

OOG, The Object Orientation Game

Version 1.0

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What is OOG?

OOG, The Object Orientation Game is a Windows application that lets you play with and attempt to solve various types of polyform puzzles. Follow this link to learn how to play OOG.

Key Features

Here is a quick list of some of the major features of **OOG** and links to their descriptions.

- Multiple polyform puzzle games in a single application
- Automatically determines when you've found any solution to a puzzle
- Automatic snapping, or alignment, of game pieces to the puzzle and each other
- Create your own puzzles that can be saved to disk and exchanged with others
- Save your progress on a puzzle so you can try again later
- All game play operations are performed using a two or three button mouse
- Player progress tracking remembers which puzzles you've solved for each polyform
- Animated hints and solving of puzzles for the frustrated (even for those you create yourself)
- Ability to change the color of the game pieces and the puzzle for each polyform
- Auto-Advance, By Number and By Picture puzzle selection methods
- A complete Windows Help file describing game play and all features (you're reading it!)

OOG is built "on top of" the *Object Orientation Game Library, OOGL*. This very powerful library is the real brains behind **OOG** and allows us to present you with many different types of polyform puzzles in a single application. MCM Productions developed **OOG** and **OOGL** using the latest *object-orientated analysis, design and programming* techniques, more commonly abbreviated as OOA, OOD and OOP by the software community. (Everybody see our little joke?)

MCM Productions hopes you enjoy playing **OOG**. We enjoyed developing it for you!

What are polyform puzzles?

The **goal of a polyform puzzle** is rather simple to understand. (It is usually the solution that causes all the problems.) Your goal is to arrange a given set of shapes to completely overlay, or cover, a given puzzle outline. The resulting solution must not and will not contain any overlap amongst the shapes. Note that *many* polyform puzzles have more than one solution.

While the premise behind polyform puzzles may sound rather simple, finding the solutions can be very challenging...and *frustrating*.

The shapes, or game pieces, for a given polyform puzzle all have something in common. Each game piece is composed of one or more copies of a **base shape or shapes**. For instance, each game piece found in the Pentominoes polyform consists of a different combination of 5 equally sized squares. So the base shape for pentominoes is the square. It is also possible for a polyform to have more than one base shape. For example, a polyform could have a square and a right triangle as it's base shapes. All the polyforms in **OOG** consist of a single base shape. But keep your eyes open for future releases.

This version of **OOG** contains the following popular polyforms:

Tangrams

Pentominoes

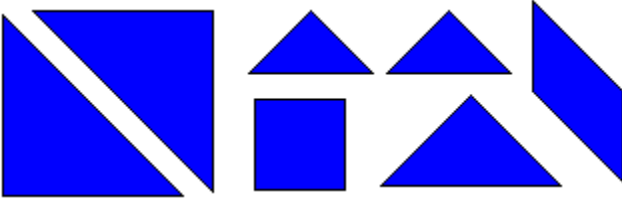
Hexagons

Polyominoes

Follow this link to learn how to play OOG.

The Tangrams Polyform

Tangrams is an ancient Chinese puzzle consisting of the 7 game pieces shown below.



The base shape for Tangrams is an isosceles right triangle. The two smallest triangles are an example of the Tangrams base shape. All of the remaining shapes are formed by combining multiple copies of the base shape. The medium sized triangle, the square and the parallelogram are each composed of two of these small triangles. The large triangle is formed by combining two medium sized triangles or four small triangles.

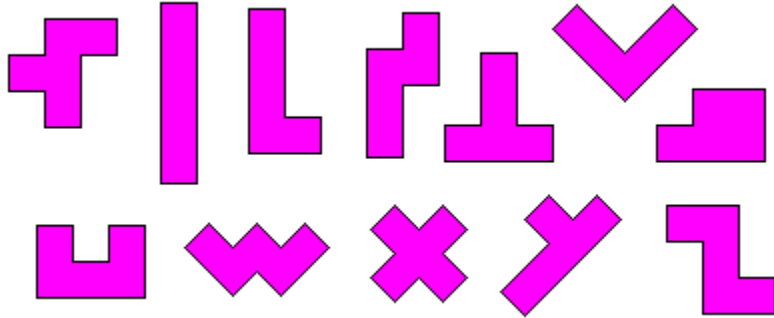
The Tangrams polyform can be played via a selection on the [Switch Menu](#).

Click here for a description of the [polyform puzzles](#) found in [OOG](#).

Follow this link to [learn how to play](#) OOG.

The Pentominoes Polyform

Pentominoes is a very complex polyform consisting of the 12 game pieces shown below.



The base shape for Pentominoes is a square and the game pieces represent the 12 unique combinations for arranging a group of 5 equally sized squares edge to edge without duplication.

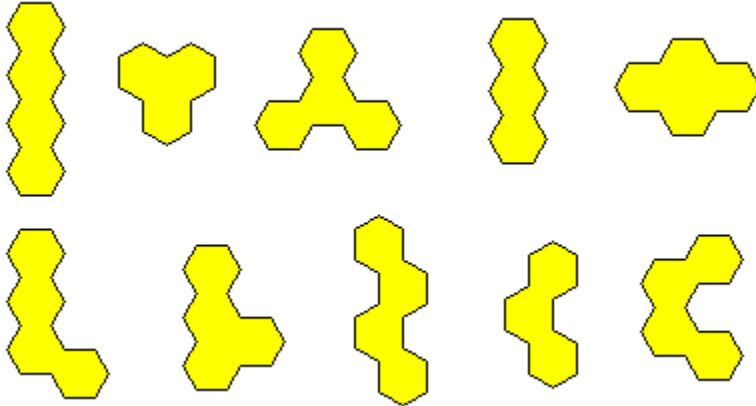
The Pentominoes polyform can be played via a selection on the [Switch Menu](#).

Click here for a description of the [polyform puzzles](#) found in [OOG](#).

Follow this link to [learn how to play](#) OOG.

The Hexagons Polyform

Hexagons is a very complex polyform consisting of the 10 game pieces shown below.



The base shape for Hexagons is, oddly enough, a hexagon. There are 3 game pieces consisting of 3 equally sized hexagons and 7 game pieces consisting of 4 equally sized hexagons.

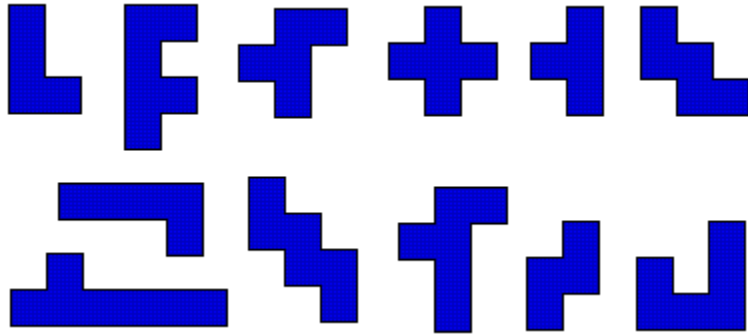
The Hexagons polyform can be played via a selection on the [Switch Menu](#).

Click here for a description of the [polyform puzzles](#) found in [OOG](#).

Follow this link to [learn how to play](#) OOG.

The Polyominoes Polyform

Polyominoes is a very complex polyform consisting of the 12 game pieces shown below.



The base shape for Polyominoes is a square. Each game piece is formed by combining multiple equally sized squares edge to edge. The smallest game pieces consist of 4 equally sized squares while the largest is formed using 7 squares.

The Polyominoes polyform can be played via a selection on the [Switch Menu](#).

