

# Top Hitori – User Manual

Current version: 1.00, last update: Tuesday, October 10, 2006

---

Top Hitori – User Manual .....	1
Introduction .....	3
Installing .....	3
Installation Note:.....	3
HiToRi In a Nut-Shell: .....	3
Hitori is played on a grid of squares. At the beginning, each cell contains a number. The goal is to paint out some cells so that there are no duplicate numbers in any row or column, similar to the solved state of a Sudoku puzzle (except with black squares added to the grid). .....	3
Game overview: .....	4
Game tutorial.....	5
Game Options – Menu entries .....	11
Game .....	11
Game->Very Easy.....	11
Game->Easy .....	11
Game->Medium.....	11
Game->Hard .....	11
Game->By Puzzle ID .....	11
Game->Load .....	12
Game->Save.....	12
Game->Statistics .....	12
Actions .....	12
Actions->Solve .....	12
Actions->Hint .....	13
Actions->Discard Wrong .....	13
Actions->Discard Illegal .....	13
Actions->Reset .....	13
Help->Rules .....	13
Help->Keyboard .....	13
Help->Register! .....	13
Help->Purchase online!.....	14
Help->Preferences .....	14
Help->Game Behavior .....	14
Help->Beam Game.....	15
Graphical Buttons:.....	15
Keyboard Shortcuts .....	15
During game play .....	15
5-way navigation .....	15
Contact us .....	16



## ***Introduction***

Thank you for trying Top Hitori – palm implementation of [Hitori](#) puzzle. We genuinely hope you will have many hours of recreation playing our software. Lots of thought and many hours of work was put into this game, all to make it the most enjoyable and playable version of Hitori for Palm Os based devices.

## ***Installing***

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

## ***Installation Note:***

If you downloaded the TopHitori.zip file you need to unzip it using your favorite unzip software to some location on your desktop pc. The zip file contains the software itself (TopHitori.PRC) and a user manual in .pdf format. To install the software use the same instructions as above. To view the user manual, you need an acrobat reader, available freely from <http://www.acrobat.com>.

## ***HiToRi In a Nut-Shell:***

Hitori is played on a grid of squares. At the beginning, each cell contains a number. The goal is to paint out some cells so that there are no duplicate numbers in any row or column, similar to the solved state of a [Sudoku](#) puzzle (except with black squares added to the grid).

Hitori has 3 very simple rules:

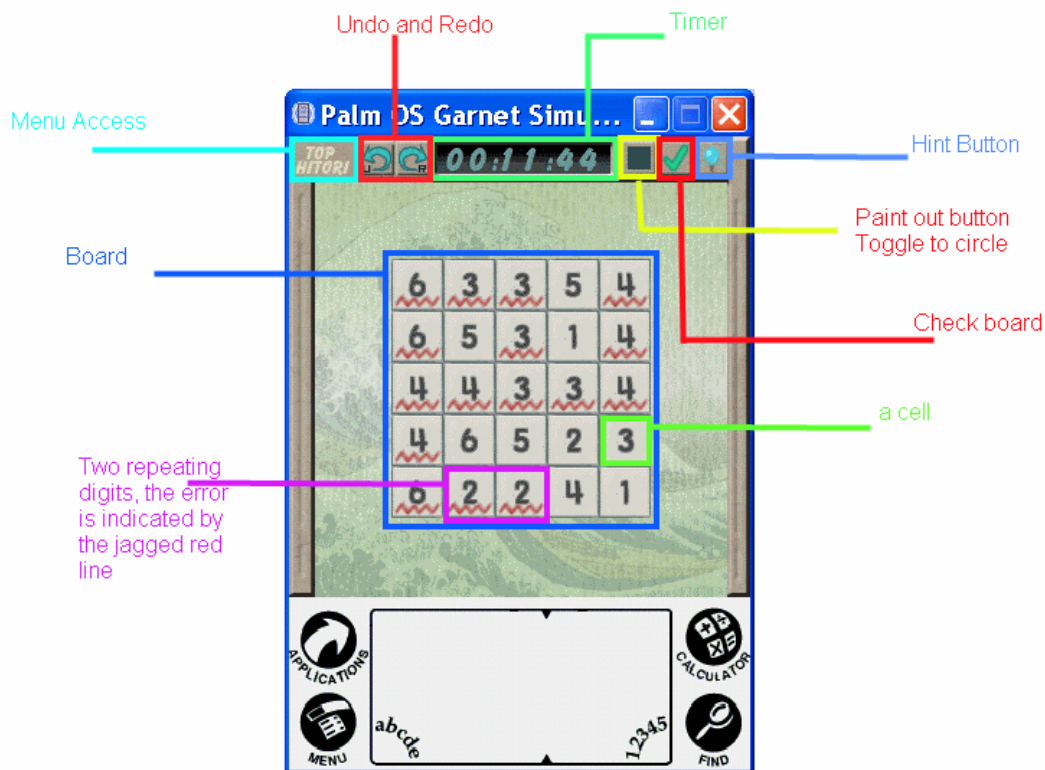
- 1) Paint out some cells so that there are no duplicate numbers in any row or column.
- 2) Painted out cells cannot be adjacent.
- 3) All other cells must be connected to form a single shape.

