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Welcome to WinShuffle

WinShuffle puzzle is a version of the old shuffle puzzle. The object of WinShuffle is to reorder squares into their correct sequence by sliding them around the board. There are eight difficulty levels from 4x4 to 10x 10 using three different square styles. Large squares are also available for 4x4 to 5x5 array sizes which can be especially helpful for people with vision problems.

The other puzzle included with WinShuffle is Block Jigsaw. Block Jigsaw lets you use any suitable bitmap as the picture. When you come across bitmap pictures and think they would make great jigsaws just copy them onto your computer and they are ready to use.

Like a normal jigsaw, Block Jigsaw will randomly set the pieces and the object is to make the original picture. All you do is pick up the piece and drag it to where you think it should go, it will swap positions with the replaced piece. You can check on your progress at any time by clicking the right hand button to see the original picture.

Block Jigsaw comes with two default jigsaws to start you off and these defaults can be changed at any time to two new default jigsaws. You can also open a file dialog and explore your drive for any suitable bitmap pictures you might want to use.

Three special Block Jigsaws also come with WinShuffle, an Alphabet Jigsaw, Number Jigsaw and new to version 2.0 a World Map Jigsaw. These three Block Jigsaws are a great learning aid for anyone learning their alphabet and numbers and now the world!

WinShuffle v2.0 is produced in 16bit and 32bit versions. If you register the 16bit you will also be able to use the 32bit version at a later date.

As requested we have included a help topic on how to use WinShuffle to pick your Lottery numbers.

Good Luck!
Peter Richards
Pajersoft.

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www.pajersoft.com

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How to play WinShuffle

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To start a game:

The instructions are for using the menu commands. To use the Toolbar see [Toolbar](#)

1. Select the Style Options menu. Keyboard Alt + O

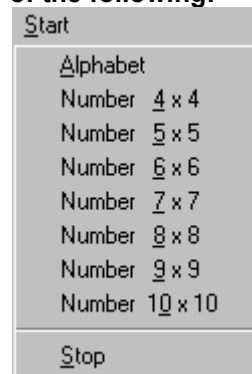
Select the option by pressing the underlined key.



figure 1

- Decide whether you want large(L) or normal(o) size squares
- Decide the style squares you require. There are three styles, normal(N), ball(a) and button(B).
- If you require the timer(T), click it on also.
- The sound is on by default. To switch off, click the Sound(S) menu selection.

2. Start the puzzle by selecting the Start menu then select one of the following:



figure

2

Keyboard Alt + S for the start menu. Select a puzzle by pressing the underlined key.

Note: You could also start a puzzle from the toolbar with the exception of 7x7, 8x8,9x9 and 10x10 square sizes. see [Toolbar](#)

For an alphabet version select Alphabet. **Keyboard Alt S + A.** The rest of the puzzles are number based, starting with a small four by four up to a very large ten by ten puzzle. From the keyboard **Alt S + 4 to Alt S + 0.**

Please note if you have selected the large square option only the alphabet, 4 x 4 and 5 x 5 versions will be available.

3. The random square array will appear.

The example below is for a four square by four square WinShuffle puzzle.

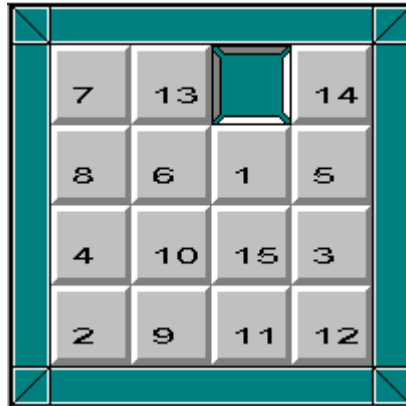


figure 3

4. How to move the squares

You can only move the squares adjacent to the empty space. These squares can only be moved into the empty space thereby creating another empty space behind them. You can actually click a square in the same row or column which has the same effect as clicking the nearest one.