Note that this polyform puzzle is only available to [registered users](#) of [OOG](#).

Click here for a description of the [polyform puzzles](#) found in [OOG](#).

Follow this link to [learn how to play](#) OOG.

How to play OOG

In order to solve the [polyform puzzles](#) presented by **OOG**, you must be able to manipulate the given set of shapes, or game pieces. There are only three operations necessary for performing this task and all are performed using either a two or three button mouse. (These are the exact same operations you will use when you [create your own puzzles](#).)

For each of the shape operations listed below, the **cursor must be inside** the shape you wish to manipulate prior to starting the selected operation. A detailed step-by-step explanation of each of these operations is given below.

Shape Operation

Move a shape

Rotate a shape

Flip (or mirror) a shape *

Mouse Operation

Left Button Click + Drag

Right Button Click + Drag

Left+Right Button Click

*This operation can also be performed using the middle button of a three button mouse.

Upon completion of any of these operations, **OOG** makes a decision about where you were attempting to place the shape and automatically *snaps* the shape to its closest neighbor. Once snapping is complete, **OOG** checks to see if the puzzle has been solved. If the puzzle has been solved...well, you'll see.

Follow this link for more information about the [solving of puzzles](#).

Follow this link if you're interested in hearing more about the [OOG snapping algorithm](#).

Moving a Shape

Perform the following steps when you wish to move one of the game pieces:

- place the mouse cursor over the shape you wish to move
- press and hold the left mouse button
- *the shape will change to an outline*
- drag the shape outline to the desired location
- release the left mouse button
- *the shape will change back to being filled-in*

Rotating a Shape

Perform the following steps when you wish to rotate one of the game pieces:

- place the mouse cursor over the shape you wish to rotate
- press and hold the right button
- *the shape will change to an outline*
- *the point of rotation will be highlighted by a small circle on the shape*
- *the cursor will change shape to indicate how the mouse should be moved*
- move the mouse in a circle about the point of rotation on the shape
- *notice how the cursor changes shape as you rotate to help guide you along*
- release the right mouse button
- *the shape will change back to being filled-in*

Flipping a Shape

Perform the following steps when you wish to flip a game piece on its back:

- place the mouse cursor over the shape you wish to flip
- press and then release both the left and right mouse buttons, or

- press and then release the middle button of a three button mouse

Flipping performs differently depending on which shape is being flipped. There is no easy way to describe how shapes are flipped that would explain all possible cases. We recommend you experiment with each shape in a given polyform. It is important to note that not all shapes can be flipped as the flipping of some shapes in no way changes their orientation on the screen (i.e. the square in [Tangrams](#)).

Some notes about solving puzzles

The goal of a polyform puzzle is to arrange the given set of shapes to completely overlay, or cover, the displayed puzzle outline. The resulting solution must not and will not contain any overlap amongst the shapes. The majority of the puzzles found in **OOG** have more than one possible solution. **OOG** automatically detects whenever you solve the current puzzle no matter which solution you happen to find. You are even free to solve the current puzzle anywhere on the playing field. You do not have to align the game pieces with the puzzle outline in order for **OOG** to detect that you have solved the puzzle. Even if you create your own puzzles and give them to a friend, **OOG** will automatically detect their solutions to your puzzle no matter which one they find. Even if it has more than one solution and you didn't even know it.

If you find yourself frustrated while trying to solve a particular puzzle, you can always save your current layout to disk and take a break. Then at a later time, you can restore your work and try again. If you get really frustrated, you can always ask for a hint or ask to see the solution.

Once you have solved a puzzle, **OOG** will perform the "game over" fanfare according to the settings in the Game Setup Dialog Box and then update your player progress tracking data. You will then be presented with one of the two message boxes discussed below.

After Solving a Built-In Puzzle

After solving one of the puzzles built into **OOG**, you are presented with a dialog box with 3 push buttons. Select the first button to advance to the next puzzle in the sequence. The second button allows you to gaze at your solution. Choose the third button if you would like to save your solution to disk using the save layout feature.

After Solving a Puzzle Loaded from Disk

After solving a puzzle that you have loaded from disk, you are presented with a dialog box with 3 push buttons. Select the first button if you want to load another puzzle from disk. The second button allows you to gaze at your solution. Choose the third button if you would like to save your solution to disk using the save layout feature.

What is player progress tracking?

The **player progress tracking** feature gives **OOG** the ability to remember which puzzles a player has solved for a particular polyform. Whenever you play, a database is being maintained that is used to store which puzzles have been solved for the current polyform. When you solve a puzzle, the database is updated to identify that that particular puzzle has been solved. This is something **OOG** does automatically. You can not turn this feature off. However, you can decide whether the player progress database is maintained for just the current game session or whether it is saved to disk where it can then be restored the next time you play. You can configure this option using the New Player Dialog Box.

Note that the player progress tracking feature only stores the "solved status" information about the puzzles built into **OOG**. It does not maintain any information for the puzzles you create and then load in from disk.

The solved puzzle data in the player progress database is also used by the following **OOG** features. Follow these links for further information.

[Advance to the Next Puzzle](#)

[Select a Puzzle By Number](#)

[Select a Puzzle By Picture](#)

The OOG Snapping Algorithm

Snapping is the catch phrase used to describe the operation performed by the **OOG** auto-shape alignment algorithm. The *snapping algorithm* is invoked at the conclusion of every shape maneuver operation (i.e. move, rotate or flip) and its purpose is to "guess" at the intended location of the shape relative to its neighboring shapes and/or the puzzle outline. Once the algorithm has made its decision, it *snaps* the shape to the selected location thereby freeing the player from having to worry about perfectly aligning the game pieces along side each other.

Why Should I Care About The OOG Snapping Algorithm?

You do not need to understand anything about this algorithm in order to enjoy solving and creating polyform puzzles with **OOG**. It is expected that the majority of users will not need to concern themselves with this topic at all. The only time you might be interested in the operation of the snapping algorithm is when you are creating your own polyform puzzles. When you are creating puzzles, there are menu items available that allow you to change the behavior of this algorithm. (More on this below.)

How Does Snapping Work?

As you will notice from the examples given below, the *snapping algorithm* deals only with the positional alignment of the game pieces. It will only translate, or move, a game piece in the horizontal and/or vertical direction when performing a snap. *It does not do any rotational alignment of the shapes*. The snapping algorithm is capable of performing any one of the following types of snaps.

Snapping a point to another point	(P2P)
Snapping a point to a line	(P2L)
Snapping a line to a point	(L2P)

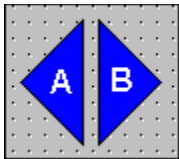
The type of snap performed after a shape has been manipulated depends on whether you are solving or creating puzzles. P2P snapping is the only type of snapping performed by the algorithm when you are solving puzzles. You can not turn this on and off. It is always there, always being done. It is the only type of snapping you'll need when solving puzzles, don't worry about the other two. However when you are creating puzzles, the algorithm can be configured, at any time, to perform **any and only** one of the snap types listed: P2P, P2L or L2P. You can select which type of snap is performed by the algorithm by accessing the **OOG Quick-Click Menu**. This menu is accessed by clicking the right mouse button on the window background. Simply select the type of snapping you want and the algorithm continues in that manner until you make another selection.

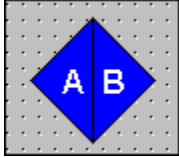
Snapping Examples

To hopefully give you a better explanation of the different types of snapping, we present the following examples. For all of the examples, shape A is the active shape that has just been moved, flipped or rotated and is about to be snapped by the algorithm to shape B.

