



Flip Four
USER'S GUIDE
2025

FLIP FOUR is a challenging pattern recognition and logic game. It requires the kind of "look ahead" skills that are used by players of games like Chess or Risk.

The objective is to rearrange a randomly generated PUZZLE STRING into its ascending order, choosing from ONLY a pre-defined set of moves. These moves all follow the same method: Extract a 4-number subset of the original PUZZLE STRING, invert the outer and inner numbers, then insert the flipped substring back into the original PUZZLE STRING to form a new PUZZLE STRING. This process continues until the PUZZLE STRING has been rearranged into ascending order.



This is the opening "Splash" screen. It allows you to access top level menu items. **[Tap this screen to open the Game Board]**

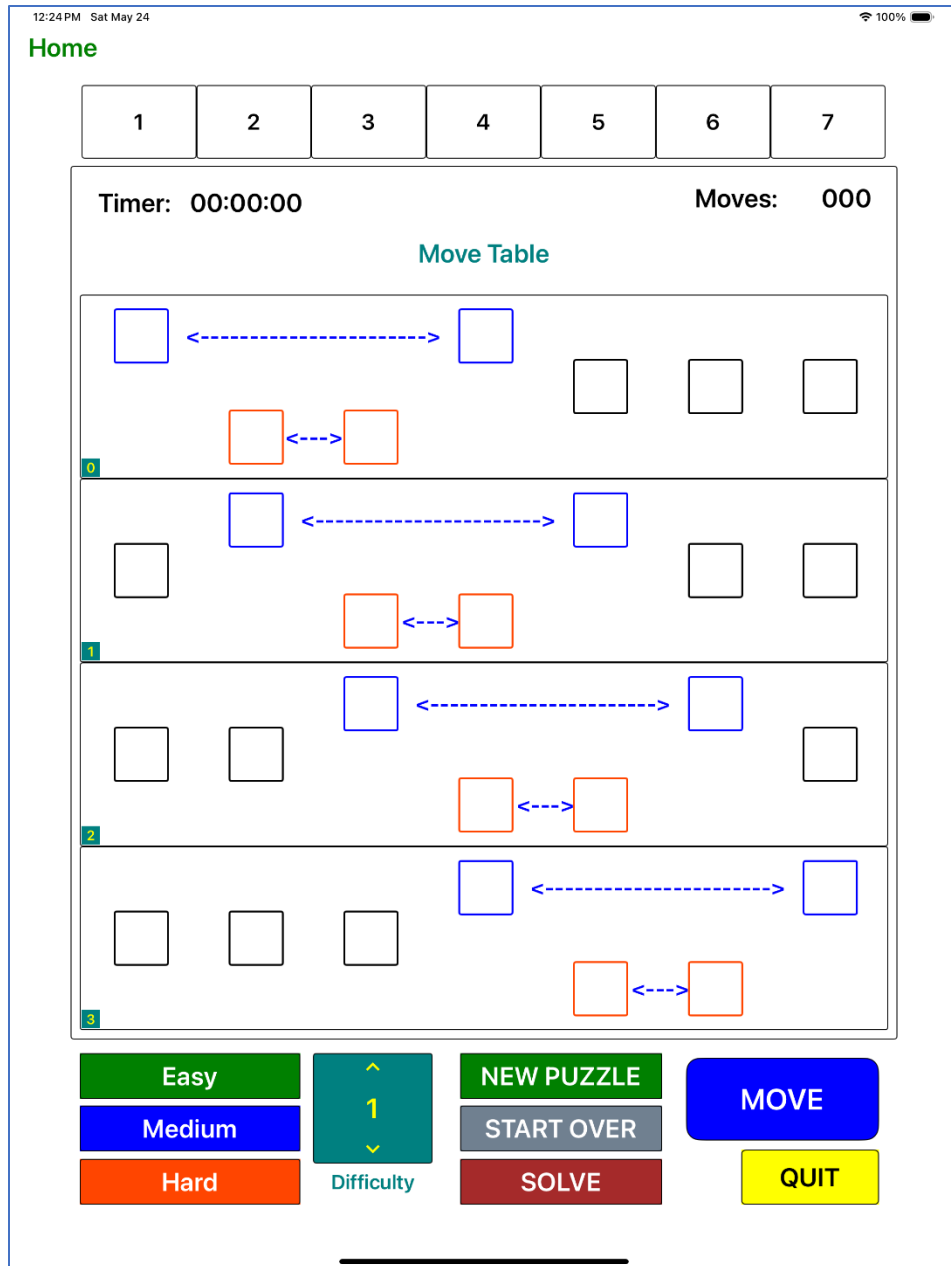
About: Standard About box with version, company and programmer credits

