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Inter@ctive

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# Puzz 3D<sup>®</sup>

CD



# The Orient Express

from the Twenties

**Build and Explore a Virtual 3-D Puzzle!**

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## System Requirements for Windows®

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OPERATING SYSTEM:	Windows® 95 or higher
PROCESSOR:	Pentium 133 Mhz (200 Mhz recommended)
MEMORY:	32 MB of RAM
MOUSE:	Microsoft compatible
HARD DRIVE:	60 MB free space
VIDEO & DISPLAY:	16-bit colors, 640x480, DirectX certified video driver, 1 MB of cache video memory (800x600 recommended)
CD-ROM:	2X speed (minimum)
SOUND CARD:	Direct Sound compatible

**Note:** Windows virtual memory should be activated.

## System Requirements for Mac OS®

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OPERATING SYSTEM:	Mac OS 8 or higher
PROCESSOR:	PowerPC 120 Mhz (200 Mhz recommended)
MEMORY:	32 MB of RAM
HARD DRIVE:	50 MB free space
VIDEO & DISPLAY:	16-bit colors, 640x480, (800x600, recommended)
CD-ROM:	2X speed (minimum)

## Installation on Windows®

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To install **Puzz-3D® Orient Express**, simply place the CD in your CD-ROM drive. The setup program will start automatically.

In case you have problems with the autoplay feature, you can install **Puzz-3D®** by executing the program "SETUP.EXE" in the root directory of the CD.

The setup program will guide you through these steps:

1. Install **Puzz-3D® Orient Express**.
2. Install **QuickTime™ 4.0**.
3. Install **DirectX 7.0**.
4. Restart the computer after all installations.

**Note:** You should perform the QuickTime™ 4.0 and DirectX 7.0 installation even if you think you already have these programs installed. **Puzz-3D®** CD-Roms cannot run without them or with earlier versions.

## Installation on Mac OS®

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To install **Puzz-3D® Orient Express**, double-click on **Install Puzz-3D® Orient Express**. After the installation, double-click on **QuickTime™ Installer to install QuickTime™ 4.0**, which is required by the game. You can then restart your computer and run the game.

# Part I - Construction Phase

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## Main Menu

- A **Main Menu** window appears when the game is started. Click on **Tutorial** to familiarize yourself with basic Puzz-3D® building techniques. Click on **New Game** to start a new game. If you have already played and saved a game, you can reopen the game by selecting **Open Saved Game**.
- Click on **Options** to change the default settings of the game (see Options, p. 4).
- Use the **Save Game** option to periodically save your game. The **Save As** option allows you to save your game under a specific name. The **Return to Game** option takes you back to the game you were playing.
- Click on **Quit** to exit the game.

## Tutorial

- The **Tutorial** is a quick run-through of the Puzz-3D® interface with step-by-step directions for the construction of the Puzz-3D® Tutorial House. Click on the **Tutorial** option in the Main Menu and follow the instructions. To review the last set of instructions just click on the **Text** button in the Book.
- Exit the Tutorial by clicking on the double-arrow **Exit** button on the Command Bar (see The Command Bar, p.14).

## Options

Each option can be toggled on or off by clicking on the option name. Unless otherwise noted, the default setting for these options is ON.

### SOUNDS:

Controls sound effects.

### ANIMATIONS:

Displays historical and information video clips during the game.

### CONSTRUCTION TIPS:

Displays building tips during the game.

### RECLOSABLE TRAYS:

Allows you to close trays after you've opened them on the table (see Trays, p.10). The default setting for "Reclosable Trays" is OFF.

### FULL SCREEN MOVIES:

When this option is on, the program will switch the resolution of your computer to 640 x 480 when playing a movie. If it is dimmed, your computer is already in 640x480 mode.

### SMART PIECES:

Activates the repulsive effect between pieces that do not match (see Pieces, p.10).

### 3-D ASSEMBLIES:

Allows matching 2-D sections to snap together, thereby creating 3-D Assemblies (see 3-D Assemblies, p.14).

## Quick Settings

Selecting **New Game** in the Main Menu activates the **Quick Settings** box. By choosing the difficulty level you also determine the class of your ticket (needed to board the train after completion). The ticket allows you to explore the train and unlock its mysteries.

<b>EASY</b>	= Second Class Day Ticket
<b>AVERAGE</b>	= First Class Day Ticket
<b>CHALLENGING</b>	= Second Class Overnight Ticket
<b>SUPER CHALLENGING</b>	= First Class Overnight Ticket

- At the **Easy** level, you will complete a 150-piece puzzle (sorted by color,

few overlaps, no rotation, 3-D guides at the construction site). Your reward will be a **Second Class Day Ticket**, allowing you to explore the Type S sleeping car.

