

Japan Puzzle

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Complementary...

Constant adaptation of the program now is carried on. In this connection the writer is sorry for possible(probable) errors and hopes, that YOU signal about them to the address puzo_ua@yahoo.com

Fresh versions Japan Puzzle YOU will discover on a site <http://puzo4.webjump.com/>
or site http://www.geocities.com/puzo_ua

If YOU successfully solve puzzles, send the results (file JPuzzle.res) to the address puzo_ua@yahoo.com

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The Purpose of the game

The Japanese puzzles is a fascinating logical game. During the game it is necessary on the rectangular form a field "to paint over" separate sections until the solution - picture will appear. Distinctive feature of this puzzle is that at sufficient patience, it is necessary for concentration and notice YOU to positivegoing result.

Input datas for solution of a puzzle are indicated on the right and in the bottom of numbers demonstrating quantity of groups (quantity of numbers for string(line) or a column) disjointed as a minimum by one section of white color (as against [color puzzles](#)), and also quantity of the "filled" (black) sections (value of number). For example

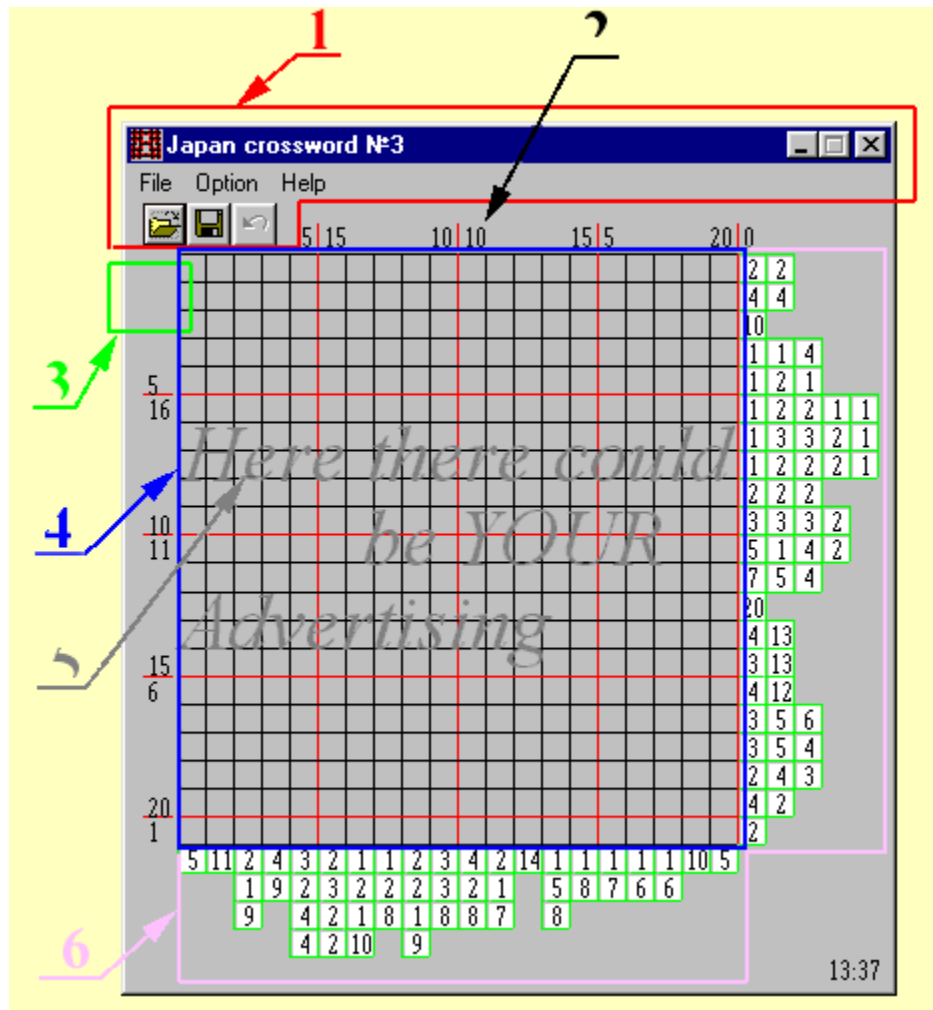


Speaks about that in this string(line) three groups of black sections: the maiden and second group contain on one black, and third four black sections. For example:



The order of following of numbers corresponds(meets) to a layout(location) of groups in string(line) (column).

