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## Overview

**Slider** provides several traditional sliding block type puzzles. When a choice is made from the menu, the finished puzzle is displayed. The blocks are then rearranged randomly the first time a mouse button is pressed while the cursor is on the puzzle. The object is to move the blocks back into their original configuration. There is a Counter and Timer keeping track of the number of moves made and time to solve the puzzle.

## Moving the Blocks

To move a block, 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. Alternatively, depress the left mouse button while holding down the **Shift Key** on the keyboard or the depress the right mouse button and the block will "jump" into the open space.

The piece must be able to fit into the free space by sliding it from the current position.

## **The Counter**

There is a **Counter** at the top of the puzzle frame. This keeps track of the number of moves made in an attempt to solve the puzzle.

## The Timer

There is a **Timer** at the top of the puzzle frame. This keeps track of the number of seconds it takes to solve the puzzle.

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

## Exiting

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

