



# ArtApart Help Contents

To learn how to use Help, press F1.



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## Overview

Millions of children and adults alike know that there's no better way to spend a rainy day than putting together the pieces of a puzzle. But where do you put the puzzle when it's not quite finished? How do you keep those little puzzle pieces from falling victim to the family dog or ending up in Mom's vacuum cleaner? With ArtApart, you'll never lose another piece again.

Unlike other computer puzzles, ArtApart gives you lifelike, interlocking pieces, cut to whatever size you want. Big pieces for the kids and little ones for adults - or vice versa. You choose the picture and the number of pieces. And when it stops raining, just save the puzzle to your hard disk and finish it later. You'll never lose another piece under the sofa again.

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**See also:**

[Exploring the Screen](#)

[Playing the Game](#)

[Rules of the Game](#)

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# Playing the Game

## Object of the Game

The object of the game is to complete your puzzle as quickly and accurately as possible. ArtApart keeps score, and the players with the most points enter the [Hall of Fame](#). You can improve your chances by increasing the number of pieces and selecting a higher skill level.

## Decide Which Image to Puzzle

- ▶ From the Game menu, choose [New](#).
- ▶ Select a file name and press OK.

## Start the Game

- ▶ From the Play menu, choose [Start](#).
- ▶ Drag the slider to select the size and number of pieces.
- ▶ press PLAY.

## Moving Pieces

Click on a piece and drag it to its interlocking neighbor. Once you have aligned your piece to its neighbor let go of the mouse. If you have a good fit your piece will snap into place.

Pieces will not snap together, if:

- you did not find an interlocking neighbor,
- the interlocking pieces are too far apart,
- [Skill Level](#) in the Options menu is set to Expert.

---

## See also:

[Exploring the Screen](#)

[Rules of the Game](#)

[Scoring](#)

[Strategy and Hints](#)

[Overview](#)

## Rules of the Game

Pieces may be moved around and grouped together anywhere in the [workspace](#) window. Pieces may be dropped on top of other pieces.

Pieces must be closely aligned in order to snap together. The snap distance is determined by the [Skill Level](#) selected in the Options menu.

**Note:** In Expert mode you have to double-click the left mouse button when you're certain that you have a good fit. The piece will either snap to its neighbor - or penalty points will be subtracted from your score.

The game ends when the puzzle is completed. The location of the finished puzzle on the workspace is not relevant.

---

### See also:

[Scoring](#)

[Strategy and Hints](#)

[Overview](#)

[Exploring the Screen](#)

[Playing the Game](#)

# Scoring

Your score is determined by the following factors:

- Time - less time per piece results in a higher score.
- [Number of pieces](#) - more pieces result in a higher score.
- [Skill Level](#) - Expert level will get the most points per piece.

Additional bonus points can be won or lost:

- A perfectly placed piece or a very small distance between two neighboring pieces results in extra bonus points. If your PC has sound capability, ArtApart will play a special sound when you have earned the maximum bonus for a perfectly placed piece.
- The higher the [Skill Level](#), the more bonus points you can collect.
- Bonus points will be subtracted in Expert Mode, if two pieces do not fit.

---

**See also:**

[Preferences: Scoring Display Off](#)

[View Menu: Status Window](#)

[Display Scores at End of Game](#)

[Strategy and Hints](#)

[Overview](#)

[Exploring the Screen](#)

[Playing the Game](#)

[Rules of the Game](#)

## Strategy and Hints

Practice in Beginner or Novice mode with about fifty pieces. Your control of the mouse will improve quickly. You'll soon be able to place pieces precisely and collect more bonus points.

A good strategy is to first locate the *border* pieces. You'll recognize them easily by their straight edges. However, watch out for pieces that may look as if they have a straight side but do not actually belong to the border.

You may wish to [lock](#) your border sections to keep them from accidentally shifting.

Next, look for areas of the same color, granulation, pattern or focus. Sort these pieces to a free section of your [workspace](#) (the [Overview](#) window and [Zoom](#) modes are helpful). Then, puzzle that section by itself. Once you have completed a few sections, it will be easier to make connections and the remaining single pieces will be better to manage.

Refer to the [Original](#) view if you can't make out the location of a piece.

Sometimes, pieces may lie on top of pieces with a similar color pattern, or they may lie under other pieces or finished sections. Select [Preferences](#) from the Options menu to control how the program drops pieces on top of others.

Early in the game, you'll notice that it takes a long time to find two interlocking pieces. Accordingly, your score will be low at the beginning. However, don't be discouraged. In larger puzzles, 80% of the score is obtained with the final 20% of the pieces.

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### See also:

[Overview](#)

[Exploring the Screen](#)

[Playing the Game](#)

[Rules of the Game](#)

[Scoring](#)





## Keyboard

<u>Function</u>	<u>Accelerator Keys</u>
Help	F1
<a href="#">Select a new image</a>	Ctrl+N
<a href="#">Restore</a> a saved game	Ctrl+R
<a href="#">Save</a> a game in progress	Ctrl+S
<a href="#">Start</a> the game	F2
Pause during the game	Ctrl+F2
Exit ArtApart	Alt+F4
<a href="#">Status Window</a> on/off	F4
<a href="#">Original View</a> on/off	F3
<a href="#">Overview</a> on/off	Ctrl+F3
Zoom out	-
Zoom in	+
Normal size	*
Menu Bar on/off	Ctrl+M
Tool Bar on off	Ctrl+T
Status Bar on/off	Ctrl+B
<a href="#">Control Menu</a>	Alt+Spacebar



