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Produced by Wrebbit Inc.

Developed by Dyad Digital Studios, Inc.

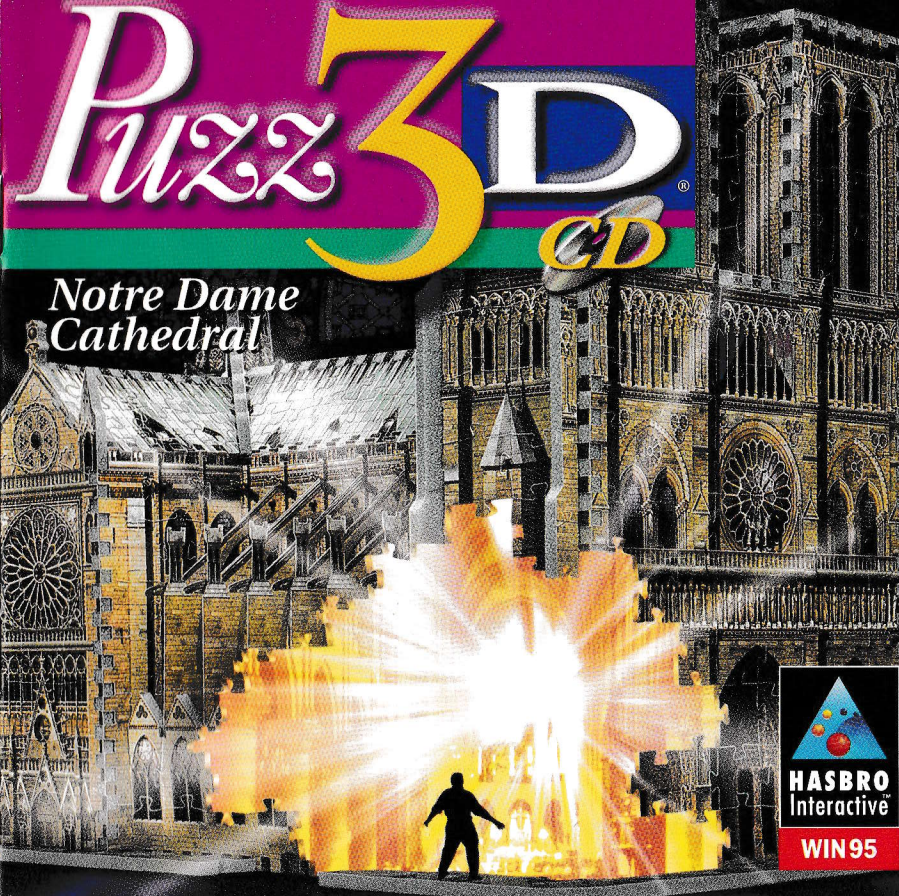
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System Requirements

OPERATING SYSTEM:	Windows 95
PROCESSOR:	486DX66 (Pentium 100 Mhz recommended)
MEMORY:	16 Mb of RAM (24 MB recommended)
MOUSE:	Microsoft compatible
HARD DRIVE:	60 MB free (36MB for files, 24 MB for virtual memory)
VIDEO & DISPLAY:	640x480, 16-bit colors (1 MB of cache video memory is recommended)
CD-ROM:	2X speed

★NOTE: Windows 95 Virtual memory should be on.

Installation of Puzz 3D® for Windows® 95

To install Puzz 3D® for Windows 95, 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 "AUTORUN.EXE" in the root directory of the CD.

Part I - Construction Phase

The Main Menu

- A **Main Menu** window appears when the CD-ROM is loaded. Click on **Tutorial** to learn how the Puzz 3D® game works. 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 p.4, Options).
- 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 permits you to return to the game you were playing.
- Click on **Quit** to exit the game.

The Tutorial

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

Options

You can turn the following options on and off by clicking on them or their corresponding gem. The default setting for all these options is on.

- SOUNDS:** Controls sound effects.
- ANIMATIONS:** Controls the display of architectural and historical audio-visual clips during the game.
- CONSTRUCTION TIPS:** Controls the display of assembly tips during the game.
- RECLOSABLE TRAYS:** Allows you to close trays (see p.9, Trays). The default setup for "Reclosable Trays" is OFF.
- SMART TRAYS:** Orders pieces and prevents overlaps (when one piece covers another piece) within trays.
- SMART PIECES:** Activates the repulsive effect between pieces when they don't match (see p.8, Pieces).
- 3D ASSEMBLIES:** Allows matching 2D sections to snap together, thereby creating 3D Assemblies (see p.12, 3D Assemblies).

