Chinese Ink Painting Puzzle & Creator Manual

Unico Game Studio
2017.12

Introduction

Welcome to Chinese Ink Painting Puzzle & Creator!

Painting in the traditional style is known today in Chinese as Guohua, It's done with a brush dipped in black or colored ink on paper and silk.There are two types: Gong-bi and xie yi.

There are many people like ink painting in the world, But if someone want to make a ink painting by himself or even master it, he will need many practice.

So we build this for people, user can use many elements we provided to make a picture of ink painting, you can print it to paper, share it or turn it into a jigsaw puzzle to your friends.

Game Overview – How to Play

In game mode, it provide a learning path from easy to complex ink painting, you can learn how to build a works through play puzzle game.

In create mode, it provide a quick way to release your imagination to build a ink painting with hundreds of elements.Enjoy your own works and share to your friends by send them your jigsaw code or lock the code to send them a jigsaw puzzle.

Are you ready for fun? Let’s get started!

Installing and Running

System Requirements

Windows XP, VIsta, or Windows7

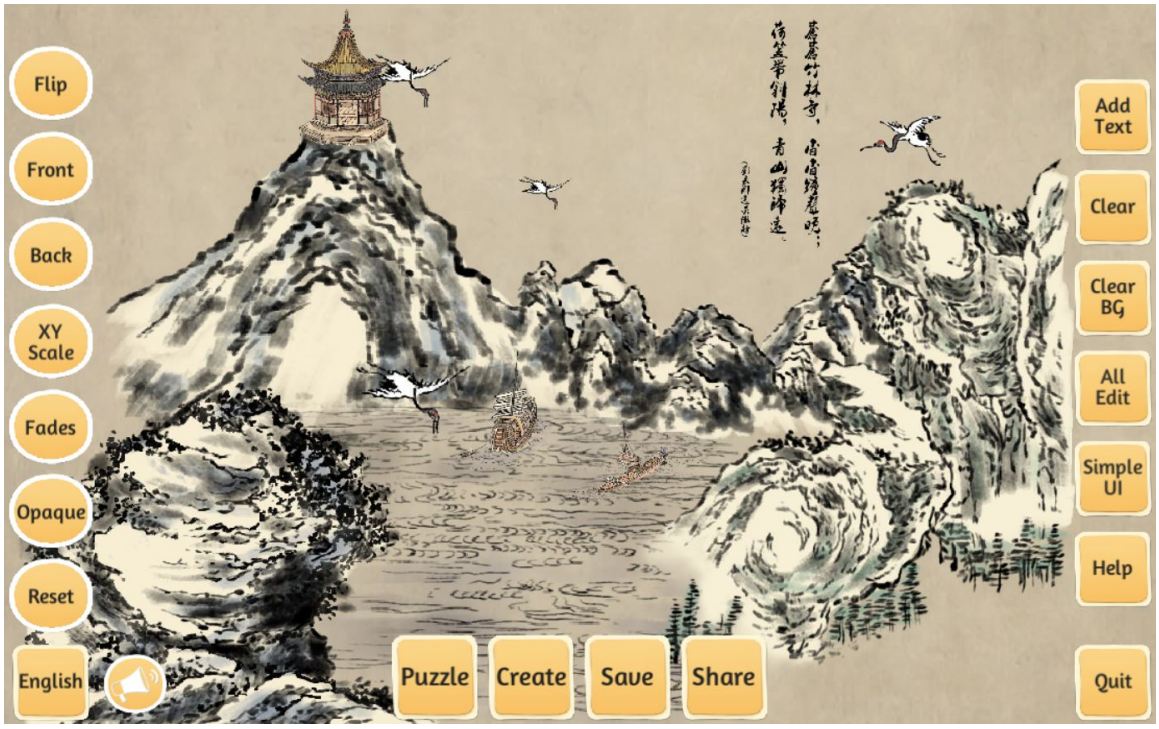
1Ghz or faster processor

1 GB Ram

1GB hard drive space

internet connection (broadband recommended)

