



index.html



# GAME OPTIONS

### DIFFICULTY LEVEL

Easy

Hard



PUZZLE IMAGE

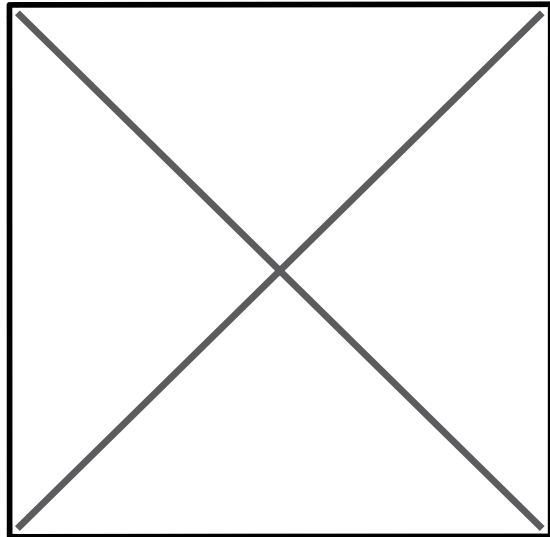
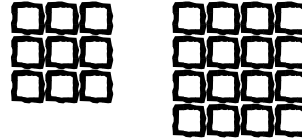


IMAGE NAME

GRID SIZE

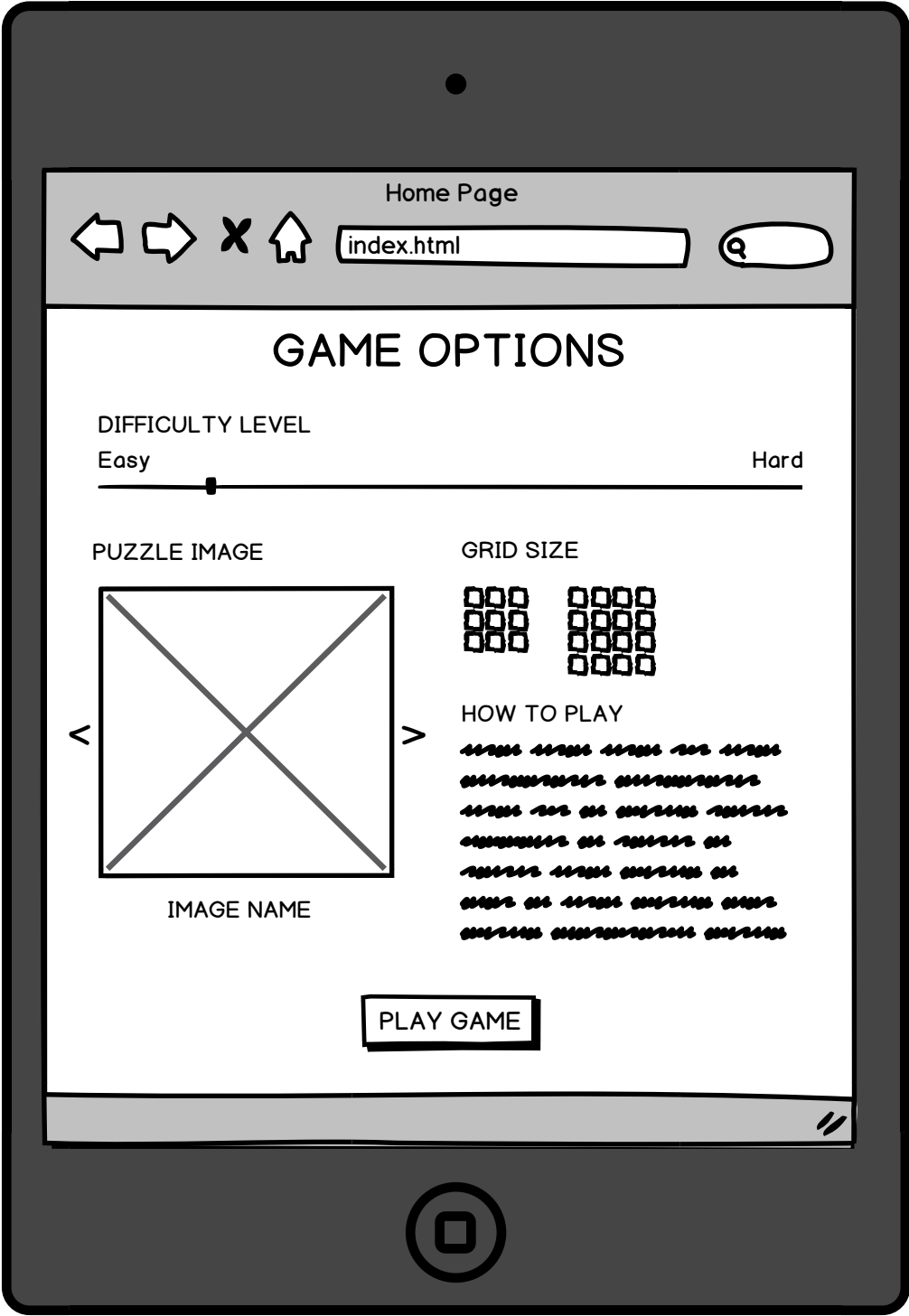


## HOW TO PLAY

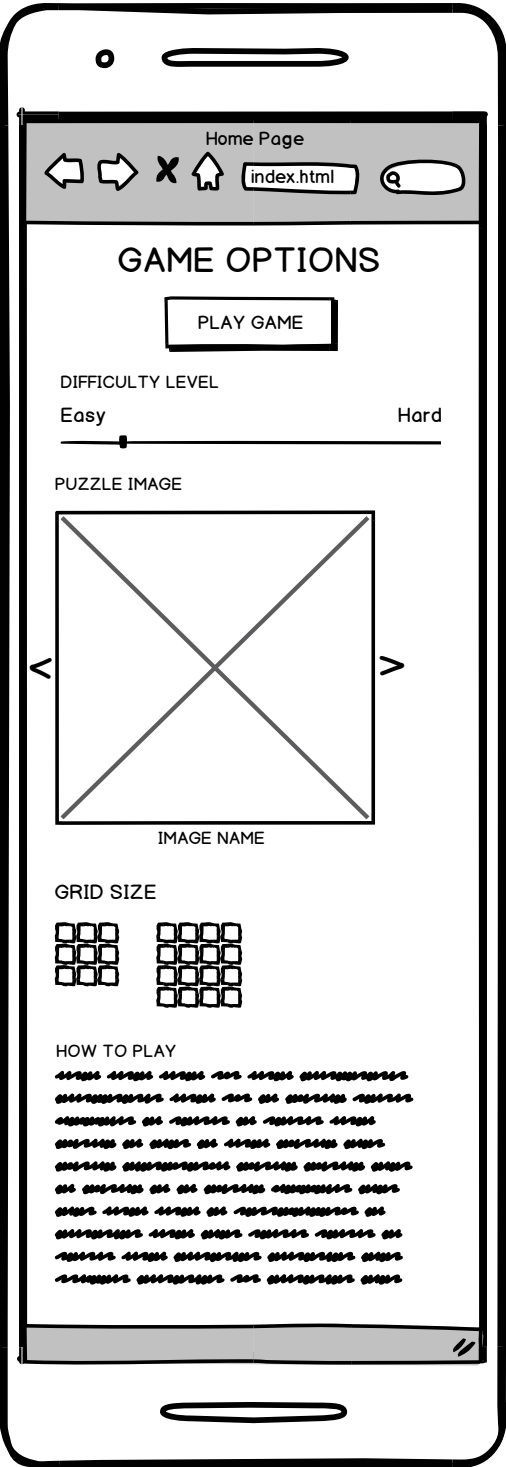
447206 447206 447206 702 447206 00177000700712 00177000700712  
 447206 702 06 00072446 7007242 04000000012 06 7007242 06  
 7007242 447206 00072446 06 04002 06 447206 00072446 04002  
 00072446 00077000700701 00072446 00072446 04002 06 00072446 06 06  
 00072446 04000000012 04002 04002 447206 447206 06 70072000000002  
 06 00177000700712 447206 04002 7007242 7007242 06 7007242 447206  
 001770000007 001770000007 04002 724000012 001770000007 702  
 001770000007 04002 06 447206 702 00072446 724000012 7007242

PLAY GAME










Game Setup (Mobile version)