- At the **Average** level, you will complete a 300-piece puzzle (few overlaps, no rotation, 3D guides at the construction site). Your reward will be a **First Class Day Ticket**, allowing you to explore the Type S sleeping car and the restaurant car.
- At the **Challenging** level, you will complete a 500-piece puzzle (few overlaps, rotation required, ground wireframe at the construction site). Your reward will be a **Second Class Overnight Ticket**, allowing you to explore the entire train, except for the LX-10 sleeping car.
- At the **Super Challenging** level, you will complete a 707-piece puzzle. This is the hardest level: no help or guidance will be provided! Your reward will be a **First Class Overnight Ticket**, granting you complete access to the Orient Express.

## Custom Settings

The **Custom Settings** option in the Quick Settings window gives you wider control over the difficulty level. Choose the number of puzzle pieces (150, 300, 500, 707) as well as the following options:

- No ROTATIONS:** All the pieces are correctly oriented at the start of the game.
- No OVERLAP:** Places the puzzle pieces on the table so that only a few overlap.
- PRESORTING:** Puzzle pieces of similar color are grouped together on the table.
- 3-D GUIDES:** Allows you to see wireframe guides in the Construction

Site View to assist you in the building process. Furthermore, when you take a completed section out of the Transfer Tray, its correct position is highlighted in gray. When the section is properly positioned, the highlight switches to yellow, and when the section is released, it immediately snaps into place.

**Note:** Your ticket will change as you select your options.

## The Command Bar

The Command Bar is located at the very bottom of the screen once you've started a game. From left to right, the icons are:

- NEW TRAY:** Creates a tray (see The Trays, p.10).
- ZOOM 1:** Toggles Far View (see Views, p.8).
- ZOOM 2:** Toggles Normal View (see Views, p.8).
- ZOOM 3:** Toggles Close-Up View (see Views, p.8).
- TABLE VIEW:** Displays view of Main Table (see Views, p.8).
- CONSTRUCTION SITE:** Displays Construction Site Table (see The Construction Site, p.12).
- OVERHEAD VIEW:** Displays Overhead View of the table at which you are currently working (see Views, p.8).
- ROOM VIEW:** Displays view of entire room (see Views, p.8).
- SNAPSHOTS:** Displays images of the completed puzzle (see Snapshots, p.15).
- PERFORMANCE GRAPH:** Displays pertinent details of your performance in graph form (see The Performance Graph, p.18).

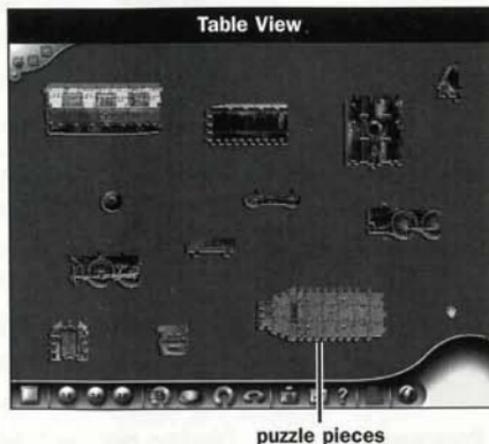
- HELP:** Lists the most important commands.
- PRINT:** Prints the assembled puzzle at the Construction Site.
- EXIT TO MENU:** Accesses the Main Menu.

Are you having trouble memorizing the buttons and their functions? **Tool Tips** display the name of a button on the Command Bar. Just move the cursor over the button and its name will appear above the cursor.

## Views

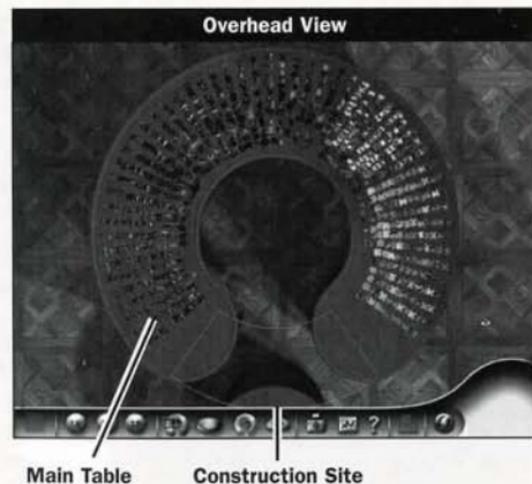
Your workroom is furnished with two custom-built tables on which you'll assemble the puzzle: the Main Table and the Construction Site Table. There are four basic views in the Puzz-3D® CD environment: the **Table View**, the **Construction Site View**, the **Overhead View**, and the **Room View**.

- **Table View**, the default view, shows a close overhead view of the Main Table. Most of your work at this table will be in 2-D, although you will combine some 2-D sections to create 3-D Assemblies (see 3-D Assemblies, p.13). **To move around the Main Table**, move the mouse to the edge of the screen and click when the cursor becomes an arrow.
- The **Construction Site View** shows the small circular table where you assemble the completed sections of the puzzle to form the 3-D



model of the train (see The Construction Site, p.12).

