

Top SuDoKu – User Manual

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Introduction

Thank you for using Top SuDoKu – palm implementation of SuDoKu game. We genuinely hope you will have many hours of recreation playing our software. Lots of thought and many hours of word was put into this game, all to make it the most enjoyable and playable version of SuDoKu for Palm.

Installing

Use the Palm install tool that comes with your device to install the program file (`TopSuDoKu.PRC`). In most cases you simply double click on the file and it will launch the install tool automatically.

Game Options – Menu entries

Game

The game menu item provides access to various options to generate new puzzles. All generated puzzles are guaranteed to be valid SuDoKu (pronounced *Soo Do Koo*) puzzles, that is, all our puzzles have a single unique solution. We challenge the players to send us a puzzle ID (Game->By Puzzle Id) that has more than one valid solution and obtain a free registration code for Top SuDoKu[©].

Game->Easy

This menu item generates a new easy puzzle. The current puzzle is discarded.

Game->Medium

This menu item generates a new puzzle that is ranked at medium difficulty level. The current puzzle is discarded.

Game->Hard

This menu item generates a new puzzle that is ranked at hard difficulty level. The current puzzle is discarded.

Game->Very Hard

This menu item generates a new puzzle that is ranked at very hard difficulty level. The current puzzle is discarded.

Game->Blank

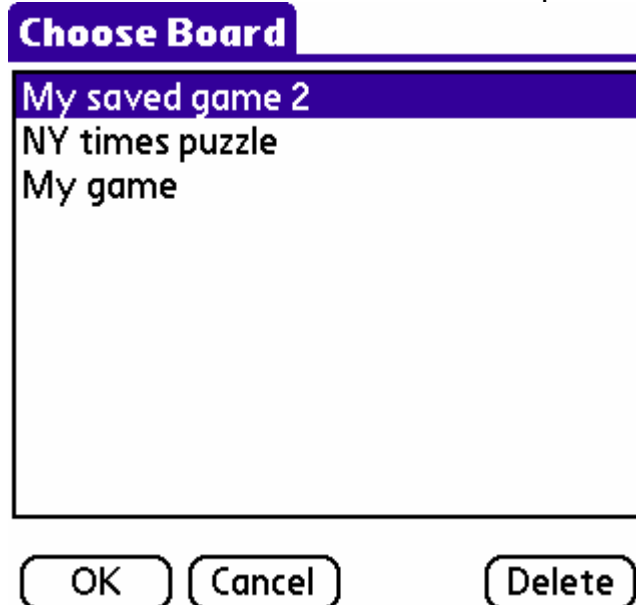
This menu item generates a new blank puzzle. This option is useful when you want to create your own puzzle. It should be used with the [Freeze](#) to fix the read only values of the user defined board.

Game->By Puzzle ID

This menu item allows you to reload a puzzle by its puzzle ID. The puzzle ID of the current puzzle (board) is stated here.

Game->Load

This menu item allows loading puzzles that were previously saved by the [Game-Save](#) menu item. Upon selecting this option, a list of previously saved boards is presented. Selecting a board automatically loads it and discards the current puzzle.



Screen Shot 1 Load previously saved game

Game->Save

This menu item allows saving the current puzzle. Select a name for your puzzle and hit ok. The saved puzzle can then be loaded by selecting the [Game->Load](#) option.



Screen Shot 2 save Game

Game->Import (From Memo)

This menu item allows loading puzzles that were previously exported by the [Game->Export From Memo](#) menu item or puzzles that were loaded into the Palm OS Memo pad via other methods such as puzzles that were sent by a friend via email. Upon selecting this option, a list of previously saved boards is presented. Selecting a board automatically loads it and discards the current puzzle.

