

# BRAINSBREAKER HELP INDEX

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*You can see the latest news about BrainsBreaker in **Internet** at  
<http://jtrujillo.pair.com/bb>*

Tech info (don't worry about)

Help File for BrainsBreaker, version 2.0

© 1995,96,97 Juan Trujillo Tarradas

Barcelona Spain

# WELCOME TO BRAINSBREAKER

BrainsBreaker is a program that allows to solve Jigsaw type puzzles in a high realistic look and feel. It works with almost any computer under Windows™ Operating System version 3.1 or higher.

Everything you need to do, you can do it with the mouse.

With the left button you grab objects, the you can drag them to other places and drop wherever you want. Also there are "Keyboard Shortcuts". They allow to request a function with a press of one or two keys.

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

One the **original puzzles**: Each time you open one of them the image gets jagged in a different shape and scattered over your screen.

Two, the **saved games**: When you started a puzzle and are at middle of solving, you can leave it stored in your 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 behaves like any other prebuilt ones.

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

Brains breaker implements a "Sensitive Context Help" mechanism. This means that if you request help from a particular object or window, you'll get help about this object or window. 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 also can continue reading to get more instructions and know about interesting features of the program. Remember: In the program press the F1 key and you will return here to find more instructions.

## NOTES:

\* You'll find here, in this help file, some options for *left-handeds*. 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 left-handeds.

\* BrainsBreaker works on any screen resolution under Windows. However a good performance is achieved in 800x600 resolution with 256 colors. (If you are in other resolutions and find messages about not enough memory, try setting up this resolution on your computer).

# MANAGING THE PROGRAM

The operation of BrainsBreaker program is based on objects and menus. Anything you see in the screen is an object and any object can do things or you can do things to it. To see what things does an object you open it's 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-handed 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 the main screen. You will get it applying the above procedure pointing 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 the piece moving the mouse to the desired position and drop down the piece releasing the button. This is the way how you can move the puzzle's pieces.

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

# THE MAIN SCREEN

See also: [Moving pieces](#)

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 with 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 one already started.

**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 didn't specified before, the program will open the [Save as](#) Window querying you to type the game title, player's name and an optional password. If you checked the AutoSave feature this will be done periodically by the program.

**Program Options** *Keyboard shortcut: F3*

Here you can choose some options for the program. Click [here](#) to see what they are.

**Game Info & Options** *Keyboard shortcut: F2*

Brings up the a window. with status of the game and some options. Click [here](#) to see what you can do with it

**Back Color** *Keyboard shortcut: none*

Allows you to select a color for the background of the screen.

NOTE: In some cases, you will not get exactly the color you select. This is because your computer has a limited number of colors available and they are busy in the image of the puzzle. Anyway it will try with the nearest color.

**View Image** *Keyboard shortcut: Space bar or the 0 key in the numeric keypad*

Shows the target image. You can move this window clicking over it and dragging. When you click outside the window it disappears.

**Solve 1** *Keyboard shortcut: F5*

Available unless you pressed the "**Avoid Cheating**" button in the [Game Info & Options window](#)  
The computer will solve one piece. (If you are in competition this costs many points)

**Scatter** *Keyboard shortcut: Ctrl+R*

Scatters the unlocked and unnailed pieces around the screen. More on 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 spectacular especial effects.

**Help** *Keyboard shortcut: F1*

Opens this help topic, from where you can go [anywhere](#)

**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 [here](#) to see how to move the pieces.

# MOVING PIECES

## To move a piece

- \* Point over the piece with the cursor.
- \* Press the left mouse button (*right button for left-handed*)
- \* Without releasing the button, move the mouse. The piece will go there.
- \* Release the mouse button. This drops the piece

If the piece falls near to other matching piece and both are in the same orientation 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 the moved one.

## To rotate a piece

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

If you want **to rotate a piece while dragging it**, press the right mouse button (without releasing the left one).

If the rotated piece is locked to others they also will be rotated.

**NOTE:** If you opened the puzzle in "No rotatable" mode this will not work.

## To nail a piece

Some times you may found a position for a piece that you don't want moved. You can nail the piece: Pick a nail 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 nail. Then you can release it (so the piece stays where it was) or drag the nail to any unoccupied part of the screen: the piece gets unnailed and can be moved.