# Index

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<a href="#"><u>Commands</u></a>	<a href="#"><u>Playing the Game</u></a>
<a href="#"><u>Contents</u></a>	<a href="#"><u>Preferences</u></a>
<a href="#"><u>Context Menu</u></a>	
<a href="#"><u>Control Menu</u></a>	<a href="#"><u>Restore Game</u></a>
<a href="#"><u>Copyright Notice</u></a>	<a href="#"><u>Rules of the Game</u></a>
<a href="#"><u>Game Menu</u></a>	<a href="#"><u>Save Game</u></a>
	<a href="#"><u>Score</u></a>
<a href="#"><u>Hall of Fame</u></a>	<a href="#"><u>Scoring</u></a>
<a href="#"><u>Help Menu</u></a>	<a href="#"><u>Skill Level</u></a>
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<a href="#"><u>Information Menu</u></a>	<a href="#"><u>Start Game</u></a>
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<a href="#"><u>Overview Window</u></a>	<a href="#"><u>Workspace</u></a>



## Technical Support

Phone support is provided *9:00 a.m. to 5:00 p.m. Eastern Time* within the first thirty days of your purchase. We will be glad to answer any setup questions you might have. Be sure that your PC is turned on and you have your *original* product disk(s) or CD-ROM ready:

**Telephone:** +1-201-845-3753 (9 a.m. to 5 p.m. Eastern Time, Monday - Friday)

*Make sure you mail your registration card.* Registered users will be offered software updates and newly released products under preferred terms. As a registered user, you may also contact our technical support team via electronic or postal mail:

**Telefax:** +1-201-845-4638

**Bulletin Board:** +1-201-845-8313 (set modem to 8 bits, no parity, 1 stop bit)

**Electronic Mail:** CompuServe 76605,1506  
America Online 76605.1506@compuserve.com  
Genie 76605.1506@compuserve.com@INET#  
Internet 76605.1506@compuserve.com

**Postal Mail:** H&M Systems Software, Inc.  
25 East Spring Valley Avenue  
Maywood, NJ 07607-2150  
USA



## Copyright Notice

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### Example:

- + You have purchased the right to use our software on only one PC.
- The software still belongs to us. It is our property and only we can allow anyone else to use it.
- + Make a backup of our diskettes for your own safety.
- You may not make a copy for friends, family members, colleagues or anyone else. Don't give or lend your installation diskettes to anyone.
- + Show your visitors how great our software is. You may even allow them to use the software on your PC.
- You may not let anyone else 'try' our software on their PC.
- + Load the software on the hard disk of only one PC.
- You may not load the software on any drive accessible from a network by anyone else but yourself.

We are working hard to create quality software at affordable prices. If software is used without payment, we can no longer justify developing or updating our products - or you could not afford them. Software theft is not smart and a serious criminal act.

**Thank You!**



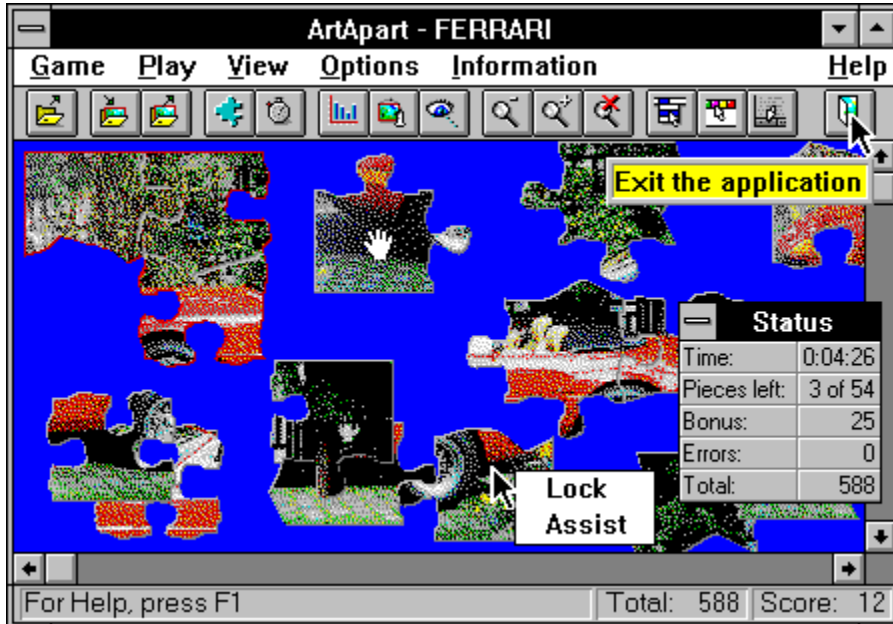
## **Wanted: Programs**

Do you like our product? Are you a talented author and developing software of similar quality? We are always looking to expand our product line. Please contact [Technical Support](#) and arrange for your software to be reviewed by our Development Manager.

# ArtApart Workspace

This is an example of the different regions of the ArtApart screen. Several features of the Workspace region with the jigsaw pieces are demonstrated.

[Click on an area of the sample window below for further explanations.](#)



Displays the standard Windows Control menu.

**Title Bar**

Displays the name of the program and the currently loaded image.

This button maximizes the game window so that it occupies the complete screen.



This button minimizes the game window to an icon.

## Menu Bar

Displays the available pull-down menus. Each pull-down menu contains a number of related [commands](#) you may carry out.

### To Open a Pull-Down Menu

- ▶ Click on the menu.
- ▶ Press the ALT key.

Use the RIGHT ARROW key to highlight a menu, or type the underlined letter.  
Press the ENTER key.

## **Tool Bar**

Each button in the [tool bar](#) provides a quick way to carry out a particular command. Alternate access to the same commands is provided through the menu bar.

## Scroll Bar

Use the vertical and horizontal scroll bars to move those parts of your workspace into view that don't currently fit in your window. You can click on the scroll arrow to move slowly across your workspace, or click between the scroll arrows to move a complete section at a time. You can also drag the scroll box to the precise position you want.

---

### See also:

[Preferences: Automatic Scroll](#)

[Preferences: Drag Background](#)

## **Status Bar**

Displays a description of the current pull-down menu, command or tool bar button.

After you've started the game, the following scoring summary will appear:

- Total score for this game so far.
- Score for the next piece.

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### **See also:**

[Preferences: Scoring Display Off](#)

## **Status Window**

Displays scoring information about the current game in progress.