Select a Board

(9) Board: Jul 21, 2005 9:22 pm
(11) Board: Jul 29, 2005 6:34 pm

OK

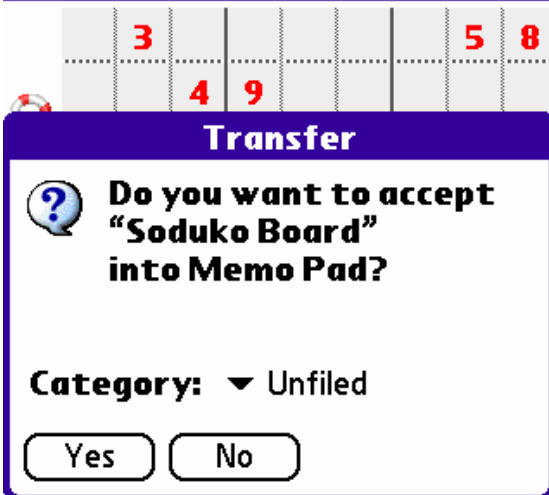
Cancel

Screen Shot 3 Import from memo

Game->Export (To Memo)

This menu item allows exporting the current puzzle to the standard Palm OS Memo Pad application. The exported puzzle can then be sent via email to a friend or be loaded by selecting the [Game->Import From Memo](#) option.

TopSuDoKu



Screen Shot 4 Export to memo

Important! Do not manually change a memo that contains an exported board. Loading a manually edited memo into Top SuDoKu may cause unexpected behavior of the application.

Actions

The menu item allows access to various actions that can be performed while playing a puzzle.

Actions->Solve

This menu item invokes our super fast automatic solver. The solver is capable of solving any valid board (that is a board that has at least one valid solution). If the board is solvable the solver fills all the missing cells until the complete solution is presented. If the puzzle is not solvable (or is not valid), the solver displays a warning message stating that the board cannot be solved.

Actions->Hint

This menu item provides a hint for the current board. See [game behavior](#) section for hint types

Actions->Discard Wrong

This menu item erases all incorrect values (entered by the player) from the current puzzle, leaving it in a solvable state.

Actions->Replace Wrong

This menu item is similar to Actions->Discard Wrong but instead of erasing all incorrect values (entered by the player) it replaces them with the correct values.

Action->Fill all pencil marks

This menu item will mark all the possible pencil marks (1 to 9) in all the blank squares. Some people like to start the game this way.



Screen Shot 5 screen after "fill all PM" was clicked

Actions->Fill valid pencil marks

This menu item is similar to the previous except only **valid** values will be filled.



Screen Shot 6 screen after "fill valid PM" was clicked

Actions->Delete all pencil marks

This menu item will delete all pencil marks from the board

Actions->Freeze

This menu item freezes the current board. Specifically, it marks all cells with values as read only (drawn red in color mode). This option is useful when creating user defined puzzles allowing fixing the read only cells.

Actions->Unfreeze

This menu item complements the Actions->Freeze option. Specifically, it marks all cells with values as read/write. This option is useful when

creating user defined puzzles allowing changing the read only cells into read/write cells.

Actions->Reset

This menu item resets the current puzzle and returns to its original state.

Help->Rules

This menu item displays the official SuDoKu rules.

Help->Register!

This menu item allows the user to register the trial version of Top SuDoKu. Registration of Top SuDoKu allows access to the full set of features including the solver, hints, and load and save etc.

Help->Statistics

Shows statistics about current and previously played games

Stats

All Current Game

Statistics Report:
Games Started (Total): 3
Games Solved (Total): 0
Solver used: 0
Hints used: 0
Undos used: 0
Redos used: 0
Discard Wrongs used: 1

Reset Stats Done

Screen Shot 7 Statistics screen

Help->Preferences

This menu option allows the player to set the following preferences:

- Color Mode: toggles color and black and white mode.
- Board Symbols: toggles between three different symbol sets:
 - Digits – the original SuDoKu symbol set of 1,2,3,4,5,6,7,8,9
 - Shapes – various geometrical shapes replace the digits as symbols on the board.
 - Flags – various country flags replace the digits as symbols on the board.

- Visualize row, column and mini board: If checked, when clicking on a square the relevant row, column and mini board (3X3 board) will be highlighted. This make it easier to see which numbers can not be entered



Screen Shot 8 highlight of col, row and mini board

- User large font for pencil mark: Pencil marks are small and sometimes hard to read. If checked, when possible (when there are less then 5 pencil marks) the system will use larger font to display them



Screen Shot 9 Large for for PM is used



Screen Shot 10 Large font for PM is not used

- Auto Power Off – set the number of minutes with no action before the device powers off. Overrides the default settings in the device (the default settings are reapplied as you exit Top SuDoKu).

