

Wrebbit™



Inter@ctive

WIN / MAC

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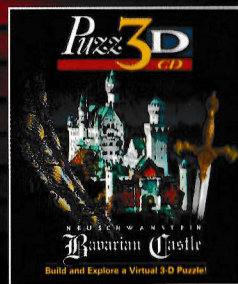
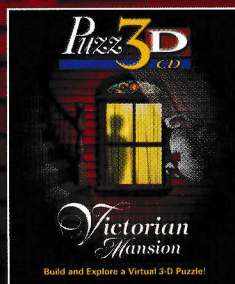
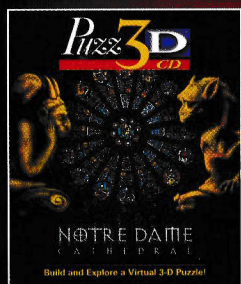
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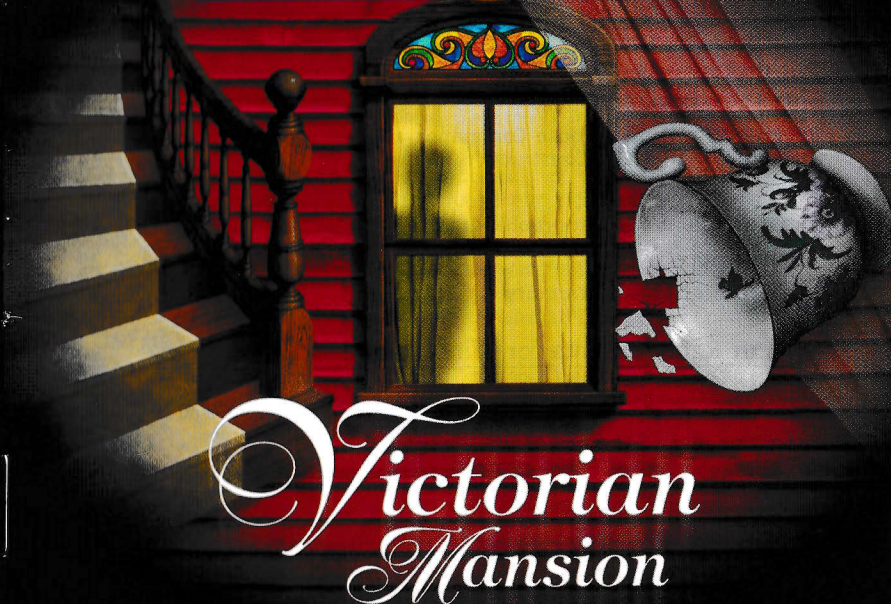
The Puzz-3D® CD Collection:



Printed in Canada

Puzz 3D[®]

CD



Build and Explore a Virtual 3-D Puzzle!

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System Requirements for Windows®

OPERATING SYSTEM:	Windows 95 or higher
PROCESSOR:	Pentium 100 Mhz (200 Mhz recommended)
MEMORY:	16 MB of RAM (24 MB recommended)
MOUSE:	Microsoft compatible
HARD DRIVE:	45 MB free (21 MB for files, 24 MB for virtual memory)
VIDEO & DISPLAY:	640x480, 16-bit colors DirectX certified video driver (1 MB of cache video memory is recommended)
CD-ROM:	2X speed (minimum)

Note: Windows 95 Virtual memory should be on.

System Requirements for MacOS®

OPERATING SYSTEM:	MacOS 7.5 or higher
PROCESSOR:	PowerPC 80 Mhz (200 Mhz recommended)
MEMORY:	20 MB of RAM (32 MB recommended)
HARD DRIVE:	32 MB free
VIDEO & DISPLAY:	640x480, 16-bit colors
CD ROM	2X speed (minimum)

Windows® Installation

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 "SETUP.EXE" in the root directory of the CD.

In the setup program follow these steps:

1. Click on **Install Puzz-3D® Victorian Mansion** and follow the instructions.
2. Click on **Install QuickTime™ 3.0** and follow the instructions.
3. Click on **Install DirectX 5.0** and then select **Reinstall DirectX**.
4. Restart the computer using the Restart button.

