

SLIDE

SCRAMBLE



Slide Scramble

USER'S GUIDE

2025

SLIDE SCRAMBLE is based on the tile sliding puzzle. The objective is to arrange tiles in consecutive order within the selected grid (3x3, 4x4, or 5x5).



This is the opening "Splash" screen. It allows you to access top level menu items.

ABOUT

- 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 SLIDE SCRAMBLE' 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 - opens the Statistics window. More on this later.

Tap the screen to open the game board

Grid Selection:

Choose your grid size and game mode via the grid/mode selection buttons:

3x3 Grid: 8 tiles (numbers 1-8 or letters A-H) + 1 empty space.

4x4 Grid: 15 tiles (numbers 1-15 or letters A-O) + 1 empty space.

5x5 Grid: 24 tiles (numbers 1-24 or letters A-X) + 1 empty space.

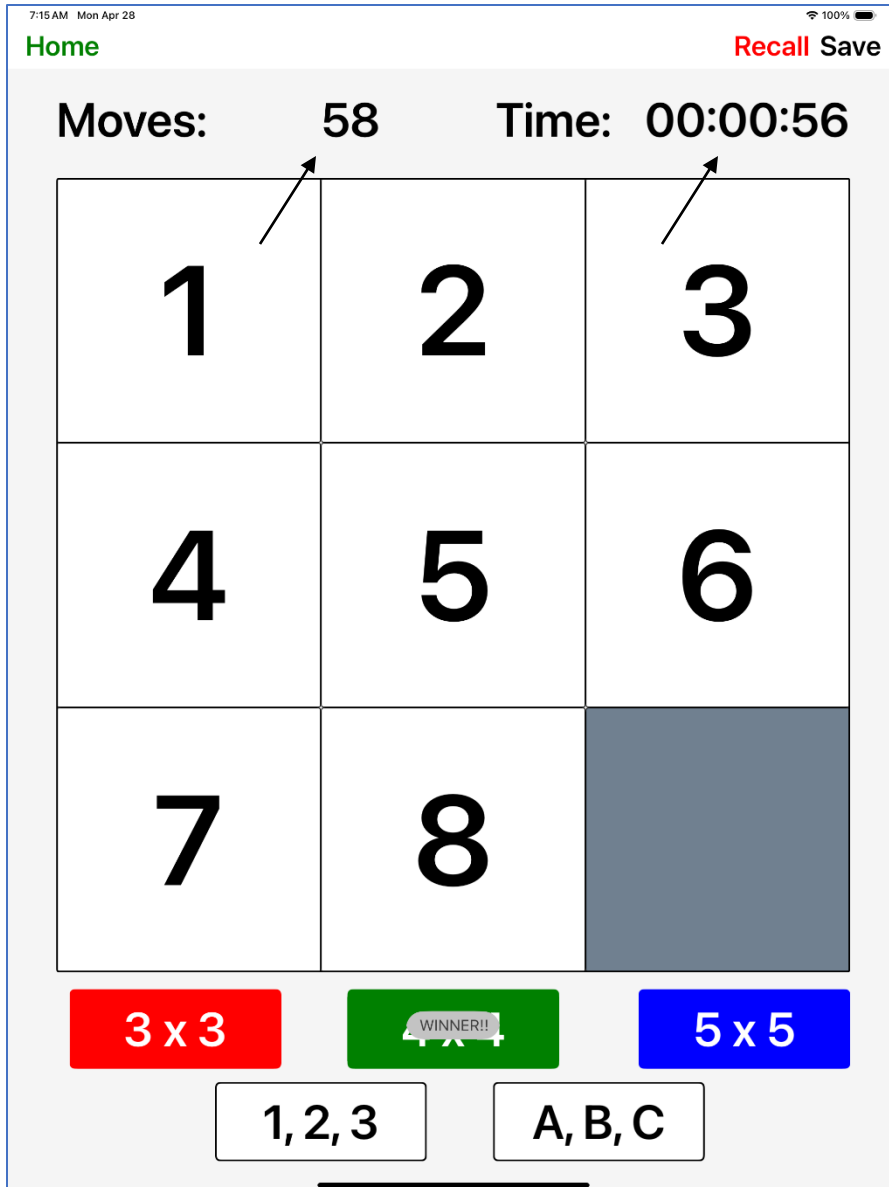


Gameplay:

The grid contains numbered or lettered tiles and one empty space.

Tap a tile adjacent to the empty space to slide it into the empty spot.