Help->Game Behavior

Game Behaviour

- Allow only valid entries
- Single click entry
- Smart locate chooser
- Show Timer
- Auto update Pencil marks

- Enable 5Way Navigation

Hint Type:

Solve most difficult square

Show square with single option

ok

cancel

This menu option allows the player to set the following preferences:

- Allow Only Valid Entries – setting this option has the effect of automatically skipping invalid values (a value is invalid for a cell if it already appears in the same row or the same column, or the same 3x3 mini-board) when entering a new value for a cell.
- Single click entry – setting this option changes the way values are entered. With this option set to true (checked), when you click a non read only cell, the next digit replaces the current value, in a cyclic manner. If this option is unset (unchecked), when you click a cell, a value chooser form is presented allowing to select the value to be entered.
- Smart Locate Chooser – if set, the number chooser popup will never hide the row/column/mini-board that you're currently working on.
- Show Timer: Toggles if timer is shown during the game play.
- Auto update pencil marks: If set to true then on each number entry the pencil marks will be updated (options that are no longer valid will be removed)
- Hint type: Changes the way the system acts when clicking on the hint button:
 - Solve most difficult square: Will solve the square with most valid options
 - Show square with single solution: Will show a square that has only one valid solution. It will not solve it

Help->Beam Game

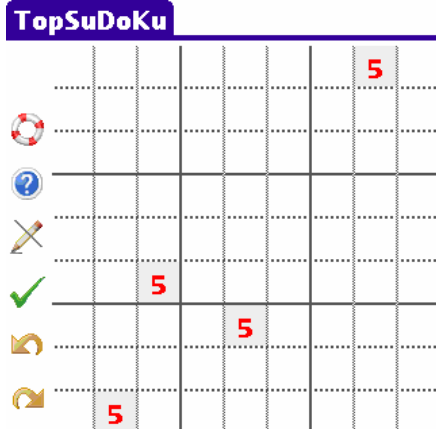
This menu option allows you to beam Top SuDoKu to another Palm OS based PDA. The beamed software is initially unregistered.

Special Features:

Filter

Note: Filter may not work well on some devices if 5-way navigation is enabled

Click any number or symbol on the board while holding the *PageUp* key to filter this digit or symbol. Filtering temporarily hides all other values, displaying only the filtered symbol on the board. This option is useful when solving the puzzle and trying to figure out where a specific symbol or digit is valid.



Screen Shot 11 Filter showing only 5's

Filter Complement

Note: Filter Complement may not work well on some devices if 5-way navigation is enabled

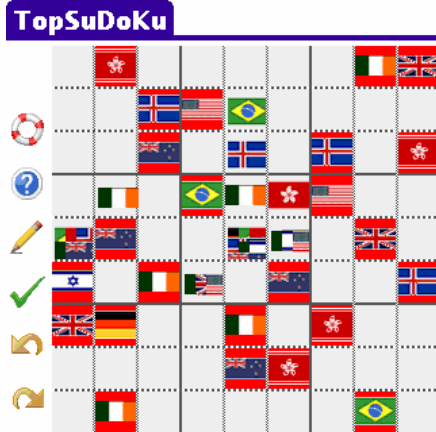
Click any number or symbol on the board while holding the *PageDown* key to complement filter this digit or symbol. Complement filtering temporarily displays the selected symbol in every cell that can contain this value (with respect to the current puzzle state). This option is useful when solving the puzzle and trying to figure out where a specific symbol or digit can be entered.



