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Overview

Checker Board provides several puzzles, each involving a different set of pieces cut from a checker board. The pieces (13 or 14) are arranged around a grid representing the finished board. The pieces may be rotated and placed anywhere in the grid provided they fit. The object is to arrange the pieces to create a perfect checker board.

Dragging the Pieces

To place the pieces into the grid, place the mouse cursor anywhere on top of the piece to be moved, press down on the left mouse button, and while keeping the button depressed, move the piece to the new location.

As the piece is moved across the grid or open rest area, a shadow is cast indicating where the piece will settle when the mouse button is released. If no shadow is cast, it indicates the piece is not over an area where it can fit. When the left mouse button is released and there is no shadow the piece will return to the place where it was picked up.

Rotating the Pieces

The piece may only be **Rotated**, that is, turned clockwise one quarter turn, when in a rest area. If the piece to be rotated is already in the grid, drag it to an open rest area first. Place the mouse cursor on or near the piece to be rotated. Depress the right mouse button or alternatively, while holding down the Shift key on your keyboard, depress the left button of your mouse and the piece will rotate.

Puzzle Options

Each piece has a border so as to denote edges between pieces when they are placed in the grid. The default is a wide, red border. The border may be thin, blue or green if you desire, simply by choosing the appropriate menu items. The next time **Checker Board** is run, it returns to the default configuration.

Note that when a previously Saved puzzle is Loaded, the options in effect at the time of the save are loaded as well.

Saving a Puzzle

The current puzzle may be **Saved** into a file in the same directory in which the **Checker Board** program resides. The file created is CB.SAV. To save the puzzle in progress, simply select the **File** menu item followed by **Save**. The puzzle, exactly as it appears on the screen will be saved to file and may be loaded at any time.

Note that **File Saves** overwrite previously **Saved** puzzles.

Loading a Puzzle

A previously Saved puzzle may be **Loaded**. To load the puzzle, simply select the **File** menu item followed by **Load**. The puzzle, exactly as it appeared on the screen when saved to file will be loaded to the screen. This puzzle will of course overwrite the puzzle in progress.

A previously saved puzzle may be reloaded as many times as desired.

Help

Choosing **Help** from the menu bar creates a pop-up menu which allows for several choices:

- Help on Help** provides basic information on using Help.
- Choosing **Overview** gives general information about the operation of **Checker**

Board.

- Index** provides a list of topics for which Help is available.
- About Checker...** provides some information about this program.

Exiting

To **Exit** the program simply select the **File** menu item followed by **Exit** from the **Checker Board** menu bar or activate the **System Menu** and choose **Close**.

Drag

To use the mouse to move a graphic object about the screen, usually by placing the mouse cursor on the object, depressing a mouse button and moving the cursor to the desired position.

Rotate

To rotate the Piece one quarter turn clockwise. The piece must be in a rest area to rotate.

Shadow

A highlighted portion of the screen which indicates a valid position for the piece being dragged. When a piece being dragged is released it will settle in the shadowed area.

Grid

The checker board made up of a grid of squares, each unit identical to those of which the pieces are comprised.

Rest Area

The 14 areas surrounding the grid in which the pieces rest. Pieces may only be rotated when in a rest area.