Quick Settings

Selecting a **New Game** in the Main Menu activates the **Quick Settings** box. By choosing the difficulty level you are also determining your access key to the interior of the puzzle after completion. Access keys allows you to explore the cathedral and unlock the interior mysteries.

EASY = Bronze Key
AVERAGE = Silver Key
CHALLENGING = Gold Key
SUPER CHALLENGING = Platinum Key

- At the **Easy** level, you will complete a 138-piece puzzle. Pieces will be pre-sorted by color, will not overlap, and will not require rotation. 3D guides outlining walls and roofs at the Construction Site will help you assemble the cathedral. Your reward will be a **Bronze Key** that allows you to explore parts of the first floor of the completed cathedral.
- At the **Average** level, you will complete a 266-piece puzzle. The pieces will not overlap and will not require rotation. 3D guides outlining walls and roofs at the Construction Site will help you assemble the sections. Your reward will be a **Silver Key** that allows you to explore the entire first floor of the completed cathedral.
- At the **Challenging** level, you will complete a 402-piece puzzle. The pieces will not overlap, but will require rotations. There will only be a wireframe of the ground at the Construction Site to guide you. Your reward will be a **Gold Key** that allows you to explore the entire cathedral, except for a few secret places.
- At the **Super Challenging** level, you will complete a 919-piece puzzle. This is the hardest level: no help or guidance is provided! Your reward will be a **Platinum Key** that allows you to explore even the darkest secrets of the cathedral.

Custom Settings

The **Custom Settings** option in the Quick Settings window gives you more control over the difficulty level. Choose the number of puzzle pieces (138, 266, 402, 919) as well as the following options:

- NO ROTATIONS:** Places all the pieces in their correct orientation at the start of the game so you don't need to rotate pieces before joining them.
- NO OVERLAP:** Places the puzzle pieces on the table so that only a few overlap.
- PRESORTING:** Places puzzle pieces of similar color together on the table.
- 3D GUIDES:** Allows you to see guides in the Construction Site view to help you build the puzzle.

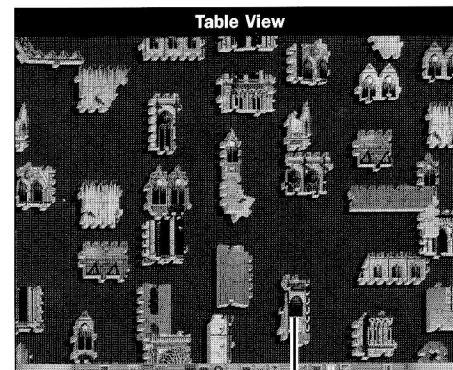
★**NOTE:** *Your access key will change as you change your options.*

Views

You'll work in a room that contains two 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® environment: the **Table View**, the **Construction Site View**, the **Overhead View**, and the **Room View**.

- The **Room View** shows the tables you are working on. You can **scroll left** and **right** in this view. **Click on** a table to **return** to the Table View or the Construction Site view.

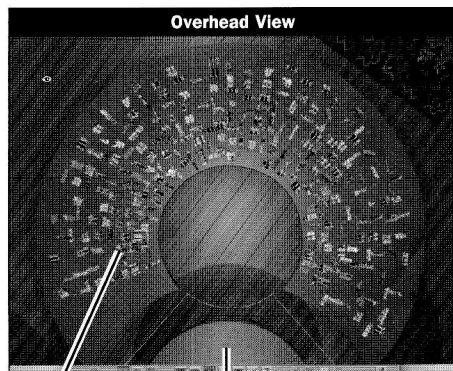
- **Table View**, the **default view**, shows an overhead view of the Main table where you assemble puzzle pieces to form sections of the cathedral. Most of your work at this table will be in 2D, although you will combine some 2D sections to create 3D Assemblies (see p.12, 3D Assemblies). **To move around the Main table**, move the mouse to the edges of the screen and click when the cursor becomes an arrow.



puzzle pieces

- The **Construction Site view** shows the small circular table where you assemble the completed sections of the puzzle to form the 3D model of the cathedral (see p.11, Construction Site).
- **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 in the Command Bar (see p.14, Command Bar) or by pressing the keys 1, 2 or 3. In addition, you can zoom in using the '+' key or, by double-clicking on the table while holding 'Shift'; zoom out using the '-' key or by right-double-clicking on the table while holding 'Shift'.

