



Sudogu

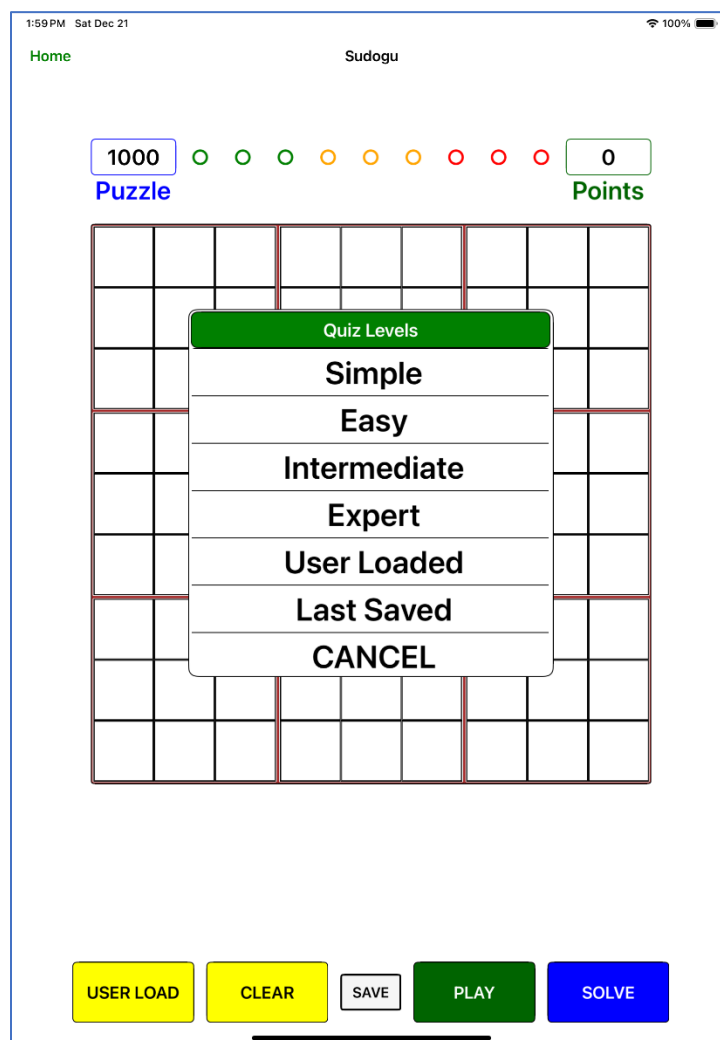
Sudoku Puzzle Master

USER' S GUIDE

A SUDOGU puzzle consists of a 9×9 grid with numbers appearing in some of the squares. The object of the puzzle is to fill the remaining squares, using all the numbers 1–9 exactly once in each row, column, and the nine 3×3 subgrids.

Difficulty levels are determined by the quantity and positions of the original numbers. There are four difficulty levels, each with 1000 different puzzles. Points Available are as follows:

- Simple – 100 points
- Easy – 200 points
- Intermediate - 300 points
- Expert – 400 points



A fifth level (“User Loaded”) is provided for playing a puzzle that was loaded by the user, the difficulty level of which is unknown.. No points are awarded for a User Loaded puzzle.

The Last Saved option continued a previously saved game in its saved state.

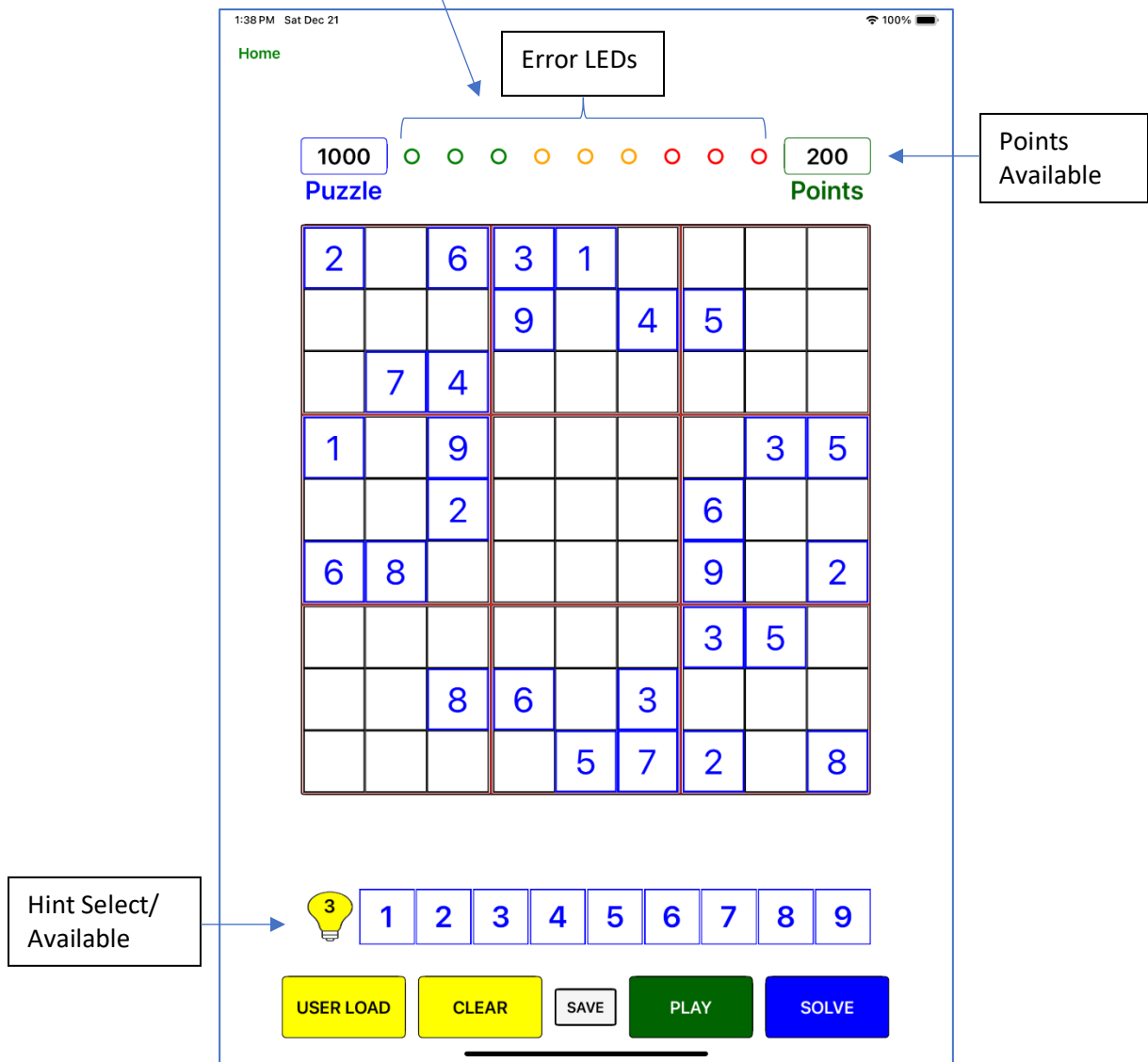
Gameboard Layout (PLAY Mode)