Keyboard Shortcuts:

To nail **Alt + Left mouse button click**.

To unnailed **Alt + Right mouse button click**.

## 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 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 you to handle simultaneously several pieces in a single step:

First you need to select which pieces will be handled:

- \* Point with the mouse on a non occupied point in the main screen or in a box.
- \* Press the Control key (dont release it)
- \* Click the left mouse button and move the mouse.

You'll see a rectangle that grows as you move the mouse. The pieces that falls 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 into the rectangle. Then drag it, you'll see the selected pieces moving. Once in the position desired, release the mouse button.
- \* The above procedure can be applied to **move a group of pieces to a box:** Simply open the box before 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 (move the mouse into the rectangle and press the right button). Then select Scatter outside this rectangle
- \* **Nail or un nail the pieces that are selected:** Open the menu for the rectangle and select Nail all or Un nail 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 6 squares numbered. These are boxes.

A box serves to place pieces temporarily. You can, for example, set a box to hold all the pieces of a similar color, or with a singular shape. You also can solve pieces into the box, in fact you can solve all the puzzle into 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:

- Double clicking over it when it's closed.
- Pressing the number of the box in the keyboard.
- Selecting the "Zoom" option in the box's menu.

Once the box is open you can drag pieces into.

Then you can **close the box** again in one of these ways:

- Double click
- Pressing the number
- With the box's menu.

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, search if it's into some box

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 with the mouse and drag to the position you want.

The **box** also can be **sized**, as usual with any window, dragging his borders. (The size is limited to avoid that some piece inside falls outside: You can size the right border only up to the rightmost piece in the box.)

## Other menu options for a box

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

**Scatter**: This makes the program to reorganize the pieces in the box, if possible, trying to not overlap.

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

**Hide Boxes**: This options make the boxes invisible when closed.

(this option appears in the menu of a box, only when the box is closed).

Is a good option for making more room in the screen.

Once hidden the to make them visible again you must uncheck the option Hide Boxes in the Game Info & Options (keyboard=F2)



# FAST KEYS

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

For **left-handed**s (or any people 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 non mouse's hand controlling the pieces rotation, viewing of the image & the boxes operations without having to move that hand too much around the keyboard.

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

<u>What to do</u>	<u>Key</u>	<u>left-handed</u>
Pick a piece	Left click	Right click
Rotate a piece clockwise (mouse over the piece)	Ctrl + Right click	Enter + Right click
Rotate a piece counterclockwise	Ctrl + Left click	Enter + Left click
Nail a piece	Alt + Left click	Alt + Right click
Unnail a piece	Alt + Right click	Alt + Left click
View the image	Space bar	0 <sub>(zero)</sub> (numeric keypad)
Create a multiple selection rectangle (mouse over the screen or a box)	Ctrl + Left click + Drag	Enter + Left click + Drag
Scatter pieces (protecting solution rectangle)	Ctrl + R	Ctrl + R
Scatter pieces in the full 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)
Maximize box (must be opened)	Tab	+ (plus in the numeric keypad)
Open a puzzle	Ctrl + O	
Save the current game	Ctrl + S	

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

# COMPETITION

BrainsBreaker has built in features to provide scoring capabilities and to keep a ranking for each puzzle started. This way the people at home can compare their performance in solving puzzles and establish contests between them to make the solving puzzles effort 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 are people that only want solve puzzles quietly with nothing about scores and rankings and similar stuff.

## To make active the competition mode:

From the Game Info Window (press **F2** in the keyboard) make sure the option "Competition" is checked. If you don't see the score data in the screen, try to uncheck "**hide score**" in the Game Info & Options window (press F2 in the keyboard)

## To export your score data and send it to another player in another place:

(Available only on prebuilt puzzles)

- \* Open the Game Info (press **F2**).
- \* Press the "**Certify**" button.

A copy of your scoring will be placed in the Windows' Clipboard. Then in your communications program i.e. CompuServe's™ WinCim™, paste it into a message (select paste in the Edit menu) and send it to your friend.