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



main table construction site

Pieces

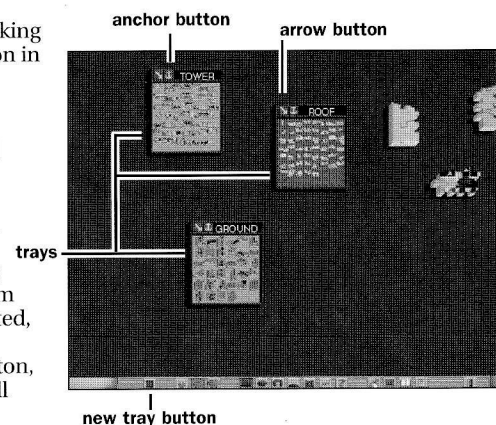
To begin assembling the cathedral you'll need to begin working at the Main table, where the pieces of the puzzle are scattered about. Depending upon the level of difficulty you've selected, the pieces may overlap one another and may need to be rotated in order to be joined together.

- **Move pieces** by clicking on a piece 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 "snap" sound. Joined pieces operate as a single piece.
- **Pieces are rotated clockwise** by clicking on them with the right-mouse button. **Pieces are rotated counterclockwise** by clicking on them while holding the 'Ctrl' key.

The Trays

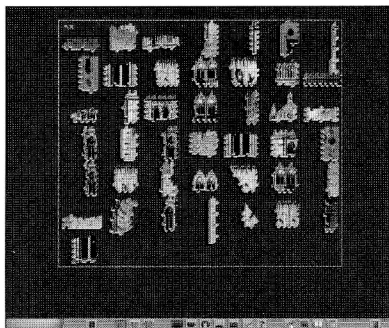
In order to keep track of the hundreds of puzzle pieces, you will want to use **trays**, where you can store similar types of pieces and partially completed sections.

- **Create a tray** by clicking on the **New Tray** button in the Command Bar (see p.14, Command Bar). You can **type a name for the tray** and click outside the tray or press 'return' when you are done. You can also **create a tray by clicking and dragging on the tabletop** to form a rectangle with a dotted, white line. When you release the mouse button, a tray is formed and all the pieces that were inside the rectangle are put inside the tray. ★**NOTE: If no pieces were inside, no tray is created.**



- **Add pieces to a tray** by dragging them over the tray and dropping them when the green rectangle appears.
- **Open trays** by clicking on the arrow button on the upper, left-hand corner of the tray or by double-clicking on the tray. When opened, all the pieces are put back on the table.

- When the **Reclosable Trays** option is on (see p.4, Options), the rectangle used for creating the tray surrounds the pieces after they are moved from the tray to the table. Moving pieces in or out of the rectangle on the table moves the pieces in or out of the tray. Click again on the arrow button to reclose the tray.



- To **delete a tray**, click on the tray's 'X' button. You can also click on the tabletop outside the tray rectangle to delete the tray.
- **Up to seven trays can be anchored** at the bottom of the screen, thus allowing you to scroll over the table while carrying many trays at the same time. To anchor a tray, click on the tray's anchor button or right-click on it. To unanchor a tray just drag it onto the table.
- A tray can be **emptied** into another tray by dragging one tray onto another. The source tray is then deleted and all its pieces are added to the destination tray.

The Gold Tray

The Gold Tray permits you to move completed sections from the Main table to the Construction Site, where they will be used to complete the 3D model. Click on the Gold Tray button on the Command Bar, or press the 'G' key to make it visible.

- **Recognizing a completed section.** A completed section is either a wall section, a roof section, or a ground section. Completed sections have smooth or crenellated outlines (no jigsaw outlines). A harp sound is played when you complete a section.

- **Add a section to the Gold Tray** by dragging the section to the tray. A green rectangle will appear in the tray if it is a completed section.

- **Storing multiple sections in the Gold Tray.** Click on the arrows on the top of the tray to scroll through all the sections currently stored in the tray. Once the section is visible it can be dragged into the Construction Site view or back onto the main table.

- Completed sections stored in a **User Created Tray** can be added to the Gold Tray by dragging the User Created Tray to the Gold Tray.

- A completed section is **placed at the Construction Site by dragging it out of the Gold Tray** and dropping it into its correct position at the Construction Site. When a section is dragged into its proper position at the Construction site a green outline of the section will appear. You can then release the mouse button and the section will fall into place. **Incorrectly placed sections** return automatically to the Gold Tray.

