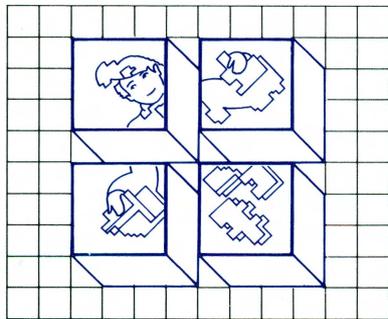


PUZZLE MANIA



I N S T R U C T I O N S

Program Creator: Frank Messina, Butchco, Inc., Metairie, Louisiana

The disk is designed for use on Apple® II, II Plus, or IIe.

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Introduction

PUZZLE MANIA™ provides seven puzzles for you to solve. You can choose from six levels of difficulty for each puzzle. At the easier levels, fewer pieces are missing and help is available. At the most difficult level, all the pieces are missing and you have only one try and limited time per piece. Try easy levels while you get used to the game, then take on any challenge.

Compete with others or yourself to complete a puzzle with the fewest tries. The number of tries is recorded on the screen when the puzzle is finished.

Playing PUZZLE MANIA is more than solving puzzles. You can also design and paint new pictures of your own and use PUZZLE MANIA to turn your pictures into puzzles. In addition, you can paint changes on any of the puzzles or create new puzzles from any low-resolution graphic from another program. Save new or unfinished puzzles on your own disks for a limitless library of puzzles.

Equipment Requirements

- Apple II, II Plus, or IIe
- A color monitor or television
- One disk drive
- The PUZZLE MANIA disk
- Blank disks for saving puzzles

Loading the Program

To load the program, follow these steps:

1. Insert the PUZZLE MANIA disk into the disk drive, label side up, and close the door.
2. If you are using an Apple IIe, press the CAPS LOCK key down.
3. Turn on the computer, using the switch on the back left. Also switch on the monitor.
4. The red light will go on in your disk drive, and you will hear a whirring noise as the program is loading.
5. In a few seconds, the introductory screens will appear on the monitor.
6. The next screen will appear automatically, and you are ready to begin.

The PUZZLE MANIA screen directions are easy to follow. Additional explanations that may be useful are included here, as well as menus and instruction lists that you may want to refer to.

Main Menu

The first menu to appear lists the principal things you can do using PUZZLE MANIA.

Instruction lists and minimenus appear on the screen after you have chosen one of the four options on the Main Menu.

MAIN MENU

- 1 - Choose a puzzle
- 2 - Finish a puzzle you saved
- 3 - Create your own puzzle
- 4 - Make a puzzle from a low-resolution graphic in another program

Your choice (1-4)?

PUZZLE MANIA Puzzles

You can choose from seven puzzles on the PUZZLE MANIA disk, Options 1-7 on the menu. Option 8 allows you to use a puzzle you have created and saved on another disk.

WHICH PUZZLE WOULD YOU LIKE?

- 1 - Squares
- 2 - Wheels
- 3 - What a Face!
- 4 - Jingle Bells
- 5 - Home Sweet Home
- 6 - Country Time
- 7 - Knotty Design
- 8 - A puzzle from another disk

Your choice (1-8)?

Levels of Difficulty

You can solve any of the seven puzzles at six levels of difficulty.

HOW DIFFICULT DO YOU WANT IT?

- A - Least difficult
9 blanks and help is available
- B - Slightly more difficult
21 blanks and help is available
- C - Moderately difficult
24 blanks and help is available
- D - More difficult
36 blanks and help is available
- E - Difficult
3 tries allowed per piece
- F - Most difficult
1 try and limited time per piece

Letter please -

Solving a Puzzle

After you have chosen a puzzle and a level of difficulty, you will see the following instruction list of the keys to press for solving the puzzle:

PUZZLE INSTRUCTIONS

Key:	A	Move a piece up
	Z	Move a piece down
LEFT ARROW		Move a piece left
RIGHT ARROW		Move a piece right
	T	Turn a piece around
	N	Get a new piece
SPACE BAR		See if a piece fits
	H	Get help—a red dot shows where the piece fits for levels A,B,C,D
	L	Look at the picture
RETURN		Go to/from puzzle and minimenu
	X	Switch sound off/on

Would you like to see the picture before you begin? (Y/N)

Step 1: You may choose to see the entire puzzle picture before trying to fit the pieces together. You can return to this picture at any time by pressing RETURN to get to the minimenu, then L (look at the picture).

Step 2: Your first piece will appear below the puzzle. If you don't want to try to place that piece, press N (new piece).

Step 3: When you want to place a piece, you can move it into position by pressing A (up), Z (down), ← (left), or → (right). If you want to turn the piece around, press T (turn).

Step 4: When you think you have a piece in the correct position, press the SPACE BAR to see if the piece fits.

Puzzle Minimenu.