## To import 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 in-message into the Windows' Clipboard
- \* If you don't have BrainsBreaker started, start it.

A window will appear telling you that has been found score data, with a button "**Merge in Ranking**". Pushing this button will put this data in your 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 never modify any character in the score data message (but you can add text before and after).

\* The Certify option is disabled for "unregistered puzzles".

\* When you register a pack of puzzles, this pack becomes associated to your e-mail address. When exporting Score Data this e-mail address is part of the Score Data. Let's call this Registration ID.

\* You can't import score data coming from the same Registration ID as yours. When importing a full ranking, if there is some entry corresponding to your ID will be discarded. (So it will retain the score that

you have in your computer).

\* You can see the Registration ID (e-mail address) of any entry in a Ranking by double clicking over that entry in then Ranking window.

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

# SCORE

If you activated the competition mode in a game (see how [here](#)) you'll see a small window in the main screen. There is shown:

**Time:** Time spent in the game in form hous:minutes:seconds.

The timer pauses when you activate some other window. (you notice this 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:**

You get a starting credit when opening the puzzle for the first time.

You get points for each piece solved.

You loose points (many) for each automatic solve.

You loose points for each second elapsed.

You loose one 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, 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 loose a position.

**Estimation:** BrainsBreaker tries to figure out how many points and the 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 something 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 score window can be moved to any position in the screen: just Drag & Drop.

You can **hide the score** window with his menu. (If you do this, when you want to make it visible you should uncheck the Hide Score box on the Game Info window.

Double clicking over the score window brings up the [Ranking](#).

## **How BrainsBreaker computes your score:**

At start, as a credit you get

$500 \times \text{the number of pieces in the puzzle.}$

For each side of a piece locked to another you get:

$1000 + \text{the number of the pieces in that puzzle} \times 10 \text{ rounded to } 250.$

Each tenth of second elapsed cost you one point.

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

Each Tip on a piece also costs the double of the points for locking a side (but you earn the points when you look it manually)

For each movement of a piece you loose one point.

If you play 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.

If you play in the "Mosaic" mode then they are multiplied by 3, so if you solve the hardest puzzles in that

mode, and don't get crazy before, you can be a multi-millionaire in points.

See also [Competition](#)

# CREATING NEW PUZZLES

You may create a new puzzle with almost anything that you may see in your computers screen.

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

**1)** Whenever any image data is in the Windows Clipboard BrainsBreaker detects it and proposes you to build a new puzzle.

The easiest way to put image data onto the Clipboard is by pressing the key Print Screen: This puts a copy of the whole contents of the screen in the Clipboard. If you press simultaneously the keys Alt and Print Screen then only the contents of the active window is copied to the Clipboard.

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

**2)** Another way to tell BrainsBreaker which image you do want is dragging some picture file over the BrainsBreakers 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 here.

**3)** And the last way is to tell him directly which image file do you want: On the main menu select the option Create Puzzle, press the button Browse on 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 way: Run any program able to show that image and press the Print Screen key (Many programs have also an Copy option on the Edit menu. This should also work)

Warning: if your screen is in 256 color resolution, you could loose some quality from images if you use the first method (copying to Clipboard). Instead would be better opening the file that you want if his format is supported. In 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. Thats explained [here](#)

# REGISTERING BRAINSBREAKER

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

When you install BrainsBreaker the program comes in Evaluation or Demo mode. You can play with the puzzles and create new ones to seek if you like the program and all works fine. Then you can pay a fee for the program. This is called Registering

Playing with the unregistered program has a limitation: You can solve only a part of the puzzles.

There are two modes for the registration of the program:

## **The Entry Set**

This comprises the set of puzzles that comes with the program. Once registered in this mode you may fully play these puzzles.

## **The Full Pack**

This definitely removes all the locks on the program: You may play your own built puzzles and other sets of puzzles (you may find additional prebuilt puzzles on the Internet and in Compuserve forums)

If you previously registered the **Entry Set** and want the **Full Pack** there is an **Upgrade** option when you register (for the difference in price)

If you have registered packs of puzzles of the **Version 1.x** see [here](#) how to upgrade to the Full Pack.