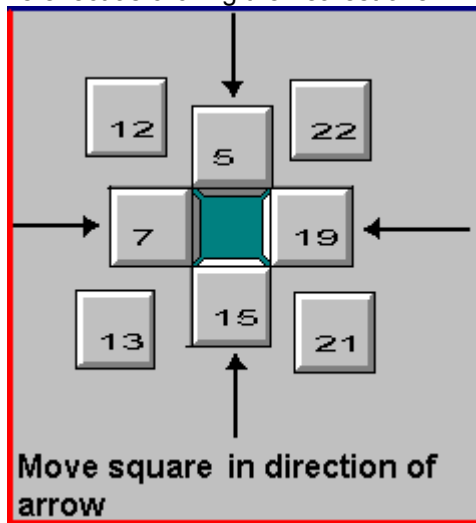


figure 4

Move the mouse cursor over square you wish to move then click the left hand mouse button. In the figure four example above you can move seven, five, nineteen and fifteen into the empty space. Twelve, twenty two, thirteen and twenty one cannot be moved and the mouse click will have no effect.

5. When successful you will end up with the squares in the right sequence.

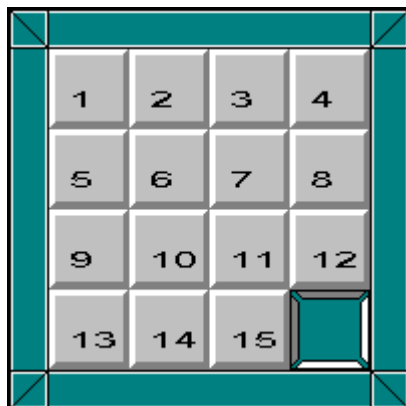


figure 5

Figure 5 shows you the correct sequence. On the final successful move a message will appear letting you know and requesting whether you require another game. If you answer yes it will be up to you to decide what the next puzzle will be.

How to play Block Jigsaw

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The instructions are for using the menu commands. To use the Toolbar see [Toolbar](#)

1. Select Style menu. Keyboard Alt S

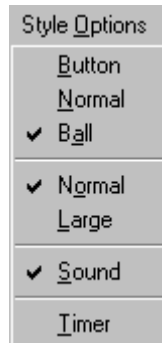


Figure 1

Decide from Figure 1 whether you want the picture to contain large or normal blocks .

Keyboard: Normal Alt O + N, Large Alt O + L.

2. Select the Block Jigsaw Puzzle menu

Keyboard Alt B.

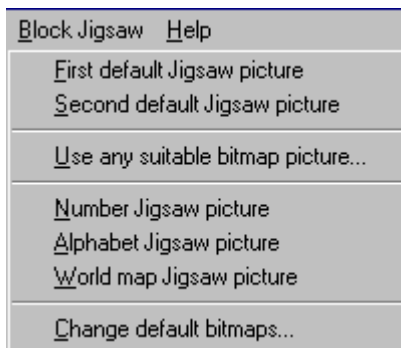


Figure 2

3. From figure 2 you can select either:

A. One of the default bitmaps D1 or D2 or

Their are two default bitmaps in version 2.0.

Select from the menu above:select either First default Jigsaw picture or Second default Jigsaw picture.

If you have never changed the defaults you will get bitmap pictures that come with the program. Its easy to change the bitmap picture by going to the [change default bitmaps](#) selection at the bottom of the menu and changing the bitmaps files to a suitable bitmap. There is a default button which returns WinShuffle back to the factory set defaults so please experiment as much as you like.

B. Load a bitmap from file.

Click **Use any suitable bitmap picture** menu selection which takes you to a file dialog box. Just explore your drives and select a suitable bitmap then click the OK button. The bitmap selected will be used as the Block Jigsaw.

This flexibility allows you to pick any bitmap, not only from your hard disk but also from your floppy disk or CD ROM. A bitmap will have an extension file name of bmp, for example **mybitmap.bmp**. Microsoft Windows 95(tm) will name the file as **bitmap file**.