Point to Point - Example #1

Notice how the corners, or points, of triangle A have been snapped to the corners of triangle B.



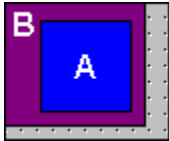


Before the Snap

After the Snap

Point to Point - Example #2

Notice how the corners, or points, of square A have been snapped to puzzle outline B.

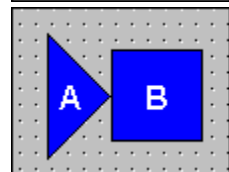
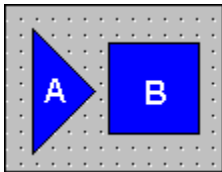


Before the Snap

After the Snap

Point to Line Example

Notice how the point forming the right angle in triangle A has been snapped to the left-most edge, or line segment, of square B. We say the "point has been snapped to the line".

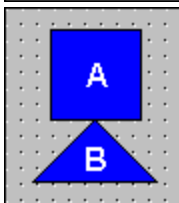
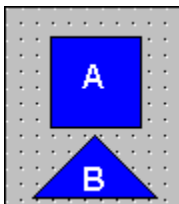


Before the Snap

After the Snap

Line to Point Example

Notice how the bottom-most edge, or line segment, of square A has been snapped to the point forming the right angle in triangle B. We say the "line has been snapped to the point".



Before the Snap

After the Snap

The Menu Commands

The following menus are available while playing **OOG**.

<u>The Puzzle Menu</u>	Selecting puzzles, save/restore progress, create/load a puzzle...
<u>The Options Menu</u>	Configure game operations, change colors, change players...
<u>The Switch Menu</u>	Switch to the polyform puzzle of your choice
<u>The Help Menu</u>	Complete access to the application help system

Following this link to see the [menu commands](#) available while [creating your own puzzles](#).

The Puzzle Menu

The following commands are available from the Puzzle menu.

<u>N</u> ext	Advance to the next puzzle in the sequence
<u>B</u> y Number...	Choose a puzzle based on its assigned number
<u>B</u> y Picture...	Select a puzzle from a grid of picture buttons
<u>R</u> estart Puzzle	Reset the game pieces to their starting locations
<u>S</u> ave Layout...	Save the current layout of your game pieces
<u>R</u> estore Layout...	Restore a previously saved layout of your game pieces
<u>C</u> reate Puzzle...	Create your own puzzle and save it to disk
<u>L</u> oad Puzzle...	Load a previously created puzzle from disk
<u>E</u> xit	Leave the application

Advancing to the next puzzle

Selection of this menu item advances you to the next puzzle in the current polyform. If you are currently at the last puzzle in the sequence, you will be wrapped back to the first puzzle. This menu item is also available via the **'F2' function key** during game play.

The following are the two other puzzle selection methods available in **OOG**.

Selecting a puzzle by it's number

Selecting a puzzle by it's picture

Selecting a puzzle by it's number

Selection of this menu item allows you to choose a puzzle based solely on its assigned puzzle number. Each puzzle in **OOG** is assigned a unique number for its assigned polyform. The puzzle numbering system starts with number #1 and increases up to the maximum number of puzzles for that polyform. The By Number Dialog Box allows you to select a puzzle via its assigned number. The following paragraphs describe the components of the dialog box.

Puzzle # Text

This text string is located directly above the scroll bar and identifies the current puzzle number selected by the scroll bar as well as whether or not that puzzle has been solved. **OOG** determines whether or not the puzzle has been solved by accessing the player progress database that is being maintained by the [player progress tracking](#) feature.

Puzzle # Scroll Bar

The scroll bar is used to select which puzzle number is to be loaded. The text string above the scroll bar identifies the current scroll bar position and the "solved status" of that puzzle.

Command Buttons

Click the **OK** button to have **OOG** load the puzzle corresponding to the number indicated by the scroll bar position and associated text. Click the **Cancel** button if you wish to void your selection and return to the original puzzle you were playing. Clicking the **Help** button will display this help page.

The following are the two other puzzle selection methods available in **OOG**.

[Advancing to the next puzzle](#)

[Selecting a puzzle by it's picture](#)

Selecting a puzzle by it's picture

Selection of this menu item allows you to choose a puzzle from an array of pictures via the By Picture Dialog Box. The following paragraphs describe the components of this dialog box.

Button Grid

The majority of the display area of this dialog box is composed of the grid of puzzle buttons. The grid has 3 rows of 4 buttons each for a total of 12 puzzle buttons. Each button displays a picture of a different polyform puzzle with the assigned number for that puzzle displayed in the top, left corner of the button. You select the puzzle of your choice, by clicking the appropriate button. Any puzzle marked as solved in the current player progress database, has the text ***solved*** written across the bottom of the button. (Unsolved puzzles contain the text **unsolved**.) The player progress database is maintained by the [player progress tracking](#) feature of [OOG](#).

Command Buttons

The **Next** and **Prev** buttons are used to sequence through the pages of puzzle buttons for the current polyform. These buttons allow you to wrap around the sequence at either end. For example if puzzle #1 is currently being displayed as the top, left button in the grid and you select the **Prev** button, the dialog box will sequence to the last page of buttons for the current polyform. Click the **Cancel** button if you wish to exit the dialog box and return to your previous puzzle. The **Help** button will display this help page.

The following are the two other puzzle selection methods available in [OOG](#).

[Advancing to the next puzzle](#)

[Selecting a puzzle by it's number](#)

Restarting a puzzle from scratch

Selection of this menu item allows you to restart the current puzzle by resetting all the game pieces back to their original positions. This menu item is also available via the **'F3' function key**.

Saving your progress on a puzzle

This feature allows you to save the current layout of your game pieces to disk. The layout can then be restored at a later time so you can pick up right where you left off on a puzzle. The save and restore functions are available from the menu system both when you are solving and when you are creating polyform puzzles with **OOG**.

Upon selection of this menu item you will be presented with the Save Layout Dialog Box. This is just a standard File Save Dialog Box. The dialog box's File Name edit control will contain one of the following suggested file names:

- 1) **XXX_###.SAV** when solving puzzles
- 2) **XXX_PUZ.SAV** when creating puzzles

The **.SAV** file extension indicates you are saving a puzzle layout. The **###** will contain the puzzle number for the current puzzle you are solving and will always contain three digits. If the puzzle number requires less than three digits it will have leading zeroes. The **XXX** characters are references to which polyform puzzle you are currently working with as shown below. If you are solving a puzzle that you have loaded from disk, the suggested file name will be the name of the loaded puzzle file with the **.SAV** file extension.

Polyform	File Name Characters
Tangrams	TAN
Pentominoes	PNT
Hexagons	HEX
Polyominoes	PLY

Command Buttons

Once you've selected the desired destination directory and file name for storing the saved layout, click the **OK** button to write the puzzle layout data to disk. Click the **Cancel** button if you decide you no longer wish to save your current layout. Clicking the **Help** button will display this help page.

Follow this link for information about how to [restore your puzzle layouts](#).

Restoring your progress on a puzzle

This feature allows you to restore a previously saved layout of your game pieces from disk. The save and restore functions are available from the menu system both when you are solving and when you are creating polyform puzzles with **OOG**.

