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# **Deductoid V1.00**

## **Player Guide**

Guide version 1.00



## Introduction

Thank you for playing this game.

Deductoid is a single-player game of logical deduction. The program presents you with a collection of tiles and a set of clues - from which you need to deduce where each piece belongs by a combination of elimination and pure, cold logic.

Can you get from this...













...to this...



... using only your powers of logical deduction and the clues provided?

## Contents

Deductoid V1.00 .....	1
 Introduction .....	2
 Installation .....	5
System Requirements .....	5
Installing From Archive / Zip File .....	5
Installing From CD .....	5
 First Timers .....	6
 The Interface.....	6
The Menu Bar .....	7
File menu: .....	7
Puzzle menu: .....	7
Players menu: .....	8
View menu: .....	8
Settings menu: .....	8
Help menu: .....	8
The Toolbar .....	8
The Main Tile Area .....	9
 Mastering the Game.....	11
Removing a Tile .....	11
Selecting a Tile .....	12
The Horizontal Clue Area .....	12
"Is Between" .....	12
"Is To The Left Of" .....	13
The Vertical Clue Area .....	14
"Is In The Same Column" .....	14
Showing/Hiding Clues .....	14
The Hint Area.....	14
Hints .....	14
Clues .....	14
 Completing the Game.....	15
 Creating A New Player .....	16
 High-Scores .....	16
 Options.....	16
Timed Games .....	17
Play Sound Effects .....	17
Show Hints .....	17
Zoom Small Tiles .....	17

Win Animation.....	17
Difficulty Level.....	17
 Troubleshooting .....	19



## Installation

Before installation, please make sure your system meets the following requirements.

### ***System Requirements***

- PC or PC-compatible
- 500 MHz processor or higher
- 64Mb RAM
- 5 Megabytes hard drive space
- Windows 98, ME, 2000, XP

### ***Installing From Archive / Zip File***

If you have received your game via Internet download or in your email, simply unzip the file and double click on the executable filename and follow the on-screen instructions.

### ***Installing From CD***

Installation is automatic when you insert the CD into the drive. Simply follow the on-screen instructions to install the game.



## First Timers

If you have not played the game before, this section aims to get you started as quickly as possible. The object of the game is to work out, from the clues provided, where each tile should be positioned in its particular row.

You do this by using the clues to help you eliminate certain tiles from certain positions until you are left with only one possibility – the correct solution.

There are two types of clues – horizontal and vertical. Horizontal clues deal with the relationship of tiles across the playing area. Vertical clues deal with tiles on a per-column basis.

Please read the following “interface” section to become comfortable with the layout of the game area. After that you’re ready to move onto Mastering the Game.

*Please note that if you’re running the demo version of the game, some features will be disabled.*



## The Interface

The whole game is played in the main window which you will see when you start the game. The area is split into the following parts:

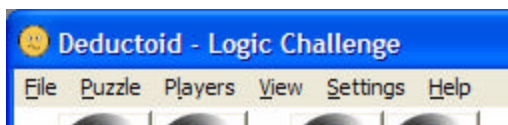
- The Menu Bar
- The Toolbar
- The Play Area
- The Horizontal Clue Area
- The Vertical Clue Area
- The Hint Area

Below is a picture of the complete game screen. The window is sizable so you can scale it to a size and shape you’re comfortable with. Please note that when you are playing the more complex levels, with more tiles, you will probably need to maximize the window so you can see the images more clearly.

You can also resize the Horizontal and Vertical clue areas – simply click on the splitter bars and drag them until the layout is to your liking.



