BOBOGRAM

---USERS MANUAL---

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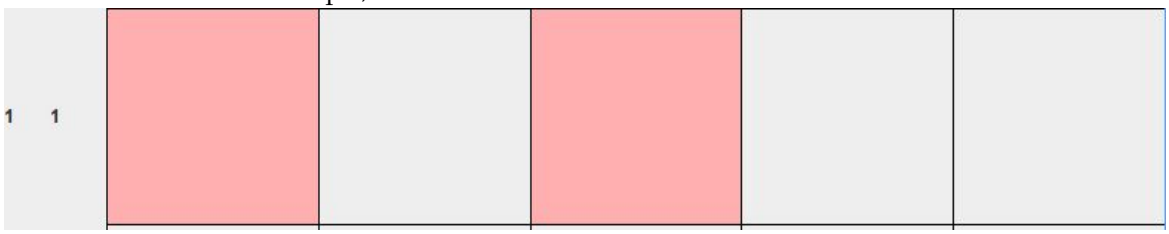
OVERVIEW:

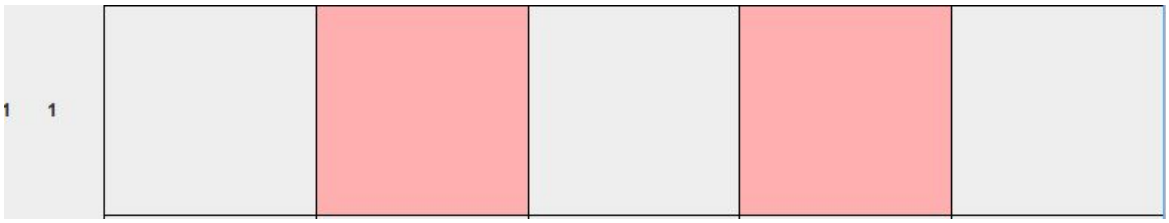
Bobogram contains a series of three picture logic puzzles in which the user navigates through. Also called "Pain by Numbers", cells in a grid must be either filled in or left blank in accordance to the numbers located in the columns to the left and the rows on top to reveal a pixelated image. The puzzles will become more and more complicated in size with each board; the first board is a 5 x 5 cell, followed by a 10 x 10, and finally a 15 x 15.

HOW TO PLAY:

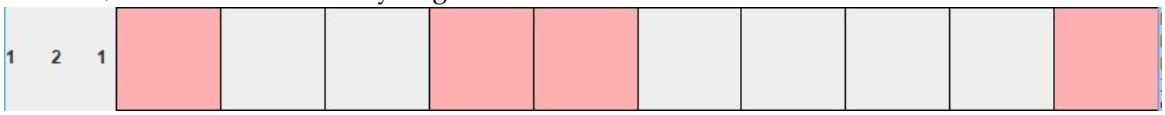
When the user opens the window, they are brought into a blank grid with a series of numbers located above and to the left. These numbers are located in such a way that each number row to the left corresponds with a grid row, and each column above corresponds with a grid column. The sum of the numbers in the row/column indicate the number of cells that are filled in the row/ column, while each number tells the user how many consecutive cells are filled before they are separated by at least one blank in between. For example, a "1 1" row in a 5 x 5 board could look like:



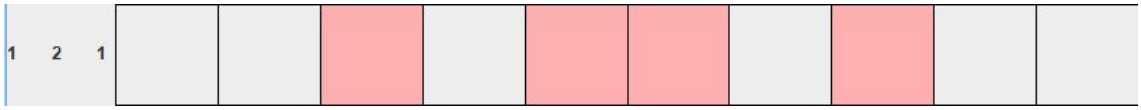
or, it could look like this :



Likewise, a "1 2 1" row in a 10 by 10 grid could look like this:



or it could like this:



The same concept applies to columns.

NAVIGATION & LAYOUT:

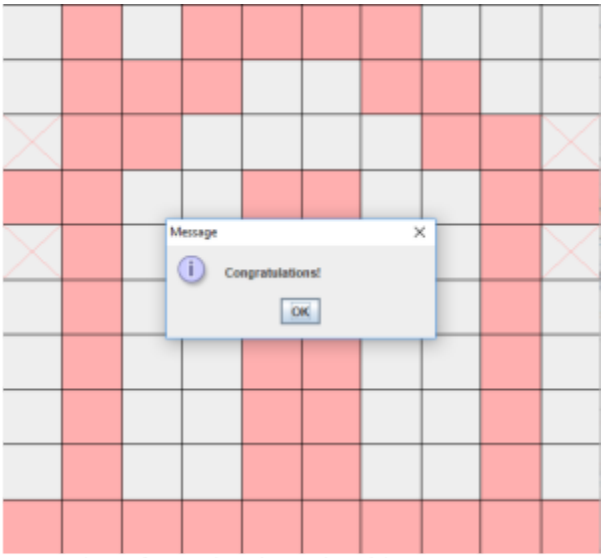
At the bottom of the window, the user is provided with four buttons. "Check Answer" allows the user to check their filled puzzle -- if the puzzle is incorrect, the window will produce a "Not Finished" statement. If the puzzle is correct and the "Check" button is clicked, the window will produce a "Congratulations" statement. At this point, the user might consider clicking on the button on its left, "Next Puzzle".

Screenshot of a puzzle that has not been completed with the "Not Finished" pop-up statement.

On click, "Next Puzzle" will bring the user to the next puzzle screen. From a 5 x 5, the screen will change to a blank 10 x 10. After the 10 x 10, the screen will change to a blank 15 x 15. After 15 x 15, the screen will go back to a blank 5 x 5.

