears if you have active the "Competition mode")

The ranking holds 15 entries for the 15 higher scores made.

An entry can be:
Your position: **In light blue color**.
Another player in the same computer: **In blue color**.
Another player from a different place: **In cyan color**. (See competition to know how to share scoring data between different and distant players and computers)

There is a different ranking for each puzzle & level.

BACKGROUND COLORS

You can choose one or two colors as the background of the main desk or box:

Click over the range of colors to choose one. At the left you can see a sample of it.

If you want the background being a blend of two colors activate the option **Color 2** and then choose the second color on the range strip. Look at the sample at the right to see how it will look the blend.

If you want to use the color picker system standard on Windows click over the left sample box of the color you want to access.

ENTERING THE PROPERTIES FOR THE NEW PUZZLE

To build the new puzzle, the program needs to know a few details:

If you want the full picture or a part of it.
In the last case you have to **Crop** the original image: Click the mouse over some point in the picture and drag it. You'll see a growing rectangle. The region inside will be the actual image for the new puzzle. Once you have drawn a rectangle you can move and resize it: Point the mouse over some border or corner and drag it.
If you want to remove the cropping rectangle simply click outside it.

The number of pieces on each level.
In the window at left bottom you can enter how many pieces will have each level of the puzzle.
Leaving some of these empty would mean that there would be less than five levels.

You can enter the desired number of pieces directly, typing the number. At the right the program computes the actual number of pieces. Usually that's different from the value that you typed, the reason is that the program searches the nearest number that will give squared pieces (approximated equal width and height). If you want to specify the exact number of pieces or want not squared shapes then enter the number of rows a letter x and the number of columns.

When you are changing some of these fields, in the picture will be drawn a grid showing an idea on how will be the size of the pieces.

There is also a "**Custom level**" checkable box: If it's checked there will be an additional "Custom" thumbnail for the new puzzle.

The surprise mode: This field, when checked, instructs the program to not show the original image when playing the puzzle. It's fun to solve a puzzle when one doesn't know what it is. (Very challenging for kids)

Avoid cheating: With that option checked the new puzzle won't allow any cheat.
Combining it with the surprise setting can make very fun stuff for others at home to guess and play. Try making greeting messages or nice phrases and invite somebody to solve the puzzle.

The title of the puzzle
Almost we have everything done. You only need to type a title for the new puzzle and press the OK button. That should do generation of the puzzle. Once done it will come up the Browser window with then new puzzle selected, ready to play.

Shrinking/Stretching the picture
The program will show the image at the original size but maybe it is too large or too small: The "Zoom image" scrolling bar allows reducing or enlarging the original image: Move the slider left to reduce or right to expand it in small increments. Pressing the arrow buttons on both sides of the bar do the same but in increments of 25%. *Notice that some pictures will lose quality when they are stretched or shrinked.*

Shelf: If there is more than one shelf it will appear that button followed by the name of the currently selected shelf (the last shelf open) Push that button to change the destination shelf where the new puzzle will go.

The background color
Some pictures have a definitely improved look depending on the background color of the screen so here you have the opportunity to set a great harmonic or contrasted color. (Anyway, once loaded that puzzle, still is available the option to change the background color for that game). The program sets by default a random color.

YOUR SCORE DATA IS IN THE CLIPBOARD

The score data for the current game is in the Window's Clipboard.

You can, for example, e-mail this to someone else, "pasting" the clipboard contents into the e-mail message. See competition

EXTERN SCORE DATA IN THE CLIPBOARD

You received Score data from another player.

You can "**Merge In Ranking**" this data: The score data will be placed in your ranking for that puzzle.

EXTERN RANKING FOUND IN THE CLIPBOARD

BrainsBreaker has detected an external ranking. You can merge it into the ranking in your computer pushing the **"Merge to local"** button.

This game has a password

This game has been saved with a password.

You must type it to complete the operation.

RETYPE YOUR PASSWORD

Just to make sure there are not typing mistakes, please retype the same password again.

OPTIONS OF THE BOX

Here you can set:
• The name of the Box
• The background color of the box
• If that box should show the "Mini Image"
• And if there should not be the zooming effect when you open or close the boxes (this will accelerate opening and closing boxes)

SOMETHING IS MISTYPED

The data you entered is not correct, probably there is some letter mistyped.

Please try again, make sure you type everything exactly as is, look especially Capital/small letters.

WHAT'S NEW

Version 2.4 (October 99)

* <u>**Printing**</u>, You can have a copy of your puzzle, as you have it on screen or framed and ready to hang it on the wall. Select the Print option of the main menu.

* **Shelves:** The puzzles can be store on different places "Shelves" (push the "Show shelves" tall button at the left of the Browser window to activate them)

* **Covered pieces:** Sometimes a group of locked pieces hides others behind. When the mouse pointer is over them it shows that hanging the shape to . With a middle click (if you have a mouse with three buttons) or tapping the up arrow key of Z, the covered pieces will come to the top.
(Notice that now to resize the magnifying glass the keys are the left and right arrows)

* **Background color**: Backgrounds on the main desk and boxes can be now a blend of two colors

* **Close all boxes with a single key:** Press Q or Enter.