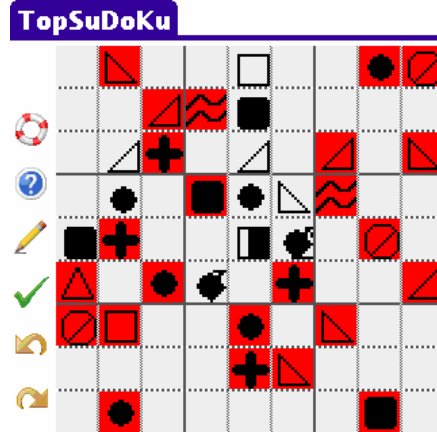
Screen Shot 12 All possible places for 9

Board Symbols

Top SuDoKu 2.0 and above supports three different symbol sets: Digits, Symbols and Flags. In general, since symbols and flags do not admit a natural ordering, symbol based puzzles are far more challenging as it is fairly difficult to detect the missing symbols for a row, column or mini-board.



Screen Shot 13 Flags

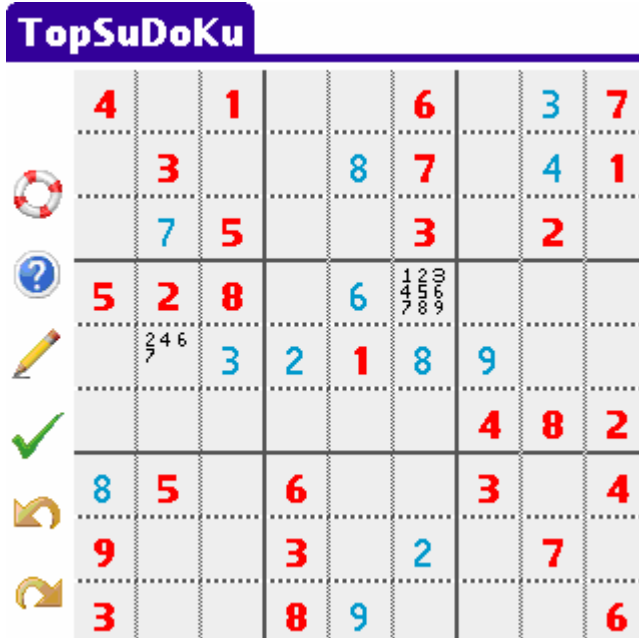


Screen Shot 14 Shapes

Pencil Marks








It is possible to mark the possible values for a cell. When working in pencil marks mode, each cell can hold more than one value. Use this to display the possible values and then you can continue solving the board using elimination.

Pencil marks are ignored when checking for board validity or if the board is solvable.



Screen Shot 15 Board with pencil marks

Buttons:

	Get Hint	same as menu item Actions->Get Hint
	Is Solvable	Check if the board is solvable
	Is Valid	Check if the puzzle is valid, that is no violations exist on the board.
	Redo	Redo the last undo action. Unlimited redo actions are supported.
	Undo	Undo the last action. Unlimited undo operations are supported.
	Pencil Marks	Toggles pencil mark mode. Note: this button only appears in devices with color support
	User Highlight mode	Toggles a mode where user can highlight (mark) squares

Keyboard Shortcuts

During game play

5-way navigation

Note: 5-way navigation will only work if enabled from the Game Behavior screen

You can use the 5-way navigation (joystick), if your palm device supports it to move the cursor around the board. Once the cursor is positioned on a cell you wish to change click on the "select" button (center button) to open the number chooser dialog or change the value when working in single click entry mode. Once in number chooser dialog you can do the same. Long click on the "select" button will close the number chooser dialog.

Other keys

If you have a device with keyboard attached (Treo™ for example) you will find the following list of shortcuts mostly useful:

Main playing window	
1-9	Sets the current highlighted cell to the value as entered
Space, Zero	Clear the current highlighted cell
M	Toggle pencil marks mode on/off
H	Hint
Number chooser window	
Select button (hold)	Close the number chooser window – like clicking elsewhere in the screen
1-9	Chooses a number. In pencil marks mode toggles the number on/off. Otherwise chooses the number and closes the window
Space, Zero	Clears all the numbers and closes the form
Enter	Chooses the current highlighted number and closes the form
M	Turns on digits that are valid for selected square (works only when in pencil marks mode)

Note: When using Treo 600, Treo 650, Tungsten C or Tungsten W there is no need to click the "number shift" button for digits

Contact us

Please feel free to contact us regarding any question, comment or bug reports at support@nogasoft.com