The screenshot displays a mobile application interface for a Sudoku game in 'PLAY Mode'. At the top, the status bar shows the time as 1:38 PM on Saturday, December 21, and the battery level is at 100%. Below the status bar, the app title 'Sudoku' is centered, with a 'Home' button on the left. A progress bar is located below the title, consisting of 10 colored circles (green, orange, red) and two numerical values: '1000' labeled 'Puzzle' and '200' labeled 'Points'. The main area of the screen is occupied by a 9x9 Sudoku grid. The grid contains several numbers: Row 1: 2, 6, 3, 1; Row 2: 9, 4, 5; Row 3: 7, 4; Row 4: 1, 9, 3, 5; Row 5: 2, 6, 9, 2; Row 6: 3, 5; Row 7: 8, 6, 3; Row 8: 5, 7, 2, 8. A 'Gameboard' label with an arrow points to the grid. Below the grid is a 'Number Bar' containing a lightbulb icon with the number 3 and a row of buttons for digits 1 through 9. A 'Number Bar' label with an arrow points to this row. At the bottom of the screen, there are five buttons: 'USER LOAD' (yellow), 'CLEAR' (yellow), 'SAVE' (white), 'PLAY' (green), and 'SOLVE' (blue).

The game is played by pressing a number on the Number Bar, then pressing the desired gameboard square. If the number is correct, it is entered on the gameboard

Blue text is used to indicate original puzzle numbers. **Black** text is used to indicate user's input.

If the number is incorrect, an error is recorded by the lighting of LEDs which are displayed across the top of the gameboard.



Errors result in point deductions:

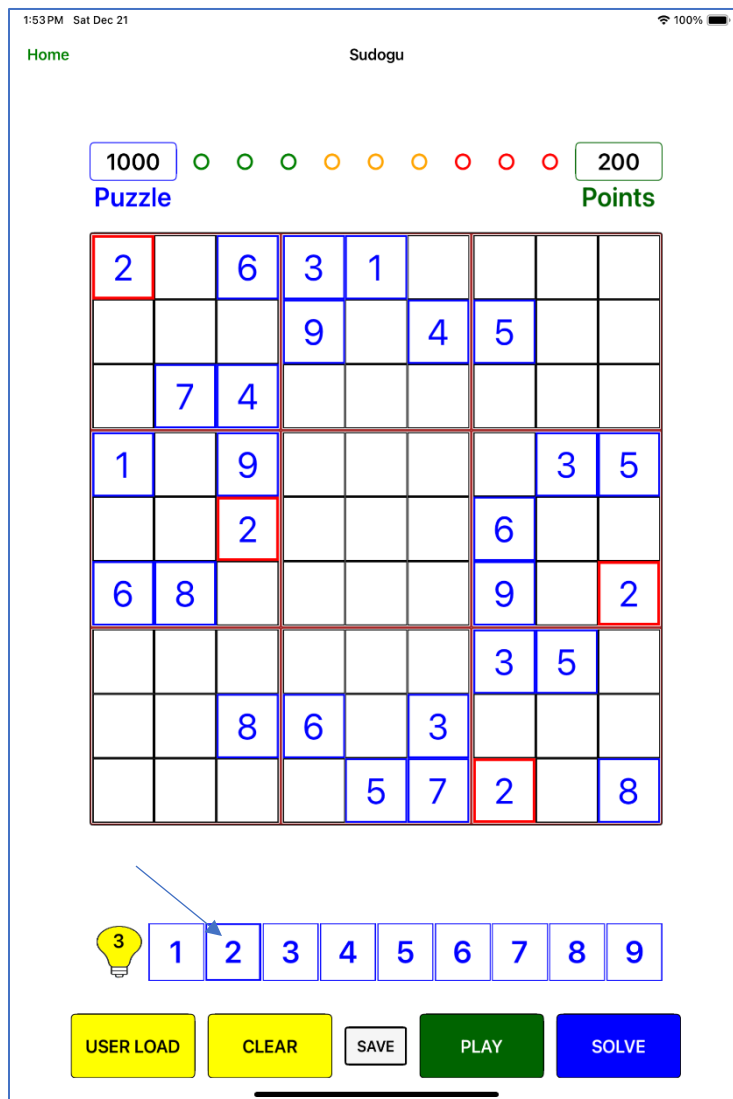
- First three errors - No point deduction (**Green** LEDs)
- Next three errors – 5 point deduction (**Orange** LEDs)
- Subsequent errors – 10 point deduction (**Red** LEDs)

HINTS. There are 3 hints available per game. The hint count is shown inside the Yellow lightbulb icon. Pressing the icon followed by pressing an empty square on the gameboard will cause the correct number to be entered and the hint count reduced by one.

NUMBER HIGHLIGHTING

To assist the player in quickly identifying the numbers that have been played, a highlighting system is used.

Pressing any number on the number bar causes all squares on the gameboard with that number to be outlined with **orange borders**.



Here, the number “2” was pressed on the Number Bar (indicated by a heavy **blue border**). On the gameboard, all squares with 2’s are highlighted with an **orange border**.