For more information about HiToRi, solving techniques and more, please visit our web site, <http://www.webhitori.com>

## Game overview:

As you start TopHiToRi on your palm, a new puzzle is shown. You start solving the puzzle by tapping the board to paint out cells. Once you painted out all the cells that are the correct solution, a congratulations message is shown to indicate that you've solved the puzzle. To access TopHiToRi Menu, tap the text to the left of the top menu bar (where the words "TOP HITORI" is displayed). The various menu items and their functionality are described in more details below. You can exit the puzzle at any point by starting TopHitori again, it will return to the exact same position you left it the last time.

To exit the puzzle, simply tap the standard palm home button.



### Board Legend 1

## Game tutorial

Let us play together a simple puzzle.

When you start a new "very easy" game, the board looks much like image below - Tutorial 1. Observe that cells that contain repeating digits are marked with red jagged lines.



### Tutorial 1

**Our goal is to paint out cells so that no digit is repeating in a row or in a col.**

Without getting too much into the logical considerations, let us "paint out" a cell, we do that by simply tapping the cell.

Observe that the cell now turns black (as seen in the screen shot below -- Tutorial 2). You can also see that the repeating digit indicator for the cell that was adjacent is gone. This is a good step towards the

solution of the puzzle; by painting out the 3 we've eliminated one repeating digit (the 3 next to the painted out cell).



### Tutorial 2

After painting out a cell (the left bottom corner 3 in our case), it is helpful to circle the cells around it as according to the second rule of Hitori, no two adjacent cells can be painted out. To mark a cell circled, we select the circle tool by tapping the square button (next to the check mark on the top menu bar). We then tap the cells around the painted out cell. See for the result Tutorial 3.



### Tutorial 3

Guess what, you can have TopHitori automatically update the circled cells on the board. To do that, simply open the menu bar (use the standard palm Menu key, or tap the TOP HITORI text on the top menu bar), choose Help->Game Behavior and turn on the "Auto Update Circles". The next time you paint out a cell, the cells around it are circled!. We tap the square button again to select the paint out tool and paint out a second cell. The cells around it are automatically circled, Tutorial 4












#### Tutorial 5

As you continue playing you may want to undo a move you've made, tap the undo button for this.

If you feel the game is too easy, try turning off the error indicators, do that by toggling the various "Show Errors" menu items under help->game behavior.

Here are the different cells indicators,

Cell	Meaning
	A cell with no errors
	The digit 4 is repeating somewhere else
	The digit 4 is repeating somewhere else and this cell is circled.
	The cell is disconnected from other un painted cells
	The cell is disconnected from other cells and is circled
	The cell is painted out
	The cell is painted out but there is violating a rule. Another painted out cell is adjacent to it

That's it for the tutorial, enjoy!