Note: You should perform the QuickTime™ 3.0 and DirectX 5.0 installation even if you think you already have these programs installed. Puzz-3D® cannot run without them or with earlier versions.

MacOS® Installation

To install **Puzz-3D® Victorian Mansion**, double-click on **Install Puzz-3D® Victorian Mansion**. After the installation, double-click on **QuickTime™ Installer** to install **QuickTime™ 3.0**, which is required by the game. You can then restart your computer and run the game.

Part I - Construction Phase

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 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 set of instructions just click on the Text button in the Book.
- Exit the Tutorial by clicking on the **Exit** button on the Command Bar (see The Command Bar, p.13).

Options

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

SOUNDS: Controls sound effects.

ANIMATIONS:

Displays architectural and historical video clips during the game.

CONSTRUCTION TIPS:

Displays building tips during the game.

RECLOSABLE TRAYS:

Allows you to close trays (see The Trays, p.9). The default setting for "Reclosable Trays" is OFF.

FULL SCREEN MOVIES:

Controls the screen size of the movie clips. The default setting for "Full Screen Movies" is OFF.

SMART PIECES:

Activates the repulsive effect between pieces when they don't match (see The Pieces, p.8).

3-D ASSEMBLIES:

Allows matching 2-D sections to snap together, thereby creating 3-D Assemblies (see 3-D Assemblies, p.12).

Quick Settings

Selecting a New Game in the Main Menu activates the Quick Settings box. By choosing the difficulty level you also determine your access key to the interior of the puzzle after completion. The access key allows you to explore the mansion and unlock its mysteries.

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

- At the **Easy** level, you will complete a 150-piece puzzle. Pieces will be pre-sorted by color, will not overlap, and will not require rotation. 3-D guides outlining walls and roofs at the Construction Site will help you set the sections into place. Your reward will be a **Bronze Key**, allowing you to explore parts of the first floor of Richmond Mansion.
- At the **Average** level, you will complete a 300-piece puzzle. The pieces will not overlap and will not require rotation. 3-D guides outlining walls and roofs at the Construction Site will help you set the sections into place. Your

reward will be a **Silver Key**, allowing you to explore the second floor of Richmond Mansion.

- At the **Challenging** level, you will complete a 500-piece puzzle. The pieces will not overlap, but will require rotation. There will be only a wireframe of the ground at the Construction Site to guide you. Your reward will be a **Gold Key**, allowing you to explore the entire Richmond Mansion, except for the attic.
- At the **Super Challenging** level, you will complete a 700-piece puzzle. This is the hardest level: no help or guidance is provided! Your reward will be a **Platinum Key**, allowing you to explore even the darkest secrets of Richmond Mansion.

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, 700) as well as the following options:

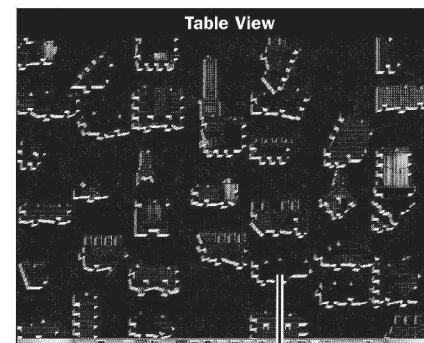
- No ROTATIONS:** All the pieces are correctly oriented at the start of the game.
- No OVERLAP:** Places the puzzle pieces on the table so that only a few overlap.
- PRESORTING:** Puzzle pieces of similar color are grouped together on the table.
- 3-D GUIDES:** Allows you to see wireframe guides in the Construction Site View to assist you in the building process. Furthermore, when you take a completed section out of the Gold Tray, its correct position is highlighted in amber. When the section is properly positioned, the highlight switches to green, and when the section is released, it immediately snaps into place.

Note: Your access key will change as you change your options.

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® 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.12). **To move around the Main Table**, move the mouse to the edges of the screen and click when the cursor becomes an arrow.

