SHERLOCK 1.50 June 6, 1992

This is a game of logic and deduction for the IBM PC family of compatible computers.

REQUIREMENTS: IBM PC compatible computer with at least 512K of RAM.
EGA/VGA compatible display with at least 128K or RAM.
Microsoft compatible mouse.

The program will not function with CGA, MDA, or Hercules display adapters, nor will it work without a mouse.

Sherlock is a game of deduction. It is your task, based upon the information available in provided clues, to determine the locations of 36 blocks. Every puzzle can be solved by using the clues to eliminate possibilities until the location of a specific block can be determined. Sherlock may be played by a SINGLE person, or a TOURNAMENT may be set up, with each person in the TOURNAMENT attempting to solve the same puzzle as quickly as possible. A TIME LIMIT may be set if desired.

SHERLOCK is being distributed as Shareware. If you use the game for more than one week, you are expected to pay for its use. To register the game in the United Kingdom, send £9.90 to:

The Thompson Partnership Phone: +44 (0)889 564601
Church Croft Fax: +44 (0)889 563219
Bramshall, UTTOXETTER
Staffordshire ST14 5DE
England

Outside of the United Kingdom you may register by sending the registration fee of $15.00 (U.S. funds) to the author. For your convenience, the file REGISTER.DOC may be printed to obtain a registration form. The author may be contacted at:

Everett Kaser phone: (503) 928-5259
Sherlock Weekdays: 6:00pm - 9:00pm Pacific Time
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Albany, OR 97321

Compuserve: 70673,1547

internet: hplabs!hp-pcd!everett
or everett%hpcvra@hplabs.hp.com

Registered users may receive an update at any time by sending $5 to the same address. Registered users may write or call at any time to find out the latest revision date or to receive other support.

Bug reports, suggestions, and comments are always welcome.

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I. GETTING STARTED: ABOUT THE GAME

This game is based upon a puzzle that I remember from my high school days. In that puzzle you were told that there were six different colored houses side-by-side, in a row. A person lived in each house, and each person had a different pet, drank a different drink, drove a different car, etc. Then you were given a list of clues, such as:

"The person who drinks orange juice lives next to the red house."

From the list of clues, you had to decide which things went where.

Sherlock implements basically the same thing, but done in a graphical environment where you use the mouse to organize the clues, keep track of possibilities and impossibilities, and mark the deduced locations of objects. There are 65,536 different puzzles, enough to keep you occupied well into the next century.

It would be best to start the program at this point, so you can refer to the display and try things as you read through these instructions.

Before you get to the game display, you're faced with the either the MAIN MENU or the PLAYER SELECTION display. If this is the first time you've run Sherlock and your copy didn't come with a file called SHERLOCK.CFG (it normally doesn't), then the PLAYER SELECTION screen is displayed. At this point you MUST enter a NEW PLAYER name before going further. Click either mouse button on the NEW PLAYER box, type in your name, and then press the ENTER key. Next click either mouse button on the DONE box. This will bring you to the MAIN MENU.

The MAIN MENU has a number of things to select from, most of which we will ignore at this point. The items of primary interest are:

PLAY: this starts the game.
EXIT_TO_DOS: this exits the program.

Click either mouse button on the PLAY box. This will bring up the game display. The program must first "generate" the current puzzle. It does this by first randomly scrambling all of the items within each row. It then generates random clues until there are sufficient clues to correctly solve the puzzle. Lastly, it draws the board and clue areas onto the display, at which point it's ready for you to begin

solving the puzzle.

The game display has four major areas:

1) The playing board which consists of six rows, each row containing six related pictures (six people, six numbers, six different street signs, etc). Initially, each location in a row shows all six possibilities for that row as half-sized images. The half-size indicates that they are only possibilities. When a row-column location is inhabited by a single full-sized image, that indicates that the block is (or is BELIEVED to be) located there. As you deduce that an item can't be in a given square, the RIGHT mouse button can be used to remove that possibility from that location.

When you've deduced that a specific item HAS to be at a specific location, the LEFT mouse button can be used to signify it. The correctness (or the incorrectness) of your deductions is not checked or displayed until you have specified locations for all 36 items, at which point the game is over, and you will have won or lost.

