Game Pack Vol 1

On-Core Software, LLC.
893 Sycamore Ave
Tinton Falls, NJ 07724
United States of America

Website: http://www.on-core.com
Technical Support: support@on-core.com
Information: info@on-core.com
Phone: (732) 842-1973
Fax: (732) 842-3234

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Introduction

Thank you for purchasing Game Pack Volume 1. Here at On-Core we strive to build quality, entertaining products and we hope you enjoy our Game Pack. In this manual you will find instruction for each of the games included in the pack, along with contact information in the event you require technical support.

Features
* Games are generated randomly so you will never play the same game twice.
* Each game has at least three difficulty levels: Easy, Medium and Hard.
* Each difficulty level has it's own timer so you can try to beat your best time at each level.
* All games auto-save so that you can return to them at any time. So whether you need to answer a phone call or just jump from Wordfind to Sudoku, each game state is saved automatically.
* Sounds effects can be turned on or off per game.
* No internet connection is required because all the games are on your iPhone or iPod Touch. (note: the word definition lookup feature for Wordfind requires an internet connection).

Feedback
We encourage all of the users of our software to provide us with comments, ideas or improvements you would like to see in our software. Please do not hesitate to write to our Information email address info@on-core.com with any comments, requests or simply to encourage us to build more great software.

Technical Support
Please email us at support@on-core.com with any issues. We will contact you as soon as possible to help you resolve your problem. Our technical support line is available Monday through Friday, from 10 AM to 6 PM EST (Eastern Standard Time) if you want to call us.

The Games

On-Core Sudoku

How to Play

Sudoku consists of a nine-by-nine grid with 9 inner squares. To solve Sudoku each inner square must have a number between 1 and 9, with these conditions:

• Each horizontal row of nine squares must contain the numbers from 1 to 9 only once.
• Each vertical column of nine squares must contain the numbers from 1 to 9 only once.
• Each of the nine three-by-three boxes of squares must contain the numbers from 1 to 9 only once.

Each Sudoku puzzle starts with a partially filled grid. These numbers appear in black and cannot be changed. You must complete the grid following the rules stated above. When you complete all the squares properly, you solve this particular Sudoku puzzle.

To start playing, select Sudoku from the game selection screen, then pick your desired difficulty level: Easy, Medium or Hard.

There are two modes for Sudoku puzzle generation, "Symmetric" and "Non-Symmetric". Symmetric puzzles feature a flipped image of the way the numbers are arranged in the grid. Non-Symmetric puzzles are not symmetrical and the numbers will be randomly placed.

Tapping on the ⓘ button (lower right corner), takes you to the Game Menu screen. There you can Enable or Disable the sound effects. You may also elect to play Symmetric or Non-Symmetric puzzles. Additionally, you can select: Abort, Restart, View the Solution, Exit & Save (to return to the main Game Pack menu). Press the "Done" button to return to the game. (for more details please see **Game Options** below).

Entering numbers

Touch an empty square in the number grid and then touch one of the numbers, 1 thru 9 on the **number bar** to enter the number in the cell.
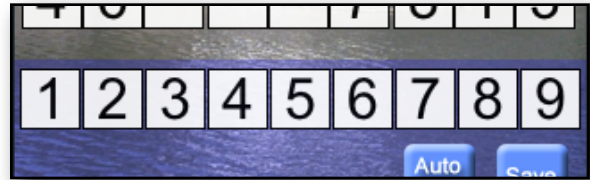
Numbers you have entered appear in blue on the grid. You can touch any of the squares and change them. If you want to remove a number from a square, simply touch the square and then touch the *Clear* button next to the **number bar**.

Invalid Numbers

In the event that you enter a number on a square that breaks one of the 3 rules stated above, the number will appear in red instead of blue. If you have the sounds enabled, you will also hear a buzzer. To solve the Sudoku puzzle, you must not have any red colored numbers in the grid.

Annotations

To annotate a square, touch the *Annotate* button. The **number bar** will turn green. Next, touch the *number* or *numbers* you want to annotate in the selected square. To clear an annotation, simply touch the *number* again and the number will be removed from the grid. Touch the *Annotate* button again to turn off the annotation mode.
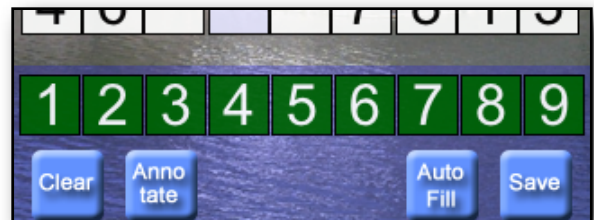
Note: the annotations are not computed in the resolution of the puzzle. You must convert them in actual number entries in order for the puzzle to be solved.

