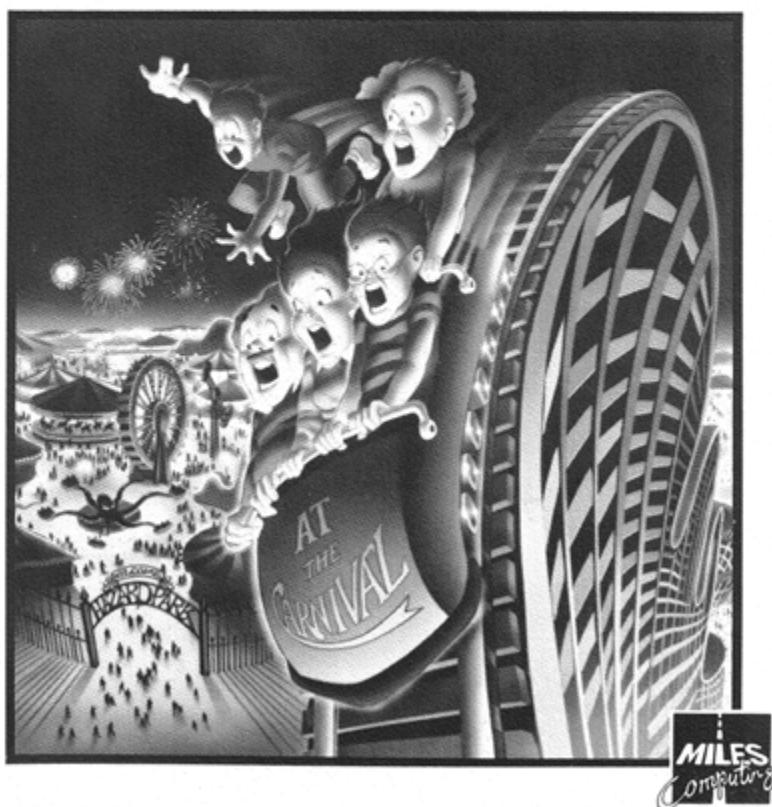


THE PUZZLE GALLERY AT THE CARNIVAL

BY CLIFF JOHNSON



MILES
Computing

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The File Menu

The File Menu provides game playing functions as described below. When you start *The Puzzle Gallery* a new untitled game is automatically created.

About Puzzle Gallery. To receive a progress report of your game, select 'About Puzzle Gallery.' This will show how many attractions and puzzles are unsolved and the current Puzzle Disk name and version number you are using. This menu item will either be in the File Menu or in a menu to the left of it depending on your computer configuration.

New. To start a new game, select 'New' from the File Menu and a directory will appear. Type a name into the 'Name of New Game?' box. Specify which drive you wish to save to, then select the 'Save' option.

Open. To open a previously saved game, select 'Open' from the File Menu and a directory will appear. Specify which drive you wish to use, choose a saved game, then select the 'Open' option.

Save. To save the current game, select 'Save' from the File Menu. Be sure to save your game often.

Save As. To save the current game with another name, select 'Save As' in the File Menu and a directory will appear. Type the new name in the 'New Name?' box. Specify which drive you wish to save to, then select the 'Save' option.

Sound. To turn the sound on and off, select 'Sound' in the File Menu. A checkmark next to the 'Sound' option means the sound is on, no checkmark means it is off.

Forward. To go to the next unsolved attraction, select 'Forward' from the file menu.

Reverse. To go to the previous unsolved attraction, select 'Reverse' from the file menu.

Begin Again. To begin any attraction again, select 'Begin Again' from the File Menu. This will let you start over the attraction you are currently working on. It does not just take you back to the beginning of the *puzzle* you are currently working on.

Quit. To quit the game, select 'Quit' from the File Menu. Your current game will be automatically saved. If you are working on an untitled game, you will be given the chance to save it before quitting.

Welcome to Hazard Park!