- The **Overhead View** shows an overhead perspective of both tables. A gray frame indicates the area of the Main Table on which you are currently working. Clicking on a section of the Main Table in the Overhead View will bring you to that section in the Table View. To go to the Construction Site, click on the small round table.



- The **Room View** shows the tables you are working on. You can scroll left and right in this view. Click on one of the tables to return to the Table View or to the Construction Site View.
- **Three magnification levels** are available in the Table View and in the Construction Site View. **Zoom 2** is a normal view, **Zoom 1** is a far view, and **Zoom 3** is a close-up view. Choose a zoom level by clicking on its corresponding icon on the Command Bar (see The Command Bar, p.7) or by pressing keys '1', '2' or '3'. In addition, you can zoom in with the '+' key or by double-clicking on the table while holding **Shift**. Zoom out using the '-' key.

## The Pieces

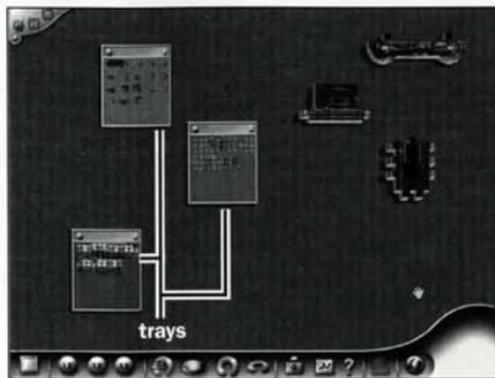
You'll need to begin the construction by working at the Main Table, where the pieces of the puzzle are scattered. Depending upon the level of difficulty you've selected, the pieces may overlap one another and may need to be rotated in order to be joined together.

- **Move a piece** by clicking on it and dragging it. Dragging a piece to the edge of the computer screen will cause the Table View to automatically scroll along the table.
- **Pieces are joined** by dropping a piece next to a matching piece. Pieces will join together with a snapping sound. Joined pieces operate as a single piece.
- **Pieces are rotated clockwise** by clicking on them with the right mouse button (option-click on Mac OS®). **Pieces are rotated counterclockwise** by clicking on them while holding the **Ctrl** key.

## The Trays

In order to keep track of the hundreds of puzzle pieces, you will want to use **trays** to sort pieces and partially completed sections by type or color.

- **Create a tray** by clicking on the **New Tray** button on the Command Bar (see The Command Bar, p.7). You can **type in a name for this new tray**; click outside of it or press Return when you are done. You can also

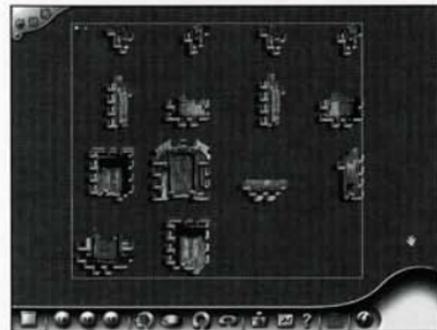


New Tray Button

**create a tray by clicking and dragging on the tabletop** to form a dotted-line rectangle. When you release the mouse button, a tray is formed and all the pieces inside the rectangle are put inside the tray.

**Note:** If the rectangle is empty, no tray is created.

- **Add pieces to a tray** by dragging them over the tray and dropping them when the green light appears.
- **Open trays** by clicking on the round button on the upper left-hand corner of the tray **or** by double-clicking on the tray. When a tray is opened, all the pieces are put back on the table.
- When the **Reclosable Trays** option is on (see Options, p.4), the rectangle used for creating the tray remains after the pieces are moved from the tray to the table. Moving pieces in or out of the rectangle moves the pieces in or out of the tray. Click again on the round button to close the tray.
- To **delete a tray**, click on the tray's **X** button or click on the tabletop outside the tray rectangle.
- **Up to seven trays can be anchored** at the bottom of the screen, allowing you to scroll over the table while carrying many trays at the same time. To anchor a tray, click on the tray's arrow button or right-click on it (Option-click for Mac OS®). To free an anchored tray, drag it onto the table.
- **A tray can be emptied** into another tray by dragging one tray on top of the other. The source tray is then deleted and all its pieces are added to the destination tray.

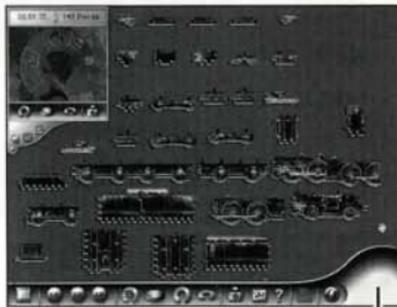


## The Transfer Tray

The Transfer Tray enables you to move completed sections from the Main Table to the Construction Site, where they will be used to complete the 3-D model.