Main Game Interface



Enter the game:



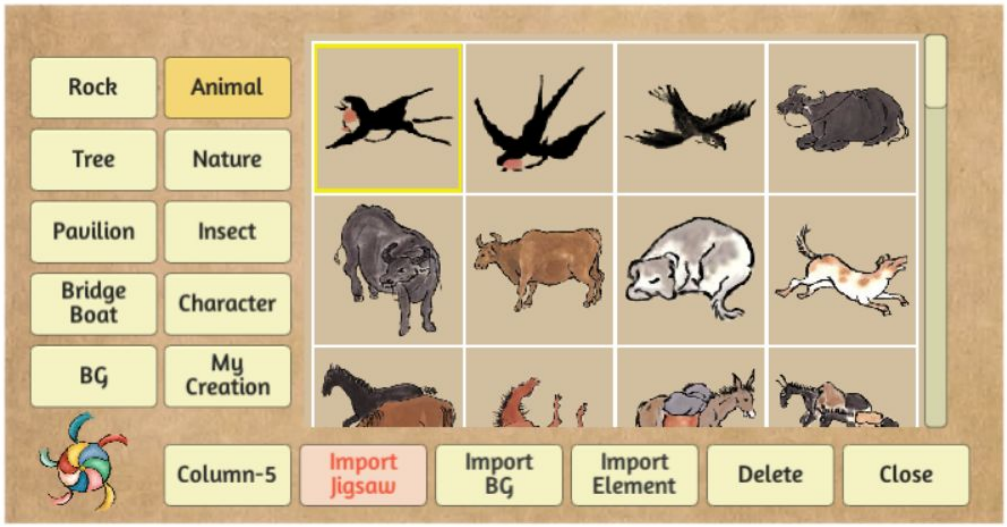
Puzzle is where you enter the game mode, it contains tens of puzzle to solve.When you click it will show:



Click **start puzzle** to play game, when you finish one level and select it again , you can load it directly instead of play it again.
Start Creation:



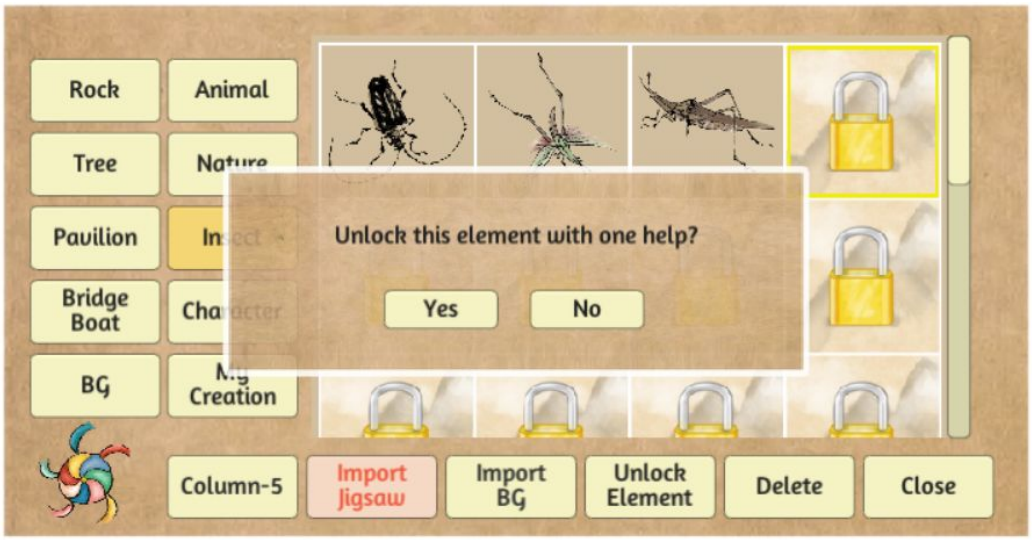
Create is where you can use hundreds of elements to create a ink painting.