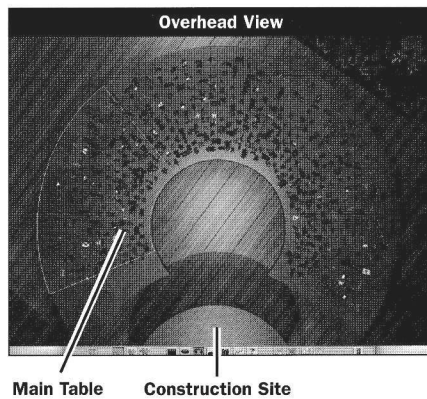


puzzle pieces

- The **Construction Site View** shows the small circular table where you assemble the completed sections of the puzzle to form the 3-D model of the mansion (see The Construction Site, p.11).
- The **Overhead View** shows an overhead perspective of both tables. A green 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.13) 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 or by right-double-clicking on the table while holding **Shift**.



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.

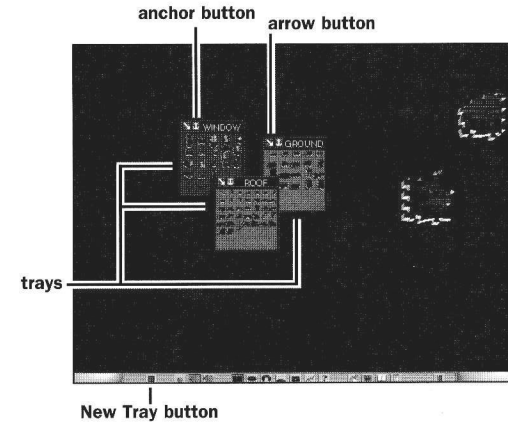
- **Pieces are rotated clockwise** by clicking on them with the right-mouse button (option-click on MacOS®). **Pieces are rotated counterclockwise** by clicking on them while holding the **Ctrl** key.

The Trays

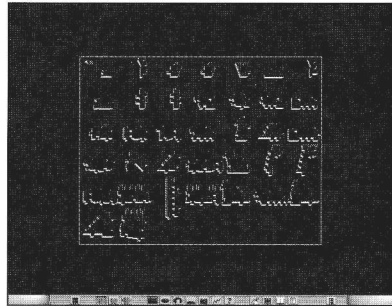
In order to keep track of the hundreds of puzzle pieces, you will want to use **trays** to sort pieces and partially completed sections by type or color.

- **Create a tray** by clicking on the **New Tray** button on the Command Bar (see The Command Bar, p.13). You can **type in a name for this new tray**; click outside of it or press 'return' when you are done. You can also **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.

- **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 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 arrow button to reclose 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 anchor button or right-click on it (option-click on MacOS®). 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 Gold Tray

The Gold 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. Toggle the Gold Tray on or off by clicking on the Gold Tray button on the Command Bar or by pressing the **'G'** key.

- **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 at the top of 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 or back onto the Main Table.
- Completed sections stored in a regular tray can be added to the Gold Tray by dragging the regular 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. A green 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 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 3-D**.

Go to the Construction Site by clicking on the Construction Site icon on the Command Bar or by hitting the **spacebar** once. To return to the Table View click on the Table View icon or hit 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 mansion 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.

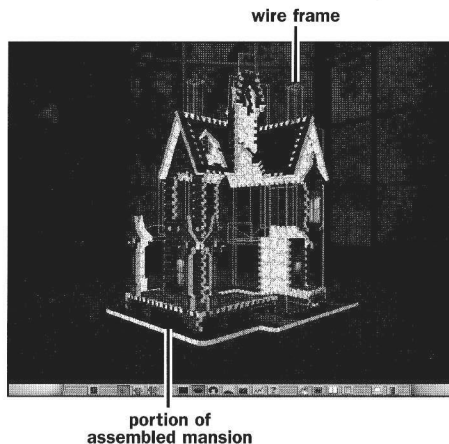
- Rotating the puzzle is only possible at zoom level 1. At zoom level 2 or 3, you can scroll the view in four directions by clicking and dragging at the edges of the screen.

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

3-D Assemblies

The Victorian Mansion is broken down into **17 3-D subsections**: two roof sections, the turret, the main wall section, the front wing, the back wing, the side entrance, the front bay window, the side bay window, the porch, the porch roof, two chimneys, three gable windows and the balcony. Each of these subsections can be assembled in 3-D on the Main Table but you can connect **different** 3D 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.