This section of pieces is locked in place so that it can't be moved accidentally. Notice the red outline around locked pieces.

This piece is being moved by the player. You move a piece by clicking on it with your mouse and then dragging it. Notice how the mouse cursor turns into a hand when a piece is picked up.



## **Context Menu**

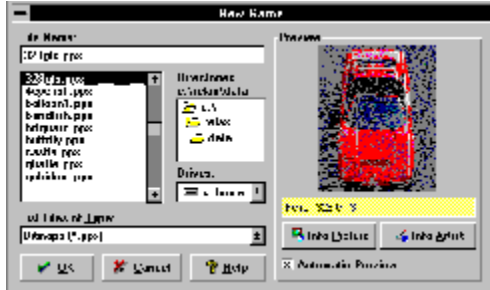
Provides a choice of commands that currently may be carried out. To display a [context menu](#), point to any object and click the right mouse button.

A button description is displayed when you rest your cursor on one of the buttons on your tool bar.

## Game: New

[Click on one of the sample windows below for further explanations.](#)

Select an image file to start a new game. Depending on the version of the software you may be seeing one of two windows:



### [Game: New](#) (select by file name)

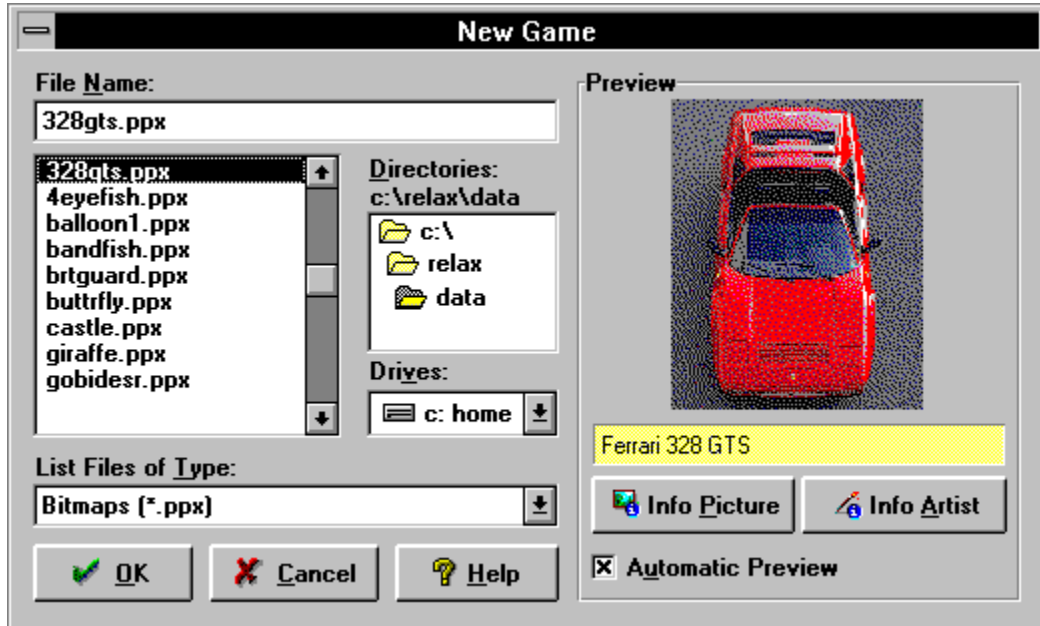


### [Game: New](#) (select from gallery)

## Game: New (Select by File Name)

Select or enter the name of an image file. It will be loaded from your disk to start a new game.

Click on an area of the sample window below for further explanations.



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### See also:

[Game: New \(select from gallery\)](#)

[Preferences: Picture Quality vs. Speed](#)

## Game: New (Select from Gallery)

Double-click on an image in the [thumbnail gallery](#). It will be loaded from your disk to start a new game.

Click on an area of the sample window below for further explanations.



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### See also:

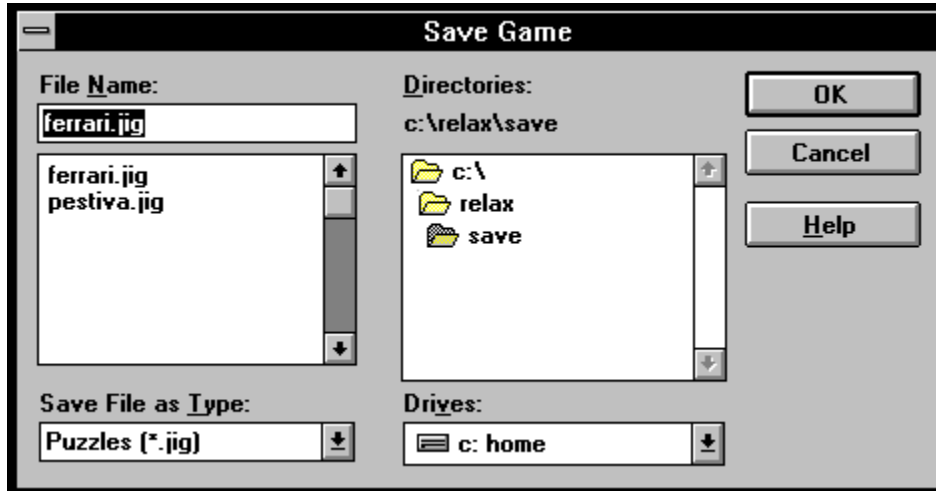
[Game: New \(select by file name\)](#)

[Preferences: Picture Quality vs. Speed](#)

## Game: Save and Save As

Select or enter a file name for the game in progress. Once saved, you may exit and continue your game at a later time.

