

Top KaKuRo – User Manual

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Top KaKuRo – User Manual	1
Introduction	2
Game Object	2
Solving Tutorial	2
Installing	4
Game Options – Menu entries	4
Game	4
Game->New Easy	4
Game->New Normal	4
Game->New Hard	4
Game->Load	4
Game->Save	5
Game->Statistics	6
Actions	6
Actions->Solve	6
Actions->Hint	6
Actions->Discard Wrong	6
Actions->Replace Wrong	7
Action->Fill all pencil marks	7
Actions->Fill valid pencil marks	7
Actions->Reset	8
Help->Rules	8
Help->Useful sums	9
Help->Preferences	9
Help->Game Behavior	11
Help->Beam Game	12
Help->Register!	12
Buttons:	12
Contact us	12

Introduction

Thank you for using Top KaKuRo – a palm OS implementation of KaKuRo game. We wish you many hours of fun and challenge using our software.

Game Object

KaKuRo (pronounced *Ka Koo Ro*), also known as KaKro or Cross Sum is an addictive number placing puzzle. The puzzle is composed of an 8 by 8 board with two types of cells: white cells, which the player fills, and black cells (with a diagonal line crossing them), which contain one or two numbers that represent up and across sums.

The object of the puzzle is to insert a single digit (1-9) into each white cell such that the sum of the digits matches the clue associated with it and that no digit is duplicated in any entry.

Solving Tutorial

	8	24		
15			19	
10				9
	19			
		16		7

Combine the across and down clues to solve each square. Let us start with the last cell, where the down clue is 9 and across clue is 16. The only two digits which can produce a sum of 16 is 9 and 7 (8 and 8 cannot be used).

The down clue is 9, which makes the highest digit possible in that number is 8. The last cell cannot be 9, it is 7.

	8	24		
15			19	
10				9
	19			
		16		7

You can easily find the adjacent cells to solve the across and down clues.

	8	24		
15			19	
10				9
	19			2
		16	9	7

The across clue in fourth row is 19 for 3 cells. We already found the last cell to be 2. The two remaining cells must account for a sum of 17, which means the digits 9 and 8 will occupy those cells. Since 9 is already used in fourth column, 9 goes to third column and 8 goes to the fourth column.

	8	24		
15			19	
10				9
	19	9	8	2
		16	9	7

With this introduction, I hope you can solve the rest of the puzzle.