While you are solving the puzzle, you can press RETURN and the following minimenu will appear below the puzzle:

H Help (find the red dot)
I See instructions
L Look at the picture
M More menu options

If you press M, more options will appear:

S Save this puzzle
P Paint in changes
E End & go to Main Menu

Help function. On the first four levels of difficulty, if you need help to place a piece, press H (help). A red dot will appear on the puzzle in the place where the piece will fit.

Saving a puzzle. If your puzzle is not finished, you may want to save it on a separate disk. Press RETURN to get to the minimenu, then press S (save) and follow the directions. You can return to it by using Option 2 on the Main Menu.

Painting changes in a puzzle. If you want to paint in changes on an existing puzzle, press P (paint). Then follow the same procedure used for Creating Your Own Puzzle (see page 9), except that you don't choose the background color. The existing puzzle is your workspace.

Creating Your Own Puzzle

You may spontaneously create a puzzle on the screen or design it on graph paper before painting it on the screen.

When you choose Option 3 on the Main Menu, you will see the following instruction list of the keys to press in painting a picture:

PAINTING INSTRUCTIONS

Key:

A	Move cursor or paint up
Z	Move cursor or paint down
LEFT ARROW	Move cursor or paint left
RIGHT ARROW	Move cursor or paint right
C	Select a new color
P	Start painting at the cursor
R	Replace a color in the picture
F	Fill in a large area
E	End painting activity
I	See instructions

Press C for list of colors

Press any other key to continue

If you press C,
the following list of
colors will appear:

COLORS

Use either the number or the name

1 Red	9 Orange
2 Dark blue	10 Light gray
3 Purple	11 Pink
4 Dark green	12 Green
5 Gray	13 Yellow
6 Blue	14 Aqua
7 Light blue	15 White
8 Brown	

All black (Ø) will be replaced by dark green
before the new puzzle is saved

Press I to repeat instructions
Press any other key to continue

When you continue, you will be asked to choose your background color. Type the name or number of your background color choice and press RETURN. The number of the color you have chosen will be shown at the bottom of the screen.

The workspace with your chosen background color will appear. A blinking cursor will be in the middle of the workspace,

with the cursor's position indicated at the bottom of the screen:
X= 19 Y= 19.

X indicates the horizontal position of the cursor: 19 spaces from the left, across the workspace. Y indicates the vertical position of the cursor: 19 spaces from the top of the workspace.

The picture, or workspace, is a 40 X 40 space grid. As you move the cursor, the X at the bottom of the screen will show the cursor's position from the left, and the Y will show its position from the top of the picture.

To paint on your background, press C to choose a color, then type the name or number of your color choice and press RETURN. The number of the color you have chosen to paint with will be shown at the bottom of the screen.

Move the cursor by pressing A (up), Z (down), ← (left), or → (right) to the place you want to begin. Press P to begin painting at the spot where your cursor is. While you are in the P mode, your color will appear wherever you move the cursor. Whenever you want to change the color, press C and repeat the procedure.

If you want to make long lines quickly, hold down the repeat key (REPT) and press the A, Z, ←, or → key.

Replacing a Color. If you want to replace one color with another when you are painting, press R. You will be asked what color you want to replace. Type the color name or number and press RETURN. Do the same when you are asked what new color you want, and the original color will be replaced.

Filling Large Areas. If you want to fill in a large area, you can save time by using the fill-in option. Press F and respond to the color question. Then move the cursor to the outer left side of the area you want to fill with a solid color and press X. Outline the area, clockwise, and press X again when you finish.

Making a Puzzle. When your picture is finished, press E to end the painting activity. If you want to turn your picture into a puzzle, just follow the prompts on the screen.

Making a Puzzle from Another Graphic

You can make a puzzle from a low-resolution graphic found on a noncopyrighted disk or from a picture you have created using BASIC. Option 4 on the PUZZLE MANIA Main Menu gives directions. However, you do not need to begin with the PUZZLE MANIA disk to make the puzzle. Just follow these steps:

1. Insert the disk that has the picture you want to make into a puzzle.
2. Run the program until you reach the screen you want.
3. Hold down the control key (CTRL) and press C to freeze the picture on the screen.
4. Remove the program disk.
5. Insert the PUZZLE MANIA disk.
6. Type: RUN PUZZLEMAKER.
7. Follow the directions on the PUZZLE MANIA disk.

To make a puzzle from a picture you have created using BASIC, follow these steps:

1. Program and Run the picture.
2. Hold down the control key (CTRL) and press C.
3. Insert the PUZZLE MANIA disk.
4. Type: RUN PUZZLEMAKER.
5. Follow the directions on the PUZZLE MANIA disk.



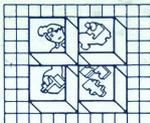
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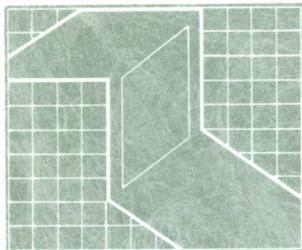
PUZZLE MANIA™

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