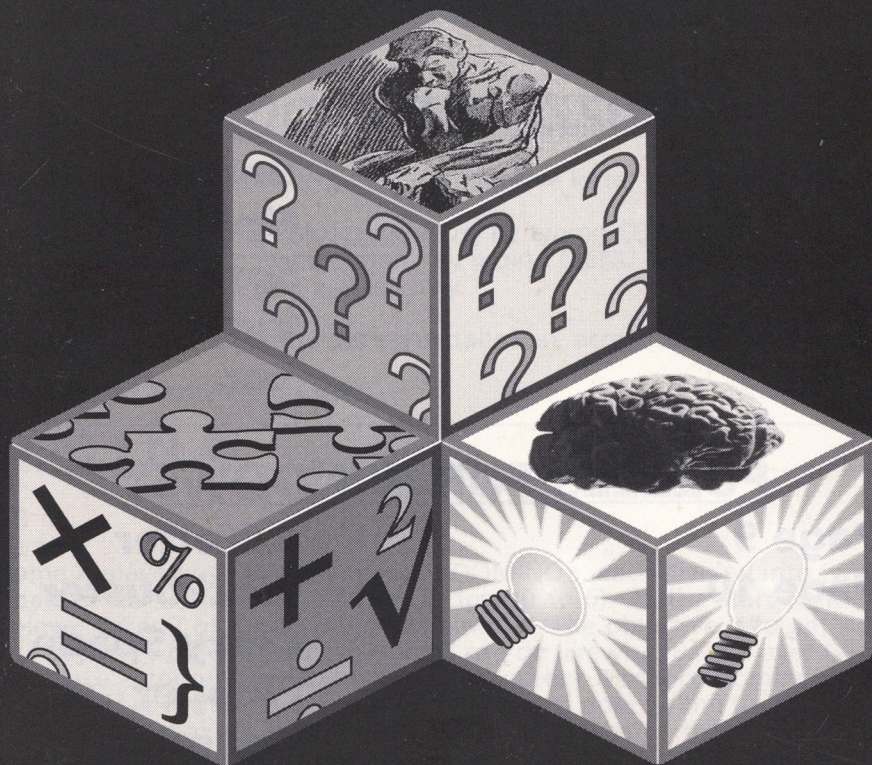


UNIQUE PUZZLES



PUZZLES



GAMEPLAY INSTRUCTIONS



PUZZLES

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UNIQUE PUZZLES

Minimum System Requirements

IBM PC or 100% compatible computer, 286 Processor or upwards, DOS 3.0 or upwards, VGA Graphics card, Hard Drive (2 megabytes free), Mouse Required (for Domino).

Installation

Install Unique Puzzles onto your hard drive using the following procedure.

1. Insert the Unique puzzles disk into your floppy disk drive.
2. Access that drive by typing the drive letter followed by a colon. Eg. A: (Return).
3. Type INSTALL followed by the drive letter of your hard drive. Eg. INSTALL C: (Return).
4. The Unique Puzzles will now be installed onto the specified hard drive.

Loading

Load Unique Puzzles using the following procedure.

1. Access your hard drive by typing the drive letter followed by a Colon. Eg. C: (Return).
2. Access the Unique Puzzles directory by typing CD\UNIQUE (Return).*
3. Load the Unique Puzzles menu by typing MENU (Return).
4. Select the Puzzle you wish to play.

* If you changed the directory during installation, access this directory instead.

INSTRUCTIONS FOR THE GAMES

DOMINO

RULES

The game is played using 28 counters or DOMINO's, each divided into two parts. Each part is marked with a number of dots (0 to 6). At the start of the game each player takes 7 of the Domino's at random. The objective is to get rid of all of your Domino's before your opponents can do likewise. Each player takes it in turn to place a counter so that it touches another Domino. Domino's can only touch each other if they have the same number of dots on the touching parts. If a player cannot make a legal move, the turn moves to the next player. The game continues until one of the players has placed all his Domino's or none of the players can make a legal move.