It is classified into eight kinds :"Rock, Animal, Tree, Water, Pavilion, Insect, Bridge Boat, Character, Backgrounds and poetry".And the “My Creation” is where your masterpiece was saved.

You can import/unlock element by select it and click “Import Element” button or “Unlock Element” button or just double click it. Column can use to set the column count.

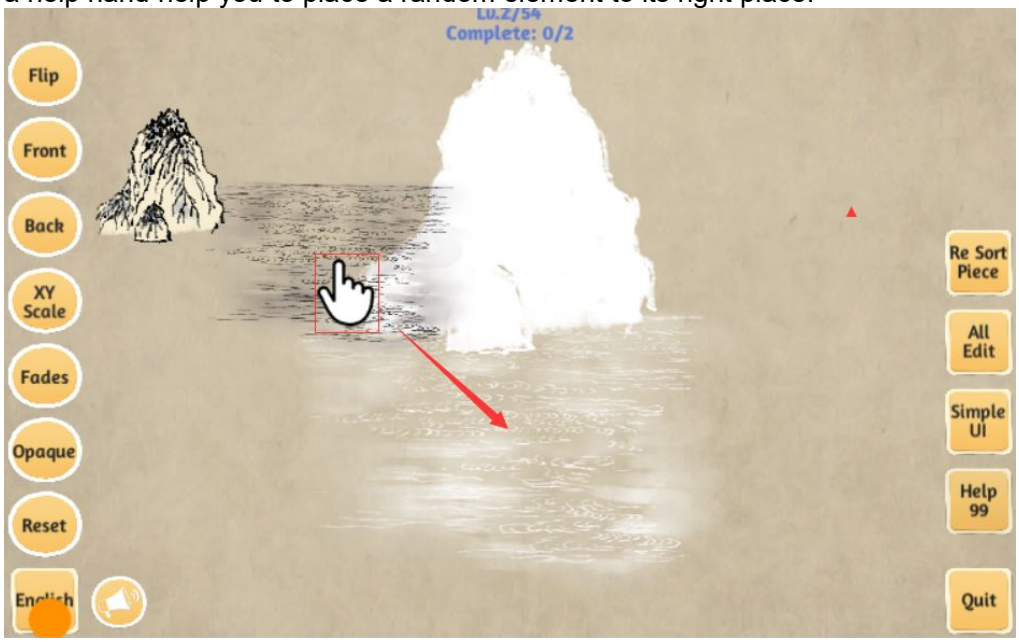
Unlock element will need consume help point, you can get more help point by solve game puzzle, upload works to steam workshop, download other user’s puzzle works in steam workshop.



Help Point:

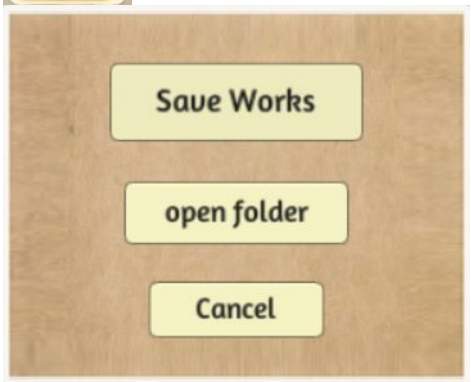


Help point can be use in puzzle solve. Click the help button to use one help point, there will be a help hand help you to place a random element to its right place.



Save Game:

