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NINTENDO DS™



# Sudoku

Gridmaster

**INSTRUCTION BOOKLET**

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **⚠ WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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For more information about our forums, visit [www.nintendo.com/community](http://www.nintendo.com/community).

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at **(425) 885-7529**. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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# Sudoku

## Gridmaster

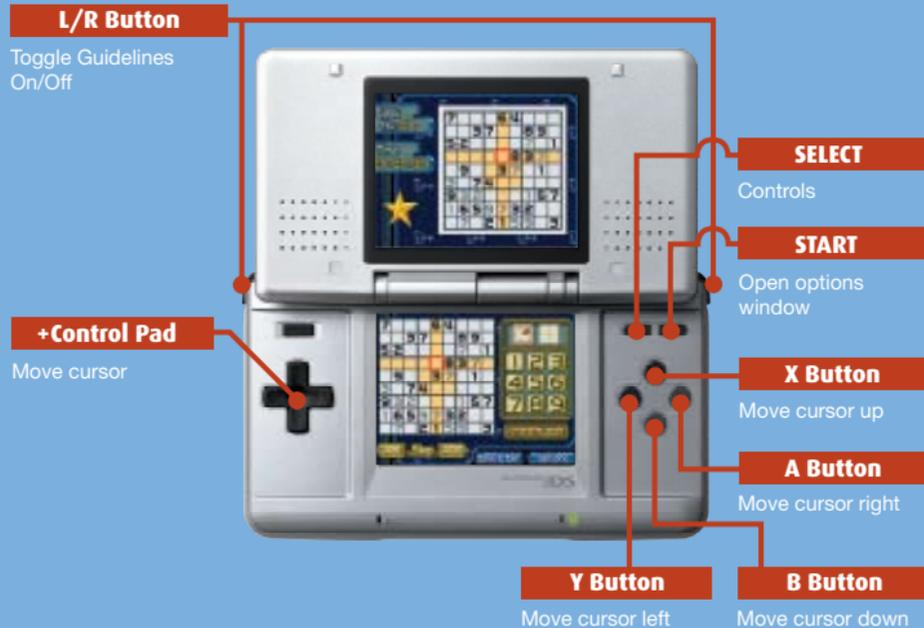
**A Puzzle Sensation Around the World!**  
The logic puzzle that gets deeper the more you get into it!

### C O N T E N T S

Getting Started.....	6	Options and Save & Exit.....	12
Beginning a Game.....	7	About Rank Tests.....	14
How to Play.....	8	Sudoku Rules and Strategies.....	16
Play Screen Controls.....	10		

## GETTING STARTED

You can use the stylus to control all game functions except when you toggle the Guideline feature on and off. The diagram below shows the functions of various buttons should you choose to use them.



## BEGINNING A GAME

Make sure that your Nintendo DS is turned off, then insert the Sudoku Gridmaster Game Card into the Game Card slot. Turn the power on and tap the Touch Screen to advance through the warning screen.

### DS MAIN MENU

- ◆ After a short time, you will see the DS Main Menu.
- ◆ Touch the Sudoku Gridmaster panel.
- ◆ The game will start and take you to the title screen.

### TITLE SCREEN

- ◆ Touch [Start] to display the puzzle level-selection screen (→p8). You can also touch [Tutorial] to see various control information.
- ◆ If you saved an unsolved puzzle, the [Resume] button will appear. Touch it to continue playing the saved puzzle.



DS Main Menu



Title Screen

## HOW TO PLAY

### PUZZLE LEVEL-SELECTION SCREEN

On the level-selection screen, the Touch Screen shows several panels that represent the different difficulty levels. There are four levels of difficulty: Practice, Easy, Normal, and Hard. There is also a separate panel for timed challenges known as Rank Tests.

Tap a panel to select a difficulty level. The top screen will then display puzzles in that difficulty setting. Unsolved puzzles will appear in gray. If you tap a difficulty level button again after selecting a level, the list of numbered puzzles will move to the Touch Screen. You can then choose a puzzle to solve.

