Boolean Scoring (Default: True)

When this is set to false move count is not displayed. Choose puzzle menu does not display scores or medals or times. The highscore tables are disabled. Scores are still saved but are not visible to the player at all. High scores are not displayed in the game menu.

Boolean Medals (Default: True)

When this is set to false no Medals are displayed in the choose puzzle menu. Instead if the player has a platinum medal the message "Complete" will be displayed. When a player finishes a puzzle they will be told if they finished it in ideal or not.

Boolean PersonalHighScores (Default: True)

When this is set to false high scores and medals are not displayed in the choose puzzle menu and global high scores are disabled. High scores are not displayed in the game menu.

Boolean GlobalHighScores (Default: True)

When this is set to false global high scores are not displayed. In other words the game works the way it did before we added in database high scores.

Boolean Timer (Default: False)

When this is set to false time is kept but is not displayed to the player. When this is set to true a timer is displayed to the player as they play.

Boolean UserCreatedContent (Default: True)

When this is set to false the player will not be able to create and save their own custom puzzles. They will also not be able to play other players custom puzzles.

Boolean OtherUserCreatedContent (Default: True)

When this is set to false players will not be able to play other players

Boolean Avatars (Default: True)

When this is set to false the player will not be able to create and save their own avatars. There will be no avatar displayed on any screens.

Boolean UnlockableAvatarContent (Default: True)

When this is set to false the player will have all Avatar creation options open regardless of puzzles completed. In other words they can use all the colors for creating their avatar and can choose from any puzzle to set it to.

Boolean Achievements (Default: True)

When this is set to false the player will not be allowed to get achievements.

Boolean Aesthetics (Default: True)

When this is set to false the player will not be able to change his bead design. That option will be removed from the options menu.

Boolean BasicHints (Default: True)

When this is set to false no hints will be displayed and the option to display hints will be removed from the options menu.

Boolean AdvancedHints (Default: False)

When this is set to false the player will not be able to get hints from other players via the online hint system. The advanced hint option will also be removed from options menu. This has no impact on basic hints which are covered by the BasicHints Boolean.

Boolean CodeOutput (Default: True?)

When this is set to true the code output window will appear. When it is set to false it will not appear. This applies both in the game and in the tool.

Boolean UserAccounts(Default: True)

When this is set to false the log in box is replaced with a simple play game button. There is no saved player data. Since nothing is saved all puzzles are unlocked.

Boolean GameSaves (Default: True)

When set to false the player will not be able to do midgame saves.

Boolean UnlockableDifficultyLevels (Default: True)

When set to false all puzzle difficulties are unlocked regardless of puzzle completion

Boolean Customizable ScreenLayout (Default: True)

When set to false the screen layout will not be saved in the user's account setting