## The Menu Bar



The menu bar contains all the commands you need to start and control the game:

### File menu:

- 🖱 Load Game – load a previously saved game
- 🖱 Save Game – save a game which is currently in progress
- 🖱 Exit – leave the game

### Puzzle menu:

- 🖱 Previous Puzzle – move to the previous numbered puzzle
- 🖱 Next Puzzle – move to the next numbered puzzle
- 🖱 Go To Puzzle – type in the number of the puzzle you'd like to play

- ✎ Jump to Random Puzzle – let the game select a random puzzle for you to play

### Players menu:

- ✎ Create New Player – add a new player to the game. Each player has his/her own entries in the high-score table, and can set individual options.
- ✎ Switch to Player – “log in” as a different player of the game. When you switch players, that player’s settings are also loaded.
- ✎ Delete Player – caution! When you delete a player their saved settings, saved games and entries in the high-score table are lost!
- ✎ Show High Scores – bring up the High-Score table.

### View menu:

- ✎ Best Fit – this will instruct the program to set the sliders for the horizontal and vertical clue areas to try and improve layout. This is especially useful if you are playing on a smaller screen. You can also manually adjust the height and width of the sliders to get a layout which suits you.
- ✎ Statistics – this will show you some basic game statistics.
- ✎ Show High Scores – bring up the High-Score table (this is the same as from the ‘Player’ menu)

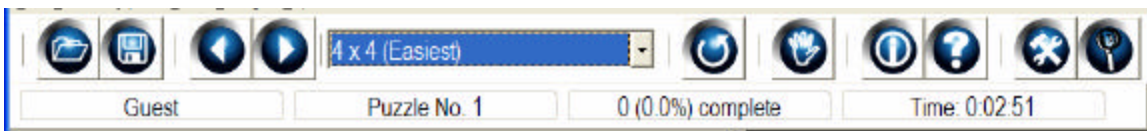
### Settings menu:

- ✎ Timed Game – timed games are the only ones stored in the high-score table. Turn off the timed game feature if you simply want to practice your skills.
- ✎ Show Hints – the Hint Area at the bottom of the game screen is revealed. Move the mouse of the game area to obtain information on how to interpret the clues shown.
- ✎ Zoom Small Tiles – when playing a large grid size, the game tiles can become rather small. This option opens a small window in the lower-left corner of the game screen which will show you a full-sized image of the tile which is under the mouse.

### Help menu:

- ✎ Deductoid Help – open the help system
- ✎ About – open the “About” window which shows version information about the game. You can also email us or visit our website from this window.

### The Toolbar





Frequently used functions of the game are also available on the toolbar for convenience. From here you can launch a new game, switch players, restart and get some help.

The following buttons are available:



Load – load a previously saved game. You only see the saved games owned by the current player. To load another player's saved game, used 'Switch to Player' from the Player menu.



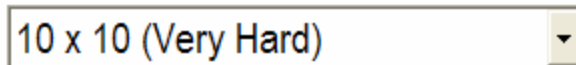
Save – save the current game.



Previous Puzzle – move to the previous puzzle.



Next Puzzle – move to the next puzzle.



Puzzle Size – choose the size of the puzzle grid which you'd like to play. Grid sizes range from "4 x 4 (Easy)" up to "10 x 10 (Very Hard)"

As you become more skilled in the game see if you can crack the harder levels!



Restart – restart the current puzzle.



Pause – pause the game.



Hints – open the Hint Area at the bottom of the game screen.



Clue – the game will solve one clue for you. An explanation of the clue will be shown in the Hint Area at the bottom of the game screen.



Options – open the options window.



Zoom – open the Zoom area at the bottom left of the game screen.