The Construction Site

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

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

- **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 cathedral 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.

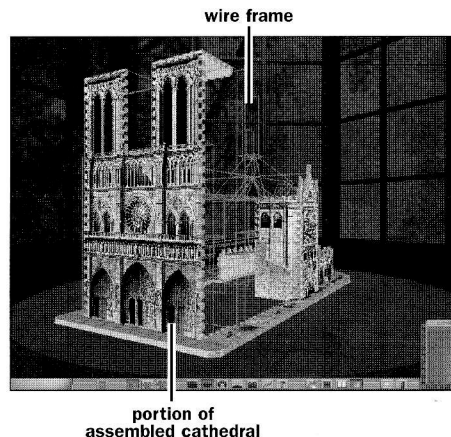
- You can zoom in and out at the Construction Site, as you would on the Table View, by pressing '1', '2' or '3', or the corresponding buttons on the Command Bar.

- The rotation of the puzzle is only possible at zoom level 1. At zoom level 2 or 3, you can scroll the view in four directions by clicking and dragging at the screen's edges.

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

3D Assemblies

The cathedral was broken down into **seven 3D subsections**: the roof, the towers, the north wall, the south wall, the north wing, the south wing and the apse (the back). Each of these subsections can be assembled in 3D on the Main table but you can only connect **different** 3D subsections at the Construction Site.



- **3D Assemblies** are created when matching pieces from two different 2D sections are joined. The newly created piece **appears as a 3D Assembly**. The **active section** is the one facing the user; all other sections are shaded.

- **Move 3D Assemblies** by clicking on their active section and dragging. 3D Assemblies can be stored in trays.

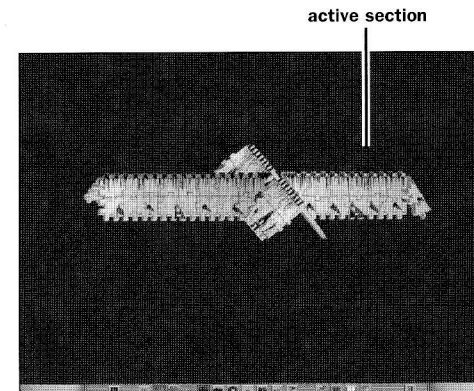
- To rotate 3D Assemblies clockwise, click on their active section with the right button. To rotate counter-clockwise, click on the active section while holding the 'Ctrl' key down.

- You can only match a piece with the **active** section of a 3D Assembly.

- **Change the active section** of 3D Assemblies by clicking on the section that you want to activate.

- Completed **3D Assemblies** can be dropped in the Gold Tray and brought to the Construction Site the same way you do with completed 2D sections.

- A 3D assembly can be broken down to 2D sections by clicking on it while holding the 'shift' key.



The Command Bar

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

NEW TRAY:	Creates a tray (see p.9, Trays).
ZOOM 1:	Displays Far View mode (see p.6, Views).
ZOOM 2:	Displays Normal View mode (see p.6, Views).
ZOOM 3:	Displays Close-Up View mode (see p.6, Views).
TABLE VIEW:	Displays view of main table (see p.6, Views).
CONSTRUCTION SITE:	Displays Construction Site table (see p.11, Construction Site).
OVERHEAD VIEW:	Displays Overhead View of the table you are working at (see p.6, Views).
ROOM VIEW:	Displays view of entire room (see p.6, Views).
REFERENCE PICTURES:	Displays images of the completed puzzle (see p.15, Reference Pictures).
PERFORMANCE GRAPH:	Displays a graph of your performance (see p.18, Performance Graph).
HELP:	Shows list of the most important commands.
CHRONOMETER:	Chronometer times your performance (see p.16, Chronometer).

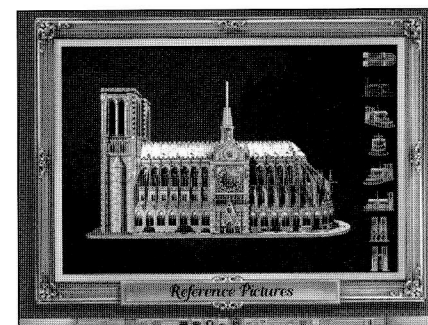
FRAME:	Frame displays second View (see Section 15, Frame).
BOOK:	Book offers building tips and historical facts (see p.17, Book).
GOLD TRAY:	Gold Tray stores completed sections (see p.10, Gold Tray).
PRINT:	Prints the assembled puzzle at the Construction Site.
EXIT TO MENU:	Accesses the Main Menu.

