



Numberz for Palm OS -- User's Manual

Installation Instructions

Microsoft Windows Installation Steps

Inside the compressed distribution file you downloaded, you will find two files. One is the document you are reading now, and the other is the Palm program you need to install to your device. The name of the program is **numberz.prc**

The easiest method to use to install to your device, is to simply double-click on the file named numberz.prc. It will then be added to the Palm Quick Install application installed on your desktop computer. Once there, you can then do a hotsync of your device to transfer the program to your Palm device.

You can also launch your Palm Desktop application, and then choose Palm Quick-Install from the menu options, and add the file to the quick install list.

Refer to the manual provided with your Palm device for more information, if you get stuck.

Macintosh Installation Steps

Go to the place where the file was downloaded to (likely your Desktop) and identify the file type of the software you downloaded by looking at the file's extension (the last few characters of the file name).

Step 1: Install

Select "Install Handheld Files" from the HotSync menu. Click "Add to List", select the .PRC/.PDB/.PQA file(s) you downloaded or unzipped. Click "Add File". Make sure the correct User Name is selected. Once all the .PRC/.PDB/.PQA files you want to install are listed in the Install Handheld Files list, exit this dialog box.

Step 2: HotSync

Make sure your handheld is in its cradle and the HotSync Manager is running (check for the red/blue HotSync icon in your lower right system tray on your PC). Press the HotSync button on your handheld's cradle. Once the HotSync operation is complete, check your handheld's main applications screen to confirm that the application(s) are now on your handheld.

Trial/Evaluation version/Purchasing information

This trial/evaluation version is fully functional, and only limits you by the total amount of time you can play this game. If you purchase a registration code, you can remove all usage limitations.

To purchase this software, visit the following:

http://www.jampaq.com/sudoku_palm.htm

Once there, you can click on the Paypal Buy Now button, which will allow you to purchase a registration code for this software, using either your Papal account if you have one, or a standard credit/debit card if you do not have a Paypal account.

Once you purchase and receive your registration code, all usage limitations will be removed.

Registering

When you first run **Numberz** you will see the registration screen.

Tap just above the dotted line below Enter Registration #. Then using grafitti, or your virtual keyboard, or built-in keypad, enter in your registration number. Once entered, click on the "register" button. If all goes well, **Numberz** will continue to run. You will be notified if your number is incorrect. If you have any trouble registering, once you've purchased and received your registration code, please contact our support team at support@jampaq.com

Objective

A SuDoku puzzle has been solved when the following two cases both apply:

- 1) Each row and column of the 9x9 grid must have the numbers 1 through 9, with no duplicates.
- 2) Each 3x3 sub-grid, denoted with darker edged lines, must also have the numbers 1 through 9 only.

Game Play

When you play this game for the first time, a beginner level puzzle will be generated for you. Once the puzzle appears, game play can begin. The puzzle is generated, and what appears are blank cells and filled cells. The filled cells have big numbers, and these cannot be changed. You choose which numbers to place in the empty cells to complete the puzzle.

There are 5 methods of number entry. All of these work in a similar way, and each will be described in detail. In most methods, you first need to tap a cell on the game puzzle area, or use the navigation keypad to highlight a cell to work with. Then either tap the cell, or press the center button on the navigation pad to bring up the keypad for entry. The following keypads are available for you to choose as a preference:

1. **Vertical Right Side**- After tapping a cell, a keypad will appear on the far right of the screen. Once in this

mode, you can tap a number to add it to the cell you've highlighted, or use the navigation pad to move up and down the keypad number list and then press the center keypad to select that number. With this keypad, you can use your navigation pad if available and press to the right to exit the keypad, or press to the left to clear the highlighted puzzle cell. Here is an example of how this looks.



2. **Keypad Style-** After tapping a cell, a keypad that looks like a phone keypad will appear. Simply tap the number you would like to place, or use the navigation keypad to move around the keypad number list. Press the center navigation button to select a number to go into the cell.