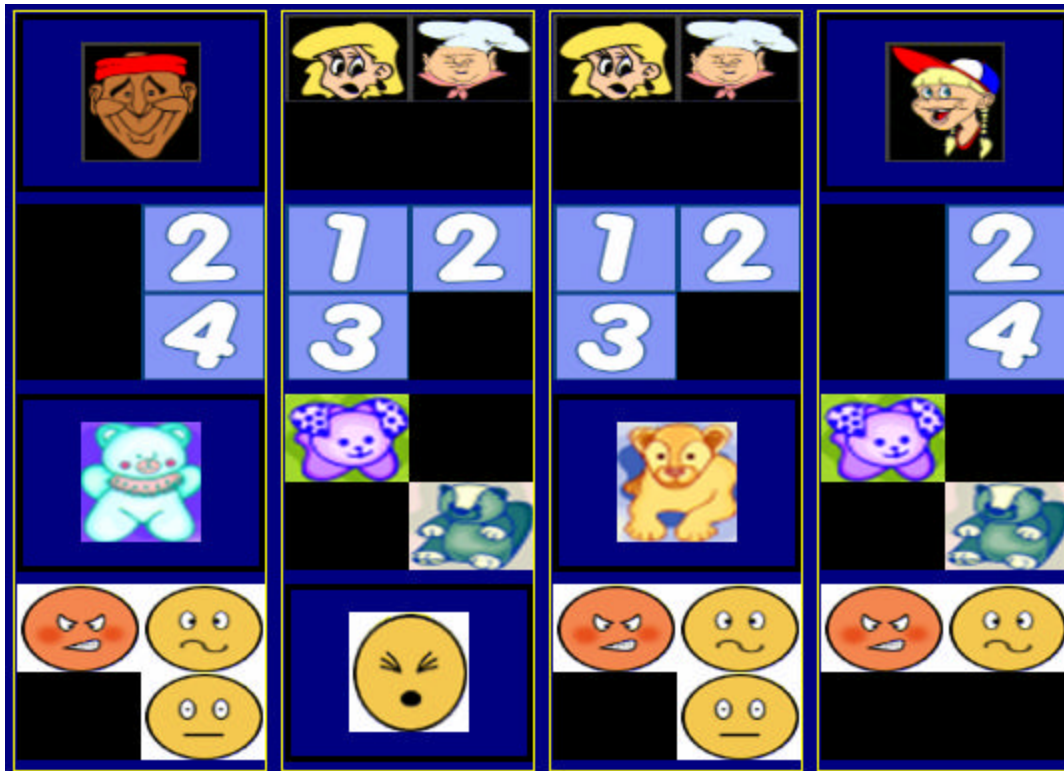
## ***The Main Tile Area***

The main tile area is split into a grid of tiles, based on the size of the puzzle you have selected. The example shown here is from the simplest puzzle size, 4 x 4. As you can see the area shows each tile several times, as part of multiple small blocks. The aim of the game is to now work out which tiles belong in each of the columns.

This grid consists of rows and columns, each containing tiles. In this diagram you can see that there are 4 rows and 4 columns:



Below is a game which is in progress. As you can see, a few tile positions are now known, and several other tiles have been removed from blocks where they do not belong:



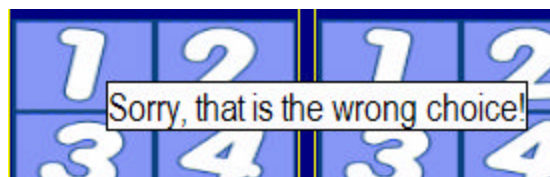
## Mastering the Game

### Removing a Tile

If you are sure a tile is not present in a particular block, simply **right** click on it with the mouse, and it will be removed. If you decide you may have made a mistake and need to replace the tile, right click again on the empty space and it will be restored.

During the game you will often find that you have eliminated all tiles except on from a particular column. In this case the program will automatically expand the tile to show that you have solved that tile's location.

If you make a mistake the program will not allow you to remove the tile and will briefly show you a warning message. If you have sound enabled you'll also hear a brief noise to alert you!



## Selecting a Tile

On the other hand, if you are sure you know that a particular tile should be present in a certain block, **left** click on it. The tile will zoom to fill the block space, and all other instances of that tile will be automatically removed from the rest of the positions in the row.

Again, if you make a mistake with selecting a tile, you'll hear a warning noise.

