

Turn Red Yellow and Blue

v3.1 20201128

Manual

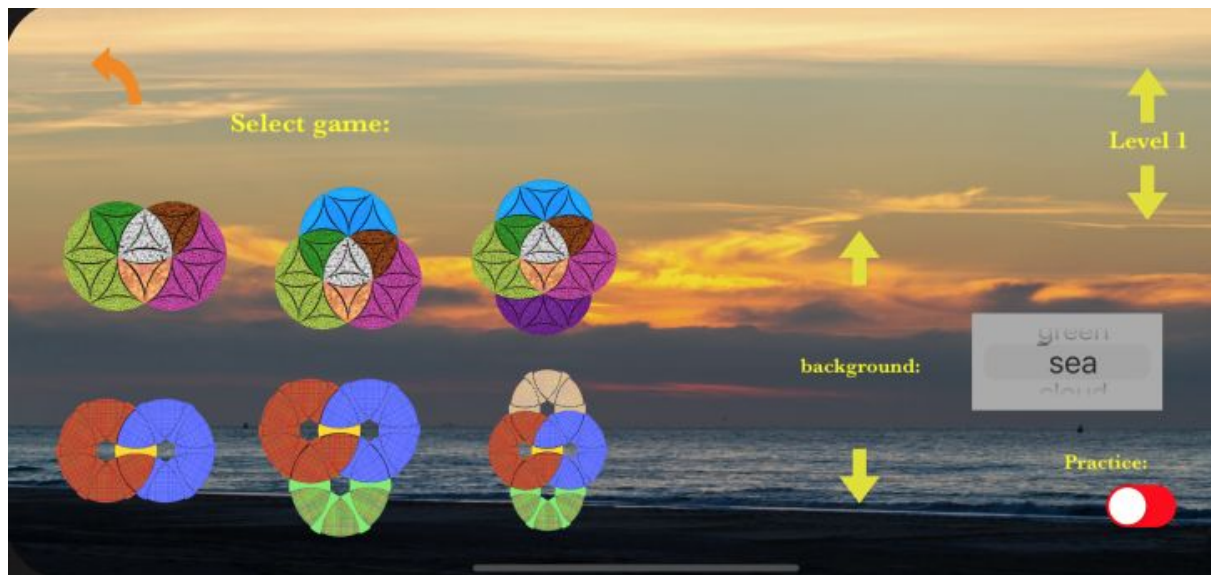
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Aim of the game

The aim of the game is to achieve the goal (the original state of the circles) by rotating the circles. The puzzle and target appear when the Home button is pressed. The game can be played on all levels of difficulty in all three variants (2, 3, or 4 circles)

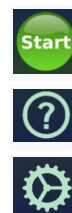
The game

After opening the app, the home screen is displayed:



The buttons on the home screen are:

1. The START button at the top left
2. The HELP button at the bottom right
3. The SETTINGS button at bottom left



The START button

With the START button the game or the puzzle is opened and the playing field is displayed.

The SETTINGS button is used to open the settings window to change the properties of the game, such as the difficulty level (Level), select the practice mode and select a game with 2, 3 or four circles.