Undo and Redo

Sudoku supports infinite undo of all moves. The *Redo* button allows you to replay any moves undone up until a new move is made.

Autofill

Use the *Autofill* button to automatically fill in all the possible annotations in each box. Note that as you solve more of the puzzle, you can press *Autofill*

button again to update the status of all the annotations (it does not do it automatically). The purpose of this function is not to solve the puzzle for you, but just show you what values are valid for each cell at that moment in the game.

Warning: the Autofill is very intelligent and can virtually solve the puzzle (and in Easy mode, it can), so use it sparingly.

Export
If you like the generated game that you are currently playing, press the *Export* button to save the puzzle into your Custom Game collection. You can then send it to a family member or friend. (see "Sending a Custom Game to another device" below).

The "Custom" menu option
The custom menu selection allows you to enter puzzles in from other sources, such as a newspaper, puzzle book, website, etc., then transfer puzzles via a local network to or from a friend who also has On-Core Sudoku or Game Pack Volume 1.

After choosing the Custom menu, you will be presented with the list of custom games. From there you have a few options:

Adding a new Custom Game: Press the **+** button (bottom left) to add a new custom game. First you will be prompted to enter the name for your custom game. Next click on the *Edit Game Board* Button to enter the initial values for the game. Click on the appropriate tile to enter the number. Continue until you have entered all the initial values for the puzzle. When finished, click on the *Add Game* button (top left). Last, click on the Save button (upper right) to save the game. If an error is reported, such that the board has multiple solutions or no solution at all, please double check that you entered the initial values correctly.

Editing an existing Custom Game: Tap the blue disclosure indicator to the right of the game name. That will take you to the game name screen, where you can edit the custom game name. Tap on *Edit Game Board* if you wish to make changes to the initial values for the puzzle. Last, click on the Save button (upper right) to save your changes.

Deleting a Custom Game: Press the *Edit* button (upper right). Click on the red marker to the left of the game you want to delete. Confirm deletion by clicking on the *Delete* button that appears. Click the *Done* button (top right) to exit delete mode.

Reorganizing the Custom Game list: Press the *Edit* button (upper right). Click and hold over the three stripes that appear to the right of the name of the game. Drag the game to the new position on the list. Click the *Done* button (top right) to exit the reorder mode.

Playing a Custom Game: Select one of the custom games from the list by clicking on it and press the *Play* button ▶ (bottom center) to start playing that game.

Sending a Custom Game to another device: To send a puzzle to a family member or friend who also has On-Core Sudoku or Game Pack Volume 1, select the game to send from your custom game list. Make sure that the destination device is running On-Core Sudoku or Game Pack Volume 1 on their iPhone or iPod Touch and that both of you are on the same "local" network via Wi-Fi. Press the *Send* button 📶 (bottom right). If they are found, they will show up in the Send Game list. Click on the person in the list. It will then prompt them to *Accept* or *Reject* the game. You will receive a message telling you If the game is sent successfully.

For a detailed description and history of Sudoku please check out:
http://wikipedia.org/wiki/Sudoku

On-Core Wordfind

How to Play
In On-Core Wordfind you will be presented with a grid of letters and a list of words. The objective of the game is to find the listed words in the grid of letters. Words are arranged horizontally, vertically or diagonally, and can appear from left to right, right to left, top to bottom or bottom to top. Once you find all the words in the list, you have completed the puzzle.

There are two ways to play Wordfind. In one, the list of words is presented next to the letter grid. In the other, the words are initially hidden, thus making the game much more challenging. Note you **must** select the mode from the game level selector screen before you start the game. You will be unable to change modes after the game is started.

By tapping on the button (lower right corner), you enter the Game Menu screen. From there you can Enable or Disable the sound effects. Select to play the game with the word in the list "Hidden" (On), or to show the words in the list (Off). You can also choose: Abort, Restart, View the Solution, Exit & Save (to return to the main Game Pack menu). Press the "Done" button to return to the game. (for more details please see **Game Options** below).

To start playing, select Wordfind from the game selection screen, then pick the desired difficulty level.