2) Below the playing board is a menu and information area. This area lets you get back to the main menu, undo up to 25 of your most recent actions, get a hint (which costs 30 seconds of "time"), or see the clues that you have moved to the "OTHER CLUES" bank. This area also displays the current player's name, the current game time, and the current puzzle number. Clicking on the time pauses the game.

3) To the right of the playing board is the "horizontal clue" area. These clues show relationships between items that are in different columns.

4) Across the bottom of the display is the "vertical clue" area. These clues show relationships between items that are in the same columns.

II. THE CLUES

There are two basic groupings of the clues.

Horizontal, or multi-column, clues consist of three pictures of blocks, and they indicate how certain blocks are located relative to each other when those blocks are in different columns.

Vertical, or single-column, clues consist of two pictures of blocks, and they indicate either that two blocks ARE or ARE NOT in the same column. Most puzzles will have some blocks that are not included in any of the clues (there position becomes apparent through a process of elimination). These are shown individually in the vertical clue area for reference.

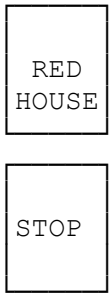
A third type of clue is the most helpful. Many puzzles will have from one to three blocks shown at their actual positions on the board. When this occurs, those blocks are not shown as possibilities at the other locations in their rows, and they're shown as a large picture at their actual location. These blocks cannot be moved or changed.

After reading through this description of the clue types, a good way to get a feeling for how to apply the clues to solving the puzzles is to use the hint feature to play all the way through a puzzle. In this

way the game will show you how it solves the puzzle.

--- VERTICAL CLUES ---

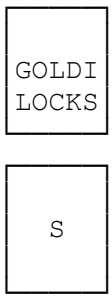
The first type of vertical clue is known as IS_SAME_COLUMN:



This clue tells us that the RED_HOUSE and the STOP_SIGN are in the same column. So, if we know where the RED_HOUSE is, then we know where the STOP_SIGN is, since we always know what row a given block is in, and this along with the known position of the RED_HOUSE would tell us which column it's in. The reverse, of course, is also true. If we know where the STOP_SIGN is, then this clue tells us where the RED_HOUSE is.

Conversely, if the RED_HOUSE is known to NOT be in a particular column, then this clue tells us that the STOP_SIGN can't be in that column either, since they have to both be in the same column. Also, if the STOP_SIGN can't be in a given column, then the RED_HOUSE can't be in that column.

The second type of vertical clue is known as IS_NOT_SAME_COLUMN:

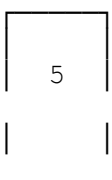


Imagine that the clue to the left has superimposed over it a red circle with a slash through it (the standard symbol for DON'T or NO). This would indicate that the S block is NOT in the same column as GOLDILOCKS (and vice versa). This clue isn't of any use to you until you know the location of one of the blocks. At that point, you can use this clue to eliminate that column as a possible location for the other block.

Again, a single block appearing in a vertical clue by itself means that block is not involved in any clues.

--- HORIZONTAL CLUES ---

The first and most common horizontal clue is known as IS_NEXT_TO:



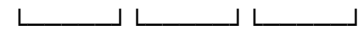
This clue means that the 5 block and the GREEN_HOUSE block next to each other (the phrase "next to" means that they're in adjacent columns; since they're different "types" of blocks, they can't be in the same row). But, the clue doesn't tell you whether the 5 is on the left of the GREEN_HOUSE, or if the GREEN_HOUSE is on the left of the 5. That's why the 5 is shown on both sides of the GREEN_HOUSE, because it's next to the GREEN_HOUSE, but it could be on either the right or left.