- 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 in question and the button's name will appear above the cursor.

The Reference Pictures

Reference Pictures are a reference tool composed of several images of the completed cathedral. You can refer to these images at any time simply by clicking on the Reference Pictures button on the Command Bar.

- Once the Reference Pictures mode is active you can **click on the smaller images on the right to change the view**. To return, click anywhere when the thumbs-up cursor appears.



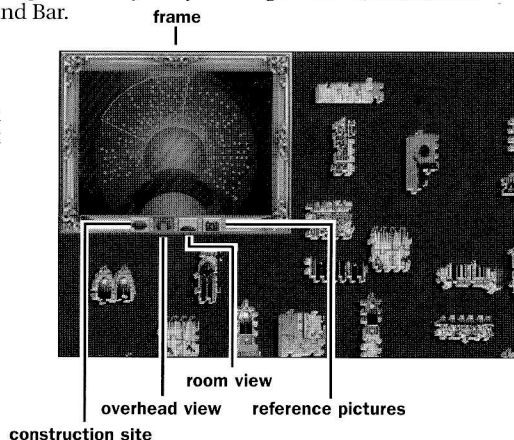
- You can also **display a Reference Picture in the Frame** (see p.16, Frame) by clicking on the Reference Pictures button at the bottom of the Frame. If you want to change the Reference Picture in the Frame, click inside the Frame and click on the image you want view in the Frame. To return, click anywhere when the thumbs-up cursor appears.

The Chronometer

The **Chronometer** displays the time you've spent building the puzzle as well as the remaining number of un-assembled pieces. It is paused automatically after 10 seconds of idleness. You can **display or hide** the Chronometer by pressing the 'C' key or by clicking on the Chronometer button of the Command Bar.

The Frame

The **Frame** 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 you work on one section of the puzzle in the Table view you can display the Overhead view in the frame,



thus allowing you to move quickly to other sectors of the Main table. You can also display Reference Pictures in the Frame.

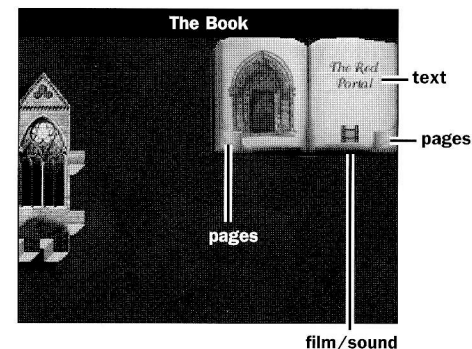
- **Move to the view** displayed in the Frame by clicking inside the Frame.
- **Switch the Frame off and on** with either the 'F' key or by clicking on the Frame button on the Command bar.
- Use buttons on the lower edge of the Frame to select views for **Reference Pictures**, **Construction Site**, **Overhead View** and **Room View**.

The Book

The **Book** is a **reference tool** that appears in the upper right-hand corner of the screen. You can use the book to view the various Historical and Architectural 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 p.4, Options).
- Switch the Book on or off by pressing the 'B' key or by clicking on the Book icon of the Command Bar.

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



Historical Clips are milestones in the construction timeline of the Notre-Dame Cathedral and are triggered by the number of remaining pieces.

Architectural Clips are triggered by completing certain important sections of the puzzle. These clips give information on certain architectural features of the Cathedral.

Construction Tips are techniques to help you speed up your puzzle-building and take advantage of the advanced features of the game. They are triggered by your performance in the game.

- **Clips are played** using the Film button or the Sound button in the book. Construction Tips are viewed using the Text button. Clips and tips are stopped by clicking anywhere or by pressing any key.
- You can browse through the book using the Pages buttons (they look like bent corners on the pages) to select the clip you want to play from those available.

The Performance Graph

The **Performance Graph** charts your progress in the building of your puzzle using four performance percentage indicators:

- The **2D Snaps** indicator is based on the number of 2D matches completed.
- The **3D Snaps** indicator is based on the number of 3D matches done on the table.
- The **Pieces** indicator is based on the number of remaining pieces.
- The **Sections** indicator is based on the number of sections placed at the Construction Site.
- To **display the Performance Graph**, click on the Performance Graph button of the Command Bar.

