

# Instructions

*Side by Side* is a fascinating puzzle based on a few very simple rules.

The game's goal is to fill in the empty boxes of a 6x6 (or larger) grid with any one of the numbers 1, 2, 3, 4, or a X. Some numbers or question marks, which must be replaced by numbers, are given (in black).

All boxes containing numbers must form one single contiguous area - which means that every such box must be connected to all other number boxes through horizontal or vertical connections.

Further, a number indicates how many of the directly adjacent boxes also contain a number (obviously, this is why the highest number is 4).

Finally, two directly adjacent boxes must not contain the same number.

An example (the edge of the game area is at the bottom):

		A	X	X	X
	B 2	C	D 1		

Box C cannot contain an X, as otherwise the numbers 1 (in box D) and 2 (in box B) would be disconnected. Hence, C must be a number. C has two numbers as directly adjacent neighbor, and box A could, possibly, contain yet another number. Accordingly, C is either 2 or 3. However, it cannot be 2, as box B, a directly adjacent neighbor, already contains 2. Consequently, C must be 3. Which means in turn that box A cannot contain an X, but must contain a number. For reasons of convenience, you mark this by putting a question mark into box A.

Result:

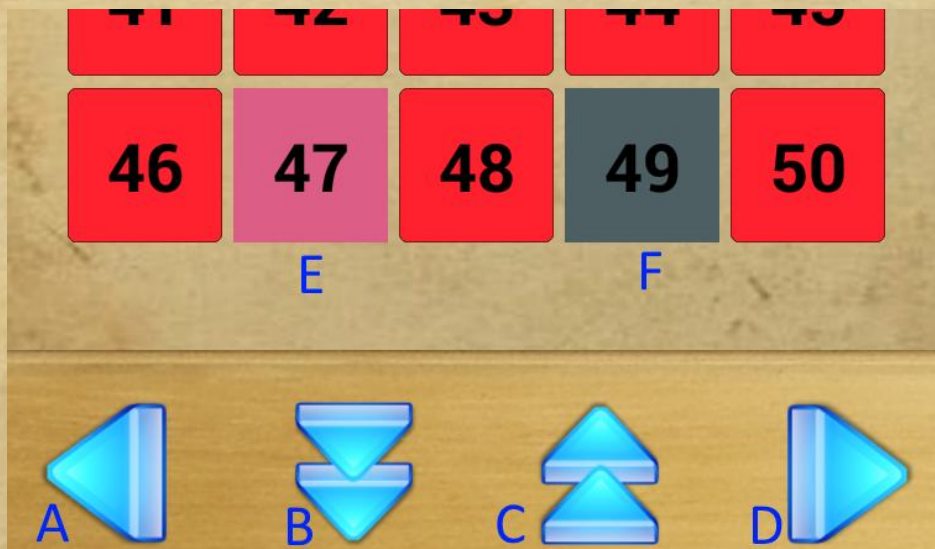
		?	X	X	X
	2	3	1	X	X

# Directions for use

After launching the program, you may either start a new game of a predefined size, continue a saved game, or read these instructions.

## Start a new game:

You will be given a choice of 50 different puzzles. Easy puzzles are shown in green, medium ones in yellow, the really challenging ones in red.



Choose a puzzle (F) and start the game by pressing D. See more sets of 50 puzzles each by pressing either B or C. Press A to return to the start screen. Those puzzles that you have already solved successfully are highlighted (E).

*Start a new game or continue a saved game:*



To fill in a box, first select it (**A**) and then tap the content (**B**) you want to put in this box, i.e., either **X**, **1**, **2**, **3**, **4**, **nothing** or a **question mark** (the latter is a convenient place-holder to mark that you know there belongs a number although you do not know yet which one). By **long pressing** a box a question mark is inserted directly and by **double tapping** a box a **X** is inserted. Additionally, you may highlight a box (**G**) in order to mark your choice as tentative.

Press **D** in order to receive hints how to solve the puzzle.

To give up and see the solution, press **E**.

You can undo earlier choices you made by pressing **F**.

Press **C** to return to the start screen.

## Quick selection of a new puzzle:




If you want to start a new puzzle of the same puzzle set at the end of a game, please select it with the buttons (A) or (B) directly.

If an ongoing game is not yet completed, it will be canceled by this action and all entries are discarded.

### Notes:

- This type of puzzle is not an invention of mine, though it is lamentably little known. It is sometimes known under the name "Sukoro".
- It might be that some puzzles with question marks are very hard to solve; in this case select a question mark and reveal it with the "Hint Button".


# Import a puzzle using a barcode:

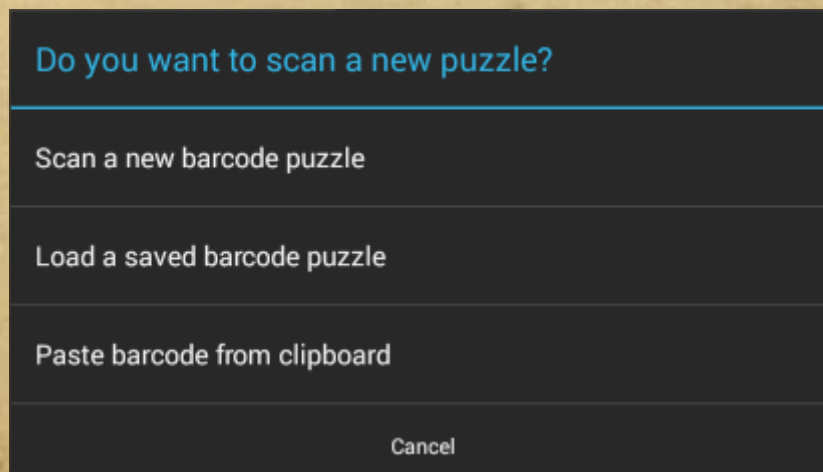
Using the barcode button  on the app's start screen, you may import a puzzle with your phone camera's help – go ahead and try this QR barcode:



1098000136281076659972119114663596201489749860201332581152414590079538247133113164303

If the page containing the barcode is already open in your smart phone's browser, simply highlight the long number below the barcode and copy it to the clipboard.

Launch the *Side by Side* app und press the Barcode Button ; this dialog appears:



Did you copy the number sequence to your clipboard?

If yes, simply choose "Paste barcode from clipboard". The puzzle will immediately be shown, and you can go ahead and solve it.

If not, you see the barcode either on a sheet of paper or on your computer screen. In this case, choose "Scan a new barcode puzzle". Your camera switches on, and you may scan the barcode. Immediately after that, you can start solving the puzzle.

What is the purpose of the entry „Load a saved barcode puzzle“?

The last barcode puzzle you scanned is stored internally. You can start it again using this menu entry.

What is the purpose of the whole barcode feature?

Thanks to this feature, it will be possible to publish new puzzles on a webpage, e.g., in order to offer a puzzle competition.

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