How register:

\* Registrations for BrainsBreaker are handled by **Kagi Shareware** services. To register with a **check, credit** card or others forms, you can use the accompanying program "Register" that will guide you in filling the necessary data and to contact Kagi Shareware, that will process your payment. Once your payment processed, you'll receive an e-mail message that makes fully playable those puzzles from the pack(s) you registered.

To contact Kagi Shareware for information about their services, you can send electronic mail to [support@kagi.com](mailto:support@kagi.com).

\* There is also a secure web site handled by Kagi that allows to register online. Point your Internet browser to: <https://kagi.direct.net/cgi-bin/register1.cgi?JT>

\* If you are member of **CompuServe**, you can register **online** through their "Shareware Registration Service" (GO SWREG). Once registered here you receive an e-mail message as response (usually in the next labor day). This message contains some magic data that unlocks the features of the registered mode. Also in the message is explained how to put this in the program so it recognizes the data and flags the program as registered.

To have more accurate instructions and steps on registering, press the button Register Info on the Game Info &Options or Program options window.

## **Why register?**

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

The price for the registrations is very low. This is because the shareware concept and the on-line



registration mechanism, allows to avoid expensive ways of distribution, mailing and marketing, yet allowing you to know about the program and test it. But now, all the system relies in you registering, if you like and use the game.

Any comment, question or suggestion is welcome and appreciated.

You can contact (e-mail) me at **100617.1051@compuserve.com** or at my CompuServe id:**100617,1051**

Have fun!

Juan Trujillo.

## VERSION 1.X REGISTERED USERS

If you purchased some pack of puzzles of the previous version you may upgrade to the Full pack:

If you have **one** pack registered purchase the **Upgrade from Entry Set** item.

If you have **two** packs registered purchase the **Upgrade from 2 packs** (version 1.users)

If you had registered **three** or more packs you will have your Full Pack registration with **no charge**. If you dont have it please drop-me a note at [JTrujillo@kagi.com](mailto:JTrujillo@kagi.com) to remind me that I must send it.

# 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.

You activate this window from the main menu or pressing Ctrl+O in the keyboard.

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

When you see the game that you want, it's easy: Just double click over the image, or -if you want some more sophistication- point over the image, click the mouse button and drag it over the main screen.

But... if you don't find what you want?.

...Well, at the bottom right of the window 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 the button's level - 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-box **Player**. The window will show only those games that belongs 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 it appear in the list.

**Hint:** When you start the program, this windows appears selecting the last saved game. Thus, if you want continue with the same game, just 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 in "**Not rotate pieces**".

You also can make all more difficult and get a bit more "brainbroke": Check in "**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 someone of these options.

## TO DELETE AN OLD GAME

Select the game and press the delete button. (If you can't resist the temptation, you also can drag the game over that button).

Keep in mind that 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 specify it. Otherwise the program will not delete that game.

### **TO DELETE AN 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 machine).

If there was games going on for that puzzle the program dont will let to delete it: Before you should erase each started game. (If there are finished games they must also be deleted)

## THE MINI IMAGE

When you are playing a puzzle you may see the reduced original picture 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 his own menu: Right click over it and select Hide. To show it open the Game options window (press F2) and uncheck the **Hide Minilimage** box.

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

# **NUMBER OF PIECES FOR CUSTOM LEVEL**

You have opened a puzzle in the Custom mode.

Now the program needs to know how many pieces do you want for that game.

You can enter directly a number: The program 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. 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 (leaving the old one in your computer as a different game that can be loaded lately).

See [Game Info](#)

# GAME INFO

In some situations the program needs to know which title you want give to the current game, your player name and if you want password protect it.

Also if you select "Save As" in the main menu this window will appear.

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 give it any title.

**The player's name.** Who is making that game. It will be useful later for search the game and, if you play in competition mode, this will be the name for 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.

**NOTE:** Although the programs will not allow to manage a password protected game , that game is saved in a file, and that file can be managed from outside 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

You reach this window pressing F2 in the keyboard.

You can see general information about the current game.

