

aylin's puzzle

For Palm OS

USER GUIDE

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What's New?

Version 1.3

Version 1.3 is a free update. It includes:

- New. As game options increase, new screen, Options, is available. The screen is accessible from the main Menu screen. Main Menu screen is the first screen that opens when Aylin's Puzzle is started.
- New. Option to start the game with all puzzle pieces set on board.
- New. Second pieces moving option available: tap a piece to select it (the piece will start to flash) and tap the position you want to place the selected piece. If there is another piece on the destination position, the two pieces will swap their places.
- Fix. Tungsten C and Tungsten W compatibility ensured.

Overview of the Game

Aylin's Puzzle is a jigsaw puzzle game. In this game a large picture is divided into square pieces. Arrange the picture by placing and moving the pieces to their proper places.

The pictures come in separate files (and you have to install both the main game file (AylinsPuzz.prc) and a skin file (AylinsPuzzSkin.pdb). There can be only one skin file installed at a time; the skin file and the game can be started from a external storage card.

The skins are grouped in themes, like Fine Arts, Geographic Locations, Children, etc. and usually contain 3 pictures.

Features

Here are some of the features of Aylin's Puzzle:

- Palm OS 5 ready!

- Support for HiRes (320x320 pixels) and HiRes+(320x480 pixels) screen sizes.
- HiRes+ devices can use both HiRes and HiRes+ skins.
- Wave sounds on Palm OS 5.0 devices.
- Unlimited number of skin files – just go to <http://www.aylin.biz> and check for more skin files;
- FREE skin files! All skin files are free. Download and enjoy!
- Support of your device – 5-Way Navigator and Jog Dial Navigator support.

Menu and Options



This is the title screen of the game. It has the following areas, marked on the picture above:

- Logo area - shows the game title, Aylin's Puzzle, and our web site address: <http://www.aylin.biz>;
- Buttons, leading to other screens:
 - How To... - short information to gets you acquainted with the game;
 - Other... - short information about other titles by Aylin.biz;
 - Register (shown only in Demo Mode) – leads to a screen where to enter the registration code, should you decide to register the game;
 - Play – opens the play screen;
- Fast option:
 - Select picture – use the arrows to select different picture from the skin file.
- Information about the selected picture – when you change the picture selection a brief description of the selected one is shown. Just enough to provoke somebody's interest in fine arts or geography.

- Version information – current version of Aylin's Puzzle is shown here. When in Demo Mode information where to register is shown, too.

So, select a picture, adjust the options and tap 'play'!

The Play Screen

Main area (tap mode):

Tap a piece to select it - it will start to flash.

Tap where you want to place the flashing piece.

Tap on a blank space to place there the piece shown in Navigator.

Double tap a piece to remove it .

Main area (drag mode):

Drag a piece to move it.

Drag a piece over another one to swap places.

Tap on blank and double tap work the same way.

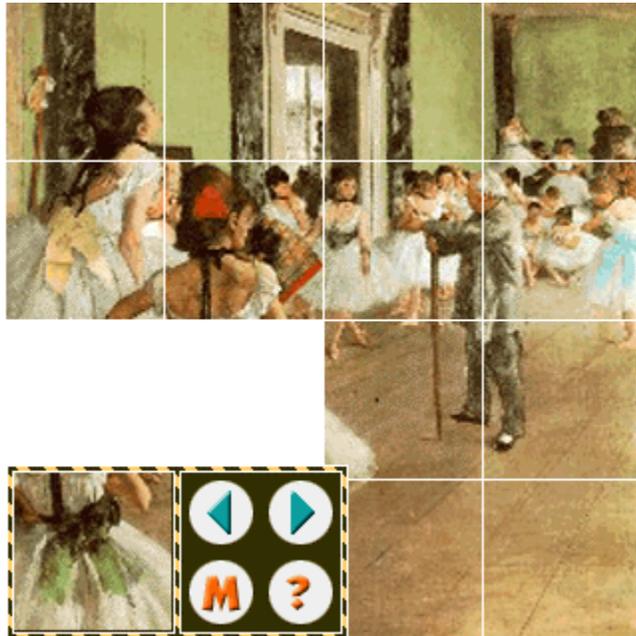
Navigator with buttons

Previous piece

Next piece

Menu screen

Hint (shows original picture)



The play screen consists of just two elements - the puzzle you are solving and a navigator object that holds all available pieces and provides extra functions.