Pressing the same number a second time will de-highlight the highlighted squares

When all of the squares of a particular number have been filled, the number is removed from the Number Bar:

1:56 PM Sat Dec 21 100%

Home Sudogu

1000

○○○○○○○○○

200

Puzzle **Points**

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

3

1

→

3

4

5

6

7

8

9

USER LOAD

CLEAR

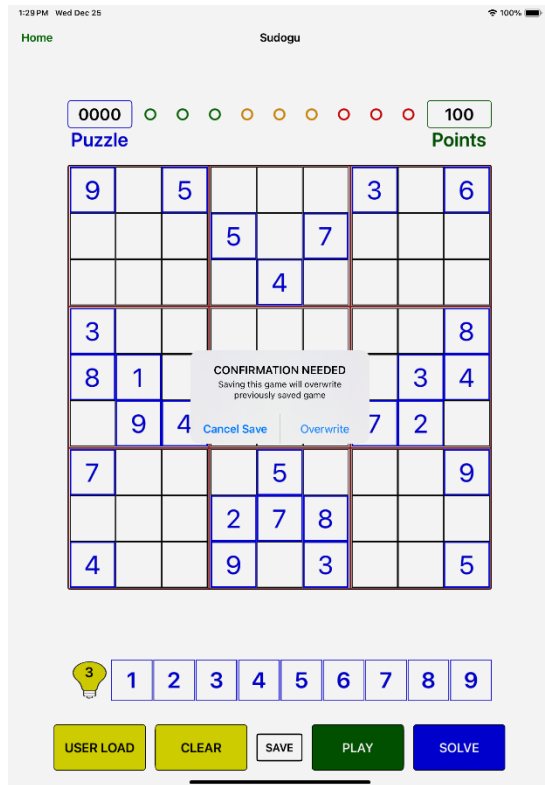
SAVE

PLAY

SOLVE

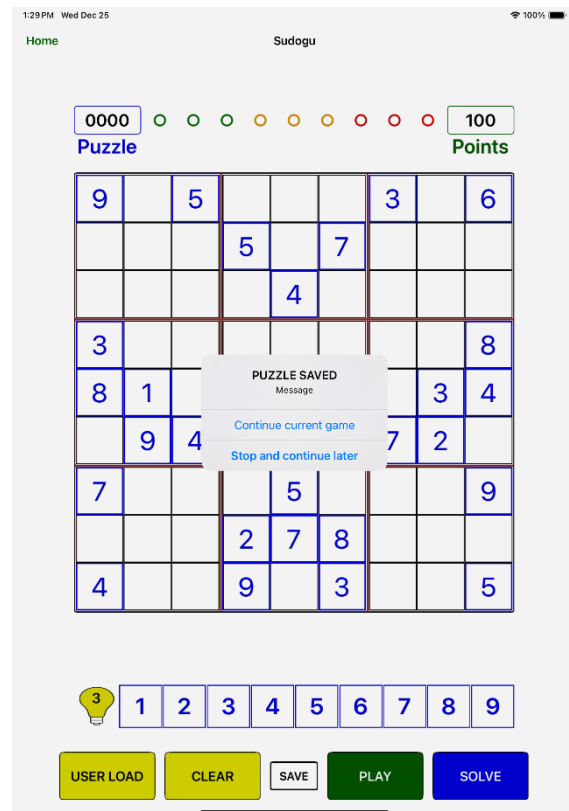
Saving a Game in Progress

If the need arises to discontinue a game to resume at a later time, press the SAVE button.

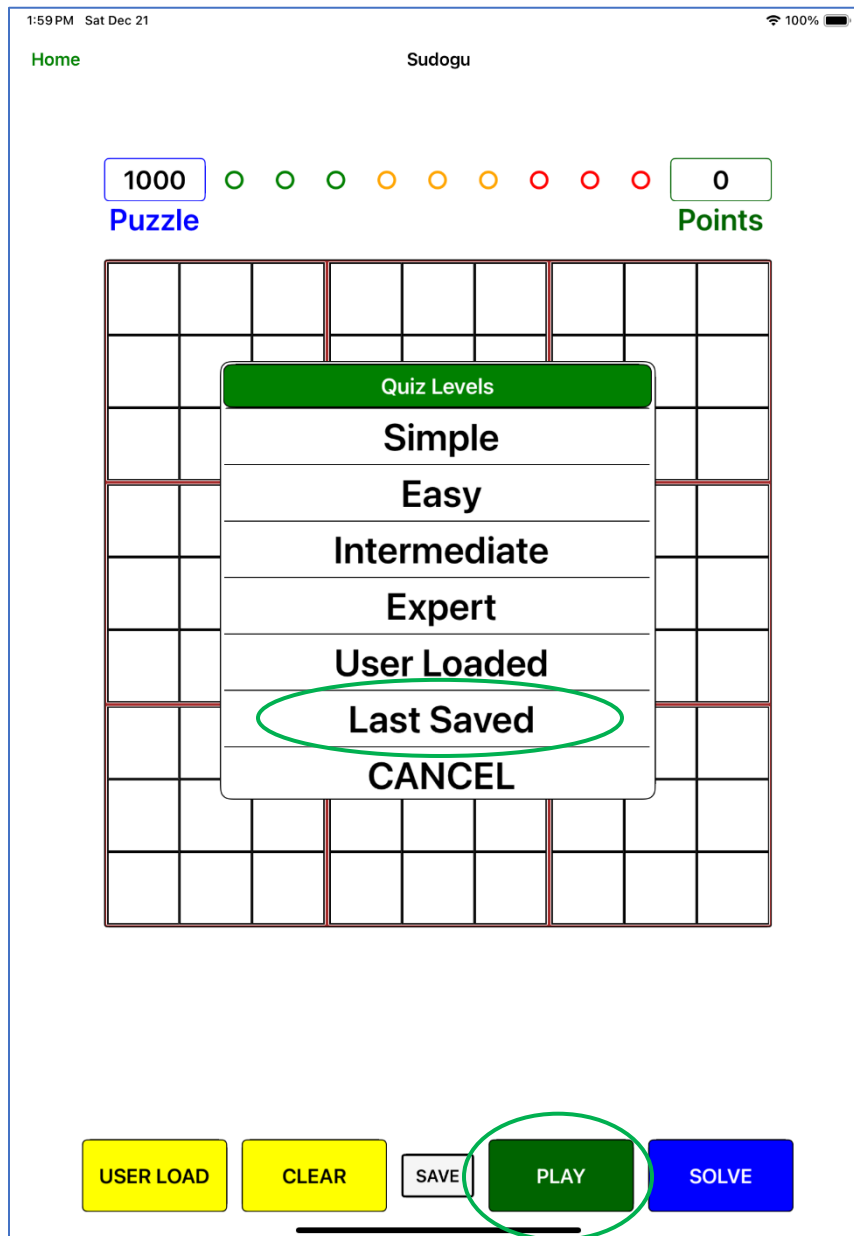


A confirmation window pops up to confirm the intent to overwrite any previously saved game.

If confirmed, a second window pops up with the option of continuing the current game or exiting the PLAY MODE.