Now let's look at how you decide which tiles should be removed or selected:

## The Horizontal Clue Area

There are two types of Horizontal Clues: the "Is Between" clue, and the "Is To The Left Of" clue. These clues are described below:

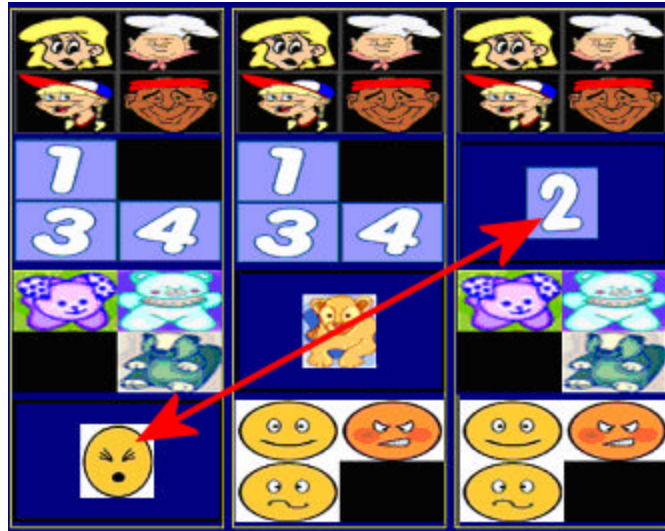
### "Is Between"



This clue tells you that the tile in the middle of the clue is directly in between the other two tiles. Note that these tiles can be in different rows, but are in adjacent columns. Note also that the two outer tiles may be swapped over, so the clue shown here may mean this result:



...but may also mean this result, where as you can see the '2' and the 'frown' are reversed but still one on each side of the lion:

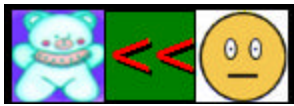


So be careful when trying to work out where those tiles may be!

The following may be deduced from this type of clue:

- ✓ the center tile cannot be on either edge of the board.
- ✓ the two outer tiles are exactly one column apart from each other.
- ✓ Both outer tile is always next to the center tile, one on each side.

### “Is To The Left Of”



This clue tells you that the tile on the left of the clue is in a column somewhere to the left of the clue on the right – at least one column, or more.

The following may therefore be deduced from this type of clue:

- ✓ these two tiles are not in the same column.
- ✓ The left tile is not in the rightmost column of the screen.
- ✓ The right tile is not in the leftmost column of the screen.
- ✓ The left tile is **always** at least one column to the left of the right tile.
- ✓ The right tile is **always** at least one column to the right of the left tile!

## ***The Vertical Clue Area***

There are two types of Vertical Clues: the “Is In The Same Column” clue, and the “Is Not In The Same Column” clue.

### **“Is In The Same Column”**



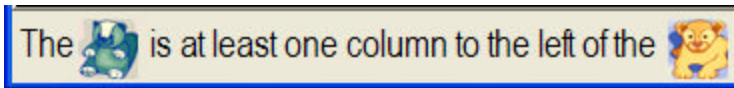
This clue tells you that the two (or three) tiles shown are all in exactly the same column.

## ***Showing/Hiding Clues***

If you have solved a part of the puzzle to which a specific clue refers, you may wish to remove the clue from view to help you concentrate on the other clues. Simply left click on the clue to hide it. Another left click will bring the clue back into view, so don't worry about losing it.

## **The Hint Area**


At the bottom of the game screen there is a small status bar.



This is used if you are stuck on a puzzle. There are two levels of help available to you from within the game: Hints and Clues. These are explained below:


### ***Hints***






Turn on hints from the Options menu or by clicking the  button on the toolbar. A small region at the bottom of the game screen will clear. Simply move your mouse around the play area and the clue areas to learn more about what you can do and what the clues shown signify.

### ***Clues***



A further level of help is available to you if you are really stuck: click on the  button on the toolbar to have the program analyze one clue for you and show you a valid deduction you can make at this point



The  is at least one column to the left of the  - so this tile:  can be removed from this group

Note you will be penalized for using this option, if you are playing in Timed Mode, since it is possible to use this technique to have the whole puzzle solved for you automatically, step by step!

The game will add several seconds to your overall time each time you use this function. The exact number of seconds added will vary depending on the difficulty level you are playing at.



## Completing the Game

Once you have found the position of every tile on the board, the puzzle is completed. If you are playing a timed game, your time and score will be shown, and automatically recorded in the high-score table.