C. From the Recent bitmap files list.

Once you have played Block Jigsaw the bitmap file will appear under the File menu. To replay this Jigsaw just select it from the menu. Up to eight of your most recent bitmap files will appear here.

Keyboard Alt F + then a number from 1 to 8(max.).

4. A jumbled picture will now appear.

Tip. You can see what the picture should look like at any time by clicking the **right hand mouse button**.

5. Click the left hand mouse button down on a block you wish to move and keeping the button pressed, drag the block to your new position, then release the button.

Notice the arrow cursor disappears and any mouse movement directly effects the block you have chosen. When you release the left hand mouse button the square you dragged will be transferred to the new position and the square it replaced will be transferred to the squares old position. You know where to drag the square by checking the original picture. This can be done by holding the right hand mouse button down.

Tip. After you have placed a number of blocks in the right place try clicking the right hand mouse button a number of times. You will notice that the correctly placed blocks will stand out from the other blocks. This will help you when the background, sky for example, is hard to place.

6. You have completed the puzzle when the picture matches the original bitmap.

WinShuffle will let you know when this occurs.

Note:

You can use any suitable 16 or 256 colour bitmaps. Please note 24bit colour bitmaps cannot be used.

What is WinShuffle

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WinShuffle is a software version of a very old game known under various names.

WinShuffle consists of squares contained within a frame with one empty square. Using the empty square to move the other squares, you must arrange the squares into an ascending sequence with the last square empty(see Figure 2).

At the start of the game the squares are placed at random within the frame. (See Figure 1). You finish the puzzle when you have completed the sequence.(see Figure 2). You have the option of numbers or the Alphabet.

For example.

Click Number 4 x 4 on the toolbar and a four by four number array, randomly set, will appear, as in figure 1.

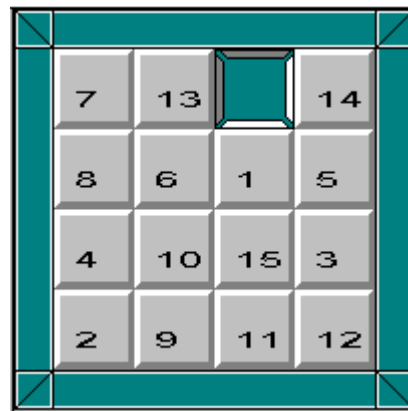


figure 1

When you have finished the puzzle the sequence will look like figure 2.

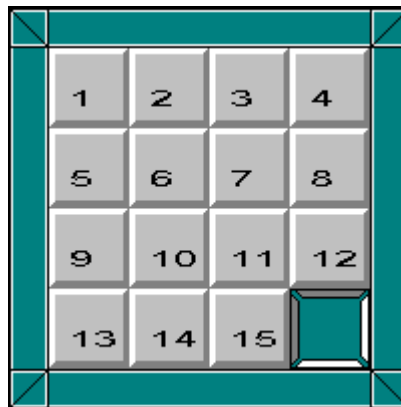


figure 2

What is Block Jigsaw

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Block Jigsaw is similar to a standard jigsaw except the pieces are square blocks and cannot move outside the frame.

The objective of Block Jigsaw is to take a randomly arranged picture and move the squares back to their original position, thereby completing the picture. At any time you can click the **right hand mouse button** to see the original picture.

You can use any suitable Microsoft Windows(TM) compatible bitmap in 16 or 256 colour. The picture squares are moved by dragging the pieces with the **left hand mouse** to any position within the frame.

Hardware Requirements.

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Minimum requirements:

16bit version

Windows 3.1 or higher.

Mouse.

Memory 12MB RAM. Windows 3.1 or 16MB for Windows 95.

VGA Monitor/card.

Hard Disk Space. approx. 2MB with Jigsaws

32bit version

Windows 95 or higher

Mouse.

Memory 16MB RAM.

VGA Monitor/card.