This situation is called "Fish". In this case the player who last played a Domino is declared winner and is allowed to lay the first Domino in the next game. (In the first game the player who had the Domino nearest to double one goes first).

There are a number of different ways of playing Domino's, depending on the

number of players, rules of calculation, ways of laying Domino's, etc. Each variation has a name such as "Simple Goat", "Sea Goat", and "Cross". The game "Simple Goat" has two versions. The first version is for 4 players divided into two teams. The second version is for 3 players and in this case the 7 surplus counters compose "a market". The first team is placed against the second. The teams play a series of games until one team scores more than 100. This team is the loser and may be named after various animals as a form of punishment.

Scores are calculated as follows. When a game is over, the losing team counts all the dots remaining on their Domino's. If this amount is less than 13 and the *previous* score was less than 13, the amount will be remembered and added to the score in the next game - *if* the same team loses by more than 13. Any amount which is more than 13 will be added immediately to the score. If after the game's end player has only "Double Zero" counter (0:0), 10 points will be added to the score. If "Fish" occurs the team which has more than other will add **both** amounts to their score. If both amounts are equal (this situation is called "Eggs"), the scores will be remembered and added to the score of loser after the next game.

In a 3 player game, each player takes 7 counters. If a player cannot make a move during the game he must take one of the 7 surplus counters. If there are no surplus counters left that player will miss a go.

Gameplay

When DOMINO is first loaded, you may choose a 4 or 3 player game. The computer takes the role of all players except you own. To select options, move the mouse over the desired icon and click the left button.

The following options are available from headings at the top of the screen.

QUIT

- | | | | |
|----|----------------|---|---|
| 1. | Start new game | - | Starts a new game of DOMINO. |
| 2. | Save setup | - | Saves the current game setup for future play. |
| 3. | Quit | - | Exits DOMINO and returns to DOS. |

SPEED

- | | | | |
|----|-----------------|---|---|
| 1. | Think time | - | Sets the speed of computer "thinking".. |
| 2. | Animation speed | - | Sets the speed of graphics animation. |
| 3. | Message delay | - | Sets the delay of on-screen messages. |

SOUND

- | | | | |
|----|-------------------|---|---|
| 1. | On / Off | - | Lets you choose between in-game sound or silence. |
| 2. | Autoplay On / Off | - | Enables the computer to play your moves. |

GAME

- | | | | |
|----|----------------|---|---|
| 1. | Show Scorecard | - | Displays the current game-score. |
| 2. | Players level | - | Selects the intelligence level of computer opponents. |
| 3. | Advice | - | Highlights best domino to play on your next go. |

Help

- | | | | |
|----|--------------|---|--------------------------------------|
| 1. | About DOMINO | - | Some information regarding the game. |
| 2. | Rules | - | An abridged set of rules. |
| 3. | Help | - | Advice of some common problems. |

FLOPPER

The objective of FLOPPER is to group together similar objects so that 5 or more are touching. Once 5 or more objects are touching, they are removed from the game area. Unfortunately, objects are being added into the game area almost constantly, so speed is of the essence. Moving objects together is accomplished using a Frame. This frame swaps the position of the two objects currently inside it. The player can move the frame and also tilt it horizontally and vertically. The game finishes when an object touches the outer border of the game area. The game is best learnt by watching the demo mode. This starts if the game is left for a short while after loading.

Control keys.