- QR: Displays a scannable QR code that links to developer's website (TurboSoftSolutions.Com)
- Rate App: Connects user to the FLIP FOUR App Store listing and opens to the rating/review section

HELP

- Help: Quick reference guide to playing the game
- User Guide: this document suitable for printing

STATS - Performance data



The Game Board.

SKILL LEVELS: Easy, Medium, Hard (EASY is default)

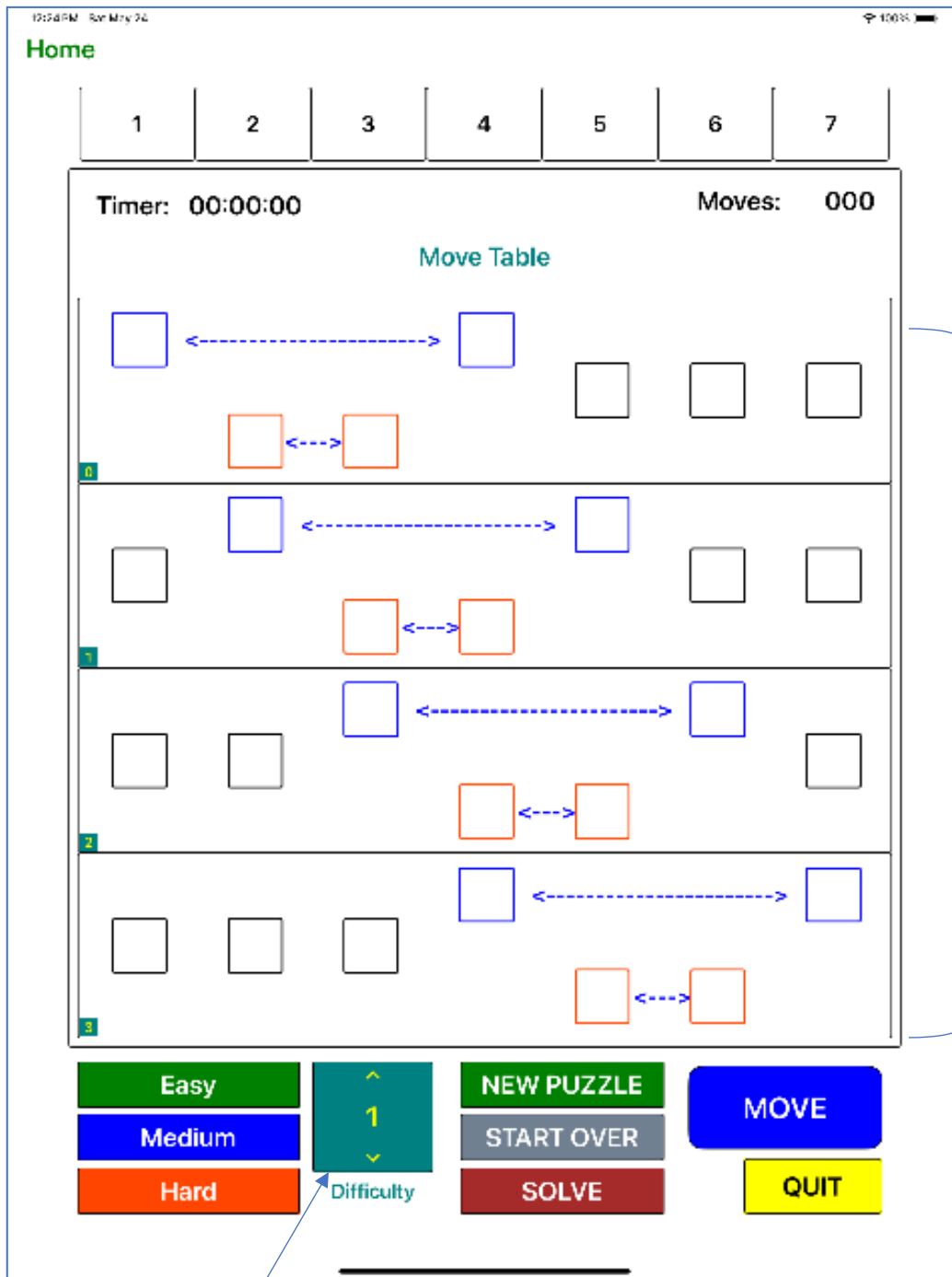
DIFFICULTY LEVELS: 1 thru 9 (Level 1 is default)