Hard Disk Space. approx. 2MB with Jigsaws

Bitmap requirements

16 or 256 colour bitmaps.

No minimum size for version 1.1 and above.

How to play alphabet, world map and number puzzles

The instructions are for using the menu commands. To use the Toolbar see [Toolbar](#)

1. Select Options Style menu. Keyboard Alt + O.

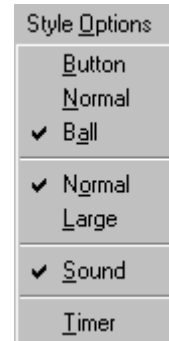


figure 1

Decide from figure 1 whether you require the picture to contain large or normal blocks.

Keyboard: Normal Alt O + N, Large Alt O + L.

2. Select Block Jigsaw then either Number picture (Alt B + N), World Map (Alt B + W) or Alphabet picture (Alt B + A).

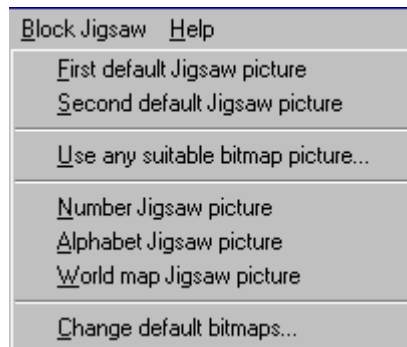


figure 2

3. For example, select Alphabet picture.

Keyboard Alt B + A.

If you selected normal size figure 3 will be displayed.

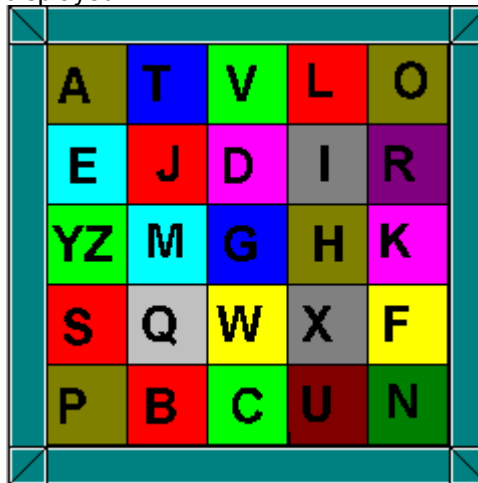


figure 3

As you can see the alphabet has been jumbled, your task is to put it in to the correct order.

You do this by dragging the individual alphabet pieces to their correct position.

To drag a piece:

1. Placing the arrow cursor within the required piece, hold down the left hand mouse button. The cursor will disappear and you will have direct control over the square. When you move the mouse the piece will move in unison with it.
2. Move the piece to where you want it, then release the **left hand mouse button**.
3. The pieces will swap with one another.

At any time you can hold down the **right hand mouse button** to see what the alphabet puzzle should look like. This should give very young children confidence when playing the puzzle.

When finished the picture will look like figure 4:

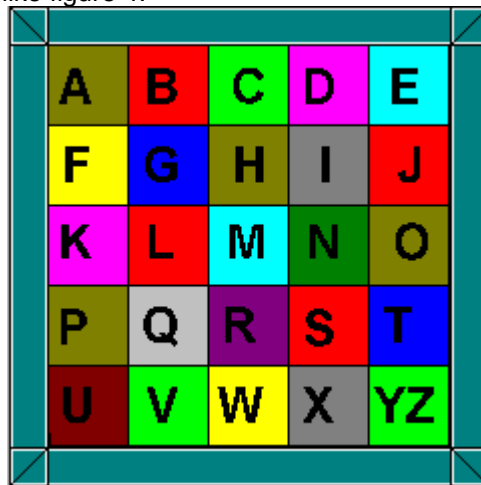


figure 4

Square style options. You have these three styles to choose from.

Large or normal squares option.

Toggals the sound on and off.
Timer Information

Help button. Takes you to the contents page of this help file.