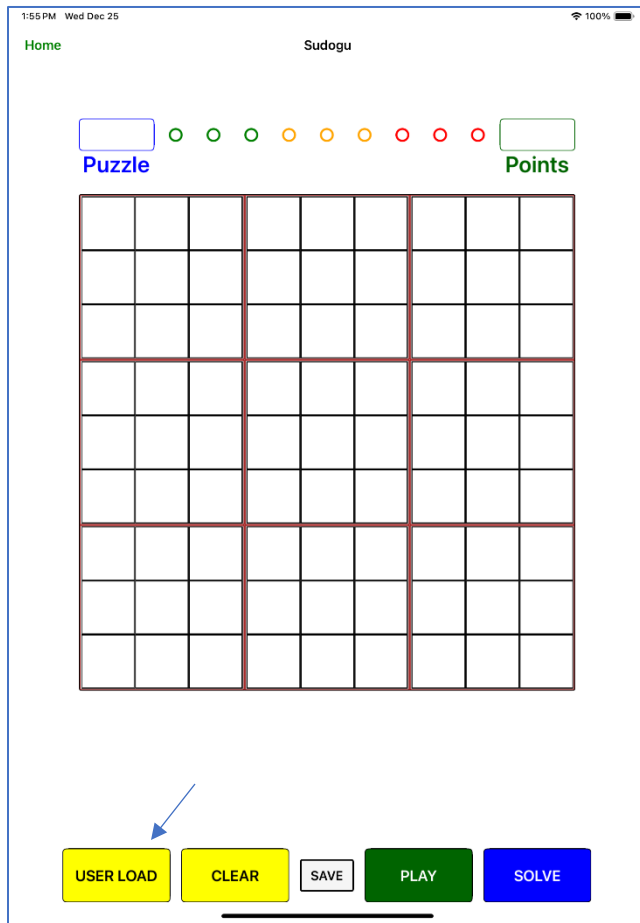


To recall and continue playing a previously saved game, press PLAY and choose the LAST SAVED option.



User Loaded Puzzles

This feature allows the user to manually load a puzzle from another source and immediately solve or play the puzzle

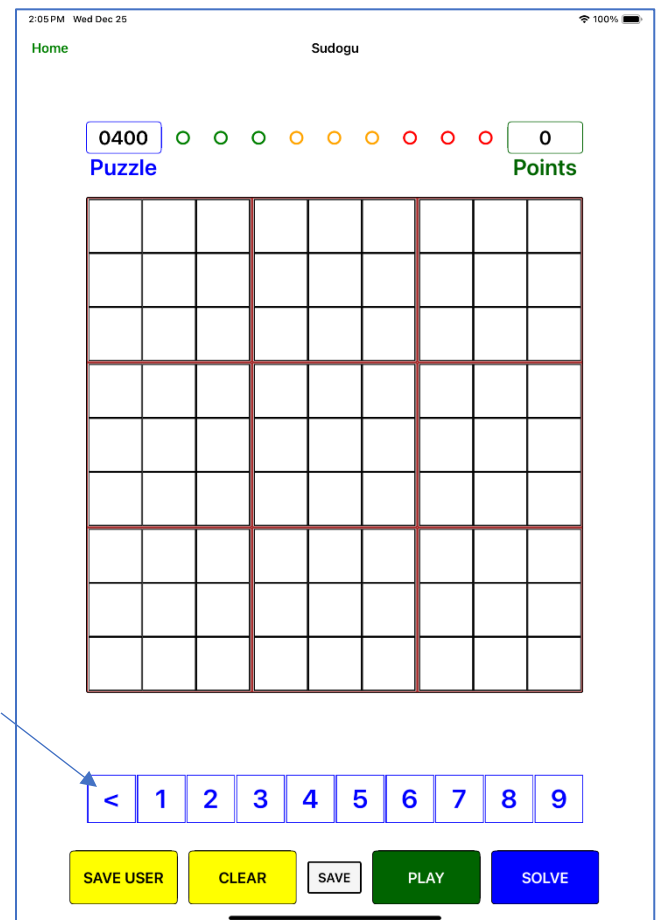


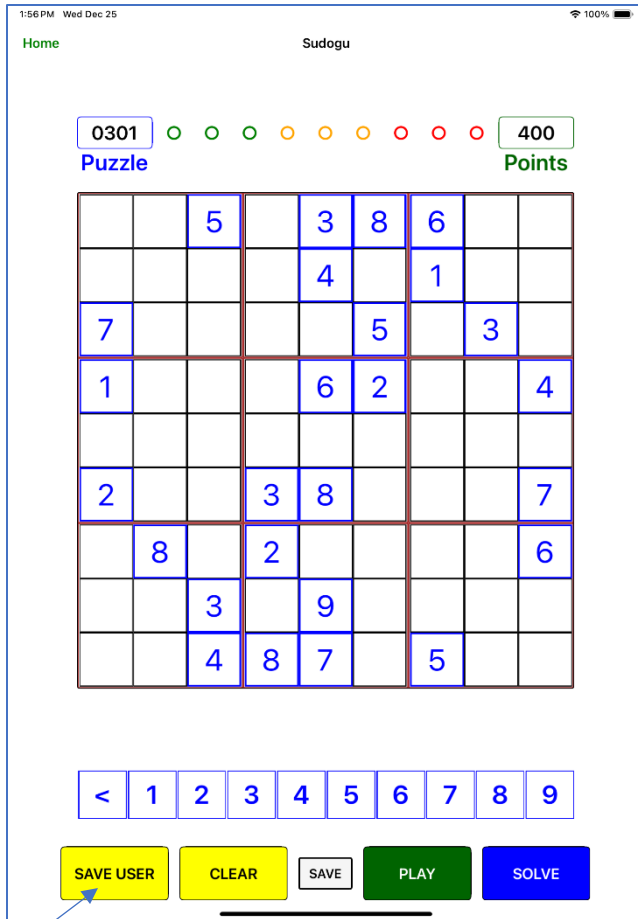
Step 1. Press **USER LOAD**

Step 2. Number Bar appears. The "<" symbol is an erase button.

