

CLOCKWISER

Time is running out...



ЯASPUTIN

Welcome to Clockwiser, a puzzle game designed to prevent your brain from melting in the witches' cauldron of the daily routine! As we're sure that you want to dive straight into the game, we won't bore you with a background story along the lines of: "You are trapped inside a dream world full of puzzle blocks and...."

Please note....

Any updates or alterations to this manual can be found in the readme file on your program disks. You should read this file before using the program.

Loading and installing Clockwiser

Amiga

Insert Disk 1 into Drive 0, turn on your Amiga and the program will load automatically. Clockwiser can be installed to your Amiga hard drive. To do this place Disk 1 in Drive 0 and, from within Workbench, open up the Install icon.

IBM Compatible PCs

Both the MS-DOS and the MS-Windows versions of Clockwiser must be installed onto your hard drive before they can be used.

MS-DOS version

Insert the disk into drive a and at the a:\> prompt type in install <enter> and follow the on-screen instructions. Unless you instruct it otherwise, the installation program will create a directory called clock with all of the files copied to that directory. To run Clockwiser enter the relevant directory (by typing cd\clock at the c:\> prompt) and then type in clock <enter>.

MS-Windows version

Enter the Windows Program Manager and insert Disk 1 into Drive a. From the File menu select Run and enter the following in the Command Line field of the dialogue box:

a:\install

and then click on **OK**.

The installation process will create a program group called Clockwiser containing a game icon. To run the program, double-click on this icon.



The game

After seeing the loading sequence (which you can by-pass at any time by pressing the Spacebar) you will be presented with Clockwiser's main menu screen. This contains a number of options. For the time being we'll concentrate on those you'll need to use to get going and play the game.

In Clockwiser, you must move elements (these include bricks, bombs, transporter units, self-generating diamonds and so on) around the left hand side of the screen and match them to what you see on the right hand side of the screen. This has to be done inside a limited time period.

If this is the first time that you've used Clockwiser, we strongly suggest that you play the demo before you go any further.

Before you play the game, you may want to set the sound options. To do this simply click on options and then select the way in which you prefer sounds and music to be played.

Within the main menu, selecting play presents you with the names of the four level sets. Each of these contains 25 levels and are placed in order of increasing difficulty. If you select password you can enter the names of any of the levels which you have already completed.

Playing Clockwiser

Your task appears to be quite simple: move elements around the left hand side of the screen to match what you see on the right. This may appear to be easy, but appearances can be deceptive!

The Elements

Clockwiser contains eight different types of elements. Most can be moved. Some react to gravity, some do not. The majority will disappear if bombed!



Gravity Blocks come in a variety of colours. They can be moved and disappear when bombs are dropped either on them or next to them. As their name implies, they are sensitive to gravity - in other words, they drop down if not supported from below.



Metallic Elements are fixed in position. They cannot be moved or destroyed by bombs and are not sensitive to gravity.



The elements which make up **brick walls** can be moved and can be destroyed by bombs. Unlike gravity blocks, these elements are not sensitive to gravity.



Bombs can be moved. If dropped these may destroy other elements (including other bombs). They are, of course, sensitive to gravity. **Handle with extreme care!**



The **diamonds** in Clockwiser can be moved, are sensitive to gravity and can be destroyed by bombs. They self-generate if dropped. For this reason, **again, handle with care!**



Some walls in Clockwiser are composed of **sandstone elements**. These can not be moved and are not sensitive to gravity. They can, unlike metallic elements, be destroyed by bombs.



Despite their name "**de-gravitisers**" are sensitive to gravity. They can be moved and destroyed by bombs. If any element is placed above a de-gravitiser, that element will no longer be sensitive to gravity.



Transporter pods usually act in pairs. Using two transporter pods, an element is dropped onto one will emerge from the bottom of the other. If the base of the second ("receiving") pod is resting on a flat surface, nothing can emerge from it so, anything dropped onto the first pod will be lost forever. Similarly, if the screen contains only a single pod, anything dropped onto it will be lost. Transporter pods are not sensitive to gravity, but they can be moved and destroyed by bombs (we'll leave you to work out how to do this!)

Controlling and moving the elements

You can play Clockwiser with a mouse, a joystick or (in the case of the PC DOS version) the keyboard. The easiest way to control the game is to use a mouse.

Elements can be moved in a clockwise or counter-clockwise direction. To move elements around you must first create a rectangular path. To do this, take the mouse pointer to a spot in the playing area where you would like the path to start. Click on the left mouse button and, continuing to hold down the mouse button, move the pointer to the position where you want the path to end. Release the mouse button and the path

is set. Any block(s) within the path can now be moved. Next, take the mouse pointer to either of the two alarm-clock icons. Each alarm clock represents a direction: clockwise or counter-clockwise. Clicking on a clock will make all of the elements within the line of the path move a single space clockwise or counter-clockwise. You'll soon discover that if the path contains any unmoveable elements (such as metal blocks) nothing within that range will move.

