User’s Manual for Group Juliet:

Maze Program Version: 6.0

Tile movement is implemented based on clicks, not drag-and-drop.

To move a tile, click the tile. The selected tile will then show as selected (highlighted in red). Then, select the empty space you want the selected tile to move to. If you first selected a maze piece and then an empty slot, the maze piece will move to that slot and the place it came from will now be empty.

If two maze pieces are selected, they do not swap. You may click on a selected maze piece to deselect it. Otherwise, if you click two different maze pieces in a row, the first one will remain selected until you either deselect it (click on it again or click into the background) or select an empty space for it to go.

If you select an empty slot when a maze piece is not already selected, it will not highlight. You must click a maze tile first.

Single clicks are used to both select and paste a tile. To rotate a tile, simply right click on it, either if it is in a storage space or on the game field.

You must actually click on a tile (not close to its border, not some arbitrary position in the background that is technically closest to some tile, etc.) for it to highlight/move.

The menu bar at the top provides for additional functionality. Clicking “File” allows you the option to save your current game state or load a different game (either a different maze pattern or a saved version). If you would like to reset the game to how it was from the last time you loaded a maze, click the “Reset” button. The “Quit” button will exit the game.

The game is won when the maze is correctly assembled, with all tiles in their correct locations and orientations in the gameboard. The timer will stop at this point and inform you of the time you took to win the game.