

Thanks for playing "Patrick's Challenge" by Reldni Productions. You may distribute "Patrick's Challenge" freely. Please visit our unique website for more games and fun at <http://www.skyline.net/~reldni/default.html>

The object of the game "Patrick's Challenge" is to remove all 28 squares.

Beginning a New Game

From the menu bar click on **Game**. Click on **New Game**.

Each time you start a new game, up to 5 squares will automatically disappear. Up to four different coloured balls may be placed on the squares. This sequence is completely random. **Sometimes the puzzle cannot be solved.**

Resetting a Game

If you wish to restart a game you are currently playing, click on **Game** from the menu bar. Click on **Reset Game**.

Moving Patrick

When you start "Patrick's Challenge" you will be unable to move until you start a **New Game**. Patrick always begins the game at the top left square.

Click on the square with Patrick to pick him up. The square will disappear. You may drop Patrick by clicking on any square where his image appears.

When you click on Patrick, you may move him to any square that is North, Northeast, East, Southeast, South, Southwest, West or Northwest. Each time you click on Patrick the square he is on will disappear.

The object of the game is to make all the squares disappear.

Coloured Balls

Moving Patrick to a Yellow Ball will make adjoining North and South squares disappear.

Moving Patrick to a Blue Ball will make adjoining Northeast, East and Southeast squares disappear.

Moving Patrick to a Green Ball will make adjoining Northwest, West and Southwest squares disappear.

Moving Patrick to a Red Ball will make adjoining North, Northeast, East, Southeast, South, Southwest, West, and Northwest squares disappear. In order to win the game a square with a red ball must be clicked on last.

Winning and Losing

If you make all the squares disappear, you will win the game. You will lose the game when Patrick can no longer move to any remaining squares. You will be asked if you want to try again. If you choose no, a new game will be created.