Step 3. The button caption changes to **SAVE USER**

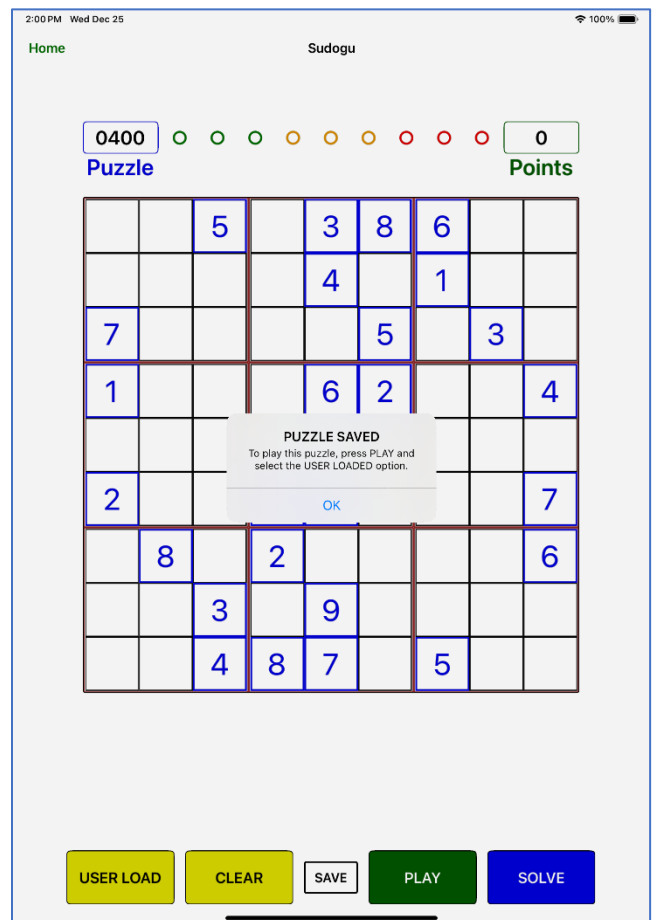
Step 4. Enter the puzzle by first touching a number from the Number Bar and then touching a square on the gameboard



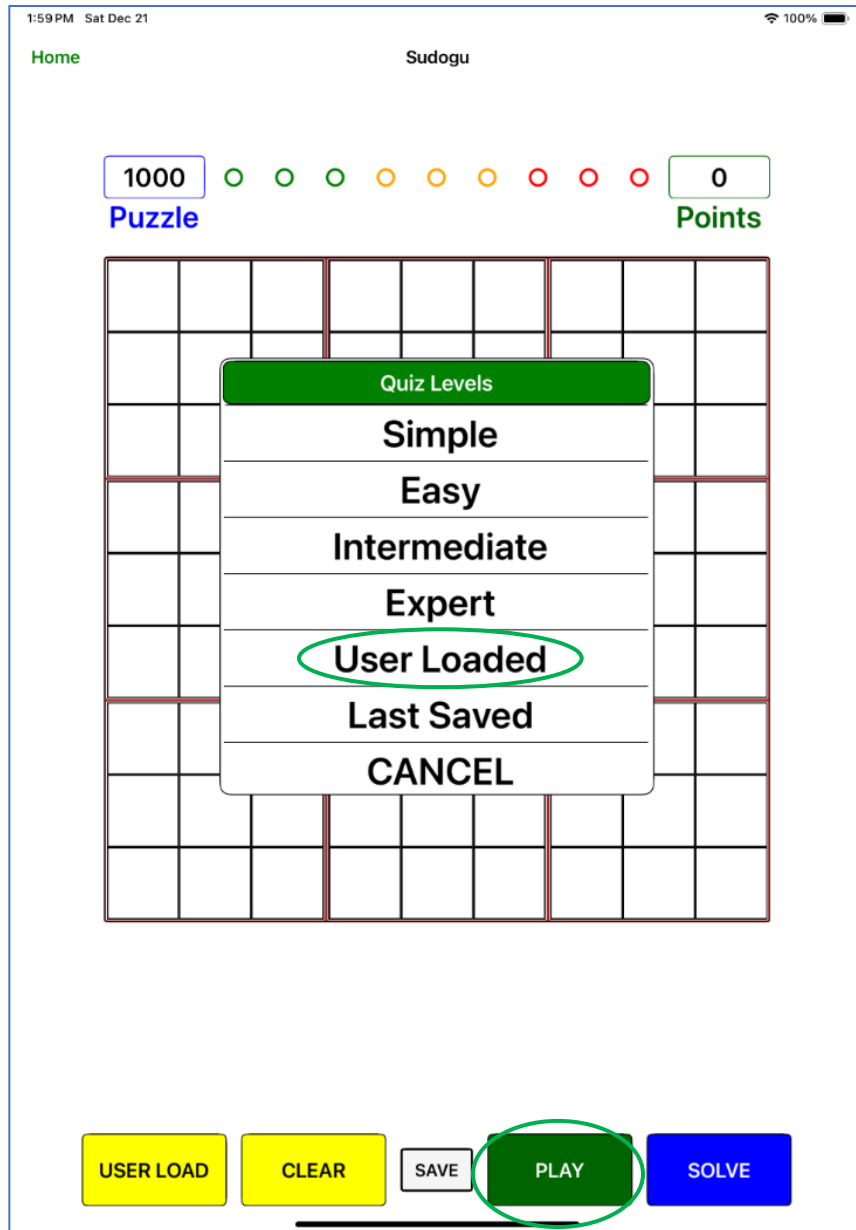


Step5. When puzzle has been entered, press the SAVE USER button

A notice message appears confirming the save.



To play the User Loaded puzzle, press the PLAY button and select USER LOADED



To solve a USER LOADED puzzle, press SOLVE:

The screenshot shows a Sudoku app interface. At the top, it displays the time '1:56 PM Wed Dec 25', the location 'Home', and the app name 'Sudoku'. Below this, there are two input fields: 'Puzzle' with the value '0400' and 'Points' with the value '0'. A progress indicator consists of ten colored circles (green, yellow, red). The main grid is a 9x9 Sudoku grid with some numbers filled in. Below the grid is a row of buttons labeled '1' through '9', with a lightbulb icon containing the number '3' to its left. At the bottom, there are five buttons: 'USER LOAD' (yellow), 'CLEAR' (yellow), 'SAVE' (grey), 'PLAY' (green), and 'SOLVE' (blue), which is circled in green.