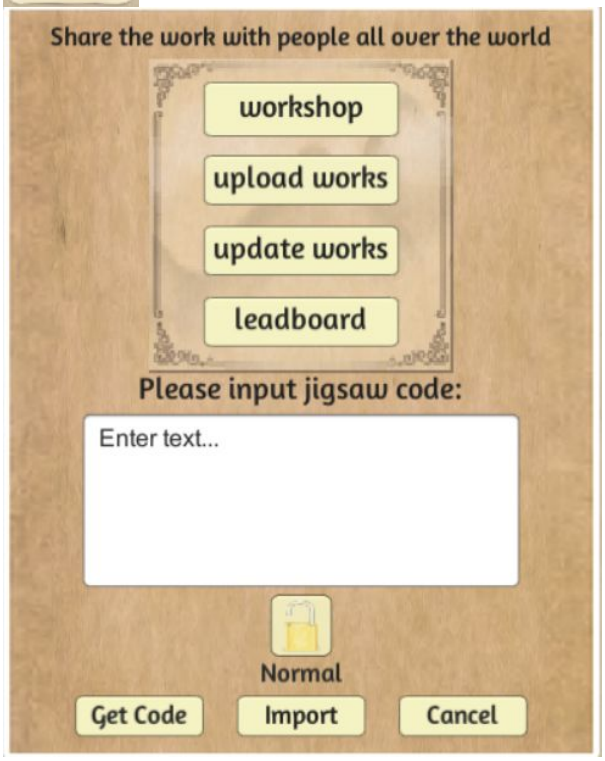




Save works will save your masterpiece to your hard disk.
Open folder will show you where is the save place.
You can find the picture and print it to paper.

Share to workshop and your friends:

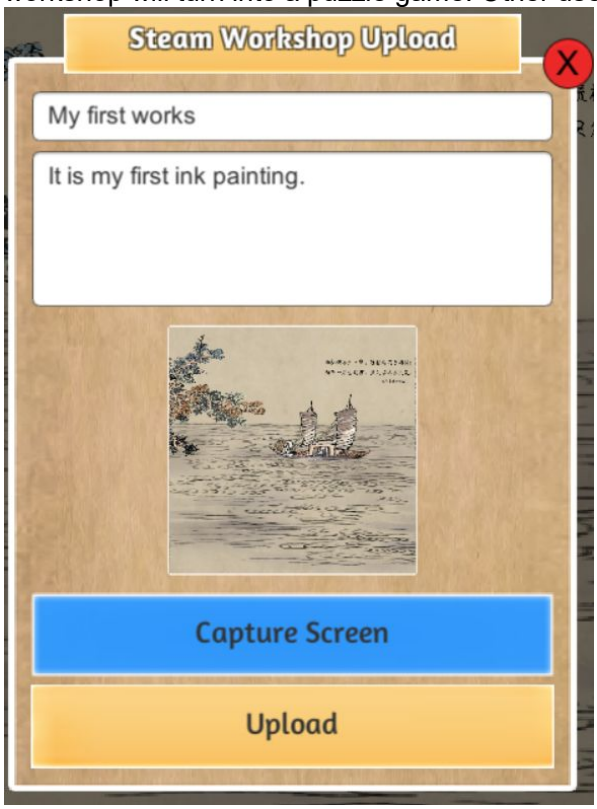




Workshop is the steam workshop browser, you can find other user's works here, download them and play it.



Upload works can upload your works to steam workshop. All works upload to steam workshop will turn into a puzzle game. Other user will earn help point through play your game.



Update works is for update your works already uploaded to steam.

Leaderboard shows the score of you, this score is according to the works user upload, and solved puzzle in game, solved puzzle in workshop. It is for encourage people more create and share in workshop.



Jigsaw Code is the offline share method. When you finish your works, you can get its code by click “Get Code”:



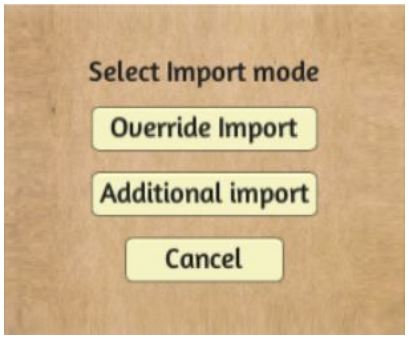
Click the “Lock” icon named “Normal”, It will change the code to lock state.It is mean when you send to your friend, it will be play as a puzzle.



Your friends can paste the code and import, will be like this:



Also you can use normal jigsaw code to cooperate with friends to work on same one ink painting.
When import you can select override or additional with your current works.

