

# "Save the Earth" II

## Sliding Block Puzzle Contents

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### **Disclaimer of Warranty**

The Contents contains a list of all Help topics available. For information on how to use Help, press **F1** or choose *Using Help* from the *Help* menu.

## **Disclaimer of Warranty**

Users of Slider2 must accept this disclaimer of warranty:

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## **Introduction**

Slider2 is based on *The Flying Puzzle* from ***Creative Puzzles of the World*** by Pieter Van Delft and Jack Botermans (p.180). The object of the game is to maneuver the Earth block from the upper left corner of the field to the exit (indicated by the yellow arrows) in the lower right corner in the fewest number of moves and in the shortest time.

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## Commands

### Popup Menu

New

Save

Restore

Exit !

## Exiting

To exit the puzzle select Exit! from the Popup Menu.

## **Saving**

To save the current state of the puzzle select Save from the Popup Menu.



## **Restoring**

To restore a previously saved puzzle select Restore from the Popup Menu.

## **Starting a New Puzzle**

To abandon the current puzzle and start over from the beginning select New from the Popup Menu.

The puzzle is solved when the Earth block has been moved next to the exit in the lower right hand corner.

## **Solving the Puzzle**

The puzzle is solved when the Earth block has been moved next to the exit in the lower right hand corner. This must be accomplished by sliding the blocking pieces into the unoccupied spaces so as to maneuver the Earth block over to the exit.

When the puzzle is solved a dialog box will appear congratulating you for solving it. Elapsed time since the last New command along with the number of moves used to solve the puzzle will be listed.

See also:

Moving the Blocks

## Popup Menu

The Popup menu is activated by the right mouse button. It includes commands that enable you to restart the puzzle, save the current state, restore a saved state and exit from the puzzle.

For more information, select a Popup menu command name:

New

Save

Restore

Exit !

## **Exit ! Command**

This command will immediately exit the puzzle.

See also:

[Popup Menu](#)

## **New Command**

This command will return all the blocks to their starting positions. The clock and the move counter will also be reset to zero.

See also:

[Popup Menu](#)

## **Save Command**

This command will save the current state of the puzzle. Only one puzzle can be saved at a time, any previously saved position will be overwritten. If there is a previously saved puzzle, a dialog box will appear asking you to confirm this operation.

See also:

[Popup Menu](#)

[Restore](#)



## **Restore Command**

This command will restore a saved position to the screen. A dialog box will appear asking you to confirm your decision to lose the current state of the puzzle. This command is disabled until the puzzle has been saved.

See also:

[Popup Menu](#)

[Save](#)

## Repositioning the Puzzle

Mouse operation:



To reposition the Puzzle on the Desktop, position the mouse over the border region or the gray region between the blocks. Hold down the left mouse button to drag the window to a new location.

## Iconizing the Puzzle

Mouse operation:



To reduce the Puzzle to an Icon, double-click the mouse in the border region surrounding the playing field or in the unoccupied gray region.

## Retreating (undo)

You can take back your previous moves with either the mouse or the keyboard.

Mouse operation:



Position the pointer over the focused block. Click the right mouse button to take back your last move. Repeated clicks will continue to take back moves up to the starting position.

Keyboard operation:



Hit the SPACEBAR while holding the SHIFT key to undo your previous moves.

For more information about using the keyboard, see also:

[Puzzle Control Keys](#)

## Moving the Blocks

Blocks can be moved with either the mouse or the keyboard.

Mouse operation:



Position the pointer over a block, hold down the left mouse button and push the block in the direction of the unoccupied space.

Keyboard operation:



Focus the desired block using the TAB or SHIFT+TAB key, or type the number of the desired block on either the main keyboard or the numeric keypad (be sure NumLock is enabled). Use the ARROW keys to push the block in the desired direction.

For more information about using the keyboard, see also:

[Puzzle Control Keys](#)

The block is focused when its identifying number is bright white and appears raised off the surface of the block.