The second horizontal clue type is known as IS_NOT_NEXT_TO:

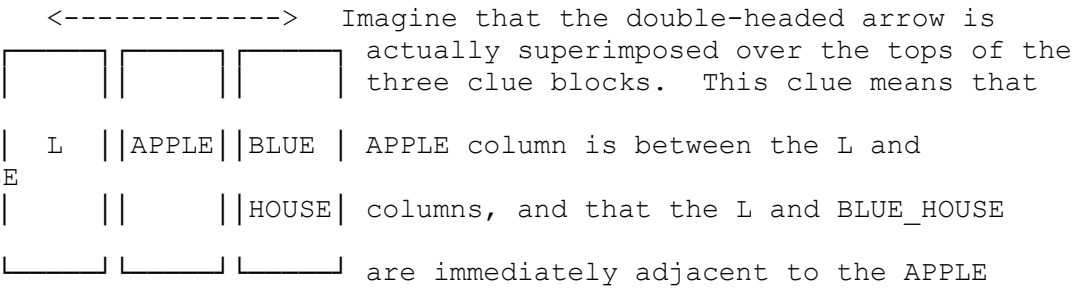
Imagine that the NOT symbol (the red circle with the slash through it) is superimposed over the GREEN_HOUSE in this clue. This would indicate that the GREEN_HOUSE is *NOT* next to the 5, neither on the left or the right. This clue is usually not of much use until the location of one of the two blocks is known. At that point the other block can be removed as a possibility from the adjacent columns.

The third horizontal clue type is known as IS_LEFT_OF:

This clue tells you that the DEAD_END sign is in a column somewhere to the left of the column in which the M is located. The DEAD_END may be immediately adjacent to the M on

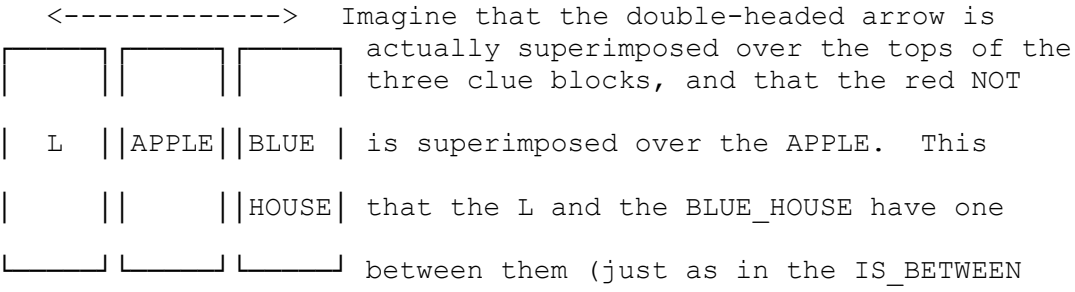

the M's left, or the DEAD_END may be in the
left-most column while the M is in the right-most column, or anywhere
between these two extremes. But, the DEAD_END is *NOT* in the same
column as the M, and the DEAD_END is not to the right of the M. The
three dots in the center block of the clue is being used as the
IS_LEFT_OF symbol.

The fourth (and generally most useful) horizontal clue is IS_BETWEEN:



However, the arrow means that the L could be on the left and the BLUE_HOUSE on the right, *OR* the L could be on the right and the BLUE_HOUSE on the left. This clue also tells you that the APPLE can not be in the left-most *OR* right-most columns, since then it would only have one adjacent column. Also, as soon as the location of any one of these three blocks is known, then there are at most only two possible locations for each of the other two blocks, either to the right or left of the known block. This clue can also be used to eliminate possibilities. For instance, suppose that the APPLE is still shown as a possibility in the second column from the left, but neither the L or BLUE_HOUSE is a possibility in the left-most column. Since either the L or the BLUE_HOUSE *HAS* to be to the left of the APPLE and neither of them can be (in this scenario), then the APPLE can't be in the second column from the left.

The fifth (and last) horizontal clue type is IS_NOT_BETWEEN:



and that the L could be to the left or to the right of the BLUE_HOUSE, but the APPLE is *NOT* between them. Again, this clue doesn't tell us anything about the location of the APPLE until the locations of both the L and the BLUE_HOUSE are known. But, this clue does tell us that the L and BLUE_HOUSE are two columns away from each other.

--- MANAGING THE CLUES ---

The clues can be moved around to better group them, so that clues with common blocks can be placed together. To do this, use the mouse to point to any one of the blocks in the clue. Press and hold either mouse button, then move the mouse, dragging the block to its new location (within that group of clues; you can't move a HORIZONTAL clue to the VERTICAL clue group or vice versa). When it's positioned where you'd like the clue to be located, release the mouse button. If the new location was empty, the clue will be moved there. If the location was not empty, all clues below and to the right will be moved "down" to make room before the clue is moved.