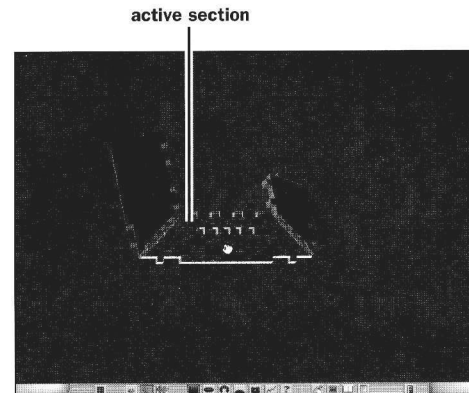
- To rotate 3-D Assemblies clockwise, click on the active section with the right button. To rotate counterclockwise, click on the active section while holding down the 'Ctrl' key down.

- 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 Gold 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 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 The Trays, p.9).

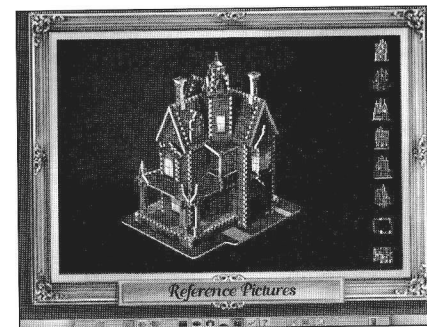
Zoom 1: Toggles Far View mode (see Views, p.7).

ZOOM 2:	Toggles Normal View mode (see Views, p.7).
ZOOM 3:	Toggles Close-Up View mode(see Views, p.7).
TABLE VIEW:	Displays view of Main Table (see Views, p.7).
CONSTRUCTION SITE:	Displays Construction Site Table (see The Construction Site, p.11).
OVERHEAD VIEW:	Displays Overhead View of the table at which you are currently working (see Views, p.7).
ROOM VIEW:	Displays view of entire room (see Views, p.7).
REFERENCE PICTURES:	Displays images of the completed puzzle (see The Reference Pictures, 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.
CHRONOMETER:	Times your performance (see The Chronometer, p.15).
FRAME:	Displays second view (see The Frame, p.16).
BOOK:	Offers building tips and historical facts (see The Book, p.16).
GOLD TRAY:	Stores completed sections (see The Gold Tray, p.10).
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.

The Reference Pictures

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



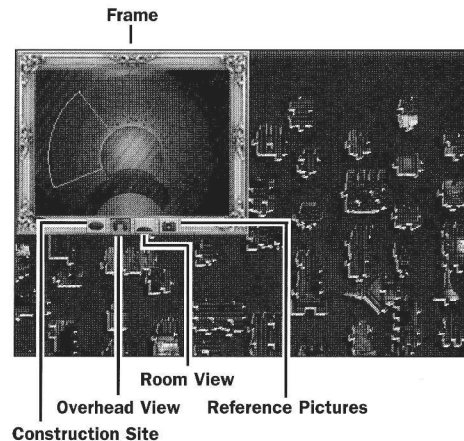
- Once the Reference Pictures mode is active you can **click on the smaller images on the right to change the view**. To return to the table, click anywhere when the thumbs-up cursor appears.
- You can also **display a Reference Picture in the Frame** (see The Frame, p.16) by clicking on the Reference 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 to view. To return to the table, 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 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 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 working 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 areas of the Main Table. You can also display Reference Pictures in the Frame.



- **Switch to the view** displayed in the Frame by clicking inside the Frame.
- **Toggle the Frame on or off** with 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 various Historical, Story 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 Options, p.4).

- Toggle the Book on or off with 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.

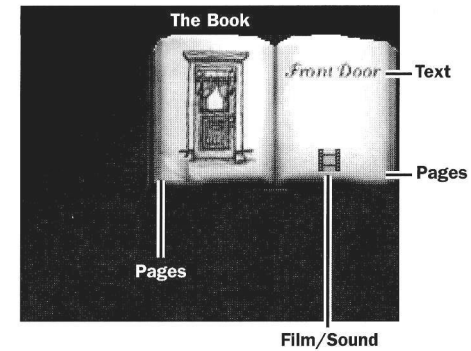
Historical Clips are milestones in the construction timeline of Richmond Mansion and are triggered by the number of remaining pieces.