Selecting Words
There are 3 ways to select a word from the grid. Use the one that is most convenient for you:

- Touch the first letter of the word, then drag the red marker to the last letter of the word.
- Tap the first letter of the word. A red marker will appear over that letter. Now tap the last letter of the word.
- Double tap over the area where the first letter of the word is. A **zooming panel** will appear. Tap on the first letter on the **zooming panel**. The panel will go away, and a red marker will appear over the selected letter. Repeat the procedure to select the last letter.
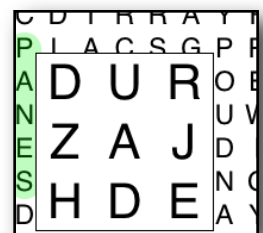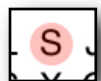
If your selection is correct, the entire word will be highlighted in green, and the word will be removed from the word list.

The H button will give you a hint by selecting the first or last letter of one of the words. Note that using the *Hint* button will add a penalty of 30 seconds to your time.

Dictionary Lookups: If you have an internet connection available via Edge, 3G or Wi-Fi, you can lookup the word's definition using Dictionary.com or Merriam-Webster.com. To do this simply click on the blue word list and a window will pop-up that contains a list of all the words in this puzzle. Click on the *word* to launch a web browser window to lookup the word. You can select to lookup the definitions from either Dictionary.com or Merriam-Webster.com by clicking on the appropriate button on the bottom of the word list. Press *Done* to return to the game and the timer will continue.
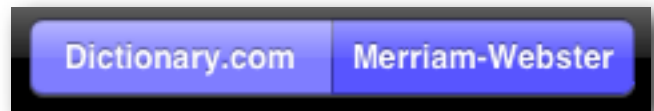
Note: when the word list is "Hidden", only the words that you have found will appear in the dictionary list.

On-Core PictureFlip

How to play
On-Core PictureFlip is a game in which a picture you select from your photo library is split into squares. The squares are randomly rotated 0, 90, 180 or 270 degrees. The object of the game is to rotate the tiles to display the original image.

To start playing, select PictureFlip from the game selection screen, then pick the desired difficulty level.

The puzzle grids are as follows:
Kidz   3 x 3
Easy   7 x 7
Medium   8 x 8
Hard   10 x 10

Selecting an image
You can select any image from your Photo library to play the game. Simply press the *Change Image* button and select the picture you want to use. Press the *Start Game* button to start the game.

Note: For very young children we suggest putting some pictures on your iPhone or iPod Touch that have patterns that allow the child to solve the puzzle easily. Avoid pictures that have solid colors where it's hard to determine the rotation of the square.

Rotating Squares
Every time you touch a tile it rotates 90 degrees in the clockwise direction. Find the proper rotation for all the tiles to complete the puzzle.

By tapping on the button (lower left corner), you will enter the Game Menu screen. From here you can Enable or Disable the sound effects. You can also: Abort, Restart, View the Solution, Exit & Save (to return to the main Game Pack menu). Press the "Done" button to return to the game. (for more details please see **Game Options** below).

Game Options

Game Menu
Once you have started a game, you will see an Information button ⓘ on the bottom-right of the screen. Press the button to access the Game Menu, which contains the following options:

Abort Game
Press the *Abort Game* button to end the current game. All the progress you made will be lost. It will return to the main Game level section screen. Tap [Exit] to return to the main Game Pack selector screen or start a new game.

Restart Game
Press the *Restart Game* button to restart the current game. All the progress you made will be lost, and you will start from the beginning again.

View Solution
Press the *View Solution* button to view the solution to the current puzzle. To hide the solution, just tap on the puzzle and the solution will disappear.

Save and Exit Game
Press the *Save and Exit Game* button to save the current game and exit to the main Game Pack selection screen.

Done
Press the *Done* button to exit the Game Menu and return to the game.

Game Selection
To return to the Game Selection screen from any of the games you must abort or finish your current puzzle and go to the difficulty selection screen. Press the [Exit] button on that screen to return to the Game Selection screen.

Fastest Times
Each game keeps track of the fastest puzzle completion time for each difficulty level. To view the current fastest times, select a game, and on the

game's difficulty selection screen, wait 5 seconds. It will display the current fastest times for each difficulty level on that game.

Sounds

The sound effects and be turned ON or OFF separately for each of the three games. Tap on the ON / OFF button to toggle between on or off.