Notice that if you select a clue block with the left mouse button that the block remains full-sized. If you select the clue block with the right mouse button, it becomes half-sized. Either way works fine for moving clues. Should you realize that you've incorrectly removed a block as a possibility from a given location on the board, you can use the right mouse button to select the block from a clue and drag it to the location on the board where you feel it should still be a possibility. You can similarly pick and drag possibilities from the board itself. Usually, this feature won't be of much use, as UNDO is handier.

Another feature that is very useful in managing the clues is the "OTHER CLUES" bin. Initially, all clues are shown on the display. You can think of this as the "GAME CLUE" bin. As you play the game, some clues will become "used". In other words, the clue will be of no further use because all of its information has become used on the board. You can click the right mouse button on the clue, and it will disappear, moved to the "OTHER CLUES" bin. This keeps the "GAME CLUE" bin as un-cluttered as possible, letting you focus just on the clues that still have useful information.

However, you may occasionally move a clue to the "OTHER CLUES" bin before you've actually used all of the information in the clue. The "GAME CLUES" bin and the "OTHER CLUES" bin can be swapped by clicking either mouse button on the "OTHER CLUES" menu box.

III. NOTES ON PLAYING THE GAME

The whole object of the game is to correctly locate all 36 blocks. This is done through a process of deduction and elimination, using the clues as a guide. When a clue tells you that a particular block can not possibly be located at a particular square on the board, point to the block with the mouse and then click the right mouse button. The image of the block that you pointed to will disappear. When there's only one small image left, it MUST be the block that is located at that square. When that happens, point to it with the mouse and click the left mouse button. The block will be made full-sized and all other half-sized images of that block in the row will disappear.

Also, watch for situations where a particular block exists as a possibility at only one location. This means that it HAS to be located there, so it can be enlarged.

While you're first learning the game, in order to keep the mouse buttons straight, think of the left button as BIG/KEEP and the right button as SMALL/REMOVE.

In order to solve the puzzle, you must repeatedly scan through the clues, testing each clue to see if it will eliminate any more possibil-ities in each column. Each time you remove one possibility from the

board, that may cause other clues to become useful in removing further possibilities. Remember, all boards are guaranteed to be solvable with the provided clues.

When you locate the last of the 36 blocks the game is over, and the program will tell you whether your deductions were correct or not.

--- HINT ---

The HINT menu box is a very good way to quickly get a feeling for how the puzzles are solved. Click either mouse button on the HINT box. The program will draw a box with a HINT in it, blinking a box around the associated clue and an arrow pointing to the appropriate clue on the board. When you click a mouse button a second time, the HINT box goes away and the appropriate action for the HINT is automatically performed for you (usually removing a possibility or locating a block).

So, by repeatedly clicking on the HINT menu box and reading the HINTs, the program will teach you how to use the clues to solve the puzzles.

If you're trying to solve the puzzles as fast as possible, you should use HINT very sparingly, as each HINT costs you 30 seconds. If you're playing the game with NO TIME LIMIT, then 30 seconds is added to the "game time". If you're playing with a TIME LIMIT, then 30 seconds is subtracted from your remaining time. But, used at a critical point, HINT can be used once or twice, very strategically, to get you past a particularly difficult spot.

--- UNDO ---

Sherlock keeps track of the last 25 actions you've taken and can undo those actions. If you realize that you've made a mistake, you can repeatedly click on the UNDO menu box until you reach the point at which you made the mistake (assuming that it was within the last 25 actions). UNDO cannot be UNDOne (except by repeating the action which UNDO UNDid).

--- TIME ---

The game may be paused by clicking on the "Time:" display box.

IV. THE MAIN MENU

The Main Menu contains a number of options to allow you to configure the game to your preferences. Any of the menu boxes is activated by clicking either mouse button on the desired box.