- **Recognizing a completed section.**

A completed section is either a wall section, a roof section, a floor section or a wheels section. Completed sections have smooth or crenellated outlines (no jigsaw outlines). A harp sound is heard when you complete a section.



transfer tray

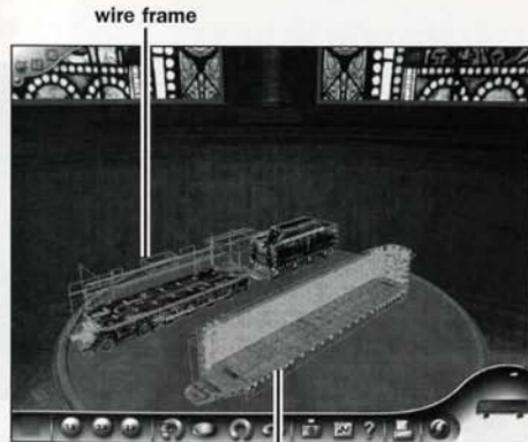
- **Add a section to the Transfer Tray** by dragging the section to the tray. A green light will appear in the tray if it is a completed section; if not, a red light will appear instead.
- **Storing multiple sections in the Transfer Tray.** Click on the arrows on the tray to scroll through all the sections currently stored in the tray. Once the desired section is visible, it can be dragged into the Construction Site view or back onto the main table.
- Completed sections stored in a regular tray can be added to the Transfer Tray by dragging the regular tray to the Transfer Tray.
- **A completed section is placed at the Construction Site by dragging it out of the Transfer Tray** and dropping it into its correct position at the Construction Site. A yellow outline of the section will appear when the section is properly positioned. Release the mouse button and the section will fall into place. **Incorrectly positioned sections** automatically return to the Transfer Tray.

## The Construction Site

At the **Construction Site** you will take the completed sections from the Transfer Tray on the Main Table and build the puzzle in 3-D.

Go to the Construction Site by clicking on the Construction Site icon on the Command Bar or by tapping the **spacebar** once. To return to the Table View click on the Table View icon or tap the **spacebar** again.

- **The puzzle at the Construction Site can be rotated** and viewed from different angles. Drag the mouse cursor to one side of the screen: when the cursor becomes a **curved arrow**, click on the mouse button and the train will rotate. You can also change the elevation angle by bringing the cursor to the top or bottom of the screen and clicking when the curved arrow appears.



wire frame

portion of assembled train

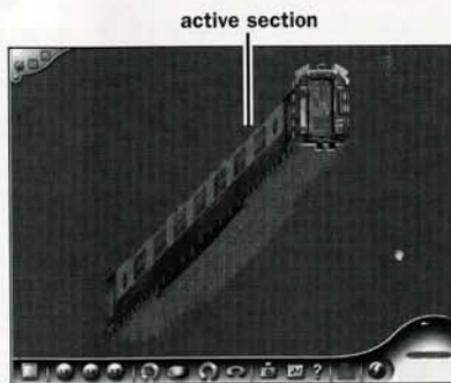
- You can zoom in and out at the Construction Site, as you would on the Table View, by pressing '1', '2' or '3', or the corresponding buttons on the Command Bar.
- At zoom level 2 or 3, you can scroll the view in four directions by clicking and dragging at the edges of the screen.

- Print the view of the Construction Site with the Print button or by pressing 'P' on the keyboard.

## 3-D Assemblies

The Orient Express is broken down into **16 3-D subsections**. Each of these subsections can be assembled in 3-D on the Main Table but you can connect different 3-D subsections only at the Construction Site.

- **3-D Assemblies** are created when matching pieces from two different 2-D sections are joined. The newly created piece **appears as a 3-D Assembly**. The **active section** is the one facing the user; all other sections are shaded.
- **Move 3-D Assemblies** by clicking on the active section and dragging. 3-D Assemblies can be stored in trays.
- To rotate 3-D Assemblies clockwise, click on the active section with the right button (Option-click on Mac OS®). To rotate counter-clockwise, click on the active section while holding down the 'Ctrl' key.
- You can only match a piece with the **active** section of a 3-D Assembly.
- **Change the active section** of 3-D Assemblies by clicking on the section that you want to activate.
- **Completed 3-D Assemblies** can be dropped in the Transfer Tray and brought to the Construction Site, like completed 2-D sections.

