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PUZZLER

LEARNING

Work jigsaw puzzles on the screen (ages 5 and up)

by Paul Lewandowski

Requires: ATARI BASIC Language Cartridge
One ATARI Joystick Controller

Diskette version (1): (APX-20230)

ATARI 810 or 1050 Disk Drive
32K RAM

Edition A

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Paul R. Lewandowski

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Introduction

OVERVIEW

PUZZLER is a game that brings the age-old pastime of jigsaw puzzles to your computer. You don't have to spread the pieces out on your dining room table, but you can work as many as twenty different brightly colored puzzles.

You can choose to see the completed puzzle before you begin, or try to work it from your imagination. When you begin solving the puzzle, you see a grid on the screen with spaces for the puzzle pieces. The pieces are arranged randomly below the grid. Using the joystick, select a puzzle piece and direct it to the place in the grid where it belongs. There's no penalty for making a mistake, but when the picture is complete, the program displays the number of moves you made.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge
One ATARI Joystick Controller
ATARI 810 or 1050 Disk Drive
32K RAM

CONTACTING THE AUTHOR

Users wishing to contact the author may write to him at:

11 Biron Ave.
Lewiston, ME 04240

or telephone him at:

(207) 784-5162

Getting started

LOADING PUZZLER INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.

2. Plug your Joystick Controller into the first controller jack of your computer console.

3. Turn on your disk drive.

4. When the BUSY light goes out, open the disk drive door and insert the PUZZLER diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if you have more than one drive.)

5. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

When the program has loaded into computer memory, the following screen appears:

```
                Puzzler
------------------------------
USE JOYSTICK  TO SELECT PICTURE
------------------------------
Push Joystick Button when ready

x-FLOWER              -BANANAS
 -GATOR               -BURGER
 -PHONE               -BALLOONS
 -COINS               -TROPIC
 -BOY                 -GRAPES
 -GIRL                -HYDRANT
 -FLOPPY              -OCTOPUS
 -ABSTRACT            -SPACE
 -SHIP                -ELEPHANT
 -APPLES              -PIG

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```

Figure 1 Menu screen

Using PUZZLER

SELECTING A PICTURE

To select a picture, move the joystick to position the asterisk beside the picture you want. Hold the joystick with the red button in the upper left corner. Move the joystick toward the screen to move the asterisk up, and toward you to move the asterisk down. Move the joystick right or left to move the asterisk between the columns.

When you've selected a picture, press the red joystick button.

PUZZLE PICTURE DISPLAY

You can choose to display the complete picture beside the puzzle grid, or just display the puzzle grid and the pieces, and guess how the completed picture looks.

When you press the red joystick button, a white screen with a colored text window appears. The following prompt appears:

```
Display puzzle picture?
YES <-> NO
Push joystick in direction of choice
```

Push the joystick to the left or right to make your choice. Move the joystick to the left (YES) to display the completed puzzle picture along with the pieces.

The screen displays the message "NOW LOADING" and the name of the puzzle picture you've chosen.

SOLVING THE PUZZLES

The screen now displays a puzzle grid in the upper right corner, either a completed puzzle picture or nothing in the upper left corner (depending on the choice you made), and sixteen puzzle pieces in two rows of eight at the bottom of the screen.

A black bar appears under the top left piece of the two rows of puzzle pieces. Study the puzzle grid and decide which pieces you want to put in which squares. Move the joystick to guide the black bar to the piece you want to put in the puzzle. Press the

red joystick button.

The bar now appears in the puzzle grid in the upper left square. Move the bar to the square you want to put the piece in. Press the red joystick button. If you've chosen the right piece for that square, the piece is drawn on the grid. If you've chosen the wrong piece, a buzzer sounds.

Your black bar returns to the rows of pieces, and you can continue selecting pieces and places until the puzzle is complete.

If you press the START key before you finish solving a puzzle, you return to the main menu.

SCORING

When you complete the puzzle, the program displays the number of moves you took to complete the puzzle, as follows:

```
You completed the PUZZLE in
17 moves
Press JOYSTICK BUTTON to play again!
```

If you completed the puzzle in only 16 moves, PUZZLER congratulates you for a perfect score.

Scoring isn't cumulative. It starts again each time you select another puzzle.

RESTARTING THE PROGRAM

At any time during the game, you can restart the program by pressing the START key. You return to the main menu.

The only exception is during the time your score is displayed at the end of a round of play. To restart here you must press the joystick button.

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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

   Puzzler (230)

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Use (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

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