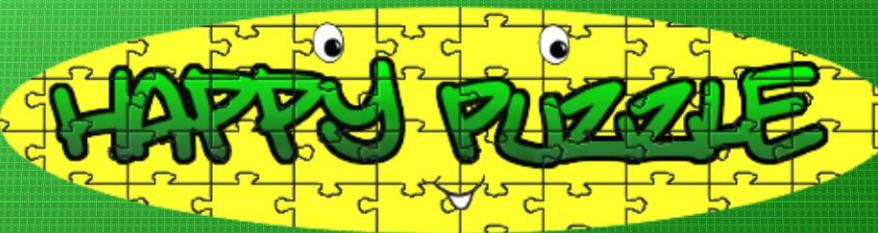


March 7, 2013



# MANUAL

Happy Puzzle is created by:

# Rauno Juurinen & Juhani Luotolahti

## Contents

1. Introduction & Instructions .....	1
2. UI: MENU.....	2
3. UI: GAME.....	3
4. UI: BEST.....	4

## 1. Introduction & Instructions

# WELCOME TO HAPPY PUZZLE =>

Welcome to the wonderful world of solving jigsaw puzzles! Happy Puzzle is a fun jigsaw puzzle game, designed mainly for younger audiences. However, even older players can find these brain teasers to be a challenge. The game features 4 x 4 sized puzzles, created from beautiful photographs.

There are four different challenging puzzles to solve:

**PARK**    **VILLAGE**    **RIVER**    and    **CASTLE**

PARK has trees with leafs and branches, VILLAGE features many similar houses, RIVER has complicated forest scenery and finally CASTLE can bend your mind with its own reflection. All the puzzles are created from public domain pictures. They are from [Wikimedia](#). Other graphics are created with Gimp v. 2.8.

The purpose of the game is to figure out the correct order of pieces. Each picture has been divided to 16 pieces and then shuffled until none of them remain in their original positions. Player's task is to reconstruct the original picture.

Moving the puzzle pieces is intuitive. Pieces can be swapped by dragging and dropping them on top of each other. While solving a puzzle, player can see the number of moves made. The lower this number is when you finish the puzzle, the greater your chances are for getting your nick name to the Best Players list. Top ten best performances for each puzzle are stored there.

During the game, a player can also see how many pieces are in correct position currently. This will make it easier to solve the puzzle. Purpose of the game is to have fun, so we didn't want to make it too difficult!

Now, go play and enjoy Happy Puzzle! Or continue reading for further instructions.

## 2. UI: MENU

Figure 1 shows the starting screen. On the right side bar, there are three buttons (Fig 1 - ①, ② and ③). With these, the user can move to different main views of the game. Button is darker, when the view is already selected. For example, in the starting screen the MENU button is darker, since that is the first view that is loaded.



Figure 1

In the MENU view, you can enter your nickname (Fig 1 - ④). If you play well enough, you might get this nick name to be shown in the Best Players list. Next you can choose a puzzle with radio buttons (Fig 1 - ⑤). Remember though that there is a separate Best Player list for each puzzle.

After these settings, you are ready to start the game by clicking PLAY (Fig 1-②). You can always get back to this starting screen by clicking MENU (Fig 1 – ①).

### 3. UI: GAME

This is the main game screen. Here you can try to solve a jigsaw puzzle (Fig 2 – ①) by dragging and dropping the pieces until you finally get a coherent picture. Just hold the right mouse button on top of a piece, drag it on top of another piece and then just release the mouse button.



Figure 2

Below the puzzle grid you can see two labels. The first label shows how many puzzle pieces are in their correct positions (Fig 2 – ②). This will always be zero when game is started and will help the player in figuring the puzzle out.

The other label (Fig 2 – ③) shows the number of moves made by the player. Lower the better, since this is the metric used when determining the best players.

Once you solve a puzzle, you'll see the full picture with a congratulations message!

#### 4. UI: BEST

This view displays the greatest players. Accordion (Fig 3 - ①) stores each of the four best players list (Fig 3 - ②). Top ten results for each puzzle are stored here.



Figure 3

It's not more complicated than that! Now, go play! 😊

ENJOY THE GAME,

- TEAM HAPPY PUZZLE