Upon selection of this menu item you will be presented with the Restore Layout Dialog Box. This is just a standard File Open Dialog Box. The dialog box's File Name edit control will contain one of the following suggested file names:

- 1) **XXX_###.SAV** when solving puzzles
- 2) **XXX_*.SAV** when creating puzzles

The **.SAV** file extension indicates you are restoring a previously saved puzzle layout. The **###** will contain the puzzle number for the current puzzle you are solving and will always contain three digits. If the puzzle number requires less than three digits it will have leading zeroes. The **XXX** characters are references to which polyform puzzle you are currently working with as shown below. If you are solving a puzzle that you have loaded from disk, the suggested file name will be the name of the loaded puzzle file with the **.SAV** file extension.

Polyform	File Name Characters
Tangrams	TAN
Pentominoes	PNT
Hexagons	HEX
Polyominoes	PLY

Command Buttons

Once you've selected the desired source directory and file name for the layout you wish to restore, click the **OK** button. Click the **Cancel** button if you decide you no longer wish to restore a layout from disk. Clicking the **Help** button will display this help page.

Potential Pitfalls

This operation will *reject* any file it does not recognize as being an **OOG** layout file. If you attempt to load "any old file" using this command, it will be rejected. You can not load a created puzzle file using this operation. The file will be rejected. You can only load layout files saved for the current polyform puzzle. For instance if you try to restore a Pentominoes layout while playing Tangrams, it will be rejected. First switch to Pentominoes and then restore the layout using this operation. *You have been warned.*

Follow this link for information about how to save your puzzle layouts.

Creating your own puzzles

Selection of this menu item allows you to create your own puzzles. Upon selection you will be presented with a message box asking whether or not you want the game pieces reset to their default positions prior to entering the *create a puzzle* environment. Click the **Yes** button if you would like the pieces reset to their default positions and orientations. However, if during the solving of a puzzle you've come up with an arrangement that you would like to make into your own puzzle, click the **No** button to keep the current layout intact. If you no longer wish to start creating puzzles, then you should click the **Cancel** button.

*Note that in the shareware version of **OOG** only puzzles created for the Tangrams polyform can actually be saved to disk. To be able to create and save to disk puzzles for the other polyform puzzles you must register your copy of OOG.*

Loading a puzzle from disk

Selection of this menu item allows you to load from disk a polyform puzzle previously created by **OOG**. You will be presented with the Load Puzzle Dialog Box. This is just a standard File Open Dialog Box. The dialog box's File Name list box area will default to showing all files with the following file extensions depending on which polyform puzzle you are currently playing.

Polyform	File Extension
Tangrams	.TAN
Pentominoes	.PNT
Hexagons	.HEX
Polyominoes	.PLY

Click here to learn [how to create your own puzzles](#).

Command Buttons

Once you've selected the desired source directory and file name for the puzzle you wish to load, click the **OK** button to load that puzzle into **OOG**. Click the **Cancel** button if you decide you no longer wish to load a puzzle from disk. Clicking the **Help** button will display this help page.

Potential Pitfalls

This operation will *reject* any file it does not recognize as being an **OOG** puzzle file. If you attempt to load "any old file" using this command, it will be rejected. You can not load saved layout files using this operation. These files will be rejected. You can only load puzzle files created for the current polyform puzzle. For instance if you try to load a Pentominoes puzzle while playing Tangrams, it will be rejected. First switch to Pentominoes and then load the puzzle using this operation. If you are using the shareware version of **OOG**, you will only be able to load puzzles from disk for the Tangrams polyform. For more information, read about the benefits of registering.

Exiting OOG

Selection of this menu item exits **OOG** and returns you to the Windows operating system.

The Options Menu

The following commands are available from the Options menu.

<u>Game Setup...</u>	Adjust application settings and features
<u>New Player...</u>	Change players
<u>Set Shape Color...</u>	Select the color of the game pieces
<u>Set Puzzle Color...</u>	Select the color of the puzzle outline
<u>Give Hint</u>	Cheat a little (you get to choose the piece)
<u>Show Solution</u>	I give up, cheat big time

Setting up the game options

Selection of this menu item allows you to configure some of the operations performed by **OOG**. After selecting this item, you will be presented with the Game Setup Dialog Box. The interface components of this dialog box are discussed below.

Animation - Hints, Solution

Check this box if you would like **OOG** to animate the movement and rotation of the shapes whenever you ask for a hint or the solution to the current polyform puzzle. If this box is unchecked, **OOG** simply places the shapes at their intended location.

Animation - Game Over Fanfare

Check this box if you would like **OOG** to perform its "game over" fanfare whenever you solve a puzzle. If this box is unchecked, you do not get any of the "game over" fanfare. The fanfare consists of some simple graphics drawing and the playing of the "game over" WAV sound file. The playing of the WAV sound file is also dependent upon the setting of the Enable All Sounds check box discussed next. As a result, it is possible to have the confetti thrown on the screen without having to listen to the WAV sound file. (This is for those of you playing at work.)

Sound - Enable All Sounds

Check this box to enable the playing of all sounds within **OOG**. If this box is unchecked, no sounds will be played. Currently, the "game over" WAV file is the only available sound played by **OOG**. (See the above discussion of the "game over" fanfare.)

Command Buttons

Select the **OK** button to accept your current settings in the dialog box. If after entering this dialog box you change your mind and don't wish to make any changes or would like to restore your original settings, select the **Cancel** button. Selection of the **Help** button displays this help page.

How to change players

Selection of this menu item brings up the New Player dialog box. The selections made in this dialog box control which player progress database the player progress tracking feature will be maintaining.

Visitor's Check Box

If this box is checked, the current player is identified as a "**visitor**" and the player progress database will only be maintained during the current gaming session. Once the player quits **OOG** or switches to another polyform, the information currently stored in the database will be lost.

Enter/Select Your Name

This combo-box is used to restore/create a player progress database that will be maintained by **OOG** during subsequent gaming sessions. If this is your first time playing and you would like to have your player progress database stored on disk for future sessions, enter your name into this control. If you've played **OOG** before and already have a player progress database setup, find your name in the list box and select it. **OOG** will then load your database from disk.

Restore Last Player at Startup

The New Player Dialog Box is automatically opened by **OOG** whenever the application is started. This gives the user an opportunity to ensure that the correct player progress database is loaded. If you check this box, **OOG** will automatically restore the information for the last player without having to display this dialog box at startup. If you would like to have the dialog box displayed whenever the application is started, make sure this box is unchecked.

Invalid New Player Message Box

If the *Visitor's Check Box* is unchecked and the *Enter/Select Your Name* control is empty and you then select the **OK** button, you will be presented with a message box informing you that you have not identified a player. Click the **OK** button on the message box and make another selection in the dialog box.

Changing the color of the game pieces

Selection of this menu item allows you to change the color of the game pieces, or shapes, of the current polyform puzzle. You can select different color settings for each polyform found in **OOG** and they will be remembered for the next time you play.

After selecting this item, you will be presented with the Choose Color Common Dialog Box. This is a standard, built-in Windows dialog box. Select the rectangle displaying the color of your choice and click the **OK** button. **OOG** will automatically update the associated screen object(s) with that color and memorize the selection for next time. Remember, **OOG** memorizes the colors for each polyform separately. So you can have different color selections for each polyform!

If you change your mind and don't wish to make a new color selection, just click the **Cancel** button and the original colors will be unaffected.

Selection of the **Help** button, displays this help page.

Changing the color of the puzzle

Selection of this menu item allows you to change the color of the puzzle outlines of the current polyform puzzle. You can select different color settings for each polyform found in **OOG** and they will be remembered for the next time you play.

