

BRAIN GAMES

HELP FILE

Welcome to the **Brain Games Help File**.

Brain Games is a rich collection of strategy and logic games. We provide you hundreds of game levels and variations and a super fun way to exercise your brain!

This help file contains instructions for the following games:

- Atomix Blobs
- Bloxtris
- Jump Over
- Mind Snap
- Qwik Point
- Spot The Difference 2

Click on the game title on the left to jump to the instructions.

ATOMIX BLOBS

Welcome to Atomix Blobs.

THE STORY

The Atomix Blobs were happy creatures who lived happily in BLOBTOWN. One day, the evil WACKO came and destroyed the entire town.

Unknown to WACKO, there were still some Blobs who were 'out-of-town' during the catastrophe. Sad to find the entire BLOBTOWN destroyed by WACKO; the last 5 surviving Blobs (Mandee, Cindee, Wandee, Zandee & Fandee) pledged to rebuild the town.. To do that, the Blobs have to travel to the ARKADE WORLD to regain their atomix strength & power, and to collect all the materials to rebuild the BLOBTOWN again.

In this game, Mandee, the red Blob suddenly found himself lost in the LOSTMAZE Sector of the ARKADE WORLD. Mandee needs your help to guide him get out of the LOSTMAZE safely. Simply guide Mandee towards the EXIT on each level. Be careful though, the orange-colored tiles are very fragile and will collapse once Mandee steps on it.

The EXIT gate will not open until all orange tiles are cleared on each level. By the way, don't ever let Mandee touch the blue-colored Atomix floor - it's deadly. Your mission ends when you have completed all 20 levels; or when you've failed in your mission (your 5 chances are gone).

MANEUVERING THE GAME

Use the **arrow keys** (left, right, up, down) to guide Mandee along the tiles.

From Game Screen: Press **F4** to toggle between "FULL SCREEN mode" and "NORMAL WINDOW mode". By default, this game runs in "FULL-SCREEN mode". In "NORMAL Window mode", you can minimize or resize the game window, just like any other typical Windows application/

Press **F5** to save current state of the game

Press **F6** to load previously saved game

Press **`Q'** to exit the game to the main menu

BLOXTRIS

Welcome to Bloxtris.

THE GOAL

Bloxtris features seven different shaped blocks that fall down to the game field one after the other. The object of the game is to keep the blocks from piling up to the top of the game field. To prevent this, you will need to fill in a line of blocks horizontally across the game field. When you do so, that line disappears and you get points. You can move the blocks to the left and right, and rotate them as they fall to get them to line up how you wish. If the blocks pile up to the top of the game field, that's the end of the game.

This game is a test of your endurance where you must try to get the high score by completing as many lines as possible. Enjoy 12 challenging levels! The higher the LEVEL, the faster the blocks fall.

Starting with Level 3 onwards, you'll get a new block called the 'swap block', it allows you to swap (exchange) the current falling block with this 'swap block'. Only one block can be swapped per fall.

Oh, and be cautious of the falling bombs - they can be destructive and... frustrating!

GAME SCREEN

SCORE - Shows the score you have earned

HIGH SCORE - Shows the highest score earned previously

LEVEL - Shows the falling speed of the current block

LINES LEFT - Shows the total number of lines left (from 40 lines)

NEXT - Shows the next block to be dropped

SWAP - Shows the SWAP block (level 3 onwards)

FIELD - Game play area

GAME CONTROLS

- <- (Left arrow) - Moves blocks to the left.
- > (Right arrow) - Moves blocks to the right.
- ∨ (Down arrow) - Makes the blocks fall down fast.
- ∧ (Up arrow) - Rotates the block.