The Puzzle Elements

The puzzle elements are shown as squares separated with tiny empty lines.

When the game starts, only one piece is set on the board and all others are stored in the Navigator object.

Operate the pieces according to the “Piece Move Mode” selected in the “Options” screen. The 2 modes allow you:

Tap-select & tap-place mode:

- Tap a piece to select it – it will start to flash;
- Tap where you want to place the selected piece. If there is another piece there, the two will swap their places.
- Double-tap a piece to remove it from the board and place it in the Navigator’s stack.

- Tap on an empty place on the board to put there the piece that is currently selected in the Navigator;

Drag Mode:

- Drag a piece in 8 directions (up, down, left, right and the 4 diagonals);
- Drag a piece over another one to swap pieces places;
- Drag the piece continuously through the whole board;
- Double tap a piece to remove it from the board and place it in the Navigator stack;
- Tap on a blank space on the board to place there the piece that is shown in Navigator.

The Navigator

Navigator holds all puzzle pieces and provides critical additional options.

Navigator buttons:

- Left and Right arrows – change the selected puzzle pieces;
- M (the letter “M”) – returns you to the Menu screen;
- ? (Question Mark) – shows the full picture. Tap it again to return to the puzzle.

The Navigator can be dragged in the 4 corners of the screen. It can also be positioned in the middle of the left and right sides of the screen on devices with screen size 320x480 pixels (HiRes+).

The Options Screen

Control the gameplay and appearance of Aylin’s Puzzle from this screen. There are the following options available:

- Piece move mode – select between tapping and dragging mode.

- Tap-select & tap-place – in this mode you tap the piece you want to move and tap where you want to move it to.
- Drag – in this mode you are dragging a piece to it's desired position.

For complete explanation of the two modes see the “The Puzzle Pieces” section of this manual.

- Start with all pieces placed – when selected, all pieces of the puzzle will be placed on the board when you start the game. The pieces will be placed in random order and you'll have to move them to rearrange the picture.

When this option is “off” (not marked) you'll see only one piece in the beginning of the game and all other pieces will be in the “Navigator” control. You can browse through the pieces with the arrow buttons on the navigator. Put the currently visible piece on the board by tapping on an empty place on the board.

- Smaller pieces – check this box to play with 4 times more pieces. There is really a difference, but this makes the challenge!
- Sounds – check/uncheck the box to enable/disable sounds.

Demo and Registration

No features are removed or limited in time while Aylin's Puzzle is in Demo Mode.

When in Demo Mode, you will see:

- A 'register' button in the buttons area of the Menu screen;
- The word 'DEMO' in the version description on the Menu screen;
- A screen with information how to register, that will be shown once or twice while you are solving each puzzle.

Should you decide to register Aylin's Puzzle, use the 'register' button on the Menu screen to go to the register screen. Enter your registration code there and tap 'save'. If the code is accepted you will see 'Code OK!' written on the screen.

That's all!

Requirements and Installation

Aylin's Puzzle requires a Palm OS device with Palm OS version 3.5 or above. The game is ready for Palm OS 5.0.

The game is divided in two parts – main program and skin file that contains the pictures for the puzzle.

The main program is the file named AylinsPuzzle.prc.

The skin files are named AylinsPuzzleSkin.pdb and are located in the \Skins subfolder of the distribution archive.

Please, choose an appropriate skin file using the names of the subfolders in the \Skins subfolder. "320x320 256 Colors" means there is a skin file for a device with a screen that supports resolution 320x320 pixels and 256 colors (such as Sony CLIE with Palm OS 3.5.x or Tungsten T with OS 5.0).

Even if you install inappropriate skin, the program will warn you about this and all you have to do is to install another skin file.

There can be only one skin fill installed at the same time.

You can save RAM space by moving the skin to an external storage like Memory Stick.

Other Titles

Go to <http://www.aylin.biz> and get other exciting titles!

Here is a glimpse over our latest offers:



Finger sized keyboard replacement for devices with Palm OS 5.0 and above. In English, German, French...

TouchMe for Palm OS 5!



Blocks with different shapes are falling down - guide the fall so to form full lines at the bottom. Full lines disappear, increasing your score. The speed increases with time...

Sounds familiar? This game is FREE!



Mah Jongg - tile-matching puzzle with the beautiful tiles from the ancient Chinese game.

Now with Point-of-View! No moves seen? Just change your point of view!

Have more fun!