Story Clips are important events in the Richmond family history. They are also triggered by the number of remaining pieces.

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

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 button. 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 available ones.



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 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 the viewing angle, use the method described on p.11 (The Construction Site).

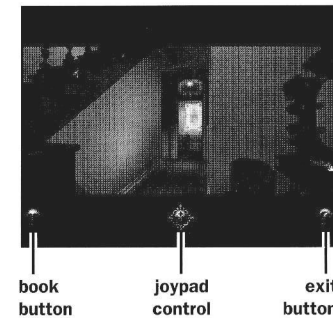
After you have assembled the 3-D model at the Construction Site, your access key will appear. Click on the access key to enter the completed model and begin your exploration of the mansion. Note that once you have clicked on the key **you cannot return** to the Construction Site to see your completed 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 Main Menu, p.4).

Part II - Exploration Phase

General Information

When you have completed The Victorian Mansion Puzz-3D® and clicked on your key at the Construction Site, you will be brought inside the mansion, just inside the front door. From here on you'll be able to move about the house, view the interior, and click on various objects.

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



- **To turn around** at an observation site, click in the **center** of the screen and then drag in the desired direction. You can also use the joypad control at the bottom center of the screen.
- Don't forget that there are **four levels of access** to the interior of the mansion: **Bronze**, **Silver**, **Gold**, and **Platinum**. The Bronze Key gives you very limited access to the mansion; the Platinum Key gives you unlimited access.

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.

Here is a list of the different Hot Spot icons.

MAGNIFYING GLASS:	Starts a character clip.
TEA CUP:	Starts a character clip after the Tea Incident.

SLIDE: Starts a clip about Victorian interiors.
SHEET OF PAPER: Provides clues for the Investigation Game.

- The **Tea Incident clip** will only be activated after **all** the magnifying glass clips have been viewed.
- 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.

Nigel Richmond: The patriarch of the Richmond family. An eccentric inventor whose perfectionism creates more problems than it solves.

Wendy Richmond: Nigel's daughter. A joyful soul whom tragedy will transform into a cold and brittle woman.

Charles Richmond: Nigel's son. A man of artistic vision, doomed to crushing failure.

William Slater: Wendy's fiancé. The son of a wealthy industrialist, romantic entanglements make his life very complicated.

Harriett Johnson: Charles' fiancée. A sturdy, no-nonsense girl, whose love for Charles is not as strong as it should be...

Margaret: The mansion's maid. Peg, as she is often called, was orphaned as a young girl and brought to live with the Richmonds. She worships Wendy.

Elizabeth Richmond: Charles and Harriett's daughter. A strong girl with many secrets, whose choices in love are not always appreciated by her aunt Wendy.

James: Elizabeth's sweetheart. A dapper, debonair fellow, whom Wendy suspects of being a gold-digger.

Fredrick: The gardener. A simple man with a simple fate.

Let the Games Begin!

During your investigation, you will stumble upon old Richmond family heirlooms. The strange spirits that permeate the walls of the house have playfully changed these heirlooms into games and puzzles that you must solve. There are four such games within the mansion. Find them by exploring the Observation Sites with the cursor. You can always exit a game by clicking on the Exit button at the lower right of the screen.

THE SHEET MUSIC GAME

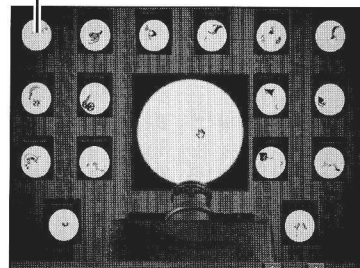
A ghostly hand has torn to pieces the sheet music for Chopin's Étude #3. Can you thwart the specter's plan and put the music back together? Complete the puzzle by clicking on one of the moving pieces, dragging it and releasing it next to a matching piece. Use your ears as well as your eyes: when you click on a piece, the fragment inscribed on it will be played. Let the melody guide you.



