



Welcome to Filler Help

What is this game about?

This is the main Filler game window.



The play field consists of small colored six corner cells. Players start playing from different starting points. At the beginning of the game players own one or more cells of the same color. The colored cells have different colored neighbor cells. Players can change the colors of the cells they own by clicking on color buttons situated under the playing field. Colored buttons have numbers and you can choose colors by pressing the number keys on your keyboard (note: you can't choose your opponent's colors). When you change a cell's color, you acquire those cells of the same color belonging to your neighbor. By doing this you obtain more and more cells. The objective of the game is to occupy as many cells as possible. When you own more then 688 cells you win the game.


Game Controls

This is the main control bar of the game window.




Click on any part of the control bar that you want help with.

Game Options

Click this button  to change game settings.

See Also: [How to use game options dialog.](#)

Colors of cells

Click this button  to change the colors of the cells.
This may be required if it is difficult to distinguish among the colors on your display.

See Also: [How to use change colors dialog.](#)

Information

[About me](#)

This is a the Left Player's score window.

It displays the number of cells he/she currently owns.

To win the game a player must own more than 688 cells.

This is a the Right Player's score window.

It displays the number of cells he/she currently owns.

To win the game a player must own more than 688 cells.

This is the START NEW GAME button.

Click this button to start a new game with the current game options.
To change the game options click on the GAME OPTIONS button.

See Also: [How to use game options dialog.](#)

This is the GAME OPTIONS button.

Click this button to change the game options.

See Also: [How to use game options dialog.](#)

This is the CHANGE COLORS button.

Click this button to change the colors of the playing field cells. This may be required if it is difficult to distinguish among the colors of cells on your display.

See Also: [How to use change colors dialog.](#)

This is the SOUND MODE button.

Click this button to change the sound mode.



In this mode sound is on.



In this mode sound is off.

This is the EXIT GAME button.

Click this button to exit the game.

This is the HELP ABOUT button.

Click this button to get information about the game and me.

This is the TITLE BAR.

Use the title bar to move the window to a new location on the screen.

Click title bar, hold the left mouse button and drag the window to a new location.

This is the HELP button.

Click this button to get help on how to use & play the game.

This is the MINIMIZE button.

Click this button to minimize the game window.

Double click on the game icon at the bottom of the screen to maximize the game window.



Welcome to Filler Help

Filler for Windows v 2.01 by Alexander Vikulin.

This game is FREEWARE.

This game was designed and programmed in Borland C++ 4.5 in the hopes of publicising myself and my skills to prospective employers. I would like to work in an Internet related profession such as Web Site designing & developing; C/C++, Java, Perl programming, graphic design or possibly Borland Delphi programming... Western employers are very welcome!

[If you want to know more about me, read my resume](#)



My Resume

Alexander Vikulin

Russia, 129626, Moscow, Novoalekseevskaya St. 13-I-48

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May 22, 1996

OBJECTIVE

Work in an Internet related field such as Web Site designing & developing; Java, Perl, C/C++ programming, graphic design or possibly Borland Delphi programming.

FUNCTIONAL SUMMARY

Possess strong knowledge of Windows, Windows 95 and Windows NT 3.51: architecture, installation, configuring, performance optimizing, networking and security.

Internet access and WWW Site administration on Windows NT 3.51.

Experienced in Borland C++ 4.5 & OWL, Borland Delphi and MS FoxPro 2.5 programming.

Have experience in programming on Java, Perl, Basic & Visual Basic, Assembler for IBM PC, IBM 360 mainframe, multimedia development with Macromedia Director 4.0 and Microsoft SQL Server 6.0 administration.

Excellent knowledge of PC hardware.

Graphics design with CorelDRAW, Adobe Photoshop, Autodesk 3D Studio, PageMaker, Microsoft Word, Excel.

Fluent in English: reading, writing, speaking, technical terms.

My best qualities include responsibility, diligence, excellent memory, ability to quickly master new technology, software and hardware.

EMPLOYMENT

Open Radio 2x2 - FM 102.5 MHz

November 1995 - present time

Moscow, Russia

Working as networks administrator, Web Site developer (<http://www.openradio.ru/>), graphic designer, database developer, technical support person, Internet News radioprogram author and more...

As a network administrator and Web Site developer I was setting up and maintaining three networks. Have experience with LANtastic, Windows for Workgroups 3.11, Windows 95 and Windows NT Server 3.51 networks installation. Installed Internet server based on Windows NT 3.51 and connected two networks to the Internet. Im running DNS and SMTP mail servers from Software.com and Microsofts Internet Information Server. Thoroughly studied JavaApplets development. Using Borland Delphi developed program for Web Site log files statistic analysis.

