



Puzzle 15

User Manual

Version: 1.00



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Puzzle (15)

Free Skin

1. Goal

The idea of the game is very simple: the player has to make a whole picture out of 15 pieces by means of moving a blank box according to the pieces. Do it within the shortest possible period of time.

2. Procedure

When the game has downloaded the player sees a marquee with the whole picture placed inside. There are four buttons placed on the marquee **Preview** – shows the whole picture, **Pause**, **Start** and **Exit**. See Figure 1.



Figure 1

The counter of turns is placed on the right part of the picture. It shows the total number of turns the player has made to complete the picture. Each click of the mouse is considered as a turn. The game timer is placed on the left side. Under the ball of the left hand dog is the time the player used for putting the picture.

As soon as the player has clicked **Start** the picture is split into 15 equal pieces. The sixteenth piece is a blank box. A puzzle piece can only be moved if it is next to the blank box. To move the piece back or forth, click the right button of the mouse. To rotate, use the left mouse button. See Figure 2.



Figure 1



Figure 2

3. Technical Details

Game Name	Type	File Size kb	Game Screen px	Colour Depth	Sound	High score function
Puzzle 15	Shockwave	370	800/600	16 bit	no	no

4. Contact

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