## KLOTSKI MANUAL

**Klotski Manual**

**Creating a Klotski Puzzle**

**KLOTSKI MANUAL**

**Klotski Manual** gives you   on line access to the newest release of the Klotski Manual.To select the topic for review, position the mouse pointer on the topic and click the left mouse button.

**What is Klotski?**

Klotski (or Klocki) is the Polish word for blocks. The original game was a small wooden board that could be arranged into several puzzles, where the blocks were manipulated until a master block was freed. Polish children played this game to develop basic strategy skills. The author of this program remembers playing this game as a small child. Now an accomplished programmer and artist, he has recreated these puzzles as a Windows-compatible program for you to enjoy on your computer.
Develop your skills by playing the twenty-four Klotskis included with this program. But that is just the beginning. The real challenge is to design your own Klotski puzzle - an art that compels you not only to use your imagination, but to demonstrate your abilities in problem-solving strategy. Klotski allows you to save the history of your game so you may replay it back to show to others,or to improve your solution.

**Installing Klotski**

To install Klotski, you must first have Microsoft Windows 3.0 installed and running on your computer.
Place your Klotski program disk in a floppy drive. Copy KLOTSKI.EXE and KLOTSKI.HLP files into the directory of your choice and use the standard Windows Setup Program to install Klotski as a program item in the Games Group. After an installation is done, the Klotski icon will appear in the Games Group.

**Starting Klotski**

Klotski should be installed as a member of the Games Group. Start the Klotski game by double-clicking on the Klotski icon.

**Solving Klotski**

A Klotski puzzle is solved when the master block is freed and placed in the passage to the destination block. To free the master (red) block, manipulate it through the infield and outfield obstacle (yellow) blocks.
If you would like to see a Klotski game, choose Demo from the Game menu. Watch how the obstacle and master blocks are manipulated to solve the puzzle.
Now it's time for you to try to solve a Klotski puzzle. Select Play from the Game menu, and choose a Klotski to solve. Start with the puzzles in level one.
Notice the scoreboard counts each step you take. After you solve the puzzle, check your score against skilled Klotski players who have played the game before you. Can you beat their scores?

**Block Commands**

**OPTIONS:**

|**G**|  -  Game
|**D**|  -  Demo
|**E**|  -  Edit
|**H**|  -  Help

**GAME:**

|**1**|  -  Level 1
|**2**|  -  Level 2
|**3**|  -  Level 3
|**O**|  -  Open a file

**EDIT:**

|**T**|  -  Test the new game
|**R**|  -  Restore the board
|**C**|  -  Clear the board
|**L**|  -  Last edit
|**O**|  -  Open a file
|**S**|  -  Save the new game

**Klotski Commands**

You can use all Klotski commands from either the command line (pull-down menus) or from the command block.
The pull-down menus work like those in any other Windows program. But you may want to use the command block as a quicker way to initiate commands, especially while you are editing and testing your own puzzles.
The command block has buttons labeled with a single letter. For example, the button labeled "G" is the Game command.   The button labeled "E" is the Edit command.
You can use either the menus or the command block, or you can them in combination - it's up to you. Remember, all commands are available using either method.
This section details more information about each Klotski command.

**Game**
Game commands are used to load a puzzle that you want to solve.

**Level 1 - 3**
The 24 puzzles that come with your program are divided into three skill levels. After you choose a skill level, you will see a block of small puzzles. Select the puzzle you want to solve by double-clicking on it.

**Custom**
The Custom command allows you to select a custom-designed puzzle that was created by you, or by other Klotski players. A dialog box will list the available puzzles you have put on your computer.

**Score**
Score shows you the number of steps that are the top ten scores for the puzzle you are about to solve.

**Demo**
Demo lets you see a Klotski puzzle being solved - how the obstacle blocks are manipulated, and how to open the gate so the master block can pass through to the passage.

**Save and Save As**
The save commands may be used in different situations.

When you play Klotski you may save the state of the game at any moment, then Open it latter to continue the game.

When you edit a new game the save command will save your partially completed Klotski. We recommend that you save your work often, just as you would with any computer work.

**Replay**
When you are playing Klotski,   computer records the history of your solution. You may replay it back using the Replay command. The Replay mode allows you to observe your moves, step after step. When the Replay mode is selected, click the right mouse button to see the next move. To exit the Replay mode and return to your game, click the left mouse button.
If you want to save the history of your game to the disk, choose the Save command before the end of a game, and select the save history option. When you restore your game latter, the Replay command will allow you to play back your solution.