--- PLAY/RESUME and RESTART ---

This box will say PLAY if the game hasn't been started yet. Clicking on the PLAY box causes the program to generate the next puzzle and display it (this can take from 3 to 20 seconds or more, depending upon the puzzle and the speed of your computer). Once the game has been started, the player can return to the Main Menu by clicking on the MENU box. At this point the PLAY box is re-labeled as RESUME, and a RESTART menu box is also shown. RESUME takes you right back to your game. RESTART will start the puzzle over in its initial state. Once a puzzle has been

started the only Main Menu entry that will have any effect on a RESUMED game is SOUND. TIME, COLORS, IMAGES, BACKGROUND, PUZZLE, and PLAYER are modifiable, but only affect the configuration file and/or future puzzles, and should generally only be changed in between puzzles. HELP can be used at any time, as can RESUME, RESTART, and EXIT_TO_DOS.

--- PUZZLE ---

This box always shows the puzzle number that will be generated on the next PLAY. Clicking on this menu box will allow you to specify a different number. When you first start playing Sherlock, the puzzle number will be 0. As each puzzle is solved, the game automatically increments to the puzzle number. The current puzzle number for each player is kept in the SHERLOCK.CFG file.

For tournament play, the game generates a random puzzle number, which can be over-ridden with a specific puzzle number before the first player starts, if desired.

--- PLAYER ---

This menu box always shows whether you're in SINGLE or TOURNEY play mode. By clicking on the PLAYER menu box, you'll bring up the PLAYER menu, which allows you to add new players, change the names of players, remove players from the list, and select SINGLE or TOURNEY play mode.

If you look carefully, you will notice that the SINGLE or TOURNEY menu box appears to be "pushed in". This indicates that that mode is active. If you click on the other menu box, it will "go in" and the previous one will "come out". If you click on SINGLE or TOURNEY when its menu box is already "in", the program will just beep at you.

When in SINGLE mode, the name of the current player is highlighted. A different player can be selected by pointing at the players name with the mouse and clicking either mouse button.

When in TOURNEY mode, all of the names of those players who will be participating in the tournament are highlighted. Again, players can be selected or de-selected for participation in the tournament by pointing at them with the mouse and clicking either mouse button.

When the SINGLE/TOURNEY mode and player(s) are selected, click either mouse button on the DONE menu box to return to the main menu.

Each player can have his/her own set of configuration options, all of which is saved in the SHERLOCK.CFG file. Each player can have a different set of colors, background pattern, block images, time limit, and sound. When a player is selected, his/her configuration is automatically selected and used. Because of this, it's important that you ensure that YOU'RE the selected player before you start changing configuration information.

--- TIME ---

You can play the game with NO time LIMIT, in which case the game timer starts at 00:00:00 and counts upward. However, you can also set a time limit, in which case the game timer starts at that time setting and counts downward. If the puzzle isn't solved before the timer reaches zero, you lose.

When you click on the TIME menu box, it's replaced with a two-button

selection. Click on the desired item. If COUNT DOWN is selected, you will be prompted to enter a time in HH:MM:SS format (that means hours:minutes:seconds). At this point, use BACKSPACE and the number keys (and the colon) to enter a new time, then press ENTER. If the time is not in the correct format, the time limit won't be changed.

--- COLORS ---

This menu box will bring up another menu that allows you to select the colors that you wish to be used for various parts of the game display.

By carefully selecting colors, you can come up with pleasing alternate color schemes. (You can also come up with some really putrid schemes, too!) To change colors, first point to the name of an item and click a mouse button. This will cause that item to be outlined with a box.

Then, to select a new color for that item, point to the desired color in the palette and click a mouse button. The color menu will then be redrawn using that new color.

If you decide you've really botched things, you can use the ABORT box to put things back to the way they were when you entered the color menu and then exit back to the main menu. Alternatively, you can use the INIT box to set the colors to the default settings that the program uses. When finished editing the colors, click a mouse button on the DONE box. The new color settings will be automatically saved in the SHERLOCK.CFG file for the current player.

--- BACKGROUND PATTERN ---

This brings up a new menu which allows you to select from one of a number of pre-made background patterns, shown on the right, or to create your own pattern by clicking on the squares of the "zoom" box on the left. The current pattern is shown in the box at the top of the menu.

Again, ABORT will exit back to the main menu without changing the background pattern, while DONE will save any changes in the SHERLOCK.CFG file.