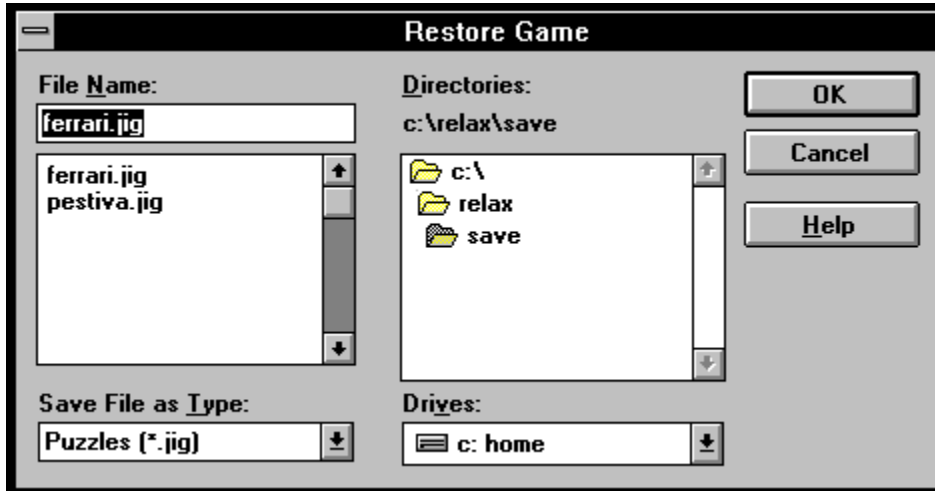
[Click on an area of the sample window below for further explanations.](#)



## Game: Restore

Select or enter the name of a previously saved game that you would like to continue playing.

[Click on an area of the sample window below for further explanations.](#)



## **File Name**

Enter a file name or pick a name from the list box. You might want to verify that the drive and directory are the ones you intend to use.

**Note:** In certain situations you may be able to pick more than one file name from the list box by holding the Ctrl key.



Displays a list of files in the current directory for selection.

If you do not find a file name in the list that you were expecting to see:

- Verify that you have chosen the proper file type.
- Verify that you are looking in the correct directory.
- Verify that you are looking on the right drive.

**Directory Name**

Displays the path to the current directory. To change the directory path, pick a name from the list box. Verify that the drive is the one you intend to use.

Displays a list of directories on the current drive for selection.

If you do not find a directory name in the list that you were expecting to see:

- Verify that you are looking on the right drive.

**File Type**

Select the type of file to be displayed in the file name list box.

## **Drives**

Select the drive from which you want to choose a directory.

## Preview

Displays a preview of the image in accordance with the *Automatic Preview* option selected:

- If *Automatic Preview* is on, just click on an image in the file name list box to view the image.
- If *Automatic Preview* is off, click on the Preview window to view the image.

**Note:** The preview can be interrupted by selecting a different image from the file name list box.

Displays a brief description of the image.

Select this option to preview an image by selecting it in the file name list box.

**Note:** The preview can be interrupted by selecting a different image.



Displays a window with background information about the current image and the gallery.

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**See also:**

Information Menu: About the Artist

Displays a window containing a profile and point of contact for the artist who created the image.

---

**See also:**

Information Menu: About this Puzzle

Displays the title of this [thumbnail gallery](#) and a list of other available galleries.

Choose [Add Gallery] from the drop-down list to add new thumbnail galleries that may not automatically have been added during Setup.

A thumbnail picture and a brief description are provided for each image in this [gallery](#). Click on the thumbnail once to see a full description, click on it twice to load the image from disk.

By clicking on this thumbnail once it has become highlighted, and the full description for this image is displayed. Click on the thumbnail twice to load the image from disk.

Displays the full description of the currently highlighted image.

This button allows you to preview and select images that are not included in your list of [thumbnail galleries](#).

---

**See also:**

[Game: New \(select by file name\)](#)

A gallery contains thumbnail pictures and descriptions for an image collection. It is usually stored in a file with the .TMB extension; the individual images have a .PPX extension. A registry of .TMB files is maintained in the file GALLERY.INI.

If any .TMB files, .PPX files or the GALLERY.INI file have been moved or altered, the program may be unable to locate the individual components. Error messages will appear when loading a gallery or individual images, in which case it may be necessary to rerun the Setup program.



## Game: High Scores

The Hall of Fame window ranks the top ten players and their scores.

[Click on an area of the sample window below for further explanations.](#)

Hall of Fame					
Name	Score	Picture	Pieces	Time	Date
Jochen Schug	7498	Kitchen	1040	29:03:59	04/17/94
Andy Schmidt	6329	Sharks	872	21:00:09	03/08/94
Tom Holland	6144	Baseball	607	18:44:38	04/28/94

The Hall of Fame window ranks the top ten players and their scores.

The name of the player.

The final score after adding bonus points and subtracting any penalty for errors.

---

**See also:**

[Scoring](#)

The title of the image used in that game.

The number of pieces used in that game.

The overall time (in Hours/Minutes/Seconds) used for the game. This does not include any time when the game was suspended.

---

**See also:**

[Pausing the Game](#)

The date on which the player entered the Hall of Fame.