CONTROLS:

- New Puzzle (a random puzzle is selected based on Difficulty setting)
- Start Over (returns to the original puzzle if hopelessly lost)
- Solve (step through a solution sequence of current puzzle)
- MOVE - executes the selected Move from the Move Table
- Quit - closes game. Apple returns to Splash Screen (user must swipe app to close). Android exits the application.

Skill Selection. There are three Skill levels:

EASY



7-number puzzle

Move Table 4 possible moves.

Difficulty levels correspond to the minimum number of moves it will take to solve the puzzle.

MEDIUM

9:13AM Sun May 25 100%

Home Page

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

Timer: 00:00:00 Moves: 0

Move Table

0

 	←-----→	 	 	 	 	 	
 	←---→	 	 	 	 	 	

1

 	 	←-----→	 	 	 	 	
 	 	←---→	 	 	 	 	

2

 	 	 	←-----→	 	 	 	
 	 	←---→	 	 	 	 	

3

 	 	 	 	←-----→	 	 	
 	 	←---→	 	 	 	 	

4

 	 	 	 	 	←-----→	 	
 	←---→	 	 	 	 	 	

Easy

Medium

Hard

↑

1

↓

Difficulty

NEW PUZZLE

START OVER

SOLVE

MOVE

QUIT

8-number puzzle

Move Table
5 possible moves.

HARD

◀ B4i-Bridge 10:21AM Thu May 29 100%

Home Page

1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---

Timer: 00:00:00 Moves: 0

Move Table

0

□	←-----→	□	□	□	□	□	□	□
□	↔	□	□	□	□	□	□	□

1

□	←-----→	□	□	□	□	□	□	□
□	↔	□	□	□	□	□	□	□

2

□	□	←-----→	□	□	□	□	□	□
□	□	↔	□	□	□	□	□	□

3

□	□	□	←-----→	□	□	□	□	□
□	□	□	↔	□	□	□	□	□

4

□	□	□	□	←-----→	□	□	□	□
□	□	□	□	↔	□	□	□	□

5

□	□	□	□	□	←-----→	□	□	□
□	□	□	□	□	↔	□	□	□

Easy

Medium

Hard

^

1

v

Difficulty

NEW PUZZLE

START OVER

SOLVE

MOVE

QUIT

9-number puzzle

Move Table
6 possible moves.

MAKING MOVES

Moves are made by selecting a move from the MOVE TABLE. Each move in the table has a diagram showing the 4 cells of the puzzle that will be affected by its selection.

