

## **Gem Mania Contents**

### **Introduction**

#### **Procedures**

[Solving the Puzzle](#)  
[Starting a New Puzzle](#)  
[Randomizing the Puzzle](#)  
[Saving the Puzzle](#)  
[Restoring an Old Puzzle](#)  
[Retreating \(undo\)](#)  
[Repositioning the Puzzle](#)  
[Iconizing the Puzzle](#)  
[Exiting](#)

#### **Commands**

[Popup Menu](#)

#### **Glossary**

[Defined Terms](#)

#### **Keyboard Topics**

[Puzzle Control Keys](#)  
[Accelerator Keys](#)  
[Windows Keys](#)

### **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 Gems must accept this disclaimer of warranty:

Gems is supplied as is. Homespun Software disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. Homespun Software assumes no liability for damages, direct or consequential, which may result from the use of Gems.

## Introduction

**Gem Mania** is a little solitaire game, the object of which is to turn all the gems green. When a gem's color is flipped, so are its four orthogonal neighbors. The playing field wraps around top-to-bottom and left-to-right. Once the solution to the original puzzle is found, challenge yourself to solve the randomized version.

[Contents](#)

## **Procedures**

Solving the Puzzle

Starting a New Puzzle

Randomizing the Puzzle

Saving the Puzzle

Restoring an Old Puzzle

Retreating (undo)

Repositioning the Puzzle

Iconizing the Puzzle

Exiting

## Commands

### Popup Menu

New

Randomize

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.

## **Randomizing the Puzzle**

To present yourself with a significantly greater challenge, let the program go through the board and randomly pick gems to be flipped by selecting Randomize from the Popup Menu.

## **Starting a New Puzzle**

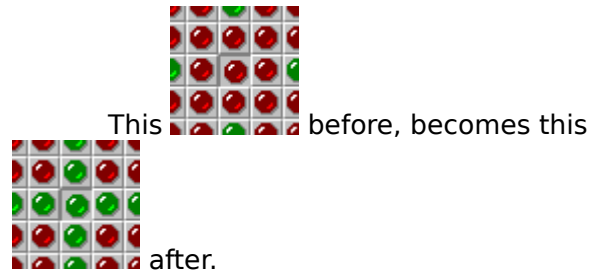
To abandon the current puzzle and start over from the beginning select New from the Popup Menu.

The puzzle is solved when all of the gems are green.

## Solving the Puzzle

The puzzle is solved when all of the gems are green.

When a gem's color is changed, so do its four neighbors: the one above, below, to the right, and to the left.



The gems on an edge are also neighbors to the gems on the opposite edge

When the puzzle is solved a 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:

[Flipping the Gems Color](#)

## **Popup Menu**

The Popup menu is activated by the right mouse button. It includes commands that enable you to start a new puzzle, randomize 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

Randomize

Save

Restore

Exit !

## **Exit ! Command**

This command will immediately exit the puzzle.

See also:

[Popup Menu](#)

## **New Command**

This command will start a new puzzle by returning all the gems to their original red color.

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](#)

## **Randomize Command**

This command will randomize the puzzle by starting from the all red state, randomly pick gems to flip. When the randomizer flips a gem its neighbors will also be flipped to ensure that the resulting state of the board will indeed be solvable.

## 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 marker spots. 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.

## Retreating (undo)

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

Mouse operation:



Position the pointer over the focused spot. 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:



Hitting the SPACEBAR while holding the SHIFT key also undo your previous moves.

For more information about using the keyboard, see also:

[Puzzle Control Keys](#)

## Flipping the Gem's Color

The color of the gems can be flipped with either the mouse or the keyboard.

Mouse operation:



Position the pointer over a gem. Single click will flip the color of that gem as well as the colors of its four neighbors. Dragging the pointer off the gem before releasing the mouse button will abort the remove operation.

Keyboard operation:



Focus the desired marker using the DIRECTION keys. Hitting the SPACEBAR will flip the selected gem and its neighbors.

For more information about using the keyboard, see also:

[Puzzle Control Keys](#)

The spot is focused when it appears depressed. Here the center gem is focused:







## **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>
DIRECTION key	Moves focus to the desired gem.
SPACEBAR	Flips the color of the selected gem
SHIFT+SPACEBAR	Undo previous moves
ALT	Activates the popup menu.

## 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**

[contents](#)

[focus](#)

[solved](#)

Please send any suggestions for this topic to:

Homespun Software  
162 Whitney St.  
Northborough, MA. 01532