In game mode:

- | | | |
|------------|---|---------------------------------|
| Arrow keys | - | move the frame |
| Tab | - | rotate the frame |
| Space | - | swap the two items in the frame |
| F10 | - | stop game, enter MENU mode |
| ESC | - | abort game and exit to DOS. |

In menu mode:

- | | | |
|----------------|---|------------------------------|
| Up, Down | - | select item |
| Left, Right | - | change current item |
| Space or Enter | - | execute current menu command |

LIFT

LIFT is about picking fruit. Each fruit has an energy value which is related to the ripeness of the fruit. Fruits appear with minimal energy (green), but go through some phases of ripeness. When the fruit is completely ripe (purple) it disappears. A new, unripe fruit, is then generated. The objective of Lift is to pick fruits with maximum ripeness. Fruit is picked by throwing a ball when the fruit is in a low position. The player expends energy by throwing and moving,

but attains energy from collected fruits. The more energy the player collects, the higher he can go and the easier it is to pick fruits.

When the player reaches the top he gets a basket of fruit and can take part in a simple bonus game. Closed boxes appear at the bottom of the screen. These boxes contain the same kind of fruits as the player has in his basket. If the player guesses which fruit is in which box he receives a bonus. If the player loses energy and falls to the bottom of the screen, the game is over. Watch out for the snake!

Control keys.

In game mode:

Up arrow	-	throw the ball up
Down arrow	-	return the ball, don't wait for fruit
Left, Right	-	movement
Space	-	throw the bomb
F10	-	stop game, enter MENU mode
ESC	-	abort game and exit to DOS.

In menu mode:

Up, Down	-	select item
Left, Right	-	change current item
Space or Enter	-	execute current menu command

If the game is left alone, it will automatically enter Demonstration mode.

S P R U T

Sprut is a game of space travel. In this area of space are a number of planets, and each planet has one satellite. Each planet also has the same amount of vector energy, the direction of which is shown by the position of the satellite. The player must move from one planet to another, eventually arriving at a Wormhole at the top of the screen. Movement is only possible if the ship has enough vector energy for the desired direction of travel. Energy can be obtained from planets, which charge the engines according to the satellites position. Energy is expended by movement, so navigation must be carefully planned. Watch out for the space spider and the strange mist!

Control keys

In menu mode:

Arrow keys	-	select item
Space or Enter	-	execute current menu command

After some pause, if the player does nothing, the game automatically goes to DEMO mode.

In the game:

Arrow keys	-	move the frame.
Space	-	swap the spaceship to the frame.
F10	-	stop game, enter MENU mode.
ESC	-	abort game and exit to DOS.

V I R T

VIRT is based on the principles of elementary particle accelerators. The aim goal is to achieve the most effective interaction of particles. The player has a certain amount of energy which is wasted during particle acceleration, but gained from particle interaction.

Before particle interaction (during the flight) the player can control the position, orientation and symmetry of the particle, and can also correct it's shape and size. After an interaction two new objects appear. One with the shape of the overlapping part of the interaction (a positive quality), and the other with the shape of complementation (an error). If no error occurred, the cycle is over. In the case of an overlap being produced, the two objects are accelerated again and a new interaction is performed. This procedure is followed until know errors are generated. Then a new pair of particles are created and the cycle begins again.

If reactions have a positive energy balance, the total amount of energy is stored. After a certain amount of energy has been collected, the player is awarded a bonus. A bonus is also given for each reaction completed without a single error.

If the players energy source is exhausted, the game is over.

Instructions:

After entering the game the player can select options using the arrow keys. These options are as follows.

Play	-	Begin a new game of VIRT. Press Space to start.
Level	-	Changes the level of gameplay. Use +/- to change.
Hiscore	-	Shows the highest scores attained so far. Press Space to view.
Set to change.	-	Changes the number particles to be interacted. Use +/- to change.
Sound	-	Turns the sound effects off and on. Use Space to select.
Store save.	-	Saves the selected options for future use. Use Space to save.

If the game is left alone for a short while after loading, a demonstration of VIRT will take place.

In-Game Controls

General mode

In this mode the player can control the position and orientation of the particles and perform interaction.

