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Overview

Gridloc provides several classic puzzles of the moving block type. The object is to move the large square block to a specified position within the puzzle frame without lifting any piece.

Moving the Blocks

To move a block, place the mouse cursor anywhere on top of the piece to be moved, press down on the left mouse button, and while keeping the button depressed, move the piece to the new location.

The piece must be able to fit into the free space by sliding it from the current position. Blocks can be moved around corners in a single move.

The Counter

There is a **Counter** at the top of the puzzle frame. This keeps track of the number of moves made in an attempt to solve the puzzle. When the puzzle is solved by sliding the large designated block to the goal position, a Dialog Box will appear showing the target number of moves for that puzzle.

The Goal

The **Goal** of each puzzle is displayed briefly at the start of each puzzle. It is the dark gray square, the same size as the large square block. It remains in position throughout and can be seen as blocks are slid over it.

Note that there are two large square sliding blocks in the **East Meets West** puzzle. The two variations designate which block is to reach the goal. **Move East** means to move the block labeled East, **Move West** expects the piece labeled West to reach the indicated **Goal** position.

Graphic Option

Distinguishing between the sliding blocks is simplified by the pictures placed upon them. You may temporarily remove this distinction by choosing the **Graphics Menu Option**. When you restart **Gridloc** or choose the option a second time, the graphics will return the next time a puzzle is started.

Note that when a previously Saved puzzle is reloaded, the **Graphics** option will be set to that of the Saved puzzle.

Saving a Puzzle

The current puzzle may be **Saved** into a file in the same directory in which the **Gridloc** program resides. The file created is GRIDLOC.SAV. To save the puzzle in progress, simply select the **File** menu item followed by **Save**. The puzzle, exactly as it appears on the screen will be saved to file and may be loaded at any time.

Note that **File Saves** overwrite previously **Saved** puzzles.

Loading a Puzzle

A previously Saved puzzle may be **Loaded**. To load the puzzle, simply select the **File** menu item followed by **Load**. The puzzle, exactly as it appeared on the screen when saved to file will be loaded to the screen. This puzzle will of course overwrite the puzzle in progress.

A previously Saved puzzle may be reloaded as many times as desired.

Help

Choosing **Help** from the menu bar creates a pop-up menu which allows for several choices:

- Help on Help** provides basic information on using Help.
- Choosing **Overview** gives general information about the operation of **Gridloc**.
- Index** provides a list of topics for which Help is available.
- About Gridloc...** provides some information about this program.

Exiting

To **Exit** the program simply select the **File** menu item followed by **Exit** from the **Gridloc** menu bar or activate the **System Menu** and choose **Close**.