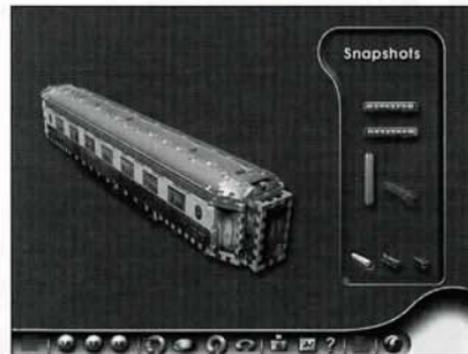


- A 3-D Assembly can be broken down into 2-D sections by clicking on it while holding the 'Shift' key.

## The Snapshots

**Snapshots** are a reference tool composed of several images of the completed train. You can refer to these images at any time by clicking on the Snapshots button on the Command Bar.

- Once the Snapshots mode is active you can click on one of three icons: the Pullman car, the coal car and the locomotive. Clicking on one of these icons brings up a series of Snapshots of the car chosen. To return to the table, click anywhere when the backwards-pointing arrow cursor appears.
- You can also **display a Snapshot in the Display Window** (see Display Window, p.16) by clicking on the Snapshots button at the bottom of the Display Window. If you want to change the Snapshots in the Display Window, click inside the Window and click on the image you want to view. To return to the table, click anywhere when the backwards-pointing arrow cursor appears.



## The Information Panel

The Information Panel displays various information about the puzzle. It is formed of three modules: the **Chronometer**, the **Display Window** and the **Book**, which can be independently hidden or displayed. You can hide or

display the entire Information Panel by pressing the 'I' key or by clicking on the round button at the bottom of the Information Panel Tab. Note that the Panel Tab is always visible even when the 3 modules are closed.

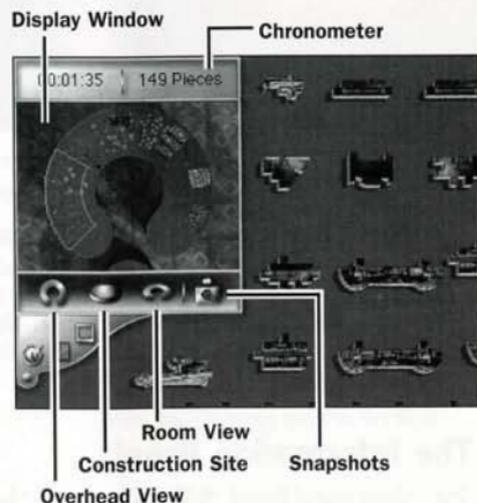
## THE CHRONOMETER

The **Chronometer** displays the time you've spent building the puzzle as well as the remaining number of pieces still to be assembled. It is paused automatically after 10 seconds of idleness. You toggle the Chronometer **on** or **off** by pressing the 'C' key or by clicking on the Chronometer button on the Information Panel Tab.

## THE DISPLAY WINDOW

The **Display Window** is a **navigational tool** that displays a second view in the upper left-hand corner of the computer screen. This allows you to switch from one view to another. For example, while working on one section of the puzzle in the Table View you can display the Overhead view in the Display Window, thus allowing you to move quickly to other areas of the Main Table. You can also display Snapshots in the Display Window.

- **Switch to the view** displayed in the Display Window by clicking inside it.



- **Toggle the Display Window on or off** with the 'D' key or by clicking on the Display Window button on the Information Panel Tab.
- Use buttons on the lower edge of the Display Window to select views for **Snapshots, Construction Site, Overhead View** and **Room View**.

## THE BOOK

The **Book** is a **reference tool** that appears on the Information Panel. You can use the Book to view various Historical and Information Clips, as well as Construction Tips.

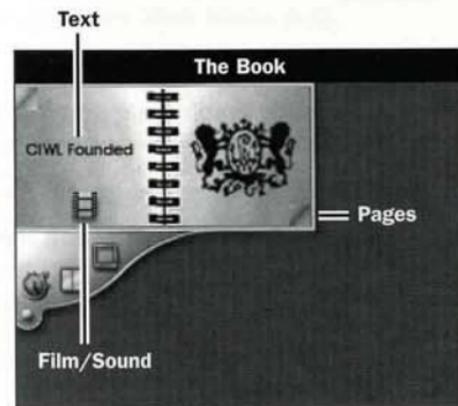
- The Book will appear only if the Animations option or the Construction Tips option is checked in the Options menu (see Options, p.4).
- Toggle the Book on or off with the 'B' key or by clicking on the Book button on the Information Panel Tab.

The Book will also appear automatically when a new clip or tip is available.

**Historical Clips** describe the rise of Georges Nagelmacker's *Compagnie des Wagons-Lits*. They are triggered by the number of remaining pieces.

**Information Clips** describe some of the features of the Orient Express' cars. They are triggered when certain sections are completed.

**Fictional Clips** introduce you to the characters involved in the Orient Express mystery. They are triggered by the number of remaining pieces.



**Construction Tips** are techniques to help you polish your building skills and take advantage of the advanced features of the game. They are triggered by your performance in the game.