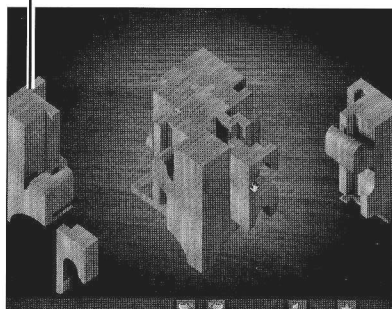
THE MAGIC LANTERN GAME

A number of these 16 slides hide a secret message, a further key to the mystery of the Richmond family. Find which slides must be installed in the magic lantern. To install a slide, click on it. To put it back, click on it again. Careful! Secret messages are often written in code...

slides



pieces



rotation buttons

THE WOODEN PUZZLE GAME

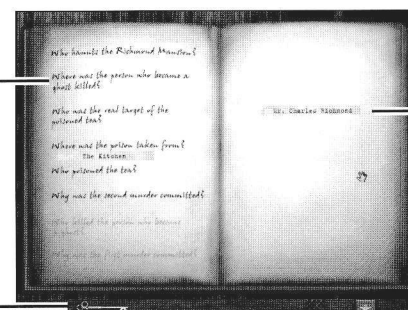
This is the famous Richmond puzzle, the brain teaser that captivated a generation and made the Richmond family's fortune. Form a simple block by gradually adding the floating pieces to the center piece. Each piece can be put in place by clicking and dragging it toward the center, or put back by dragging it from the center outwards. You can also rotate the entire puzzle using the two arrows at the bottom of the screen. Note, however, that the pieces must be put together in a specific order. Start down the wrong path, and you will never succeed.

THE INVESTIGATION GAME

- You can access the **Investigation Game** at any time by clicking on the **Book** button at the lower left of the screen. Your goal is to find the answers to a number of questions about the troubling events in the mansion's history. During your visit, you will stumble upon hidden clues in the form of an icon shaped like a sheet of paper. Click on the **paper icon** to collect the clues. These will appear in your investigator's notebook as slips of paper inscribed with either a **Name**, a **Place** or a **Motive**. Drag an answer to its appropriate spot and it will snap into place. You can always change your mind and move. Once all the questions have been answered, the **Accusation button** will be made available. Click on it to set the last act of this play in motion. Take heed, however, not to accuse in vain. A wrong accusation will scatter your clues back to their hiding place, except for the ones already correctly positioned.
- Starting with two questions at the **Bronze** level, two more questions will be available with each increasing level of difficulty. At the **Platinum** level all eight questions will have to be answered to view the final clip, which holds all the answers.

Now go. Seek the truth in the darkest corners.

questions



access key

suspects,
places
and
motives

Keyboard Shortcuts, Mouse Commands and Cursor Shape for the Construction Phase

Keyboard Shortcuts

OPEN GAME	Ctrl + O (⌘ O on MacOS®)
SAVE GAME	Ctrl + S (⌘ S on MacOS®)
NEW GAME	Ctrl + N (⌘ N on MacOS®)
QUIT	Ctrl + Q (⌘ Q on MacOS®)
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	'O' (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

SHOW/HIDE MENU BAR

'Esc'

(MacOS® only) Return or Enter

Mouse Commands

ROTATE PIECES CLOCKWISE

Right-Click (Option-Click on MacOS®)

ROTATE PIECES
COUNTERCLOCKWISE

Ctrl-Click

BREAK DOWN 3-D ASSEMBLY

Shift-Click on 3-D Assembly

ZOOM IN

Ctrl-Double-Click

ZOOM OUT

Ctrl-Right-Double-Click
(Ctrl-Option-Double-Click on MacOS®)

OPEN TRAY

Double-Click on Tray

ANCHOR TRAY

Right-Click on Tray
(Option-Click on MacOS®)