## Creating A New Player

If several people plan to play this game, it's a good idea to create a new player for each person, since you can then each customize the program to look and work how you want it to, and also keep individual high-scores in the high score table.

To create a new player, simply click on the menu item "Players -> Create New Player" and enter your name.

Each player can have his or her own settings for the various game options, such as sound, hints, difficulty etc.



## High-Scores

A high-score table is accessible from the menu and is also shown each time you successfully solve a puzzle. If you are playing with the timer on, your time is also shown.

See how fast you can become at cracking the clues and rule the High-Score Table!

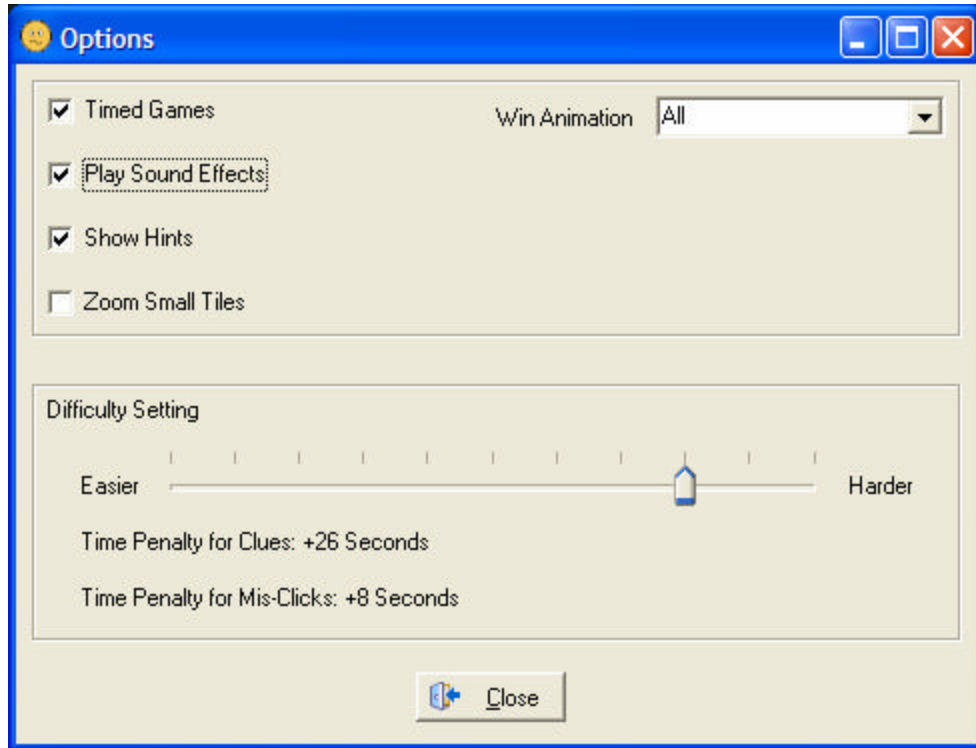
The scores can be sorted in different ways by clicking on the column headers. To sort a column in the other direction, simply click the same column header again and the order will be reversed.



## Options

Access your options screen to set up your personal preferences for the game. Each set of options are saved on a per-user basis, so several players can customize the game without worrying about messing up other people's settings.





### ***Timed Games***

Use this option to control whether the program times how long you spend solving each puzzle. The timer will be shown at the top of the game screen. If you time your games this information will also be saved in your high score table for future reference.

### ***Play Sound Effects***

Click this checkbox to control whether the program plays audible cues to you as you work on solving the puzzle.

### ***Show Hints***

Click this checkbox to control whether the program automatically explains clues to you when you move the mouse over them.

### ***Zoom Small Tiles***

Use this option if you are playing on a small screen or have difficulty seeing some of the images in the game screen. The tile which is currently under the mouse is drawn full-size at the bottom left of the game screen.

### ***Win Animation***

On successful completion of a puzzle, a simple animation will play. Use this drop-down box to control whether this is shown or not.