- **Clips are played** when clicking on the Film button or the Sound button in the Book. Construction Tips are viewed using the Text icon. You can stop a clip or a tip by clicking anywhere or pressing any key.
- You can browse through the Book with the Pages buttons (the bent corners on the Book's pages) to select the clip you want to play from the ones available.

## The Performance Graph

The **Performance Graph** charts your progress using four performance percentage indicators:

- The **2-D Snaps** indicator represents the number of 2-D matches completed.
- The **3-D Snaps** indicator represents the number of 3-D matches completed on the table.
- The **Pieces** indicator represents the number of remaining pieces.
- The **Sections** indicator represents the number of sections placed at the Construction Site.

To **display the Performance Graph**, click on the Performance Graph button on the Command Bar.

## Completing the Puzzle

Once all the 2-D sections and 3-D assemblies have been completed and placed in the Transfer Tray, move to the Construction Site view, drag the

sections out of the Transfer Tray and into position on the Construction Site Table.

- To rotate the viewing angle, use the method described on p.12 (The Construction Site).

After you have assembled the 3-D model at the Construction Site your train ticket will appear. Click on it to enter the completed model and begin your exploration of the train. Note that **once you have clicked on the ticket you cannot return** to the Construction Site to see your completed puzzle. If you want to save your model for future viewing, save the game under a different name and then begin the exploration phase (see Main Menu, p.4).

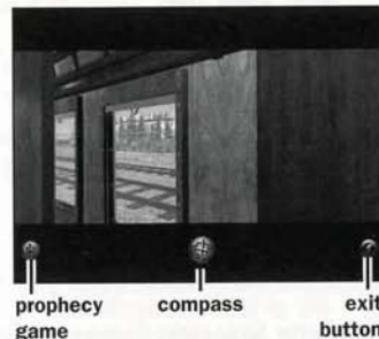
## Part II - Exploration Phase

### General Information

When you have completed the Orient Express Puzz-3D® and clicked on your train ticket at the Construction Site, you will be brought inside the Type S sleeping car. From here on, you'll be able to move about the train, view the interior, and click on various objects.

**Observation Sites** allow you to view the train from different angles (360 degrees left to right, and to a lesser degree, up and down). Observation Sites are located throughout the train.

- **To turn around** at an observation site, click in the **center** of the screen and then drag in the desired direction.



- The **Compass** at the bottom center is a button that will take you to the Itinerary Map, where Information Clips about the cities on the itinerary can be viewed, according to the difficulty level.
- Don't forget that there are **four levels of access** to the interior of the train: **2nd Class Day Ticket, 1st Class Day Ticket, 2nd Class Overnight Ticket, and 1st Class Overnight Ticket.** The 2nd Class Day Ticket gives you access to the Type S sleeping car only, while the 1st Class Overnight Ticket gives you unlimited access to the train.

Use your cursor to explore Observation Sites, which are full of interactive Hot Spots that enable you to view clips or pick up objects. Moving over a Hot Spot will cause the cursor to change shape.

Hot Spot icons come in three different shapes:

- Magnifying Glass:** Starts a character clip.
- Mah Jong Tile:** Pick up ciphers for the Prophecy Game (see p.24)
- Slide:** Starts an information clip

- You can skip a **movie** or **clip** by clicking anywhere or by pressing any key.
- You can return to the **Main Menu** with the **Exit** button at the lower right of the screen (see Main Menu, p.4).

## Dramatis Personae

These are the characters that you will meet during your adventure:

**Madame Sosostri:** Famous clairvoyante. Born to a poor Gypsy family in Bulgaria, she used her preternatural talents to carve a better life for herself. She feels that something momentous is about to happen on the Orient Express, and she is determined to see it through to the end.

**The Flapper:** A typically flighty young Italian girl... or is she? She certainly looks the part, but no one can discuss the poetry of T.S. Eliot as well as she can...

**The Jazz Singer:** A black woman from the deep South, who flees her own country for the more welcoming shores of 1922 Europe.

**The Woman in Black:** A beautiful French actress, just back from the United States, where she did a film with Rudolph Valentino... Cool and elegant, she's used to the good life.

**Wendy Richmond:** After a life of disappointment and tragedy, this lady feels that she's earned some rest. But this grand tour on the Orient Express is so strange... an amateur detective is born.

**The Mysterious Passenger:** A celebrity who prefers traveling in 3rd class and is a little unnerved by the luxury of the Orient Express.

**The Egyptologist:** This Turkish expert in all things Egyptian is on his way to Thebes to visit the newly discovered Tomb of Tutankhamen. A bumbling, affected and rather supercilious individual.

**The Tennis Player:** A British champion, born among England's lower class, who disdains what he calls the "snobbery" of his fellow passengers.

**The Industrialist:** A ruthless American railroad tycoon. His motto: "All's fair in love, war and business, right? Right. Now get out."

