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# JIGSAW

The Ultimate Electronic Puzzle.™

*Version 2.0*

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**System Requirements** JIGSAW! requires an Apple IIGS with a minimum of 512K. Printers supported include ImageWriter I & II. RGB monitor is highly recommended. One 3.5" drive is required, and two are recommended. Sounds are available only on machines with a minimum of 768K.

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## FILE

### Open -

Select this item to open a new puzzle. JIGSAW! can open any picture saved in binary or screen format.

### Close -

Same function as close box, discards current puzzle.

### Choose Printer -

This command brings up the dialog box that enables you to choose a printer. Your System Disk User's Guide has more information.

### Page Setup -

You can set the page size, image size and orientation with this menu selection.

### Print -

Prints picture exactly as it appears on the screen (i.e. If it is scrambled, it will print scrambled). Make sure that your printer is hooked up properly.

### Quit -

Exits the program.

## PUZZLES

### Restore -

This selection will load a previously saved puzzle.

### Save -

This option saves a puzzle in progress. Note: Only one puzzle can be saved at a time.

### Restart -

Start again using the same puzzle. Reset level.



## MENU COMMANDS

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### See Picture -

You can see a completed puzzle with *See Picture* - however, 10 seconds will be added to your elapsed time score every time you use this option.

### Show High Scores -

Displays the current high scores per difficulty level.

## LEVEL



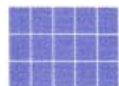
### 60 pieces -

The ultimate challenge level, for true JIGSAW! puzzle fans.



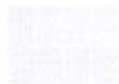
### 40 pieces -

The standard level. JIGSAW! will be fun and difficult at this level.



### 15 pieces -

Use this level to get acquainted with JIGSAW!.



### 8 pieces -

Easiest. This level is perfect for teaching children how to point & click.

## GOODIES

### Sound on -

You'll get an audio feedback every time you put a piece into the right place.

### Sound off -

Challenge yourself by turning the audio hint off!

### Hard Way -

Try this option for a real mind-bender. Hard Way causes the **next** picture you open to come up pre-scrambled. See Picture is disabled also. This means that



## USING IMAGES

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you won't know what the picture looks like until you finish putting it together!

### Erase Records -

When you want to erase all high scores, select this option.

## MAKING MORE PUZZLES

### PaintWorks Gold™

Paintworks files saved in *paint* format are easily used. Simply choose them as you would any other puzzle.

### DeluxePaint II™

Any pictures saved in DeluxePaint can be loaded directly into JIGSAW!

### Other Products

Many popular products, like ComputerEyes, have the ability to save the screen image. JIGSAW! will load any binary, paint, Dpaint, or screen format file. There are also public domain and shareware programs available that capture the screen. These are usually available from your local user's group. Please be sure to pay any shareware fee!

### Images

Can be opened by other programs for modification and use - just insert the image disk (**make a backup!**), and open it as any other file.

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## GETTING STARTED

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- Reboot your computer** Turn on your computer. Insert your JIGSAW! program disk in drive 1, then press the Open-Apple, control, and reset keys (the large left facing arrow) at the same time. JIGSAW! will auto-boot.
- Set the level** From *LEVEL* menu, select 8 *PIECES*.
- Insert image disk** Eject the program disk and insert the image disk. Two drive users may simply insert the image disk into drive 2.
- Open "ABC"** Pull down the *FILE* menu, and select *OPEN*. Click on the *DRIVE* button. Select and *Open "ABC."* ABC will appear on your screen.
- Scramble "ABC"** Click anywhere on the picture. The screen will scramble, and the timer in the upper right hand corner will automatically start.
- Move a piece** Click on any piece. **Don't drag!** Notice that it flashes. Point anywhere else and click again. Note that the first piece and second piece exchanged places. This is the fundamental move of JIGSAW! If you made a correct move, you'll hear a "Bing!". This is the audio hint. It lets you know that a piece has been moved to the correct location.
- Keep moving pieces** Select another piece and move it. This time, guess where it should go, and click there.





## GETTING STARTED (part 2)

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<b>See Picture</b>	Select <i>See Picture</i> from the <i>PUZZLE</i> menu. This will show the complete picture, if you need a visual hint. <i>See Picture</i> penalizes you by adding 10 seconds to your score every time you look at the complete picture.
<b>Finish "ABC"</b>	Keep moving pieces until you've finished. Use <i>See Picture</i> if you need help.
<b>Your score</b>	Jigsaw! will give you a congratulatory message. Notice that time was added to your score for every time you used <i>See Picture</i> . This is followed by a report of the high scores. If you've set a high score, you'll hear a fanfare. Enter your name to record what a good player you are!
<b>The "Key" piece</b>	It's a good idea to use a "key" piece to start your puzzle. Look for a prominent feature. Find the corresponding puzzle piece. Put that piece into the right place first - using the audio hint or <i>See Picture</i> - then build your puzzle from that piece. Like a building block, you'll find it easier to start this way. Look for a piece that's next to it, and go from there!
<b>Resetting the level</b>	Occasionally, you'll find that the puzzle is too difficult to do at the current level. Change the level, and select <i>Restart</i> to start over at the new level.



## HINTS FOR FASTER TIMES

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- Sound On** Although *See Picture* provides the best hint, sometimes all you need is an idea of where a single piece should go. Use *Sound On* to tell you when you've moved a piece to the correct place. Remember that using *See Picture* adds to your elapsed time!
- Before you start** The timer doesn't start until you click on the picture. You should try to memorize as many key features as possible. Don't worry, you'll get better the more you play JIGSAW!
- Percent Complete** On occasion, you may think that you've finished a puzzle, but the timer will keep on going. The *percent complete* display on the title bar will tell you how close you are. You may need to use *See Picture*. Find pieces that may be subtly different. Swap pieces that look alike. Remember - puzzles are tricky!



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## INFORMATION

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- HELP** If you're having trouble using JIGSAW!, please call our technical support hotline at (415) 546-1866. We'll be glad to help. Please call 9am-5pm Pacific Standard Time.
- User Groups** If you need help in learning how to use your IIGS, Apple will be happy to steer you to the nearest user's group. The number is 1-800-538-9696 ext. 500.
- Hard disks** JIGSAW! can easily be installed on a hard disk. Simply drag the JIGSAW! icon to the hard disk. The original disk must be in drive 1. The program will run from your hard disk.

### MORE PUZZLES!

Titles include:

**FINE ART**  
**NATURE'S CREATIONS**  
**EARLY LEARNING**  
**FAMOUS PLACES**  
**DINOSAURS!**

...and more! Check your local dealer, or call us for more information or ideas on what images you'd like to see.

### Did you create a great picture for use with JIGSAW!?

Images submitted to Britannica Software and chosen for publication will win \$100. Submit images on disk to :

*My Own Puzzle*  
*Britannica Software*  
*345 Fourth Street*  
*San Francisco, CA 94107*

\*Include stamped, self addressed envelope if you'd like us return your submission. Britannica Software is not responsible for lost or misplaced submissions. Images chosen for publication become property of Britannica Software. Write us at the above address for rules.