OTHER CONTROLS

- F1 - To access help file.
- F4 - Toggle between FULL SCREEN and WINDOW mode.
- F5 - Saves the current game (during game play)
- F6 - Loads saved game (during game play)
- ESC - Return to Main Menu (during game play)
- SPACE BAR - Restarts the game from the moment it was stopped
- P - Pause the game (during game play).
- Q - Quits game (from Main Title Screen)
- R - Resets "Top 10 HighScore List" to default settings
- S - Swaps a falling block with the block displayed on the 'Swap' location, shown on the bottom right of the game screen. You can only swap one block per fall. (Available from Level 3 onwards)

BASIC STRATEGY

Align the blocks in a horizontal line making sure there are no gaps. If a complete line with no gaps is formed, that line will disappear from the screen.

All the blocks remaining on the screen will fall down one line.

Get a higher score by completing 2, 3 or 4 lines at once. The deeper the pile of lines that is completed, the higher the score. As you get better at the game, you can complete two lines (a double), three lines (a triple) or four lines (a "BLOXTRIS") with the drop of one block. Doubles, triples, and BLOXTRISes will result in higher score points.

JUMP OVER

Welcome to Jump Over.

THE OBJECT

The object of Jump Over is to clear the board of all pegs, but one. Pegs are moved by "jumping" over an adjoining peg to an empty hole beyond - the peg that has been jumped over is then removed from the board. Pegs may only be moved horizontally or vertically, but not diagonally. Continue until you have placed the peg(s) on the red-colored holes or until no further moves can be made.

GETTING STARTED

1. When the game starts, purple-colored pegs are laid out on the board, with red-colored holes shown as well. If a peg is residing on a red-colored hole, you will see a red-colored ring surrounding the peg.
2. When you first select a peg, it will change to a different color. Select an empty hole to move the peg to. If the move is successful, you may continue with the game. If the move is unsuccessful (i.e., instead of selecting an empty hole, you select another peg), the move is invalid. Incorrect moves will still cost you a move on the MOVES counter, so be careful not to select a peg without thinking first. In any case, if you do make a mistake by selecting a peg; simply click at the same peg again so that you can 'UNDO' the move. In this case, the move will not be counted. I
3. If you have not made a move after 90-seconds, the game will cancel and return to the main menu.
4. For each completed level, the MOVES will be added to the TOTAL MOVES counter. The SCORE will accumulate with each level. If the last peg is on the red-colored hole, 1000 points are awarded. Otherwise, if it's on any other hole, 250 points are awarded instead.

HOTKEYS

The following "hotkeys" are accessible only from the MAIN MENU page:

Press CTRL-SHIFT-F
Press CTRL-SHIFT-O
Press CTRL-SHIFT-R

Hide `Quit' and `Info' options
Show `Quit' and `Info' options
Reset High Score List

MIND SNAP

Welcome to Mind Snap.

THE GOAL

Mind Snap is a visual puzzle game that tests your memory and pushes your observation skills to the limits. Your goal is to memorize a complete picture in a brief amount of time and be able to place a piece of that picture correctly into place. There are 80 levels to challenge and entertain you.

GETTING STARTED

1. You are first briefly shown a complete picture to remember; you can either wait for timer to end, or click OK when you are ready. If you click the OK button before the timer runs out, you'll stand a chance to win extra bonus points.
2. You are then shown a portion of the picture you just saw. Click on the area of the blank grid where you think that piece should be. Points are awarded for making the correct choice the first time. For each wrong choice, points are deducted and the timer increases in speed. Up to 10 wrong spots are allowed per game.
3. The game ends when you have chosen incorrectly 11 times or when points have been deducted until your score is zero. Extra BONUS points are awarded if you complete all levels.
4. Up to 3 HINTS are provided per game. Use them only when necessary as points are deducted and timer speed increases for each HINT used.

HOTKEYS

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Press CTRL-SHIFT-O
Press CTRL-SHIFT-R

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Show `Quit' and `Info' options
Reset High Score List

QWIK POINT

Welcome to Qwik Point.

THE OBJECT

The object of this game is deceptively simple, but amazingly addictive and meant to keep you mind sharp and reflexes quick. Click the "numbered" tiles in numerical order. You must click as fast as you can before the timer ends. Subsequent levels involve larger grids and more numbers, so you have to work hard to keep up the pace. 20 challenging levels will exercise your brain.

