ILOGICALL

ENGLISH

THE GAME
iLogicAll is a Picross-like game. It's a logic game where the objective is to discover a hidden picture, based on numeric hints that you have for every row and for every column, without surpassing the fixed time limit. You must open only the void cells to make appear the picture drawn by the occupied ones that open automatically each time a row or column is completed.

CONTROLS
The game can be controlled with redefinable keys or with a joystick. While playing, press "R" key to hold game. On main menu, press fire to start game or use the following keys :

1	Choose the starting level (and enter password if necessary)
2	Change control mode between keyboard and joystick.
3	Redefine control keys.
4	Enter level editor.

HOW TO PLAY
The game area is divided into several zones :

Information panel: Placed on the right, it informs you about the actual level, available time, your score and the highest score.

Game board: composed of 256 cells (16x16). Each cell can be in three different states.

Closed	It's the initial state.
Opened	It's a closed cell you have opened (occupied or void).
Marked	Mark cells to help you in your deduction. A marked cell isn't considered as opened.

You can unmark a cell that you previously marked, but opened cells can't be closed back or marked. Unmarking a cell, however, isn't necessary to open it.

Numeric hints: indicate the number of consecutive void cells. When there's more than one number, it means that between those groups of void cells, there are an undetermined number of occupied cells.

Picture area: A zone where a real size version of the current level picture will be drawn when you solve it, so you can observe it better.

As you advance through the game, the levels will become increasingly complex, and will be formed by 4 or even 9 different sublevels, so each level of 16x16 cells is only a part of a more complex picture. The already solved sublevels are drawn in the picture area, so they can help to guess the final result and therefore the specific part that you're trying to solve in that moment.

You have an initial time of 30 minutes to solve each 16x16 level, and that time is reduced each time you make a mistake and open an occupied cell. This penalization starts being 2 minutes, and grows an extra minute each time; so, the first error subtracts 2 minutes, the second 3 minutes, the next one 4 and so on.

You can sacrifice 5 minutes in exchange of the complete solve of a row and a column. For this, enter in "Help" mode, place the cursor on the row and column that you want to reveal, and press fire.

PASSWORD SYSTEM
Passwords allow you to start directly from the level where you left it the last time you played. To use one, choose option 1 on main screen. Once selected, you're being able to change the level freely, using the left and right controls amongst the levels you have already reached. If you try to pass over the last level you've reached, you have to type a password. Passwords are given before you start each level.