



**893 Sycamore Ave  
Tinton Falls, NJ 07724  
United States of America**

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

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# Introduction

Thank you for purchasing On-Core PictureFlip. Here at On-Core we strive to build quality and entertaining products and we hope you enjoy this Game. In this manual you will find instruction for the game, 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.
- \* The game has four difficulty levels: Kidz, Easy, Medium and Hard.
- \* Each difficulty level has it's own timer so you can try to beat your best time at each level.
- \* The game auto-save so that you can return to them at any time. So if you need to answer a phone call, you can return to game play whenever you are ready.
- \* No internet connection is required because the game is on your iPhone or iPod Touch.

## Feedback

We encourage all of the users of our software to provide us with comments, ideas or improvements they would like to see in our software. Please do not hesitate to write to our Information email address: [info@on-core.com](mailto: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](mailto: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.

# 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 objective of the game is to rotate the tiles to form the original image again.

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 with. Simply press the *Change Image* button, and select the picture you want to play with. 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.

# Game Options

## Game Menu

All the games have an Information button on the bottom-right of the screen. Press the button to access the Game Menu, which contains the following options:

### Continue Game

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

### Abort Game

Press the *Abort Game* button to end the current game. All the progress you made will be lost.

### 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. Before you can continue playing you need to access the Game Menu again, and select Hide Solution.

## 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 10 seconds. It will display the current fastest times for each difficulty level on that game.

**Note:** at any time you can exit to answer a call, run other programs, and when you return it will resume from where you left off.