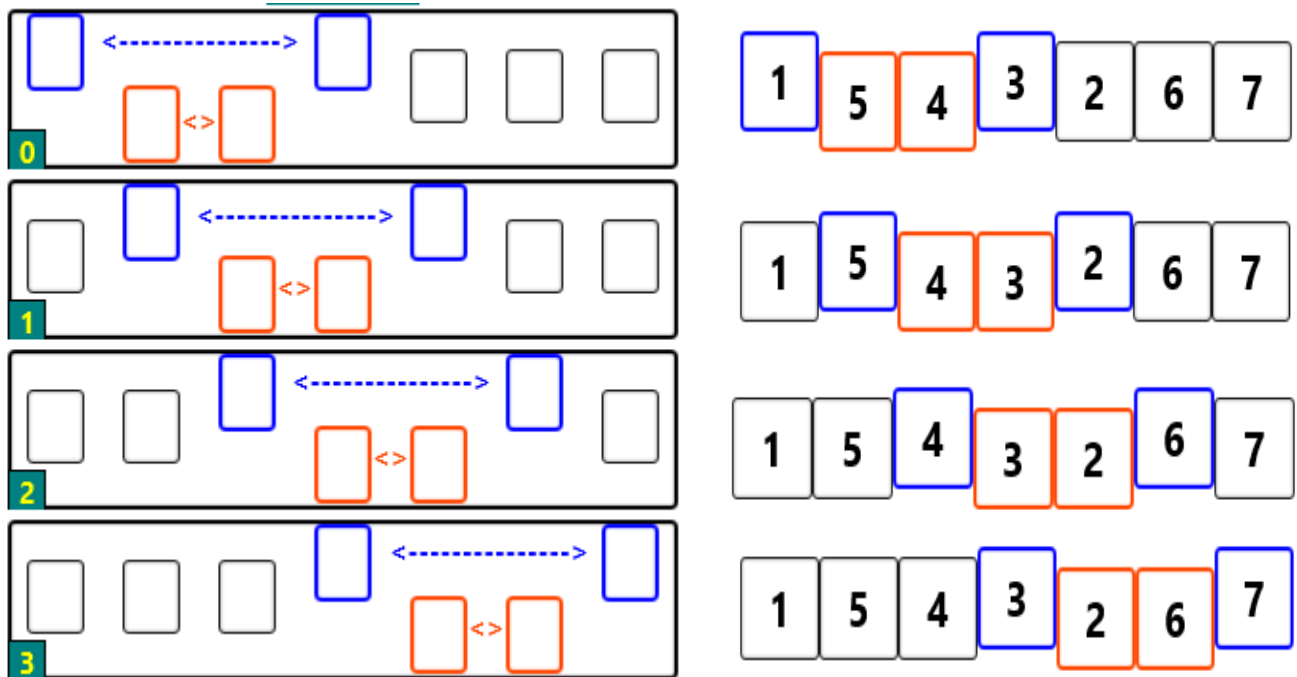
When a move is selected (by clicking on the Move Table), the Puzzle String highlights to indicate the cells affected by that move. This allows the user to cycle through the moves to better visualize the result before actually making the move.

(No action is taken until the MOVE (blue) button is pressed, which will cause the selected move to execute).

Take for example the following (EASY Skill Level) puzzle:



The Move Table shows the available moves and resulting highlighted Puzzle String for each move selection:



The "FLIP" Explained

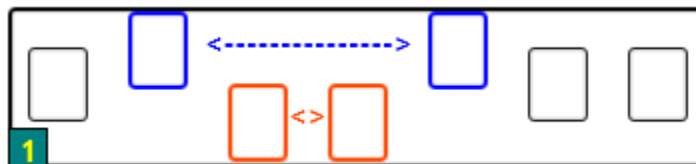
Let's focus on the previous Puzzle String:



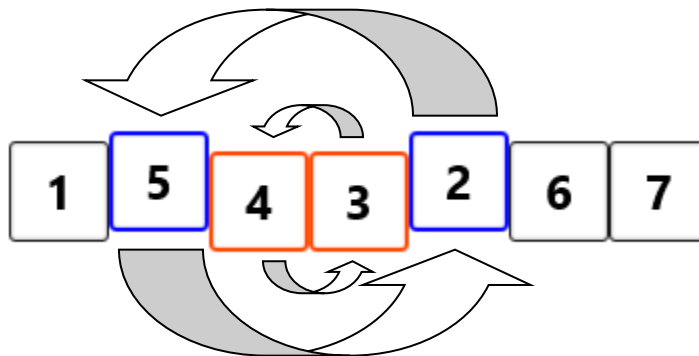
And its Move Table:



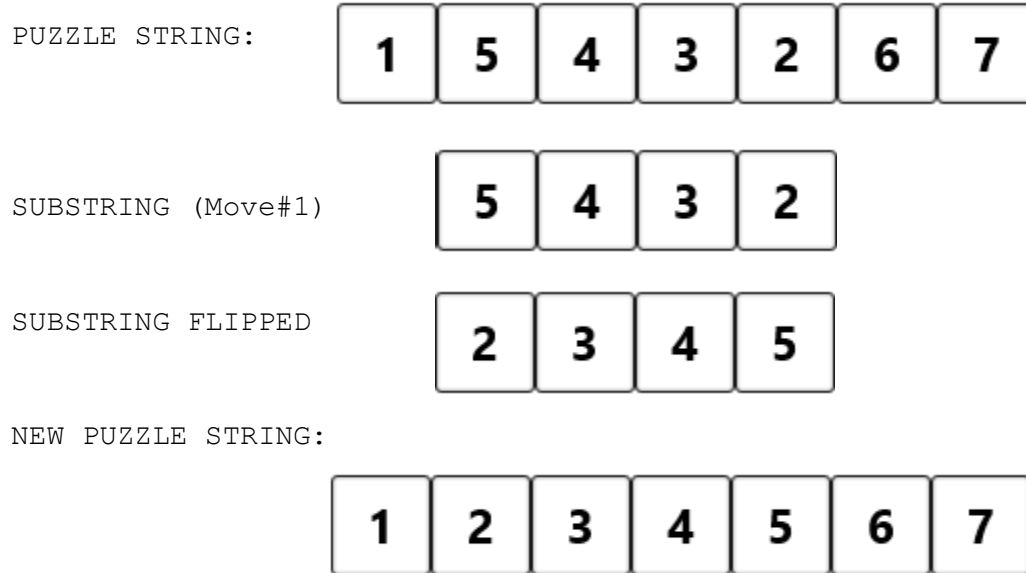
Press Move #1. Its diagram shows which cells are affected:



