

1. The Board

This area shows the currently selected game board. If you click on it you will be taken to a screen with a button to save/delete an image of the current board, or to save/delete an image of the solution.

2. Menu

This group of 3 buttons act as a menu for the options screen, exit and minimise, The left and right buttons choose a menu option, click the centre button to use it. To save you game, simply exit once you have started playing.

3. Generate

The left and right buttons choose how many boards you would like to generate, the centre button starts the engine. You can change the amount while the engine is running!

4. Symmetries

These 8 buttons (4 on the left, 4 on the right) choose what symmetry types the engine will use to generate puzzles, the thumbnail represents the type of symmetry, either crossword style, horizontal, vertical, or diagonal. yellow active, red is inactive.

5. Skill Level

These arrows select the skill level. Up is harder, down is easier. The current level is displayed in the indicator strips next to the symmetry buttons.

6. Board Size

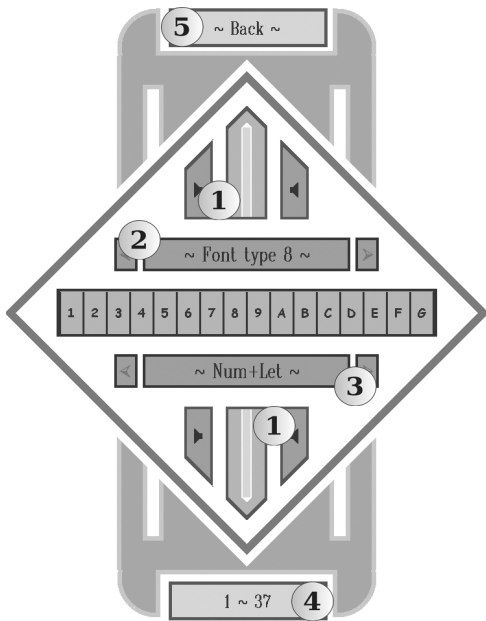
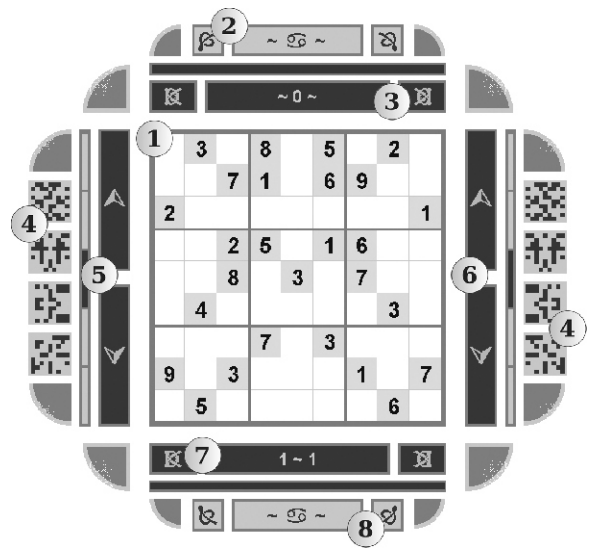
These buttons choose the size of the board, the change is reflected immediately in the board area.

7. Play

The left and right button choose a board you have generated at the selected difficulty and size, Pick the one you want to play and then click the middle one to begin.

8. Cheat

These buttons work like the menu and you can use them to toggle cheat mode on and off, or to give up.



1. Pause

A left click will take you to the menu screen (the symbols are hidden to prevent unintentional cheating!). Right clicking activates screensaver mode!

2. Timer

Displays the time elapsed since you started playing. If you find this distracting, you can hide it by clicking on it.

3. Cursor Mode

The game can operate in two modes, left click activates standard (default) mode. right click activates, cell mode.

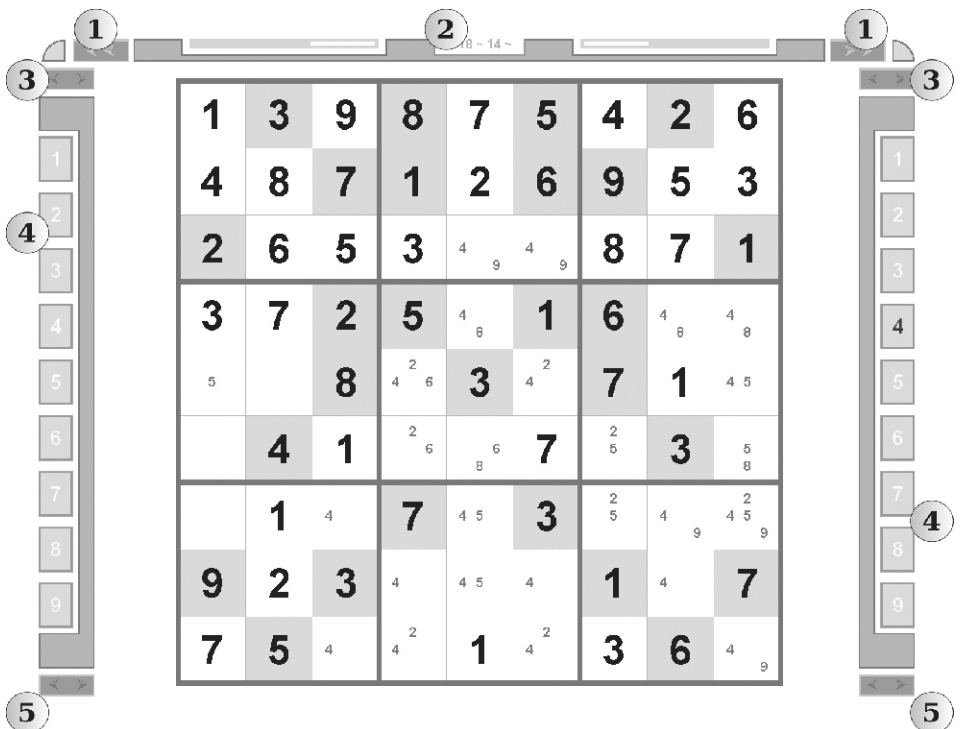
4. Number Select

In normal cursor mode, click to choose a number, then left click in the board to place a number, or right click to place a pencilmark. The button change from blue to red when you right click, to indicate you are in pencilmark mode.

In cell mode, the currently active board square is highlighted and you can use the number buttons to place/remove numbers from it. This is especially useful for pencilmarks.

5. Undo/Redo

Left click to undo, and right click to redo. The game maintains a separate undo history for each board so you can switch boards without losing your undos!



1. Volume

This control enables you to adjust the volume of the in game sound effects.

2. Font Type

Choose from different fonts using the buttons on the left and right. A sample is shown in the centre box.

3. Symbols

Choose whether to play with numbers, letters or both.

4. Date & Time

Click on this to toggle between the current date and the current time.

5. Back

Takes you back to the previous screen. But you knew that already, and we needed to fill the space!

