Starting and Playing a game

Starting a game:

To start a game:

- double-click Jigsaw, or
- select New Game… from the File menu, or
- hold down "âŒ˜" and type the N key, or
- click the New button on the palette, or
- drag a picture file icon to the Jigsaw icon, or
- if you have the Drag and Drop extension installed or you are running System 7.5 or later, you can drag a picture icon to the New button on the Tools palette (Jigsaw must be the active application for this to work because the Tools palette is hidden when it is the not active application).

You will be shown dialogs allowing you to select a picture file and/or the shape you would like for your game.

Note: registered versions have a wider choice of shapes and can set the sizes of the shapes to play with. If you decide to keep Jigsaw, please register this software. See the Registration Information section for details on how to register this software.

- After you select a picture file (and perhaps a shape type and size), Jigsaw will try to read in the picture and prepare your game. This may take quite a while depending on how fast your Mac is. Fast Macs ('040s or PowerPCs) will take no more than 1 minute to open most pictures. Slower Macs may take (much) longer. While the game is being prepared, the cursor will spin and the progress bar will move to the right. It sometimes appears to be 'stuck' especially on slower Macs but if you can still move the cursor (the watch) then be patient - it sometimes gets 'stuck' for up to a minute! This occurs mostly with large JPEGs on slower Macs.
- You can cancel by holding down the "command" key and then pressing the period (full stop) key. You need to keep them held down until the game cancels. You can also click the Close box of the window (hold the mouse button down until it responds).

The most common reasons why a game cannot be started are:

- not enough memory - you may need to close open games, close other windows in Jigsaw such as the Preferences window, and you may even have to quit Jigsaw and open it with a larger "chunk" of memory by using the Get Info box and changing the "preferred size" box. If you don't have enough available memory (check the About This Macintosh window available from the menu in the Finder), you may need to disable or turn off some extensions. If you really want to play a game badly, you can turn Virtual Memory on but don't blame me for the poor responsiveness!

- unable to open the picture. Jigsaw is able to open several picture formats such as Apple Picture (PICT)*, Compuserve GIF® (GIFf), JPEG (JFIF)**, Tag Image File Format (TIFF)***, startup screens (SCRN), and MacPaint (PNTG). If your picture is not in one of these formats, you will need to convert it to one of these formats for Jigsaw to open it.
* note that this format can include "buried" formats such as JPEG, QuickTake, and PhotoCD - Jigsaw can open these types as long as the appropriate software is installed (QuickTime for JPEG, Apple Photo Access for PhotoCD, and the QuickTake decompressor for QuickTake images).
** requires QuickTime to be installed.
*** see Features of Jigsaw in the Jigsaw Overview section for details of Jigsaw's TIFF support.

Playing a game:

To play a game:

- in games with upright only pieces, move the hand cursor over a piece you wish to move and press the mouse button. Hold the button down and drag your mouse to move the piece. Release the mouse button to drop the piece. Move all the pieces where they belong and you will complete the puzzle.
- in games with rotated pieces, the hand cursor will display an arrow showing the click's action: click in the middle of a piece to move it and click at the edge of a piece to rotate it or turn it over. To turn a piece over, drag the hand across the piece's centre. Holding down the control key makes Jigsaw always move a piece.

- move a piece near a neighbour that would touch it and they will join together.

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see the Preferences… dialog for more options on gameplay.
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see the section on Tips for helpful hints on gameplay.