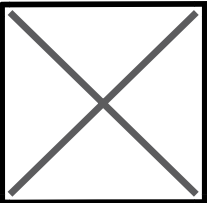
Home Page



index.html



TILE QUAKE  
LOGO



PUZZLE PREVIEW


DIFF. LEVEL  
1

TIMER  
00:00

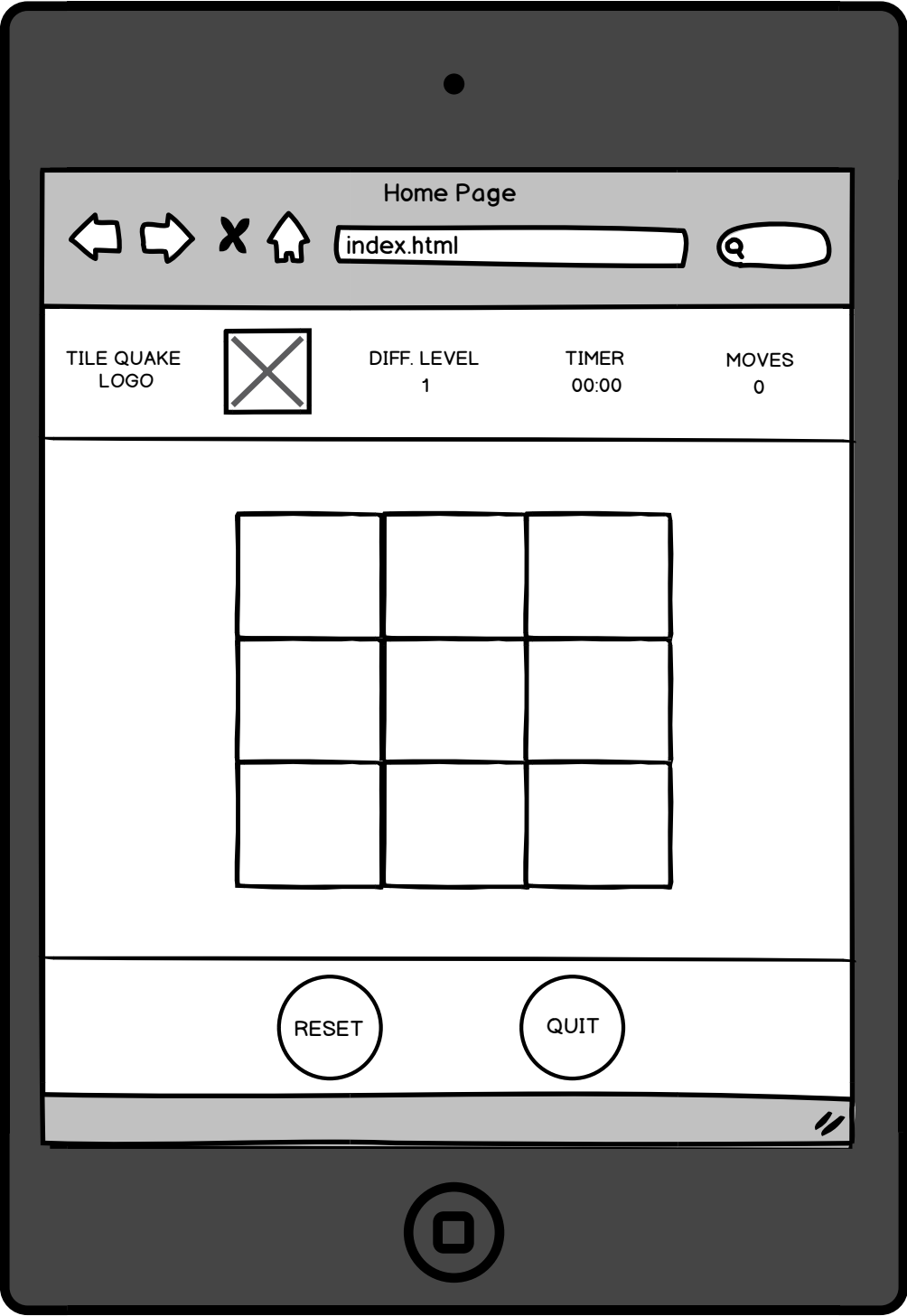
MOVES  
0


RESET

QUIT

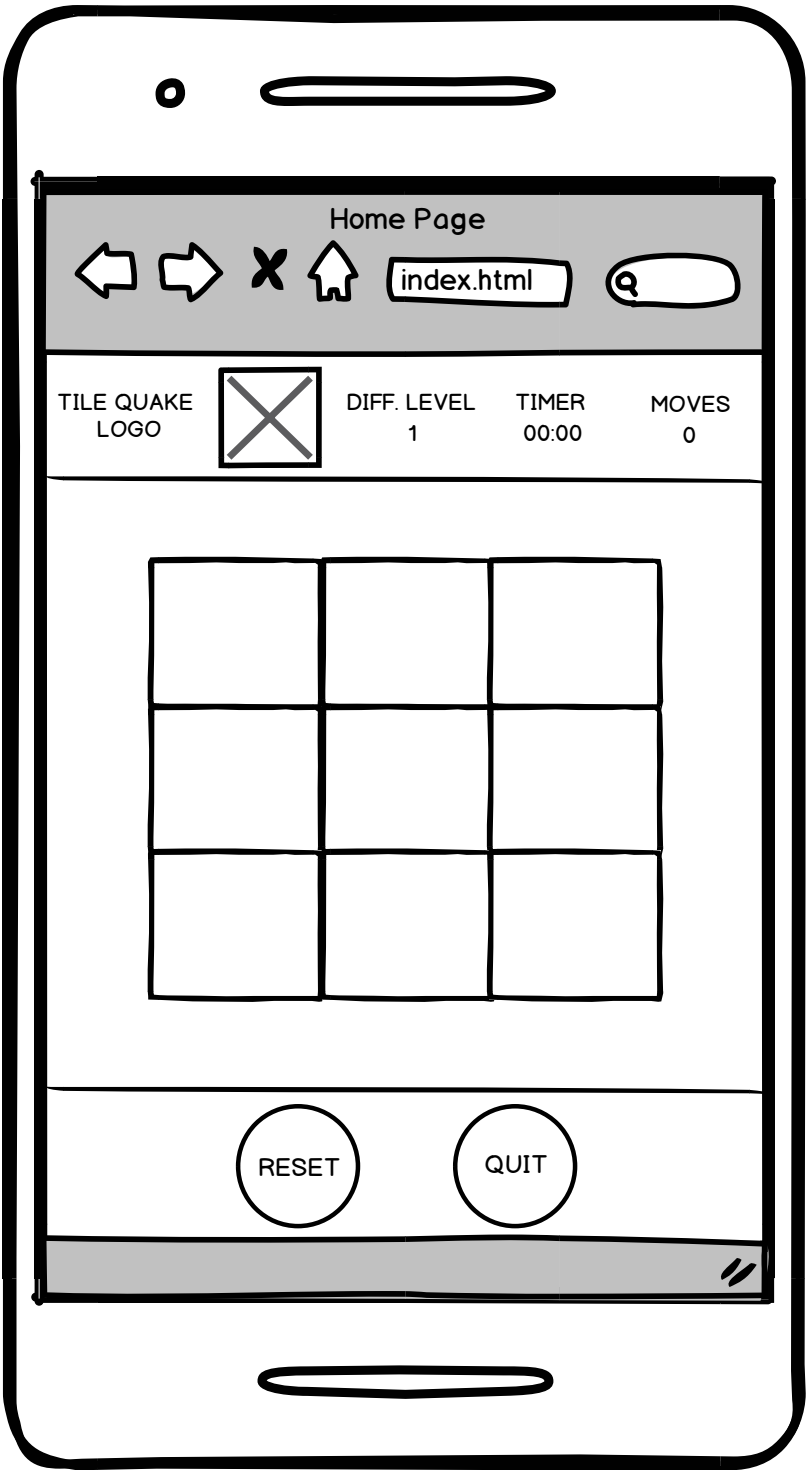