3. **No keypad Tap In place-** This keypad style will not display a keypad to enter numbers. It works by imagining the numbers arranged in a cell like that found on a phone, as seen below:

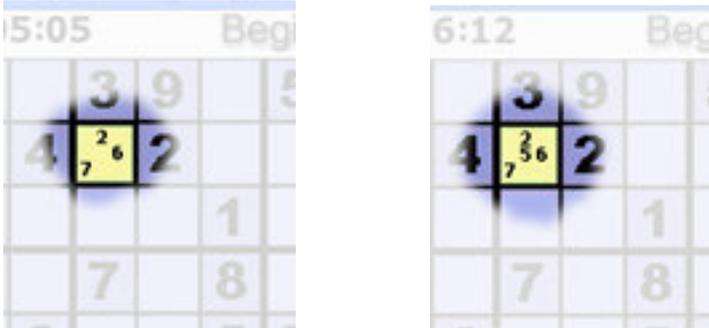
123

456

789

You enter numbers into cells using this method, by using your stylus to tap in the position of the number you wish to enter. So for example, in the pictures below, the left picture has 2,6,7 pencil marks entered. By tapping the stylus in the center of the cell, typically where you would find the number **5**, the pencil mark **#5** will appear

as it does in the picture on the right. To enter a “big” number in this keypad style, you simply do a tap and hold on the number location to produce a “big” number in that cell. The “big” number will replace all other pencil marks in the cell.



4. **No keypad popup**-This method of entry does not show a keypad, but is used for those players that wish to use their graffiti area (if they have one) to enter numbers into a highlighted cell. You first tap an empty or non-permanent cell on the game area, then use the graffiti area of your Palm device to enter in numbers. As you gesture in the numbers on the graffiti area, the numbers will go into the cells as pencil marks. If you wish to place a “big” number, enter in a “.” period into the graffiti area and then right away follow with enter in the number. This will produce a “big” number.
5. **Right side tap first**- With this method, you first select a number on the right side keypad popup that appears after selecting a puzzle cell, then each cell you tap will have that number entered. This method of entry works differently than the other methods in that you only select the number on the right side keypad once, then can tap many cells in the game area to place the number. Again, the same logic follows....a short tap produces a pencil mark number, and a long tap on a cell makes a ‘big’ number.

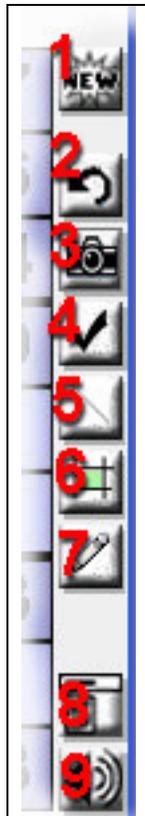
With the above methods that allow 5-way navigation button access, you can also use the 5-way navigation buttons to enter in pencil marks or big numbers. You simply tap the center button after selecting a particular number to enter from the keypad. A short tap on the center button produces a pencil mark. To produce a ‘big’ number, simply press and hold the center button for about a second until you see the big number produced in the cell.

The puzzle will show as solved when the first two rules in the objective mentioned above are met, and no pencil marks appear in the puzzle (all "big" numbers should appear).

The puzzle entry method can be set by going to the menu option: Options/Preferences

Game Buttons

On the right side of the screen you will see several buttons. The buttons are number in the picture below and correspond to the descriptions presented below as well.



- 1) **New** - Generates a new puzzle at a level you select.
- 2) **Undo** - To go back after making a move, tap this to undo that move.
- 3) **Snapshot** - At any time to take a quick snapshot of your game state, tap this and choose to save or load a snapshot. Only one snapshot is kept at a time.
- 4) **Checkmark** - Tap this to check the state of the puzzle. If it is solvable from the current state, you will be notified. If there are one or more numbers that you've entered that are incorrect, these will be highlighted and flashed for several seconds.
- 5) **Cross-hatch** - Tap this to go into cross-hatch mode. This allows you to select a number from the keypad, and have that number cross-hatched on the puzzle area to determine any open positions available.
- 6) **Highlighting** - Tap this to enter highlight mode. This allows you to choose a number from the keypad to highlight in the puzzle area. Remember, same method applies here as in the number entry methods. A short tap highlights pencil mark numbers, and a long tap highlights "big" number cells. You can also tap any cell directly in this mode to highlight it in the puzzle area.
- 7) **Pencil** - You can toggle pencil mark mode on and off using this button. With pencil marks on, you can enter pencil marks into the puzzle cells. By turning this off, only "big" numbers will be entered into cells.
- 8) **Menu** - Tap this to bring up the in-game menu for more game options.
- 9) **Speaker** - Toggle sound on and off using this button.

