

*TanZZle*

**THE HANDBOOK**

*Tangle'n Tanzzle*



# THE HANDBOOK

[www.tanzzle.com](http://www.tanzzle.com)

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*“ Over than ONE BILLION of silhouettes  
can be obtained with few pieces. “*

*“ Choose ONE, and guess how it is made. ”*

*“ It is truly a game to flex the mind  
and inspire the imagination. “*

*“ It's fun. It's challenging. TRY IT! “*

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## · 1 - ***About this handbook***

The reading of section 2, 3 and 4 allows to quickly interacting with the Tanzzle™ software.

Sections 5 to 9 deal with specific features. They should be read to fully exploit the exciting Tanzzle™ software.

This handbook has been maintained as short as possible. The user is invited to click and wander in the program to become familiar with. It's intuitive and no dangerous event will occur. Have a visit to our site [www.tanzzle.com](http://www.tanzzle.com) for questions, tips, suggestions, and more information.

## · 2 - ***About Tanzzle***

The name derives from the well known Tangram game: Tangram is a Chinese puzzle made by cutting a square of thin material into five triangles, a square, and a rhomboid.

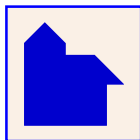
The tangram pieces can be arranged on a plane in a virtually infinite number of patterns. Those figures can be printed in such a way you cannot detect the borders of matched pieces.

The puzzle is how you can reproduce those silhouettes using the pieces. You must use all the seven pieces, and you don't let them overlapping.

It's easy to say, but often hard to get.

Therefore, the Tangram game has two steps:

- a) choose the silhouette
- b) solve it



and, indeed, both are intriguing.

Tanzzle™ software has those two steps, as well.

The former is performed in the “Pattern Workshop” window, where you can generate, recover and manipulate millions of well-done and challenging silhouettes.

The latter is performed in the “Play Board” window, where you can move, turn and flip the pieces until solution.

But you can do much more...

### · 3 - *Getting started (in the Pattern Workshop)*

Double click on the Tanzzle™ software icon on your PC. The “Pattern Workshop” window will open.




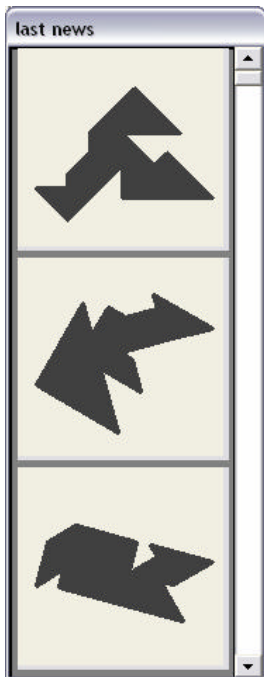
Click in the lower left side of the screen, on one of the buttons. Tanzzle™ software will create a brand-new silhouette, by randomly assembling the pieces.

Click again and again, and a manifold of figures will be generated.

Hops! You liked the first one, and was your finger quicker than you realized it? Don't worry! Recover a previous pattern by clicking on its icon in the "last news" window (last 10 patterns available).

Once you have found a challenging silhouette, try to solve it. Click on the main picture and go to the "Play Board" window.

Be aware! If you click on the top-most right button  , the solution (the wire-frame) will be revealed!







**WARNING – The last 10 patterns only are saved in a temporary directory (“temp...”) in the same path of the Tanzzle v1.0 .exe file. When exiting, you are noticed that they will be permanently deleted.**

And what about all the other buttons on the left side of the screen? They are for such a people who likes the aesthetic value of Tangram figures. He/she can manipulate the current pattern, on the main large picture box:

turn   flip  align 

zoom it   

and choose the colors     and more...

**TIP** – If you're a beginner in playing Tangram, choose shallow figures at first, clicking on the buttons   and . They are easier to be solved since they have most of the pieces well separated from the others. Indeed, the patterns are randomly generated, but those buttons usually produce silhouettes less compact than the button  does (see also section 9).

#### · **4 - *Getting started (on the Play Board)***

You have found a challenging silhouette, and switched to the “Play Board” window. The same silhouette is now reported in the small left side window. That’s your target (If you want to come back to the “Pattern Workshop”, click on the picture in the small left side current window).