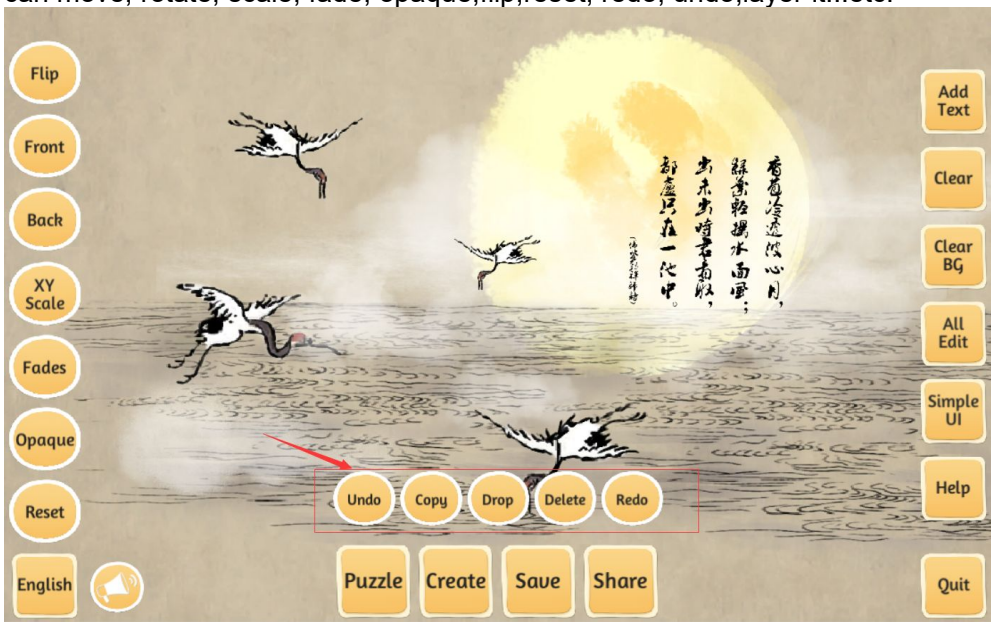


How to manipulate element to make your works?

1. Open Create panel:



2. Select the element you want to put into canvas. When you select a element in screen. You can move, rotate, scale, fade, opaque,flip,reset, redo, undo,layer it...etc.



3. When select a element, you can control it:

“Hold left mouse and move ” --- Move a element.
“Right mouse and move left-right” --- Scale a element.
“Hold left_Control + left mouse move left-right ” --- Rotate a element.
“Hold space key to all edit mode” --- move, scale, rotate the whole canvas.
“Release space key to single element mode” --- control single element.

Flip (Hot Key:“F”): flip the element from leftward to rightward or vice versa.
Front (Hot Key:“Q”): make this element on front of other elements.
Back (Hot Key:“E”): make this element under other elements.
XY Scale (Hot Key:“S”): switch the scale mode: X Scale, Y Scale, XY Scale.
Fades (Hot Key:“X”): make this element transparent.
Opaque (Hot Key:“Z”): opaque this element.
Reset (Hot Key:“R”): reset the position, rotation, transparent, scale of a element.
Copy (Hot Key:“C”): make a copy of it.
Drop (Hot Key:“D”): drop it down to canvas.
Delete (Hot Key:“Del”): delete it from canvas.
Undo (Hot Key:“Ctrl+Z”): undo the last operation.
Redo (Hot Key:“Ctrl+Shift+Z”): redo the last operation.