**Exit**
Exit closes the program, and returns you to your Windows session.

**Edit**
Edit commands are used while you are designing your own Klotski puzzles.

**New**
New is chosen when you are ready to create a puzzle. You will be given a skeleton puzzle that you can design around.

**Open**
As you gain the skills required to create increasingly complex and sophisticated Klotskis, you will find that it may take you several sessions of design work.
The Open command allows you to load a file that contains a partially completed Klotski. A dialog box will contain a list of the edit files (file extension .EDT) that are available.

**Test and Restore**
You need to test your Klotski often during the design process. And remember, you can't save your Klotski as a game until you have tested and proven the puzzle can be solved.
Test lets you try your puzzle, but tells the Klotski program to remember what the puzzle looked like before you started testing. Restore will put the puzzle back to the design you created.
The Test and Restore commands are on/off commands - like a light switch. Test means that you can try to solve your puzzle; Restore means you can return to editing or you can save the puzzle.

**Clear**
Clear is used to remove all obstacle blocks from the puzzle you are working on. The Klotski program will ask if you are sure you want to do this.

**Last**
Last is used to restore your editing session to the last stored editing position.   Use it to experiment while editing your Klotski and then returning to your last position.

**Cursor**
You may select from three different cursor shapes. Try each of them - each style gives a slightly different feel to the way blocks are moved.

**Sound**
To enable or disable sound effects, select the Sound-On or Sound-Off option.

**Help**
Any time you can't remember the name of a command, select Commands from the Help menu. The list of commands includes pictures of the command block.

**System Requirements**

IBM PC or compatible.
Windows 3.0 or higher.
Mouse or other Windows-compatible Pointing Device.
5.25" floppy disk drive. (3.5" available upon request)

**Start the Puzzle**

When you feel you are prepared to meet the challenge, try designing your own Klotski. Balance the size and number of obstacle blocks, free spaces, and gates until you have a combination that creates a Klotski. Then dare your friends to solve it!
You can also exchange your Klotskis with other plays. Check the README file on your Klotski disk, or contact ZH Corporation for more information.
Select the Edit command. You will start with a Klotski skeleton.

**Create the Obstacle Blocks**

To create an obstacle block (yellow block), first move the mouse pointer to an existing obstacle block. Double-click, holding the mouse button down, and drag the new block to its position. Release the mouse button to place the block.
You can change the size of an obstacle block. Place the mouse cursor on top of the block. Click the right-mouse button once, and drag the edge of the block until the desired size is reached.
If you are using a one-button mouse, you can substitute SHIFT + mouse button for any right-button mouse commands.
If you want to delete an obstacle block, position the mouse cursor on the block and double-click the right mouse button.

**Design the Master Block**

As you design the red master block, Klotski will design the passage and destination blocks. Master Blocks may be designed in three ways:

Create an additional block by double-clicking on an existing block. This is the same technique you used to duplicate an obstacle block.

Re-size a red block by dragging the corner, using the right mouse button. (Remember, if you are using a single-button mouse, you can use the shift key with the mouse button.)

Delete a single red block by double-clicking the right mouse button. You may delete only the elements on the outer edges.

**Design the Gates**

The Klotski skeleton contains one gate block.   To change the gate move the mouse pointer to the existing gate block, double-click the left mouse button and holding it down, drag the new block to its destination position on a border of the Infield. Release the mouse button to place the block.
If you want to delete a gate block, place the mouse cursor on the border of the Infield and double click the right mouse button. Position the new block on a top of the gate block which you want to remove. Release the mouse button.
 If you are using a one-button mouse, you can substitute SHIFT + mouse button for any right-button mouse commands.

**Save the Klotski Edit**

You can store and retrieve your Klotski puzzle at any time during the design process. The Edit menu contains Save, Save As, and Open commands that you can use.
Your Klotski edit will be saved to disk with the .EDT file extension.   Next, you must test your Klotski puzzle.

**Test Your Klotski**

Before you challenge your friends with your custom-designed Klotski, you must first prove your Klotski puzzle can be solved! After you have proven your puzzle, you will be allowed to save it as a game.
First, save your Klotski edit file. Select the Test command from the Game menu, and see if your Klotski can be solved.
When you are done testing, select Restore to reset the Klotski puzzle. You can do additional design work, switching between the Test and Restore commands until the Klotski puzzle is perfect. You can expect to test, and then change your design several times to achieve this goal.

**Save the Klotski Puzzle**

After you have proven your Klotski puzzle, you may save it as a Custom Game.   To prove the new game use the Test command.
When the game is successfully tested, Klotski will allow you to save the game (the appropriate dialog box will appear on the screen.)   You can add your name as the author of the game, your comments, and then share it with other Klotski players.