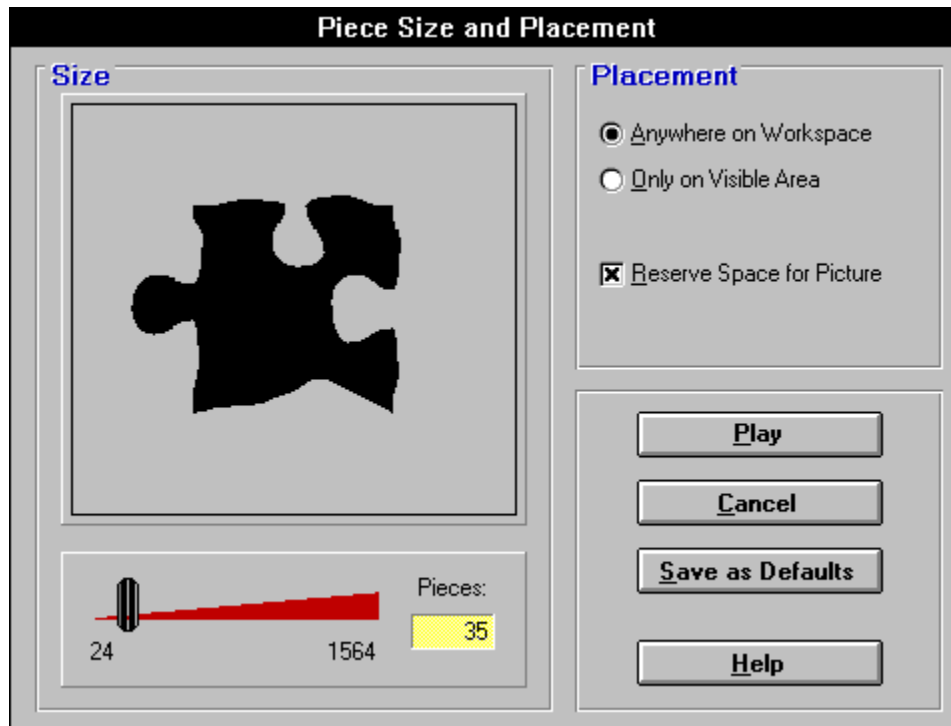


This button permanently clears all entries from the Hall of Fame. You will not be able to restore any of the information.

## Play: Start

Select the number and size of the pieces you'd like to use to play the game. ArtApart will generate random pieces for every new game and place them in your workspace according to the options you select in this window.

[Click on an area of the sample window below for further explanations.](#)



Displays the size of a typical piece. Use the slider below to pick the size you'd like to use to play the game.

Displays the number of pieces you'll have to piece together. Use the slider on the left to pick the number of pieces you'd like to use to play the game.

**Note:** A small number of very large pieces require a fast computer to move them smoothly around the workspace. With slower PCs, we recommend using smaller pieces.

Drag the slider left or right to increase or decrease the size of a typical piece. The number of pieces will be decrease or increase in reverse proportion to the size.

**Note:** A small number of very large pieces require a fast computer to move them smoothly around the workspace. With slower PCs, we recommend using smaller pieces.

Once the pieces have been cut to size, they are randomly placed on your workspace. You may have to scroll your main window to locate all the pieces or [zoom out](#) to see your complete workspace.

Once the pieces have been cut to size, they are randomly placed in your main window. You can access all pieces without scrolling.

**Note:** Since less space is available, the program may have to initially stack pieces on top of each other.

When pieces are first placed, an area remains empty for the finished puzzle. You can assemble sections and place them at their final location without first having to move other pieces aside.

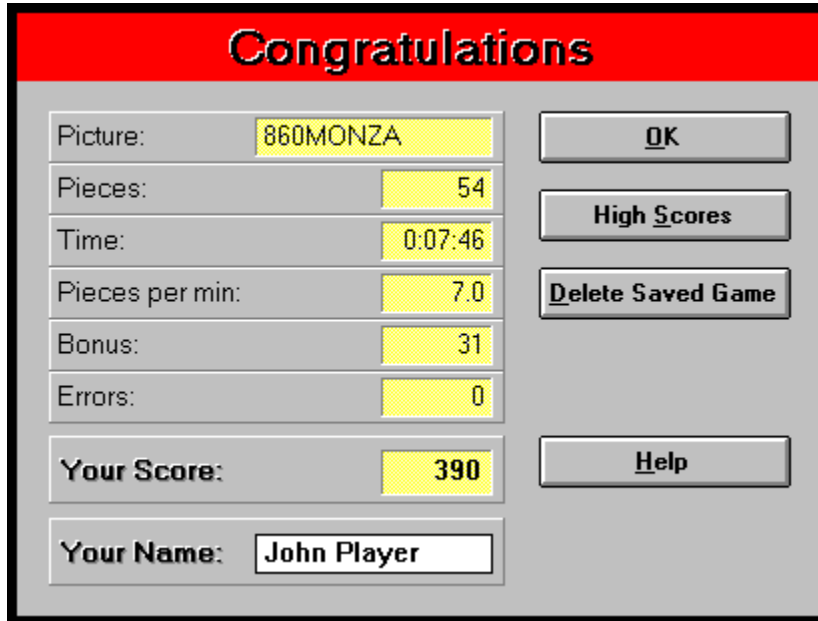
**Note:** Since less space is available, the program may have to initially stack pieces on top of each other.



## Score

Once you've completed your puzzle, this window displays the game statistics.

Click on an area of the sample window below for further explanations.



The image shows a 'Congratulations' window with a red header. It displays game statistics in a table-like format on the left and a column of buttons on the right. The statistics include: Picture (860MONZA), Pieces (54), Time (0:07:46), Pieces per min (7.0), Bonus (31), Errors (0), Your Score (390), and Your Name (John Player). The buttons are OK, High Scores, Delete Saved Game, and Help.

Congratulations	
Picture:	860MONZA
Pieces:	54
Time:	0:07:46
Pieces per min:	7.0
Bonus:	31
Errors:	0
<b>Your Score:</b>	<b>390</b>
Your Name:	John Player

Buttons: **OK**, **High Scores**, **Delete Saved Game**, **Help**

Once you've completed your puzzle, this window displays the game statistics.

Number of pieces that you put together per minute.

Number of errors in expert mode. Penalty points are subtracted from the score for each error.

Bonus points you received for placing pieces very close to their interlocking neighbors.

This button will display the Hall of Fame window with the top ten scores.

---

**See also:**

[Game: High Scores](#)

This button will permanently erase any saved game for the current image. This is the same as using File Manager to delete the file `SAVED\imagename.JIG` .

If you've achieved a top ten score, you may enter your name into the Hall of Fame.

---

**See also:**

[Game: High Scores](#)



## View: Status

This floating window displays up-to-the-minute statistics on the game in progress.

[Click on an area of the sample window below for further explanations.](#)

Status	
Time:	0:04:26
Pieces left:	3 of 54
Bonus:	25
Errors:	0
Total:	588

The total score after adding bonus points and subtracting any penalty for errors.