CROSS-HATCHING

To aid in puzzle visualization, you have the option of turning on cross-hatching for any of the numbers. By tapping on the crosshatch button on the right side of the screen (#5 button shown above) you will see a vertical keypad appear. By tapping on a number in the keypad, that number will have lines drawn through it on the puzzle area. Wherever there are lines through cells, that particular number cannot be placed. Look for open cells to determine where you can place that particular number. Tap the keypad number again to turn off cross-hatching for that number.

HIGHLIGHTING

Another aid to puzzle visualization is to allow for highlighting cells in the puzzle area individually. Tap the highlight button on the right-hand side (#6 button shown above) Do a short tap or a long tap on the keypad that appears to highlight either pencil mark cells or "big" number cells respectively. You can also tap any cell in the puzzle area directly to add a highlight irrespective of cell contents.

CUSTOM PUZZLE ENTRY

If you have a puzzle you wish to enter from a magazine or website, you can choose "new" puzzle, and then choose

"Create your own". In this mode, you will be presented with a blank puzzle that you can place numbers. Tap on "done" when you are finished. Tap "cancel" if you wish to abandon entering a new custom puzzle.

TIMER

Each game is timed. To remove the timer simply tap on the clock with your stylus to remove the timer from display. Tap again on the clock to redisplay the timer.

Pencil Marks

Pencil marks are used as a mechanism to aid in puzzle solving. For each open cell in the game area, there are several numbers that could go into any one cell...depending on other numbers that exist in other surrounding cells. Due to this, an individual solving a Sudoku puzzle needs to determine which numbers can exist in a cell at any given time, and slowly and methodically remove pencil marks from a cell when it is determined that number doesn't or can't belong in that cell. Typically when you get down to just two numbers in a cell, it becomes readily apparent at times which number really belongs in the solution, and that number is then converted by using or stylus or navigation pad to a "big" number.

There are several additional features of Numberz concerning pencil marks. Under the Puzzle menu option, you will find three choices: Fill All Pencil Marks, Fill valid pencil marks only, and clear all pencil marks. These three options quickly get you up and running with pencil marks in a particular game, and can be selected at any time during a game to re-calculate the pencil marks at a current game state situation. This automatic pencil mark option is also available to occur at the beginning of a newly created puzzle. You can find this setting under the Options:Preferences menu.

Timer

Each game is timed. To remove the timer simply tap on the clock with your stylus to remove the timer from display. Tap again on the clock to redisplay the timer.

Menu Options

Game Menu:

- 1) New - Creates a new puzzle
- 2) Save - Allows you to save any of the puzzles by name for later retrieval.
- 3) Load - Loads any of the named puzzles you've saved.
- 4) Export - Exports a puzzle to the memo-pad of your palm device. You can import them later, or beam it to a friend's device. Note: This only saves the numbers used in the puzzle, which include the original puzzle numbers, along with the numbers you've entered. It does NOT save pencil marks, or undo moves.
- 5) Import - Imports a puzzle you've exported previously.
- 6) Game Statistics- Shows game completion statistics for the various levels of gameplay.

Puzzle Menu:

- 1) Solve - Solves the current puzzle
- 2) Hint - Lets you tap an empty cell to get a hint at what number should go there.
- 3) Restart - Erases all the numbers you've entered, and starts the puzzle over fresh.
- 4) Edit - Allows you to edit or remove any of the base puzzle numbers. If you've entered in a custom puzzle, and found one of the numbers was entered incorrectly or left out, this is the option to choose to make changes.
- 5) Remove Wrong - Removes all the incorrect numbers you've entered.
- 6) Replace Wrong - Replaces all the incorrect numbers you've entered with the correct numbers to solve the puzzle.
- 7) Fill All Pencil Marks- This will erase all pencil marks that are currently in the puzzle area and place all possible (1-9) pencil marks in each empty cell.
- 8) Fill valid pencil marks only-Based on the "big" numbers in the puzzle, valid pencil marks only will be placed.
- 9) Clear all pencil marks-Erases all pencil marks in the puzzle area.