### PUZZLE SELECTION SCREEN

A list of numbered puzzles appear on the puzzle selection screen. When you touch a number, an image of this puzzle will be displayed on the top screen. Touch the number again to advance to the play screen, where you can try the puzzle. Touch [Back] to return to the puzzle level-selection screen. If a puzzle is marked with a "?", it can't be played yet. Once you collect enough stars by completing puzzles, you will be able to play such puzzles.

### PRACTICE

If a wrong answer is entered into a cell in Practice mode, the cell will alert

you of the mistake by turning red. This function will make it easier to learn the rules of Sudoku. When solving puzzles in modes other than Practice mode, however, the cell will not change color—even if the number entered is incorrect.

### STAR COLLECTION SYSTEM

After you have solved a puzzle, you may receive some stars. The number received depends on the level of the puzzle and the completion time. The higher the difficulty and the faster you solve it, the more stars you can get. If you collect a certain number of stars, you will unlock bonus puzzles!

#### PUZZLE LIST



Puzzle level-selection screen

#### PUZZLE LEVEL-SELECTION PANEL

#### SELECTED PUZZLE



Puzzle Selection screen

#### PUZZLE SELECTION PANEL



Puzzle play screen

## PLAY SCREEN CONTROLS

◆ **Rules and Basic Controls** The rules are exactly the same as traditional Sudoku. These rules are outlined on pages 16 and 17. (Please refer to them as needed.) According to the rules, one must deduce a number to be placed in an empty cell. To enter a number, touch the desired cell, then touch the number you want to input.

◆ **Using Options** While solving a puzzle, you may have several possible numbers for a single cell. You can input up to four small numbers inside a cell as a note to yourself. These are called options, and you can enter them into the four corners of a cell using the options panel.

◆ **Options and Quick Save** In addition to solving puzzles, you can also change settings and save your progress in a puzzle that you want to continue later. For more information, please see the information on pages 12 and 13.



### USING THE GUIDELINES

- Guidelines are areas highlighted in orange. They are always centered around the cursor.
- The column, row, and 3x3 block around the cursor will be highlighted.
- You can toggle the Guidelines on and off by using the L or R Buttons.

**TIP**

If you touch a number within a puzzle twice, all other cells with the same number will be highlighted. This is a useful tool for solving puzzles!



**TIME ELAPSED**

**CURRENTLY SELECTED CELL**

**OPTIONS PANEL**

Touch the left square to enter regular numbers. Touch one of the four corners of the right square to enter an option into the selected corner.

**NUMBER INPUT PANEL**

Touch the number you want to enter. You can change the entry method in the options menu.

**ERASE**

Erase the number in the selected cell.

**OPTIONS**

Display the options menu.

**SAVE & EXIT**

Save your progress on the current puzzle and return to the title screen.

**STEP**

Touch [Undo] to go back a step. Touch [Redo] to repeat a step.

**GUIDELINES**

## OPTIONS AND SAVE & EXIT

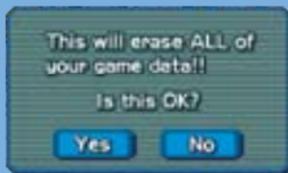
Touch [Options] on the play screen, or press START on the console, to display the options menu. The functions and controls for this window are explained here.



Option menu

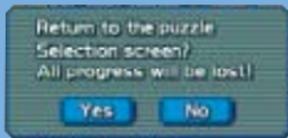
### ERASE DATA

This will erase all data, including all accumulated solution data (which is used to meet conditions for rank tests). Touch [Yes] to delete this data, or [No] to return to the previous screen.



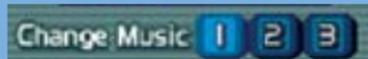
### GO TO PUZZLE SELECTION

Return to the puzzle-selection screen without saving your progress. If you want to save your progress, use [Save & Exit] (→P13) on the play screen.