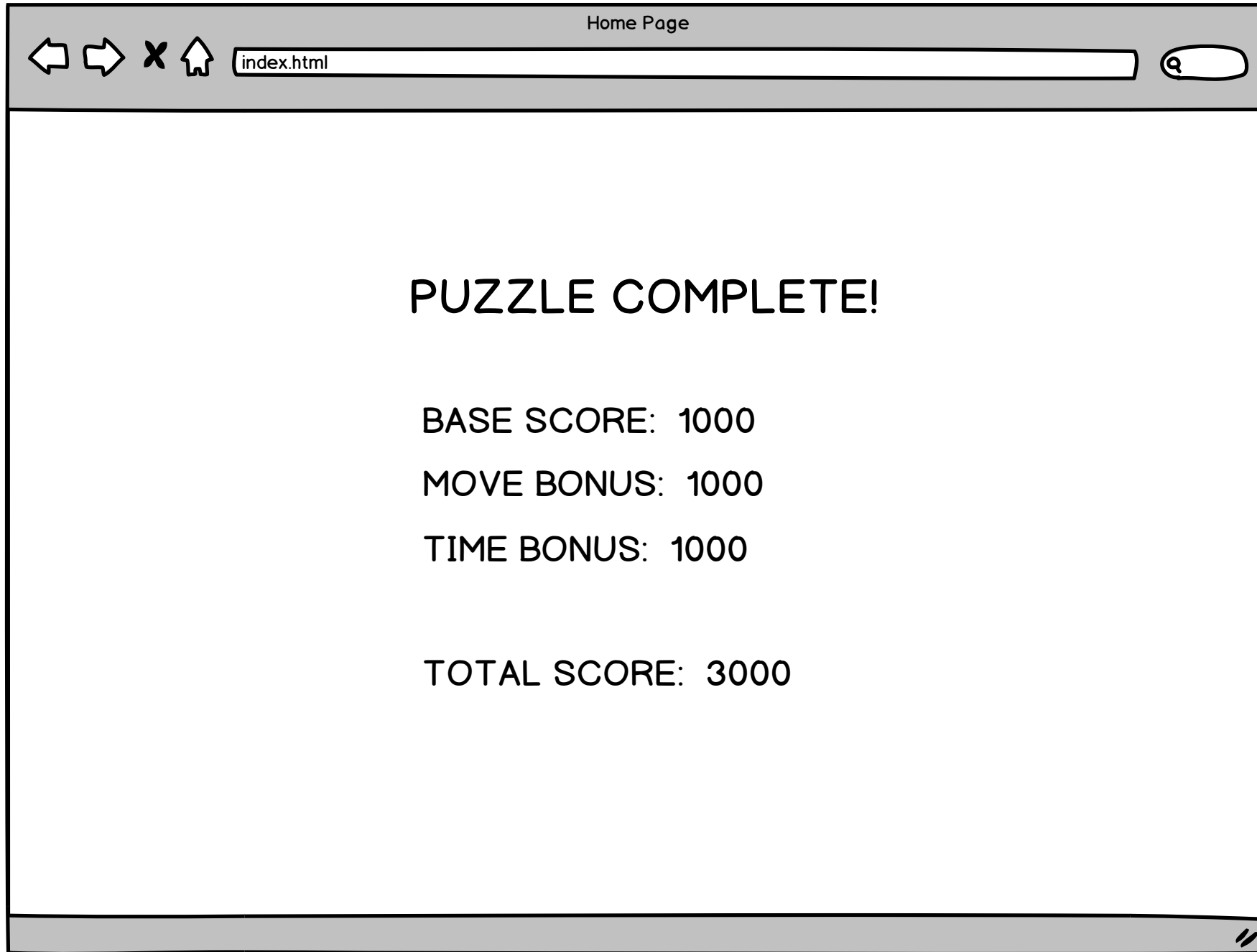
Game Play (Tablet version)





Game Play (Mobile version)

