Enigma
User Guide

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Contact information

Purple Software Limited
Purple House
Corporation Street
High Wycombe
Bucks HP13 6TQ, UK

Phone: +44 (0) 1494 750300

Fax: +44 (0) 1494 750301

e-Mail: info@purplesoft.com
support@purplesoft.com

Web: http://www.purplesoftware.com

Table of Contents

Introduction 1

Welcome to Enigma 1

About this document 1

Game overview 1

Using Enigma 3

Running Enigma 3

Setting the difficulty 4

Making guesses 4

High scores 5

Managing Players 5

Managing games 5

Introduction

Welcome to Enigma

Enigma is compatible with devices that use version 3 or later of the Palm™ Operating System, including the Palm III™ and Palm V™ organizers.

This User Guide covers all platforms and rather than referring to any specific device, will simply refer to 'your handheld computer'. Readers should note that, unless otherwise stated, the same functionality is supported by all handheld computers available at the time of writing.

About this document

The Enigma User Guide explains how to use the Enigma application. In so doing, the Guide assumes that the reader is familiar with the standard features of their organizer / handheld computer.

The Guide is also supplied in electronic form as a Portable Document Format (.pdf) file. Software to display .pdf files is freely available from Adobe Systems Incorporated and can be acquired from their World Wide Web site at http://www.adobe.com/acrobat/.

Game overview

The objective of the game of Enigma is to discover a hidden sequence of pieces in the shortest number of turns.

The game begins with the computer creating a hidden sequence of pieces. The number of pieces in the sequence, the total number of pieces that may be used and whether a sequence may contain duplicate pieces is determined by the current level of difficulty.

The hidden sequence is discovered by making a series of “guesses” as to its’ content. As each guess is made, it is checked against the hidden sequence and clues as to its accuracy are displayed. There are 2 types of clue:

- The number of pieces that are of the correct type *and* in the correct position. This is shown as a number of black counters or “stones”.
- The number of pieces that are of the correct type but *not* in the correct position. This is shown as a number of white “stones”.

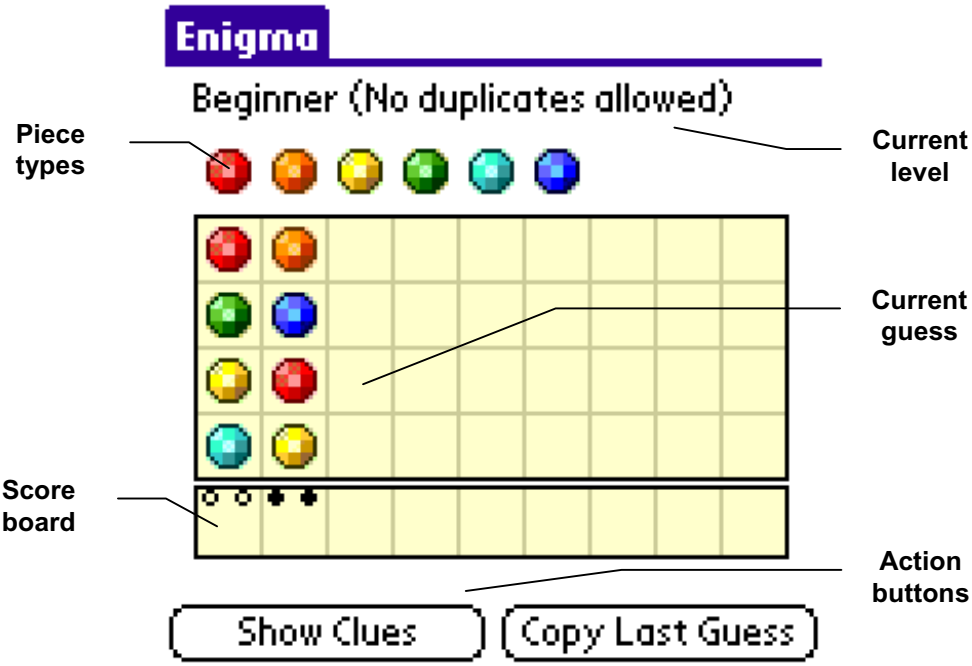
For each level of difficulty there is a maximum number of guesses that can be made. If the hidden sequence is discovered within this limit, the game has been won.