Options Menu:

- 1) Preferences- Various game preferences can be changed:
 - a) Allow invalid number entry- Allows you to toggle whether invalid numbers are allowed to be entered into the puzzle based on the current puzzle state.
 - b) Show time elapsed- This option toggles whether the elapsed time is shown or not.
 - c) Auto Off- You can override the auto-off power option of your device using this setting.
 - d) Keypad orientation- Various keypad entry types can be chosen. Refer to the Game Play section above for more information.
 - e) Auto fill pencil marks- When a new puzzle is created or restarted, you can choose how you want pencil marks to be entered automatically for you, or not.
 - f) Auto-erase marks- As you are entering "big" numbers into the puzzle area, this option will allow invalid pencil marks to be removed based on the number that was entered into the puzzle cell.
- 2) Color preferences- If you have a color capable device, this option is available to change the colors used in the various game elements.

Help Menu:

- 1) Instructions - Brings up in-game instructions.
- 2) About - Copyright information, and version information.

Upgrading:

If you have a version prior to version 4.0 you will face two issues. One, if you have a version prior to version 3.93, and you upgrade to version 4.0, your registration number will not work. Please send an email to our support

department in order to get a new number that will work. The second issue is that at this time, there is no way to load puzzles that you saved in version 3.9x into version 4.0. At this time, the only way to do so is to run version 3.9x on your device and export the puzzles to the Memo Pad using the Game:Export menu option. Once exported, then install version 4.0, and run the game. You can then import the puzzles from the Memo pad using the Game:Import menu option. A conversion utility to convert 3.9x puzzles to 4.0 puzzles may be offered in the future and will be available for download free of charge to registered customers.

Revision History:

- **Version 4.1:** Increased speed of game rendering engine. Increased speed of puzzle generation. Some Sony devices exhibited slow playability, this has been fixed. Improved in-game graphics. Added capability to register this device using the phone's built-in unique identifier for those that do not have a Hotsync name on their device.
- **Version 4.0:** Complete redesign of the User Interface. Support for puzzle preview in both load and import options. Added several types of number entry methods. Added highlight capability.
- **Version 3.93:** New customers entering their registration numbers for the first time, would cause a screen lock-up on some device models, most notably Zire 72.
- **Version 3.92:** Issue with a few devices that would reach a blank or incomplete screen on first launch of the application.
- **Version 3.91:** Saved game database is now backed up when a hotsync is performed. Some grey scale/B&W devices had problems displaying game. This has been fixed. After puzzle is completed, automatically brings up level select dialog. Fixed issue with not being able to delete entered numbers with the 'x' button during a custom game entry.
- **Version 3.9:** Problem with some Sony devices not entering into hi-resolution mode.
- **Version 3.8:** Combined all three installations into one file. Reduced installed program size by over 50%. Modified game layout screen to increase the overall size of the puzzle grid area. Enlarged the number buttons on the right hand side of the screen.
- **Version 3.7:** Added an alternative number activation by tapping on one of the fixed "black" numbers in the puzzle game area. Added an alternative method to select a cross-hatch for a number. You can now tap and hold on one of the fixed black numbers in the game area to cross-hatch that number. Fixed a bug that would sometimes cause a beginner puzzle to be generated, after you've completed a higher level puzzle.
- **Version 3.6:** Added quick-replace for number entry, by tapping and holding on a cell. Some users experienced device issues when trying to register, this has been fixed. Modified in game help to describe new quick-replace feature.
- **Version 3.5:** Puzzle:Solve menu option now solves the puzzle right away, discarding any entries you have made during you attempt to complete the puzzle. Puzzle:New menu option incorrectly would show the "trial version" pop-up text, even though it was already registered. Fixed other minor bugs. Combined black & white and low-resolution color files together.
- **Version 3.4:** Fixed several issues with some devices experiencing problems tapping on various areas of the screen, and not producing any results. Added Remove Wrong/Replace wrong option to the Puzzle menu. Modified screen layout and graphics for all versions (high resolution, Sony high resolution, low resolution color, and low resolution black and white). Modified pencil mark operation in that if two numbers exist in a cell, and you remove one of the marks, the remaining mark stays a mark and doesn't turn into a "placed" number, unless you select that number from the sidebar and tap on the cell again to bring it forward. Added the option to show or hide the game time elapsed. Added capability to override the default auto-off time of

the device only during game play.

- **Version 3.3:** fixes a few bugs regarding saving a puzzle and potentially losing your undo moves buffer. Added the capability to get a hint during gameplay. Added persistent puzzle naming when saving a puzzle. Added multiple background images, as well as customization for color for number outline, and crosshatch lines.

Questions?

If you are having trouble with this program, please contact our support team by email at support@jampaq.com
We will get back to you within 1 business day, sometimes sooner.

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