--- IMAGES ---

This allows you to modify the block images used in the game, or create whole new sets. Initially, a menu comes up that shows all 36 blocks along with the "empty" block. At this level, you can copy any block image into a new location by pointing to the image you wish to copy,

then pressing and holding down a mouse button. Move the mouse to the location where you want the image to be copied and then release the mouse button. Of course, this over-writes the image that was at the new location. This is most useful when creating a whole new set of six images (a row). You can use the editor to create a common back-ground image, then copy it to all six locations in the row. Then, you can edit each of those to add the unique "foreground" image.

You enter the image editor by pointing the mouse at the image that you wish to edit and clicking a mouse button. The image editor is then brought up, which shows a "zoomed" image of the block, along with a normal-sized and a half-sized image of the block. The current color is shown by a white outline box in the palette area. You can change the current color by pointing to a new color and clicking a mouse button.

You can change the color of a pixel by pointing to it in the "zoom" box and then clicking either mouse button. It will be changed to the current color.

You can "paint" by pointing to a desired area of the zoom box, then press and hold the left mouse button. As you move the mouse around, every pixel that the mouse points to will be changed to the current color until you release the left mouse button.

You can draw lines using a rubber-band line by pointing to one end-point of the line, then pressing and holding the right mouse button. Now, as you move the mouse, a rubber-band line will follow the mouse, anchored at the first point. No pixels are actually changed until you release the right mouse button. At that point a line is drawn between the two end-points using the current color.

There are menu boxes for ABORT, INIT, and DONE. ABORT will take you back to the top-level image editing menu without saving any changes you might have made. INIT will erase any changes you have made, setting the image back to what it was when you entered the zoom editor. DONE will take you back to the top-level image menu, saving the changes you've made.

Also, there are four other menu boxes to aid you with your image editing. REPLACE COLOR allows you to replace all pixels of one specified color with a second specified color. When prompted for the colors you can point to them either in the zoom box or in the color palette. The "H flip" and "V flip" will reverse the image horizontally or vertically. "Clear to color" is useful when first starting a new image; it sets the entire image to the current color.

Lastly, at the bottom-middle of the image editor there is a box that is divided into four areas by a large X. Each area contains an arrow. This is an "imaging shifter" control box. Each time you click on one of the arrows, the image is shifted one pixel in that direction. This is useful for centering an image that you've drawn, or for making the half-size image look better. The half-size image is generated from the full-size image by throwing away every other row and every other column of pixels. Obviously, depending upon exactly which rows and columns the pixels of an image are in, the half-size image may come out looking very good or like an ink-blot. For each full-size image, there are four different possible half-size images, controlled by shifting the full-sized image left/right and up/down one pixel. You

should position the full-sized image so as to select the most recogniz-
able half-size image.

Back to the top-level image menu. Your edited images can be saved into
a file by selecting the SAVE menu box. The filename you specify can
be a complete pathname (including drive and sub-directories) or just
a filename (for the current drive/directory). However, you can not specify a file extension, as Sherlock always stores these images in files with an extension of .SHI (for SHerlock Images). The filename
you enter is remembered in the SHERLOCK.CFG file, and each time you start playing the game, your image set is automatically loaded and used. If someone else has created an image set that you wish to use
then just select the LOAD menu box and enter the file name of their images. Again, this file name will be recorded in SHERLOCK.CFG as your image file. However, if you plan to modify the images, you should probably do a STORE to a different file name after you LOAD them in. This way, you won't make your friend angry by modifying his/her copy of the images.

You can also MERGE rows of images from one file into another. After you select the MERGE menu box, you will be prompted for a filename from which you wish to merge a row of images from. Enter the name and press RETURN. You will then be prompted for the row where you wish the images to be placed. Use the mouse to click on the row of images that you wish to be replaced by the new ones.

And, of course, we have ABORT, INIT, and DONE. ABORT will exit the IMAGE menu and restore your images to what they were before you entered the menu (discarding any changes you made). INIT will set the images to the default images that are built into the program. DONE is what you select when you want to return to the MAIN MENU and you want to save any changes that might have been made.