Completing the Puzzle

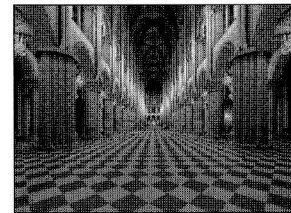
Once all the 2D sections and 3D assemblies have been completed and placed in the Gold Tray, move to the Construction Site view. Drag the sections out of the Gold Tray and into position on the Construction Site table.

- To rotate your view, use the method described on p.11, The Construction Site.

Once you have assembled the 3D model at the Construction Site your access key will appear. Click on the access key to enter into the completed model and begin your exploration of the cathedral. Note that once you have clicked on the key **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 p.3, Main Menu).

Part II - Exploration Phase

General Information on the Exploration Phase



When you have completed the Puzz 3D® Notre-Dame Cathedral and clicked on your key at the Construction Site, you will be brought inside the cathedral to a spot just beyond the front doors. From here you'll be able to move about the cathedral, view the interior, and click on various objects.

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

- **To turn around** at an observation site, click in the **center** of the screen and then drag in the desired direction.
- **To zoom in**, at an Observation Site, use the **shift** key. To zoom out, use the **control** key.
- Don't forget, there are **four levels of access** to the interior of the cathedral: **Bronze, Silver, Gold, and Platinum**. The Bronze Key gives you very limited access to the cathedral; the Platinum Key gives you unlimited access.

Hot Spot Cursors allow you to move about the cathedral and pick up objects. When you are **stationary** at an Observation Site, use your cursor to explore the computer screen. As the cursor moves over **Hot Spots** (where you can **navigate, view a character or information clip, or pick up a glowing object**), the shape of the cursor will change. A list of cursors and their uses appears below. Simply click on the Hot Spot cursor:



To navigate, or move, from one Observation Site to another.



To see a character clip.



To see an information clip.



To pick up stones and clues for the Enigma Game and for accessing other games inside the Cathedral

★NOTE: If you are changing your angle of view you will not be able to see the Hot Spot cursors because you must be stationary to see them.

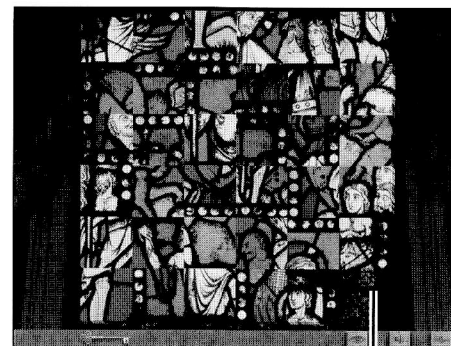
- Any **Movie**, or clip, can be skipped by clicking or by pressing any key.
- You can return to the **Main Menu** using the **Door** button at the lower right of the screen on the Command Bar. (see p.3, Main Menu).

Let the Games Begin!

Over 800 years old, the cathedral and the hundreds of paintings, sculptures, windows, and religious objects in and around it are often in need of restoration. Hidden inside the Puzz 3D® cathedral are four games that incorporate the theme of restoration. To find these hidden games, you'll have to use the Observation Sites and the Hot Spot Cursors.

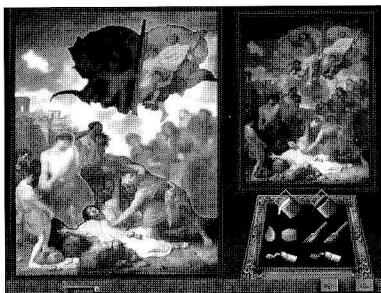
THE STAINED-GLASS WINDOW GAME

Your goal is to recreate the original window by moving the blocks into their correct positions. Click on a block adjacent to the empty square and it will move into that square. Keep moving the blocks around until you've restored the stained-glass window. If you'd like a peek at the completed window, click and hold the Eye button on the Command Bar.



empty pane

THE PAINTING GAME



Restore a damaged painting to its former glory. You are given an example of the original painting and the following tools:

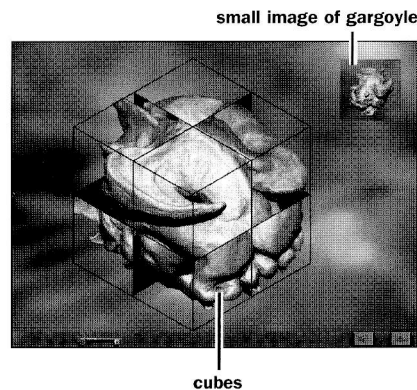
- A WHITE-PAINT BUCKET (to add white)
- A BLACK-PAINT BUCKET (to add black)
- A WATER DROP (to blur the image)
- A SPONGE (to sharpen the image)
- A COLORED PAINTBRUSH (to saturate the colors)
- A GREY PAINTBRUSH (to desaturate the colors)
- A TUBE OF RED PAINT (to add red)
- A TUBE OF GREEN PAINT (to add green)

- Click on a tool and then click on the region of the picture you wish to modify.

