

# EA™ Sudoku

## User Guide

### LAUNCHING THE GAME

In the Games menu, highlight Sudoku and press the Center button to load the game. The EA Mobile splash screen appears first, followed by the Sudoku main menu.



### SETTING UP YOUR GAME

From the Sudoku main menu, rotate the Click Wheel to highlight menu options. To activate an option, highlight the option in the menu and press the Center button.

There are seven options on the Sudoku main menu:

**Normal Mode** – Opens the Game Setup screen. Rotate the Click Wheel and press the Center button to set the Difficulty, Error Checking and Travel Guide options. Highlight the Play option and press the Center button to start the game.

**Newspaper**– Opens the Newspaper screen, which lets you validate and play Sudoku grids obtained from other sources, such as newspapers.

To solve an incomplete Sudoku grid, rotate the Click Wheel to select the Enter Grid option, and enter the grid. EA Sudoku determines if the grid is valid and playable.

To validate and solve a Sudoku grid, rotate the Click Wheel to select the Puzzle Solver option, and enter the grid. EA Sudoku determines if the grid is valid, and then displays the grid solution.

**Volume** – Activates the game volume slider. Rotate the Click Wheel to set the volume level, and press the Center button to confirm the change.

**Options** – Opens the Options menu. Highlight an option from the list and press the Center button to change the option.

Seven options are available:

- **Game Music** – Turn the game music On or Off.
- **Volume** – Set the game music volume level.
- **SFX Level** – Set the sound effects volume level.
- **Brightness** – Set the display brightness.
- **Tutorial** – Set the control tutorial screens to On, Off or Once.
- **Controls** – Set the grid cursor controls to 4-Way Touch, Click Wheel Scrolling or Both.
- **Reset Game** – Reset all options, statistics and saved game information.

**Statistics** – Opens the Statistics section.

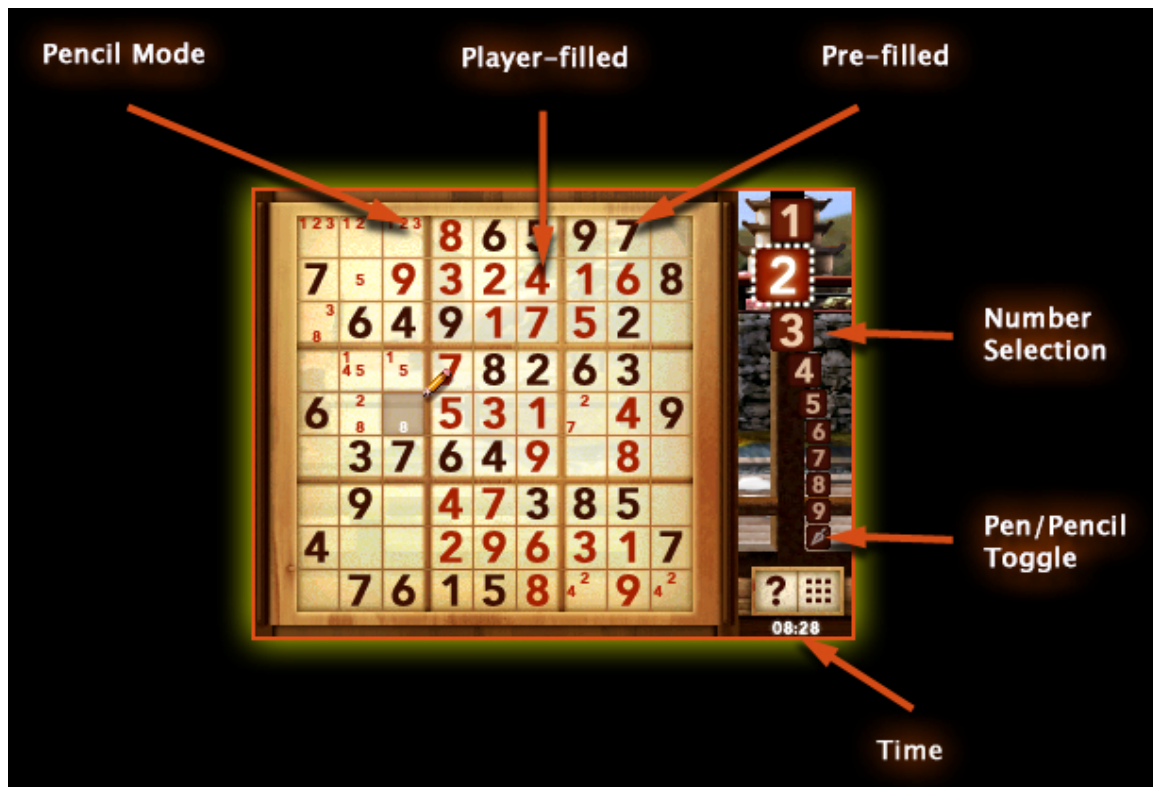
EA Sudoku tracks the following five statistics:

- **Total Time** – The total time spent playing EA Sudoku.
- **Journey Points** – The total Journey Points earned while playing EA Sudoku.
- **Grids Started** – The total number Sudoku grids started at each difficulty level.
- **Grids Completed** – The total number Sudoku grids completed at each difficulty level.
- **Best Time** – The best time taken to complete a grid at each difficulty level.
- **Average Time** – The average time required to complete the grids at each difficulty level.

**Help** – Opens the Help section. Rotate the Click Wheel to highlight a topic from the list, and press the Center button to read the topic.

**Exit** – Exit EA Sudoku.

## PLAYING THE GAME



### Basic Rules

In Sudoku, you must fill in every cell of a 9x9 grid in such a way that every row, every column and every 3x3 box contains one instance of the numbers 1 to 9. There are no duplications.

Every Sudoku grid begins with a certain amount of pre-placed numbers, called "givens," that help you solve the puzzle. The givens cannot be changed.

### Normal Mode

Rotate the Click Wheel to highlight a square in the grid, and press the Center button to open the Number Selector.

Rotate the Click Wheel to select the number or special option you want to enter in the highlighted square, and press the Center button to confirm the selection.

To return to the Sudoku grid without entering a number, Press the Menu button.

If Error Checking is set to On, incorrect numbers are identified as soon as they are entered.

If Error Checking is set to Off, and there are errors in the grid, you are given three options when the grid is complete:

- **Return and Make Corrections** – Return to the grid to make corrections. Incorrect cells are not identified.
- **Clear Erroneous Cells** – Return to the grid to make corrections. Incorrect cells are erased.
- **Abandon** – Abandon the game and go to the final Results screen. No Journey points are earned.

Once the grid is complete and correct, the Results screen appears. The Results screen indicates the difficulty level, time taken for the grid, Journey Points earned for the grid, total time playing the game, and cumulative Journey Points.



### ***Newspaper Mode***

Newspaper mode allows you to create new grids, or enter grid obtained from other sources. To enter Newspaper mode, highlight Newspaper in the Main menu and press the Center button.

The Newspaper screen appears. Select the Enter Grid option and press the Center button.

A blank grid appears. You must enter at least 22 givens for the grid.

Rotate the Click Wheel to highlight an empty square, and press the Center button to open the Number Selector. Rotate the Click Wheel to select a number to use as a given in the highlighted square, and press the Center button to confirm the selection. To return to the Sudoku grid without entering a number, Press the Menu button.

After you have entered your givens, highlight and select the Validate icon in the Number Selector. EA Sudoku validates the grid and confirms if it is playable. If the grid is playable, you can begin play. If not, you must make corrections.

### ***Grid Annotations***

You can annotate your Sudoku grid by entering a list of candidate numbers for any given cell.

To enter candidates, highlight a square in the grid and hold the Center button to enter Pencil mode. The Number Selector appears.

Rotate the Click Wheel and Center button to highlight and select up to the nine different candidate numbers for the highlighted square.

To return to Pen mode, hold the Center button.

Alternatively, you can toggle between both modes by selecting the Pen/Pencil button in the Number Selector.

### ***Grid Helpers***

Grid helpers are special actions that assist you in solving a grid.

Three grid helpers are available:

- **Number Highlight** – Rotate the Click Wheel to select a number from the Number Selector. All cells containing that number are highlighted.
- **Auto Fill** – Annotates all empty cells with valid candidate numbers. If a cell contains invalid candidates, the invalid candidates are removed.
- **Cell Hint** – Completes the easiest empty cell in the grid.

### ***Journey Points***

Journey Points are earned by correctly solving Sudoku grids in Single Player mode. As you accumulate Journey Points, you unlock new background images and sounds, which combine to form a panorama of your travels.

The base value of each grid depends on the difficulty level. Your final score for the grid is reduced for every grid helper and error correction used.

The amount of the penalty varies according to the difficulty level, but there is a minimum point value for each grid.