Tab		Switch control to the right or left particle.
Up Arrow	-	Move current particle upwards.
Down Arrow	-	Move current particle downwards.
Left Arrow	-	Accelerate left particle (if under control).
Right Arrow		Accelerate right particle (if under control).
Spacebar		Performs particle interaction.
Q		Symmetrically reflect of controlled particle.
W		Rotate controlled particle.
A	-	Swap particle under control and particle from the "next" field.
F10		Exit into menu mode.
Esc		Exit to DOS.

Virtual mode.

In this mode the player can correct the shape and size of metaparticle that is currently under control. The player can enter and exit this mode by pushing "Ins" key. A Metaparticle consists of small "elementary" particles. After switching to the virtual mode a new elementary particle appears near the metaparticle. This particle can be moved by the arrow keys, and fixed by Space key. If this particle overlap any of existing elementary particles of large metaparticle, such particle disappears. So the player can add new elementary particle to the package or remove any of the particles.

This mode can be used only during the particle flight from it's appearance to collision.

X O R

The aim of XOR is to destroy a quantity of substance rising from the bottom of the screen. This done by dropping shapes into the substance, destroying the selected area. Unfortunately, if a shape destroys both substance and space, the space turns to substance! Careful management is needed to ensure that isolated patches of substance do not arise, these are very tricky to eliminate.

If the substance should fill the entire area, the game is over. Make too many mistakes and the game is also over. The more substance you remove, the more points you score

Instructions

Upon loading, the game's option screen menu appears automatically. The appearance of the menu can be accelerated by pressing any key. The arrow keys are used for choosing positions on the menu.

XOR		Press space to begin the game
DEMO	-	Press space to run the demonstration.

LEVEL	-	Use +/- to select the level of difficulty (default is 4).
SET	-	Choose how many squares make up an object. Use number 2 to 6.
NEXT	-	Enables next object to be viewed (default is on).
BLACK	-	Varies substance characteristics. Try it and see!
WHITE	-	Varies substance characteristics. Try it and see!
PULSAR	-	Varies substance characteristics. Try it and see!
SIZE OF BOX	-	Choose the size of the game area. Use numbers 9 to 15
SCORE	-	Press space to view the hiscore table.
SOUND	-	Press space to toggle sound off and on.
SAVE OPTIONS	-	Save setup for future games.

Control keys

In menu mode:

Arrow keys	-	Select item.
+ or -	-	Select number in current menu.
Space or Enter	-	Execute current menu command.
ESC	-	Abort game and exit to DOS.

In game mode:

Arrow keys	-	Move objects.
Space	-	Activate object (removes substance).
W	-	Rotate objects.
Tab	-	Symmetrically reflect object.
Q	-	Exchange the current object for the next object.
F10	-	Stop the game and enter MENU mode.
ESC	-	Exit to DOS.

If left alone, the game will automatically start a demonstration.

Unique Puzzles for Windows™

System Requirements

IBM PC and Compatibles, AT and upwards. Windows™ 3.1. VGA Graphics. Colour Monitor. Hard Drive. Microsoft Compatible Mouse. Soundblaster or Compatible Soundcard supported by some titles.

Installation Instructions

Microsoft Windows™ is required to run all these games. It is recommended that you install from DOS , and only install from Windows™ if the DOS installation fails to operate correctly. Once installed, the programs will be part of new Windows™ group. Please see the Troubleshooting section of this manual if problems persist.

From DOS: Insert the UNIQUE PUZZLES disk into your disk drive and select that disk drive by typing the drive letter followed by a colon. For example. A:

Type GO (Return) then follow the on-screen instructions.

NOTE: When installation has finished, click on the Program Manager icon.

Manual Installation From WINDOWS™: Start Windows™ by typing WIN at the DOS prompt. (If Windows™ is automatically loaded when you switch on your computer, just re-boot your computer). Go to the FILE MANAGER icon in the MAIN group and double click. Insert your UNIQUE PUZZLES disk into your disk drive and select that drive from the File Manager. Double click the SETUP.EXE file on the Unique Puzzles disk. Follow any on-screen instructions.

