



PUZZLETILES

USER'S GUIDE

1. OVERVIEW

PuzzleTiles is a video game that essentially consists of decomposing an image chosen by the user into pieces, which the user must rebuild by swapping the pieces two by two by selecting them with the mouse. Any image format recognised by the system can be used.

2. RELEASE NOTES

PuzzleTiles is released as freeware and can be distributed in every non-commercial form.

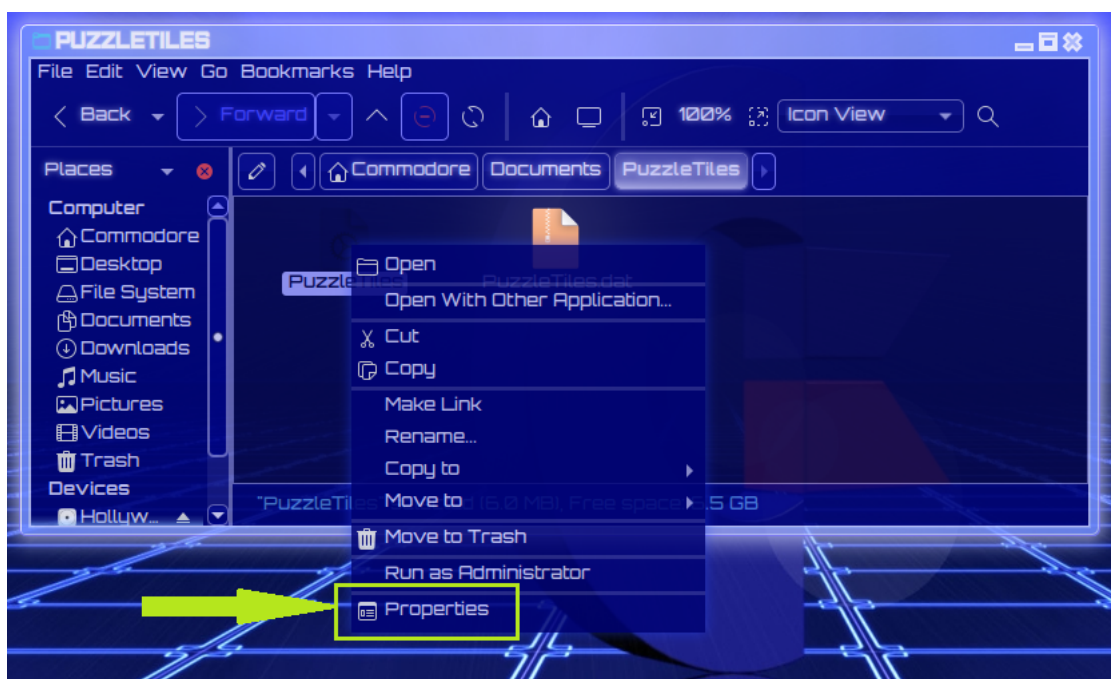
DISCLAIMER: THIS SOFTWARE IS PROVIDED "AS IS", WITH NO EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES INCLUDING BUT NOT LIMITED TO THE LOSS OF DATA, OR PROFITS; YOU USE IT AT YOUR OWN RISK. THE UNAUTHORIZED USE OF COPYRIGHTED GRAPHICS, OR THE USE OF ILLEGAL GRAPHICS WITH THIS PROGRAM, IS NOT ENDORSED OR APPROVED BY THE AUTHOR.