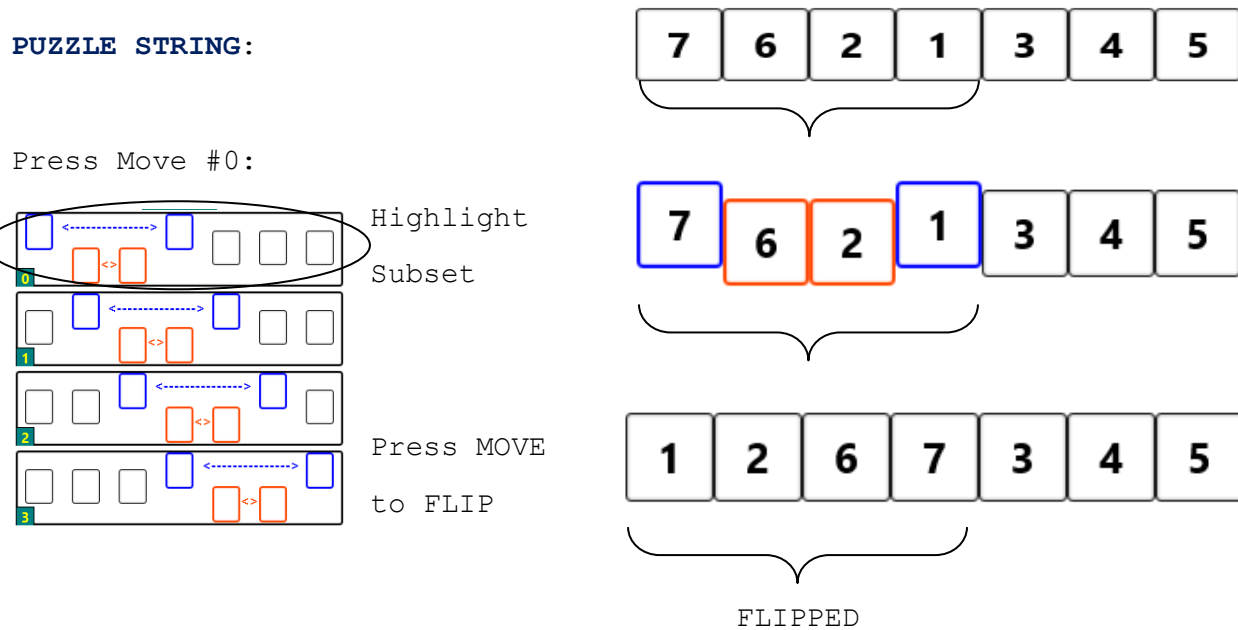
Simultaneously, the corresponding subset of the Puzzle String is highlighted. The arrows indicate how the subset will be flipped.



After this move is executed (by clicking the MOVE button) the substring is extracted, flipped, then reinserted back into the previous string:

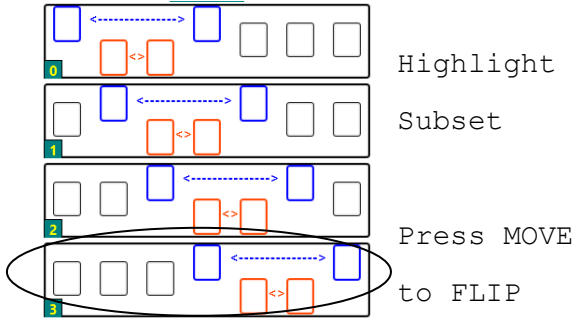


The last puzzle was solved after one move. Let's sequence through a more challenging puzzle that requires multiple moves. (Note that there may be more than one move sequence to solve a particular puzzle).



