

Puzzle

Linear squares number : The horizontal squares number (which is the same as the vertical squares number, because the puzzle is a square). For instance, if you enter 5, then the puzzle size will be 5x5, that is to say 25 squares. In order that you can move the squares, there is always an empty square.

Puzzle image : The puzzled image location.

Empty square color : The empty square color.

Winning link parameter : When the visitor wins, the browser can point to a Web page. Enter the link here. If no link is set, nothing happens. It can be an absolute URL, like 'http://www.taijisoftware.com', or a relative one like a page name from your site, 'home.html', for instance

Target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.