Localization language



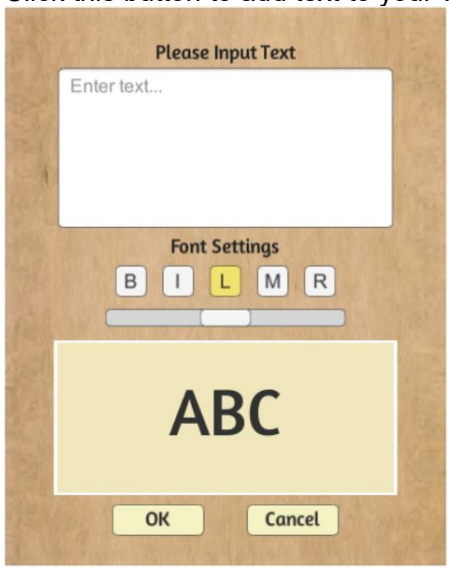
Click language button at left_bottom:



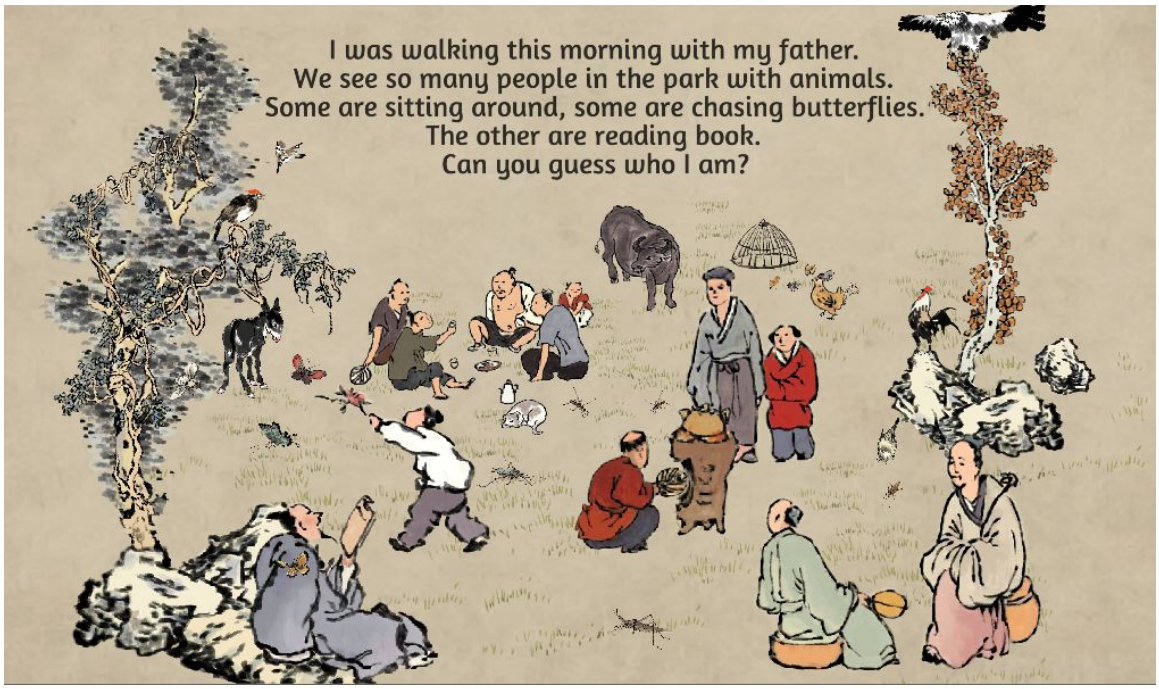
Add Text:



Click this button to add text to your works:



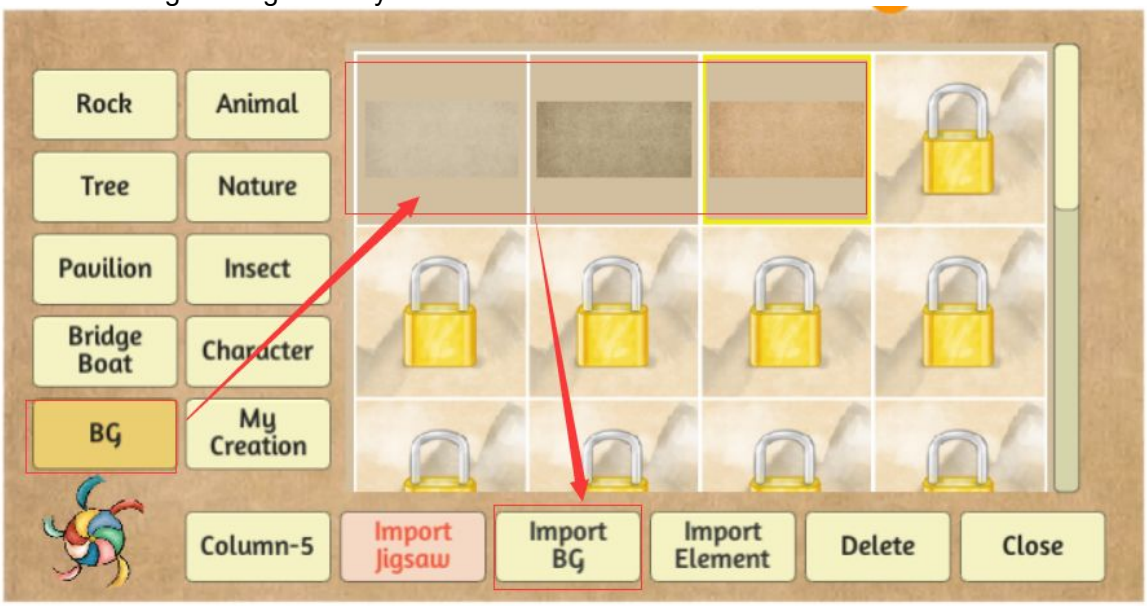
Like this:



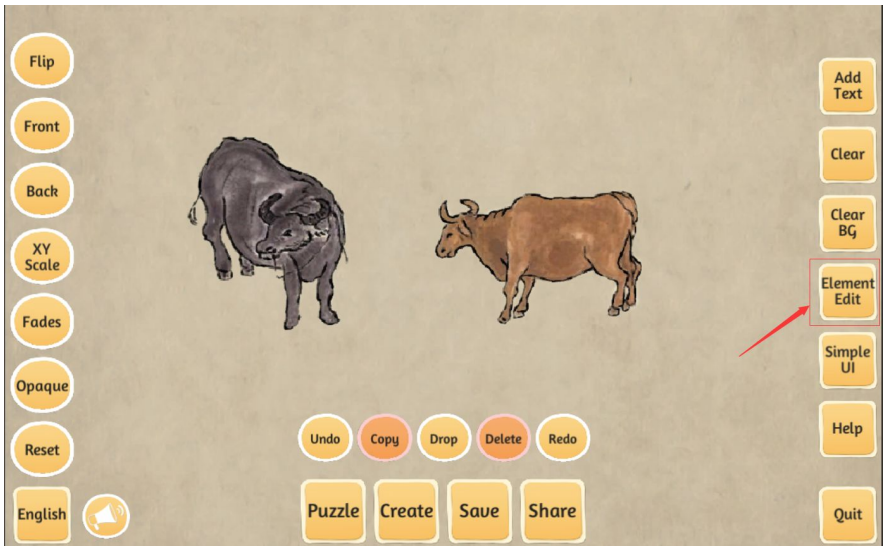
Clear the canvas:



Clear button to clear all element existed in canvas.
Clear BG button just clear the background of your canvas.
You can change background by use this:

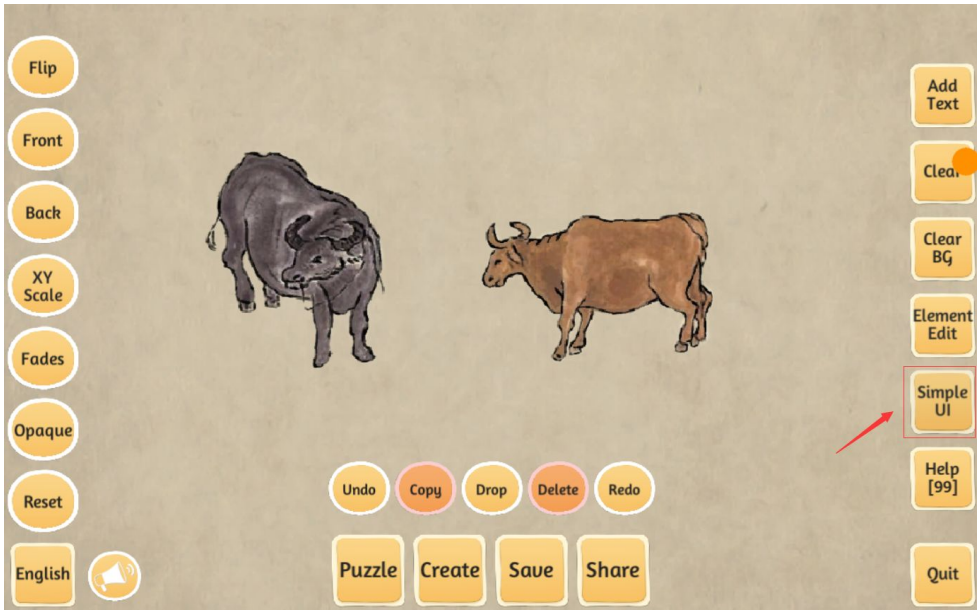


All Edit and Element Edit:

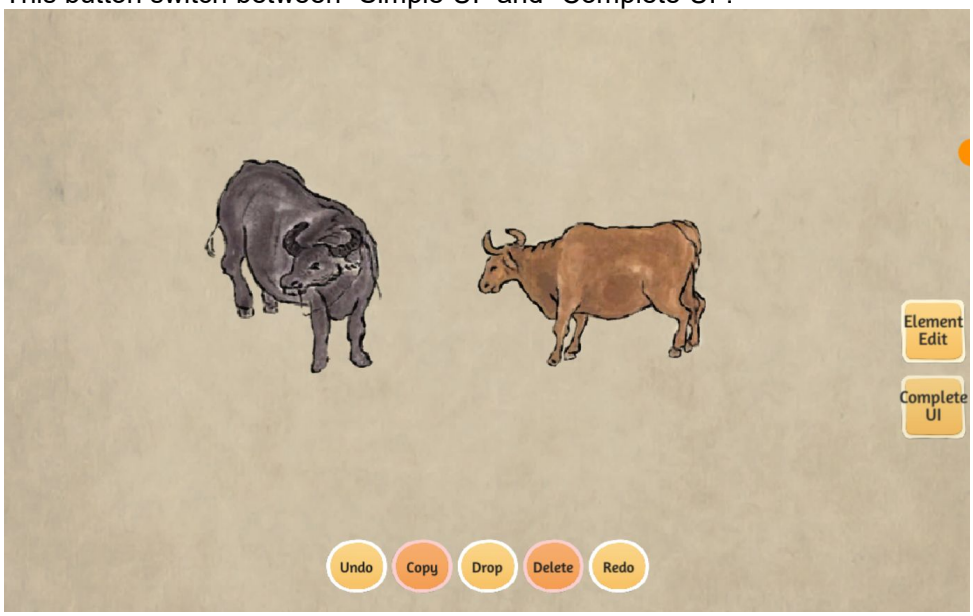


As you can see, this button switch between two mode: “all edit” and “element edit”.
You can flip a element in “element edit mode” or the whole canvas in “all edit mode”...etc.

Simple UI and Complete UI:

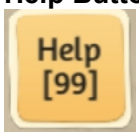


This button switch between “Simple UI” and “Complete UI”:



Simple UI is more clear. You can use it when you are familiar with hot keys.

Help Button:



The help button contains help points, it shows the count. Help point use for get help when you are stuck in puzzle solving.It is very helpful because some element is not so easy to fix in its right place.

you can get more help point by solve game puzzle, upload works to steam workshop, download other user’s puzzle works in steam workshop.

Quit Button:



This is where you want to quit, press it.

That is all!

Hope you have a good create and share time.