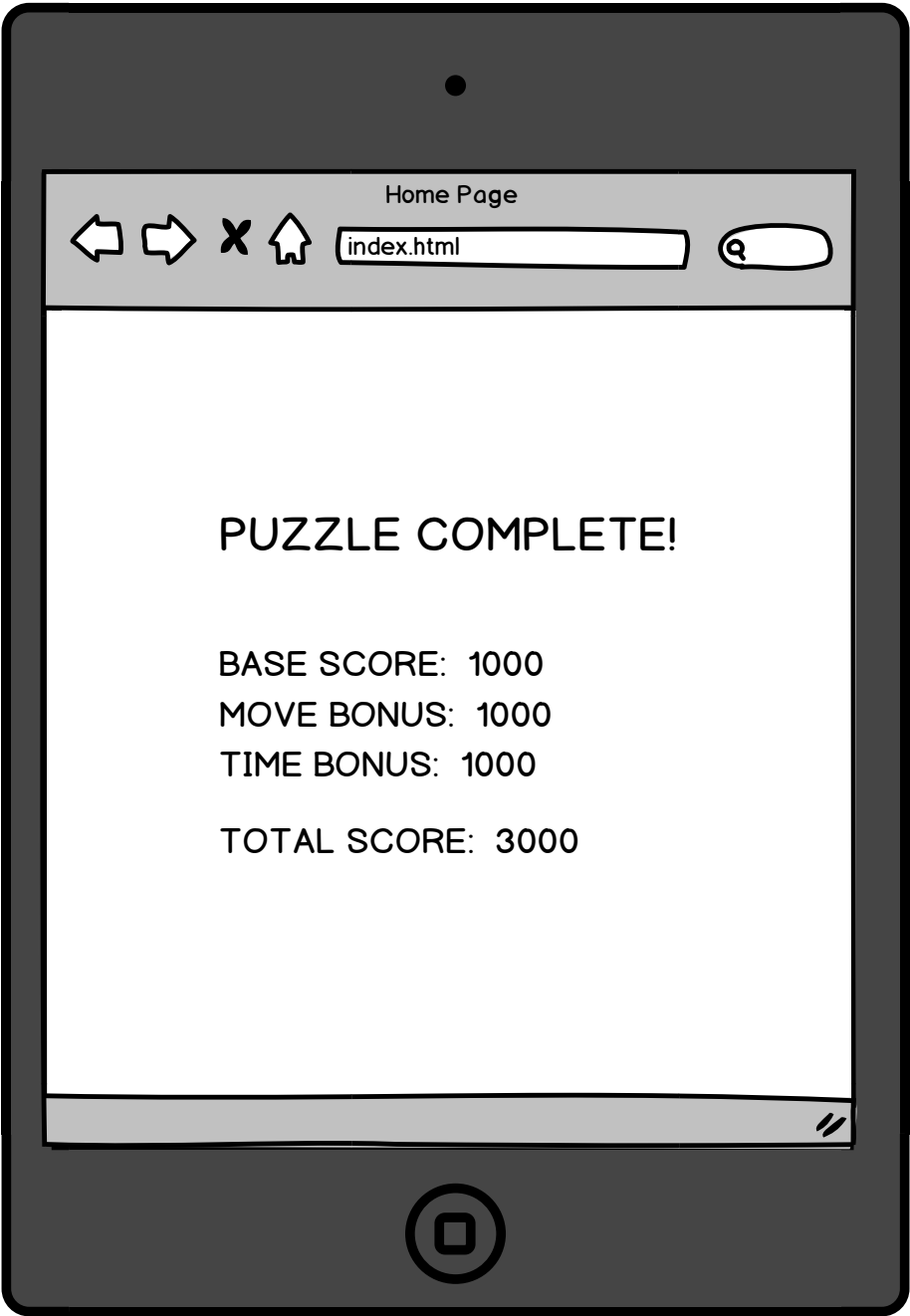




Opaque overlay over Game Play screen when the puzzle has been completed.

Plus some sort of animation if you're score is high enough to go on the hi-score table.

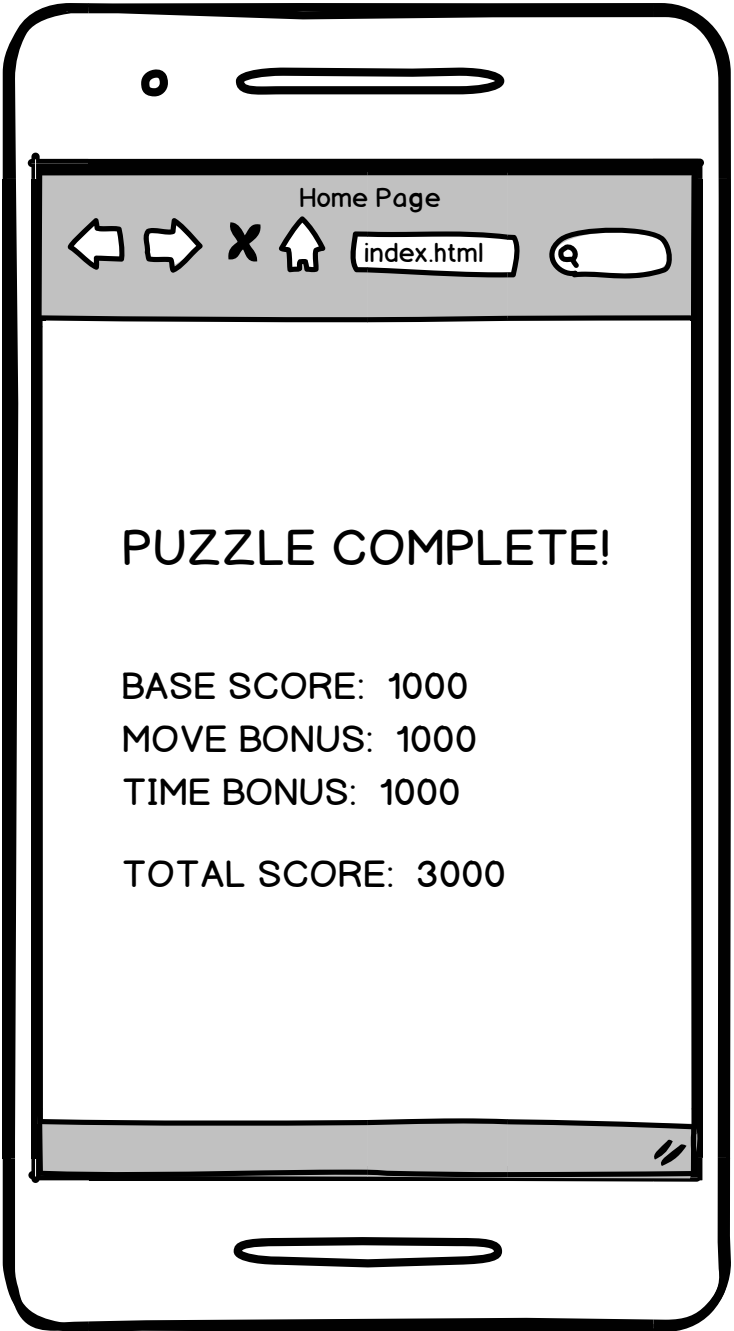
Puzzle Complete (Tablet version)