SCORING SYSTEM

The game starts with 200 points. For each correct tile clicked, points are awarded based on accuracy and speed. For each wrong tile clicked, points will be deducted. 4 wrong clicks are allowed per level, then the game will end.

HOTKEYS

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Press CTRL-SHIFT-R

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Show `Quit' and `Info' options
Reset High Score List

SPOT THE DIFFERENCE 2

Welcome to Spot The Difference 2.

THE OBJECT

Compare two seemingly identical pictures. Your job is to click on a section of either picture where there is something missing from the other picture. So if the picture on the left has a yellow flower on a table, but the picture on the right does not, you will click that area (on either picture) where there is a missing item. Test your powers of observation.

GAME MODES

KIDS CHALLENGE - Features 10 picture levels (2 stages of 5 pictures each). The pictures are specially designed to be colorful, fun and interesting to kids. The goal is to spot the 3 differences between the pictures.

PACE CHALLENGE - Features 70 picture levels plus a variable timer. This mode is great for those who want to play at their own pace, without unnecessary stress!

TIME CHALLENGE - Features 70 picture levels and puts your observation skills and speed to the test. The countdown is on and you must spot all the differences before the clock runs out.

BONUS - For every 10th level completed, we have added a Bonus Game level - a version of the popular memory matching game that will surely get your adrenaline pumping! You need to click to match the tiles within the time given. If you make 3 wrong matches, the bonus game ends and returns you back to the main game play.

SCORING SYSTEM

The game starts with 200 points. For each correct spot made, points are awarded based on accuracy and speed. For each wrong spot made, points will be deducted and the timer countdown gets quicker. Points are deducted for each HINT used, but a HINT BONUS awarded for each unused HINT left in each level.

SUPPORT INFORMATION

System Requirements

Windows 98 / 2000 / ME / XP / Vista
Pentium 233MHz or faster
256MB RAM or higher
70MB free hard drive space
800 x 600 minimum screen resolution
DirectX compatible video and sound cards
CD-ROM / Mouse / Keyboard

Installing Brain Games on your PC

1. Insert the Brain Games CD into your CD-ROM drive
2. If your computer is configured to detect a newly inserted CD, the Autorun menu will appear. If the Autorun menu does not appear after a few moments, click on the Start button, then select Run, and type D:\setup.exe (where D is the letter of your CD-ROM drive). If you are not sure of your CD-ROM drive's letter, double-click on the "My Computer" icon.
3. Click on the Install option, and follow the onscreen instructions for installation and setup.
4. Upon successful completion of the install, you can launch the program either from the Brain Games icon on your desktop OR by going to Start/Programs/On Hand Software/Brain Games

Customer Support

The quickest way to find an answer to your question is to click on this link:
<http://www.onhandsoftware.com/Support2.html>

This will take you immediately to the On Hand Software support site where we have posted the most frequently asked questions (FAQ's) and help files. There are also some patches to programs that you can download. In a minute or two you can often find the answer you are seeking.

However if you don't find an answer to your specific question there, we have also included a Support Form so that you can tell us which operating system and computer you are using, as well as including your question.

This form provides us with a more complete picture of the technical specs (computer brand, operating system) that we need to analyze and respond to your question. You'll find the form at the bottom of the support page.

We hope that you will quickly and easily find the information that you need on the support site or by using the product form.

REPORTING BUGS

If you find a bug in our software, it would be helpful if you reported the bug to us via email to info@onhandsoftware.com

To report a bug, please email us with BUG REPORT in the subject line. Please include the following information in your email:

- What operating system you are using
- The software name and version # from the CD (ie PC103-01)
- The error message
- A brief description of what you were doing when the error appeared (ie did it happen upon launching of the game, or on a specific game level)
- Your name and email address so we can contact you when the bug is fixed.

When reporting bugs, detailed emails are necessary so we have a written record of the information our programmers will need to fix the problem.