## ***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 Hitori (pronounced *Hi To Ri*) 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 Hitori<sup>©</sup>.

#### Game->Very Easy

This menu item generates a new “very easy” puzzle. The current puzzle is discarded. Very easy puzzles size range from 5x5 to 7x7 grids.

#### Game->Easy

This menu item generates a new easy puzzle. The current puzzle is discarded. Easy puzzles size range from 8x8 to 10x10 grids.

#### Game->Medium

This menu item generates a new puzzle that is ranked at medium difficulty level. The current puzzle is discarded. Medium puzzles size range from 11x11 to 13x13 grids.

#### Game->Hard

This menu item generates a new puzzle that is ranked at hard difficulty level. The current puzzle is discarded. Medium puzzles size range from 14x14 to 15x15 grids. Due to the size of the board, this option is only available for devices that support high resolution.

#### 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.

## Game->Statistics

The menu item shows you the statistics collected for the last game and over all statistics.

## **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 of the puzzles. The solver paints out the correct

cells and discards any wrong painted out cells until the complete solution is displayed.

#### 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 painted out cells from the current puzzle, leaving it in a solvable state.

#### Actions->Discard Illegal

This menu item erases all illegal painted out cells from the current puzzle. A painted out cell is considered illegal (independently of the correctness with respect to the solution) if it violates rule number 1 of HiToRi: painted out cells cannot be adjacent.

#### Actions->Reset

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

#### Help->Rules

This menu item displays the official Hitori rules.

#### Help->Keyboard

This menu item displays the keyboard shortcuts for TopHitori.

#### Help->Register!

This menu item allows the user to register the trial version of Top Hitori. Registration of Top Hitori allows access to the full set of features including the solver, hints, and load and save etc. To obtain a registration code, you can either visit <http://www.nogasoft.com> and follow any of the buy links or, shop online directly from your device.

## Help->Purchase online!

Some devices are configured to allow direct browsing to the internet. If this is supported on your device, this menu item will take you directly to an online software shop where you can purchase a registration code for TopHiToRi.

## Help->Preferences

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

- 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 re-applied as you exit Top Hitori).

## 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:

- **Auto Update Circles** – setting this option has the effect of automatically updating circles on the board, recall that circled cells are those who due to an adjacent painted out cell cannot be painted out according to rule number 1 of HiToRi.
- **Show Errors (All type)** – setting this option has the effect of showing all types of errors on the puzzle. Each type of error has its own indication, see below the different types of errors and how they appear on the board.
- **Show Errors (Repeating Digit)**– setting this option has the effect of marking each cell that has a digit that repeats itself on the row or column with a jagged red line under the number. These cells violate rule number 1 of HiToRi, no digit can repeat itself in the same row or column.
- **Show Errors (Adjacent Blacks)**– setting this option has the effect of marking each painted out cell that has another painted






out cell adjacent to it with a 4 small red rectangles around the cell. These cells violate rule number 2 of HiToRi, no two painted out cells can be adjacent.

- **Show Errors (Disconnected Region)**– setting this option has the effect of marking each disconnected cell with grayed out color. These cells violate rule number 3 of HiToRi, all cells must be connected if they are not painted out.
- **Show Timer:** Toggles if timer is shown during the game play.
- **Enable 5-way navigation** – on devices with rocker button, this option allows using the rocker as your input device.
- **Enable Sound Effect** - Toggles sound effects.

Help->Beam Game

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

### **Graphical Buttons:**

	Get Hint	same as menu item Actions->Get Hint
	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.
	Paint out tool	Toggles a paint out or circle.

### **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 paint out a cell.

### ***Contact us***

Please feel free to contact us regarding any question, comment or bug reports at [support@nogasoft.com](mailto:support@nogasoft.com)