The HELP button

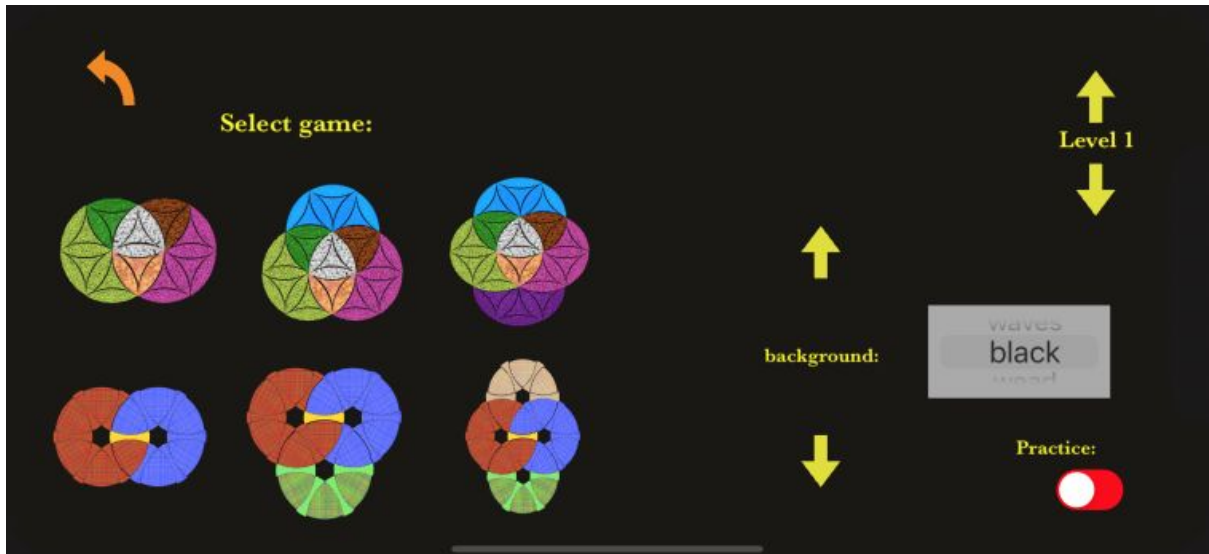
The HELP button opens the manual (as you see)

After pressing the START button, the following screen is displayed:



The SETTINGS button

After pressing the SET button, the following screen is displayed:



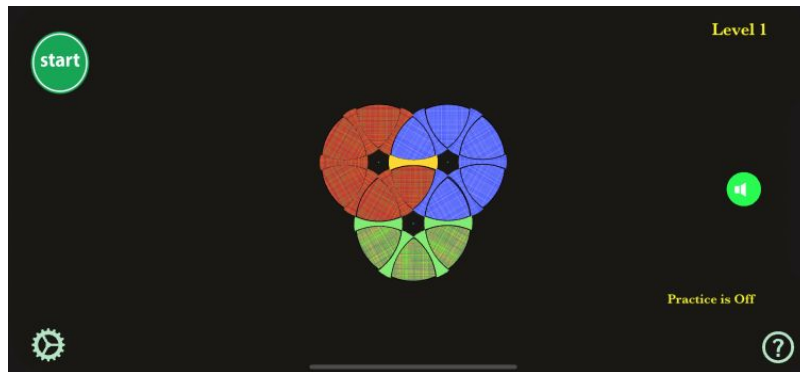
The SETTINGS button opens the settings window, where the following choices can be made:

- the difficulty level (level)
- the game variant (2, 3 or 4 circles)
- play the game in practice mode
- the background picture
- Buy full game or restore purchase (unlock)

Explanation of the screens

After pressing the START button, the playing field is displayed.

Here the game is going to be played. See further under: “The game”



After pressing SETTINGS button, the following screen is displayed:




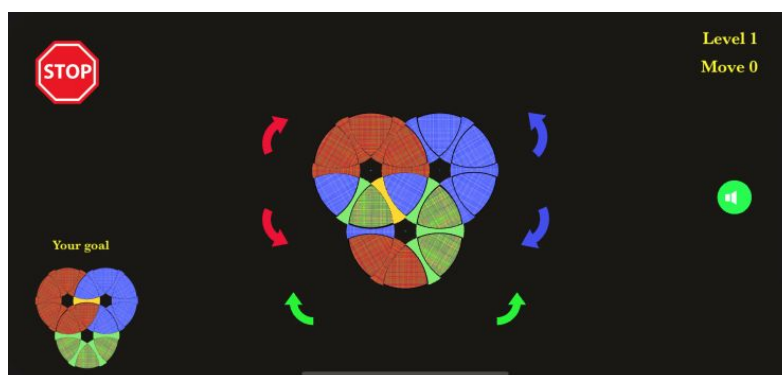
The following choices can be made in this screen:

- The game variant: by pressing the desired number of circles.
Note: the more circles, the more difficult the game. It is recommended to play with the 2-circle variant first.
- The level: the difficulty level is selected by pressing the up or down arrow. The higher the difficulty, the more circles are turned at the start.
- The exercise mode: The exercise mode can be switched off or on by sliding the switch. To get an idea of the game, it is recommended to first play a number of games in practice mode.
- The unlock button to purchase, or restore a purchased, full game.
- The “left arrow” at the top left closes the settings screen.

