

## Picture Grid User Guide

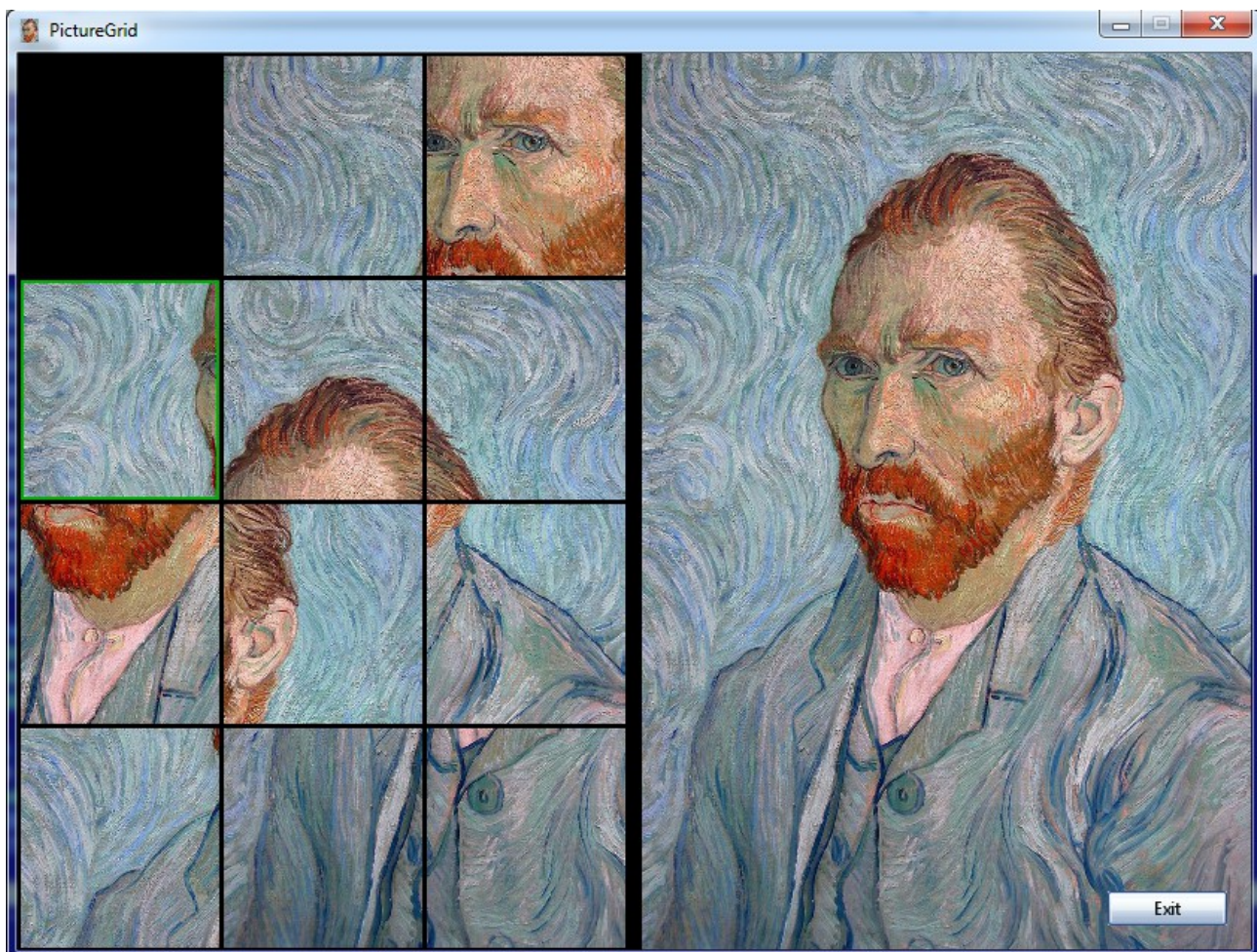
### Installation

The program will run with QB64 GL1.2 and higher. Use the URL to download the zip file and extract the folder “PictureGrid” into your QB64 folder. (When extracting the folder, be careful that the extraction method doesn't create a further level of folder with the same name). You will need to move (or copy) the “falcon.h” file to the QB64 folder if you don't already have one there. From the IDE, load the program “PictureGrid.bas” and make sure that you have the Run Option “Save EXE in source folder” checked.

<https://www.dropbox.com/s/r7fpah12kja3zso/PictureGrid.zip?dl=1>

### Playing the Game

The game is a simple sliding blocks game where you have to complete the picture by moving all the pieces to the correct position. The game starts with the top left square vacant, and when the game has been solved the bottom right square will be vacant. There are three levels of difficulty from which you can choose.



The completed picture is given on the right. Move a block into the space by clicking on it. You can exit the program at any time, and when a picture has been completed you can start another game.