After selecting this item, you will be presented with the Choose Color Common Dialog Box. This is a standard, built-in Windows dialog box. Select the rectangle displaying the color of your choice and click the **OK** button. **OOG** will automatically update the associated screen object(s) with that color and memorize the selection for next time. Remember, **OOG** memorizes the colors for each polyform separately. So you can have different color selections for each polyform!

If you change your mind and don't wish to make a new color selection, just click the **Cancel** button and the original colors will be unaffected.

Selection of the **Help** button, displays this help page.

Asking for a hint to a puzzle

Selection of this menu item allows you to receive a hint for the game piece of your choice.

You will be presented with a message box informing you to select the game piece for which you desire a hint. If you decide you no longer want a hint, click the **Cancel** button. Otherwise, click the **OK** button and then place the mouse cursor over the piece for which you want the hint and click the left mouse button. (You can cancel your request for a hint, even after you select the **OK** button by pressing the **Esc** key.) **OOG** will then position the shape you selected to the desired location either directly or using animation according to the settings in the Game Setup dialog box.

It should be noted that many polyform puzzles have more than one solution and even though **OOG** will detect your solution regardless of which one you find, all of the hints are based on a single solution built into **OOG**. In other words, just because the hint mechanism places shape '**X**' at location '**Y**' that doesn't mean the puzzle can't be solved with shape '**X**' in a totally different location.

If by some odd coincidence the intended position/orientation of the hint is identical to the current position/orientation of the selected game piece, a message box is displayed informing you of this condition. (This is so you don't wonder why the selected piece was not moved anywhere.)

Follow this link for more information about [solving polyform puzzles](#).

Asking for the solution to a puzzle

Selection of this menu item allows you to "give up" and see the solution for the current polyform puzzle. To guard against an accidental selection of this menu item, you will be presented with a message box verifying that you really want to see the solution. If you don't wish to see the solution to the puzzle, click the **No** button. Otherwise click the **Yes** button.

OOG will then proceed to position each shape in the polyform to its solution location either directly or using animation according to the settings in the Game Setup dialog box.

It should be noted that many polyform puzzles have more than one solution and even though **OOG** will detect your solution regardless of which one you find, it will always show the same solution for a given polyform puzzle when using this option because only one solution has been "built in" to satisfy this feature and to give out hints (see below).

Follow this link if you just need a little hint.

Follow this link for more information about solving polyform puzzles.

The Switch Menu

The following commands are available from the Switch menu.

<u>Tangrams</u>	Switch to the Tangrams polyform
<u>Pentominoes</u>	Switch to the Pentominoes polyform
<u>Hexagons</u>	Switch to the Hexagons polyform
<u>Polyominoes</u>	Switch to the Polyominoes polyform

Switching to Tangrams

Selection of this menu item lets you play puzzles from the [Tangrams](#) polyform.

Switching to Pentominoes

Selection of this menu item lets you play puzzles from the [Pentominoes](#) polyform.

Switching to Hexagons

Selection of this menu item lets you play puzzles from the [Hexagons](#) polyform.

Switching to Polyominoes

Selection of this menu item lets you play puzzles from the Polyominoes polyform.

*Note that this polyform puzzle is only available to registered users of **OOG**.*

The Help Menu

The following commands are available from the Help menu.

<u>Index</u>	Displays the Index of this help file
<u>Commands</u>	Displays the Commands section of this help file
<u>How to Play</u>	Displays the How to Play section of this help file
<u>Using Help</u>	Displays information about how to use help
<u>What is Shareware...</u>	Simple description of the concept of shareware
<u>Why Register...</u>	Describe reasons and incentives for registering
<u>How to Register...</u>	Instructions for how to register
<u>Register OOG...</u>	Registration dialog box
<u>About...</u>	Standard About Box

Displaying the help index

Selection of this menu item displays the table of contents for the **OOG** Help System.

Displaying help on the menu commands

Selection of this menu item displays a help page that provides access to descriptions of all the menu commands available while playing **OOG**.

Displaying help on how to play OOG

Selection of this menu item displays a help page describing [how to play OOG](#).

Displaying help on using the help system

Selection of this menu item displays a help page describing how to use the Microsoft Windows WinHelp application. This is how you can get help on help.

Learning about the concept of shareware

Selection of this menu item displays a help page describing the concept of shareware.

Learning about why you should register

Selection of this menu item displays a help page describing the benefits you receive by registering **OOG** with MCM Productions.

Learning about how to register

Selection of this menu item displays a help page describing [how to register OOG](#) with [MCM Productions](#).

Upgrading OOG from Shareware to Registered

Selection of this menu item allows you to upgrade your copy of **OOG** from the shareware version to the registered version. As part of this process, you will be required to specify the user name and serial number sent to you by [MCM Productions](#) after we've processed your registration. After selecting this item, you will be presented with the **OOG** Registration Dialog Box. The interface components of this dialog box are discussed below.

User Name

Enter the user name you received in response to your registration.

Serial Number

Enter the serial number you received in response to your registration.

Command Buttons

Once you are satisfied the user name and serial number you have entered are correct, click the **Register** button. After the information has been validated, you will be presented with a message box congratulating you on the successful registration of **OOG**. (Your user name will now be displayed in the "Registered to:" section of the [OOG About Box](#).) If the entered data can not be successfully validated, you will be asked to recheck the data and try entering it again. Click the **Cancel** button if you wish to leave this dialog box without entering your registration data.

Follow this link to learn [how to register OOG](#).

Follow this link to learn about the [benefits of registering OOG](#).

Displaying the OOG About Box

Selection of this menu item displays the **OOG** About Box. The "Registered to:" text of the About Box will change from "Shareware Version" to your user name after you have registered your copy of **OOG** and entered your registration information in the [OOG Registration Dialog Box](#).

Follow this link for information about [how to register OOG](#).

Follow this link for information about [MCM Productions](#).

How to create your own puzzles

So you want to know how to create your own polyform puzzles. Well, you've come to the right page. Using this feature you can create a seemingly endless number of puzzles that you can then exchange with others by simply giving them a copy of your puzzle files. (Don't forget to ask for a copy of their puzzle files in return.) The format of these puzzles files is identical to the puzzle data stored inside of **OOG**. The only difference is that they are loaded from disk. This means that anything you can do with a built-in puzzle, you can do with a user created puzzle! For example, after loading a created puzzle from disk you can still:

- ask for a hint if the puzzle is really giving you a hard time
- ask for the solution if you've totally given up
- save your layout so you can try again later

How can I access this great feature!?

Simply select the Create Puzzle... item from the Puzzle Menu.

Now what do I do?

You design your puzzle by moving, rotating and flipping the given set of shapes that are available for the current polyform. You do this using the exact same shape maneuver operations you use when trying to solve the puzzles. Create your puzzles anywhere on the window you desire. **OOG** will automatically center your puzzle about the window prior to saving it to disk.

Things to Remember

1) Polyform puzzles are not allowed to contain any overlapping shapes. **OOG** verifies your puzzle meets this condition before it allows the puzzle to be saved to disk. This means that the edges and corners of a shape are allowed to "touch" the edges or corner of another shape, but they are not allowed to cross into or over those of another shape. You can use the save and restore layout commands if you wish to save the arrangement of your game pieces to disk before they are ready to be saved as a puzzle.

2) Each puzzle you create will always contain all the shapes in the current polyform. For example, suppose you're creating a puzzle for the Pentominoes polyform and the resultant design uses only 10 of the 12 shapes. The other 2 shapes must be a part of the puzzle. We suggest you take the 2 unused shapes and artistically place them about your puzzle design as "free floating freebies" for the puzzle solver.

