Application Help

Thank you for choosing Sudoku OTW! We have worked hard to make this game intuitive and easy to use. Rather than adding lots of bells and whistles that you don't need, we've strived to focus on those features that really enhance your ability to play Sudoku. Rather than doing many things poorly, we try to do One Thing Well (OTW).

If you're new to Sudoku, you may want to check out the help section on Sudoku Rules first.

The display is divided into two main boards: the Game Board and the Control Panel.

The Game Board contains the 9 x 9 Sudoku game board, and is where most of the action will take place.

The Control Panel is used to control the game and to change values within the squares of the game.

Using the Game Board

The game board consists of the 81 Sudoku squares. Some of the squares have "given" values in blue. These values cannot be changed and are used to determine the puzzle solution.

Two Cursors: One of the unusual things you'll notice about Sudoku OTW is that it has two

cursors (displayed as borders around a square): one red and one black. The red cursor indicates the current square that you have selected and can be changed. The black cursor identifies the value that will be placed in the current square if you double-tap. The red cursor is moved whenever you tap on a square that is editable. When
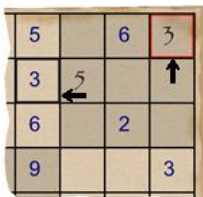
you do, the black cursor moves to the square you just left. You can also tap on a given value (those in blue), and the black cursor will move to that square.

To select a square to change simply tap on it. A red border indicates the currently selected square. If you tap on a square with a given value, the black cursor moves to this square.

To change a value in the selected square use the row of large numbered buttons on the control panel. Pressing one of these will set the value. You can tell because the button will depress and the number will light. To 'unset' the value, press the button again. To change to a different number, simply select a different button.

To modify pencil marks in the selected square use the row of smaller numbered buttons. In the default mode, pressing the button sets the pencil mark, and pressing it again removes it (see below for AUTO and HINT modes).

Double-Tap Shortcut: You can use double-tapping to set the square's value as well. Double-tapping attempts to set the value to the most logical value it can find. The square is first checked to see if there is only one pencil mark left. If so, the square is set with that value. If there is more than one pencil mark, the value in the square with the black cursor (the most recently tapped square) is used.

Using the Control Panel

The control panel controls the game and also reflects the contents of the currently selected square. By rotating the iPad, the control panel can be placed on any side of the game board. It is always on the side closest to the iPad's (physical) home button. We'll use the view below (oriented with the Home button at the bottom of the iPad) to discuss the control panel.

The control panel is centered around two rows of buttons with numbers. The larger numbers (top row above) are used for settings a square's value (your guess for the square's number that solves the puzzle). When you select a button, it will depress and the number will light up.

The lower row of (smaller) numbered buttons is used for setting pencil marks. These marks can be handy to mark possible values for the square, based on surrounding squares. They are not required, and are solely for convenience. Whereas each square can have only one value (top row), you can have as many pencil marks as you wish. Each pencil mark will appear in the square in the approximate position as it is shown on the button.

There are several buttons surrounding these two rows. Starting with the bottom row:

The Help Button displays this help window.

The New Button allows you to choose a new game. The current game will be abandoned.

You can choose one of 5 levels of games. The difference between the games is the number of values given to you in order to solve the puzzle: the fewer numbers given, the harder the puzzle is to solve.

All games generated are random, and are guaranteed to have only one solution. Please note that it can take a while to generate the higher-difficulty puzzles. Please be patient…it will succeed ultimately.

The Pause Button allows you to temporarily pause the game. As you do so, the game will move out of view, and the elapsed timer will pause. Press the Resume button to continue the game where you left off.

The Elapsed Time indicator displays the amount of time that has elapsed since the game started.

The Auto button is used to select the two automatic pencil marks modes. See the next page for more on the Auto and Hint modes.

The Solo button is used to single out a specific value and display its possible positions. This is also discussed on the following page.

Using the Auto Mode

The Auto mode automatically tracks values within each of the squares, and sets the pencil marks of open squares appropriately. As you store values in squares, you will see the pencil marks adjust accordingly. Also in the Auto and Hint modes, if you assign a square an inaccurate value, it will display in red.

When in the Auto mode, the control panel pencil mark buttons change as well. When a square is highlighted, the pencil mark buttons reflect the (automatic) values of the pencil marks. By tapping on a pencil mark button, you can remove that number from the automated display. This allows you to manually remove pencil marks from that square as you exclude value options. Removed pencil marks display as red on the depressed buttons. If you selected the button in error, simply press it again.

Double-Tap Shortcut: Remember that when you use pencil marks, double-tapping in a square with only one pencil mark left will set the value of the square to the pencil mark value.

Using the Hint Mode

Tapping the Auto button a second time will put you into the Hint mode. In this mode, an additional check is performed. If a pencil mark exists only once in its row, column or box (surrounding square), then the mark is highlighted in red.

Double-Tap Shortcut: In Hint mode, when you double-tap on a square with a hint highlighted, the square is set to the highlighted pencil mark value.

Using the Solo Mode

The Solo Mode is used to visually highlight open squares that can contain a specific number.
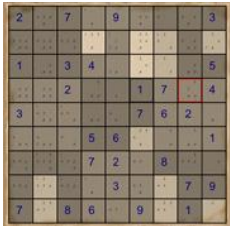
The Solo Mode can help you identify various patterns of open squares to help solve the puzzle. The highlighted squares show the possible locations for the specified number. The number is indicated in yellow on the control panel. To change to a different number, you can select it on the control panel or tap on a square that has a value already set. You can still use the control panel or double-tapping (see below) to set a square's value. When you do, the display will be updated to reflect the change.

Double-Tap Shortcut: In Solo mode, double-tapping on a square sets its value to the number being evaluated (in yellow on the control panel).

Thank you!

We hope you enjoy playing Sudoku OTW. If you do, please consider rating this game in the App store!