	8	24		
15	7	8	19	
10	1	7	2	9
	19	9	8	2
		16	9	7

Installing

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

Game Options – Menu entries

Game

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

Game->New Easy

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

Game->New Normal

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

Game->New Hard

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

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

Shows various statistics regarding current and previous games

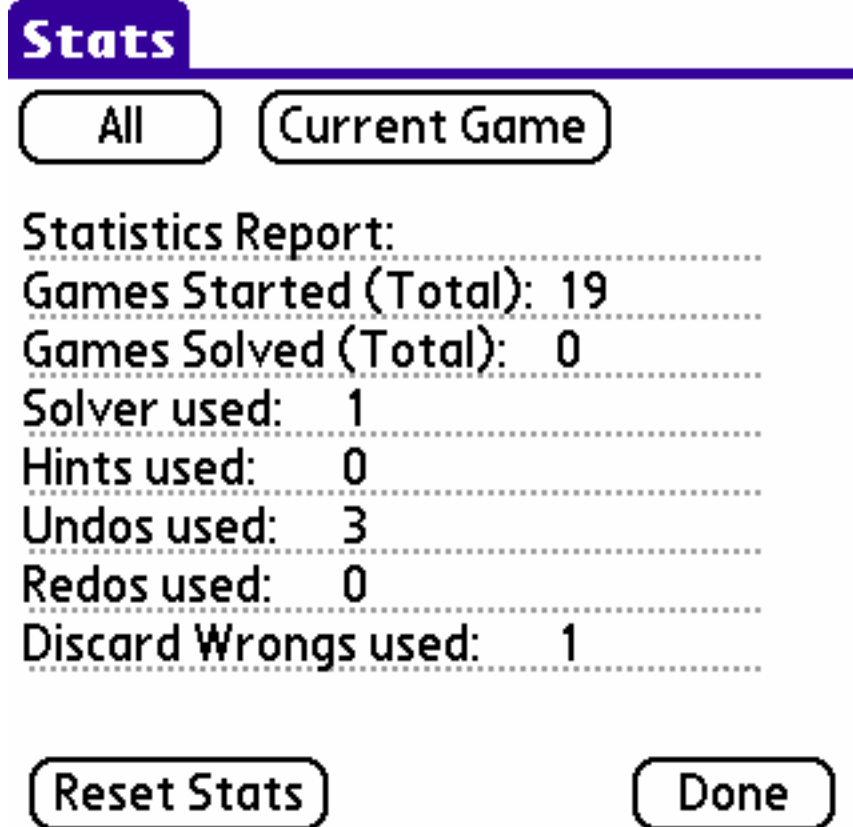


Figure 1 Statistics

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 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 shown. If the puzzle has no solution (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.

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 2 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.

		11	17		11	13	
		9	1	8	4	1 2 3 4	1
	10						14
	20	1 2 3 4 5 6 7 8	4 5	9	21	1 2 3 5 6 7 8 9	4
	6	1 4 3				8	1 2 4 5
			24		14		
		7	3	4	13	2 3 4 7 8 6	5
				9			
			6	3	2	1	
		13				12	
		33	1 2 3 4 5 6 9	8	7	2 3 4 5 6 9	1 2 3 4 5 6 9
		16	1 2 3 4 5 6 7 8 9	1 2 3 5 6 7 9	5	2 3 4 5	1 2 3 4 5

Screen Shot 3 Screen after "fill valid PM" was clicked

Actions->Reset

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

Help->Rules

This menu item displays the official KaKuRo rules.

Help->Useful sums

Displays the following chart:

3 with 2 cells >>> 1,2	15 with 5 cells >>> 1,2,3,4,5
4 with 2 cells >>> 1,3	16 with 5 cells >>> 1,2,3,4,6
16 with 2 cells >>> 7,9	34 with 5 cells >>> 4,6,7,8,9
17 with 2 cells >>> 8,9	35 with 5 cells >>> 5,6,7,8,9
6 with 3 cells >>> 1,2,3	21 with 6 cells >>> 1,2,3,4,5,6
7 with 3 cells >>> 1,2,4	22 with 6 cells >>> 1,2,3,4,5,7
23 with 3 cells >>> 6,8,9	38 with 6 cells >>> 3,5,6,7,8,9
24 with 3 cells >>> 7,8,9	39 with 6 cells >>> 4,5,6,7,8,9
10 with 4 cells >>> 1,2,3,4	28 with 7 cells >>> 1,2,3,4,5,6,7
11 with 4 cells >>> 1,2,3,5	29 with 7 cells >>> 1,2,3,4,5,6,8
29 with 4 cells >>> 5,7,8,9	41 with 7 cells >>> 2,4,5,6,7,8,9
30 with 4 cells >>> 6,7,8,9	42 with 7 cells >>> 3,4,5,6,7,8,9
8 cells >>> all numbers other than (45-sum)	
9 cells >>> all nine numbers	

