



I.Q. Puzzle.

Version 2.1

By Michael Donaldson.

I.Q. Puzzle Help's Contents

Objective

The objective of the game.

Movement

How to play the game.

Menu Commands

The various menu commands available.

Credits



I.Q. Puzzle.

Objective:

The aim of the game is to shuffle the blocks on the board, so that the large square block that begins at the bottom of the puzzle, is moved to the top of the board.

One of the **tactics** is to try and get the large block to the side, then slowly shuffle other blocks behind it, first the smaller and then the larger blocks, so that block slowly rises to the top of the board.

Before it is possible to do this, it is important to get the horizontal block to the top first and leave it there.

I can assure you that it *is* possible!



I.Q. Puzzle.

Movement:



This game can only be controlled by using the **mouse**. You can not use the keyboard to move the blocks.



To move blocks about the board, maneuver the mouse so that it is above the block (button) you wish to move. When the mouse is above a block, the pointer will look like the **hand**.

By pressing once on the **left mouse button**, it has the effect of *pushing* the block. If the block can slide into the adjacent gap, it will. Otherwise you will here a beep.

To push the block in a certain **direction**, just push down on the side of the block you wish to be pushed. For example, to push the block left click the mouse on the right half of the block.

You will also notice that blocks may sometimes be able to pushed in more than one direction. For example, they may be able to move up and right.

To move the block upwards, just push the lower half of the block, but make sure that the mouse is further towards the bottom that it is to the left or right.

This is because the direction to push a block is calculated by finding the greatest distance from the centre.

Just play around... You'll work it out!



I.Q. Puzzle.

Menu:

To **save** the game, just select '**Save**', under the Game menu option or press **F12**. This will save the current point in the game, so that you can return to the same point using '**Return**'.
(Be aware that '**Exit**' saves the *current* point too!)

'**Return**', returns the game back to the previous saved point.

'**Exit**', under the Game menu option, automatically save the game, so that the next time you load up the puzzle, the board will be as you left it.

'**New**', in the Game menu list, **resets** the game back to the beginning. This can also be done by pressing the '**F2**' function key.

Menu Structure:

Game:

New	F2	-- Resets the game, back to the start.
Return		-- Returns the game back to the last saved point.
Save	F12	-- Saves the current game.
Exit		-- Saves and exits the game.

Help:

Help	F1	-- Displays these help screen.
About		-- Displays the credits.



I.Q. Puzzle.

Credits:

I.Q. Puzzle, is based upon one of the hand-held series of I.Q. puzzles, which can be found at many game stores.

For any information about the program, including solutions, you can contact me at my e-mail address:
mdonalds@monu6.cc.monash.edu.au.

 **Michael
Donaldson**

This program was written by Michael Donaldson, in 1992.