Once you're happy with your puzzle design, you can save it to disk. Give a copy of the puzzle file to your friends and they can load it from disk and give it a try.

Create Menu Commands

What menu commands are available while creating a puzzle? Follow the link.

Some Fine Print

So as not to appear to mislead anyone, we must inform you that the operation of this feature differs between the shareware and registered versions of **OOG**. Regardless of which version you are using, you will "always" be able to design puzzles for any of the polyforms found in **OOG**. However, the shareware version will only allow you to actually save the created puzzles to disk for the Tangrams polyform. You will not be able to save the puzzles you create to disk for any of the other polyforms found in the shareware version.

Click here if you are interested in learning how to register OOG so you can create puzzles and save them to disk for the other polyform puzzles.

The Create Menu Commands

The following menus are available when you are creating a puzzle.

The Create Menu Save/restore your progress, save your puzzle creation...
The Help Menu Complete access to the application help system

The majority of the items available on the Create Menu are also available through the use of the **OOG Quick-Click Menu**. This menu is simply a popup, shortcut menu that is displayed whenever you click and hold down the right mouse button over the main window background when you are creating a puzzle. This shortcut menu also contains items that allow you to configure the way in which the game pieces snap together after a shape maneuver operation.

Following this link to see the menu commands available while playing OOG.

The Create Menu

The following commands are available from the Create menu while creating a puzzle.

<u>Reset Shapes</u>	Reset the game pieces back to their default positions
<u>Save Layout...</u>	Save the current layout of your game pieces
<u>Restore Layout...</u>	Restore a previously saved layout of your game pieces
<u>Save Puzzle...</u>	Validate and save your created puzzle to disk
<u>Cancel Create</u>	Stop creating without saving your work

Resetting the game pieces

Selection of this menu item resets each of the game pieces back to their default position. This menu item is also available via the **'F3' function key**.

Saving the puzzles you create

Selection of this menu item allows you to save the puzzle you've created to disk. Each puzzle that you create and save to disk is stored in a separate file with the name of your choosing. These files can be exchanged with other users of **OOG** and then loaded into the program for even more game play. After you select this menu item, the following steps are performed in the order listed.

Step 1 - Puzzle Validation

OOG verifies the validity of your puzzle by ensuring that none of the game pieces overlap. Remember, this is a general rule for all polyform puzzles. If overlapping pieces are detected, you will be presented with a message box asking that you remove the overlap and try saving again. If **OOG** is able to successfully validate your puzzle, you move on to the next step. You can use the save and restore layout commands if you wish to save the arrangement of your game pieces to disk before they are ready to be saved as a puzzle.

Step 2 - Name Your Puzzle

This step gives you the ability to customize your puzzle by giving it a name or description. *Note that this is not the name of the file used to store your created puzzle to disk.* This name will appear in the text window directly above the main play area on the **OOG** window. You can name the puzzle anything you like. We suggest something that you think describes what the puzzle looks or maybe you could use your own name followed by a number you assign to the puzzle. (You're going to create more than one puzzle, aren't you?) In the displayed dialog box, simply type the name or description you've decided on for the puzzle and click the **OK** button to proceed to the next step. If you click the **Cancel** button in this dialog box, you will abort the entire save process and your puzzle will not be saved to disk.

Step 3 - Save Your Puzzle to Disk

Finally, you will be presented with the Save Puzzle Dialog Box. This is just a standard File Save Dialog Box. The dialog box's File Name edit control will contain the following suggested file name: "**PUZZLE.XXX**".

The file extension, shown as **XXX** above, will vary depending on which type of polyform puzzle you are currently creating. The table below details the possible values for the file extension. We suggest you change the file name to something a little more descriptive.

Polyform	File Extension
Tangrams	.TAN
Pentominoes	.PNT
Hexagons	.HEX
Polyominoes	.PLY

Once you've selected the desired destination directory and file name for saving your puzzle, click the **OK** button to write the data to disk. (If you are using the shareware version of **OOG**, you will only be able save the puzzles you create for the Tangrams polyform. For more information, read about the benefits of registering.) Click the **Cancel** button if you decide you no longer wish to save your puzzle. Clicking the **Help** button will display this help page.

That's It!

Your puzzle is now stored on disk and can be played by loading it into OOG. At this point, **OOG** will ask if you wish to create another puzzle. Answer appropriately and you're on your way.

When you want to stop creating puzzles

Selection of this menu item allows you to stop creating a puzzle without having to save your work. Upon selection, you will be presented with a message box to verify your desire to stop creating puzzles. Click the **Yes** button if you wish to stop creating and don't want to save your work. If you've changed your mind and want to continue creating a puzzle, click the **No** button.

The Create Help Menu

The following commands are available from the Help menu while creating a puzzle.

<u>Index</u>	Displays the Index of this help file
<u>Commands</u>	Displays the Create Commands section of this help file
<u>How to Create</u>	Displays the How to Create section of this help file
<u>Using Help</u>	Displays information about how to use help
<u>About...</u>	Standard About Box

Displaying the help index

Selection of this menu item displays the [table of contents](#) for the **OOG** Help System.

Displaying help for the create menu commands

Selection of this menu item displays a help page that provides access to descriptions of all the menu commands available while creating a puzzle with **OOG**.

Displaying help on how to create a puzzle

Selection of this menu item displays a help page describing [how to create your own puzzles](#).

Displaying help on using the help system

Selection of this menu item displays a help page describing how to use the Microsoft Windows WinHelp application. This is how you can get help on help.

Displaying the OOG About Box

Selection of this menu item displays the **OOG** About Box.. The "Registered to:" text of the About Box will change from "Shareware Version" to your user name after you have registered your copy of **OOG** and entered your registration information in the [Registration Dialog Box](#).

Follow this link for information about [how to register OOG](#).

Follow this link for more information about [MCM Productions](#).

The Shareware Concept

What is shareware?

When most people hear the word shareware they usually associate it with a particular software application. However, the term shareware is not describing the program itself but the manner in which the program is being marketed. Shareware is a marketing concept that allows you, the potential buyer, to evaluate a piece of software before you are required to pay for it. A shareware author, the seller, trusts you to pay for, or register, the program if you continue to use it beyond the stipulated evaluation period.

Our Terms & Conditions

OOG is a shareware program. It is a complete, fully functional application. You will be able to fully evaluate every feature available in **OOG** using the shareware version. We allow you 30 days to evaluate the program and if you find it useful and continue to use it beyond the 30 days, you are legally bound to register and pay for your copy.

MCM Productions encourages you to copy the shareware version of **OOG** and give it to all your friends and upload it to as many bulletin boards and online services as you see fit.

Follow this link to learn about the [benefits you receive for registering OOG](#).

Follow this link to learn [how to register OOG](#).

The Benefits of Registering

"**OOG** is a shareware program. It is a complete, fully functional application. You will be able to fully evaluate every feature available in **OOG** using the shareware version. We allow you 30 days to evaluate the program and if you find it useful and continue to use it beyond the 30 days, you are legally bound to register and pay for your copy."

The purpose of this help page is to discuss the benefits you receive after registering **OOG**. A majority of companies producing shareware games provide the first *episode* of the game to the public in the form of shareware. Upon registration of the shareware episode, they send you follow-up episodes as a bonus. These follow-up episodes are your benefits for registering. We have taken a similar approach with **OOG**.

OOG is actually several games in one. Each *game* allows you to play with and attempt to solve a different polyform puzzle. Each polyform puzzle uses exactly the same interface and has exactly the same set of features as the others. Once you know how to play one polyform puzzle, you know how to play all of them. Any function you can do with one polyform puzzle, you can do with all of them.

