

**Arrghh!**

Object of the Game

Game Items

Playing the Game

Menu Items

Troubleshooting

## Troubleshooting

**Problem** : The Sound menu item is grayed or inactive.  
**Cause** : Arrghh! did not detect a WAV output device.  
**Solution** : Arrghh! requires a Sound Blaster compatible sound card with WAV output capability.

**Problem** : Unable to open bitmap file.  
**Cause** : The tile file being opened does not have its accompanying bitmap file.  
**Solution** : Select a new tile file using the Tiles menu item in the Options Menu. If you are unable to start Arrghh!, try re-installing.

**Problem** : The file being opened is an invalid Arrghh! data file.  
**Cause** : Not a valid data file or the data file is not in the Arrghh! directory.  
**Solution** : Select a tile file that is a valid Arrghh! data file and is in the Arrghh! directory.

**Problem** : Unable to open tile file.  
**Cause** : Arrghh! is unable to locate the tile file.  
**Solution** : Select a new tile file using the Tiles menu item in the Options Menu. If you are unable to start Arrghh!, try re-installing.

## **Menu Items**

File Menu

Options Menu

## **Playing the Game**

Moving a Tile

Rotating a Tile

Exiting the Game

## **Game Items**

Tile Board

Tiles

Arrghh! Button

## **Object of the Game**

In the game of **Arrghh!**, you must organize nine tiles in a square such that the pictures on each tile match up with pictures on all adjacent tiles.

## **Arrghh! Button**

If you have sound capability, click this button for stress relief.

## Tiles

Tiles are the main game pieces in **Arrghh!**. These are square objects that have partial pictures on each of their four edges. Tiles are first visible when the New Game item is selected from the File Menu. Tiles can be rotated and moved into any available tile slot on either of the tile boards.



## **Tile Board**

When **Arrghh!** is first started up, you will notice two large gray squares consisting of nine smaller squares. The two large squares are called tile boards. You may use either of the two tile boards to organize your tiles.

The nine smaller squares that make up each tile board are called tile slots. Tile slots are locations into which you may place tiles.

## Exiting the Game

To exit **Arrghh!** click the File Menu and select **Exit** from the list. A dialog box will be displayed on the screen verifying that you want to quit. Click the **Yes** button to exit or click the **No** button to return to the game.

## **Rotating a Tile**

To rotate a tile, simply place the arrow (cursor) over the tile you wish to rotate and click the right mouse button. This will cause the tile to be rotated in the clockwise direction.

Note that tiles can also be rotated while they are being moved.

## **Moving a Tile**

To move a tile, simply place the arrow (cursor) over the tile you wish to move then click and hold the left mouse button down. While holding the left mouse button down, you can drag the tile around the screen by moving the mouse. Once you release the left mouse button, the tile will be dropped.

If the tile is dropped on an empty tile slot, the tile will be placed in this new location. If the tile is dropped on another tile or if it is dropped somewhere other than on the two tile boards, the tile will return to the tile slot from which it was dragged.

## **File Menu**

New Game

Exit

## Options Menu

Tiles

Sound

Save Options

## **New Game**

As you probably guessed, the **New Game** menu item initiates a new game. Once this menu item is selected, the left tile board will be filled with nine tiles that are to be properly arranged.

## Save Options

This menu item saves the settings that are currently selected in the Options menu. This will relieve you of having to re-configure game options each time **Arrgh!** is started.



## Sound

The **Sound** option toggles the game sounds on and off. If there is a check mark to the left of this menu item, sound is enabled. If there is no check mark, sound is disabled.

## Tiles

The **Tiles** item allows you to select a new set of tiles. After selecting this menu item, you will see a dialog box which will display all files with the **.arg** extension. To choose a new tile set, highlight one of these files by clicking on the filename and click the **Open** button on the dialog box.

## Exit

To exit **Arrghh!** click the File Menu and select Exit from the list. A dialog box will be displayed on the screen verifying that you want to quit. Click the **Yes** button to exit or click the **No** button to return to the game.



