



Welcome



Welcome in **Karlsbader Becher Bitter** Help. This text guide you through setting and rules of the game and help you in start.

There`s probably hidden a secret cheat in some topic, so read every of them accurately. Only so you can bring the game to still more successfully end!

I wish you enjoy it
author



Quick guide

Here you get informations about the game point, how to start the game, how it controls and at least how it prematurely quit.

The goal

The game is disjoined in 7 layers. In each of them you'll choose one of blocks (each contains 4 levels) which you must then fulfil (it means you must fulfil all of 4 levels).

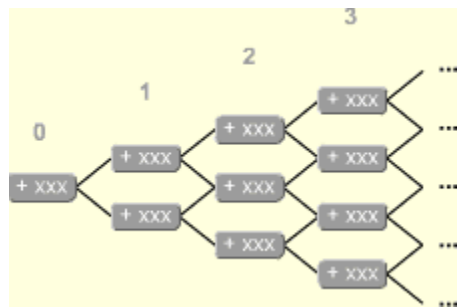
In particular levels there are waiting logic puzzles with cubes, which must be moved so they create at least two-member groups (the current state of game area is shown in upper part of window).

The level is successfully done, if all cubes drop out through described principle.

{button ,KL(' Solutions of first two layers')} See also solutions of first two layers

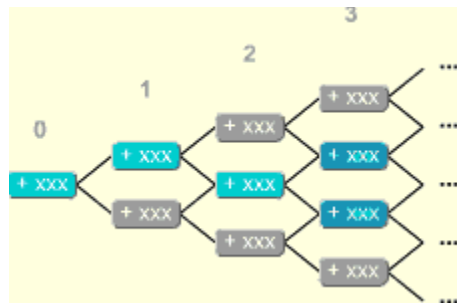
Getting started

Just click on the game logo - it will be shown the **MENU** sign - and then on the picture with GO sign. It will be shown the window with hierarchically arranged layers.



(Fig. 1: A part of hierarchically arranged layers)

In this structure you move from the left to the right. In the beginning are made accessible to you only layers 0 and 1. Successively will be made accessible to you also blocks of higher layers (but always immediate successors of just fulfilled block only).



(Fig. 2: The path in hierarchical structure; green - already fulfilled blocks, blue - accessible blocks at this point = immediate successors)

Blocks you will probably want to play decide prematurely (= prematurely plane your path through the structure) so you get possible highest sum of **Block points** (in figures shown as **+XXX**). These bonuses are accredited to you always in the end of block (how surprising.. :-)).

Controlling cubes

You control cubes through simple principle - just press, drag, release.

Notice: It is possible press, drag, keep falling down, drag again,... release.

(Prematurely) end of the game

It's possible to quit the game everytime you click on the MENU sign | Stop (will be shown only if the game is running, this causes you couldn't see it before).



Save the game

Here you get informations about the way you can save your current game.

It's not possible to save the game to special file. Instead of it there was used a bit easiely and more elegant way, which fits more to game types like right Karlsbader Becher Bitter.

In the end of each level **you get among others a code**, which unambiguously define your position in the game (there are hidden all important informations inside, which will be necessary when you will continue the game). Note this code carrefully before you quit the game (the best way to do this is copy it to the clipboard).

To continue the game you began click on MENU | START and write your code into box in right bottom corner. Then press Enter. If you have entered a correct code, the game will continue with the next level (resp. it will be offer you to choose the next block).



Setting

Here you get informations about setting window (MENU | [Setting](#)).

The Setting window contains probably clear items, but because of entire help they will be explore in this topic.

Sound and music

(Un)checked turns (off)on the sounds and attendance music.



(Fig. 1: Left - sounds, right - music)

Tip: Unchecking turns both off, so if you want to turn off only one of them, set it to its minimum.

Poor graphic

Keeping it unchecked, you turn off the possibility of antialiasing graphic and fonts in flash projector. This item is destined especially for **old computer owners** (because of it the game can be played on Pentium 150).

Save hiscores to winner table

Checking causes, that after you complete the game successfully you get the chance to immortalize your success in the winner table (nothing more does it mean.. :-).

Identify cubes with numbers

For players that have lost themselves in graphic motive cubes, there is a alternative way to identify them - particular with numbers.

Language selection

Can be easily done through clicking on appropriate flag. Your choose will be saved and the game shall run itself next time in choosen language variant.