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

An immediate solution is presented:

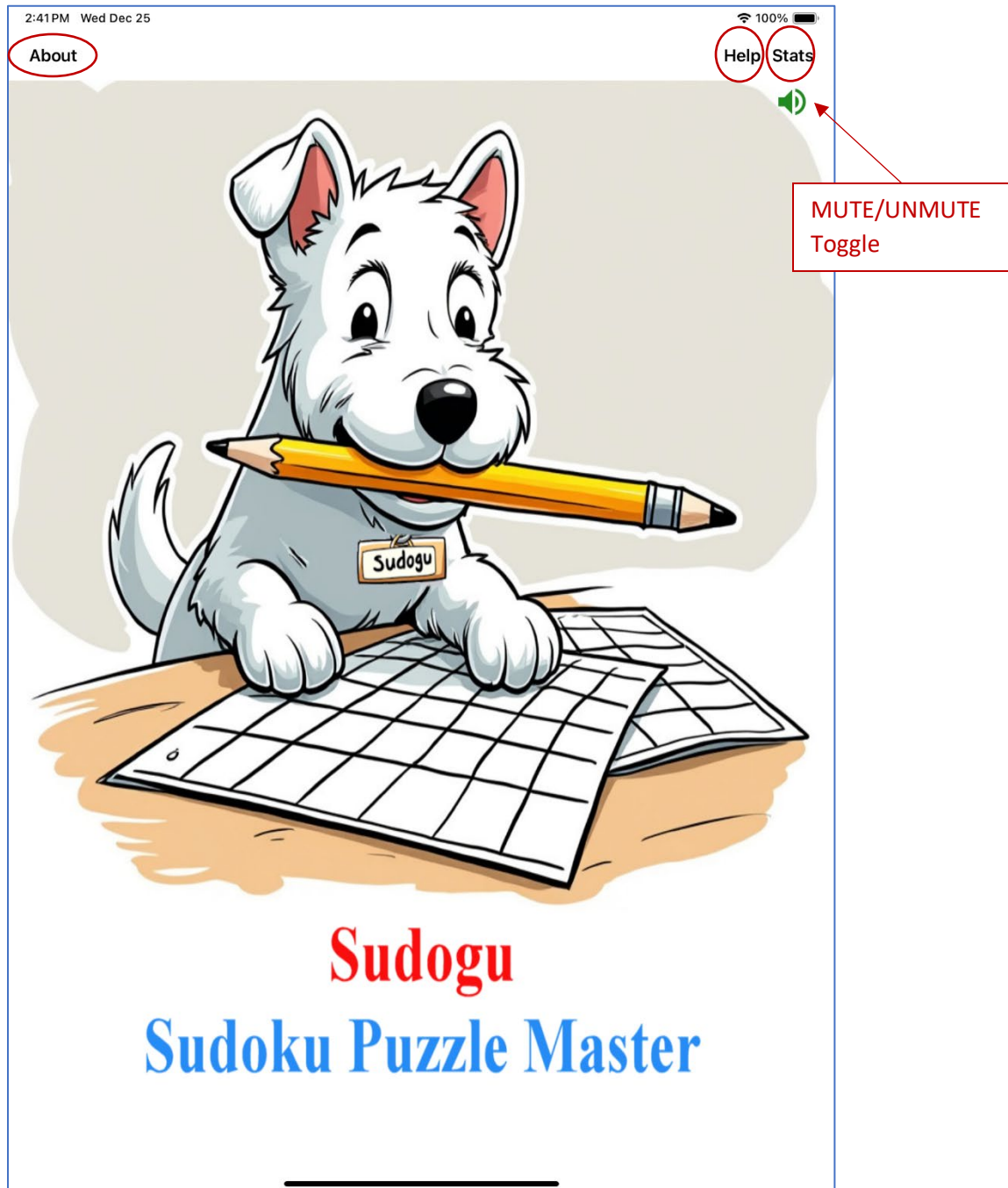
The screenshot shows the same Sudoku app interface, but now the puzzle is fully solved. The 'SOLVE' button is no longer circled. The grid is completely filled with numbers.

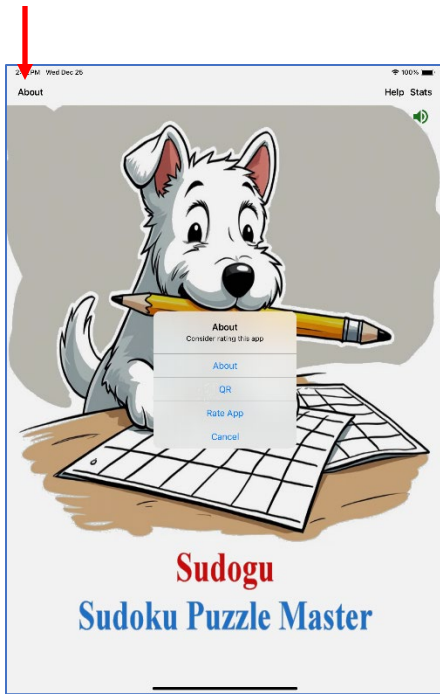
4	1	5	9	3	8	6	7	2
8	3	2	6	4	7	1	5	9
7	6	9	1	2	5	4	3	8
1	9	7	5	6	2	3	8	4
3	4	8	7	1	9	2	6	5
2	5	6	3	8	4	9	1	7
9	8	1	2	5	3	7	4	6
5	7	3	4	9	6	8	2	1
6	2	4	8	7	1	5	9	3

Forfeiting a Game

A game in progress can be immediately solved by pressing the SOLVE button. A warning message informs the user that the puzzle will be marked a forfeit and no points will be awarded. The puzzle will be moved to the back of the queue. If eventually it is replayed, only half of the normally available points will be awarded.

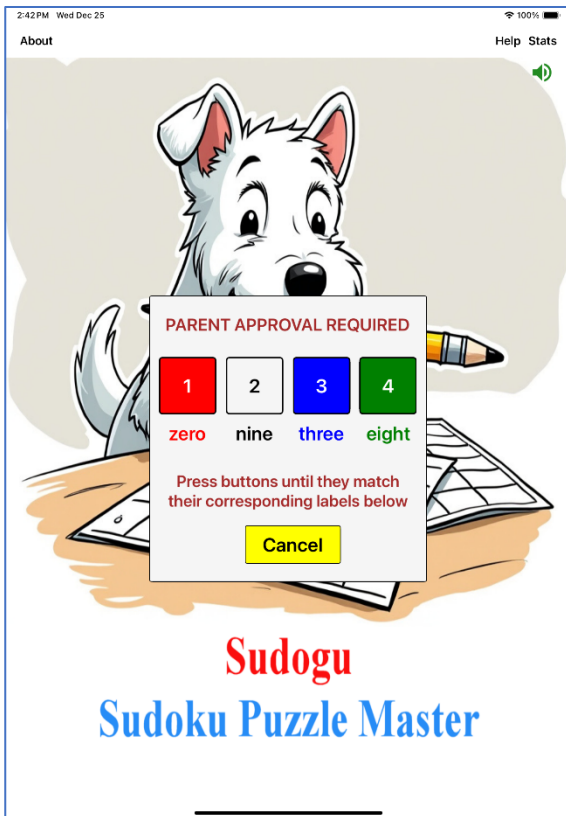
Menu Items. The menu items are located across the top on the opening home page:





Pressing the About menu item offers three options:

About/About: Brief summary of the application data



About/Rate App: This option will access the Apple Store app listing, enabling the user to leave a review.