---

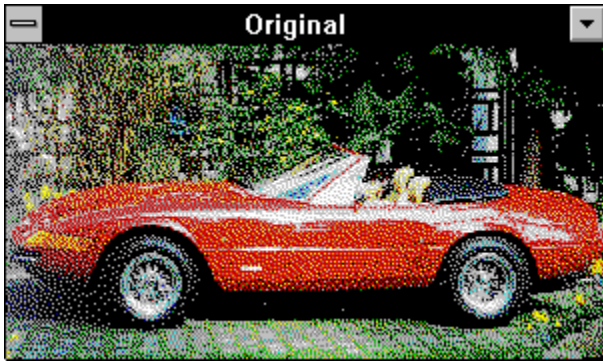
**See also:**

[Scoring](#)

Displays the number of pieces that have not been connected to any other piece together with the total number of pieces in this game.

## View: Original

Shows the original image before it was cut into jigsaw pieces. Helpful when trying to determine the approximate location of individual pieces or finished sections.



## View: Overview

Displays your work space from a bird's eye view. The main Workspace window remains and you can drag pieces into the Overview window.

Click on an area of the sample window below for further explanations.



[Click here to either enlarge or reduce the size of the overview window.](#)

This piece in the original window is being dragged from the main window to a new location in the overview window.

This is the new location of the piece after it has been dragged from the main window to the overview window. This new location was not visible in the main window.

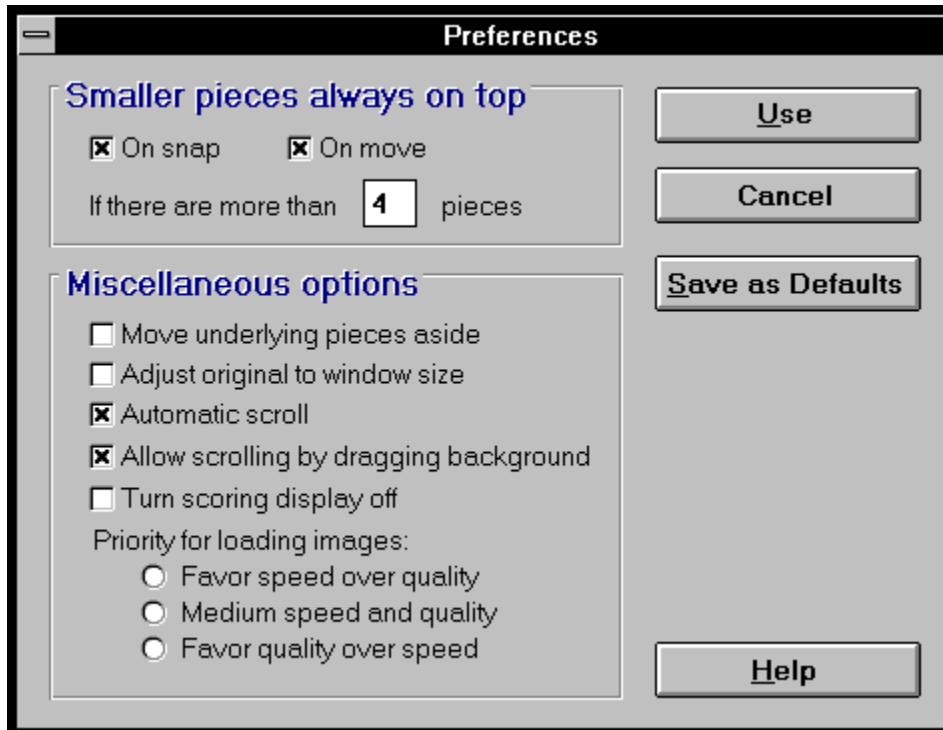


You may drag pieces from the main window to any location in the overview window. You can easily organize your pieces by color, shape or other criteria without having to scroll your main window back and forth.

## Options: Preferences

Use this window to customize the general behavior of the game. We recommend that you first play a few games with the default settings in order to gain a better understanding of the various options.

[Click on an area of the sample window below for further explanations.](#)



Larger sections may cover individual pieces. This option drops a section to the bottom of the pile every time you snap an additional piece to it. The section must have at least one piece more than specified below.

Larger sections may cover individual pieces. This option drops a section to the bottom of the pile each time you move it. The section must have at least one piece more than specified below.

Specify the threshold, after which sections will be dropped to the bottom of a pile of pieces.

Sometimes you may move a larger section on top of individual pieces. This option pushes underlying pieces to the side each time you drop a piece.

**Note:** You cannot influence where the underlying piece will be pushed to.

This option adjusts an image to about two thirds of your screen size.

**Note:** Enlarging a small image will usually lead to a reduction in quality.

This option automatically scrolls your workspace each time you drag your mouse to the outside border of the main window.



This option allows you to scroll the main window by dragging your mouse between pieces on the background. If you find that you're frequently scrolling your main window unintentionally, you might wish to turn this option off.

This option suppresses the score for the next piece on the status line. Only the total score will be displayed.

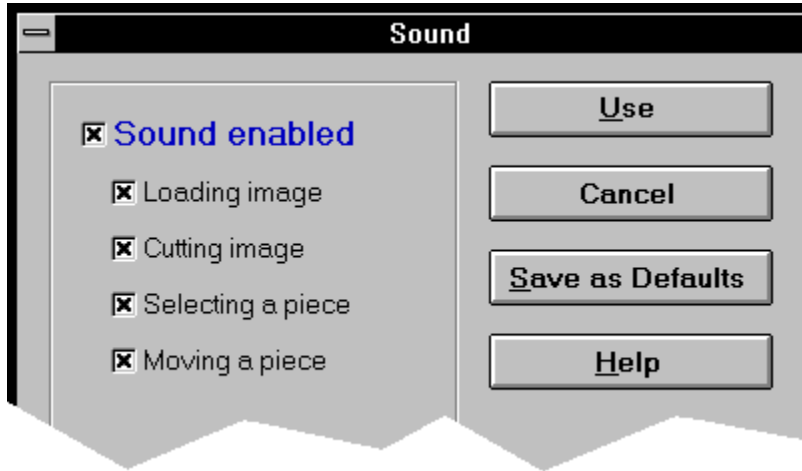
Most ArtApart images are stored in compressed format to conserve disk space. Loading, uncompressing and displaying these images in a high quality may take considerable time if your PC is equipped with a slow processor. You can choose a faster loading speed if you're willing to accept a slightly lower picture quality.