(Fig. 2: From left to right: german, czech (initial), english)



Solutions of first two layers

Here you find solutions of first two layers of the hierarchical structure (see [Quick guide](#), in particular blocks A, B and C. If you didn't know to this point how to solve them, there you find satisfaction.

Notation:Block-Level, in particular C-2 means Block C, Level 2. We shall identify our cubes with numbers (1-8).

Solution A-1

Upper 1 move entirely left, upper 2 2x left, upper 3 1x left, upper 4 1x left, upper 5 1x left, upper 6 1x left, upper 7 1x left.

Solution A-2

Move into the cavern upper cubes in order 1, 4, 2, 6, 5, 7, 3.

Solution A-3

Right upper 3 left, right upper 1 left, left upper 2 right, upper 3 right, upper 1 left, 2 abreast.

Solution A-4

Upper 3 right, upper 1 left, 2 abreast, 4 abreast, upper 5 left, 6 abreast.

Solution B-1

Upper 3 1x left, upper 2 3x left, upper 1 4x left, upper 3 3x left.

Solution B-2

Middle 2 left.

Solution B-3

When the lift is fully top, move upper 2 right, right 2 left, upper 1 right, upper 3 right.

Solution B-4

Upper 3 1x right, upper 4 1x right, upper 2 1x left, upper 1 4x right, upper 3 left, upper right 4 2x right, upper 4 1x right and immediately left.

Solution C-1

2 on the lift 1x left and then right, upper 3 left, 1 abreast.

Solution C-2

The most upper right 1 left, new more upper 1 left, 2 abreast, upper left 1 right, upper right 1 left.

Solution C-3

Upper 1 2x left, upper 2 1x left, upper 3 2x right.

Solution C-4

2 in middle chimney 2x left, upper 1 right, upper 3 left, 4 abreast.



What to do when... (FAQ)

There you find answers to frequently asked questions, FAQ. If you had some other hardnenses or questions, [just write me](#).

I use Windows XP or NT and the game doesn't function!

I will not hidden, that all parts of game (including attendance program Extern.exe) were developed on archaic P150 with W95. In cause of it, **try set the W95 compatibility mode**.

The game refuses to run without any message, or it runs, but a Runtime error occurs (blue screen).

In this and generally in cases the flash part will not run, I recommend you **restart your computer and run it in "clear" system once again**.

Is there a chance to download a newer version of Extern.exe?

Yes, of course from my homepage, [concrete reference](#). Which version you use at the time you find out with parameter [info](#).

Tip: Create a shortcut.

WARNING: On my homepage there occur two Extern.exe updates!! One of them is specially for [Mah Jongg](#) and the other for all others (the program got a new philosophy in game structure).

Am I allowed to distribute this game?

Yes, you are in arbitrary quantity, even such!

WARNING: But unpaydly only - see [licence](#).

Where is possible to get a newer version of Midi32.exe?

From my homepage, [concrete reference](#). But it stands (also for Extern.exe) that versions included in zip-archive are fully sufficient and it's recommended to update only in cases the newer version is smaller than current.

The music goes off suddenly to play, even though I didn't turn it off.

1. The Midi device was probably occupied by another application. If you don't know which could it be, restart computer and run the game in clear system once again.
2. If you have closed the program Midi32.exe, it's necessary to run the game once again.

Why it's not possible to save running game?

Bringing the game to filfully end shouldn't take more than two hours (we are concern in 28 levels, more simply largely). Instead of it the game serves you codes, which contain themselves necessary informations about game state.

{button ,KL('Save the game')} Explore more about game saving



Here you get all necessary informations about your laws to the game.

The game is distributed under the **freeware licence**. Such kind of program can be copied, used, distributed in arbitrary quantity (unpaydly only!). It is prohibited to decode the program, distribute it as your own or use any part (visual or sound) of the game for any other purpose than this game propagation (doesn't hold for Karlovarská Becherovka a.s.).

Mentioned prohibitions hold also for all files included in installation packet (not excepting text files = it means to be allowed to publicate them you must have acknowledgment from author). It's prohibited to delete any file from installation packet and distribute it so modified!!

The author doesn't carry any responsibility about damage your computer using a freeware program.

Author

Thank you for your interests in this help topic and interests in me.

Any reminders are welcome, especially negative (it's no irony!!), so I discover what was undone and what should I avoid next time in alike game.

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This game is evidently lost - see the state of the third cube. In such cases help you the **game reset**.

Congratulations

Write everytime during the game the word **PUZZLER**. If you did this correct, the menu should three times blink. The effect of this cheat you will discover after successfully end of current block.





