Introduction

Puzzle-8 for Windows is a computerized version of the well-known 8 tile puzzle.

Required Hardware and Software

Windows 3.0 running in standard or enhanced mode.

Installing the Program

Using the MS-DOS shell, or the Windows File Manager, create a subdirectory for the program. For example:

MKDIR C:\PZL8

Then copy all files from the distribution disk into the subdirectory. For example:

COPY A:*.* C:\PZL8

The program is made up of the following files: PZL8.EXE, PZL8.HLP, and USERS_GD.WRI.

Using the Windows Program Manager, select the File menu and the New submenu. Then select the Program Group button and the OK button. Enter Puzzle-8 for Windows in the Description field, and PZL8 in the Group File Field. Select the OK button.

Select the File menu and the New submenu again. This time, select the Program Item button and the OK button. Enter Puzzle-8 for Windows in the Description field, and enter the location of the program in the Command Line field, for example:

C:\PZL8\PZL8.EXE

Select the OK button.

The program is now installed.

Automatically Loading the Program

If you want the program to be automatically loaded every time you start Windows, edit the WIN.INI file in your Windows directory.

Add the pathname of the program to the line beginning with "load=". For example, the following line causes the clock program and Puzzle-8 for Windows to be loaded every time Windows starts:

load=clock C:\PZL8\PZL8.EXE

Running the Program

After starting the program, select the New Game button with the mouse to start a game. If you need further instructions, select the Help button with the mouse.

Distribution and Payment

Puzzle-8 for Windows may be freely copied without cost, provided it is not changed in any way. If you find the program useful, please send \$5.00 to:

Pocket-Sized Software 8547 E. Arapahoe Road Suite J-147 Greenwood Village, CO 80112 USA

Other Shareware Programs from Pocket-Sized Software

I Ching for Windows (fortune telling program based on the I Ching) Bog for Windows (word search game)