Enigma records statistics for players including the number of wins, losses average and best scores for each level. Enigma also records the best score made by any player for each level in a high score table.

Using Enigma

Running Enigma

When you first run Enigma, application information is briefly displayed and a new game is started. The game starts with you as the default "Player" at the lowest level of difficulty



The playing area consists of three regions:

- The range of possible piece types that can be used for a guess.
- The playing board where each guess is made.
- The score board which shows the numbers of black and white “stones” associated with each guess.

At the start of the game, the playing and score boards will be empty.

Setting the difficulty

Select the desired size and type of the hidden sequence from the **Level** menu. The available levels are:

Level	Possible pieces	Size of sequence	Duplicate pieces	Maximum guesses
Beginner	6	4	No	9
Novice	6	4	Yes	10
Junior	7	5	No	11
Senior	7	5	Yes	12
Expert	8	6	No	13
Master	8	6	Yes	13

Changing the difficulty level will cause any current game to be cancelled and a new game started at the level selected.

Making guesses

To make a “guess”, you need to build up a sequence of pieces in the next available column on the playing board.

To do this, drag pieces from the list of available piece types (or a previous guess) to the desired location in the current guess. Enigma remembers to most recently selected piece type and will use this if you simply tap a desired location in the current guess. You can also copy the piece type used in a previous guess to the same location in the current guess by tapping the desired piece type in a previous guess. To the entire previous guess into the current guess, tap the Copy Last Guess **Copy Last Guess** action button.

If you misplace a piece while dragging, it will be returned to it’s original location, the speed at which this occurs can be controlled by selecting the **Preferences** command from the **Options** menu.

Once the “guess” is complete, tap the **Show Guess** action button to reveal the results for the current guess.

If a guess exactly matches the hidden sequence, you have won the game and any high scores and player statistics will be updated.

If the maximum number of guesses has been made and the hidden sequence has not been discovered you have lost the game. You can then use the Action button to reveal the solution.

High scores

Select the **Highscores** item from the **Game** menu to display and optionally reset the highscore table.

Managing Players

Enigma maintains a list of players involved in any of the games stored on your device. You can add new players, delete players or view their statistics by selecting the **Players** item from the **Game** menu. The list of players will then be presented.

- To select the player for the current game, highlight a player in the list and tap the **Select** button.
- To create a new player, tap the **New** button. The player details dialog will then be presented with default values. If you confirm the dialog, the new player will be added to the list.
- To view the details of an existing player and optionally reset their statistics, highlight a player in the list and tap the **Details** button to present the player details dialog. When you confirm the dialog, any changes will be applied.
- To delete a player, highlight the player in the list and tap the **Delete** button.

Managing games

Enigma allows you to store multiple games on your device. When you launch Enigma, the most recent game is presented as the current game.

You can create new games, delete games or amend their details by picking the **Select** item from the **Game** menu. The list of games will then be presented.

- To make any game in the list the current game, simply highlight the desired game and tap the **Select** button.
- To create a new game, highlight a game in the list on which you would like to base the new game and tap the **Copy** button. The game details dialog will then be presented. Amend the game details as desired and confirm the dialog to add the game to the list. You can initialise the newly created game using the **New Game** function described below.
- To amend the details of an existing game, highlight the game in the list and tap the **Details** button to present the game details dialog. When you confirm the dialog, any changes will be applied.
- To delete a game, highlight the game in the list and tap the **Delete** button.

At any time, you can reset the current game to its initial position by selecting **New Game** from the **Game** menu. Note that when you do this the game is considered as lost games for the player statistics.