Hints on making good images:

1) Keep them simple. You don't have many pixels to work with, and the simpler the images, the easier they are to recognize.
2) Choose your six sets of six images well, so that each of the six sets is EASILY and QUICKLY distinguishable from the others. This is very important when playing the game. Background colors and subject matter are very important for this.
3) Choose your six images within each set so that they are quickly and easily distinguishable from each other, even at half-size. This is also VERY important while playing the game. This can best be done with foreground colors and shapes.
4) Make sure that each image is best placed so that the half-size image is as recognizable as possible. (See the paragraph above on the "image shifter".
5) A good contrast outline on each image block really helps to differentiate the six half-size images at each location on the board.

That's about it for image editing.

--- SOUND ---

There are a number of sound effects during game play, and these can be enabled or disabled by clicking on the SOUND menu box. It's a simple toggle between YES and NO.

--- HELP! ---

This brings up a brief set of instruction screens for those that hate to read manuals.

--- EXIT TO DOS ---

This exits the program and updates the SHERLOCK.CFG file as necessary.

V. TOURNAMENT PLAY

When TOURNEY is selected in the PLAYER menu, any number of the players can be selected for inclusion in the tournament by clicking on their names. (A selected player can be excluded, also, by clicking on his or her name.) Once TOURNEY is selected, and all desired players are selected, click on DONE. This takes you back to the MAIN MENU, with a random puzzle number selected. Should you desire the tournament to use a specific puzzle number, it should be selected at this point. Also, TIME should be set to NO LIMIT or to an agreed upon limit.

When all is ready, click on PLAY. This will bring up the TOURNAMENT STANDINGS box, which shows a list of all involved players and their current standings in the tournament. Initially, all will show WAITING. A prompt will show who the first player is. When next a mouse button is clicked, the game will start for that player. All other players should be away from the computer at this point, as they will each be trying to solve the same puzzle, and they don't deserve to get a head start by seeing the puzzle before it's their turn.

When the first player is finished, the puzzle is erased and the TOURNAMENT STANDINGS box is shown again, along with a prompt for the next player. This will stay on the display until a mouse button is clicked, at which point the puzzle is redrawn and the second player is off and running. This sequence continues until the last player finishes, at which point the tournament is over and the MAIN MENU is shown once more, along with the TOURNAMENT STANDINGS, with the players organized by times.

During a tournament, the MENU box on the game display shows QUIT instead of MENU. During a tournament, you're in a race, and there's no getting out of it except by quitting. If you QUIT, that's the end of your turn and the next player starts. Needless to say those who QUIT come in last, next are those who complete the puzzle but get it wrong, and the tournament winners are those who complete it correctly, in the shortest amount of time. HINT is available during tournament play, but remember, every HINT costs you 30 seconds of time.

VI. REVISION HISTORY

Rev 1.1 May 12, 1991
Initial release.

Rev 1.2 November 24, 1991
fixed: On some displays (with some mice) display got garbaged.
fixed: When timed game counted down to 1 hour, game terminated.
fixed: After some image edits, half-size images weren't updated.
fixed: A few puzzles had too many clues to fit on the display. Any puzzle number suffering from this bug (the earliest was #235) are now completely different puzzles, although all other puzzles remain the same.
added: The game now saves the state of the display card and of the mouse driver and restores those states at exit.
added: Code to prevent a disk-file critical error from aborting the program.

Rev 1.3 February 22, 1992
fixed: Sometimes the HINT for a horizontal clue of type "This block is NOT between these two other blocks" gave an incorrect message (although the hint pointed correctly to a possibility that could be removed).
added: Command line option -n to allow disabling of code to restore mouse driver and state of the video card.
added: two more IMAGE sets. Thanks to Len Bruening for LENS.SHI, and Angela R.M. Baldwin for BALDY.SHI.
modified the documentation to reflect membership in the Association of Shareware Professionals.

Rev 1.4 February 29, 1992
fixed: A different problem with the text in one of the HINTs for a clue of type "This block is NOT between these two other blocks".
removed: All attempts to save the state of the display card, due to too many problems on different video boards. The state of the mouse is still saved and restored.
added: The ability to PAUSE the game (timer) by clicking on the "TIME" box.
added: A modified version of the primary image set, from Robin Nixon in the United Kingdom (ROBIN.SHI). Has modified "people", "house colors", and the "roadsigns" have been converted into "transportation devices".