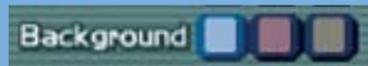
### CHANGE MUSIC

Change the background music. Tap one of the numbers to change the music. When you find a track you like, touch [Resume].



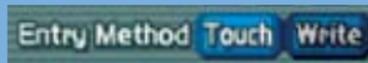
### BACKGROUND

Change the background color of the game. When you touch one of the colors, the current background will change. When you find one you like, touch [Resume].



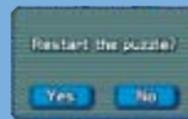
### ENTRY METHOD

The default setting is [Touch]. Tap [Write] to switch the number panel into a handwriting area where you write numbers with the stylus.



### RETRY

Touch [Yes] to restart the puzzle from its original state. If you want to undo only a single step, use the undo button.

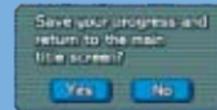


### RESUME

Close the options menu and return to the play screen.

### SAVE & EXIT

On the play screen, touch [Save & Exit], then touch [Yes] to save your progress on the current puzzle and return to the title screen. Touch [No] to return to the game.



## ABOUT RANK TESTS



After completing various puzzles, a message like the one shown to the left may appear. When challenge rights are obtained, you can select and attempt the corresponding Rank Test.

### RANK TEST PUZZLES

On the puzzle level-selection screen, touch [Rank Test] twice to advance to the Rank Test puzzle-selection screen. Any Rank Test levels that you have earned the right to try will be highlighted in pink.

Touch a pink panel to select it, then touch it again to see the requirements for passing. A window will appear asking if you want to attempt this puzzle.

Touch [Yes] to start the challenge. Touch [No] to go back.



Puzzle level-selection screen

### RANK TEST PUZZLES VS. NORMAL PUZZLES

You must pass Rank Test puzzles in order to progress from Bronze to Platinum rankings. Rank Test puzzles are different from normal puzzles in that they have time limits, and must be solved in the given time. Look at the conditions carefully before taking on the challenge!

If you fail a Rank Test, you can take it again. You can retry as many times as you like, but the puzzle will be different every time.

Challenge rights are unlocked by solving normal puzzles. However, ranks must be acquired in order. For example, if you have acquired Silver Rank challenge rights, but not yet acquired the Bronze Ranking, you cannot attempt the Silver Rank Test puzzle.



Puzzle level-selection screen



# SUDOKU RULES AND STRATEGIES

Sudoku Gridmaster is based on the Japanese game Sudoku. The rules here are the same as those used in the traditional game. There are some special rules available, but we'll cover the basic ones here.

## RULES OF SUDOKU

There are only three rules:

- 1 You can only use the numbers 1 through 9.
- 2 Each columns (①) and rows (②) can contain no more that one of each number from 1 to 9.
- 3 Each 3x3 Blocks outlined in bold (③) can contain no more than one of each number from 1 to 9.

By following these rules and looking at numbers that have been placed already, you can figure out what numbers to put in the empty spaces.



## DEDUCING THE SOLUTION

### ◆ Search for missing numbers within the Guidelines.

Look at the picture on the right and try to figure out which number should go in the highlighted box. It's simple, isn't it? The only number not placed in the Guidelines is a 1. Therefore, the answer is 1. In the same way, you can determine that the number that goes in the box on the top left of this block should be a 9.



### ◆ Use options when you can't decide.

Now look at the box on the bottom right side of this block. You can't narrow down the answer to a single number here, so you should enter the two possibilities, 5 and 3, as options in the same box. Your options appear as small red numbers inside the box. In situations like this, options come in very handy!



### ◆ Solving one cell can lead to another.

Now look at the bottom left box in this block. Because you solved the upper left box with a 9, you can see that a 3 must go here. Therefore, the box you listed with the temp numbers 3 and 5 must be a 5! The last box in the middle must therefore be a 7, and the block is done!



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REV-P

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