Construction Phase Cursor Shapes



IDLE HAND

Pick up a piece



POINTING HAND

Click on a button
Create a tray on the table



GRABBING HAND

Drag a piece



PAGE TURNING HAND

Turn a page from the Book



THUMBS-UP

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
TURN LEFT ARROW	Turn puzzle left
TURN RIGHT ARROW	Turn puzzle right
TURN UP ARROW	Raise view angle
TURN DOWN ARROW	Lower view angle
3-D ROTATION	Change active section of 3-D Assembly
BREAK 3-D JOINT	Break down 3-D Assembly
EYE	Change point of view
GO TO	Change Active View to Frame View

Credits

Original Puzz-3D® Concept	Paul Gallant
Original Puzzle Design	Wrebbitt Inc.
Original CD-ROM Concept	Mike Donovan
Creative Concept and Game Design	Mike Donovan, Nathalie Barcelo
Additional Concept and Design	Bob Donovan, Paul Gallant
Lead Programmer	Bob Donovan
Programming	Bob Donovan, Mike Donovan, Eric Forget, Jean-François Côté, James Thérien, Sylvain Croteau
3-D Engine Programming	Mike Donovan, Bob Donovan
VR Engine Programming	James Thérien
Programming Assistants	Miguel Donovan, Daniel Matteo
Mac Implementation	Bob Donovan
Win 95 Implementation	Eric Forget
Art Direction (Victorian Mansion)	Philippe-André Brière, Jean-Alexis Doyon
Art Direction (Puzz-3D® CD)	Mike Donovan, Nathalie Barcelo
Technical Direction	Jean-Alexis Doyon
Research	Vincent Lauzon, Monique Lemelin
Additional Research	Sébastien-Mathieu Lord, Lysanne Larose
Historical and Architectural Clips Graphic Design	Eric Gagnon, Eric Gallant, Danny Chan, Jean-Alexis Doyon, Sébastien-Mathieu Lord
2-D Artists	Mike Donovan
On-Site Photography	Nandi Prashad
Stills Photography	Kim Parenteau
2-D Animations	Jean-Alexis Doyon
3-D Design	Jean-Alexis Doyon, Eric Ethier, Vishnu Ramdass, Patrick Mockle, Monique Lemelin, Sébastien-Mathieu Lord
3-D Artists and Animators	Vincent Lauzon
Scripts (Historical)	Mike Donovan
Scripts (Murder Mystery)	Eric Ethier
Casting	Eric Ethier, Philippe-André Brière
Production Design and Direction	Danielle Ethier
Director of Photography	Danielle Ethier
Camera Operator	Maggie Macaulay and Christopher Brown
Costume Design	Maggie Macaulay
Makeup Design	Jean-François Côté
Production Assistant	Vincent Lauzon
Grip	Montréal, Canada
Filming Location	Studio Centre-Ville
Filming Studios	Philippe-André Brière, Eric Ethier
Video Editing	Eric Ethier
Special Effects	Robert Bull, Claude Duhamel, Eric Forget
Original Music	Robert Bull
Sound Designer	Robert Bull
Administrative Support	Helène Bélanger, Stéphane Robillard, Roselyne Joncas
Testing	Absolute Quality Inc., Simon Larouche, Shawn Segal, Dominique Roussy, Sébastien Saurel, Miguel Donovan, Jean-François Côté

Wrebbit:

Wrebbit PresidentPaul Gallant
V.P. Corporate and Legal AffairsJean Théberge
Head of Creative ServicesNathalie Barcelo
Product ManagerMichel Mailloux
Artistic Concept and DesignSteeve S.H. Ha, Martin Martinez
Graphic DesignMartin Martinez, Steeve S.H. Ha

Web Site Addresses:

Wrebbit: www.wrebbit.com
DYAD: www.dyad.com

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Puzz-3D® Patents:

US Patent No.:5,251,900
Canadian Patent No.:2,050,969-4
European Patent No.:0531662
Japanese Patent No.:2,716,338

