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Zingles for the Series 80 platform User Guide

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-  Chess
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-  Windows PocketPC devices
-  PalmOS devices
-  Symbian Series 60 devices
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Introduction

Welcome to Zingles

Zingles is a simple yet highly addictive logic puzzle game and forms part of the Strategy and Puzzle game portfolio available from ZingMagic.

About this Document

This User Guide is intended for use with devices based on the Series 80 platform, including the Nokia 9300 and 9500. It explains how to use the **Zingles** application and, in so doing, it assumes that the reader is familiar with the standard features of their device.

Installation

Installation of **Zingles** requires the user to be familiar with their Series 80 device, software and the Windows PC environment. Please consult the User Guide that was supplied with your device for more information.

To transfer **Zingles** onto your Series 80 device, send the Zingles.sis file from your PC to the device via bluetooth or Infrared.

To install **Zingles** on your Series 80 device, follow the onscreen instructions. Once installed, launch the application by navigating to the resulting icon within the main Menu section, and opening it.

Zingles can be removed from your Series 80 device in the same way as standard applications.

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Using Zingles

This chapter describes the main features of the **Zingles** application and how they are used to play the game.

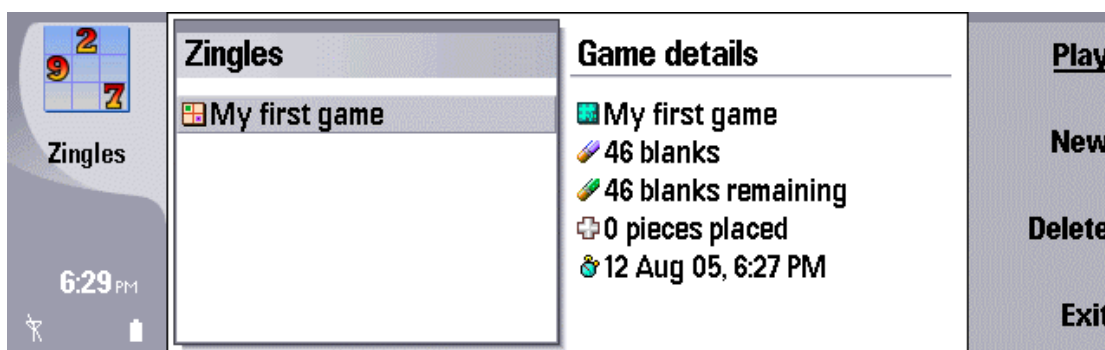
Rules of the Game

The aim of the game is to place a piece within the board such that each row, each column and each sub-grid (or region) only contains one instance of each piece - a 'Zingle' piece !. At the start of a game a number of pieces are placed on the board. These are known as 'givens'. The remainder of the board contains blank squares for you to complete.

Play

When you first run Zingles a new game entitled "My first game" is automatically created. Zingles offers two main views:

1. "Game list view" for managing games
2. "Board view" for making moves



Game list view



Board view

Making moves

Moves consist of placing a piece on a board square. Use the arrow keys to move the cursor around the board to the position at which you wish to place a piece.

Zingles supports numerous ways of entering moves:

- ✚ Typing the numbers 1 to 9 will place the corresponding piece on the current square.
- ✚ Typing the characters 'a' to 'i' or 'A' to 'I' will place the corresponding piece on the current square. This is useful when using the alphabetic piece set.
- ✚ Using the **Add piece** CBA button to place pieces on board squares. The **Add piece** option does not attempt to make any logical decision as to which piece is placed on the board. You typically need to use the **Change piece** CBA button to cycle through pieces to choose the desired piece for a particular board square.

Moving pieces around

It is quite possible that once you have placed a piece on the board you decide that you have positioned the piece on the wrong square. You may move the piece by firstly moving the cursor to the piece you wish to move then choosing the **Select piece** CBA option. This will 'pick the piece up' and allow you to move it around the board with the arrow keys. The CBA will change to offer options to:

- ✚ Place the piece on the current board square
- ✚ Move to the next or previous blank squares

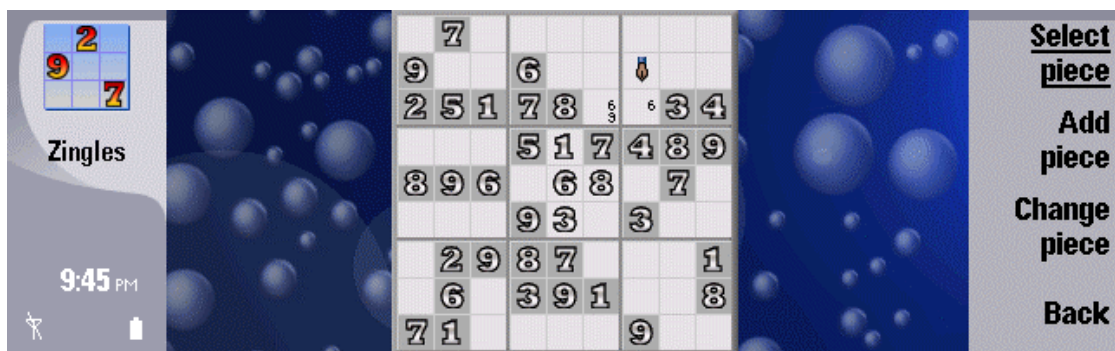


You may wish to note an indicator is displayed showing the original piece position. To cancel making the move press the Esc key. Note that you cannot move any of the pieces that were 'given' in the original puzzle.