Opens a file dialog. Select any suitable bitmap from it then click OK.

Click button to **stop** the game. You will be given three options:

- 1) YES Leave WinShuffle.
- 2) NO Keep in and abandon game.
- 3) CANCEL. Carry on with the game.

Winshuffle game options. Alphabet or number versions.

Select either the alphabet puzzle or a number puzzle.

Alphabet or number puzzles.

Timer and Sound information

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Timer

You can time each game by setting the timer option in Style/Options. This must be done before the start of a game as the menu option is disabled during the game.

When you have finished you will be given the number of seconds that as elapsed from the start. During the game a time update will be displayed at the top left hand frame surround. It will only be updated on each move you make.

Menu: Select the Style Options menu. Keyboard Alt 0 + T toggles timer.

Pause timer

If you wish to pause the game, click the **Stop button**. The normal "*Do you wish to continue*" dialog will appear. just click the **cancel button** when you wish to continue and the timer will continue.

Sound

The sound is basic and consists of sound effects for WinShuffle square movements. The sound can be switched on or off from the Toolbar or from the menu. No sound is required for the Block Jigsaw.

If you have sound it can be switched on or off during the game. The final status is saved for the next time.

Menu: Select the Style Options menu. Keyboard Alt 0 + S toggles the Sound.

What is Shareware?

Shareware allows you to try the software and if you continue to use it you must register it. The licence normally allows a trial period after which you should delete the file if you do not wish to register it.

Shareware is a distribution method , it is not free or in the public domain and provides vital support to software authors.

What are you offering for registration?

WinShuffle is complete, including online help, so I am offering another puzzle, Block Jigsaw, which has been combined with WinShuffle to allow you to use both within the one environment. Registration will also remove the registration reminder messages and change the "unregistered" caption to registered. Your registration will allow you to use future versions.

Please see [How to order](#) on how to order this software.

When you register you will receive a registration code. Please go to [how to input registration code](#) topic for help on how to do this.

What are your Licence and warranty terms?

For licence and warranty information please see vendinfo.diz which is part of the software package.

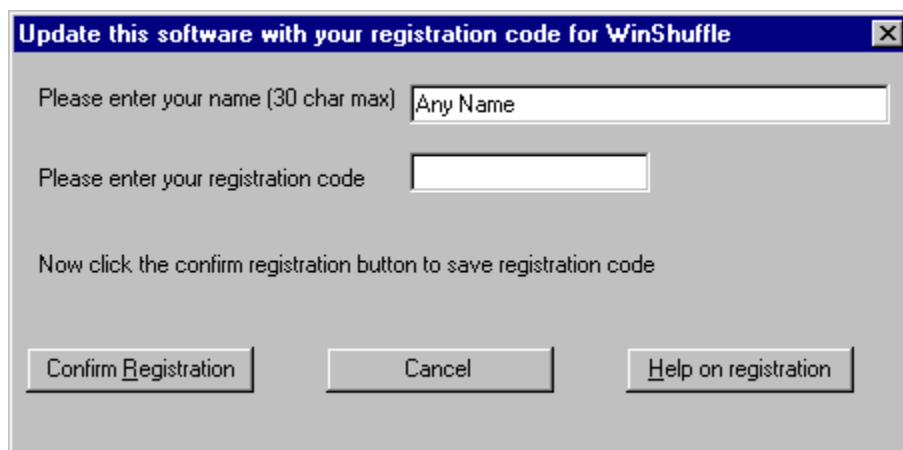
Help on updating the software with the registration code

This help topic is for help on entering the registration code not for actually registering. For help on registering this shareware product please go to [How to order](#)

If you have already registered the software, thank you very much. All you have to do now is enter your name and the the registration code in the Edit boxes provided and then press the confirm registration button. If the code is correct the software will be updated. Once the code is stored successfully you will not be able to enter the dialog box again so please ensure your name is correctly entered.