The final painting should look like the example in the top right corner of the screen. A burst of applause will play when you've completed the restoration.

THE DICED GARGOYLE GAME

A gargoyle sculpture has been broken into eight cubes. Your job is to re-assemble the gargoyle by rotating sections of the four cubes until the sculpture matches the image of the gargoyle in the small square.



- To rotate one section of a cube, place the cursor near one of the section's exterior edges until a curved, **single** arrow appears and then click.
- To rotate an entire cube, move the cursor slightly farther away from the exterior edge (but near the center of one of the cube's edges) until the curved, **double** arrow appears and then click.

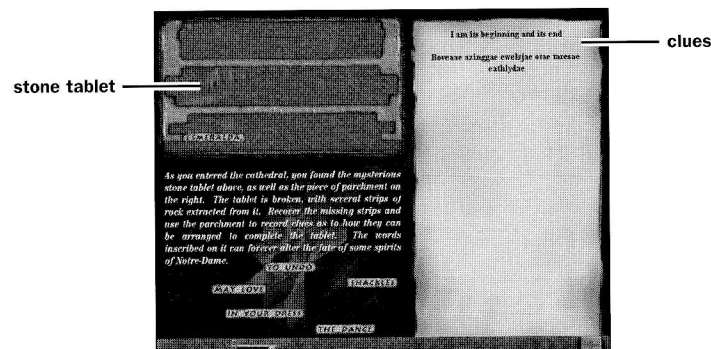
- To rotate the view of the original sculpture, move the cursor to an inside edge of the small square. When the curved or straight arrow appears, click once.

You can perform the same rotation operation by simply placing the cursor directly over the small gargoyle. Click and drag when the hand cursor appears. We suggest using the first method because you can gently nudge the object around, one rotation at a time.

THE ENIGMA GAME

Restore Esmeralda to her human form. As you explore the Notre-Dame Cathedral you are able to click on particular objects which transfer **stones** and **clues** to your **Emerald Charm** on the Command Bar. The stones are inscribed with parts of a magic formula. You must collect all the stones and assemble them in the correct order within a stone tablet. Doing so will spell out the magic formula you need to release Esmeralda from her stone prison. Each time you find stones you are also given clues on a sheet of paper which help you determine the proper order for the stones.

- The **stones** and **clues** are found throughout the exploration of the cathedral. They can be recognized by their green hue.
- **To move a stone** simply click and drag it into position on the tablet. If it clicks into place with a 'snap' sound and you can't move it again you've placed it correctly.



- Watch out for stones that are hidden underneath others in your workspace.
- The words on the parchment provide clues for the correct order of the stones in the stone tablet.
- **Access this game** at any time **by clicking the Emerald Charm** on the Command Bar at the bottom of the screen.
- **Exit** an unfinished game and come back later to complete it. To exit a game and continue exploring the cathedral click the Red Arrow button on the Command Bar.
- **Click** on the Speaker button to hear an audio clip again.
- You'll need the **Platinum Key** to pick up all the stones for the stone tablet.
- With the Bronze Key you can pick up the stones inscribed with the words for the first stanza of the magic formula.
- The Silver Key allows you to pick up the stones and clues for the fifth and six lines of the magic formula as well as those accorded for the Bronze access key.
- The Gold Key permits you to collect the stones for the seventh, eighth, ninth and tenth lines (plus Bronze and Silver).