Ladies and Gentlemen! Step right up! Welcome to the greatest show on dirt!

You are now standing at the edge of the field, looking over the electrified wire fence into the fascinating world of Hazard Park. Forty attractions await you, loaded with 180 puzzles.

These are the *At the Carnival* Puzzle Disk instructions. So get your computer whirring, your brain buzzing, and your fingers nimble. Let the show begin!

Entering the -P-A-R-K-

The -P-A-R-K- menus contain a listing of the attractions you will find at Hazard Park. When you begin a game, you will find yourself **At the Carnival**, which is the first attraction on the first menu. Kinda makes sense, heh? Each attraction contains one or more puzzles (usually more). When you finish the collection of puzzles that makes up an attraction, a checkmark appears to the left of the menu item.

If you have solved an attraction and want to step through the solved puzzles one by one, hold down the Shift key while selecting the attraction from the menu and keep holding it down until the puzzle appears.

Instructions. Each puzzle within an attraction has a set of instructions in the menu to the right of the -P-A-R-K- menus. This is easy to pick out because the title of the menu

is the title of the attraction (e.g., 'Main Entrance'). This instruction menu contains all the information you need to play the puzzle. Each puzzle within an attraction will have its own instructions, so keep checking this item. When the attraction is solved, this menu reads 'This one's done.'

Movement. At any time, you can leave the current attraction and go to any other attraction. You can do this by selecting other attractions from the **-P-A-R-K-** menus or by using 'Forward' or 'Reverse' from the File Menu to take you to the next, or previous, unsolved attraction. If you go in Reverse from the first attraction, you go automatically to the last attraction, all attractions are in a loop.

By holding the Option/Alt key down while selecting 'Forward' or 'Reverse' from the File Menu, you will go to the next, or previous, attraction—unsolved or not.

The only way to get past a puzzle within an attraction is to solve it. No shortcuts.

The Last Attraction. 'The Future' isn't a puzzle at all until you solve all the others. Every other **-P-A-R-K-** menu item should have a checkmark next to it. Then, read the instruction menu for 'The Future' to find out how to solve it.

Puzzle Types

At the Carnival contains the following puzzle types (followed by examples):

Word Searches (Parking Lot); **Jigsaws** (At the Carnival); **Block** (Main Entrance); **Polygon** (Coin Toss); **Concatenation** (Skyway); **3 by 3** (Skin the Cat); **Crosswords** (Bumper Cars); **Jumbles** (Sitting Ducks); **Code** (2nd puzzle in the River Ride); **Mazes** (Fun Way).

Each is unique and many intertwined.

Polygon, concatenations, and codes are set up so that each time they are played the solution is different. The answer to the puzzle is the same, it is just that the solution is randomized before each playing.

Read the instructions carefully and you will triumph.

Playing Strategies

WARNING! These strategy suggestions are given here to help those in need. But there is nothing like the thrill of solving puzzles without anyone's help. So, read this if you need to, but you might consider leaving it alone until you find yourself stuck.

Each type of puzzle offers unique challenges. These are strategy ideas that may help you solve some of the more difficult puzzles in *At the Carnival*.

First of all, always remember that if you are stuck on a puzzle, take a break from it for awhile. Go to another puzzle and come back later. Sometimes this alone can help you along.

Word Search: The first thing to determine is the category of words you are looking for. This is always related to the attraction name, sometimes obviously, sometimes not so obviously. You can usually easily pick out one or two horizontal words quickly that will give you the category. For instance, in River Ride, finding a couple of animal names should clue you into what you are looking for.

Keep in mind that the words in the search are four-letter words or more. Do not continually choose a 3-letter word, in hopes that the program just isn't registering it correctly. Also, if you find a word that *must* be correct and yet does not work, check to see whether or not it is *part* of a longer word.

It can be useful to look for the more difficult word positions first; i.e., diagonal and vertical. This way, fewer letters will be highlighted and the puzzle will be somewhat less confusing. Use the scan mode to more easily follow the letters.