**** **Please keep your registration code safe.** ****
******You might need it if you change your computer for example!** ****

On selecting **register code (Alt R)** from the main menu a dialog box will appear.



Type in your name. Now double check that you are happy with it then TAB down to the next edit box.

Now type in the exact registration code you have been given.

If you are happy with your inputs click **Confirm Registration (Alt R)**. If the registration code was successful you will be told and there will be no further need to enter this dialog box. If unsuccessful you will be given a few more attempts before a forced exit back to the game takes place. You can of course return to the dialog box for another attempt.

Tip. If you are having problems check to ensure you have the correct Lower/Upper case settings. Versions after 1.6 are upper case only so this should not be a problem.

If you are still having problems please Email us at support@pajersoft.com. Also see the [support](#) page

Starts a Block Jigsaw using either of the default pictures. Feel free to change the defaults.
See [Changing the browse bitmaps](#) on how to do this.

WinShuffle License agreement

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This license agreement can also be seen in [license.txt](#).
For the definition of shareware click here: [What is Shareware](#)
Help on registering click here: [Help on registering](#)

LICENSE TERMS APPLICABLE TO USE AND DISTRIBUTION

WinShuffle and all associated documentation are copyrighted products of Peter Richards and are protected by English copyright law,1988, and US law and also by international treaty provisions.

WinShuffle is a "shareware program" and is provided at no charge to the user for evaluation. Feel free to share it with your friends, but please do not give it away altered or as part of another system. If you find this program useful and find that you are using WinShuffle and continue to use WinShuffle after a reasonable trial period, you must make a registration payment.(see order.txt or help file for exact price)

The registration fee will license one copy for use on any one computer at any one time.

Commercial users of WinShuffle must register and pay for their copies of WinShuffle within 30 days of first use or their license is withdrawn. Site-License arrangements may be made by contacting Peter Richards,Pajersoft.

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The attached VENINFO data record is hereby incorporated by reference. Any distribution satisfying all the distribution requirements expressed in that data record is hereby authorised.

To register .see [how to register](#).

Beta Version License additions

In addition to the shareware version,beta versions should not be distributed to anyone not authorized by the copyright holder, Peter Richards.

How to order WinShuffle

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For an order form or more instructions please click the Order buttons above.

You can order with MC, Visa, Amex, or Discover from Public Software Library, inc. in the following ways:

Online: Go to our Web site at <http://www.pajersoft.com/weborder.htm> and click the "Order Online" link.

FAX: To 713-524-6398 ask for product #15322 and please type or block print very plainly.

Email: To PSL at "15322@pslweb.com"

Mail Credit card orders to PSL at P.O.Box 35705, Houston, TX 77235-5705.

Phone: PSL's operators are available from 8:30 a.m. to 5:30 p.m. CST

Toll Free Order (US only) Monday-Friday at 800-242-4775 Ext.15322

International Calls: 713-524-6394 Ext.15322

**THE ABOVE NUMBERS ARE FOR CREDIT CARD ORDERS ONLY.
THE AUTHOR OF THIS PROGRAM CANNOT BE REACHED AT THESE NUMBERS.**

Click [Support](#) to go to the support page.

Alternative

Atlantic Coast Plc. Soft Shop have taken over the Compuserve SWREG service. You can no longer order via Compuserve and have the amount put on your Compuserve bill **but** you can order via GO SWREG service and be linked to a Atlantic Coast SoftShop order page from where you can pay by credit card.

GO SWREG Product ID 15621

All internet users can now order the product via Atlantic Coast SoftShop <http://www.soft-shop.com>.

To link to Atlantic Coast Soft Shop's order page for you can link via our web page <http://www.pajersoft.com> first. This will ensure you go to the correct order page.

The link to WinShuffles order page at Atlantic Coast Plc. is:

<http://www.soft-shop.com/cgi-bin/order.htm?richardsp+91954610896>

where 91954610896 is the product number of WinShuffle.

For any **support** problems please email support@pajersoft.com. The above companies can only take your orders.