**The Conductor:** Discreet, efficient, and almost pathologically loyal to the *Compagnie des Wagons-Lits*. There are rumors that he never sleeps.

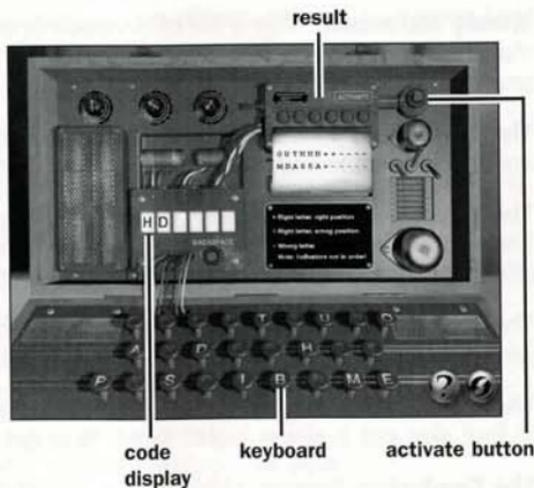
## The Games

To exit an unfinished game and continue exploring the train, click the double arrow Quit button on the Command Bar. You can always come back to the game later.

Click on the Question Mark button to hear the game's instructions.

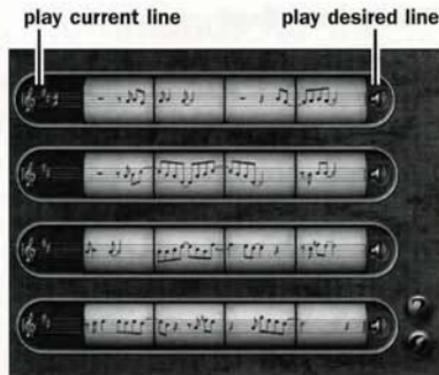
### THE CODE GAME

You have discovered the broken prototype of an encoding machine. Can you use the 12 keys that still work to discover its secret? The solution is a six letter word - a clue to the Mysterious Celebrity Plot. After you type in a combination (use the backspace key if you want to change your entry), click on the Activate button. You will be told how many letters are properly positioned, and how many are correct but improperly positioned. You must succeed in ten turns or less. Good luck.



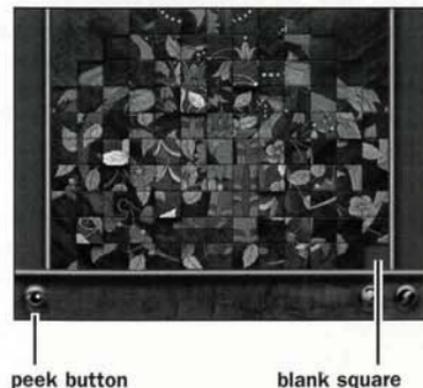
### THE JAZZ GAME

Do you know "Ain't No Waste Land?" You will after you finish this game. The sheet music to the swing number sung by the Jazz Singer on board the Orient Express is a bit of a mess. 16 cylinders must be rotated in a specific order to reconstitute the song. Clicking on a cylinder rotates it by one-third of a turn, lets you hear the bar you arrive at (not the one you begin with!)... and rotates another cylinder as well! Click on one of the speaker icons on the right to hear the four-bar excerpt as it should sound. Click on the treble clef on the left to hear the line as you have it set down. Listen well and hope that it matches. Swing on!



### THE MARQUETRY GAME

This image of a magnificent marquetry bird, from the workshops of British woodworker Morisson, has been scrambled beyond recognition. Your job is to slide each tile in its proper place. Click on a tile to move it into the blank square, and you're on your way. We threw in a bit of a twist, however: several of the tiles are locked in place, and you will have to work around them. There, that's not as easy as you thought, is it? Click on the eye button to have a peek at the solution.



## THE PROPHECY GAME

You must now use the Mah Jong tiles to read the fortunes of four of the Orient Express passengers...

pay careful attention to what the tiles are trying to tell you!

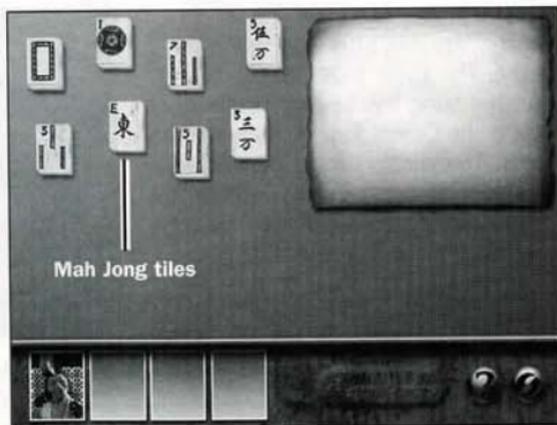
Explore the train and collect words - called *ciphers* - for your readings

by clicking on the Mah Jong Tiles icon. Once in the Prophecy Game screen, click on the tiles

that have already been

drawn for the character whose fortune you must read. Each tile will reveal a prophecy from the Predskazanie, the ancient Book from the Gypsy prophet Vlad Oko. Try to match a prophecy to the cipher that best answers the ancient riddle, and place that cipher underneath the corresponding tile. Careful: some of the ciphers that you will discover are red herrings which really belong in another character's reading! Once you believe that you have all of the correct ciphers properly placed, click on the Perform Reading button, but check your answer twice before clicking - if you are mistaken, all the wrong ciphers will go into hiding again...