Handle and interface



- **1 - menu**
 - [Japanese puzzles: the menu - File](#)
 - [Japanese puzzles: the menu - Tools](#)
- **2 -** sectoring it is as a matter of convenience of account of a stand of sections
- **3 - choice of color**
- **4 - game field**
- **5 - YOUR sentences about mutually advantageous cooperation send to the address puzo_ua@yahoo.com**
- **6 - data field**

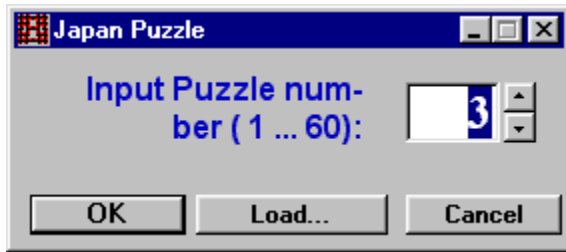
Menu - file



- For a loading of a new puzzle it is necessary or to select the choice "To load", or to click the functional "F3" key, in result that YOU get in [the window of choice of a puzzle](#)
- For conservation of results of the game it is necessary or to select the choice "To save", or to click the functional "F2" key. At the maiden conservation during solving one puzzle in the appeared window it is necessary to point a path and filename. At the subsequent conservation of results a filename and path will be substituted automatically.
- For conservation of results under other name it is necessary to select the choice " To save as... "
- For printing a current puzzle it is necessary to select one of alternatives of printing
[Clean](#)
[Current](#)
[Solved](#)

For escaping the program it is necessary or to select the "Exit" choice, or to click the "ESC" key

Menu - File-load



For choice of new alternative of a puzzle it is necessary to enter his(its) sequence number in the indicated limits. It can be made by following ways:

- To enter number of a puzzle from the keyboard (for example "11");
- To select number through arrow keys - key UPWARDS and DOWNWARDS;
- To select number with the help "UP and DOWN", located more to the right of the window of input.

After choice of number of a puzzle for its(her) loading it is necessary or to click the push button "YES", or to click the "ENTER" key.

For a loading before the saved file it is necessary to click push button " To load... " And dialog box to select the interesting file *.krs

For **save** of results of the game it is necessary or to select the choice "Save", or to click the functional "F2" key. In the appeared window it is necessary to point a path and filename.

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Clean - prints a clean field (without the filled sections).

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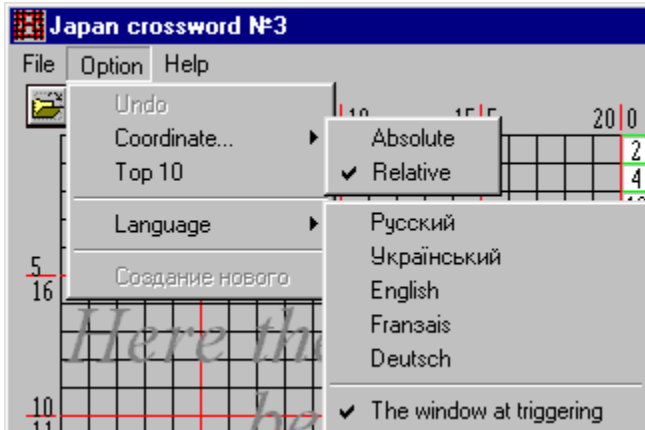
Current - prints a current state of a game field.

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Solved - prints a right answer. Is accessible only after solution of a puzzle.

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Menu - Tools



- The returning - resets the previous state of sections. Stores no more than 250 resized sections. (see. A [game field](#))

- Coordinate:

[Absolute](#)

[Selfrelative](#)

- Results - outputs the top ten of the players on current to a puzzle
- The language - affords(grants) choice of the language of dialogue.

Creation new - the parole (Writer - is indispensable while has reserved this post for itself :

(())

Absolute - Points current coordinates of the cursor: at first column, and then string(line).

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Selfrelative - Demonstrates increment concerning the last pushed -in section (occurs if coincide either column, or string(line))

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For color puzzles - direct on the push button, and from the appeared agenda of colors will select indispensable (by clicking the Left-hand key of the mouse on the push button with the necessary color). To select black color, it is necessary to click the Left-hand key of the mouse on upper (always visible) push button.

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Game Field

On a game field using [Methods of solution](#) it is necessary to mark the filled and empty sections. To mark the filled section it is necessary in the necessary stand to click the left-hand key of the mouse, and to mark an empty section it is necessary in the necessary stand to click the right key of the mouse.

For choice of several sections in succession there are two alternatives:

- push the left-hand (right) key of the mouse on one of extreme sections, and then, having clicked and holding the "SHIFT" key, push the left-hand (right) key of the mouse on the second extreme section;
- push and hold the left-hand (right) key of the mouse on one of extreme sections, and then release(let off) the key of the mouse on the second extreme section.

To flag sections as unsolved (grey background) it is necessary or, having clicked and holding the "CTRL" key, to click the left-hand or right key of the mouse, or on a white section to click the right key of the mouse.