OOG contains four different polyform puzzles or games. The first polyform puzzle, the more popular Tangrams, is your primary evaluation polyform. Using the Tangrams puzzles you will be able to fully and completely evaluate every single feature available within **OOG**. (And remember, once you know how to use one polyform puzzle, you know how to use all of them. The only differences between the polyform puzzles found in **OOG** are the shape and number of the pieces in the puzzle.) The remaining polyform puzzles included in **OOG** are provided as incentives for registering. In the shareware version, the number of puzzles included for these polyforms has been limited and the ability to load puzzles from disk and save created puzzles to disk has been turned off. We have purposely done this to whet your appetite for more puzzles. By registering your shareware version of **OOG**, you will have access to all the puzzles included for these polyforms as well as the ability to load puzzles from disk and save created puzzles to disk.

The following list details the differences between the shareware and registered versions for each polyform puzzle found in **OOG**. If you have any questions regarding this or any other topic please contact MCM Productions. Note that the Tangrams polyform is identical in both versions and that Polyominoes is only available to registered users.

[Click here to learn how to register OOG](#)

Polyform:	Tangrams
# of Puzzles:	160 Shareware, 160 Registered
Load Puzzles from Disk:	Yes Shareware, Yes Registered
Save Puzzles to Disk:	Yes Shareware, Yes Registered

Polyform:	Pentominoes
# of Puzzles:	10 Shareware, 52 Registered
Load Puzzles from Disk:	No Shareware, Yes Registered
Save Puzzles to Disk:	No Shareware, Yes Registered

Polyform:	Hexagons
# of Puzzles:	10 Shareware, 34 Registered
Load Puzzles from Disk:	No Shareware, Yes Registered
Save Puzzles to Disk:	No Shareware, Yes Registered

Polyform:	Polyominoes
# of Puzzles:	N/A Shareware, 15 Registered
Load Puzzles from Disk:	N/A Shareware, Yes Registered

Save Puzzles to Disk:

N/A Shareware, Yes Registered

How to Register

You register your copy of **OOG** by sending [MCM Productions](#) the appropriate registration fee using one of the methods discussed below. Upon receipt of your registration, MCM Productions will send you your user name and serial number which when installed using the [OOG Registration Dialog Box](#) will give you full access to the [registered version](#) of **OOG**.

The cost of **OOG** is \$20.00 US per copy. All future releases of **OOG**, to correct problems or to add or enhance features, are free after your one-time registration fee. If you would like to install **OOG** on multiple computer systems at your site, please contact us for site license pricing information. The more copies of **OOG** you purchase for your site, the better the price (perfect for educational institutions).

Registration Method #1

Fill out and send the [registration form](#) with a money order or a cheque drawn on a US bank to the address listed on the form. Users outside the United States please send an International Money Order or a cheque from any bank that has a corresponding bank in the US. Your cheques should be made payable to "MCM Productions" in US funds only. If you supply an e-mail address on the registration form, we will send you an e-mail message indicating that we have received and are processing your registration. Your user name and serial number will be mailed to you using the postal service within 48 hours.

- [Sorry, at this time we don't accept credit cards or wire transfers.](#)
- [You assume all risk if you elect to send US cash through the mail.](#)

Registration Method #2

If you have a *CompuServe* account, you can use *CompuServe's* shareware registration service to register your copy of **OOG**. Just "GO SWREG" and follow the prompts. The registration ID # for **OOG** is 7639. *CompuServe* will bill the \$20 US registration fee to your account. This is the quickest way to register. If you use this service, MCM Productions will send your user name and serial number to your *CompuServe* account via an e-mail message within 48 hours.

Follow this link for information about the [concept of shareware](#).

Follow this link for information about the [benefits of registering](#).

Registration Form

(Print this form by selecting "Print Topic" from the "File" menu.)

OOG, The Object Orientation Game
Order Form
Version 1.0, 09/18/95

Company Name: _____

Your Name: _____

Street Address: _____

City, State, Zip Code: _____

Country: _____

E-mail Address: _____

Register OOG for *each machine* on which the program is to be used. Enclose \$20 (cheque or money order in US funds) for each copy. If you are ordering more than 10 copies of OOG, please contact MCM Productions for pricing information.

Number of copies _____ x \$20.00 = \$ _____ Total Cost

Send this form with your cheque or money order in US funds to:

MCM Productions
P.O. Box 30404
Alexandria, VA 22310

=====

Optional information we'd really like to know!

Where did you get your copy of OOG ? If CIS or AOL, what online area ?

How did you hear about OOG ?

What version of OOG do you have ? Check the About Box via the OOG Help menu.

About MCM Productions



Contacting MCM Productions

Hello! Thank you for taking the time to download and try **OOG**! To answer your first question: MCM stands for Mr. Confetti Man™, the company mascot pictured above and on the **OOG** startup splash screen.

MCM Productions is dedicated to developing high-quality Windows applications. **OOG** is our first publicly released application and we hope you find it entertaining and easy-to-use. Whether or not you decide to become a registered user of **OOG**, feel free to send us your comments and suggestions. We are as open and responsive to corrective criticism as we are to compliments. We'd love to hear from you!

If you are experiencing any problems of any kind with your version of **OOG**, please contact us using one of the addresses listed above and we will do our best to quickly solve your problem.

MCM Productions currently has the following products planned for future release.

OOG Add-On Puzzles

Attention Registered Users! Send us the puzzles you create for Pentominoes, Polyominoes and Hexagons and we'll release, free of charge, add-on puzzles for all our registered users.

MOOG, More OOG

Another set of challenging polyform puzzles using the OOG Library. Tell us which polyforms you'd like to see us implement!

OUGE, The OOG Editor

Create your own polyform game pieces and puzzles. Imagine being able to combine squares, triangles and other simple shapes to form your own game pieces which can then be used to create puzzles using the OOG Library.

Contacting MCM Productions

E-mail Addresses:

CompuServe: 70742,2337
Internet: confetti@aries.ai.net

World Wide Web Site:

<http://www.mcmprod.com/>

FTP Site:

[mcmprod.com:/pub/confetti](ftp://mcmprod.com/pub/confetti)

Postal Service:

MCM Productions
P.O. Box 30404
Alexandria, VA 22310

Known Bugs & Limitations

The following is a list of the known bugs and/or limitations in Version 1.0 of **OOG**. If you are experiencing any problems with **OOG**, check this list to see if the issue is discussed and if you can't seem to solve or understand the problem yourself, [please contact MCM Productions](#).

[Click here to see the revision history of OOG](#)

Building Puzzle Outlines

Whenever **OOG** loads a new puzzle, either from internal puzzle data or from those created and stored on hard disk, an algorithm is invoked to find the outer edges of the puzzle outline. This outline is what gets displayed over the background when you are solving puzzles. This algorithm is known to have problems with certain puzzle layouts. These *problem layouts* tend to be rather complex and usually contain lots of *holes* that are diagonally adjacent to each other. If the problem does occur, you will get one of the following two results.

- 1) **OOG** will report that it could not build the outline for the puzzle and will end up displaying each piece of the puzzle in its original form (thereby giving away the solution). We felt this was much better than possibly crashing or hanging the application.
- 2) **OOG** will build the puzzle outline and when it gets displayed it will not look like the puzzle outline you expected.

We are working on a solution to this problem and felt it was not a serious enough problem to warrant our not releasing **OOG** to the public until it was fixed. If this problem really *bugs* you, [please let us know](#).