Playing the Games

Each of the games is a puzzle, designed to challenge your mind in a thoughtful way. To play a game, load Windows™ and enter the group that contains these games (This was selected during Installation). Double click on a game icon to start that particular game.

Below is a quick start guide to each game. For more comprehensive instructions, consult the HELP file found in each puzzle.

ADROITER

The game aim is to collect symbols of the same type. Click on a symbol with the left mouse button to select it. Click with the right mouse button to change the position of the selected symbol. When all the symbols are the same you have completed that level!

BLOCKBUSTER

You must move blocks into the game field to form rectangles of the same colour. This rectangle will disappear and your score increase.

CRAZY SPADE

Your aim is to dig all of the flower beds by moving the spade to each of them. Various Beasts are out to stop the spade from digging as well as the flower weed who replants the beds! Please note that this game is keyboard controlled.

FLOPPER

You must group together five or more identical objects. These objects will then disappear. Do not let an object reach the perimeter!

QUAMINO

You must move slabs from the right box to the left one. In the left block each side of a slab must be touching the same colour, and this includes the box side!

SWITRIS

The game field looks like an aquarium containing corals and sea monsters. The monsters move from the top of the aquarium to the bottom along the corals. You can change the structure of corals to alter the monster's paths. When a row of three or more identical monsters is formed the row disappears and increases your score.

Troubleshooting

Q. I cannot install Unique Puzzles.

A. If you cannot install Unique Puzzles from DOS, try installing from Windows™. If you are running a third party Windows™ shell (such as the Hewlett Packard Dashboard), you may have to disable it before Unique Puzzles can be installed from DOS. If you have any programs in the STARTUP group, these will be loaded before the Setup program can work. Quit these programs to restart installation. If a disk fault is reported, contact the Unique Helpline (see below).

Q. Some of the puzzles will not run once installed.

A. Some graphics cards can produce stunningly colourful display and to do this they have very clever hardware and driver software. Unfortunately, Unique Puzzles do not like some of these drivers! If any of the puzzles fail to load it is probably because they are incompatible with your driver software. It will therefore be necessary to load another driver (such as the generic VGA driver supplied with Windows™) to run the games. To do this from DOS, enter the Windows™ directory and type SETUP. From Windows™, run the WINDOWS™ SETUP program found in the group titles MAIN.

It seems that it is only the number of colours, not the resolution, that affects Unique Puzzles. Try to find another driver in your favourite resolution that is restricted to 256 colours. This should solve any problems.

Q. I can only hear PC Speaker sound.

A. Only "Flopper" and "Adroiter" support soundcards. If you have a Soundblaster or compatible soundcard that works with Window™, then soundcard sound should be heard on these games. If you do not have a soundcard, all games will produce PC Speaker sound.

LIMITED WARRANTY AND REPLACEMENT PARTS.

Unique warrants for a period of 90 days from the date of purchase that, under normal use, the media upon which this program is recorded will not be defective; that under normal use and without unauthorised modification, the program substantially conforms to the accompanying specifications; and that the user documentation is substantially complete and contains the information to use the program. If, during the 90 day period a demonstrable defect in the program or documentation should appear, you may return the product to us for repair or replacement at our option. Following the initial 90 day warranty period, defective media software will be replaced for a replacement fee which will be determined by what is defective. Defective products should be returned to: Unique, 3 Rathbone Square, 28 Tanfield Road, Croydon, Surrey CR0 1AL.

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UNIQUE HELPLINE TEL: 081-680 7044
OPEN MONDAY- FRIDAY
9.00am - 10.30am
and 4.30pm - 5.30pm

UNIQUE PUZZLES

UNIQUE WARRANTY AND REGISTRATION CARD

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shop/Recommended
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Purchased from _____

Town/City _____

Format Purchased _____ Other _____

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Computer Magazines Read _____

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PLEASE NOTE: To help Unique to assist you with any Questions/problems
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