Because it gives access to the internet, a parental control panel is used to make it difficult for younger users to gain access, requiring both a knowledge of numbers, spelling and logic.

NOTE: Not used for Android Apps



About/QR: Displays the QR code for the [Turbosoftsolutions.com](https://TurboSoftSolutions.com) URL.

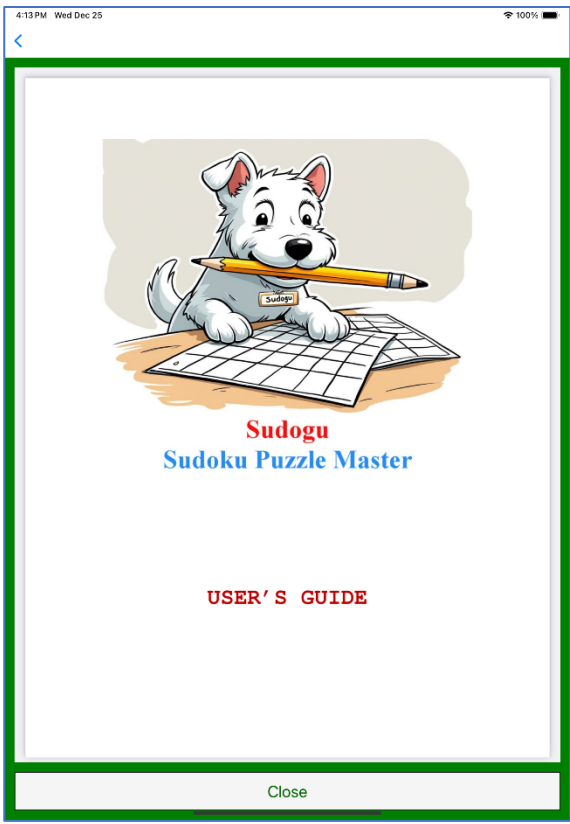
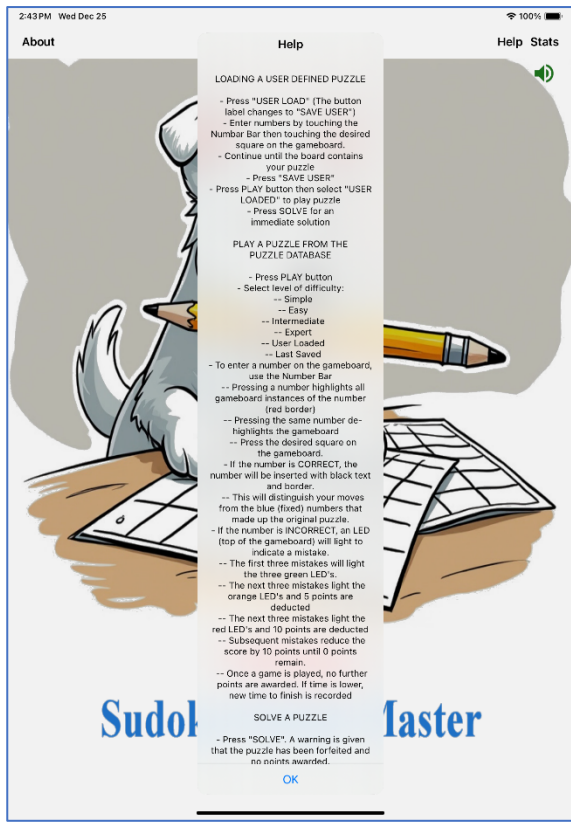


Sound Effects: Toggle the sound. A red speaker indicates Mute.



Pressing the Help menu item offers two options:

Help/Help: Abbreviated basic instructions

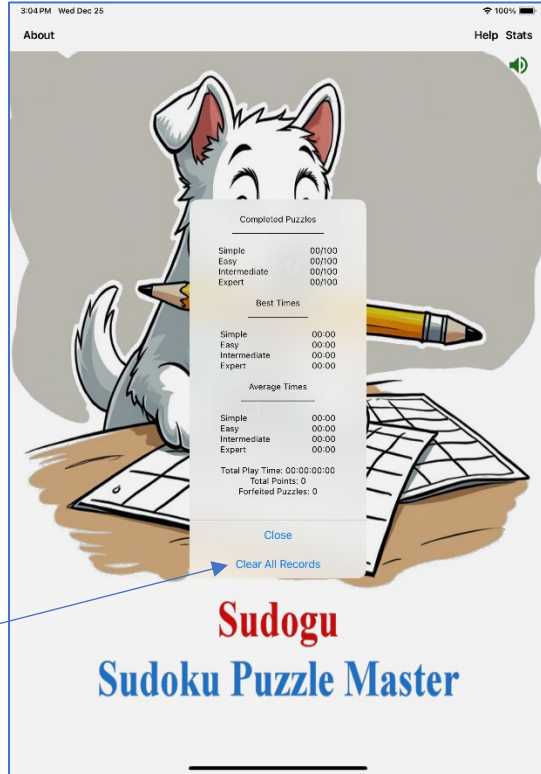


Help/User Guide : Thorough instructions in PDF form covering all aspects of the application (this document).
 Printing capability if user printer is set up for print sharing capability.



