

CR-Sudoku

User Manual

ENGLISH

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Summary of CR-Sudoku

With CR-Sudoku you can generate, play, solve and save Sudoku games. It's a freeware program. Software and manual are copyright. You can copy and pass it, but it is forbidden to change the software or the manual. We are not liable for any error in software or manual. Usage at your own risk.

All generated games have only one solution and can be solved logically.

Functions overview

Menu Game

New Game With New Game (F2) you can generate a new game with help of the random generator. It is possible to create up to 9999999 different games. You can choose the level of difficulty in the "Level" menu.

Select Game With "Select Game" (F3) you can open a game of your choice.

Load Game Load Game (Ctrl+L) load a game from the harddrive.

Save Game Save Game (Ctrl+S) store a game on the harddrive. It is also possible to store games that are partially solved. You can load and continue playing the game at a later time.

Input Game With the "Input Game" function it is possible to input a self-created game or a game from an external source, like newspaper. To start click "Input Game" or press F4 key. Next key in the numbers of your choice. These numbers will appeared in blue. When the input of all numbers are completed, click "Input Game" or press F4 key again. This procedure locked the numbers so that you cannot make any changes. The number displayed are now in black. The game can now begin. It is possible to save a self-created game and the Solution Function will work as well.



Level Menu

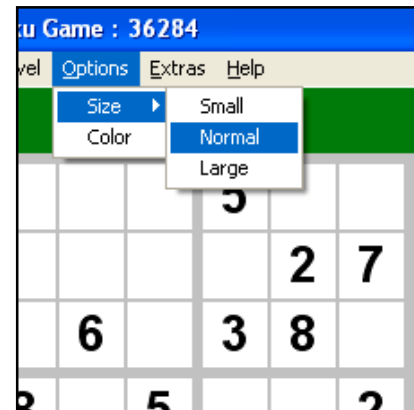
With the Level menu games with different difficulty levels can be selected. The Kids level generates the simplest game. Tough is the most difficult level. The level differ by the number of uncovered fields.



Option Menu

Size The size of the playing field can be changed with the option Size menu in three stages (Small, normal and Large).

Color With the Color option you can change the color of the playing field in three different colours.



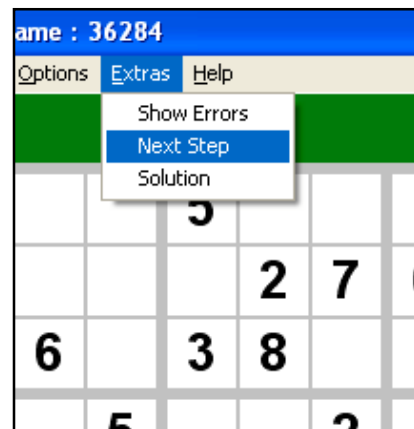
Extras Menu

Show Errors With this function during the game you can find out whether wrong numbers are entered. Wrongly entered numbers are marked with a colored background. This function is available only for games which are generated by CR-Sudoku. Games key in manually will not function here.

Next Step Games which are generated by CR-Sudoku can use the Next Step Function to get a hint from system. Only one number will be shown as hint. This function does not work with games key in manually.

Bei Spielen die mit CR-Sudoku generiert wurden, kann mit der Next Step Funktion eine der nächsten möglichen Ziffern vorgeschlagen werden. Es wird immer eine Ziffer vorgeschlagen, die auch durch logische Überlegung ermittelt werden könnte. Bei manuell eingegebenen Spielen steht diese Funktion nicht zur Verfügung.

Solution With this function you can solve a game completely. This function can be used for manually entered games. If a manually entered game cannot be solved, an error message is sent.



Sudoku – the game

A Sudoku game consists a grid of 9 x 9 fields, which are divided in 3 x 3 blocks with 3 x 3 fields. You have to fill in the grid so that every row, every column, and every box contains the digits one to nine. Into some fields some numbers are already given. Aim of this play is to write the remaining numbers in the correct position

The degree of difficulty of a Sudokus depends on the number of given numbers and on their position. There is only a possible solution, which can be solved logically.

How to play ?

To play, a game must be selected. That can be done most simply with the “new Game” function, as described above. The presetted numbers in the game are displayed in black.

In CR-Sudoku all functions can be use with the mouse. To place your solution in the game you must first select the appropriate number in the number list on the right side by clicking with it with the left mouse button. The selected number is indicated in blue. Place the number with a click of the left mouse button in the desired field. The inputted numbers are displayed in blue



An entered number can be deleted by clicking with the right mouse button.

For the solution assistant auxiliary numbers can be placed into the fields. For the selection of the appropriate number click the number in the right list with the right mouse button. The number is displayed in red. Place the number with a click of the left mouse button in the desired field. The entered auxiliary numbers are displayed in red. The auxiliary numbers can be deleted by clicking with the right mouse button.