Support and general information

If you have any queries about the program you can get in touch with us at:

support@pajersoft.com

richards@pajersoft.com

or you can write to us at

Pajersoft
P.O. Box 3929
Henham
Bishop's Stortford
England
CM22 6JN

How to change the default bitmaps

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On selecting **Change Default bitmaps...**, the Dialog below will appear. **Keyboard Alt B | C.**

Feel free to change the default bitmaps to any suitable bitmap. Do not worry about selecting the wrong bitmap, you can at any time click the **Default** button and the factory set bitmaps will become the defaults again.

You only need to adjust two of the paths. Either 16 colours or 256 colours. Sixteen colours can handle only very simple bitmaps so I have used black and white versions of the colour bitmaps for the two default buttons. Block Jigsaw really needs 256 colours so you can use photo like bitmaps.

Procedure for 256 colours (same principle for 16 colours).

1. 256 colour default D1

- a. Click the Browse button to the right of browse Edit box. This Edit box is the top most one.
- b. A file dialog will appear. Select a suitable bitmap from anywhere on you system. Click OK.
- c. The path will now appear in the Edit box to the left of the browse button.
- d. Click OK. You will be returned to WinShuffle.
- e. From the **menu** select **First default Jigsaw picture (Alt B | F)**. If the bitmap is suitable it will appear as a jumbled bitmap on screen. Click the right hand button to see the original.

1. 256 colour default D2

As above but select the third browse button from the top. When you have selected your bitmap it will appear in the Edit box to the left of the browse button.

Type in the path(s) yourself.

If you do not use the browse buttons and wish to put the path in yourself remember to use only **ABSOLUTE** path names.

For example do not use `../myBMDir/MyPict.bmp` but instead put the full path and file name ie: `C:\myBMPDir\MyPict.bmp`.

Remember! You can always click the default button to return the bitmaps to their factory setting.

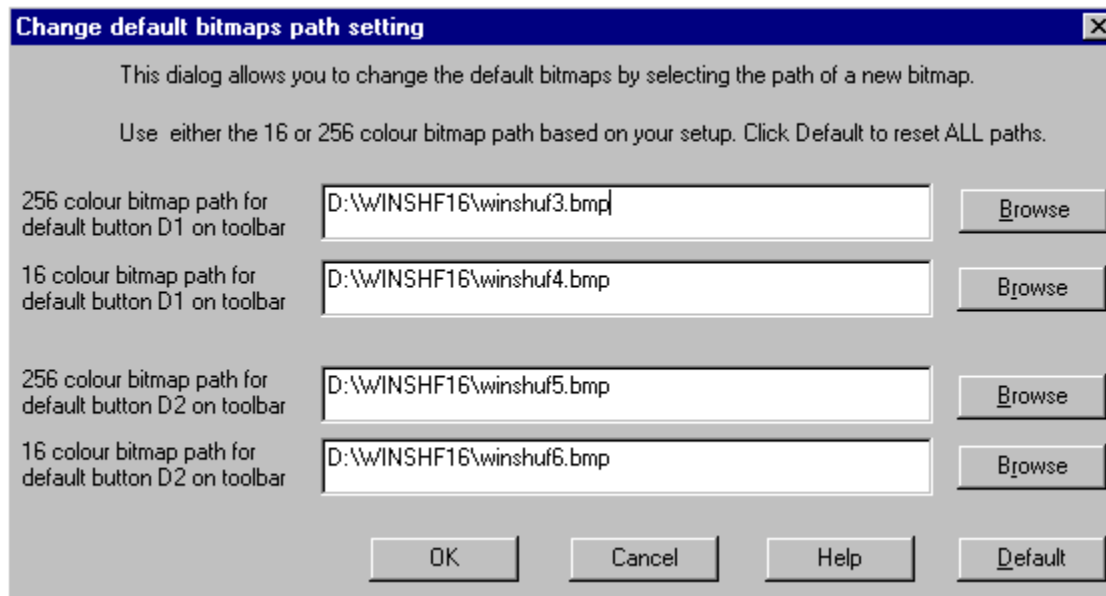


Fig 1

If WinShuffle says it cannot find your factory default then it is most likely they have been deleted. If you

do not wish to reinstall then just name any suitable bitmap with the name of the lost bitmap. For example if winshuf3.bmp is missing then rename any suitable bitmap winshuf3.bmp.