This button permanently stores your choices. They serve as the defaults for any new games.

## Options: Sound

This window provides options to turn sounds on or off for all or selected events.

[Click on an area of the sample window below for further explanations.](#)



This option plays a sound for the selected events.

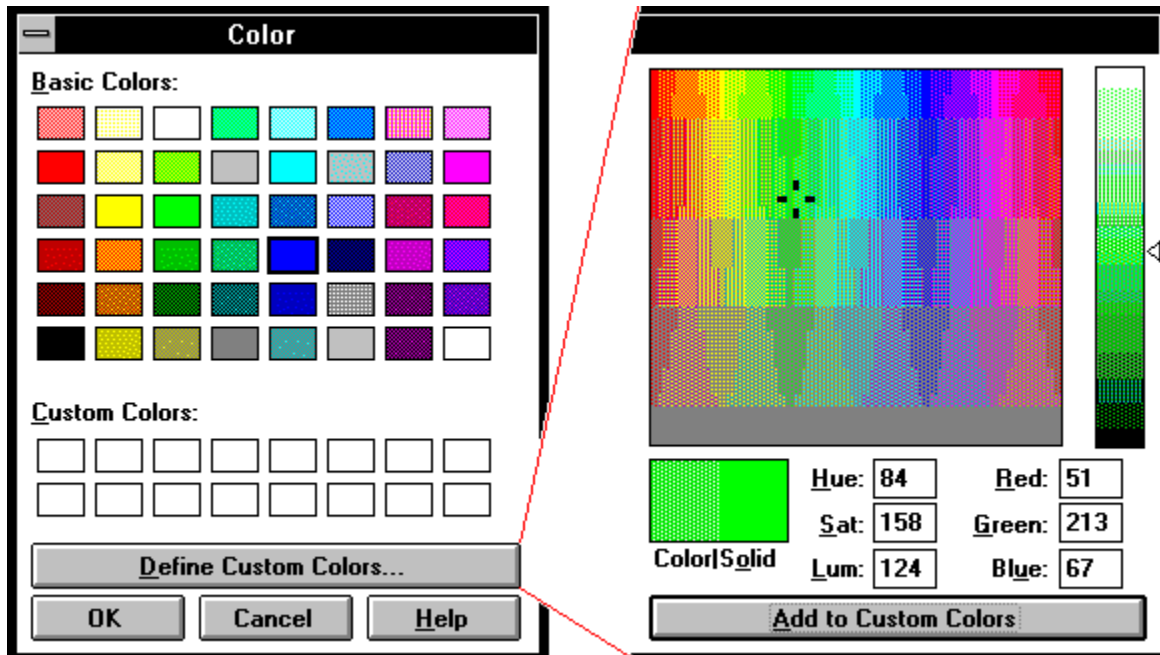
**Note:** Your PC must have a sound driver installed in order to generate sounds.

Select the events for which you would like to hear a sound. The corresponding sound is played when an event is selected.

## Options: Color

Use this window to choose a background color for your puzzle.

Click on an area of the sample window below for further explanations.





Select a rectangle to choose one of the basic colors as a background to your puzzle.

Select a rectangle to choose that custom color as a background to your puzzle. To define or change a custom color, click on any rectangle and press the *Define Custom Colors* button.

This button expands the window to the right so you may define or change a custom color.

This button accepts your choices and closes the window.

This button ignores your choices and closes the window.

Click anywhere on the color palette to pick a custom color.

Displays the selected color in numeric form. You may enter your own values into the fields.

This button adds the current color to your list of available custom colors.







## Commands

### **Pull-Down Menus**

[Control](#)

[Game](#)

[Play](#)

[View](#)

[Options](#)

[Information](#)

[Help](#)

### **[Context Menu](#)**

## Control Menu

[Click on any menu item for explanations.](#)



<u>R</u> estore	
<u>M</u> ove	
<u>S</u> ize	
<u>M</u> inimize	
<u>M</u> aximize	
<u>C</u> lose	Alt+F4
<u>S</u> witch To...	Ctrl+Esc
<u>S</u> how <u>M</u> enu Bar	Ctrl+M

These standard commands control the appearance of your window.

Restore the window to its normal size after it has been maximized or minimized to an icon.

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**See also:**

Control Menu: Minimize

Control Menu: Maximize

Use the arrow keys to move the window.

Use the arrow keys to change the size of the window.

Minimize the window to an icon.

---

**See also:**

Control Menu: Restore

Control Menu: Maximize

Maximize the window to occupy the full screen.

---

**See also:**

Control Menu: Minimize

Control Menu: Restore



Close the window. If you close the only remaining window you'll also exit the application.

Displays the task manager so that you can switch to other active applications.

Reactivates the menu bar.

---

**See also:**

[View: Menu Bar](#)

## Game Menu

[Click on any menu item for explanations.](#)

Game	
<u>N</u> ew...	Ctrl+N
<u>R</u> estore...	Ctrl+R
<u>S</u> ave...	Ctrl+S
Save <u>A</u> s...	
<u>H</u> igh Scores...	
<u>E</u> xit	

Game commands control the ArtApart game itself, and the file objects it requires.

Displays the [Hall of Fame](#).

Saves the current game in progress to disk.

The first time you save your game, a file will be created. You can either choose a file or enter a file name in the [Save Game](#) (As) window.

If you save your game more than once in a session, the file will be updated to your disk. If you prefer to save your game to another file, choose *Save As* from the *Game* menu.

---

**See also:**

Game Menu: Save As

Exits the program. If you have not finished your game, you might wish to save it first.