NEXT PUZZLE STRING:

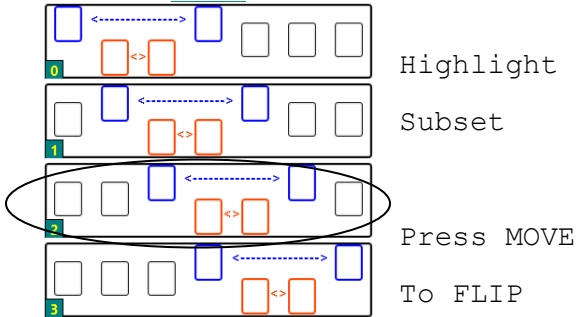
Press Move #3



FLIPPED

NEXT PUZZLE STRING:

Press Move #2



FLIPPED

PUZZLE SOLVED!

Remember, no action is taken until the MOVE (blue) button is pressed, which will cause the selected move to execute. This allows the user to cycle through the moves to better visualize the result before executing the move.

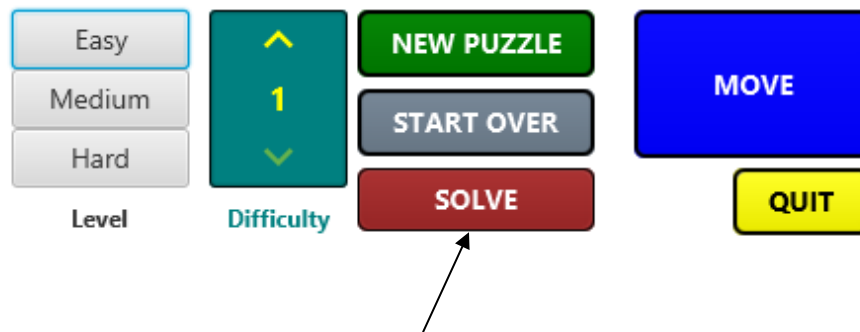
Note that if a move is executed and the user wants to "take back" the move, all that is necessary is to select the move again, which will restore the previous string.

There will be times, particularly during the playing of high difficulty games, that the puzzle becomes too complicated to solve. To start over from the beginning, press the "START OVER" button to reset the puzzle.

Pressing the NEW PUZZLE erases any existing puzzle, randomly creates a new puzzle based on Difficulty Setting, restarts the timer and move counter.

Puzzle Skill Levels/Difficulty levels can be changed at any time. Press NEW PUZZLE as needed to generate a fresh puzzle.

AUTO-SOLVE. An automatic solve feature is available.