Rev 1.41 March 10, 1992
added: NOVEAU.SHI by Josh "Josho" Mandel.

Rev 1.42 March 26, 1992
added: ROBIN2.SHI and VERYHARD.SHI by Robin Nixon and ELECTRIC.SHI by Eric S Graeler.

Rev 1.50 June 6, 1992
UK version. Modified internal image set, registration info.

PRODUCTS AVAILABLE FROM EVERETT KASER SOFTWARE

Solitile --- A game of solitaire, played with tiles. The object of the game is to remove all of the tiles from the pile, following a small number of rules. Includes layout and tileset editors. (In the UK, the Solitile package INCLUDES all three Accessory Disks; elsewhere, they're sold separately).
Requires EGA or VGA and 380K free memory.

Sherlock --- The computer scrambles the locations of 36 items, then provides you with sufficient clues to determine their exact locations. Challenging game of logic with rich graphics display. Image editor and extra sets of images included.
Requires EGA or VGA and a Microsoft compatible mouse.

Snarf --- Snarf is an arcade style game of mazes, treasures, First-Aid stations, locks and keys, teleports, and of course those nasty, sneaky, sniveling Snarfs. The game currently contains over 50 different levels, and includes a level editor so the user can create new levels.
Requires EGA or VGA.

Solitile Accessory Disks:

Disk #1 --- Contains:
3 tilesets: MAHJONG, BATH, and TOOLS
5 layouts: MAYAMASK, ZIGZAG, PLANE, BIDIR, and PI
9 music files: ENTERTAINER, AROUND THE WORLD IN 80 DAYS, HALL OF THE MOUNTAIN KING, MUSIC BOX DANCER, ROSES, BLUE DANUBE, LOVE STORY, GODFATHER, A VERY GOOD YEAR
13 GIF files: space walking astronaut, Marylin Monroe, Bulldog, Star Trek Enterprise, cartoon characters, etc.

Disk #2 --- Contains:
5 tilesets: STAMPS, BASEBALL, CANDY, WINTILE1, BODY
5 layouts: JAILBRAK,10HIDING,FLATCAT,SPRAYER,SQUARFAC
9 music files: SOUND OF SILENCE, THOSE WERE THE DAYS, BRIDGE OVER TROUBLED WATER, CABARET, GEORGY GIRL, KING OF THE ROAD, MOON RIVER, RAINDROPS KEEP FALLING ON MY HEAD, WHERE HAVE ALL THE FLOWERS GONE
21 GIF files: space shuttle take-off, King Tut, a cheetah's face, cartoon characters, etc.

Disk #3 --- Contains:
10 tilesets: ALPHA, FLOWER, CARS1, COMICS, CARDS, CARDS2, TRAFFIC, TOONS, FLAGS, and COLLAGE.
4 layouts: STARSKY, GRNDCNYN, ENGINE, and CHECK.
5 music files: I'VE GOT A NAME, TIME IN A BOTTLE, FROM A DISTANCE, AMERICAN PIE, NOBODY DOES IT BETTER.
10 .GIF files: RogRABBIT, SHUTTLE, SHIRLEY, POOHBEAR, HOVERCRAFT, CAPTAIN-OPUS, ROBOT, DONDUCK, INDIAN, PAGODA.
MUSIC.COM, a utility that plays .MUS files outside of SOLITILE. Makes development/testing of .MUS files easier.
MUSIC.DOC, documents the format of .MUS files, allowing you to create your new ones or modify others.
ST2TO3.EXE, a utility for converting layouts created with

previous versions of Solitile, and converts WIN directories from previous versions of Solitile into "solved boards" in your Solitile 3 .PLY file. On previous versions of Solitile, the layouts were stored in the SOLITILE.DAT file. With Solitile 3, they're stored in their individual .LYT files. If you've created layouts with a previous version of Solitile and would like to use them with Solitile 3, this utility will convert them from the SOLITILE.DAT file into .LYT files.

ST2TO3.DOC, documents the usuage of ST2TO3.

---------- end of file SHERLOCK.DOC ----------