You also can push some buttons:

**Avoid Cheating:** This button disables the **Solve 1** option from the main menu and the **Hint** in the pieces menu.

Once pushed one time, the button disappears and you can't push it 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 none of the above menu options before in the current game.

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

This option is not available on Self-created puzzles.

**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, [the score](#) and your ranking's position. If you don't want hear nothing about scores and rankings and only want a placid game, uncheck this.

**Autosave:** If you check this option the game will run in autosave mode. This means that the game will be saved to disk automatically without need of your command nor 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. See "[Save As](#)".

**Hide MiniImage:** This hides (checked) or shows (unchecked) the picture on 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 it will show them again.

**Hide Score:** (Only if you activated the Competition mode) Thats to hide/show the score box.

You can set the default value for these options for any new game in the [Program Options](#) window.

# PROGRAM OPTIONS

This window is reached pressing F3.

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 you will be able to change them 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)

**Expand puzzles to disk:** The picture of each puzzle is stored in compressed format in your disk. When you open a puzzle you'll notice that it takes some time to build the puzzle. One part of this time is because the program is decompressing that picture. If you check this button, the next time that you open a puzzle the program will store in the disk the uncompressed picture, thus speeding up the loading time **but!!!** wasting more disk space for each puzzle...

If you played with this option checked, the puzzles that you have played take more room on your disk. If you uncheck that option and load again one of these puzzles it will reduce his size.

**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 play when there is somebody around that doesn't like that you play games with the computer ;-): When you press the Escape key in the main window the program hides itself (minimizes)

# THE RANKING

The ranking Window shows the people who played the same puzzle, 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 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.

# ENTERING THE NEW PUZZLES PROPERTIES

To have the new puzzle, the program needs to know:

## 1) If you want the full picture or a part of it

In the latest case you may click with the mouse over some point in the picture and drag it. You'll see a growing rectangle. The region inside would be the image for the new puzzle.

Once you have drawn one rectangle you can move and resize it: Point the mouse over some border or corner and drag it.

If you want to remove the rectangle click on the screen outside it.

## 2) 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 will 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 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 an Custom level checkable box: If its checked there will be an additional Custom thumbnail for the new puzzle.

## 3) 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)

## 4) The puzzles title

Almost we have everything done. Only type a title for the new puzzle and press the OK button. That should activate the generation of the puzzle. Once done it will come up the Browser window with then new puzzle selected.

# 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 specify it to complete the operation.



## **RETYPE YOUR PASSWORD**

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

# REGISTERING THROUGH COMPUSERVE SWREG

If you are member of **CompuServe**, you can register **online** through their "Shareware Registration Service":

Follow these steps in the WinCim program:

- 1) GO SWREG.
- 2) Select "Register Shareware" in the menu. Press "Proceed".
- 3) Specify your region
- 4) Find the pack BrainsBreaker in the Registration DataBase:
  - Double click on "Registration ID".
  - Enter the code to identify what you are registering (see below) in the Registration ID field
  - Double click on "Display Selected titles".
  - Press Button "Description".
- 5) Read the description to make sure you selected what you want. If all OK press "Register".

The codes for the different options are:

**13968** For the Full Pack

**13969** For the Entry Set

**13970** To upgrade to the Full Pack (if you have registered the Entry Set or one pack of puzzles of version 1)

**13971** To upgrade to the Full Pack (If you registered two packs of the Version 1.x)

Once registered here you receive an e-mail message as response (usually in the next labor day). This message contains some magic data that unlocks the features of the registered mode. Also in the message is explained how to put this in the program so it recognizes the data and flags the program as registered.

# WHATS NEW

## Version 2.0 (December 96)

\*You can create puzzles!!! 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 Mini Image,--the picture in half size--, that can be visible on the main screen while you are playing.

\* New chatting 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 contains Information and options for the Current Game, and the other to select some options for the program. (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 Program Options 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.

See Handling multiple pieces

## **COPYRIGHT NOTICE**

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e-mail:100617.1051@compuserve.com  
JTrujillo@kagi.com  
CIS: 100617,1051

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# 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. The executable files are bbrk.exe for Win 3.1 and bbrk32.exe for Win95.

\* 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.

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