Continue sliding tiles to arrange them in consecutive order, reading left-to-right, top-to-bottom:

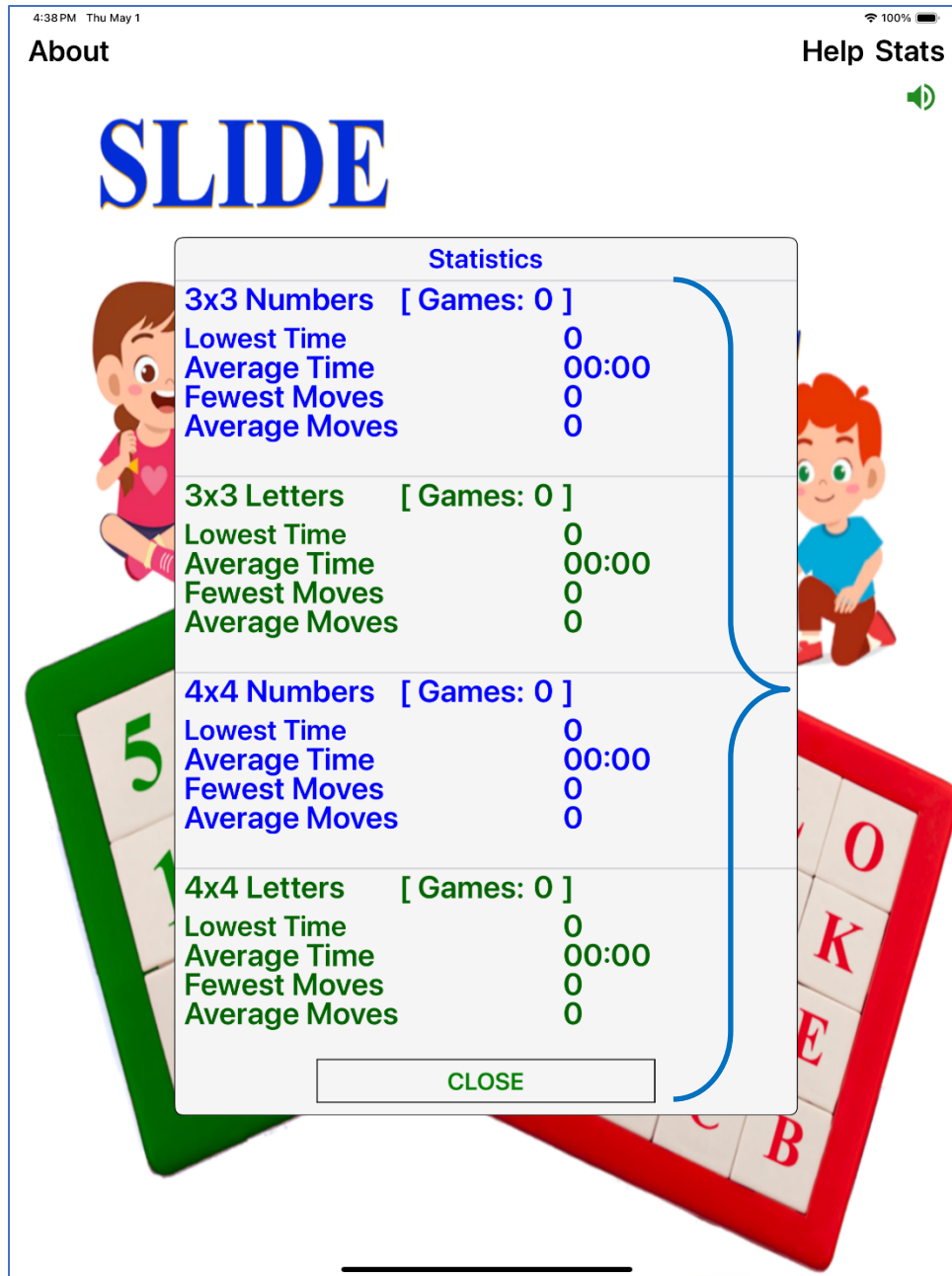


Timer: Tracks the time taken to solve the puzzle, starting when you make your first move and stopping when the puzzle is solved.

Move Counter: Counts the number of tile slides made to solve the puzzle. Each slide of a tile into the empty space increments the counter by 1.

Lower times and fewer moves indicate better performance.

Statistics:



Scrollable

View statistics for both Number Mode and Letter Mode in the app's statistics menu, organized by grid size (3x3, 4x4, 5x5).

Stats include:

Best (lowest) time and move count for each mode and grid size.

Average time and move count across all completed puzzles.

Total number of puzzles solved per mode and grid size.

Statistics are saved and updated after each completed puzzle.

Winning:

The puzzle is solved when tiles are arranged in the correct consecutive order (numerical or alphabetical) for the selected mode and grid size, with the empty space in the bottom-right corner. Upon completion, your time and move count are recorded, and stats are updated.

The gameboard is locked at the completion of a puzzle. Tap a mode or grid button to generate a new puzzle

Tips:

Plan moves to minimize tile slides, especially in larger grids.

In Number Mode, prioritize lower numbers (e.g., 1, 2, 3) to their correct positions.

In Letter Mode, focus on placing earlier letters (e.g., A, B, C) first.

Larger grids (4x4, 5x5) require more moves, so break the puzzle into smaller sections (e.g., solve the first row, then the second).

To improve your score, aim for efficient paths to reduce both time and moves.

Restart:

If stuck, Tap a mode or grid button start a new puzzle. This resets the timer and move counter.

Switching Options:

Change grid size or mode at any time via the settings or toggle buttons. This resets the grid with a new puzzle matching the selected grid size and mode, clearing the current timer and move counter.

Product Name: Slider Scramble

Copyright: 2025

Company: TurboSoftSolutions.Com

Programmer: Neil Rohan