If you want to remove a piece from the board simply move the cursor to that piece and press the backspace or Esc keys.

Marking possible moves

To aid in the solving process you can place pencil marks of the pieces you believe can be positioned in a board square. Press the '0' key to enter marking mode. The cursor will change to a 'pen'. Press any of the keys '1' to '9' to add a pencil mark for that piece onto the board square.



To remove a pencil mark simply enter the piece indicator ('1' to '9') a second time. Press the '0' key to exit marking mode and return to piece placement mode.

Cross hatching the board

As an alternative aid to the solving process you may choose to use the cross hatch feature of Zingles. Simply choose which number you wish to have cross hatched from the menu. Choose none to remove the cross hatching.



The board shows the cross hatching display for '4' s. Any cell that has a line drawn though it cannot contain a '4' due to the presence of other '4' s on the board. If you look at the top right and centre sub-grids you will notice that there is only a single board square that does not have a line drawn though it. Therefore the only square a '4' can be positioned within those sub-grids is the unmarked square.

Checking the board is still valid

You can ask Zingles to check the validity of a board at any time. A valid board is one where

- ✚ only a single instance of a particular piece exists in each row, column and sub-grid and
- ✚ at least one piece can be placed on all the remaining blank squares.

If you have chosen to play games where all pieces in each of the diagonals need to be unique Zingles will also check to ensure only a single instance of a particular piece occurs in each of the diagonals.

If Zingles discovers a problem it will move the cursor to the first square at which finds a problem.

- ✚ If the square moved to contains a piece it usually indicates that there is a duplicate of that piece in either the row, column or sub-grid. It does not necessarily mean the highlighted piece is the piece in error.
- ✚ If the square moved to is blank, this usually means that Zingles has been unable to identify any piece that can be legally placed on that board square.

Solving boards

Zingles has a lightning fast board solver built in. Simply choose the **Solve board** menu option and Zingles will complete the board, displaying the solution.

Solving external boards

If you wish to solve a board obtained externally simply create a game that initially contains 81 blanks - choose the 'blank' level. You may either use the current game board or choose to create a new game from the game list view. Place the pieces as per external game on the board squares. Once you have entered the pieces simply choose the **Solve board** menu option.

Note that depending on the exact rules being used there may be multiple solutions to an external board. Zingles will only find one solution.




Layouts and piece sets

Zingles contains a number of boards, layouts and piece sets. Since Zingles is a game of logic it does not require that pieces are numerical, simply that there are 9 different pieces. For a challenge or simply because you may prefer, use the **Switch pieces** menu option to choose between the different numeric, alphabetic or coloured piece sets. Any piece set can be used on any layout.

Similarly Zingles provides a number of different boards on which you can play plus a number of layouts that are able to display additional information. Use the **Switch view** menu option to change between the available boards and layouts. For example the screen shot below displays the board plus analysis information.



The region to the top right of the board displays





-  the legal moves for the current row
-  the legal moves for the current column
-  the legal moves for the current sub-grid

The region to the bottom right of the board summarizes the information from the top to produce a list of the possible moves for the current square. If you are playing games where the diagonals also need to contain unique pieces the summarized list of legal moves will take that into account.

Next game

You can start a new game by selecting the **Next game** menu option in the Board view. If the current game is not complete you will be asked to confirm that you wish to resign from playing the current game. Note that the current game will be replaced by the next game. If you want to keep the current game use the **New game** menu option from the game list view to create a different instance of a Zingles board.

Zingles is able to generate an unlimited number of games. Zingles supports 4 levels of play

-  easy - boards contain around 35 givens
-  medium - boards contain around 30 givens
-  hard - boards contain around 25 givens
-  blank - board contains 0 givens. Use this level to enter external boards

Zingles also supports a popular game variation whereby the pieces along the diagonals of the board are also required to be unique. Games with unique diagonal pieces are a little easier to solve. When you start a new game you will be asked whether you wish to play a game with pieces on the diagonals being unique.



Zingles ensures that all the games it generates only have a single solution. These are known as 'true' games.

Replay game

You may either wish to replay a game you have completed or simply remove all the pieces currently played and start again. In either case simply choose the **Replay game** menu option in the board view.

Preferences

Zingles offers the ability to

-  restrict moves made to only those that are legal or allow totally freeform moves.
-  display the positions of the pieces that were initially 'given' or not.

Use the Preferences menu option in the board view to set up your game play preferences.

Managing games

Zingles allows you to store multiple games on your Series 80 device. You may wish to have multiple games in progress at the same time or for example create a temporary game to be able to use the solver whilst continuing with other games. Zingles has no limit on the number of games it can manage, however you are encouraged to keep the list reasonably small.

To create a new game simply choose the **New game** menu option from the "game list view". You will be asked to give the game a name so you can identify it later.

Opening a saved Game

To re-open a saved game, highlight the game you wish to open and press the **Play** CBA button. The selected game will be displayed.

Deleting a game

To delete a game that you no longer wish to keep, highlight the game you wish to delete and choose the **Delete game** menu option. A warning message is displayed asking you whether you wish to delete the game. Confirm that you wish to delete the game by pressing **Yes**. To cancel, and save the game, select **No**.

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