3. REQUIREMENTS

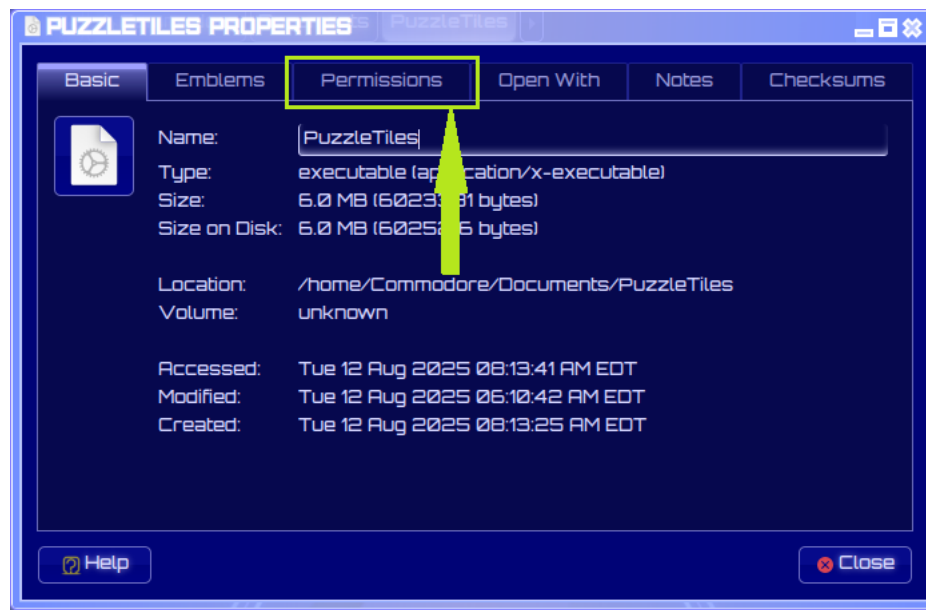
This program don't have special requirements.

4. INSTALLATION

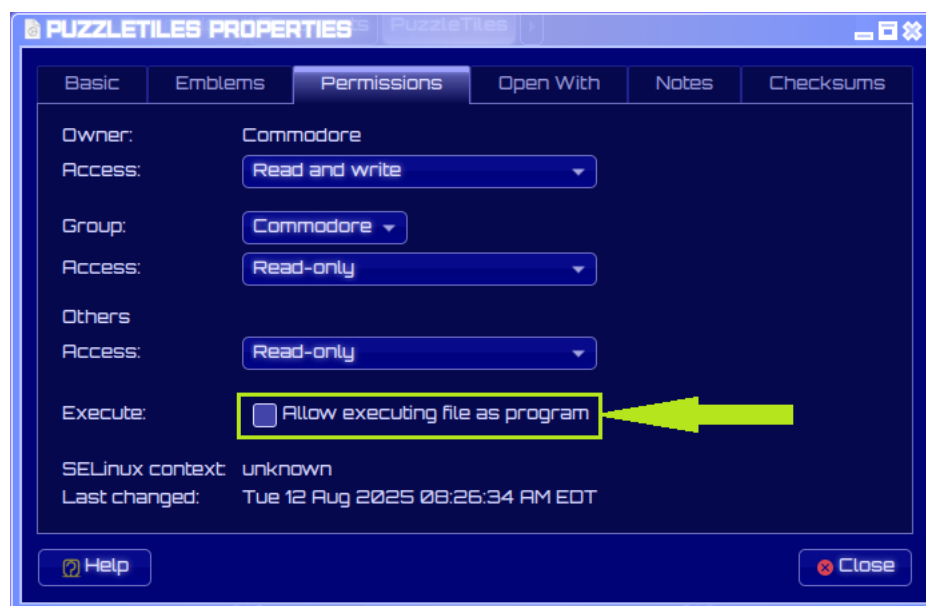
- 1) Unpack archive in any directory.
- 2) Is necessary to allow program to be executed. Enter in "PuzzleTiles" directory and click right mouse button on "PuzzleTiles" program icon, popping a context menu, where to select "Properties" option shown in picture:



A window will appear, select "Permissions" tab:



Check "Allow executing file as program" checkbox shown in picture:

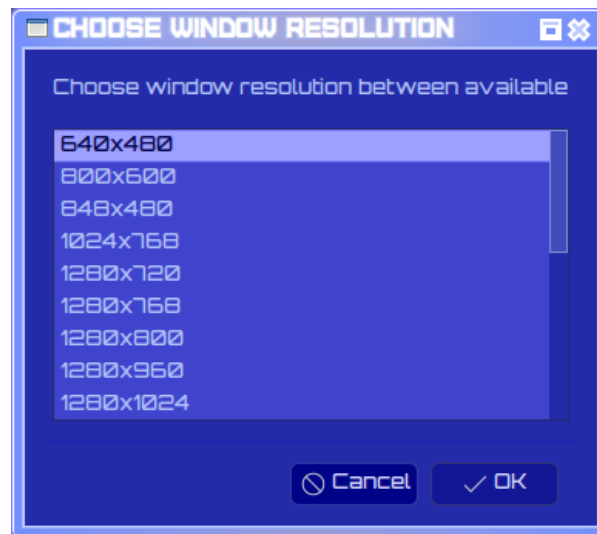


Click on "Close" button to save changes. This setting must be made only once.

3) To uninstall program, its folder must be deleted.

5. GENERAL USAGE

Launch the program by double-clicking its icon. When launched, program asks for the size of the game window, to be chosen from the various available resolutions:



After the choice, the game window takes the desired size and the user must continue by selecting options from the menu.

6. MENU OPTIONS

The user makes all program operations via menus. These are the options:

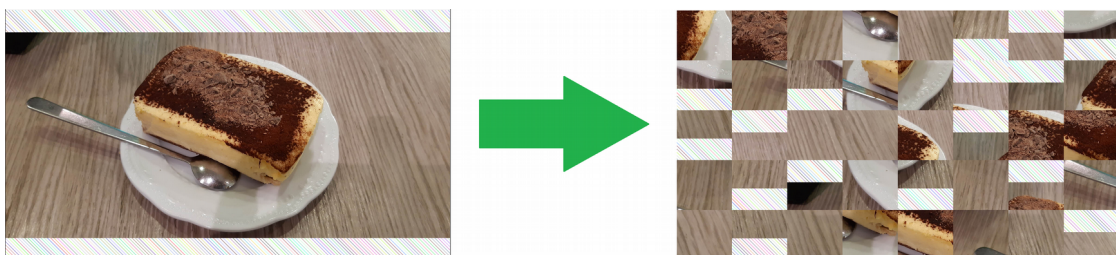
File:

Load picture: the user selects from his own images the one to play with. PuzzleTiles is given without images to play with, user must provide them. The image is resized to fit completely in the window keeping proportions; any space not occupied by the image is filled with a coloured diagonal lines pattern. It is also possible to load a new image during a game. In this case, the game in memory is deleted and the user must start another one, if necessary selecting a different difficulty level before.

Quit: Close the program.

Actions:

Shuffle: The image previously loaded by the user is split into rectangles, starting game.



At this point, the user continues by trying to rebuild it by swapping pieces two by two by selecting them with the mouse. When the image is completely rebuilt, a success message appears to the user.

Rebuild: Program rebuild image, ending the current game.

Peek image: The program shows the rebuilt image for 5 seconds to help the user to understand how to reconstruct it. After the 5 seconds, the game resumes.

Options:

Audio: Enables/disables sound effects. It is also an help to understand whether each exchange of pieces is right or wrong. If, after a piece swap, an high note is played, the swap is right because it places at least one piece in its exact position; if a low note is played, the swap is wrong because it removes from its place at least one piece that was placed correctly. If no sound is played, the swap is not useful.

Progress bar: Enables/disables a progress bar that tells the user how much part of the puzzle has been completed. This bar appears at the bottom and occupies the entire bottom edge of the image, as in the example below:



The green part of the bar indicates the percentage completed, while the red the part not completed yet (assuming that the entire width is the 100%).

Level (submenu): Selects game's difficulty, expressed in number of pieces into which the image is split. By selecting the corresponding sub-menu option, this difficulty is set.

Info:

About PuzzleTiles...: Shows general informations about the program.

7. ABOUT THE AUTHOR

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