First, you need to learn how to move the pieces, which are unmatched and well separated in the main large picture box.

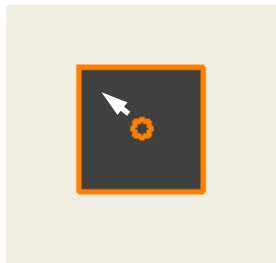
**WARNING – as in the real world, the overlap of two pieces is prevented.**

***Dragging*** – Put the mouse cursor in the central region of one piece, e.g. the square. Click the left mouse button, and, continuing to press, drag the mouse. The piece will drag as well.




**Rotating** - Put the mouse cursor close to one vertex of one piece, e.g. the square. Click with the left mouse button, and you will see a circle appearing in the centre. Now, continuing to press, slightly move the mouse clockwise (or counterCW) with respect to the circle, and the piece will rotate CW (or CCW) as well, by step of  $45^\circ$ .


For further rotation you need to release the mouse and repeat the procedure.







**Flipping** - Put the mouse cursor inside one piece, e.g. a small triangle. Click the right mouse button. The piece will flip horizontally.

Once you think to have nearly reproduced the target silhouette, check the solution by clicking on the button  on the left side, and look at the message.





Be aware! If you click on the left top-most button  the solution (the wire-frame) will be revealed! Don't give up!


**TIP** – Sometimes, the right cursor position inside a piece, to discriminating between drag and rotation, could be difficult to be achieved. By clicking the button  on the right side of the screen, the rotations will be interdicted, so everywhere you press inside a piece you can only drag it. By clicking again that button, which is now looking as , the rotations will be again allowed.

**TIP** – Click on the button  to move the pieces all together. Click again that button, which is now looking as , to allow the movement of each piece, one at once.

## · 5 - *Saving and recovering: the .tzl and .brd files*

The patterns you have obtained so far, can be saved  and opened  when you are in the “Pattern Workshop”. You can organize them in folders on your PC, and make your own silhouettes booklets. Further libraries can be downloaded from the site [www.tanzzle.com](http://www.tanzzle.com), by selecting the menu File/Galleries.

Patterns properly generated by Tanzzle™ software are associated to files with TZL extension.

As well, the position of the pieces on the “Play Board” can be saved  and recovered . You will do such operations in case you need to stop your Tanzzle session, and you don't want to loose what done.

The positions of the pieces on the Play Board generated by Tanzzle™ software are associated to files with BRD extension. The current pattern will be automatically saved.

**TIP** – In the standard installation of the Tanzzle™ software, the TZL extension is associated to TanzzleViewer™. Therefore, when double clicking on the icon of a TZL file in e.g. Windows Explorer, it will be opened in TanzzleViewer™. You need to click further on the pattern picture in TanzzleViewer™ to open also the Tanzzle™ software.

In the standard installation, the BRD extension is directly associated to the Tanzzle™ software.


· **6 - *Silhouettes with no wire-frame: the .ttx files***

In the “Pattern Workshop” you can also open graphical files, with TZX extension. You need to select In the Open window

Files of type: Tanzzle image files (\*.ttx)

If the image of the picture is a proper silhouette (e.g. “the silhouette of the day” that you can download from [www.tanzzle.com](http://www.tanzzle.com) by selecting the menu File/Silhouette of the day) you can use it as target in the “Play Board”, just clicking on the picture after recovered.

Then you can play as usual. Even the Solution Check will properly work. The only feature not available is the display of the

solution (  ) since the picture is actually a silhouette and no information on its wire-frame are available in the bitmap-like files. Actually, the picture files are used to prevent either intentional or unintentional display of the solution.