The operation of the game

Are displayed in the playing field:

- the puzzle (the circles in the middle) with the corresponding arrows.
- the target (the circles at the bottom left)
- the white flag  (to stop the game). This is sometimes advisable if you are too far from the starting point and have not yet reached the goal (approx. 30 turns).
- the text “try again” (to play the same game again)
- in what level you play and how often you have played
- whether the “practice mode” is on or off.



The circles are turned with the arrows.

Each circle color has 2 arrows in the same color as the original circle (see target):

- 1 to rotate the circle clockwise (right)
- 1 to turn the circle counterclockwise (left)

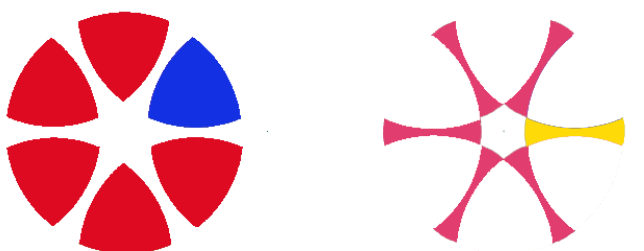
To achieve the goal, the circles are rotated by pressing the arrows.

In the example below (left screen), the green circle with the right green arrow is rotated 1 step clockwise, which gives the following result (right screen):



Construction of the circles

The circles consist of 6 colored triangles (rounded) and 6 separators:



In this case, the "circle" consists of 5 red triangles and 1 blue triangle.

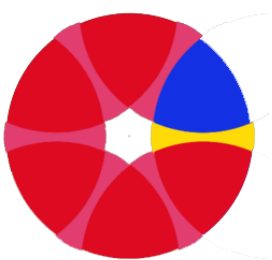
In a game with 2 circles, these are made up of a number (0 - 5) of red triangles and a number (0 - 5) of blue triangles, where the total number of triangles per circle is always 6.

The separators are between the triangles and are always lighter in color than the triangle.

In each game there is 1 yellow separator.

So even a game with three or four circles only has 1 yellow separator.

The triangles and the separator together form the "circle":



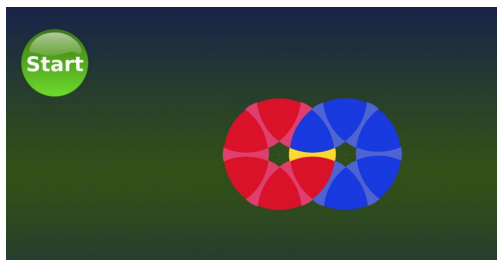
Each circle can be rotated clockwise and counterclockwise:



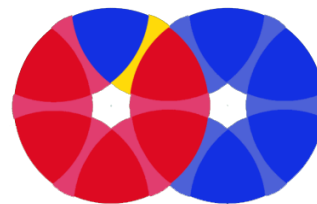
When a circle is rotated, all triangles and separators are rotated.

What happens when the circles are rotated:

Let's look at the 2-circles variant before the game starts:



Screen 1: Initial situation



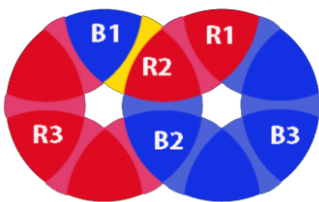
Scherm 2: Situatie na start

Initial situation

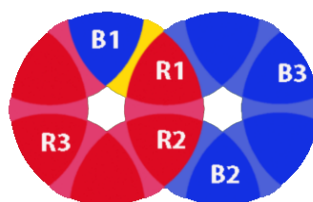
The left and right circles share 1 red triangle, 1 blue triangle and the yellow separator.

By pressing the START button in this simple example, the left circle is rotated 1 step to the left, to make the puzzle.

Below situation that can be solved with two steps:



Initial situation puzzle:



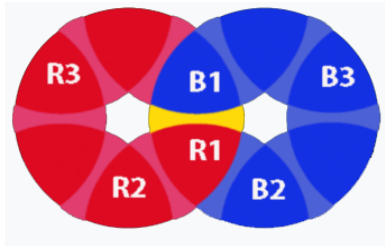
Situation after turn with top blue arrow:

We take this example as the initial situation of the puzzle (some triangles are labeled for clarity).