As a graphic designer Im developing the companys logos, posters, letter heads, business cards, Web Site graphic design and so on.

As database developer I designed two programs. One is used for advertising registration. It included several tables with relations, SQL queries and automatic printing of an ad

broadcasting schedule. Another program is for music database management, automatic creation of daily play lists, and quarterly reports on songs transmission generation. In addition I developed several secondary applications. All this was developed in Borland Delphi.

As technical support person I am responsible for common users problems solving and teaching. To pay for the Internet access I am authoring a weekly radioprogram about the Internet. The main purpose of the program is to promote the Internet in Russia and make our computer users familiar with it.

Worldex Network Ltd.

August 1994 - September 1995

Moscow, Russia

Working as Office&Sales Administration System programmer and technical support person was in charge of design, program and support of the system. System was completed and significantly increased office management efficiency, and was later installed in three other companies. I was also in charge of graphic design of the companys printing materials.

Moscow Botkinskaya Hospital

August 1993 - August 1994

Moscow, Russia

Designed and programmed information system - Referencing Consulting System Pharmacology using MS FoxPro 2.5 for DOS.

EDUCATION

Moscow Institute of Electronic Engineering - Technical University

1991 - 1996

Moscow, Russia

Faculty of Applied Mathematics

Specialty: Engineer-Mathematician, mathematical modeling of systems and processes.

My educational level corresponds to Bachelor of Engineering degree.

PERSONAL INFORMATION

Nationality: Russian citizen

Date of Birth: 01 March 1974

Marital status: Divorced



Filler Help - How to use options dialog

Options Dialog lets you change game options.

Players

Left Player & Right Player

Choose Computer or Human for left and right player. Any situations are allowed.

Computer skill

Choose easy or average. When in average mode the computer may think for quite a while. The difficult computer mode is not completed yet, but it will be almost unbeatable. Watch for future Filler updates.

Start from

Defines starting point cell of the left and right player. Any situations are allowed. "Choose location" option will bring up dialog window with a map of cells on the playing field. Click left mouse button at desired starting cell for left player. Click right mouse button at desired starting cell for right player.

General

Number of Colors

Defines the number of colors on the playing field. The more colors you have, the harder and more interesting the game is. If you are playing against the computer on the average mode it may be harder to win with fewer colors.

Visibility

If Blind Game check box is checked you will see only those cells owned by you and your opponent on the playing field. It looks pretty when two computers are playing.

Timing

The time between players' moves can be limited . Type in the desired number of seconds. If time expires before you make your move a random color will automatically be chosen for you.

Save & Start new game

Click this button to save game settings and start a new game.

Save & Continue playing

Click this button to save the game settings and continue playing the current game.

To use this feature you must:

- be playing the game
- change only Left Player & Right Player, Computer Skill or Timed Game options

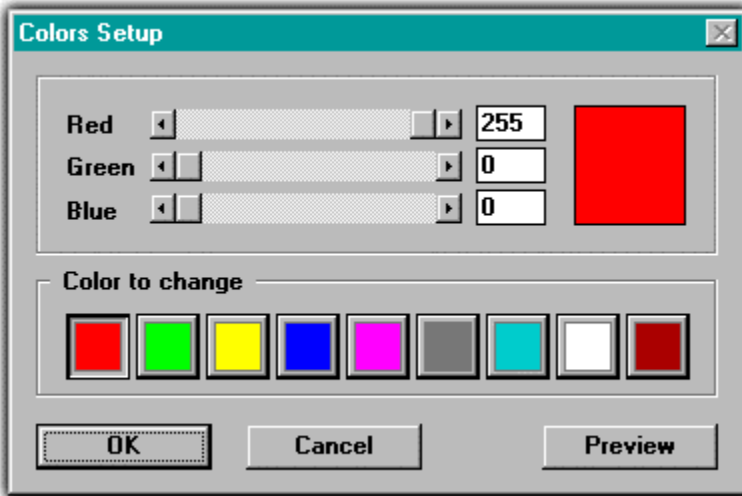
Cancel

Click this button if you don't want to save the changes.



Filler Help - How to use change colors dialog

Color Setup Dialog lets you setup colors of cells on the playing field. The colors of the cells may cause eyestrain, depending on your video display. To resolve this sort of problem I made this Color Setup.



To change colors click on a desired color button in Color to change a group. Then using the scroll bars change the color. All colors can be changed in this manner. Click the Preview button to see how your changes will look (note: you will not see any changes if you are not currently playing). Click OK if you like the results. Click Cancel if you don't.