***Send pieces from a box to the main screen:** Alt Q while pointing over the piece.

* Details: Date started/Finished on the info for a game/Some new options for the boxes.

Version 2.3 (June 98)

* <u>The loupe</u>, a magnifying glass to see the screen zoomed.
* Ability to expand or shrink the image when creating new puzzles
* Surprise mode option when creating new puzzles (That puzzle won't show the original image when playing it)
* No Cheats option when creating a new puzzle: That puzzle won't allow any cheat when playing
* Send pieces to boxes with a keystroke (pointing to the piece, keys: Alt + number of the box)
* Boxes may have a title specified by the user
* Enhanced processing under Hi/True Color modes with better shadows and more speed
* And bugs and details of course.
* Now you can "certify" the score of a self-created puzzle and send it to friends

Version 2.2 (December 97)

* The contour of pieces is drawn "lightening" them rather than drawing a black/gray line: This gives a better look, especially when pieces are locked. In the "Program options" window, there is an option to use the old method (recommended in cases where the loading time of a puzzle increases too much. This may happen when your screen is in 256-color mode)

Version 2.1 (September 97)

* Optimized performance.
* The browser window has a button to save the settings for the next time.
* Balloon tips on almost all the buttons.
* The score and minimized boxes can be moved to their default position with a menu option.
* Install has an option to put a shortcut in the Desktop (Windows95)
* A new prebuilt puzzle in the program's package

Version 2.0 (December 96)

*You can <u>create puzzles!!!</u> with any picture.

* The puzzles can be opened in "Custom mode". This means that you can tell how many pieces will have that puzzle. (Valid also on old puzzles)

* There is a <u>"Mini Image"</u>,--the picture in half size--, that can be visible on the main screen while you are playing.

* New "cheating" style: See the "Hint" option in the menu for a piece.

You will notice some differences on minor details:
* The Previous "Info" Window now is split in two. One that <u>contains Information and options for the Current Game</u>, and the other to select some <u>options for the program</u>. (The keys assigned to each one are F2 and F3, thus the previous F3 assigned to the Ranking Window now is F4.

* Now when you drag a piece locked to others all the pieces are moved.

* In the previous version once a puzzle was opened for the first time it was expanded (uncompressed) to disk. This now is an option: You may check or uncheck it on the <u>Program Options</u> window.

* Now a puzzle (a prebuilt one or one created by you) can be deleted in the browser window.

Version 1.60 (July 96)
- Ability to "mute" the program (check the "Mute" button on the Info window)
- Some minor bugs fixed.

Version 1.50 (March-96)
Ability to handle several pieces in a single step.
<u>See Handling multiple pieces</u>

TECHNICAL INFO.

* BrainsBreaker has been developed using Object Oriented Programming, in C++ language.

* There are specific versions of the program for Windows 3.1 and for Windows95/98/NT. The executable files are bbrk.exe for Win 3.1 and bbrk32.exe for 32 bit versions of Windows.

* To know the name of the file where a puzzle or saved-game is stored, select the thumbnail and look at the left bottom of the browser window. Since version 2.3, in Windows95 and higher the puzzles and saved games are saved with long filenames.

* The score data is stored in a subdirectory under the one where are the puzzles, named "scores".
If you delete one score file, the imported scores will be lost, but the local scores will come into the ranking when loading each saved-game.

* To uninstall the program in Windows95 use the "Add Remove programs" feature in the control panel. Under Windows 3.1 run the program "remove" that should be in the same directory where is the program.

What does the remove program depends on how you installed the program: If you did it with the self-extracting it will remove everything. If you installed it unzipping the program, remove will only erase what's outside the directory where you unzipped the files (the Registry database, Start Menu and Desktop shortcut). You will have to delete manually the directory of the program.

The registration process has been correct but the program has been unable to write the data. This is due probably to the program running from a CD-ROM.

Please, install the program in your Hard Disk. That way it will record properly your registration data so you don't have to enter it when you restart the program. It is also important to have the program in your Disk because that way you'll be able to save your games going on to finish them later and to create new puzzles.

There are two ways to install the program in your Hard Disk:
1) Copy the CD-ROM's folder where is BrainsBreaker to a new folder in your Disk. Then run the program from there.

2) The other way is downloading the program from the web site - **http://www.brainsbreaker.com/download.htm** - choose the self-extracting file. Then run the downloaded program (bbsetup) and when it asks the place on your disk where the program will be copied, make sure you specify a path in your hard disk (make sure the first letter of the path is a c, something like c:\bbrk)

- When you have the program installed in the disk enter again your registration code.

For security the program checks itself if it has been modified since it was published. The message you got states so. It may be due to unusual reasons, the most likely would be a virus infection in your computer that has modified the BrainsBreaker program.

Suggestion: Run some up to date antivirus program.
Important make sure that you run a very recent version of the antivirus as each month appear many new viruses undetected on old antiviral software. Look at the web site of your antiviral software for the most recent version of the program or virus definition file.