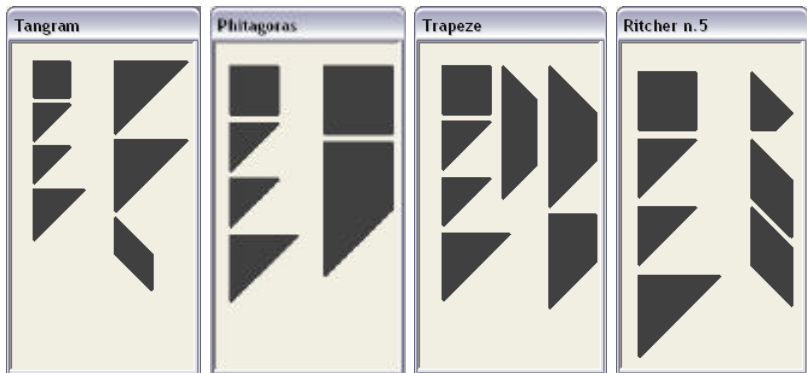
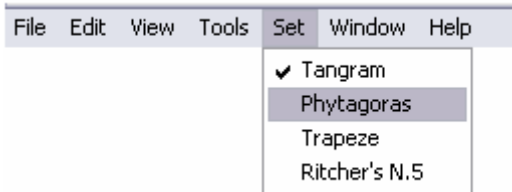
## ***· 7 - Beyond Tangram: the other sets***

Tangram is a particular dissection of a square. Of course, it is not the sole. Many other ones have been proposed in the past, which are challenging and producing nice silhouettes, as well.


In the present version of Tanzzle™ software, three further sets of pieces are available. They have been named “Phytagoras”, “Trapeze” and “Number 5”. The former set has six pieces and the latter ones seven pieces. Indeed, the “Number 5” set is the dissection of a rectangle.

The current set in use is displayed in the small window in the bottom right side of the screen.

The default set is Tangram. You can switch to one of the others by selecting it in the Set menu.

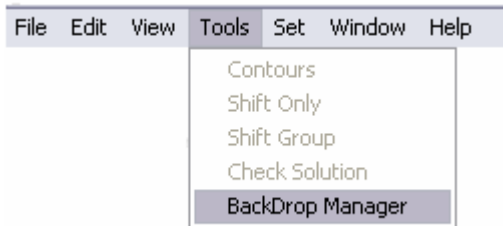


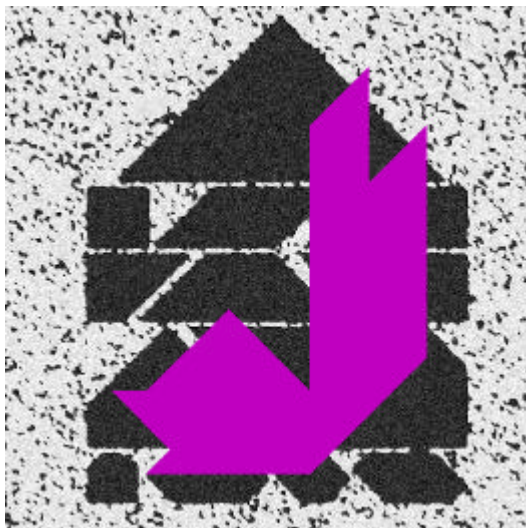
## · 8 - *The backdrop*

There is a button, in the Pattern Workshop toolbar, which you have probably already clicked, wondering why to loose time to have a background filled with tanzzle logos. It is .

The answer is that you can choose your own backdrop, by opening a graphical files in the Tools menu: Backdrop Manager.

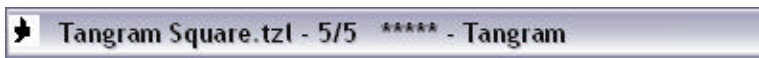
Fine visual effects can be obtained in this way.





## · 9 - *The scores*

On the left side of the top bar of the tanzzle window, close to the program icon, the names of the file of the current pattern and of the current set are indicated, with a ratio of two numbers and few asterisks, e.g.



The numbers and the asterisks give the score of the pattern in terms of how hard it is to be solved.

The ratio ranges from 1/5 to 5/5 as the difficulty increases. As well, the number of asterisks ranges from 1 ( \* ) to 5 ( \* \* \* \* \* ) as the difficulty increases.

Both the scores are a measure of the compactness of the pattern. They are an indication and they cannot be considered as an absolute reference.

You are ready now to enjoy Tanzzle:

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