

# Sliding Block™

## Thinking Strategy Series

Develops skills in logical reasoning, problem solving, visual discrimination, and strategy formation.

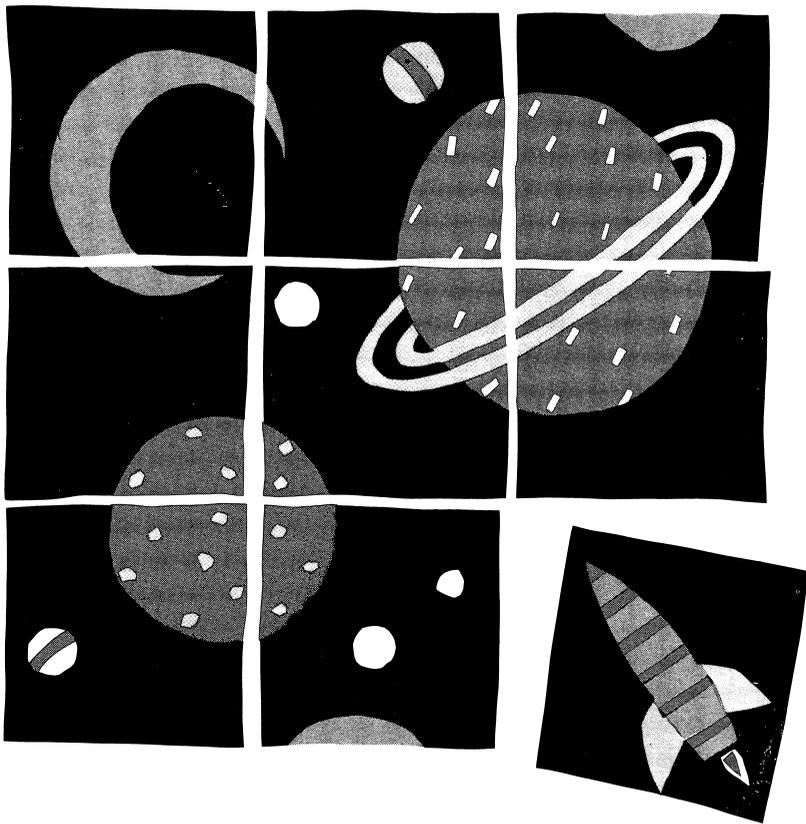
For Commodore 64

Ages 8-Adult



# Sliding Block™

How to load it.  
How to use it.  
How to learn  
from it.



## All About It

Here's a jumbled up picture-puzzle for you to put back together. You can choose to have any one of four (4) colorful scenes divided into blocks. The blocks are then mixed up for you to rearrange until the picture is whole again. To make the puzzle even more challenging, you can choose to have the blocks divided into one of five (5) levels of difficulty.

## Your Goal

Rearrange the picture-puzzle blocks to form one complete picture.

Now get ready to solve it.

## How to Load It

### Instructions for loading the Apple II, II+, IIe, and IIC

#### For the Apple II and II+:

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.
2. Switch on the computer and the monitor.
3. The program will load automatically.
4. If the computer is already on, press **[RESET]** to restart the program or type **PR#6** and press **[RETURN]**.

#### For the Apple IIe and IIC:

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.
2. Switch on the computer and the monitor.
3. The program will load automatically.
4. If the computer is already on, press the **[OPEN APPLE]**, **[CONTROL]** and **[RESET]** keys simultaneously.

The program will take several minutes to load. After it does, simply follow the directions on the screen to run the rest of the program.

**On the Apple IIe and IIC, make sure **[CAPS/LOCK]** is depressed before you run the programs.**

## How to Use It

### 1. Select options:

**A. Sound** – When the screen reads, **DO YOU WANT SOUND?**, do either of the following:

Press **[Y]** to hear all sound effects.

Press **[N]** to turn off all sound effects.

**B. Directions** – When the screen reads, **DO YOU WANT DIRECTIONS?**, do either of the following:

Press **[Y]** to see directions.

Press **[N]** to not see directions.

**C. Level of play** – The difficulty level is based on the number of blocks into which the picture can be divided.

The more blocks, the more difficult the play. Select from the following:

Press **[1]** to play with 5 blocks.

Press **[2]** to play with 8 blocks.

Press **[3]** to play with 11 blocks.

Press **[4]** to play with 15 blocks.

Press **[5]** to play with 24 blocks.

**D. Choose a picture** – Select from four scenes:

Press **[1]** for the space rocket.

Press **[2]** for the radar.

