

A-Z Puzzlemaker Help File

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Game Instructions

A-Z Puzzlemaker is a jigsaw-like picture-puzzle. You can open any picture in a file of any of the supported file formats. The picture will then be cut into rectangle pieces. Then these pieces will be scrambled. You must then put the pieces in the right place by swapping pieces.

Starting a new game - options in the 'Open New Game'-menu

Open a new puzzle by clicking on the 'Open New Game'-menu, or by pressing CTRL-O. Select a file that contains an image in one of the supported file-formats. There is one example-image included with the game, called 'Example.jpg', which is placed in the program's directory.

Upon opening a new picture, you must select a level to play in. Each level corresponds with a certain size of the puzzle pieces. There are six levels with square pieces, varying from 150*150 pixels to 25*25 pixels, and one 'user-defined'-level, where you can define the number of pieces of the puzzle. This way, you can play numerous levels with one picture.

"Fit picture in screen"-option

Occasionally, the picture that is opened for the puzzle, is too large to fit in the window. When the "Fit picture in window"-option is not used, scrollbars appear below and/or at the right of the puzzle. The player often has to scroll to be able to place the pieces in the correct place. The "Fit picture in window" option fits the picture to the size of the A-Z Puzzlemaker window by stretching the picture, so that no scrolling is needed. The stretching of the picture may negatively influence the picture's quality. This option *always* combines with the "Remove white border"-option.

"Remove white border"-option

As the image-size often not corresponds to the total size of all puzzle pieces, sometimes a white border appears on the right side, and the lower side of the puzzle. This border can be removed by enabling the "Remove white border"-option upon opening an image. As the picture will be stretched a little bit, this may negatively influence the picture's quality.

Solving the puzzle

After you have opened the picture, it will be cut into rectangle pieces. Then these pieces will be scrambled. You must put the pieces in the right place by swapping them. This can be done by dragging one piece onto the other, or by clicking on two pieces.

Hints

If you cannot solve a puzzle, there are two possible ways to get a hint for the solution. The first option is to preview the solution (from the menu, or by pressing CTRL-P). The second option is to show/highlight all the puzzle pieces that are not in the correct place (from the menu, or by pressing CTRL-W). A puzzle can be solved by the computer (from the menu, or by pressing CTRL-L).

After solving the puzzle

After you have solved the puzzle, some statistics are displayed, on how fast and efficient you have solved the puzzle. After a level is played, the level can be increased from the menu, or by pressing CTRL-I. The game can also be restarted.

Shortcuts

CTRL-O

Open a new game

CTRL-R
CTRL-L
CTRL-S
CTRL-Z
CTRL-I
CTRL-P
CTRL-W
F2
CTRL-X
CTRL-A
CTRL-H

Restart a game
Load previously saved game
Save current game
Undo Last Move
Increase level
Preview solution
Show/highlight false pieces
Solve puzzle
Quit the game
Open A-Z Puzzlemaker splashscreen
Open this Help-file

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Technical Support

Ultisoft welcomes any suggestion for the game. Please feel free to report any bugs, suggestions, ideas to:

ultisoft@mind.net

Visit the A-Z Puzzlemakers homepage for future updates:
<http://www.ultisoft.com>

Here you can also find other games by the same publisher.

Future Updates

Visit the A-Z Puzzlemakers homepage for future updates:
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Registration

A-Z Puzzlemaker is a shareware puzzle game with many features. A-Z Puzzlemaker costs \$10 for the full, registered version. This is a one-time fee which will allow you to play A-Z Puzzlemaker forever. Future updates are free to registered users.

When you register A-Z Puzzlemaker, all the shareware reminders and order screens will be removed. You will have the ability to import and bmp, jpg or gif file. You can select from any of the six levels of play or even use a customized setting. In the unregistered version, you can only open the following images: Duluth.jpg, Fall.jpg, Goosberry.jpg, Tugboat.jpg. These files can be found in the directory where A-Z Puzzlemaker was installed.

The program is set up so that we can give you a registration code over the phone, email or FAX which will make the program instantly become registered and fully-functioning. If you order by postal mail, we can email the registration code to you upon receipt of your order (or mail it to you if you don't use email).

Goto the program's registration menu for more information.

For more information about Ultisoft, Inc. goto:
<http://www.ultisoft.com>

What Do I Get When I Register?

- Unlimited use of A-Z Puzzlemaker
- Removal of shareware reminders
- Import any image in bmp, jpg, or gif format
- Play puzzles on all six levels, or use a customized setting
- Upgrades and bug fixes are free to registered users

License Agreement

By installing, copying, or otherwise using the A-Z Puzzlemaker, you agree to be bound by the terms of the [License Agreement](#).

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Credits

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E.W. Hans,

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