### ***Difficulty Level***

Use this slider to control the overall difficulty of the puzzle. The program uses this setting when creating the clues... a higher difficulty will generally make the program create

fewer clues (but always enough to solve the puzzle!) and use more tricky combinations of clues. An easier setting will provide you with more clues, and maybe even a couple of tiles will be revealed to you at the start of the game.

You will also be penalized for choosing the wrong tile to show / hide, and for asking for clues to be solved on your behalf.



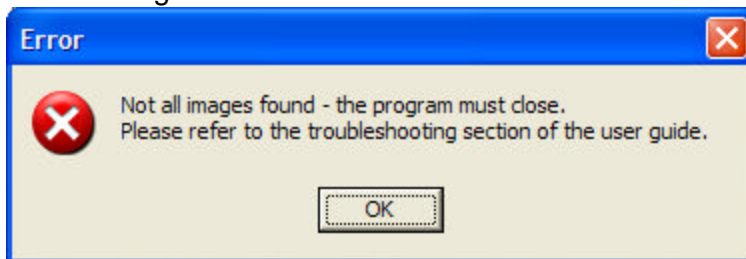
## Troubleshooting

Are you having problems with the game? (either the demo or full version)

Send an email to [info@altura.co.uk](mailto:info@altura.co.uk) describing your machine specification, and an outline of the problem.

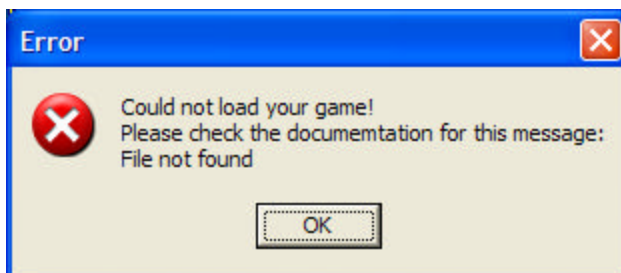
The following are some of the more common problems you may encounter when running the game – please check here first.

“Not all images found”

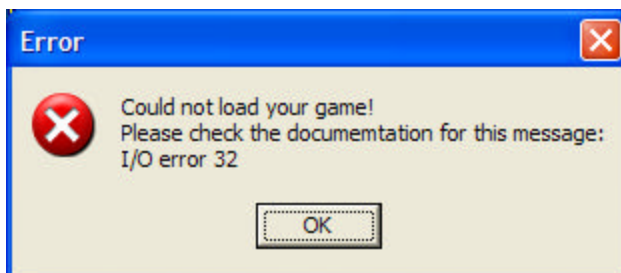


This message tells you that the program cannot find the game graphics. The graphics are stored in a set of folders under the game's main folder. The easiest fix is to try installing the game again, and check for any error messages you may see during the install.

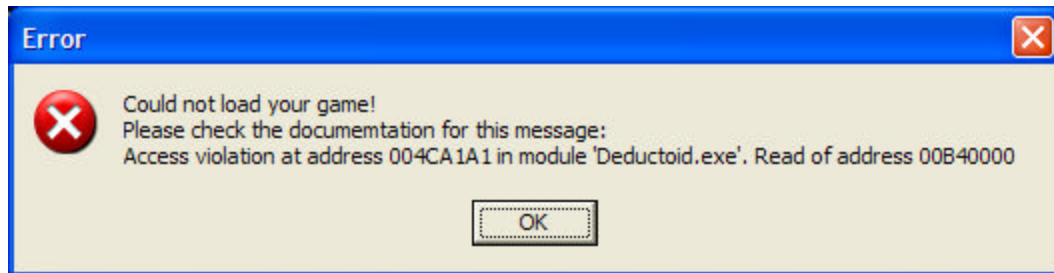
Another option is to download and install one of the replacement tilesets from the website.



This message tells you that the saved game is missing from the location you selected. Try to reload a different game.



This message tells you that for some reason, the saved game file is currently open or locked by another program. Check that you are not running two versions of the game.



This message means that your saved game file is unfortunately corrupted. You will not be able to load this game.