Press **[3]** for the solar system.

Press **[4]** for the space station.

2. **Take a look at the complete picture:** Once you select your options, you'll see the whole picture on the screen. Press any key and the picture will be jumbled up. To review the picture at any time, press the **[CONTROL]** and **[D]** keys. Then, press any key to get the jumbled picture back. Re-viewing the picture will in no way affect the solution on which you are working.
3. **Select a block to move into the blank space:** You can only move a block that is next to the blank space.
4. **Move a block:** To slide a block into the blank space, use the following keys:  
 Press **[A]** to move a block up.  
 Press **[Z]** to move a block down.  
 Press **[←]** to move a block left.  
 Press **[→]** to move a block right.

See figure 1 below for an example of how to move a block. To move the rocket engine block into the blank space, press **[→]**; or to move the launch tower block into the blank space, press **[Z]**.

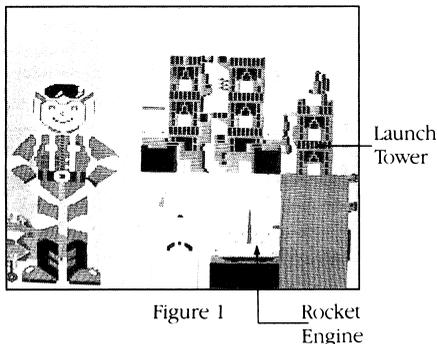


Figure 1  
 Rocket Engine

5. **Continue to move blocks around the screen:** Continue to move blocks into the blank space to put the picture together. In some cases, it may be necessary to mix up parts of the completed picture in order to slide a block. Think ahead and move blocks in a logical sequence.
6. **How to solve it:** When you rearrange the blocks to complete the picture, the blank space will disappear and the missing block that makes the picture whole will appear in its place.

See figure 2, for a look at a completed launch pad and a perfectly solved picture puzzle.

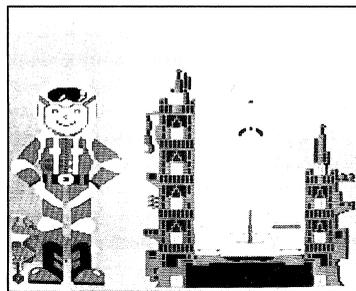


Figure 2

When the picture has been put back together, the program will report:

- A. The time it took to complete the picture.
- B. The number of moves you used to complete the picture.
- C. The level at which you were working.

The program will also report the fastest time you took to put the program together and the fewest moves. You can try

to better your time and number of moves at the level you are currently working on by pressing the **SPACE BAR** and trying the same level again; or you can press **RETURN** and return to the main menu to choose a new picture, a new level, or both.

7. **Escaping from the program:** If at any time you want to escape the puzzle you are currently trying to solve, press the **ESC** key. This will take you back to the main menu where you can choose a new picture, a new level, or both.

### **How to Learn from It**

*Sliding Block*<sup>™</sup> will help develop the following problem-solving strategies:

- Visualizing the whole
- Planning a solution
- Experimenting with solutions
- Rearranging parts to make a whole

Problem-solving strategies apply to all school subjects and generate life-long learning skills. Development of such high-level, non-verbal thinking leads to greater understanding, increased awareness, and expanded powers of creativity.

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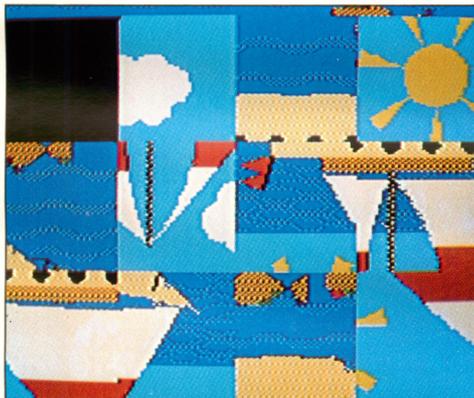
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# Sliding Block™

Want a real challenge? Try Sliding Block. For ages eight through adult, it's a colorful, creative way to sharpen your skills of logical reasoning and problem solving — skills we use every day. Put the puzzle back together and not only will you have the picture, you'll have a valuable learning tool.



What's wrong with this picture? As you can see it's divided into pieces and all jumbled up. To put it back together, begin sliding pieces into the blank space.



By moving the pieces in a logical sequence, you will get the picture back in order and the blank space will magically disappear.

There are four pictures to put back together. And there are four levels of difficulty to master. So enjoy getting smarter, piece by piece.

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