Version History

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1..5v Improvements. 1st September 1997.

1. .Removed WinShuffle limitations from Block Jigsaw.
- 2 Block Jigsaw can now be up to 16 squares wide by 15 high.
- 3 The minimum requirements for the selected bitmap have been removed but the minimum display size is 3 by 3 .
- 4 Will try to fit Block jigsaw to window size. (up to above limits)
- 5 Added Change Default Dialog so user can change default easily.
6. Replaced cursor with actual square animation.
7. Save and restore game option. Including restoring timer.

v1.6 Improvements 8th September 1997

- A Non sound computers will only have a "No sound card" error message once.

2.0v Two platforms 16bit for Windows 3.1 and 32bit for Windows 95/98 - 14th Feb 1999.

1. 32bit version published.

2. Configuration file will only save/load in the WinShuffles directory and will no longer be split between the Windows and WinShuffles directories.
3. Added second default bitmap. This allows the user to use a second Jigsaw by clicking a button on the toolbar. Added this second default to the Default Dialog so users can easily change it.
4. Added a World Map Jigsaw to compliment the Alphabet and Number puzzles.
5. Removed the sound and 6x6 Shuffle toolbar buttons to make way for the above.
6. Help file not called if user changed the directory using **use any suitable bitmap picture. Now corrected.**

Save and Restore a game

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WinShuffle can save a game, to be played back at a later time.

Saving a game.

Mouse

Select **File** then **Save Game** from the Main Menu..

Keyboard

Alt F + S.

After saving the game you will then be offered the standard exit choice. Click **Cancel** to continue playing or **YES** to clear the game ready to start a new one. **No** will exit WinShuffle.

Note. The previously saved game will be lost.

Restoring a game

Mouse

Select **File** then **Restore Game** from the Main Menu.

Keyboard

Alt F + R

The game will now be restored including the timer if present during the saved game.

Note. You cannot restore a game while your playing a puzzle.

Changing the screen resolution.

If you save a game in a high resolution and then change to a lower resolution, the restored game might not fit on the new lower resolution screen.

World Map Block Jigsaw

WinShuffle Support

Pajersoft is a member of **Association of Shareware Professionals (A.S.P.)** and the **Educational Software Cooperative (E.S.C)** .

Go to Membership lists for their www address or find their links on www.pajersoft.com

If you require support or information Email us at the numbers below. Please do not Email PsL or Atlantic Coast Plc who only take the orders for us and will not be able to help you on support matters.

For order information see [How to order](#)

For support problems about pajersoft's products email us at :

support@pajersoft.com

or for more information:

info@pajersoft.com

or

try our web site at www.pajersoft.com where you can use the support form. This will send your support problem directly to us.

or

you can write to us at

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Pick your Lottery numbers

A Shuffle puzzle might seem a strange place to mention the Lottery , but if you want a way to pick your numbers then WinShuffle can be used. Because of feedback we thought it would be wise to add a help topic on the subject.

Each game of WinShuffle generates random numbers to make up the puzzle.

Procedure

1. Pick the normal square size.
2. Run a WinShuffle puzzle that has at least the number of squares you require. For example if you require 42 numbers run the 7x7 puzzle. For lottery games over 49 numbers run the 8x8 etc.
3. A puzzle will appear, now decide how you are going to pick your numbers, the easiest method is from the top left, going across the board, with the blank counting as number 49. Make a note of your numbers.
4. If you are using the 7x7 puzzle and require only 42 numbers just miss out all the numbers above 42.
5. Good luck!