Solution Detection

The algorithm used by **OOG** to automatically detect when you've found a solution to a puzzle is, in our opinion, very well designed and trustworthy. We don't expect **OOG** to incorrectly report a puzzle as being solved when in fact it is not. However, if you encounter this situation we'd really like to know about it. This is not a challenge for everyone to try and break the algorithm, nor is there a reward if you do, but if you could save your current puzzle layout and then [contact MCM Productions](#), we'd really appreciate it.

Revision History

The following list details the revision history of **OOG**. The release information shown below is listed in reverse chronological order and is in no way meant to be a comprehensive listing of all the changes that occur between releases of this product. MCM Productions makes no claims to the accuracy or completeness of this revision history.

Version #: 1.0
Release Date: September 18, 1995
Major Changes, Fixes & Enhancements:
Initial public release.

Acknowledgements

MCM Productions wishes to thank the following people for their support throughout the development of **OOG**. They provided countless hours of beta-testing, aided in the debugging and implementation of some of the more complicated algorithms and supplied a seemingly never-ending list of ideas and suggestions.

John Bauer
Mike Blau
Joel Chiralo
Robin King
Rick Niles
Larry Shackelford
Jon Sipos
Debra Stansbury
Miriam Wennersten
Kaaren Winkler

OOG, and the underlying *Object Orientation Game Library*, were written entirely in C++ using Borland C++ 3.1 and OWL 1.0. This help file was developed using **Olson Software's Help Writer's Assistant for Windows** and the installation/setup program was developed using **Kurt Hertzog's Install/Easy**. Both of these tools are shareware programs available on CompuServe Forums and via 'anonymous ftp' from the major Window ftp sites such as CICA.

License Agreement

This program is copyrighted 1993-1995 by MCM Productions. All rights reserved. This program is licensed to you only upon the terms and conditions listed below. IF YOU DO NOT ACCEPT SUCH TERMS AND CONDITIONS, YOU MUST ERASE ALL COPIES OF THIS PROGRAM AND ALL ASSOCIATED FILES FROM YOUR SYSTEM AND/OR OTHER STORAGE MEDIA.

You may use this program free for 30 days after your initial receipt of this program, after which time you are required to either purchase the registered version of this program or to erase this program and all associated files from your system and/or other storage media. To purchase the registered version of the program, you should contact MCM Productions, at P.O. Box 30404, Alexandria, VA 22310. In no event may you install this program for use on a network, use this program on more than one computer or terminal at the same time, modify, disassemble, decompile or otherwise reverse engineer this program, rent or lease this program, except that you may copy this program for backup purposes in anticipation that the original copy may become corrupted. In no event shall you remove or alter any copyright, trademark or other notice included with this program or the registered version of this program.

Users are encouraged to give copies of this shareware program only to their friends as long as no program or associated files are modified in any manner.

Shareware vendors should refer to the VENDOR.DOC file for distribution information.

Contacting MCM Productions

Purchasing the registered version of this program

Warranty Disclaimer

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Operation Not Available

This dialog box is presented whenever you attempt to perform an action that is not available in the shareware version of **OOG**. The title of the displayed message box indicates the operation that failed to be performed. In order to use these functions, you must register your shareware version of **OOG** with [MCM Productions](#).

Follow this link for information about [shareware](#).

Follow this link for information about the [benefits of registering](#).

Follow this link for information about [how to register](#).

Error Messages

Warning!!!

The displaying of any message box that causes you to reach this page, after pressing the 'F1' key, indicates that your version of **OOG** is most likely corrupt. These message boxes indicate that **OOG** has detected a fatal error with its internal data. These errors should not occur under normal circumstances.

If you receive one of these message boxes, we *strongly* suggest you contact [MCM Productions](#) to obtain the latest version of **OOG**.

This window allows you to see the definitions of various terms used throughout the **OOG** help system. For more detailed information on an item, refer back to the help system.

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The game pieces, or shapes, are the items you must move, rotate, and flip to *completely overlay* the displayed puzzle outline, *without having any overlap* among the pieces, in order to solve the polyform puzzle. Sorry, but we have a bad habit of using the terms game pieces and shapes interchangeably.

A layout file describes the position and orientation of all the game pieces for a given polyform. A layout file is used to save your progress on a puzzle so you can restore it at a later time and give the puzzle another try. It can also be used to save a solution's layout after you've solved a puzzle and for saving a puzzle you are creating.

The player progress tracking feature gives **OOG** the ability to remember which puzzles a player has solved for a particular polyform. Whenever you play, a database is being maintained that stores which puzzles have been solved for the current polyform. When you solve a puzzle, the database is updated to identify that that particular puzzle has been solved.

The goal of a polyform puzzle is rather simple to understand. Your goal is to arrange a given set of shapes, or game pieces, to completely overlay, or cover, a given puzzle outline. The resulting solution must not and will not contain any overlap amongst the shapes. Note that many polyform puzzles have more than one solution.

The puzzle outline is the pattern(s) you are trying to duplicate with the given set of game pieces. It is the colored item(s) in the **OOG** window that you can't manipulate with the mouse. When you've duplicated the displayed pattern(s) using the given shapes, you've solved the puzzle!

A puzzle file describes a puzzle outline and contains the necessary information for **OOG** to give hints for and show the solution to the puzzle stored in that file. A puzzle file is created whenever you create your own puzzles with **OOG** and save them to disk. These files can then be loaded into **OOG** and played like the built-in puzzles.

This menu is simply a popup shortcut menu that is displayed whenever you click and hold down the right mouse button over the main window background when you are creating a puzzle.

Registration is the process by which you purchase **OOG**. After your registration is processed, you will be sent a user name and serial number that when entered into the **OOG** Registration dialog box will give you complete access to the registered version of **OOG**.

The shapes, or game pieces, are the items you must move, rotate, and flip to *completely overlay* the displayed puzzle outline, *without having any overlap* among the shapes, in order to solve the polyform puzzle. Sorry, but we have a habit of using the terms shapes and game pieces interchangeably.

These are the operations you must perform on the game pieces using the mouse in order to solve the polyform puzzle. They are *moving, rotating and flipping*. See the How to Play section of the help file for more information.

Shareware is a marketing concept that allows you, the potential buyer, to evaluate a piece of software before you are required to pay for it. A shareware author, the seller, trusts you to pay for, or register, the program if you continue to use it beyond the stipulated evaluation period.

OOG is a shareware program. It is a complete, fully functional application. You will be able to fully evaluate every feature available in **OOG** using the shareware version. We allow you 30 days to evaluate the program and if you find it useful and continue to use it beyond the 30 days, you are legally bound to register and pay for your copy.

Snapping is the catch-phrase used to describe the operation performed by the auto-shape alignment algorithm in **OOG**. The snapping algorithm is invoked at the conclusion of every shape maneuver operation (i.e. move, rotate or flip) and determines the intended location of the shape relative to any of its neighboring shapes or the puzzle outline. Once the algorithm has determined the intended location of the shape, it *snaps* the shape to that location thereby freeing the game player from having to worry about perfectly aligning the pieces along side each other.

The title window is the rectangular area directly below the menu bar that displays a block of text with the following format: "### - TTTT - X", where '###' is the internal number assigned to the puzzle, 'TTTT' is the assigned title or description for the puzzle and 'X' indicates whether or not the puzzle has been solved as indicated by the player progress tracking database. (The 'X' is replaced by a 'U' for unsolved puzzles and an 'S' for solved ones.) This window is also used for displaying various informative messages from **OOG**.