## **Keyboard Topics**

Choose this item to review the keys used in Windows:

[Window Keys](#)

Choose this item to review the keys specific to this application:

[Puzzle Control Keys](#)



## **Windows Keys**

Choose from the following list to review the keys used in Windows:

Dialog Box Keys

Help Keys

Menu Keys

System Keys

Window Keys

## **Puzzle Control Keys**

The following keys can be used whenever the main puzzle window is the current active window.

<b>Key(s)</b>	<b>Function</b>
TAB key	Cycles the focus through the blocks.
SHIFT+TAB key	Cycles the focus through the blocks in the reverse order.
SPACEBAR	Activates the Popup Menu.
SHIFT+SPACEBAR	Undo previous moves.
NUMBER KEYS (0-9)	Focus the corresponding numbered block.

## Accelerator Keys

The following keys provide quick access to the various menu commands and can be used whenever the main puzzle window is the current active window.


<b>Key(s)</b>	<b>Function</b>
CNTRL+N	<u>Start a new puzzle.</u>
CNTRL+S	<u>Save the puzzle.</u>
CNTRL+R	<u>Restore a saved puzzle.</u>
CNTRL+X	<u>Immediately exit the puzzle.</u>

## Dialog Box Keys

The following keys can be used in dialog boxes.

<b>Key(s)</b>	<b>Function</b>
TAB	Moves from field to field (left to right and top to bottom).
SHIFT+TAB	Moves from field to field in reverse order.
ALT+letter	Moves to the option or group whose underlined letter matches the one you type.
DIRECTION key	Moves from option to option within a group of options.
ENTER	Executes a command button.
ESC	Closes a dialog box without completing the command. (Same as Cancel)

## Help Keys

<b>Key(s)</b>	<b>Function</b>
F1	<p>Gets Help and displays the Help Index for the application. If the Help window is already open, pressing F1 displays the "Using Windows Help" topics.</p> <p>In some Windows applications, pressing F1 displays a Help topic on the selected command, dialog box option, or system message.</p>
SHIFT+F1	<p>Changes the pointer to  so you can get Help on a specific command, screen region, or key. You can then choose a command, click the screen region, or press a key or key combination you want to know more about.</p> <p>(This feature is not available in all Windows applications.)</p>

## Menu Keys

The following keys can be used in any window that has a menu bar.

<b>Key(s)</b>	<b>Function</b>
ALT	Selects the first menu on the menu bar.
Letter key	Chooses the menu, or menu item, whose underlined letter matches the one you type.
ALT+letter key	Pulls down the menu whose underlined letter matches the one you type.
LEFT or RIGHT ARROW	Moves among menus.
UP or DOWN ARROW	Moves among menu items.
ENTER	Chooses the selected menu item.

## System Keys

The following keys can be used from any window, regardless of the application you are using.

<b>Key(s)</b>	<b>Function</b>
CTRL+ESC	Switches to the Task List.
ALT+ESC	Switches to the next application window or minimized icon, including full-screen programs.
ALT+TAB	Switches to the next application window, restoring applications that are running as icons.
PRTSC	Copies the entire screen to the Clipboard.
ALT+PRTSC	Copies only the active window to the Clipboard.
CTRL+F4	Closes the active window.
F1	Gets Help and displays the Help Index for the application. (See <a href="#">Help Keys</a> )

## Window Keys

The following keys can be used from any window, regardless of the application you are using.

<b>Key(s)</b>	<b>Function</b>
ALT+SPACEBAR	Opens the Control menu for an application window.
ALT+Hyphen	Opens the Control menu for a document window.
ALT+F4	Closes a window.
ALT+ESC	Switches to the next application window or minimized icon, including full-screen programs.
ALT+TAB	Switches to the next application window, restoring applications that are running as icons.
ALT+ENTER	Switches a non-Windows application between running in a window and running full screen.
DIRECTION key	Moves a window when you have chosen Move from the Control menu. Or, changes the size of a window when you have chosen Size from the Control menu.





## **Glossary**

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[focus](#)

[solved](#)

Please send any suggestions for this topic to:

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