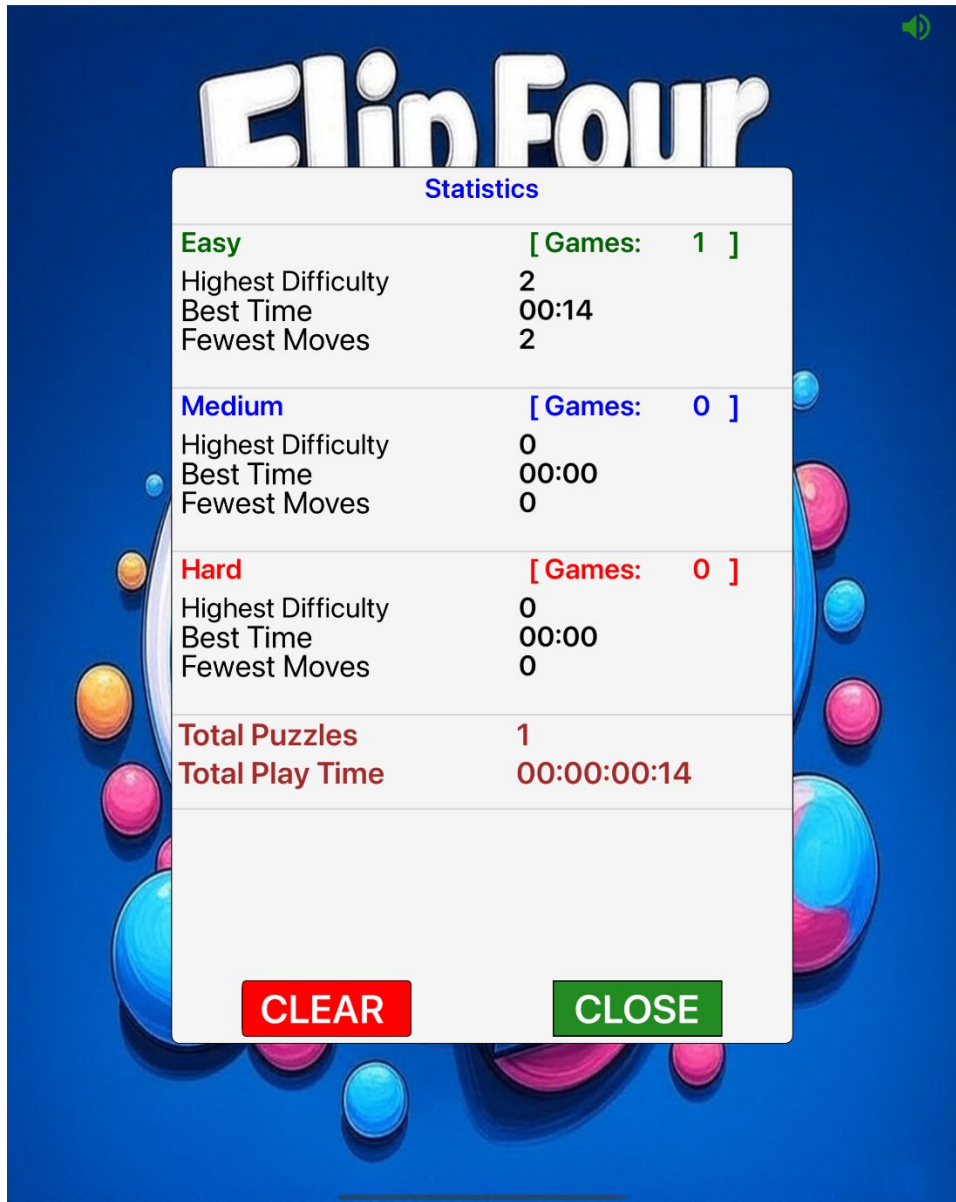
Pressing "SOLVE" will step through the puzzle a move at a time all the way through to a solution. The SOLVE button transitioning to a "Click" button verifies the mode. Each Click will step through the solution sequence.



Statistics

11:04 AM Wed May 28 100%

About Help Stats



The image shows a mobile application interface for 'Elin Four'. At the top, the title 'Elin Four' is displayed in a large, white, bubbly font against a dark blue background. Below the title is a 'Statistics' modal window. The modal has a white background and a blue title bar. It is divided into sections for 'Easy', 'Medium', and 'Hard' difficulty levels, plus a 'Total' section. Each section lists 'Highest Difficulty', 'Best Time', and 'Fewest Moves'. The 'Easy' section shows 1 game played, with a highest difficulty of 2, a best time of 00:14, and 2 fewest moves. The 'Medium' and 'Hard' sections show 0 games played. The 'Total' section shows 1 total puzzle and a total play time of 00:00:00:14. At the bottom of the modal are two buttons: a red 'CLEAR' button and a green 'CLOSE' button. The background of the app is a dark blue gradient with colorful, glowing spheres in shades of blue, pink, and orange.

Statistics	
Easy	[Games: 1]
Highest Difficulty	2
Best Time	00:14
Fewest Moves	2
Medium	[Games: 0]
Highest Difficulty	0
Best Time	00:00
Fewest Moves	0
Hard	[Games: 0]
Highest Difficulty	0
Best Time	00:00
Fewest Moves	0
Total Puzzles	1
Total Play Time	00:00:00:14

CLEAR **CLOSE**

Performance is tracked via a STATS page. Separate statistics are kept to include:

Per Skill Category (Easy, Medium, Hard):

- Highest Difficulty Achieved
- Best (lowest) time (@ Highest Difficulty)
- Fewest Moves (@ Highest Difficulty)

Session Summaries:

- Total Puzzles Played (all skill/difficulty levels)
- Total Elapsed Play Time

Product Name: Flip Four

Copyright: 2025

Company: TurboSoftSolutions.Com

Programmer: Neil Rohan

