

Saving Game Environment

[Save Preferences...](#) This feature is located under the File Menu. It's a handy little feature that will save the values of all the game settings, options, preferences and dialog choices to a preference file. Next time you run the program everything will be the same way it was last time you played.

These are the game environment variables that are saved:

- Number of players
- Player Names
- Macintosh skill level
- Scramble settings
- Mystery Box settings
- Rotation settings
- First Thinker setting
- Marker flash rate
- Macintosh move flash rate
- Sound settings
- Show Macintosh progress
- Highlight Tiles
- Background pattern
- All color settings
- 3-D effects setting
- Game window location
- Help Window location and contents