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# Introduction

Thank you for purchasing On-Core Sudoku. Here at On-Core we strive to build quality, entertaining products and we hope you enjoy this game. In this manual you will find instructions 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 three difficulty levels: Easy, Medium and Hard plus a Custom option for custom games.
- \* Each difficulty level has it's own timer so you can try to beat your best time at each level.
- \* The game auto-saves so that you can return to it at any time. So whether you need to answer a phone call, check your email, or anything else you can return to game play whenever you are ready.
- \* Generate Symmetric or Non-Symmetric puzzles.
- \* Error checking to show invalid entered numbers.
- \* Annotate (pencil mark) a tile with one or more numbers.
- \* Unlimited Undo or Redo moves.
- \* Autofill option to automatically fill in all the possible annotations.
- \* Option to enter custom games from sources such as newspapers, puzzle books, websites, etc.
- \* Wirelessly send or receive custom games, via a local WiFi connection, to a friend or family member who also has Game Pack Volume 1 or On-Core Sudoku.
- \* Sounds effects can be turned on or off.
- \* 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 you 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: (732) 842-1973

# On-Core Sudoku

## How to Play

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


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

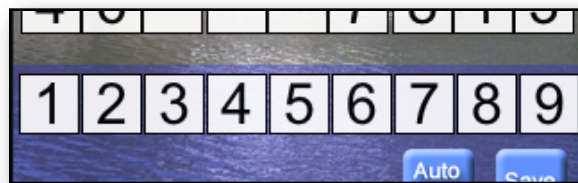
There are two modes for Sudoku puzzle generation, “Symmetric” and “Non-Symmetric”. Symmetric puzzles feature a flipped image of the way the numbers are arranged across the grid. Note the cells in the top left square that are occupied. The occupied cells in the bottom right square are the flip of them. Non-Symmetric puzzles are not symmetrical and the numbers are randomly placed.

			1		3			
		9				8	1	
	1		8		6	5		
3	8	2		7			6	
			9	6				
6			1	3	5	7	8	
	2	8		4		3		
5	4				8			
		3	2					

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 cell in the puzzle 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 cells and change them. If you want to remove a number from a cell, simply touch the cell and then touch the *Clear* button next to the **number bar**.



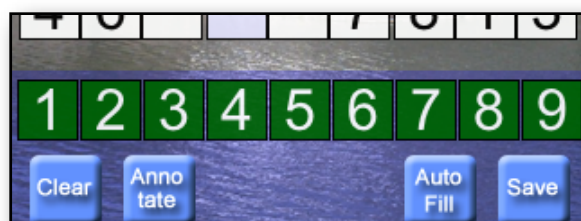
## Invalid Numbers

In the event that you enter a number in a cell that breaks one of the 3 rules stated above, the number will appear in **red** instead of **blue**. If you have sound 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 cell, touch the *Annotate* button. The **number bar** will turn **green**. Next, touch the *number* or *numbers* you want to annotate in the selected cell. To clear an annotation, simply touch the *number in the bar* again and the number will be removed. 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 can be entered in 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 sometimes can), so use it sparingly.


## Export

If you like the generated game that you are currently playing and would like to save it, press the *Export* button to save the puzzle in your Custom Game collection. From there you can send it to a family member or friend. (see “Sending a Custom Game to another device” below).

## The “Custom” menu option

The custom option is available from game selection screen, beneath the Easy, Medium and Hard options. The custom menu selection allows you to enter puzzles found in other sources, such as newspapers, puzzle books, websites, etc. Then you can 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 cell 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

Easy 4/16/09 10:47 PM




for the puzzle. Once you have changed the values in the grid, tap on Edit Game to return to the main Edit Game menu. 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 (see above picture). 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>



# 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.

### 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

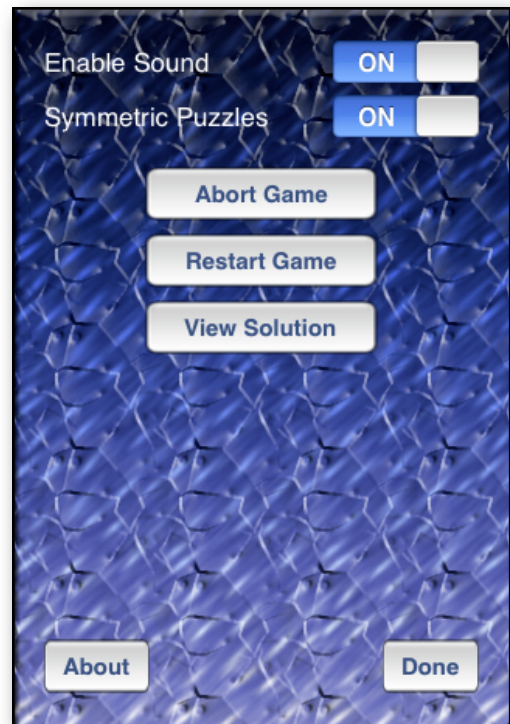
Some pictures with areas containing areas of texture can be extremely difficult and this feature will help with that. Press the *View Solution* button to view the solution to the current puzzle. The squares that are not in the correct position will be covered by arrows. If you tap on one of the arrow squares, the puzzle will redisplay and you will be positioned on the square you tapped. Now you can tap on that square again to reposition it. You can continue doing this until you fix all squares.

### Done

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

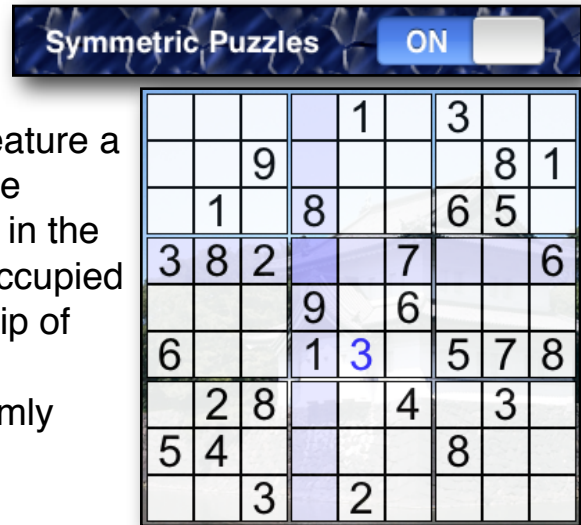
### Enable Sound

Use this function switch to turn the sound effects On or Off.



## Symmetric vs. Non-Symmetric

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 across the grid. Note the cells in the top left square that are occupied. The occupied cells in the bottom right square are the flip of them. Non-Symmetric puzzles are not symmetrical and the numbers are randomly placed.



## Fastest Times

Each game keeps track of the fastest puzzle completion time for each difficulty level. When the game’s difficulty selection screen appears, wait 5 seconds. A pop-up box appear and will display the current fastest times for each difficulty level.

**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.