Now the right circle is turned to the left by pressing the top blue arrow.

R1, R2, B2 and B3, including all separators and other triangles of the right circle have now been moved. In the initial situation, B2 was divided by the two circles. In the second situation, it is only part of the right circle.

To solve the puzzle, the left circle is turned 1 step clockwise.



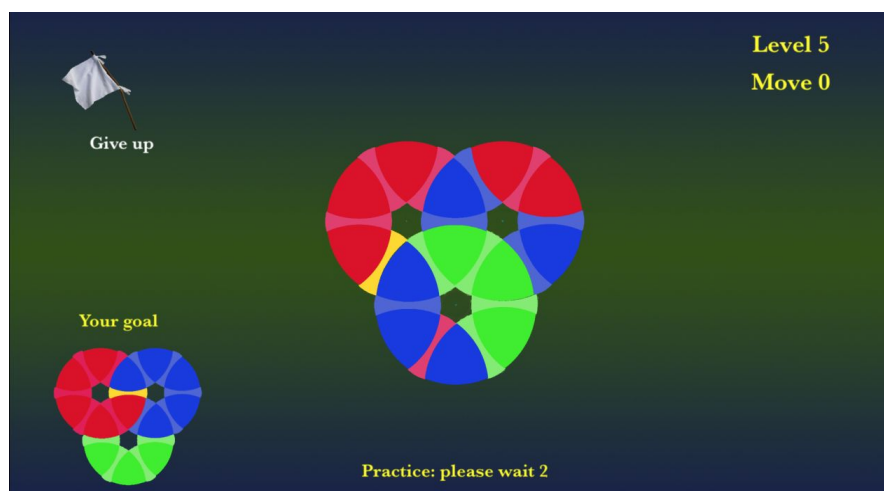
The red triangle R2 is now part of the left circle. B1, R1 and the yellow separator are now divided by both circles.

Practice mode

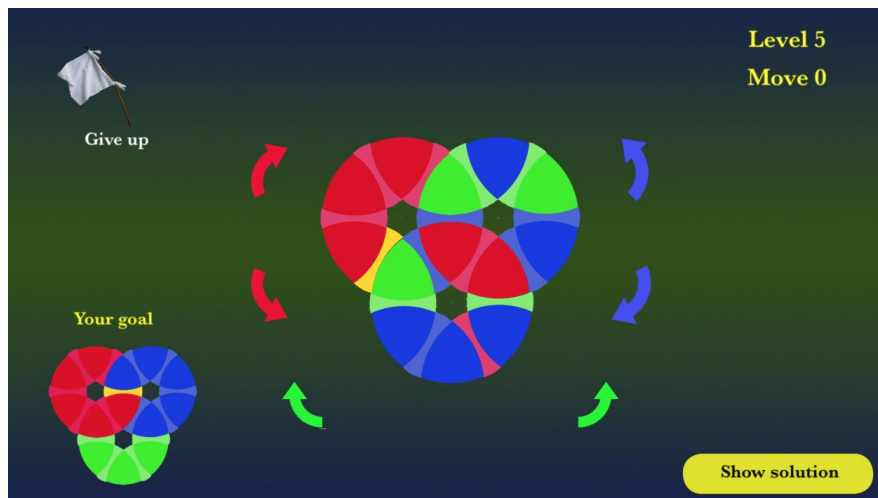
As mentioned above, the practice mode can be turned on on the settings screen.

This can be done with the switch at the bottom right of the screen. To get to grips with the game, it is recommended to first solve a number of puzzles in practice mode.

Unlike when the practice mode is off, after pressing the START button, the puzzle will not immediately be displayed. From the starting situation, every step required to complete the puzzle is displayed. A text will appear "practice please wait" followed by the number of steps required to complete the puzzle.



When the puzzle is finished, an extra button with "SHOW SOLUTION" appears at the bottom right.



When the "SHOW SOLUTION" button is pressed, the puzzle will revert all actions that you have already performed. After this all steps are slowly shown to solve the puzzle. Then a start button appears, by which you can solve a new puzzle.

GOOD LUCK!