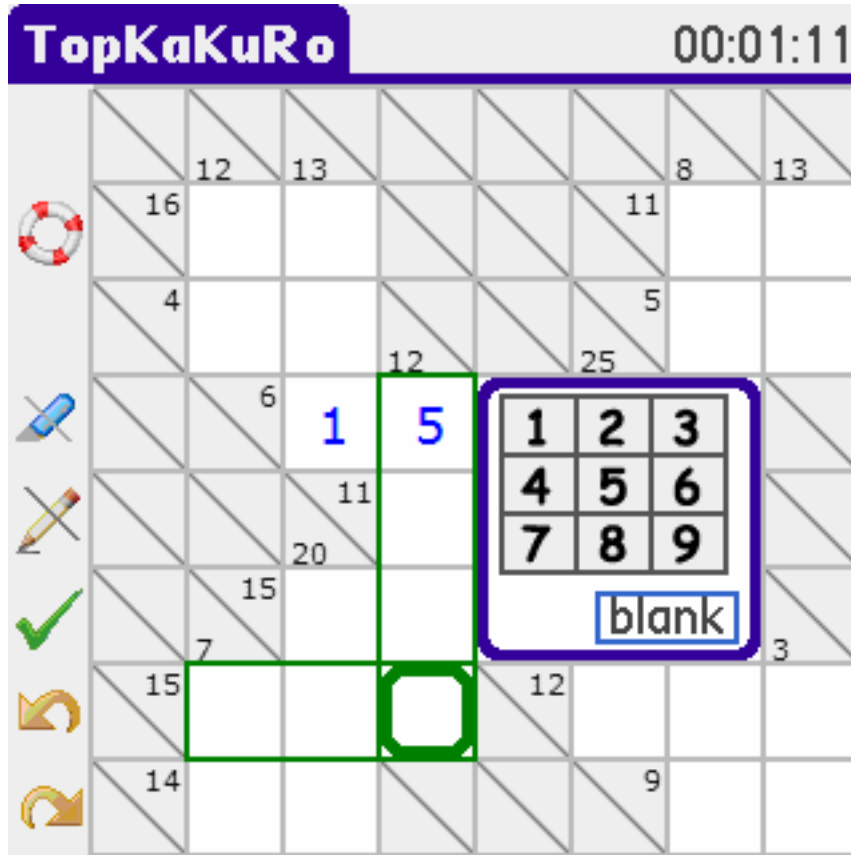
This chart will help you solve the game faster

Help->Preferences

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

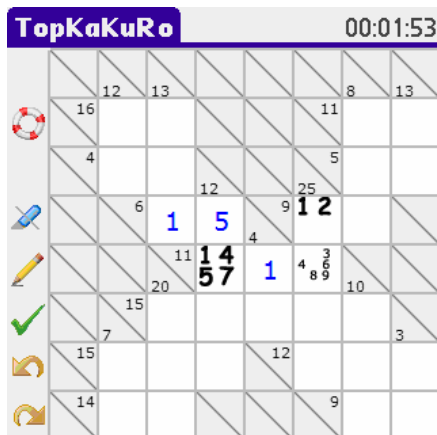
- Visualize relevant row and column: If checked, when clicking on a square the relevant row, column and the sum squares will be high-lighted. This make it easier to see which numbers can not

be entered

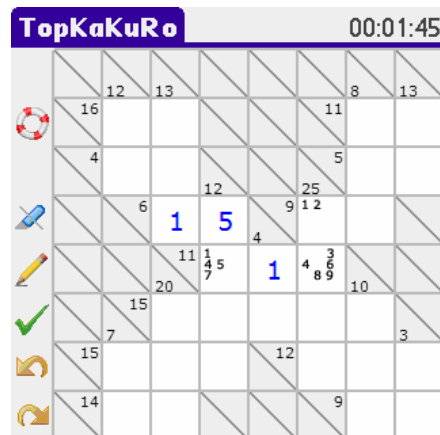


Screen Shot 4 highlight of col, row

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



Screen Shot 5 Large for for PM is used



Screen Shot 6 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 KaKuRo).

Help->Game Behavior

Game Behaviour

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

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 if by adding it the sum is exceeding the number in the relevant sum cells) 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 white 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 that you're currently working on.
- Show Timer: Toggles if timer is visible 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)
- Show Errors: shows an indication when an entry is invalid (repeating digit or exceeding the sum)







Help->Beam Game

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

Help->Register!

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

Buttons:

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

Contact us

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