*Patent Applications Pending in other countries

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6.DYAD Digital Studios; Costume courtesy of Les Costumières de la Reine 7.Archive Photos Turret 1.Wood River Gallery 2.Wood River Gallery 3.Wood River Gallery 4.Wood River Gallery 5.Wood River Gallery 6.Archive Photos 7.NASA 8.NASA Wallpaper All images: The Athenaeum of Philadelphia Except 6.DYAD Digital Studios Dining Room 1.The Strand Magazine 2.The Strand Magazine 3.The Strand Magazine 4.Archive Photos Drawing Room 1.The Strand Magazine 2.Archive Photos 3.Archive Photos 4.Wood River Gallery 5.Wood River Gallery 6.PhotoDisc 5.James K. Mellow Toyroom 1.DYAD Digital Studios 2.The Athenaeum of Philadelphia 3.The Athenaeum of Philadelphia 4.PhotoDisc 5.James K. Mellow Toyroom 1.DYAD Digital Studios 2.Historical Picture Archive/Corbis 3.DYAD Digital Studios; Miniature courtesy of Miniatures Plus, Montréal, Québec, Canada (514) 843-9489 4.Wood River Gallery 5.Wood River Gallery 6.Wood River Gallery 7.Archive Photos 8.Archive Photos 9.Archive Photos 10.Archive Photos 11.Archive Photos 12.Archive Photos 13.Archive Photos 14.Archive Photos 15.Archive Photos 16.Archive Photos 17.Archive Photos 18.Archive Photos 19.Archive Photos 20.Archive Photos 21.Archive Photos 22.Archive Photos 23.Archive Photos 24.Archive Photos 25.Archive Photos 26.Archive Photos 27.Archive Photos 28.Archive Photos 29.Archive Photos 30.Archive Photos 31.Archive Photos 32.Archive Photos 33.Archive Photos 34.Archive Photos 35.Archive Photos 36.Archive Photos 37.Archive Photos 38.Archive Photos 39.Archive Photos 40.Archive Photos 41.Archive Photos 42.Archive Photos 43.Archive Photos 44.Archive Photos 45.Archive Photos 46.Archive Photos 47.Archive Photos 48.Archive Photos 49.Archive Photos 50.Archive Photos 51.Archive Photos 52.Archive Photos 53.Archive Photos 54.Archive Photos 55.Archive Photos 56.Archive Photos 57.Archive Photos 58.Archive Photos 59.Archive Photos 60.Archive Photos 61.Archive Photos 62.Archive Photos 63.Archive Photos 64.Archive Photos 65.Archive Photos 66.Archive Photos 67.Archive Photos 68.Archive Photos 69.Archive Photos 70.Archive Photos 71.Archive Photos 72.Archive Photos 73.Archive Photos 74.Archive Photos 75.Archive Photos 76.Archive Photos 77.Archive Photos 78.Archive Photos 79.Archive Photos 80.Archive Photos 81.Archive Photos 82.Archive Photos 83.Archive Photos 84.Archive Photos 85.Archive Photos 86.Archive Photos 87.Archive Photos 88.Archive Photos 89.Archive Photos 90.Archive Photos 91.Archive Photos 92.Archive Photos 93.Archive Photos 94.Archive Photos 95.Archive Photos 96.Archive Photos 97.Archive Photos 98.Archive Photos 99.Archive Photos 100.Archive Photos

Technical Support

Before you call for technical support...

If you're running the Windows® version, make sure that you have at least 30 MB of free space for virtual memory, as well as the latest video drivers for your video card. Puzz-3D® uses DirectX 5.0 and requires the latest drivers that are certified for DirectX. Check with your video card manufacturer to obtain the latest video drivers for your card. Many of them can also be found on the Web at the following address: www.drivershq.com.

If you are having technical difficulties with this 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® or MacOS® version.
4. Exact error message reported (if any).

For telephone technical support, please call (410) 568-3615. Support hours are from 8:00 a.m. to 11:59 p.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: puzz3d@support.wrebbit.com

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

<http://www.wrebbit.com>

Produced and distributed by:Wrebbit Inc.

Developed by:DYAD Digital Studios Inc.

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If you believe you have found any such error or defect in the program during the warranty period, call our Customer Support Department at (410) 568-3615 between the hours of 8:00 a.m. and 11:59 p.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, Wrebbit will replace your compact disc with a new one. For problems resulting from your system software or hardware, our technical personnel will provide technical assistance to help you solve the problem.

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Notes