

SafeCracker

Find the code to open the safe

Safe Cracker 1.0

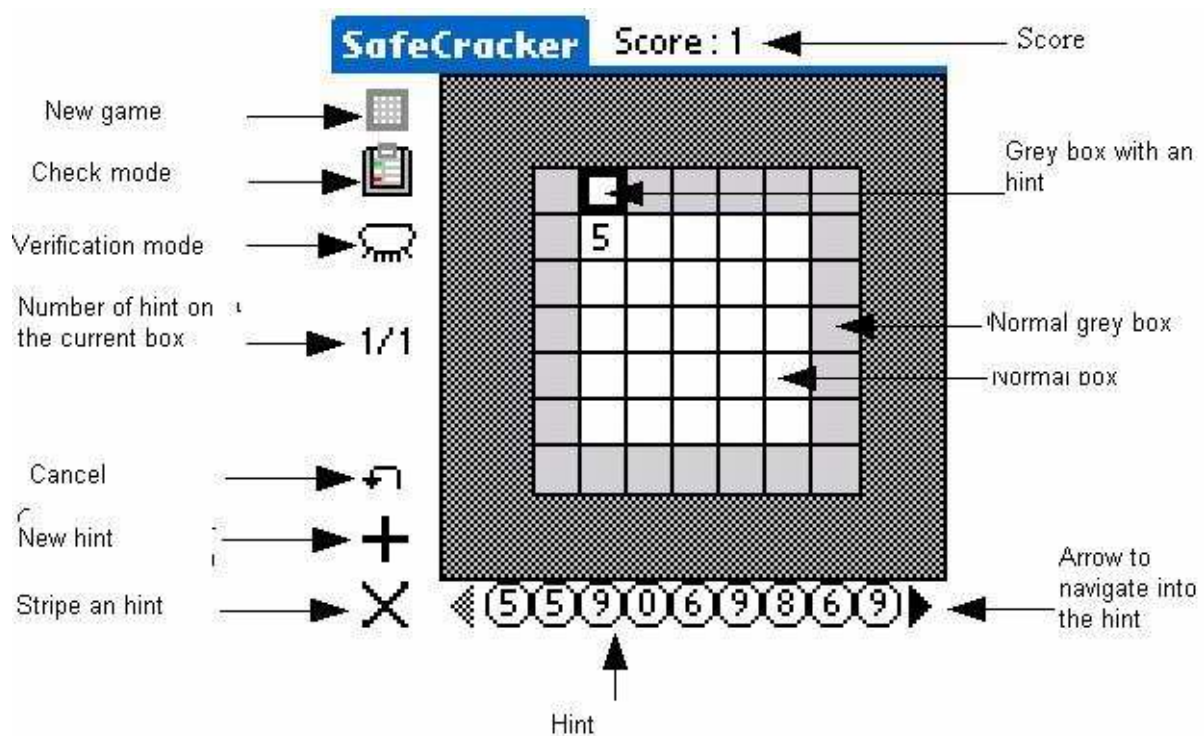
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The goal of the game is very easy : You are face a virtual safe with a computer
You have to find the code to open the safe. The code is compose of numbers that you have to type in each boxes

How can you find the numbers?

First, let's see the main screen:



To find the numbers, you have to ask for hint. So you select a grey box and you tap on the "+" button.

A chain of number appears in the bottom of the screen. It is an aleatory way of number through the grid. This way is a sequence of connecting boxes that will help you to with the code.

So you need more than one hint to find the entire code.

The goal is to put a number in each boxes of the grid with the less hint as possible.
The best score are the more little.(each hint is a point)

Have you understand ?

Here is a complete grid.

	1	2	3	1	0	
	6	5	7	1	0	
	1	8	1	5	6	
	7	2	4	2	4	
	1	3	4	6	2	

How to find all this number?

First Tap on a grey box

	1	2	3	1	0	
	6	5	7	1	0	
	1	8	1	5	6	
	7	2	4	2	4	
	1	3	4	6	2	

And tap on the + button : a hint is generated. By exemple : 006517582

	1	2	3	1	0	
	6	5	7	1	0	
	1	8	1	5	6	
	7	2	4	2	4	
	1	3	4	6	2	

You can see on the grid the way to put all the numbers.
You can have another way with the same box by taping again on the + button.

Here the way is 0137142

	1	2	3	1	0	
	6	5	7	1	0	
	1	8	1	5	6	
	7	2	4	2	4	
	1	3	4	6	2	

Be careful the way can do cycle...

By example if the hint is 0011006424, you have :

	1	2	3	1	0	
	6	5	7	1	0	
	1	8	1	5	6	
	7	2	4	2	4	
	1	3	4	6	2	

As you can see the way go to time by the "00".

Normally all this way help you to fill the grid.

There are 5 levels of difficulty.

You have some functions to help you:

- cancel : cancel the last number enter in the grid.
- More than one hint can be ask for a grey box. To make walk through the hint of a box , tap on it.
- You can strip a hint when you think to not need it anymore.
- you can check if all the numbers enter in the grid are good by taping on the check mode button (10 points added to the score)
- You can see your errors with the verification mode (50 points added to the score and 5 points for each modification). You quit the verification mode by taping on the verification mode button again.

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You can play with the button (without stylus) and each button can be customised (menu Keyboard)

When the grid is totally filled and all the numbers of the code are good a message « "You found the code!" appears. If your score is good, you can enter your name in the high score list

So it is your tour to find the code. Good luck !

Manuel realised par TomA for the french version and bad translated by Payalba.

Thanks to the Palmattitude community.
<http://www.palmattitude.org>