Command Bar

The Exploration command bar is located at the bottom of the screen when you enter the Cathedral (It replaces the construction command bar). This new command bar give you the possibility to (from left to right):

EMERALD CHARM

Access the Enigma Game

KEY

See the key you possess

ZOOM OUT	Increase your view angle
ZOOM IN	Decrease your view angle
LEFT ARROW	Turn left
RIGHT ARROW	Turn right
UP ARROW	Look up
DOWN ARROW	Look down
DOOR	Access the main menu

Keyboard Shortcuts and Commands for the Construction Phase

Keyboard Shortcuts

OPEN GAME	'Ctrl+O'
SAVE GAME	'Ctrl+S'
NEW GAME	'Ctrl+N'
QUIT	'Ctrl+Q'
ZOOM 1	'1'
ZOOM 2	'2'
ZOOM 3	'3'
ZOOM IN	'+'
ZOOM OUT	'-'

TABLE VIEW	'T' or 'Spacebar'
CONSTRUCTION SITE	'K' or 'Spacebar '
OVERHEAD VIEW	'0' (zero)
ROOM VIEW	'R'
REFERENCE PICTURES	'I'
PERFORMANCE GRAPH	'/'
HELP	'H' or 'Help'
CHRONOMETER	'C'
FRAME	'F'
BOOK	'B'
GOLD TRAY	'G'
PRINT	'P'
EXIT TO MENU	'Esc'
SHOW/HIDE MENU BAR	'Return' or 'Enter'









Mouse Commands












ROTATE PIECES CLOCKWISE	Right-Click
ROTATE PIECES COUNTERCLOCKWISE	Ctrl-Click
BREAK DOWN 3D ASSEMBLY	Shift-Click on 3D Assembly

ZOOM IN
ZOOM OUT
OPEN TRAY
ANCHOR TRAY

Shift-Double-Click
Shift-Right-Double-Click
Double-Click on Tray
Right-Click on Tray

Construction Phase Cursors

	IDLE HAND CURSOR	Pick a piece
	POINTING HAND CURSOR	Click on a button Create a tray on the table
	GRABBING HAND CURSOR	Drag a piece
	PAGE PICKING HAND CURSOR	Turn a page from the book
	THUMBS-UP CURSOR	OK. Return to table view.
	CLOCKWISE ARROW	Rotate piece clockwise
	COUNTERCLOCKWISE ARROW	Rotate piece counterclockwise
	LEFT ARROW CURSOR	Scroll left

	RIGHT ARROW CURSOR	Scroll right
	UP ARROW CURSOR	Scroll up
	DOWN ARROW CURSOR	Scroll down
	TURN LEFT ARROW CURSOR	Turn puzzle left
	TURN RIGHT ARROW CURSOR	Turn puzzle right
	TURN UP ARROW CURSOR	Raise view angle
	TURN DOWN ARROW CURSOR	Lower view angle
	3D ROTATION CURSOR	Change active section of 3D assembly
	BREAK 3D JOINT CURSOR	Break down 3D Assembly
	EYE CURSOR	Change point of view
	GO TO CURSOR	Change active view to frame view

Technical Support

Before you call for technical support...

If you are having technical difficulties with the Puzz 3D® CD-ROM game, please consult the README.TXT file on the CD-ROM before calling technical support. If you call technical support, please have the following information available (and be ready to take notes):

1. The correct name of the game.
2. The type of computer you are running the game on.
3. Your Windows version.
4. All the information after the MEM command.
5. Exact error message reported (if any).
6. If you have it, the contents of your AUTOEXEC.BAT and CONFIG.SYS files.

For telephone technical support, please call 800-997-7455. If you live in an area that does not support the 800 number, please call (410) 568-2377. Support hours are from 8:00 a.m. to 12:00 a.m., Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

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 game and all of Hasbro Interactive's family of classic interactive CD-ROM games, please visit:

<http://www.hasbro.com>

Produced by: Wrebbit Inc.
Developed by: DYAD Digital Studios, Inc.
Distributed by: Hasbro Interactive, Inc. and Wrebbit Inc.

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Hasbro Interactive's Limited Ninety-Day Warranty

Hasbro Interactive warrants for a period of ninety (90) days following the original retail purchase of this copy of the Puzz 3D® CD-ROM game that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation.

This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Hasbro Interactive's Customer Support Department toll free at (800) 997-7455, or (410) 568-2377 for international calls between the hours of 8:00 a.m. and 12:00 a.m. Monday through Friday (Eastern Time) and 8:00 a.m. to 8:00 p.m. Saturday and Sunday, holidays excluded. Our technical personnel will attempt to help you correct any problem that may occur. If you have a problem resulting from a manufacturing defect in the CD-ROM, Hasbro Interactive will replace your compact disc with a corrected version. For problems resulting from your system software or hardware, Hasbro Interactive will suggest technical solutions to help you avoid the problem.

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