BONNIE'S BOOKSTORE DELUXE
for Mac OS-X
Version 1.0
March 23, 2006

We hope you enjoy the game!

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SYSTEM REQUIREMENTS [back to top]

Bonnie's Bookstore Deluxe requires a Macintosh with a G4 500 MHz or better processor. Your computer must have at least 64 megabytes of RAM.

Operating System: you must be utilizing Mac OS-X 10.1 or later to play Bonnie's Bookstore Deluxe on your system.

HOW TO PLAY [back to top]

Making Words

Form words 3 letters or longer. To form a word, click on a letter, then the next letter, the next, and so on, then click 'Submit'. Each letter (except the first) must be adjacent to the previous letter. Play in any direction - up, down, left, right, etc.

To submit words faster, just double click on the last letter, or 'drag and drop', by clicking on the first letter of your word, keep holding the left mouse button down, and drag the mouse through the letters, releasing on the last letter.

To cancel a word you've started to form, right-click, or click outside of the puzzle area.

Word Length

Avoid making too many 3-letter words - they cause "Writer's Blocks" to appear.

Forming a 5+ letter word gets you a wildcard tile that can be used as any letter.

Forming a 6+ letter word gets you extra time or turns.

Forming a 7+ letter word gets you a permanent wildcard that you can use repeatedly.

Word length is calculate by the number of letters used (not tiles), so a 2 letter tile (like 'Qu') counts as 2 letters.

(Note, these bonuses don't start appearing until the second chapter (i.e. level) of the game.

Game Objective

As you make words, the tiles you've used turn green. Turn all the tiles for a chapter green to finish it. When playing in 'Classic' mode, you have a limited number of turns to complete the chapter (each time you form a word, you use a turn). In 'Action' mode, you have a limited amount of time (but no turn limit).

Chapters are organized into books (4 or 5 chapters to a book). There are 12 books altogether (50 chapters). Complete them all to finish the story!

If you lose a chapter, you can start a new game on the chapter you were just on. The story will progress from that point - only your score will be reset to 0. You can also choose to start a new game from that point at a higher or lower difficulty level, and/or switch between Classic (turn-based) and Action (time-based) mode.

Scoring

In the first chapter, on normal difficulty, a 3 letter word is worth 10 points. That increases to 15 for chapter 2, 20 for chapter 3, etc., all the way up to 255 points for a 3 letter word on the last chapter of the last book (the 50th chapter overall).

For each letter longer than 3, the score doubles. So, on chapter 2, the scoring looks like this:

- ` 3 letters =   15 points`
- ` 4 letters =   30 points`
- ` 5 letters =   60 points`
- ` 6 letters =   90 points`
- ` 7 letters =  180 points`
- ` 8 letters =  360 points`
- ` 9 letters =  720 points`
- `10 letters = 1440 points`

When playing Hard difficulty, all point values are doubled. On Genius, all point values are quadrupled. The maximum you can score for a single word is 97,920 (10 letter word, 50th chapter, Genius difficulty). Don't worry - we've never scored that many points either!

When you complete a puzzle, unused turns are converted to points as if each turn was a 5 letter word. In Action Mode, time is converted to points as if each second was a 3 letter word.

Difficulty

Higher difficulty levels award more points (see Scoring). but decrease the amount of turns (or time) you have to finish each chapter. That's the primary difference, though there are also other

subtle differences in how quickly hints appear, how often Writer's Blocks appear, and so on...

Scramble

The Scramble button scrambles (i.e. reshuffles) the letters of the puzzle. It also adds a Writer's Block, and it costs you one turn (or time, in Action Mode). .

Special Tiles

Special tiles can be built into the design of a particular puzzle, or they can appear based on the words you form. Note that most special tiles will not appear until after you've completed from one to three puzzles (i.e. you won't see them on the first puzzle...)

The "Writer's Block" appears when you form multiple short (3-letter) words. It cannot be played through, and must be worked around. You can get rid of it by playing tiles underneath it, causing it to fall out of the bottom of the puzzle.

The "CopyCat" (looks white instead of black) appears when you play a word with the same letter appearing twice in a row (like 'BOOK' or 'DINNER'). CopyCats always change to the last letter of the word you just played.

The "Cycler" (looks like a normal letter, but bounces around within its tile) appears when you play a word where each letter comes alphabetically after the one before it (like 'BELT' or 'DENT'). It starts as an 'A', then, if not played, becomes a 'B', 'C' and so on.

TECHNICAL SUPPORT [back to top]

If you are experiencing problems with Bonnie's Bookstore Deluxe, you can contact us at: http://www.newcrayon.com/contact.htm.

If you can, including the following information along with a description of your problem will help us to help you!

- Title of game
- Computer manufacturer
- Operating System (Windows 98, Windows XP, etc.)
- CPU type and speed in MHz
- Amount of RAM
- Sound card
- Video card

REGISTRATION [back to top]

If you enjoy playing the trial version of Bonnie's Bookstore Deluxe, sooner or later you'll need to register!

Benefits of Registering

When you register, you will receive unlimited game play for a simple one-time fee. Plus, you support us and help us to create more games in the future!

How to Register

Click the Register link that appears when you first launch the game. Your game will be permanently unlocked once you register… there's no need for a CD-ROM or any further downloads.

Buying the Game

Once you decide to register, follow the onscreen prompts to complete your purchase. An internet connection will be required to register the game, but will **not** be necessary to play after you have registered.

You will receive an email receipt after purchasing the game. Save this information in case you need to reinstall the game later.

Problems?

Hopefully this will answer all your questions, but if you're still having difficulties, feel free to contact us at www.newcrayon.com/contact.htm. Include as much information as you can about the problem you're having, and we'll get back to you as quickly as we can!

VERSION HISTORY [back to top]

1.0   Initial release!

CREDITS [back to top]

Bonnie's Bookstore Deluxe was developed by New Crayon Games and published by PopCap Games.

New Crayon Games Credits

Design, Programming	Phil Steinmeyer
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PopCap Games Credits

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	jb63
	Lexi
	Meatboy
	Monkeyboy
	MrsDbolt
	Splam11

COPYRIGHT INFORMATION [back to top]

jpeglib
Portions of this software are based in part on the work of the Independent JPEG Group.

FMOD Sound System, copyright (c) Firelight Technologies Pty, Ltd., 1994-2005

Bonnie's Bookstore uses a number of libraries licensed under the under the GNU LIBRARY GENERAL PUBLIC LICENSE, Version 2, June 1991.

Specifically, the following are used:

SDL 1.2.8 - The main library

SDL Image 1.2.4 - Image loading library

For SDL_Image, the above version was used, without modification, based on the version available in Spring, 2005 at the main SDL site (www.libsdl.org).

The main library (SDL), was used without modification for the Macintosh version of the game, but for the Windows version, we made some minor modifications, mainly switching from the usage of DirectInput for full-screen mouse entry to standard Windows messages. The modified version of SDL 1.2.8 can be found here.

In turn, SDL_Image relies on 3 other libraries:

zlib-1.2.3 (C) 1995-2004 Jean-loup Gailly and Mark Adler. General file compression

jpeg (C) 1991-1998, Thomas G. Lane. This software is based in part on the work of the Independent JPEG Group. Support for .JPG reading

libpng13 - Support for .PNG reading

Please refer to the README and/or LICENSE files within those archives for further license information.

Additional libraries that are provided with the Microsoft Visual Studio and/or Apple XCode development libraries, pursuant to their license agreements.

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