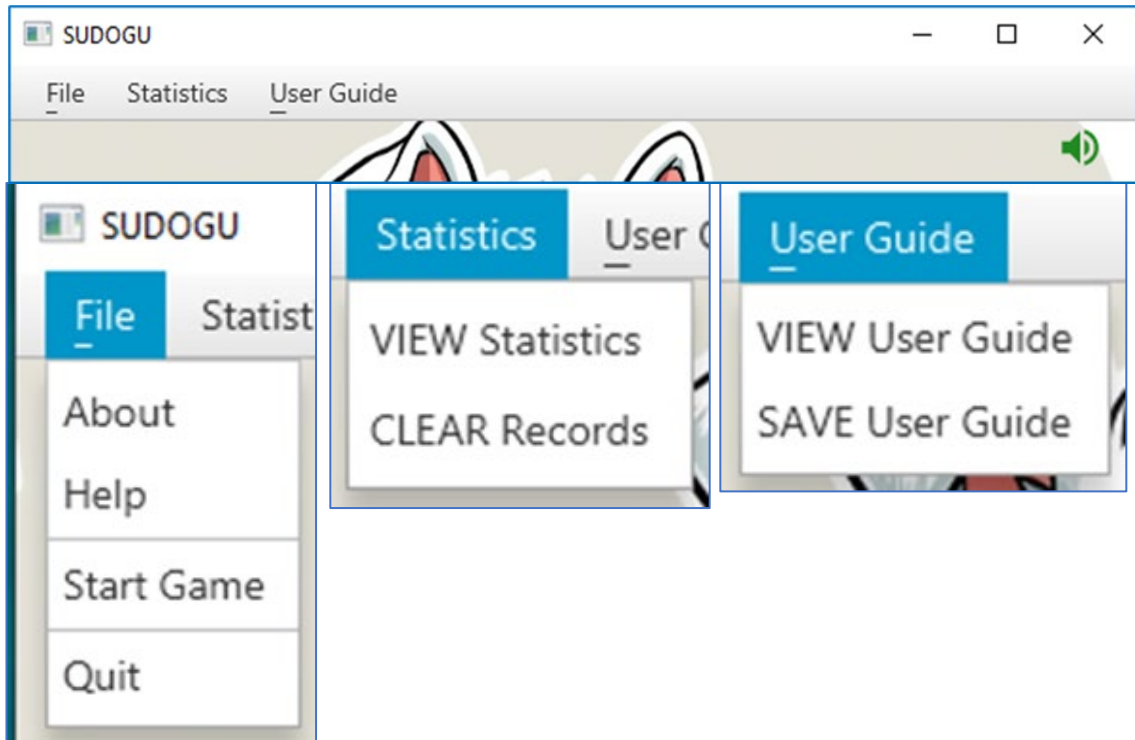
Pressing the Stats menu brings up the Statistics table:

Summary of the puzzle statistics, sorted by puzzle difficulty. Features puzzle counts, low record/average times and cumulative game playing time

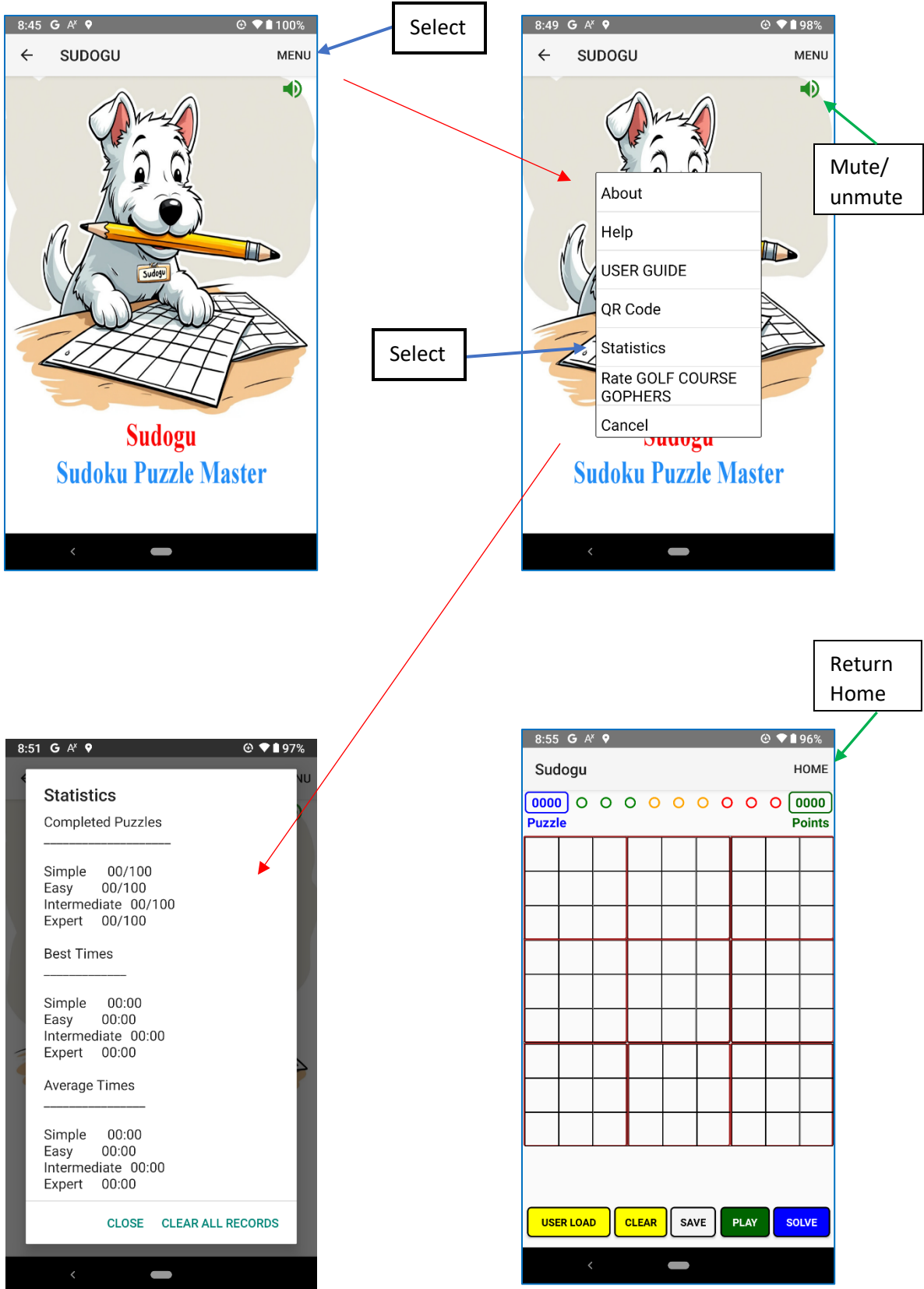


Clear Records option provides the capability of clearing all the saved puzzle times, competition statistics, etc. Records are not archived. Appropriate warning message warns against permanent erasure.

Appendix W. Windows Menus



Appendix A.
Android Menu



Product Name: Sudogu

Copyright: 2025

Company: TurboSoftSolutions.Com

Programmer: Neil Rohan