Opaque overlay over Game Play screen when the puzzle has been completed.

Plus some sort of animation if you're score is high enough to go on the hi-score table.

Puzzle Complete (Mobile version)



Opaque overlay over Game Play screen when the puzzle has been completed.

Plus some sort of animation if you're score is high enough to go on the hi-score table.

Home Page

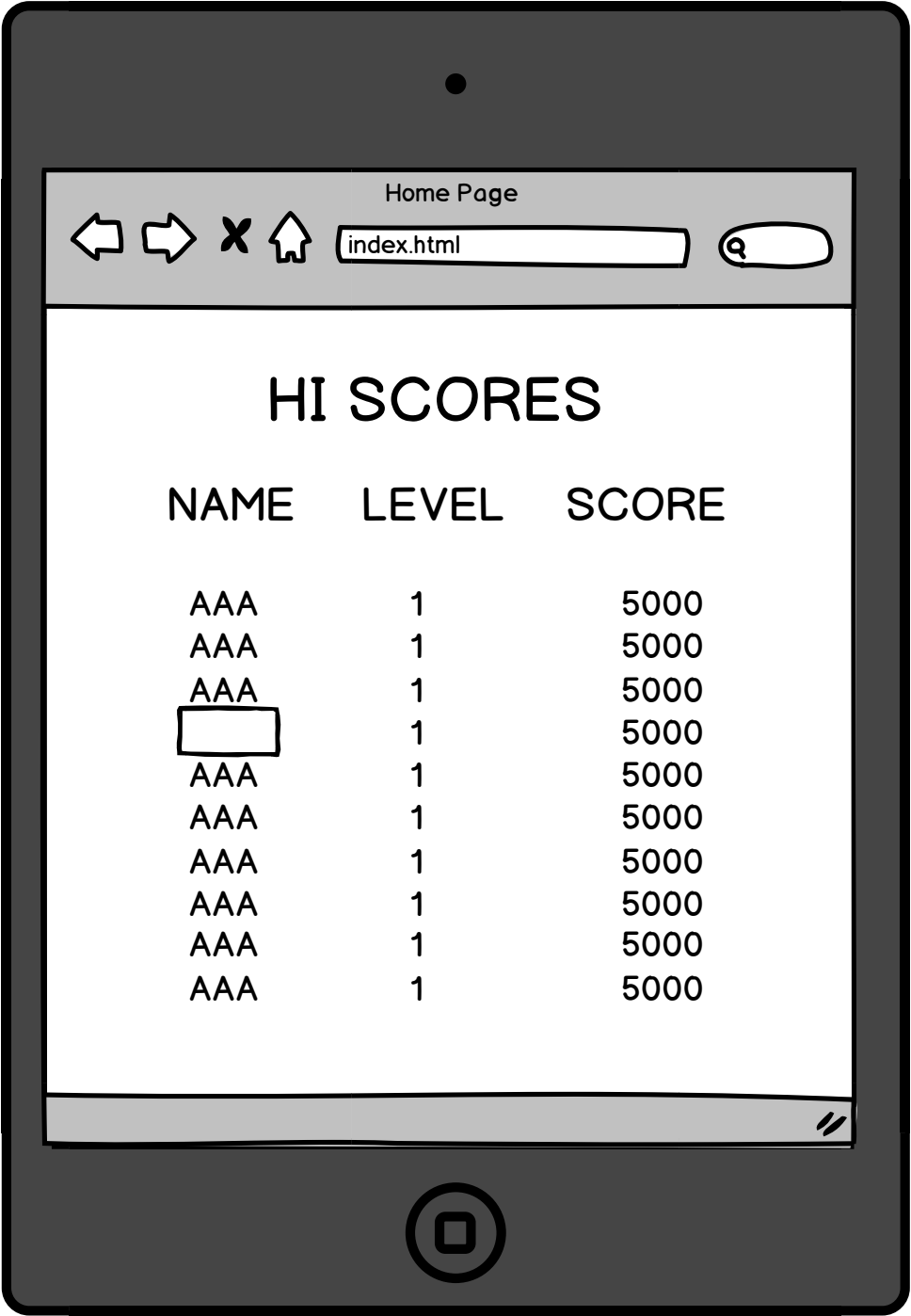
index.html

Q

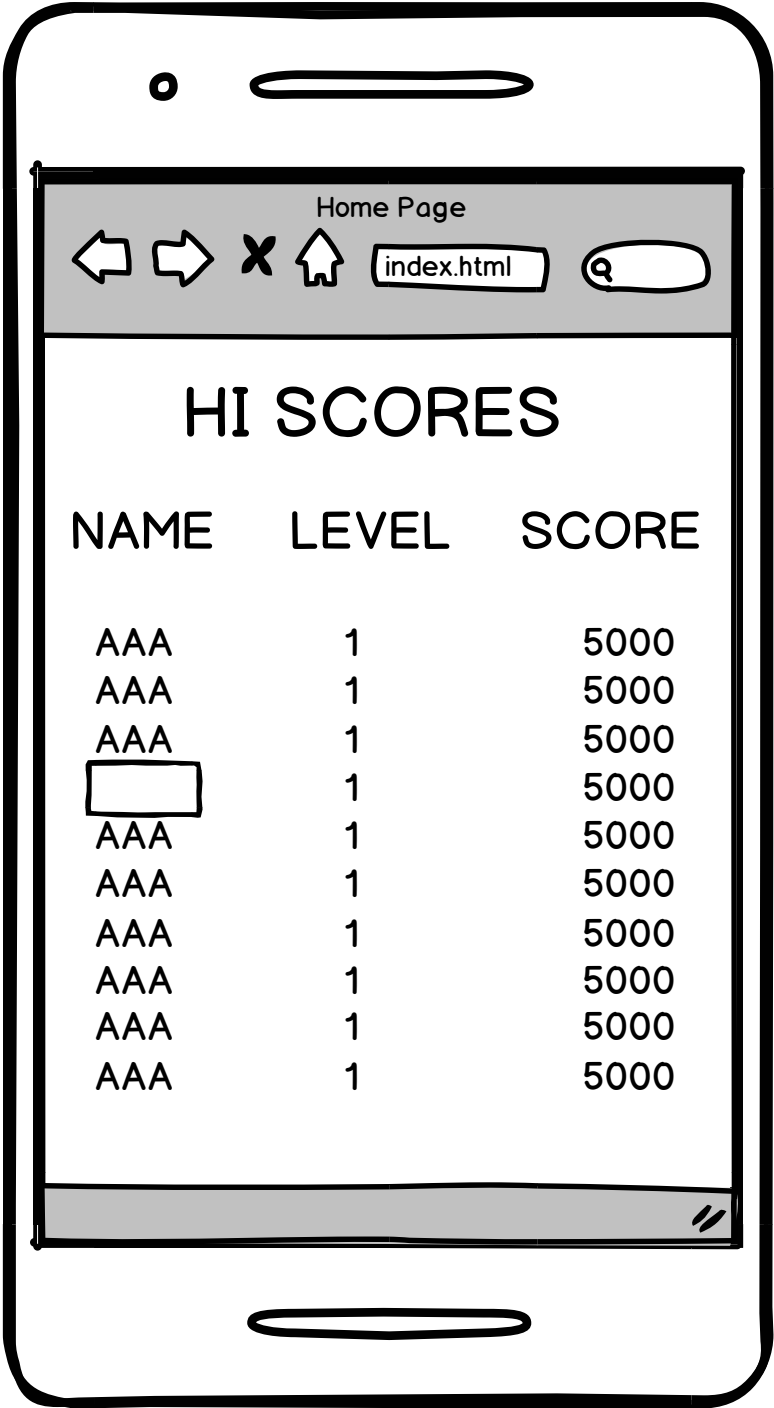
HI SCORES

NAME	LEVEL	SCORE
AAA	1	5000
AAA	1	5000
AAA	1	5000
	1	5000
AAA	1	5000
AAA	1	5000
AAA	1	5000
AAA	1	5000
AAA	1	5000
AAA	1	5000

Input your initials if you get a high enough score.



Input your initials if you get a high enough score.



Input your initials if you get a high enough score.