

Frequently Asked Questions

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. If you aren't sure how to solve the puzzle, check out the included lessons. These are designed to get you up and running on puzzle solving!

This section list questions frequently asked of us, and our answers.

Question: I've used all the tricks in the lessons, but I still can't solve the puzzle. What now?

Answer: The lessons are intended to get you started, but there are many more strategies for solving Sudoku. Many books have been written on the subject, and the Internet is full of Sudoku solvers! One never-fail strategy is to remember that each puzzle has only one answer. After finding all possibilities for a square, you can assign a value and try it. If you solve it, your guess was right! If you can't solve it, go back to where you were and try a different possibility.

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Question: When I double-tap, it's hard to predict what will happen. How does all that work?

Answer: The intent is that double-tapping is a shortcut to selecting the most obvious choice. With that in mind, it adapts to the mode that you're in and the settings of the game and square. The logic goes like this: 1) if you're in Solo mode, it assigns the Solo number (in yellow on the control panel). If not, 2) If you're in Hint mode and this cell has a hint highlighted, use it. If not, 3) If there's only one pencil mark for the cell, assign that number. If not, 4) Get the value at the black cursor and assign that value to this square.

Question: What is this OTW thing?

Answer: OTW (One Thing Well) apps are designed to focus on a single task, and provide the tools you need to accomplish that task. Rather than add lots of options (and cost) that most people don't need, we prefer to use that development effort to provide more tools you do need: rather than doing many things poorly, doing One Thing Well. OTW allows us to keep our apps simple, effective, efficient, and inexpensive.