On the right of the "Check Answer" button, there is a "Change" button. After clicking the button, the user's current state will change. For example, if the user is currently filling in squares, the user will then change to putting Xs into the squares and vice versa. Putting a X in a square will not count towards filling in a square, a X is to mark if a place is definitely not supposed to be filled in. It performs a similar function to the flag option in Minesweeper and also will count as a blank square when the answers are checked.

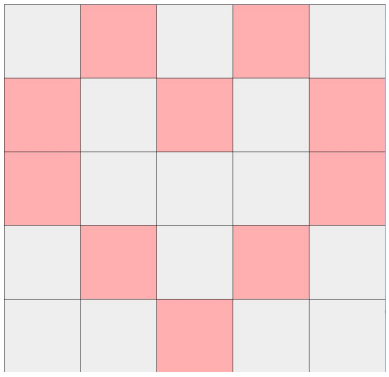
Clear board will clear the board. Once clicked, it will change all the squares to a blank square regardless of the previous state



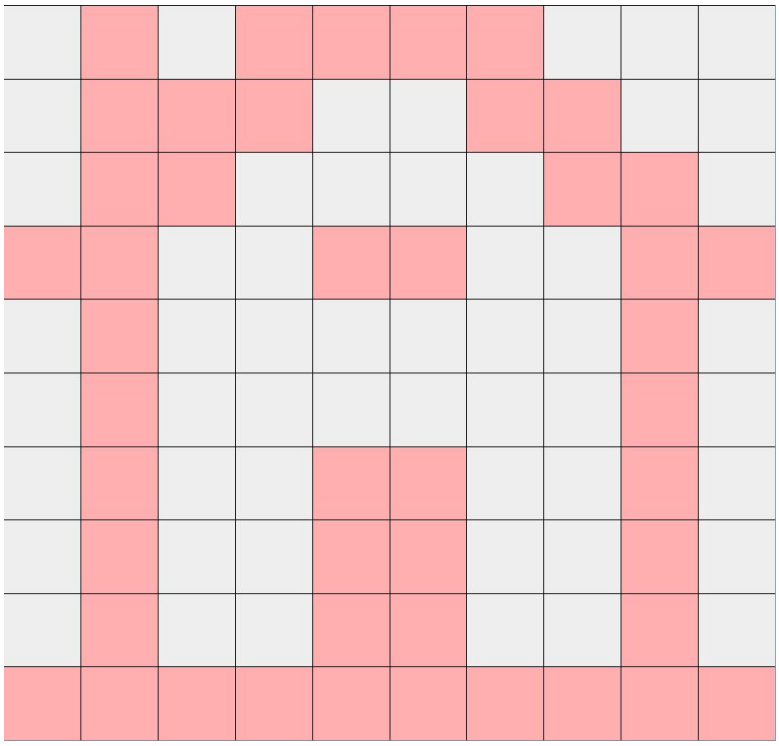
Screenshot of completed puzzle with "Congratulations!" pop-up statement.

ANSWER KEYS:

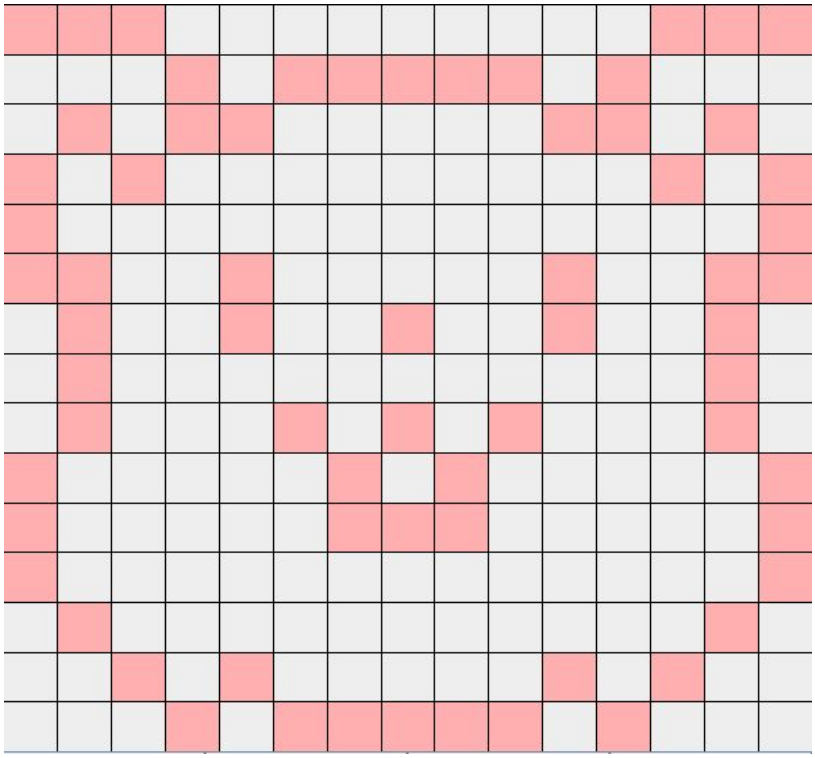
5x5 Board:



10 x 10 Board:



15 x 15 Board:



Disclaimer

Bobogram is a 100% original game. Emma and Maggie Co. has been facing allegations of copying a game called "Nonogram" that is very similar to Bobogram in many aspects, but is lacking in the intellect required to program it. We assure you that Bobogram runs laps in complexity and creativity around Nonogram, and are greatly offended for anyone to even *suggest* plagiarization. Any further accusations, and you will be hearing from our lawyers because we *will* take this to court.