Using the joystick, fire simulates the left mouse button.

Using the keyboard (PC DOS version only) the cursor keys will control the position of the mouse pointer, Enter simulates the left mouse button. To rotate the set fields press either "1" (counter-clockwise) or "2" (clockwise).

Apart from the alarm clock icons, the menu strip at the bottom of the screen contains a timer, and an icon which can be used to reset the puzzle and timer (dead-end road sign) along with one which allows you to quit the current level and return to the main menu (gallows).

Each puzzle must be completed against the clock. The timer does not start counting down until you have made your first move.

If you should make an unrepairable error, simply click on the reset icon (dead-end road sign) or press the Spacebar.

To pause the game at any time, press "P" on your keyboard.

Advice for budding Clockwisers

Before playing the game - make sure that you have seen the on-disk demo and that you understand what each element does.

If you can't tell your "clockwise" from your "counter-clockwise" look at the direction in which the lines in any set field are moving as you move the mouse over the alarm clock icons. Clicking on an icon will cause the elements in a field to move in the same direction as the lines on the field.

Examine a puzzle carefully before attempting to solve it. Don't forget - the timer does not start until you start your first move.

The first dozen or so puzzles in Easy Peasy are designed to get you going. Make sure



you try these before moving onto the later levels.

Always make a note of any passwords that you see.

The time available is a good indication to the complexity of a puzzle. A very short time (a few seconds) will mean that you will have to make only one or two moves.

All of the puzzles can be completed inside the time available - there are no absolutely impossible puzzles (just apparently impossible ones).

Be particularly careful when using bombs and diamonds - these can lead to some rather unexpected results!

Designing your own puzzles

Clockwiser comes complete with a puzzle editor which means that you can produce your own puzzles.

Clicking on **edit** allows you to alter any (or all) of the puzzles which are currently held in memory. When you first load Clockwiser, the Easy Peasy set of levels is loaded by default. If you want to alter a different set of puzzles you must first load that set (use **play** and then select the name of the set and leave the game by clicking on the gallows). If you wish to edit a puzzle which you saved earlier, you can do this after loading your data disk using the disk function.

Clockwiser's editor is simple to use and involves only a few stages.

Decide on your background colour - to do this click on **change colour** to toggle between the colours and patterns available to you.

Select the elements and make up the starting puzzle. To do this click on any of the elements (or a blank space) on the right of the screen. Take the mouse pointer to the left of the screen. If you should click anywhere in this area a copy of the currently selected element (or space) will appear at the selected point. To build up a puzzle choose an element, place as many copies of it as you wish on the left hand side of the screen. Choose a different element and then add to the puzzle and so on.

If you should wish to clear the screen entirely before starting on your puzzle select a blank space from the top of the right hand side of the screen and then click on **fill screen**.

If you want to return to the original puzzle at any time click on **fetch level**.

To set the finishing puzzle (i.e. the solution which will appear on the right of the screen) click on **hussle level**. Now move the elements around (on the left of the screen) as if you were playing the game. Only you can decide when to stop moving the elements as you are now setting the solution. Once you have completed the puzzle click on the message at the top of the screen to return to the main editor.

Before storing the puzzle, click on **level settings** and set the time and password for your new puzzle.

You can move between puzzles by clicking on **next level** and **previous level**.

To store the puzzle (and replace the existing one in memory) click on **store level**. If you do store a level they will not automatically be saved to disk (see below). However, you can re-enter the game and try out your new puzzle! Puzzles can be saved and loaded in groups of up to 25 (PC) or 100 (Amiga). Using a PC, new puzzles can be saved to any drive. If you are using an Amiga, before selecting the disk function from the main menu, insert a disk formatted with the volume name clockwiser into Drive 0.

Warranty

In the unlikely event of you finding any faults in this product you should immediately return the whole package to your dealer for a replacement. Alternatively, you may return any faulty disks to us.

Send the original disks in a strong secure envelope to:

Rasputin Software (Dept. CW), 38/40 High Street, Green Street Green, Orpington, Kent BR6 6DF

Please include a stamped s.a.e. for the return of your disks, a note of when and where you purchased the product, a brief description of the nature of the fault and, precise details of your computer (make and model, e.g.: CBM-Amiga A1200). You should allow up to seven days for receipt of your replacement disks.

This limited warranty is valid for 90 days from the date of purchase and does not affect your statutory rights. It is provided on the understanding that disks are correctly used in the machine stated on the disk labels and are not stored in extreme temperatures, in

areas of ionising or magnetic radiation, exposed to any liquids or volatile substances or misused in any other way.

After the 90 day free warranty period we are happy to replace any disks which become damaged but will levy a nominal fee for this service. In this case, please call our Help Line on 0689-851108 between 14.00 and 15.30 (Mondays to Fridays) for the current replacement fee before returning the disks.

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Credits

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Production	The Producers
Sales, marketing, distribution	Kompart UK Ltd

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NOTES

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