---

**See also:**

Game Menu: Save

## Play Menu

[Click on any menu item for explanations.](#)

Play	
<u>S</u> tart...	F2
<u>P</u> ause	Ctrl+F2
<u>A</u> utomatic assemble	

Play commands deal with your current game.



Displays a window where you can select the size, number and placement of pieces for this game.

---

**See also:**

[Piece Size and Placement](#)

Suspends a game in progress. The timer stops, allowing you to interrupt your current game without being penalized. To continue the suspended game, just select this command again.

The program puts the puzzle together for you. You can stop it by selecting this command again.

## View Menu

[Click on any menu item for explanations.](#)

<b>View</b>	
<b>S</b> tatus	F4
<b>O</b> riginal	F3
<b>O</b> verview	Ctrl+F3
<hr/>	
<b>Z</b> oom <b>O</b> ut	-
<b>Z</b> oom <b>I</b> n	+
<b>N</b> ormal Size	*
<hr/>	
<b>M</b> enu Bar	Ctrl+M
<b>T</b> ool Bar	Ctrl+T
<b>S</b> tatus Bar	Ctrl+B

View commands control the display of certain screen elements.

Displays a window with scoring information for the game in progress.

---

**See also:**

[Status Window](#)

Displays a window with the image you are piecing together.

---

**See also:**

[Original View Window](#)

Displays a window showing a bird's eye view of your workspace.

---

**See also:**

[Overview Window](#)

Displays the pieces in your main window at half their size, allowing you to see a larger portion of your workspace. The pieces are displayed with less detail.

---

**See also:**

View Menu: Zoom In

View Menu: Normal Size

View Menu: Overview



Displays the pieces in your main window magnified at twice their size. You will see a smaller portion of your workspace.

---

**See also:**

View Menu: Zoom Out

View Menu: Normal Size

Returns from zoomed display to normal size.

---

**See also:**

View Menu: Zoom In

View Menu: Zoom Out

Hides the menu bar to enlarge your available workspace. Use either the assigned accelerator key or the [Control Menu](#) to restore the menu bar.

---

**See also:**

[Exploring the Screen](#)

View Menu: Tool Bar

View Menu: Status Bar

Toggles the display of the [tool bar](#). Hiding the tool bar enlarges your available workspace. Without the tool bar, you need to use the menu bar or accelerator keys to carry out commands.

---

**See also:**

[Exploring the Screen](#)

[Accelerator Keys](#)

View Menu: Menu Bar

View Menu: Status Bar

Toggles the display of the status bar. Hiding the status bar enlarges your workspace. Without the status bar, you will not see the description of the current pull-down menu or command, and you will not see scoring information.

---

**See also:**

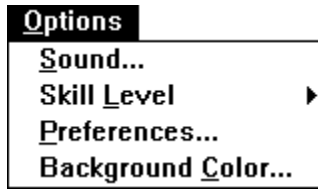
[Exploring the Screen](#)

View Menu: Menu Bar

View Menu: Tool Bar

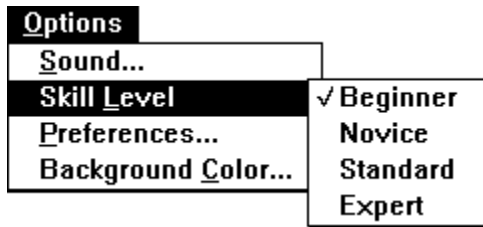
## Options Menu

[Click on any menu item for explanations.](#)



Option commands control the appearance and general behavior of the game. You can set defaults in accordance with your personal preferences.

## Options Menu: Skill Level



Select a level of difficulty in line with your personal skills. A higher skill level requires that pieces be more precisely positioned before they snap into place. Also, the higher the skill level, the more points you can earn.

Pieces do not automatically snap in Expert mode. You need to double-click the left mouse button when you're certain you have a good fit.

---

### See also:

[Scoring](#)

## Information Menu

[Click on any menu item for explanations.](#)

### Information

About this Puzzle

About the Artist

Other Games

Information commands provide background information.



Displays a window with information about other galleries available from us.

---

**See also:**

Information Menu: Other Games

Displays a window with information about other software available from us.

---

**See also:**

Information Menu: Other Puzzles

# Help Menu

Click on any menu item for explanations.

<b>Help</b>
<u>C</u> ontents
<u>H</u> ow to Play
<u>C</u> ommands
<u>S</u> earch for Help on...
<u>I</u> ndex
<u>U</u> sing Help
<u>A</u> bout

Help commands open help windows that provide information about the use of this program.

Displays the table of [contents](#) for this help file. This is the same as pressing the *Contents* button on the button bar of the help window.

Gives an overview of the game.

Displays the list of command pull-down menus from this help file.

Displays the search window where you can scan for a specific keyword. This is the same as pressing the *Search* button on the button bar of the help window.

Displays an alphabetical index of topics covered in this help file.

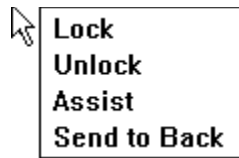


A tutorial on how to get the most from the Windows help system and this help file. This is the same as pressing F1 in this help file.

Displays the program name and version number.

## Context Menu

Click on any menu item for explanations.



This pop-up menu is displayed after clicking on a piece (or a section) with the *right* mouse button. The menu lists only those commands that may currently be carried out.

---

### See also:

[Exploring the Screen](#)

Locks the piece or section in place. A red outline indicates that the section cannot be inadvertently moved.

---

**See also:**

[Exploring the Screen](#)

Context Menu: Unlock

Unlocks a previously locked piece or section. This section can now be moved anywhere in the workspace.

---

**See also:**

Context Menu: Lock

Locates a neighboring piece and snaps it to the selected piece. The position of the mouse cursor determines on which side of the piece a neighbor is found.

Drops the selected piece from the top to the bottom of a stack of pieces. If the selected piece is not lying on top of other pieces, this function will be ignored.