There is an ongoing count of the words remaining in each of the possible directions in the Instruction menu. Using this information, it is easier to properly focus your attention.

When you have proven to yourself that there are just no more words, even though the puzzle doesn't agree—you just aren't finding them. Honest. Clear your mind and go through it one letter at a time—again. And don't dismiss *any* letter combination that could form a word.

See the *System Information* for techniques on printing out a word search screen and try approaching it with pen and paper. A good rest for the eyes at least.

Jigsaw: These should always be approached at first as a collection of small images. It is not too difficult to put together parts of the picture (text or borders) and then concentrate on how the whole falls into place. Pay particular attention to how patterns do, or do not, line up.

Block: Put in the pieces in such a way as to spell a word or a phrase. Keep in mind that these words are not always placed horizontally. When the text is complete, placing the balance of the pieces is not too difficult. If at some point it seems impossible, try removing some pieces and replacing them with others.

Polygon: Though daunting at first, trial and error will eventually lead you to success. It is helpful to try to discover the word that needs to be unveiled. Be wary of this however, the most apparent solution is not always correct. If you absolutely cannot finish a word, it may be that it is the incorrect one. Though it may seem very difficult at times, it is harder to start than to finish. Concentrate on one letter at a time, then when that letter appears most clearly, concentrate on building another. In this fashion, it can be done.

Concatenation: The best weapon here is the ability to take back your last move using the space bar. Click a button, and if it doesn't look right, undo the move and click another. This way, you can slowly build up the sentence, piece by piece.

3 by 3: One letter is immovable. Focus on using that letter in the words you come up with first. Continually experiment with combinations of letters, even if you *know* they aren't words—sometimes they will remind you of other words. When all hope is lost, simply switch letters randomly and see what happens; this can offer new insights as well. Also keep in mind that words are often reused from earlier puzzles, make a list if you have to.

Crossword: Look to see if there are any unifying factors in the words; i.e., letters in common or a single theme. Also, since the completed words will then spell another word, guessing this word will give you an additional letter to work with. On occasion, a word will come up with which you are totally unfamiliar; this is where partners (or someone looking over your shoulder) come in handy.

Jumble: Although the mathematical possibilities of letter combinations for even a 5-letter word may seem imposing, the limitations of our language make it much less so. Only certain combinations of letters are allowed, and even fewer are common. Randomly moving letters around can offer insight at times. Concentrate on prefixes and suffixes if all else fails. And the same thing holds for partners as mentioned above.

Code: Once the clue is implemented in the code, the rest is considerably easier. Look for 3-letter words and try typical possibilities. For instance, this paragraph has several common 3-letter words in it. So far, the word "the" appears 3 times, "for" twice, and "and" twice. Also, popular 2-letter words are "is," "in," "an," "of," and "so on." Reading aloud longer words that aren't yet deciphered can lead to a breakthrough—especially if you slur them. Keep in mind that the letter "e" is the most common of all.

Mazes: Get out your pencils and take a deep breath. Patience is the key here.



The Biopsy of Cliff Johnson

The intrepid explorer is at it again, up all night and out all day, eyes bleary from screen radiation, fingers worn to the bone, synapses popping out of their sockets—it's puzzle time, folks.

We already know that Cliff Johnson once fell out of a director's chair and before that his fingers were sticky with fiberglass and resin. And we all know that he is the author of *The Fool's Errand*. What we don't know is what drives him to do what he does now. Is it simply spite? Or perhaps a mean streak that otherwise stays hidden?

Whatever it is, he delights in driving players crazy with his convoluted conundrums, weird wordplays, and difficult dilemmas.

Be that as it may, now armed with a Mac II, using color and digitized sound as weapons, he has again brought us a frighteningly funny, deliciously daring, and tantalizingly tricky collection of all those puzzles we love to hate.