You can access the Prophecy Game at any time by clicking on the Mah Jong Tile button at the lower left of the screen.



## Keyboard Shortcuts and Commands for the Construction Phase

### Keyboard Shortcuts

<b>OPEN GAME</b>	Ctrl + O (⌘ O on Mac OS®)
<b>SAVE GAME</b>	Ctrl + S (⌘ S on Mac OS®)
<b>NEW GAME</b>	Ctrl + N (⌘ N on Mac OS®)
<b>QUIT</b>	Ctrl + Q (⌘ Q on Mac OS®)
<b>ZOOM 1</b>	'1'
<b>ZOOM 2</b>	'2'
<b>ZOOM 3</b>	'3'
<b>ZOOM IN</b>	'+'
<b>ZOOM OUT</b>	','
<b>TABLE VIEW</b>	'T' or 'Spacebar'
<b>CONSTRUCTION SITE</b>	'K' or 'Spacebar'
<b>OVERHEAD VIEW</b>	'O' (zero)
<b>ROOM VIEW</b>	'R'
<b>SNAPSHOTS</b>	'S'
<b>PERFORMANCE GRAPH</b>	'G'
<b>HELP</b>	'H' or 'Help'
<b>SHOW/HIDE INFORMATION PANEL</b>	'I'
<b>SHOW/HIDE CHRONOMETER</b>	'C'
<b>SHOW/HIDE DISPLAY WINDOW</b>	'D'
<b>SHOW/HIDE BOOK</b>	'B'
<b>PRINT</b>	'P'

EXIT TO MENU  
SHOW/HIDE MENU BAR

'Esc'  
(Mac OS® only) Return or Enter

## Mouse Commands

ROTATE PIECES CLOCKWISE

Right Click (Option-Click on Mac OS®)

ROTATE PIECES  
COUNTERCLOCKWISE

Ctrl-Click

BREAK DOWN 3-D ASSEMBLY

Shift-Click on 3-D Assembly

ZOOM IN

Ctrl-Double-Click

ZOOM OUT

Shift-Right-Double-Click (Shift-Option-Double-Click on Mac OS®)

OPEN TRAY

Double-Click on Tray

ANCHOR TRAY

Right Click on Tray  
(Option-Click on Mac OS®)

## Construction Phase Cursor Shapes



IDLE HAND

Pick up a piece



POINTING FINGER

Click on a button Turn  
a page of the Book



GRABBING HAND

Drag a piece



BACKWARDS-POINTING ARROW

OK to return to Table View



CLOCKWISE ARROW

Rotate piece clockwise



COUNTERCLOCKWISE ARROW

Rotate piece counterclockwise



LEFT ARROW

Scroll left



RIGHT ARROW

Scroll right



UP ARROW

Scroll up



DOWN ARROW

Scroll down



CURVED TURN LEFT ARROW

Turn puzzle left



CURVED TURN RIGHT ARROW

Turn puzzle right



CURVED TURN UP ARROW

Raise view angle



CURVED TURN DOWN ARROW

Lower view angle



DOUBLE CURVED ARROW

Rapid rotation



ORBIT

Change active section of 3-D assembly



BREAK 3-D JOINT

Break down 3-D Assembly



EYE

Change point of view



FORWARD-POINTING ARROW

Change active view to Display Window view

## Credits

Original Puz-3D® Concept	..... Paul Gallant
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Original CD-ROM Concept	..... Mike Donovan
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Art Direction (Puz-3D® CD)	..... Mike Donovan, Jean-Alexis Doyon, Nathalie Barcelo
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Makeup	..... Marie Regimbald
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Filming Location	..... Montreal
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US Patent No.:	..... 5,251,900
Canadian Patent No.:	..... 2,050,969-4
European Patent No.:	..... 0531662
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1. The correct name of the game.
2. The type of computer you are running the game on.
3. Your Windows® or Mac OS® version.
4. Exact error message reported (if any).

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You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the PUZZ-3D® CD-ROM game to: support@puzz3d.com

To find out more about the PUZZ-3D® CD-ROM Games and all of Wrebbit's puzzle games, please visit:

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