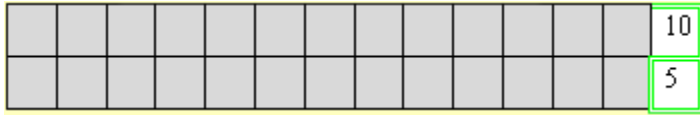
To flag in succession some sections as unsolved (grey background), it is necessary, having clicked and holding the "CTRL" key, to click the left-hand or right key of the mouse on one of extreme sections, and then, having clicked and holding "SHIFT" keys and "CTRL" to click the left-hand or right key of the mouse on the second extreme section. Also it is possible, having clicked and holding the "CTRL" key, to click and to hold the left-hand (right) key of the mouse on one of extreme sections, and then to release(let off) the key of the mouse on the second extreme section.

The data field - images input datas for solving a puzzle. Quantity of groups in string (column), and also quantity of sections in each group here is indicated. As a matter of convenience during solving it is possible to mark group as guessed having clicked on the applicable section of data field the left-hand key of the mouse. For cancellation it is necessary on the labelled section to click the right key of the mouse.

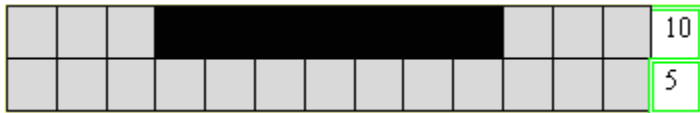
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Methods of solution

The solution of the Japanese puzzle is necessary for starting from fill of those strings, which one contain groups with the max numbers. An example:



It is possible to paint over 4 ... 10 sections, as with what side the group of ten black these (4 ... 10) section would not start get in both zones:



Or other alternative



By such method it is necessary to paint over sections in strings and columns, while it is possible. Then it is necessary to mark white sections:

Source lines



With marked white



However it is necessary to be very close(attentive) at definition of an accessory of this or that black section to the determined group:

Source alternative



With marked white



In this example 4 sections of the maiden line and 6 sections of the second line can belong to both maiden, and second group.

Deciding(solving) a puzzle it is necessary alternately to use all methods of solution and to apply them both to sinks, and to columns. If already it is impossible to paint over in black color of any section (in string(line) column), for certain it is possible to put down a little white, and on the contrary.

Seldom there are ambiguities, as shown in a following example:

		1
		1
1	1	
		1
		1
1	1	
		1
		1
1	1	

Source Alternative 1 Alternative 2

They should be left on the end, and then (when all other sections are already painted) to touch alternatives. :(

Look also Methods of solution of [color puzzles](#)

Solutions of color puzzles

Notice!!! For solution of color puzzles it is necessary to take into account that fact, that between groups of different colors, as against black-and-white puzzles, not necessarily owes "blank" - section of white color is. In rest the method of application of solution is similar with [methods of solution](#) of simple (black-and-white) puzzles.

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HelpScribble

HelpScribble is a help authoring tool written by Jan Goyvaerts. This help file was created with the unregistered version of HelpScribble, which is why you can read this ad. Once the author of this help file is so honest to register the shareware he uses, you will not see this ad again in his help files.

Recompiling the help project with the registered version is all it takes to get rid of this ad.

HelpScribble is a stand-alone help authoring tool. It does *not* require an expensive word processor. (Only a help compiler as Microsoft likes keeping the .hlp format secret. Not my fault.)

Here are some of HelpScribble's features:

- The Setup program will *properly* install and uninstall HelpScribble and all of its components, including registry keys.
- Create, edit and navigate through topics right in the main window. No need to mess with heaps of dialog boxes.
- All topics are listed in a grid in the main window so you won't lose track in big help projects. You can even set bookmarks.
- Use the built-in Browse Sequence Editor to easily create browse sequences.
- Use the built-in Window Editor to change the look of your help window and create secondary windows.
- Use the built-in Contents Editor to create Windows 95-style contents files. Works *a lot* better than Microsoft's HCW.
- No need to mess with Microsoft's SHED: use the built-in SHG Editor to create hotspot bitmaps. Draw your hotspots on the bitmap and pick the topic to link to from the list.
- With the built-in Macro Editor you can easily compose WinHelp macros whenever needed. It will tell you what the correct parameters are and provide information on them.
- If you have a problem, just consult the online help. The help file was completely created with HelpScribble, of course.
- HelpScribble is shareware. However, the unregistered version is *not* crippled in any way. It will only add a small note to your help topics to encourage you to be honest and to register the shareware you use.

These options are very interesting for Delphi and C++Builder developers:

- If you are a component writer, use the Delphi Parser to build an outline help file for your component. Just fill in the spaces and you are done. HelpScribble can also extract the comments from your source file and use them as the default descriptions.
- If you are an application writer, HelpScribble provides you with a property editor for the HelpContext property. You can select the topic you need from a list of topic titles or simply instruct to create a new topic. No need to remember obscure numbers.
- The property editor also provides a tree view of all the components on your form and their HelpContext properties. This works very intuitively. (Much nicer than those help tools that simply mess with your .dfm files.)
- HelpScribble can perform syntax highlighting on any Delphi source code in your help file.

HelpScribble is shareware, so feel free to grab your copy today from my web site at <http://www.ping.be/jg/>

