

Instruction Manual

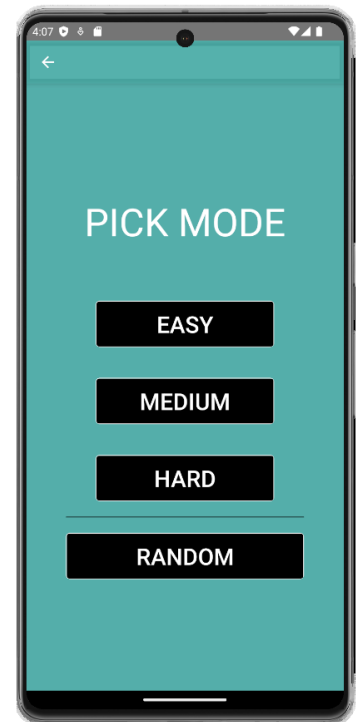


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1. NEW GAME

To start a new game, you simply choose new game from the main menu. From here you can choose the difficulty of the board. You can also choose the Random option which fetches a random board from the Dusoku API.



For more information about the Dusoku API see:

<https://sudoku-api.vercel.app/>

a. Enter Values

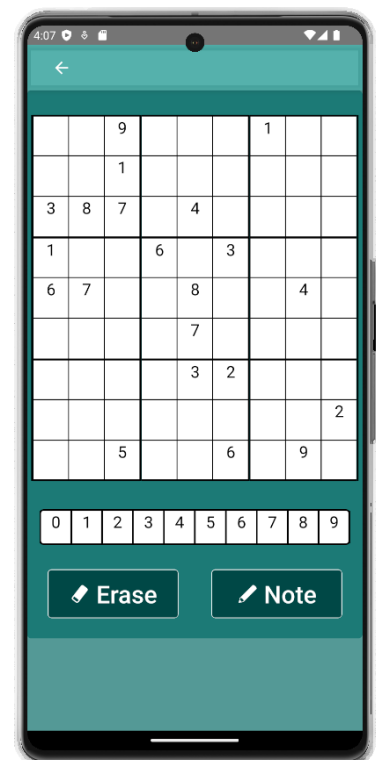
To enter values simply press one of the tiles on the screen and then press a number below the grid. This will input the value into the chosen cell.

b. Erase Values

To erase a value, press the erase button. While in erase-mode you can press any cell to erase the value. When you are finished erasing the values, press the erase button again.

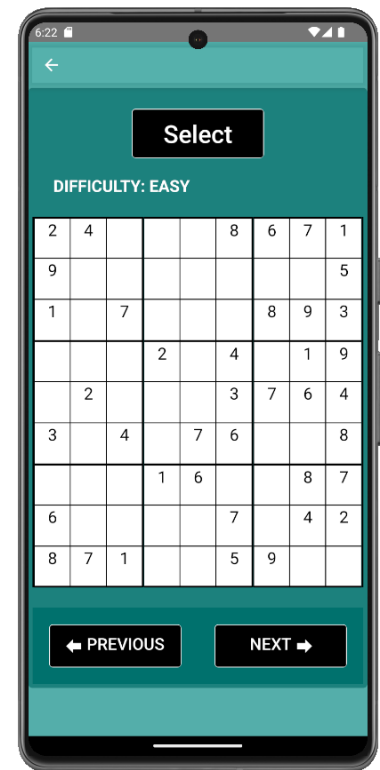
c. Notes

To mark a cell with a colour, simply press the note button to enter note-mode. While in note-mode you can press any cell to mark the cell. When you are finished marking the cells, press the note button again.



2. SELECT BOARD

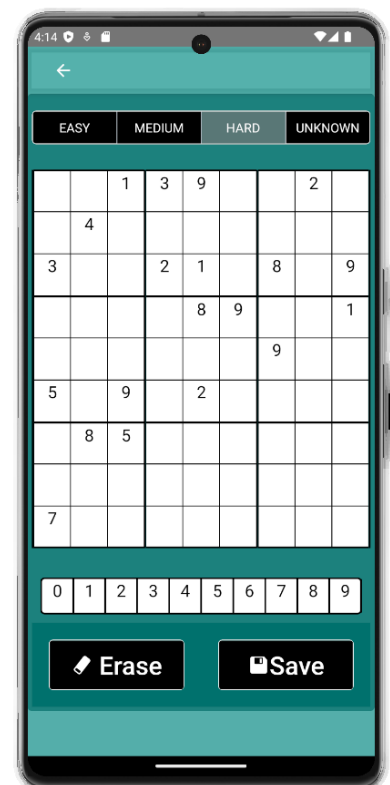
In select board you can use the next and previous buttons to cycle through the different boards. When you are ready to choose a board, simply press select.



3. CREATE BOARD

In create board you can create your own board. First you enter values in the same way as when playing. You can then choose which difficulty your board should be stored as. When you are ready to save board, simply press the save button.

The app will check your board to see if the values entered are valid. If your board has invalid values, it will not be saved. Invalid values mean values that could not be part of a solution.



4. CHANGE LANGUAGE

You can cycle between the languages English and Norwegian by pressing the language change button in the main menu.